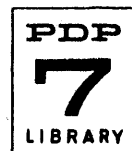


- 1. IDENTIFICATION
- 1.1 Digital-7-60-N
- 1.2 Type 34 Display Test
- 1.3 April 28, 1965



2. ABSTRACT

The test program causes a variety of patterns to be displayed on the Type 34 CRT to aid an operator's efforts to maintain and align the display. With one exception, the operator is able, by means of the switch register, to go from pattern to pattern specifying parameters without having to restart the program.

3. REQUIREMENTS

3.1 Storage

The program occupies 1051<sub>8</sub> registers; locations 1, 100-144, and 200-1232.

3.2 Subprograms and/or Subroutines (Not Applicable)

3.3 Equipment

Standard PDP-4/7. Type 34 Oscilloscope Display. Type 370 Light Pen optional.

3.4 Miscellaneous (Not Applicable)

4. USAGE

4.1 Loading

4.1.1 Set the address switches to the starting address (17770 or 7770) of the RIM Loader.

4.1.2 Place the binary program tape in the reader.

4.1.3 Press START.

4.2 Calling Sequence (Not Applicable)

4.3 Switch Settings

4.3.1 ACS bits 0-2 select the pattern to be displayed according to the octal number contained in them as follows: (individual routines are explained in Section 6.)

0	Blank screen; no operation.
1	Vertical line.
2	Horizontal line.
3	Diagonal line.
4	Horizontal segmented sweep.
5	Vertical segmented sweep.
6	Blank screen; no operation.
7	Blank screen; no operation.

The only pattern not selectable by these switches is the axial point plotter, which is separate from the others and must be entered by manually starting at address 100.



#### 4.3.2 Axial Point Plotter

Starting at address 100 causes the program to immediately halt so that the following settings can be made before pressing CONTINUE:

ACS bit 0 = 1 to plot on X-axis from coordinate in ACS bits 8-17.

ACS bit 0 = 0 to plot on Y-axis from coordinate in ACS bits 8-17.

Changes in ACS bits 8-17 may be made while program is displaying, with immediate results.

#### 4.3.3 Horizontal and Vertical Segmented Sweep Patterns

ACS bits 9-17 select the segments of the CRT face to be illuminated by the chosen sweep pattern.

<u>Bit a 1</u>	<u>Selects Segment Number</u> (see diagram 11.1)
17	1
16	2
15	3
14	4
13	5
12	6
11	7
10	8
9	9

#### 4.3.4 Light Pen Pattern

The letter P appears on the screen when ACS 0 - 17 = 0.

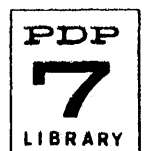
#### 4.4 Start Up and/or Entry

##### 4.4.1 Preliminary Procedures

Initial settings of 34 Display controls:

- |                            |                     |
|----------------------------|---------------------|
| 1. Vertical sensitivity    | 1v/cm               |
| 2. Horizontal sensitivity  | 1v/cm               |
| 3. Sensitivity verniers    | Adjust to suit*     |
| 4. Horizontal display      | Horizontal amp only |
| 5. Vertical input switch   | DC                  |
| 6. Horizontal input switch | Any                 |
| 7. Sweep time/cm           | Any                 |
| 8. Trigger controls        | Any                 |

\*The exact setting of sensitivity and position controls should be such that the patterns produced by the program fill the CRT reticle entirely. The horizontal, vertical, and diagonal line patterns are programmed to pass through the center of the CRT and barely touch the extremities of the reticle grid.



- 9. Position controls                      Approximately 12 o'clock\*
- 10. Focus                                      Adjust to suit\*\*\*
- 11. Intensity                                 Adjust to suit\*\*

Set the switch register to the desired initial operating conditions before entering the program.

4.4.2            Entry

For axial plotting, set the address switches at 100. For all other patterns, set the address switches at 200. Press START.

4.4.3            Restart

Restarting is normally unnecessary as provisions have been made to transfer from pattern to pattern while the program is in progress by merely changing the setting of ACS0-2, the only exception being the manual transfer to or from the axial plotting mode.

4.5              Errors in Usage

<u>Address</u>	<u>Comments</u>
100	<u>Not an error halt.</u> Occurs to allow operator time to set initial conditions for Axial Plot Program.
730	DCF has failed to clear Display flag, or DSF always skips.
734	Display flag has failed to cause an interrupt.

4.6              Recovery from Such Errors

<u>Address</u>	<u>Comments</u>
100	Set initial conditions into ACS (4.3) and press CONTINUE.
730	No recovery. Program must be restarted.
734	Press CONTINUE to resume program.

\*The exact setting of sensitivity and position controls should be such that the patterns produced by the program fill the CRT reticle entirely. The horizontal, vertical, and diagonal line patterns are programmed to pass through the center of the CRT and barely touch the extremities of the reticle grid.

\*\*The intensity should be adjusted so that the unintensified beam just disappears from view.

\*\*\*It may be desirable, when using the sweep patterns to check the continuity of the phosphor coating, to defocus the beam and increase the intensity. Be sure to return the intensity to its former level.



5. RESTRICTIONS (Not Applicable)

6. DESCRIPTION

6.1 Discussion

6.1.1 Axial Plotting Mode

This program beginning at address 100 immediately executes a HLT instruction to allow the operator time to set up the AC switches for desired initial conditions. Upon continuing, these switches are examined. Program control branches to either an X-plot routine or a Y-plot routine (PLOX or PLOY) depending upon the polarity of ACS 0. Each routine loads its "active" coordinate register with the coordinate in ACS 8-17 and clears the other coordinate register. The point so referenced is then displayed and control is returned to the beginning of the program.

6.1.2 Dispatch

The dispatch routine (BEG) is entered at address 200. SR bits 0-2 are examined and program control is transferred to the subroutine responsible for the display of the pattern named by the number in these switches. If this number is 0 and all other ACS are 0 as well, control is transferred to the Light Pen subroutine. Return from all pattern subroutines except the Light Pen subroutine is accomplished automatically at the termination of a single pattern display or when all switch conditions have been met (segmented sweep). The Light Pen subroutine relinquishes program control only when the ACS register becomes nonzero. The return from pattern subroutines is to the dispatch routine where the same pattern subroutine is entered without a noticeable break if SR bits 0-2 are unchanged. A change in these bits causes a new subroutine to be entered and a new pattern displayed.

6.1.3 Vertical Line Subroutine (VLT)

This subroutine plots all points having an X-coordinate of 1000, beginning with  $X = 1000$ ,  $Y = 0$  and ending with  $X = 1000$ , and  $Y = 1777$ . After plotting the last point, the dispatch routine is reentered. The line displayed bisects the center.

6.1.4 Horizontal Line Subroutine (HTS)

This subroutine plots all points having a Y-coordinate of 1000, beginning with  $X = 0$ ,  $Y = 1000$  and ending with  $X = 1777$ ,  $Y = 1000$ . After plotting the last point, the dispatch routine is reentered. The line displayed bisects the center.

6.1.5 Diagonal Line Subroutine (DLT)

This subroutine plots all points having equal X- and Y-coordinates, beginning with  $X = 0$ ,  $Y = 0$  and ending with  $X = 1777$ ,  $Y = 1777$ . After plotting the last point, the dispatch routine is reentered. The line displayed bisects the center.

### 6.1.6 Common Line Pattern Subroutine (COM)

This subroutine is common to VLT, HTS, and DLT and accomplishes the actual incrementation of the coordinates and decides whether or not the pattern is complete.

### 6.1.7 Segmented Sweep Routines

#### 6.1.7.1 General

The Segmented Sweep Routines provide a means of checking the uniformity of the phosphor coating on the CRT. In order to facilitate checking, the CRT reticle is divided into nine overlapping segments, (see diagram 11.1). Vertical or horizontal lines are swept over a segment several times causing the phosphor to remain illuminated. The SR bits 9-17 specify which segments are to be swept. If more than one switch is "on," the segments are illuminated in order. The sweep routines can also be used to check for AC ripple and decoder network deficiencies. The line which sweeps a segment contains every fourth point only. Thus, individual points are visible and the wake of the sweep has a ribbed appearance. Uneven trace spacing indicates improper adjustment of the decoder network. If the line appears wavy, ripple is present somewhere in the display circuitry. These conditions may be present concurrently. The sweep routines use a set of subroutines to do the actual sweeping. Description of these subroutines follow the description of the sweep routines.

#### 6.1.7.2 Horizontal Segment Sweep Routine (HST)

The Horizontal Segment Sweep Routine first initializes the segment counter to segment 1. The program then sets the line and point increments for the plot subroutines. The segment counter contains all 0's except for one bit, the position of which determines the current segment (see diagram 11.1), before each sweep, the segment counter is ANDed with the contents of the switches. If the AC then contains 0, the program skips the segment, rotates the counter left one space, and tests again. After illuminating segment 9, the program returns to the dispatch routine.

When a given segment is selected, the AC contains the contents of the segment counter after the AND operation. The program then determines whether the segment is in the left, middle, or right portion of the screen.

The segment is then illuminated by using the plot subroutine four times to sweep right, left, right, left over the segment. If the adjacent segment on the right is to be illuminated, the program uses the plot subroutines a fifth time, sweeping to the right. This last sweep ends at the leftmost boundary of the adjacent segment to provide a smooth transition from one segment to the next.

If the adjacent segment is not to be illuminated, the segment counter is rotated until another segment is illuminated, or SR 9-17 = 0 and returns to the dispatch routine.

#### 6.1.7.3 Vertical Segmented Sweep Routine (VST)

Except for the following differences, this program is the same as the horizontal sweep routines.



The segments are swept down, up, down, up and the smooth transition is to the segment below.

Since the vertical program sweeps the sections in a different order (1, 4, 7, 2, 5, 8, 3, 6, 9), the segment counter is either rotated left three spaces or right five spaces, depending on the number of the current segment.

#### 6.1.7.4 Plot Subroutines

These subroutines can display a vertical line which sweeps either from left to right or from right to left. Similarly, a horizontal line can be swept upward or downward. The subroutine requires four parameters: the end points of the line and the boundaries of the sweep. Furthermore, two rates must be specified, the point rate and the line rate. The point rate determines the distance between displayed points on the line. For example, a point rate of 1 plots every point on the line; 4, every fourth point.

The line rate similarly determines the distance between displayed lines--again, 1 plots every line; 4, every fourth line. Only one bit of a rate number may be 1. After the six parameters are set, a JMS is executed. The JMS address determines the direction of the sweep and the orientation of the line.

#### 6.1.8 Light Pen Routine (PEN)

This routine displays the letter P on the CRT. The light pen is used to sense this display. If the pen is operating correctly the program will complete the display by adding the letters EN and will continue to display the word PEN until the pen no longer sees light. When the program is first entered, the Light Pen flag is cleared by DCF and the Light Pen Skip flag instruction DCF is executed. If a skip occurs, the program halts at address 730, indicating that the DCF instruction failed to clear the flag or that DSF always skips. A loop responsible for the display of P is then entered. As part of this loop, the switch register is checked to determine that this register has remained in a 0 state. This allows the operator to exit from the Light Pen routine, and display other patterns at any time.

Actual display of the letter P is delegated to a subroutine (P), which in turn calls upon a line drawing routine (LINE) to trace the elements of the figure. The loop is re-entered after the P is drawn and a program flag (SKIP) is interrogated to determine if an interrupt due to the light pen sensing light has occurred. If no light pen interrupt has occurred, the Light Pen flag is sensed to see if one was attempted. A halt at location 734 indicates to the operator that the pen saw light and sets its flag, but that no interrupt resulted; otherwise, the loop recycles.

When an interrupt due to the light pen occurs, program control shifts to a subroutine (PENSE) which sets a program flag (SKIP) and returns control to the point of interruption.

## 6.2 Examples and/or Applications



### 6.2.1 Horizontal and Vertical Patterns

These patterns are useful for determining raster position and symmetry. The lines should be straight, just touch the edge of the reticle grid, and pass through the center of the screen.

### 6.2.2 Diagonal Line Pattern

This pattern is useful in the evaluation of decoder network operation and the detection of dropped, picked up, or interchanged bits. Proper operation yields a straight line, one point in width, proceeding from the lower left to the upper right of the reticle grid.

### 6.2.3 Horizontal and Vertical Segmented Sweep

SR 9-17 select any of nine segments on the screen to be checked as shown in diagram 11.1. Each segment selected is illuminated in turn by a vertical line moving horizontally or by a horizontal line moving vertically across the screen four or five times.

#### 6.2.3.1 Uniformity of Phosphor Coating

Nonuniform or burnt-out spots on the screen will appear as burnt-out spots.

#### 6.2.3.2 Ripple

If the lines appear wavy, ripple is present somewhere in the display circuitry.

#### 6.2.3.3 Decoder Network

If the line traces are spaced unevenly, the decoder network is not functioning properly.

### 6.3 Scaling (Not Applicable)

## 7. METHODS

(see Section 6.1.)

## 8. FORMAT (Not Applicable)

## 9. EXECUTION TIME

Time between plots can be lengthened by the placement of a suitable LAM instruction in register 1176 (TIME + 1). The present contents, LAM-1, can be replaced by LAM-N where  $N > 1$ . Each increment will increase time between displays by 4.25  $\mu$ sec.\*

\*24 $\mu$ sec for PDP-4.





## 10. PROGRAM

## 10.4 Program Listing

TYPE 34B DISPLAY TEST FOR PDP-4/7  
 RPS 700601 DCF 700702  
 RPS 700501 DSF 700701

REG 200  
 BV 554  
 CHEX 1120  
 CLEAR 1155  
 COM 260  
 DCF 700702  
 DIR 1225  
 DISPAT 213  
 DLT 251  
 DLICOM 227  
 DSF 700701  
 EN 1004  
 ENDCK 1213  
 EXEC 1123  
 GOH 322  
 GOV 454  
 HSI 270  
 HIS 241  
 HTSCOM 225  
 IXH 333  
 IXV 464  
 LH 341  
 LINE 1047  
 LINER 1102  
 LNS 1203  
 MH 365  
 MV 526  
 P 762  
 PAP 100  
 PDN 657  
 PEN 725  
 PEND 740  
 PENNY 731  
 PENSE 750  
 PH 612  
 PICKUP 1216  
 PLF 600  
 PLOX 111  
 PLOY 105  
 PRI 567  
 PIS 1204



PUP	646
PV	671
P1	1205
P2	1206
P3	1207
P4	1210
P5	1211
P6	1212
RH	411
SAC	1217
SEG	1232
SERVE	1143
SKIP	1220
TIMER	1175
TV	502
VLT	231
VLT COM	223
VSI	422
VS1	440
VS2	450
X	1224
XADJ	1215
XEND	1223
XMN	1227
XX	1226
Y	1222
YADJ	1214
YEND	1221
YMN	1231
YXX	1230
PAP	100
PLAY	105
PLOX	111
REG	200
DISPAT	213
VLT COM	223
HISCOM	225
DLT COM	227
VLT	231
HIS	241
DLT	251
COM	260
HSI	270
GOH	322
IXH	333
LH	341
MH	365
RH	411
VSI	422
VS1	440
VS2	450

GOV	454
IXV	464
TV	502
MV	526
BV	554
PRI	567
PLT	600
PH	612
PUP	646
PDN	657
PV	671
PEN	725
PENNY	731
PEND	740
PENSE	750
P	762
EN	1004
LINE	1047
LINER	1102
CHEX	1120
EXEC	1123
SERVE	1143
CLEAR	1155
TIMEK	1175
LNS	1203
PTS	1204
P1	1205
P2	1206
P3	1207
P4	1210
P5	1211
P6	1212
ENUCK	1213
YADJ	1214
XADJ	1215
PICKUP	1216
SAC	1217
SKIP	1220
YEND	1221
Y	1222
XEND	1223
X	1224
DIH	1225
XX	1226
XMN	1227
YMX	1230
YMN	1231
SEG	1232
DST	700701
DCT	700702

TYPE 34B DISPLAY TEST FOR PDP-4/7

DCF=700702  
DSF=700701

1/

JMP SERVE

100/

/ROUTINE TO PLOT A POINT ON EITHER AXIS

```
PAP,      HLT
           JMS TIMEK
           LAS
           SPAYOLA
           JMP PLOX.      /BIT 0 UP. VARY X COORDINATE
PLOY,     DXL            /LOAD X REGISTER WITH ZERO
           LAS
           DYS            /PLOT COORD. IN AS 8-17
           JMP PAP+1
PLOX,     DYL            /LOAD Y REGISTER WITH ZERO
           LAS
           DXS            /PLOT COORD. IN AS 8-17
           JMP PAP+1
```

200/

/DISPATCH ROUTINE

```
BEG,      IOF
           JMS CLEAR
           LAS
           SNA
           JMP PEN
           RTL
           RTL
           AND (7
           TAD (JMP DISPAT
           DAC .+1
           HLT
DISPAT,   JMP BEG+2
           JMP VLTCOM    /GO TO VERT. LINE TEST
           JMP HTSCOM    /GO TO HORIZ. LINE TEST
           JMP DLTCOM    /GO TO DIAG. LINE TEST
           JMP HST        /GO TO HORIZ. SWEEP TEST
           JMP VST        /GO TO VERT. SWEEP TEST
           JMP BEG+2
           JMP BEG+2
VLTCOM,   JMS VLT
           JMP BEG+2
HTSCOM,   JMS HTS
           JMP BEG+2
```

DLTCOM, JMS DLT  
JMP BEG+2

/VERTICAL LINE TEST

VLT, 0  
LAW 1000  
DXL  
CLA  
DYS  
JMS COM  
JMP ,=2  
JMP I VLT

/HORIZONTAL LINE TEST

HTS, 0  
LAW 1000  
DYL  
CLA  
DXS  
JMS COM  
JMP ,=2  
JMP I HTS

/DIAGONAL LINE TEST

DLT, 0  
CLA  
DXL  
DYS  
JMS COM  
JMP DLT+2  
JMP I DLT

/COMMON LINE TEST ROUTINE

COM, 0  
NOP  
NOP  
TAD (1  
AND (1777  
SNA  
ISZ COM  
JMP I COM

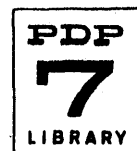
/UNFINISHED LINE  
/FINISHED LINE

/HORIZONTAL SWEEP TEST

HST, LAC (1  
DAC SEG  
LAS  
AND S=EG  
SNA  
JMP IXH  
LAC P4  
DAC Y=MN

/INITIALIZE SEGMENT INDICATOR

/CURRENT SEGMENT NOT REQUESTED  
/SET Y LIMITS FOR TOP THREE



LAC P6  
DAC Y+MX  
LAC SEG  
AND (7  
SZA  
JMP GQH  
LAC P2  
DAC YMN  
LAC P5  
DAC YMX  
LAC SEG  
AND (7M  
SZA  
JMP GQH  
LAC P1  
DAC YMN  
LAC P3  
DAC YMX  
LAC SEG  
AND (111  
SZA  
JMP LH  
LAC SEG  
AND (222  
SZA  
JMP MH  
JMP RH  
LAC SEG  
RALVCLL  
AND (777  
SNA  
JMP REG  
JMP HST+1

/REQUESTED SEGMENT NOT IN TOP THREE  
/SFT Y LIMITS FOR MIDDLE THREE

/REQ. SEGMENT NOT IN MIDDLE THREE  
/SFT Y LIMITS FOR MIDDLE THREE

/REQUESTED SEGMENT IN LEFT THREE

/REQUESTED SEGMENT IN MIDDLE THREE  
/REQUESTED SEGMENT IN RIGHT THREE

/LAST SEGMENT DISPOSED OF  
/CHECK NEXT HORIZ. SEQUENTIAL SEGM

/ROUTINE TO CONTROL ILLUMINATION OF LEFT SEGMENT

LH,

LAC P1  
DAC X+MN  
LAC P3  
DAC X+MX  
JMS PRT  
JMS PLF  
JMS PRT  
JMS PLF  
LAS  
AND (777  
RALVCLL  
AND SEG  
SNA  
JMP IXH

/SFT X LIMITS

/SWEEP RIGHT

/SWEEP LEFT

/SWEEP RIGHT

/SWEEP LEFT

/CHECK NEXT SEGMENT

```
LAC L+NS          /NEXT SEQUENTIAL SEGMENT ILLUM.  
CMA  
ADD P2  
DAC XMx  
JMS PRT          /SWEEP RIGHT  
JMP IXH
```

/ROUTINE TO CONTROL ILLUMINATION OF MIDDLE SEGMENT

```
MH,  
LAC P2  
DAC XMN          /SPT X LIMITS  
LAC P5  
DAC XMx  
JMS PRT          /SWEEP RIGHT  
JMS PLF          /SWEEP LEFT  
JMS PRT          /SWEEP RIGHT  
JMS PLF          /SWEEP LEFT  
LAS  
AND (777  
RARVOLL  
AND SEG  
SNA  
JMP IXH          /CHECK NEXT SEGMENT  
LAC LNS          /NEXT SEQUENTIAL SEGMENT ILLUM.  
CMA              /RESET X LIMIT  
ADD P4  
DAC XMx  
JMS PRT          /SWEEP RIGHT  
JMP IXH
```

/ROUTINE TO CONTROL ILLUMINATION OF RIGHT SEGMENT

```
RH,  
LAC P4  
DAC XMN          /SPT X LIMITS  
LAC P6  
DAC XMx  
JMS PRT          /SWEEP RIGHT  
JMS PLF          /SWEEP LEFT  
JMS PRT          /SWEEP RIGHT  
JMS PLF          /SWEEP LEFT  
JMP IXH          /CHECK NEXT SEGMENT
```

/VERTICAL SWEEP TEST

VST,	LAC (1	/INITIALIZE SEGMENT INDICATOR
	DAC SEG	
	LAS	
	AND SEG	
	SNA	
	JMP IXV	/CURRENT SEGMENT NOT REQUESTED
	AND (333	
	SZA	
	JMP VS1	/RFQ. SEGMENT NOT IN RIGHT THREE
	LAC P4	/SFT X LIMITS FOR RIGHT THREE
	DAC XMN	
	LAC P6	
	DAC XMX	
	JMP GOV	
VS1,	AND (555	
	SZA	
	JMP VS2	/RFQ. SEGMENT IN LEFT THREE
	LAC P2	/RFQ. SEGMENT IN MIDDLE THREE
	DAC XMN	/SFT X LIMITS FOR MIDDLE THREE
	LAC P5	
	DAC XMX	
	JMP GOV	
VS2,	LAC P1	/SFT X LIMITS FOR LEFT THREE
	DAC XMN	
	LAC P3	
	DAC XMX	
GOV,	LAC SEG	
	AND (770	
	SNA	
	JMP TV	/RFQ. SEGMENT IN TOP THREE
	AND (70	
	SNA	
	JMP BV	/RFQ. SEGMENT IN BOTTOM THREE
	JMP MV	/RFQ. SEGMENT IN MIDDLE THREE
IXV,	LAC SEG	
	RALVCLL	
	AND (777	
	SNA	
	JMP REG	/LAST SEGMENT DISPOSED OF
	RTL	
	AND (777	
	SZA	
	JMP VST+1	/CHECK NEXT VERTICALLY SEQUENTIAL
	LAC SEG	/DIFFERENT ROTATION NEEDED (SEGS 7,8,9)
	RTR	
	RTX	
	RAH	
	JMP VST+1	/CHECK NEXT VERTICALLY SEQUENTIAL



/ROUTINE TO CONTROL ILLUMINATION OF TOP SEGMENT  
TV,

```
LAC P6
DAC YMX           /SFT Y LIMITS FOR TOP SEGMENT
LAC P4
DAC YMN
JMS PDN          /SWEEP DOWN
JMS PUP          /SWEEP UP
JMS PDN          /SWEEP DOWN
JMS PUP          /SWEEP UP
LAS
AND (777
CLL
RTR
RAR
AND SEG
SNA
JMP IXV          /CHECK NEXT SEGMENT
LAC P5           /NEXT SEQUENTIAL SEGMENT ILLUMINATED
DAC YMN          /RESET Y LIMIT
JMS PDN          /SWEEP DOWN
JMP IXV
```

/ROUTINE TO CONTROL ILLUMINATION OF MIDDLE SEGMENT  
MV,

```
LAC LNS
CMA             /SFT Y LIMITS
ADD P5
DAC YMX
LAC P2
DAC YMN
JMS PDN        /SWEEP DOWN
JMS PUP        /SWEEP UP
JMS PDN        /SWEEP DOWN
JMS PUP        /SWEEP UP
LAS
AND (777
CLL
RTR
RAR
AND SEG
SNA
JMP IXV        /CHECK NEXT SEGMENT
LAC P3         /NEXT SEQUENTIAL SEGMENT ILLUMINATED
DAC YMN        /RESET Y LIMIT
JMS PDN        /SWEEP DOWN
JMP IXV
```

/ROUTINE TO CONTROL ILLUMINATION OF BOTTOM SEGMENT

```
BV,      LAC LNS
          CMA
          ADD P3
          DAC YMX
          LAC P1
          DAC YMN
          JMS PDN          /SWEEP DOWN
          JMS PUP          /SWEEP UP
          JMS PDN          /SWEEP DOWN
          JMS PUP          /SWEEP UP
          JMP IXV
```

/ROUTINE TO CONTROL PLOTTING TO THE RIGHT

```
PRT,      0
          DZM D+IR          /SET DIRECTION INDICATOR TO "RIGHT"
          LAC XMN
          DXL
          DAC +X
          LAC XMX
          DAC X+END          /SET RIGHT HAND LIMIT
          JMS PH            /EXECUTE
          JMP I PRT        /RETURN
```

/ROUTINE TO CONTROL PLOTTING TO THE LEFT

```
PLF,      0
          LAC (400000
          DAC DIR          /SET DIRECTION INDICATOR TO "LEFT"
          LAC XMX
          DXL
          DAC X
          LAC XMN
          DAC XEND          /SET LEFT HAND LIMIT
          JMS PH            /EXECUTE
          JMP I PLF        /RETURN
```

/ROUTINE TO EXECUTE HORIZONTAL SWEEPING

```
PH,      0
          LAC YMN
          DAC +Y
          DYS          /DISPLAY A POINT
          NOP
          CMA
          ADD YMX
          SAD (LAM
```

```
JMP .+4          /END OF LINE
LAC PTS         /UNFINISHED LINE
TAD Y          /RSET Y COORDINATE
JMP PH+2       /DISPLAY NEXT POINT
LAC X
CMA
ADD XEND
SAD (LAM
JMP I PH      /END OF SWEEP
LAC DIR      /UNFINISHED SWEEP
RALVOLL
LAC LNS
SZL
CMA
ADD X        /RSET X COORDINATE
SAD (LAM
CLA
DXL
DAC X
JMP PH+1     /START NEXT LINE
```

/ROUTINE TO CONTROL UPWARDS PLOTTING  
PUP,

```
Ø
DZM DIR      /SFT DIRECTION INDICATOR TO "UP"
LAC YMN
DYL
DAC Y
LAC YMX
DAC Y+END   /SET UPPER LIMIT
JMS PV      /EXECUTE
JMP I PUP   /RETURN
```

/ROUTINE TO CONTROL DOWNWARDS PLOTTING  
PDN,

```
Ø
LAC (4000000
DAC DIR      /SFT DIRECTION INDICATOR TO "DOWN"
LAC YMX
DYL
DAC Y
LAC YMN
DAC YEND   /SFT LOWER LIMIT
JMS PV      /EXECUTE
JMP I PDN   /RETURN
```

/ROUTINE TO EXECUTE VERTICAL SWEEPING  
PV,

```
Ø
LAC XMN
DAC X
```



```
DXS /DISPLAY A POINT
NOP
CMA
ADD XMX
SAD (LAM
JMP .+4 /END OF LINE
LAC PTS /UNFINISHED LINE
TAD X /RESET X COORDINATE
JMP PV+2 /DISPLAY NEXT POINT
LAC Y
CMA
ADD YEND
SAD (LAM
JMP I PV /END OF SWEEP
LAC DIR /UNFINISHED SWEEP
RALVOLL
LAC LNS
SZL
CMA
ADD Y /RESET Y COORDINATE
SAD (LAM
CLA
DYL
DAC Y
JMP PV+1 /START NEXT LINE
```

/LIGHT PEN ROUTINE

```
PEN, DCF
DSF
JMP PENNY
HLT /DCF FAILED TO CLEAR DISPLAY FLAG
PENNY, DSF
JMP .+3
NOP
HLT /DISPLAY FLAG FAILED TO CAUSE INTERRUPT
LAS
SZA
JMP REG
PEND, DZM SKIP
TON
JMS P
ISZ SKIP
JMP PENNY
JMS EN
DCF
JMP PEND
PENSE, DCF
DSF
```

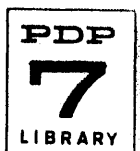
```
JMP .+2  
JMP PEN+3  
LAM  
DAC SKIP  
LAC 0  
RAL  
LAC SAC  
JMP I 0
```

/ROUTINE TO DRAW THE LETTER P  
P,

```
0  
DZM X  
LAW 400  
DAC Y  
JMS LINE  
000777  
ISZ X  
JMS LINE  
100377  
LAW 776  
DAC Y  
JMS LINE  
200600  
LAW 376  
DAC X  
JMS LINE  
300001  
JMP I P
```

/ROUTINE TO DRAW EN  
EN,

```
0  
LAW 777  
DAC Y  
LAW 600  
DAC X  
JMS LINE  
101177  
LAW 400  
DAC Y  
JMS LINE  
300600  
ISZ Y  
JMS LINE  
000776  
ISZ X  
LAW 600  
DAC Y  
JMS LINE  
101177  
LAW 1777
```



DAC X  
LAW 777  
DAC Y  
JMS LINE  
200400  
ISZ Y  
LAW 1776  
DAC X  
JMS LINE  
700777  
LAW 776  
DAC Y  
JMS LINE  
200400  
JMP I EN

/ROUTINE TO DRAW A LINE  
LINE,

Ø  
LAC I LINE  
RTL  
RTL  
AND (7  
RALVOLL  
TAD (LAC EXEC  
DAC P+ICKUP  
XCT PICKUP  
DAC X+ADJ  
ISZ PICKUP  
XCT PICKUP  
DAC Y+ADJ  
LAC I LINE  
ISZ LINE  
AND (1777  
DAC E+NDOK  
LAC YADJ  
RAH  
LAC (CHEX+1  
SNL  
TAD (1  
DAC CHEX  
LAC X  
DXL  
LAC Y  
DYS

```
LINER,      JMS TIMEK  
            LAC X  
            TAD XADJ  
            DAC X  
            DXL  
            LAC Y  
            TAD YADJ  
            DAC Y  
            DYS  
            XCT I CHEX  
            AND (1777  
            SAD ENDCK  
            JMP I LINE  
            JMP LINER
```

```
CHEX,      0  
            LAC Y  
            LAC X
```

```
EXEC,      0  
            1  
            1  
            0  
            0  
            LAM  
            LAM  
            0  
            1  
            1  
            1  
            LAM  
            LAM  
            LAM  
            LAM  
            1
```

/INTERRUPT ROUTINE

```
SERVE,     DAC S+AC  
            DSF  
            JMP .+2  
            JMP PENSE  
            JMS CLEAR  
            LAC 0  
            RAL  
            LAC SAC  
            TON  
            JMP I 0
```

/CLEAR FLAGS ROUTINE



CLEAR,

```
0
IOT 3302          /PnP-7 CLEAR ALL
CLOF
RKB
PCF
KKB
TCF
700704          /INCF
CPCF
LSCF
LPCF
CKRB
NOP
NOP
NOP
JMP I CLEAR
```

/TIME DELAY  
TIMEK,

```
0
LAM-1
DAC CLEAR
ISZ CLEAR
JMP .-1
JMP I TIMEK
```

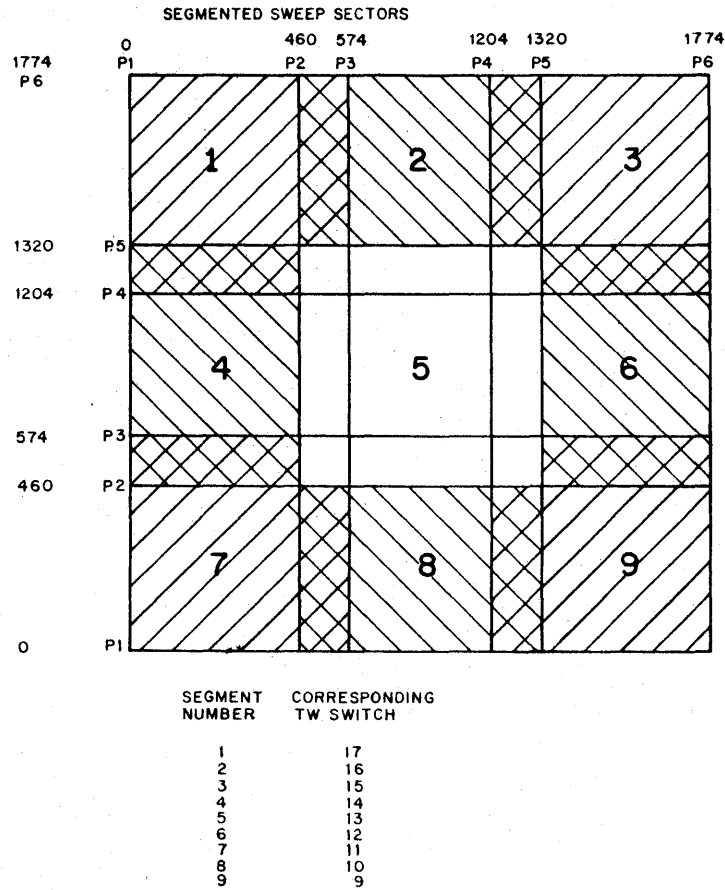
/VARIABLES

```
LNS,           2
PIS,           4
P1,            0
P2,           460
P3,           574
P4,           1204
P5,           1320
P6,           1774
```

VARIABLES  
START



11.           DIAGRAM  
              Segmented Sweep Program



12.           REFERENCES (Not Applicable)