

VSV11

VSV11 CSS DIAG
CVVSAAO

AH-E769A-MC
FICHE 1 OF 2

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IDENTIFICATION

PRODUCT CODE: AC-E768A-MC
PRODUCT NAME: CVVSAO VSV11 CSS DIAG
MAINTAINER: CSS PRODUCTS
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1.0 PROGRAM ABSTRACT

 THE VSV11 DIAGNOSTIC PROGRAM PROVIDES A SERIES OF TESTS DESIGNED TO VERIFY THE INTEGRITY AND OPERABILITY OF THE VSV11/VS11 Q-BUS VIDEO IMAGE PROCESSING SYSTEM. SOME OF THE TEST SEQUENCES ARE VISUAL ONLY. HOWEVER ALL TESTS WILL RUN WITH OR WITHOUT A DISPLAY MONITOR CONNECTED TO THE SYSTEM. THE TESTS DESIGNATED 'DPU-ONLY' WILL RUN WITHOUT THE 'DBUS' CONNECTED TO THE DISPLAY PROCESSOR MODULE (M7064). THE PROGRAM WILL SUPPORT UP TO 16 VSV11 SYSTEMS. HOWEVER, MULTI-UNIT CONFIGURATIONS ARE TESTED ONE AT A TIME BY THE PROGRAM. ANY LOGIC ERRORS ENCOUNTERED ARE REPORTED ON THE SYSTEM CONSOLE DEVICE.

1.1 LIST OF HARDWARE TESTS

 DPU ONLY TESTS:

- TEST 1 STATIC RESET
- TEST 2 RESET ONES
- TEST 3 SOFT INIT ONES
- TEST 4 REGISTERS UNIQUE ADDRESS
- TEST 5 INCREMENTING REGISTERS
- TEST 6 DPU START-STOP
- TEST 7 DPU OPCODES
- TEST 8 INCREMENTING HISTOGRAM BASE ADDRESS
- TEST 9 INCREMENTING CHARACTER BASE ADDRESS
- TEST 10 DJMS/DPOP
- TEST 11 MAIN MEM MGT ACCESS (OVER 28K)
- TEST 12 AUX MEM MGT ACCESS (OVER 28K)
- TEST 13 STOP INTERRUPT
- TEST 14 DPU TIME-OUT INTERRUPT
- TEST 15 ERROR CODES
- TEST 16 ADDRESS RELOCATE
- TEST 17 CHARACTERS
- TEST 18 ABSOLUTE POINTS
- TEST 19 LONG VECTORS
- TEST 20 RELATIVE POINTS
- TEST 21 SHORT VECTORS
- TEST 22 RUN-LENGTH

IMAGE MEMORY & SYNC GENERATOR TESTS & DISPLAYS:

- TEST 23 CURSOR REGISTERS/SWITCH/MATCH
- TEST 24 GRAPH-HISTOGRAM X
- TEST 25 GRAPH-HISTOGRAM Y
- TEST 26 BIT MAP (1)
- TEST 27 BIT MAP (0)
- TEST 28 IMAGE MEMORY CLEAR-SET
- TEST 29 IMAGE MEMORY INTERLACE
- TEST 30 IMAGE MEMORY PATTERNS

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TEST 31 SPARE
TEST 32 SYSTEM VERIFICATION DISPLAY

STAND ALONE TESTS & ROUTINES:

TEST 33 JOY-STICK VERIFICATION (STAND ALONE)
TEST 34 SELECTED DISPLAYS (STAND ALONE)
TEST 35 SYSTEM CONFIGURATION (STAND ALONE)

2.0 -----
STRUCTURE OF PROGRAM

THIS PROGRAM IS STRUCTURED TO RUN UNDER THE DIAGNOSTIC SUPERVISOR (REV D) AND THE XXDP+ MONITOR. A BRIEF OVERVIEW OF OPERATING INSTRUCTIONS IS PROVIDED IN SECTION 3.1 OF THIS DOCUMENT. REFER TO CHAPTER 5 OF THE XXDP+ USERS MANUAL FOR FURTHER DETAILS.

2.1 -----
HARDWARE REQUIREMENTS

PDP-11/LSI-11 PROCESSOR WITH 28K OR MORE OF MEMORY
CONSOLE DEVICE (LA30, LA36, VT50, VT100, ETC.)
XXDP+ LOAD DEVICE (RX, RP, RL, TM, DT, ETC.)
1 TO 8 VSV11 SYSTEMS, EACH CONSISTING OF:
M7064 DISPLAY PROCESSER
M7062 IMAGE MEMORY (1 TO 4 CHANNELS)
M7061 SYNC GENERATOR WITH CURSOR CONTROL
DISPLAY MONITOR, COLOR OR MONOCHROME (OPTIONAL).
DW11 UNIBUS TO LSI-11 BUS CONVERTER (OPTIONAL, VS11 SYSTEMS ONLY).

2.2 -----
RELATED DOCUMENTS AND STANDARDS

XXDP+ USERS MANUAL (CHQUSA)
VSV11 OPTION DESCRIPTION (YM-C183C)
VSV11 DIAGNOSTIC LISTING (SEC 7 OF THIS DOCUMENT).

3.0 -----
LOADING AND STARTING PROCEDURES

THIS PROGRAM IS LOADED AND STARTED FROM ANY XXDP+ MEDIA USING THE STANDARD XXDP+ OPERATING PROCEDURES.

AT START UP, THE SUPERVISOR WILL IDENTIFY ITSELF AND THE NAME OF THIS PROGRAM ON THE CONSOLE DEVICE, AND THEN DISPLAY A COMMAND MODE PROMPT (DR>) WHICH INDICATES READY TO ACCEPT ANY OF THE FOLLOWING COMMANDS.

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3.1

SUPERVISOR COMMAND SUMMARY

THIS SECTION PRESENTS A BRIEF OVERVIEW OF THE COMMANDS NECESSARY TO CONTROL THE OPERATION OF THIS DIAGNOSTIC UNDER THE REV D DIAGNOSTIC SUPERVISOR.

STA(RT)	INITIAL START-UP -- BUILD P-TABLES.
RES(TART)	RESTART -- USE EXISTING P-TABLES.
CON(TINUE)	CONTINUE AFTER <^C> OR ERROR HALT.
PRO(CCEED)	CONTINUE AFTER ERROR HALT.
EXI(T)	RETURN TO XXDP+ MONITOR.

THE FOLLOWING SWITCHES APPLY TO THE ABOVE:

/TESTS: <TEST NUMBERS TO RUN>
/PASS: <NUMBER OF PASSES TO RUN>
/FLAGS: <SEE FLAG LIST BELOW>
/EOP: <NUMBER OF PASSES 'TIL END-OF-PASS>

ADDITIONAL COMMANDS AVAILABLE ARE:

DRO(P)/UNIT:N	REMOVE UNIT N FROM TEST LIST
ADD/UNIT:N	ADD UNIT N (PREVIOUSLY DROPPED).
DIS(PLAY)/UNIT:N	PRINT UNITS P-TABLE AND STATUS.
PRI(NT)	PRINT STATISTICS (PER-UNIT STATUS).
ZFL(AGS)	CLEAR ALL FLAGS.
FLA(GS)	PRINT CURRENT FLAG SETTINGS.

THE GENERALIZED COMMAND STRING FORMAT IS:

COM(MAND)/SWITCH:VALUE/SWI*CH:VALUE ... <CR>

3.2

RUN TIME OPTION FLAGS

THE FOLLOWING FLAGS ARE USED IN LIEU OF THE OLD HARDWARE SWITCH REGISTER TO FURTHER DEFINE PROGRAM BEHAVIOUR:

HOE	HALT ON ERROR
LOE	LOOP ON ERROR
IEK	INHIBIT ALL ERROR REPORTS
IBE	INHIBIT BASIC ERROR REPORTS
IXR	INHIBIT EXTENDED ERROR REPORTS
PRI	SEND ALL REPORTS TO LINE PRINTER.
PNT	PRINT TEST NUMBERS (AND I.D'S) AS EXECUTED
BOE	GOOD OLD 'BELL-ON-ERROR'
UAM	RUN IN 'UNATTENDED' MODE (NO MANUAL)
ISR	INHIBIT STATISTICS (PER-UNIT STATUS EACH PASS)
IDU	INHIBIT 'AUTO-DROP' (EXCEPT FOR NON-EXISTENT REG.)
ADR	EXECUTE 'AUTO-DROP' (USER SUPPLIED CODE)
LOT	LOOP ON TEST
EVL	EVALUATE ERRORS (NOT IMPLEMENTED)

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FLAG SETTINGS ARE ALTERED BY USING THE /FLAGS: SWITCH
IN ANY COMMAND STRING. I.E. STA/FLAG:IER:BOE <CR>
WILL START THE PROGRAM, RUN ALL TEST IN ORDER, INHIBIT
ERROR TYPEOUT, RING BELL ON ERROR.

3.3 INITIAL START-UP -- BUILD P-TABLES

WHENEVER THE PROGRAM IS STARTED, VIA THE STA(RT) COMMAND,
THE SUPERVISOR REQUESTS THE FOLLOWING P-TABLES PARAMETER
CHANGES:

CHANGE HW (L) ?

#UNITS (D) ?
UNIT 0
DEVICE ADDRESS (O) 172010 ?
1ST INTERRUPT VECTOR (O) 320 ?
INTERRUPT PRIORITY (O) 4 ?
LUT INSTALLED (L) N ?
FREQUENCY = 50HZ (L) N ?

IN ADDITION, ON A START, RESTART OR CONTINUE THE SUPERVISOR
REQUESTS CHANGES TO THE SOFTWARE OPERATING PARAMETERS, AS
FOLLOWS:

CHANGE SW?

RUN DPU TESTS ONLY (L) N ?
LONG MEMORY TESTS (L) N ?
INHIBIT ITERATIONS (L) N ?
MANUFACTURING MODE (L) N ?
PER TEST ERROR LIMIT (D) 25 ?
PER UNIT ERROR LIMIT (D) 200 ?

IF 'RUN DPU TESTS ONLY?' IS ANSWERED 'YES', NO COMMUNICATION
WITH THE IMAGE MEMORIES OR SYNC CHANNELS IS MADE; THE PROGRAM
CAN BE RUN WITH THE 'DBUS' CABLE DISCONNECTED. IF 'LONG
MEMORY TESTS' IS SELECTED, 15 DIFFERENT PIXEL DATA VALUES ARE
USED DURING TEST 28 (IMAGE MEMORY CLEAR-SET) RATHER THAN THE
STANDARD 5 VALUES. INHIBITING ITERATIONS CAUSES THE PROGRAM
TO RUN FASTER, EQUIVALENT TO THE FIRST PASS AFTER STARTUP.
IF 'MANUFACTURING MODE' IS SELECTED, PREDEFINED PARAMETERS ARE
USED FOR THE IMAGE MEMORY AND SYNC CHANNEL CONFIGURATION DATA.
THE ERROR LIMITS DEFINE THE NUMBER OF ERRORS ALLOWED TO OCCUR
BEFORE A UNIT IS DROPPED (UNLESS THE /FLAG:IDU FLAG IS SET TO
INHIBIT DROPPING OF UNITS). FOR EXAMPLE, IF 25 ERRORS OCCUR
IN TEST 3 WHILE TESTING UNIT 2, UNIT 2 WILL BE DROPPED. OR,
IF UNIT 2 ACCUMULATES 200 ERRORS OVER THE COURSE OF SEVERAL TESTS
OR PASSES, IT WILL BE DROPPED.

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4.0

ERROR REPORTING

LOGIC ERRORS ARE REPORTED BY THE DIAGNOSTIC SUPERVISOR AS THEY OCCUR, HOWEVER, IT MUST BE NOTED THAT CAREFUL OBSERVATION OF THE VARIOUS VISUALS FRAMES IS ALSO REQUIRED TO VERIFY TOTAL SYSTEM PERFORMANCE.

EACH ERROR SIGNATURE CONSISTS OF ONE OR MORE LINES OF TEXT, DESCRIBING THE ERROR, AND INCLUDES EXPECTED VS RECEIVED DATA WHERE APPLICABLE. THE FIRST LINE IS THE SUPERVISORS HEADER (BASIC), WHICH INCLUDES PROGRAM NAME, ERROR TYPE (HRD, SFT, DEV FATAL, OR SYS FATAL), ERROR NUMBER, TEST AND SUB-TEST NUMBERS, AND PC. THE HEADER WILL NORMALLY BE FOLLOWED BY ONE OR MORE (EXTENDED) LINES FURTHER IDENTIFYING THE ERROR.

EXAMPLES:

CVVSA DEV FTL ERR 00002 ON UNIT 00 TST 000 SUB 001 PC:-----
'BUS-INIT' DIDN'T INITIALIZE DPU
UNIT 0 DROPPED
DR>

CVVSA HRD ERR 00801 ON UNIT 00 TST 008 SUB 001 PC:-----
LONG VECTOR FAILURE
DXR,DYR EXP'D: 1776,0000
DXR,DYR REC'D: 0000,0000
ORIGIN: 0000,0000 DX,DY:041776,000000

NOTE THAT THE ERROR NUMBER IS IN THE FORMAT 'TTTEE' WHERE EE IS THE E'TH ERROR CALL WITHIN TEST TTT. WHEN ERRORS OCCUR OUTSIDE THE CONFINES OF A GIVEN TEST (INITIALIZE, OR SOME GLOBAL SUBROUTINE), TTT = 0.

I.E. ERR 00002 = 2ND ERROR IN PROGRAM INITIALIZATION.
ERR 00801 = 1ST ERROR IN TEST 8.

4.1

ERROR HALTS

ERROR HALTS ARE CONDITIONED BY THE HALT-ON-ERROR SWITCH (/FLAG:HOE). HALT IN THIS CONTEXT MEANS RETURN TO COMMAND MODE. THERE ARE NO OTHER PROGRAM HALTS. PROCEED TO RESUME FROM THE POINT OF THE ERROR CALL. CONTINUE TO RESTART AT THE BEGINING OF THE TEST IN WHICH THE ERROR OCCURED.

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4.2 -----
DROPPING OF UNITS

UNDER SOME CONDITIONS OF FATAL OR EXCESSIVE ERRORS, A UNIT WILL BE 'DROPPED' FROM THE LIST OF DEVICES BEING TESTED. FOR EXAMPLE, IF A DEVICE REGISTER IS NON-EXISTENT, THE UNIT IS DROPPED BEFORE ACTUAL TESTING COMMENCES. IN ADDITION, A UNIT WILL BE DROPPED IF 25 OR MORE ERRORS OCCUR WITHIN ANY ONE TEST (UNLESS THE /FLAGS:IDU SWITCH IS SET). THE DROPPED UNIT IS REPORTED AND APPEARS IN THE PER-UNIT STATISTICS REPORT. IN SOME CASES, THE ERROR COUNT IS NOT TESTED UNTIL THE END OF A TEST LOOP, SO MORE THAN 25 ERRORS CAN OCCUR BEFORE THE UNIT IS DROPPED.

5.0 -----
PERFORMANCE AND PROGRESS REPORTS

NORMAL PROGRESS THROUGH A GIVEN TEST SEQUENCE IS INDICATED BY THE PRINTING OF EACH TEST'S NUMBER AND TITLE ON THE SYSTEM CONSOLE DEVICE (IF THE /FLAGS:PNT SWITCH IS USED), FOLLOWED BY AN END-PASS WHEN ALL TESTS HAVE BEEN EXECUTED ON ALL UNITS. IN ADDITION, IF THE /FLAGS:ISR SWITCH IS NOT SET, AND IF MULTIPLE UNITS ARE BEING TESTED, THE PER-UNIT STATUS IS PRINTED AT THE END OF EACH PASS.

IF RUNNING WITH ERRORS INHIBITED (/FLA:IER), AN ERROR COUNT IS KEPT FOR EACH TEST, AND DISPLAYED AT THE END OF THAT TEST. THERE ARE NO OTHER PROGRESS REPORTS.

5.1 -----
EXECUTION TIMES

EXECUTION TIMES WILL VARY SOMEWHAT, DEPENDING ON CPU TYPE AND OPERATING MODE. THE FOLLOWING ARE TYPICAL EXECUTION TIMES OBSERVED ON A PDP-11/34 SYSTEM:

	1ST PASS	SUBSEQUENT PASSES
NORMAL MODE	4.5 MIN	8.6 MIN
DPU ONLY MODE	0.4 MIN	2.3 MIN
LONG MEMORY TEST MODE	5.6 MIN	9.7 MIN

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6.0 TEST SUMMARIES

THERE ARE THREE CATAGORIES OF TESTS, AS FOLLOWS:

1. DPU ONLY TESTS (SEC. 6.1)
2. IMAGE MEMORY & SYNC GENERATOR TESTS & DISPLAYS (SEC. 6.2)
3. STAND-ALONE TESTS (SEC. 6.3)

THE FOLLOWING PARAGRAPHS PROVIDE A BRIEF DESCRIPTION OF THE TESTING SEQUENCE. REFER TO THE PROGRAM LISTING FOR DETAILS. DURING PROGRAM INITIALIZATION, CERTAIN MINIMAL TESTING IS DONE IN ORDER TO:

- A. VERIFY THAT THE DEVICE ADDRESS FOR THIS UNIT IS VALID.
- B. VERIFY THAT THIS UNIT IS PROPERLY INITIALIZED FOLLOWING A BUS-RESET.

THE FOLLOWING ERRORS MAY OCCUR OUTSIDE THE CONFINES OF THE NORMAL TEST SEQUENCE:

ERR 00000 UNEXPECTED DPU ERROR INTERRUPT.
 ERR 00001 NON-EXISTANT DEVICE REGISTER. ABORT.
 ERR 00002 BUS-INIT DIDN'T INITIALIZE DPU.

THE FOLLOWING NOTES APPLY TO ALL TEST SEQUENCES:

1. UNLESS OTHERWISE NOTED, TESTING CONTINUES AFTER ANY ERROR.
2. ALL UNSOLICITED KBD INPUTS ARE IGNORED EXCEPT FOR:
 - <^O> SUPPRESS TTY OUTPUT
 - <^C> HALT (RETURN TO COMMAND MODE)

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6.1 THE DPU TESTS

THE TESTS IN THIS SECTION ARE THE 'DPU ONLY' TESTS. THEY ARE RUN WHENEVER THE PROGRAM IS RUN AND THE TEST SWITCH DOES NOT EXCLUDE THEM. WHEN IN THE 'DPU ONLY' MODE THESE ARE THE ONLY TESTS THAT MAY (WILL) BE RUN.

6.1.1 TEST 1. STATIC RESET

EXECUTE A RESET INSTRUCTION AND CHECK EACH APPLICABLE REGISTER FOR ITS CORRECT STATIC STATE.

6.1.2 TEST 2. RESET ONES

SET ALL REGISTERS TO ONES, CHECKING THAT ONES GOT SET, THEN EXECUTE A RESET INSTRUCTION AND CHECK EACH REGISTER FOR ITS CORRECT STATIC STATE.

6.1.3 TEST 3. SOFT INIT ONES

SET ALL REGISTERS TO ONES, CHECKING THAT ONES GOT SET, THEN EXECUTE A SOFTWARE INITIALIZE AND CHECK EACH REGISTER FOR ITS CORRECT STATIC STATE.

6.1.4 TEST 4. REGISTER UNIQUE ADDRESS

ALL REGISTERS ARE SET TO THEIR NORMAL STATIC STATE VIA SOFT INIT. EACH APPLICABLE REGISTER, IN TURN, IS SET TO ITS CAPACITY FOR ONES. THEN ALL OF THE OTHER REGISTERS ARE CHECKED THAT THEY REMAINED STATIC.

6.1.5 TEST 5. INCREMENTING REGISTERS

INCREMENT AND CHECK EACH REGISTER TO THE LIMIT OF ITS CAPABILITY.

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6.1.6 -----
TEST 6. DPU START-STOP

TEST 1 VERIFIES THAT THE DISPLAY PROCESSER (DPU) CAN EXECUTE START, STOP, RESUME, NOP, AND JUMP INSTRUCTIONS.

6.1.7 -----
TEST 7. DPU OPCODES

ALL OPCODES WHICH TRANSFER PIXEL INTENSITY DATA TO THE DPU (100000 THRU 130000) ARE EXECUTED AND THE DSR IS TESTED TO VERIFY THAT THE PIXEL DATA WAS RECEIVED AND RETURNED BY THE DPU. ALL POSSIBLE VALUES OF PIXEL DATA ARE PASSED WITH EACH OPCODE. THEN ALL REMAINING OPCODES EXCEPT BIT MAPS (134000 AND 136000), JUMP (160000), AND STOP (172000) ARE EXECUTED WITH BITS <9:0> OF THE OPCODE WORD SET TO ZERO AND WITH NO FOLLOWING DATA WORD. IN THIS CONFIGURATION, EACH OPCODE (INCLUDING THOSE UN-DEFINED) SHOULD APPEAR AS A 'NOP' AS FAR AS FINAL REGISTER CONTENT IS CONCERNED.

6.1.8 -----
TEST 8. INCREMENTING HISTOGRAM BASE ADDRESS

SET BASE HISTOGRAM AND INCREMENT THE BASE ADDRESS REGISTER TO ITS CAPACITY.

6.1.9 -----
TEST 9. INCREMENTING CHARACTER BASE ADDRESS

SET BASE CHARACTER AND INCREMENT THE BASE ADDRESS REGISTER TO ITS CAPACITY.

6.1.10 -----
TEST 10. DJMS/DPOP

CHECK THE OPERATION OF THE JUMP TO SUBROUTINE INSTRUCTION, INCLUDING THE ENABLE BIT AND THE PCSAVE REGISTER.

6.1.11 -----
TEST 11. MAIN MEMORY MGT ACCESS (OVER 28K)

CHECK MAIN MEMORY MANAGEMENT ACCESS FOR ALL AVAILABLE MEMORY OVER 28K.

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6.1.12 TEST 12. AUX MEMORY MGT ACCESS (OVER 28K)

CHECK AUX MEMORY MANAGEMENT ACCESS FOR ALL AVAILABLE MEMORY OVER 28K.

6.1.13 TEST 13. STOP INTERRUPT

THIS TEST VERIFIES THAT THE STOP INTERRUPT LOGIC IN THE DPU FUNCTIONS CORRECTLY. VARIOUS COMBINATIONS OF STOP INSTRUCTIONS WITH INTERRUPT ENABLED AND DISABLED ARE EXECUTED.

6.1.14 TEST 14. DPU TIME-OUT INTERRUPT

IN THIS TEST, A NON-EXISTANT MEMORY ADDRESS IS PASSED TO THE DPU PC. IT SHOULD RESPOND WITH A TIME-OUT INTERRUPT BACK TO THE CPU.

6.1.15 TEST 15. ERROR CODES

GENERATE EACH ERROR CONDITION POSSIBLE (TO SOFTWARE) AND CHECK FOR APPROPRIATE ERROR CODE GENERATION.

6.1.16 TEST 16. ADDRESS RELOCATE

THIS TEST VERIFIES THAT THE DPU CAN CALCULATE AN 18 BIT PC FROM AN INITIAL 16 BIT PC, PLUS THE CONTENTS OF THE 12 BIT RELOCATE REGISTER. SINCE THE 2 HIGH ORDER ADDRESS BITS ARE INVISIBLE, THE TEST RELIES ON THE FACT THAT ANY CALCULATED PC WHICH EXCEEDS 18 BITS IN LENGTH WILL BE TRUNCATED TO 18 BITS (I.E. WRAP AROUND TO 000000). THE TEST USES ALL COMBINATIONS OF RELOCATE FACTOR AND INITIAL PC THAT YIELD A FINAL PC WITHIN THE TEST BODY.

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6.1.17 TEST 17. CHARACTERS

IN THE VSV11, THERE IS NO HARDWARE CHARACTER GENERATOR. INSTEAD, CHARACTER MODE CAUSES A SUBROUTINE CALL TO A SUBPICTURE DISPLAY FILE WHICH CONTAINS THE CODE TO DRAW THE DESIRED CHARACTER OR SYMBOL. THE CHARACTER SUB-PIX ADDRESS IS OBTAINED BY USING THE ASCII CHAR CODE TO INDEX INTO AN ADDRESS TABLE WHICH CONTAINS THE STARTING ADDRESSES OF THE CHAR SET. THE STARTING ADDRESS OF THE ADDRESS TABLE IS SET WITH THE "SET CHAR BASE" INSTRUCTION, AND EACH CHAR SUB-PIX IS TERMINATED WITH A "DPOP" INSTRUCTION. THIS TEST USES 1 COMMON SUBROUTINE AS A PSEUDO-CHARACTER AND SETS A UNIQUE BASE ADDRESS FOR EACH CHARACTER CODE SUCH THAT: $BASE + 2(CODE) = SUBROUTINE ADDRESS$. THE FULL ASCII SET (000 - 177) IS TESTED IN THIS MANNER.

IF THE PROGRAM IS NOT RUNNING IN DPU-ONLY MODE, THE FULL CHARACTER SET IS THEN DISPLAYED ON THE SCREEN TWICE: IN THE TOP DISPLAY, THE CHARACTERS ARE SITUATED ON EVEN-NUMBERED SCAN LINES, WHILE IN THE BOTTOM DISPLAY THEY ARE ON ODD-NUMBERED SCAN LINES.

6.1.18 TEST 18. ABSOLUTE POINTS

THIS TEST VERIFIES THAT THE DPU CAN EXECUTE ABSOLUTE POINT MODE INSTRUCTIONS UTILIZING THE FULL RANGE OF X/Y.

- (1) PLOT ALL X POINTS, HOLDING Y AT 0.
- (2) PLOT ALL Y POINTS, HOLDING X AT 0.
- (3) PLOT ALL POINTS WHERE $X = Y$.

THE X AND Y POSITION REGISTERS ARE TESTED AS EACH POINT IS EXECUTED.

BY DEFAULT, PIXEL DATA ARE TRANSFERRED TO THE IMAGE MEMORY, AND DISPLAYED ON THE MONITOR (IF THERE IS ONE).

THE IMAGE MEMORY AND VIDEO DISPLAY MAY BE INHIBITED BY RESPONDING <YES> TO THE "RUN DPU TESTS ONLY" QUERY AT START TIME.

6.1.19 TEST 19. LONG VECTORS

GENERATES LONG VECTORS WITH POSITIVE DELTA X/Y FROM $X, Y = 0, 0$ TO ALL POINTS WHERE $X = Y$ (FANS DIAGONALLY FROM BOTTOM TO LEFT EDGE). THEN A SIMILAR PATTERN USING NEGATIVE DELTA X/Y STARTING AT $X, Y = MAX, MAX$. THE X AND Y POSITION REGISTERS ARE TESTED AS EACH VECTOR IS DRAWN.

VIDEO DISPLAY IS INHIBITED IF "DPU ONLY" WAS SPECIFIED.

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6.1.20 TEST 20. RELATIVE POINTS

VERIFY THAT THE DPU CAN GENERATE RELATIVE POINTS FROM
X,Y = 1000,1000 USING THE FULL RANGE OF DELTA X/Y
(-76 TO +76)
(1) PLOT ALL X POINTS, HOLDING Y AT -76.
(2) PLOT ALL Y POINTS, HOLDING X AT -76.
(3) PLOT ALL POINTS WHERE X = Y.
THE X AND Y POSITION IS VERIFIED AS EACH POINT IS DRAWN.
VIDEO DISPLAY IS INHIBITED IN 'DPU ONLY' MODE AS BEFORE.

6.1.21 TEST 21. SHORT VECTORS

SIMILAR TO TEST 10 ABOVE, EXCEPT USING SHORT VECTORS.

6.1.22 TEST 22. RUN LENGTH

CHECK ALL ASPECTS OF THE RUN LENGTH MODE.
IF RUNNING 'DPU ONLY' MODE, YOU WILL SEE 'END-PASS'
AT THIS POINT. ALL OF THE REMAINING TESTS REQUIRE
THE SERVICES OF THE IMAGE MEMORY.

6.2 IMAGE MEMORY & SYNC GENERATOR TESTS & DISPLAYS

THE TESTS & DISPLAYS IN THIS SECTION REQUIRE THE SERVICES
OF THE IMAGE MEMORY AND SYNC GENERATOR MODULES.
IF THE PROGRAM IS BEING RUN IN
THE 'DPU ONLY' MODE, THESE TESTS MAY NOT (WILL NOT) BE RUN.
OTHERWISE, THEY WILL BE RUN IN SEQUENCE AS LONG AS THEY
ARE NOT INHIBITED BY THE TEST SWITCH.

6.1.23 TEST 23. CURSOR REGISTERS/SWITCH/MATCH

THE CURSOR POSITION REGISTERS, JOYSTICK STATUS ENABLES,
THE 'SOFT' SWITCH, SWITCH INTERRUPT AND MATCH INTERRUPT
ARE TESTED FOR EACH AVAILABLE SYNC GENERATOR CHANNEL.

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6.2.1 -----
TEST 24. GRAPH/HISTOGRAM X

GRAPH PLOT ALL X POINTS BETWEEN 200 AND 1600 (IN 30 UNIT INCREMENTS) USING ALL VALUES OF Y INCREMENT.

I.E. X 200, Y INCR 2
X 230, Y INCR 4

⋮

X 1600, Y INCR 76

THEN REPLOT EACH POINT IN HISTOGRAM MODE TO A RELATIVE BASE LINE WHERE BASE = X-20.

THE X AND Y POSITION REGISTERS ARE TESTED AS EACH POINT IS PLOTTED (IN BOTH MODES).

IF RUNNING 'DPU ONLY' MODE, THIS AND ALL FOLLOWING TESTS ARE NOT RUN.

6.2.2 -----
TEST 25. GRAPH/HISTOGRAM Y

SAME AS TEST 11, EXCEPT PLOT IN Y.

6.2.3 -----
TEST 26. BIT MAP (1)

VERIFIES THAT BIT MAP MODE 1 FUNCTIONS CORRECTLY FOR ALL POSSIBLE RUN LENGTHS (0 TO 511.) AND IN BOTH 4 BIT AND 8 BIT PIXEL MODES.
A 256 WORD BUFFER IS FILLED WITH THE VALUE 000377, WHICH WILL YIELD A 2 ON, 2 OFF PATTERN OF 4 BIT PIXELS AND/OR A 1 ON, 1 OFF PATTERN OF 8 BIT PIXELS.

THE X AND Y POSITION IS VERIFIED AT THE END OF EACH BIT MAP OPERATION.

6.2.4 -----
TEST 27. BIT MAP (0)

VERIFIES THAT BIT MAP MODE 0 FUNCTIONS CORRECTLY IN ALL IT'S VARIATIONS.

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6.2.5 TEST 28. IMAGE MEMORY CLEAR/SET

NOTE: THIS TEST AND THE ONE FOLLOWING REQUIRE THE SERVICES OF THE PIXEL-READ-BACK FUNCTION.

VERIFIES THAT THE IMAGE MEMORY "CLEAR TO ZERO" AND "SET TO DATA" INSTRUCTIONS FUNCTION CORRECTLY.

- (1) THE IMAGE MEMORY IS "CLEARED" AND SELECTED PIXELS ARE READ-BACK AND VERIFIED.
- (2) THE IMAGE MEMORY IS "SET TO ALL 1'S" AND SELECTED PIXELS READ-BACK AND VERIFIED.

IN "SHORT MODE", TEST ALL X ADDRESSES FOR Y = 0 AND 2 (EVEN VS ODD), THEN TEST ALL Y ADDRESSES FOR X = 0. IN "LONG MODE", TEST ALL PIXEL ADDRESSES.

NOTE: PART 2 OF THIS TEST FILLS THE IMAGE MEMORY WITH ALL 1'S. THE VIEWING AREA SHOULD BE ALL WHITE -- ANY BLANK SPOTS ARE EITHER BAD IMAGE MEMORY LOCATIONS OR BURNED SPOTS ON THE CRT PHOSPHOR.

6.2.6 TEST 29. INTERLACE

CHECK FOR MEMORY INTERLACE BY WRITING A HORIZONTAL, EVEN NUMBERED LINE, AND CHECKING THAT BACK THE "LINE" ABOVE THE ONE WRITTEN READS BACK AS ZERO.

6.2.7 TEST 30. IMAGE MEMORY PATTERNS

VERIFIES THAT A GIVEN PIXEL CAN BE SET TO ALL POSSIBLE BIT COMBINATIONS, AND THAT THE READ-BACK FUNCTION CAN CORRECTLY READ THAT DATA.

"SHORT" AND "LONG" MODE OPTIONS APPLY AS BEFORE.

6.2.8 TEST 31. SPARE

RUNS AS A BLANK TEST

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6.2.9 TEST 32. SYSTEM VERIFICATION DISPLAY

THIS TEST PROVIDES ONE TEST PATTERN IN WHICH ALL GRAPHICS FUNCTIONS ARE EXERCISED:

1. CHARACTERS AT BOTTOM CENTER.
2. EDGE CLIPPING AT LOWER LEFT AND UPPER RIGHT.
3. THREE OCTAGONS USING LONG VECTORS (LARGE ONE), SHORT VECTORS (2 SMALL ONES), AND SOME RELATIVE POINTS INSIDE THE SMALL ONES.
4. GRAPH-HISTOGRAM Y AT UPPER LEFT.
5. GRAPH-HISTOGRAM X AT LOWER RIGHT.
6. BIT MAPS -- MODE 1 AT BOTTOM, MODE 0 AT TOP.
7. A CIRCULAR VECTOR SWEEP AT CENTER, SHOWING COLOR/INTENSITY LEVELS.
8. A PERIMETER OUTLINE OF THE DISPLAY.
9. STATIC FOR 2 SECONDS, THEN BLINKING FOR 2 SECONDS.

6.3 STAND-ALONE TESTS & ROUTINES

THE TESTS AND ROUTINES IN THIS SECTION ARE STAND-ALONE. THEY ARE NOT INCLUDED IN THE NORMAL TEST SEQUENCE AND MUST BE RUN BY UNIQUE START COMMAND

IE. START/TEST:NN<CR> OR RESTART/TEST:NN<CR>

6.3.1 TEST 33. JOY-STICK VERIFICATION

THIS IS A TEST FRAME FOR THE JOY-STICK, AND INCLUDES 3 NESTED BOXES(CO-ORDINATES LABELED), AND AN IN-LINE READ-OUT OF THE CURRENT JOY-STICK POSITION. A 'SWITCH' INTERRUPT IS MARKED BY AN 'X' AT THE CURRENT CO-ORDS. A 'MATCH' INTERRUPT (ON THE BOXES ONLY) IS MARKED BY AN X AS ABOVE, AND BY THE WORD 'MATCH' DISPLAYED AT UPPER RIGHT.

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6.3.2 TEST 34. SELECTED DISPLAYS

THIS IS A PATTERN GENERATOR FOR COLOR MONITOR CONVERGENCE SET-UP. IT INCLUDES THE FOLLOWING PATTERNS SELECTABLE BY THE USER AT WILL.

- 0 "TYPE THIS" (ON CONSOLE)
- 1 TURN ON BLINKING
- 2 TURN OFF BLINKING
- 3 COLOR BARS
- 4 7 X 7 DOTS
- 5 7X7 CROSSHATCH
- 6 PERIMETER OUTLINE
- 7 BASIC COLOR ID
- 8 GUNS ID
- 9 ALL WHITE SCREEN
- 10 ALTERNATING WHITE SCREEN & PERIMETER OUTLINE
- 11 ALL RED SCREEN
- 12 ALL BLUE SCREEN
- 13 ALL GREEN SCREEN

NOTE: SELECTIONS 4 THROUGH 6 ALSO INCLUDE A PERIMETER OUTLINE OF THE SCREEN, IN WHICH EACH SIDE OF THE OUTLINE INCLUDES 3 'DOTS'. SELECTIONS 3, 7 AND 8 INCLUDE A SOLID WHITE PERIMETER OUTLINE.

6.3.3 TEST 35. SYSTEM CONFIGURATION TYPE-OUT

PRINT ON THE CONSOLE THE CONFIGURATION OF THE VSV11 SYSTEM.

7.0 PROGRAM LISTING

PROGRAM LISTING FOLLOWS:

.NLIST BEX
.DSABL GBL

%

```

892          .SBTTL PROGRAM HEADER
893
894          .MCALL SVC
895 000000 SVC          ; INITIALIZE SUPERVISOR MACROS
896
897          :XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
898          : IF STRUCTURED MACROS ARE TO BE USED, YOU MUST ADD
899          : .REQ SPMAC.SML (OR THE CURRENT EQUIVALENT)
900          : .MCALL STRUCT
901          : STRUCT
902
903          000001 SVCGBL= 1          ; LIST GLOBAL TAGS AT RIGHT MARGIN.
904          000001 SVCTST= 1          ;          DITTO TEST TAGS.
905          000001 SVCSUB= 1          ;          DITTO SUBTEST TAGS.
906          000001 SVCTAG= 1          ;          DITTO ANY OTHER TAGS.
907          000001 SVCINS= 1          ;          DITTO INSTRUCTIONS AND DATA.
908
909          : THESE SYMBOLS CONTROL THE LISTING FIELD OF ALL SVC MACRO
910          : EXPANSIONS. YOU MAY CHANGE THEM AT ANY TIME OR PLACE.
911
912          :          1 = RIGHT-JUSTIFY (MAKES IT EASY TO DISTINGUISH
913          :          SVC'S MACRO CODE FROM YOUR OWN).
914          :          0 = LEFT-JUSTIFY (ALIGN IN A NORMAL FASHION).
915          :          -1 = DON'T LIST THE EXPANSIONS AT ALL.
916          :XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
917
918          .ENABL ABS,AMA
919          002000 .-          2000
920
921          :++
922          : THE PROGRAM HEADER IS THE INTERFACE BETWEEN
923          : THE DIAGNOSTIC PROGRAM AND THE SUPERVISOR.
924          :--
925          174561 PRGSIZ- <L$LAST>/16.          ; PROGRAM SIZE IN 1/8 K UNITS (OCTAL).
926          000000 SVCGBL= 0          ; ALIGN THE HEADER STUFF.
927          000000 SVCINS= 0
928
929          002000          POINTER BGNSW,BGNSFT,BGNAU,BGNDU,BGNRPT
930          002000          HEADER CVVSA,A,0,655.,0
          002000 L$NAME::          ;DIAGNOSTIC NAME
          002000          .ASCII /C/
          002001          .ASCII /V/
          002002          .ASCII /V/
          002003          .ASCII /S/
          002004          .ASCII /A/
          002005          .BYTE 0
          002006          .BYTE 0
          002007          .BYTE 0
          002010 L$REV::          ;REVISION LEVEL
          002010          .ASCII /A/
          002011 L$DEPO::          ;0
          002011          .ASCII /0/
          002012 L$UNIT::          ;NUMBER OF UNITS
          002012          .WORD 0
          002014 L$TIML::          ;LONGEST TEST TIME
          002014          .WORD 655.
          002016 L$HPCP::          ;POINTER TO H.W. QUES.

```


002016	002240	L\$SPCP::	.WORD	L\$HARD	; POINTER TO S.W. QUES.
002020		L\$HPTP::	.WORD	L\$SOFT	; PTR. TO DEF. H.W. PTABLE
002022	002522	L\$SPTP::	.WORD	L\$HW	; PTR. TO S.W. PTABLE
002022	002224	L\$LADP::	.WORD	L\$SW	; DIAG. END ADDRESS
002024		L\$STA::	.WORD	L\$LAST	; RESERVED FOR APT STATS
002024	002502	L\$CO::	.WORD	0	
002026	113404	L\$DTP::	.WORD	0	; DIAGNOSTIC TYPE
002026		L\$APT::	.WORD	0	; APT EXPANSION
002030	000000	L\$DTP::	.WORD	0	; PTR. TO DISPATCH TABLE
002032		L\$DISPATCH	.WORD	L\$DISPATCH	; DIAGNOSTIC RUN PRIORITY
002032	000000	L\$ENVI::	.WORD	0	; FLAGS DESCRIBE HOW IT WAS SETUP
002034		L\$EXP1::	.WORD	0	; EXPANSION WORD
002034	000000	L\$MREV::	.WORD	0	; SVC REV AND EDIT #
002036			.BYTE	C\$REVISION	
002036	000000		.BYTE	C\$EDIT	
002040		L\$EF::	.WORD	0	; DIAG. EVENT FLAGS
002040	106760		.WORD	0	
002042		L\$SPC::	.WORD	0	
002042	000000	L\$DEVP::	.WORD	0	; POINTER TO DEVICE TYPE LIST
002044		L\$REPP::	.WORD	L\$DVTYP	; PTR. TO REPORT CODE
002044	000000	L\$EXP4::	.WORD	L\$RPT	
002046		L\$EXP5::	.WORD	0	
002046	000000	L\$AUT::	.WORD	0	; PTR. TO ADD UNIT CODE
002050	003	L\$DUT::	.WORD	L\$AU	; PTR. TO DROP UNIT CODE
002051	003	L\$LUN::	.WORD	L\$DU	; LUN FOR EXERCISERS TO FILL
002052		L\$DESP::	.WORD	0	; POINTER TO DIAG. DESCRIPTION
002052	000000	L\$LOAD::	.WORD	L\$DESC	; GENERATE SPECIAL AUTOLOAD EMT
002054	000000	L\$ETP::	EMT	E\$LOAD	; POINTER TO ERRtbl
002056	000000	L\$ICP::	.WORD	0	; PTR. TO INIT CODE
002060	002162	L\$CCP::	.WORD	L\$INIT	; PTR. TO CLEAN-UP CODE
002062	033272		.WORD	L\$CLEAN	
002064			.WORD		
002064	000000		.WORD		
002066			.WORD		
002066	000000		.WORD		
002070			.WORD		
002070	033012		.WORD		
002072			.WORD		
002072	033110		.WORD		
002074			.WORD		
002074	000000		.WORD		
002076			.WORD		
002076	002122		.WORD		
002100			.WORD		
002100	104035		.WORD		
002102			.WORD		
002102	000000		.WORD		
002104			.WORD		
002104	032014		.WORD		
002106			.WORD		
002106	033220		.WORD		

```

002110          L$ACP::          ;PTR. TO AUTO CODE
002110 033216    L$AUTO          ;PTR. TO PROTECT TABLE
002112          L$PRT::          ;PTR. TO PROTECT TABLE
002112 032004    L$PROT          ;PTR. TO PROTECT TABLE
002114          L$TEST::         ;TEST NUMBER
002114 000000    L$TEST          ;TEST NUMBER
002116          L$DLY::          ;DELAY COUNT
002116 000000    L$DLY          ;DELAY COUNT
002120          L$HIME::         ;PTR. TO HIGH MEM
002120 000000    L$HIME          ;PTR. TO HIGH MEM
931 002122      L$DESC::         <***** VSV11-VS11 DIAGNOSTIC *****>
002122          .WORD 0
002122          .ASCIZ /***** VSV11-VS11 DIAGNOSTIC *****/
002122          .EVEN
002122          .EVEN
002122          .EVEN
932 002162      L$DVTYP::        <VSV11-VS11, AND DISPLAY MONITOR>
002162          .ASCIZ /VSV11-VS11, AND DISPLAY MONITOR/
002162          .EVEN
002162          .EVEN
002162          .EVEN
002162          .EVEN
933          SVCGBL= 1          ; SHOVE EVERYTHING BACK TO THE RIGHT.
934          SVCINS= 1
935          SVCGBL=-1         ; KILL ALL SVC STUFF.
936          SVCTST=-1
937          SVCSUB=-1
938          SVCTAG=-1
939          SVCINS=-1
940          SVCINS=-1

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948
949 002222
950
951 002224 172010
952
953 002226 000320
954
955 002230 000200
956 002232 000000
957 002234 000000
958
959 002236

.SBTTL DEFAULT HARDWARE P-TABLE

:+
: THE DEFAULT HARDWARE P-TABLE CONTAINS DEFAULT VALUES OF
: THE TEST-DEVICE PARAMETERS. THE STRUCTURE OF THIS TABLE
: IS IDENTICAL TO THE STRUCTURE OF THE RUN-TIME P-TABLE.
:--

BGNHW	DFPTBL	:DEFAULT HARD-P-TABLE
.WORD	172010	: 1ST (OF 4) REGISTER(S).
		: (7 IF LUT INSTALLED).
.WORD	320	: 1ST (OF 4) VECTOR(S).
		: (5 IF LUT INSTALLED).
.WORD	PRI04	: INTERRUPT PRIORITY.
.WORD	0	: LUT AVAILABLE (IF NONZERO)
.WORD	0	: SYNC FREQUENCY: 0 60HZ
		: NZ = 50HZ
ENDHW		:

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 965
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 967
 968
 969
 970
 971 002236
 972
 973 002240
 974 002250
 975 002260
 976 002272
 977 002300
 978 002306
 979 002310 *04 105 126
 980 002340 061 123 124
 981 002370 111 116 124
 982 002420 114 125 124
 983 002450 106 122 105
 984
 985 002500

.SBTTL HARDWARE PARAMETER CODING SECTION

```

:++
: THE HARDWARE PARAMETER CODING SECTION CONTAINS MACROS
: THAT ARE USED BY THE SUPERVISOR TO BUILD P-TABLES. THE
: MACROS ARE NOT EXECUTED AS MACHINE INSTRUCTIONS BUT ARE
: INTERPRETED BY THE SUPERVISOR AS DATA STRUCTURES. THE
: MACROS ALLOW THE SUPERVISOR TO ESTABLISH COMMUNICATIONS
: WITH THE OPERATOR.
:--

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BGNHRD

```

GPRMA HPM1,0,0,160000,177776,YES :GET 1ST REGISTER ADDRESS.
GPRMA HPM2,2,0,0,776,YES :GET 1ST VECTOR ADDRESS.
GPRMD HPM3,4,0,340,0,7,YES :GET INTERRUPT PRIORITY.
GPRML HPM4,6,-1,YES :ASK IF LUT AVAILABLE
GPRML HPM5,10,-1,YES :ASK IF FREQUENCY = 50 HZ.
EXIT HRD
HPM1: .ASCIZ /DEVICE ADDRESS /
HPM2: .ASCIZ /1ST INTERRUPT VECTOR /
HPM3: .ASCIZ /INTERRUPT PRIORITY /
HPM4: .ASCIZ /LUT INSTALLED /
HPM5: .ASCIZ /FREQUENCY = 50HZ /
.EVEN
ENDHRD

```



```
987          .SBTTL  SOFTWARE P-TABLE
988
989          :++
990          : THE SOFTWARE P-TABLE CONTAINS THE VALUES OF THE PROGRAM
991          : PARAMETERS THAT CAN BE CHANGED BY THE OPERATOR.
992          :--
993          BGNSW  SFPTBL
994 002500  DPUMOD:: .WORD  0          ; DPU/MEM TEST MODE...
995          ;... 0 = RUN ALL...
996          ;...NZ = RUN DPU ONLY.
997 002504  IMTMOD:: .WORD  0          ; IMAGE MEMORY TEST MODE...
998          ;... 0 = SHORT TEST...
999          ;...NZ = LONG TEST.
1000 002506  TIDFLG:: .WORD  0          ; TEST ID'S...
1001          ;... 0 = TYPE TEST ID AT EACH TTET START...
1002          ;...NZ = DON'T.
1003 002510  NOITS:: .WORD  0          ; INHIBIT ITERATION OPTION.
1004          ;... 0 = ITERATE.
1005          ;...NZ = INHIBIT ITERATE.
1006 002512  MFGFLG:: .WORD  0          ; MANUFACTURING TEST MODE...
1007          ;... 0 = USER/FIELD SVC...
1008          ;...NZ = MANUFACTURING.
1009 002514  LERRMAX:: .WORD  25.       ; LOCAL (PER TEST) ERROR LIMIT
1010 002516  GERRMAX:: .WORD  200.     ; GLOBAL (PER UNIT) ERROR LIMIT
1011 002520          ENDSW
```

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1015          .SBTTL  SOFTWARE PARAMETER CODING SECTION
1016
1017          :++
1018          : THE SOFTWARE PARAMETER CODING SECTION CONTAINS MACROS
1019          : THAT ARE USED BY THE SUPERVISOR TO BUILD P-TABLES.  THE
1020          : MACROS ARE NOT EXECUTED AS MACHINE INSTRUCTIONS BUT ARE
1021          : INTERPRETED BY THE SUPERVISOR AS DATA STRUCTURES.  THE
1022          : MACROS ALLOW THE SUPERVISOR TO ESTABLISH COMMUNICATIONS
1023          : WITH THE OPERATOR.
1024          :--
1025 002520          BGNSFT
1026 002522          GPRML  SPM1,0,-1,YES          ; GET OPTIONAL DPU ONLY FLAG.
1027 002530          GPRML  SPM2,2,-1,YES          ; GET MEM TEST MODE.
1028          :GPRML  SPM3,4,-1,YES          ; GET TEST ID CONTROL.
1029 002536          GPRML  SPM4,6,-1,YES          ; GET ITERATION CONTROL.
1030 002544          GPRML  SPM5,10,-1,YES         ; GET MANUFACTURING MODE.
1031 002552          GPRMD  SPM6,12,D,7777,0,7777,YES ; GET LOCAL ERROR LIMIT
1032 002564          GPRMD  SPM7,14,D,7777,0,7777,YES ; GET GLOBAL ERROR LIMIT
1033 002576          EXIT SFT
1034 C02600          122      125      116  SPM1:  .ASCIZ  /RUN DPU TESTS ONLY      /
1035 002630          114      117      116  SPM2:  .ASCIZ  /LONG MEMORY TESTS      /
1036          :SPM3:  .ASCIZ  /INHIBIT TEST ID'S      /
1037 002660          111      116      110  SPM4:  .ASCIZ  /INHIBIT ITERATIONS      /
1038 002710          115      101      116  SPM5:  .ASCIZ  /MANUFACTURING MODE      /
1039 002740          120      105      122  SPM6:  .ASCIZ  /PER TEST ERROR LIMIT      /
1040 002770          120      105      122  SPM7:  .ASCIZ  /PER UNIT ERROR LIMIT      /
1041 003020          ENDSFT          ; UNUSED.
    
```

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1050 003020

.SBTTL GLOBAL EQUATES SECTION

;++
: THE GLOBAL EQUATES SECTION CONTAINS PROGRAM EQUATES THAT
: ARE USED IN MORE THAN ONE TEST.
:--

EQUALS ; GET STANDARD EQUATES.

:
: BIT DIFINITIONS
:

100000	BIT15== 100000
040000	BIT14== 40000
020000	BIT13== 20000
010000	BIT12== 10000
004000	BIT11== 4000
002000	BIT10== 2000
001000	BIT09== 1000
000400	BIT08== 400
000200	BIT07== 200
000100	BIT06== 100
000040	BIT05== 40
000020	BIT04== 20
000010	BIT03== 10
000004	BIT02== 4
000002	BIT01== 2
000001	BIT00== 1

001000	BIT9== BIT09
000400	BIT8== BIT08
000200	BIT7== BIT07
000100	BIT6== BIT06
000040	BIT5== BIT05
000020	BIT4== BIT04
000010	BIT3== BIT03
000004	BIT2== BIT02
000002	BIT1== BIT01
000001	BIT0== BIT00

:
: EVENT FLAG DEFINITIONS
: EF32:EF17 RESERVED FOR SUPERVISOR TO PROGRAM COMMUNICATION
:

000040	EF.START== 32.	: START COMMAND WAS ISSUED
000037	EF.RESTART== 31.	: RESTART COMMAND WAS ISSUED
000036	EF.CONTINUE== 30.	: CONTINUE COMMAND WAS ISSUED
000035	EF.NEW== 29.	: A NEW PASS HAS BEEN STARTED
000034	EF.PWR== 28.	: A POWER-FAIL/POWER-UP OCCURRED

:
: PRIORITY LEVEL DEFINITIONS
:

000340	PRI07== 340
000300	PRI06== 300
000240	PRI05== 240
000200	PRI04== 200
000140	PRI03== 140
000100	PRI02== 100

000040
000000

PRI01== 40
PRI00== 0

·
· OPERATOR FLAG BITS
·

000004
000010
000020
000040
000100
000200
000400
001000
002000
004000
010000
020000
040000
100000

ÉVL== 4
LOT== 10
ADR== 20
IDU== 40
ISR== 100
UAM== 200
BOE== 400
PNT== 1000
PRI== 2000
IXE== 4000
IBE== 10000
IER== 20000
LOE== 40000
HOE== 100000

1051


```
1053      .SBTTL  MEMORY MANAGEMENT DEFINITIONS
1054
1055      ;*KT11 VECTOR ADDRESS
1056
1057      000250      MMVEC= 250
1058
1059      ;*KT11 STATUS REGISTER ADDRESSES
1060
1061      177572      SR0= 177572
1062      177574      SR1= 177574
1063      177576      SR2= 177576
1064      172516      SR3= 172516
1065
1066      ;*KERNEL 'I' PAGE DESCRIPTOR REGISTERS
1067
1068      172300      KIPDR0= 172300
1069      172302      KIPDR1= 172302
1070      172304      KIPDR2= 172304
1071      172306      KIPDR3= 172306
1072      172310      KIPDR4= 172310
1073      172312      KIPDR5= 172312
1074      172314      KIPDR6= 172314
1075      172316      KIPDR7= 172316
1076
1077      ;*KERNEL 'I' PAGE ADDRESS REGISTERS
1078
1079      172340      KIPAR0= 172340
1080      172342      KIPAR1= 172342
1081      172344      KIPAR2= 172344
1082      172346      KIPAR3= 172346
1083      172350      KIPAR4= 172350
1084      172352      KIPAR5= 172352
1085      172354      KIPAR6= 172354
1086      172356      KIPAR7= 172356
```

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1088      .SBTTL  VSV-11 INSTRUCTION EQUATES.
1089      :
1090      :PLOTING INSTRUCTIONS.
1091      :
1092      100000      CHAR== 100000      ; CHARACTER MODE.
1093      104000      SVEC== 104000      ; SHORT VECTOR MODE.
1094      110000      LVEC== 110000      ; LONG VECTOR MODE.
1095      114000      APNT== 114000      ; ABSOLUTE POINT MODE.
1096      120000      GHX== 120000      ; GRAPH/HISTOGRAM X MODE.
1097      124000      GHY== 124000      ; GRAPH/HISTOGRAM Y MODE.
1098      130000      RPNT== 130000      ; RELATIVE POINT MODE.
1099      :
1100      :PIXEL DATA FIELD <10:2> FOR THE ABOVE OPCODES.
1101      :
1102      002000      L0== BIT10      ; LEVEL 0 (BLACK) IS JUST THE ENABLE.
1103      003774      L255== L0.<255.*BIT2> ; LEVEL 255 IS THF MAX POSSIBLE.
1104      003774      ALL=- L255
1105      003774      ALLB== 3774      ; ALL INTENSITIES (WITH BLINK).
1106      003374      ALLNB== 3374     ; ALL INTENSITIES (WITHOUT BLINK).
1107      :
1108      :
1109      :COLOR DEFINITIONS:
1110      003774      WHITE == ^03774 ; ALL
1111      002400      GRN1 == ^0<400!2000> ; BIT8.L0
1112      003000      GRN2 == ^0<1000!2000> ; BIT9.L0
1113      003400      GRN3 == GRN1!GRN2 ; BIT8!BIT9
1114      002200      REDG == ^0<200!2000> ; BIT7!L0
1115      002100      BLUEG == ^0<100!2000> ; BIT6.L0
1116      003600      YELLOW == GRN3!REDG
1117      003500      EGGBL == GRN3!BLUEG
1118      003300      VIOLET == GRN2!REDG!BLUEG
1119      003200      GOLD == GRN2!REDG
1120      002300      MAGEN == REDG!BLUEG
1121      :
1122      : COLOR LOOK-UP-RAM DEFINITIONS.
1123      :
1124      010000      LREAD== 1*BIT12 ; CSR -- READ DATA FROM ADDR <7:0>.
1125      002000      LDI== 1*BIT10 ; INTERRUPT ON READ/WRITE DONE.
1126      :
1127      010000      LSET== 1*BIT12 ; DATA REG -- SET ALL ADDRESSES TO...
1128      :...DATA PATTERN IN <11:0>...
1129      :...BLU<11:8>, GRN<7:4>, RED<3:0>.
1130      :
1131      000100      GCOFF== 1*BIT6 ; MAINT REG -- GAMMA CORRECT OFF.
1132      000040      CVC== 1*BIT5 ; COMP VIDEO > MDAC (READ-ONLY).
1133      000020      REDC== 1*BIT4 ; RED DAC > MDAC (READ-ONLY).
1134      000010      GRNC== 1*BIT3 ; GRN DAC > MDAC (READ-ONLY).
1135      000004      BLUC== 1*BIT2 ; BLU DAC > MDAC (READ-ONLY).
1136      000000      MDV0== 0 ; SET MAINT DAC TO 0.0 V.
1137      000001      MDV1== 1 ; 0.5 V.
1138      000002      MDV2== 2 ; 1.0 V.
1139      000003      MDV3== 3 ; 1.35 V.
1140      :
1141      : BIT MAP MODE DEFINITIONS.
1142      :
1143      136000      BM14-- 136000 ; MODE 1 WITH 4 BIT PIXELS.
1144      137000      BM18-- 137000 ; MODE 1 WITH 8 BIT PIXELS.

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1145 ; PIXEL COUNT IN <8:0>.
1146
1147 134000 BM04== 134000 ; MODE 0 WITH 4 BIT PIXELS.
1148 135000 BM08== 135000 ; MODE 0 WITH 8 BIT PIXELS.
1149 000000 M32== 0 ; 32 SQUARE PIXEL ARRAY.
1150 000001 M64== 1 ; 64 SQUARE.
1151 000002 M128== 2 ; 128 SQUARE.
1152 000003 M256== 3 ; 256 SQUARE.
1153 000010 EX2== 10 ; EXPAND BY 2, NO SMOOTHING.
1154 000020 EX4== 20 ; EXPAND BY 4, NO SMOOTHING.
1155 000050 EXSM2== 50 ; EXPAND AND SMOOTH BY 2.
1156 000060 EXSM4== 60 ; EXPAND AND SMOOTH BY 4.
1157 000100 R256== 100 ; 256 X 256 RESOLUTION.
1158 000400 RND8== 400 ; ROUND FOR 8-BIT-WIDE IMAGE MEMORY
1159 000200 ODDSKP== 200 ; SKIP ODD-NUMBERED LINES ON SCREEN (FOR NON-INTERLACED) ; 0001
1160
1161 144000 RNLN== 144000 ; OP-CODE FOR RUN-LENGTH MODE
1162 000100 DBLPIX== BIT6 ; DOUBLE THE PIXEL COUNT
1163 000040 YDOWN== BIT5 ; DISPLAY LINES TOP-TO-BOTTOM
1164 000400 RLSKIP== BIT8 ; SKIP LINES, WITHOUT THROWING THE DATA AWAY
1165 ; (FOR RUN-LENGTH MODE ONLY)
1166 ; SKIPS EVEN LINES IF START ON EVEN, & VICE-VERSA
1167 162000 IMREAD== 162000
```

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1169          ;CONTROL AND STATUS INSTRUCTIONS.
1170          ;
1171          146040      CUOFF== 146040      ;CURSOR (JOY-STICK) VIDEO OFF.
1172          146060      CUON== 146060      ;CURSOR VIDEO ON.
1173          146100      CURD== 146100      ;READ JSX,JSY => DXR,DYR.
1174          146016      CUIJ== 146016      ;INTERRUPT ON MATCH (SWITCH DISABLED).
1175          146013      CUIS== 146013      ;INTERRUPT ON SWITCH (MATCH DISABLED).
1176          146012      CUIOFF== 146012     ;INTERRUPTS (BOTH) OFF.
1177          175000      CUWT== 175000      ; CURSOR WRITE.
1178          175000      LDCP== 175000      ; LOAD CURSOR POSITION (-CUWT)
1179          146000      LDJSS== 146000     ;LOAD JOYSTICK STATUS DISPLAY INSTRUCTION
1180          175400      LDECC== 175400     ;LOAD EXTENDED CURSOR CONTROL
1181          000002      SWCHON== BIT1      ; SOFT SWITCH ON.
1182          175401      BLINK== 175401     ; BLINK.
1183          175400      N:BLINK==175400    ; NO BLINK.
1184
1185          000002      JSWE == BIT1        ; JOYSTICK SWITCH-ENABLE WRITE ENABLE
1186          000001      JSWD == BIT0        ; JOYSTICK SWITCH-ENABLE WRITE DATA
1187          000010      JMWE == BIT3        ; CURSOR MATCH-ENABLE WRITE ENABLE
1188          000004      JMWD == BIT2        ; CURSOR MATCH-ENABLE WRITE DATA
1189          000040      JCWE == BIT5        ; CROSSHAIR-INTENSITY WRITE-ENABLE
1190          000020      JCWD == BIT4        ; CROSSHAIR-INTENSITY WRITE DATA
1191
1192
1193          150000      SETHB== 150000      ;SET GRAPH/HISTO BASE LINE.
1194          152000      SETCB== 152000     ;SET CHARACTER BASE ADDRESS.
1195
1196          160000      DJMP== 160000      ;DISPLAY JUMP.
1197          160001      DJMS== 160001      ;DISPLAY JUMP-TO-SUBROUTINE
1198          164000      DNOP== 164000      ;DISPLAY NO-OP.
1199          165000      DPOP== 165000      ;DPOP = RTS FROM CHARACTER SUB-PIX.
1200          164001      SYNC== DNOP+1     ;PROCEED IN SYNC = DNOP + N <8:0>.
1201          ;WAITS FOR N OCCURRENCES OF VERTICAL...
1202          ;...SYNC START, THEN PROCEEDS...
1203          ;... (16.6MS @ 60HZ OR 20MS @ 50HZ).
1204          000001      AUXSEG== BIT0      ;SPECIFY AUX. SEGMENT IN DISPATCH ADDRESSES.  @@@@
1205
1206          170200      SWITCH== 170200     ;SWITCH READ/WRITE STATUS.
1207          170140      CLRMEM== 170140    ;CLEAR IMAGE MEMORY TO 0'S.
1208          170100      SETMEM== 170100    ;SET IMAGE MEMORY TO CURRENT PIX DATA.
1209
1210          172000      STOP== 172000      ;DISPLAY STOP.
1211          171000      SIOFF== 171000     ;STOP INTERRUPT DISABLE.
1212          171400      SION== 171400     ;STOP INTERRUPT ENABLE.
1213          173000      STOPN== STOP!SIOFF ;STOP, DO NOT INTERRUPT.
1214          173400      STOPI== STOP!SION  ;STOP AND INTERRUPT.
1215
1216          174100      GXI== 174100      ;SET X INCREMENT <5:0> FOR GRAPH/HST Y.
1217          174100      GYI== GXI         ;SET Y INCREMENT <5:0> FOR GRAPH/HST X.
1218
1219          000001      HCPY== BIT0         ;ENABLE HARD-COPY.
1220          000010      SWE== BIT3         ;ENABLE SWITCH RD/WRT.
1221          176000      PROTEC== 176000    ;PROTECT MEMORY (OFF).
1222          176050      READ== 176040!SWE ;READ MEM (DISPLAY), SWITCH ENABLED.
1223          176034      WRT== 176024!SWE  ;WRITE MEM (1'S AND 0'S), SWITCH ENABLED
1224          176036      WRT1== 176026!SWE ;WRITE MEM (1'S ONLY), SWITCH ENABLED.
1225          176074      RDWRT== READ!WRT  ;READ, WRITE ALL DURING RETRACE.

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1226	176076	RDWRT1== READ.WRT1	:READ, WRITE 1'S DURING RETRACE.
1227	176051	HCOPY== READ.HCPY	:READ MEM => HARD COPY DEVICE.
1228			
1229	000000	CH0== 0	:CHANNEL SELECT BITS...
1230	000400	CH1== BIT8	:...FOR MEMORY CONTROL...
1231	001000	CH2== BIT9	:...INSTRUCTIONS (176XXX).
1232	001400	CH3== BIT8.BIT9	
1233			
1234	000000	JS0== CH0	:JOY-STICK UNIT SELECT BITS...
1235	000400	JS1== CH1	:...FOR CURSOR CONTROL...
1236	001000	JS2== CH2	:...INSTRUCTIONS (146XXX).
1237	001400	JS3== CH3	

```

1239 ;OTHER USEFUL DEFINITIONS.
1240 .
1241 040000 I== BIT14 ;INTENSIFY VECTOR OR POINT.
1242 020000 MSX== BIT13 ;MINUS SIGNS FOR...
1243 000100 MSY== BIT6 ;...SHORT FORM VECTOR DATA.
1244 020000 MXY== BIT13 ;MINUS SIGN FOR LONG FORM DATA.
1245 020000 M== BIT13 ;ANOTHER MINUS SIGN
1246 040000 HST== BIT14 ;USE GHX/GHY DATA AS HISTOGRAM.
1247 020000 CGRPH== BIT13 ;USE GHX/GHY DATA AS CONNECTED GRAPH
1248 060000 FHST== HST!BIT13 ;USE GHX/GHY DATA AS FILLED HISTOGRAM (BAR-GRAPH)
1249 010000 GHIINH== BIT12 ;INHIBIT ERROR DURING PLOT.
1250
1251 001776 MAXX== 511.*2 ;MAXIMUM X ADDRESS (512 X 512 X ?).
1252 001776 MAXY== MAXX ;SAME FOR Y.
1253 000776 HAFX== <MAXX/2>-1 ;HALF MAX X (CENTER SCREEN).
1254 000776 HAFY== HAFX ;SAME FOR Y.
1255
1256 001776 MAXY50== 511.*2 ;MAX VISIBLE Y ON 50HZ SYSTEM.
1257 000776 HAFY50== <MAXY50/2>-1 ;HALF VISIBLE Y.
1258
1259 001676 MAXY60== <511.-32.>*2 ;MAX VISIBLE Y ON 60HZ SYSTEM.
1260 000736 HAFY60== <MAXY60/2>-1 ;HALF VISIBLE Y.
1261
1262 000002 DX== 2 ;DELTA X (1 PIXEL UNIT).
1263 000002 DYI== DX ;DELTA Y, INTERLACED MODE.
1264 000004 DYNI== DX*2 ;DELTA Y, NON-INTERLACED MODF.
1265
1266 ;DSR REGISTER SELECT CODES:
1267 000000 SELDSR== 0 ;SELECT REAL DSR
1268 000001 SELPCS== 1 ;SELECT PCSAVE
1269 000002 SELFLG== 2 ;SELECT FLAGS
1270 000003 SELCSR== 3 ;SELECT CSR
1271 000004 SELMRR== 4 ;SELECT MAIN RELOC
1272 000004 SELMPM== SELMRR ;SELECT MAIN PROTECT
1273 000006 SELXRR== 6 ;SELECT AUX. RELOC
1274 000006 SELXPM== SELXRR ;SELECT AUX. PROTECT
1275
1276 000005 SELHBA== 5 ;SELECT H-BASE
1277 000007 SELCBA== 7 ;SELECT C-BASE
1278 000010 WE-- BIT3 ;DSR WRITE-ENABLE
1279 000014 SETMRR==SELMRR.WE ;SET MAIN-SEG RELOCATION REGISTER TO 0...
;...OR SETMR!<ADDR/2> TO RELOCATE.
1280
1281 000015 SETMPM=-15 ;SET MAIN-SEG PROTECTION MASK
1282 000016 SFTXRR==SELXRR!WE ;SET AUX.-SEG RELOCATION REGISTER
1283 000017 SETXPM==17 ;SET AUX.-SEG PROTECTION MASK
1284 000013 WRTCSR==SELCSR!WE ;WRITE THE CSR REGISTER
1285 000012 CLFLGS==SELFLG.WE ;CLEAR THE FLAGS REGISTER
1286 000010 SETDSR==SELDSR.WE ;SET REAL DSR.
1287 000013 SETCSR==WRTCSR ;SET THE CSR REGISTER.
1288 000012 SETFLG==CLFLGS ;CLEAR THE FLAGS REGISTER.
1289
1290 ;'WRITE' FUNCTIONS FOR DXR (BITS 15-14):
1291 000000 PIXRBK=- 0*BIT14 ;PIXEL READBACK -- <15:14>=00
1292 042000 WRTJSS== 1*BIT14!BIT10 ;WRITE JOYSTICK STATUS REGISTER -- <15:14>=01
1293 100000 RSTPOS== 2*BIT14 ;RESTORE TRUE X-Y POSITION TO DXR,DYR -- <15:14>=10 ;@@@I
1294 140000 WRTCPX== 3*BIT14 ;WRITE CURSOR POSITION X-COORDINATE -- <15:14>=11
1295 040000 GTJSSW=- BIT14 ;GET JOYSTICK SWITCH INTERRUPT COORDINATES
    
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1296
1297      ;'WRITE' FUNCTIONS FOR DXR (BITS 15-14):
1298      ; PIXEL READBACK IS THE SAME - 00
1299      040000      WRTPSR== 1*BIT14      ;WRITE MEMORY STATUS REGISTER BA -- <15:14>=01
1300      100000      SINIT== 2*BIT14      ;PERFORM 'SOFT-INIT' -- <15:14>=10
1301      140000      WRTPCY== 3*BIT14      ;WRITE CURSOR POSITION Y-COORDINATE -- <15:14>=11
1302
1303      ;CSR BIT DEFINITIONS:
1304      000040      FORCSI== BIT5      ;FORCE STOP INTERRUPT
1305      000100      ENECHK== BIT6      ;ENABLE ERROR CHECKING
1306      000200      CHPROT== BIT7      ;CHANNEL PROTECT
1307      ;@@@I
1308      ;FLAGS REGISTER BIT POSITIONS:
1309      000001      PINTRA== BIT0      ;PENDING INTERRUPT, CHANNEL A
1310      000002      PINTRB== BIT1      ;PENDING INTERRUPT, CHANNEL B
1311      000004      PVEC2== BIT2      ;VECTOR BIT 2 FOR INTERRUPT
1312      000010      JSLCKO== BIT3      ;JOYSTICK INTERRUPT LOCKOUT
1313
1314      ; ERROR CODE DEFINITIONS.
1315
1316      100000      ERR== 100000      ; ERROR (COMPOSITE).
1317      104003      NXME== ERR!4000!SELCSR ; NONEXISTANT MEMORY ERROR.
1318      114003      MPE== ERR!14000!SELCSR ; MEMORY PROTECTION ERROR.
1319      124003      RSVDOPE== ERR!24000!SELCSR ; RESERVED OPCODE, RESERVED OPERATION.
1320      120003      SEQERR== ERR!20000!SELCSR ; SEQUENCE ERROR.
1321      140003      SYNCTO== ERR.40000!SELCSR ; SYNC TIMEOUT FROM IMAGE MEMORY.
1322      144003      DAVTO== ERR.44000.SELCSR ; DATA AVAILABLE TIMEOUT (PIXEL READBACK).
1323      150003      DRDYTO== ERR!50000!SELCSK ; DATA READY TIMEOUT (JOYSTICK STATUS).
1324
1325      ;DXR, DXR BITS
1326
1327      010000      CHIE ==BIT12      ; CROSSHAIR INTENSITY ENABLE STATUS (1=ON)
1328      010000      JSMIES ==BIT12      ; JOYSTICK MATCH INTERRUPT ENABLE STATE
1329      004000      JSSIES ==BIT11      ; JOYSTICK SWITCH INTERRUPT ENABLE STATE
1330      042000      WJSS ==BIT14.BIT10      ; WRITE JOYSTICK STATUS REGISTER
1331      160000      WECC ==160000      ; WRITE EXTENDED CURSOR CONTROL
1332
1333
1334      ;
1335      ;SOME HANDY -11 OPDEF'S.
1336      ;
1337      000403      SKP3= BR+3      ;SKIP NEXT 3 WORDS.
1338      000402      SKP2= BR+2      ;SKIP NEXT 2 WORDS.
1339      000401      SKP1= BR+1      ;SKIP NEXT WORD.
1340      000400      SKP0= BR+0      ;SAME AS A NOP.
1341
1342      ;
1343      ; SOME GENERAL EQUATES.
1344      ;
1345
1346      000004      ERRVEC==4      ; POINTER TO ERROR VECTOR FOR BUS TIME OUT.
  
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```
.SBTTL SPECIAL MACROS AND OPDEFS.  
EN=0 ; INITIALIZE ERROR NUMBER  
: MACRO TO XCT MEMORY SETUP FUNCTIONS (STAT C INSTRUCTIONS)  
: VAILD FUNCTIONS ARE:  
: PROTEC, READ, WRT, WRT1, RDWRT, RDWRT1, HCOPY.  
: .MACRO SETUP FUNC,N1,N2,N3,N4  
: .IIF NB <N1>, FUNC!CH'N1  
: .IIF NB <N2>, FUNC!CH'N2  
: .IIF NB <N3>, FUNC!CH'N3  
: .IIF NB <N4>, FUNC!CH'N4  
: .ENDM SETUP  
: MACROS FOR ASSEMBLING VECTOR DATA.  
: CALLING ARGUMENTS ARE:  
: A = INTENSIFY BIT, 'I' OR 'U'.  
: B = DELTA X, +/-0 THRU 1776 (76 IF SHORT TYPE).  
: C = DELTA Y, DITTO  
: .MACRO SXY A,B,C ;ASSEMBLE SHORT (1 WORD) DATA.  
: .I = 40000  
: .DX = B*200  
: .DY = C  
: .IIF IDN <U> <A>, .I = 0  
: .IIF LT B, .DX = <-B*200>!20000  
: .IIF LT C, .DY = <-C>!100  
: .WORD .I,.DX!.DY  
: .ENDM SXY  
: .MACRO LXY A,B,C ;ASSEMBLE LONG (2 WORDS) DATA.  
: .I = 40000  
: .DX = B  
: .DY = C  
: .IIF IDN <U> <A>, .I = 0  
: .IIF LT B, .DX = <-B>!20000  
: .IIF LT C, .DY = <-C>!20000  
: .WORD .I,.DX, .DY  
: .ENDM LXY
```

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: MACROS TO STANDARDIZE THE INITIALIZATION OF EACH TEST.
: PROVIDES AN ASCIZ TITLE STRING, AND POINTER FOR
: SUBSEQUENT PRINTING (IF REQ'D) VIA 'PRINTF TNAM,TNUM' CALL.
: ALSO INIT'S A SEQUENTIAL ERROR NUMBER SEQUENCE, AND
: SETS AN ITERATION COUNT FOR THE CURRENT TEST.
:
: .MACRO BEGIN.TEST TEXT,LK,?TAG1,?TAG2
.RADIX 10
    TSTITLE \TV+1,<TEXT>,<LK>
: .RADIX
: .NLIST
: .LIST MC
: .LIST
    BGNTEST
    TN=TSTESTNUM           ;TEST NUMBER
    EN=TN*100.            ;INIT ERROR NUMBER SEQUENCE.
    .IF B <LK>, MOV #1,LOOPK ;DEFAULT = 1.
    .IF NB <LK>, MOV #LK,LOOPK
    MOV #TN,TNUM           ;SET TEST NUMBER...
    MOV #TAG1,TNAM         ;...AND NAME POINTER.
    BR TAG2                ;SKIP OVER THE ASCII.
:TAG1: .ASCIZ \%N%ATEST %D2%A: TEXT\
TAG1: .ASCIZ \%A TEXT\
    .EVEN
TAG2:
    .ENDM BEGIN.TEST

:
: THIS MACRO IS USED BY MACRO 'BEGIN.TEST' MACRO, ABOVE.
:
: .MACRO TSTITLE A,ASCII,I
: .SBTTL *** TEST 'A' ASCII
: .NLIST
: .LIST ME
: .LIST
: .....
: * BEGIN TEST 'A' - ASCII
: * .....
: (ITERATION COUNT - I)
: .NLIST
: .NLIST ME
: .LIST
    .ENDM TSTITLE

:
: MACROS TO STANDARDIZE THE END OF EACH TEST.
:
: .MACRO END.TEST
: .NLIST
: .RADIX 10
    
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.NLIST MC
.LIST ME
.LIST
    ENDTN  \TN
.NLIST
.RADIX
.NLIST ME
.LIST
    ENDTST
    .ENDM  END.TEST

: THIS MACRO IS USED BY 'END.TEST' MACRO, ABOVE.
:
    .MACRO  ENDTN  A

:*****
: *
: *      END TEST 'A'
: *
:*****

    .ENDM  ENDTN

:
: MACROS TO DEFINE SEQUENTIAL ERROR NUMBERS FOR
: SUBSEQUENT SUPERVISOR ERROR CALLS.
: REQUIRES PRIOR USE OF 'BEGIN.TEST' MACRO.
:
    .MACRO  SFERR ADDR,PNTR          ; SYSTEM FATAL.
    EN-EN+1
    JSR    PC,INCERK
    ERRSF  EN,ADDR,PNTR
    JSR    PC,CKDROP
    .ENDM  SFERR

    .MACRO  DFERR ADDR,PNTR,CK      ; DEVICE FATAL.
    EN-EN+1
    JSR    PC,INCERK
    ERRDF  EN,ADDR,PNTR
    JSR    PC,CKDROP
    .IF    NB,CK
    CKLOOP
    .ENDC
    .ENDM  DFERR

    .MACRO  SFTERR ADDR,PNTR,CK     ; SOFT ERROR.
    EN-EN+1
    JSR    PC,INCERK
    ERRSOF EN,ADDR,PNTR
    JSR    PC,CKEMAX
    .IF    NB,CK
    CKLOOP
    .ENDC
    .ENDM  SFTERR

    .MACRO  HRDERR ADDR,PNTR,CK    ; HARD ERROR.

```

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1504 .NLIST
1505 .NLIST ME
1506 .LIST
1507 EN=EN+1
1508 JSR PC,INCERK
1509 ERRHRD EN,ADDR,PNTR
1510 JSR PC,CKEMAX
1511 .IF NB,CK
1512 CKLOOP
1513 .ENDC
1514 .ENDM HRDERR
1515
1516
1517 ;
1518 ; MACRO - DO SOME COMMON STUFF AT THE BEGINNING OF A TEST.
1519 ;
1520 .MACRO COMBEG
1521 .NLIST
1522 .LIST ME
1523 .LIST
1524 JSR PC,TSTGO ; TITLE.
1525 JSR PC,DPRESET ; DO SOFT INIT.
1526 .NLIST ME
1527 .ENDM COMBEG
1528
1529 ;
1530 ; MACRO - DO SOME COMMON STUFF AT THE END OF A TEST.
1531 ;
1532 .MACRO COMEND TAG,?L,?X
1533 .NLIST
1534 .LIST ME
1535 .LIST
1536 JSR PC,LOOP ; REPEAT 'TIL LOOPER EXPIRES.
1537 BCS L
1538 BR X
1539
1540 L: JMP TAG
1541
1542 X: JSR PC,TSTEND ; PRINT ERROR SUMMARY, IF REQ'D.
1543 .NLIST
1544 .NLIST ME
1545 .LIST
1546 .ENDM COMEND
1547
1548 ;
1549 ; MACRO TO CONTROL ITERATION LOOPS.
1550 ;
1551 .MACRO LOOPTO TAG
1552 .NLIST
1553 .LIST ME
1554 .LIST
1555 JSR PC,LOOP
1556 BCS TAG
1557 .NLIST
1558 .NLIST ME
1559 .LIST
1560 .ENDM LOOPTO
    
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1561
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: MACRO - WRITE FROM SPEC'D DATA SOURCE INTO SPEC'D DSR ACCESS REGISTER.
: ONLY DSR, FLG, CSR, MRR, MPM, XRR, XPM ARE VALID ARGUMENTS FOR 'DSRREG'.
: RO=WORK.
:
: .MACRO WTDSRA DATSRC,DSRREG
.NLIST
.LIST MEB
.LIST
        .NTYPE .NT,DATSRC
        .IF EQ,.NT&^077-^027
        MOV DATSRC&^C17!SET'DSRREG,@DSR
        .IFF
        MOV #SET'DSRREG',RO ; WRITE DATSRC INTO DSRREG .
        BIS DATSRC,RO
        MOV RO,@DSR
        .ENDC
.NLIST
.NLIST MEB
.LIST
        .ENDM WTDSRA

:
: MACRO - READ FROM SPEC'D DSR ACCESS REGISTER INTO SPEC'D DATA DESTINATION.
: ONLY DSR, PCS, FLG, CSR, MRR, MPM, XRR, XPM, HBA, CBA ARE VALID
: 'DSRREG' ARGUMENTS.
: RO=WORK.
:
: .MACRO RDDSRA DSRREG,DATDST
.NLIST
.LIST ME
.LIST
        MOV #SEL'DSRREG',@DSR ; READ DSRREG INTO DATDST .
        MOV @DSR,DATDST
.NLIST
.NLIST ME
.LIST
        .ENDM RDDSRA

:
: MACRO - IF R1-R2, BRANCH TO OK, ELSE CALL HARDWARE ERROR.
:
: .MACRO IFERROR ARG1,ARG2,?OK$,CK
.NLIST
.LIST ME
.LIST
        CMP R1,R2 ; OK?
        BEQ OK$ ; YES.
        HRDERR ARG1,ARG2,CK ; NO.
.NLIST
.LIST ME
.LIST
OK$:
.NLIST ME
        .ENDM IFERROR
    
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: MACRO - IF R1=R2 AND R3=R4, BRANCH TO OK, ELSE CALL HARDWARE ERROR.
:
: .MACRO IFERRX2 ARG1,ARG2,?OK$,?ERR,CK
.NLIST
.LIST ME
.LIST
        CMP      R1,R2          ; 1ST ITEM OK?
        BNE      ERR           ; NO.
        CMP      R3,R4          ; 2ND ITEM OK?
        BEQ      OK$           ; YES.
ERR:     HRDERR ARG1,ARG2,CK    ; NO.
.NLIST
.LIST ME
.LIST
OK$:
.NLIST ME
        .ENDM IFERRX2

: MACRO - SOFTWARE INITIALIZE THE DPU. THIS DIFFERS FROM 'DPINIT'
: IN TWO WAYS. FIRST, IT IS ASSUMED THAT THE DPU IS STOPPED AND
: NOT HUNG UP. SECOND, NO CHECKING IS DONE BY THIS CODE.
:
: .MACRO INITDP
.NLIST
.LIST ME
.LIST
        JSR      PC,DPINIT      ; GO DO SOFT INIT, CHECK THE STATE.
.NLIST
.NLIST ME
.LIST
        .ENDM INITDP

: .MACRO DPSTART ADRS
.NLIST
.LIST ME
.LIST
        MOV      ADRS,@DPC      ; START THE DPU.
        JSR      PC,WAITF       ; WAIT FOR DISPLAY STOP.
.NLIST
.NLIST ME
.LIST
        .ENDM DPSTART

: .MACRO DPCONT
.NLIST
.LIST ME
.LIST
        BIS      #BIT0,@DPC     ; CONTINUE THE DPU.
        JSR      PC,WAITF       ; WAIT FOR DISPLAY STOP.
.NLIST
.NLIST ME
.LIST
    
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        .ENDM   DPCONT
;MACRO TO DO A 3-OPERAND BIT-SET:
        .MACRO  BISW3  S1,S2,DST
.NLIST
.LIST MEB
.LIST
        .NTYPE  .NT,DST
        .IF     EQ,.NT&^070
        MOV     S2,DST
        BIS     S1,DST
        .IFF
        MOV     S2,-(SP)
        BIS     S1,(SP)
        MOV     (SP)+,DST
        .ENDC
.NLIST
.NLIST MEB
.LIST
        .ENDM   BISW3
;MACRO TO DO A 3-OPERAND BIT-CLEAR:
        .MACRO  BICW3  S1,S2,DST
.NLIST
.LIST MEB
.LIST
        .NTYPE  .NT,DST
        .IF     EQ,.NT&^070
        MOV     S2,DST
        BIC     S1,DST
        .IFF
        MOV     S2,-(SP)
        BIC     S1,(SP)
        MOV     (SP)+,DST
        .ENDC
.NLIST
.NLIST MEB
.LIST
        .ENDM   BICW3
;MACRO TO SET UP THE INTERRUPT MASK AND PRIME THE INTERRUPT FLAG:
        .MACRO  INTSET  IEX
.NLIST
.LIST MEB
.NLIST ME
.LIST
        .IF     NB,IEX
        MOV     #^0177400!IOKCKIN.IOK'IEX,INTMASK      ; PRIME FLAG, EXPECT IEX
        .IFF
        MOV     #^0177400!IOKCKIN,INTMASK              ; PRIME FLAG, NO INTR. EXPECTED.
        .ENDC
.NLIST
.NLIST MEB
.LIST
        .ENDM   INTSET
    
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: MACRO TO FORCE IN-LINE RETURN FROM REAL OR IMAGINED INTERUPT.
:
: .MACRO FORRTI
.NLIST
.LIST ME
.LIST
      MOV      #.+6,(SP)      ; FORCE RTI RETURN TO -
      RTI                               ; - NEXT LOC.
.NLIST
.NLIST ME
.LIST
      .ENDM  FORRTI

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```
1747 .SBTTL USER PATCHABLE FLAGS
1748
1749
1750 : THE FOLLOWING LOCATIONS MAY BE PATCHED BY THE USER
1751 : TO OBTAIN THE RESULTS DESCRIBED FOR EACH.
1752 :
1753
1754 003020 000000 FORCER: 0 : FORCE TYPE ALL HARD ERRORS (THE ONES CALLED -
1755 : - BY THE MACRO 'IFERROR'). AN ERROR NEED NOT -
1756 : - EXIST, JUST ASSUME AND TYPE THE MESSAGE.
1757
1758
1759
1760 003022 001700 MFGMO: 1700 : MANUFACTURING MEMORY 0 MASTER SPECIFICATION.
1761 : IN MANUFACTURING MODE, MEMORY 0 IS COMPARED
1762 : WITH THIS VALUE WHEN SYSTEM CONFIGURATION IS
1763 : EXECUTED. DISCREPANCY IS REPORTED.
1764 : (CURRENTLY SHOWN FOR 4 BIT MEMORY.)
1765
1766 003024 120000 MFGSO: 120000 : MANUFACTURING SYNC CHAN 0 MASTER SPECIFICATION.
1767 : IN MANUFACTURING MODE, SYNC CHAN 0 IS COMPARED
1768 : WITH THIS VALUE WHEN SYSTEM CONFIGURATION IS
1769 : EXECUTED. DISCREPANCY IS REPORTED.
1770 : (CURRENTLY SHOWN FOR INTERLACED SYNC (CHAN.)
```

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1772 .SBTTL GLOBAL DATA SECTION
1773
1774 : **
1775 : THE GLOBAL DATA SECTION CONTAINS DATA THAT ARE USED
1776 : IN MORE THAN ONE TEST.
1777 : --
1778
1779 :
1780 : THE FOLLOWING DATA ARE SET FOR EACH UNIT AT INIT TIME.
1781 : SINGLE UNIT DEFAULTS (LISTED) ARE IN THE DEFAULT P-TABLE.
1782
1783 003026 000000 UNITN:: 0 ;UNIT # UNDER TEST.
1784 003030 000000 QVP:: 0 ;QUICK VERIFY FLAG.
1785
1786 :
1787 : DEVICE REGISTER ADDRESSES *** KEEP IN THE ORDER GIVEN ***
1788
1789 003032 172010 DPC:: 172010 ;DISPLAY PC
1790 003034 DRR::
1791 003034 172012 DSR:: 172012 ;DISPLAY STATUS REGISTER (ALSO REL REG).
1792 003036 172014 DXR:: 172014 ;DISPLAY X POSITION REGISTER.
1793 003040 172016 DYR:: 172016 ;DISPLAY Y POSITION REGISTER.
1794
1795 003042 172020 LSR:: 172020 ; LOOK-UP-RAM STATUS.
1796 003044 172022 LDR:: 172022 ; DATA.
1797 003046 172024 LMR:: 172024 ; AND MAINT REGISTERS.
1798
1799 003050 000200 DPRI:: PRI04 ;INTERRUPT PRIORITY.
1800 003052 000320 STPV:: 320 ;STOP VECTOR
1801 003054 000324 JSMV:: 324 ;JOY-STICK MATCH VECTOR.
1802 003056 000330 TOTV:: 330 ;TIME-OUT VECTOR
1803 003060 000334 JSSV:: 334 ;JOY-STICK SWITCH (DEMAND) VECTOR.
1804 003062 000340 LUTV:: 340 ; LUT READ/WRITE DONE VECTOR.
1805
1806 003064 040000 OPTI:: I ;OPTIONAL 'INTENSIFY' BIT FOR DPU...
1807 : ...IF DPUMOD = 0, OPTI = I (INTENSIFY).
1808 : ...OTHERWISE, OPTI = 0 (UNINTENSIFY).
1809
1810 :
1811 : AND THESE ARE SET BY THE IMAGE MEMORY SIZER.
1812 :
1813 003066 000004 PDBITS:: 4 ;NUMBER OF PIXEL BITS (2, 4, 6, OR 8).
1814 003070 000100 PDI:: 1*BIT6 ;PIXEL DATA INCREMENT (MIN INTENSITY).
1815 003072 001700 PDF:: 17*BIT6 ;PIXEL DATA FIELD (MAX INTENSITY).
1816 003074 176077 PDM:: ^C<17*BIT6> ;PIXEL DATA FIELD MASK.
1817
1818 :
1819 : STANDARD CONFIGURATIONS
1820 : BITS PDI PDF
1821 : 2 0400 1400
1822 : 4 0100 1700
1823 : 6 0020 1760
1824 : 8 0004 1774
    
```

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1825      ;
1826      ; STORAGE FOR DEVICE REGISTERS
1827      ;
1828 003076 000000 100000 000000 DUMMY: 0,100000,0,0 ; DUMMY DEVICE REGISTERS...
1829 003106 000000 000000 000000      0,0,0,0,0,0,0,0 ; ...FOR MULTI-UNIT CHECKOUT.
1830      ;
1831      ;
1832 003126 000000 IDPC:: 0 ; SAVED DPC ON ANY INTERRUPT.
1833 003130 000000 IDSR:: 0 ; DITTO DSR
1834 003132 000000 IDXR:: 0 ; DITTO DXR
1835 003134 000000 IDYR:: 0 ; DITTO DYR
1836 003136 000000 ILSR:: 0 ; DITTO LUT CSR
1837 003140 000000 ILDR:: 0 ; DITTO LUT DATA
1838 003142 000000 ILMR:: 0 ; DITTO LUT MAINT.
1839      ;
1840      ; SAVED "INTERNAL" REGISTERS ON AN INTERRUPT (IN ORDER OF SELECT CODE):
1841 003144 000000 ISDSR:: 0 ; SAVED "SELECTED" DSR
1842 003146 000000 IPCSAV:: 0 ; SAVED PCSAVE
1843 003150 000000 IFLAGS:: 0 ; SAVED FLAGS
1844 003152 000000 ICSR:: 0 ; SAVED CSR
1845 003154 000000 IMAIN:: 0 ; SAVED MAIN SEG. MMGT.
1846 003156 000000 IHBASE:: 0 ; SAVE HISTOGRAM BASE
1847 003160 000000 IAUX:: 0 ; SAVED AUX. SEG MMGT.
1848 003162 000000 ICBASE:: 0 ; SAVED CHARACTER BASE
1849      ;
1850 003164 000000 SDPC:: 0 ; SAVED DPC AT ANY OTHER TIME.
1851 003166 000000 SDSR:: 0 ; DITTO DSR
1852 003170 000000 SDXR:: 0 ; DITTO DXR
1853 003172 000000 SDYR:: 0 ; DITTO DYR
1854      ; SAVED INTERNAL REGISTERS AT OTHER TIMES
1855 003174 000000 SSDSR:: 0 ; SAVED "SELECTED" DSR
1856 003176 000000 SPCSAV:: 0 ; SAVED PCSAVE
1857 003200 000000 SFLAGS:: 0 ; SAVED FLAGS
1858 003202 000000 SCSR:: 0 ; SAVED CSR
1859 003204 000000 SMAIN:: 0 ; SAVED MAIN SEG. MMGT.
1860 003206 000000 SHBASE:: 0 ; SAVE HISTOGRAM BASE
1861 003210 000000 SAUX:: 0 ; SAVED AUX. SEG MMGT.
1862 003212 000000 SCBASE:: 0 ; SAVED CHARACTER BASE
1863      ;
1864      ; AND FINALLY SOME MISCELLANEOUS REGISTERS.
1865      ;
1866 003214 000000 SCFLG:: 0 ; SYS CONFIG FLAG (0=1ST TIME, NZ=SUBSEQUENT).
1867 003216 000000 LUTAV:: 0 ; LUT AVAILABLE FLAG (NZ = USE LUT).
1868 003220 000000 SHADLY:: 0 ; SHADING DELAY COUNTER (OPTIONAL).
1869 003222 110070 HUE:: NTSC8+2 ; CURRENT COLOR POINTER (OPTIONAL).
1870      ;
1871      ; STIK:: .BYTE -1, -1 ; 8 JOY-STICK AVAILABLE FLAGS...
1872      ; .BYTE -1, -1 ; ... -1 - I DUNNO...
1873      ; .BYTE -1, -1 ; ... 0 - NO...
1874      ; .BYTE -1, -1 ; ... +1 - YES.
1875      ;
1876 003224 000000 DUFLG:: 0 ; "DROPPED UNIT" FLAG. INHIBITS DPU...
1877      ; ...CODE IN "CLEAN-UP".
1878 003226 000000 NODEV:: 0 ; FLAG TO SAY NO DEVICE.
1879      ;
1880 003230 000001 INTLAC:: 1 ; INTERLACED MODE
1881 003232 000000 TEMP1:: 0 ; SOME TEMP LOCATIONS.
    
```

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1882 003234 000000      TEMP2:: 0
1883 003236 000000      XXCOMM:: 0
1884 003240 000000      FREE:: 0
1885 003242 000000      FRESIZ:: 0
1886 003244 000000      KTFLG:: 0
1887
1888
1889 003246 000074      HZ:: 60.
1890 003250 000000      YMAX:: 0
1891 003252 000000      MEMFLG:: 0
1892 003254 000000      SYCFLG:: 0
1893 003256
1894 003256
1895 003256 000000      CTAB::
1896 003260 000000      MEMTAB::
1897 003262 000000      CTABM:: 0
1898 003264 000000      0
1899 003266 177777      0
1900 003270
1901 003270 000000      SYCTAB::
1902 003272 000000      CTABS:: 0
1903 003274 000000      0
1904 003276 000000      0
1905 003300 177777      0
1906 003302
1907
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1917 003302
1918 003502 000000

TEMP2:: 0
XXCOMM:: 0
FREE:: 0
FRESIZ:: 0
KTFLG:: 0

HZ:: 60.
YMAX:: 0
MEMFLG:: 0
SYCFLG:: 0
CTAB::
MEMTAB::
CTABM:: 0
0
0
-1
SYCTAB::
CTABS:: 0
0
0
0
-1
CTABE::

; XXDP+ COMM BLOCK POINTER.
; 1ST FREE MEMORY ADDRESS...
; ...AND SIZE (IN WORDS).
; KT11, MEM AVAIL FLAG -
; - 0 = <24K OR NO KT -
; - NZ = >24K AND KT.
; LINE FREQUENCY.
; MAX Y ACCORDING TO LINE FREQUENCY.
; MEM FLAGS (1'S IN BITS 0-3 REFLECT MEMS AVAIL).
; SYNC CHAN FLAGS (1'S IN BITS 0-3 REFLECT SYNC CHANS AVAIL)
; CONFIGURATION TABLES.
; MEMORY CONFIG WORK.
; END OF MEM TABLE.
; SYNC CHAN CONFIG WORK.
; END OF SYNC CHAN TABLE.
; END OF CONFIG WORK AREA.

;ERROR STATISTICS TABLE (1 WORD PER UNIT), 64 UNITS MAX:
:
: 0 = UNIT NOT TESTED
: 100000 = UNIT ONLINE, NO ERRORS
: 10XXXX = UNIT ONLINE, ENCOUNTERED XXXX ERRORS
: 160000 - UNIT DROPPED, NON-EXISTENT DEVICE REGISTER
: 160001 - UNIT DROPPED, NOT IDLE AT START
: 14XXXX - UNIT DROPPED, ENCOUNTERED XXXX EPRORS
:
ERTABL: .BLKW 64.
ERTABE: 0
    
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1920          .SBTTL GLOBAL TEXT SECTION
1921
1922          :++
1923          : THE GLOBAL TEXT SECTION CONTAINS FORMAT STATEMENTS,
1924          : MESSAGES, AND ASCII INFORMATION THAT ARE USED IN
1925          : MORE THAN ONE TEST.
1926          :--
1927
1928 003504      040      040      116 NXR:      .ASCIZ / NON-EXISTANT DEVICE REGISTER/
1929 003543      045      101      040 NXRX:     .ASCIZ /%A ADDRESS: %06/
1930 003564      045      101      040 PCSX:     .ASCII /%A DPC,DSR EXP'D: %06%A,%06%N/
1931 003622      045      101      040          .ASCIZ /%A DPC,DSR REC'D: %06%A,%06/
1932 003657      045      101      040 XYX:      .ASCII /%A DXR,DYR EXP'D: %06%A,%06%N/
1933 003715      045      101      040          .ASCIZ /%A DXR,DYR REC'D: %06%A,%06/
1934 003752      045      116      045 FUSI:     .ASCII /%N%A/
1935 003756      040      040      125 USI:      .ASCIZ / UNEXPECTED 'STOP' INTERRUPT/
1936 004014      040      040      042 NSI:      .ASCIZ / 'STOP' INTERRUPT EXPECTED, NOT RECEIVED/
1937 004066      045      116      045 FUTO:     .ASCII /%N%A/
1938 004072      040      040      125 UTO:     .ASCIZ / UNEXPECTED DPU 'ERROR' INTERRUPT/
1939 004135      040      040      104 NTO:     .ASCIZ / DPU 'ERROR' INTERRUPT EXP'D, NOT REC'D/
1940 004206      045      116      045 FUMI:     .ASCII /%N%A/
1941 004212      040      040      125 UMI:      .ASCIZ / UNEXPECTED 'MATCH' INTERRUPT/
1942 004251      045      116      045 FUSWI:    .ASCII /%N%A/
1943 004255      040      040      125 USWI:    .ASCIZ / UNEXPECTED 'SWITCH' INTERRUPT/
1944 004315      045      116      045 FNOINTR: .ASCII /%N%A/
1945 004321      040      040      116 NOINTR: .ASCIZ / NO INTERRUPT WAS GENERATED/
1946 004356      040      040      111 IFAULT: .ASCIZ / INTERRUPT FAULT/
1947 004400      045      101      040 INTX:    .ASCIZ /%A CPU PC: %06%A DPC: %06/
1948 004434      040      040      042 NOINIT: .ASCIZ / 'BUS-INIT' DIDN'T INITIALIZE DISPLAY/
1949 004503      040      040      123 SSF:     .ASCIZ / START-NOP-STOP FAILURE/
1950 004534      040      040      122 RJF:     .ASCIZ / RESUME-NOP-JUMP FAILURE/
1951 004566      040      040      112 JSF:     .ASCIZ / JUMP SELF FAILURE/
1952 004612      040      040      105 ESF:     .ASCIZ / EXTERNAL STOP FAILURE/
1953 004642      040      040      120 PDXI:    .ASCIZ / PIXEL DATA XFER INCORRECT/
1954 004676      040      040      116 OPCF:    .ASCIZ / NULL OPCODE FAILURE/
1955 004724      045      116      045 OPCFX:    .ASCIZ /%N%A OPCODE: %06/
1956 004746      040      040      122 RELF:    .ASCIZ / RELOCATION FAILURE/
1957 004773      045      116      045 RELFX:    .ASCIZ /%N%A INITIAL DPC: %06%A, PELOC(DSR): %06%N/
1958 005047      040      040      101 APF:     .ASCIZ / ABS POINT FAILURE/
1959 005073      040      040      114 LVF:     .ASCIZ / LONG VECTOR FAILURE/
1960 005121      045      116      045 LONGX:   .ASCIZ /%N%A ORIGIN: %04%A,%04%A DX,DY: %06%A,%06/
1961 005175      040      040      122 RPF:     .ASCIZ / REL POINT FAILURE/
1962 005221      040      040      123 SVF:     .ASCIZ / SHORT VECTOR FAILURE/
1963 005250      045      116      045 SHRTX:   .ASCIZ /%N%A ORIGIN: %04%A,%04%A DXY: %06/
1964 005314      040      040      107 GHXF:    .ASCIZ / GRAPH-HISTO X FAILURE/
1965 005344      040      040      107 GHYF:    .ASCIZ / GRAPH-HISTO Y FAILURE/
1966 005374      045      116      045 GHXYX:   .ASCIZ /%N%A AMPL: %06%A INCR: %02/
1967 005431      040      040      102 BMF:     .ASCIZ / BIT MAP FAILURE/
1968 005453      045      116      045 BMX:     .ASCIZ /%N%A OPCODE: %06/
1969 005475      040      040      103 CHRFB:   .ASCIZ / CHAR MODE FAILURE/
1970 005521      045      116      045 CHRFX:   .ASCIZ /%N%A BASE: %06%A CHAR: %03/
1971 005556      040      040      124 PRBHNG: .ASCII / TEST ABORTED/
1972 005574      040      040      120 PRBH:    .ASCIZ / PIXEL-READ-BACK FAILS OR HANGS DPU/
1973 005641      040      040      111 IMDI:    .ASCIZ / IMAGE MEMORY DATA INCORRECT/
1974 005677      045      101      040 IMDIX:   .ASCII /%A ADDRESS (X,Y): %04%A,%04/
1975 005733      045      116      045          .ASCIZ /%N%A FIELD: %04%A EXP'D: %04%A REC'D: %04/
1976 006010      045      116      045 IMDIX2:  .ASCIZ /%N%A SUSPECT RAM GROUP %01%A, IMAGE MEMORY CHANNEL: %01/
    
```

1977	006101	045	116	045	IMDIXC: .ASCII	/%NZA ADDRESS (X,Y): %04ZA,%04/
1978	006137	045	116	045	.ASCIZ	/%NZA FIELD: %04ZA EXP'D: %04ZA REC'D: %04/
1979	006214	045	116	045	.ASCIZ	/%NZA SUSPECT RAM GROUP %01ZA, IMAGE MEMORY CHANNEL: %01/
1980	006306	040	040	114	NLRI: .ASCIZ	/ LUT READ INTERRUPT EXPECTED, NOT RECEIVED/
1981	006362	040	040	114	NLWI: .ASCIZ	/ LUT WRITE INTERRUPT EXPECTED, NOT RECEIVED/
1982	006437	040	040	125	ULRI: .ASCIZ	/ UNEXPECTED LUT READ INTERRUPT/
1983	006477	040	040	125	ULWI: .ASCIZ	/ UNEXPECTED LUT WRITE INTERRUPT/
1984	006540	045	101	040	LINTX: .ASCIZ	/%A CSR: %06/
1985	006555	040	040	114	LAIER: .ASCIZ	/ LUT AUTO-INCR INCORRECT ON READ/
1986	006617	040	040	114	LAI EW: .ASCIZ	/ LUT AUTO-INCR INCORRECT ON WRITE/
1987	006662	040	040	114	LDINC: .ASCIZ	/ LUT DATA INCORRECT/
1988	006707	045	101	040	LRWX: .ASCIZ	/%A CSR: %06ZA EXP'D: %06ZA REC'D: %06/
1989	006760	040	040	042	NSINIT: .ASCIZ	/ 'SOFT-INIT' DIDN'T INITIALIZE THE DPU/
1990	007030	040	040	042	BRINIT: .ASCIZ	/ 'BUS-RESET' DIDN'T INITIALIZE THE DPU/
1991	007100	040	040	104	IDPCE: .ASCIZ	# DPC READ/WRITE ERROR#
1992	007127	040	040	104	IDSRE: .ASCIZ	# DSR READ/WRITE ERROR#
1993	007156	040	040	103	ICSRE: .ASCIZ	# CSR READ/WRITE ERROR#
1994	007205	040	040	115	IMRRE: .ASCIZ	# MRR READ/WRITE ERROR#
1995	007234	040	040	115	IMPWPE: .ASCIZ	# MPM WRITE/MWP (HBASE) READ ERROR#
1996	007277	040	040	115	IMPME: .ASCIZ	# MPM READ/WRITE ERROR#
1997	007326	040	040	130	IXRRE: .ASCIZ	# XRR READ/WRITE ERROR#
1998	007355	040	040	130	IXPME: .ASCIZ	# XPM READ/WRITE ERROR#
1999	007404	040	040	130	IXPWPE: .ASCIZ	# XPM WRITE/XWP (HBASE) READ ERROR#
2000	007447	040	040	110	IHBAE: .ASCIZ	# HBA READ/WRITE ERROR#
2001	007476	040	040	103	ICBAE: .ASCIZ	# CBA READ/WRITE ERROR#
2002	007525	040	040	104	JPDPCSE: .ASCIZ	# DJMS/DPOP FAILURE (DPC)#
2003	007557	040	040	104	JPPCSE: .ASCIZ	# DJMS/DPOP FAILURE (PCS)#
2004	007611	040	040	104	DPDSE: .ASCIZ	/ DPC(W),DSR(R) DUAL ADRS FAULT/
2005	007651	040	040	104	DSDPE: .ASCIZ	/ DSR(W),DPC(R) DUAL ADRS FAULT/
2006	007711	040	040	104	DSDXE: .ASCIZ	/ DSR(W),DXR(R) DUAL ADRS FAULT/
2007	007751	040	040	104	DSDYE: .ASCIZ	/ DSR(W),DYR(R) DUAL ADRS FAULT/
2008	010011	040	040	104	DSPCE: .ASCIZ	/ DSR(W),PCS(R) DUAL ADRS FAULT/
2009	010051	040	040	104	DSFLE: .ASCIZ	/ DSR(W),FLG(P) DUAL ADRS FAULT/
2010	010111	040	040	104	DSCSE: .ASCIZ	/ DSR(W),CSR(R) DUAL ADRS FAULT/
2011	010151	040	040	104	DSMRE: .ASCIZ	/ DSR(W),MRR(R) DUAL ADRS FAULT/
2012	010211	040	040	104	DSMPE: .ASCIZ	/ DSR(W),MPM(R) DUAL ADRS FAULT/
2013	010251	040	040	104	DSXRE: .ASCIZ	/ DSR(W),XRR(R) DUAL ADRS FAULT/
2014	010311	040	040	104	DSXPE: .ASCIZ	/ DSR(W),XPM(R) DUAL ADRS FAULT/
2015	010351	040	040	103	CSDSE: .ASCIZ	/ CSR(W),DSR(R) DUAL ADRS FAULT/
2016	010411	040	040	103	CSPCE: .ASCIZ	/ CSR(W),PCS(R) DUAL ADRS FAULT/
2017	010451	040	040	103	CSFLE: .ASCIZ	/ CSR(W),FLG(R) DUAL ADRS FAULT/
2018	010511	040	040	103	CSMRE: .ASCIZ	/ CSR(W),MRR(R) DUAL ADRS FAULT/
2019	010551	040	040	103	CSMPE: .ASCIZ	/ CSR(W),MPM(R) DUAL ADRS FAULT/
2020	010611	040	040	103	CSXRE: .ASCIZ	/ CSR(W),XRR(R) DUAL ADRS FAULT/
2021	010651	040	040	103	CSXPE: .ASCIZ	/ CSR(W),XPM(R) DUAL ADRS FAULT/
2022	010711	040	040	115	MRDSE: .ASCIZ	/ MRR(W),DSR(R) DUAL ADRS FAULT/
2023	010751	040	040	115	MRPCE: .ASCIZ	/ MRR(W),PCS(R) DUAL ADRS FAULT/
2024	011011	040	040	115	MRFLE: .ASCIZ	/ MRR(W),FLG(R) DUAL ADRS FAULT/
2025	011051	040	040	115	MRCSE: .ASCIZ	/ MRR(W),CSR(R) DUAL ADRS FAULT/
2026	011111	040	040	115	MRMPE: .ASCIZ	/ MRR(W),MPM(R) DUAL ADRS FAULT/
2027	011151	040	040	115	MRXRE: .ASCIZ	/ MRR(W),XRR(R) DUAL ADRS FAULT/
2028	011211	040	040	115	MRXPE: .ASCIZ	/ MRR(W),XPM(R) DUAL ADRS FAULT/
2029	011251	040	040	115	MPDSE: .ASCIZ	/ MPM(W),DSR(R) DUAL ADRS FAULT/
2030	011311	040	040	115	MPPCE: .ASCIZ	/ MPM(W),PCS(R) DUAL ADRS FAULT/
2031	011351	040	040	115	MPFLE: .ASCIZ	/ MPM(W),FLG(R) DUAL ADRS FAULT/
2032	011411	040	040	115	MPCSE: .ASCIZ	/ MPM(W),CSR(R) DUAL ADRS FAULT/
2033	011451	040	040	115	MPMRE: .ASCIZ	/ MPM(W),MRR(R) DUAL ADRS FAULT/

2034	011511	040	040	115	MPXRE:	.ASCIZ	/	MPM(W),XRR(R)	DUAL	ADRS	FAULT/
2035	011551	040	040	115	MPXPE:	.ASCIZ	/	MPM(W),XPM(R)	DUAL	ADRS	FAULT/
2036	011611	040	040	130	XRDSE:	.ASCIZ	/	XRR(W),DSR(R)	DUAL	ADRS	FAULT/
2037	011651	040	040	130	XRPCE:	.ASCIZ	/	XRR(W),PCS(R)	DUAL	ADRS	FAULT/
2038	011711	040	040	130	XRFLE:	.ASCIZ	/	XRR(W),FLG(R)	DUAL	ADRS	FAULT/
2039	011751	040	040	130	XRCSE:	.ASCIZ	/	XRR(W),CSR(R)	DUAL	ADRS	FAULT/
2040	012011	040	040	130	XRMRE:	.ASCIZ	/	XRR(W),MRR(R)	DUAL	ADRS	FAULT/
2041	012051	040	040	130	XRMPE:	.ASCIZ	/	XRR(W),MPM(R)	DUAL	ADRS	FAULT/
2042	012111	040	040	130	XRXPE:	.ASCIZ	/	XRR(W),XPM(R)	DUAL	ADRS	FAULT/
2043	012151	040	040	130	XPDSE:	.ASCIZ	/	XPM(W),DSR(R)	DUAL	ADRS	FAULT/
2044	012211	040	040	130	XPPCE:	.ASCIZ	/	XPM(W),PCS(R)	DUAL	ADRS	FAULT/
2045	012251	040	040	130	XPFLE:	.ASCIZ	/	XPM(W),FLG(R)	DUAL	ADRS	FAULT/
2046	012311	040	040	130	XPCSE:	.ASCIZ	/	XPM(W),CSR(R)	DUAL	ADRS	FAULT/
2047	012351	040	040	130	XPMRE:	.ASCIZ	/	XPM(W),MRR(R)	DUAL	ADRS	FAULT/
2048	012411	040	040	130	XPMPE:	.ASCIZ	/	XPM(W),MPM(R)	DUAL	ADRS	FAULT/
2049	012451	040	040	130	XPXRE:	.ASCIZ	/	XPM(W),XRR(R)	DUAL	ADRS	FAULT/
2050	012511	040	040	115	MMACE:	.ASCIZ	/	MAIN MEM MGT ACCESS FAULT/			
2051	012545	040	040	101	XMMACE:	.ASCIZ	/	AUX MEM MGT ACCESS FAULT/			
2052	012600	040	040	115	MMXRE:	.ASCIZ	/	MAIN MEM MGT NON-EXIST MEM FAULT/			
2053	012643	045	101	040	DPCERA:	.ASCIZ	/ZA	(DPC) EXP'D: %06ZA, REC'D: %06/			
2054	012706	045	101	040	DSRERA:	.ASCIZ	/ZA	(DSR) EXP'D: %06ZA, REC'D: %06/			
2055	012751	045	101	040	DXRERA:	.ASCIZ	/ZA	(DXR) EXP'D: %06ZA, REC'D: %06/			
2056	013014	045	101	040	DYRERA:	.ASCIZ	/ZA	(DYR) EXP'D: %06ZA, REC'D: %06/			
2057	013057	045	101	040	PCSERA:	.ASCIZ	/ZA	(PCS) EXP'D: %06ZA, REC'D: %06/			
2058	013122	045	101	040	FLGERA:	.ASCIZ	/ZA	(FLG) EXP'D: %06ZA, REC'D: %06/			
2059	013165	045	101	040	CSRERA:	.ASCIZ	/ZA	(CSR) EXP'D: %06ZA, REC'D: %06/			
2060	013230	045	101	040	MRRERA:	.ASCIZ	/ZA	(MRR) EXP'D: %06ZA, REC'D: %06/			
2061	013273	045	101	040	MPMERA:	.ASCIZ	/ZA	(MPM) EXP'D: %06ZA, REC'D: %06/			
2062	013336	045	101	040	XRRERA:	.ASCIZ	/ZA	(XRR) EXP'D: %06ZA, REC'D: %06/			
2063	013401	045	101	040	XPMERA:	.ASCIZ	/ZA	(XPM) EXP'D: %06ZA, REC'D: %06/			
2064	013444	045	101	040	HBAERA:	.ASCIZ	/ZA	(HBA) EXP'D: %06ZA, REC'D: %06/			
2065	013507	045	101	040	CBAERA:	.ASCIZ	/ZA	(CBA) EXP'D: %06ZA, REC'D: %06/			
2066	013552	040	040	104	ECE:	.ASCIZ	/	DIDN'T GET EXPECTED ERROR CODE/			
2067								;MORE ERROR MESSAGES --			
2068											
2069	013613	040	040	103	CRWRZ:	.ASCIZ	**	CURSOR REGISTER WRITE/READ ZEROS ERROR''			
2070	013664	040	040	103	CRWRO:	.ASCIZ	**	CURSOR REGISTER WRITE/READ ONES ERROR''			
2071	013734	040	040	103	CRDAX:	.ASCIZ	**	CURSOR REGISTER DUAL ADDRESS - WRITE Y CHANGED X''			
2072	014017	040	040	103	CRDAY:	.ASCIZ	**	CURSOR REGISTER DUAL ADDRESS - WRITE X CHANGED Y''			
2073	014102	040	040	103	CRWRE:	.ASCIZ	**	CURSOR REGISTER WRITE/READ ERROR''			
2074	014145	040	040	112	JSEWRZ:	.ASCIZ	**	JOYSTICK ENABLES WRT/RD 0'S ERROR''			
2075	014211	040	040	112	JSEWRO:	.ASCIZ	**	JOYSTICK ENABLES WRT/RD 1'S ERROR''			
2076	014255	040	040	112	CEZWE:	.ASCIZ	**	JOYSTICK ENABLES ZERO-THEN-WRITE ERROR''			
2077	014326	040	040	112	CESWE:	.ASCIZ	**	JOYSTICK ENABLES SET-THEN-WRITE ERROR''			
2078	014376	040	040	112	JENOCL:	.ASCIZ	**	J.S. CHANNEL DECODE ERROR - ENABLES DIDN'T CLEAR''			
2079	014461	040	040	122	CSRGNS:	.ASCIZ	**	REGISTER ERROR AFTER J.S. SWITCH SET, NO ENABLE''			
2080	014543	040	040	122	CSRGNS:	.ASCIZ	**	REGISTER ERROR AFTER J.S. SW ENABLE SET, NO SWITCH''			
2081	014630	040	040	111	CSIFC:	.ASCIZ	**	INTERNAL REG. ERROR AFTER CLEARING J.S. SW INTR''			
2082	014712	040	040	105	NOSWPI:	.ASCIZ	**	ERROR IN FLAGS REG. -- SHOULD SHOW PENDING SW INTR''			
2083	014777	040	040	106	NOSWI:	.ASCIZ	**	FAULTY J.S. SWITCH INTERRUPT''			
2084	015036	040	040	111	SWIBV:	.ASCIZ	**	INCORRECT VECTOR ON J.S. SWITCH INTERRUPT''			
2085	015112	040	040	123	SWNOHLT:	.ASCIZ	**	SWITCH INTR REQ DIDN'T HALT DISPLAY PROCESSING - BAD DPC''			
2086	015205	040	040	106	SWNOCU:	.ASCIZ	**	FAULTY CURSOR RETRIEVAL ON J.S. SW INTR REQ''			
2087											
2088	015263	040	040	115	NOCMI:	.ASCIZ	**	MATCH INTERRUPT FAULTY OR NOT RECEIVED''			
2089	015334	040	040	116	NOMST:	.ASCIZ	**	NO STOP ON MATCH INTERRUPT''			
2090	015371	040	040	115	CMNOMI:	.ASCIZ	**	MATCH BUT NO MATCH INTERRUPT''			

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2091 015430      040      040      111  CMIVB:  .ASCIZ  '' INCORRECT VECTOR ON CURSOR MATCH INTERRUPT''
2092 015505      040      040      127  MATPCS: .ASCIZ  '' WRONG DPC OR DSR FOR MATCH STOP''
2093 015547      040      040      127  MATXYE: .ASCIZ  '' WRONG DXR OR DYR FOR MATCH STOP''
2094 015611      040      040      127  MATPOS: .ASCIZ  '' WRONG DXR OR DYR AFTER POSITION-RESTORE''
2095 015663      040      040      111  MATIRE: .ASCIZ  '' INTERNAL REGISTER INCORRECT FOR MATCH''
2096 015733      040      040      111  MEREG:  .ASCIZ  '' INTERNAL REGISTER INCORRECT AFTER SETUP FOR MATCH''
2097 016017      040      040      106  MATFLE: .ASCIZ  '' FLAGS REGISTER INCORRECT FOR MATCH''
2098 016064      040      040      125  MATUI:  .ASCIZ  '' UNEXPECTED INTERRUPT ON RESUME AFTER MATCH''
2099 016141      040      040      104  MENDPCS: .ASCIZ  '' DPC OR DSR WRONG ON AFTER RESUME FOLLOWING MATCH''
2100 016224      040      040      103  CMPE:   .ASCIZ  '' CURSOR MATCHED AT WRONG POSITION''
2101 016267      040      040      116  NOMAT:  .ASCIZ  '' NO CURSOR MATCH DETECTED''
2102 016322      045      116      045  EXPGT2: .ASCIZ  /%N% EXP'D: %06%, %06%N% REC'D: %06%, %06/
2103 016377      045      116      045  FCOORD: .ASCII  /%N% CURSOR (X,Y) - %06%, %06/
2104 016437      045      116      045  .ASCIZ  /%N% REC'D DXR, DYR = %06%, %06/
2105 016500      045      116      045  FSYCHAN: .ASCIZ  '%N% SYNC GEN/JOYSTICK CHANNEL = %01''
2106
2107
2108 016546      000
2109 016547      045      116      000  NUL:    .ASCIZ  //
2110 016552      040      040      122  NULCR:  .ASCIZ  /%N/
2111 016613      040      040      122  RLXIE:  .ASCIZ  / RUN-LENGTH X-INCREMENT FAILURE/
2112 016663      040      040      122  RLX2IE: .ASCIZ  / RUN-LENGTH X-DOUBLE INCREMENT FAILURE/
2113 016715      040      040      122  RLYUE:  .ASCIZ  / RUN-LENGTH Y-UP FAILURE/
2114 016751      040      040      122  RLY2UE: .ASCIZ  / RUN-LENGTH Y-DOWN FAILURE/
2115 017010      040      040      122  RLY2DE: .ASCIZ  / RUN-LENGTH Y-SKIP UP FAILURE/
2116 017051      045      101      040  EXPGOT: .ASCIZ  /%A EXP'D: %06%, REC'D: %06/
2117 017105      045      101      040  DUAD12: .ASCIZ  /%A REG(W) WRITTEN TO: %06% REG(R) READ; EXP'D: %06%, REC'D: %06/
2118 017207      040      040      115  INLE:   .ASCIZ  / MEM INTERLACE ERROR/
2119 017235      045      101      040  INLEXF: .ASCIZ  /%A PIXEL READBACK EXP'D: %06%, REC'D: %06%, CHAN: %01/
2120 017326      040      040      120  SCPRE:  .ASCIZ  / PIXEL READBACK ERROR/
2121 017355      040      040      123  SCIDE:  .ASCIZ  / SYNC CHAN INTERLACE DIFFERENCE/
2122 017416      040      040      103  SCME:   .ASCIZ  / CONFIG DOESN'T MATCH MFG. MASTER/
2123 017461      045      101      040  SCMFG:  .ASCIZ  /%A MFG MEM 0: %06%, MFG SYNC CHAN 0: %06/
2124 017534      045      116      045  SCM:    .ASCII  /%N% MEMORYS:/
2125 017552      045      101      040  .ASCII  /%A 0 = %06/
2126 017565      045      101      054  .ASCII  /%A, 1 = %06/
2127 017601      045      101      054  .ASCII  /%A, 2 = %06/
2128 017615      045      101      054  .ASCII  /%A, 3 = %06/
2129 017632      045      116      045  SCS:    .ASCIZ  /%N% SYNC CHANS:/
2130 017653      045      101      040  .ASCII  /%A 0 = %06/
2131 017666      045      101      054  .ASCII  /%A, 1 = %06/
2132 017702      045      101      054  .ASCII  /%A, 2 = %06/
2133 017716      045      101      054  .ASCIZ  /%A, 3 = %06%N/
2134 017735      045      116      045  NOMAN:  .ASCIZ  /%N%**** MANUAL INTERVENTION NOT ALLOWED -- ABORTING ****%N/
2135  .EVEN
    
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2137      .SBTTL GLOBAL ERROR REPORT SECTION
2138
2139      :++
2140      : THE GLOBAL ERROR REPORT SECTION CONTAINS THE PRINTB AND PRINTX
2141      : CALLS THAT ARE USED IN MORE THAN ONE TEST.
2142      : ASCII TEXT STRINGS ARE FOUND IN THE GLOBAL TEXT SECTION.
2143      :--
2144
2145 020032 BGNMSG  NXRERR      ;NON-EXISTANT DEVICE REGISTER.
2146 020032 PRINTX  #NXRX,NODEV ;NODEV = NEXM ADDRESS.
2147 020056 004737 022276 JSR      PC,EXTEND ; PRINT EXTENSION IF REQUIRED.
2148 020062 ENDMSG
2149
2150 020064 BGNMSG  PCSERR      ;BAD DPC AND/OR DSR SIGNATURE.
2151 020064 PRINTX  #PCSX,R2,R3,@DPC,@DSR ;R2,R3 = EXP PC,SR
2152 020120 004737 022276 JSR      PC,EXTEND ; PRINT EXTENSION IF REQUIRED.
2153 020124 ENDMSG
2154
2155 020126 BGNMSG  XYERR      ;BAD DXR AND/OR DYR SIGNATURE.
2156 020126 PRINTX  #XYX,R4,R5,@DXR,@DYR ;R4,R5 = EXP X,Y
2157 020162 004737 022276 JSR      PC,EXTEND ; PRINT EXTENSION IF REQUIRED.
2158 020166 ENDMSG
2159
2160 020170 BGNMSG  RLXYE      ;BAD DXR AND/OR DYR SIGNATURE.
2161 020170 PRINTX  #XYX,R1,R3,R2,R4 ; R1,R3 = EXP, R2,R4 = REC.
2162 020220 004737 022276 JSR      PC,EXTEND ; PRINT EXTENSION IF REQUIRED.
2163 020224 ENDMSG
2164
2165 020226 BGNMSG  INTERR      ;DISPLAY INTERRUPT ERROR SIGNATURE.
2166 020226 PRINTX  #INTX,R1,@DPC ;R1 = CPU PC
2167 020254 PRINTX  #NULCR ; PRINT A NEWLINE
2168 020274 122737 000377 026107 CMPB   #^0377,INTFLAG ;WAS ANY INTERRUPT GENERATED?
2169 020302 001011 BNE     1$ ;BR IF YES
2170 020304 PRINTX  #FNOINTR ; NO -- REPORT THE FACT
2171 020324 000465 BR      20$
2172 020326 132737 000001 026107 1$: BITB   #I0KSTP,INTFLAG ; WAS IT AN UNEXPECTED 'STOP' INTERRUPT?
2173 020334 001411 BEQ     2$ ; BR IF NO.
2174 020336 PRINTX  #FUSI ; YES -- REPORT IT
2175 020356 000450 BR      20$
2176 020360 132737 000002 026107 2$: BITB   #I0KJSM,INTFLAG ; WAS IT AN UNEXPECTED 'MATCH' INTERRUPT?
2177 020366 001411 BEQ     3$ ; BR IF NO.
2178 020370 PRINTX  #FUMI ; REPORT IF YES.
2179 020410 000433 BR      20$
2180 020412 132737 000010 026107 3$: BITB   #I0KJSS,INTFLAG ; WAS IT AN UNEXPECTED 'SWITCH' INTERRUPT?
2181 020420 001411 BEQ     4$ ; BR IF NO
2182 020422 PRINTX  #FUSWI ; REPORT IF YES
2183 020442 000416 BR      20$
2184 020444 132737 000004 026107 4$: BITB   #I0KERR,INTFLAG ; WAS IT AN UNEXPECTED 'ERROR' INTERRUPT?
2185 020452 001412 BEQ     20$
2186 020454 PRINTX  #FUTO ; REPORT IT.
2187 020474 004737 023516 JSR      PC,ERICHK ;CHECK THE ERROR CODE
2188 020500 004737 022276 20$: JSR      PC,EXTEND ; PRINT EXTENSION IF REQUIRED.
2189 020504 ENDMSG
2190
2191 020506 BGNMSG  IMDERR      ;IMAGE MEM DATA ERROR.
2192 020506 010137 072350 MOV     R1,IMCRAM ;TRANSLATE X ADDR...
2193 020512 006237 072350 ASR     IMCRAM ;...TO RAM NUMBER.
    
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2194	020516		PRINTX	#IMDIX,R1,R2,PDF,R3,R4	
2195	020552		PRINTX	#IMDIX2,IMCRAM,IMC.CH	
2196	020602	004737 022276	JSR	PC,EXTEND	; PRINT EXTENSION IF REQUIRED.
2197	020606		ENDMSG		
2198					
2199	020610		BGNMSG	LINTER	; LUT INTERRUPT ERROR.
2200	020610		PRINTX	#LINTX,@LSR	; SHOW CSR.
2201	020634	004737 022276	JSR	PC,EXTEND	; PRINT EXTENSION IF REQUIRED.
2202	020640		ENDMSG		
2203					
2204	020642		BGNMSG	LRWERR	; LUT READ/WRITE ERROR.
2205	020642		PRINTX	#LRWX,@LSR,R1,R2	; CSR, EXP'D, REC'D.
2206	020672	004737 022276	JSR	PC,EXTEND	; PRINT EXTENSION IF REQUIRED.
2207	020676		ENDMSG		
2208					
2209	020700		BGNMSG	EXPREC	
2210	020700		PRINTX	#EXPGOT,R1,R2	; R1=EXP'D, R2=REC'D.
2211	020724	004737 022276	JSR	PC,EXTEND	; PRINT EXTENSION IF REQUIRED.
2212	020730		ENDMSG		
2213					
2214	020732		BGNMSG	DPCER	
2215	020732		PRINTX	#DPCERA,R1,R2	; R1=EXPECTED, R2=RECEIVED.
2216	020756	004737 022276	JSR	PC,EXTEND	; PRINT EXTENSION IF REQ'D.
2217	020762		ENDMSG		
2218					
2219	020764		BGNMSG	DSRER	
2220	020764		PRINTX	#DSRERA,R1,R2	; R1=EXPECTED, R2=RECEIVED.
2221	021010	004737 022276	JSR	PC,EXTEND	; PRINT EXTENSION IF REQ'D.
2222	021014		ENDMSG		
2223					
2224	021016		BGNMSG	DXRER	
2225	021016		PRINTX	#DXRERA,R1,R2	; R1=EXPECTED, R2=RECEIVED.
2226	021042	004737 022276	JSR	PC,EXTEND	; PRINT EXTENSION IF REQ'D.
2227	021046		ENDMSG		
2228					
2229	021050		BGNMSG	DYRER	
2230	021050		PRINTX	#DYRERA,R1,R2	; R1=EXPECTED, R2=RECEIVED.
2231	021074	004737 022276	JSR	PC,EXTEND	; PRINT EXTENSION IF REQ'D.
2232	021100		ENDMSG		
2233					
2234	021102		BGNMSG	PCSER	
2235	021102		PRINTX	#PCSERA,R1,R2	; R1=EXPECTED, R2=RECEIVED.
2236	021126	004737 022276	JSR	PC,EXTEND	; PRINT EXTENSION IF REQ'D.
2237	021132		ENDMSG		
2238					
2239	021134		BGNMSG	FLGER	
2240	021134		PRINTX	#FLGERA,R1,R2	; R1=EXPECTED, R2=RECEIVED.
2241	021160	004737 022276	JSR	PC,EXTEND	; PRINT EXTENSION IF REQ'D.
2242	021164		ENDMSG		
2243					
2244	021166		BGNMSG	CSRER	
2245	021166		PRINTX	#CSRERA,R1,R2	; R1=EXPECTED, R2=RECEIVED.
2246	021212	004737 022276	JSR	PC,EXTEND	; PRINT EXTENSION IF REQ'D.
2247	021216		ENDMSG		
2248					
2249	021220		BGNMSG	MRRER	
2250	021220		PRINTX	#MRRERA,R1,R2	; R1=EXPECTED, R2=RECEIVED.

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2251 021244 004737 022276          JSR      PC,EXTEND          ; PRINT EXTENSION IF REQ'D.
2252 021250          ENDMSG
2253
2254 021252          BGNMSG  MPMER
2255 021252          PRINTX  #MPMERA,R1,R2          ; R1=EXPECTED, R2=RECEIVED.
2256 021276 004737 022276          JSR      PC,EXTEND          ; PRINT EXTENSION IF REQ'D.
2257 021302          ENDMSG
2258
2259 021304          BGNMSG  XRRER
2260 021304          PRINTX  #XRRERA,R1,R2          ; R1=EXPECTED, R2=RECEIVED.
2261 021330 004737 022276          JSR      PC,EXTEND          ; PRINT EXTENSION IF REQ'D.
2262 021334          ENDMSG
2263
2264 021336          BGNMSG  XPMER
2265 021336          PRINTX  #XPMERA,R1,R2          ; R1=EXPECTED, R2=RECEIVED.
2266 021362 004737 022276          JSR      PC,EXTEND          ; PRINT EXTENSION IF REQ'D.
2267 021366          ENDMSG
2268
2269 021370          BGNMSG  HBAER
2270 021370          PRINTX  #HBAERA,R1,R2          ; R1=EXPECTED, R2=RECEIVED.
2271 021414 004737 022276          JSR      PC,EXTEND          ; PRINT EXTENSION IF REQ'D.
2272 021420          ENDMSG
2273
2274 021422          BGNMSG  CBAER
2275 021422          PRINTX  #CBAERA,R1,R2          ; R1=EXPECTED, R2=RECEIVED.
2276 021446 004737 022276          JSR      PC,EXTEND          ; PRINT EXTENSION IF REQ'D.
2277 021452          ENDMSG
2278
2279 021454          BGNMSG  DUADRE
2280 021454          PRINTX  #DUAD12,R3,R1,R2          ; R3=WRITTEN, R1=EXP'D, R2=REC'D.
2281 021502 004737 022276          JSR      PC,EXTEND          ; PRINT EXTENSION IF REQ'D.
2282 021506          ENDMSG
2283
2284 021510          BGNMSG  SYSCON
2285 021510 005737 002512          TST      MFGFLG          ; MFG MODE?
2286 021514 001414          BEQ      1$              ; NO.
2287 021516          PRINTX  #SCMFG,MFGMO,MFGSO
2288 021546          1$: PRINTX  #SCM,MEMTAB,MEMTAB+2,MEMTAB+4,MEMTAB+6
2289 021606          PRINTX  #SCS,SYCTAB,SYCTAB+2,SYCTAB+4,SYCTAB+6
2290 021646          ENDMSG
2291
2292 021650          BGNMSG  MMMAE
2293 021650          PRINTX  #MRRERA,R3,R4
2294 021674          PRINTX  #NULCR
2295 021714          PRINTX  #DPCERA,R1,R2
2296 021740          PRINTX  #NULCR          ;PRINT BLANK LINE
2297 021760          ENDMSG
2298
2299
2300 021762          BGNMSG  XMAE
2301 021762          PRINTX  #XRRERA,R3,R4
2302 022006          PRINTX  #NULCR
2303 022026          PRINTX  #DPCERA,R1,R2
2304 022052          PRINTX  #NULCR          ;PRINT BLANK LINE
2305 022072          ENDMSG
2306
2307
    
```

```

2308 022074          BGNMSG  EXPRC2
2309 022074          PRINTX  #EXPGT2,R1,R3,R2,R4      ;R1,R3 = EXP'D, R2,R4 - REC'D
2310 022124 004737 022276 JSR      PC,EXTEND      ; PRINT EXTENSION, IF REQ'D.
2311 022130          ENDMSG
2312
2313 022132          BGNMSG  PNTCOOR
2314 022132          PRINTX  #FCOORD,CSMF4X,CSMF4Y,SDXR,SDYR
2315 022172 004737 022276 JSR      PC,EXTEND
2316 022176          ENDMSG
2317
2318 022200          BGNMSG  PNTSYCH
2319 022200          PRINTX  #FSYCHAN,CSCHAN
2320 022224          ENDMSG
2321
2322 022226          BGNMSG  INLEX
2323 022226          PRINTX  #INLEXF,R1,R2,R5
2324 022254          PRINTX  #NULCR      ;PRINT BLANK LINE
2325 022274          ENDMSG
2326
2327          ; THIS ROUTINE APPENDS A UNIQUE EXTENSION (IF REQUIRED)
2328          ; TO ANY OF THE ABOVE ERROR SIGNATURES.
2329
2330 022276 005727    EXTEND: TST      (PC)+
2331 022300 000000    EXTA:  0          ; 0 = NU EXTENSION.
2332 022302 001402    BEQ      1$
2333 022304 004777 177770 JSR      PC,@EXTA      ; APPEND EXTENSION TEXT.
2334 022310          1$:  PRINTX  #NULCR      ; PRINT A BLANK LINE
2335 022330 000207    RTS      PC
    
```

```

2337          .SBTTL  INTERNAL REGISTER CHECKER, ERROR CODE HANDLER, DPINIT
2338
2339          ;ROUTINES TO CHECK CONTENTS OF INTERNAL REGISTERS.
2340          ; UPON ENTRY, THE EXPECTED DATA SHOULD BE IN LOCATION 'GDDAT'
2341          ;
2342          ;MACRO TO ASSEMBLE REGISTER CHECK FRONT-END:
2343          .MACRO  CHECK  RGS,RNAM
2344          MOV    #SEL'RGS,-(SP)  ;GET REGISTER-SELECT CODE ONTO THE STACK.
2345          MOV    #99$,-(SP)      ;AND THE ADDRESS OF THE REGISTER-NAME MESSAGE.
2346          JMP    IREGCK          ;THEN GO TO COMMON HANDLER.
2347          99$:  .ASCIZ  /%A 'RNAM'/'
2348          .EVEN
2349          .ENDM  CHECK
2350
2351 022332  DSRCHK: CHECK  DSR,<DSR>          ;CHECK THE DSR
2352 022360  PCSCHK: CHECK  PCS,<PCSAVE>      ;...PCSAVE
2353 022410  FLGCHK: CHECK  FLG,<FLAGS>      ;...FLAGS
2354 022440  CSRCHK: CHECK  CSR,<CSR>        ;...CSR
2355 022466  MMCHK:  CHECK  MRR,<MAIN MEM MGMT> ;...MAIN-SEG MEM. MGMT.
2356 022526  HBCHK:  CHECK  HBA,<HISTOGRAM BASE> ;...HISTOGRAM BASE
2357 022566  XMCHK:  CHECK  XRR,<AUX MEM MGMT> ;...AUX-SEG MEM. MGMT.
2358 022624  CBCHK:  CHECK  CBA,<CHARACTER BASE> ;...CHARACTER BASE
2359
2360
2361 022664      040      040      111  RGE:  .ASCIZ  / INCORRECT DATA IN INTERNAL REGISTER .../
2362 022736      045      116      045  GDBAD: .ASCIZ  /%N% EXP'D: %06% REC'D: %06/
2363 022775      045      116      045  TINERR: .ASCIZ  /%N% TEST: /
2364 023012      045      116      045  SIMSG:  .ASCIZ  /%N% ... AFTER DOING SOFT INIT./
2365          .EVEN
2366
2367 023054  000000  LOOPFL::  0          ;FLAG OR DATA FOR TEST-LOOP-DEPENDENT STUFF.
2368 023056  000000  GDDAT::  0          ;STORAGE FOR EXPECTED DATA.
2369 023060  000000  BADDAT:  0          ;STORAGE FOR ACTUAL DATA.
2370 023062  000000  REGNAM:  0          ;ADDRESS OF REGISTER NAME STRING.
2371 023064  000000  SIFLAG:  0          ;FLAG TO SAY DOING SOFT INIT.
2372
2373          ;COME HERE WITH (SP)=ADDRESS OF NAME STRING, 2(SP)=SELECT CODE.
2374 023066  012657  023062  IREGCK: MOV    (SP)+,REGNAM      ;GET STRING ADDRESS.
2375 023072  012677  157736      MOV    (SP)+,@DSR          ;SELECT THE REGISTER.
2376 023076  017737  157732  023060      MOV    @DSR,BADDAT        ;GET THE DATA.
2377 023104  012777  000000  157722      MOV    #SELDJR,@DSR      ;SELECT THE REAL DSR
2378 023112  023737  023056  023060      CMP    GDDAT,BADDAT      ;COMPARE EXPECTED W/ ACTUAL.
2379 023120  001410      BEQ    1$                ;OK IF EQUAL; JUST EXIT.
2380 023122      HRDERR  RGE,REGERR      ;IF NOT, SAY SO & PRINT DATA.
2381 023142  000207      1$:  RTS    PC
2382
2383 023144      BGNMSG  REGERR          ;PRINT THE REGISTER NAME.
2384 023144      PRINTX  REGNAM          ;AND THE DATA.
2385 023164      PRINTX  #GDBAD,GDDAT,BADDAT
2386 023214      PRINTX  #TINERR
2387 023234      PRINTX  TNAM          ;PRINT TEST NAME
2388 023254  005737  023064      TST    SIFLA          ;SOFT INIT?
2389 023260  001410      BEQ    2$                ;BR IF NO
2390 023262      PRINTX  #SIMSG          ;PRINT IF YES
2391 023302      PRINTX  #NULCR          ;PRINT BLANK LINE
2392 023322      ENDMSG
2393

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2394 023324
2395 023324
2396 023344
2397 023364
2398 023404 000207
2399
2400
2401
2402
2403
2404
2405
2406 023406 012737 100000 023056 IIRCNC: MOV #CHAR,GDDAT ;SEE IF FLAGS HAS 'CHAR' MODE ONLY.
2407 023414 004737 022410 JSR PC,FLGCHK
2408 023420 000414 BR IIRNFC ;BYPASS CSR CHECK.
2409 023422 012737 100000 023056 IIRCHK: MOV #CHAR,GDDAT ;SEE IF FLAGS HAS 'CHAR' MODE ONLY.
2410 023430 004737 022410 JSR PC,FLGCHK
2411 023434 004737 023524 IIRCNF: JSR PC,ERRCHK ;SPECIFICALLY CHECK FOR AN ERROR CODE.
2412 023440 012737 000003 023056 MOV #SELCSR,GDDAT ;WE SHOULD ONLY SEE SELECT CODE IN CSR.
2413 023446 004737 022440 JSR PC,CSRCHK
2414 023452 012737 000001 023056 IIRNFC: MOV #1,GDDAT ;EXPECT TO SEE 'EMPTY' STATUS IN PCSAVE.
2415 023460 004737 022360 JSR PC,PCSRCHK ;...GO CHECK IT.
2416 023464 005037 023056 CLR GDDAT ;REMAINING REGISTERS S/B CLEAR.
2417 023470 004737 022466 JSR PC,MMCHK ;...MAIN MEM MGMT
2418 023474 004737 022526 JSR PC,HBCHK ;...HISTOGRAM BASE
2419 023500 004737 022566 JSR PC,XMCHK ;...AUX MEM MGMT
2420 023504 004737 022624 JSR PC,CBCHK ;...CHARACTER BASE.
2421 023510 005037 023064 CLR SIFLAG ;CLEAR SOFT-INIT FLAG.
2422 023514 000207 RTS PC
2423
2424
2425 023516 012746 000001 ;ERRCHK: CHECKS THE CSR FOR AN ERROR CODE & REPORTS IT.
2426 023522 000401 ERICHK: MOV #1,-(SP) ; SET FLAG TO INHIBIT USE OF 'DFERR'
2427 023524 005046 BR ERRCK1
2428 023526 012777 000003 157300 ERRCHK: CLR -(SP) ; CLEAR FLAG
2429 023534 017746 157274 ERRCK1: MOV #SELCSR,@DSR ;SELECT THE CSR.
2430 023540 012777 000000 157266 MOV @DSR,-(SP) ;READ IT.
2431 023546 011637 023060 MOV #SELDSCR,@DSR ;SELECT REAL DSR SO PEOPLE WON'T GET MIXED UP..
2432 023552 042716 177760 MOV (SP),BADDAT ;STORE CSR CONTENTS.
2433 023556 022627 000003 BIC #^C17,(SP) ;EXTRACT THE SELECT.WE FIELD.
2434 023562 001424 CMP (SP)+,#SELCSR ;WE SHOULD SEE THE CSR REG SELECT CODE.
2435 023564 005716 BEQ 1$ ; SHOULD WE DO DFERR?
2436 023566 001011 TST (SP) ; BR IF NO
2437 023570 DFERR NOCSR ;IF NOT, SAY WE CAN'T READ IT.
2438 023610 000466 BR 2$ ; GO TO EXIT
2439 023612 20$: PRINTX #FNOCNR ; PRINT MESSAGE 'CAN'T READ CSR'
2440 023632 000455 BR 2$ ; GO TO EXIT
2441
2442 023634 005737 023060 1$: TST BADDAT ;TEST THE ERROR BIT.
2443 023640 100052 BPL 2$ ;OK IF CLEAR; JUST EXIT.
2444 023642 000337 023060 SWAB BADDAT ;IF SET, GET ERROR CODE
2445 023646 006237 023060 ASR BADDAT
2446 023652 006237 023060 ASR BADDAT ;...INTO BITS<4:1>.
2447 023656 042737 177741 023060 BIC #^C36,BADDAT ;ZAP OUT JUNK.
2448 023664 013746 023060 MOV BADDAT,-(SP) ;SAVE ERROR CODE * 2 ON STACK
2449 023670 062716 024266 ADD #ERCTBL,(SP) ;GET TO THE MESSAGE ADDRESS TABLE.
2450 023674 013637 024264 MOV @((SP)+,ERCNAM ;GET THE ADDRESS OF THE REG NAME MESSAGE.
    
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2451 023700 005716          TST      (SP)          ; USE 'DFERR'?
2452 023702 001011          BNE      11$          ; BR IF NO
2453 023704                HRDERR  ERCM,ERCOD    ; REPORT THE BAD NEWS.
2454 023724 000420          BR       2$
2455 023726                11$:    PRINTX  #FERCM      ; PRINT 'CSR ERROR CODE DETECTED ='
2456 023746                PRINTX  ERCNAM      ; ... AND THE ERROR NAME.
2457 023766 005726          2$:    TST      (SP)+
2458 023770 000207          RTS      PC

2459
2460 023772          045      116      045  FNOC SR: .ASCII  /%N%A  ***/
2461 024003          040      040      103  NOCSR: .ASCIZ  / CAN'T READ THE CSR/
2462 024030          045      116      045  FERCM: .ASCII  /%N%A  ***/
2463 024041          040      040      103  ERCM:  .ASCIZ  / CSR ERROR CODE REC'D - /
2464
2465 024074                BGNMSG  ERCOD
2466 024074                PRINTX  ERCNAM
2467 024114 023727 023060 000026  CMP      BADDAT,#13*2  ; IS IT 'DBUS DATA R/W ERROR'?
2468 024122 001014          BNE      1$          ; BR IF NO
2469 024124                PRINTX  #GDBAD,@DXR,@DYR ; YES -- DXR - EXP'D, DYR - REC'D
2470 024154                1$:    PRINTX  #TINERR
2471 024174                PRINTX  TNAM
2472 024214 005737 023064          TST      SIFLAG      ; SOFT INIT?
2473 024220 001410          BEQ      2$          ; BR IF NO
2474 024222                PRINTX  #SIMSG      ; PRINT IF YES
2475 024242                2$:    PRINTX  #NULCR      ; PRINT BLANK LINE
2476 024262                ENDMSG
2477 024264 000000          ERCNAM: 0
2478 024266 024326 024365 024430  ERCTBL: 77$,1$,2$,3$,4$,5$,6$,7$
2479 024306 024735 025004 025067  10$,11$,12$,13$,14$,15$,16$,17$

2480
2481                ;ERROR CODE EXPLANATIONS:
2482 024326          045      101      056  77$: .ASCIZ  /%A... 0: (ILLEGAL ERROR CODE)/
2483 024365          045      101      056  1$: .ASCIZ  /%A... 1: NXM TIMEOUT ON DMA X'FER/
2484 024430          045      101      056  2$: .ASCIZ  /%A... 2: (ILLEGAL ERROR CODE)/
2485 024467          045      101      056  3$: .ASCIZ  /%A... 3: MEMORY PROTECTION ERROR/
2486 024531          045      101      056  4$: .ASCIZ  /%A... 4: SEQUENCE ERROR/
2487 024562          045      101      056  5$: .ASCIZ  /%A... 5: RESERVED OPERATION/
2488 024617          045      101      056  6$: .ASCIZ  /%A... 6: VECTOR ENDPOINT MISMATCH/
2489 024662          045      101      056  7$: .ASCIZ  /%A... 7: U-PROC EXECUTED UNUSED MICROWORD/
2490 024735          045      101      056  10$: .ASCIZ /%A... 10: IMAGE MEMORY 'SYNC' TIMEOUT/
2491 025004          045      101      056  11$: .ASCIZ /%A... 11: PIXEL READBACK 'DATA AVAILABLE' TIMEOUT/
2492 025067          045      101      056  12$: .ASCIZ /%A... 12: J.S. STATUS 'DATA READY' TIMEOUT/
2493 025143          045      101      056  13$: .ASCIZ /%A... 13: DBUS DATA READ-WRITE ERROR/
2494 025211          045      101      056  14$: .ASCIZ /%A... 14: DBUS SIGNAL HUNG/
2495 025245          045      101      056  15$: .ASCIZ /%A... 15: VBUS SIGNAL HUNG/
2496 025301          045      101      056  16$: .ASCIZ /%A... 16: (ILLEGAL ERROR CODE)/
2497 025341          045      101      056  17$: .ASCIZ /%A... 17: (ILLEGAL ERROR CODE)/
2498
2499                .EVEN
2500
2501                ;ROUTINE TO DO A 'SOFT' INIT ON THE DPU:
2502 025402 004737 031412          DPINIT: .ENABL  LSB
2503 025406 012737 000001 023064  JSR      PC,SAVERS    ; SAVE R0-R5.
2504 025414 012777 000000 155412  MOV      #1,SIFLAG    ; SAY DOING SOFT INIT
2505 025422 005777 155406          MOV      #0,@DSR      ; SELECT THE REAL DSR
2506 025426 100423                TST      @DSR          ; ARE WE STOPPED?
2507 025430 004737 026756          BMI      11$          ; BR IF YES
2508                JSR      PC,RELEAS ; SEE IF WE'RE HUNG.
    
```



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2566 .SBTTL GLOBAL SUBROUTINES SECTION
2567
2568 : **
2569 : THE GLOBAL SUBROUTINES SECTION CONTAINS THE SUBROUTINES
2570 : THAT ARE USED IN MORE THAN ONE TEST.
2571 : --
2572
2573 :
2574 : DEFAULT DISPLAY INTERRUPT HANDLERS.
2575 : IF DISPLAY TIME-OUT, REPORT DEV FATAL, AND ABORT PASS.
2576 : OTHERWISE, SAVE DPU REGISTERS AND DISMISS.
2577 :
2578 :
2579 : BIT DEFINITIONS FOR 'INTMASK' AND 'INTFLAG' BYTES:
2580 :
2581 :       IOKCKIN=BIT7   : DON'T CHECK FOR BAD INTERRUPTS -- TEST WILL.
2582 :       IOKSTP=BIT0    : EXPECT 'STOP' INTERRUPT.
2583 :       IOKJSM=BIT1    : EXPECT JOYSTICK 'MATCH' INTERRUPT.
2584 :       IOKERR=BIT2    : EXPECT 'ERROR' INTERRUPT.
2585 :       IOKJSS=BIT3    : EXPECT 'JOYSTICK SWITCH' INTERRUPT.
2586 :
2587 : INTERRUPT MASK -- SAYS EXPECTING INTERRUPTS
2588 026106      000      INTMASK:      .BYTE      0
2589 : INTERRUPT FLAG -- SAYS WE GOT ONE (IF POSITIVE)
2590 026107      000      INTFLAG:     .BYTE      0
2591
2592 : SAVED INTERRUPT VECTOR:
2593 026110      000000    INTVEC:     .WORD      0
2594 : SAVE CPU PC
2595 026112      000000    INTCPIC:    .WORD      0
2596
2597 : SUBROUTINE TO ENABLE INTERRUPTS:
2598 026114      010046      ENAINT:    MOV        RO,-(SP)      ;SAVE RO
2599 026116      013700      003052      MOV        STPV,RO      ;GET POINTER TO VECTORS
2600 026122      012720      026242      MOV        #DSTP,(RO)+  ;SET UP STOP VECTOR
2601 026126      012720      000340      MOV        #PRI07,(RO)+
2602 026132      012720      026274      MOV        #DJM,(RO)+  ;SET UP MATCH VECTOR
2603 026136      012720      000340      MOV        #PRI07,(RO)+
2604 026142      012720      026210      MOV        #DIO,(RO)+  ;SET UP ERROR VECTOR
2605 026146      012720      000340      MOV        #PRI07,(RO)+
2606 026152      012720      026326      MCV        #DJS,(RO)+  ;SET UP JOYSTICK SWITCH VECTOR
2607 026156      012710      000340      MOV        #PRI07,(RO)
2608 026162      012600      MOV        (SP)+,RO      ;RESTORE RO
2609 026164      011646      MOV        (SP),-(SP)
2610 026166      012766      000000      000002      MOV        #0,2(SP)    ;SET CPU TO LEVEL 0
2611 026174      000002      RTI
2612
2613 : SUBROUTINE TO DISABLE INTERRUPTS (RAISE PRIORITY TO LEVEL 7)
2614 026176      011646      DSBINT:    MOV        (SP),-(SP)
2615 026200      012766      000340      000002      MOV        #PRI07,2(SP)
2616 026206      000002      RTI
2617
2618 : ERROR (TIME-OUT) INTERRUPT SERVICE:
2619 026210      013737      003056      026110      DTO:      MOV        TOTV,INTVEC  ;SAVE THE VECTOR
2620 026216      105037      026107      CLR        INTFLAG      ;CLEAR FLAG TO SAY WE GOT INTERRUPT
2621 026222      132737      000004      026106      BIT        #IOKERR,INTMASK ;EXPECTING ERROR INTERRUPT?
2622 026230      001053      BNE        DPU SAV      ;BR IF YES; NO ERROR.
    
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2623 026232 152737 000004 026107      BISB  #IOKERR,INTFLAG ;NO. SET THE ERROR FLAG.
2624 026240 000447                    BR    DPUSAV      ;GO FINISH UP.
2625
2626 026242 013737 003052 026110  DSTP:  MOV    STPV,INTVEC  ;SAVE THE VECTOR
2627 026250 105037 026107                    CLRB  INTFLAG      ;CLEAR FLAG TO SAY WE GOT INTERRUPT
2628 026254 132737 000001 026106      BITB  #IOKSTP,INTMASK ;EXPECTING STOP INTERRUPT?
2629 026262 001036                    BNE   DPUSAV      ;BR IF YES
2630 026264 152737 000001 026107      BISB  #IOKSTP,INTFLAG ;NO. SET THE ERROR FLAG.
2631 026272 000432                    BR    DPUSAV      ;GO FINISH UP.
2632
2633 026274 013737 003054 026110  DJM:  MOV    JSMV,INTVEC ;SAVE THE VECTOR
2634 026302 105037 026107                    CLRB  INTFLAG      ;CLEAR FLAG TO SAY WE GOT INTERRUPT
2635 026306 132737 000002 026106      BITB  #IOKJSM,INTMASK ;EXPECTING MATCH INTERRUPT?
2636 026314 001021                    BNE   DPUSAV      ;BR IF YES
2637 026316 152737 000002 026107      BISB  #IOKJSM,INTFLAG ;NO. SET THE ERROR FLAG.
2638 026324 000415                    BR    DPUSAV      ;GO FINISH UP.
2639
2640 026326 013737 003060 026110  DJS:  MOV    JSSV,INTVEC ;SAVE THE VECTOR
2641 026334 105037 026107                    CLRB  INTFLAG      ;CLEAR FLAG TO SAY WE GOT INTERRUPT
2642 026340 132737 000010 026106      BITB  #IOKJSS,INTMASK ;EXPECTING SWITCH INTERRUPT?
2643 026346 001004                    BNE   DPUSAV      ;BR IF YES
2644 026350 152737 000010 026107      BISB  #IOKJSS,INTFLAG ;NO. SET THE ERROR FLAG.
2645 026356 000400                    BR    DPUSAV      ;GO FINISH UP.
2646
2647
2648 026360 011637 026112      DPUSAV: MOV  (SP),INTCPC ;SAVE CPU PC.
2649 026364 010146                    MOV  R1,-(SP)     ;SAVE R1
2650 026366 013701 003034                    MOV  DSR,R1      ;GET DSR ADDRESS INTO R1
2651 026372 017737 154434 003126      MOV  @DPC,IDPC   ;SAVE DISPLAY PC...
2652 026400 011137 003130                    MOV  (R1),IDSR   ;...STATUS...
2653 026404 017737 154426 003132      MOV  @DXR,IDX   ;...X POSITION...
2654 026412 017737 154422 003134      MOV  @DYR,IDY   ;...Y POSITION...
2655 026420 012711 000001                    MOV  #SELP,CS,(R1) ;SAVE PCSAVE...
2656 026424 011137 003146                    MOV  (R1),IPCSAV ;
2657 026430 012711 000002                    MOV  #SELFLG,(R1) ;SAVE FLAGS...
2658 026434 011137 003150                    MOV  (R1),IFLAGS ;
2659 026440 012711 000003                    MOV  #SELC,CS,(R1) ;SAVE CSR...
2660 026444 011137 003152                    MOV  (R1),ICSR   ;
2661 026450 012711 000004                    MOV  #SELM,RR,(R1) ;SAVE MAIN MEM-MGMT..
2662 026454 011137 003154                    MOV  (R1),IMAIN  ;
2663 026460 012711 000005                    MOV  #SELH,BA,(R1) ;SAVE HISTO. BASE...
2664 026464 011137 003156                    MOV  (R1),IHBASE ;
2665 026470 012711 000006                    MOV  #SELX,RR,(R1) ;SAVE AUX. MEM-MGMT..
2666 026474 011137 003160                    MOV  (R1),IAUX   ;
2667 026500 012711 000007                    MOV  #SEL,CA,(R1) ;SAVE CHAR. BASE...
2668 026504 011137 003162                    MOV  (R1),ICBASE ;
2669 026510 012711 000000                    MOV  #SEL,DSR,(R1) ;END UP AT DSR...
2670 026514 011137 003144                    MOV  (R1),ISDSR ;...AND SAVE IT.
2671
2672 026520 105737 026107      ; BITB  #IOKERR,INTFLAG ;DID WE GET AN ERROR INTERRUPT?
2673 026524 001424                    TSTB INTFLAG     ;ANY ERROR FLAGS SET?
2674 026526 105737 026106      BEQ   1$         ;BR IF NO
2675 026532 100421                    TSTB INTMASK     ;YES. IS CHECKING TURNED OFF?
2676 026534 013746 022300      BMI   1$         ;BR IF YES
2677 026540 012737 023324 022300      MOV  EXTA,-(SP)  ;SAVE ERROR EXTENSION ADDRESS.
2678 026546 013701 026112      MOV  #PTINER,EXTA ;SET EXTENSION TO PRINT TEST IN EHROR.
2679 026552 004737 030216      MOV  INTCP, R1  ;GET CPU PC.
2679 026552 004737 030216      JSR  PC,INCERK  ;INCREMENT THE ERROR COUNTS
    
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2680 026556          ERRDF 0,IFault,INTERR ;REPORT ERROR...
2681 026566 012637 022300      MOV  (SP)+,EXTA ;RESTORE EXTA
2682 026572 004737 030254      JSR  PC,CKEMAX
2683
2684 026576 012601          18:  MOV  (SP)+,R1 ;RESTORE R1
2685 026600 000002          RTI ;...AND DISMISS.
2686
2687          ; AND A SIMILAR ONE FOR THE LUT INTERRUPTS.
2688
2689 026602 000137          LDUN: JMP  @(?C)+
2690 026604 026606          LUTSAV
2691 026606 017737 154230 003136 LUTSAV: MOV  @LSR,ILSR ; SAVE LUT REGISTERS.
2692 026614 017737 154224 003140      MOV  @LDR,ILDR
2693 026622 017737 154220 003142      MOV  @LMR,ILMR
2694 026630 000002          RTI ; AND DISMISS.
    
```



```
GLOBAL SUBROUTINES SECTION

2753 027014 010001          FILL1: MOV      R0,R1          ; FILL WITH (R0).
2754 027016 000402          SKP2
2755 027020 010001          FILL2: MOV      R0,R1
2756 027022 005101          COM      R1          ; FILL WITH ALTERNATE WORDS.
2757 027024 013702 003240  MOV      FREE,R2      ; POINTER.
2758 027030 013703 003242  MOV      FRESIZ,R3     ; WORD COUNT.
2759 027034 042703 100003  BIC      #100003,R3    ; INSURE WC IS EVEN.
2760 027040 010022          1$:  MOV      R0,(R2)+    ; 1ST WORD...
2761 027042 010122          MOV      R1,(R2)+    ; ...NEXT WORD.
2762 027044 162703 000002  SUB      #2,R3
2763 027050 003373          BGT      1$
2764 027052 000207          RTS      PC
```



```

2821
2822      ; SUBROUTINE TO BLAST THE LUT RAM WITH COLOR OR GREY-SCALE DATA.
2823
2824 027054 012701 107066 LUMIN: MOV #LUMTBL,R1 ; GREY-SCALE TABLE ADDRESS.
2825 027060 012746 000001      MOV #1,-(SP) ; LUT WORDS / SHADE.
2826 027064 000404      SKP2+2
2827 027066 012701 110066 NTSC: MOV #NTSC8,R1 ; BASIC 8 COLOR TABLE ADDRESS.
2828 027072 012746 000040      MOV #32,-(SP) ; LUT WORDS / COLOR.
2829 027076 000404      SKP2+2
2830 027100 012701 110106 EXPR: MOV #EXPRM,R1 ; EXPERIMENTAL 16 COLOR TABLE.
2831 027104 012746 000020      MOV #16,-(SP) ; LUT WORDS / COLOR.
2832
2833 027110 005737 003216      TST LUTAV
2834 027114 001424      BEQ 3$ ; RETURN IF NO LUT INSTALLED.
2835 027116 005077 153720      CLR @LSR ; ADDR 0, NO INTERRUPTS.
2836 027122 052777 000100 153716      BIS #GCOFF,@LMR ; GAMMA CORRECTION OFF.
2837 027130 011600      1$: MOV (SP),R0 ; SET ITERATION K.
2838 027132 012177 153706      MOV (R1)+,@LDR ; BLAST THE RAM.
2839 027136 005777 153700      2$: -ST @LSR ; WAIT FOR READY.
2840 027142 100375      BPL -4
2841 027144 105777 153672      TSTB @LSR ; LAST ADDRESS DONE ??
2842 027150 001406      BEQ 3$ ; EXIT IF SO.
2843 027152 005300      DEC R0
2844 027154 001765      BEQ 1$ ; GET NEXT COLOR.
2845 027156 016177 177776 153660      MOV -2(R1),@LDR ; REPEAT THIS COLOR.
2846 027164 000764      BR 2$
2847 027166 005726      3$: TST (SP)+ ; FIX THE STACK...
2848 027170 000207      RTS PC ; ...AND RETURN.
2849
2850      ; BLAST 16 SHADES OF THE BASIC COLOR IN (R1).
2851      ; LOCATION 'SHADLY' SET BY CALLER TO PRODUCE A PLEASING
2852      ; VISUAL EFFECT.
2853
2854 027172 005737 003216 SHAD16: TST LUTAV
2855 027176 001433      BEQ 3$ ; RETURN IF NO LUT INSTALLED.
2856 027200      BREAK
2857 027202 005077 153634      CLR @LSR ; ADDR 0, NO INTERRUPTS.
2858 027206 052777 000100 153632      BIS #GCOFF,@LMR ; GAMMA CORRECT OFF.
2859 027214 042701 177356      BIC #^C421,R1 ; SET DIMMEST SHADE THIS COLOR.
2860 027220 005002      CLR R2 ; 1ST SHADE IS ALWAYS BLACK.
2861 027222 012703 000020      1$: MOV #16,R3 ; 16 LUT WORDS / SHADE.
2862 027226 010277 153612      2$: MOV R2,@LDR ; WRITE DATA.
2863 027232 005777 153604      TST @LSR
2864 027236 100375      BPL -4
2865 027240 013700 003220      MOV SHADLY,R0 ; DELAY.
2866 027244 005300      DEC R0
2867 027246 001376      BNE -2
2868 027250 105777 153566      TSTB @LSR ; LUT RAM FULL ??
2869 027254 001404      BEQ 3$ ; EXIT IF SO.
2870 027256 005303      DEC R3 ; THIS SHADE DONE ??
2871 027260 001362      BNE 2$ ; NOT YET, LOOP.
2872 027262 060102      ADD R1,R2 ; YES, INCREMENT THE SHADE...
2873 027264 000756      BR 1$ ; ...AND CONTINUE.
2874 027266 000207      3$: RTS PC
    
```

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2876
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2882 027270 020027 001000
2883 027274 103003
2884 027276 005400
2885 027300 062700 000100
2886 027304 042700 177600
2887 027310 000207
2888
2889 027312 004737 027270
2890 027316 000300
2891 027320 006200
2892 027322 000207
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2899 027324 012737 030060 003232
2900 027332 013737 003232 003234
2901 027340 042701 170000
2902 027344 010102
2903 027346 000302
2904 027350 005202
2905 027352 042702 177770
2906 027356 150237 003232
2907 027362 010102
2908 027364 012700 000006
2909 027370 006202
2910 027372 005300
2911 027374 001375
2912 027376 042702 177770
2913 027402 150237 003233
2914 027406 010102
2915 027410 012700 000003
2916 027414 006202
2917 027416 005300
2918 027420 001375
2919 027422 042702 177770
2920 027426 150237 003234
2921 027432 042701 177770
2922 027436 150137 003235
2923 027442 013701 003232
2924 027446 013702 003234
2925 027452 000207

: SUBROUTINES TO TRANSLATE AN ABSOLUTE X OR Y TO SHORT FORM
: DELTA X OR Y. USED IN SVEC AND RPNT TESTS.
: INPUT R0 = ABS CO-ORD, IN THE RANGE (1000 +/-76).
: OUTPUT R0 = DX OR DY CORRECTLY POSITIONED AND SIGNED.
:
SDY:  CMP      R0,#1000
      BHIS    .+10          ;SKP3 IF POS DELTA.
      NEG     R0           ;MAKE NEG DELTA.
      ADD     #100,R0      ;SET SIGN BIT.
      BIC     #^C177,R0    ;R0 = +/-DY IN <6:0>.
      RTS     PC

SDX:  JSR     PC,SDY       ;MAKE A DY...
      SWAB   R0           ;...MOVE TO HI BYTE.
      ASR    R0           ;R0 = +/-DX IN <13:7>.
      RTS     PC

: SUBROUTINE TO CONVERT 12 BIT OCTAL TO ASCII FOR DISPLAY.
: R1 = OCTAL X OR Y CO-ORD AT ENTRY.
: R1,,R2 = 4 DIGIT ASCII EQUIVALENT AT EXIT.
: R0, R1, AND R2 NOT SAVED AT ENTRY.
:
CNVRT: MOV     #'00,TEMP1   ;ASCII 00
      MOV     TEMP1,TEMP2  ;HERE TOO.
      BIC     #^C7777,R1   ;STRIP ANY CRAP BITS.
      MOV     R1,R2
      SWAB   R2
      ASR    R2
      BIC     #^C7,R2
      BISB   R2,TEMP1     ;1ST (HI ORDER) DIGIT.
      MOV     R1,R2
      MOV     #6,R0
      1$:   ASR    R2       ;SHIFT OFF 6 BITS.
            DEC    R0
            BNE   1$
      BIC     #^C7,R2
      BISB   R2,TEMP1+1   ;2ND DIGIT.
      MOV     R1,R2
      MOV     #3,R0
      2$:   ASR    R2       ;SHIFT OFF 3 BITS.
            DEC    R0
            BNE   2$
      BIC     #^C7,R2
      BISB   R2,TEMP2     ;3RD DIGIT.
      BIC     #^C7,R1
      BISB   R1,TEMP2+1   ;4TH (AND LAST) DIGIT.
      MOV     TEMP1,R1    ;HI HALF => R1.
      MOV     TEMP2,R2    ;LO HALF => R2.
      RTS     PC          ;AND EXIT.
    
```

2927
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 2932 027454
 2933 027456 012727 005670
 2934 027462 005670
 2935 027464 005777 153344
 2936 027470 100407
 2937 027472 004737 027530
 2938 027476 005337 027462
 2939 027502 001370
 2940 027504 000241
 2941 027506 000401
 2942 027510 000261
 2943 027512 000207
 2944
 2945
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 2950
 2951
 2952
 2953 027514 012746 023420
 2954 027520 000402
 2955 027522 012746 011610
 2956 027526 000402
 2957 027530 012746 000001
 2958 027534 011646
 2959 027536 010066 000002
 2960 027542 013700 027564
 2961 027546 005300
 2962 027550 001376
 2963 027552 005316
 2964 027554 001372
 2965 027556 005726
 2966 027560 012600
 2967 027562 000207
 2968 027564 000010

```

: SUBROUTINE TO WAIT FOR DISPLAY STOP FLAG.
: RETURN WITH 'C' = 1 AS SOON AS STOP OCCURS.
: OTHERWISE, 'C' = 0 AND RETURN AFTER APPROX 300 MSEC.
:
WAITF: BREAK ; DO A SUPVSR BREAK FIRST.
      MOV #3000.,(PC)+ ; 300 MSEC TIMER.
1$:   3000.
2$:   TST @DSR
      BMI 3$ ; EXIT ON STOP FLAG.
      JSR PC,US100 ; OTHERWISE, WAIT 100 USEC...
      DEC 1$
      BNE 2$ ;...AND TRY AGAIN.
      CLC ; C = 0, DPU STILL RUNNING...
      SKP1 ;...OR HUNG-UP AFTER 300 MSEC.
3$:   SEC ; C = 1, DPU IS STOPPED.
      RTS PC
:
: SUBROUTINES TO PAUSE (WAIT) IN INCREMENTS OF 100 USEC.
: BASED ON AVERAGE TIME (CPU DEPENDANT) TO EXECUTE
: DEC RO
: BNE .-2
: DELAY CONSTANT (K100US) SHOULD BE ADJUSTED AS FOLLOWS:
: FOR SLOW CPU'S (11/03 THRU 10), K100US = 8.
: FOR FAST CPU'S (11/34 THRU 70), K100US = 32.
:
PAUSE1: MOV #10000.,-(SP) ; 1 SEC TIMER.
        SKP2
PAUS.5: MOV #5000.,-(SP) ; 1/2 SEC TIMER.
        SKP2
US100:  MOV #1, -(SP) ; 100 USEC TIMER.
        MOV (SP), -(SP) ; SAVE THE COUNT
        MOV R0, 2(SP) ; SAVE R0
1$:     MOV K100US, R0
        DEC R0
        BNE .-2 ; 100 USEC (MORE OR LESS) LOOP.
        DEC (SP)
        BNE 1$ ; VARIABLE LOOP.
        TST (SP)+ ; FIX STACK...
        MOV (SP)+, R0 ; RESTORE R0
        RTS PC ;...AND RETURN.
K100US: 8. ; 100 USEC TIMER.
    
```

GLOBAL SUBROUTINES SECTION

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2980 027566 012737 027620 000004
2981 027574 012737 000200 000006
2982 027602 005003
2983 027604 005711
2984
2985 027606 020102
2986 027610 001407
2987 027612 062701 000002
2988 027616 000772
2989
2990 027620 005103
2991 027622 012716 027630
2992 027626 000002
2993 027630
2994 027636 005703
2995 027640 001401
2996 027642 000261
2997 027644 000207
2998
2999
3000
3001
3002
3003
3004
3005 027646
3006 027646 005737 002510
3007 027652 001006
3008 027654 005737 003030
3009 027660 100403
3010 027662 005337 027700
3011 027666 001002
3012 027670 000241
3013 027672 000401
3014 027674 000261
3015 027676 000207
3016 027700 000000

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```

: ROUTINE TO TEST FOR A NEXM IN THE RANGE (R1) THRU (R2).
: ON RETURN, IF 'C' = 1, (R1) = NEXM ADDRESS.
: 'C' = 0, ALL ADDRESSES OK.
:
: CALL: MOV ADR1,R1
:       MOV ADR2,R2
:       JSR PC,NXM
:       RETURN
:       ;TEST 'C' AND PROCEED.
NXM:   MOV #2$,a#4 ; SET BUSERR VECTOR.
:       MOV #PRI04,a#6
:       CLR R3 ; FLAG.
1$:    TST (R1) ; TEST THE ADDRESS(ES).
:       ; IF ANY TRAP, CONTINUE AT 2$.
:       ; OTHERWISE, CONTINUE HERE.
:       CMP R1,R2 ; BR IF FINISHED (NO NEXM'S).
:       BEQ 3$
:       ADD #2,R1 ; SET NEXT ADDRESS...
:       BR 1$ ; ...AND CONTINUE.
:
2$:    COM R3 ; GOT ONE, SET FLAG...
:       MOV #3$, (SP)
:       RTI ; ...AND DISMISS INTERRUPT...
3$:    CLRVEC #4 ; ...AND GIVE BACK THE VECTOR.
:       TST R3 ; DID WE CATCH ONE ??
:       BEQ .+4 ; NO, 'C' = 0, SKIP NEXT.
:       SEC ; YES, 'C' = 1, (R1) - NEXM ADDR.
:       RTS PC
:
: SUBROUTINE TO EXECUTE TEST ITERATIONS.
: EXIT WITH 'C' SET IF LOOPS ALLOWED AND LOOP COUNT NON-ZERO.
: LOOP COUNTER IS SET BY 'BEGIN.TEST' MACRO.
:
: CALL: LOOPTO ARG
:
LOOP:  TST NOITS ; ITERATIONS INHIBITED?
:       BNE 1$ ; YES.
:       TST QVP ; NO.
:       BMI 1$ ; LOOPS DISALLOWED IN QUICK PASS.
:       DEC LOOPK ; BUMP LOOP COUNTER.
:       BNE 2$
1$:    CLC ; LOOP DISALLOWED, OR DONE.
:       SKP1
2$:    SEC ; LOOP ENABLED.
:       RTS PC
LOOPK: 0 ; LOOP (ITERATION) COUNTER.

```

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3018
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3027 027702 005037 023064
3028 027706 005037 030130
3029 027712 005037 022300
3030 027716 105037 026106
3031 027722 013700 003026
3032 027726 006300
3033 027730 005737 003226
3034 027734 001430
3035 027736 100010
3036 027740 052760 160000 003302
3037 027746
3038 027756 000407
3039 027760 052760 160001 003302 3$:
3040 027766
3041 027776 012737 177777 003224 2$:
3042 030004
3043 030012
3044 030014 000422
3045
3046 030016
3047 030020 032700 001000
3048
3049
3050 030024 001412
3051 030026
3052 030052 005237 030070
3053 030056 004737 026114
3054 030062 000207
3055 030064 000000
3056 030066 000000
3057 030070 000000
3058
3059
3060
3061
3062 030072
3063 030074 030027 020000
3064 030100 001412
3065 030102
3066 030126 000207
3067
3068 030130 000000
3069 030132 045 101 040
3070 030151 105 122 122
3071
3072
3073
3074
    ; PRINT THE NUMBER AND NAME OF EACH TEST AS WE GO ALONG.
    ; INCREMENT 'TESTK' TO INDICATE THE NUMBER OF TESTS
    ; IN THE CURRENT RUN SEQUENCE.
    ; CLEAR THE ERROR COUNTER AND SIGNATURE EXTENSION FLAGS.
    ;
    ; *** NOTE: REQUIRES PRIOR USE OF THE 'BEGIN.TEST' MACRO
    ; TO SET NAME AND NUMBER POINTERS.
    ;
TSTGO: CLR SI:LAG ; CLEAR 'SOFT INIT' FLAG
        CLR ERRK ; CLEAR LOCAL ERROR COUNTER.
        CLR EXTA ; CLEAR ERROR EXTENSION FLAG.
        CLRB INTMASK ; CLEAR INTERRUPT MASK (CHECK ERROR)
        MOV UNITN,RO ; GET THE UNIT NUMBER,
        ASL RO ; ... AND MAKE IT A WORD OFFSET.
        TST NODEV ; DID STARTUP FIND THE DEVICE?
        BEQ 4$ ; BR IF YES
        BPL 3$ ; BR IF NOT IDLE
        BIS #160000,ERTABL(RO) ; FLAG ERROR IN THE ERROR TABLE
        ERRDF 1,NXR,NXRERR ; NO DEVICE HERE -- PRINT IT
        BR 2$
3$: BIS #160001,ERTABL(RO) ; FLAG ERROR IN THE ERROR TABLE
    ERRDF 2,NOINIT ; DEVICE NOT IDLE
2$: MOV #-1,DUFLG ; DROP THE UNIT
    DODU UNITN ; ABORT THE PASS
    BR 5$
4$: RFLAGS RO ; GET THE OPERATOR FLAGS.
    BIT #PNT,RO ; PRINT THE TEST NUMBERS?
    TST TIDFLG ; WANNA TYPE THE TEST ID?
    BNE 1$ ; NAH!
    BEQ 1$ ; BR IF NO
    PRINTF TNAM,TNUM ; PRINT NUMBER AND TITLE.
1$: INC TESTK ; BUMP TEST COUNTER.
    JSR PC,ENAINTE ; ENABLE INTERRUPTS
5$: RTS PC
TNUM: 0
TNAM: 0
TESTK: 0 ; NUMBER OF TESTS RUN THIS PASS.
    ;
    ; AT END OF EACH TEST, PRINT THE NUMBER OF ERRORS RECEIVED
    ; IF NORMAL ERROR REPORTING IS DISABLED (FLA:IER).
    ;
TSTEND: RFLAGS RO
        BIT RO,#IER
        BEQ 1$ ; BR IF 'IER' NOT SET.
        PRINTF #ESUM,ERRK ; PRINT ERROR COUNT.
1$: RTS PC
ERRK: 0 ; LOCAL ERROR COUNT.
ESUM: .ASCIZ /%A %D%A ERRORS/
EMAXDO: .ASCIZ /ERROR LIMIT REACHED -- DROPPING UNIT/
        .EVEN
    ;
    ; ROUTINES TO INCREMENT LOCAL ERROR COUNT AND CHECK FOR LIMIT:
    ;

```

```

3075 030216 005237 030130      INCERK: INC      ERRK      ; INCREMENT LOCAL ERROR COUNT
3076 030222 010046              MOV      RO,-(SP) ; SAVE RO
3077 030224 013700 003026      MOV      UNITN,RO ; GET UNIT NUMBER,
3078 030230 006300              ASL      RO      ; ... AND MAKE IT A WORD OFFSET.
3079 030232 062700 003302      ADD      #ERTABL,RO ; RO GETS ADDRESS OF ERROR TABLE ENTRY.
3080 030236 005210              INC      (RO)    ; INCREMENT THE DEVICE ERROR COUNT
3081 030240 032710 007777      BIT      #7777,(RO) ; DID WE OVERFLOW THE FIELD?
3082 030244 001001              BNE     1$      ; BR IF NO.
3083 030246 005310              DEC      (RO)    ; YES -- BACK IT UP TO 7777.
3084 030250 012600 1$:      MOV      (S)+,RO ; RESTORE RO
3085 030252 000207              RTS      PC      ; RETURN TO CALLER.
3086
3087 030254 010046              CKEMAX: MOV     RO,-(SP) ; SAVE RO
3088 030256 013700 003026      MOV     UNITN,RO ; GET UNIT NUMBER
3089 030262 006300              ASL     RO      ; ... AND MAKE IT A WORD OFFSET
3090 030264 016000 003302      MOV     ERTABL(RO),RO ; GET ERROR TABLE ENTRY
3091 030270 042700 170000      BIC     #170000,RO ; EXTRACT ERROR COUNT FIELD
3092 030274 020037 002516      CMP     RO,GERRMAX ; IS GLOBAL LIMIT EXCEEDED FOR THIS UNIT?
3093 030300 103004              BHIS   1$      ; BR IF YES
3094 030302 023737 030130 002514      CMP     ERRK,LERRMAX ; IS LOCAL LIMIT EXCEEDED FOR THIS TEST?
3095 030310 103417              BLO   2$      ; BR IF NO
3096 030312 1$:      RFLAGS RO      ; GET OPERATOR FLAGS
3097 030314 032700 000040      BIT     #IDU,RO ; IS DROPPING INHIBITED?
3098 030320 001013              BNE   2$      ; BR IF YES.
3099 030322 012737 177777 003224      MOV     #-1,DUFLG ; NO -- DROP THE UNIT
3100 030330              ERRDF  4,EMAXDU
3101 030340              DODU   UNITN
3102 030346              DOCLN
3103 030350 012600 2$:      MOV     (SP)+,RO ; RESTORE RO
3104 030352 000207              RTS     PC      ; RETURN TO CALLER
3105
3106 030354 010046              CKDROP: MOV     RO,-(SP)
3107 030356              RFLAGS RO
3108 030360 032700 000040      BIT     #IDU,RO
3109 030364 001011              BNE   1$
3110 030366 012600              MOV     (SP)+,RO
3111 030370 012737 177777 003224      MOV     #-1,DUFLG
3112 030376              DODU   UNITN
3113 030404              DOCLN ;ABORT THE PASS
3114 030406 000401              BR     2$
3115 030410 012600 1$:      MOV     (SP)+,RO
3116 030412 000207 2$:      RTS     PC
    
```

```

3118
3119      : SUBROUTINE - CONFIGURE VSV11 SYSTEM.
3120      :
3121      : CONFIG:
3122      : CONMEM: JSR      PC,DPINIT
3123      :          MOV      #40000,R0      ; PROTECT ALL MEMORIES
3124      :          MOV      R0,@DYR
3125      :          JSR      PC,WAITF
3126      :          ADD      #CH1,R0
3127      :          BIT      #C.13,R0
3128      :          BNE      10$
3129
3130      :          MOV      #0,@DXR      ; TRY A PIXEL READ.
3131      :          JSR      PC,WAITF
3132      :          BCS      1$      ; BR IF UNSUCCESSFUL.
3133      :          DFERR      PRBH      ; PIXEL READBACK HANGS UP.
3134      :          MOV      #144003,GDDAT
3135      :          JSR      PC,CSRCHK
3136      :          CLR      R5      ; INIT MEM TABLE PTR.
3137      :          MOV      #13,@DSR      ; CLEAR CSR.
3138      :          CLR      CTABM(R5)      ; CLEAR TABLE ENTRY.
3139      :          MOV      R5,R1      ; ENABLE MEM R/W.
3140      :          ASR      R1
3141      :          SWAB      R1
3142      :          BIS      #40060,R1
3143      :          MOV      R1,@DYR
3144      :          JSR      PC,WAITF
3145      :          MOV      #0,@DXR      ; PIXEL READ.
3146      :          JSR      PC,WAITF
3147      :          MOV      #3,@DSR
3148      :          MOV      @DSR,R2      ; IS MEM THERE?
3149      :          BMI      5$      ; NO.
3150      :          MOV      #0,@DSR      ; YES. GET PIXEL DATA.
3151      :          MOV      @DSR,R2
3152      :          BIS      #176003,R2      ; INVERT PIXEL DATA.
3153      :          COM      R2
3154      :          MOV      R2,CTABM(R5)      ; PUT PIXEL DATA IN MEM TABLE.
3155      :          MOV      #8.,R3      ; GOT AN EVEN NUMBER OF PIXEL BITS?
3156      :          CLR      R4
3157      :          ASR      R2
3158      :          ASR      R2
3159      :          BIT      #1,R2
3160      :          BEQ      4$
3161      :          INC      R4
3162      :          DEC      R3
3163      :          BNE      3$
3164      :          BIT      #1,R4
3165      :          BEQ      5$
3166      :          HRDERR      SCPRE,SYSCON      ; NO.
3167      :          BIC      #60,R1      ; YES. RE-PROTECT THE MEM.
3168      :          MOV      R1,@DYR
3169      :          JSR      PC,WAITF
3170      :          ADD      #2,R5      ; NEXT MEM.
3171      :          CMP      R5,#10      ; ALL MEMS CHECKED?
3172      :          BNE      2$      ; NO.
3173      :          MOV      #BIT3,MEMFLG      ; YES. SET ONE FLAG TO INDICATE MEMS AVAIL.
3174      :          MOV      #MEMTAB,R1
    
```

```

3175 030740 005721          7$:   TST      (R1)+      :
3176 030742 001403          BEQ      8$          :
3177 030744 052737 000020 003252  BIS      #BIT4, MEMFLG  :
3178 030752 006237 003252  8$:   ASR      MEMFLG      :
3179 030756 103370          BCC      7$          :
3180 030760 004737 025402  CONSYC: JSR      PC, DPINIT :
3181 030764 005003          CLR      R3          :
3182 030766 005005          CLR      R5          : INIT SYNC CHAN TABLE PTR.
3183 030770 012777 000013 152036 1$:   MOV      #13, @DSR    : CLEAR CSR.
3184 030776 005065 003270  CLR      CTABS(R5)   : CLEAR TABLE ENTRY.
3185 031002 010501          MOV      R5, R1      : READ CURSOR STATUS.
3186 031004 006201          ASR      R1          :
3187 031006 000301          SWAB    R1          :
3188 031010 052701 042100  BIS      #42100, R1   :
3189 031014 010177 152016  MOV      R1, @DXR    :
3190 031020 004737 027454  JSR      PC, WAITF   :
3191 031024 012777 000003 152002  MOV      #3, @DSR    : GOT A DATA READY ERROR?
3192 031032 017702 151776  MOV      @DSR, R2    :
3193 031036 042702 003777  BIC      #3777, R2   :
3194 031042 020227 150000  CMP      R2, #150000 :
3195 031046 001412          BEQ      2$          : YES. (NO CHAN HERE).
3196 031050 052765 100000 003270  BIS      #BIT15, CTABS(R5) : NO. SET CHAN EXISTS IN TABLE.
3197 031056 017702 151756  MOV      @DYR, R2    : GET INTERLACE BIT.
3198 031062 042702 157777  BIC      #157777, R2 :
3199 031066 050265 003270  BIS      R2, CTABS(R5) : SET IT IN TABLE.
3200 031072 050203          BIS      R2, R3      : REMEMBER IT IN R3.
3201 031074 062705 000002  2$:   ADD      #2, R5      : NEXT SYNC CHAN.
3202 031100 020527 000010  CMP      R5, #10     : ALL SYNC CHANS CHECKED?
3203 031104 001331          BNE      1$          : NO.
3204 031106 012705 003270  MOV      #CTABS, R5   : YES. ALL INTERLACE BITS THE SAME?
3205 031112 010337 003230  MOV      R3, INTLAC  : REMEMBER INTERLACE/NON-INTERLACE STATUS
3206 031116 052703 100000  BIS      #BIT15, R3   : (R3 HAS LAST INTERLACE BIT FOUND).
3207 031122 005715          3$:   TST      (R5)      : GOT AN ENTRY IN TABLE?
3208 031124 001402          BEQ      4$          : NO.
3209 031126 021503          CMP      (R5), R3    : YES. INTERLACE BIT SAME?
3210 031130 001006          BNE      5$          : NO.
3211 031132 062705 000002  4$:   ADD      #2, R5      : YES. NEXT TABLE ENTRY.
3212 031136 020527 003300  CMP      R5, #CTABS+10 : DONE?
3213 031142 001367          BNE      3$          : NO.
3214 031144 000410          BR      6$          : YES.
3215
3216 031146          5$:   HRDERR  SCIDE, SYSCON :
3217
3218 031166 005737 002512  6$:   TST      MFGFLG     : MANUFACTURING FLAG SET?
3219 031172 001420          BEQ      9$          : NO.
3220 031174 023737 003256 003022  CMP      MEMTAB, MFGMO : YES. NEW MEM 0 = MFG MEM 0 MASTER?
3221 031202 001004          BNE      7$          : NO.
3222 031204 023737 003270 003024  CMP      SYCTAB, MFGSO : NEW SYNC CHAN 0 = MFG MASTER SYNC CHAN 0?
3223 031212 001410          BEQ      9$          : YES.
3224 031214          7$:   HRDERR  SCME, SYSCON : NO.
3225
3226 031234 012737 000010 003254  9$:   MOV      #BIT3, SYCFLG : SET ONE FLAG TO INDICATE SYNC CHANS AVAIL.
3227 031242 012701 003270  MOV      #SYCTAB, R1  :
3228 031246 005721          10$:  TST      (R1)+      :
3229 031250 001403          BEQ      11$         :
3230 031252 052737 000020 003254  BIS      #BIT4, SYCFLG :
3231 031260 006237 003254  11$:  ASR      SYCFLG      :
    
```


3232 031264 103370
3233 031266 000207
3234
3235
3236

BCC 108 ;
RTS PC

```
3238  
3239  
3240  
3241 031270 005737 003244  
3242 031274 001403  
3243 031276 012737 000001 177572  
3244 031304 000207  
3245  
3246  
3247  
3248  
3249  
3250  
3251 031306  
3252  
3253 031306 000240  
3254 031310 000240  
3255 031312 012737 000000 177572  
3256 031320 000207
```

```
... SUBROUTINE - ENABLE MEM MGT.  
KTON:   TST      KTFLG      ; GOT KT?  
        BEQ      1$         ; NO.  
        MOV      #1,SRO     ; YES. ENABLE KT11.  
1$:     RTS      PC
```

```
... SUBROUTINE - DISABLE MEM MGT.  
KTOFF:  ;TST      KTFLG      ; GOT KT11?  
        ;BEQ      1$         ; NO.  
        NOP  
        NOP  
        MOV      #0,SRO     ; DISABLE KT.  
1$:     RTS      PC
```

```

3258
3259
3260
3261
3262 031322 005737 003244
3263 031326 001430
3264 031330 004737 031270
3265 031334 012700 173000
3266 031340 012737 001600 172354
3267 031346 012701 140000
3268 031352 012702 150000
3269 031356 010021
3270 031360 020102
3271 031362 001375
3272 031364 023737 172354 003244
3273 031372 001404
3274 031374 062737 000200 172354
3275 031402 000761
3276
3277 031404 004737 031306
3278 031410 000207
    
```

```

: SUBROUTINE - FILL ALL MEMORY OVER 28K WITH 'STOPN'.
: (NOTE - ENABLE KT BEFORE CALLING THIS).
:
: KTBKGD: TST      KTFLG
:          BEQ     9$
:          JSR    PC,KTON
:          MOV    #STOPN,R0
:          MOV    #1600,@#KIPAR6
:          MOV    #140000,R1
:          MOV    #150000,R2
:          MOV    R0,(R1)+
:          CMP    R1,R2
:          BNE   2$
:          CMP    @#KIPAR6,KTFLG
:          BEQ   3$
:          ADD   #200,@#KIPAR6
:          BR    1$
:
:          JSR    PC,KTOFF
:          RTS   PC
:
: GOT KT?
: NO. GET OUT.
: YES. ENABLE KT.
: FILL ALL MEM (>28K) WITH BACKGROUND.
    
```

```

1$:
2$:
3$:
9$:
    
```

: DISABLE KT.

```
3280  
3281  
3282  
3283 031412 010037 031462  
3284 031416 012700 031464  
3285 031422 010120  
3286 031424 010220  
3287 031426 010320  
3288 031430 010420  
3289 031432 010520  
3290 031434 000207  
3291  
3292  
3293  
3294  
3295 031436 012700 031464  
3296 031442 012001  
3297 031444 012002  
3298 031446 012003  
3299 031450 012004  
3300 031452 012005  
3301 031454 013700 031462  
3302 031460 000207  
3303  
3304  
3305  
3306 031462 000000  
3307 031464 000000  
3308 031466 000000  
3309 031470 000000  
3310 031472 000000  
3311 031474 000000
```

```
... SUBROUTINE TO SAVE R0-R5.  
SAVERS: MOV R0,SAVED  
MOV #SAVED+2,R0  
MOV R1,(R0)+  
MOV R2,(R0)+  
MOV R3,(R0)+  
MOV R4,(R0)+  
MOV R5,(R0)+  
RTS PC
```

```
... SUBROUTINE TO RESTORE R0-R5.  
RESTRS: MOV #SAVED+2,R0  
MOV (R0)+,R1  
MOV (R0)+,R2  
MOV (R0)+,R3  
MOV (R0)+,R4  
MOV (R0)+,R5  
MOV SAVED,R0  
RTS PC
```

```
SAVED: 0  
0  
0  
0  
0  
0
```

```

3313      ;
3314      ; SUBROUTINE TO SET-UP VARIOUS ENVIRONMENTAL PARAMETERS.
3315      ;
3316 031476 ENVIRN: MEMORY R0
3317 031500      MOV R0,FREE ; GET 1ST FREE ADDRESS...
3318 031504 062737 000002 003240      ADD #2,FREE
3319 031512 011037 003242      MOV (R0),FRESIZ ;...AND WORD COUNT.
3320 031516 162737 000004 003242      SUB #4,FRESIZ
3321 031524 013702 002012      MOV L$UNIT,R2 ; GET NUMBER OF UNITS
3322 031530 162737 000007 003242 10$: SUB #7,FRESIZ ; TAKE AWAY 7 WORDS PER UNIT
3323 031536 005302      DEC R2
3324 031540 001373      BNE 10$
3325
3326 031542 012737 000010 027564      MOV #8.,K100US ; ASSUME LSI FOR 100US TIMER.
3327 031550      READBUS
3328 031552      BCOMPLETE 1$
3329 031554 012737 000040 027564 1$: MOV #32.,K100US ; NOT LSI -- CHANGE TIMER.
3330 031562      ;MOV #60.,HZ ; ASSUME 60 HZ SYSTEM.
3331      ;MOV #MAXY60,YMAX ;
3332      ;CLOCK L,R0 ;
3333      ;BNCOMPLETE 2$ ;
3334      ;CLR @0(R0) ; INSURE CLOCK IS OFF.
3335      ;MOV 6(R0),HZ ; SET ACTUAL FREQUENCY.
3336      ;CMP HZ,#60. ;
3337      ;BEQ 2$ ;
3338      ;MOV #MAXY50,YMAX ;
3339 031562 004737 031656 2$: JSR PC,KTINIT ; INIT KT11 MEM MGT.
3340 031566 000240 000240      240,240
3341      ;*****
3342      ; NOW THE FOLLOWING CODE PROVIDES A KEY RESTART FOR
3343      ; THE DIAGNOSTIC SUPERVISOR (DRS), AND FOR XXDP+ MONITOR.
3344      ; IF EITHER ONE CHANGES, THIS WILL PROBABLY TURN TO SHIT ..
3345      ; BUT FOR NOW -- IT'S CONVENIENT FOR DEBUGGING PURPOSES.
3346      ;
3347      ; THE FOLLOWING OFFSETS APPLY TO DRS REV D.
3348      ; XX.ENTRY= 25570 ; DRS (REV D) ENTRY FROM XXDP+.
3349      ; SUPVSR= 26050 ; DRS (REV D) SUPERVISOR RESTART.
3350      ; XX.EXIT= 26072 ; DRS (REV D) EXIT TO XXDP+.
3351      ; XXDP= 3726 ; XXDF RESTART ADDRESS (XX3726).
3352      ;
3353 031572 104042      KLUDGE: EMT 42 ; XXDP+ COMM BLOCK POINTER -> R0
3354 031574 010037 003236      MOV R0,XXCOMM ; SAVE IT.
3355 031600 042700 007777      BIC #7777,R0 ; MASK TO 2K PAGE...
3356 031604 162700 027000      SUB #27000,R0 ; ...MINUS DRS SIZE (5.75K)...
3357 031610 062700 026050      ADD #SUPVSR,R0 ; ...PLUS DRS RESTART OFFSET...
3358 031614 010037 000206      MOV R0,@#206 ; ... - DRS RESTART ADDRESS.
3359 031620 012737 000137 000204      MOV #137,@#204 ; LOC 204 = JMP DRS-RESTART.
3360 031626 013700 003236      MOV XXCOMM,R0 ; GET POINTER AGAIN.
3361 031632 042700 007777      BIC #7777,R0 ; MASK TO 2K PAGE...
3362 031636 062700 003726      ADD #XXDP,R0 ; ...PLUS RESTART OFFSET...
3363 031642 010037 000212      MOV R0,@#212 ; ... = XXDP+ RESTART ADDRESS.
3364 031646 012737 000137 000210      MOV #137,@#210 ; LOC 210 = JMP XXDP+
3365 031654 000207      RTS PC
3366      ;*****
3367

```

```

3369
3370      ; SUBROUTINE - IF OVER 28K & KT11 AVAIL, INIT KT11.
3371      ;
3372      ;
3372 031656 005037 003244      KTINIT: CLR      KTF LG
3373 031662 023727 002120 001577      CMP      L$HIME,#1577      ; GOT ENOUGH MEMORY (>28K)?
3374 031670 101444      BLOS     9$              ; NO.
3375 031672 013700 000004      MOV      @#ERRVEC,R0      ; SAVE OLD ERR VEC PTR.
3376 031676 012737 031770 000004      MOV      #2$,@#ERRVEC      ; SET ERR VEC PTR.
3377 031704 005737 177572      TST     @#SRO              ; GOT KT11?
3378 031710 000240      NOP
3379 031712 013737 002120 003244      MOV      L$HIME,KTF LG      ; (TRAP IF NO).
3380 031720 042737 000177 003244      BIC     #177,KTF LG      ; YES. SET KT FLAG.
3381 031726 010037 000004      MOV      R0,@#ERRVEC      ; RESTORE OLD ERR VEC PTR.
3382 031732 005000      CLR      R0              ; R0 = AR DATA.
3383 031734 012701 172340      MOV      #KIPAR0,R1      ; R1 = KI REGS PTR.
3384 031740 012761 077406 177740 1$:  MOV      #77406,-40(R1)    ; SET DESCRIPTOR REG.
3385 031746 010021      MOV      R0,(R1)+        ; SET KIPAR REG.
3386 031750 062700 000200      ADD     #200,R0          ; BUMP AR DATA BY '4K'.
3387 031754 020027 002000      CMP     R0,#2000        ; AT 'I/O'?
3388 031760 001367      BNE     1$              ; NO.
3389 031762 012741 177600      MOV     #177600,-(R1)    ; YES. SET KIPAR7 FOR I/O.
3390 031766 000405      BR      9$
3391
3392 031770      2$:  FORRTI
3392 031770 012716 031776      MOV     #.+6,(SP)      ; FORCE RTI RETURN TO -
3392 031774 000002      RTI
3393 031776 010037 000004      MOV     R0,@#ERRVEC    ; - NEXT LOC.
3394
3395 032002 000207      9$:  RTS      PC      ; RESTORE OLD ERR VEC PTR.
    
```

```

3397          .SBTTL  INITIALIZE SECTION
3398
3399          :++
3400          : THE INITIALIZE SECTION CONTAINS THE CODING THAT IS PERFORMED
3401          : AT THE BEGINNING OF EACH PASS.
3402          :--
3403 032004          BGNPROT
3404 032004 177777 177777 177777          -1, -1, -1, -1 ; NO DEVICE PROTECTION REQUIRED.
3405 032014          ENDPROT
3406
3407 032014          BGNINIT
3408
3409          : IF 'START' OR 'RESTART', SET QUICK-PASS FLAG AND BUS-INIT.
3410          : IF 'CONTINUE', NOTHING IS REQUIRED.
3411          :
3412 032014 005037 023064          CLR          SIFLAG          ;CLEAR 'SOFT INIT' FLAG
3413 032020          READEF #EF.CONTINUE
3414 032026          BNCOMPLETE 1$
3415 032030 023737 003026 002012          CMP          UNITN,L$UNIT          ;UNIT IN RANGE?
3416 032036 103056          BHIS          4$          ;BR IF NO.
3417 032040 005737 003224          TST          DUFLG          ;DROPPED UNIT?
3418 032044 100460          BMI          NXTU          ;BR IF YES
3419 032046 013701 003026          MOV          UNITN,R1
3420 032052 006301          ASL          R1
3421 032054 005761 003302          TST          ERTABL(R1)
3422 032060 001504          BEQ          SETU
3423 032062 032761 040000 003302          BIT          #BIT14,ERTABL(R1)          ; DROPPED?
3424 032070 001046          BNE          NXTU
3425 032072          EXIT          INIT          ;DO NOTHING IF 'CONTINUE'.
3426 032076          1$: READEF #EF.NEW
3427 032104          BNCOMPLETE NXTU          ;TAKE NEXT UNIT IF NOT NEW PASS.
3428 032106          READEF #EF.START
3429 032114          BCOMPLETE 2$
3430 032116          READEF #EF.RESTART
3431 032124          BNCOMPLETE 31$
3432 032126          2$:          ; 1ST PASS, BUS-INIT...
3433 032126          BRESET          ; BUS RESET.
3434 032130 012737 177777 003030          MOV          #-1,QVP          ;...QUICK VERIFY...
3435 032136 005037 030070          CLR          TESTK          ;...CLEAR TOTAL TEST COUNT.
3436 032142 004737 031476          JSR          PC,ENVIRN          ; SET ENVIRONMENT.
3437 032146 012700 003302          MOV          #ERTABL,R0
3438 032152 005020          30$: CLR          (R0)+          ;CLEAR THE ERROR TABLE
3439 032154 020027 003502          CMP          R0,#ERTABE
3440 032160 103774          BLO          30$
3441 032162 000404          BR          4$
3442 032164 005037 003030          31$: CLR          QVP
3443 032170 000137 032240          JMP          PASRPT          ;GO REPORT THE STATUS
3444
3445 032174          4$:
3446 032174 012737 177777 003026          NEWPAS: MOV          #-1,UNITN          ;INIT UNIT NUMBER...
3447 032202 005037 032726          CLR          DEVCNT          ;CLEAR COUNT OF DEVICES RUNNING
3448 032206          NXTU: BREAK
3449 032210 005237 003026          INC          UNITN          ;...AND SET NEXT UNIT NUMBER.
3450 032214 023737 003026 002012          CMP          UNITN,L$UNIT
3451 032222 103423          BLO          SETU
3452 032224 012737 177777 003224          MOV          #-1,DUFLG
3453 032232 000401          BR          11$

```

```

3454 032234          DOCLN          ;ABORT, NO MORE UNITS.
3455 032236 000240 11$:          NOP
3456 032240          PASRPT:
3457 032240 023727 002012 000001  CMP      L$UNIT,#1      ;HOW MANY UNITS SELECTED?
3458 032246 101752          BLOS     NEWPAS        ;BR IF ONLY 1
3459 032250 005737 032726          TST      DEVCNT        ;ARE ANY STILL RUNNING?
3460 032254 001747          BEQ      NEWPAS        ;BR IF NO
3461 032256          RFLAGS     R0
3462 032260 032700 000100          BIT      #ISR,R0      ;SHOULD WE PRINT STATISTICS
3463 032264 001343          BNE      NEWPAS        ;BR IF NO
3464
3465 032266          DORPT
3466 032270 000741          BR       NEWPAS
3467 032272          10$:
3468
3469 032272          SETU:    GPHARD  UNITN,R0      ;GET UNIT N P-TABLE POINTER.
3470 032300          BNCOMPLET NXTU      ;BR IF UNIT NOT AVAILABLE.
3471 032302 005037 003224          CLR      DUFLG        ;CLEAR 'DROPPED' FLAG.
3472 032306 005237 032726          INC      DEVCNT
3473 032312 012001          MOV      (R0)+,R1      ; GET 1ST REGISTER ADDRESS.
3474 032314 012702 003032          MOV      #DPC,R2
3475 032320 010122          20$:    MOV      R1,(R2)+
3476 032322 062701 000002          ADD      #2,R1
3477 032326 020227 003046          CMP      R2,#LMR
3478 032332 101772          BLOS     20$
3479
3480
3481 032334 012001          MOV      (R0)+,R1      ; GET 1ST VECTOR ADDRESS.
3482 032336 011002          MOV      (R0),R2      ; GET INTERRUPT PRIORITY
3483 032340 012037 003050          MOV      (R0)+,DPRI    ; SET INTERRUPT PRIORITY.
3484 032344 010137 003052          MOV      R1,STPV      ; SET STOP VECTOR POINTER...
3485 032350 012721 026242          MOV      #DSTP,(R1)+  ;...VECTOR...
3486 032354 010221          MOV      R2,(R1)+     ;...AND PRIORITY.
3487 032356 010137 003054          MOV      R1,JSMV      ; DITTO JOY-STICK MATCH.
3488 032362 012721 026274          MOV      #DJM,(R1)+
3489 032366 010221          MOV      R2,(R1)+
3490 032370 010137 003056          MOV      R1,TOTV      ; DITTO TIME-OUT.
3491 032374 012721 026210          MOV      #DTO,(R1)+
3492 032400 010221          MOV      R2,(R1)+
3493 032402 010137 003060          MOV      R1,JSSV      ; DITTO JOY-STICK SWITCH.
3494 032406 012721 026326          MOV      #DJS,(R1)+
3495 032412 010221          MOV      R2,(R1)+
3496 032414 010137 003062          MOV      R1,LUTV      ; DITTO LUT DONE.
3497 032420 012721 026602          MOV      #LDUN,(R1)+
3498 032424 010221          MOV      R2,(R1)+
3499 032426 012037 003216          MOV      (R0)+,LUTAV   ; GET 'LUT AVAILABLE' ENTRY
3500 032432 012737 001676 003250          MOV      #MAXY60,YMAX ; ASSUME 60HZ FREQUENCY.
3501 032440 012737 000074 003246          MOV      #60.,HZ
3502 032446 005720          TST      (R0)+
3503 032450 001406          BEQ
3504 032452 012737 000062 003246          MOV      21$
3505 032460 012737 001776 003250          MOV      #50.,HZ
3506 032466          21$:    MOV      #MAXY50,YMAX ; WHAT IS SELECTED FREQUENCY?
3507 032466 005037 003064          CLR      OPTI          ; BR IF 60HZ
3508 032472 005737 002502          TST      DPUMOD       ; SAY 50 HZ
3509 032476 001003          BNE      1$           ; AND SET UP FOR 512 VISIBLE LINES
3510 032500 012737 040000 003064          MOV      #I,OPTI
  
```


3511 032506
3512
3513

1\$:
:
:
:

TST QVP
BEQ 5\$

:1ST PASS ??
:NO, SKIP THE PASS 1 STUFF.

```

3515
3516
3517
3518
3519 032506 013701 003026
3520 032512 006301
3521 032514 052761 100000 003302
3522 032522 005037 022300
3523 032526 023727 002012 000001
3524 032534 101416
3525 032536
3526 032540 032700 001000
3527 032544 001412
3528 032546
3529 032572
3530 032572 005037 003226
3531 032576 013701 003032
3532 032602 013702 003040
3533 032606 004737 027566
3534 032612 103003
3535 032614 010137 003226
3536 032620 000416
3537 032622 012777 000000 150204 2$:
3538 032630 005777 150200
3539 032634 100413
3540 032636 013701 003026
3541 032642 006301
3542 032644 005261 003302
3543 032650 012737 000001 003226
3544 032656 012737 177777 003224 3$:
3545
3546 032664 005737 003216 4$:
3547 032670 001412
3548 032672 013701 003042
3549 032676 013702 003046
3550 032702 004737 027566
3551 032706 103003
3552 032710 012737 000000 003216
3553
3554
3555
3556 032716 5$:
3557 032724
3558
3559 032726 000000
3560 032730 045 116 045
3561
3562
3563
3564
3565
3566
3567
3568
3569 032776 005737 003020
3570 033002 001402
3571 033004 062716 000004
    
```

```

: 1ST PASS, CHECK THAT DEVICE ADDRESSES ARE VALID, AND
: THAT THE DISPLAY STATUS IS PROPERLY INITIALIZED.
:
MOV UNITN,R1
ASL R1
BIS #BIT15,ERTABL(R1) ; SAY DEVICE RUNNING
CLR EXTA ; CLEAR ERROR EXTENSION FLAG.
CMP L$UNIT,#1 ; ARE WE TESTING MULTIPLE UNITS?
BLOS 10$ ; BR IF NO.
RFLAGS R0 ; YES -- GET OPERATOR FLAGS.
BIT #PNT,R0 ; SHOULD WE PRINT UNIT #?
BEQ 10$ ; BR IF NOT.
PRINTF #PUNIT,UNITN ; PRINT THE UNIT #
10$:
CLR NODEV
MOV DPC,R1
MOV DYP,R2
JSR PC,NXM ;TEST ALL 4 DPU REGISTERS...
BCC 2$ ;...AND BR IF ALL OK.
MOV R1,NODEV ;FLAG DEVICE AS NON-EXISTENT
BR 3$ ;DROP THIS UNIT.
MOV #0,@DSR ;SELECT REAL DSR
TST @DSR ;IS UNIT STOPPED?
BMI 4$ ;BR IF DISPLAY INITIALIZED OK.
MOV UNITN,R1
ASL R1
INC ERTABL(R1)
MOV #1,NODEV ;FLAG AS NOT IDLE
MOV #-1,DUFLG
3$:
4$: TST LUTAV ; NOW, SEE IF LUT INSTALLED.
BEQ 5$ ; BR IF NO
MOV LSR,R1
MOV LMR,R2
JSR PC,NXM ; TEST ALL LUT REGISTERS...
BCC 5$ ;...BR IF IT'S THERE.
MOV #0,LUTAV ; CLEAR 'LUT AVAILABLE' FLAG.
5$:
: FINALLY, SET CPU PRIORITY AND WE'RE DONE.
5$: SETPRI #PRI00 ;ENABLE INTERRUPTS.
ENDINIT
DEVCNT: 0 ;COUNT OF RUNNING DEVICES
PUNIT: .ASCIZ /%N%N%***** TESTING UNIT %D2%A *****/
.EVEN
:
: SUBROUTINE - IF USER PATCHABLE FLAG 'FORCER' IS SET (NON-ZERO),
: THEN FORCE RETURN TO THE NEXT ERROR CALL (HRDERR) IN SEQUENCE.
:
FORCET: TST FORCER ; FORCE ERROR TYP0UT?
BEQ 1$ ; NO.
ADD #4,(SP) ; YES. FORCE RTN TO THE HRDERR CALL.
    
```

3572 033010 000207 1\$: RTS PC :

3574
 3575
 3576
 3577
 3578
 3579
 3580
 3581 033012
 3582 033012 010001
 3583 033014 006301
 3584 033016 052761 000000 003302
 3585 033024 042761 040000 003302
 3586 033032
 3587 033054
 3588 033060 045 116 045 1\$:
 3589
 3590
 3591 033106
 3592
 3593
 3594
 3595
 3596
 3597
 3598
 3599
 3600
 3601
 3602
 3603 033110
 3604 033110 012737 177777 003224
 3605 033116 010001
 3606
 3607 033120 006301
 3608 033122 052761 140000 003302
 3609 033130 000240 000240 000240
 3610 033136
 3611 033160
 3612 033164 045 116 045 1\$:
 3613
 3614 033214
 3615
 3616
 3617
 3618 033216
 3619 033216

.SBTTL ADD AND DROP UNITS SECTIONS

;++
 : THE ADD-UNIT SECTION CONTAINS THE CODING THAT CAUSES A DEVICE
 : TO BE (A) ADDED TO THE TEST LIST FOR THE FIRST TIME,
 : OR (B) RE-INSERTED IF IT HAD BEEN PREVIOUSLY DROPPED.
 :--

```

BGNAU
MOV    R0,R1          ; GET UNIT TO BE ADDED (R0)
ASL    R1             ; MAKE IT A WORD INDEX
BIS    #100000,ERTABL(R1) ; SET THE 'ACTIVE' BIT
BIC    #40000,ERTABL(R1) ; CLEAR THE 'DROPPED' BIT
PRINTF #1$,R0
EXIT   AU
.ASCIZ /%N% UNIT %D% ADDED/
.EVEN
  
```

ENDAU ; UNUSED.

;++
 : THE DROP-UNIT SECTION CONTAINS THE CODING THAT CAUSES A DEVICE
 : TO BE REMOVED FROM THE TEST LIST.

: SUPVSR DOES THE 'DROPPING'. THIS IS JUST TO TELL THE MAN.
 : 'DROPPED' UNITS ARE RE-SELECTED ON OPERATOR 'STA' OR 'ADD'.
 : COMMAND, OTHERWISE REMAIN INACTIVE. THE 'DISPLAY' COMMAND
 : WILL PRINT ALL DROPPED UNITS, AND THE P-TABLES OF THOSE
 : WHICH ARE STILL ACTIVE.
 : UPON ENTRY, R0 CONTAINS THE UNIT TO BE DROPPED.

```

BGNDU
MOV    #-1,DUFLG
MOV    R0,R1
MOVB  #-1,STIK(R1) ; REMOVE 'JOY-STICK' FLAG.
ASL    R1
BIS    #140000,ERTABL(R1) ; SAY DROPPED
      240,240,240 ; ??????????
PRINTF #1$,R0
EXIT   DU
.ASCIZ /%N% UNIT %D% DROPPED/
.EVEN
ENDDU
  
```

;++
 : AUTO-DROP CODE SECTION.
 :--

BGNAUTO
 ENDAUTO ; UNUSED.

```

3621
3622
3623
3624
3625
3626
3627
3628 033220
3629 033220 005737 003224
3630 033224 100414
3631
3632
3633 033226 004737 026756
3634 033232 012777 040000 147576
3635 033240 004737 027454
3636 033244 012777 100000 147506
3637 033252 004737 027454
3638 033256 005737 003216
3639 033262 001402
3640 033264 005077 147552
3641 033270
3642
3643
3644
3645
3646 033272
3647 033272
3648 033312 010246
3649 033314 010346
3650 033316 010446
3651 033320 012704 003302
3652 033324 005003
3653 033326 011402
3654 033330 001467
3655 033332 100066
3656 033334 032702 040000
3657 033340 001015
3658 033342 042702 170000
3659 033346
3660 033372 000446
3661 033374 020227 160000
3662 033400 001012
3663 033402
3664 033424 000431
3665 033426 020227 160001
3666 033432 001012
3667 033434
3668 033456 000414
3669 033460 042702 170000
3670 033464
3671 033510 062704 000002
3672 033514 005203
3673 033516 020427 003502
3674 033522 103701
3675 033524 012604
3676 033526 012603
3677 033530 012602

```

.SBTTL CLEAN-UP AND REPORT CODING SECTIONS

```

:++
: THE CLEANUP CODING SECTION CONTAINS THE CODING THAT IS
: EXECUTED AT THE END OF EACH PASS (OR SUB-PASS).
: USE TO RETURN DEVICE UNDER TEST TO A NEUTRAL STATE.
:--

```

```

:--
BGNCLN
TST DUFLG ;'DROPPED' FLAG IS 'SET ON...
BMI 1$ ;...AND GROSS DPU FAULT...
;...DON'T TRY TO XCT DPU CODE.

JSR PC,RELEAS ;CHECK FOR 'HUNG' DPU.
MOV #GTJSSW,@DXR ;CLEAR PENDING SWITCH INTERRUPT
JSR PC,WAITF
MOV #100000,@DYR ;DO SOFT INIT.
JSR PC,WAITF
1$: TST LUTAV
BEQ 2$ ; IF LUT, CLEAR STATUS.
CLR @LSR
2$: ENDCLN

```

```

:++
: THE REPORT CODING SECTION CONTAINS THE
: 'PRINTS' CALLS THAT GENERATE STATISTICAL REPORTS.
:--

```

```

:--
BGNRPT
PRINTS #DEVSUM
MOV R2,-(SP)
MOV R3,-(SP)
MOV R4,-(SP)
MOV #ERTABL,R4 ; GET START OF ERROR TABLE.
CLR R3 ; CLEAR UNIT NUMBER
1$: MOV (R4),R2 ; GET ERROR TABLE ENTRY & TEST IT.
BEQ 4$ ; ZERO IF UNIT NOT RUN
BPL 4$
BIT #BIT14,R2 ; WAS UNIT DROPPED?
BNE 2$ ; BR IF YES
BIC #^C7777,R2 ; GET ERROR COUNT FIELD
PRINTS #DEVONL,R3,R2 ; PRINT
BR 4$
2$: CMP R2,#160000 ; WAS UNIT NON-EXISTENT?
BNE 3$ ; BR IF NO
PRINTS #DEVNXR,R3
BR 4$
3$: CMP R2,#160001 ; WAS UNIT NOT READY AT STARTUP?
BNE 30$ ; BR IF NO.
PRINTS #DEVNRD,R3
BR 4$
30$: BIC #^C7777,R2
PRINTS #DEVDRD,R3,R2
4$: ADD #2,R4
INC R3
CMP R4,#ERTABE
BLO 1$
MOV (SP)+,R4
MOV (SP)+,R3
MOV (SP)+,R2

```

3678 033532 ENDRPT : UNUSED.
3679
3680
3681 033534 045 116 045 DEVSUM: .ASCIZ /%N%ADEVICE STATUS SUMMARY:%N/
3682 033571 045 101 040 DEVONL: .ASCIZ /%A UNIT %D3%A ONLINE, ERRORS - %D%N/
3683 033641 045 101 040 DEVNXR: .ASCIZ /%A UNIT %D3%A DROPPED, NON-EXISTENT REGISTER%N/
3684 033723 045 101 040 DEVNRD: .ASCIZ /%A UNIT %D3%A DROPPED, NOT READY AT STARTUP%N/
3685 034004 045 101 040 DEVDRO: .ASCIZ /%A UNIT %D3%A DROPPED, ERRORS - %D%N/
3686 .EVEN

3688		.SBTTL		
3689		.SBTTL	HARDWARE TEST SECTION.	
3690		.SBTTL		
3691		.SBTTL	TEST #	DESCRIPTION
3692		.SBTTL	-----	-----
3693		.SBTTL		
3694	000000	IN=0		
3695		.NLIST	MC,ME	

.*
.*
.*
.*
.*

*
* END TEST 3
*

!

4148
4149 042136

END.TEST

```
*****  
*  
* END TEST 5  
*  
*****
```



```
4322 043406 000137 042654 138: JMP 148 ;USE JMP TO SET BACK FOR LOOP.
4323 :
4324 : ON ERROR, SHOW THE FAILING DPU OPCODE.
4325 :
4326 043412 208: PRINTX #OPCFX,OPC1 ; EXTENSION SHOWS BAD OPCODE.
4327 043436 000207 RTS PC
4328 :
4329 : DISPLAY CODE.
4330 :
4331 043440 102000 164000 173000 OPC1: CHAR!LO, D'OP, STOPN ; DISPLAY CODE.
4332 :
4333 043446 END.TEST
```

```
.....
:
: END TEST 7
:
:
:.....
```


4369
4370 043706

END TEST

.....
.....
END TEST 0
.....

*** END TEST 9

END TEST 12

.....

... ..

ENC 157

.....
ENC 157 16
.....


```

4841 050266          DPSTART #ECRSV2          ; START DPU ON ODD Y VALUE.
      050266 012777 052336 132536      MOV #ECSR2,@DPC        ; START THE DPU.
      050274 004737 027454          JSR PC,WAITF         ; WAIT FOR DISPLAY STOP.
4842 050300 105737 026107      TSTB INTFLAG        ; DID WE GET THE EXPECTED ERROR INTERRUPT?
4843 050304 001412          BEQ 15$              ; BR IF YES.
4844 050306 012701 050274      MOV #-12,R1         ; NO. SO GET PC FOR ERROR REPORT,
4845 050312          HRDERR NTO,INTERR      ; ... AND REPORT THE PROBLEM.
4846 050332          15$:
4847 050332 012701 124103      MOV #RSVDOP!ENECHK,R1
4848 050336          RDDSRA CSR,R2
      050336 012777 000003 132470      MOV #SELCSR,@DSR    ; READ CSR INTO R2 .
      050344 017702 132464          MOV @DSR,R2
4849 050350          IFERROR ECE,CSRER
      050350 020102          CMP R1,R2            ; OK?
      050352 001410          BEQ 69$              ; YES.
      050354          HRDERR ECE,CSRER,     ; NO.
      050374          69$:
4850 050374          ENDSEG                ; <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< END SEGMENT.
4851
4852          ; TEST RSVDOP - ODD X VALUE (BIT 0 SET)
4853
4854 050376          BGNSEG                ; <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< BEGIN SEGMENT.
4855 050400          INITDP
      050400 004737 025402          JSR PC,DPINIT        ; GO DO SOFT INIT, CHECK THE STATE.
4856 050404 012777 000113 132422      MOV #ENECHK!WRTCSR,@DSR  ; ENABLE RSVD-OP ERROR CHECKING.
4857 050412          INTSET ERR
      050412 012737 177604 026106      MOV #^0177400!IOKCKIN!IOKERR,INTMASK ; PRIME FLAG, EXPECT ERR
4858 050420          DPSTART #ECSR3          ; START DPU ON ODD X VALUE.
      050420 012777 052346 132404      MOV #ECSR3,@DPC        ; START THE DPU.
      050426 004737 027454          JSR PC,WAITF         ; WAIT FOR DISPLAY STOP.
4859 050432 105737 026107      TSTB INTFLAG        ; DID WE GET THE EXPECTED ERROR INTERRUPT?
4860 050436 001412          BEQ 16$              ; BR IF YES.
4861 050440 012701 050426      MOV #-12,R1         ; NO. SO GET PC FOR ERROR REPORT,
4862 050444          HRDERR NTO,INTERR      ; ... AND REPORT THE PROBLEM.
4863 050464          16$:
4864 050464 012701 124103      MOV #RSVDOP!ENECHK,R1
4865 050470          RDDSRA CSR,R2
      050470 012777 000003 132336      MOV #SELCSR,@DSR    ; READ CSR INTO R2 .
      050476 017702 132332          MOV @DSR,R2
4866 050502          IFERROR ECE,CSRER
      050502 020102          CMP R1,R2            ; OK?
      050504 001410          BEQ 70$              ; YES.
      050506          HRDERR ECE,CSRER,     ; NO.
      050526          70$:
4867 050526          ENDSEG                ; <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< END SEGMENT.
4868
4869          ; TEST SEQERR - SEQUENCE ERROR (DJMS FROM SUBROUTINE)
4870
4871 050530          BGNSEG                ; <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< BEGIN SEGMENT.
4872 050532          INITDP
      050532 004737 025402          JSR PC,DPINIT        ; GO DO SOFT INIT, CHECK THE STATE.
4873 050536          INTSET ERR
      050536 012737 177604 026106      MOV #^0177400!IOKCKIN!IOKERR,INTMASK ; PRIME FLAG, EXPECT ERR
4874 050544          DPSTART #ECSEQ1        ; START THE DPU.
      050544 012777 052356 132260      MOV #ECSEQ1,@DPC      ; START THE DPU.
      050552 004737 027454          JSR PC,WAITF         ; WAIT FOR DISPLAY STOP.
4875 050556 105737 026107      TSIB INTFLAG        ; DID WE GET THE EXPECTED ERROR INTERRUPT?
    
```


5064											
5065	052336	114000	000000	000001	ECRSV2:	APNT,0,1					; RSV DOP - ODD Y VALUE.
5066	052344	173000				STOPN					
5067											
5068	052346	114000	000001	000000	ECRSV3:	APNT,1,0					; RSV DOP - ODD X VALUE.
5069	052354	173000				STOPN					
5070											
5071	052356	160001	052364		ECSEQ1:	DJMS,1\$; SEQERR - SEQUENCE ERROR.
5072	052362	173000				STOPN					
5073	052364	160001	052370		1\$:	DJMS,2\$; DJMS FROM SUBROUTINE.
5074	052370	173000			2\$:	STOPN					
5075	052372	173000				STOPN					
5076											
5077	052374	114000	000000	000000	ECSEQ2:	APNT,0,0					; SEQERR.
5078	052402	152000	052414			SETCB,2\$					
5079	052406	103774				CHAR!ALL					
5080	052410	000000			1\$:	0					
5081	052412	173000				STOPN					
5082	052414	000000			2\$:	0					; DATA AS 1ST WORD -- STILL IN CHAR MODE.
5083	052416	000000	000000	000000		0,0,0,0,0,0,0,0					
5084	052436	165000				DPOP					
5085	052440	173000				STOPN					
5086											
5087	052442	114000	000000	000000	ECSEQ3:	APNT,0,0					; SEQERR.
5088	052450	152000	052462			SETCB,2\$					
5089	052454	103774				CHAR!ALL					
5090	052456	000000			1\$:	0					
5091	052460	173000				STOPN					
5092	052462	160001	052470		2\$:	DJMS,3\$; DJMS IN CHAR SUBROUTINE.
5093	052466	173000				STOPN					
5094	052470	173000			3\$:	STOPN					
5095	052472	173000				STOPN					
5096											
5097	052474	170140			ECSEQ4:	CLRMEM					; SEQERR.
5098	052476	114000	000000	000000		APNT,0,0					
5099	052504	160001	052512			DJMS,1\$					
5100	052510	173000				STOPN					
5101	052512	134000			1\$:	BM04					
5102	052514	052514			2\$:	2\$					
5103	052516	173000				STOPN					
5104											
5105	052520	114000	000000	000000	ECSEQ5:	APNT,0,0					; SEQERR.
5106	052526	160001	052534			DJMS,1\$					
5107	052532	173000				STOPN					
5108	052534	136000			1\$:	BM14					
5109	052536	052536			2\$:	2\$					
5110	052540	173000				STOPN					
5111											
5112	052542	114000	000000	000000	ECSEQ6:	APNT,0,0					; SEQERR.
5113	052550	160001	052556			DJMS,1\$					
5114	052554	173000				STOPN					
5115	052556	162000			1\$:	IMREAD					; DMA READBACK FROM SUBROUTINE.
5116	052560	000001				1					
5117	052562	000001				1					
5118	052564	000001				1					
5119	052566	052614				ECSEQ7B					
5120	052570	173000				STOPN					

5121
5122 052572 114000 000000 000000 ECSEQ7: APNT,0,0
5123 052600 162001 IMREAD!1
5124 052602 000001 1
5125 052604 052614 ECSQ7B
5126 052606 173000 STOPN
5127 052610 162101 IMREAD!101
5128 052612 173000 STOPN
5129 052614 ECSQ7B: .BLKW 2
5130
5131 052620 176000 ECSTO: PROTEC!CH0
5132 052622 176400 PROTEC!CH1
5133 052624 177000 PROTEC!CH2
5134 052626 177400 PROTEC!CH3
5135 052630 114000 040000 000000 APNT,I.0,0
5136 052636 173000 STOPN
5137
5138 052640 END.TEST

:ILLEGAL DMA READBACK RESTART.

*
* END TEST 15
*

```

5300
5301 053702          20$: PRINTX #CHRFX,CT.BAS,R1 ; ERROR EXTENSION.
5302 053730 000207   RTS      PC
5303
5304 053732 053754   CHSEG: CT.SUB ; CHARACTER BASE CONTROL, WITH SEGMENT SELECT.
5305
5306                : DISPLAY CODE FOR CHAR MODE TEST.
5307
5308 053734 164000 164000 164000 CT: DNOP,DNOP,DNOP
5309 053742 152000 053754         SETCB,CT.SUB ; INITIAL BASE ADDR = CT.SUB.
5310 053746 160000         DJMP      ; XFER PC TO THE CHAR...
5311 053750 000000         CT.ASC: 0 ; ...DATA ARRAY.
5312 053752 173000         CT.RET: STOPN ; FINAL 'DPOP' SHOULD RETURN HERE
5313
5314 053754 053756         CT.SUB: .+2 ; SUBROUTINE ENTRY PONNTER.
5315 053756 173000         STOPN ; STOP HERE IF CHAR ADDRESSES...
5316
5317 053760 152000         SETCB ; ...COME OUT RIGHT.
5318 053762 053754         CT.BAS: CT.SUB ; ON RESUME, SET NEW BASE ADDR...
5319 053764 165000         DPOP      ; ...AND DPOP TO NEXT CHAR.
5320
5321                ; DISPLAY FILE FOR CHARACTER DISPLAY:
5322
5323 053766 176074 176474 177074 CHDISP: RDWRT!CH0,RDWRT.CH1,RDWRT!CH2,RDWRT!CH3
5324 053776 170140         CLRMEM
5325 054000 152000 110146         SETCB, ACAT
5326 054004 117774 001000 001500 APNT!ALL,1000,1500
5327 054012 100000         CHAR
5328 054014 040 041 042 .ASCII ? !'#$%&'()*+,-./?
5329
5330 054034 114000 001000 001400 .EVEN
5331 054042 100000         APNT,1000,1400
5332 054044 060 061 062 CHAR
5333 054056 114000 001000 001300 .ASCII /0123456789/
5334 054064 100000         APNT,1000,1300
5335 054066 072 073 074 CHAR
5336
5337 054076 114000 001000 001200 .ASCII /:;<=>?@ /
5338 054104 100000         .EVEN
5339 054106 101 102 103 APNT,1000,1200
5340
5341 054124 114000 001000 001100 CHAR
5342 054132 100000         .ASCII /ABCDEFGHJKLM /
5343 054134 116 117 120 .EVEN
5344
5345 054152 114000 001000 001000 APNT,1000,1100
5346 054160 100000         CHAR
5347 054162 133 134 135 .ASCII /NOPQRSTUVWXYZ /
5348
5349
5350 054170 117774 001000 000602 .EVEN
5351 054176 100000         APNT!ALL,1000,602
5352 054200 040 041 042 CHAR
5353
5354 054220 114000 001000 000502 .ASCII ? !'#$%&'()*+,-./?
5355 054226 100000         .EVEN
5356 054230 060 061 062 APNT,1000,502

```


5357	054242	114000	001000	000402	APNT,1000,402
5358	054250	100000			CHAR
5359	054252	072	073	074	.ASCII /:;<=>?@ /
5360					.EVEN
5361	054262	114000	001000	000302	APNT,1000,302
5362	054270	100000			CHAR
5363	054272	101	102	103	.ASCII /ABCDEFGHIJKLM /
5364					.EVEN
5365	054310	114000	001000	000202	APNT,1000,202
5366	054316	100000			CHAR
5367	054320	116	117	120	.ASCII /NOPQRSTUVWXYZ /
5368					.EVEN
5369	054336	114000	001000	000102	APNT,1000,102
5370	054344	100000			CHAR
5371	054346	133	134	135	.ASCII /[\] ^ _ /
5372					.EVEN
5373	054354	173000			STOPN
5374					
5375	054356				END.TEST

*
* END TEST 17
*

5839	057614	114000	000000	000000	X2INC:	APNT,0,0	:	X2 INCREMENT.
5840	057622	173000				STOPN		
5841	057624	114000	040000	000000	X2INCA:	APNT,1!0,0		
5842	057632	144100				RNLN,DBLPX		
5843	057634	000777			X2INCB:	000777		
5844	057636	173000				STOPN		
5845	057640	160000	057624			DJMP,X2INCA		
5846								
5847	057644	114000	000000	000000	YUP:	APNT,0,0	:	Y UP.
5848	057652	144000	000377			RNLN,377		
5849	057656	173000				STOPN		
5850								
5851	057660	114000	000000	000002	YDN:	APNT,0,2	:	Y DOWN.
5852	057666	144040	000377			RNLN,YDOWN,377		
5853	057672	173000				STOPN		
5854								
5855	057674	114000	000000	000000	Y2UP:	APNT,0,0	:	Y SKIP UP.
5856	057702	144400	000377			RNLN!RLSKIP,377		
5857	057706	173000				STOPN		
5858								
5859	057710	114000	000000	000004	Y2DN:	APNT,0,4	:	Y SKIP DOWN.
5860	057716	144440	000377			RNLN!RLSKIP!YDOWN,377		
5861	057722	173000				STOPN		
5862								
5863	057724					END.TEST		

```
*****  
: *  
: *      END TEST 22  
: *  
: *  
*****
```

5865

```
*****  
*  
* BEGIN TEST 23 - CURSOR REGISTERS/SWITCH/MATCH  
*  
*****
```

: (ITERATION COUNT = 3.)

5866
5867
5868
5869
5870
5871
5872
5873
5874
5875
5876
5877
5878
5879
5880
5881
5882
5883
5884
5885
5886
5887
5888
5889
5890
5891
5892
5893
5894
5895
5896
5897
5898
5899
5900
5901
5902 060014 005737 002502
5903 060020 001402
5904 060022 000137 064660

: THIS TEST, USING THE LOADABLE CURSOR POSITION REGISTERS AND 'SOFT' SWITCH,
: PERFORMS THE FOLLOWING CHECKS ON THE CURSOR REGISTERS, JOYSTICK SWITCH, AND
: CURSOR MATCH AND ASSOCIATED LOGIC FOR EACH AVAILABLE SYNC GENERATOR CHANNEL:

- (1) WRITE/READ TEST OF THE CURSOR POSITION REGISTERS USING DATA OF ALL 1'S AND ALL 0'S, USING PROGRAMMED I/O (VIA DXR AND DYP) TO CHECK FOR STUCK 0'S, STUCK 1'S AND DUAL ADDRESSING.
- (2) WRITE/READ TEST OF THE CURSOR POSITION REGISTERS VIA THE DISPLAY FILE INSTRUCTION LDPC (LOAD CURSOR POSITION) AND CURD (CURSOR READ), USING AN INCREMENTING COUNT PATTERN ON THE X POSITION (0 - 3776) AND A DECREMENTING COUNT PATTERN ON THE Y POSITION (3776 - 0).
- (3) WRITE/READ TEST OF THE SWITCH ENABLE, MATCH ENABLE, AND CROSSHAIR INTENSITY ENABLE BITS USING PROGRAMMED I/O TO SET AND CLEAR ALL BITS.
- (4) WRITE/READ TEST OF THE ENABLE BITS VIA DISPLAY FILE INSTRUCTION LDJSS (LOAD JOYSTICK STATUS), USING ALL COMBINATIONS OF LOAD-ENABLES AND DATA.
- (5) SET THE SWITCH ENABLE AND MATCH ENABLE BITS, THEN PERFORM A WRITE TO THE JOYSTICK STATUS REGISTER OF ANOTHER CHANNEL WITH DATA CONFIGURED TO SET THE ENABLE BITS; VERIFY THAT THE ENABLES OF THE CHANNEL UNDER TEST WERE CLEARED. FAILURE HERE INDICATES A FAULTY CHANNEL ADDRESS DECODER IN THE SYNC CHANNEL UNDER TEST.
- (6) TEST OPERATION OF THE JOYSTICK SWITCH INTERRUPT.
- (7) TEST OPERATION OF THE CURSOR MATCH INTERRUPT. FLOATING 1'S AND 0'S PATTERNS ARE USED IN THE CURSOR X AND Y POSITIONS TO VERIFY THE A MATCH OCCURS ON THE SELECTED POINT WHILE DRAWING A VECTOR THROUGH IT, AND THAT A MATCH DOES NOT OCCUR WHILE DRAWING VECTORS AROUND THE SELECTED POINT PARALLEL TO THE X AND Y AXES.

TST DPUMOD ; DPU-MODE ONLY?
BEQ CSMTST ; BR IF NOT -- OK TO EXECUTE.
JMP CSMXIT ; YES -- JUST GO TO EXIT.


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6002                                     ;CHECK DUAL ADDRESSING -- VERIFY THAT X NOT CHANGED BY WRITING Y.
6003
6004
6005 060534 012701 103776          CSM14: MOV    #BIT15!^03776,R1 ; EXPECT CURSOR X TO BE ALL 1'S
6006 060540 012703 100000        MOV    #BIT15!0,R3       ; EXPECT CURSOR Y TO BE 0
6007 060544                BISW3   CSCH.11,#WRTCPX,R5 ; SET UP WRITE CURSOR W/ CHANNEL
      060544 012705 140000        MOV    #WRTCPX,R5
      060550 053705 065010        BIS    CSCH.11,R5

6008
6009 060554                1$:     BGNSEG                ;<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<BEGIN SEGMFNT
6010 060556 013700 065012        MOV    CSRETRY,R0       ; @@@R
6011 060562                10$:    BISW3   R5,R1,@DXR      ; LOAD CURSOR X WITH A PATTERN.
      060562 010146                MOV    R1,-(SP)
      060564 050516                BIS    R5,(SP)
      060566 012677 122244        MOV    (SP)+,@DXR
6012 060572 004737 027454        JSR    PC,WAITF
6013 060576                BISW3   R5,R3,@DYR      ; LOAD OPPOSITE PATTERN INTO CURSOR Y.
      060576 010346                MOV    R3,-(SP)
      060600 050516                BIS    R5,(SP)
      060602 012677 122232        MOV    (SP)+,@DYR
6014 060606 004737 065336        JSR    PC,GETCURS     ; GET THE CURSOR INTO R2 & R4.
6015 060612 020102                CMP    R1,R2           ; CHECK DXR (X-CURSOR)
6016 060614 001002                BNE    2$              ; BR IF ERROR
6017 060616 020304                CMP    R3,R4           ; CHECK DYR (Y-CURSOR)
6018 060620 001412                BEQ    3$              ; BR IF OK.
6019 060622 005300                2$:     DEC    R0        ; DECREMENT THE RETRY COUNTER ;@@@R
6020 060624 100356                BPL    10$            ; GO TRY AGAIN IF NOT NEGATIVE ;@@@R
6021 060626                HRDEAR CRDAY,RLXYE     ; REPORT THE ERROR.
6022 060646                3$:     ENDSEG                ;>>>>>>>>>>>>>>>END SEGMENT
6023
6024 060650 032703 003776          BIT    #^03776,R3      ; DID WE WRITE 1'S INTO Y YET?
6025 060654 001004                BNE    4$              ; BR IF YES, SO WE'RE DONE.
6026 060656 010103                MOV    R1,R3           ; NO, SO SWAP PATTERNS.
6027 060660 012701 100000        MOV    #BIT15,R1      ; ... SET UP TO WRITE X TO 0.
6028 060664 000733                BR     1$              ; LOOP BACK TO DO IT.
6029 060666                4$:

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6104
6105 ; TEST ENABLES WITH GENERAL WRITE/READ FROM DISPLAY FILE.
6106
6107 061276 112737 000000 026106 CSMT8: MOV B #0,INTMASK
6108 061304 004737 026114 JSR PC,ENAIN ; ENABLE INTERRUPTS, TO FIND BAD ONES.
6109 061310 013704 065006 MOV CSCH.8,R4 ; GET A COPY OF THE CHANNEL #, FOR INSERTING.
6110 061314 BSW3 R4,#CUIOFF!CUOFF,CSMF2A ; SET UP TO CLEAR ALL.
    061314 012746 146052 MOV #CUIOFF!CUOFF,-(SP)
    061320 050416 BIS R4,(SP)
    061322 012637 065054 MOV (SP)+,CSMF2A
6111 061326 BSW3 R4,#LDJSS,CSMF2B ; SET UP TO GENERAL WRITE.
    061326 012746 146000 MOV #LDJSS,-(SP)
    061332 050416 BIS R4,(SP)
    061334 012637 065056 MOV (SP)+,CSMF2B
6112 061340 BSW3 R4,#CURD,CSMF2C ; SET UP FOR READ.
    061340 012746 146100 MOV #CURD,-(SP)
    061344 050416 BIS R4,(SP)
    061346 012637 065060 MOV (SP)+,CSMF2C
6113 061352 BSW3 R4,#LDJSS!^077,CSMF2D ; SET UP TO SET ALL.
    061352 012746 146077 MOV #LDJSS.^077,-(SP)
    061356 050416 BIS R4,(SP)
    061360 012637 065064 MOV (SP)+,CSMF2D
6114
6115 061364 1$: BGNSEG ; <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< BEGIN SEGMENT
6116 061366 012701 100000 MOV #BIT15,R1 ; ASSUME JSSIE AND JSMIE WILL BE 0.
6117 061372 010103 MOV R1,R3 ; ASSUME CHIE WILL BE 0.
6118 061374 013705 065056 MOV CSMF2B,R5 ; GET A COPY OF THE WRITTEN BITS.
6119 061400 032705 000002 BIT #JSWE,R5 ; ENABLED TO WRITE SWITCH ENABLE?
6120 061404 001405 BEQ 2$ ; BR IF NO -- LEAVE EXPECTED ALONE.
6121 061406 032705 000001 BIT #JSWD,R5 ; WRITE TO 1?
6122 061412 001402 BEQ 2$ ; BR IF NO -- LEAVE AT 0.
6123 061414 052701 004000 BIS #JSSIES,R1 ; YES -- SET EXPECTED STATUS.
6124 061420 2$:
6125 061420 032705 000010 BIT #JMWE,R5 ; ENABLED TO WRITE MATCH ENABLE?
6126 061424 001405 BEQ 3$ ; BR IF NO -- LEAVE EXPECTED ALONE.
6127 061426 032705 000004 BIT #JMWD,R5 ; WRITE TO 1?
6128 061432 001402 BEQ 3$ ; BR IF NO -- LEAVE AT 0.
6129 061434 052701 010000 BIS #JSMIES,R1 ; YES -- SET EXPECTED STATUS.
6130 061440 3$:
6131 061440 032705 000040 BIT #JCWE,R5 ; ENABLED TO WRITE CROSSHAIR ENABLE?
6132 061444 001405 BEQ 4$ ; BR IF NO -- LEAVE EXPECTED ALONE.
6133 061446 032705 000020 BIT #JCWD,R5 ; WRITE TO 1?
6134 061452 001402 BEQ 4$ ; BR IF NO -- LEAVE AT 0.
6135 061454 052703 010000 BIS #CHIE,R3 ; YES -- SET EXPECTED STATUS.
6136
6137 061460 013700 065012 4$: MOV CSRETRY,R0 ; @@@R
6138
6139 061464 40$: DPSTART #CSMF2A ; EXECUTE CLEAR ALL, THEN GENERAL WRITE.
    061464 012777 065054 121340 MOV #CSMF2A,@DPC ; START THE DPU.
    061472 004737 027454 JSR PC,WAITF ; WAIT FOR DISPLAY STOP.
6140 061476 004737 065430 JSR PC,RDJSE ; GET DXR, DYR INTO R2, R4.
6141 061502 020102 CMP R1,R2 ; CHECK DXR (X-CURSOR)
6142 061504 001002 BNE 41$ ; BR IF ERROR
6143 061506 020304 CMP R3,R4 ; CHECK DYR (Y-CURSOR)
6144 061510 001412 BEQ 43$ ; BR IF OK.
6145 061512 005300 41$: DEC R0 ; DECREMENT THE RETRY COUNTER ;@@@R
6146 061514 100363 BPL 40$ ; GO TRY AGAIN IF NOT NEGATIVE ;@@@R
    
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6147 061516 HRDERR CEZWE,RLXYE ; REPORT THE ERROR.
6148 061536 43$: MOV #BIT15.JSSIES,JSMIES,R1 ; ASSUME SWITCH & MATCH ENABLES ARE 1.
6149 061536 012701 114000 MOV #BIT15.CHIE,R3 ; ASSUME CROSSHAIR ENABLE IS 1.
6150 061542 012703 110000
6151
6152 061546 032705 000002 BIT #JSWE,R5 ; ENABLED TO WRITE SWITCH ENABLE?
6153 061552 001405 BEQ 5$ ; BR IF NO -- LEAVE EXPECTED ALONE.
6154 061554 032705 000001 BIT #JSWD,R5 ; WRITE TO 0?
6155 061560 001002 BNE 5$ ; BR IF NO -- LEAVE AT 1.
6156 061562 042701 004000 BIC #JSSIES,R1 ; YES -- CLEAR EXPECTED STATUS.
6157
6158 061566 5$: BIT #JMWE,R5 ; ENABLED TO WRITE MATCH ENABLE?
6159 061566 032705 000010 BEQ 6$ ; BR IF NO -- LEAVE EXPECTED ALONE.
6160 061572 001405 BIT #JMWD,R5 ; WRITE TO 0?
6161 061574 032705 000004 BNE 6$ ; BR IF NO -- LEAVE AT 1.
6162 061600 001002 BIC #JSMIES,R1 ; YES -- CLEAR EXPECTED STATUS.
6163 061602 042701 010000
6164 061606 6$: BIT #JCWE,R5 ; ENABLED TO WRITE CROSSHAIR ENABLE?
6165 061606 032705 000040 BEQ 7$ ; BR IF NO -- LEAVE EXPECTED ALONE.
6166 061612 001407 BIT #JCWD,R5 ; WRITE TO 0?
6167 061614 032705 000020 BNE 7$ ; BR IF NO -- LEAVE AT 1.
6168 061620 001004 BIC #CHIE,R3 ; YES -- CLEAR EXPECTED STATUS.
6169 061622 042703 010000 MOV CSRETRY,R0 ; @@@@
6170 061626 013700 065012
6171 061632 7$: DPCONT ; RESTART, TO SET ALL, THEN DO GENERAL WRITE.
6172 061632 052777 000001 121172 BIS #BIT0,@DPC ; CONTINUE THE DPU.
6173 061644 004737 027454 JSR PC,WAITF ; WAIT FOR DISPLAY STOP.
6174 061650 004737 065430 JSR PC,WAITF ; WAIT FOR DONE.
6175 061654 020102 JSR PC,RDJSE ; GET DXR, DYR INTO R2, R4.
6176 061656 001002 CMP R1,R2 ; CHECK DXR (X-CURSOR)
6177 061660 020304 BNE 72$ ; BR IF ERROR
6178 061662 001412 CMP R3,R4 ; CHECK DYR (Y-CURSOR)
6179 061664 005300 BEQ 73$ ; BR IF OK.
6180 061666 100361 72$: DEC R0 ; DECREMENT THE RETRY COUNTER ;@@@R
6181 061670 BPL 7$ ; GO TRY AGAIN IF NOT NEGATIVE ;@@@R
6182 HRDERR CESWE,PLXYE ; REPORT THE ERROR.
6183 061710 73$: ENDSEG ;>>>>>>>>>>END SEGMENT
6184 061712 005237 065056 INC CSMF2B ; INCREMENT THE LDJSS WRITE DATA.
6185 061716 032737 000077 065056 BIT #^077,CSMF2B ; DONE ALL COMBOS?
6186 061724 001402 BEQ 8$ ; BR TO EXIT IF YES.
6187 061726 000137 061364 JMP 1$ ; NO, SO LOOP BACK FOR ANOTHER ROUND.
6188 061732 8$:
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6269
6270      ;(3) SET SWITCH AND ENABLE, SEE PENDING INTERRUPT
6271
6272 062312 CSMT12: BGNSEG          ;<<<<<<<<<<<<<<<BEGIN SEGMENT
6273 062314   INITDP
6274 062314 004737 025402 JSR   PC,DPINIT          ; GO DO SOFT INIT, CHECK THE STATE.
6275 062320 004737 026176 JSR   PC,DSBINT
6276 062324 012746 042003 BISW3 CSCH.8,#WJSS!JSWE!JSWD,@DXR ; ENABLE SWITCH INTERRUPT.
6277 062330 053716 065006 MOV   #WJSS!JSWE!JSWD,-(SP)
6278 062334 012677 120476 BIS   CSCH.8,(SP)
6279 062340 004737 027454 MOV   (SP)+,@DXR
6280 062344 012746 160002 JSR   PC,WAITF
6281 062350 053716 065006 BISW3 CSCH.8,#WECC!SWCHON,@DYR    ; TURN THE SWITCH ON.
6282 062354 012677 120460 MOV   #WECC!SWCHON,-(SP)
6283 062360 004737 027454 BIS   CSCH.8,(SP)
6284 062364 012701 100016 MOV   (SP)+,@DYR
6285 062370 012777 000002 JSR   PC,WAITF
6286 062370 017702 120432 MOV   #CHAR!JSLCKO!PINTRB!PVEC2,R1 ; EXPECT FLAGS TO SHOW PENDING.
6287 062376 012777 000002 RDDSRA FLG,R2              ; READ THE FLAGS REGISTER INTO R2.
6288 062376 017702 120432 MOV   #SELFLG,@DSR          ; READ FLG INTO R2 .
6289 062402 IFERROR NOSWPI,EXPREC
6290 062402 020102 CMP   R1,R2                ; OK?
6291 062404 001410 BEQ   64$                  ; YES.
6292 062406 HRDERR NOSWPI,EXPREC,    ; NO.
6293 062426 64$:
6294 062426 1$:
6295 062426 BISW3 CSCH.8,#WECC,@DYR          ; TURN OFF THE SWITCH.
6296 062426 012746 160000 MOV   #WECC,-(SP)
6297 062432 053716 065006 BIS   CSCH.8,(SP)
6298 062436 012677 120376 MOV   (SP)+,@DYR
6299 062442 004737 027454 JSR   PC,WAITF
6300 062446 BISW3 CSCH.8,#WJSS!JSWE!0,@DXR
6301 062446 012746 042002 MOV   #WJSS!JSWE!0,-(SP)
6302 062452 053716 065006 BIS   CSCH.8,(SP)
6303 062456 012677 120354 MOV   (SP)+,@DXR
6304 062462 004737 027454 JSR   PC,WAITF
6305 062466 012777 040000 MOV   #GTJSSW,@DXR          ;DISMISS INTR REQ, IF ANY
6306 062474 004737 027454 JSR   PC,WAITF
6307 062500 WTDSRA #0,FLG              ; CLEAR THE FLAGS AND INTERRUPT.
6308 062500 012777 000012 MOV   #08^C17!SETFLG,@DSR
6309 062506 004737 023422 JSR   PC,IIRCHK           ; CHECK THE INTERNAL REGISTERS
6310 062512 2$: ENDSEG          ;>>>>>>>>>>>>>>END SEGMENT
6311 062514 004737 026074 JSR   PC,DPRESET         ; DO SOFT INITIALIZE.

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6295
6296 ;(4) SET SWITCH AND ENABLE, CHECK FOR PROPER INTERRUPT.
6297
6298 062520 CSMT13: BGNSEG ;<<<<<<<<<<<<<<<<<<<<<<<<<BEGIN SEGMENT
6299 062522 INITDP
        062522 004737 025402 JSR PC,DPINIT ; GO DO SOFT INIT, CHECK THE STATE.
6300 062526 004737 026114 JSR PC,ENAINI
6301 062532 INTSET JSS
        062532 012737 177610 026106 MOV #0177400!IOKCKIN!IOKJSS,INTMASK ; PRIME FLAG, EXPECT JSS
6302 062540 BISW3 CSCH.8,#WJSS!JSWE!JSWD,@DXR ; ENABLE SWITCH INTERRUPT.
        062540 012746 042003 MOV #WJSS!JSWE!JSWD,-(SP)
        062544 053716 065006 BIS CSCH.8,(SP)
        062550 012677 120262 MOV (SP)+,@DXR
6303 062554 004737 027454 JSR PC,WAITF
6304 062560 BISW3 CSCH.8,#WECC!SWCHON,@D'4 ; TURN THE SWITCH ON.
        062560 012746 160002 MOV #WECC!SWCHON,-(SP)
        062564 053716 065006 BIS CSCH.8,(SP)
        062570 012677 120244 MOV (SP)+,@DYR
6305 062574 004737 027454 JSR PC,WAITF
6306 062600 012702 0C0100 MOV #100,R2
6307 062604 105737 026107 10$: TSTB INTFLAG ; DID WE INTERRUPT?
        062610 100002 BPL 11$ ; BR IF YES.
6309 062612 005302 DEC R2
6310 062614 003373 BGT 10$
6311 062616 105737 026107 11$: TSTB INTFLAG ; DID WE GET GOOD INTERRUPT?
        062622 001414 BEQ 2$ ; BR IF YES
6313 062624 012701 062604 MOV #10$,R1 ; GET CPU PC.
6314 062630 HRDERR NOSWI,INTERR
6315 062650 000137 062654 JMP 3$ ; MIGHT AS WELL QUIT.
6316
6317 062654 2$:
6318
6319 062654 3$: ENDSEG ;>>>>>>>>>>>>>>>>>>>>>>END SEGMENT
6320 062656 004737 026074 JSR PC,DPRESËT ; DO SOFT INIT.
  
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063150 004737 026074
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063156 112737 000000 026106
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063170 012746 146076
063174 053716 065006
063200 012637 065162
063204 012746 175000
063210 053716 065004
063214 012637 065166
063214 012746 175402
063220 053716 065004
063224 012637 065156
063230
063234 012746 146152
063240 053716 065006
063244 012637 065210
063244 012737 000002 065264
063252 012737 020002 065302
063260 012737 020002 065320
063266 004737 026176
063272 112737 000202 026106
063300 032737 000001 027700
063306 001406
063310
063310 012777 065116 117514
063316 004737 027454
063322 000405
063324 012777 065132 117500
063332 004737 027454
063336
063340 004737 026114
063344 012737 064670 064666
063352 012737 064670 064664 2\$:
063360 017737 001302 065172
063366 017737 001272 065170 3\$:
063374 005737 003230
063400 001027
063402 032737 000002 065172
063410 001012
063412 012737 000004 065264
063420 012737 020004 065302
063426 012737 020002 065320
063434 000411
063436 012737 000002 065264 30\$:
063444 012737 020002 065302
063452 012737 020004 065320
063460
063462 112737 000200 026106 4\$:

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: VERIFY THE CURSOR MATCH OPERATION.  
; CSMT15: JSR PC,DPRESET ; DO SOFT INIT.  
; BGNSEG ; <<<<<<<<<<<<<<<<<< BEGIN SEGMENT  
; MOV #0,INTMASK ; DON'T EXPECT INTERRUPTS  
; BISW3 CSCH.8,#CUIM!CUON,CSMF4B ; INSERT CHANNEL # IN FILE.  
; MOV #CUIM!CUON,-(SP)  
; BIS CSCH.8,(SP)  
; MOV (SP)+,CSMF4B  
; BISW3 CSCH.6,#LDPC,CSMF4LC  
; MOV #LDPC,-(SP)  
; BIS CSCH.6,(SP)  
; MOV (SP)+,CSMF4LC  
; BISW3 CSCH.6,#LDECC!SWCHON,CSMF4C  
; MOV #LDECC!SWCHON,-(SP)  
; BIS CSCH.6,(SP)  
; MOV (SP)+,CSMF4C  
; BISW3 CSCH.8,#CURD!JSWE!JMWE!JCWE,CSMF4J  
; MOV #CURD!JSWE!JMWE!JCWE,-(SP)  
; BIS CSCH.8,(SP)  
; MOV (SP)+,CSMF4J ; ASSUME NON-INTERLACED POSITION  
; MOV #2,CSMF4F+2  
; MOV #M!2,CSMF4G+2  
; MOV #M!2,CSMF4H+2  
; JSR PC,DSBINT  
; MOV #IOKCKIN!IOKJSM,INTMASK ; SAY MATCH INTR OK, WE WILL CHECK.  
; BIT #BIT0,LOOPK ; ARE WE IN AN ODD-NUMBERED ITERATION?  
; BEQ 11$ ; BR IF NO.  
; DPSTART #CSMF4V ; YES --START THE SETUP FILE FOR VISUAL.  
; MOV #CSMF4V,@DPC ; START THE DPU.  
; JSR PC,WAITF ; WAIT FOR DISPLAY STOP.  
; BR 11$  
; DPSTART #CSMF4U ; START TO PUT MEMORIES IN WRITE-ONLY MODE.  
; MOV #CSMF4U,@DPC ; START THE DPU.  
; JSR PC,WAITF ; WAIT FOR DISPLAY STOP.  
; 1$: ENDSEG ; <<<<<<<<<<<<<<<<<< END SEGMENT.  
; JSR PC,ENAINTR ; ENABLE INTERRUPTS.  
; MOV #CSMPTB,CSMPY ; CSMPY = TABLE POINTER FOR Y POSITIONS  
; MOV #CSMPTB,CSMPX ; CSMPX = TABLE POINTER FOR X POSITIONS  
; @CSMPY,CSMF4Y ; SETUP Y CURSOR POSITION.  
; @CSMPX,CSMF4X ; SETUP X CURSOR POSITION.  
; TST INTLAC ; ARE WE IN INTERLACED MODE?  
; BNE 4$ ; BR IF YES -- POSITIONING IS OK.  
; BIT #BIT1,CSMF4Y ; NO -- ARE WE ON AN ODD LINE?  
; BNE 30$ ; BR IF YES -- CAN WRITE ABOVE, NOT BELOW  
; MOV #4,CSMF4F+2 ; EVEN LINE -- SETUP FOR Y+4.  
; MOV #M.4,CSMF4G+2 ; ... AND BACK DOWN BY 4  
; MOV #M!2,CSMF4H+2 ; ... AND BELOW Y BY 2.  
; BR 4$  
; MOV #2,CSMF4F+2 ; ODD LINE -- SETUP FOR Y+2,  
; MOV #M!2,CSMF4G+2 ; ... AND BACK DOWN TO Y,  
; MOV #M.4,CSMF4H+2 ; ... BUT DOWN TO Y-4.  
; 4$: BGNSEG ; <<<<<<<<<<<<<<<<<< BEGIN SEGMENT  
; MOV #IOKCKIN,INTMASK ; SAY WE'LL CHECK UNEXP. INTR.
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6397	063470	013705	065012			MOV	CSRETRY,R5	
6398	063474	013701	065170			MOV	CSMF4X,R1	
6399	063500	013703	065172			MOV	CSMF4Y,R3	
6400	063504	052701	100000			BIS	#BIT15,R1	
6401	063510	052703	100000			BIS	#BIT15,R3	
6402	063514					BISW3	CSCH.8,#WECC,@DYR	; CLEAR THE SWITCH
	063514	012746	160000			MOV	#WECC,-(SP)	
	063520	053716	065006			BIS	CSCH.8,(SP)	
	063524	012677	117310			MOV	(SP)+,@DYR	
6403	063530	004737	027454			JSR	PC,WAITF	
6404	063534	112737	000377	026107	43\$:	MOVB	#^0377,INTFLAG	; PRIME THE INTERRUPT FLAG
6405	063542					DPSTART	#CSMF4D	
	063542	012777	065176	117262		MOV	#CSMF4D,@DPC	; START THE DPU.
	063550	004737	027454			JSR	PC,WAITF	; WAIT FOR DISPLAY STOP.
6406	063554	017702	117252			MOV	@DPC,R2	
6407	063560	105737	026107			TSTB	INTFLAG	; ANY INTERRUPTS?
6408	063564	002414				BLT	403\$	
6409	063566	010146				MOV	R1,-(SP)	
6410	063570	012701	063552			MOV	#.-14.,R1	
6411	063574					HRDERR	IFAUULT,INTERR	
6412	063614	012601				MOV	(SP)+,R1	
6413	063616				403\$:			
6414	063616	004737	065362			JSR	PC,RDDXY	
6415	063622	020102				CMP	R1,R2	
6416	063624	001002				BNE	44\$	
6417	063626	020304				CMP	R3,R4	
6418	063630	001414				BEQ	45\$	
6419	063632	005305			44\$:	DEC	R5	
6420	063634	100337				BPL	43\$	
6421	063636					HRDERR	CRWRE,RLXYE	
6422	063656	000137	064552			JMP	8\$; GO TRY THE NEXT COORDINATES.
6423	063662				45\$:			
6424	063662	112737	000202	026106		MOVB	#I0KCKIN!I0KJSM,INTMASK	; SAY WE'LL CHECK FOR MATCH
6425	063670	112737	000377	026107		MOVB	#^0377,INTFLAG	; PRIME THE INTERRUPT FLAG.
6426	063676					DPCONT		
	063676	052777	000001	117126		BIS	#BIT0,@DPC	; CONTINUE THE DPU.
	063704	004737	027454			JSR	PC,WAITF	; WAIT FOR DISPLAY STOP.
6427	063710	012701	000100			MOV	#100,R1	; SETUP A WATCHDOG COUNTER.
6428	063714	105737	026107		40\$:	TSTB	INTFLAG	; DID WE GET AN INTERRUPT?
6429	063720	100002				BPL	41\$; BR IF YES.
6430	063722	005301				DEC	R1	
6431	063724	003373				BGT	40\$	
6432	063726	017702	117100		41\$:	MOV	@DPC,R2	; GET DPC FOR ERROR.
6433	063732	017737	117100	003170		MOV	@DXR,SDXR	
6434	063740	017737	117074	003172		MOV	@DYR,SDYR	
6435	063746	105737	026107			TSTB	INTFLAG	
6436	063752	001417				BEQ	5\$; WAS IT A GOOD INTERRUPT?
6437	063754	002434				BLT	50\$; BR IF NO INTERRUPT OCCURRED.
6438	063756	010146				MOV	R1,-(SP)	
6439	063760	012701	063714			MOV	#40\$,R1	
6440	063764					HRDERR	NOCMI,INTERR	
6441	064004	012601				MOV	(SP)+,R1	
6442	064006	000137	064046			JMP	50\$	
6443								
6444	064012				5\$:			
6445	064012	027727	117014	065234		CMP	@DPC,#CSMF4K+2	; DID WE GET TO THE STOPN (NO MATCH)?
6446	064020	001040				BNE	51\$; BR IF NO

```

6447 064022 HRDERR NOMST,PNTCOOR
6448 064042 000137 064362 JMP 7$ ; GO SEE IF OTHER THINGS CHECK OUT.
6449
6450 064046 50$: ; COME HERE IF NO MATCH INTERRUPT OCCURRED.
6451 064046 020227 065232 CMP R2,#CSMF4K ; DID WE DO A MATCH STOP?
6452 064052 001011 BNE 501$ ; BR IF NO
6453 064054 HRDERR CMNOMI,PNTCOOR ; YES
6454 064074 000412 BR 51$ ; GO CHECK OTHER MATCH DATA.
6455 064076 501$: HRDERR NOMAT,PNTCOOR ; NO MATCH AT ALL.
6456 064116 000137 064362 JMP 7$ ; GO SEE IF IT MATCHES ELSEWHERE.
6457
6458
6459 064122 51$: ; COME HERE IF WE THINK WE GOT A MATCH
6460
6461 064122 012701 065232 MOV #CSMF4K,R1 ; EXPECT DPC TO BE JUST AFTER MATCH.
6462 064126 012703 113774 MOV #LVEC!ALL,R3 ; EXPECT DSR TO SHOW LVEC & ALL PIX BITS
6463 064132 017702 116674 MOV @DPC,R2 ; GET ACTUAL DPC.
6464 064136 017704 116672 MOV @DSR,R4 ; AND THE DSR.
6465 064142 IFERRX2 MATPCS,EXPRC2
064142 020102 CMP R1,R2 ; 1ST ITEM OK?
064144 001002 BNE 65$ ; NO.
064146 020304 CMP R3,R4 ; 2ND ITEM OK?
064150 001410 BEQ 64$ ; YES.
064152 65$: HRDERR MATPCS,EXPRC2, ; NO.
064172 64$:

6466
6467 064172 013701 065170 MOV CSMF4X,R1 ; GET EXPECTED MATCH X
6468 064176 013703 065172 MOV CSMF4Y,R3 ; ... AND THE Y.
6469 064202 017702 116630 MOV @DXR,R2 ; GET DXR, SHOULD HOLD MATCH X
6470 064206 017704 116626 MOV @DYR,R4 ; GET DYR, SHOULD HOLD MATCH Y.
6471 064212 IFERRX2 MATXYE,EXPRC2
064212 020102 CMP R1,R2 ; 1ST ITEM OK?
064214 001002 BNE 67$ ; NO.
064216 020304 CMP R3,R4 ; 2ND ITEM OK?
064220 001410 BEQ 66$ ; YES.
064222 67$: HRDERR MATXYE,EXPRC2, ; NO.
064242 66$:

6472
6473 064242 012777 100000 116566 MOV #RSTPOS,@DXP ; RESTORE GRAPHIC POSITION TO DXR, DYR
6474 064250 004737 027454 JSR PC,WAITF ; WAIT FOR STOP.
6475 064254 062701 000004 ADD #4,R1 ; X SHOULD BE X(MATCH)+4
6476 064260 017702 116552 MOV @DXR,R2 ; GET ACTUAL DXR
6477 064264 017704 116550 MOV @DYR,R4 ; ... AND DYR.
6478 064270 IFERRX2 MATPOS,EXPRC2
064270 020102 CMP R1,R2 ; 1ST ITEM OK?
064272 001002 BNE 69$ ; NO.
064274 020304 CMP R3,R4 ; 2ND ITEM OK?
064276 001410 BEQ 68$ ; YES.
064300 69$: HRDERR MATPOS,EXPRC2, ; NO.
064320 68$:

6479
6480 064320 012701 110000 0$: MOV #LVEC,R1 ; GET OP-CODE EXPECTED FOR FLAGS.
6481 064324 RDDSRA FLG,R2 ; GET FLAGS.
064324 012777 000002 116502 MOV #SELFLG,@DSR ; READ FLG INTO R2 .
064332 017702 116476 MOV @DSR,R2
6482 064336 IFERROR MATFLE,FLGER,7$
064336 020102 CMP R1,R2 ; OK?
  
```



```

064650 000137 060046      64$: JMP CSMITR
064654 004737 030072      65$: JSR PC,TSTEND ; PRINT ERROR SUMMARY, IF REQ'D.
6525 064660      CSMXIT: EXIT TST
6526
6527
6528
6529 ; TABLE OF MATCH POINTS -- ALL VALUES ARE USED FOR X AND Y:
6530
6531 064664 000000      CSMPX: .WORD 0
6532 064666 000000      CSMPY: .WORD 0
6533
6534 064670 000000 000002 000004      CSMPTB: .WORD 0,BIT1,BIT2,BIT3,BIT4 ; FIRST, FLOATING 1 ON 0'S, BITS 2
6535 064702 000040 000100 000200      .WORD BIT5,BIT6,BIT7,BIT8,BIT9 ; ... THRU 9.
6536      A1=^01776 ; ALL 1'S FOR POSITION
6537 064714 001776 001774 001772      .WORD A1,A1&^CBIT1,A1&^CBIT2,A1&^CBIT3,A1&^CBIT4 ; THEN, FLOATING 0 ON 1'S
6538 064726 001736 001676 001576      .WORD A1&^CBIT5,A1&^CBIT6,A1&^CBIT7,A1&^CBIT8,A1&^CBIT9
6539 064740 001252 000524 001462      .WORD 1252,524,1462,636 ; ALTERNATING BITS AND PAIRS.
6540 064750 000006 000016 000036      .WORD 6,16,36,76,176,376
6541 064764 001770 001760 001740      .WORD 1770,1760,1740,1700,1600,1400
6542 065000 000000      CSMPTE: .WORD 0
6543
6544 065002 000000      CSCHAN: .WORD 0
6545 065004 000000      CSCH.6: .WORD 0
6546 065006 000000      CSCH.8: .WORD 0
6547 065010 000000      CSCH.11: .WORD 0
6548
6549 065012 000002      CSRETRY: .WORD 2
6550
6551 ; EXTENDED PRINTOUT FOR SYNC CHANNEL:
6552 065014      PRSYCH: PRINTX #FSYCHAN,CSCHAN
6553 065040 000207      RTS PC
6554
6555 ;DISPLAY FILES FOR CURSOR/SWITCH/MATCH TEST --
6556
6557 065042 175000 000000 000000      CSMF1A: .WORD LDCP,0,0 ;LOAD CURSOR POSITION REGISTERS
6558 065050 146100      CSMF1B: .WORD CURD ;READ THEM BACK
6559 065052 173000      .WORD STOPN
6560
6561 065054 146052      CSMF2A: .WORD CUIOFF!CUOFF ; CLEAR ALL ENABLES
6562 065056 146012      CSMF2B: .WORD CUIOFF ; DO GENERAL WRITE
6563 065060 146100 173000      CSMF2C: .WORD CURD,STOPN ; READ CURSOR (ENABLES COME TOO), THEN STOP
6564 065064 146077      CSMF2D: .WORD CUON!^077 ; SET ALL ENABLES
6565 065066 160000 065056      .WORD DJMP,CSMF2B ; THEN GO DO GENERAL WRITE AND READ.
6566
6567 065072 175000 001332 002464      CSMF3A: .WORD LDCP,^01332,^02464 ; LOAD CURSOR WITH SOME DATA
6568 065100 146013      CSMF3B: .WORD CUIS ; ENABLE SWITCH INTERRUPT
6569 065102 175402      CSMF3C: .WORD LDECC!SWCHON ; TURN ON THE SOFT SWITCH
6570 065104 164000 164000 164000      .WORD DNOP,DNOP,DNOP,DNOP ; DO SOME NO-OPS -- SHOULD STOP
6571 065114 173000      CSMF3D: .WORD STOPN ; STOP -- SWITCH DIDN'T WORK
6572
6573 ;DISPLAY FILE FOR CURSOR MATCH TEST:
6574
6575 065116 176074 176474 177074      CSMF4V: .WORD RDWRT!CHO,RDWRT.CH1,RDWRT!CH2,RDWRT.CH3 ; MEMORY SETUP, R/W.
6576 065126 160000 065142      .WORD DJMP,CSMF4A
6577
6578 065132 176034 176434 177034      CSMF4U: .WORD WRT!CHO,WRT.CH1,WRT.CH2,WRT!CH3 ; MEMORY SETUP, WRT-ONLY.
  
```

```

6579 065142 170140          CSMF4A: .WORD CLRMEM          ; CLEAR THE MEMORIES.
6580 065144 160001 065162          .WORD DJMS,CSMF4B          ; GO TURN ON CURSOR AND MATCH ENABLE
6581 065150 160001 065156 173000    .WORD DJMS,CSMF4C,STOPN      ; TURN SWITCH ON, AND STOP
6582 065156 175402 165000    CSMF4C: .WORD LDECC!SWCHON,DPOP ; TURN SWITCH ON, AND RETURN.
6583
6584 065162 146076 165000    CSMF4B: .WORD CUON,CUIM,DPOP    ; ENABLE CURSOR AND MATCH.
6585 065166 175000          CSMF4LC: .WORD LDCP          ; LOAD CURSOR POSITION.
6586 065170 000000          CSMF4X: .WORD 0              ; X
6587 065172 000000          CSMF4Y: .WORD 0              ; Y
6588 065174 165000          .WORD DPOP                ; RETURN.
6589
6590 065176 114000 160001 065170    CSMF4D: .WORD APNT,DJMS,CSMF4X ; SET MATCH POSITION
6591 065204 160001 065166          .WORD DJMS,CSMF4LC          ; LOAD CURSOR POSITION.
6592 065210 146152 173000    CSMF4J: .WORD CURD,JSWE,JMWE,JCWE,STOPN ; STOP FOR CHECK.
6593 065214 160001 065162          .WORD DJMS,CSMF4B          ; GO TURN ON MATCH ENABLE
6594 065220 160001 065156          .WORD DJMS,CSMF4C          ; GO TURN ON SWITCH
6595 065224 113774          .WORD LVEC!ALL             ; SET TO WHITE.
6596 065226 040004 000000          .WORD I,4,0                ; DRAW, SHOULD MATCH
6597 065232 173000          CSMF4K: .WORD STOPN          ; ... WITH DPC AT F4K
6598 065234 114000 160001 065170    CSMF4E: .WORD APNT,DJMS,CSMF4X ; RESTART. SET POINT
6599 065242 113600          .WORD LVEC!YELLOW          ; CHANGE COLOR
6600 065244 000002 000000          .WORD 2,0                  ; ... THEN MOVE TO X+2, Y.
6601 065250 041776 000000 061776    .WORD I,MAXX,0,I,M,MAXX,0    ; DRAW OUT TO RIGHT AND BACK.
6602 065260 113300          .WORD LVEC!VIOLET          ;
6603 065262 020002 000002          CSMF4F: .WORD M!2,2          ; GO TO ABOVE MATCH POINT
6604 065266 040000 001776 040000    .WORD I,0,MAXY,I,0,M!MAXY    ; ... AND DRAW UP AND BACK.
6605 065276 113500          .WORD LVEC.EGGBL           ;
6606 065300 020002 020002          CSMF4G: .WORD M!2,M,2          ;
6607 065304 061776 000000 041776    .WORD I!M!MAXX,0,I,MAXX,0    ; DRAW LEFT AND BACK.
6608 065314 113200          .WORD LVEC!GOLD            ;
6609 065316 000002 020002          CSMF4H: .WORD 2,M!2          ;
6610 065322 040000 021776 040000    .WORD I!0,M!MAXY,I,0,MAXY    ;
6611 065332 173000 173000          CSMF4I: .WORD STOPN,STOPN    ;
6612
6613
6614
6615 065336 004737 027454          ; SUBROUTINES:
6616 065342          ; GET CURSOR COORDINATES, AND READ MASKED DXR, DYR INTO R2, R4 --
065342 012746 042100          GETCURS: JSR PC,WAITF          ; WAIT FOR STOP BIT.
065346 053716 065006          BICW3 CSCH.8,#WRTJSS!BIT6,@DXR ; RETRIEVE CURSOR FROM SELECTED CHAN.
065352 012677 115460          MOV #WRTJSS!BIT6,-(SP)
065356 004737 027454          BIS CSCH.8,(SP)
6617 065356 004737 027454          MOV (SP)+,@DXR
6618 065362          JSR PC,WAITF          ; WAIT FOR STOP.
065362 017702 115450          RDDXY: BICW3 #^C<BIT15!^03777>,@DXR,R2 ; DXR TO R2, LEAVE FLAG & COORD.
065366 042702 074000          MOV @DXR,R2
6619 065372          BIC #^C<BIT15!^03777>,R2
065372 017704 115442          BICW3 #^C<BIT15!^03777>,@DYR,R4 ; DYR TO R4, LEAVE FLAG & COORD.
065376 042704 074000          MOV @DYR,R4
6620 065402 000207          BIC #^C<BIT15!^03777>,R4
6621          RTS PC
6622
6623 065404 004737 027454          ; GET JOYSTICK ENABLES-
6624 065410          GETJSE: JSR PC,WAITF          ; WAIT FOR STOP.
065410 012746 042100          BICW3 CSCH.8,#WRTJSS!BIT6,@DXR ; READ CURSOR
065414 053716 065006          MOV #WRTJSS!BIT6,-(SP)
065420 012677 115412          BIS CSCH.8,(SP)
6625 065424 004737 027454          MOV (SP)+,@DXR
          JSR PC,WAITF
  
```

```
6626 065430 RDJSE: BICW3 #^C<BIT15!JSSIES!JSMIES>, @DXR, R2 ; DXR TO R2, LEAVE ENABLES
      065430 017702 115402 MOV @DXR, R2
      065434 042702 063777 BIC #^C<BIT15!JSSIES!JSMIES>, R2
6627 065440 BICW3 #^C<BIT15!CHIE>, @DYR, R4 ; DYR TO R4.
      065440 017704 115374 MOV @DYR, R4
      065444 042704 067777 BIC #^C<BIT15!CHIE>, R4
6628 065450 000207 RTS PC
6629
6630 065452 FND.TEST
```

```
:*****
:
: END TEST 23
:
:*****
```



```

6871 067254 001416      BEQ      5$
6872 067256 005201      INC      R1
6873 067260 062704 000002  ADD     #2,R4
6874 067264 062705 000002  ADD     #2,R5
6875 067270 032701 000777  BIT     #777,R1
6876 067274 001325      BNE     2$
6877 067276 020127 137000  CMP     R1,#BM18
6878 067302 001011      BNE     6$
6879 067304 012701 136000  MOV     #BM14,R1
6880 067310 000720      BR      2$
6881 067312 020127 137000  5$:    CMP     R1,#BM18
6882 067316 001406      BEQ     10$
6883 067320 012701 137001  MOV     #BM18+1,R1
6884 067324 000705      BR      1$
6885 067326 012701 137000  6$:    MOV     #BM18+0,R1
6886 067332 000707      BR      2$
6887
6888 067334 004737 027514  10$:   JSR     PC,PAUSE1
6889 067340 004737 030072  JSR     PC,TSTEND
6890 067344
6891
6892
6893
6894 067350
6895 067372 000207
6896
6897
6898
6899 067374 164000 164000 164000  BM1:    DNOP, DNOP, DNOP      ; *** WRITE MODE (176024) ***
6900 067402 114000
6901 067404 000000  BM1X:   0
6902 067406 000000  BM1Y:   0
6903 067410 136000      BM14!0
6904 067412 000000  BM1PIX: 0
6905 067414 164000 164000 164000  DNOP, DNOP, DNOP      ; BIT MAP MODE...
6906 067422 173000      STOPN      ;...PIXEL BUFFER ADDRESS.
6907
6908 067424      END.TEST      ; *** READ MODE ( 176040) ***

```

```

*****
*
*      END TEST 26
*
*****

```


7063	070426	000000		0	: BUFFER ADDRESS.
7064	070430	164000	173000	DNOP, STOPN	
7065	070434	160000	070416	DJMP, BMOP1+2	
7066					
7067	070440	170140		BMOP2: CLRMEM	
7068	070442	114000	000000 000000	APNT, 0, 0	
7069	070450	134000		BM04!0	
7070	070452	000000		0	
7071	070454	164000	173000	DNOP, STOPN	
7072	070460	160000	070440	DJMP, BMOP2	
7073					
7074	070464			END.TEST	

*
* END TEST 27
*

```

7236 071464
7237 071466
7238 071470
7239 071472
7240 071474
7241 071476
7242 071500
7243 071502
7244 071504
7245 071506 001774
7246 071510 177777
7247 071512 000000 000000 000000
7248 071526 000000 000000 000000
7249
7250
7251 071546 176074 176474 177074
7252 071556 170140 173000
7253
7254 071562 117774
7255 071564 176074 176474 177074
7256 071574 170100 173000
7257
7258
7259
7260
7261
7262
7263
7264
7265
7266
7267
7268
7269
7270 071600 013700 072414
7271 071604 000300
7272 071606 042737 001400 072430
7273 071614 050037 072430
7274 071620 013737 072352 072354
7275 071626 012777 072420 111176
7276 071634 004737 027454
7277 071640 013702 072450
7278 071644 062702 001000
7279 071650 013703 072440
7280 071654 027702 111152
7281 071660 001003
7282 071662 027703 111146
7283 071666 001410
7284 071670
7285 071670
7286 071710 005004
7287 071712 013705 072436
7288 071716 062705 000002
7289 071722 027704 111110
7290 071726 001003
7291 071730 027705 111104
7292 071734 001410
  
```

```

CLP.D 2
CLP.D 1
CLMSHT: CLP.D 14
CLP.D 11
CLP.D 12
CLP.D 3
CLP.D 5
CLP.D 6
CLP.D 7
1774
-1
0,0,0,0,0,0
0,0,0,0,0,0,0,0
  
```

```

:DISPLAY FILES FOR CLEARING MEMORY:
CLR.Z2: RDWRT.CH0,RDWRT.CH1,RDWRT.CH2,RDWRT.CH3
CLRMEM,STOPN
CLR.D2: APNT.ALL
RDWRT.CH0,RDWRT.CH1,RDWRT.CH2,RDWRT.CH3
SETMEM,STOPN
  
```

```

: SUBROUTINE - READ & VERIFY 1 LINE OF IMAGE MEMORY.
  
```

```

: ENTER WITH:
IMC.CH = MEMORY CHANNEL TO READ (0, 1, 2, OR 3)
IMC.Y = Y POSITION OF LINE TO BE READ
IMC.RA = ADDRESS OF 512.-BYTE BUFFER TO READ DATA INTO
IMC.TA = ADDRESS OF 512.-BYTE BUFFER TO TEST AGAINST
(DATA MUST INCLUDE 1'S IN NON-EXISTENT BIT POSITIONS TO
CATCH BAD DRIVERS & DBUS LINES)
  
```

```

IMCHK: MOV IMC.CH,R0 ;GET CHANNEL #
SWAB R0 ;... INTO HIGH BYTE OF R0.
BIC #BIT9:BIT8,IMC.ME ;CLEAR OLD CHANNEL # FROM ENABLING INSTR.
BIS R0,IMC.ME ;SET IN THE NEW CHANNEL
MOV IMC.TRY,IMC.RCT
IMCHKR: MOV #IMC.SR,@DPC ;START THE READ.
JSR PC,WAITF ;... WAIT FOR IT TO FINISH.
MOV IMC.RA,R2 ;R2 GETS FINAL ADDRESS
ADD #512.,R2 ;R3 GETS WHAT DSR SHOULD BE.
MOV IMC.IR,R3 ;IS DPC CORRECT?
CMP @DPC,R2 ;IS DSR CORRECT?
BNE 1$
CMP @DSR,R3
BEQ 2$
1$: HRDERR IMRF,PCERR ;PRINT IF NOT.
2$: CLR R4 ;DXR SHOULD BE 0.
MOV IMC.Y,R5 ;DYR SHOULD BE Y+2
ADD #2,R5 ;TEST DXR
CMP @DXR,R4 ;TEST DYR
BNE 3$
CMP @DYR,R5
BEQ 4$
  
```

```

7293 071736      3$:
7294 071736
7295 071756      012701 000000
7296 071762      013704 072416
7297 071766      013705 072450
7298 071772      022425
7299 071774      001006
7300 071776      062701 000004
7301 072002      020127 002000
7302 072006      002771
7303 072010      000471
7304
7305 072012      005337 072354      10$:
7306 072016      100402
7307 072020      000137 071626
7308 072024      010137 072346
7309 072030      12 465 177776 177776
7310 072036      001440
7311 072040      116437 177776 023056
7312 072046      116537 177776 023060
7313 072054      006337 023056      11$:
7314 072060      006337 023056
7315 072064      006337 023060
7316 072070      006337 023060
7317 072074      042737 176003 023056
7318 072102      042737 176003 023060
7319 072110
7320 072130      032737 000002 072346
7321 072136      001317
7322 072140      062737 000002 072346      12$:
7323 072146      126465 177777 177777
7324 072154      001710
7325 072156      116437 177777 023056
7326 072164      116537 177777 023060
7327 072172      000730
7328
7329 072174      000207      9$:
7330
7331 072176      BGNMSG
7332 072176
7333 072216      013737 072346 072350
7334 072224      006237 072350
7335 072230
7336 072274
7337 072324
7338 072344      ENDMSG
7339
7340 072346      000000      IMCBDA: .WORD 0 ;X POSITION FOR PRINTOUT
7341 072350      000000      IMCRAM: .WORD 0 ;SUSPECT RAM
7342 072352      000000      IMCTRY: .WORD 0
7343 072354      000000      IMCRCT: .WORD 0
7344
7345 072356      040 040 104 IMRF: .ASCIZ / DMA PIXEL READBACK FAILURE/
7346
7347
7348
7349 072414      163000      IMR8=163000
000000      IMC.CH: 0
  
```

```

;R1 = X ADDRESS UNDER TEST.
;R4 POINTS TO EXPECTED DATA
;R5 POINTS TO RECEIVED DATA
;CHECK THE DATA
;BUMP THE X ADDRESS
; EXIT WHEN DONE WITH LINE.
;GET POSITION OF BAD DATA
;LOW BYTE BAD?
;BR IF NOT.
;IF YES, GET THE DATA
;SHIFT IT TO LOOK LIKE DBUS DATA
;DONE HIGH BYTE?
;IF YES, GO BACK TO MAIN LOOP.
;COMPARE HIGH BYTES
  
```

7350	072416	000000			IMC.TA: 0	: ADDRESS OF TEST BUFFER
7351	072420	176000	176400	177000	IMC.SR: PROTEC!CH0,PROTEC.CH1,PROTEC.CH2,PROTEC!CH3	
7352	072430	176074			IMC.ME: RDWRT	: ENABLE SELECTED MEMORY
7353	072432	114000	000000		APNT,0	: START AT X=0
7354	072436	000000			IMC.Y: 0	: Y
7355	072440	163006			IMC.IR: IMR8!6	: READ, 2 8-BIT PIXELS/WORD, ALL BITS
7356	072442	001000	000001		512.,1	: 1 FULL LINE
7357	072446	000400			256.	: WORD COUNT = 256.
7358	072450	160000			IMC.RA: .WORD 160000	: READ BUFFER
7359	072452	173000			STOPN	: (SHOULD STOP BY ITSELF)
7360	072454				END.TEST	

```
*****  
: *  
: *      END TEST 28  
: *  
*****
```



```
7403 072740          ENDSEG          ; <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< END SEGMENT.
7404 072742          COMEND          1$
      072742 004737 027646          JSR          PC,LOOP           ; REPEAT 'TIL LOOPER EXPIRES.
      072746 103401          BCS          65$
      072750 000402          BR           66$

      072752 000137 072564          65$:  JMP          1$

      072756 004737 030072          66$:  JSR          PC,TSTEND        ; PRINT ERROR SUMMARY, IF REQ'D.
7405 072762          EXIT          TSI          ; EXIT THIS TEST >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
7406
7407
7408      ; DISPLAY FILE.
7409
7410 072766 176000 176400 177000    10$:  PROTEC!CHO,PROTEC!CH1,PROTEC!CH2,PROTEC!CH3
7411 072776 176034                                11$:  WRT!CHO
7412 073000 117774 040000 000000          APNT!ALL,I!0,0
7413 073006 173000                                STOPN
7414
7415 073010                                END.TEST
```

```
:*****
:
:      END TEST 29
:
:*****
```





```

7677
7678      : NOW 1 LARGE AND 2 SMALL OCTAGONS.
7679      :
7680 074556 012777 074616 106246 VIS2:      MOV      #LOCT,@DPC      ;1 LARGE ONE...
7681 074564 004737 027454      JSR      PC,WAITF
7682 074570 012777 074670 106234      MOV      #SOCT1,@DPC      ;...AND 2 SMALL ONES.
7683 074576 004737 027454      JSR      PC,WAITF
7684 074602 012777 074702 106222      MOV      #SOCT2,@DPC
7685 074610 004737 027454      JSR      PC,WAITF
7686      :
7687 074614 000456      JSR      PC,PAUS.5
7688      :
7689 074616 114000 000500 000002 LOCT:      APNT,500,2      ; 1 LARGE OCTAGON...
7690 074624 113774      LVEC!ALL
7691 074626      LXY      1,576,0
7692 074632      LXY      1,436,436
7693 074636      LXY      1,0,576
7694 074642      LXY      1,-436,436
7695 074646      LXY      1,-576,0
7696 074652      LXY      1,-436,-436
7697 074656      LXY      1,0,-576
7698 074662      LXY      1,436,-436
7699 074666 173000      STOPN
7700
7701 074670 114000 000220 000620 SOCT1:      APNT,220,620      ;...AND 2 SMALL ONES.
7702 074676 160000 074710      DJMP      ,+10
7703 074702 114000 001460 000620 SOCT2:      APNT,1460,620
7704 074710 107774      SVEC!ALL
7705 074712      SXY      1,76,0
7706 074714      SXY      1,56,56
7707 074716      SXY      1,0,76
7708 074720      SXY      1,-56,56
7709 074722      SXY      1,-76,0
7710 074724      SXY      1,-56,-56
7711 074726      SXY      1,0,-76
7712 074730      SXY      1,56,-56
7713 074732 130000      RPNT
7714 074734      SXY      U,20,50      ;5 REL POINTS IN CENTER.
7715 074736      SXY      1,20,50      ;CENTER.
7716 074740      SXY      1,20,0
7717 074742      SXY      1,-20,20
7718 074744      SXY      1,-20,-20
7719 074746      SXY      1,20,-20
7720 074750 173000      STOPN
  
```

```

7722
7723
7724
7725 074752 012737 011240 075124 VIS3: MOV #1240:GHIINH,GY+2 ;PLOT GRAPH Y STARTING AT 1240.GHIINH.
7726 074760 012777 075100 106044 MOV #GRY,@DPC ;START GRAPH Y.
7727 074766 000402
7728 074770 005277 106036 18: INC @DPC
7729 074774 004737 027454 JSR PC,WAITF
7730 075000 042737 010000 075124 BIC #GHIINH,GY+2
7731 075006 062737 000004 075124 ADD #4,GY+2 ;INCR Y AMPLITUDE...
7732 075014 023727 075124 001604 CMP GY+2,#1604
7733 075022 001362 BNE 18 ;LOOP UNTIL DONE.
7734
7735 075024 012737 051240 075152 MOV #HST:1240:GHIINH,HY+2 ;NOW, HISTO Y STARTING AT 1240.GHIINH.
7736 075032 012777 075134 105772 MOV #HSY,@DPC
7737 075040 000402
7738 075042 005277 105764 28: INC @DPC
7739 075046 004737 027454 JSR PC,WAITF
7740 075052 042737 010000 075152 BIC #GHIINH,HY+2
7741 075060 062737 000010 075152 ADD #10,HY+2 ;INCR Y AMPLITUDE...
7742 075066 023727 075152 041550 CMP HY+2,#HST:1550
7743 075074 001362 BNE 28 ;...AND LOOP TIL DONE.
7744
7745 ; JSR PC,PAUS.5
7746 075076 000431 BR VIS4 ;...AND CONTINUE.
7747
7748 075100 114000 000100 001240 GRV: APNT,100,1240
7749 075106 113774 LVEC:ALL ;DRAW BASE LINE.
7750 075110 LXV 1,340,0
7751 075114 LXV U,-340,0
7752 075120 174104 GXI:4 ;X INCR - 4 FOR GRAPH.
7753 075122 127774 001240 GY: GHY:ALL,0:1240
7754 075126 173000 160000 075122 STOPN,DJMP,GY
7755
7756 075134 150000 001240 HSY: SETHB,1240 ;HISTO BASE LINE.
7757 075140 114000 000140 001240 APNT,140,1240
7758 075146 174110 GXI:10 ;X INCR = 10 FOR HISTO.
7759 075150 127774 041240 HY: GHY:ALL,HST:1240
7760 075154 173000 160000 075150 STOPN,DJMP,HY
  
```

```

7762
7763
7764
7765 075162 012737 011340 075334
7766 075170 012777 075310 105634
7767 075176 000402
7768 075200 005277 105626
7769 075204 004737 027454
7770 075210 042737 010000 075334
7771 075216 062737 000004 075334
7772 075224 023727 075334 001704
7773 075232 001362
7774
7775 075234 012737 051340 075362
7776 075242 012777 075344 105562
7777 075250 000402
7778 075252 005277 105554
7779 075256 004737 027454
7780 075262 042737 010000 075362
7781 075270 062737 000010 075362
7782 075276 023727 075362 041650
7783 075304 001362
7784
7785
7786 075306 000431
7787
7788 075310 114000 001340 000100
7789 075316 113774
7790 075320
7791 075324
7792 075330 174104
7793 075332 123774 001340
7794 075336 173000 160000 075332
7795
7796 075344 150000 001340
7797 075350 114000 001340 000140
7798 075356 174110
7799 075360 123774 041340
7800 075364 173000 160000 075360

: NEXT, GRAPH/HISTO X IN LOWER RIGHT.
VIS4: MOV #1340!GHIINH,GX+2 ;PLOT GRAPH X STARTING AT 1340!GHIINH.
      MOV #GRX,@DPC ;START GRAPH X.
      SKP2
1$: INC @DPC
   JSR PC,WAITF
   BIC #GHIINH,GX+2
   ADD #4,GX+2 ;INCR X AMPLITUDE...
   CMP GX+2,#1704
   BNE 1$ ;LOOP UNTIL DONE.

MOV #HST!1340!GHIINH,HX+2 ;NOW, HISTO X STARTING AT 1340!GHIINH.
MOV #HSX,@DPC
SKP2
2$: INC @DPC
   JSR PC,WAITF
   BIC #GHIINH,HX+2
   ADD #10,HX+2 ;INCR X AMPLITUDE...
   CMP HX+2,#HST.1650
   BNE 2$ ;...AND LOOP TIL DONE.

; JSR PC,PAUS.5
BR VIS5 ;...AND CONTINUE.

GRX: APNT,1340,100
      LVEC!ALL ;DRAW BASE LINE.
      LXY 1,0,340
      LXY 0,0,-340
      GYI!4 ;Y INCR = 4 FOR GRAPH.
GX: GHX!ALL,0!1340
     STOPN,DJMP,GX
HSX: SETHB,1340 ;HISTO BASE LINE.
     APNT,1340,140
     GYI!10 ;Y INCR = 10 FOR HISTO.
HX: GHX!ALL,HST!1340
     STOPN,DJMP,HX

```

```

7802
7803
7804
7805
7806 075372 012700 177777
7807 075376 004737 027020
7808
7809
7810 075402 013737 003240 075552
7811 075410 012737 136340 075550
7812 075416 012777 075530 105406
7813 075424 004737 027454
7814
7815 075430 012737 137400 075550
7816 075436 012777 075542 105366
7817 075444 004737 027454
7818
7819
7820 075450 012700 000377
7821 075454 004737 027014
7822
7823 075460 013737 003240 075600
7824
7825 075466 012737 134010 075576
7826 075474 012777 075556 105330
7827 075502 004737 027454
7828
7829 075506 012737 135010 075576
7830 075514 012777 075570 105310
7831 075522 004737 027454
7832
7833 075526
7834 075526 000430
7835
7836 075530 114000 000400 000240 B14:
7837 075536 160000 075550 DJMP, .+10
7838 075542 114000 000300 000340 B18:
7839 075550 136340 BM14!340
7840 075552 000000 B148:
7841 075554 173000 STOPN
7842
7843 075556 114000 000540 001340 B04:
7844 075564 160000 075576 DJMP, .+10
7845 075570 114000 001040 001340 B08:
7846 075576 134001 BM04!M64
7847 075600 000000 B048:
7848 075602 164000 164000 DNOP, DNOP
7849 075606 173000 STOPN
  
```

```

: NEXT SHOW BIT MAP MODE 1 AT BOTTOM CENTER,
: AND BIT MAP MODE 0 AT TOP CENTER.
VIS5:
: JSR # -1, R0 ; SET PIXEL DATA PATTERN...
: PC, FILL2 ; ...AND FILL BUFFER WITH...
: ; ...ALTERNATE WORDS.
MOV FREE, B148 ; SET BUFFER ADDRESS.
MOV #BM14!340, B148-2 ; SET OPCODE = BM14 X 340
MOV #B14, @DPC ; XCT BM14, DRAWS A DASHED...
JSR PC, WAITF ; ...LINE (4 ON, 4 OFF)...
: ; ...FOR 340 PIXELS.
MOV #BM18!400, B148-2 ; SET OPCODE = BM18 X 400
MOV #B18, @DPC ; XCT BM18, DRAWS A DASHED...
JSR PC, WAITF ; ...LINE (2 ON, 2 OFF)...
: ; ...FOR 400 PIXELS.
MOV #377, R0
JSR PC, FILL1
MOV FREE, B048 ; SET BUFFER ADDRESS.
MOV #BM04!M64, B048-2 ; 4 BIT X 64 SQUARE.
MOV #BM04!M32!EX2, B048-2 ; 4 BIT X 64 SQUARE.
MOV #B04, @DPC ; DO IT.
JSR PC, WAITF
MOV #BM08!M64, B048-2 ; 8 BIT X 64 SQUARE.
MOV #BM08!M32!EX2, B048-2 ; 8 BIT X 64 SQUARE.
MOV #B08, @DPC ; AND DO THAT TOO.
JSR PC, WAITF
: JSR PC, PAUS.5
BR VIS5A ; ...AND CONTINUE.
APNT, 400, 240 ; 4 ON 4 OFF FOR 340 PIXELS.
APNT, 300, 340 ; 2 ON 2 OFF FOR 400 PIXELS.
0
STOPN
APNT, 540, 1340
DJMP, .+10
APNT, 1040, 1340
0
DNOP, DNOP
STOPN
  
```



```

7851
7852
7853
7854
7855
7856
7857 075610 112737 000004 075671
7858 075616 012777 075660 105206
7859 075624 000403
7860 075626 012777 000001 105176
7861 075634 004737 027454
7862 075640 123727 075671 000024
7863 075646 103003
7864 075650 105237 075671
7865 075654 000764
7866 075656
7867 075656 000430
7868
7869
7870 075660 114000 000300 000320
7871 075666 144040
7872 075670 000 004
7873 075672 006020 006040 006060
7874 075700 006100 006120 006140
7875 075710 006200 006220 006240
7876 075720 006300 006320 006340
7877 075730 173000
7878 075732 000000
7879 075734 160000 075670
  
```

```

: NEXT SHOW RUN-LENGTH MODE DIAGONAL BARS BETWEEN THE BM1 AND BMO LINES.
: USES 16 INTENSITY LEVELS, FROM 0 TO MAX. THE 0 LEVEL RUN-LENGTH IS VARIED
: FROM 4 TO 24(8) FOR 20 LINES OF DATA, WHILE THE OTHER RUN LENGTHS REMAIN
: CONSTANT AT 14. THE LINES ARE DRAWN FROM TOP TO BOTTOM (YDOWN=1).
:
VIS5A:      MOV      #4,VRLF2+1      ;SET INITIAL COUNT FOR 0-INTENS AT 4
            BR       #VRLF,@DPC    ;START THE FILE
            BR       2$           ;SKIP OVER THE RESUME
1$:         MOV      #1,@DPC      ;RESUME THE DISPLAY
2$:         JSR      PC,WAITF     ;WAIT FOR DONE
            CMPB    VRLF2+1,#24   ;DONE 20(8) LINES?
            BHS     3$           ;FINISH IF YES.
            INCB    VRLF2+1      ;BUMP INITIAL COUNT IF NO.
            BR       1$           ;...THEN XCT AGAIN.
3$:         JSR      PC,PAUS.5    ;PAUSE
            BR       VIS6        ;...THEN CONTINUE.
:
: DISPLAY FILE FOR VISUAL RUN-LENGTH MODE
VRLF:      APNT,300,320          ;START BETWEEN BM1 & BMO
VRLF1:     RNLN!YDOWN          ;ENTER RUN-LENGTH MODE, GO DOWN THE SCREEN
VRLF2:     .BYTE 0,4           ;0 INTENSITY, START AT LENGTH=4
            .WORD 6020,6040,6060 ;INCREASING INTENSITY, LENGTH-14
            .WORD 6100,6120,6140,6160 ;....AND MORE
            .WORD 6200,6220,6240,6260 ;....AND MORE
            .WORD 6300,6320,6340,6360 ;....AND MORE
            STOPN              ;STOP
            .WORD 0            ;COUNT = 0 FOR NEWLINE
            DJMP,VRLF2        ;THEN JUMP BACK FOR MORE
  
```

```

7881
7882
7883
7884
7885
7886
7887
7888
7889
7890
7891
7892
7893
7894
7895
7896 075740 012737 112000 076400
7897 075746 012737 040000 076402
7898 075754 012737 000300 076404
7899 075762 012701 000003
7900 075766 012703 000004
7901 075772 010102
7902 075774 012777 076372 105030
7903 076002 004737 027454
7904 076006 023727 076404 000000
7905 076014 001403
7906 076016 004737 076230
7907 076022 000771
7908 076024 052737 020000 076404
7909 076032 023727 076402 040000
7910 076040 001403
7911 076042 004737 076266
7912 076046 000771
7913 076050 052737 020000 076402
7914 076056 023727 076404 020000
7915 076064 001403
7916 076066 004737 076230
7917 076072 000771
7918 076074 042737 020000 076404
7919 076102 023727 076402 060000
7920 076110 001403
7921 076112 004737 076266
7922 076116 000771
7923
7924 076120 012737 004000 003220
7925 076126 012705 110070
7926 076132 012501
7927 076134 001403
7928 076136 004737 027172
7929 076142 000773
7930
7931 076144 004737 104626
7932 076150 004737 027514
7933 076154 004737 027514
7934 076160 004737 027514
7935 076164 004737 105174
7936 076170 004737 027514
7937 076174 004737 027514

```

```

: FINALLY, AT DEAD-CENTER:
: A CIRCULAR SWEEP FROM 12 O'CLOCK THRU 360 DEGREES.
: INCREMENT INTENSITY/COLOR LEVEL SUCH THAT ALL LEVELS
: ARE DISPLAYED IN 360 DEGREES.
: 3 VECTORS PER LEVEL * 256 LEVELS = 768 VECTORS TOTAL.
: (OCTAL 3 * 400 = 1400)
: ACTUAL COLOR/INTENSITY SPECTRUM DEPENDS UPON HOW MANY
: PIXEL BITS ARE AVAILABLE, AND HOW THE LOOK-UP-RAM IS
: PROGRAMMED (GREY-SCALE BY DEFAULT, IF INSTALLED).
: 2 BITS <9:8> = 4 LEVELS.
: 4 BITS <9:6> = 16 LEVELS (4 PER QUADRANT).
: 6 BITS <9:4> = 64 LEVELS (LUT REQ'D).
: 8 BITS <9:2> = 256 LEVELS (LUT REQ'D).
VIS6:  MOV      #LVEC!LO,RBL      ;INIT DISPLAY FILE.
      MOV      #I!O,RBX
      MOV      #300,RBY
      MOV      #3,R1           ; SET FOR 3 VECTORS PER LEVEL...
      MOV      #4,R3           ;...AND INCR LEVEL BY 'L1'.
      MOV      R1,R2           ; SCRATCH COPY LEVEL COUNTER.
1$:   MOV      #RBO,@DPC       ;START, QUAD 1.
      MOV      PC,WAITF
2$:   CMP      RBY,#0          ;DELTA Y MIN ??
      BEQ      3$              ;DONE QUAD 1 IF SO.
      JSR      PC,Q1
      BR       2$
3$:   BIS      #MXY,RBY        ;QUAD 2, DX POS, DY NEG.
4$:   CMP      RBX,#I!O        ;DELTA X MIN ??
      BEQ      5$              ;DONE QUAD 2 IF SO.
      JSR      PC,Q2
      BR       4$
5$:   BIS      #MXY,RBX        ;QUAD 3, DX NEG, DY NEG.
6$:   CMP      RBY,#MXY.0      ;DELTA Y -MIN ??
      BEQ      7$              ;DONE QUAD 3 IF SO.
      JSR      PC,Q3
      BR       6$
7$:   BIC      #MXY,RBY        ;QUAD 4, DX NEG, DY POS.
8$:   CMP      RBX,#I.MXY!0    ;DELTA X -MIN ??
      BEQ      9$              ;DONE QUAD 4 IF SO.
      JSR      PC,Q4
      BR       8$
9$:   MOV      #4000,SHADLY    ; FINALLY, SET SHADING DELAY...
      MOV      #NTSC8+2,R5     ;...AND CYCLE THRU 16 SHADES...
10$:  MOV      (R5)+,R1         ;...OF EACH BASIC (NTSC) COLOR.
      BEQ      11$             ; BR WHEN ALL DONE.
      JSR      PC,SHAD16
      BR       10$
11$:  JSR      PC,OUTLIN       ; OUTLINE THE SCREEN.
      JSR      PC,PAUSE1
      JSR      PC,PAUSE1
      JSR      PC,PAUSE1       ; PAUSE 3 SECONDS...
      JSR      PC,EBLINK       ; ENABLE BLINKING.
      JSR      PC,PAUSE1
      JSR      PC,PAUSE1       ; PAUSE 3 SELONS...

```



```

7968 076366 013705 076540      Q1:Q3:  MOV    RBX,R5      ;QUAD 1 AND 3, INCR DX 'TIL...
7969 076372 042705 176000      BIC    #^C1777,R5  ;...MAX, THEN DECR DY.
7970 076376 020527 000300      CMP    R5,#300    ;DELTA X MAX ??
7971 076402 001404      BEQ    1$         ;
7972 076404 062737 000002 076540  ADD    #2,RBX     ;NO, INCR DELTA X.
7973 076412 000403      SKP3
7974 076414 162737 000002 076542 1$:    SUB    #2,RBY     ;YES, DECR DELTA Y.
7975 076422 000416      BR     QXIT      ;CHECK FOR LEVEL CHANGE AND EXIT
7976
7977 076424 013705 076542      Q2:Q4:  MOV    RBY,R5     ;QUAD 2 AND 4, INCR DY 'TIL...
7978 076430 042705 176000      BIC    #^C1777,R5  ;...MAX, THEN DECR DX.
7979 076434 020527 000300      CMP    R5,#300    ;DELTA Y MAX ??
7980 076440 001404      BEQ    1$         ;
7981 076442 062737 000002 076542  ADD    #2,RBY     ;NO, INCR DELTA Y.
7982 076450 000403      SKP3
7983 076452 162737 000002 076540 1$:    SUB    #2,RBX     ;YES, DECR DELTA X.
7984
7985 076460 012700 000600      QXIT:   MOV    #600,R0  ; DELAY APPROX 3 MSEC...
7986 076464 005300      1$:    DEC    R0        ;...BETWEEN VECTORS.
7987 076466 001376      BNE    1$         ;
7988 076470 005302      DEC    R2        ; LEVEL CHANGE REQ'D ??
7989 076472 001011      BNE    2$         ;NOT YET.
7990 076474 010102      MOV    R1,R2     ;YES, RESET COUNTER...
7991 076476 060337 076536      ADD    R3,RBL    ;...INCREMENT...
7992 076502 042737 176000 076536  BIC    #^C1777,RBL ;...AND STRIP LEVEL...
7993 076510 052737 112000 076536  BIS    #LVEC!LO,RBL ;...REPLACE OPCODE.
7994 076516 005277 104310      2$:    INC    @DPC     ;RESUME...
7995 076522 004737 027454      JSR    PC,WAITF  ;...WAIT...
7996 076526 000207      RTS    PC        ;...AND EXIT.
7997
7998      ; DISPLAY FILE FOR CIRCULAR RAINBOW.
7999
8000 076530 114000 000776 000736  RBO:   APNT,HAFX,HAFY60 ;SET ORIGIN AT CENTER.
8001 076536 112000      RBL:   LVEC!LO     ;LEVEL WILL INCREMENT.
8002 076540 040002      RBX:   I!2        ;DITTO X...
8003 076542 000300      RBY:   300        ;...AND Y.
8004 076544 164000 173000 164000  DNOP,STOPN,DNOP
8005 076552 160000 076530      DJMP,RBO
8006
8007 076556      END.TEST
  
```

```

;*****
;
;      END TEST 32
;
;*****
  
```



```

8058 077146 000403
8059 077150 164000
8060 077152 146100 173000
8061 077156 004737 027454
8062 077162 103416
8063
8064
8065
8066
8067 077164 004737 026756
8068 077170 006200
8069 077172
8070 077214 000137 076744
8071
8072 077220
8073 077220 000431
8074
8075 077222 045 101 040 NOSTIK: .ASCIZ /%A -- NON-EXISTENT SYNC CHANNEL : %01/
8076 .EVEN
8077
8078
8079
8080
8081 077270 103 110 101 MCHAN: .ASCIZ /CHANNEL /
8082 .EVEN
8083 077302 000000 SELCHA: 0

```

SKP3
 1\$: DNOP ;TRY TO READ CURSOR POSITION.
 10\$: CURD,STOPN
 JSR PC,WAITF
 BCS 3\$;BR IF DPU RESPONDS TO STICK.
 ;*****
 ; CLRB STIK(R1) ;OTHERWISE, SET FLAG = NO STICK.
 ; 240, 240
 ;*****
 JSR PC,RELEAS ;RELEASE 'HUNG' DPU...
 2\$: ASR R0
 PRINTF #NOSTIK,R0 ;...TELL THE MAN...
 JMP JSVA ; KEEP TRYING (FOREVER) !!
 3\$: ; MOVB #1,STIK(R1) ;SET FLAG = STICK AVAILABLE...
 BR JSTST ;...AND START 'EM UP.
 ; CHANNEL SELECTION QUESTION AND ANSWER.
 ; MCHAN: .ASCIZ /CHANNEL /
 ; SELCHA: 0 ; USER SELECTED CHANNEL (DEFAULT=0).

```

8085
8086
8087
8088
8089
8090
8091 077304 004737 027054
8092 077310 004737 026650
8093 077314 012700 177777
8094 077320 004737 027014
8095 077324 013737 003240 101062
8096 077332 012777 077406 103512
8097 077340 012777 077442 103506
8098 077346 012777 077512 103504
8099 077354 005037 003170
8100 077360 005037 003172
8101 077364
      0,7364 012777 100306 103440
      077372 004737 027454
8102 077376 012777 100316 103426 1$:
8103 077404 000777
8104
8105 077406
      2$:
8106 077410 004737 077752
8107 077414 023737 100004 003170
8108 077422 001103
8109 077424 023737 100006 003172
8110 077432 001077
8111 077434 005277 103372
8112 077440 000002
8113
8114 077442 052737 001777 100470 4$:
8115 077450 017737 103362 003170
8116 077456 100404
8117 077460 017737 103354 003172
8118 077466 100010
8119 077470
      41$:
8120 077510 000433
      42$:
8121 077512 042737 001777 100470 5$:
8122 077520 004737 023524 51$:
8123 077524 017737 103306 003170
8124 077532 100004
8125 077534 017737 103300 003172
8126 077542 100410
8127 077544
      52$:
8128 077564 042737 174000 003170 53$:
8129 077572 042737 174000 003172
8130 077600
      54$:
8131 077600 013737 100442 100360
8132 077606 013737 100444 100362
8133 077614 013737 003170 100442
8134 077622 013737 003172 100444
8135 077630 000411
8136
8137 077632 042737 001777 100470 6$:
8138 077640 013737 100004 003170
8139 077646 013737 100006 003172
  
```

```

:
: TURN ON THE CURSOR AND DISPLAY IT'S CO-ORDINATES ON SCREEN.
: ON 'STOP' INTERRUPT, UPDATE READ-OUT IF STICK IS MOVING.
: ON 'SWITCH' INTERRUPT, MARK THE CO-ORD WITH A LITTLE 'X'.
: ON 'MATCH' INTERRUPT, MARK THE SPOT AS BEFORE, AND SAY 'MATCH'
:
JSTST: JSR      PC,LUMIN      ; BLAST THE LUT.
        JSR      PC,CLRRW    ; INIT IN READ/WRITE MODE.
        MOV      #-1,R0
        JSR      PC,FILL1    ; FILL PIXEL BUFFER.
        MOV      FREE,BMXX   ; SET BUFFER POINTER.
        MOV      #2$,@STPV   ; SET STOP...
        MOV      #4$,@JSMV   ; ...MATCH...
        MOV      #5$,@JSSV   ; ...AND SWITCH VECTORS.
        CLR      SDXR        ; CLEAR OLD JSX,JSY CO-ORDS.
        CLR      SDYR
        DPSTART #JSPIXA
        MOV      #JSPIXA,@DPC ; START THE DPU.
        JSR      PC,WAITF    ; WAIT FOR DISPLAY STOP.
        MOV      #JSPIX,@DPC ; START THE DISPLAY...
        BR      .           ; ...AND WAIT FOR INTERRUPT.
:
2$:    BREAK                ; ON 'STOP', BREAK...
        JSR      PC,GTCURS   ; GET & MASK THE CURSOR DATA
        CMP      MKDXR,SDXR  ; ...AND CHECK STICK MOTION.
        BNE     6$          ; BR IF STICK IS MOVING.
        CMP      MKDYR,SDYR
        BNE     6$
        INC     @DPC
        RTI
:
4$:    BIS      #1777,MATCH  ; 'MATCH' -- ENABLE TEXT.
        MOV      @DXR,SDXR  ; SEE THAT NO SIGN BIT SET ON MATCH
        BMI     41$         ; ...IF SET, REPORT ERROR
        MOV      @DYR,SDYR  ; AND ALSO FOR DYR
        BPL     42$         ; SKIP IF OK
        HRDERR DXYPE,JXYPE  ; REPORT THE ERROR
        BR      54$        ; GC PROCESS THE INTERRUPT
:
51$:   BIC      #1777,MATCH  ; 'SWITCH' -- DISABLE TEXT.
        JSR      PC,ERRCHK  ; CHECK FOR ERROR CODE IN CSR
        MOV      @DXR,SDXR  ; GET X-COORDINATE & TEST SIGN
        BPL     52$         ; ...ERROR IF NOT SET.
        MOV      @DYR,SDYR  ; GET Y-COORDINATE & TEST SIGN
        BMI     53$         ; ...OK IF SET.
        HRDERR JSDXYP,JXYPE ; REPORT THE ERROR.
        BIC     #174000,SDXR ; CLEAR SIGN & STATUS ON SAVED X
        BIC     #174000,SDYR ; CLEAR SIGN & STATUS ON SAVED Y
:
54$:   MOV      MARK,EMK     ; ON EITHER...
        MOV      MARK+2,EMK+2 ; ...ERASE OLD MARKER...
        MOV      SDXR,MARK
        MOV      SDYR,MARK+2 ; ...AND SET A NEW ONE.
        BR      62$        ; GOTO COMMON HANDLER.
:
6$:    BIC      #1777,MATCH  ; STICK MOVING, DISABLE TEXT.
        MOV      MKDXR,SDXR
        MOV      MKDYR,SDYR ; SAVE OBSERVED CO-ORDS.
  
```

```

8140 077654
8141 077654 013737 100414 100336
8142 077662 013737 100416 100340
8143 077670 013737 100434 100352
8144 077676 013737 100436 100354
8145 077704 013701 003170
8146 077710 004737 027324
8147 077714 010137 100414
8148 077720 010237 100416
8149 077724 013701 003172
8150 077730 004737 027324
8151 077734 010137 100434
8152 077740 010237 100436
8153 077744 012716 077376
8154 077750 000002
8155 077752 017737 103060 100004
8156 077760 017737 103054 100006
8157 077766 042737 174000 100004
8158 077774 042737 174000 100006
8159 100002 000207
8160 100004 000000
8161 100006 000000
8162
8163
8164 100010 040 040 127
8165 100064 040 040 104
8166 100140 040 040 104
8167 100216 045 101 040
8168
8169 100254
8170 100254
8171 100304
8172
  
```

```

62$:
MOV JSX,EX
MOV JSX+2,EX+2
MOV JSY,EY
MOV JSY+2,EY+2 ;ERASE OLD X/Y.
MOV SDXR,R1
JSR PC,CNVRT ;CONVERT X TO ASCII...
MOV R1,JSX
MOV R2,JSX+2 ;...UPDATE READ-OUT.
MOV SDYR,R1
JSR PC,CNVRT ;CONVERT Y TO ASCII...
MOV R1,JSY
MOV R2,JSY+2 ;...UPDATE READ-OUT.
MOV #1$, (SP) ; SET PC TO RESTART...
RTI ;...AND DISMISS.

GTCURS:
MOV @DXR,MKDXR
MOV @DYR,MKDYR
BIC #174000,MKDXR
BIC #174000,MKDYR
RTS PC

MKDXR: 0
MKDYR: 0

;ERROR MESSAGES FOR JOYSTICK OPERATIONS:
JSWTEX: .ASCIZ / WAITED TOO LONG FOR J.S. STATUS RETRIEVAL/
JSDXYE: .ASCIZ / DXR OR DYR SIGN NOT SET ON J.S. RETRIEVAL/
DXYME: .ASCIZ / DXR OR DYR SIGN SET ON J.S. MATCH INTERRUPT/
JXYPX: .ASCIZ /%A DXR: %06%A DYR: %06%A%N/
.EVEN
BGNMSG JXYPE
PRINTX #JXYPX,@DXR,@DYR
ENDMSG
  
```


8174					:				
8175					:	DISPLAY CODE.			
8176					:				
8177	100306	175000	000100	000100	JSPIXA:	CUWT,100,100			
8178	100314	173000				STOPN			
8179									
8180	100316	164000			JSPIX:	DNOP			:CURSOR ON, INT'S OFF.
8181	100320	146072			JCXA:	CUON!CUIOFF			
8182	100322	152000	110302			SETCB,ACAT			:ASCII BASE ADDRESS.
8183	100326	114000	001620	001600		APNT,1620,1600			
8184	100334	102000				CHAR!LO			:ERASE OLD X ...
8185	100336	060	060	060	EX:	.ASCII /0000/			
8186	100342	114000	001620	001540		APNT,1620,1540			
8187	100350	100000				CHAR			:...AND Y NUMERICS...
8188	100352	060	060	060	EY:	.ASCII /0000/			
8189	100356	114000				APNT			
8190	100360	000000	000000		EMK:	0,0			
8191	100364	104000				SVEC			:...AND OLD MARKER.
8192	100366					SXY I,-10,-10			
8193	100370					SXY U,20,0			
8194	100372					SXY I,-20,20			
8195	100374					SXY U,20,0			
8196	100376					SXY I,-10,-10			
8197									
8198	100400	114000	001460	001600		APNT,1460,1600			
8199	100406	103774				CHAR!ALL			:DISPLAY NEW X...
8200	100410	112	123	130		.ASCII /JSX /			
8201	100414	060	060	060	JSX:	.ASCII /0000/			
8202	100420	114000	001460	001540		APNT,1460,1540			
8203	100426	100000				CHAR			:...AND Y...
8204	100430	112	123	131		.ASCII /JSY /			
8205	100434	060	060	060	JSY:	.ASCII /0000/			
8206	100440	114000				APNT			
8207	100442	000000	000000		MARK:	0,0			:...AND NEW MARKER.
8208	100446	104000				SVEC			
8209	100450					SXY I,-10,-10			
8210	100452					SXY U,20,0			
8211	100454					SXY I,-20,20			
8212	100456					SXY U,20,0			
8213	100460					SXY I,-10,-10			
8214									
8215	100462	114000	001540	001500	MATCH:	APNT,1540,1500			: 'CHAR!ALL' IF MATCH INTERRUPT
8216	100470	102000				CHAR!LO			
8217	100472	040	115	101		.ASCII / MATCH/			
8218									
8219	100500	114000	000010	000716		APNT,10,HAFY60-20			:NOW LABEL THE BOX VECTORS.
8220	100506	103774				CHAR!ALL			
8221	100510	060	060	060		.ASCII /0000/			
8222	100514	114000	000260	000716		APNT,260,HAFY60-20			
8223	100522	103774				CHAR!ALL			
8224	100524	060	062	065		.ASCII /0250/			
8225	100530	114000	000530	000716		APNT,530,HAFY60-20			
8226	100536	103774				CHAR!ALL			
8227	100540	060	065	062		.ASCII /0520/			
8228	100544	114000	001116	000716		APNT,1256-140,HAFY60-20			
8229	100552	103774				CHAR!ALL			
8230	100554	061	062	065		.ASCII /1256/			

8231	100560	114000	001366	000716	APNT,1526-140,HAFY60-20	
8232	100566	103774			CHAR!ALL	
8233	100570	061	065	062	.ASCII /1526/	
8234	100574	114000	001636	000716	APNT,1776-140,HAFY60-20	
8235	100602	103774			CHAR!ALL	
8236	100604	061	067	067	.ASCII /1776/	
8237	100610	114000	000716	000010	APNT,HAFX-60,10	
8238	100616	103774			CHAR!ALL	
8239	100620	060	060	060	.ASCII /0000/	
8240	100624	114000	000716	000250	APNT,HAFX-60,250	
8241	100632	103774			CHAR!ALL	
8242	100634	060	062	064	.ASCII /0240/	
8243	100640	114000	000716	000510	APNT,HAFX-60,510	
8244	100646	103774			CHAR!ALL	
8245	100650	060	065	060	.ASCII /0500/	
8246	100654	114000	000716	001136	APNT,HAFX-60,1176-40	
8247	100662	103774			CHAR!ALL	
8248	100664	061	061	067	.ASCII /1176/	
8249	100670	114000	000716	001376	APNT,HAFX-60,1436-40	
8250	100676	103774			CHAR!ALL	
8251	100700	061	064	063	.ASCII /1436/	
8252	100704	114000	000716	001636	APNT,HAFX-60,1676-40	
8253	100712	103774			CHAR!ALL	
8254	100714	061	066	067	.ASCII /1676/	
8255						
8256	100720	114000	001706	000010	APNT,1776-70,10	:FINALLY...
8257	100726	103774			CHAR!ALL	
8258	100730	107	120		.ASCII /GP/	:...MY INITIALS.
8259						
8260	100732	164000	164000	164000	BOXES: DNOP, DNOP, DNOP	:*** FOR DEBUG ***
8261	100740	146016			JCXB: CUIM	: MATCH ON, SWITCH OFF.
8262	100742	114000	000000	000000	APNT,0,0	
8263	100750	113774			LVEC!ALL	:AND DRAW NESTED BOXES.
8264	100752				LXY 1,1776,0	
8265	100756				LXY 1,0,1676	
8266	100762				LXY 1,-1776,0	
8267	100766				LXY 1,0,-1676	
8268	100772	114000	000250	000240	APNT,250,240	
8269	101000	110000			LVEC	
8270	101002				LXY 1,1256,0	
8271	101006				LXY 1,0,1176	
8272	101012				LXY 1,-1256,0	
8273	101016				LXY 1,0,-1176	
8274	101022	114000	000520	000500	APNT,520,500	
8275	101030	110000			LVEC	
8276	101032				LXY 1,536,0	
8277	101036				LXY 1,0,476	
8278	101042				LXY 1,-536,0	
8279	101046				LXY 1,0,-476	
8280	101052	114000	000676	000636	APNT,HAFX-64.,HAFY50-64.	
8281	101060	134001			BM04!M64	: A 64 SQUARE BIT MAP AT CENTER.
8282	101062	000000			0	: POINTS TO FREE CORE BUFFER.
8283	101064	114000	000756	000736	APNT,HAFX-20,HAFY60	
8284	101072	106000			SVEC!LO	: CROSS AT CENTER (BLK ON WHITE)
8285	101074				SXY 1,40,0	
8286	101076				SXY U,-20,20	
8287	101100				SXY 1,0,-40	

8288
8289 101102 164000 164000 164000
8290 101110 146013 164003
8291 101114 146100 173400
8292 101120 164000 164000 164000
8293 101126 160000 100732
8294
8295 101132

JCXC: DNOP, DNOP, DNOP ;*** FOR DEBUG ***
 CUI, SYNC+2 ;SWITCH ON, MATCH OFF.
JCXD: CURD, STOPI ;READ JSX/JSY, STOP, INTERRUPT.
 DNOP, DNOP, DNOP ;*** FOR DEBUG ***
 DJMP, BOXES ;LOOP

END.TEST

:*****
: *
: * END TEST 33
: *
:*****


```

8347
8348
8349      ; IDLE LOOP. WAIT FOR KBD ENTRY TO CHANGE MODES.
8350
8351 101342 IDLEX: PRINTF #SCOUT
8352 101362 IDLE:  GMANID SDLIST,DISSEL,D,-1,0,DTHIL,YES
8353 101402 000410 BR IDLEB
8354 101404 IDLEA: GMANID SDASK,DISSEL,D,-1,0,DTHIL,YES
8355 101424 005077 101404 IDLEB: CLR @DSR ;STOP THE DPU (IE., FOR BLOOM)
8359      ;***B JSR PC,WAITF
8360      ;***B JSR PC,WAITF
8361      ;***B JSR PC,WAITF
8362      ;***B JSR PC,WAITF
8363 101430 012701 000050      ;WAIT FOR STOP
8364 101434 004737 027454 1$: MOV #40,R1 ;SET UP A TIMEOUT COUNTER. ;***B
8365 101440 103402      ;WAIT FOR THE STOP BIT. ;***B
8366 101442 005301      ;BR IF STOPPED. ;***B
8367 101444 001373      ;NOT STOPPED. BUMP COUNTER. ;***B
8368 101446 2$: BNE 1$ ;LOOP IF NOT STOPPED. ;***B
8369 101446 013700 101470      MOV DISSEL,R0
8370 101452 001743      BEQ IDLE
8371 101454 005037 101470      CLR DISSEL
8372 101460 006300      ASL R0
8373 101462 004770 101236      JSR PC,@DTAB(R0)
8374 101466 000746      BR IDLEA
8375
8376 101470 000000      DISSEL: 0 ; DISPLAY CURRENTLY SELECTED.
8377
8378 101472 040 040 060 SDLIST: .ASCII / 0 = 'TYPE THIS'/
8379 101513 015 012      .BYTE 15,12
8380 101515 040 040 061      .ASCII / 1 = TURN BLINKING ON/
8381 101543 015 012      .BYTE 15,12
8382 101545 040 040 062      .ASCII / 2 = TURN BLINKING OFF/
8383 101574 015 012      .BYTE 15,12
8384 101576 040 040 063      .ASCII / 3 = COLOR BARS/
8385 101616 015 012      .BYTE 15,12
8386 101620 040 040 064      .ASCII / 4 = 7 X 7 DOTS/
8387 101640 015 012      .BYTE 15,12
8388 101642 040 040 065      .ASCII / 5 = 7 X 7 CROSS-HATCH/
8389 101671 015 012      .BYTE 15,12
8390 101673 040 040 066      .ASCII / 6 = PERIMETER OUTLINE/
8391 101722 015 012      .BYTE 15,12
8392 101724 040 040 067      .ASCII / 7 = BASIC COLOR ID/
8393 101750 015 012      .BYTE 15,12
8394 101752 040 040 070      .ASCII / 8 = GUNS ID/
8395 101767 015 012      .BYTE 15,12
8396 101771 040 040 071      .ASCII / 9 = ALL WHITE SCREEN/
8397 102017 015 012      .BYTE 15,12
8398 102021 040 061 060      .ASCII / 10 = ALTERNATING WHITE SCREEN & PERIMETER OUTLINE/
8399 102103 015 012      .BYTE 15,12
8400 102105 040 061 061      .ASCII / 11 = ALL RED SCREEN/
8401 102131 015 012      .BYTE 15,12
8402 102133 040 061 062      .ASCII / 12 = ALL BLUE SCREEN/
8403 102160 015 012      .BYTE 15,12
8404 102162 040 061 063      .ASCII / 13 = ALL GREEN SCREEN/
8405 102210 015 012      .BYTE 15,12
8406 102212 015 012      SDASK: .BYTE 15,12
  
```

8407	102214	050	102	114	.ASCII	/(BLINKING IS /
8408	102231	117	106	106	SDO: .ASCII	/OFF) /
8409	102241	123	105	114	.ASCIZ	/SELECT DISPLAY /
8410					.EVEN	
8411						

```
8413
8414      : TURN BLINKING ON.
8415      :
8416 102262 004737 105330      :
8417 102266 112737 000116 102232 TBON: JSR PC,EBLINK      : ENABLE BLINKING.
8418 102274 112737 000051 102233      : MOVB #'N,SDO+1      : ADJUST PROMPT MSG.
8419 102302 112737 000054 102234      : MOVB #' ),SDO+2
8420 102310 112737 000040 102235      : MOVB #' ,SDO+3
8421 102316 000207      : MOVB #' ,SDO+4
8422      : RTS PC
8423
8424
8425
8426
8427      : TURN BLINKING OFF.
8428      :
8429 102320 004737 105356      :
8430 102324 112737 000106 102232 TBOFF: JSR PC,DBLINK      : DISABLE BLINKING.
8431 102332 112737 000106 102233      : MOVB #'F,SDO+1      : ADJUST PROMPT MSG.
8432 102340 112737 000051 102234      : MOVB #'F,SDO+2
8433 102346 112737 000054 102235      : MOVB #' ),SDO+3
8434 102354 000207      : MOVB #' ,SDO+4
      : RTS PC
```

```

8436
8437
8438
8439
8440
8441
8442
8443
8444
8445
8446 102356 004737 026650
8447 102362 004737 027066
8448 102366 012737 112000 102466
8449 102374 012701 000004
8450 102400 012702 000400
8451 102404 012777 102460 100420
8452 102412 000402
8453 102414 005277 100412
8454 102420 004737 027454
8455 102424 005302
8456 102426 001411
8457 102430 060137 102466
8458 102434 042737 176000 102466
8459 102442 052737 112000 102466
8460 102450 000761
8461
8462 102452 004737 104762
8463 102456 000207
8464
8465 102460 114000 000000 000000
8466 102466 112000
8467 102470 040000 001776
8468 102474 000002 000000
8469 102500 040000 021776
8470 102504 000002 000000
8471 102510 173000
8472 102512 160000 102466

:
: COLOR BAR GENERATOR.
: NUMBER AND COLOR OF BARS DEPENDANT ON PIXEL SIZE.
: ROUTINE DEFAULTS TO 8 BAR NTSC RAINBOW (IF LUT INSTALLED),
: OR GRAY-SCALE SHADES DEPENDANT ON PIXEL SIZE AS FOLLOWS:
: 2 BITS <9:8> = 4 COLORS/SHADES.
: 4 BITS <9:6> = 16 COLORS/SHADES.
: 6 BITS <9:4> = 64 COLORS/SHADES.
: 8 BITS <9:2> = 256 COLORS/SHADES.
:
BARS: JSR PC,CLRRW ;INIT DISPLAY.
      JSR PC,NTSC ; NTSC COLORS (IF LUT AVAILABLE)
      MOV #LVEC!LO,BV ;INIT DISPLAY CODE AT LVL 0...
      MOV #4,R1 ;...AND INCREMENT BY LVL 1.
1$: MOV #256.,R2 ; 256 PAIRS = 512 TOTAL.
     MOV #BGEN,@DPC
     SKP2
2$: INC @DPC
     JSR PC,WAITF
     DEC R2
     BEQ 3$ ;BR WHEN FINISHED.
     ADD R1,BV ; OTHERWISE, INCREMENT...
     BIC #^C1777,BV ;...AND STRIP THE LEVEL...
     BIS #LVEC!LO,BV ;...AND REPLACE OPCODE.
     BR 2$ ;...AND LOOP.
3$: JSR PC,OUTLIN ; OUTLINE THE SCREEN.
     RTS PC ; RE URN TO IDLE LOOP.
BGEN: APNT, 0, 0
BV: LVEC!LO
     I!0, MAXY ; UP...
     2, 0 ;...AND OVER...
     I!0, MXY!MAXY ;...DOWN...
     2, 0 ;...AND OVER AGAIN.
     STOPN
     DJMP, BV
  
```


8474
8475
8476
8477 102516
8478 102516 000104
8479 102520 000330
8480 102522 000554
8481 102524 001000
8482 102526 001224
8483 102530 001450
8484 102532 001674
8485 102534 177777
8486 102536 000110
8487 102540 000320
8488 102542 000530
8489 102544 000740
8490 102546 001150
8491 102550 001360
8492 102552 001570
8493 102554 177777

:
: 7 X 7 POINT TABLE FOR DOTS AND CROSS-HATCH.
:
: XTBL:
: Y50TBL: 34.*2 ; X POINTS...
: 108.*2 ; ...AND 50 HZ Y POINTS.
: 182.*2 ; DELTA = 74.
: 256.*2
: 330.*2
: 404.*2
: 478.*2
: -1
: Y60TBL: 36.*2 ; 60 HZ Y POINTS.
: 104.*2 ; DELTA = 68.
: 172.*2
: 240.*2
: 308.*2
: 376.*2
: 444.*2
: -1

```

8495
8496      : DOT GENERATOR.
8497      :
8498 102556 004737 026650      DOTS: JSR PC,CLRRW      ;INIT DISPLAY.
8499 102562 012702 102536      MOV #Y60TBL,R2      ;ASSUME 60 HZ Y'S.
8500 102566 023727 003246 000074  CMP HZ,#60.
8501 102574 001402      BEQ 1$
8502 102576 012702 102516      MOV #Y50TBL,R2      ;WRONG, USE 50 HZ Y'S.
8503
8504 102602 012237 102664      1$: MOV (R2)+,DGY      ;SET Y POINT.
8505 102606 100416      BMI 3$              ;BR WHEN ALL DOTS DONE.
8506 102610 012701 102516      MOV #XTBL,R1
8507 102614 012137 102662      2$: MOV (R1)+,DGX      ;SET X POINT.
8508 102620 100770      BMI 1$              ;X DONE, GET NEXT Y.
8509 102622 052737 040000 102662  BIS #I,DGX          ;SET I BIT.
8510 102630 012777 102660 100174  MOV #DGEN,@DPC
8511 102636 004737 027454      JSR PC,WAITF
8512 102642 000764      BR 2$              ;LOOP
8513
8514 102644 012737 000001 105070  3$: MOV #1,OUTFLG      ; SAY WE WANT DOTS ON THE OUTLINE
8515 102652 004737 104762      JSR PC,OUTLIN      ; OUTLINE THE SCREEN.
8516 102656 000207      RTS PC              ; RETURN TO IDLE LOOP.
8517
8518 102660 117774      DGEN: APNT!ALL
8519 102662 040000      DGX: I!0
8520 102664 000000      DGY: 0
8521 102666 173000      STOPN
8522 102670 130000      RPNT
8526 102700 173000      STOPN
; *** NOP TO ENLARGE THE DOTS ***

```

```

8528
8529      ; CROSS-HATCH GENERATOR.
8530      ;
8531 102702 004737 026650      HATCH: JSR      PC,CLRRW      ;INIT DISPLAY.
8532 102706 005037 103052      CLR      CHX
8533 102712 012737 041776 103060  MOV      #I!MAXX,CHV      ;SET FOR HORIZ VECTORS.
8534 102720 005037 103062      CLR      CHV+2
8535 102724 012701 102536      MOV      #Y60TBL,R1      ;ASSUME 60 HZ Y'S.
8536 102730 023727 003246 000074  CMP      HZ,#60.
8537 102736 001402      BEQ      1$
8538 102740 012701 102516      MOV      #Y50TBL,R1      ;WRONG AGAIN.
8539
8540 102744 012137 103054      1$:  MOV      (R1)+,CHY      ;SET NEXT Y.
8541 102750 100406      BMI      2$      ;BR AT END OF Y'S.
8542 102752 012777 103050 100052  MOV      #HGEN,@DPC
8543 102760 004737 027454      JSR      PC,WAITF
8544 102764 000767      BR      1$      ;LOOP FOR 7 HORIZ VECTORS.
8545
8546 102766 005037 103054      2$:  CLR      CHY
8547 102772 012737 040000 103060  MOV      #I!0,CHV      ;SET FOR VERT VECTORS.
8548 103000 012737 001776 103062  MOV      #MAXY,CHV+2
8549 103006 012701 102516      MOV      #XTBL,R1
8550 103012 012137 103052      3$:  MOV      (R1)+,CHX      ;SET NEXT X.
8551 103015 100406      BMI      4$      ;BR AT END OF X'S.
8552 103020 012777 103050 100004  MOV      #HGEN,@DPC
8553 103026 004737 027454      JSR      PC,WAITF
8554 103032 000767      BR      3$      ;LOOP FOR 7 VERT VECTORS.
8555 103034 012737 000001 105070  4$:  MOV      #1,OUTFLG      ; SAY WE WANT DOTS ON THE OUTLINE.
8556 103042 004737 104762      JSR      PC,OUTLIN      ; OUTLINE THE SCREEN.
8557 103046 000207      RTS      PC      ; RETURN TO IDLE LOOP.
8558
8559 103050 114000      HGEN:  APNT
8560 103052 000000      CHX:  0
8561 103054 000000      CHY:  0
8562 103056 113774      LVEC!ALL
8563 103060 041776 000000      CHV:  I.MAXX,0
8564 103064 173000      STOPN
  
```

```
8566  
8567  
8568  
8569 103066 004737 026650  
8570 103072 012737 000001 105070  
8571 103100 004737 104762  
8572 103104 000207  
:  
: DISPLAY A SQUARE, OUTLINING THE PERIMETER OF THE SCREEN.  
:  
PERIM: JSR PC,CLRRW ; CLEAR FOR READ/WRITE.  
MOV #1,OUTFLG ; SAY WE WANT DOTS ON THE OUTLINE  
JSR PC,OUTLIN ; OUTLINE THE SCREEN.  
RTS PC ; RETURN TO IDLE LOOP.
```

```

8574
8575      : DISPLAY THE FOUR BASIC COLORS (BLUE, RED, LT GREEN, DK GREEN)
8576      : AND DISPLAY THE NAME OF EACH UNDERNEATH.
8577      : EACH COLOR BAND WILL BE 1/4 SCREEN WIDTH.
8578
8579 103106 004737 026650 COLID: JSR PC,CLRRW ; CLEAR FOR READ/WRITE.
8580 103112 012737 112000 103240 MOV #LVEC!LO,11$
8581 103120 012701 000100 MOV #100,R1 ; START WITH BLUE.
8582 103124 050137 103240 BIS R1,11$
8583 103130 012702 000400 MOV #400,R2 ; (R2 DIVIDES SCREEN BY 4 & CHANGES COLORS).
8584 103134 012777 103232 077670 MOV #10$,@DPC ; START THE DPU.
      103142 004737 027454 JSR PC,WAITF ; WAIT FOR DISPLAY STOP.
8585 103146 000405 BR 3$
8586
8587 103150 2$:
      103150 052777 000001 077654 BIS #BIT0,@DPC ; CONTINUE THE DPU.
      103156 004737 027454 JSR PC,WAITF ; WAIT FOR DISPLAY STOP.
8588 103162 005302 3$: DEC R2 ; ALL DONE?
8589 103164 001412 BEQ 4$ ; YES.
8590 103166 032702 000077 BIT #77,R2 ; NO. TIME TO CHANGE COLOR?
8591 103172 001366 BNE 2$ ; NO.
8592 103174 006301 ASL R1 ; YES.
8593 103176 042737 001700 103240 BIC #1700,11$
8594 103204 050137 103240 BIS R1,11$
8595 103210 000757 BR 2$
8596
8597 103212 4$:
      103212 012777 103270 077612 MOV #12$,@DPC ; START THE DPU.
      103220 004737 027454 JSR PC,WAITF ; WAIT FOR DISPLAY STOP.
8598 103224 004737 104762 JSR PC,OUTLIN ; OUTLINE THE SCREEN.
8599 103230 000207 RTS PC ; RETURN TO IDLE LOOP.
8600
8601      :
8602      : DISPLAY CODE.
8603
8604 103232 114000 000000 000000 10$: APNT,0,0
8605 103240 112000 11$: LVEC!LO
8606 103242 040000 001776 I!0,MAXY
8607 103246 000002 000000 2,0
8608 103252 040000 021776 I!0,MXY!MAXY
8609 103256 000002 000000 2,0
8610 103262 173000 STOPN
8611 103264 160000 103240 DJMP,11$
8612 103270 114000 000004 000004 12$: APNT,4,4
8613 103276 152000 110302 SETCB,ACAT
8614 103302 103774 CHAR!ALL
8615 103304 102 114 125 .ASCIZ /BLUE RED LSB-GRN MSB-GRN /
8616 .EVEN
8617 103356 173000 STOPN
  
```

```

8619
8620      : GUNS ID DISPLAY
8621      : THIS DISPLAY IS SIMILAR TO THE COLOR BARS DISPLAY, EXCEPT:
8622      : 1. THE BARS ARE HORIZONTAL.
8623      : 2. THE GUNS ACTIVATED FOR EACH BAR ARE PRINTED INSIDE EACH BAR.
8624
8625 103360 004737 026650 GUNID: JSR PC,CLRRW      ; CLEAR FOR READ/WRITE.
8626 103364 012777 103636 077440 MOV #10$,@DPC    ; START THE DPU.
      103372 004737 027454 JSR PC,WAITF    ; WAIT FOR DISPLAY STOP.
8627 103376 012704 112000 MOV #LVEC!LO,R4 ; INIT VECTOR CONTROL.
8628 103402 012702 000020 MOV #16.,R2     ; INIT BAR COUNT.
8629 103406 012703 000017 1$: MOV #15.,R3    ; INIT VECTORS PER BAR -
8630 103412 023727 003246 000074 CMP HZ,#60.    ; - 15 FOR 60HZ, 16 FOR 50HZ.
8631 103420 001402 BEQ 2$
8632 103422 012703 000020 MOV #16.,R3
8633 103426 010437 103646 2$: MOV R4,11$    ; MODIFY DISPLAY FILE VECTOR CONTROL.
8634 103432 3$:
      103432 052777 000001 077372 BIS #BIT0,@DPC  ; CONTINUE THE DPU.
      103440 004737 027454 JSR PC,WAITF    ; WAIT FOR DISPLAY STOP.
8635 103444 005303 DEC R3          ; THIS BAR COMPLETED?
8636 103446 001371 BNE 3$         ; NO.
8637 103450 062704 000100 ADD #100,R4    ; YES. UPDATE VECTOR CONTROL.
8638 103454 005302 DEC R2          ; ALL BARS COMPLETED?
8639 103456 001353 BNE 1$         ; NO.
8640 103460 012704 000004 MOV #4,R4      ; YES. INIT MSG POSITION CONTROL.
8641 103464 012701 103776 MOV #30$,R1   ; INIT MESSAGE POINTER.
8642 103470 012702 000020 MOV #16.,R2   ; INIT MESSAGE COUNTER.
8643 103474 012737 103774 103720 MOV #CHAR!ALL,23$ ; INIT DISPLAY FILE INTENSITY CONTROL.
8644 103502 012777 103676 077322 MOV #20$,@DPC ; START THE DPU.
      103510 004737 027454 JSR PC,WAITF    ; WAIT FOR DISPLAY STOP.
8645 103514 010437 103712 4$: MOV R4,22$    ; MODIFY DISPLAY FILE MSG POSITION CONTROL.
8646 103520 012700 103722 MOV #24$,R0   ; MODIFY DISPLAY FILE MESSAGE.
8647 103524 112120 5$: MOVB (R1)+,(R0)+
8648 103526 001376 BNE 5$
8649 103530 112760 000040 177777 MOVB #' ,-(R0)
8650 103536 112720 000040 6$: MOVB #' ,(R0)+
8651 103542 020027 103770 CMP R0,#25$
8652 103546 001373 BNE 6$
8653 103550 105060 177777 CLRB -1(R0)
8654 103554 052777 000001 077250 BIS #BIT0,@DPC  ; CONTINUE THE DPU.
      103562 004737 027454 JSR PC,WAITF    ; WAIT FOR DISPLAY STOP.
8655 103566 062704 000074 ADD #74,R4    ; UPDATE MSG POSITION CONTROL.
8656 103572 023727 003250 001776 CMP YMAX,#MAXY50 ; ARE WE RUNNING 50HZ?
8657 103600 001002 BNE 60$      ; BR IF NO
8658 103602 062704 000004 ADD #4,R4    ; YES -- NEED TO BUMP UP 2 MORE PIXELS.
8659 103606 005302 60$: DEC R2          ; ALL MSGS DONE?
8660 103610 001407 BEQ 7$         ; YES.
8661 103612 020227 000010 CMP R2,#10   ; TIME TO FLIP INTENSITY?
8662 103616 001336 BNE 4$       ; NOT YET.
8663 103620 012737 102000 103720 MOV #CHAR!LO,23$ ; YES. CHANGE INTENSITY FROM WHITE TO BLACK.
8664 103626 000732 BR 4$
8665
8666 103630 004737 104762 7$: JSR PC,OUTLIN  ; OUTLINE THE SCREEN.
8667 103634 000207 RTS PC        ; RETURN TO IDLE LOOP.
8668
8669
8670      : DISPLAY FILES.

```

```

8671
8672 103636 114000 000000 000000 10$: APNT,0,0
8673 103644 173000 STOPN
8674 103646 112000 11$: LVEC!LO ; THE COLOR BARS...
8675 103650 041776 000000 I!MAXX,0
8676 103654 000000 000002 0,2
8677 103660 061776 000000 I!MXY!MAXX,0
8678 103664 000000 000002 0,2
8679 103670 173000 STOPN
8680 103672 160000 103646 DJMP,11$
8681
8682 103676 114000 000000 000000 20$: APNT,0,0
8683 103704 173000 STOPN
8684 103706 114000 21$: APNT ; THE IDENTIFICATION MESSAGES.
8685 103710 000004 4
8686 103712 000004 22$: 4
8687 103714 152000 110302 SETCB,ACAT
8688 103720 103774 23$: CHAR!ALL
8689 103722 130 130 130 24$: .ASCIZ /XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX/
8690 103770 173000 25$: STOPN
8691 103772 160000 103706 DJMP,21$
8692
8693
8694
8695 :
8696 : MESSAGES FOR DISPLAY.
8697 103776 050 060 060 30$: .ASCIZ /(0000)/
8698 104005 050 060 060 .ASCIZ /(0001) BLUE/
8699 104022 050 060 060 .ASCIZ /(0010) RED/
8700 104036 050 060 060 .ASCIZ /(0011) BLUE, RED/
8701 104060 050 060 061 .ASCIZ /(0100) LSB-GRN/
8702 104100 050 060 061 .ASCIZ /(0101) BLUE, LSB-GRN/
8703 104126 050 060 061 .ASCIZ /(0110) RED, LSB-GRN/
8704 104153 050 060 061 .ASCIZ /(0111) BLUE, RED, LSB-GRN/
8705 104206 050 061 060 .ASCIZ /(1000) MSB-GRN/
8706 104226 050 061 060 .ASCIZ /(1001) BLUE, MSB-GRN/
8707 104254 050 061 060 .ASCIZ /(1010) RED, MSB-GRN/
8708 104301 050 061 060 .ASCIZ /(1011) BLUE, RED, MSB-GRN/
8709 104334 050 061 061 .ASCIZ /(1100) LSB-GRN, MSB-GRN/
8710 104365 050 061 061 .ASCIZ /(1101) BLUE, LSB-GRN, MSB-GRN/
8711 104424 050 061 061 .ASCIZ /(1110) RED, LSB-GRN, MSB-GRN/
8712 104462 050 061 061 .ASCIZ /(1111) BLUE, RED, LSB-GRN, MSB-GRN/
8713 .EVEN
  
```

```

8715
8716 ; DISPLAYS FOR FILLING SCREEN WITH SOLID COLOR
8717 ;
8718 104526 012746 003774 SCRWHT: MOV #ALL,-(SP)
8719 104532 000410 BR SCRCOM ; GO TO COMMON SECTION
8720
8721 104534 012746 002200 SCRRED: MOV #LO!200,-(SP) ; GET RED ONTO STACK,
8722 104540 000405 BR SCRCOM ; GO TO COMMON
8723
8724 104542 012746 002100 SCRBLU: MOV #LO!100,-(SP) ; GET BLUE ONTO STACK,
8725 104546 000402 BR SCRCOM ; GO TO COMMON
8726
8727 104550 012746 003400 SCRGRN: MOV #LO!1400,-(SP) ; GET FULL GREEN ONTO STACK,
8728
8729 104554 004737 026650 SCRCOM: JSR PC,CLRRW ; CLEAR FOR READ/WRITE
8730 104560 004737 027066 JSR PC,NTSC ; SETUP COLOR TABLE (IF AVAILABLE)
8731 104564 012737 114000 104612 MOV #APNT,10$ ; INIT PIXEL DATA SELECTION
8732 104572 052637 104612 BIS (SP)+,10$ ; INSERT THE COLOR
8733 104576 012777 104612 076226 MOV #10$,@DPC ; START THE DPU
8734 104604 004737 027454 JSR PC,WAITF ; WAIT FOR DONE
8735 104610 000207 RTS PC ; RETURN TO IDLE
8736
8737 104612 117774 10$: APNT!ALL
8738 104614 170100 SETMEM ; SET THE MEMORY
8739 104616 173000 STOPN
  
```



```
8741  
8742  
8743  
8744  
8745  
8746 104620 004737 025402  
8747 104624 004737 102320  
8748 104630 004737 027066  
8749 104634 013737 003250 104730  
8750 104642 013737 003250 104740  
8751 104650 052737 020000 104740  
8752 104656 012777 104666 076146  
8753 104664 000207  
8754  
8755  
8756  
8757  
8758 104666 176034  
8759 104670 176434  
8760 104672 177034  
8761 104674 177434  
8762  
8763 104676 117774 000000 000000  
8764 104704 170100  
8765 104706 170200  
8766 104710 164170  
8767 104712 170200  
8768 104714 170140  
8769 104716 117774 000000 000000  
8770 104724 110000  
8771 104726 040000  
8772 104730 001776  
8773 104732 041776  
8774 104734 000000  
8775 104736 040000  
8776 104740 021776  
8777 104742 061776  
8778 104744 000000  
8779 104746 170200  
8780 104750 164170  
8781 104752 170200  
8782 104754 160000 104676  
8783  
8784
```

```
: 'BLOOM' TEST DISPLAY  
: THIS DISPLAY ALTERNATELY DISPLAYS A FULL WHITE SCREEN AND A PERIMETER OUTLINE.  
: THE DISPLAY CHANGES ONCE EVERY 2 SECONDS.  
BLOOM: JSR PC,DPINIT ;INIT THE DPU  
JSR PC,TBOFF ;TURN BLINKING OFF  
JSR PC,NTSC ;SET UP THE COLOR TABLE (IF AVAILABLE)  
MOV YMAX,12$ ;SET UP THE MAX Y VALUES, BASED ON FREQUENCY.  
MOV YMAX,13$  
BIS #MXY,13$  
MOV #10$,ADPC ;START THE DISPLAY & LET IT RUN.  
RTS PC ;RETURN TO THE IDLE LOOP  
  
: DISPLAY FILE:  
10$: WRT!CH0 ;SET ALL CHANNELS TO WRITE-ONLY, SWITCH-ENABLED.  
WRT!CH1  
WRT!CH2  
WRT!CH3  
: LOOP TO HERE:  
11$: APNT!ALL,0,0 ;SET WHITE PIXEL DATA  
SETMEM ;SET MEMORIES TO ALL WHITE  
SWTCH ;SWITCH TO READ-ONLY TO DISPLAY WHITE SCREEN  
DNOP+120. ;SHOW IT FOR 2 SECONDS.  
SWTCH ;SWITCH TO WRITE-ONLY MODE.  
CLRMEM ;CLEAR MEMORIES.  
APNT!ALL,0,0 ;START PERIMETER OUTLINE AT <0,0>  
LVEC ;ENTER LONG-VECTOR MODE.  
I!0 ;DRAW LEFT EDGE  
12$: MAXY ;... TO TOP OF VISIBLE AREA.  
I!MAXX ;DRAW TOP EDGE  
0 ;... TO RIGHT SIDE.  
I!0 ;DRAW RIGHT EDGE ...  
13$: MXY!MAXY ;... TO BOTTOM.  
I!MXY!MAXX ;DRAW BOTTOM EDGE ...  
0 ;... BACK TO <0,0>  
SWTCH ;SWITCH TO READ-ONLY TO DISPLAY PERIMETER  
DNOP+120. ;SHOW IT FOR 2 SECONDS.  
SWTCH ;SWITCH BACK TO WRITE-ONLY.  
DJMP,11$ ;LOOP BACK TO DO IT ALL OVER AGAIN.
```

```
:*****  
: *  
: * END TEST 34 *  
: *  
:*****
```

```

8786
8787
8788
8789
8790
8791
8792
8793 104762 013737 003250 105050
8794 104770 013737 003250 105060
8795 104776 052737 020000 105060
8796 105004 012777 105036 076020
8797 105012 004737 027454
8798 105016 005737 105070
8799 105022 001404
8799 105024 004737 105072
8800 105030 005037 105070
8801 105034
8802 105034 000207
8803
8804
8805
8806
8807 105036 114000 000000 000000
8808 105044 113774
8809 105046 040000
8810 105050 001776
8811 105052 041776
8812 105054 000000
8813 105056 040000
8814 105060 021776
8815 105062 061776
8816 105064 000000
8817 105066 173000
8818
8819
8820 105070 000000
8821 105072 013737 003250 105162
8822 105100 013746 003250
8823 105104 062716 000002
8824 105110 006216
8825 105112 006216
8826 105114 012637 105302
8827 105120 012777 105134 075704
8828 105126 004737 027454
8829 105132 000207
8830
8831 105134 116000 000000 000000
8832 105142 160001 105246
8833 105146 160001 105246
8834 105152 160001 105246
8835 105156 116000
8836 105160 000000
8837 105162 001676
8838 105164 160001 105246
8839 105170 160001 105246
8840 105174 160001 105246

```

: SOME MISCELLANEOUS DISPLAY SUBROUTINES.
 :
 : SUBROUTINE TO OUTLINE THE PERIMETER OF THE SCREEN.
 OUTLIN: MOV YMAX,11\$; SET Y COORDINATES AS PER HZ.
 MOV YMAX,12\$
 BIS #MXY,12\$
 MOV #10\$,@DPC ; START THE DPU.
 JSR PC,WAITF ; WAIT FOR DISPLAY STOP.
 TST OUTFLG ; MAKE IT DOTTED (3 DOTS PER SIDE)?
 BEQ 1\$; BR IF NO
 JSR PC,OUTDOT ; YES -- GO DO IT
 CLR OUTFLG ; THEN CLEAR THE FLAG
 1\$: RTS PC
 :
 : DISPLAY CODE.
 10\$: APNT,0,0
 LVEC!ALL
 I!0
 11\$: MAXY
 I!MAXX
 0
 I!0
 12\$: MXY!MAXY
 I!MXY!MAXX
 0
 STOPN
 : ROUTINE TO MAKE 3 DOTS IN EACH LINE OF THE PERIMETER:
 OUTFLG: 0 ; FLAG FOR ENABLING
 OUTDOT: MOV YMAX,OUTDT1 ; SET UP THE DISPLAY FILE
 MOV YMAX,-(SP) ; ... WITH FREQ.- DEPENDENT Y DATA.
 ADD #2,(SP)
 ASR (SP)
 ASR (SP)
 MOV (SP)+,OUTDY1
 MOV #OUTDTF,@DPC ; START THE DPU.
 JSR PC,WAITF ; WAIT FOR DISPLAY STOP.
 RTS PC
 : DISPLAY FILE FOR OUTLINE DOTS:
 OUTDTF: APNT!LO,0,0 ; BEGIN AT 0,0 WITH BLACK
 DJMS,OUTDFX ; DO DOT AT 400,0
 DJMS,OUTDFX ; ...AND AT 1000,0
 DJMS,OUTDFX ; ... AND AT 1400,0.
 APNT!LO
 0
 OUTDT1: MAXY60 ; GETS YMAX
 DJMS,OUTDFX ; DO DOT AT 400,YMAX
 DJMS,OUTDFX ; ... AND AT 1000,YMAX
 DJMS,OUTDFX ; ... AND AT 1400,YMAX

```

8841 105200 116000 000000 000000      APNT.L0,0,0      : GO AGAIN TO 0,0
8842 105206 160001 105276      DJMS, OUTDFY    : DO A DOT AT 0,YMAX+2/4
8843 105212 160001 105276      DJMS, OUTDFY    : ... AND AT 0, 2*<YMAX+2/4>
8844 105216 160001 105276      DJMS, OUTDFY    : ... AND AT 0, 3*<YMAX+2/4>
8845 105222 116000 001776 000000      APNT!L0,MAXX,0
8846 105230 160001 105276      DJMS, OUTDFY    : DO A DOT AT 0,YMAX+2/4
8847 105234 160001 105276      DJMS, OUTDFY    : ... AND AT 0, 2*<YMAX+2/4>
8848 105240 160001 105276      DJMS, OUTDFY    : ... AND AT 0, 3*<YMAX+2/4>
8849 105244 173000
8850
8851 105246 110000      OUTDFX: LVEC
8852 105250 000376 000000      MAXX+2/4-2,0   : SPACE OVER +400-2
8853 105254 060016 000000      I!M!14.,0      : MAKE 8 BLANK PIXELS
8854 105260 000022 000000      18.,0          : GO TO BEYOND THE TARGET POINT
8855 105264 040016 000000      I!14.,0        : MAKE 8 BLANK PIXELS
8856 105270 020020 000000      M!16.,0        : GO BACK TO TARGET
8857 105274 165000      DPOP           : RETURN
8858
8859 105276 112000      OUTDFY: LVEC!L0
8860 105300 000000      0
8861 105302 000360      OUTDY1: MAXY60+2/4 : GETS YMAX+2/4
8862 105304 000000 020020      0,M!16.        : BACK UP
8863 105310 040000 000040      I!0,32.        : ZAP 17 PIXELS
8864 105314 000000 020020      0,M!16.        : BACK UP
8865 105320 113774
8866 105322 040000 000000      LVEC!WHITE
8867 105326 165000      I!0,0          : WRITE A DOT
8868
8869
8870
8871
8872      : SUBROUTINE TO ENABLE BLINKING (ALL CHANS).
8873      :
8874 105330      : EBLINK:
      105330 012777 105344 075474      MOV #10$,@DPC   : START THE DPU.
      105336 004737 027454      JSR PC,WAITF   : WAIT FOR DISPLAY STOP.
8875 105342 000207      RTS PC
8876
8877
8878      : DISPLAY CODE.
8879      :
8880 105344 175401      10$: BLINK
8881 105346 175501      BLINK+100
8882 105350 175601      BLINK+200
8883 105352 175701      BLINK+300
8884 105354 173000      STOPN
8885
8886
8887
8888
8889      : SUBROUTINE TO DISABLE BLINKING (ALL CHANS).
8890      :
8891 105356      : DBLINK:
      105356 012777 105372 075446      MOV #10$,@DPC   : START THE DPU.
      105364 004737 027454      JSR PC,WAITF   : WAIT FOR DISPLAY STOP.
8892 105370 000207      RTS PC
8893
  
```

8894
8895
8896
8897 105372 175400
8898 105374 175500
8899 105376 175600
8900 105400 175700
8901 105402 173000

⋮ DISPLAY CODE.
10\$: NBLINK
NBLINK+100
NBLINK+200
NBLINK+300
STOPN

8952	105716	006302		ASL	R2	:
8953	105720	006302		ASL	R2	:
8954	105722	006302		ASL	R2	:
8955	105724	006302	4\$:	ASL	R2	:
8956	105726	100002		BPL	5\$:
8957	105730	005305		DEC	R5	:
8958	105732	001374		BNE	4\$:
8959	105734	010102	5\$:	MOV	R1,R2	: GET NUMBER OF THIS MEM IN R2.
8960	105736	162702	003260	SUB	#MEMTAB+2,R2	:
8961	105742	006202		ASR	R2	:
8962	105744	016104	177776	MOV	-2(R1),R4	: GET TABLE ENTRY FOR THIS MEM IN R4.
8963	105750			PRINTF	#SCMEM,R2,R4,R3	: PRINT DATA FOR THIS MEM.
8964	105776	005705		TST	R5	: NON-STANDARD?
8965	106000	001720		BEQ	1\$: NO. NEXT MEM.
8966	106002			PRINTF	#SCNSTD	: YES. TELL THE WORLD!.
8967	106022	000707		BR	1\$: NEXT MEM.
8968						
8969	106024	012102	6\$:	MOV	(R1)+,R2	: GET SYNC CHAN TABLE ENTRY. END OF TABLE?
8970	106026	100376		BPL	6\$: NO. (BUT NO SYNC CHAN THERE).
8971	106030	020227	177777	CMP	R2,#-1	: MAYBE. IS IT EOT OR A SYNC CHAN?
8972	106034	001443		BEQ	8\$: EOT.
8973	106036	010103		MOV	R1,R3	: SYNC CHAN. GET ITS NUMBER IN R3.
8974	106040	162703	003272	SUB	#SYCTAB+2,R3	:
8975	106044	006203		ASR	R3	:
8976	106046			PRINTF	#SCSYC,R3,R2	: PRINT DATA FOR THIS SYNC CHAN.
8977	106072	032702	020000	BIT	#BIT13,R2	: INTERLACED?
8978	106076	001011		BNE	7\$: YES.
8979	106100			PRINTF	#SCNINT	: NO.
8980	106120	000741		BR	6\$: NEXT SYNC CHAN.
8981						
8982	106122		7\$:	PRINTF	#SCINT	:
8983	106142	000730		BR	6\$: NEXT SYNC CHAN.
8984						
8985	106144	005737	002512	8\$:	TST	MFGFLG
8986	106150	001521		BEQ	15\$: MFG MODE?
8987	106152	013702	003022	MOV	MFGMO,R2	: NO.
8988	106156	005003		CLR	R3	: GET MFG MASTER FOR MEM 0.
8989	106160	012704	000010	MOV	#8.,R4	: INIT BIT COUNTER.
8990	106164	005005		CLR	R5	: INIT SHIFT COUNTER.
8991	106166	006302		ASL	R2	: INIT NON-STDD FLAG.
8992	106170	006302		ASL	R2	: POSITION THE MEMORY BITS.
8993	106172	006302		ASL	R2	:
8994	106174	006302		ASL	R2	:
8995	106176	006302		ASL	R2	:
8996	106200	006302	9\$:	ASL	R2	: SHIFT. GOT A ONE?
8997	106202	100001		BPL	10\$: NO.
8998	106204	005203		INC	R3	: YES. COUNT IT.
8999	106206	005304	10\$:	DEC	R4	: DONE ENOUGH SHIFTING?
9000	106210	001373		BNE	9\$: NO.
9001	106212	016102	177776	MOV	-2(R1),R2	: YES. NOW CHECK IF ALL ONE BITS ARE -
9002	106216	010305		MOV	R3,R5	: - CONSECUTIVE, STARTING AT BIT 9 -
9003	106220	006302		ASL	R2	: - (IF NOT, WE HAVE A NON-STANDARD -
9004	106222	006302		ASL	R2	: - MEMORY.)
9005	106224	006302		ASL	R2	:
9006	106226	006302		ASL	R2	:
9007	106230	006302		ASL	R2	:
9008	106232	006302	11\$:	ASL	R2	:

```

9009 106234 100002          BPL      12$
9010 106236 005305          DEC      R5
9011 106240 001374          BNE     11$
9012 106242 013704 003022 12$:  MOV     MFGMO,R4
9013 106246          PRINTF  #SCMMMO,R4,R3
9014 106272 005705          TST     R5
9015 106274 001410          BEQ     13$
9016 106276          PRINTF  #SCNSTD
9017 106316 013702 003024 13$:  MOV     MFGSO,R2
9018 106322          PRINTF  #SCMMSO,R2
9019 106344 032702 020000  BIT     #BIT13,R2
9020 106350 001011          BNE     14$
9021 106352          PRINTF  #SCNINT
9022 106372 000410          BR      15$
9023
9024 106374          PRINTF  #SCINT
9025 106414 013701 002012 14$:  MOV     L$UNIT,R1
9026 106420 162701 000001 15$:  SUB     #1,R1
9027 106424 006301          ASL     R1
9028 106426 005761 003302  TST     ERTABL(R1)
9029 106432 001002          BNE     16$
9030 106434          EXIT
9031 106440          PRINTF  #SCOUT
9032 106460          BREAK
9033 106462 000776          BR      17$
9034
9035 106464 045 116 045 SCMEM: .ASCIZ /%N%AMEMORY: %D1%A, MEMTAB VAL: %06%A, %D1%A BITS/
9036 106552 045 101 054 SCNSTD: .ASCIZ /%A, (NON-STD)/
9037 106571 045 116 045 SCSYC: .ASCIZ /%N%ASYNC CHAN: %01%A, SYCTAB VAL: %06/
9038 106640 045 101 054 SCINT: .ASCIZ /%A, INTERLACED/
9039 106660 045 101 054 SCNINT: .ASCIZ /%A, NON-INTERLACED/
9040 106704 045 116 045 SCMMMO: .ASCIZ /%N%AMFG MASTER MEM 0, MEMTAB VAL: %06%A, %D1%A BITS/
9041 106772 045 116 045 SCMMSO: .ASCIZ /%N%AMFG SYNC CHAN 0, SYCTAB VAL: %06/
9042 107040 045 116 045 SCOUT: .ASCIZ /%N%N%A (<^C> TO GET BACK TO 'DR>')%N/
9043 .EVEN
9044
9045 107110          END.TEST
  
```

```

:*****
:
:  END TEST 35
:
:*****
  
```

9047
9048
9049
9050
9051
9052
9053
9054

.SBTTL
.SBTTL SUPERVISORS DISPATCH TABLE

:++
: THIS TABLE HOLDS THE STARTING ADDRESS OF EACH TEST
: FOR THE SUPERVISOR'S DISPATCHER.
:--


```

.SBTTL *** LUMINANCE (GREY-SCALE) AND COLOR DATA TABLES
:
: TABLE OF 256 (8 BITS) LUMINANCE VALUES TO PRODUCE
: A LINEAR 12 BIT GREY-SCALE.
:
LUMTBL:
9057 107222 000000 000400 001000 0 400. 1000. 1
9058 107222 001400 000401 002000 1400. 401. 2000. 1001
9059 107222 002400 000002 003000 2400. 2. 3000. 402
9060 107222 003400 002401 004000 3400. 2401. 4000. 3
9061 107222 003001 002020 005000 3001. 2020. 5000. 2420
9062 107222 000004 005400 003002 4. 5400. 3002. 6000
9063 107222 001040 006400 002403 1040. 6400. 2403. 5
9064 107222 003003 002040 007400 3003. 2040. 7400. 5020 ; LEVEL 37
9065 107222 002404 000060 000006 2404. 60. 6. 1441
9066 107222 003004 002023 001042 3004. 2023. 1042. 2405
9067 107222 000007 004440 002024 7. 4440. 2024. 1061
9068 107222 000100 000010 000462 100. 10. 462. 2025
9069 107222 001044 002407 000011 1044. 2407. 11. 501
9070 107222 007440 001063 000120 7440. 1063. 120. 12
9071 107222 000502 003500 001064 502. 3500. 1064. 2411
9072 107222 005407 000503 002030 5407. 503. 2030. 1065 ; LEVEL 77
9073 107222 000140 000014 000504 140. 14. 504. 2031
9074 107222 001066 002413 000015 1066. 2413. 15. 505
9075 107222 007444 002540 000160 7444. 2540. 160. 16
9076 107222 003014 003504 002541 3014. 3504. 2541. 125
9077 107222 000017 002160 002034 17. 2160. 2034. 200
9078 107222 000126 003142 002161 126. 3142. 2161. 3506
9079 107222 001072 001600 007066 1072. 1600. 7066. 2162
9080 107222 002036 000220 001601 2036. 220. 1601. 3126 ; LEVEL 137
9081 107222 002163 005161 002563 2163. 5161. 2563. 131
9082 107222 004600 000513 005162 4600. 513. 5162. 240
9083 107222 000132 003146 002165 132. 3146. 2165. 1222
9084 107222 004220 004074 004602 4220. 4074. 4602. 2166
9085 107222 003513 000260 004075 3513. 260. 4075. 3132
9086 107222 003640 001152 002477 3640. 1152. 2477. 3223
9087 107222 000607 003567 000300 607. 3567. 300. 210
9088 107222 005476 002243 005241 5476. 2243. 5241. 1154 ; LEVEL 177
9089 107222 004152 004660 003153 4152. 4660. 3153. 2172
9090 107222 003517 000320 004117 3517. 320. 4117. 646
9091 107222 002173 001230 002555 2173. 1230. 2555. 157
9092 107222 000647 007624 000340 647. 7624. 340. 2574
9093 107222 005554 002321 002213 5554. 2321. 2213. 2703
9094 107222 000267 003265 004612 267. 3265. 4612. 3647
9095 107222 000360 001741 003266 360. 1741. 3266. 4631
9096 107222 002177 005213 005703 2177. 5213. 5703. 1634 ; LEVEL 237
9097 107222 000671 003651 005176 671. 3651. 5176. 272
9098 107222 001617 006266 001362 1617. 6266. 1362. 4360
9099 107222 000273 007232 000655 273. 7232. 655. 3653
9100 107222 001237 004235 004743 1237. 4235. 4743. 1256
9101 107222 007615 001312 005237 7615. 1312. 5237. 3345
9102 107222 000731 007616 002712 731. 7616. 2712. 1747
9103 107222 006235 002331 003656 6235. 2331. 3656. 4364
9104 107222 000277 003275 002332 277. 3275. 2332. 5330 ; LEVEL 277
9105 107222 002714 005712 003276 2714. 5712. 3276. 7745
9106 107222 001370 004366 007364 1370. 4366. 7364. 3277
9107 107222 002334 002371 004367 2334. 2371. 4367. 5714
  
```

9114	110052	004751	006276	001372	4751.	6276.	1372.	2717	
9115	110062	005715	004752	006277	5715.	4752.	6277.	1373	
9116	110072	004371	007367	004753	4371.	7367.	4753.	2337	
9117	110102	001374	004372	005717	1374.	4372.	5717.	4754	
9118	110112	007752	001375	004373	7752.	1375.	4373.	1757	; LEVEL 337
9119	110122	004755	007753	005337	4755.	7753.	5337.	4374	
9120	110132	007372	003357	006355	7372.	3357.	6355.	7754	
9121	110142	005374	002776	005774	5374.	2776.	5774.	7337	
9122	110152	006356	005357	004376	6356.	5357.	4376.	7374	
9123	110162	004776	007756	006757	4776.	7756.	6757.	4377	
9124	110172	007375	006376	007757	7375.	6376.	7757.	2777	
9125	110202	006776	005777	006376	6776.	5777.	6376.	6377	
9126	110212	007776	006777	007377	7776.	6777.	7377.	7777	; LEVEL 377

: THE BASIC (NTSC) COLORS, PLUS BLACK AND WHITE.

9130		007400			BLU=	17*BIT8			
9131		000017			RED=	17*BIT0			
9132		000360			GRN=	17*BIT4			

NTSC8: 0 ; BLACK (NO COLOR AT ALL).

9134	110222	000000			BLU				
9135	110224	007400			RED				
9136	110226	000017			RED+BLU				; MAGENTA
9137	110230	007417			GRN				
9138	110232	000360			GRN+BLU				; CYAN
9139	110234	007760			GRN+RED				; YELLOW
9140	110236	000377			GRN+RED+BLU				; WHITE

: A 16 LEVEL VARIATION OF THE ABOVE TO EXPERIMENT WITH.

9144					EXPRM:	0			
9145	110242	000000				43			; BROWN (3RD LEVEL YELLOW).
9146	110244	000043				0			
9147	110246	000000				RED			; RED
9148	110250	000017				0			
9149	110252	000000				117			; ORANGE (RED + HI GREEN)
9150	110254	000117				0			
9151	110256	000000				RED+GRN			; YELLOW
9152	110260	000377				0			
9153	110262	000000				GRN			; GREEN
9154	110264	000360				0			
9155	110266	000000				BLU			; BLUE
9156	110270	007400				0			
9157	110272	000000				RED+BLU			; VIOLET (MAGENTA)
9158	110274	007417				0			
9159	110276	000000				BLU+RED+GRN			; WHITE.
9160	110300	007777							

9162			.SBTTL *** ASCII CHARACTER ADDRESS TABLE AND SUBPIX	
9163			:	
9164			:THE FOLLOWING 128. WORDS CONTAIN THE CHARACTER SUBPIX	
9165			:STARTING ADDRESSES. 0-37 AND 140-177 ARE NULL FOR NOW.	
9166			: (EXCEPT FOR 12 AND 15)	
9167			:	
9168	110302	110702	ACAT: ..NULL	:0-37 ARE NULL (NLISTED).
9174				
9175		110402	\$SVPC=.	:SAVE PC, BACK UP AND...
9176		110326	.=ACAT+<12*2>	
9177	110326	110704	..LF	:...INSERT LINE FEED...
9178		110334	.=ACAT+<15*2>	
9179	110334	110714	..CR	:...AND CARRIAGE RETURN ADDRESSES.
9180		110402	.=SVPC	:RESTORE PC
9181				
9182	110402	110730	..SPC	:SPACE
9183	110404	110736	..EXC	:EXCLAM
9184	110406	110754	..QUO	:DOUBLE QUOTE.
9185	110410	110772	..NUM	:NUMBER SIGN
9186	110412	111020	..DOL	:DOLLAR
9187	110414	111052	..PCT	:PER CENT
9188	110416	111112	..AND	:AMPERSAND
9189	110420	111152	..QUO1	:SINGLE QUOTE
9190	110422	111164	..LPAR	:LFT PAREN
9191	110424	111202	..RPAR	:RT PAREN
9192	110426	111220	..AST	:ASTERISK
9193	110430	111242	..PLS	:PLUS
9194	110432	111260	..CMA	:COMMA
9195	110434	111272	..MNS	:MINUS
9196	110436	111304	..DOT	:PERIOD
9197	110440	111314	..SLSH	:SLASH
9198	110442	111330	..00	
9199	110444	111362	..11	
9200	110446	111402	..22	
9201	110450	111434	..33	
9202	110452	111474	..44	
9203	110454	111514	..55	
9204	110456	111544	..66	
9205	110460	111576	..77	
9206	110462	111616	..88	
9207	110464	111666	..99	
9208	110466	111716	..COLN	:COLON
9209	110470	111734	..SEMI	:SEMI COLON
9210	110472	111752	..LANG	:LFT ANGLE
9211	110474	111766	..EQ	:EQUALS
9212	110476	112004	..RANG	:RT ANGLE
9213	110500	112016	..QUES	:QUESTION
9214	110502	112044	..ATS	:AT SIGN
9215	110504	112100	..AA	
9216	110506	112124	..BB	
9217	110510	112160	..CC	
9218	110512	112206	..DD	
9219	110514	112230	..EE	
9220	110516	112236	..FF	
9221	110520	112254	..GG	
9222	110522	112272	..HH	
9223	110524	112312	..II	

9224	110526	112334	..JJ	
9225	110530	112354	..KK	
9226	110532	112372	..LL	
9227	110534	112406	..MM	
9228	110536	112424	..NN	
9229	110540	112444	..OO	
9230	110542	112474	..PP	
9231	110544	112516	..QQ	
9232	110546	112532	..RR	
9233	110550	112546	..SS	
9234	110552	112604	..TT	
9235	110554	112622	..UU	
9236	110556	112644	..VV	
9237	110560	112664	..WW	
9238	110562	112704	..XX	
9239	110564	112730	..YY	
9240	110566	112754	..ZZ	
9241	110570	112776	..LBRK	:LFT BRACKET
9242	110572	113014	..BSLH	:BACK SLASH
9243	110574	113032	..RBRK	:RT BRACKET
9244	110576	113050	..CRT	:CARROT
9245	110600	113064	..USC	:UNDERSCORE
9246	110602	110702	..NULL	:140-177 ARE NULL (NLISTED).

```

9253      ; THESE ARE THE CHAR SUBPIX ROUTINES.
9254      ; EACH IS BUILT ON A 5 X 7 DOT MATRIX (ALA VT05).
9255      ; <CR> WILL INVOKE A "STOP". CPU MUST CALCULATE THE START
9256      ; CO-ORDS FOR NEXT LINE, STUFF IN "..CRX AND ..CRX+2" AND
9257      ; RESUME, TO XCT PSUEDO-CRLF.
9258
9259      ; THE FOLLOWING MACRO (SXY4) APPLIES A 4X SCALE FACTOR AT
9260      ; ASSEMBLY TIME TO YIELD A CHAR SIZE OF 30 X 40 (OCTAL)
9261      ; WHICH PRODUCES A MEDIUM SIZE CHAR FONT.
9262
9263      .MACRO SXY4 A,B,C
9264      SXY  A,B*4,C*4
9265      .ENDM SXY4
9266
9267 110702 165000      ..NULL: DPOP          ;ALL UNDEFINED CHARS EXIT HERE.
9268
9269 110704 164000      ..LF:  DNOP          ;DPOP TO NULL THE <LF>.
9270 110706 104000      SVEC
9272 110712 165000      DPOP
9273
9274 110714 164000      ..CR:  DNOP          ;DPOP TO NULL THE <CRLF>.
9275 110716 173000      STOPN          ;WAIT FOR NEW X AND Y...
9276 110720 114000      APNT           ;...OK, EXECUTE THE <CRLF>
9277 110722 000000      ..CRX: .WORD 0,0
9278 110726 165000      DPOP
9279
9280 110730 104000      ..SPC: SVEC
9282 110734 165000      DPOP
9283 110736 104000      ..EXC: SVEC
9289 110752 165000      DPOP
9290 110754 104000      ..QUO: SVEC
9296 110770 165000      DPOP
9297 110772 104000      ..NUM: SVEC
9307 111016 165000      DPOP
9308 111020 104000      ..DOL: SVEC
9320 111050 165000      DPOP
9321 111052 104000      ..PCT: SVEC
9336 111110 165000      DPOP
9337 111112 104000      ..AND: SVEC
9352 111150 165000      DPOP
9353 111152 104000      ..QUO1: SVEC
9357 111162 165000      DPOP
9358 111164 104000      ..LPAR: SVEC
9364 111200 165000      DPOP
9365 111202 104000      ..RPAR: SVEC
9371 111216 165000      DPOP
9372 111220 104000      ..AST: SVEC
9380 111240 165000      DPOP
9381 111242 104000      ..PLS: SVEC
9387 111256 165000      DPOP
9388 111260 104000      ..CMA: SVEC
9392 111270 165000      DPOP
9393 111272 104000      ..MNS: SVEC
9397 111302 165000      DPOP
9398 111304 104000      ..DOT: SVEC
9401 111312 165000      DPOP
9402 111314 104000      ..SLSH: SVEC
  
```

9407	111326	165000		DPOP		
9408	111330	104000	..00:	SVEC		
9420	111360	165000		DPOP		
9421	111362	104000	..11:	SVEC		
9428	111400	165000		DPOP		
9429	111402	104000	..22:	SVEC		
9441	111432	165000		DPOP		
9442	111434	104000	..33:	SVEC		
9457	111472	165000		DPOP		
9458	111474	104000	..44:	SVEC		
9465	111512	165000		DPOP		
9466	111514	104000	..55:	SVEC		
9477	111542	165000		DPOP		
9478	111544	104000	..66:	SVEC		
9490	111574	165000		DPOP		
9491	111576	104000	..77:	SVEC		
9498	111614	165000		DPOP		
9499	111616	104000	..88:	SVEC		
9518	111664	165000		DPOP		
9519	111666	104000	..99:	SVEC		
9530	111714	165000		DPOP		
9531	111716	104000	..COLN:	SVEC		
9537	111732	165000		DPOP		
9538	111734	104000	..SEMI:	SVEC		
9544	111750	165000		DPOP		
9545	111752	104000	..LANG:	SVEC		
9550	111764	165000		DPOP		
9551	111766	104000	..EQ:	SVEC		
9557	112002	165000		DPOP		
9558	112004	104000	..RANG:	SVEC		
9562	112014	165000		DPOP		
9563	112016	104000	..QUES:	SVEC		
9573	112042	165000		DPOP		
9574	112044	104000	..ATS:	SVEC		
9587	112076	165000		DPOP		
9588	112100	104000	..AA:	SVEC		
9597	112122	165000		DPOP		
9598	112124	104000	..BB:	SVEC		
9611	112156	165000		DPOP		
9612	112160	104000	..CC:	SVEC		
9622	112204	165000		DPOP		
9623	112206	104000	..DD:	SVEC		
9631	112226	165000		DPOP		
9632	112230	104000	..EE:	SVEC		
9635	112236	104000	..FF:	SVEC		
9641	112252	165000		DPOP		
9642	112254	104000	..GG:	SVEC		
9647	112266	160000	112160	.WORD	DJMP,..CC	;FINISH USING 'C'.
9648	112272	104000	..HH:	SVEC		
9655	112310	165000		DPOP		
9656	112312	104000	..II:	SVEC		
9664	112332	165000		DPOP		
9665	112334	104000	..JJ:	SVEC		
9672	112352	165000		DPOP		
9673	112354	104000	..KK:	SVEC		
9679	112370	165000		DPOP		
9680	112372	104000	..LL:	SVEC		

9685	112404	165000					DPOP
9686	112406	104000		..MM:			SVEC
9692	112422	165000					DPOP
9693	112424	104000		..NN:			SVEC
9700	112442	165000					DPOP
9701	112444	104000		..OO:			SVEC
9712	112472	165000					DPOP
9713	112474	104000		..PP:			SVEC
9721	112514	165000					DPOP
9722	112516	104000		..QQ:			SVEC
9726	112526	160000	112444		.WORD	DJMP,..OO	:FINISH USING 'O'.
9727	112532	104000		..RR:			SVEC
9731	112542	160000	112474		.WORD	DJMP,..PP	:FINISH USING 'P'.
9732	112546	104000		..SS:			SVEC
9746	112602	165000					DPOP
9747	112604	104000		..TT:			SVEC
9753	112620	165000					DPOP
9754	112622	104000		..UU:			SVEC
9762	112642	165000					DPOP
9763	112644	104000		..VV:			SVEC
9770	112662	165000					DPOP
9771	112664	104000		..WW:			SVEC
9778	112702	165000					DPOP
9779	112704	104000		..XX:			SVEC
9788	112726	165000					DPOP
9789	112730	104000		..YY:			SVEC
9798	112752	165000					DPOP
9799	112754	104000		..ZZ:			SVEC
9807	112774	165000					DPOP
9808	112776	104000		..LBRK:			SVEC
9814	113012	165000					DPOP
9815	113014	104000		..BSLH:			SVEC

9822	113030	165000		
9823	113032	104000	..RBRK:	SVEC
9829	113046	165000		DPOP
9830	113050	104000	..CRT:	SVEC
9835	113062	165000		DPOP
9836	113064	104000	..USC:	SVEC
9839	113072	165000		DPOP

9841
9842
9843
9844
9845
9846
9847
9848 113074 021557
9849 113076 002165
9850
9851
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9860
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9862
9863 113100
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9868 113400
9870 113404
9871

.SBTTL *** DEVELOPMENT VERSIONS CONTROL

: THE FOLLOWING NUMBERS GET CHANGED AT EACH NEW ASSEMBLY, THEREFORE:
: IF THESE NUMBERS DON'T MATCH WHAT'S IN CORE (OCTALLY) THEN THIS
: LISTING DOESN'T MATCH THE LOADED PROGRAM!

DDMMY: 09071.
HHMM: 1141.

.SBTTL *** PATCH AREA
.SBTTL

:
: FINALLY A GENEROUS PATCH AREA.
:
: AND AN ADJUSTMENT TO ACCOUNT FOR THE 'LASIAD BIT7' HACK
: DESCRIBED IN 'SUPPRG.MEM' (FOR REV C).
:

PATCH: .BLKW 16.

: .BLKB <<. +400>B^C377>-.

:
: =. 377+1

LSLAST::

9873
 9874
 9875
 9876
 9877
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 9879
 9882 113410 172000
 9883
 9884 113412 000320
 9885
 9886 113414 000200
 9887 113416 000000
 9888 113420 000000
 9889
 9892 113426 172010
 9893
 9894 113430 000340
 9895
 9896 113432 000200
 9897 113434 000000
 9898 113436 000000
 9899
 9902
 9903 113440 000001

.SBTTL DEFAULT HARDWARE P-TABLE

```

:++
: THE DEFAULT HARDWARE P-TABLE CONTAINS DEFAULT VALUES OF
: THE TEST-DEVICE PARAMETERS. THE STRUCTURE OF THIS TABLE
: IS IDENTICAL TO THE STRUCTURE OF THE RUN-TIME P-TABLE.
:--
      .WORD 172000      ; 1ST (OF 4) REGISTER(S).
                        ; ( 7 IF LUT INSTALLED ).
      .WORD 320        ; 1ST (OF 4) VECTOR(S).
                        ; ( 5 IF LUT INSTALLED ).
      .WORD PRI04      ; INTERRUPT PRIORITY.
      .WORD 0          ; LUT AVAILABLE (IF NONZERO)
      .WORD 0          ; SYNC FREQUENCY: 0 = 60HZ
                        ; NZ = 50HZ
      .WORD 172010     ; 1ST (OF 4) REGISTER(S).
                        ; ( 7 IF LUT INSTALLED ).
      .WORD 340        ; 1ST (OF 4) VECTOR(S).
                        ; ( 5 IF LUT INSTALLED ).
      .WORD PRI04      ; INTERRUPT PRIORITY.
      .WORD 0          ; LUT AVAILABLE (IF NONZERO)
      .WORD 0          ; SYNC FREQUENCY: 0 = 60HZ
                        ; NZ = 50HZ
.SBTTL ***** TH - TH - TH - TH - THAT'S ALL FOLKS ! *****
PEND: .END
    
```

SYMBOL TABLE	
ABP	055140
ABPX	055146
ABPY	055150
ACAT	110302
ADR	= 000020 G
ALL	= 003774 G
ALLB	= 003774 G
ALLNB	= 003374 G
APF	005047
APNT	= 114000 G
APTST	054566
ASSEMB	= 000010
AUXSEG	= 000001 G
A1	= 001776
BADDAT	023060
BARS	102356
BGEN	102460
BIT0	= 000001 G
BIT00	= 000001 G
BIT01	= 000002 G
BIT02	= 000004 G
BIT03	= 000010 G
BIT04	= 000020 G
BIT05	= 000040 G
BIT06	= 000100 G
BIT07	= 000200 G
BIT08	= 000400 G
BIT09	= 001000 G
BIT1	= 000002 G
BIT10	= 002000 G
BIT11	= 004000 G
BIT12	= 010000 G
BIT13	= 020000 G
BIT14	= 040000 G
BIT15	= 100000 G
BIT2	= 000004 G
BIT3	= 000010 G
BIT4	= 000020 G
BIT5	= 000040 G
BIT6	= 000100 G
BIT7	= 000200 G
BIT8	= 000400 G
BIT9	= 001000 G
BLINK	= 175401 G
BLOOM	104620
BLU	= 007400
BLUC	= 000004 G
BLUEG	= 002100 G
BMF	005431
BMX	005453
BMXX	101062
BMOCHK	070456
BMOP1	070552
BMOP2	070576
BMOTST	067642
BM04	= 134000 G
BM08	= 135000 G
BM1	067532
BM1PIX	067550
BM1TST	067214
BM1X	067542
BM1Y	067544
BM14	= 136000 G
BM18	= 137000 G
BOE	= 000400 G
BOXES	100732
BRINIT	007030
BV	102466
B04	075714
B048	075736
B08	075726
B14	075666
B148	075710
B18	075700
CBAER	021422 G
CBAERA	013507
CBCHK	022624
CESWE	014326
CEZWE	014255
CGRPH	= 020000 G
CHAR	= 100000 G
CHDISP	054122
CHIE	= 010000 G
CHPROT	= 000200 G
CHR	005475
CHRF	005521
CHRTST	053374
CHSEG	054066
CHV	103060
CHX	103052
CHY	103054
CH0	= 000000 G
CH1	= 000400 G
CH2	= 001000 G
CH3	= 001400 G
CKDROP	030354
CKEMAX	030254
CLFLGS	= 000012 G
CLMFCN	026754
CLMPTR	071610
CLMSHT	071626
CLMTAB	071612
CLMEM	= 170140 G
CLRRW	026650
CLRRW1	026640
CLRTST	070716
CLRT1	070740
CLR	026632
CLR.D	071602
CLR.D2	071720
CLR.Z	071562
CLR.ZA	071572
CLR.Z2	071704
CLTNEW	071272
CMIVB	015430
CMNOMI	015371
CMPE	016224
CNVRT	027324
COLID	103106
CONFIG	030414
CONMEM	030414
CONSYC	030760
CRDAX	013734
CRDAY	014017
CRWRE	014102
CRWRO	013664
CRWRZ	013613
CCHAN	065140
CCH.1	065146
CCH.6	065142
CCH.8	065144
CSDSE	010351
CSFLE	010451
CSIFC	014630
CSMEND	064776
CSMF1A	065200
CSMF1B	065206
CSMF2A	065212
CSMF2B	065214
CSMF2C	065216
CSMF2D	065222
CSMF3A	065230
CSMF3B	065236
CSMF3C	065240
CSMF3D	065252
CSMF4A	065300
CSMF4B	065320
CSMF4C	065314
CSMF4D	065334
CSMF4E	065372
CSMF4F	065420
CSMF4G	065436
CSMF4H	065454
CSMF4I	065470
CSMF4J	065346
CSMF4K	065370
CSMF4L	065324
CSMF4U	065270
CSMF4V	065254
CSMF4X	065326
CSMF4Y	065330
CSMITR	060204
CSMLOO	060210
CSMNEX	064756
CSMPE	010551
CSMPTB	065026
CSMPTC	065136
CSMPX	065022
CSMPY	065024
CSMRE	010511
CSMTST	060164
CSMT1	060314
CSMT10	062244
CSMT11	062364
CSMT12	062450
CSMT13	062656
CSMT14	063020
CSMT15	063306
CSMT2	060426
CSMT3	060540
CSMT4	060672
CSMT5	061024
CSMT6	061202
CSMT7	061320
CSMT8	061434
CSMT9	062070
CSMXIT	065016
CSPCE	010411
CSRCHK	022440
CSRER	021166 G
CSRERA	013165
CSRETR	065150
CSRGEN	014543
CSRGSN	014461
CSXPE	010651
CSXRE	010611
CT	054070
CTAB	003256 G
CTABE	003302 G
CTABM	003256 G
CTABS	003270 G
CT.ASC	054104
CT.BAS	054116
CT.RET	054106
CT.SUB	054110
CUIM	= 146016 G
CUIOFF	= 146012 G
CUIS	= 146013 G
CUOFF	= 146040 G
CUON	= 146060 G
CURD	= 146100 G
CUWT	= 175000 G
CVC	= 000040 G
C\$AU	= 000052
C\$AUTO	= 000061
C\$BRK	= 000022
C\$BSEG	= 000004
C\$BSUB	= 000002
C\$CEFG	= 000045
C\$CLCK	= 000062
C\$CLEA	= 000012
C\$CLOS	= 000035
C\$CLP1	= 000006
C\$CVEC	= 000036
C\$DCLN	= 000044
C\$DODU	= 000051
C\$DRPT	= 000024
C\$DU	= 000053
C\$EDIT	= 000003
C\$ERDF	= 000055
C\$ERHR	= 000056
C\$ERRO	= 000060
C\$ERSF	= 000054
C\$ERSO	= 000057
C\$ESCA	= 000010
C\$ESEG	= 000005
C\$ESUB	= 000003
C\$ETST	= 000001
C\$EXIT	= 000032
C\$GETB	= 000026
C\$GETW	= 000027
C\$GMAN	= 000043
C\$GPHR	= 000042
C\$GPLO	= 000030
C\$GPRI	= 000040
C\$INIT	= 000011
C\$INLP	= 000020
C\$MANI	= 000050
C\$MEM	= 000031
C\$MSG	= 000023
C\$OPEN	= 000034
C\$PNTB	= 000014
C\$PNTF	= 000017
C\$PNTS	= 000016
C\$PNTX	= 000015
C\$QIO	= 000377
C\$RDBU	= 000007
C\$REFG	= 000047
C\$RESE	= 000033
C\$REVI	= 000003
C\$RFLA	= 000021
C\$RPT	= 000025
C\$SEFG	= 000046
C\$SPRI	= 000041
C\$SVEC	= 000037
C\$TPRI	= 000013
DAVTO	= 144003 G
DBLINK	105356
DBLPX	= 000100 G
DDMMY	113074
DEVcnt	032726
DEVDR0	034004
DEVNRD	033723
DEVNXR	033641
DEVONL	033571
DEVSUM	033534
DFPTBL	002224 G
DGEN	102660
DGX	102662
DGY	102664
DIAGMC	= 000000
DISSEL	101470
DJM	026274
DJMP	= 160000 G
DJMS	= 160001 G

SYMBOL TABLE	
DJS	026326
DNOP =	164000 G
DOTS	102556
DPC	003032 G
DPCER	020732 G
DPCERA	012643
DPDSE	007611
DPINIT	025402
DPOP =	165000 G
DPRESE	026074
DPRI	003050 G
DPSINI	025540
DPUMOD	002502 G
DPUSAV	026360
DRDYTO=	150003 G
DRR	003034 G
DSBINT	026176
DSCSE	010111
DSDPE	007651
DSDXE	007711
DSDYE	007751
DSFLE	010051
DSMPE	010211
DSMRE	010151
DSPCE	010011
DSR	003034 G
DSRCHK	022332
DSRER	020764 G
DSRERA	012706
DSTP	026242
DSXPE	010311
DSXRE	010251
DTAB	101236
DTABE	101272
DTHIL =	000015
DTO	026210
DUADR	035704
DUADRE	021454 G
DUAD12	017105
DUFLG	003224 G
DUMMY	003076
DX =	000002 G
DXR	003036 G
DXRER	021016 G
DXRERA	012751
DXYME	100140
DYI =	000002 G
DYNI =	000004 G
DYR	003040 G
DYRER	021050 G
DYRERA	013014
EBLINK	105330
ECE	013552
ECISVC	052416
ECMPE1	052420
ECMPE2	052424
ECMPE3	052436
ECMPE4	052452
ECRSV1	052466
ECRSV2	052472
ECRSV3	052502
ECSEQ1	052512
ECSEQ2	052530
ECSEQ3	052576
ECSEQ4	052630
ECSEQ5	052654
ECSEQ6	052676
ECSEQ7	052726
ECSQ7B	052750
ECSTO	052754
EF.CON=	000036 G
EF.NEW=	000035 G
EF.PWR=	000034 G
EF.RES=	000037 G
EF.STA=	000040 G
EGGBL =	003500 G
EMAXDU	030151
EMK	100360
EN =	006654
ENAINI	026114
ENECHK=	000100 G
ENVIRN	031476
ERCM	024041
ERCNAM	024264
ERCOD	024074 G
ERCODS	047466
ERCTBL	024266
ERICHK	023516
ERR =	100000 G
ERRCHK	023524
ERRCK1	023526
ERRK	030130
ERRVEC=	000004 G
ERTABE	003502
ERTABL	003302
ESF	004612
ESUM	030132
EVL =	000004 G
EX	100336
EXPGOT	017051
EXPGT2	016322
EXPR	027100
EXPRC2	022074 G
EXPREC	020700 G
EXPRM	110242
EXSM2 =	000050 G
EXSM4 =	000060 G
EXTA	022300
EXTEND	022276
EX2 =	000010 G
EX4 =	000020 G
EY	100352
FSEND =	002100
ESLOAD=	000035
FCOORD	016377
FERCM	024030
FHST =	060000 G
FILL1	027014
FILL2	027020
FLGCHK	022410
FLGER	021134 G
FLGERA	013122
FNOCSR	023772
FNOINT	004315
FORCER	003020
FORCET	032776
FORCSI=	000040 G
FREE	003240 G
FRESIZ	003242 G
FSYCHA	016500
FUMI	004206
FUSI	003752
FUSWI	004251
FUTO	004066
FSAU =	000015
FSAUTO=	000020
FSBGN =	000040
FSCLEA=	000007
FSDU =	000016
FSEND =	000041
FSHARD=	000004
FSHW =	000013
FSINIT=	000006
FSJMP =	000050
FSMOD =	000000
FSMSG =	000011
FSPROT=	000021
FSPWR =	000017
FSRPT =	000012
FSSEG =	000003
FSSOFT=	000005
FSSRV =	000010
FSSUB =	000002
FSSW =	000014
FSTEST=	000001
GCOFF =	000100 G
GDBAD	022736
GDDAT	023056 G
GERRMA	002516 G
GETCUR	065474
GETJSE	065542
GHIINH=	010000 G
GHX =	120000 G
GHXF	005314
GHXT	066334
GHXTST	065676
GHXTYP	066332
GHXYX	005374
GHY =	124000 G
GHYF	005344
GHYT	067106
GHYTST	066450
GHYTYP	067104
GOLD =	003200 G
GRN =	000360
GRNC =	000010 G
GRN1 =	002400 G
GRN2 =	003000 G
GRN3 =	003400 G
GRX	075446
GRY	075236
GTCURS	077752
GTJSSW=	040000 G
GUNID	103360
GX	075470
GXI =	174100 G
GY	075260
GYI =	174100 G
GSCNTO=	000200
G\$DELM=	000372
G\$DISP=	000003
G\$EXCP=	000400
G\$HILI=	000002
G\$LOLI=	000001
G\$NO =	000000
G\$OFFS=	000400
G\$OF SI=	000376
G\$PRMA=	000001
G\$PRMD=	000002
G\$PRML=	000000
G\$RADA=	000140
G\$RADB=	000000
G\$RADD=	000040
G\$RADL=	000120
G\$RADO=	000020
G\$XFER=	000004
G\$YFS =	000010
HAFX =	000776 G
HAFY =	000776 G
HAFY50=	000776 G
HAFY60=	000736 G
HATCH	102702
HBAER	021370 G
HBAERA	013444
HBCHK	022526
HCOPY =	176051 G
HCPY =	000001 G
HGEN	103050
HMM	113076
HOE =	100000 G
HPM1	002310
HPM2	002340
HPM3	002370
HPM4	002420
HPM5	002450
HST =	040000 G
HSX	075502
HSY	075272
HUE	003222 G
HX	075516
HY	075306
HZ	003246 G
I =	040000 G
IAUX	003160 G
IBE =	010000 G
ICBAE	007476
ICBASE	003162 G
ICSR	003152 G
ICSRE	007156
IDLE	101362
IDLEA	101404
IDLEB	101424
IDLEX	101342
IDPC	003126 G
IDPCE	007100
IDSR	003130 G
IDSRE	007127
IDU =	000040 G
IDXR	003132 G
IDYR	003134 G
IER =	020000 G
IFault	004356
IFLAGS	003150 G
IHBAE	007447
IHBASE	003156 G
IIRCHK	023422
IIRCNC	023406
IIRCNF	023434
IIRNFC	023452
ILDR	003140 G
ILMR	003142 G
ILSR	003136 G
IMAIN	003154 G
IMCBDA	072504
IMCERR	072334 G
IMCHK	071736
IMCHKR	071764
IMCRAM	072506
IMCRCT	072512
IMCTRY	072510
IMC.CH	072552
IMC.IR	072576
IMC.ME	072566
IMC.RA	072606
IMC.SR	072556
IMC.TA	072554
IMC.Y	072574
IMDERR	020506 G
IMDI	005641
IMDIX	005677
IMDIXC	006101
IMDIX2	006010
IMPME	007277
IMPWPE	007234
IMREAD=	162000 G

SYMBOL TABLE	
IMRF	072514
IMRRE	007205
IMR8	= 163000
IMTMOD	002504 G
INCCBA	044014
INCERK	030216
INCHBA	043544
INCREG	041232
INLAC	072706
INLE	017207
INLEX	022226 G
INLEXF	017235
INTCPC	026112
INTERR	020226 G
INTFLA	026107
INTLAC	003230 G
INTMAS	026106
INTVEC	026110
INTX	004400
IOKCKI	= 000200
IOKERR	= 000004
IOKJSM	= 000002
IOKJSS	= 000010
IOKSTP	= 000001
IPCSAV	003146 G
IREGCK	023066
ISDSR	003144 G
ISR	= 000100 G
IXE	= 004000 G
IXPME	007355
IXPWE	007404
IXRRE	007326
ISAU	= 000041
ISAUTO	= 000041
ISCLN	= 000041
ISDU	= 000041
ISHRD	= 000041
ISINIT	= 000041
ISMOD	= 000041
ISMSG	= 000041
ISPROT	= 000040
ISPTAB	= 000041
ISPR	= 000041
ISSEG	= 000041
ISSETU	= 000041
ISSFT	= 000041
ISSRV	= 000041
ISSUB	= 000041
ISTST	= 000041
JCWD	= 000020 G
JCWE	= 000040 G
JCXA	100320
JCXB	100740
JCXC	101110
JCXD	101114
JENOCL	014376
JMSPOP	044222
JMWD	= 000004 G
JMWE	= 000010 G
JPDPCE	007525
JPPCSE	007557
JSDXYE	100064
JSEWRO	014211
JSEWRZ	014145
JSF	004566
JSLCKO	= 000010 G
JSMIES	= 010000 G
JSMV	003054 G
JSPIX	100316
JSPIXA	100306
JSSIES	= 004000 G
JSSV	003060 G
JSTST	077304
JSV	076670
JVA	076744
JVA1	076724
JSWD	= 000001 G
JSWE	= 000002 G
JSWTEX	100010
JSX	100414
JSY	100434
JS0	= 000000 G
JS1	= 000400 G
JS2	= 001000 G
JS3	= 001400 G
JXYPE	100254 G
JXYPX	100216
JSJMP	= 000167
KIPAR0	= 172340
KIPAR1	= 172342
KIPAR2	= 172344
KIPAR3	= 172346
KIPAR4	= 172350
KIPAR5	= 172352
KIPAR6	= 172354
KIPAR7	= 172356
KIPDR0	= 172300
KIPDR1	= 172302
KIPDR2	= 172304
KIPDR3	= 172306
KIPDR4	= 172310
KIPDR5	= 172312
KIPDR6	= 172314
KIPDR7	= 172316
KLUDGE	031572
KTBKGD	031322
KTFLG	003244 G
KTINIT	031656
KTOFF	031306
KTON	031270
K100US	027564
LAIER	006555
LAIEW	006617
LDCP	= 175000 G
LDECC	= 175400 G
LDI	= 002000 G
LDINC	006662
LDJSS	= 146000 G
LDR	003044 G
LDUN	026602
LERRMA	002514 G
LINTER	020610 G
LINTX	006540
LMR	003046 G
LOCT	074754
LOE	= 040000 G
LOGO	074600
LONGX	005121
LOOP	027646
LOOPFL	023054 G
LOOPK	027700
LOT	= 000010 G
LREAD	= 010000 G
LWERR	020642 G
LRWX	006707
LSET	= 010000 G
LSR	003042 G
LUMIN	027054
LUMTBL	107222
LUTAV	003216 G
LUTSAV	026606
LUTV	003062 G
LV	055606
LVEC	= 110000 G
LVF	005073
LVTST	055224
LVX	055616
LVY	055620
LSACP	002110 G
LSAPT	002036 G
LSAU	033012 G
LSAUT	002070 G
LSAUTO	033216 G
LSCCP	002106 G
LSCLEA	033220 G
LSCO	002032 G
LDEPO	002011 G
LDESC	002122 G
LDESP	002076 G
LDEVP	002060 G
LDISP	107114 G
LDLY	002116 G
LDTP	002040 G
LDTYP	002034 G
LDU	033110 G
LDUT	002072 G
LDVTY	002162 G
LSEF	002052 G
LENVI	002044 G
LSETP	002102 G
LSEXP1	002046 G
LSEXP4	002064 G
LSEXP5	002066 G
LSHARD	002240 G
LSHIME	002120 G
LSHPCP	002016 G
LSHPTP	002022 G
LSHW	002224 G
LSICP	002104 G
LSINIT	032014 G
LSLADP	002026 G
LSLAST	113404 G
LSLOAD	002100 G
LSLUN	002074 G
LSMREV	002050 G
LSNAME	002000 G
LSPRIO	002042 G
LSPROT	032004 G
LSPRT	002112 G
LSREPP	002062 G
LSREV	002010 G
LSRPT	033272 G
LSOFT	002522 G
LSPC	002056 G
LSPCP	002020 G
LSPTP	002024 G
LSSTA	002030 G
LSW	002502 G
LSTEST	002114 G
LSTIML	002014 G
LSUNIT	002012 G
LO	= 002000 G
L10000	002236
L10001	002500
L10002	002520
L10003	003020
L10004	020062
L10005	020124
L10006	020166
L10007	020224
L10010	020504
L10011	020606
L10012	020640
L10013	020676
L10014	020730
L10015	020762
L10016	021014
L10017	021046
L10020	021100
L10021	021132
L10022	021164
L10023	021216
L10024	021250
L10025	021302
L10026	021334
L10027	021366
L10030	021420
L10031	021452
L10032	021506
L10033	021646
L10034	021760
L10035	022072
L10036	022130
L10037	022176
L10040	022224
L10041	022274
L10042	023322
L10043	024262
L10044	025740
L10046	032724
L10047	033106
L10050	033214
L10051	033216
L10052	033270
L10053	033532
L10054	034272
L10055	035042
L10056	035620
L10057	041150
L10060	042136
L10061	042564
L10062	043446
L10063	043716
L10064	044156
L10065	044652
L10066	045366
L10067	046036
L10070	046766
L10071	047334
L10072	052774
L10073	053326
L10074	054514
L10075	055154
L10076	055624
L10077	056314
L10100	057014
L10101	060062
L10102	065610
L10103	066362
L10104	067134
L10105	067562
L10106	070622
L10107	072612
L10110	071270
L10111	071550
L10112	072502
L10113	073146
L10114	074362
L10115	073660
L10116	074236
L10117	074444
L10120	076556
L10121	101132
L10122	100304

SYMBOL TABLE

L10123	104760	MPT.ST	074334	OPTI	003064 G	PTINER	023324	SCBASE	003212 G
L10124	107110	MPT.WB	074356	OUTDFX	105246	PUNIT	032730	SCFLG	003214 G
L10125	113410	MPT.WE	074344	OUTDFY	105276	PVEC2 =	000004 G	SCIDE	017355
L10126	113426	MPT.WY	074352	OUTDOT	105072	QVP	003030 G	SCINT	106640
L10127	113422	MPXPE	011551	OUTDTF	105134	QXIT	076460	SCM	017534
L10131	113440	MPXRE	011511	OUTDT1	105162	Q1	076366	SCME	017416
L255 =	003774 G	MRCSE	011051	OUTDY1	105302	Q2	076424	SCMEM	106464
M =	020000 G	MRDSE	010711	OUTFLG	105070	Q3	076366	SCMFG	017461
MAGEN =	002300 G	MRFLE	011011	OUTLIN	104762	Q4	076424	SCMMMO	106704
MAPMEM	070326	MRMPE	011111	OSAPTS=	000000	RBL	076536	SCMMSO	106772
MARK	100442	MRPCE	010751	OSAU =	000001	RBO	076530	SCNINT	106660
MATCH	100470	MRRER	021220 G	OSBGNR=	000001	RBX	076540	SCNSTD	106552
MATFLE	016017	MRRERA	013230	OSBGNS=	000001	RBY	076542	SCONTY	105522
MATIRE	015663	MRXPE	011211	OSDU =	000001	RDDXY	065520	SCOUT	107040
MATPCS	015505	MRXRE	011151	OSERRT=	000000	RDJSE	065566	SCPRES	017326
MATPOS	015611	MSX =	020000 G	OSGNSW=	000001	RDWRT =	176074 G	SCRBLU	104542
MATUI	016064	MSY =	000100 G	OSPOIN=	000001	RDWRT1=	176076 G	SCRCOM	104554
MATXE	015547	MXY =	020000 G	OSSETU=	000000	READ =	176050 G	SCRGRN	104550
MAXX =	001776 G	M128 =	000002 G	PASRPT	032240	RED =	000017	SCRRED	104534
MAXY =	001776 G	M256 =	000003 G	PATCH	113100	REDC =	000020 G	SCRWHT	104526
MAXY50=	001776 G	M32 =	000000 G	PATS	074250	REDG =	002200 G	SCS	017632
MAXY60=	001676 G	M64 =	000001 G	PATTST	073240	REGERR	023144 G	SCSR	003202 G
MCHAN	077270	NBLINK=	175400 G	PATT1	073262	REGNAM	023062	SCSYC	106571
MDVO =	000000 G	NEWPAS	032174	PAUSE1	027514	RELEAS	026756	SDASK	102212
MDV1 =	000001 G	NLRI	006306	PAUS.5	027522	RELF	004746	SDLIST	101472
MDV2 =	000002 G	NLWI	006362	PCSCHK	022360	RELFX	004773	SDO	102231
MDV3 =	000003 G	NOCMI	015263	PCSER	021102 G	RELTST	053050	SDPC	003164 G
MEMFLG	003252 G	NOCSR	024003	PCSERA	013057	RELT1	053322	SDSR	003166 G
MEMTAB	003256 G	NODEV	003226 G	PCSERR	020064 G	RESET1	034340	SDX	027312
MENDPC	016141	NOINIT	004434	PCSX	003564	RESTRS	031436	SDXR	003170 G
MEREG	015733	NOINTR	004321	PDBITS	003066 G	RGE	022664	SDY	027270
MFGFLG	002512 G	NOITS	002510 G	PDF	003072 G	RJF	004534	SDYR	003172 G
MFGMO	003022	NOMAN	017735	PDI	003070 G	RLMOD	057062	SELCSA=	000007 G
MFGSO	003024	NOMAT	016267	PDM	003074 G	RLMOD1	057076	SELCHA	077302
MKDXR	100004	NOMST	015334	PDXI	004642	RLMXIT	057676	SELCSR=	000003 G
MKDYR	100006	NOSTIK	077222	PEND	113440	RLNEWL	057346	SELDIS	101272
MMCHK	022466	NOSWI	014777	PERIM	103066	RLSKIP=	000400 G	SELSR=	000000 G
MMMAC	044744	NOSUPI	014712	PINTRA=	000001 G	RLXIE	016552	SELFLG=	000002 G
MMACA	045016	NOTOT	047336	PINTRB=	000002 G	RLXYE	020170 G	SELHBA=	000005 G
MMACE	012511	NSI	004014	PIXRBK=	000000 G	RLX2IE	016613	SELMPM=	000004 G
MMAE	021650 G	NSINIT	006760	PNT =	001000 G	RLYDE	016715	SELMRR=	000004 G
MMNXE	012600	NTO	004135	PNTCOO	022132 G	RLYUE	016663	SELPCS=	000001 G
MMVEC =	000250	NTSC	027066	PNTSYC	022200 G	RLY2DE	017010	SELXPM=	000006 G
MMOKT	045316	NTSC8	110222	PRBH	005574	RLY2UE	016751	SELXRR=	000006 G
MPAT2	074306	NUL	016546	PRBHG	005556	RND8 =	000400 G	SEQERR=	120003 G
MPCBAS	074332	NULCR	016547	PRGSI7=	174561	RNLN =	144000 G	SETCB =	152000 G
MPCSE	011411	NXM	027566	PRI =	002000 G	RPD	056310	SETCSR=	000013 G
MPDSE	011251	NXME =	104003 G	PRI00 =	000000 G	RPF	005175	SETDSR=	000010 G
MPE =	114003 G	NXR	003504	PRI01 =	000040 G	RPNT =	130000 G	SETFLG=	000012 G
MPFLE	011351	NXRERR	020032 G	PRI02 =	000100 G	RPT	056300	SETHB =	150000 G
MPLN =	000011	NXRU	003543	PRI03 =	000140 G	RPTST	055676	SETMEM=	170100 G
MPMER	021252 G	NXTU	032206	PRI04 =	000200 G	RSTPOS=	100000 G	SETMPM=	000015 G
MPMERA	013273	ODDSKP=	000200 G	PRI05 =	000240 G	RSVDOP=	124003 G	SETMRR=	000014 G
MPMRE	011451	OPCF	004676	PRI06 =	000300 G	R256 =	000100 G	SETU	032272
MPOFF	074330	OPCFX	004724	PRI07 =	000340 G	SAUX	003210 G	SETXPM=	000017 G
MPPCE	011311	OPCOD	042632	PROTEC=	176000 G	SAVED	031462	SETXRR=	000016 G
MPTNEW	073662	OPC1	043440	PRSYCH	065152	SAVERS	031412	SFLAGS	003200 G

SYMBOL TABLE

SFPTBL 002502 G	SWCHON= 000002 G	TSSAU = 010047	UAM = 000200 G	XPXRE 012451
SHADLY 003220 G	SWE = 000010 G	TSSAUT= 010051	ULRI 006437 G	XRCSE 011751
SHAD16 027172	SWIBV 015036	TSSCLE= 010052	ULWI 006477	XRDSE 011611
SHBASE 003206 G	SWNOCU 015205	TSSDAT= 010131	UMI 004212	XRFLE 011711
SHRTX 005250	SWNOHL 015112	TSSDU = 010050	UNITN 003026 G	XRMPE 012051
SIFLAG 023064	SWTCH = 170200 G	TSSHAR= 010001	USI 003756	XRMRE 012011
SIMSG 023012	SYCFLG 003254 G	TSSHW = 010000	USWI 004255	XRPCSE 011651
SINIT = 100000 G	SYCTAB 003270 G	TSSINI= 010046	US100 027530	XRRER 021304 G
SINIT1 035114	SYNC = 164001 G	TSSMSG= 010122	UTO 004072	XRRERA 013336
SIOFF = 171000 G	SYNCTO= 140003 G	TSSPC = 000002	VIOLET= 003300 G	XXRPE 012111
SION = 171400 G	SYSCON 021510 G	TSSPRO= 010045	VISXIT 076356	XTBL 102516
SKP0 = 000400	SLSYM= 010000	TSSPTA= 010130	VIS1 074544	XXCOMM 003236 G
SKP1 = 000401	TBOFF 102320	TSSRPT= 010053	VIS2 074714	XXDP = 003726
SKP2 = 000402	TBON 102262	TSSSEG= 010000	VIS3 075110	XX.ENT= 025570
SKP3 = 000403	TEMP1 003232 G	TSSSOF= 010003	VIS4 075320	XX.EXI= 026072
SMAIN 003204 G	TEMP2 003234 G	TSSSUB= 010116	VIS5 075530	XYERR 020126 G
SOCT1 075026	TESTK 030070	TSSSW = 010002	VIS5A 075746	XYX 003657
SOCT2 075040	TIDFLG 002506 G	TSSTES= 010124	VIS6 076076	XSALWA= 000000
SPARTS 074434	TINERR 022775	T1 034054 G	VRLF 076016	XSALS= 000040
SPCSAV 003176 G	TN = 000043	T10 044160 G	VRLF1 076024	X\$OFFS= 000400
SPM1 002600	TNAM 030066	T11 044654 G	VRLF2 076026	X\$TRUE= 000020
SPM2 002630	TNUM 030064	T12 045370 G	VSHGE 026010	X2INC 057752
SPM4 002660	TOTV 003056 G	T13 046040 G	VSHNG 025720 G	X2INCA 057762
SPM5 002710	TOTVST 047050	T14 046770 G	VSHUNG 025742	X2INCB 057772
SPM6 002740	TSTEND 030072	T15 047422 G	WAITF 027454	YA 067124
SPM7 002770	TSTGO 027702	T16 052776 G	WE = 000010 G	YDN 060016
SR0 = 177572	T\$ARGC= 000001	T17 053330 G	WECC = 160000 G	YDOWN = 000040 G
SR1 = 177574	T\$CODE= 000052	T18 054516 G	WHITE = 003774 G	YELLOW= 003600 G
SR2 = 177576	T\$ERRN= 006346	T19 055156 G	WJSS = 042000 G	YI 066340
SR3 = 172516	T\$EXCP= 000000	T2 034274 G	WRT = 176034 G	YMAX 003250 G
SSDSR 003174 G	T\$FLAG= 000040	T20 055626 G	WRTCPX= 140000 G	YUP 060002
SSF 004503	T\$FREE= 113440	T21 056316 G	WRTCPY= 140000 G	Y2DN 060046
SSTST 042210	T\$GMAN= 000000	T22 057016 G	WRTCSR= 000013 G	Y2UP 060032
SST1 042516	T\$HILI= 000015	T23 060064 G	WRTJSS= 042000 G	Y50TBL 102516
SST2 042526	T\$LAST= 000001	T24 065612 G	WRTMSR= 040000 G	Y60TBL 102536
SST3 042550	T\$LOLI= 000000	T25 066364 G	WRT.D 074262	\$SVPC = 110402
STOP = 172000 G	T\$LSYM= 010000	T26 067136 G	WRT.X 074264	.DX = 002000
STOPI = 173400 G	T\$LTNO= 000043	T27 067564 G	WRT.Y 074266	.DY = 000000
STOPN = 173000 G	T\$NEST= 177777	T28 070624 G	WRT1 = 176036 G	.I = 000000
STPTST 046110	T\$NSO = 000001	T28.1 070732	XA 066352	.NT = 000037
STPV 003052 G	T\$NS1 = 000011	T28.2 071272	XI 067112	..AA 112100
STP1 046742	T\$NS2 = 000003	T29 072614 G	XINC 057722	..AND 111112
STP2 046746	T\$PCNT= 000000	T3 035044 G	XINCA 057732	..AST 111220
STP3 046752	T\$PTAB= 010130	T30 073150 G	XINCB 057742	..ATS 112044
STP4 046760	T\$PTHV= 000002	T30.1 073254	XMCHK 022566	..BB 112124
STRSET 034122	T\$PTNU= 000002	T30.2 073662	XMMAC 045456	..BSLM 113014
SUPVSR= 026050	T\$SAVL= 177777	T31 074364 G	XMMACA 045530	..CC 112160
SVCGBL= 000000	T\$SEGL= 177777	T32 074446 G	XMMACE 012545	..CMA 111260
SVCINS= 177777	T\$SEKO= 010000	T33 076560 G	XMMAE 021762 G	..COLN 111716
SVCSUB= 177777	T\$SIZE= 000016	T34 101134 G	XPCSE 012311	..CR 110714
SVCTAG= 177777	T\$SUBN= 000000	T35 105404 G	XPDSE 012151	..CRT 113050
SVCTST= 177777	T\$TAGL= 177777	T4 035622 G	XPFLE 012251	..CRX 110722
SVD 057010	T\$TAGN= 010132	T5 041152 G	XPMER 021336 G	..DD 112206
SVEC = 104000 G	T\$TEMP= 000044	T6 042140 G	XPMERA 013401	..DOL 111020
SVF 005221	T\$TEST= 000043	T7 042566 G	XPMPE 012411	..DOT 111304
SVT 057000	T\$TSTM= 177777	T8 043450 G	XPMRE 012351	..EE 112230
SVTST 056364	T\$TSTS= 000001	T9 043720 G	XPPCE 012211	..EQ 111766

SYMBOL TABLE

..EXC	110736	..LPAR	111164	..QQ	112516	..SPC	110730	..00	111330
..FF	112236	..MM	112406	..QUES	112016	..SS	112546	..11	111362
..GG	112254	..MNS	111272	..QUO	110754	..TT	112604	..22	111402
..HH	112272	..NN	112424	..QUO1	111152	..USC	113064	..33	111434
..II	112312	..NULL	110702	..RANG	112004	..UU	112622	..44	111474
..JJ	112334	..NUM	110772	..RBRK	113032	..VV	112644	..55	111514
..KK	112354	..OO	112444	..RPAR	111202	..WW	112664	..66	111544
..LANG	111752	..PCT	111052	..RR	112532	..XX	112704	..77	111576
..LBRK	112776	..PLS	111242	..SEMI	111734	..YY	112730	..88	111616
..LF	110704	..PP	112474	..SLSH	111314	..ZZ	112754	..99	111666
..LL	112372								

. ABS. 113440 000
000000 001

ERRORS DETECTED: 0

VIRTUAL MEMORY USED: 34896 WORDS (137 PAGES)

DYNAMIC MEMORY: 20346 WORDS (78 PAGES)

ELAPSED TIME: 00:36:46

CVVSA.BIN,CVVSA.LST/-SP=SVC33.MLB/ML,CVVSAB0.MAC/EN:AMA:ABS/DS:GBL