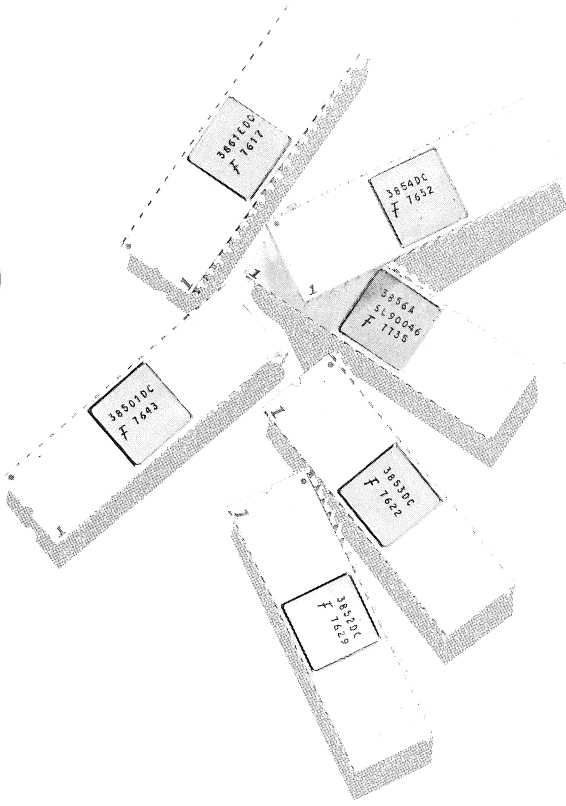


KD-BUG USER'S GUIDE



FAIRCHILD

KD-BUG USER'S GUIDE



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1.0 General Description

A special F3856 PSU with a Keyboard Display Monitor (KDM) and a Debug monitor (KD-BUG) has been developed by Fairchild to provide the F8 user with a convenient and powerful programming debug facility to aid in the development of F8 programs. The debugging portion of the program (FAIR-BUG) provides the user with an interactive system via a teletype terminal. The KDM segment provides a simple alternative to an expensive terminal. FAIR-BUG and KDM will be discussed as separate subjects.

The KD-BUG PSU is assigned memory addresses '8000'-'87FF', with entry point being '8080'. The port assignments are as follows:

I/O Port A —	'08'
I/O Port B —	'09'
Local Int. Control —	'0A'
Timer —	'0B'

The Interrupt address vector for the timer is '0024' and for an External Interrupt is '00A4'.

1.1 Electrical Specifications

The dc and ac electrical characteristics of the F3856 PSU are, since this is just a standard PSU with a special program on it, identical to those described in the F3856 PSU data sheet.

2.0 FAIR-BUG Overview

FAIR-BUG provides the following capabilities:

- Display or Alter Memory Locations
- Display or Alter Scratchpad Registers
- Display or Alter I/O Ports
- Display or Alter Accumulator, ISAR, Status (W Register)
- Display or Alter PC0, DC0, DC1
- Load Formatted Paper Tape (FAIR-BUG or Formulator Format)
- Punch Formatted Paper Tape (Formulator Format)
- Punch Paper Tape in PROM Format (4-Bit or 8-Bit Binary Format)
- Entry from Keyboard or by Program Instruction
- I/O Subroutines Available to User
- Breakpoint
- Block Memory Move
- Hexadecimal Arithmetic

FAIR-BUG can be entered in several ways. Execution of program instructions such as PI '8080'; JMP '8080'; LR P0, Q, or PK (Q or K contains '8080') can be used to achieve entry from another software module. Another technique is to use hardware to decode the RESET state on the ROMC lines and force the high order bit on the Data Bus to a '1' at this time.

FAIR-BUG will save the state of the machine upon entry and will restore it upon return to the users program. Register 8 and PC1 are destroyed by FAIR-BUG; however, under program control the user can save and restore these if necessary. The save area utilized by FAIR-BUG is scratchpad registers 3C to 3F and also the last 26 bytes of user RAM. FAIR-BUG tests locations BDF-BFF and if there is RAM there, it uses these locations for its save area; if it finds that these locations are not RAM, it assumes that locations 3DF-3FF of user memory are RAM and thus uses these locations for its save area. The interrupt is disabled by FAIR-BUG and may be re-enabled by the user if desired.

Two I/O ports (8 and 9) are available to the user when FAIR-BUG is not executing, as is the Timer and External Interrupt facilities (FAIR-BUG does not use either of these). During FAIR-BUG execution Port 8 is used for serial input/output and control functions while Port 9 is used for parallel input from a high-speed paper tape reader. Assignments for Port 8 are: (1 = GND, 0 = +5 V).

Bit	Function
7	Serial input (0 Volts = MARK)
6	Character Ready Input (Parallel Device) (+5 V = READY)
5	Enter Key/Display Monitor
4	Device Ready Input (Parallel Device) (+5 V = READY)
3	Step Reader Output (Parallel Device) (0 Volts = Step)
2-1	Bit 2 Bit 1 Baud Rate
	0 0 110 Baud for Serial Input/Output
	0 1 300 Baud for Serial Input/Output
	1 0 1200 Baud for Serial Input/Output
	1 1 Baud Delay Counter in Memory Loc. 3FF (or BFF)
0	Serial Output (0 Volts = MARK)

If Port 9 is not utilized by FAIR-BUG, then Pins 3, 4, and 6 of Port 8 are also available to the user. If Port 9 is used for parallel input, the parallel input data should have logic '1' correspond to +5 V electrical level.

Bits 1 and 2 of Port 8 are examined when FAIR-BUG is entered to initialize the Baud Delay Counter. If Bits 2 and 3 are at ground so that the Baud Delay count is being obtained from memory location 3FF (or BFF), then the total delay count (time between bits for a bit serial I/O device) can be adjusted as follows:

$$\text{Bit time interval} = (256 - \text{count}) \cdot 36 \mu\text{s} + 55 \mu\text{s} \quad (\Phi = 2 \text{ MHz})$$

Thus, 110 Baud requires a count of 06
 300 Baud requires a count of A4
 1200 Baud requires a count of EA

2.1 FAIR-BUG Commands

When FAIR-BUG is entered a prompt character (?) is sent to the output device. The user then has the option of using any of the debug commands. After each DEBUG execution the user is again prompted with (?). All data and input parameters are in hexadecimal notation. (C/R) following a command indicates a carriage return.

COMMAND TYPE	COMMAND	FUNCTION
Display	A (C/R)	Display the contents of the Accumulator
	D0 (C/R)	Display the contents of DC0
	D1 (C/R)	Display the contents of DC1
	I (C/R)	Display the contents of ISAR
	M XXXX (C/R)	Display Memory Location XXXX
	M XXXX-YYYY (C/R)	Display Memory Location XXXX to YYYY
	O XX (C/R)	Display Port XX Data
	P0 (C/R)	Display the contents of PC0
	R XX (C/R)	Display the contents of Register XX
	R XX-YY (C/R)	Display the contents of Registers XX to YY
	S (C/R)	Display the contents of W Register, status
	W (C/R)	Display the contents of W Register, status

COMMAND TYPE	COMMAND	FUNCTION (Continued)
Change	C XX (C/R) (C/R)	Change the previously displayed memory location or port or register to XX
	C XX (C/R) YY (C/R) (C/R) (C/R)	Change the sequential registers or memory locations to XX, YY...
Examine	C XXXX (C/R) (C/R)	Change the previously displayed PC or DC to XXXX
	E (C/R)	Display the last addressed register or memory location or port
Next	N (C/R)	Display the next register or memory location or port
Load	L (C/R)	Load formatted object paper tape. If (CK) prints, then checksum error has occurred on block last read
	H (C/R)	Load formatted object paper tape from high-speed reader
	X aaaa ± bbbb =	Add or subtract value bbbb from value aaaa
Hexadecimal Block Move	M dddd (C/R)	Move memory block starting at ssss and ending at address eeee to memory destination address dddd
	V ssss-eeee (C/R)	
Punch	B XXXX-YYYY-Z	Binary Punch PROM format; XXXX is starting page address and YYYY is ending page address. Z is number of bytes per block; 0 = 256, 1 = 512. To Punch 0 to BFF then enter B0-C00-0. 4-bit wide data.
	J XXXX-YYYY-Z	Same as B, except 8-bit wide data.
	F XXXX-YYYY (C/R)	Formatted punch for future load, Formulator format.
	G (C/R)	Go to address of PCO
Go To	G AAAA (C/R)	Change PCO to address AAAA, then go to AAAA and continue execution
	[Delete command and start a new command input string
Delete Command Breakpoint	UAAAA (C/R)	Set breakpoint (PK instruction) at address AAAA.
	T (C/R)	Clear breakpoint, restore user instruction.

NOTE: Clear Breakpoint must be issued prior to any IO port display or change commands or else instruction at AAAA will be incorrect.

2.2 FAIR-BUG Command Usage

A brief study of Appendix B will assist the reader in understanding FAIR-BUG command utilization. From these examples many advantages over console debugging are quite apparent. First and most important a history is recorded of the steps taken and the results displayed. Second is the accessibility of the scratchpad registers as well as the other working registers of the system. Third is the simple access from the console to FAIR-BUG to the user.

One advantage that is not so apparent is that when a user wishes to end a debug session the user may save his modified program by punching the memory using the F command. In a subsequent debug session he may then load this "updated" program and continue to debug. If program patches were extensive much time and effort is saved. Of course the program may be re-assembled after editing the changes in order to obtain an updated program.

Another advantage and also not so apparent is the fact that Keyboard input is much less error prone. If the user uses a little care and examines his keyed input prior to the carriage return he can almost totally eliminate key-in errors. In addition, a debug session achieves more results in a quicker time.

2.3 FAIR-BUG Input/Output

The FAIR-BUG input/output routines assume that Port 8 of the PSU is available and is configured as shown in Appendix A. In order to communicate with FAIR-BUG an 11-bit serial type device such as a Teletype ASR 33 or compatible type TTY or CRT is required. FAIR-BUG has options to vary the Baud Rate by changing the counters for delay loops between bits. The timer is not utilized so the user is not deprived of this valuable resource. The counter value for 110 Baud is six which counts by incrementing an 8-bit register until zero; the six gives a loop count of 250. For 300 Baud the counter is initially H'A4' giving a loop

count of H'5C' or 92 decimal. Other Baud Rates can be achieved by modifying the counter. These counts assumed a system clock of 2 MHz. For a faster clock, the counter must be changed to produce more delay loops, while for a slower clock the counter must be changed to produce less delay loops. This is due to the fact that each instruction time will change and the total loop time will change while the device speed is always constant.

When the Baud Rate is not set to default to either 110 or 300 or 1200 then the Baud Rate must be put into RAM location H'BFF' or if this location is a PROM address then into RAM location H'3FF'.

2.4 Load from Parallel Input Device

The loader in FAIR-BUG can load from either a teletype or from a parallel source. The usual parallel source would be a high-speed paper tape reader which reads 100 to 300 characters per second. The parallel device is controlled using a "handshaking" protocol. The handshaking eliminates synchronizing problems because it forces the device to wait for the microprocessor and forces the microprocessor to wait for the device.

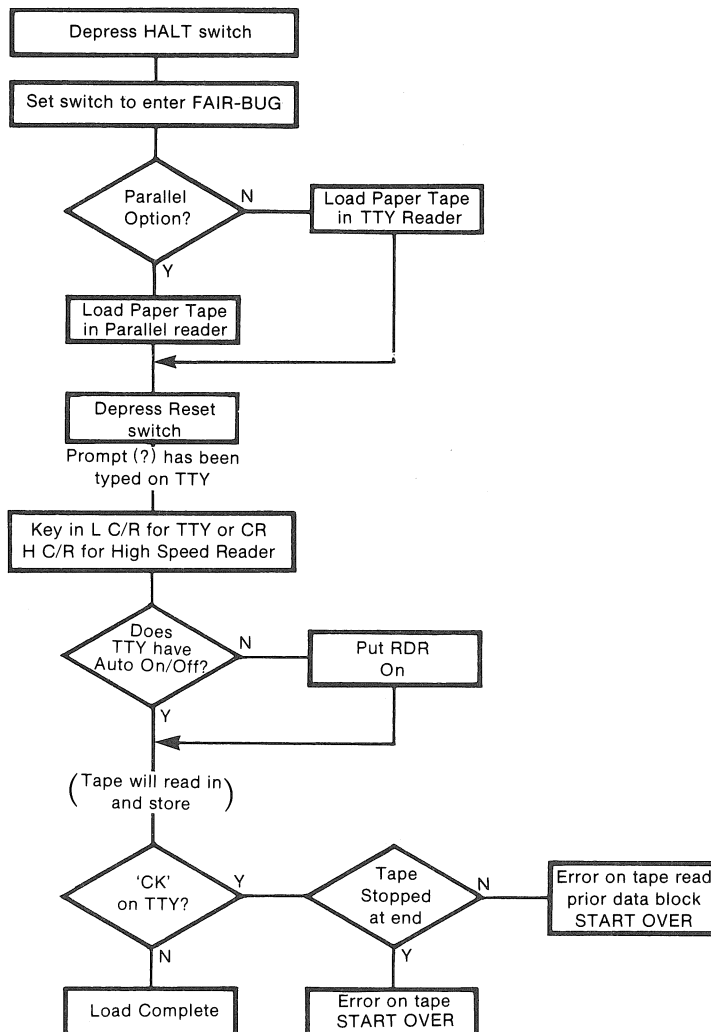


FIGURE 1

FAIR-BUG parallel read routine examines DEVICE READY and waits for the ready signal, it then looks for Character Ready and delays 100 μ s after detecting the ready, then it reads a character before the output of Step Reader. This sequence is repeated for each character. Only the formats shown in Appendix C can be read by FAIR-BUG with the Load command. However, the user may use the subroutine PINP to read other formats. Bits 1-2 are examined when FAIR-BUG is entered to initialize the baud delay counter. See Appendix A for the I/O port pin assignments. The flow chart in *Figure 1* indicates the steps necessary to load a paper tape program formatted as shown in Appendix C.

2.5 FAIR-BUG Subroutines

I/O Subroutines on the FAIR-BUG PSU are available to the user. These are listed below and documented in Appendix E.

NAME	ENTRY ADDRESS	FUNCTION
TTY1	8553	Input 1 byte from TTY type device (11 bits serial/character)
TTY0	8593	Output 1 byte to TTY type device (11 bits serial/character)
TTCR	8578	Output CR, LF, & 4 Null characters using TTY1 subroutine
PINP	853D	Input 1 byte from the parallel IP device (150 μ sec minimum delay between characters)
F0P1	811B	Output 1 or 2 hexadecimal digits in ASCII format from a memory location.
F0P2	811D	Output 1 or 2 hexadecimal digits in ASCII format from register QL.
BYTE	8515	Input 2 ASCII digits from a parallel or serial IP device; then convert them to one hexadecimal byte

2.6 Programming Examples

The following program linkages to FAIR-BUG are cited as examples as how to utilize FAIR-BUG as a “snap shot” display or breakpoint vehicle.

There are two general ways to enter FAIR-BUG; either through programmed instructions, or by manual intervention from the console. The manual entry is normally used for the following situations:

- For initial program loading
- For program punch and save
- To start tracing a runaway program
- To display or take further action following a BR*

The procedure to manually enter FAIR-BUG is to HALT, set DEBUG switch, push RESTART, then respond to prompt (?) with desired commands.

Programmed entry to FAIR-BUG can be achieved by building trace routines into the source program prior to assembly or else by patching the object program after loading it. In either case the following instructions provide the necessary linkage.

- JMP H'8080 This is a 3 byte instruction that destroys the accumulator and does not save the program counter.
- PI H'8080' This is a 3 byte instruction that destroys the accumulator and pushes the program counter (PC0) to the stack (PC1).
- LR P0,Q This is a 1 byte instruction that does not destroy the accumulator and does not save the program counter.
- PK This is a 1 byte instruction that does not destroy the accumulator and pushes the program counter (PC0) to the stack (PC1)

These instructions are explained in detail in the F8 USERS GUIDE. It should be noted that all except the PI are privileged instructions and that an interrupt cannot be serviced following these instructions. Furthermore, the first instruction executed at H'8080' is a disable interrupt which inhibits interrupts until an Enable instruction is issued.

Examination of these instructions discloses that the PK instruction is the most desirable to use since it is 1 byte, saves the accumulator, and saves the PC0; however, it does require the K register (R12 and R13) be preset. If K is not used in the program being tested this is an ideal instruction. A recommended procedure is to code into the users program at location 0 the following instructions:

LI H'80'	} or {	LI H'80'
LR KU, A		LR QU, A
LR KL, A		LR QL, A

If one of the above housekeeping procedures are used patching the user's program for tracing or display purpose becomes an easier proposition. Instead of using a 2 byte BR* or 3 byte JMP or PI the simpler PK or LR P0,Q may be used and the prompt (?) will indicate that a desired point has been reached. Display of PC1 will then determine which (if more than one) of the trace points has been reached. The disadvantage of using PK or PI is that the object program PC1 has been lost. If this is detrimental for a particular section of code being debugged the JMP or LR P0,Q instructions are available.

It can be noted that the options are numerous and the user must decide for himself which one or which combination is most desirable for his purpose.

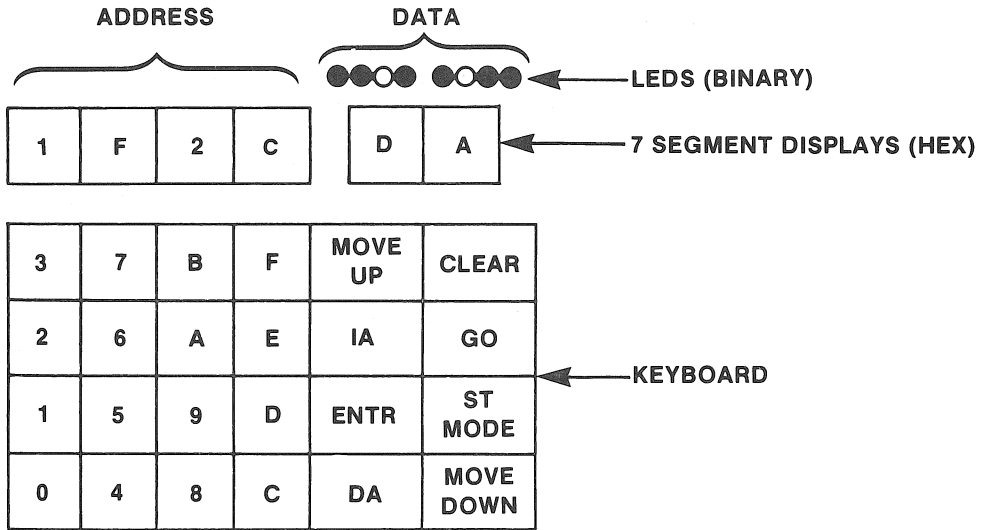
It is suggested that the user try a small program as shown in Appendix B and utilize all the options of FAIR-BUG until he feels confident that he understands all the options. This will save much time and effort in future debug sessions.

3.0 Keyboard and Display Monitor (KDM)

The Keyboard and Display Monitor (KDM) is a program that allows the use of a keyboard and display unit in conjunction with any F8 kit or microprocessor system that has I/O Ports 0 and 1 for use by the KDM. The keyboard and display are shown below and the schematic diagram in Appendix F.

The reset to FAIR-BUG switch enters a save routine which saves PC0, DC0, DC1, ACC, R0-R7, and R9-R15 in RAM as shown in Appendix A. After the save, Port 8 bit 5 is examined. If this pin is tied to V_{SS} then control goes to KDM. If this pin is left open then the FAIR-BUG monitor is in control.

KDM can now display or change any of the saved values or any other part of RAM memory. To restore these registers, prior to continuing execution of a program, the restore and continue subroutine must be executed. This is done by go to H'80E7'. The ISAR and status register will be destroyed. R16-R47 (decimal notation) will be unaltered.



3.1 Keyboard Instructions

0-9 and A-F Keys: When KDM is first entered the system will be in the addressing mode with zeros in the address display and the contents of memory location H'0000' in the data display. Use of any of these keys when in the addressing mode will cause the corresponding hex digit to be entered into the address display.

The data display will show the contents of the address being displayed. A maximum of four digits can be entered. If the system is in the store mode (see store mode key), then a maximum of two digits can be entered into the data display.

Store Mode Key

This key will cause the system to change from addressing mode to store mode or from store mode to addressing mode. When the system is in store mode the decimal point to the right of the right most display digit will be lit.

Enter Key

When in addressing mode this key will terminate digit entry so that a new address can be entered, if desired. When in store mode this key will cause the digits that were entered into the data display from the keyboard to be stored in the memory location indicated by the address display. The address display will then be automatically incremented by one.

Increment Address Key

Each depression of this key will increment the address display by one. If held down for more than 1.5 seconds the address display will increment continuously. This key will operate in both addressing and store modes.

Decrement Address Key

Similar to increment key except that the address will be decremented.

Move Up Key

This key will operate in store mode only. It will cause the contents of all memory locations between the presently addressed location and the next higher XXFF location to be moved one memory location higher in address. The previous contents of the location just after XXFF will be lost. A NOP (2B) will be inserted in the presently addressed location.

Move Down Key

This key will operate in store mode only. It will cause the contents of all memory locations between the presently addressed location plus one and the next higher XX00 location to be moved one memory location lower in address. The previous contents of the presently addressed location will be lost.

Go Key

This key will cause a jump to the memory location contained in the address display.

Clear Key

This key allows for the clearance of any hex digit entries that have not yet been followed by a function key.

Reset Key

If the toggle switch is in run position, this key will cause a jump to "0000" address. If the toggle switch is in the debug position, the reset will cause a jump to the beginning of the FAIR-BUG program and the state of the machine will be saved according to the rules of FAIR-BUG. At this point Bit 5 of the Port 8 (Pin 36 of the F3856) is examined. If it is found to be at Vss the program will jump to the KDM program. Otherwise, it will stay in FAIR-BUG.

3.2 Subroutines

There are three subroutines in the KDM program that can be utilized by a user's program:

- Keyboard Read (Scan)
- Display (Disp)
- Song Generation (Song)

Scan

A subroutine that allows the user to use the keyboard as input device is available at address H'8731'. The following sequence of instructions is a suggested way of using the subroutine:

```

KDB      PI      H'8731'
         LI      H'FF'
         XS      0
         BNZ     KBD      BRANCH IF KEY STILL DOWN
LOOP     PI      H'8731'
         LI      H'FF'
         XS      0
         BZ      LOOP     BRANCH IF NO KEYS

```

The above routine assures that a key has been released before accepting a new key. An H'FF' in register 0 indicates that no key was detected. Otherwise register 0 will contain a number corresponding to the keys in the following manner:

KEY	REG 0
0-F	0-F
DA	10
ENT	11
IA	12
MOVE UP	13
MOVE DOWN	14
STM	15
GO	16
CLEAR	17
NO KEY	FF

The registers used by this subroutine are PC1, R0, R12, R13 and R48-R63. This subroutine also uses the display subroutine which takes the right hand four bit digits from R48-R53 and outputs them to the display, MSD to LSD respectively.

Disp

The display routine will display the six digits located in R48-R53.

```

ADDRESS:      H'8799'
ENTER:        R48-R53 (O'60'-O'65') DATA TO DISPLAY
EXIT:         R54-R55 (O'66'-O'67') DESTROYED

```

Song

A song generation subroutine can be utilized which outputs and audio signal (square wave) on Bit 6 of Port 8.

Load the note time value and pitch constants into memory in the following format:

```

DATA      DC      TIME VALUE CONSTANT (1)
          DC      PITCH CONSTANT (1)
          ⋮
          DC      TIME VALUE CONSTANT (n)
          DC      PITCH CONSTANT (n)
          DC      0

```

```

ADDRESS:      H'87BE'
ENTER:        R7          TEMPO VALUE
              DC0        START OF DATA VALUES
EXIT:         R1-R9      DESTROYED

```









PITCH VALUES

	HEX CONSTANT
REST	7F
G ₁	7E
G ₁ #	77
A ₁	70
A ₁ #	6A
B ₁	64
C	5E
C#	58
D	53
D#	4D
E	49
F	46
F#	42
G	3E
G#	3A
A	37
A#	33
B	30
C'	2D
C'#	2A
D'	28
D'#	25
E'	23
F'	22
F'#	20
G'	1E
G'#	1C
A'	1A
A'#	18
B'	17
C ₂	16

TEMPO VALUES

d PER MINUTE	REGISTER 7 CONSTANT
40	6
48	5
60	4
80	3
120	2
240	1

TIME VALUE

Time Value of Note or Rest	Hex Constant
0	20
	18
	10
	C
	8
	6
	4
	3
	2

APPENDIX A

FAIR-BUG PORTS ASSIGNMENT AND MEMORY UTILIZATION

ASSIGNMENTS FOR PORT 8

Bit	Function
7	Serial input
6	Character Ready (Parallel Device)
5	Enter Key/Display Monitor
4	Device Ready (Parallel Device)
3	Step Reader (Parallel Device)

ASSIGNMENTS FOR PORT 9

Bit	Function
7	Parallel input byte — MSB
6	Parallel input byte
5	Parallel input byte
4	Parallel input byte
3	Parallel input byte
2	Parallel input byte
1	Parallel input byte
0	Parallel input byte — LSB

bit 2	bit 1	Baud Rate
0	0	110 baud
0	1	300 baud
1	0	1200 baud
1	1	Baud delay counter in memory at "3FF" or "BFF"

Note: 0 = +5; 1 = GND, 0 V.

0 Serial Output

MAP OF FAIR-BUG MEMORY USE

RAM

Address

0XD8								Work 1
0XC0	Work 2	Work 3	Work 3	Work 4	Work 5	Work 7	Work 8	PC0 _U
0XE8	PC0 _L	PC1 _U	PC1 _L	DC0 _U	DC0 _L	DC1 _U	DC1 _L	R0
0XF0	R1	R2	R3	R4	R5	R6	R7	ACC
0XF8	R9	R10	R11	R12	R13	R14	R15	Baud Optn

NOTE: X = B or 3. If H'BEB' is RAM then H'BDF' to H'BFF' will be used as save area.

If H'BEB' is not RAM then H'3DF' to H'3FF' will be used as the save area.

NOTE: Work 1-8 is used to save:

1. Breakpoint address and user instruction.
2. Sequence of instructions to execute Outs, Out, Ins, or In sequence for Port Display or Change.

MAP OF FAIR-BUG SCRATCHPAD USE

Scratchpad

Address

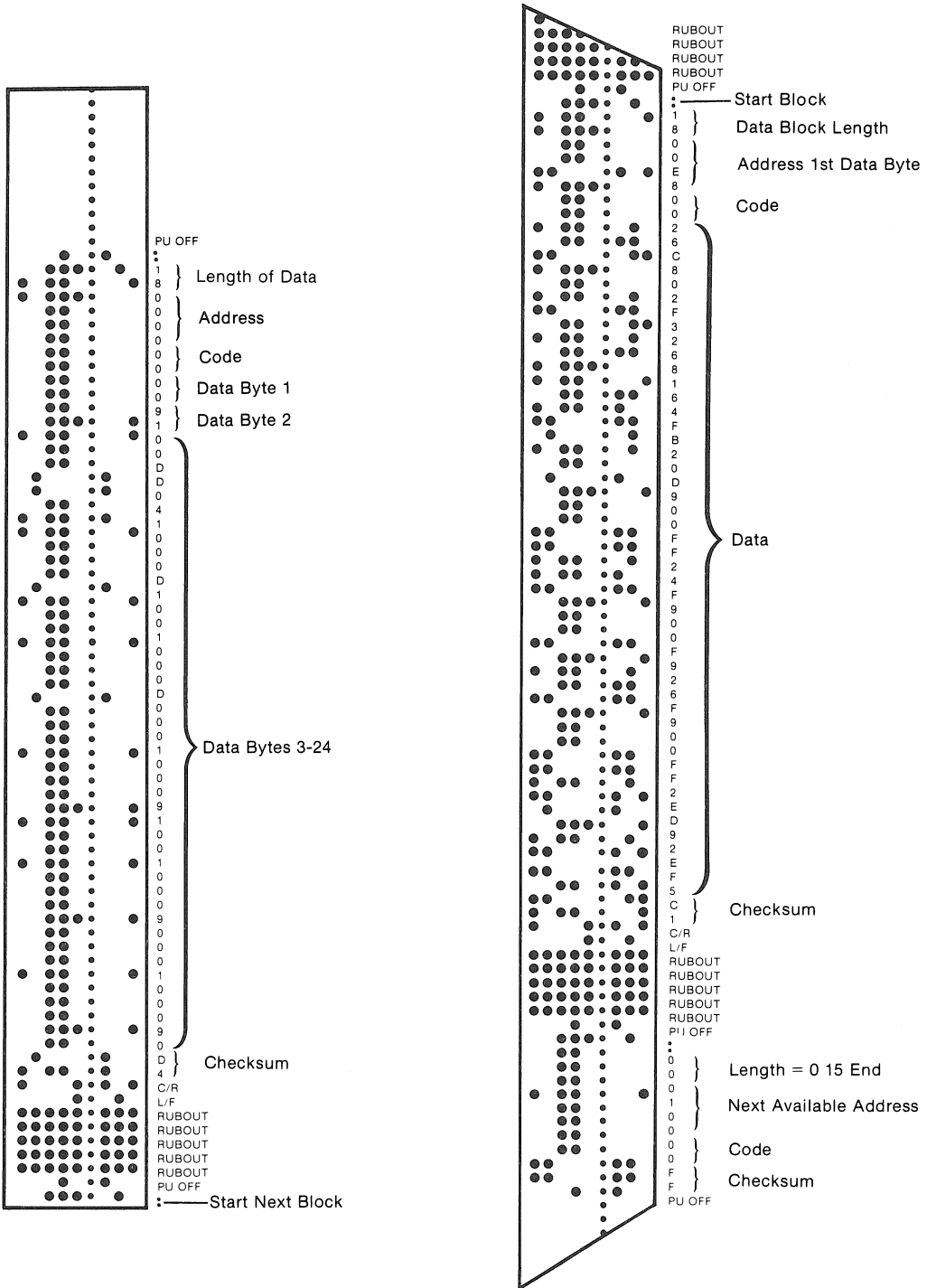
3C-3F	Work A	Status	Work B	ISAR
-------	--------	--------	--------	------

NOTE: Work A & B are used during the entry and exit routines of FAIRBUG when saving or restoring the state of the user's program.

APPENDIX B FAIR-BUG EXAMPLE 1

<pre>?M0 M0000 = 00 ?C 70 (CR) (CR) ?NM0001 = 91 ?C0B (CR) (CR) ?NM0002 = 00 ?C 5C (CR) (CR) ?NM0003 = DD ?C 1F (CR) (CR) ?NM0004 = 04 ?C25 (CR) 3F (CR) 94 (CR) (CR) ?CF9 (CR) 29 (CR) 80 (CR) (CR) ?C80 (CR) (CR) ?M0-A M0000 = 70 0B 5C 1F 25 3F 94 F9 M0008 = 29 80 80 D0 00 10 00 91 ?R0-3F R0000 = A4 FF 09 FF 00 00 FF 00 R0008 = 83 0A 00 FF 81 97 03 FF R0010 = 0C 20 13 00 1E 00 BF 00 R0018 = 9D 40 7D 01 DD 17 55 00 R0020 = B7 F7 7F A2 FF 0E FF 22 R0028 = FF 76 FF 3C FF CE 5F 20 R0030 = 18 04 02 00 D9 04 7F 00 R0038 = 75 01 57 4A 0F 0A 0A FF ?G0 (Program loop err.) Manual reset to FAIR-BUG ?M7 M0007 = F9 ?C FA ?G0 ?R0-3F R0000 = 00 01 02 03 04 05 06 07 R0008 = 80 09 0A 0B 0C 0D 0E 0F R0010 = 10 11 12 13 14 15 16 17 R0018 = 18 19 1A 1B 1C 1D 1E 1F R0020 = 20 21 22 23 24 25 26 27 R0028 = 28 29 2A 2B 2C 2D 2E 2F R0030 = 30 31 32 33 34 35 36 37 R0038 = 38 39 3A 3B 3E 09 09 0B ?P0 0000 ?PI EEEE ?M8 M0008 = 29 ?C28 ?G0 ?P0 000B ?</pre>	<div style="font-size: 4em; line-height: 1; padding: 0 10px;">}</div>	<pre>Store a Program to Set Scratchpad to 0-3F. Note two methods to store data in memory. The same may be done with registers also. LOOP LIS 0 LR IS, A LR S,A INC CI H'3F BNZ LOOP JMP H'8080'</pre>
<pre>Display Program</pre>	<div style="font-size: 4em; line-height: 1; padding: 0 10px;">}</div>	<pre>Display Scratchpad Before Execution</pre>
<pre>Go to loc 0 to Execute</pre>	<div style="font-size: 4em; line-height: 1; padding: 0 10px;">}</div>	<pre>Correct BNZ Instruction Go to 0</pre>
<pre>Display Registers after Execution. Note: R8, R3C-3F are used by FAIR-BUG</pre>	<div style="font-size: 4em; line-height: 1; padding: 0 10px;">}</div>	<pre>PCO not saved by JMP</pre>
<pre>Change JMP to PI</pre>	<div style="font-size: 4em; line-height: 1; padding: 0 10px;">}</div>	<pre>Execute Again PCO Now saved!</pre>

**APPENDIX C (Continued)
 FORMATTED TAPE
 (FORMULATOR FORMAT)**



APPENDIX C (Continued)

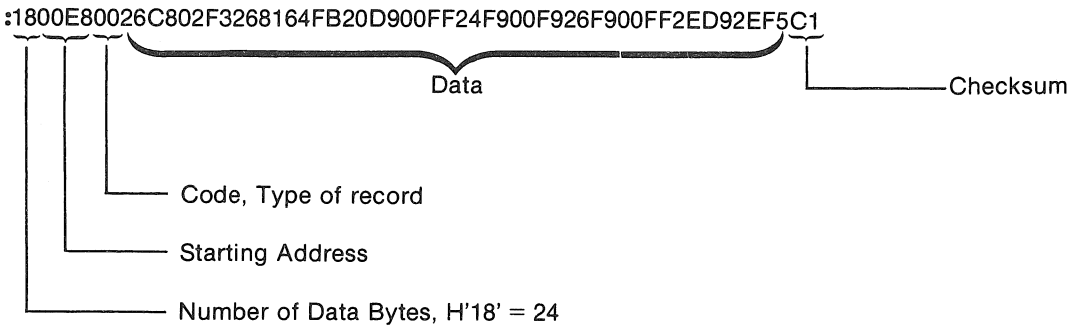
FAIRBUG FORMAT AND CHECKSUM

The following line of code is from Appendix C. The checksum is the sum of all the nibbles in the block.

X009100DD041000D17		0	0	
		0	4	
		9	1	
		1	0	4
		0	0	3
		0	0	<hr style="width: 10px; margin: 0 auto;"/>
		D	D	7 = Checksum
		D	1	
		4	3	

FORMULATOR FORMAT AND CHECKSUM

The following line of code is from example 2. The checksum is the 2's complement of the sum of all the bytes in the record. Notice that when the checksum is also added to the sum the total is always zero for the low 16 bits.



18	26	24	2E	E3
00	81	F9	D9	FE
E8	64	00	2E	34
00	FB	F9	F5	2A
26	20	26		
C8	D9	F9	2A	3F = Total Sum
02	00	00		2's Complement ($\overline{3F} + 1 = C1$)
F3	FF	FF		
E3	FE	34		

APPENDIX E FAIR-BUG SUBROUTINES

The following INPUT and OUTPUT subroutines exist in FAIR-BUG and should be called by the users program. All subroutines should be entered by: (PI Address).

TTYI — Input 1 byte from TTY type device, without echo. Data is 11 bits/character being received on Port 8 Pin 7.

Address: H'8553'
Enter: R0 — Delay Counter
Exit: W Reg — Destroyed
PC1 — User return address
Accum — Input byte
R0 — Unchanged
R1 — Input byte
R2 — -1

TTY0 — Output 1 byte to TTY type device. Data transmitted is 11 bits/character being output on Port 8 Pin 0.

Address: H'8593'
Enter: R0 — Delay Counter
R1 — Byte to output
Exit: W Reg — Destroyed
PC1 — User return address
Accum — 0
R0 — Unchanged
R1 — -1
R2 — 0

TTCR — Output CR/LF/NULL to TTY type device; subroutine TTY0 is called.

Address: H'8578'
Enter: R0 — Delay Counter
Exit: W Reg — Destroyed
PC1 —
Accum — 0
K Reg — User return address
R0 — Unchanged
R1 — -1
R2 — 0

PINP — Input 1 byte from parallel input device; minimum delay between characters is 150 μ s. Byte is received on Port 9 with control bits on Port 8, pins 3, 4, and 6.

Address: H'853D'
Enter: No setup
Exit: W Reg — Destroyed
PC1 — User return address
Accum — Input byte
R1 — Input byte

BYTE — Input 2 ASCII hexadecimal characters and convert to 1 byte; also accumulate the checksum. If input is not ASCII characters 0-9 or A-F meaningless results will be returned. Either TTYI or PINP is called as input routine.

Address: H'8515'
Enter: Q — H'853D' (for parallel input)
Q — H'8553' (serial input) RO = Delay Counter
R7 — Previously accumulated checksum
Exit: W Reg — Destroyed
PC1 — Destroyed
Accum — Input byte
K — User return address
Q — Unchanged
R0 — Unchanged
R1 — Destroyed
R2 — -1 (if serial IP), unchanged for parallel IP
R7 — Checksum
R8 — 0
R11 — Input byte

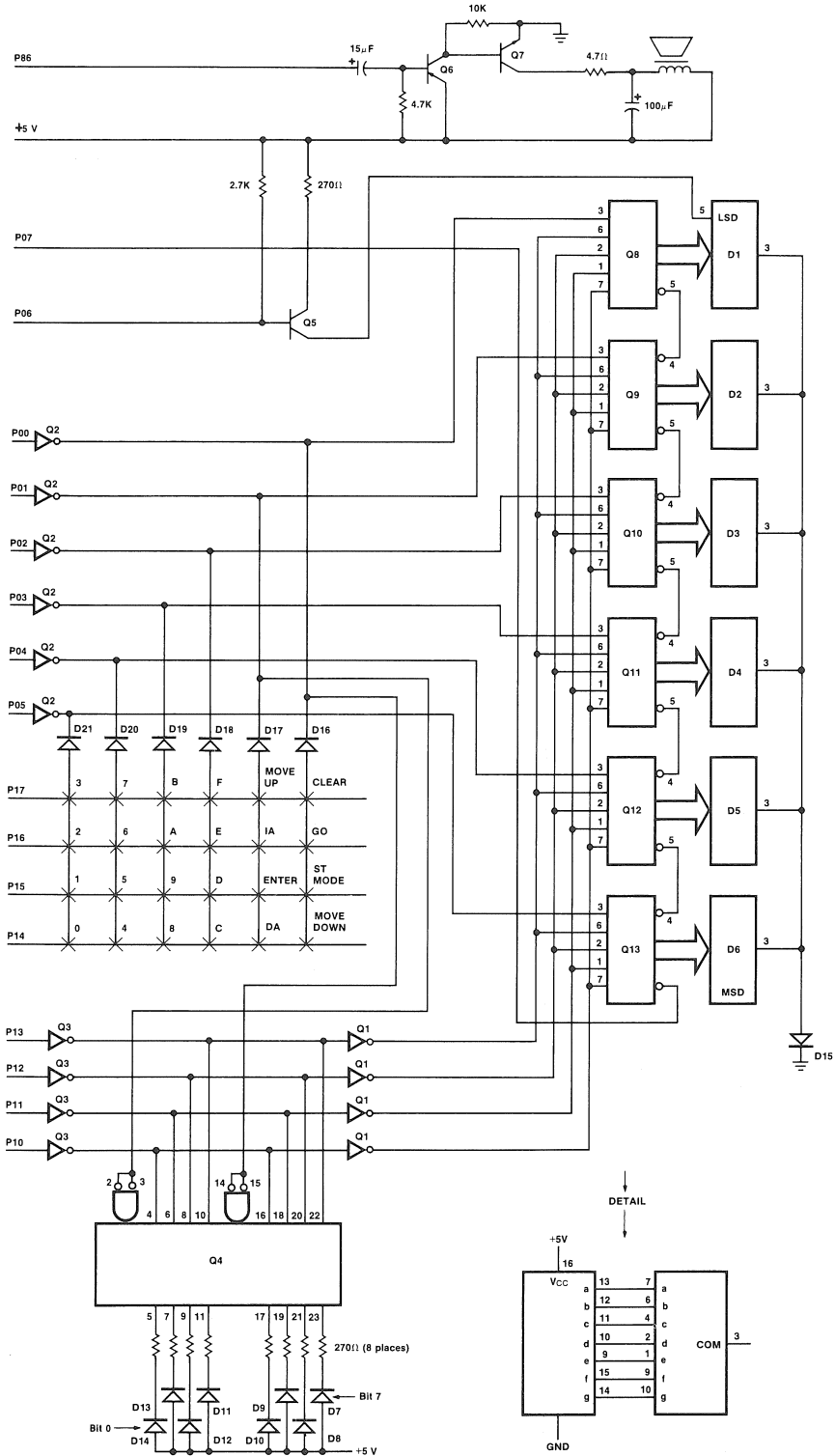
F0P1 — Output byte of data from memory to TTY type device using TTY0 subroutine. Byte is converted to 1 or 2 ASCII hexadecimal characters.

Address: H'811B'
Enter: R0 — Delay Counter
R8 — Flag Pos# = 0P Hi 4 bits, then Lo 4 as ASCII
Neg# = 0P Lo 4 bits as ASCII
DC0 — Memory address of data
Exit: W Reg — Destroyed
PC1 — Destroyed
Accum — Destroyed
DC0 — DC0 + 1
K Reg — User return address
QL — Data byte
R0 — Unchanged
R1 — -1
R2 — 0
R7 — Checksum (low 4 bits significant)

F0P2 — Output byte of data from QL. Same routine as F0P1 except DC0 is not used.

Address: H'811D'
Enter: R0 — Delay Counter
R8 — Same as F0P1
QL — Data byte to output
Exit: Same as F0P1

APPENDIX F KEYBOARD/DISPLAY SCHEMATIC DIAGRAM



APPENDIX F (Continued)

PARTS DESCRIPTION

Q1, Q2, Q3	9N04	HEX Inverter
Q5, Q7	2N2222	NPN Transistor
Q8 - Q13	9368	7 Segment Decoding Latch
Q4	9308	Dual 4 bit latch
D1 - D6	FND500	7 Segment LED Display
D7 - D14	FLV110	LED Lamps
Q6	2N3638	PNP Transistor
D16 - D21	1N461	Diode
D15	1N4001	Diode

PINOUT DESCRIPTION

P86	Output Pin for Song
P07	Output Blanking Signal
P06	Output Signal for Decimal Point
P00 - P05	Output Signal for Digit Select
P14 - P17	Input Signals, Keyboard Read
P10 - P13	Output Signals, Digit to Display

NOTE: P86 Designates Port 8, Bit 6.

APPENDIX G ASCII CHARACTER CODES

Character	7 Bit Hex Code	Character	7 Bit Hex Code	Character	7 Bit Hex Code
(Space)	20	0	30	H	48
!	21	1	31	I	49
"	22	2	32	J	4A
#	23	3	33	K	4B
\$	24	4	34	L	4C
%	25	5	35	M	4D
&	26	6	36	N	4E
' (Quote)	27	7	37	O	4F
(28	8	38	P	50
)	29	9	39	Q	51
*	2A	:	3A	R	52
+	2B	;	3B	S	53
, (Comma)	2C	>	3C	T	54
-	2D	=	3D	U	55
.	2E	<	3E	V	56
/	2F	?	3F	W	57
Line Feed	0A	@	40	X	58
Carriage RTN	0D	A	41	Y	59
Bell	87	B	42	Z	5A
Punch ON	92	C	43	[5B
Punch OFF	94	D	44	\	5C
Reader ON	91	E	45]	5D
Reader OFF	93	F	46	↑	5E
Null	7F	G	47	←	5F
Null	FF				

APPENDIX H

ERRS	LOC	OBJECT	ADDR	LINE	SOURCE STATEMENT
				0001	♦FAIRBUG + EDUCATOR
				0002	♦R. VATERT J. EFSTATHIOU
				0003	♦FOR 2K PSU
				0004	♦9/28/77
	8000	0005		XX RORG	H'8000'
	82B9	0006		A EQU	(R1-1)
	0082	0007		HIBY EQU	H'82' HI 8 BIT ADD
	00B9	0008		LOBY EQU	H'B9' LO 8 BIT ADD
	0000	0009		BAUD EQU	0
	0001	0010		CHRS EQU	1
	0002	0011		BCNT EQU	2
	0003	0012		TEMP EQU	3
	0008	0013		HFLG EQU	8
	0005	0014		CCNT EQU	5
	0006	0015		XFLG EQU	6
	0006	0016		SAVE EQU	XFLG
	0007	0017		CKSM EQU	7
	0008	0018		FCNT EQU	8
	0009	0019		FLG EQU	9
	0007	0020		SIZE EQU	CKSM
	0003	0021		SA EQU	3
	0005	0022		EA EQU	5
	0006	0023		EALD EQU	XFLG
	0005	0024		EARI EQU	CCNT
	03EB	0025		MLO EQU	H'3EB' END RAM 0-1K
	0BEB	0026		MHI EQU	H'BEB' END RAM 3-4K
	000C	0027		DD EQU	12 ID DISPLAY PORT
	000D	0028		PP EQU	13
	000F	0029		RR EQU	15 FLG+H'43'=REGIS
	000A	0030		MM EQU	10 FLG+H'43'=MEMOR
	00F8	0031		HI EQU	H'F8'
	000B	0032		CC EQU	11
	000B	0033		CHR1 EQU	11
	000D	0034		CR EQU	H'0D'
	000A	0035		LF EQU	H'0A'
	000B	0036		NUSE EQU	H'0B' UNUSED PORT ADD
	0008	0037		OPDR EQU	8 SERIAL PORT,OUT
	0008	0038		IPDR EQU	8 SERIAL PORT,INP
	0008	0039		PSTS EQU	8 PARALLEL PORT,S
	0009	0040		PPRT EQU	9 PARALLEL PORT,D
		0041		♦LOOP TO	SAVE R0-R15 IN MEMORY
	8000	70		BGL1 LIS	0
	8001	0B		BGLP LR	I,S,A
	8002	4C		LR	A,S
	8003	17		ST	
	8004	0A		LR	A,IS
	8005	1F		INC	
	8006	2510		CI	16
	8008	94F8	8001	BNZ	BGLP NOT 16,NOT DONE
	800A	16		LM	BAUD
	800B	50		LR	BAUD,A SET TEMP AT LEA
	800C	20E7		LI	-25
	800E	3E		ADC	SET DC
	800F	08		LR	K,P PC TO R12-13
	8010	00		LR	A,KU
	8011	17		ST	SAVE PC HI
	8012	01		LR	A,KL
	8013	17		ST	SAVE PC LO
	8014	71		LIS	1
	8015	B8		OUTS	OPDR MARK BIT TO STA
	8016	A8		INS	IPDR

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LDC	OBJECT	ADDR	LINE		SOURCE	STATEMENT
		8017	2120		0062	NI	H'20
		8019	9419	8033	0063	BNZ	EDUL
		801B	0E		0064	LR	0,DC DU WILL NOW HAV
		801C	A8		0065	INS	IPDR GET BAUD OPTION
		801D	18		0066	COM	
		801E	2106		0067	NI	6
		8020	12		0068	SR	1
		8021	840A	802C	0069	BZ	BGND
		8023	2A802F	802F	0070	DCI	(TBX-1)
		8026	8E		0071	ADC	
		8027	16		0072	LM	
		8028	50		0073	LR	BAUD,A BAUD = TABLE VA
		8029	288560	8560	0074	PI	TTD DELAY FOR KEY BD
		802C	2981D1	81D1	0075	BGND	JMP TO CONVERSATIONA
		802F	2B		0076	NOP	
					0077	♦	
		8030	EA		0078	TBX	DC H'EA' 1200 BAUD
		8031	A4		0079	DC	H'A4' 300 BAUD
		8032	06		0080	DC	6 110 BAUD
		8033	2985AD	85AD	0081	EDUL	JMP (EDUX+2)
					0082	♦	BOOTSTRAP FORMAT PUNCH SUBROUTINE
					0083	♦	START ADDRESS INDC ON ENTRY
					0084	♦	END ADDRESS IN R6-7 ON ENTRY
					0085	♦	WRITE BLANK LEADER
		8036	45		0086	FPUN	LR A,EAHI
		8037	18		0087	COM	
		8038	55		0088	LR	EAHI,A NOW 1'S COMPLIM
		8039	46		0089	LR	A,EALD
		803A	18		0090	COM	
		803B	1F		0091	INC	
		803C	56		0092	LR	EALD,A
		803D	45		0093	LR	A,EAHI
		803E	19		0094	LNK	
		803F	55		0095	LR	EAHI,A NOW 2'S COMPLIM
		8040	2092		0096	LI	H'92' NUMBER OF NULLS
		8042	57		0097	LR	CKSM,A
		8043	9002	8046	0098	BR	(FPN1+1)
		8045	70		0099	FPN1	LIS 0
		8046	51		0100	LR	CHRS,A
		8047	288593	8593	0101	PI	TTYD WRITE BLANKS
		804A	37		0102	DS	CKSM
		804B	94F9	8045	0103	BNZ	FPN1 CONTINUE BLANKI
		804D	E8		0104	XS	HFL6
		804E	8109	8058	0105	BP	FCON THIS WAS LEADER
					0106	♦	TRAILER PUNCHED NOW FINISH
		8050	2094		0107	LI	H'94'
		8052	51		0108	LR	CHRS,A
		8053	288593	8593	0109	PI	TTYD
		8056	9057	80AE	0110	BR	B6SV
					0111	♦	
					0112	♦	WRITE STARTING ADDRESS
		8058	20FF		0113	FCON	LI H'FF'
		805A	51		0114	LR	CHRS,A
		805B	288593	8593	0115	PI	TTYD
		805E	203A		0116	LI	H'3A' COLON FORMULATO
		8060	51		0117	LR	CHRS,A
		8061	288593	8593	0118	PI	TTYD
		8064	2018		0119	LI	24 LENGTH=24
		8066	58		0120	LR	HFL6,A
		8067	07		0121	LR	QL,A OUTPUT BYTE
		8068	28811D	811D	0122	PI	FDP2 WRITE LENGTH

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE		SOURCE STATEMENT
	806B	4A		0123	LR	A,10
	806C	07		0124	LR	QL,A
	806D	28811D	811D	0125	PI	FDP2 OUTPUT HI ADDRE
	8070	4B		0126	LR	A,11
	8071	07		0127	LR	QL,A
	8072	28811D	811D	0128	PI	FDP2 OUTPUT LO ADDRE
	8075	70		0129	LIS	0
	8076	07		0130	LR	QL,A RECORD TYPE=0
	8077	28811D	811D	0131	PI	FDP2
	807A	10		0132	LR	DC,H
	807B	2018		0133	LI	24
	807D	58		0134	LR	HFLG,A SET TO 24
	807E	9003	8082	0135	BR	FLOP
				0136	*****	
	8080	902D	80AE	0137	BR	B6SV START FAIRBUG
				0138	*****	
	8082	28811B	811B	0139	FLOP PI	FDP1 WRITE 2 CHAR FR
	8085	11		0140	LR	H,DC
	8086	38		0141	DS	HFLG COUNT-1
	8087	94FA	8082	0142	BNZ	FLOP NOT 24 YET
				0143	◆NOW CHECKSUM	
	8089	47		0144	LR	A,CKSM
	808A	18		0145	COM	
	808B	1F		0146	INC	
	808C	07		0147	LR	QL,A
	808D	78		0148	LIS	8
	808E	58		0149	LR	HFLG,A FLAG PLUS FOR 2
	808F	28811D	811D	0150	PI	FDP2 WRITE 2 CHAR CK
	8092	288578	8578	0151	PI	TTCR TYPE CR/LF
				0152	◆NOW CHECK IF ALL MEMORY IS PUNCHED, HI MUST	
	8095	4B		0153	LR	A,11 LAST LOW ADDRESS
	8096	C6		0154	AS	ERLO ENDING LOW ADDR
	8097	4A		0155	LR	A,10 LAST HI ADDRESS
	8098	19		0156	LNK	
	8099	C5		0157	AS	ERHI
	809A	92BD	8058	0158	BNC	FCOM NOT DONE YET
	809C	07		0159	LR	QL,A ZERO
				0160	◆	
				0161	◆NOW WROTE ZERO RECORD PRIOR TO TRAILER	
				0162	◆	
	809D	203A		0163	LI	H'3A' COLON
	809F	51		0164	LR	CHRS,A
	80A0	288593	8593	0165	PI	TTYD PUNCH VCOLON
	80A3	78		0166	LIS	8
	80A4	58		0167	LR	HFLG,A
	80A5	28811D	811D	0168	HERE PI	FDP2 PUNCH 2 ZERO CHAR
	80A8	38		0169	DS	HFLG
	80A9	94FB	80A5	0170	BNZ	HERE REPEAT IF NOT 0
	80AB	38		0171	DS	HFLG SET TO -1
	80AC	908B	8038	0172	BR	(FPUN+2) TRAILER
				0173	◆TABLE OF DEFAULT DELAY COUNTERS	
				0174	◆SAVE ROUTINE TO SAVE THE INITIAL STATE OF	
				0175	◆ RESTORE SUBROUTINE WILL PUT IT BACK	
	80AE	1A		0176	B6SV DI	DISABLE INTERRU
	80AF	58		0177	LR	8,A A SAVED IN R8
	80B0	0A		0178	LR	A,IS ISAR TO A
	80B1	67		0179	LISU	7
	80B2	6C		0180	LISL	4
	80B3	5D		0181	LR	I,A ISAR TO R74
	80B4	49		0182	LR	A,9
	80B5	5D		0183	LR	I,A R9 TO R75

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE	SOURCE STATEMENT		
	80B6	1E		0184	LR	J,W	STATUS TO R9
	80B7	4A		0185	LR	A,10	
	80B8	5D		0186	LR	I,A	R10 TO R76
	80B9	4B		0187	LR	A,11	
	80BA	5C		0188	LR	S,A	R11 TO R77
	80BB	11		0189	LR	H,DC	DC TO R 10-11
				0190			♦CHECK ADDRESS OF SCRATCH RAM
	80BC	2A0BEB	0BEB	0191	DCI	MHI	
	80BF	16		0192	LM		
	80C0	18		0193	COM		
	80C1	2A0BEB	0BEB	0194	DCI	MHI	
	80C4	17		0195	ST		WRITE COMPLEMEN
	80C5	2A0BEB	0BEB	0196	DCI	MHI	
	80C8	8C		0197	XM		XOR SHOULD BE Z
	80C9	2A0BEB	0BEB	0198	DCI	MHI	
	80CC	8404	80D1	0199	BZ	B61	IF ZERO SCRATCH
	80CE	2A03EB	03EB	0200	DCI	MLO	NOT 4K CRATCH M
	80D1	4A		0201	LR	A,10	
	80D2	17		0202	ST		
	80D3	4B		0203	LR	A,11	
	80D4	17		0204	ST		DC NOW IN RAM
	80D5	2C		0205	XDC		
	80D6	11		0206	LR	H,DC	DC1
	80D7	2C		0207	XDC		
	80D8	4A		0208	LR	A,10	
	80D9	17		0209	ST		DC1 UPPER
	80DA	4B		0210	LR	A,11	
	80DB	17		0211	ST		DC1 LOWER
	80DC	4E		0212	LR	A,D	
	80DD	5B		0213	LR	11,A	RESTORE R11
	80DE	4C		0214	LR	A,S	
	80DF	5A		0215	LR	10,A	RESTORE 10
	80E0	49		0216	LR	A,9	
	80E1	5E		0217	LR	D,A	STATUS TO R76
	80E2	4C		0218	LR	A,S	
	80E3	59		0219	LR	9,A	
	80E4	298000	8000	0220	JMP	B6L1	TO FINISH SAVE
				0221	♦ RESTORE ROUTINE		RESET REGISTERS THEN RE
	80E7	20E7		0222	REST	LI	H'E7'
	80E9	07		0223	LR	QL,A	
	80EA	0F		0224	LR	DC,Q	SET DC TO RESTO
	80EB	16		0225	LM		
	80EC	04		0226	LR	KU,A	
	80ED	16		0227	LM		
	80EE	05		0228	LR	KL,A	
	80EF	09		0229	LR	P,K	12-13 TO PC1
	80F0	16		0230	LM		SKIP MEM
	80F1	16		0231	LM		SKIP AGAIN
	80F2	16		0232	LM		
	80F3	06		0233	LR	QU,A	DC TO R14
	80F4	16		0234	LM		
	80F5	07		0235	LR	QL,A	DC TO R15
	80F6	2C		0236	XDC		
	80F7	0F		0237	LR	DC,Q	DC0 RESTORE
	80F8	2C		0238	XDC		
	80F9	16		0239	LM		
	80FA	06		0240	LR	QU,A	
	80FB	16		0241	LM		
	80FC	07		0242	LR	QL,A	DC1 NOW IN Q
	80FD	70		0243	LIS	0	
				0244	♦LOOP TO RESTORE R0-R13 FROM SCRATCH RAM		

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE		SOURCE	STATEMENT
	80FE	0B		0245	LOUP	LR	IS,A
	80FF	16		0246		LM	
	8100	5C		0247		LR	S,A R0-R13 RESTORE
	8101	0A		0248		LR	A,IS
	8102	1F		0249		INC	
	8103	250E		0250		CI	14
	8105	94F8	80FE	0251		BNZ	LOUP NOT DONE YET
	8107	67		0252		LISU	7
	8108	49		0253		LR	A,9
	8109	5D		0254		LR	I,A
	810A	16		0255		LM	
	810B	59		0256		LR	9,A R14 TO R9
	810C	16		0257		LM	
	810D	0F		0258		LR	DC,0 RESTORE DC
	810E	2C		0259		XDC	DC1 FROM DC0 TO
	810F	07		0260		LR	QL,A
	8110	49		0261		LR	A,9 RESTORE R14-15
	8111	06		0262		LR	QU,A
				0263		♦NOW DO SR,ISAR,9,A	
	8112	4E		0264		LR	A,D GET STATUS
	8113	59		0265		LR	9,A SR TO J
	8114	1D		0266		LR	W,J STATUS RESTORED
	8115	4E		0267		LR	A,D GET R9
	8116	59		0268		LR	9,A R9 RESTORED
	8117	4E		0269		LR	A,D GET ISAR
	8118	0B		0270		LR	IS,A ISAR RESTORED
	8119	48		0271		LR	A,8 RESTORE A
	811A	1C		0272		POP	TO USER
				0273		♦SUBROUTINE TO OUTBYTE 1 BYTE AS 2 4 BIT AS	
				0274		♦CKSM IS ACCUMULATED	
				0275		♦HFLG MUST BE POSITIVE NUMBER	
	811B	16		0276	FOP1	LM	
	811C	07		0277		LR	QL,A
				0278		♦ENTRY WITH CHARACTER IN REG SAVE	
	811D	08		0279	FOP2	LR	K,P SAVE RETURN INK
	811E	48		0280	FLP1	LR	A,HFLG
	811F	18		0281		COM	SET STATUS
	8120	58		0282		LR	HFLG,A FLIP-FLOP FLAG
	8121	03		0283		LR	A,QL
	8122	9102	8125	0284		BM	FHI DO HI 4 BITS IF
	8124	15		0285	FLO	SL	4 LOSE HI 4 BITS
	8125	14		0286	FHI	SR	4 MOVE TO LD 4 BI
				0287		♦CONVERT TO ASC 0='30',9='39',A='41',F='46'	
	8126	2430		0288	AI		H'30'
	8128	2539		0289	CI		H'39'
	812A	8103	812E	0290	BP	FINT	NOT A-F
	812C	2407		0291	AI		7
	812E	51		0292	FINT	LR	CHRS,A
	812F	288593	8593	0293	PI		TTYD TYPE FRAME
	8132	38		0294	DS		HFLG
	8133	91EA	811E	0295		BM	FLP1 DO LOW HALF WOR
				0296		♦DO CHECKSUM	
	8135	03		0297		LR	A,QL LAST BYTE OUTPU
	8136	C7		0298		AS	CKSM ADD TO PROIR CK
	8137	57		0299		LR	CKSM,A SAVE UPDATED CK
	8138	0C		0300		PK	RETURN FROM K R
				0301		♦FETCH PARAMETERS AFTER LEGIT CODE IS IN	
				0302		♦MAX FIELD 1 AND 2 IS 4 HEX DIGITS	
				0303		♦MAX FIELD 3 IS 1 HEX DIGIT	
	8139	73		0304	FECH	LIS	3
	813A	58		0305		LR	FCNT,A PARAMETER COUNT

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE	SOURCE STATEMENT		
	813B	0B		0306	LR	IS,A	ISAR=3
	813C	74		0307	FA	LIS	4
	813D	5B		0308	LR	CC,A	CHAR CNT=4
				0309	♦READ CHARACTER		
	813E	288553	8553	0310	FB	PI	TTYI
	8141	217F		0311	NI	H'7F'	GET CHAR
	8143	57		0312	LR	7,A	
	8144	250D		0313	CI	CR	
	8146	843E	8185	0314	BZ	CORE	CORRECT FIELD B
	8148	288593	8593	0315	PI	TTYD	ECHO INPUT CHAR
	814B	47		0316	LR	A,7	
	814C	252D		0317	CI	C'-'	FIELD SEPERATOR
	814E	8433	8182	0318	BZ	CORN	
	8150	252B		0319	CI	C'+'	
	8152	842F	8182	0320	BZ	CORN	
	8154	253D		0321	CI	C'='	
	8156	8430	8187	0322	BZ	CORT	
	8158	255B		0323	CI	H'5B'	KILL CHAR?
	815A	8478	81D3	0324	BZ	STR1	KILL INPUT
				0325	♦MUST BE HEX 0-9, OR A-F		
	815C	252F		0326	CI	H'2F'	LESS THAN ZERO
	815E	81DF	813E	0327	BP	FB	ERROR IGNORE
	8160	2546		0328	CI	H'46'	F?
	8162	91DB	813E	0329	BM	FB	ERROR IGNORE
	8164	24D0		0330	AI	H'D0'	
	8166	2509		0331	CI	H'9'	
	8168	8107	8170	0332	BP	FOK	
	816A	2510		0333	CI	H'10'	
	816C	81D1	813E	0334	BP	FB	ERROR, IGNORE IT
	816E	24F9		0335	AI	H'F9'	
	8170	3B		0336	FOK	DS	CC
	8171	91CC	813E	0337	BM	FB	FULL FIELD IGNO
				0338	♦ZERO LD 4 BITS, THEN ADD THIS DIGIT		
	8173	52		0339	LR	2,A	
	8174	4C		0340	LR	A,S	
	8175	15		0341	SL	4	
	8176	C2		0342	AS	2	
	8177	5D		0343	LR	I,A	TO PARAMETER LD
	8178	71		0344	LIS	1	
	8179	FB		0345	NS	CC	
	817A	84C3	813E	0346	BZ	FB	EVEN CHAR, 2 DIG
	817C	4E		0347	LR	A,D	SET ISAR BACK 1
	817D	8FC0	813E	0348	BR7	FB	GET NEXT DIGIT
	817F	73		0349	LIS	3	
	8180	9035	81B6	0350	BR	CDR7	PARAMETERS FULL
	8182	59		0351	CORN	LR	9,A
	8183	9003	8187	0352	BR	CORT	
				0353	♦CORRECT HEX FIELD ,RIGHT JUSTIFY		
				0354	♦ IF ABCD THEN 0ABC		
				0355	♦IF ABCD THEN IT IS OK		
				0356	♦ IF A00 THEN 000A		
				0357	♦IF AB00 THEN 00AB		
	8185	7D		0358	CORE	LIS	H'D'
	8186	57		0359	LR	7,A	
	8187	74		0360	CORT	LIS	4
	8188	EB		0361	XS	CC	
	8189	841F	81A9	0362	BZ	CDR6	NO PARAMETERS
	818B	3B		0363	DS	CC	
	818C	911B	81A8	0364	BM	CDR5	FIELD ABCD, AOK
	818E	940C	819B	0365	BNZ	CDR1	
	8190	7F		0366	LIS	15	

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE		SOURCE STATEMENT
	8191	FC		0367	NS	S
	8192	5E		0368	LR	D,A
	8193	4D		0369	LR	A,I
	8194	15		0370	SL	4
	8195	EC		0371	MS	S
	8196	5E		0372	LR	D,A
	8197	4C		0373	LR	A,S
	8198	14		0374	SR	4
	8199	900C	81A6	0375	BR	COR4
	819B	3B		0376	DS	CC
	819C	8405	81A2	0377	BZ	COR2
	819E	7F		0378	LIS	15
	819F	FD		0379	NS	I
	81A0	9003	81A4	0380	BR	COR3
	81A2	4E		0381	COR2	LR A,D
	81A3	4D		0382	LR	A,I
	81A4	5E		0383	COR3	LR D,A
	81A5	70		0384	LIS	0
	81A6	5D		0385	COR4	LR I,A
	81A7	4D		0386	LR	A,I
	81A8	38		0387	COR5	DS FCNT
	81A9	47		0388	COR6	LR A,7
	81AA	250D		0389	CI	CR
	81AC	8405	81B2	0390	BZ	COR8
	81AE	253D		0391	CI	C'=''
	81B0	948B	813C	0392	BNZ	FA LAST CHAR NOT C
	81B2	48		0393	COR8	LR A,FCNT
	81B3	18		0394	COM	
	81B4	2404		0395	RI	4
	81B6	58		0396	COR7	LR FCNT,A
	81B7	9044	81FC	0397	BR	RTN
				0398	*ROUTINE TO FETCH DIRECTIVE, THEN CALL PARAM	
				0399	* THEN GO TO CORRECT PROCESS ROUTINE THRU	
	81B9	01		0400	TBL5	DC AL1(A1-A) ACCUMULATOR DIS
	81BA	9E		0401	DC	AL1(B-A) BINARY DUMP
	81BB	06		0402	DC	AL1(C-A) CHANGE FIELD
	81BC	42		0403	DC	AL1(D-A) DC DISPLAY
	81BD	47		0404	DC	AL1(E-A) EXAMINE
	81BE	4D		0405	DC	AL1(F-A) FORMATTED PUNCH
	81BF	50		0406	DC	AL1(G-A) GO TO
	81C0	6A		0407	DC	AL1(H-A) HIGH SPEED LOAD
	81C1	5F		0408	DC	AL1(I-A) ISAR DISPLAY
	81C2	A2		0409	DC	AL1(J-A) 8 BIT PROM PUNC
	81C3	FF		0410	DC	AL1(K-1) K
	81C4	70		0411	DC	AL1(L-A) LOAD
	81C5	73		0412	DC	AL1(M-A) MEMORY DISPLAY
	81C6	76		0413	DC	AL1(N-A) NEXT DISPLAY
	81C7	6D		0414	DC	AL1(O-A) PORT DISPLAY
	81C8	82		0415	DC	AL1(P-A) PC DISPLAY
	81C9	FF		0416	DC	AL1(Q-1) Q
	81CA	A8		0417	DC	AL1(R-A) REGISTER DISPLA
	81CB	9A		0418	DC	AL1(S-A) STATUS DISPLAY
	81CC	04		0419	DC	AL1(T-A) CLEAR BREAK POI
	81CD	A5		0420	DC	AL1(U-A) BREAKPOINT
	81CE	FC		0421	DC	AL1(V-A) MOVE BLOCK
	81CF	9A		0422	DC	AL1(S-A) W (STATUS) DISP
	81D0	02		0423	HXX	DC AL1(X-A) HEX ARITHMETIC
	81D1	4B		0424	STR1	LR A,11 FREE R11
	81D2	07		0425	LR	QL,A
	81D3	288578	8578	0426	PI	TTCR WRITE CR/LF
	81D6	203F		0427	LI	C'?' PROMPT CHARACTE

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LDC	OBJECT	ADDR	LINE	SOURCE STATEMENT	
		81D8	51	0428	LR	CHRS,A
		81D9	288593	8593	0429	PI TTYD
				0430	*READ INPUT CHARACTER	
		81DC	288553	8553	0431	READ PI TTYI
		81DF	53	0432	LR	3,A SAVE CHAR
		81E0	288593	8593	0433	PI TTYD ECHO CHAR
		81E3	43	0434	LR	A,3
		81E4	217F	0435	NI	H'7F' 7 BITS ONLY
		81E6	2540	0436	CI	H'40'
		81E8	81EA	81D3	0437	BP STR1 LESS THAN 'A' I
		81EA	2558	0438	CI	C'X'
		81EC	91E6	81D3	0439	BM STR1 GREATER THAN 'M
		81EE	211F	0440	NI	H'1F' SAVE 5 BITS ONL
		81F0	2A81B8	81B8	0441	DCI (TBLS-1)
		81F3	8E	0442	ADC	
		81F4	16	0443	LM	GET TABLE VALUE
		81F5	05	0444	RPTC LR	KL,A SAVE INDEX IN R
		81F6	1F	0445	INC	SET STATUS
		81F7	84DB	81D3	0446	BZ STR1 INVALID CONTROL
				0447	*NOW INPUT PARAMETERS IF ANY	
		81F9	298139	8139	0448	JMP FECH
		81FC	03	0449	RTN LR	A,QL
		81FD	5B	0450	LR	11,A RESTORE R11
				0451	*TEST FOR 2 OR 3 PARAMETERS	
				0452	* MAKE LD ADDRESS START ON 8 BYTE BOUNDARY	
				0453	* MAKE HI ADDRESS END ON 8 BYTE BOUNDARY	
		81FE	72	0454	LIS	2
		81FF	F8	0455	NS	FCNT
		8200	8418	8219	0456	BZ RTN1 NOT 2 OR 3 PARA
		8202	01	0457	LR	A,KL
		8203	2502	0458	CI	(X-A)
		8205	9404	820A	0459	BNZ NHX
		8207	29829A	829A	0460	JMP HEX
		820A	25FC	0461	NHX CI	(V-A)
		820C	8417	8224	0462	BZ MOVE
		820E	46	0463	LR	A,6
		820F	2207	0464	OI	7
		8211	56	0465	LR	6,A
		8212	20F8	0466	LI	H'F8'
		8214	F4	0467	NS	4
		8215	54	0468	LR	4,A
		8216	5B	0469	LR	11,A
		8217	43	0470	LR	A,3
		8218	5A	0471	LR	10,A
				0472	*CALC ADDRESS TO GET TO PROCESS ROUTINE	
		8219	01	0473	RTN1 LR	A,KL
		821A	24B9	0474	AI	LOBY LO 8 BIT ADDRESS
		821C	05	0475	LR	KL,A
		821D	2082	0476	LI	H1BY HI 8 BIT ADDRESS
		821F	19	0477	LNK	
		8220	04	0478	LR	KD,A
		8221	09	0479	LR	P,K
		8222	02	0480	LR	A,QU HI ADDRESS IF N
		8223	1C	0481	POP	
				0482	*MOVE MEMORY BLOCK	
				0483	* TO ACCOMPLISH,DO MXXXXX WHERE XXXX IS DE	
				0484	* VSSSS-EEEE WHERE SSSS I	
				0485	* AND EEEE IS SOURCE ENDING ADD	
				0486	*INPUT	
				0487	* R10-11 =DESTINATION START ADDRESS	
				0488	* R3-4 =SOURCE START ADDRESS	

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE	SOURCE STATEMENT		
				0489	♦ R5-6	=SOURCE END ADDRESS	
				0490	♦WORK REGISTERS		
				0491	♦ R10-11	=CURRENT SOURCE BYTE ADDRESS	
				0492	♦ R5-6	=SOURCE START IF MOVING FROM END	
				0493	♦	=SOURCE END ADDRESS IF MOVE STAR	
	8224	4A		0494	MOVE LR	A,10	DESTINATION HI
	8225	18		0495	COM		
	8226	1F		0496	INC		
	8227	C3		0497	AS	3	SOURCE START HI
	8228	840B	8234	0498	BZ	MBY2	EQUAL,TEST LO B
	822A	910F	823A	0499	BM	MEND	NO V E BACKWARD
	822C	10		0500	MBGN LR	DC,H	
	822D	43		0501	LR	A,3	
	822E	5A		0502	LR	10,A	
	822F	44		0503	LR	A,4	
	8230	5B		0504	LR	11,A	
	8231	70		0505	LIS	0	
	8232	9026	8259	0506	BR	MCOM	
	8234	4B		0507	MBY2 LR	A,11	
	8235	18		0508	COM		
	8236	1F		0509	INC		
	8237	C4		0510	AS	4	
	8238	81F3	822C	0511	BP	MBGN	
				0512	♦CALC LENGTH OF BLOCK		
	823A	43		0513	MEND LR	A,3	
	823B	18		0514	COM		
	823C	51		0515	LR	1,A	
	823D	44		0516	LR	A,4	
	823E	18		0517	COM		
	823F	1F		0518	INC		
	8240	1E		0519	LR	J,W	
	8241	C6		0520	AS	6	
	8242	9202	8245	0521	BNC	MXX	
	8244	1E		0522	LR	J,W	
	8245	CB		0523	MXX AS	11	
	8246	5B		0524	LR	11,A	
	8247	41		0525	LR	A,1	
	8248	19		0526	LNK		
	8249	1D		0527	LR	W,J	
	824A	19		0528	LNK		
	824B	C5		0529	AS	5	
	824C	CA		0530	AS	10	
	824D	5A		0531	LR	10,A	
				0532	♦MOVE TO DC THEN INCREMENT TO ADD 1 TO LENG		
	824E	10		0533	LR	DC,H	
				0534	♦MOVE SOURCE START ADDRESS TO R10-11		
	824F	45		0535	LR	A,5	
	8250	5A		0536	LR	10,A	
	8251	46		0537	LR	A,6	
	8252	5B		0538	LR	11,A	
				0539	♦NOW MOVE SOURCE START TO R5-6 FOR END COMPA		
	8253	43		0540	LR	A,3	
	8254	55		0541	LR	5,A	
	8255	44		0542	LR	A,4	
	8256	56		0543	LR	6,A	
	8257	20FE		0544	LI	-2	MEMORY ADDRESS
	8259	57		0545	MCOM LR	7,A	
	825A	2C		0546	XDC		
	825B	10		0547	LR	DC,H	
	825C	11		0548	MLOP LR	H,DC	SAVE ADDRESS FD
	825D	16		0549	LM		

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE	SOURCE STATEMENT
	825E	2C		0550	XDC
	825F	17		0551	ST
	8260	47		0552	LR A,7
	8261	8E		0553	ADC
	8262	2C		0554	XDC
	8263	8E		0555	ADC
				0556	◆COMPARE FOR ADDRESS END
	8264	4A		0557	LR A,10
	8265	E5		0558	XS 5
	8266	94F5	825C	0559	BNZ MLOP
	8268	4B		0560	LR A,11
	8269	E6		0561	XS 6
	826A	94F1	825C	0562	BNZ MLOP
	826C	2981D1	81D1	0563	BXX JMP STRT ALL DONE
				0564	◆BREAKPOINT----STORE PK IN USER MEMORY +CHAN
				0565	◆ ADDRESS IN FAIRBUG
				0566	◆GET BYTE FROM MEMORY AND SAVE ADDRESS AND
	826F	20E0		0567	BRBK LI H'E0' SCRATCH MEM LO
	8271	07		0568	LR QL,A
	8272	0F		0569	LR DC,0
	8273	43		0570	LR A,3
	8274	5A		0571	LR 10,A
	8275	17		0572	ST
	8276	44		0573	LR A,4
	8277	5B		0574	LR 11,A
	8278	17		0575	ST
				0576	◆NOW FETCH USER BYTE
	8279	2C		0577	XDC LR DC,H
	827A	10		0578	LR DC,H
	827B	16		0579	LM
	827C	2C		0580	XDC
	827D	17		0581	ST
				0582	◆NOW STORE PK IN MEMORY
	827E	10		0583	LR DC,H
	827F	7C		0584	LIS 12
	8280	17		0585	ST
				0586	◆NOW CHANGE USER K TO RESTORE ADDRESS
	8281	20FB		0587	LI H'FB'
	8283	07		0588	LR QL,A
	8284	0F		0589	LR DC,0
	8285	2080		0590	LI H'80'
	8287	17		0591	ST
	8288	20AF		0592	LI H'AF'
	828A	17		0593	ST
	828B	90E0	826C	0594	BR BXX TO START
				0595	◆RESTORE BYTE TO USER MEMORY
	828D	20E0		0596	TT LI H'E0'
	828F	07		0597	LR QL,A
	8290	0F		0598	LR DC,0
	8291	16		0599	LM
	8292	5A		0600	LR 10,A
	8293	16		0601	LM
	8294	5B		0602	LR 11,A
	8295	16		0603	LM
	8296	10		0604	LR DC,H USER ADDRESS
	8297	17		0605	ST
	8298	90D3	826C	0606	BR BXX TO START
				0607	◆HEX ARITHMETIC
	829A	49		0608	HEX LR A,9
	829B	252B		0609	CI C'+'
	829D	840B	82A9	0610	BZ PLUS

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE	SOURCE	STATEMENT
				0611	♦COMPLIMENT	BEFORE ADD=SUBTRACT
	829F	46		0612	LR	A,6
	82A0	18		0613	COM	
	82A1	1F		0614	INC	
	82A2	1E		0615	LR	J,W
	82A3	56		0616	LR	6,A
	82A4	45		0617	LR	A,5
	82A5	18		0618	COM	
	82A6	1D		0619	LR	W,J
	82A7	19		0620	LNK	
	82A8	55		0621	LR	5,A
				0622	♦ADDITION	
	82A9	44		0623	PLUS LR	A,4
	82AA	06		0624	AS	6
	82AB	54		0625	LR	4,A
	82AC	43		0626	LR	A,3
	82AD	19		0627	LNK	
	82AE	05		0628	AS	5
				0629	♦NOW WRITE TO DISPLAY RESULTS	
	82AF	07		0630	LR	QL,A
	82B0	28811D	811D	0631	PI	FDP2
	82B3	44		0632	LR	A,4
	82B4	07		0633	LR	QL,A
	82B5	28811D	811D	0634	V PI	FDP2
	82B8	90B3	826C	0635	BR	BXX
				0636	♦PRINT ACCUMULATOR	
	82BA	78		0637	A1 LIS	8
	82BB	905E	831A	0638	X BR	I1
				0639	♦CLEAR BRAKE POINT ENTRY	
	82BD	90CF	828D	0640	T BR	TT
				0641	♦CHANGE LAST USED FIELD	
	82BF	38		0642	C DS	FCNT
	82C0	91F7	82B8	0643	BM	(V+3) NO PARAMETERS \$
	82C2	49		0644	LR	A,FLG
	82C3	10		0645	LR	DC,H
	82C4	250C		0646	CI	DD CK FOR PORT
	82C6	9404	82CB	0647	BNZ	C0 NOT PORT CHANGE
	82C8	2984E6	84E6	0648	JMP	PORT GO CHANGE PORT
	82CB	250D		0649	C0 CI	PP
	82CD	910B	82D9	0650	BM	C2 REGISTER CHANGE
	82CF	9403	82D3	0651	BNZ	C1 MEMORY CHANGE 1
	82D1	43		0652	LR	A,3
	82D2	17		0653	ST	PC OR DC 1ST HA
	82D3	44		0654	C1 LR	A,4
	82D4	17		0655	ST	
	82D5	11		0656	LR	H,DC
	82D6	4B		0657	LR	A,11
	82D7	9013	82EB	0658	BR	(C3+4)
	82D9	4B		0659	C2 LR	A,11
	82DA	0B		0660	LR	IS,A
	82DB	24EF		0661	AI	H'EF'
	82DD	07		0662	LR	QL,A
	82DE	0F		0663	LR	DC,0
	82DF	1F		0664	INC	
	82E0	44		0665	LR	A,4
	82E1	8104	82E6	0666	BP	C4
	82E3	17		0667	ST	
	82E4	9002	82E7	0668	BR	C3
	82E6	5C		0669	C4 LR	S,A
	82E7	4B		0670	C3 LR	A,11
	82E8	1F		0671	INC	

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LDC	OBJECT ADDR	LINE		SOURCE STATEMENT
		82E9 213F	0672	NI	H'3F'
		82EB 07	0673	LR	QL,A
		82EC 2020	0674	C5	LI H'20'
		82EE 51	0675	LR	CHRS,A
		82EF 288593	8593	PI	TTYO
		82F2 76	0677	LIS	(C-A) TABLE VALUE OF
		82F3 05	0678	LR	KL,7
		82F4 2981F6	81F6	JMP	(RPTC+1)
		82F7 46	0680	C55	LR A,6
		82F8 07	0681	LR	QL,A
		82F9 90F2	82EC	BR	C5
			0683	◆DISPLAY	DC
		82FB 5A	0684	D	LR 10,A HI STORE ADDRESS
		82FC 20EB	0685	LI	H'EB'
		82FE 903F	833E	BR	P1
			0687	◆EXAMINE THIS ADDRESS	
		8300 7D	0688	E	LIS PP
		8301 E9	0689	XS	FL6
		8302 8440	8343	BZ	P2 PC OR DC
		8304 902E	8333	BR	N1
			0692	◆FORMATTED PUNCH,FOR BOOT LOAD INPUT	
		8306 298036	8036	F	JMP FPUN
			0694	◆GO TO	
		8309 38	0695	G	DS FCNT
		830A 910A	8315	BM	G1
			0697	◆GET NEW PC FROM PARAMETERS	
		830C 5A	0698	LR	10,A
		830D 20E7	0699	LI	H'E7'
		830F 5B	0700	LR	11,A SET PC MEMORY A
		8310 10	0701	LR	DC,H
		8311 43	0702	LR	A,3
		8312 17	0703	ST	
		8313 44	0704	LR	A,4 PC UPPER
		8314 17	0705	ST	
		8315 2980E7	80E7	G1	JMP REST
			0707	◆ISAR DISPLAY	
		8318 203C	0708	I	LI 60 REGISTER OF ISA
		831A 54	0709	I1	LR 4,A
		831B 56	0710	LR	6,A
		831C 70	0711	LIS	0
		831D 53	0712	LR	3,A SET TO REGISTER
		831E 55	0713	LR	5,A
		831F 7F	0714	LIS	RR
		8320 59	0715	LR	FL6,A
		8321 9065	8387	BR	R23
			0717	◆HIGH SPEED READER	LOAD ROUTINE
		8323 298451	8451	H	JMP HIGH
			0719	◆PORT PRINT	
		8326 7C	0720	D	LIS DD CODE FOR PORT
		8327 903B	8363	BR	R1 PRINT PORT DATA
			0722	◆BOOT LOAD	
		8329 298446	8446	L	JMP LOAD
			0724	◆MEMORY PRINT	
		832C 7A	0725	M	LIS MM
		832D 9035	8363	BR	R1
			0727	◆NEXT--DISPLAY NEXT MEMORY OR REGISTER LDC	
		832F 10	0728	N	LR DC,H
		8330 71	0729	LIS	1
		8331 8E	0730	ADC	
		8332 11	0731	LR	H,DC
		8333 4A	0732	N1	LR A,10

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE		SOURCE STATEMENT
	8334	53		0733	LR	3,A
	8335	55		0734	LR	5,A
	8336	4B		0735	LR	A,11
	8337	54		0736	LR	4,A
	8338	56		0737	LR	6,A
	8339	9036	8370	0738	BR	R22
				0739	♦PC PRINT	
	833B	5A		0740	P LR	10,A
	833C	20E7		0741	LI	H'20'
	833E	C4		0742	P1 AS	4
	833F	C4		0743	AS	4
	8340	5B		0744	LR	11,A
	8341	7D		0745	LIS	PP
	8342	59		0746	LR	FL6,A
	8343	10		0747	P2 LR	DC,H
	8344	2020		0748	LI	H'20'
	8346	51		0749	LR	CHRS,A
	8347	288593	8593	0750	PI	TTYD
	834A	28811B	811B	0751	PI	FDP1
	834D	28811B	811B	0752	POUT PI	FDP1
	8350	2981D1	81D1	0753	P3 JMP	STRT
				0754	♦S-FETCH STATUS REGISTER	
	8353	203E		0755	S LI	62
	8355	90C4	831A	0756	BR	I1
				0757	♦ PUNCH BINARY TAPE FOR PROM	
	8357	71		0758	B LIS	1
	8358	07		0759	LR	QL,A
	8359	9073	83CD	0760	BR	PPUN
				0761	♦8 BIT PROM ENTRY	
	835B	70		0762	J LIS	0
	835C	90FB	8358	0763	BR	(B+1)
				0764	♦BREAKPOINT ENTRY FROM TABLE	
	835E	29826F	826F	0765	U JMP	BRBK
				0766	♦R-ENTRY FOR REGISTER DISPLAY	
	8361	200F		0767	R LI	RR
	8363	59		0768	R1 LR	FL6,A
	8364	38		0769	DS	FCNT
	8365	91EA	8350	0770	BM	P3
	8367	9405	836D	0771	BNZ	R2
				0772	♦MAKE HI ADDR=LO ADDR	
	8369	43		0773	R3 LR	A,3
	836A	55		0774	LR	5,A
	836B	44		0775	LR	A,4
	836C	56		0776	LR	6,A
				0777	♦PRINT CR LF BLANK BLANK (R OR M) BLANK XXXX	
	836D	288578	8578	0778	R2 PI	TCR
	8370	2020		0779	R22 LI	H'20'
	8372	51		0780	LR	CHRS,A
	8373	288593	8593	0781	PI	TTYD
	8376	49		0782	LR	A,FL6
	8377	2443		0783	AI	H'43'
	8379	51		0784	LR	CHRS,A
	837A	288593	8593	0785	PI	TTYD
	837D	43		0786	LR	A,3
	837E	07		0787	LR	QL,A
	837F	28811D	811D	0788	PI	FDP2
	8382	44		0789	LR	A,4
	8383	07		0790	LR	QL,A
	8384	28811D	811D	0791	PI	FDP2
	8387	203D		0792	R23 LI	C'='
	8389	51		0793	LR	CHRS,A

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE	SOURCE STATEMENT	
	838A	288593	8593	0794	PI	TTYD
				0795	◆NOW PRINT DATA	
	838D	43		0796	R4 LR	A,3
	838E	5A		0797	LR	10,A
	838F	44		0798	LR	A,4
	8390	5B		0799	LR	11,A
	8391	49		0800	LR	A,FLG
	8392	250C		0801	CI	DD PORT?
	8394	8460	83F5	0802	BZ	FIO GO TO PORT ROUT
	8396	250F		0803	CI	RR TEST FOR REGIST
	8398	9414	83AD	0804	BNZ	R5 MEMORY LOC
				0805	◆	
				0806	◆REGISTER FETCH IS IT IN SCRATCH OR TEMP MEM	
	839A	44		0807	LR	A,4
	839B	0B		0808	LR	IS,A
	839C	0A		0809	LR	A,IS
	839D	250F		0810	CI	15
	839F	8108	83A8	0811	BP	R44 NOT REGISTER AD
				0812	◆LOAD ISAR AND FETCH	
	83A1	4C		0813	LR	A,S
	83A2	07		0814	LR	QL,A
	83A3	28811D	811D	0815	R76 PI	FDP2
	83A6	900A	83B1	0816	BR	R77
				0817	◆UPDATE REG 0-15 ADDRESS TO MEM LOC	
	83A8	24EF		0818	R44 AI	H'EF' LO RAM-START OF
	83AA	5B		0819	LR	11,A
	83AB	02		0820	LR	A,QU HI ADDRESS
	83AC	5A		0821	LR	10,A HI RAM ADDRESS
				0822	◆FETCH DATA FROM MEMORY	
	83AD	10		0823	R5 LR	DC,H
				0824	◆DATA NOW IN NOW PRINT	
	83AE	28811B	811B	0825	R6 PI	FDP1 TYPE 2 CHAR FRD
	83B1	2020		0826	R77 LI	H'20' BLANK
	83B3	51		0827	LR	CHRS,A
	83B4	288593	8593	0828	PI	TTYD BLANK
				0829	◆CHECK FOR END	
	83B7	44		0830	LR	A,4
	83B8	5B		0831	LR	11,A SAVE FOR REENTR
	83B9	E6		0832	XS	6
	83BA	43		0833	LR	A,3
	83BB	5A		0834	LR	10,A SAVE FOR REENTR
	83BC	9404	83C1	0835	BNZ	R7
	83BE	E5		0836	XS	5
	83BF	8490	8350	0837	BZ	P3
	83C1	44		0838	R7 LR	A,4
				0839	◆UPDATE FOR NEXT WORD,LINE HAS MAX OF 8	
	83C2	1F		0840	INC	
	83C3	54		0841	LR	4,A INCREMENT ADDRE
	83C4	43		0842	LR	A,3
	83C5	19		0843	LNK	
	83C6	53		0844	LR	3,A INCR HI ADDRESS
	83C7	77		0845	LIS	7
	83C8	F4		0846	NS	4
	83C9	84A3	836D	0847	BZ	R2 NEW LINE
	83CB	90C1	838D	0848	BR	R4 CONTINUE THIS L
				0849	◆PUNCH HEADER,THEN 256 X SIZE. HI 4 BITS,	
				0850	◆ THEN HEADER 256 X SIZE LO BITS.	
				0851	◆ CONTINUE ALTERNATING AS ABOVE UNTIL LAST	
				0852	◆ HFLG INITIALLY=SIZE,WHEN=0 PUNCH LEADER,W	
	83CD	70		0853	PPUN LIS	0
	83CE	5B		0854	LR	11,A LOW DC ADDRESS

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APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE		SOURCE STATEMENT
	83CF	2092		0855	LI	H'92'
	83D1	51		0856	LR	CHRS,A
	83D2	288593	8593	0857	PI	TTYD
	83D5	73		0858	PPA	LIS 3
	83D6	58		0859	LR	HFL6,A NEG SIZE MINUS
	83D7	F7		0860	NS	SIZE MASK HI BITS
	83D8	57		0861	LR	SIZE,A
	83D9	43		0862	PPB	LR A,SA
	83DA	5A		0863	LR	10,A
	83DB	10		0864	LR	DC,H
	83DC	47		0865	LR	A,SIZE LENGTH OF BLOCK
	83DD	54		0866	LR	4,A
	83DE	2030		0867	PBLK	LI H'30' 48 BLANKS
	83E0	56		0868	LR	XFL6,A
	83E1	70		0869	PLP	LIS 0
	83E2	51		0870	LR	CHRS,A
	83E3	288593	8593	0871	PI	TTYD WRITE BLANK
	83E6	36		0872	DS	XFL6
	83E7	94F9	83E1	0873	BMZ	PLP CONTINUE BLANKS
				0874		◆CHECK FOR DONE
	83E9	38		0875	DS	HFL6
	83EA	8128	8413	0876	BP	PPC
				0877		◆◆◆◆◆DONE◆◆◆◆◆
	83EC	2094		0878	LI	H'94'
	83EE	51		0879	LR	CHRS,A
	83EF	288593	8593	0880	PLXX	PI TTYD PUNCH OFF
	83F2	2980AE	80AE	0881	JMP	B63V
				0882		◆POR T DISPLAY
	83F5	20E0		0883	PID	LI H'E0' SCRATCH MEMORY
	83F7	07		0884	LR	QL,A
	83F8	0F		0885	LR	DC,Q SCRATCH MEMORY
	83F9	44		0886	LR	A,4 PORT ADDRESS
	83FA	250F		0887	CI	15 SHORT PORT ADDR
	83FC	8212	840F	0888	BC	INS BUILD INS INSTR
	83FE	2026		0889	LI	H'26' LONG INPUT
	8400	17		0890	ST	
	8401	44		0891	LR	A,4 PORT ADDRESS
	8402	17		0892	ST	
	8403	77		0893	PXX	LIS 7
	8404	17		0894	ST	
	8405	2029		0895	LI	H'29' JMP INST
	8407	17		0896	ST	
	8408	2083		0897	LI	H'83' HI ADDRESS
	840A	17		0898	ST	
	840B	20A3		0899	LI	H'A3'
	840D	17		0900	ST	
	840E	0D		0901	LR	P0,Q GO EXECUTE
				0902		◆SHORT INS
	840F	24A0		0903	INS	AI H'A0'
	8411	90F0	8402	0904	BR	(PXX-1)
				0905		◆OUTPUT 2 RUBOUTS,REGISTER CHRS HAS -1 AFTE
				0906		◆ RETURN FROM TTYD OF BLANKS
				0907		◆ PUNCH BLOCK OF 256
	8413	70		0908	PPC	LIS 0
	8414	56		0909	LR	XFL6,A
	8415	03		0910	LR	A,QL
	8416	E6		0911	XS	XFL6
	8417	8420	8438	0912	BZ	EGHT 8 BIT FORMAT
	8419	48		0913	PUNL	LR A,HFL6
	841A	F8		0914	NS	HFL6
	841B	16		0915	LM	

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE	SOURCE STATEMENT	
	841C	9402	841F	0916	BNZ	♦+3
	841E	15		0917	SL	4
	841F	14		0918	SR	4
	8420	234F		0919	XI	H'4F'
	8422	51		0920	LR	CHRS,A
	8423	288593	8593	0921	PI	TTYD
	8426	36		0922	DS	XFLG
	8427	94F1	8419	0923	BNZ	PUNL
				0924	♦CHECK FOR LENGTH GREATER THAN 256	
	8429	34		0925	DS	4
	842A	81E8	8413	0926	BP	PPC
				0927	♦CHECK IF LOW BYTES ALREADY DONE	
	842C	38		0928	DS	HFLG
	842D	81AB	83D9	0929	BP	PPB
				0930	♦UPDATE TO NEXT PAGE	
	842F	43		0931	PONT	LR
	8430	1F		0932	INC	A,SA
	8431	C7		0933	AS	SIZE
	8432	53		0934	LR	SA,A
	8433	E5		0935	XS	EA
	8434	84A9	83DE	0936	BZ	PBLK
	8436	909E	83D5	0937	BR	PPA
				0938	♦8 BIT FORMAT	
	8438	16		0939	EGHT	LM
	8439	51		0940	LR	CHRS,A
	843A	288593	8593	0941	PI	TTYD
	843D	36		0942	DS	XFLG
	843E	94F9	8438	0943	BNZ	EGHT
	8440	34		0944	DS	4
	8441	81D1	8413	0945	BP	PPC
	8443	58		0946	LR	HFLG,A
	8444	90EA	842F	0947	BR	PONT
				0948	♦ START OF BOOT LOAD	
	8446	2091		0949	LOAD	LI
	8448	51		0950	LR	H'91'
	8449	288593	8593	0951	PI	CHRS,A
	844C	2A8553	8553	0952	DCI	TTYD
	844F	900C	845C	0953	BR	TTYI
	8451	2A853D	853D	0954	HIGH	DCI
	8454	70		0955	LIS	PINP
	8455	B9		0956	SLF1	0
	8456	B8		0957	OUTS	PPRT
	8457	A8		0958	OUTS	PSTS
	8458	12		0959	INS	PSTS
	8459	15		0960	SR	1
	845A	91FA	8455	0961	BM	SLF1
	845C	70		0962	BOT1	LIS
	845D	56		0963	LR	0
	845E	0E		0964	LR	XFLG,A
	845F	57		0965	LR	Q,DC
	8460	28853C	853C	0966	IDLE	CKSM,A
	8463	13		0967	SL	CHAR
	8464	12		0968	SR	1
	8465	253A		0969	CI	H'3A'
	8467	844F	84B7	0970	BZ	FORM
	8469	2553		0971	CI	FORMULATOR FORM
	846B	8431	849D	0972	BZ	IS IT AN LOAD A
	846D	252A		0973	CI	C'♦'
	846F	8438	84A8	0974	BZ	IS IT THE END D
	8471	2358		0975	XI	C'X'
	8473	94EC	8460	0976	BNZ	WELL, IF IT ISN
						IDLE

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LDC	OBJECT	ADDR	LINE		SOURCE STATEMENT
				0977	◆◆◆◆◆	HAVE THE START OF A DATA LINE ◆◆◆
	8475	57		0978	DATA	LR CKSM,A INITIALIZE CHK
	8476	78		0979		LIS H'08'
	8477	55		0980		LR CCNT,A INITIALIZE BYTE
	8478	56		0981		LR XFL6,A SHOW THAT X HAS
	8479	288515	8515	0982	CONT	PI BYTE
	847C	17		0983		ST STORE THE BYTE
	847D	35		0984		DS CONT
	847E	94FA	8479	0985		BNZ CONT
	8480	28853C	853C	0986		PI CHAR GET CHK CHAR FR
	8483	213F		0987		NI H'3F' MASK TO SIX BIT
	8485	24D0		0988		AI H'D0' ASCII CONVERT--
	8487	8203	848B	0989		BC ◆◆+4 CARRY IF IT WAS
	8489	2439		0990		AI H'39' FINISH CONVERSI
	848B	E7		0991		XS CKSM MAKE THE COMPAR
	848C	15		0992		SL 4 LD 4 BITS TO HI
	848D	84D2	8460	0993		BZ IDLE IF OK , LET'S GE
				0994	◆◆◆◆◆◆◆◆	CHK SUM ERROR HALT ◆◆◆◆◆◆◆◆
	848F	2043		0995	SLF2	LI C'0'
	8491	51		0996		LR CHRS,A
	8492	288593	8593	0997		PI TTYD
	8495	204B		0998		LI C'K'
	8497	51		0999		LR CHRS,A
	8498	288593	8593	1000		PI TTYD
	849B	900F	84AB	1001		BR STPP
	849D	288515	8515	1002	SETA	PI BYTE GET NEW LOAD AD
	84A0	5A		1003		LR 10,A
	84A1	288515	8515	1004		PI BYTE
	84A4	5B		1005		LR 11,A
	84A5	10		1006		LR DC,H SET THE ADDRESS
	84A6	90B9	8460	1007		BR IDLE
	84A8	F6		1008	ENDX	NS XFL6 HAVE AN ◆, BUT
	84A9	84B6	8460	1009		BZ IDLE MUST BE ONLY AT
				1010	◆	WAS 2A+0 OR 2A
				1011	◆◆◆◆◆◆◆◆	HALT LOOP FOR WHEN FINISHED ◆◆
	84AB	2093		1012	STPP	LI H'93' READER OFF COMM
	84AD	51		1013		LR CHRS,A PASS
	84AE	2983EF	83EF	1014	SLF3	JMP PLXX
	84B1	2B		1015		NDP
	84B2	2B		1016		NDP
	84B3	2B		1017		NDP
	84B4	2B		1018		NDP
	84B5	2B		1019		NDP
	84B6	2B		1020		NDP
	84B7	70		1021	FORM	LIS 0
	84B8	57		1022		LR CKSM,A ZERO CKSM TO START
	84B9	18		1023		COM
	84BA	56		1024		LR XFL6,A
	84BB	288515	8515	1025		PI BYTE LENGTH OF BLOCK
	84BE	55		1026		LR CONT,A
	84BF	F5		1027	XS	NS CCNT
	84C0	84EA	84AB	1028		BZ STPP ZERO RECORD IS
	84C2	288515	8515	1029		PI BYTE ADDRESS HI
	84C5	5A		1030		LR 10,A
	84C6	288515	8515	1031		PI BYTE ADDRESS LO
	84C9	5B		1032		LR 11,A
	84CA	10		1033		LR DC,H
	84CB	288515	8515	1034		PI BYTE CODE BYTE
	84CE	FB		1035		NS CHR1
	84CF	9490	8460	1036		BNZ IDLE NOT DATA RECORD
	84D1	288515	8515	1037	FMLP	PI BYTE DATA FETCH

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE	SOURCE STATEMENT		
	84D4	17		1038	ST		
	84D5	35		1039	DS	CONT	LENGTH
	84D6	94FA	84D1	1040	BNZ	FMLP	LOOP FOR MORE I
	84D8	2B		1041	NOP		
	84D9	2B		1042	NOP		
	84DA	2B		1043	NOP		
	84DB	2B		1044	NOP		
	84DC	288515	8515	1045	PI	BYTE	FETCH CKSM
	84DF	47		1046	LR	A,CKSM	
	84E0	F7		1047	NS	CKSM	SHOULD BE ZERO
	84E1	94AD	848F	1048	BNZ	SLF2	CKSM ERROR
	84E3	298460	8460	1049	JMP	IDLE	GET NEXT BLOCK
				1050	♦PORT CHANGE ROUTINE		
	84E6	20DF		1051	PORT	LI	H'DF'
	84E8	07		1052	LR	QL,A	
	84E9	0F		1053	LR	DC,0	
	84EA	46		1054	LR	A,6	
	84EB	5B		1055	LR	11,A	
	84EC	250F		1056	CI	15	
	84EE	821A	8509	1057	BC	OUTS	DO SHORT OUTS
	84F0	2027		1058	LI	H'27'	
	84F2	17		1059	ST		
	84F3	46		1060	LR	A,6	
	84F4	17		1061	ST		
	84F5	2044		1062	LI	H'44'	
	84F7	17		1063	ST		
	84F8	2027		1064	LI	H'27'	
	84FA	17		1065	ST		
	84FB	46		1066	LR	A,6	
	84FC	17		1067	JMP	ST	
	84FD	2029		1068	LI	H'29'	
	84FF	17		1069	ST		
	8500	2082		1070	LI	H'82'	
	8502	17		1071	ST		
	8503	20F7		1072	LI	H'F7'	TO C55'
	8505	17		1073	ST		
	8506	2000		1074	LI	0	
	8508	0D		1075	LR	P0,0	NOW EXECUTE
	8509	24B0		1076	OUTS	AI	H'B0'
	850B	17		1077	ST		
	850C	2044		1078	LI	H'44'	
	850E	17		1079	ST		
	850F	20B0		1080	LI	H'B0'	
	8511	06		1081	AS	6	
	8512	90E9	84FC	1082	BR	JMP	
	8514	2B		1083	NOP		
				1084	♦♦♦GET A BYTE♦♦♦		
				1085	♦♦♦ GETS THE BYTE, CONVERTS, AND ADDS TO		
	8515	08		1086	BYTE	LR	K,P SAVE PC1
	8516	72		1087	LIS	2	
	8517	58		1088	LR	HFL6,A	SET THE HALF FL
	8518	4B		1089	AGAIN	LR	A,CHR1
	8519	15		1090	SL	4	
	851A	5B		1091	LR	CHR1,A	
	851B	28853C	853C	1092	PI	CHAR	
	851E	213F		1093	NI	H'3F'	MASK TO 6 BITS
	8520	24D0		1094	AI	H'D0'	ASCII CONVERT--
	8522	8203	8526	1095	BC	♦+4	
	8524	2439		1096	AI	H'39'	NEXT CLEAN UP A
	8526	CB		1097	AS	CHR1	
	8527	5B		1098	LR	CHR1,A	TEMP STORE

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE	SOURCE STATEMENT	
	8528	46		1099	LR	A,XFLG
	8529	F6		1100	NS	XFLG TEST FOR NEGATI
	852A	9104	852F	1101	BM	AREND NEGATIVE=FORMUL
	852C	4B		1102	LR	A,CHR1
	852D	C7		1103	AS	CKSM ADD NEW CHAR TO
	852E	57		1104	LR	CKSM,A
	852F	38		1105	AREND	DS HFLG DECREMENT HALF
	8530	94E7	8518	1106	BNZ	AGAN GET 2ND HALF
	8532	46		1107	LR	A,XFLG
	8533	F6		1108	NS	XFLG
	8534	8104	8539	1109	BP	ADON IF FORMULATOR
	8536	47		1110	LR	A,CKSM
	8537	CB		1111	AS	CHR1
	8538	57		1112	LR	CKSM,A
	8539	4B		1113	ADON	LR A,CHR1 ONLY HAVE UPPER
	853A	09		1114	LR	P,K RESTORE PC1
	853B	1C		1115	POP	
				1116	*****	PARALLEL AND SERIAL INPUT ROUTI
				1117	**	COMMON CALL IS A PUSH TO CHAR
				1118	**	CHAR USES Q TO JUMP TO APPROPRIATE R
	853C	0D		1119	CHAR	LR P,Q,Q JUMP TO INPUT R
				1120	**	PINP: GET A CHARACTER FROM PORT 4
				1121	**	TYPICALLY USED WITH TAPE READER, BUT H
				1122	**	DISCIPLINE THAT IS APPLICABLE TO OTHER
				1123	**	LOOKS FOR A CHARACTER READY INPUT, AND
				1124	**	CHARACTER. NEXT CPU GIVES AN ADVANCE P
				1125	**	AFTER THE DEVICE READY INPUT GOES NOT
	853D	A8		1126	PINP	INS PSTS GET A CHAR FROM
	853E	13		1127	SL	1
	853F	91FD	853D	1128	BM	PINP LOOK FOR SPOCKE
	8541	7F		1129	LIS	H'0F' 100 US DELAY AF
	8542	18		1130	COM	
	8543	1F		1131	POLY	INC
	8544	94FE	8543	1132	BNZ	POLY
	8546	A9		1133	INS	APRT AND NOW GET DAT
	8547	18		1134	COM	
	8548	51		1135	LR	CHRS,A TEMP STORE CNEW
	8549	79		1136	LIS	9 ADVANCE READER
	854A	B8		1137	OUTS	PSTS
	854B	A8		1138	NOSP	INS PSTS GET READER STAT
	854C	13		1139	SL	1
	854D	81FD	854B	1140	BP	NOSP AND LOOK
	854F	71		1141	LIS	1
	8550	B8		1142	OUTS	PSTS REMOVE DRIVE PU
	8551	41		1143	LR	A,CHRS PICK BACK UP TH
	8552	1C		1144	POP	
				1145	***TTYI: SERIAL I/P	CHARACTER RETU
				1146	**	REG BCNT HOLDS BIT COUNT REG CHRS HOL
	8553	A8		1147	TTYI	INS IPDR
	8554	91FE	8553	1148	BM	TTYI LOOK FOR START
	8556	40		1149	LR	A,BAUD GET DELAY COUNT
	8557	9001	8559	1150	DLY3	BR ++2 SILLY BRANCH FD
	8559	2401		1151	AI	H'01'
	855B	94FB	8557	1152	BNZ	DLY3 THIS LOOP IS HA
	855D	A8		1153	INS	IPDR CHECK START BIT
	855E	91F4	8553	1154	BM	TTYI
	8560	79		1155	TTD	LIS 9
	8561	52		1156	LR	BCNT,A SET BIT COUNT,9
	8562	2180		1157	LOOP	NI H'80' MASK TO GET INP
	8564	C1		1158	AS	CHRS (LD'G START BIT
	8565	32		1159	DS	BCNT DROP BIT CNT: 0

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE	SOURCE STATEMENT		
	8566	9110	8577	1160	BM	STOP	NEG IF LOOKING
	8568	8402	856B	1161	BZ	LOP2	IF LAST BIT, DO
	856A	12		1162	LOP3	SR	1 SHIFT ASSEMBLED
	856B	51		1163	LOP2	LR	CHRS,A STORE ASSEMBLED
	856C	40		1164		LR	A,BAUD START OF FULL B
	856D	BB		1165	DLY4	OUTS	MUSE NOP FOR DELAY
	856E	BB		1166		OUTS	MUSE
	856F	BB		1167		OUTS	MUSE
	8570	2401		1168	AI	H'01'	INCR WITH A 5US
	8572	94FA	856D	1169	BNZ	DLY4	
	8574	A8		1170	INS	IPOR	GET NEW BIT
	8575	90EC	8562	1171	BR	LOOP	
	8577	1C		1172	STOP	POP	
				1173	***** SERIAL OUTPUT ROUTINE *****		
				1174	** HAS 1 START, 8 DATA, 2 STOP. USES PORT 0		
				1175	** BAUD RATE IS SET BY A DELAY COUNT IN REG		
				1176	** CALL BY PUTTING CHAR IN REG CHRS, AND S		
				1177	** ROUTINE RETURNS WITH ALL 1'S IN REG CHR		
	8578	08		1178	TTCR	LR	K,P
	8579	7D		1179		LIS	CR
	857A	51		1180		LR	CHRS,A
	857B	288593	8593	1181		PI	TTYD
	857E	7A		1182		LIS	LF
	857F	51		1183		LR	CHRS,A
	8580	288593	8593	1184		PI	TTYD
	8583	288593	8593	1185		PI	TTYD
	8586	288593	8593	1186		PI	TTYD
	8589	288593	8593	1187		PI	TTYD
	858C	288593	8593	1188		PI	TTYD
	858F	288593	8593	1189		PI	TTYD
	8592	0C		1190		PK	RETURN
	8593	7B		1191	TTYD	LIS	H'0B'
	8594	52		1192		LR	BCNT,A SET BIT COUNT F
	8595	70		1193		LIS	0
	8596	B8		1194		OUTS	OPOR OUTPUT START BI
				1195	*** DELAY ROUTINE-- 3.3MS FOR 300 BAUD, 9		
	8597	40		1196	DLY1	LR	A,BAUD GET DELAY COUNT
	8598	BB		1197	DLY2	OUTS	MUSE NOP FOR DELAY
	8599	BB		1198		OUTS	MUSE
	859A	BB		1199		OUTS	MUSE
	859B	2401		1200	AI	H'01'	INCR WITH A 5 U
	859D	94FA	8598	1201	BNZ	DLY2	
	859F	32		1202	DS	BCNT	
	85A0	9402	85A3	1203	BNZ	DLY5	NOW NEXT BIT
	85A2	1C		1204		POP	ALL FINI,BACK T
	85A3	71		1205	DLY5	LIS	1 GET CHARACTER
	85A4	F1		1206		NS	CHRS MASK OFF ALL BU
	85A5	B8		1207		OUTS	OPOR OUTPUT THE NEW
	85A6	41		1208		LR	A,CHRS NOW SHIFT THE C
	85A7	12		1209		SR	1
	85A8	2480		1210	AI	H'80'	FILL,WITH 1'S F
	85AA	51		1211		LR	CHRS,A
				1212		*	
	85AB	90EB	8597	1213	EDUX	BR	DLY1 NOW DELAY,THEN
				1214		*	
				1215		*	
				1216	* EDUCATOR INITIALIZATION		
				1217		*	
	85AD	70		1218	EDUC	LIS 0	CLEAR INTERRUPT PORTS
	85AE	52		1219		LR 2,A	CLEAR STORE MODE FLAG
	85AF	207F		1220		LI H'7F'	

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE		SOURCE STATEMENT
	85B1	B0		1221		DUTS 0
	85B2	67		1222		LISU 7
	85B3	68		1223		LISL 0
	85B4	1F		1224		INC
	85B5	5D		1225		LR I,A
	85B6	02		1226		LR A,00 SAVE 00 FOR RETURN TO FAIR-
	85B7	5E		1227		LR D,A
				1228		♦ LOAD ZEROES INTO ADDRESS DISPLAY AND DC
	85B8	66		1229	A9	LISU 6
	85B9	6B		1230		LISL 3
	85BA	70		1231		LIS 0
	85BB	5E		1232	A20	LR D,A
	85BC	8FFE	85BB	1233		BR7 A20
	85BE	74		1234		LIS 4
	85BF	57		1235		LR 7,A
				1236		♦ LOAD MEMORY TO DATA DISPLAY
	85C0	2A0000	0000	1237		DCI 0
	85C3	0E		1238		LR 0,DC
	85C4	288713	8713	1239		PI MTDD
				1240		♦ SCAN KEYBOARD
	85C7	288731	8731	1241	A3	PI SCAN
	85CA	2012		1242		LI H'12'
	85CC	E0		1243		NS 0
	85CD	8417	85E5	1244		BZ A38 BRANCH IF IA KEY
	85CF	24FE		1245		AI H'FE' WAS IT H'10'?
	85D1	8413	85E5	1246		BZ A38 BRANCH IF DA KEY
	85D3	76		1247		LIS 6
	85D4	56		1248		LR 6,A LOAD DELAY TIME FOR REPEAT
	85D5	2020		1249		LI H'20'
	85D7	55		1250		LR 5,A LOAD FIRST DELAY TIME FOR R
	85D8	40		1251		LR A,0
	85D9	1F		1252		INC
	85DA	94EC	85C7	1253		BNZ A3 BRANCH IF KEY STILL DOWN
	85DC	288731	8731	1254	A5	PI SCAN
	85DF	40		1255		LR A,0
	85E0	1F		1256		INC
	85E1	84FA	85DC	1257		BZ A5 BRANCH IF NO KEYS
	85E3	900E	85F2	1258		BR A54
	85E5	E5		1259	A38	NS 5
	85E6	8404	85EB	1260		BZ A53 BRANCH IF FIRST DELAY IS OV
	85E8	35		1261		DS 5
	85E9	90DD	85C7	1262		BR A3
	85EB	36		1263	A53	DS 6
	85EC	94DA	85C7	1264		BNZ A3 BRANCH IF DELAY TIME IS OVE
	85EE	76		1265		LIS 6
	85EF	56		1266		LR 6,A RELOAD DELAY TIME FOR REPEA
	85F0	90EB	85DC	1267		BR A5
				1268		♦ DETERMINE WHICH KEY WAS DETECTED
	85F2	11		1269	A54	LR H,DC
	85F3	2010		1270		LI H'10'
	85F5	F0		1271		NS 0
	85F6	9404	85FB	1272		BNZ A6 BRANCH IF NOT HEX DIGIT KEY
	85F8	298697	8697	1273		JMP A27
	85FB	2A860B	860B	1274	A6	DCI FUNC
	85FE	7F		1275		LIS 15
	85FF	F0		1276		NS 0
	8600	50		1277		LR 0,A
	8601	8406	8608	1278		BZ A19
	8603	73		1279	A4	LIS 3
	8604	8E		1280		ADC
	8605	30		1281		DS 0

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APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE		SOURCE STATEMENT
	8606	94FC	8603	1282		BNZ A4
	8608	0E		1283	A19	LR Q,DC
	8609	10		1284		LR DC,H
	860A	0D		1285		LR P0,Q
	860B	29865C	865C	1286	FUNC	JMP DA
	860E	298623	8623	1287		JMP ENT
	8611	298650	8650	1288		JMP IA
	8614	2986D2	86D2	1289		JMP MOVU
	8617	2986EF	86EF	1290		JMP MOVD
	861A	298664	8664	1291		JMP STM
	861D	298640	8640	1292		JMP GO
	8620	298683	8683	1293		JMP CLR
				1294		♦ 'ENTER' KEY DETECTED
	8623	71		1295	ENT	LIS 1
	8624	F2		1296		NS 2
	8625	8417	863D	1297		BZ LA BRANCH IF NOT STORE MODE
	8627	72		1298		LIS 2
	8628	E7		1299		XS 7
	8629	849D	85C7	1300		BZ A3 BRANCH IF NO DIGITS ENTERED
	862B	20FF		1301	A14	LI H'FF' ADDRESS DISPLAY TO DC
	862D	8E		1302		ADC
	862E	6C		1303		LISL 4 DATA DISPLAY TO MEMORY
	862F	4D		1304		LR A,I
	8630	15		1305		SL 4
	8631	EC		1306		XS S
	8632	17		1307		ST
	8633	28871C	871C	1308		PI INAD
	8636	288713	8713	1309	A25	PI MTDD
	8639	72		1310	A23	LIS 2 SET DIGIT COUNT TO 2
	863A	57		1311	A16	LR 7,A
	863B	908B	85C7	1312		BR A3
	863D	74		1313	LA	LIS 4 SET DIGIT COUNT TO 4
	863E	90FB	863A	1314		BR A16
				1315		♦ 'GO' KEY DETECTED
	8640	20FF		1316	GO	LI H'FF' DISPLAY OFF
	8642	B1		1317		OUTS 1
	8643	20C0		1318		LI H'C0'
	8645	B0		1319		OUTS 0
	8646	70		1320		LIS 0
	8647	BE		1321		OUTS 14 INTERRUPT OFF
	8648	288702	8702	1322		PI ATDC
	864B	67		1323		LISU 7
	864C	69		1324		LISL 1
	864D	4C		1325		LR A,S
	864E	06		1326		LR QU,A RESTORE QU FOR FAIR-BUG
	864F	0C		1327		PK
				1328		♦ 'INCREMENT ADDRESS' KEY DETECTED
	8650	28871C	871C	1329	IA	PI INAD INCREMENT ADDRESS DISPLAY
	8653	288713	8713	1330	A34	PI MTDD MEMORY TO DATA DISPLAY
	8656	71		1331		LIS 1
	8657	F2		1332		NS 2
	8658	94E0	8639	1333		BNZ A23 BRANCH IF STORE MODE FLAG
	865A	90E2	863D	1334		BR LA
				1335		♦ 'DECREMENT ADDRESS' KEY DETECTED
	865C	288727	8727	1336	DA	PI DEAD
	865F	288702	8702	1337		PI ATDC
	8662	90F0	8653	1338		BR A34
				1339		♦ 'STORE MODE' KEY DETECTED
	8664	71		1340	STM	LIS 1
	8665	F2		1341		NS 2
	8666	940C	8673	1342		BNZ A26 BRANCH IF STORE MODE FLAG

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE		SOURCE STATEMENT
	8668	71		1343	LIS	1 SET STORE MODE FLAG
	8669	E2		1344	XS	2
	866A	52		1345	LR	2,A
	866B	67		1346	LISU	7
	866C	68		1347	LISL	0
	866D	4C		1348	LR	A,S
	866E	2240		1349	DI	H'40'
	8670	5C		1350	LR	S,A SET STORE MODE LIGHT FLAG
	8671	90C7	8639	1351	BR	A23
	8673	E2		1352	A26 XS	2
	8674	52		1353	LR	2,A RESET STORE MODE FLAG
	8675	67		1354	LISU	7
	8676	68		1355	LISL	0
	8677	2040		1356	LI	H'40'
	8679	EC		1357	XS	S
	867A	5C		1358	LR	S,A RESET STORE MODE LIGHT FLAG
	867B	288702	8702	1359	A18 PI	ATDC
	867E	288713	8713	1360	PI	MTDD
	8681	90BB	863D	1361	BR	LA
				1362		◆ 'CLEAR' KEY DETECTED
	8683	71		1363	CLR LIS	1
	8684	F2		1364	NS	2
	8685	9408	868E	1365	BNZ	A13 BRANCH IF STORE MODE FLAG
	8687	74		1366	LIS	4
	8688	E7		1367	XS	7
	8689	8431	86BB	1368	BZ	A24 BRANCH IF DIGIT COUNT IS 4
	868B	2985B8	85B8	1369	JMP	A9
	868E	72		1370	A13 LIS	2
	868F	F7		1371	NS	7
	8690	942A	86BB	1372	BNZ	A24 BRANCH IF DIGIT COUNT IS 2
	8692	20FF		1373	LI	H'FF'
	8694	8E		1374	ADC	DECREMENT DATA COUNTER
	8695	90A0	8636	1375	BR	A25
				1376		◆ CHECK IF FUNCTION FLAG SET BEFORE ACCEPTIN
	8697	40		1377	A27 LR	A,0
	8698	53		1378	LR	S,A
	8699	70		1379	LIS	0
	869A	E7		1380	XS	7
	869B	841F	86BB	1381	BZ	A24 BRANCH IF DIGIT COUNT IS 0
	869D	71		1382	LIS	1
	869E	F2		1383	NS	2
	869F	941E	86BE	1384	BNZ	A33 BRANCH IF STORE MODE FLAG
	86A1	74		1385	LIS	4
	86A2	E7		1386	XS	7
	86A3	9405	86A9	1387	BNZ	A28 BRANCH IF DIGIT COUNT IS NO
	86A5	6B		1388	LISL	3
	86A6	5E		1389	A30 LR	D,A
	86A7	8FFE	86A6	1390	BR7	A30
				1391		◆ LOAD DIGIT TO ADDRESS DISPLAY
	86A9	69		1392	A28 LISL	1
	86AA	4E		1393	LR	A,D
	86AB	5D		1394	LR	I,A
	86AC	5D		1395	LR	I,A
	86AD	4E		1396	LR	A,D
	86AE	5D		1397	LR	I,A
	86AF	5D		1398	LR	I,A
	86B0	4E		1399	LR	A,D
	86B1	5D		1400	LR	I,A
	86B2	43		1401	LR	A,3
	86B3	5C		1402	LR	S,A
	86B4	288702	8702	1403	PI	ATDC ADDRESS DISPLAY TO DC

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LDC	OBJECT	ADDR	LINE		SOURCE STATEMENT
		86B7	288713	8713	1404	PI MTDD MEMORY TO DATA DISPLAY
		86BA	37		1405	A29 DS 7 DECREMENT DIGIT COUNT
		86BB	298507	8507	1406	A24 JMP A3
					1407	♦ LOAD DIGIT TO DATA DISPLAY
		86BE	72		1408	A33 LIS 2
		86BF	F7		1409	NS 7
		86C0	8406	86C7	1410	BZ A35 BRANCH IF DIGIT COUNT NOT 2
		86C2	66		1411	LISU 6
		86C3	6C		1412	LISL 4 CLEAR DATA DISPLAY
		86C4	70		1413	LIS 0
		86C5	5D		1414	LR I,A
		86C6	5C		1415	LR S,A
		86C7	E7		1416	A35 XS 7
		86C8	84F2	86BB	1417	BZ A24 BRANCH IF DIGIT COUNT IS ZE
		86CA	6D		1418	LISL 5 DIGIT TO DATA DISPLAY
		86CB	4E		1419	LR A,D
		86CC	5D		1420	LR I,A
		86CD	43		1421	LR A,3
		86CE	5C		1422	LR S,A
		86CF	37		1423	DS 7
		86D0	90EA	86BB	1424	BR A24
					1425	♦ 'MOVE UP' KEY DETECTED
		86D2	71		1426	MOVU LIS 1
		86D3	F2		1427	NS 2
		86D4	84E6	86BB	1428	BZ A24 BRANCH IF NOT IN STORE MODE
		86D6	20FF		1429	LI H'FF'
		86D8	53		1430	LR S,A
		86D9	8E		1431	ADC
		86DA	0E		1432	LR 0,DC
		86DB	8E		1433	ADC
		86DC	11		1434	LR H,DC
		86DD	07		1435	LR 0L,A
		86DE	0F		1436	LR DC,0
		86DF	16		1437	A12 LM
		86E0	17		1438	ST
		86E1	20FD		1439	LI H'FD'
		86E3	8E		1440	ADC
		86E4	33		1441	DS 3
		86E5	43		1442	LR A,3
		86E6	EB		1443	XS 11
		86E7	94F7	86DF	1444	BNZ A12
		86E9	16		1445	LM
		86EA	202B		1446	LI H'2B'
		86EC	17		1447	ST
		86ED	908D	867B	1448	A17 BR A18
					1449	♦ 'MOVE DOWN' KEY DETECTED
		86EF	71		1450	MOVU LIS 1
		86F0	F2		1451	NS 2
		86F1	84C9	86BB	1452	BZ A24 BRANCH IF NOT IN STORE MODE
		86F3	16		1453	LM
		86F4	50		1454	LR 0,A
		86F5	20FE		1455	LI H'FE'
		86F7	8E		1456	ADC
		86F8	40		1457	LR A,0
		86F9	17		1458	ST
		86FA	16		1459	LM
		86FB	11		1460	LR H,DC
		86FC	71		1461	LIS 1
		86FD	EB		1462	XS 11
		86FE	94F0	86EF	1463	BNZ MOVU
		8700	90EC	86ED	1464	BR A17

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE	SOURCE STATEMENT
				1465	♦
				1466	♦ ADDRESS DISPLAY TO DC SUBROUTINE
				1467	♦
	8702	66		1468	ATDC LISU 6
	8703	68		1469	LISL 3
	8704	4E		1470	A15 LR A,D
	8705	54		1471	LR 4,A
	8706	4E		1472	LR A,D
	8707	15		1473	SL 4
	8708	E4		1474	XS 4
	8709	8F05	870F	1475	BR7 A36
	870B	06		1476	LR QU,A
	870C	04		1477	LR KU,A
	870D	0F		1478	LR DC,Q
	870E	1C		1479	POP
	870F	07		1480	A36 LR QL,A
	8710	05		1481	LR KL,A
	8711	90F2	8704	1482	BR A15
				1483	♦
				1484	♦ MEMORY TO DATA DISPLAY SUBROUTINE
				1485	♦
	8713	6C		1486	MTDD LISL 4
	8714	16		1487	LM
	8715	54		1488	LR 4,A
	8716	14		1489	SR 4
	8717	5D		1490	LR I,A
	8718	7F		1491	LIS 15
	8719	F4		1492	MS 4
	871A	5C		1493	LR S,A
	871B	1C		1494	POP
				1495	♦
				1496	♦ INCREMENT ADDRESS DISPLAY SUBROUTINE
				1497	♦
	871C	6B		1498	INAD LISL 3
	871D	4C		1499	A21 LR A,S
	871E	1F		1500	INC
	871F	15		1501	SL 4
	8720	14		1502	SR 4
	8721	5E		1503	LR D,A
	8722	9403	8726	1504	BNZ A22 BRANCH IF DIGIT WAS NOT 'F'
	8724	8FF8	871D	1505	BR7 A21 BRANCH IF NOT MSD
	8726	1C		1506	A22 POP
				1507	♦
				1508	♦ DECREMENT ADDRESS DISPLAY SUBROUTINE
				1509	♦
	8727	6B		1510	DEAD LISL 3
	8728	3C		1511	A31 DS 3
	8729	4C		1512	LR A,S
	872A	14		1513	SR 4
	872B	8404	8730	1514	BZ A32 BRANCH IF DIGIT WAS NOT ZER
	872D	5E		1515	LR D,A 15 TO DISPLAY REG.
	872E	8FF9	8728	1516	BR7 A31 BRANCH IF NOT MSD
	8730	1C		1517	A32 POP
				1518	♦
				1519	♦ SCAN KEYBOARD SUBROUTINE
				1520	♦
	8731	08		1521	SCAN LR K,P
	8732	0A		1522	LR A,IS
	8733	65		1523	LISU 5
	8734	6F		1524	LISL 7
	8735	5E		1525	LR D,A

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE	SOURCE STATEMENT
				1526	◆ LOAD KEY CODE
	8736	2017		1527	A39 LI H'17'
	8738	50		1528	LR 0,A
				1529	◆ LOAD FIRST STROBE
	8739	20FE		1530	LI H'FE'
	873B	5C		1531	LR S,A
				1532	◆ OUTPUT STROBE
	873C	7F		1533	A40 LIS 15 BLANK DISPLAY
	873D	B1		1534	OUTS 1
	873E	20C0		1535	LI H'C0'
	8740	B0		1536	OUTS 0
	8741	4E		1537	LR A,D
	8742	B0		1538	OUTS 0
				1539	◆ READ KEYS
	8743	74		1540	LIS 4
	8744	5C		1541	LR S,A
	8745	A1		1542	INS 1
	8746	14		1543	SR 4
	8747	8417	875F	1544	BZ A43 BRANCH IF NO KEY IN THIS CD
	8749	15		1545	SL 4
	874A	9108	8753	1546	A41 BM A42 BRANCH IF KEY IS IN THIS RD
				1547	◆ GO TO NEXT ROW IF NOT LAST ROW
	874C	30		1548	DS 0
	874D	3C		1549	DS S
	874E	842B	877A	1550	BZ A47 BRANCH IF LAST ROW IN THIS
	8750	13		1551	SL 1
	8751	90F8	874A	1552	BR A41
				1553	◆ IS THIS FIRST SCAN
	8753	6C		1554	A42 LISL 4
	8754	71		1555	LIS 1
	8755	EC		1556	XS S
	8756	9426	877D	1557	BNZ A48 BRANCH IF KBD FLAG NOT SET
				1558	◆ RESET KBD FLAG
	8758	5E		1559	LR D,A
				1560	◆ COMPARE TWO SCANS
	8759	4C		1561	LR A,S
	875A	E0		1562	XS 0
	875B	8419	8775	1563	BZ A46 BRANCH IF SCANS ARE THE SAM
	875D	900F	876D	1564	BR A45
				1565	◆ CHANGE KEY CODE FOR NEXT COLUMN
	875F	6E		1566	A43 LISL 6
	8760	20FC		1567	LI H'FC'
	8762	C0		1568	AS 0
	8763	50		1569	LR 0,A
				1570	◆ SHIFT STROBE ONE POSITION
	8764	4C		1571	A44 LR A,S
	8765	13		1572	SL 1
	8766	2301		1573	XI 1
	8768	5C		1574	LR S,A
				1575	◆ HAS LAST COLUMN BEEN SCANNED ALREADY
	8769	2140		1576	NI H'40'
	876B	94D0	873C	1577	BNZ A40 BRANCH IF NOT LAST STROBE
				1578	◆ STORE 'FF' IN KEY CODE REGISTER
	876D	20FF		1579	A45 LI H'FF'
	876F	50		1580	LR 0,A
				1581	◆ RESET KBD FLAG
	8770	6C		1582	LISL 4
	8771	70		1583	LIS 0
	8772	5C		1584	LR S,A
	8773	900C	8780	1585	BR A51
				1586	◆ RESTORE ISAR

APPENDIX H (Continued)

FORMULATOR ASSEMBLER (REV 3.0)

ERRS	LOC	OBJECT	ADDR	LINE		SOURCE STATEMENT
	8775	6F		1587	A46	LISL 7
	8776	4C		1588	LR	A+S
	8777	0B		1589	LR	IS+A
	8778	09		1590	LR	P+K
	8779	1C		1591	POP	
				1592	♦	GO TO NEXT ROW
	877A	6E		1593	A47	LISL 6
	877B	90E8	8764	1594	BR	A44
				1595	♦	SET KBD FLAG
	877D	5E		1596	A48	LR D+A
				1597	♦	STORE KEY CODE OF FIRST SCAN
	877E	40		1598	LR	A+0
	877F	5E		1599	LR	D+A
				1600	♦	LOAD COUNTERS FOR BOUNCE TIME OF 28MS
	8780	288799	8799	1601	A51	PI DISP RESTORE DISPLAY
	8783	65		1602		LISU 5
	8784	6A		1603		LISL 2
	8785	7B		1604		LIS 11
	8786	5E		1605	LR	D+A
	8787	20FF		1606	A49	LI H'FF'
	8789	5C		1607	LR	S+A
	878A	3C		1608	A50	DS S
	878B	94FE	878A	1609	BNZ	A50 BRANCH IF COUNTER 1 NOT ZER
	878D	6A		1610		LISL 2
	878E	3E		1611		DS D
	878F	94F7	8787	1612	BNZ	A49 BRANCH IF COUNTER 2 NOT ZER
	8791	6C		1613		LISL 4
	8792	71		1614		LIS 1
	8793	FC		1615	NS	S
	8794	84E0	8775	1616	BZ	A46 BRANCH IF NOT KBD FLAG
	8796	6E		1617		LISL 6
	8797	909E	8736	1618	BR	A39
				1619	♦	
				1620	♦	DISPLAY SUBROUTINE
				1621	♦	
	8799	66		1622	DISP	LISU 6
	879A	6F		1623		LISL 7
	879B	41		1624	LR	A+1
	879C	5E		1625	LR	D+A SAVE REG. 1
	879D	40		1626	LR	A+0
	879E	5C		1627	LR	S+A SAVE REG. 0
	879F	67		1628		LISU 7
	87A0	68		1629		LISL 0
	87A1	71		1630		LIS 1
	87A2	50		1631	LR	0+A
	87A3	4C		1632	LR	A+S
	87A4	51		1633	LR	1+A
	87A5	66		1634		LISU 6
	87A6	6D		1635		LISL 5
	87A7	41		1636	A52	LR A+1
	87A8	23FF		1637	XI	H'FF'
	87AA	B0		1638	OUTS	0
	87AB	4E		1639	LR	A+D
	87AC	18		1640	COM	
	87AD	15		1641	SL	4
	87AE	14		1642	SR	4
	87AF	B1		1643	OUTS	1
	87B0	A0		1644	INS	0
	87B1	E0		1645	XS	0
	87B2	B0		1646	OUTS	0
	87B3	40		1647	LR	A+0

APPENDIX H (Continued)

87B4	13	1648	SL	1	
87B5	50	1649	LR	0,A	
87B6	8FF0	87A7 1650	BR7	A52	
87B8	6E	1651	LISL	6	
87B9	4D	1652	LR	A,I	
87BA	50	1653	LR	0,A	RESTORE REG. 0
87BB	4C	1654	LR	A,S	
87BC	51	1655	LR	1,A	RESTORE REG. 1
87BD	1C	1656	POP		
		1657	◆		
		1658	◆	SONG SUBROUTINE	
		1659	◆	LOAD STARTING LOCATION OF SONG CONSTAN	
		1660	◆	LOAD TEMPO INTO R7.	
		1661	◆		
87BE	2040	1662	SONG LI	H'40'	
87C0	56	1663	LR	6,A	SET NOTE FLAG
87C1	47	1664	LR	A,7	
87C2	55	1665	LR	5,A	STORE TEMPO CONSTANT IN WOP
87C3	16	1666	LM		
87C4	54	1667	LR	4,A	STORE NOTE DURATION CONSTAN
87C5	51	1668	LR	1,A	RETAIN NOTE DURATION CONSTA
87C6	F1	1669	NS	1	
87C7	8437	87FF 1670	BZ	FINS	END OF SONG IF NOTE DURATIO
87C9	16	1671	LM		
87CA	53	1672	LR	3,A	RETAIN NOTE PITCH CONSTANT
87CB	237F	1673	XI	H'7F'	
87CD	9402	87D0 1674	BNZ	A2	BRANCH IF NOT A REST
87CF	56	1675	LR	6,A	CLEAR NOTE FLAG
87D0	20FF	1676	A2 LI	H'FF'	
87D2	59	1677	LR	9,A	LOAD PITCH COUNTER A
87D3	76	1678	LIS	6	
87D4	58	1679	LR	8,A	LOAD PITCH COUNTER B
87D5	43	1680	A55 LR	A,3	
87D6	52	1681	LR	2,A	STORE NOTE PITCH CONSTANT I
87D7	A8	1682	INS	8	
87D8	E6	1683	XS	6	
87D9	B8	1684	OUTS	8	TOGGLE OUTPUT PORT
87DA	39	1685	A11 DS	9	
87DB	9404	87E0 1686	BNZ	A8	BRANCH IF PITCH COUNTER A N
87DD	38	1687	DS	8	
87DE	8406	87E5 1688	BZ	A7	BRANCH IF PITCH COUNTER B I
87E0	32	1689	A8 DS	2	DECREMENT NOTE PITCH CONSTA
87E1	81F8	87DA 1690	BP	A11	BRANCH IF NOTE PITCH CONSTA
87E3	90F1	87D5 1691	BR	A55	GO TO TOGGING OF OUTPUT
87E5	32	1692	A7 DS	2	DECR. NOTE PITCH CONSTANT T
87E6	32	1693	DS	2	
87E7	76	1694	LIS	6	
87E8	58	1695	LR	8,A	RELOAD PITCH COUNTER B
87E9	34	1696	DS	4	DECREMENT NOTE DURATION CON
87EA	9408	87F3 1697	BNZ	A10	BRANCH IF NOTE DURATION CON
87EC	41	1698	LR	A,1	
87ED	54	1699	LR	4,A	RELOAD NOTE DURATION CONSTA
87EE	35	1700	DS	5	DECREMENT TEMPO CONSTANT
87EF	94EA	87DA 1701	BNZ	A11	BRANCH IF TEMPO CONSTANT NO
87F1	90CC	87BE 1702	BR	SONG	GO TO NEXT NOTE
87F3	71	1703	A10 LIS	1	
87F4	E5	1704	XS	5	
87F5	94E4	87DA 1705	BNZ	A11	BRANCH IF TEMPO CONSTANT NO
87F7	32	1706	DS	2	DECR. NOTE PITCH CONSTANT T
87F8	71	1707	LIS	1	
87F9	E4	1708	XS	4	
87FA	94DF	87DA 1709	BNZ	A11	BRANCH IF NOTE DURATION CON
87FC	56	1710	LR	6,A	CLEAR NOTE FLAG TO PROVIDE
87FD	90DC	87DA 1711	BR	A11	
87FF	1C	1712	FINS POP		
		1713	END		



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