

# GT40/GT44

VISUAL DISPLAY TEST  
MD-11-DDGTG-B

EP-DDGTG-B-DL-B  
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MADE IN USA



B01

GT40/GT44 WITH VR17 VISUAL DISPLAY TEST MAINDEC-11-DDGTG-B  
15-SEP-76 00:00

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IDENTIFICATION

PRODUCT CODE: MAINDEC-11-DDGTG-B-D  
PRODUCT NAME: GT40/GT44 VISUAL DISPLAY TEST  
WITH VR17 DISPLAY  
DATE: DECEMBER 1976  
MAINTAINER: DIAGNOSTIC GROUP

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

THIS PROGRAM CONTAINS A SERIES OF PATTERNS THAT ARE USED AS AIDS IN THE ALIGNMENT AND ADJUSTMENT OF THE GT40/GT44 DISPLAY SYSTEM WITH A VR17. FOR THIS TEST THE MAINTENCE SWITCHES ARE NOT USED (NORMAL POSITION).

2. REQUIREMENTS  
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## 2.1 EQUIPMENT

GT40 DISPLAY SYSTEM WITH VR17 DISPLAY SCOPE OR  
GT44 DISPLAY SYSTEM WITH VR17 DISPLAY SCOPE.

## 2.2 STORAGE

THIS PROGRAM USES LESS THAN 4K OF MEMORY.

## 2.3 PRELIMINARY PROGRAMS

ALL PROCESSOR MAINDECS, GT40/GT44 INSTRUCTION TEST I AND  
GT40/GT44 INSTRUCTION TEST II MUST HAVE RUN IN THEIR  
ENTIRETY BEFORE ATTEMPTING TO RUN THIS TEST.

3. LOADING PROCEDURE  
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## 3.1 METHOD

PROCEDURE FOR NORMAL BINARY TAPES SHOULD BE FOLLOWED.

4. STARTING PROCEDURE  
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## 4.1 STARTING ADDRESS

LOAD ADDRESS 0200  
START WITH SWITCHES 7=0, 8=0 FOR AUTO SEQUENCING  
THRU ALL NON-OPERATOR INTERVENTION PATTERNS.  
START WITH SWITCH BIT 7=0, 8=1 FOR SWITCH REGISTER PATTERN  
CONTROL (REF 4.2).  
START WITH SWITCH BIT 7=1, 8=0 OR 1 FOR KEYBOARD PATTERN  
CONTROL (REF 4.3).

#### 4.2 CONTROL SWITCH SETTINGS (SWITCH REGISTER)

SWITCH REGISTER BITS 0,1,2,3 ARE USED TO SELECT EACH OF THE TESTS.

##### NON-OPERATOR INTERVENTION TESTS

SW 3-0 = 00 / DIRECTORY  
01 / DOT REPEATIBILITY  
02 / PINCUSHION (X AND Y OFFSET ADJ.)  
03 / OCTAGONS OR SQUARES  
04 / CHARACTER SET (CHAP ADJ.)  
05 / DASH LINES AND BLINK  
06 / VECTOR LENGTH TEST (X VECTOR LENGTH ADJ.)  
07 / VECTOR LENGTH TEST (Y VECTOR LENGTH ADJ.)  
10 / PHOSPHOR TEST (HORIZ)  
11 / PHOSPHOR TEST (VERT)  
12 / INTENSITY LEVELS, SYNC AND LIGHT-PEN TEST  
13 / EDGE TEST  
14 / SHORT VECTOR AND RELATIVE POINT TEST  
15 / GRAPH PLOT INCREMENT TEST

##### OPERATOR INTERVENTION TESTS

16 / LIGHT-PEN FOLLOW TEST  
17 / KEYBOARD ECHO

SW 6 = 0 SELECT SUB-PICTURE 0  
SW 6 = 1 SELECT SUB-PICTURE 1 OR  
STOP DISPLAY FRAME MOTION

SW 8 = 0 EXECUTE ALL NON-OPERATOR INTERVENTION FRAMES.  
SW 8 = 1 EXECUTE THE DISPLAY FRAME SPECIFIED BY SW 0-3.

## 4.3 CONTROL SWITCH SETTINGS (DISPLAY KEYBOARD)

ALPHA CHARACTERS 'A' THRU 'P' ARE USED TO SELECT EACH OF THE TESTS.

CHARACTER	TEST
A	DIRECTORY
B	DOT REPEATABILITY
C	PINCUSHION (X AND Y OFFSET ADJ.)
D	OCTAGONS OR SQUARES
E	CHARACTER SET (CHAR. ADJ.)
F	DASH LINES AND BLINK
G	VECTOR LENGTH TEST (X VECTOR LENGTH ADJ.)
H	VECTOR LENGTH TEST (Y VECTOR LENGTH ADJ.)
I	PHOSPHOR TEST (HORIZ)
J	PHOSPHOR TEST (VERT)
K	INTENSITY LEVELS, SYNC AND LIGHT-PEN TEST
L	EDGE TEST
M	SHORT VECTOR AND RELATIVE POINT
N	GRAPHPLOT INCREMENT TEST
O	LIGHT-PEN FOLLOW TEST
P	KEYBOARD ECHO

DEPRESSING A 'RUBOUT' AFTER SELECTING A FRAME WILL LOCK ON THE SELECT FRAME.

DEPRESSING A 'CR' AFTER SELECTING A FRAME WILL SELECT SUB-PICTURE 1 OR STOP DISPLAY FRAME MOTION.

TO CONTINUE AFTER DEPRESSING A 'CR' OR 'RUBOUT' DEPRESS ANY KEY OTHER THAN 'CR' OR 'RUBOUT'.

DEPRESSING 'CONTROL C (<C>)' WHEN EXECUTING THE KEYBOARD ECHO TEST, WILL RETURN CONTROL TO THE DIRECTORY FRAME.

5. OPERATING PROCEDURE  
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## 5.1 OPERATIONAL SWITCHES

ALL OF THE TEST WILL RUN IN THEIR NORMAL MANNER WITHOUT ANY OPERATIONAL SWITCHES SELECTED, HOWEVER, SOME OF THE TESTS HAVE ADDITIONAL FEATURES AND THE ARE SELECTED BY USING SWITCH BIT 06 OR "CR" KEYBOARD KEY.

## 5.1.1 PINCUSHION TEST

SW 6 = 0 DISPLAY PINCUSHION  
SW 6 = 1 DISPLAY CROSSHATCH (IN-HOUSE TEST ONLY)

## 5.1.2 OCTAGON OR SQUARES

SW 6 = 0 DISPLAY OCTAGONS  
SW 6 = 1 DISPLAY SQUARES

## 5.1.3 VECTOR LENGTH TEST

SW 6 = 0 SWEEP MOVEMENT  
SW 6 = 1 STOP MOVEMENT

## 5.1.4 PHOSPHOR TEST

SW 6 = 0 SWEEP ACROSS THE SCREEN  
SW 6 = 1 STOP MOVEMENT

## 5.1.5 INTENSITY TEST

SW 6 = 0 ENABLE SYNC 'OFF'  
SW 6 = 1 ENABLE SYNC 'ON'

## 5.1.6 GRAPHLOT INCREMENT TEST

SW 6 = 0 USE GRAPHLOT X  
SW 6 = 1 USE GRAPHLOT Y

## 5.1.7 LIGHT PEN FOLLOW

SW 6 = 0 DISPLAY LIGHT PEN FOLLOW  
SW 6 = 1 DISPLAY LIGHT PEN FIELD OF VIEW  
(IN-HOUSE TEST ONLY)

6. ERRORS  
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THE PROGRAM WILL ONLY HALT ON ERROR.  
THE PROGRAM DOES NOT CONTAIN FACILITIES FOR THE REPORTING OF ERROR CONDITIONS.

7. RESTRICTIONS  
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IF USING THE SWITCH REGISTER (REF 4.2) TO CONTROL THE PROGRAM, THERE WILL BE A DELAY BEFORE THE NEW TEST IS SELECTED.

8. MISCELLANEOUS  
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## 8.1 DEVICE ADDRESS PROGRAM LOCATIONS

LOCATION 1000 CONTAINS THE GT40/GT44 DEVICE ADDRESS.  
LOCATION 1002 CONTAINS THE GT40/GT44 INTERRUPT VECTOR.  
LOCATION 1004 CONTAINS THE GT40/GT44 INTERRUPT BR LEVEL.

9. PROGRAM DESCRIPTION  
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## 9.1 DIRECTORY

THIS TEST USES THE CHARACTER MODE TO DISPLAY A DIRECTORY OF THE TESTS THAT ARE AVAILABLE.

## 9.2 DOT REPEATIBILITY

THIS TEST INTENSIFIES A DOT IN EACH CORNER AND A DOT IN THE CENTER OF THE SCREEN. THIS TEST IS USED TO VERIFY DOT REPEATIBILITY.

## 9.3 FINCUSHION AND VECTOR CURVATURE TEST (ADJUSTMENT OF X AND Y OFFSET POTS)

THIS TEST OUTLINES THE FULL SCREEN AREA. IT IS USEFUL IN CENTERING THE VIEWING AREA IN THE DISPLAY MASK. THIS TEST ALSO DRAWS A DIAGONAL LINE FROM LOWER LEFT CORNER TO THE UPPER RIGHT AND THEN RETURNS IN THE OPPOSITE DIRECTION. A SIMILAR SEQUENCE IS REPEATED STARTING AT LOWER RIGHT CORNER TO THE UPPER LEFT CORNER AND BACK. THE PURPOSE IS TO MAKE CERTAIN THAT THE VECTORS ARE LINEAR OVER THEIR ENTIRE LENGTH. WITH PROPER LENGTH VECTORS ONLY TWO DIAGONAL LINES SHOULD BE SEEN IN THE CENTER OF THE SCREEN. DO NOT ADJUST THE VECTOR LENGTH POTS WITH THIS DISPLAY PATTERN. SINGLE LINES SHOULD BE VISABLE AT THE TOP AND BOTTOM OF THE SCREEN, IF NOT ADJUST THE Y OFFSET POT. SINGLE LINES SHOULD BE VISABLE AT THE RIGHT AND LEFT EDGE OF THE SCREEN IF NOT ADJUST THE X OFFSET POT..

## 9.4 OCTAGONS OR SQUARES

A SERIES OF DIFFERENT SIZE OCTAGONS OR SQUARES ARE DRAWN TO DEMONSTRATE THAT CLOSED FIGURES CAN BE DRAWN USING DIFFERENT VECTOR LENGTHS (7, 17, 37, 77, 177, 377 AND 777). THIS TEST IS USED TO TEST THE END POINT MATCHING OF THE VECTORS.

## 9.5 CHARACTER SET (ADJUSTMENT OF THE CHARACTER POT'S)

TWO COMPLETE SETS OF ASCII CHARACTERS AVAILABLE FROM THE CHARACTER GENERATOR ARE DISPLAYED. THE CHARACTERS ARE DISPLAYED IN FOUR LINES OF TEXT. THE FIRST HALF OF A LINE IS IN 'NORMAL' FONT THE SECOND HALF OF A LINE IS IN 'ITALICS' FONT.

## 9.6 DASH LINES AND BLINK TEST

THIS TEST IS USED TO TEST THE FOUR TYPES OF VECTOR LINES. FOUR VECTORS ARE PLOTTED USING EACH OF THE FOUR LINE REGISTER VALUES. THIS TEST ALSO ENABLES THE BLINK OPTION. THE FIRST VECTOR ON A LINE SHOULD NOT BLINK. THE SECOND VECTOR ON A LINE SHOULD BLINK.

## 9.7 VECTOR LENGTH TEST (ADJUSTMENT OF X AND Y VECTOR LENGTH)

A SERIES OF INCREMENTING ANGLE VECTORS ARE DRAWN FROM THE SCREEN ORIGIN TO THE OPPOSITE EDGE OF THE SCREEN. THESE VECTORS SHOULD TERMINATE ON THE LINE DRAWN AT THE VIEWING EDGE. IF THE VECTORS DO NOT END ON THE LINE, ADJUST THE APPROPRIATE VECTOR LENGTH POT.

## 9.8 PHOSPHOR TEST

A WIDE BAND OF INTENSIFIED VECTORS IS DISPLAYED TO ALLOW FOR VISUAL INSPECTION OF THE CRT PHOSPHOR. THIS TEST ALSO TEST FOR ANY DISTORTION IN DEFLECTION CROSS-OVER IN THE SCOPE.

## 9.9 INTENSITY LEVEL, SYNC AND LIGHT-PEN SENSITIVITY TEST

EIGHT VECTORS ARE DRAWN USING EACH OF THE EIGHT INTENSITY LEVELS. THE INTENSITY SHOULD BE ADJUSTED SO THAT THE LEVEL 0 IS BARELY VISIBLE. THIS TEST IS ALSO USED TEST THE LIGHT PEN SENSITIVITY. ALL LINES ARE SET TO ALLOW A LIGHT PEN HIT. THEN HIT THE MESSAGE 'LIGHT PEN HIT' WILL BE DISPLAYED ON THE LINE HIT. THIS TEST IS ALSO USED TO TEST THE 'SYNC' LOGIC IF SELECTED.

## 9.10 EDGE SQUARES TEST

THIS TEST IS USED TO TEST FOR PROPER EDGE BLANKING AND REENTRY SETTLE TIME. THE SCREEN IS OUTLINED AND FOUR RECTANGLES ARE DRAWN AS TO EXCEED THE EDGE OF THE SCREEN. ONLY HALF OF EACH RECTANGLE SHOULD BE VISIBLE.



## 9.11 SHORT VECTOR AND RELATIVE POINT TEST

THIS TEST IS USED TO VERIFY PROPER DECODING OF THE SHORT VECTOR AND RELATIVE POINT. A SERIES OF INFINITIZED VERTICAL LINES ARE PLOTTED USING SHORT VECTOR MODE. THE TEST THEN REPEATS USING RELATIVE POINT. THE RESULTS IS THAT A SINGLE HORIZONTAL LINE APPEARS TO THE RIGHT OF THE VERTICAL LINES. ALSO INCLUDED IS A RELATIVE POINT REPEATABILITY TEST. FOUR SETS OF THREE OCTAGONS EACH WILL BE DISPLAYED. THE INNER OCTAGON IS DRAWN USING SHORT VECTOR MODE WITH A DELTA X, Y OF 71 OCT. THE MIDDLE OCTAGON IS DRAWN USING RELATIVE POINT MODE WITH A DELTA X, Y OF 74 OCT. THE OUTER OCTAGON IS DRAWN USING SHORT VECTOR MODE WITH AN DELTA X, Y OF 77 OCT. THE MIDDLE OCTAGON SHOULD BE EQUAL DISTANCE FROM THE OUTER OCTAGONS AND SHOULD NOT MOVE.

## 9.12 GRAPHPLOT INCREMENT TEST

A SERIES OF POINTS ARE PLOTTED WITH EACH POSSIBLE VALUE IN THE GRAPHPLOT INCREMENT REGISTER FROM 0-77. THE RESULTING PATTERN USED SHOULD APPEAR TO BE A SERIES OF POINTS AT AN INCREASING ANGLE.

## 9.13 LIGHT-PEN FOLLOW TEST

IN THIS OPERATOR INTERVENTION TEST A TRACKING CROSS IS DISPLAYED. THE OPERATOR MAY MOVE ACROSS THE SCREEN WITH THE LIGHT PEN. AN X AND Y OCTAL READOUT IS ALSO DISPLAYED TO THE OPERATOR.

## 9.14 KEYBOARD ECHO TEST

THIS IS AN OPERATOR INTERVENTION TEST USED TO INSURE PROPER OPERATION OF THE DISPLAY KEYBOARD. WHEN A DISPLAYABLE CHARACTER KEY IS DEPERSED THE CHARACTER IS DISPLAYED ON THE SCREEN. IN SELECTING THE SHIFT-OUT MODE. IF THE KEY DEPRESSED IS NOT A CONTROL CHARACTER, THE PROGRAM WILL TRAP TO THE SHIFT-OUT VECTOR. AN OCTAL CHARACTER VALUE READOUT IS ALSO DISPLAYED AS AN AID IN ADJUSTING THE TTY CLOCK.

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000004  
000500  
177570  
  
000024  
000026  
  
000030  
000032  
  
000170  
000172

.ENABL ABS,AMA  
.TITLE GT-40/GT-44 WITH VR17 VISUAL DISPLAY TEST MAINDEC-11-DDGTG-B  
.LIST ME  
.NLIST MC,MD,CND  
  
R0=%0  
R1=%1  
R2=%2  
R3=%3  
R4=%4  
R5=%5  
SP=%6  
PC=%7  
SCOPE=EMT  
ERRVEC=4  
STKPTR=500  
DSWR=177570 :11/45 LIGHT DISPLAY REGISTER  
  
:0-776 IS FILLED WITH .+2. HALT  
.LIST  
  
.=24  
.WORD LOWPWR  
340  
  
.=30  
.WORD SCOPEA ;EMT RETURN  
340  
  
SWREG: .=170  
SWR: .WORD C  
.WORD DSWR

# K01

GT-40-GT-44 WITH VR17 VISUAL DISPLAY TEST MAINDEC-11-DDGTG-B  
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000200 000200 001356      =200      JMP      START      :DISFLAY TEST
001000 001000 001000      =1000
001002 000320      GSADD: 172000      :DISPLAY STARTING ADDRESS
001004 000200      GSVCT: 320        :DISPLAY INTERRUPT VECTOR STARTING ADDRESS
001006 000000      GSBRL: 200        :DISPLAY BR LEVEL
001010 000000      ICNT: 0
001012 177776      PSW: 177776
001014 177560      TKS: 177560
001016 177562      TKB: 177562
001020 012536      DBUF: BUFFER      ;FIRST WORD IN THE DISPLAY BUFFER
001022 012540      DBUF1: BUFFER+2   ;SECOND WORD
001024 012542      DBUF2: BUFFER+4   ;THIRD WORD
001026 012544      DBUF3: BUFFER+6   ;FOURTH WORD
001028 012546      DBUF4: BUFFER+10  ;FIFTH WORD
001030 012550      DBUF5: BUFFER+12
001032 000000      DSAVE: 0          ;TEMP REG.
001034 000000      DSAVE1: 0
001036 000000      DSAVE2: 0
001040 000000      DSAVE3: 0
001042 000000      HOLD: 0
001044 000000      TSAVE: 0
001046 000000      CNTR: 0
001050 000000      CHANGE: 0
001052 000000      LOCKRB: 0

      :GS ADDRESSES AND INTERRUPT VECTORS
001054 172000      DPC: 172000      ;DISPLAY PROGRAM COUNTER
001056 172002      DSR: 172002      ;DISPLAY STATUS REGISTER
001060 172004      XPOS: 172004     ;DISPLAY X AXIS REGISTER
001062 172006      YPOS: 172006     ;DISPLAY Y AXIS REGISTER
001064 000320      DDONE: 320       ;DISPLAY INTERRUPT VECTOR FOR STOP
001066 000322      DDONE1: 322
001070 000324      LPVCT: 324       ;DISPLAY INTERRUPT VECTOR FOR LIGHT-PEN
001072 000326      LPVCT1: 326
001074 000330      TIMEVT: 330     ;DISPLAY INTERRUPT VECTOR FOR TIME-OUT OR SHIFT-OUT
001076 000332      TMEVT1: 332
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001100 005737 002114  
001104 001014  
001106 005037 005624  
001112 032777 000100 177052  
001120 001402  
001122 005137 005624  
001126 032777 000400 177036  
001134 001010  
001136 005737 001042  
001142 001012  
001144 000240  
001146 004737 001536  
001152 000240  
001154 000002  
001156 017704 177010  
001162 042704 177760  
001166 006304  
001170 012706 000500  
001174 000240  
001176 004737 001536  
001202 000240  
001204 000174 001210  
  
001210 000212  
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001298 000212  
001300 000212

:MONITOR ROUTINE

SCOPEA: TST KRBD ;TEST IF SW OR "KRB"  
BNE SCOPEF ;BR IF "KRB"  
CLR SWITCH ;CLEAR "SWITCH"  
BIT #100,JSWR ;TEST FOR "HOLD/STOP SWITCH"  
BEQ SCOPEE ;BR IF CLEARED  
COM SWITCH ;SET SWITCH  
SCOPEE: BIT #400,JSWR ;TEST BIT 8  
BNE SCOPEB  
SCOPEF: TST HCLD ;TEST FOR "HOLD/STOP"  
BNE SCOPEE ;BR IF SET  
NOP  
JSR PC,SETUP ;RESET HOUSEKEEPING  
NOP  
RTI ;EXIT  
SCOPEB: MOV JSWR,R4 ;READ SWITCHES  
SCOPEC: BIC #177760,R4 ;MASK TO BITS 4-15  
ASL R4 ;MOVE LEFT  
SCOPEE: MOV #STKPTR,SP ;RESET STACK  
NOP  
JSR PC,SETUP ;RESET HOUSEKEEPING  
NOP  
JMP DISPTC(R4) ;JMP TO THAT TEST  
  
DISPTC: FILE0+2 ;DIRECTORY  
FILE1+2 ;DOT REPEATIBILITY  
FILE2+2 ;PINCUSHION  
FILE3+2 ;OCTAGONS OR SQUARES  
FILE4+2 ;CHARACTER SET  
FILE5+2 ;DASH LINES AND BLINK  
FILE6+2 ;X VECTOR LENGTH  
FILE7+2 ;Y VECTOR LENGTH  
FILE10+2 ;X PHOSPHOR TEST  
FILE11+2 ;Y PHOSPHOR TEST  
FILE12+2 ;INTENSITY LEVEL AND LIGHTPEN  
FILE13+2 ;EDGE SQUARES  
FILE14+2 ;SHORT VECTOR RELATIVE POINT TEST  
FILE15+2 ;GRAPHPLOT TEST  
FILE16+2 ;LIGHT-PEN FOLLOW  
FILE17+2 ;KEY BOARD ECHO

MO1

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001250 010046 LOWPWR: MOV R0,-(SP)
001252 010146 MOV R1,-(SP)
001254 010246 MOV R2,-(SP)
001256 010346 MOV R3,-(SP)
001260 010446 MOV R4,-(SP)
001262 010546 MOV R5,-(SP)
001264 010637 001300 MOV SP,LOWSV
001270 012737 001302 000024 MOV #HIGPWR,2#24
001276 000000 HALT

001300 000000 LOWSV: 0

001302 013706 001300 HIGPWR: MOV LOWSV,SP
001306 012605 MOV (SP)+,R5
001310 012604 MOV (SP)+,R4
001312 012603 MOV (SP)+,R3
001314 012602 MOV (SP)+,R2
001316 012601 MOV (SP)+,R1
001320 012600 MOV (SP)+,R0
001322 012737 001250 000024 MOV #LOWPWR,2#24
001330 012706 000500 MOV #STKPTR,SP
001334 000240 NOP
001336 000240 NOP
001340 000240 NOP
001342 000000 HALT
001344 000240 NOP
001346 000240 NOP
001350 000240 NOP
00137 001170 JMP SCOPED

```



# NO1

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516 001356 012706 000500 START: MOV #STKPTR,SP ;SET UP THE STACK
517 001362 012777 000340 177420 MOV #340, @PSW ;RAISE PSW
518 001370 012700 001054 MOV #DPC, R0 ;GET POINTER
519 001374 013701 001000 MOV GSADD, R1 ;GET SUPPLIED ADDRESS
520 001400 010120 STRA: MOV R1, (0)+ ;UPDATE
521 001402 062701 000002 ADD #2, R1 ;THE
522 001406 022700 001064 CMP #DPC+10, R0 ;ADDRESSES
523 001412 001372 BNE STRA ;UNTIL DONE
524 001414 012700 001064 MOV #DDONE, R0 ;GET POINTER
525 001420 013701 001002 MOV GSVCT, R1 ;GET SUPPLIED VECTOR
526 001424 010120 STRB: MOV R1, (0)+ ;UPDATE
527 001426 062701 000002 ADD #2, R1 ;THE VECTORS
528 001432 022700 001102 CMP #DDONE+14, R0
529 001436 001372 BNE STRB
530 001440 005037 005624 CLR SWITCH ;HOUSEKEEP
531 001444 005037 001042 CLR HOLD
532 001450 005004 CLR R4
533 001452 005037 001044 CLR TSAVE
534 001456 004737 001536 STRC: JSR PC, SETUP ;SET UP VECTORS
535 001462 005037 001042 CLR HOLD
536 001466 012737 001000 012052 MOV #1000, RAY14A ;HOUSEKEEP X, Y ORIGIN FOR LIGHTPEN
537 001474 012737 000600 012054 MOV #600, RAY14B
538 001502 012737 030060 012032 MOV #30060, DLT14A ;INITIALIZE X READOUT
539 001510 012737 030060 012034 MOV #30060, DLT14A+2
540 001516 012737 030060 012044 MOV #30060, DLT14B ;INITIALIZE Y READOUT
541 001524 012737 030060 012046 MOV #30060, DLT14B+2
542 001532 000137 002116 JMP FILED ;START THE TEST

001536 012737 000062 000060 SETUP: MOV #62, @#60 ;RESET KRB VECTOR
001544 012737 000000 000062 MOV #0, @#62
001552 042777 000100 177232 BIC #100, @TKS ;CLEAR INT ENABLE
001560 005037 002114 CLR KRB
001564 013746 000004 MOV @#ERRVEC, -(SP) ;SAVE VECTOR CONTENTS
001570 012737 001616 000004 MOV #16, @#ERRVEC ;SET UP FOR TRAP
001576 012737 177570 000172 MOV #DSNR, @#SWR ;SET UP TO TEST FOR SWITCH REGISTER
001604 022777 177777 176360 CMP #-1, @SWR ;TEST FOR SWITCH REGISTER
001612 001005 BNE 3$ ;SWITCH REGISTER IS PRESENT
001614 000401 BR 2$ ;NO SWITCH REGISTER
001616 022626 1$: CMP (SP)+, (SP)+ ;POP 2 WORDS OFF STACK
001620 012737 000170 000172 2$: MOV #SWREG, @#SWR ;SET UP FOR SOFTWARE SWITCH REGISTER
001626 012637 000004 3$: MOV (SP)+, @#ERRVEC ;RESTORE VECTOR CONTENTS
001632 032777 000200 176332 BIT #200, @SWR ;TEST FOR "KRB" CONTROL
001640 001413 BEQ SETUPA ;BR IF NOT
001642 005137 002114 COM KRB ;SET "KRB" CONTROL
001646 012737 001746 000060 MOV #RETB, @#60 ;SET UP "KRB" INT
001654 012737 000340 000062 MOV #340, @#62
001662 052777 000100 177122 BIS #100, @TKS ;ENABLE "KRB" INT
001670 012777 001732 177166 SETUPA: MOV #SETUPB, @DDONE ;SET UP GT DONE VECTOR
001676 012777 000340 177162 MOV #340, @DDONE1
001684 013777 001072 177156 MOV LPVCT1, @LPVCT ;RESET LIGHT-PEN VECTOR
001692 005077 177154 CLR @LPVCT1
001698 013777 001076 177150 MOV TMEVT1, @TMEVT ;RESET TIME-OUT/SHIFT OUT VECTOR
001706 005077 177146 CLR @TMEVT1
001714 000207 RTS PC ;EXIT
    
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00000000 00000000 00000000 177120      SETJPB:  TST      205F      :TEST FOR STOP
00000000 00000000 00000000 00000000      BHI      .+4
00000000 00000000 00000000 00000000      MALT
00000000 00000000 00000000 00000000      RTI
00000000 00000000 00000000 00000000      MALT

00000000 00000000 00000000 177042      RETB:  MOVB      27KB,TSAVE :READ THE CHARACTER
00000000 00000000 00000000 177600      BIC      8177600,TSAVE :MASK TO 7 BITS
00000000 00000000 00000000 000015      CMP      815,TSAVE      :TEST FOR "CR"
00000000 00000000 00000000 005624      BEQ      KYT3          :BR IF
00000000 00000000 00000000 000101      CLR      SWITCH       :CLEAR "SWITCH"
00000000 00000000 00000000 001044      SUB      8101,TSAVE    :MAKE 0-77
00000000 00000000 00000000 000017      BHI      KYT1          :A
00000000 00000000 00000000 000017      CMP      817,TSAVE    :P
00000000 00000000 00000000 001044      BHI      KYT2
00000000 00000000 00000000 013700      MOV      TSAVE,R4
00000000 00000000 00000000 177777      MOV      8-1,CHANGE
00000000 00000000 00000000 005624      CLR      SWITCH
00000000 00000000 00000000 001042      CLR      HOLD
00000000 00000000 00000000 000002      RTI
00000000 00000000 00000000 000076      KYT2:  CMP      876,TSAVE   :EXIT
00000000 00000000 00000000 001015      BNE      KYT4
00000000 00000000 00000000 012737      MOV      8-1,HOLD     :RUBOUT
00000000 00000000 00000000 177777      RTI      :EXIT
00000000 00000000 00000000 005637      KYT1:  CLR      HOLD
00000000 00000000 00000000 000002      RTI
00000000 00000000 00000000 000000      MALT      :FATAL ERROR RTI FAILED

00000000 00000000 00000000 012737      KYT3:  MOV      8-1,SWITCH
00000000 00000000 00000000 000002      RTI
00000000 00000000 00000000 000000      MALT      :FATAL ERROR, RTI FAILED

00000000 00000000 00000000 162737      KYT4:  SUB      840,TSAVE   :CONVERT LC TO UC
00000000 00000000 00000000 000073      BR      KYT5
00000000 00000000 00000000 000000      KRBC:  C

```



# 002

```

662
663 002342 012737 004000 001046 FILE2A: MOV      #4000,CNTR      :LOAD COUNTER
664 002350 005737 005624 FILE2B: TST      SWITCH      :TEST SWITCH
665 002354 001405 BEQ      FILE2C      :BR IF SUBTEST NOT SELECTED
666 002356 004537 005460 JSR      R5,MSG      :EXIT TO DISPLAY FRAME
667 002362 000001 |
668 002364 012536 | BUFFER
669 002366 000404 | SR      FILE2D      :USING THE CROSS MATCH PATTERN
670 002370 004537 005460 FILE2C: JSR      R5,MSG      :EXIT TO DISPLAY FRAME
671 002374 000001 |
672 002376 007276 | FRME2
673 002400 005337 001046 FILE2D: DEC      CNTR
674 002404 001361 BNE      FILE2B      :FINISHED ?
675 |
676 | :EXECUTE OCTAGONS OR SQUARES
677 |
678 |
679 002406 104000 FILE3: SCOPE
680 002410 012737 014000 001046 MOV      #14000,CNTR :SET UP A COUNTER
681 002416 005737 005624 FILE3A: TST      SWITCH
682 002422 001010 BNE      FILE3B
683 002424 004537 005460 JSR      S,MSG
684 002430 000001 |
685 002432 007402 | FRME3
686 002434 005337 001046 DEC      CNTR
687 002440 001366 BNE      FILE3A
688 002442 000407 BR      FILE4
689 |
690 002444 004537 005460 FILE3B: JSR      S,MSG :DISPLAY TEST
691 002450 000001 |
692 002452 007772 | FRME3A
693 002454 005337 001046 DEC      CNTR
694 002460 001366 BNE      FILE3A
695 | :FRAME # 3A
696 | :DECREMENT COUNTER
697 | :BRANCH IF NOT COMPLETE

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002460 104000
002462 012720 012536
002464 012720 174400
002466 012720 170052
002468 012720 117124
002470 012720 000000
002510 012720 001700
002514 012720 100000
002520 112720 000017
002524 112720 000017
002530 012737 000100 002734
002536 004737 002672
002542 012737 000140 002734
002550 004737 002672
002554 012737 000040 002734
002562 004737 002672
002566 012720 170040
002572 004737 002632
002576 004737 002776
002602 012720 170060
002606 004737 002632
002612 012720 173400
002616 012720 160000
002622 012720 012536
002626 000137 003014

002632 112720 000016
002636 012702 000000
002642 012703 000037
002646 1:0220
002650 005202
002652 022702 000017
002656 001774
002660 005303
002662 001371
002664 012720 020017
002670 000207

002672 012720 170040
002676 013702 002734
002702 004737 002760
002706 004737 002776
002712 012720 170060
002716 013702 002734
002722 004737 002760
002726 004737 002736
002732 000207

002734 000000
002736 112720 000015

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```

:DISPLAY FILE
:CHARACTER AND ITALICS TEST
:SET UP THE BUFFER FOR THIS TEST

```

```

FILE4: SCOPE
MOV #BUFFER,R0
MOV #STATSA!SIB!SIZED,(0)+
MOV #STATSA!ITALD!S!NOFF!GREEN,(0)+
MOV #POINT!INT4!LPOFF!BLKOFF!LINED,(0)+ ;LOAD POINT MODE
MOV #0,(0)+
MOV #MAXY-77,(0)+
MOV #CHAR,(0)+
MOV #17,(0)+
MOV #17,(0)+
MOV #100,STCHAR ;LOAD INITIAL CHAR.
JSR PC,LOADBF
MOV #140,STCHAR ;LOAD INITIAL LC CHAR
JSR PC,LOADBF ;LOAD LINE
MOV #40,STCHAR ;LOAD NUMBERS AND PUNCT
JSR PC,LOADBF ;LOAD LINE
MOV #STATSA!ITALD,(R0)+ ;LOAD NORMAL FONT
JSR PC,LOADSP ;LOAD SPECIAL CHARS
JSR PC,SPACE ;INSERT SPACES
MOV #STATSA!ITALI,(R0)+ ;LOAD ITALICS FONT
JSR PC,LOADCSP ;LOAD SPECIAL
MOV #0,STOP ;LOAD STOP
MOV #0,JMP ;LOAD STOP
MOV #BUFFER,(R0)+
JMP FILE4

LOADSP: MOV #0,(R0)+
MOV #0,R2 ;SET INITIAL SHIFT OUT CHAR
MOV #0,R3 ;LOAD COUNT
MOV #0,R4 ;LOAD CHAR
INC R2
MOV #0,R2
MOV #0,R2
MOV #00017,R2 ;TEST FOR SI
MOV #0,R2 ;BR IF SI
MOV #0,R2 ;FINISHED
MOV #0,R2 ;BR IF NOT
MOV #00017,(R0)+ ;LOAD SHIFT-IN SPACE
RTS ;EXIT

LOADBF: MOV #STATSA!ITALD,(R0)+ ;LOAD NORMAL FONT
MOV #STCHAR,R2 ;SET STARTING CHAR
JSR PC,FILLIT ;LOAD THE CHARACTERS
JSR PC,SPACE ;INSERT SPACES
MOV #STATSA!ITALI,(R0)+ ;LOAD ITALICS FONT
MOV #STCHAR,R2 ;SET STARTING CHARACTER
JSR PC,FILLIT ;LOAD THE CHARACTERS
JSR PC,CRLF ;INSERT CR-LF
RTS ;EXIT

STCHAR: 0
CRLF: MOV #0,C

```



# F02

GT-40 GT-44 WITH VR17 VISUAL DISPLAY TEST MAINDEC-11-DOGTG-B  
 DOGTGB.P11 15-SEP-76 00:00

MAY11 27(1006) 05-NOV-76 12:14 PAGE 19

751	002742	112720	000012		MOV	#12,(0)+		
752	002744	112720	000012		MOV	#12,(0)+		
753	002752	112720	000012		MOV	#12,(0)+		
754	002756	000207			RTS	PC	:EXIT	
755								
756	002760	012703	000040	FILLIT:	MOV	#40,R3		
757	002764	110220		FILLA:	MOV	R2,(0)+		
758	002766	005202			INC	R2		
759	002770	005303			DEC	R3		
760	002772	001374			BNE	FILLA		
761	002774	000207			RTS	7		
762								
763	002776	012703	000010	SPACE:	MOV	#10,R3		
764	003002	112720	000040	IS:	MOV	#40,(R0)+	:LOAD A SPACE	
765	003006	005303			DEC	R3		
766	003010	001374			BNE	IS	:BR IF NOT DONE	
767	003012	000207			RTS	PC	:EXIT	
768								
769								
770								
771	003014	012737	001000	003070	FILE4A:	MOV	#1000,10\$	:LOAD A COUNTER
772	003022	012737	001700	012546	4\$:	MOV	#MAXY-77,BUFFER+10	:LOAD STARTING POINT
773	003030	004537	005460			JSR	R5,MSG	
774	003034	000001				1		
775	003036	012536				BUFFER		
776								
777	003040	012737	000400	012546		MOV	#400,BUFFER+10	
778	003046	004537	005460			JSR	R5,MSG	
779	003052	000001				1		
780	003054	012536				BUFFER		
781								
782	003056	005337	003070			DEC	10\$	:FINISHED ?
783	003062	001357				BNE	4\$	:BR IF NOT
784	003064	000137	003072			JMP	FILES	:GO TO NEXT TEST
785								
786	003070	000000			10\$:	0		
787								
788								
789								
790								
791	003072	104000						
792	003074	004537	005460		FILES:	SCOPE		
793	003100	010000				JSR	5,MSG	:EXIT TO DISPLAY A FRAME
794	003102	010242				1000		
795						FRAMES		:USING THE DASH AND BLINK FRAME



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003370 104000  
003372 005037 010554  
003376 004537 005460  
003402 000050  
003404 010552  
003406 004537 005460  
003412 000001  
003414 010652  
003416 000240  
003420 005737 005624  
003424 001364  
003426 062737 000001 010554  
003434 022737 002000 010554  
003442 001355  
  
003444 104000  
003446 005037 010616  
003452 004537 005460  
003456 000050  
003460 010612  
003462 004537 005460  
003466 000001  
003470 010652  
003472 000240  
003474 005737 005624  
003500 001364  
003502 062737 000001 010616  
003510 022737 002000 010616  
003516 001355

:PHOSPHOR TEST (HORIZONTAL)

FILE10: SCOPE  
D7A: CLR DELTX7  
JSR 5,MSG ;EXIT TO DISPLAY A FRAME  
SO  
FRME10 ;USING THE HORIZ FRAME  
JSR 5,MSG ;EXIT TO DISPLAY A FRAME  
1  
FRM10 ;USING THE PERIMETER BOX  
NOP  
TST SWITCH ;TEST THE "SWITCH"  
BNE D7A ;BR IF FREEZE THE MOVEMENT  
D7C: ADD #1,DELTX7 ;UPDATE THE X ORIGIN  
CMP #2000,DELTX7 ;TEST IF THE END  
BNE D7A ;BR IF NOT

:PHOSPHOR TEST (VERTICAL)

FILE11: SCOPE  
D7D: CLR DELTY7  
JSR 5,MSG ;EXIT TO DISPLAY A FRAME  
SO  
FRME11 ;USING THE VERT FRAME  
JSR 5,MSG ;EXIT TO DISPLAY A FRAME  
1  
FRM10 ;USING THE PERIMETER BOX  
NOP  
TST SWITCH ;TEST THE "SWITCH"  
BNE D7D ;BR IF FREEZE THE MOVEMENT  
D7F: ADD #1,DELTY7 ;UPDATE THE Y ORIGIN  
CMP #MAXY+1,DELTY7 ;TEST IF THE END  
BNE D7D ;BR IF NOT

```

883
884 ;INTENSITY LEVEL TEST
885
886 003520 104000 FILE12: SCOPE
887 003522 012777 003616 175340 MOV #RETLP,2LPVCT ;SET UP LIGHT-PEN VECTOR
888 003530 013777 001004 175334 MOV GSBRL,2LPVCT1 ;SET UP ER LEVEL
889 003536 012737 004000 001032 MOV #4000,DSAVE ;SET UP A EXECUTION COUNT
890 003544 005737 005624 FLE12A: TST SWITCH ;TEST THE "SWITCH"
891 003550 001004 BNE FLE12B ;BR IF SET "SYNC"
892 003552 042737 000004 010716 BIC #4,SYN12 ;ENSURE CLEAR "SYNC"
893 003560 000403 BR FLE12C ;BY PASS
894 003562 052737 000004 010716 FLE12B: BIS #4,SYN12 ;SET THE "SYNC"
895 003570 004537 005460 FLE12C: JSR S,MSG ;EXIT TO DISPLAY FRAME
896 003574 000001 I
897 003576 010710 FRME12 ;USING THE "INTENSITY" FRAME
898 003600 005337 001032 DEC DSAVE ;FINISHED?
899 003604 001423 BEQ FLE12D ;YES, EXIT
900 003606 012737 173400 011316 MOV #DSTOP,RAYLPA ;NO, RESET MESSAGE
901 003614 000753 BR FLE12A ;BR BACK
902 003616 012737 164000 011316 RETLP: MOV #DNOP,RAYLPA ;LIGHT-PEN HIT
903 003624 017737 175232 011330 MOV 2YPOS,LPNT ;READ Y POSITION
904 003632 042737 176000 011330 BIC #176000,LPNT ;MASK THE BITS
905 003640 022626 CMP (SP)+,(SP)+ ;POP THE STACK
906 003642 012777 000001 175204 MOV #1,JDPC ;SINGLE STEP THE DISPLAY
907 003650 000137 005476 JMP MSGA ;JUMP TO WAIT
908 003654 013777 001072 175206 FLE12C: MOV LPVCT1,2LPVCT ;RESET THE LIGHT-PEN VECTOR
909
910
911 ;EXECUTE EDGE TEST
912
913 003662 104000 FILE13: SCOPE
914 003664 004537 005460 JSR S,MSG ;EXIT TO DISPLAY FRAME
915 003670 010900 10000
916 003672 011360 FRME13 ;USING THE "EDGE" FRAME
  
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917
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920
921 003674 104000
922 003676 012700 012536
923 003702 012720 114000
924 003706 012720 000240
925 003712 012720 001000
926 003716 012720 107004
927 003722 004737 003754
928 003726 012720 130000
929 003732 004737 003754
930 003736 012720 173400
931 003742 012720 160000
932 003746 012720 012536
933 003752 000413
934 003754 012737 000024 001046 L0ADVT: MOV #24,CNTR ;LOAD A COUNTER
935 003762 012720 040077 L0AVT: MOV #INTX+77,(0)+ ;LOAD A DELTA Y
936 003766 012720 004177 MOV #4177,(0)+ ;LOAD A DELTA X,Y
937 003772 005337 001046 DEC CNTR ;FINISHED?
938 003776 001371 BNE L0AVT ;BR IF NOT
939 004000 000207 RTS PC ;EXIT
940
941 004002 012737 004000 004152 FILE14A: MOV #4000,105 ;LOAD COUNTER
942 004010 012737 000200 011640 IS: MOV #200,FRM14A ;LOAD FIRST OCTAGON
943 004016 012737 000200 011642 MOV #200,FRM14B
944 004024 004537 005460 JSR R5,MSG ;DISPLAY OCT.
945 004030 000001
946 004032 011634 FRME14
947 004034 012737 001400 011640 MOV #1400,FRM14A ;LOAD SECOND OCTAGON
948 004042 012737 000200 011642 MOV #200,FRM14B
949 004050 004537 005460 JSR R5,MSG ;DISPLAY 2ND OCT.
950 004054 000001
951 004056 011634 FRME14
952 004060 012737 001400 011640 MOV #1400,FRM14A ;LOAD THIRD OCTAGON
953 004066 012737 001400 011642 MOV #MAXY-377,FRM14B
954 004074 004537 005460 JSR R5,MSG
955 004100 000001
956 004102 011634 FRME14
957 004104 012737 000200 011640 MOV #200,FRM14A ;LOAD FOURTH OCTAGON
958 004112 012737 001400 011642 MOV #MAXY-377,FRM14B
959 004120 004537 005460 JSR R5,MSG ;DISPLAY 4TH OCT.
960 004124 000001
961 004126 011634 FRME14
962 004130 004537 005460 JSR R5,MSG ;DISPLAY BAR
963 004134 000001
964 004136 012536 BUFFER
965 004140 005337 004152 DEC 105 ;FINISHED?
966 004144 001321 BNE IS ;BR IF NOT
967 004146 000137 004154 JMP FILE15 ;NEXT TEST
968 004152 000000
969
105: 0
    
```



K02

```

970
971      :GRAPHLOT X-Y TEST
972
973      004154 104000      FILE15: SCOPE
974      004156 012700 012536      MOV      #BUFFER,PC      ;LOAD R0
975      004162 012720 117600      MOV      #POINT!INT7,(0)+ ;LOAD INITIAL PCINT
976      004166 012720 000000      MOV      #0,(0)+
977      004172 012720 000000      MOV      #0,(0)+
978      004176 012720 170052      MOV      #STATSA!ITALD!SYNOFF!GREEN,(R0)+ ;RESET THE STATUS A
979      004202 012720 174100      MOV      #STATSB!INCR,(0)+ ;LOAD INITIAL STATUS B
980      004206 012720 120000      MOV      #GRAPHX,(0)+ ;LOAD GRAPH X INST
981      004212 012705 000040      DFL15C: MOV      #40,R5 ;LOAD STARTUP COUNT
982      004216 012737 000000 001032      MOV      #C.DSAVE ;LOAD INITIAL PLOT
983      004224 000403
984      004226 062737 000020 001032      15: BR      25
985      004234 013720 001032      25: ADD      #20,DSAVE ;UPDATE PLOT POINT
986      004240 005305      MOV      DSAVE,(0)+ ;SAVE THE POINT
987      004242 001371      DEC      R5 ;FINISHED?
988      004244 012720 173400      BNE      15 ;BR IF NOT
989      004250 012720 160000      MOV      #DSTOP,(0)+ ;LOAD "DSTOP"
990      004254 012720 012536      MOV      #DJMP,(0)+ ;LOAD "DJMP"
991      004260 012737 000200 001032      MOV      #200,DSAVE ;LOAD RETURN
992      004266 042777 004000 174534      DFL15D: BIC      #4000,2DBUFS ;ENSURE "GRAPHX"
993      004274 005737 005624      TST      SWITCH ;TEST SWITCH
994      004300 001403      BEQ      DFL15B ;BR IF GRAPHX
995      004302 052777 004000 174520      BIC      #4000,2DBUFS ;SET GRAPHY
996      004310 004537 005460      JSR      5,MESG ;EXIT TO DISPLAY A FRAME
997      004314 000001
998      004316 012536      BUFFER ;USING THE GENERATED PATTERN
999      004320 062777 000001 174500      ADD      #1,2DBUF4 ;UPDATE INCREMENT
1000     004326 022777 174200 174472      CMP      #STATSB+200,2DBUF4 ;TEST IF LAST INCREMENT
1001     004334 001365      BNE      DFL15B ;BR IF NOT
1002     004336 012777 174100 174462      MOV      #STATSB!INCR,2DBUF4 ;RELOAD INCREMENT
1003     004344 005337 001032      DEC      DSAVE ;FINISHED 10 SEC?
1004     004350 001346      BNE      DFL15C ;BR IF NOT
1005
1006     004352 013700 000042      MOV      #42,R0
1007     004356 001407      BEQ      HERE ;ACT-11/DDP-11
1008     004360 000005      RESET
1009     004362 000005      RESET
1010     004364 004710      LOGICAL: JSR      PC,(R0)
1011     004366 000240      NOP
1012     004370 000240      NOP
1013     004372 000240      NOP
1014     004374 000240      NOP
1015     004376 000137 002116      HERE: JMP      FILEC
1016     004378 000240      NOP
1017     004380 000240      NOP
1018     004382 000240      NOP

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1019
1020 ;OPERATOR OPERATOR INTERVENTION TESTS
1021
1022 004410 104000 FILE16: SCOPE
1023 004412 012777 004662 174450 MOV #RET14,ALPVCT
1024 004420 013777 001004 174444 MOV GSRAL,ALPVCT1
1025 004426 012737 000100 001034 MOV #100,DSAVE1 ;SET UP COUNT
1026 004434 012700 012536 15: MOV #BUFFER,RO ;LOAD START ADDR.
1027 004440 012737 000100 001032 MOV #100,DSAVE
1028 004446 012720 117744 MOV #POINT!INT7!LPON!LINE0,(RO)+ ;LOAD POINT
1029 004452 012720 000700 MOV #700,(RO)+ ;LOAD X POINT
1030 004456 012720 000474 MOV #474,(RO)+ ;LOAD Y POINT
1031 004462 004737 004624 JSR PC,LOADUP ;LOAD UP THE BUFFER
1032 004466 012720 173400 MOV #DSTOP,(RO)+ ;LOAD DSTOP
1033 004472 012720 160000 MOV #DJMP,(RO)+ ;LOAD DJUMP
1034 004476 012720 012536 MOV #BUFFER,(RO)+ ;LOAD RETURN ADDRESS
1035 004502 005037 005116 CLR HITCNT ;CLEAR HIT COUNT
1036 004506 012737 030060 012442 MOV #30060,FRM16B-2 ;PRESET THE REACOUT
1037 004514 012737 030060 012440 MOV #30060,FRM16B-4
1038
1039 004522 005737 005624 45: TST SWITCH ;TEST SWITCH BIT
1040 004526 001005 BNE 65 ;BR IF SUBTEST
1041
1042 004530 004537 005460 JSR R5,MSG ;EXIT TO DISPLAY FRAME
1043 004534 000100 100
1044 004536 011762 FRM16 ;USINT THE LIGHT-PEN FRAME
1045 004540 000770 BR 45 ;BR BACK
1046
1047 004542 004537 005460 65: JSR R5,MSG ;EXIT TO DISPLAY FRAME
1048 004546 000001 1
1049 004550 012350 FRM16A ;ASCII SUBTITLE
1050
1051 004552 004537 005460 JSR R5,MSG ;EXIT TO DISPLAY FRAME
1052 004556 000001 1
1053 004560 012536 BUFFER
1054
1055
1056 004562 005337 001032 DEC DSAVE ;FINISHED ?
1057 004566 001355 BNE 45 ;BR IF NOT MINI-LOOP
1058
1059 004570 005337 001034 DEC DSAVE1 ;FINISHED ?
1060 004574 001317 BNE 15 ;BR IF NOT
1061 004576 000137 004410 JMP FILE16 ;RESTART
1062

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M02

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1063
1064 004602 012701 000030      LOADAC: MOV      #24, R1          ;LOAD COUNT
1065 004606 012720 130000      MOV      #RELATV,(R0)+ ;LOAD RELATIVE POINT
1066 004612 012720 040004      1$: MOV      #INTX+4,(R0)+ ;LOAD INTEN BIT
1067 004616 005301      DEC      R1          ;FINISHED ?
1068 004620 001374      BNE     1$          ;BR IF NOT
1069 004622 000207      RTS     PC          ;EXIT
1070
1071 004624 012737 000030 001046 LOADUP: MOV      #24, CNTR      ;LOAD COUNT
1072 004632 004737 004602      1$: JSR     PC,LOADAC ;LOAD ACCROSS
1073 004636 012720 110000      MOV      #LONGV,(R0)+ ;LOAD LONG VECTOR
1074 004642 012720 000004      MOV      #4,(R0)+     ;LOAD VECTOR OVER
1075 004646 012720 020140      MOV      #MINUSX+140,(R0)+ ;AND UP
1076 004652 005337 001046      DEC      CNTR
1077 004656 001365      BNE     1$          ;BR IF NOT DONE
1078 004660 000207      RTS     PC          ;EXIT
1079
1080
1081 004662 017737 174174 005022 RET14: MOV      @YPOS,40$
1082 004670 042737 176000 005022      BIC     #176000,40$
1083 004676 017737 174156 005024      MOV      @XPOS,41$
1084 004704 042737 176000 005024      BIC     #176000,41$
1085 004712 005737 005624      TST     SWITCH
1086 004716 001411      BEQ     1$          ;TEST SW
1087 004720 005237 005116      INC     HITCNT      ;BR IF LIGHT PEN FOLLOW
1088 004724 012703 005116      MOV      HITCNT,R3  ;UPDATE LIGHT PEN HIT COUNT
1089 004730 012702 012444      MOV      #FRM16B,R2 ;LOAD R3
1090 004734 004737 005400      JSR     PC,KBCHR    ;LOAD ADDRESS
1091 004740 000432      BR      20$        ;CONVERT OCTAL
1092 004742 013703 005024      1$: MOV      41$,R3  ;BR
1093 004746 012702 012036      MOV      #DLT14A+4,R2 ;LOAD R3
1094 004752 004737 005400      JSR     PC,KBCHR    ;LOAD ADDRESS
1095 004756 013703 005022      MOV      40$,R3    ;LOAD X READOUT
1096 004762 012702 012050      MOV      #DLT14B+4,R2 ;LOAD R3
1097 004766 004737 005400      JSR     PC,KBCHR    ;LOAD ADDRESS
1098 004772 013737 005022 012054      MOV      40$,RAY14B ;LOAD Y READOUT
1099 005000 013737 005024 012052      MOV      41$,RAY14A ;LOAD NEW Y POSITION
1100 005006      10$:
1101 005006 012777 000001 174040      MOV      #1,SDPC    ;SINGLE STEP THE DISPLAY
1102 005014 022626      CMP     (SP)+,(SP)+
1103 005016 000137 005476      JMP     MESSGA
1104
1105 005022 000000      40$: 0
1106 005024 000000      41$: 0

```

# N02

GT-40/GT-44 WITH VR17 VISUAL DISPLAY TEST MAINDEC-11-DDGTG-B  
DDGTGB.P11 15-SEP-76 00:00

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```
1108  
1109 005026 005001          20$: CLR R1  
1110 005030 005002          CLR R2  
1111 005032 013700 005024  MOV 41$,R0 ;GET X AXIS  
1112 005036 162700 000700  SUB #700,R0 ;GET A BASE ADDRESS  
1113 005042 006200          ASR R0  
1114 005044 006200          ASR R0  
1115 005046 001404          BEQ 30$  
1116 005050 062701 000070  21$: ADD #70,R1 ;UPDATE OFFSET  
1117 005054 005300          DEC R0  
1118 005056 001374          BNE 21$ ;BR UNTIL DONE  
1119  
1120 005060 013700 005022  30$: MOV 40$,R0 ;GET X AXIS  
1121 005064 162700 000500  SUB #500,R0 ;MAKE BASE ADDRESS  
1122 005070 006200          ASR R0  
1123 005072 006200          ASR R0 ;SHIFT RIGHT  
1124 005074 001404          BEQ 32$  
1125 005076 062701 000002  31$: ADD #2,R1  
1126 005102 005300          DEC R0  
1127 005104 001374          BNE 31$  
1128 005106 042761 040000 012546 32$: BIC #INTX,BUFFER+10(R1) ;CLEAR THE BIT  
1129 005114 000734          BR 10$  
1130  
1131 005116 000000          HITCNT: 0
```





TEST MAINCEC-11-DDGTG-B

PRMED: POINT

0  
MAXY-277  
STATSA:ITALO:SYNOFF:GREEN  
CHAR:INT4:LOFF:BLKOFF:LINED

.BYTE 17,17  
.ASCII GT-40 OR GT-44 WITH VP17 VISUAL TEST MC-11-DDGTG-B

.BYTE 15,12,12  
.ASCII DIRECTORY

.BYTE 15,12,12  
.ASCII /00 = A = DIRECTORY

.BYTE 15,12  
.ASCII /01 = B = DCT REPEATIBILITY

.BYTE 15,12  
.ASCII /02 = C = PINCLUSION AND VECTOR CURVATURE (X OR Y OFFSET ADJ.)

.BYTE 15,12  
.ASCII /03 = D = OCTAGONS OR SQUARES

.BYTE 15,12  
.ASCII /04 = E = CHARACTER SET (CHAR. ADJ.)

.BYTE 15,12

Vertical column of text on the left side of the page, containing various alphanumeric characters and symbols, possibly representing a data stream or a list of items.

E03

Vertical column of test patterns and data, including various alphanumeric characters and symbols.

.ASCII 05 = F = DASH LINES AND BLINK

.BYTE 15,12  
.ASCII 06 = G = HORIZONTAL VECTOR ANGLE (ADJ. X VECTOR LENGTH)

.BYTE 15,12  
.ASCII 07 = H = VERTICAL VECTOR ANGLE (ADJ. Y VECTOR LENGTH)

.BYTE 15,12  
.ASCII 10 = I = HORIZONTAL PHOSPHOR TEST/

.BYTE 15,12  
.ASCII 11 = J = VERTICAL PHOSPHOR TEST/

.BYTE 15,12  
.ASCII 12 = K = INTENSITY LEVEL AND LIGHT-PEN TEST.

.BYTE 15,12  
.ASCII 13 = L = EDGE FLAG TEST/

.BYTE 15,12  
.ASCII 14 = M = SHORT VECTORS AND RELATIVE POINT









```

1513 007560 060037
1514 007562 020037
1515 007564 040000
1516 007566 020037
1517 007570 040037
1518 007572 020037
1519 007574 114000
1520 007576 000740
1521 007600 000440
1522 007602 110000
1523 007604 040077
1524 007606 000000
1525 007610 040077
1526 007612 000077
1527 007614 040000
1528 007616 000077
1529 007620 060077
1530 007622 000077
1531 007624 060077
1532 007626 000000
1533 007630 060077
1534 007632 020077
1535 007634 040000
1536 007636 020077
1537 007640 040077
1538 007642 020077
1539 007644 114000
1540 007646 000700
1541 007650 000300
1542 007652 110000
1543 007654 040177
1544 007656 000000
1545 007660 040177
1546 007662 000177
1547 007664 040000
1548 007666 000177
1549 007670 060177
1550 007672 000177
1551 007674 060177
1552 007676 000000
1553 007700 060177
1554 007702 020177
1555 007704 040000
1556 007706 020177
1557 007710 040177
1558 007712 020177
1559 007714 114000
1560 007716 000600
1561 007720 000000
1562 007722 110000
1563 007724 040377
1564 007726 000000
1565 007730 040377
1566 007732 000377
1567 007734 040000
1568 007736 000377

```

```

INTX!MINUSX+37
MINUSX+37
INTX
MINUSX+37
INTX+37
MINUSX+37
POINT
740
440
LONGV
INTX+77
0
INTX+77
77
INTX
77
INTX!MINUSX+77
77
INTX!MINUSX+77
0
INTX!MINUSX+77
MINUSX+77
INTX
MINUSX+77
INTX+77
MINUSX+77
POINT
700
300
LONGV
INTX+177
0
INTX+177
177
INTX
177
INTX!MINUSX+177
177
INTX!MINUSX+177
0
INTX!MINUSX+177
MINUSX+177
INTX
MINUSX+177
INTX+177
MINUSX+177
POINT
600
0
LONGV
INTX+377
0
INTX+377
377
INTX
377

```

;OCTOGON BY LENGTH OF 77

;OCTOGON BY LENGTH OF 177

;OCTOGON BY LENGTH OF 377

```

1569 007740 060377
1570 007742 020377
1571 007744 060377
1572 007746 000000
1573 007750 060377
1574 007752 020377
1575 007754 040000
1576 007756 020377
1577 007760 040377
1578 007762 020377
1579 007764 173400
1580 007766 160000
1581 007770 007402
1582
1583
1584 007772 117124
1585 007774 001000
1586 007776 000600
1587 010000 170052
1588
1589
1590 010002 110000
1591 010004 040007
1592 010006 000000
1593 010010 040000
1594 010012 000007
1595 010014 000007
1596 010016 000000
1597 010020 040000
1598 010022 020007
1599 010024 020004
1600 010026 020004
1601
1602 010030 110000
1603 010032 040017
1604 010034 000000
1605 010036 040000
1606 010040 000017
1607 010042 060017
1608 010044 000000
1609 010046 040000
1610 010050 020017
1611 010052 020007
1612 010054 020007
1613
1614 010056 110000
1615 010060 040037
1616 010062 000000
1617 010064 040000
1618 010066 000037
1619 010070 060037
1620 010072 000000
1621 010074 040000
1622 010076 020037
1623 010100 020017
1624 010102 020017

```

```

INTX!MINUSX+377
377
INTX!MINUSX+377
0
INTX!MINUSX+377
MINUSX+377
INTX
MINUSX+377
INTX+377
MINUSX+377
DSTOP
DJMP
FRME3
; SQUARES 7,17,37,77,177,377,777 WIDE
FRME3A: PCINT!INT4!LPOFF!BLKOFF!LINEC ; BY 7
1000
600
STATSA!ITALD!SYNOFF!GREEN
Q=7
R=4
; BY 7 AND 4
LONGV
INTX+7
0
INTX
7
INTX!MINUSX+7
0
INTX
MINUSX+7
MINUSX+4
MINUSX+4
.LIST
; BY 17 AND 7
LONGV
INTX+17
0
INTX
17
INTX!MINUSX+17
0
INTX
MINUSX+17
MINUSX+7
MINUSX+7
.LIST
; BY 37 AND 17
LONGV
INTX+37
0
INTX
37
INTX!MINUSX+37
0
INTX
MINUSX+37
MINUSX+17
MINUSX+17

```

K03

1625  
1626 010104 110000  
1627 010106 040077  
1628 010110 000000  
1629 010112 040000  
1630 010114 000077  
1631 010116 060077  
1632 010120 000000  
1633 010122 040000  
1634 010124 020077  
1635 010126 020037  
1636 010130 020037  
1637  
1638 010132 110000  
1639 010134 040177  
1640 010136 000000  
1641 010140 040000  
1642 010142 000177  
1643 010144 060177  
1644 010146 000000  
1645 010150 040000  
1646 010152 020177  
1647 010154 020077  
1648 010156 020077  
1649  
1650 010160 110000  
1651 010162 040377  
1652 010164 000000  
1653 010166 040000  
1654 010170 000377  
1655 010172 060377  
1656 010174 000000  
1657 010176 040000  
1658 010200 020377  
1659 010202 020177  
1660 010204 020177  
1661  
1662 010206 110000  
1663 010210 040777  
1664 010212 000000  
1665 010214 040000  
1666 010216 000777  
1667 010220 060777  
1668 010222 000000  
1669 010224 040000  
1670 010226 020777  
1671 010230 020377  
1672 010232 020377  
1673  
1674 010234 173400  
1675 010236 160000  
1676 010240 007772  
1677  
1678  
1679  
1680 010242 117000

.LIST  
LONGV  
INTX+77  
0  
INTX  
77  
INTX!MINUSX+77  
0  
INTX  
MINUSX+77  
MINUSX+37  
MINUSX+37  
.LIST  
LONGV  
INTX+177  
0  
INTX  
177  
INTX!MINUSX+177  
0  
INTX  
MINUSX+177  
MINUSX+77  
MINUSX+77  
.LIST  
LONGV  
INTX+377  
0  
INTX  
377  
INTX!MINUSX+377  
0  
INTX  
MINUSX+377  
MINUSX+177  
MINUSX+177  
.LIST  
LONGV  
INTX+777  
0  
INTX  
777  
INTX!MINUSX+777  
0  
INTX  
MINUSX+777  
MINUSX+377  
MINUSX+377  
.LIST  
DSTOP  
DIMP  
FRAME3A

:BY 77 AND 37

:BY 177 AND 77

:BY 377 AND 177

:BY 777 AND 377

:DASH LINE TEST  
FRAMES: POINT!INT4

L03

1681	010244	000000				0
1682	010246	001000				1000
1683	010250	174400				STATSB: SIZED
1684	010252	170050				STATSA: ITALO: SYNOFF: GREEN
1685	010254	100004				CHAR: LINED
1686	010256	017017				.BYTE 17,17
1687	010260	047523	044517			.ASCII /SOLID /
1688	010266	020040	020040			
1689	010272	110004				LONGV: LINED
1690	010274	040400				40400
1691	010276	000000				0
1692	010280	000400				400
1693	010300	000000				0
1694	010304	110030				LONGV: BLKON
1695	010306	040400				40400
1696	010310	000000				0
1697	010312	100020				CHAR: BLKOFF
1698	010314	015	012			.BYTE 15,12,12,12,12,12
1699	010317	012	012			
1700	010322	040504	044123			.ASCII /DASH I /
1701	010330	020040	020040			
1702	010334	110005				LONGV: LINE1
1703	010336	040400				40400
1704	010340	000000				0
1705	010342	000400				400
1706	010344	000000				0
1707	010346	110030				LONGV: BLKON
1708	010350	040400				40400
1709	010352	000000				0
1710	010354	100020				CHAR: BLKOFF
1711	010356	015	012			.BYTE 15,12,12,12,12,12
1712	010361	012	012			
1713	010364	040504	044123			.ASCII /DASH II /
1714	010372	020111	020040			
1715	010376	110006				LONGV: LINE2
1716	010400	040400				40400
1717	010402	000000				0
1718	010404	000400				400
1719	010406	000000				0
1720	010410	110030				LONGV: BLKON
1721	010412	040400				40400
1722	010414	000000				0
1723	010416	100020				CHAR: BLKOFF
1724	010420	015	012			.BYTE 15,12,12,12,12,12
1725	010423	012	012			
1726	010426	040504	044123			.ASCII /DASH III /
1727	010434	044511	020040			
1728	010440	110007				LONGV: LINE3
1729	010442	040400				40400
1730	010444	000000				0
1731	010446	000400				400
1732	010450	000000				0
1733	010452	110030				LONGV: BLKON
1734	010454	040400				40400
1735	010456	000000				0
1736	010460	110024				LONGV: BLKOFF: LINED

1737 010462 000000  
 1738 010464 000000  
 1739 010466 173400  
 1740 010470 160000  
 1741 010472 C10242  
 1742  
 1743  
 1744  
 1745 010474 114000  
 1746 010476 001777  
 1747 010500 000000  
 1748 010502 170052  
 1749 010504 113724  
 1750 010506 040000  
 1751 010510 001777  
 1752 010512 114000  
 1753 010514 000000  
 1754 010516 001777  
 1755 010520 160000  
 1756 010522 041777  
 1757 010524 000000  
 1758 010526 173400  
 1759 010530 114000  
 1760 010532 000000  
 1761 010534 000000  
 1762 010536 110000  
 1763 010540 000000  
 1764 010542 000000  
 1765 010544 173400  
 1766 010546 160000  
 1767 010550 010530  
 1768  
 1769  
 1770  
 1771  
 1772 010552 114000  
 1773 010554 000000  
 1774 010556 000000  
 1775 010560 170052  
 1776 010562 113724  
 1777 010564 040000  
 1778 010566 001777  
 1779 010570 000002  
 1780 010572 000000  
 1781 010574 040000  
 1782 010576 021777  
 1783 010600 000002  
 1784 010602 000000  
 1785 010604 173400  
 1786 010606 160000  
 1787 010610 010562  
 1788  
 1789  
 1790  
 1791 010612 114000  
 1792 010614 000000

0  
 0  
 DSTOP  
 DJMP  
 FRME5  
  
 :VECTOR LENGTH TEST (FILE 6 AND 7)  
 FRME6: POINT  
 MAXX  
 0  
 STATSA!ITALD!SYNOFF!GREEN  
 LONGV!INT7!LPOFF!BLKOFF!LINEO  
 INTX  
 MAXY  
 POINT  
 0  
 MAXY  
 LONGV  
 INTX!MAXX  
 0  
 DSTOP  
 FRME6A: POINT  
 0  
 0  
 LONGV  
 DELTX6: 0  
 DELTY6: 0  
 DSTOP  
 DJMP  
 FRME6A  
  
 :PHOSPHOR TEST  
 FRME10: POINT  
 DELTX7: 0  
 0  
 STATSA!ITALD!SYNOFF!GREEN  
 DFI10A: LONGV!INT7!LPOFF!BLKOFF!LINEO  
 INTX  
 MAXY  
 2  
 0  
 INTX  
 MINUSY!MAXY  
 2  
 0  
 DSTOP  
 DJMP  
 DFI10A  
  
 :PHOSPHOR TEST  
 FRME11: POINT  
 0



1793 010616 000000  
1794 010620 170052  
1795 010622 113724  
1796 010624 041777  
1797 010626 000000  
1798 010630 000000  
1799 010632 000002  
1800 010634 061777  
1801 010636 000000  
1802 010640 000000  
1803 010642 000002  
1804 010644 173400  
1805 010646 160000  
1806 010650 010622  
1807  
1808 010652 117604  
1809 010654 000000  
1810 010656 000000  
1811 010660 110000  
1812 010662 041777  
1813 010664 000000  
1814 010666 040000  
1815 010670 001777  
1816 010672 061777  
1817 010674 000000  
1818 010676 040000  
1819 010700 021777  
1820 010702 173400  
1821 010704 160000  
1822 010706 010652  
1823  
1824  
1825  
1826 010710 114164  
1827 010712 000000  
1828 010714 001200  
1829 010716 170252  
1830 010720 103600  
1831 010722 017 017  
1832 010724 047111 042524 051516  
1833 010732 052111 020131 020067  
1834 010740 020040  
1835 010742 110000  
1836 010744 041000  
1837 010746 000000  
1838 010750 130000  
1839 010752 057600  
1840 010754 103400  
1841 010756 015 012 012  
1842 010761 012  
1843 010762 047111 042524 051516  
1844 010770 052111 020131 020066  
1845 010776 020040  
1846 011000 110000  
1847 011002 041000  
1848 011004 000000

DELTY7: 0  
STATSA!ITALO!SYNOFF!GREEN  
DFI11C: LONGV!INT7!LPOFF!BLKOFF!LINE0  
INTX!MAXX  
0  
0  
2  
INTX!MINUSX!MAXX  
0  
0  
2  
DSTOP  
DJMP  
DFI11C

FRM10: POINT!INT7!LINE0  
0  
0  
LONGV  
INTX!MAXX  
0  
INTX  
MAXY  
INTX!MINUSX!MAXX  
0  
INTX  
MINUSX!MAXY  
DSTOP  
DJMP  
FRM10

:INTENSITY TEST

FRME12: POINT!LINE0!LPON!BLKOFF  
0  
1200  
SYN12: STATSA!LPLITE!SYNOFF!ITALO!GREEN  
CHAR!INT7  
.BYTE 17,17  
.ASCII /INTENSITY 7 /  
0  
LONGV  
41000  
0  
RELATV  
57600  
CHAR!INT6  
.BYTE 15,12,12,12  
.ASCII /INTENSITY 6 /  
0  
LONGV  
41000  
0









```

011634 170352
011636 111111
011640 000000
011642 000000
011644 104000
011646 056200
011648 056200
011650 056200
011652 040000
011654 077677
011656 077677
011660 077677
011664 056200
011666 020504
011670 164000
011672 164000
011674 130000
011676 057000
011700 057000
011702 040074
011704 077074
011706 077000
011710 077074
011712 040174
011714 057174
011716 020504
011720 164000
011722 164000
011724 104000
011726 057600
011730 057677
011732 040077
011734 077677
011736 077600
011740 077777
011742 040177
011744 057777
011746 020504
011750 164000
011752 164000
011754 173400
011756 160000
011760 111634

```

```

FRAME14: STATSA!ITALO!SYNOFF!GREEN
POINT!INT4!BLKOFF!LPOFF!LINE0
FRAME14: 0
FRAME14: 0
SHORTV
INTX+16200
INTX+16200+71
INTX+71
INTX!MINUSX+16200+71
INTX!MINUSX+16200
INTX!MINUSX+16200+MINSUY+71
INTX+MINSUY+71
INTX+16200+MINSUY+71
20504
ONOP
ONOP
RELATV
INTX+17000
INTX+17000+74
INTX+74
INTX!MINUSX+17000+74
INTX!MINUSX+17000
INTX!MINUSX+17000+MINSUY+74
INTX+MINSUY+74
INTX+17000+MINSUY+74
20504
ONOP
ONOP
SHORTV
INTX+17600
INTX+17600+77
INTX+77
INTX!MINUSX+17600+77
INTX!MINUSX+17600
INTX!MINUSX+17600+MINSUY+77
INTX+MINSUY+77
INTX+17600+MINSUY+77
20504
ONOP
ONOP
DSTOP
DJMP
FRAME14

```









BITE = 000000	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
BLKOFF = 000020	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
BLKON = 000030	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
BUFFER = 012536	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CHPAGE = 001050	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CHP = 000000	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CHRCNT = 005376	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CHTR = 001046	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCOUNT = 005620	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCP = 002736	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCB = 001016	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCD = 001020	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCF = 001022	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCG = 001024	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCH = 001026	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCI = 001030	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCJ = 001064	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCK = 001066	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCL = 010540	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCM = 010554	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCN = 010542	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCO = 010516	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCP = 010562	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCQ = 010622	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCR = 011324	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCS = 004310	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCT = 004212	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCU = 004266	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCV = 001210	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCW = 160000	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCX = 012032	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCY = 012044	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCZ = 164000	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCAA = 001034	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCAB = 001036	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCAC = 001040	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCAD = 001056	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCAE = 173400	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCAF = 177570	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCAG = 003376	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCAH = 003426	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776
CCAI = 003452	1238	1391	1421	1458	1584	1697	1710	1723	1736	1749	1776



CROSS REFERENCE TABLE -- USER SYMBOLS

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Code	Value	Value	Value	Value	Value	Value	Value	Value	Value	Value	Value	Value	Value
LPON	000140	1200	1391	1421	1458	1594	1749	1776	1795	1929	1943	2033	
LPPNT	011330	1900	2092										
LPVCT	001070	887	908	1023									
LPVCT1	001072	566	999	908	1024								
MAXX	001777	644	650	798	1426	1430	1434	1438	1442	1444	1446	1448	
MAXY	001777	1751	1796	1800	1812	1816	1950	1954	2007				
MSG	005460	666	671	683	690	773	778	791	804	807	831	834	
MSG6A	005476	1150	1203	895	914	944	949	954	959	962	996	1042	
MSG6B	005512	1206	1213										
MSG6C	005532	1225											
MSG6D	005532	1221											
MINBUY	000100	2042	2044	2054	2055	2056	2066	2067	2068	2135			
MINUSX	020000	636	644	649	1075	1430	1436	1438	1440	1444	1445	1448	
MINUSY	020000	1471	1473	1474	1476	1478	1489	1491	1493	1494	1496	1498	
MINUSZ	020000	1511	1514	1516	1518	1529	1531	1533	1534	1536	1538	1549	
MINUSAA	020000	1551	1554	1558	1569	1571	1573	1574	1576	1578	1595	1598	
MINUSAB	020000	1600	1610	1611	1612	1619	1622	1623	1624	1631	1634	1635	
MINUSAC	020000	1636	1646	1648	1655	1658	1659	1660	1667	1670	1671	1672	
MINUSAD	020000	1816	1819	1954	1978	1992	1999	2018	2040	2041	2042	2052	
MINUSAE	020000	2053	2064	2065	2066	2098	2134	2172	2174	2175			
MINUSAF	020000	1433	1435	1439	1441	1782	1957	1967	1987	2001			











