

IBM Field Engineering
Maintenance Diagrams

Restricted Distribution

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2030 Processing Unit
System/360 Model 30

PREFACE

This manual contains Condensed Logic Flow charts to be used for recall or instructional purposes.

The EC Level of the CAS Logic Diagrams (CLD) for the basic machine is 128062. The Level for the 1400 Compatibility section is 128122.

The charts in this manual were drawn to show the general logic and flow of the microprogram used by the 2030. The charts contain the CAS logic diagram page numbers where the exact process can be located and followed.

Fifth Edition (June 1967)

This edition, Y24-3466-2, is a major revision of and obsoletes the previous edition, Y24-3466-1, and the Supplement Y24-3490. Principal changes include the addition of the diagnostic techniques charts and information pertaining to ROAR stop.

This manual has been prepared by the IBM Systems Development Division, Product Publications, Dept. 171, P. O. Box 6, Endicott, N. Y. 13760. Send comments concerning the manual to this address.

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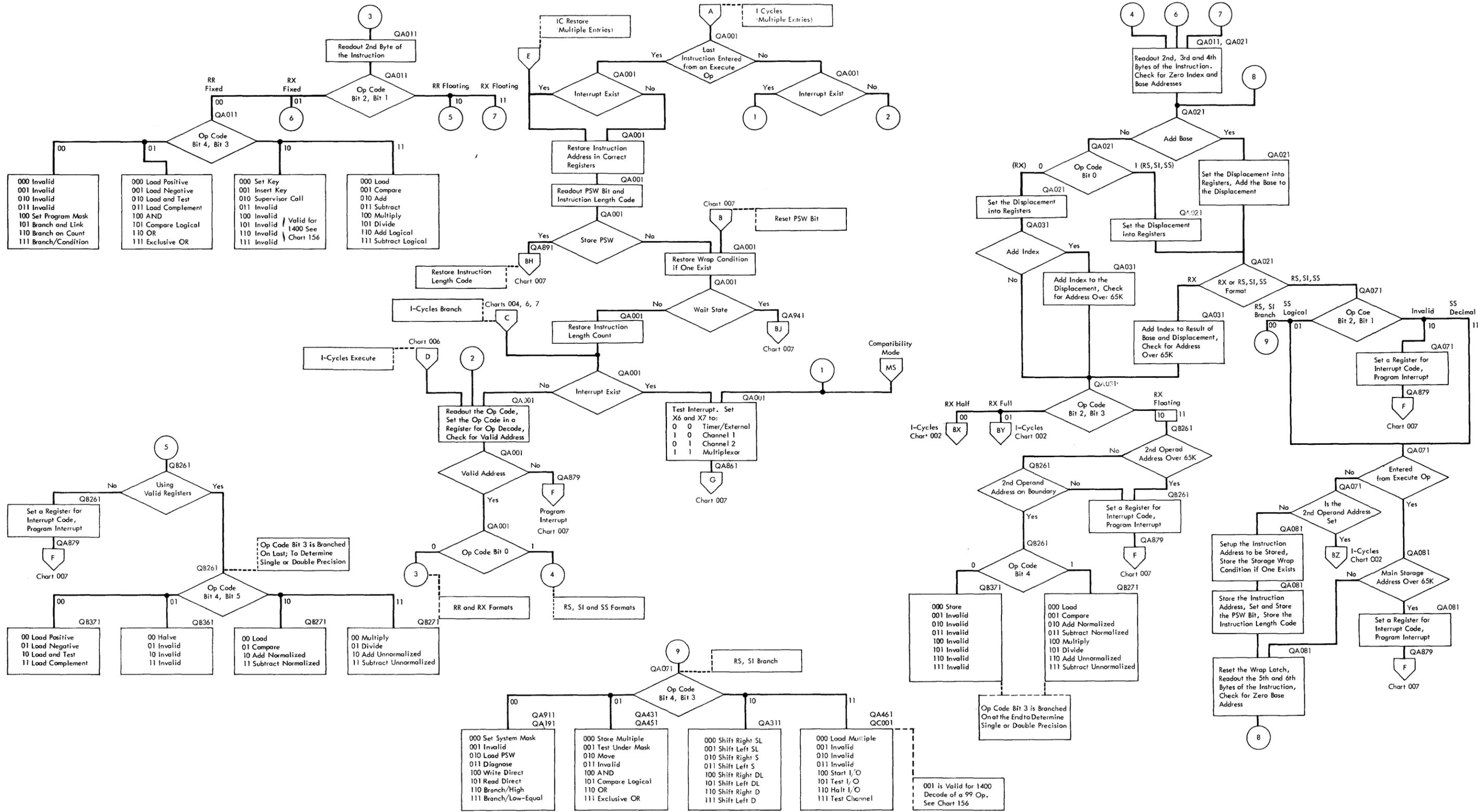
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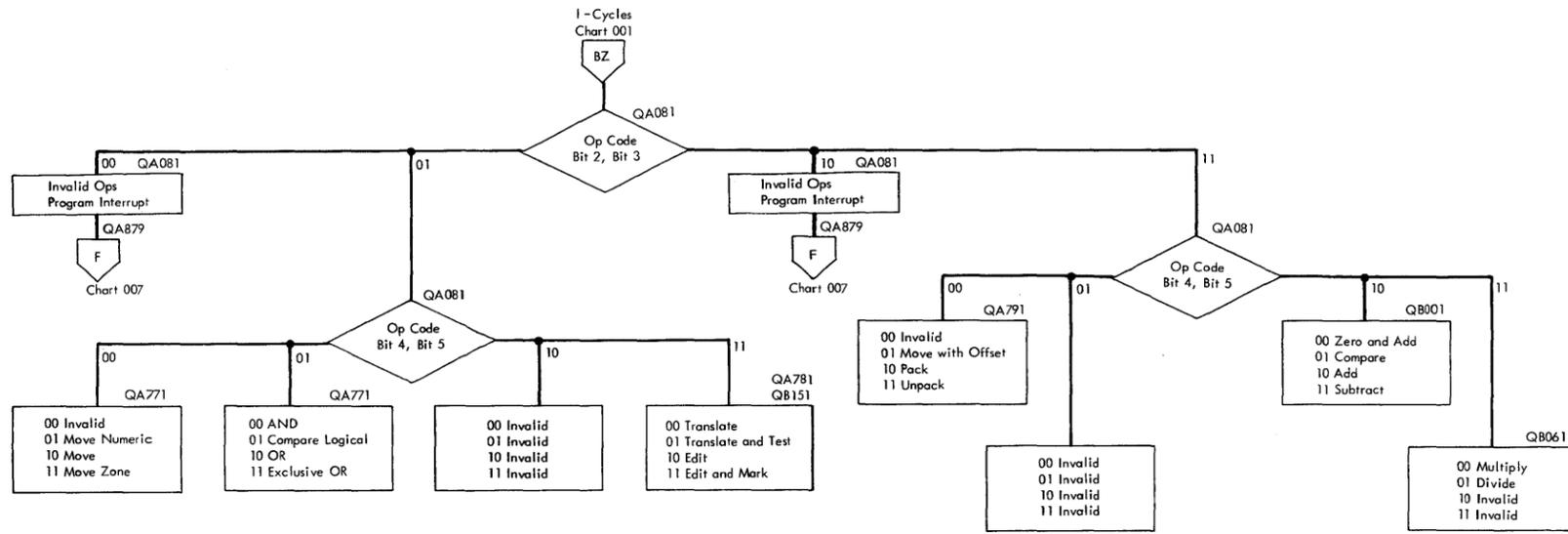
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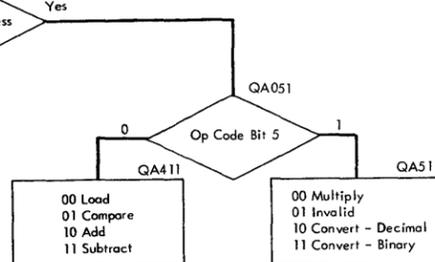
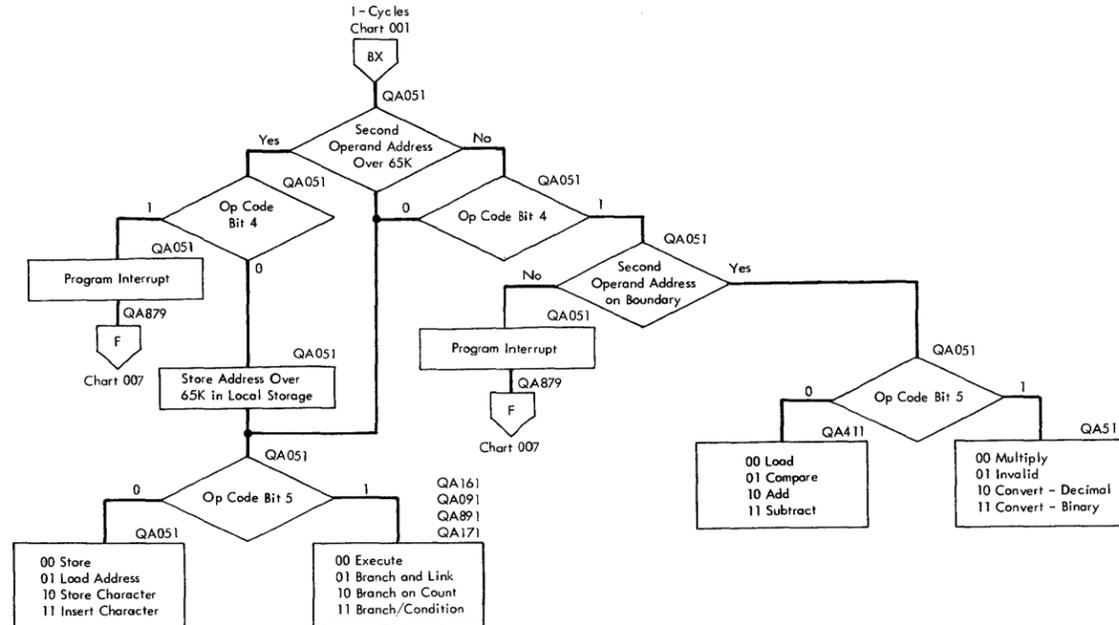
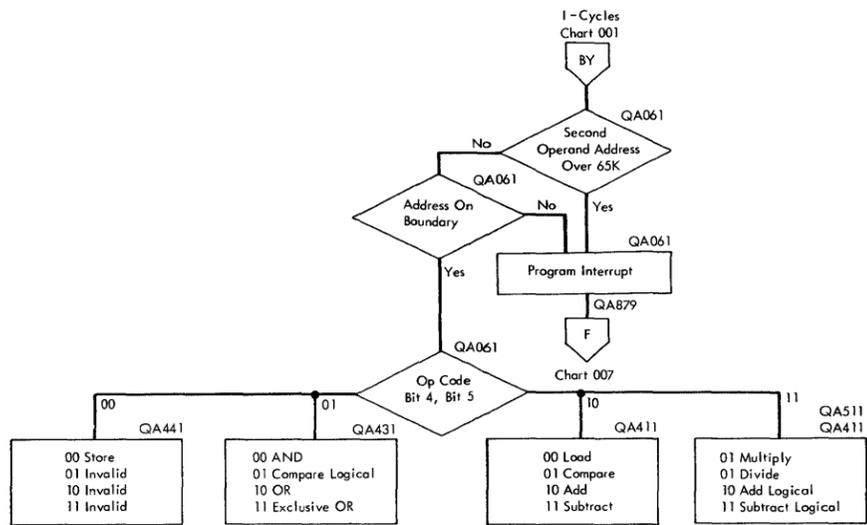
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20	Load Positive	003
21	Load Negative	003
22	Load and Test	003
23	Load Complement	027
24	Half	026
28	Load	027
29	Compare	028
2A	Add N	028
2B	Subtract N	028
2C	Multiply	030
2D	Divide	032
2E	Add U	028
2F	Subtract U	028
30	Load Positive	003
31	Load Negative	003
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33	Load Complement	027
34	Half	026
38	Load	026
39	Compare	028
3A	Add N	028
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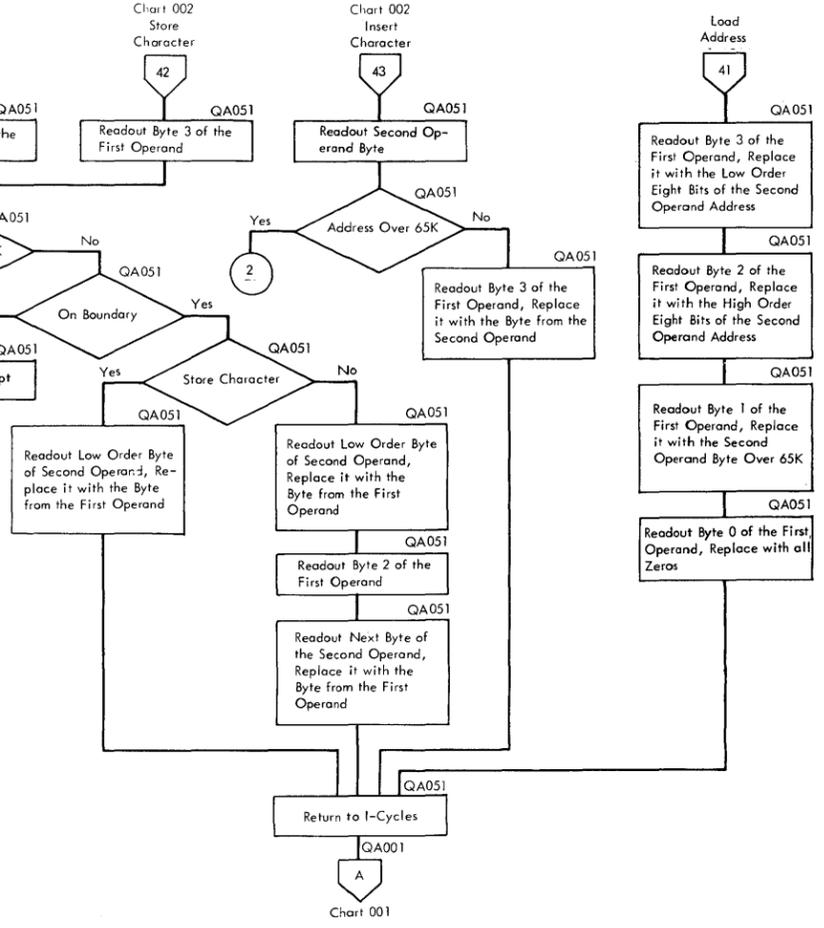
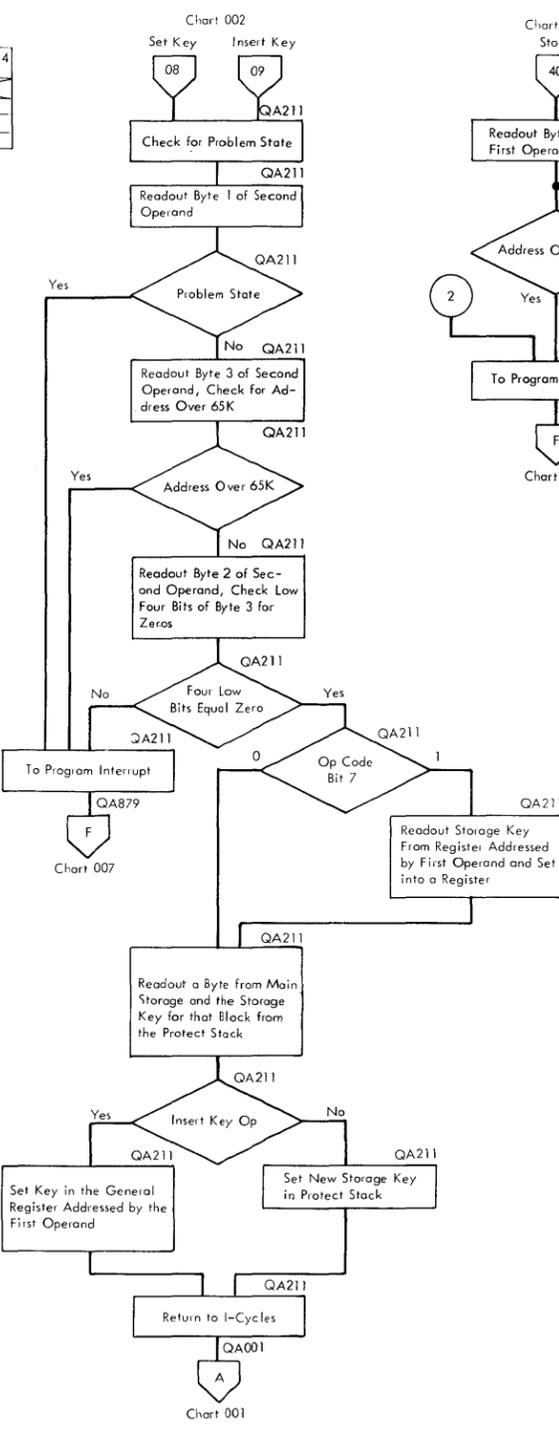
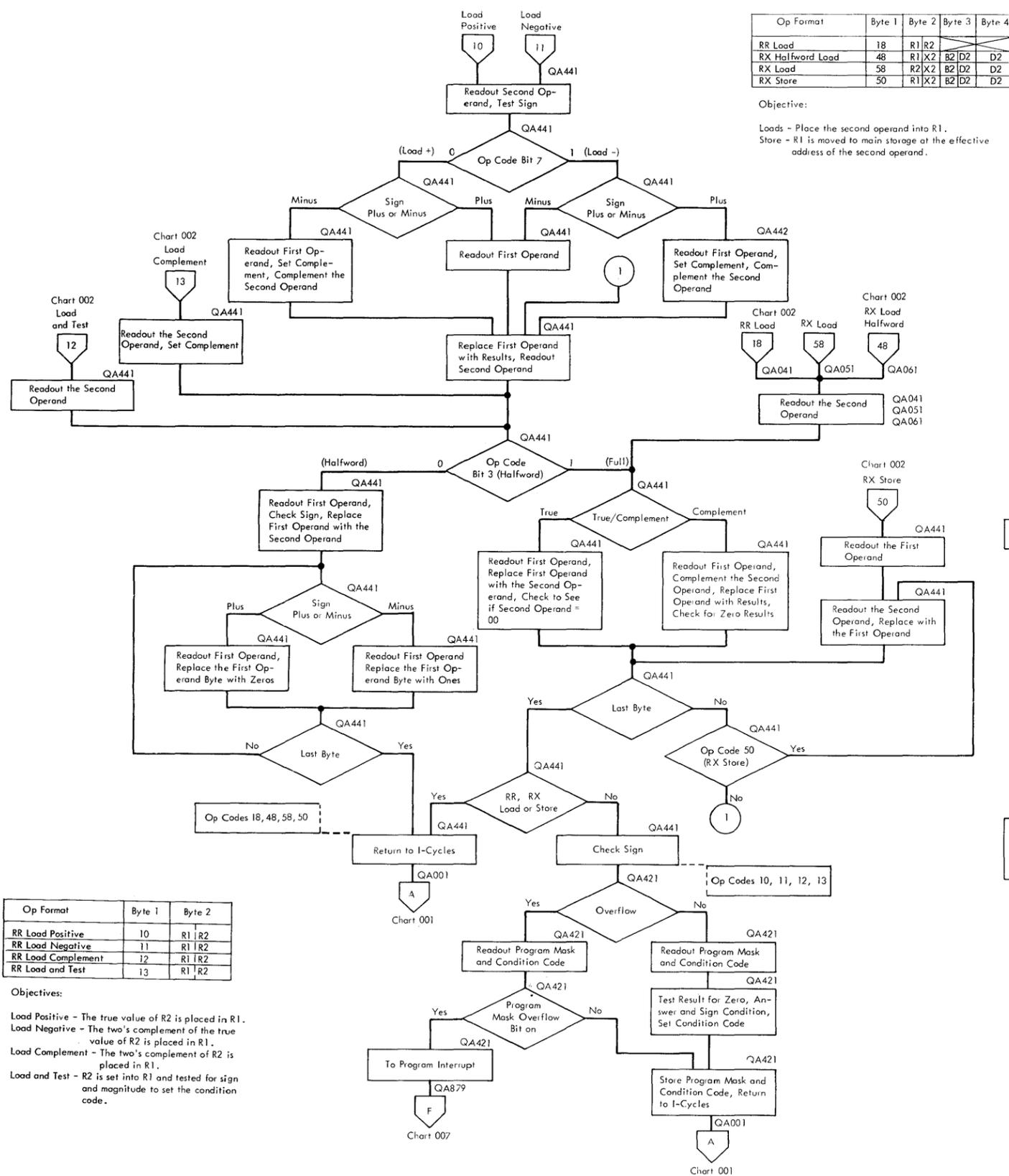
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3C	Multiply	030
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54	AND	004
55	Compare Logical	004
56	OR	004
57	Exclusive OR	004
58	Load	003
59	Compare	005
5A	Add	005
5B	Subtract	005
5C	Multiply	008
5D	Divide	009
5E	Add Logical	005
5F	Subtract Logical	005
60	Store	026
68	Load	027
69	Compare	028
6A	Add N	028
6B	Subtract N	028
6C	Multiply	030
6D	Divide	032
6E	Add U	028
6F	Subtract U	028
70	Store	026
78	Load	027
79	Compare	028
7A	Add N	028

Op	Name	Chart
7B	Subtract N	028
7C	Multiply	030
7D	Divide	032
7E	Add U	028
7F	Subtract U	028
80	Set System Mask	007
82	Load PSW	007
83	No Chart	---
84	No Chart	---
85	No Chart	---
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88	Shift Right SL	013
89	Shift Left SL	013
8A	Shift Right S	013
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8F	Shift Left D	013
90	Store Multiple	014
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95	Compare Logical	004
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D6	OR	015
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Op	Name	Chart
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F3	Unpack	019
F8	Zero and Add	020
F9	Compare	020
FA	Add	020
FB	Subtract	020
FC	Multiply	022
FD	Divide	024

Notes: Codes Not Shown Are Invalid and Cause a Program Interrupt.



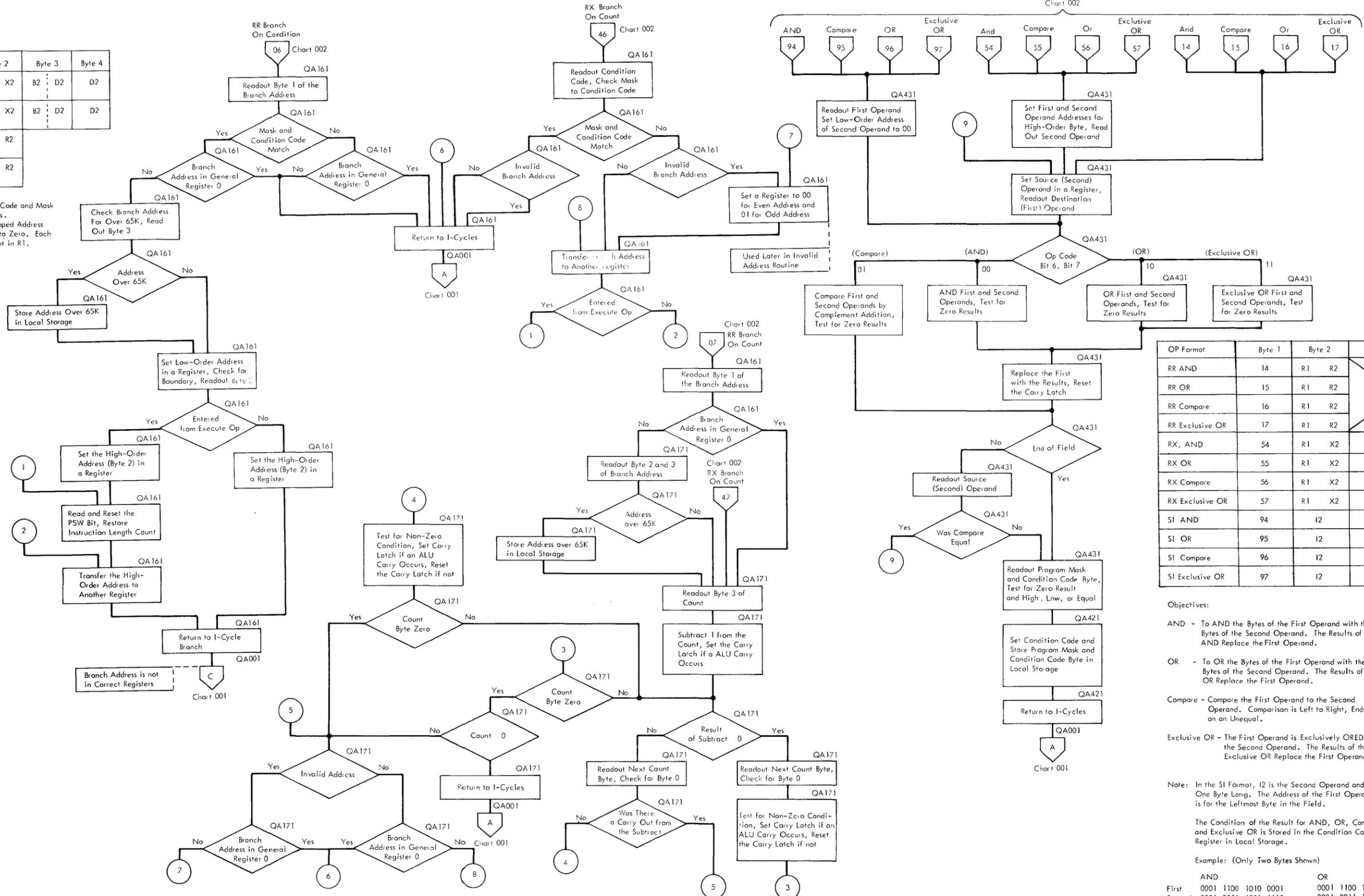


Op Format	Byte 1	Byte 2	Byte 3	Byte 4
RR Set Key	08	R1 R2		
RR Insert Key	09	R1 R2		
RX Store Half	40	R1 X2	B2 D2	D2
RX Load Address	41	R1 X2	B2 D2	D2
RX Store Char.	42	R1 X2	B2 D2	D2
RX Insert Char.	43	R1 X2	B2 D2	D2

Objective:
Set Key - Set the Storage Protect Key for main storage block addressed by R2 into the stack.
Insert Key - Read the Storage Protect Key for main storage block addressed by R2 and set into R1.
Store Halfword - To move the 16 low order bits of R1 to main storage addressed by the second operand.
Load Address - Set the effective address of the second operand into the low 24 bits of R1.
Store Character - Move byte 3 of R1 to main storage addressed by second operand.
Insert Character - The byte in main storage addressed by the second operand is set into byte 3 of R1.

OP Format	Byte 1	Byte 2	Byte 3	Byte 4
RX Branch On Condition	46	M1 X2	B2 D2	D2
RX Branch On Count	47	R1 X2	B2 D2	D2
RR Branch On Condition	06	M1 R2		
RR Branch On Count	07	R1 R2		

Objective:
 Branch On Condition: If Condition Code and Mask Match, Branch to Developed Address.
 Branch On Count: Branch to Developed Address Each Time Until Sum in R1 Is Equal to Zero. Each Time Through Subtract 1 from Amount in R1.



OP Format	Byte 1	Byte 2	Byte 3	Byte 4
RR AND	14	R1 R2		
RR OR	15	R1 R2		
RR Compare	16	R1 R2		
RR Exclusive OR	17	R1 R2		
RX, AND	54	R1 X2	B2	D2
RX OR	55	R1 X2	B2	D2
RX Compare	56	R1 X2	B2	D2
RX Exclusive OR	57	R1 X2	B2	D2
SI AND	94	I2	B1	D1
SI OR	95	I2	B1	D1
SI Compare	96	I2	B1	D1
SI Exclusive OR	97	I2	B1	D1

Objectives:
 AND - To AND the Bytes of the First Operand with the Bytes of the Second Operand. The Results of the AND Replace the First Operand.
 OR - To OR the Bytes of the First Operand with the Bytes of the Second Operand. The Results of the OR Replace the First Operand.
 Compare - Compare the First Operand to the Second Operand. Comparison is Left to Right, Ends on an Unequal.
 Exclusive OR - The First Operand is Exclusively ORED with the Second Operand. The Results of the Exclusive OR Replace the First Operand.

Note: In the SI Format, I2 is the Second Operand and is One Byte Long. The Address of the First Operand is for the Leftmost Byte in the Field.

The Condition of the Result for AND, OR, Compare, and Exclusive OR is Stored in the Condition Code Register in Local Storage.

Example: (Only Two Bytes Shown)

AND	OR
First 0001 1100 1010 0001	0001 1100 1010 0001
Second 0001 0011 1001 1110	0001 0011 1001 1110
Result 0001 0000 1000 0000	0001 1111 1011 1111

Compare	Exclusive OR
First 0001 1100 1010 0001	0001 1100 1010 0001
Second 0001 0011 1001 1110	0001 0011 1001 1110
Result 0001 1100 1010 0001	0000 1111 0011 1111

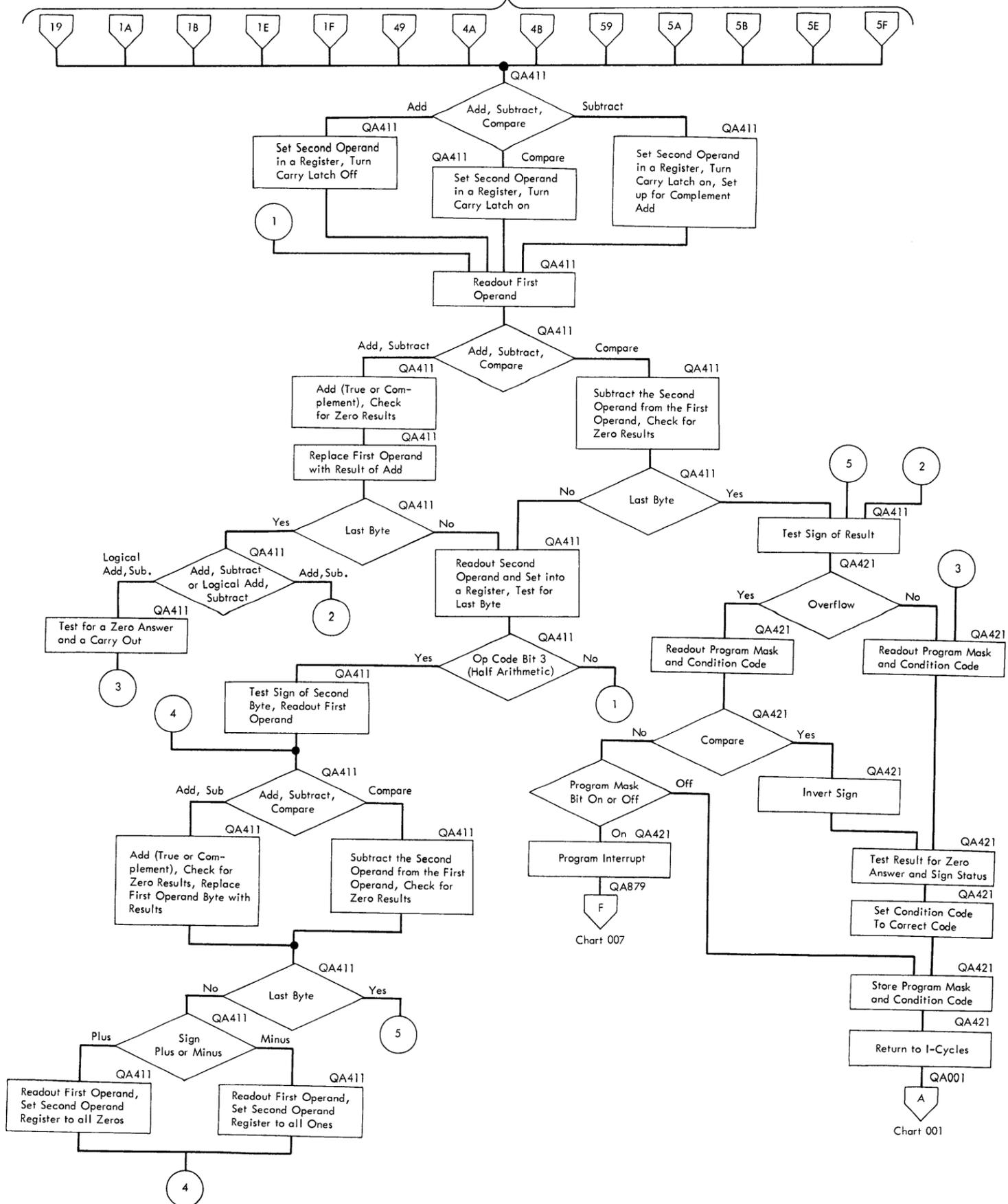
Complement Second Unequal
 Ends →

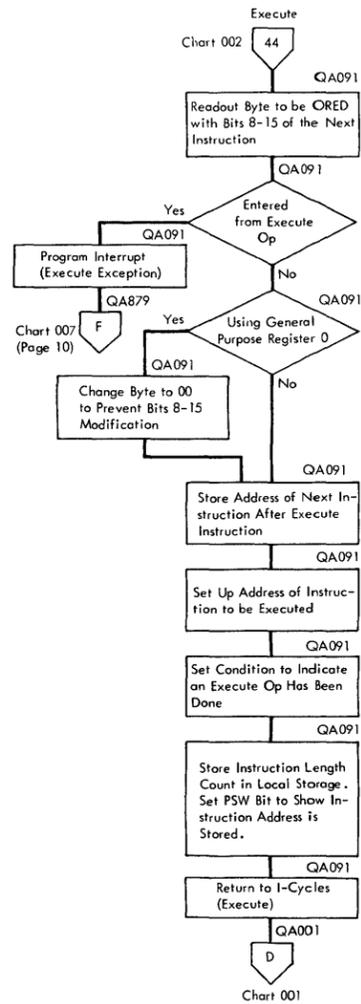
Op Format	Byte 1	Byte 2	Byte 3	Byte 4
RR Compare	19	R1 R2	X	
RR Add	1A	R1 R2		
RR Subtract	1B	R1 R2		
RR Add Logical	1E	R1 R2		
RR Subtract Log.	1F	R1 R2		
RX Half Compare	49	R1 X2	B2 D2	D2
RX Half Add	4A	R1 X2	B2 D2	D2
RX Half Subtract	4B	R1 X2	B2 D2	D2
RX Compare	59	R1 X2	B2 D2	D2
RX Add	5A	R1 X2	B2 D2	D2
RX Subtract	5B	R1 X2	B2 D2	D2
RX Add Logical	5E	R1 X2	B2 D2	D2
RX Subtract Log.	5F	R1 X2	B2 D2	D2

Objective:

- Add - The second operand is added to the first operand, and the sum is placed in the first operand location.
- Add Logical - Same as Add. The difference is in the setting of the condition code.
- Subtract - The second operand is subtracted from the first operand, and the difference is placed in the first operand location.
- Subtract Log. - Same as Subtract. The difference is in the setting of the condition code.
- Compare - The first operand is compared with the second operand, and the result determines the setting of the condition code.

Chart 002





Op Format	Byte 1	Byte 2	Byte 3	Byte 4
RR - Branch and Link	05	R1, R2		
RX - Branch and Link	45	R1, X2	B2, D2	D2
RX - Execute	44	R1, X2	B2, D2	D2
RS - Branch High	86	R1, R3	R2, D2	D2
RS - Branch Low/Eq.	87	R1, R3	R2, D2	D2

Objective:

Branch and Link - Store the Updated Rightmost 32 Bits of the Current PSW and Set the Branch Address into the Instruction Counter.

Execute -

Bits 8 - 15 of the Instruction at the Branch Address, Second Operand Effective Address, is Modified by OR'ING Byte 3 of R1 with Bits 8 - 15. The Instruction as Modified Will Now be Processed.

Branch High -

Add the Contents of R3 to R1 and is Compared to the Contents of R3 or R3+1. If the Compare is High, a Branch is Taken to the Effective Address of the Second Operand.

Branch Low/Equal - Same as Branch High only Branch on Equal or Low Compare.

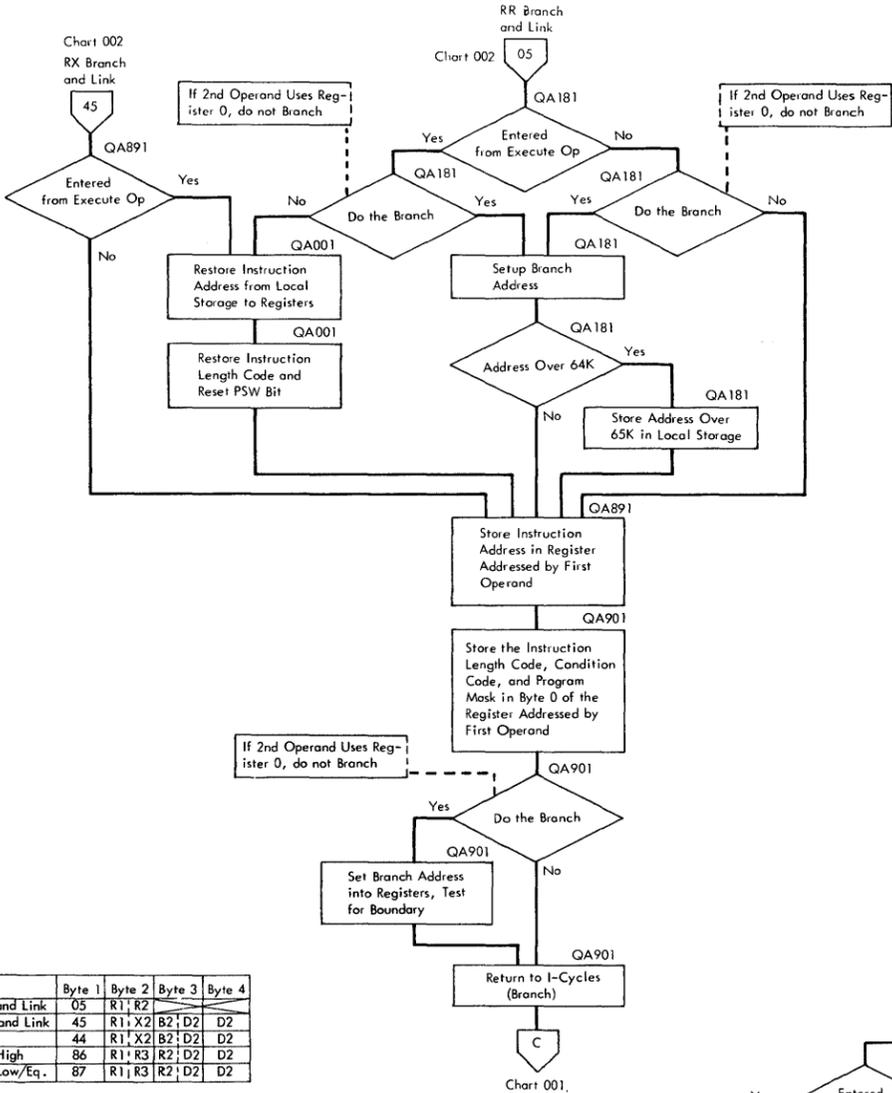


Chart 001.

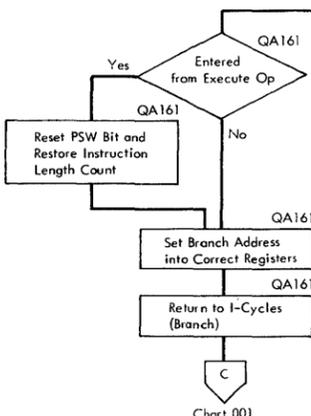
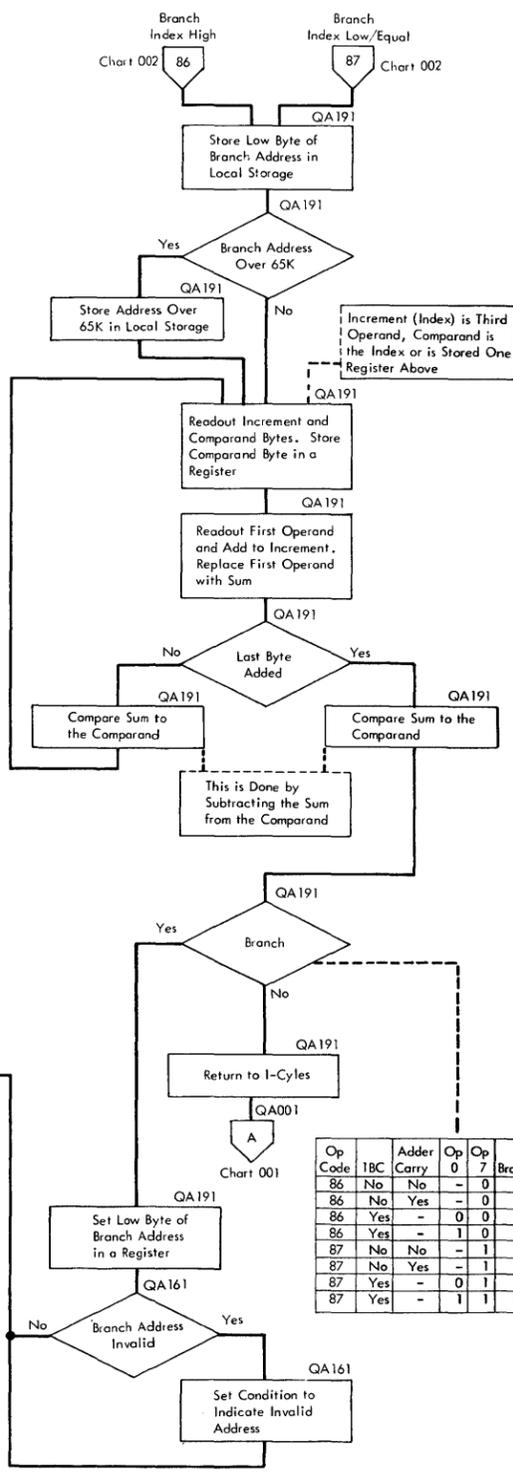


Chart 001



Op Code	IBC	Adder Carry	Op 0	Op 7	Branch
86	No	No	-	0	No
86	No	Yes	-	0	Yes
86	Yes	-	0	0	No
86	Yes	-	1	0	Yes
87	No	No	-	1	Yes
87	Yes	-	0	1	Yes
87	Yes	-	1	1	No

	Ist Operand	Increment	Comparand
Start	00 00 02 04	00 00 00 60	00 00 02 12
Finish	00 00 02 64	00 00 00 60	00 00 02 12

Low Order Byte Address: 23, 43, 53

Readout Low-Order Bytes, Add A to C, Subtract Sum of A+C from B. Replace 1st Operand Byte with Sum of A + C.

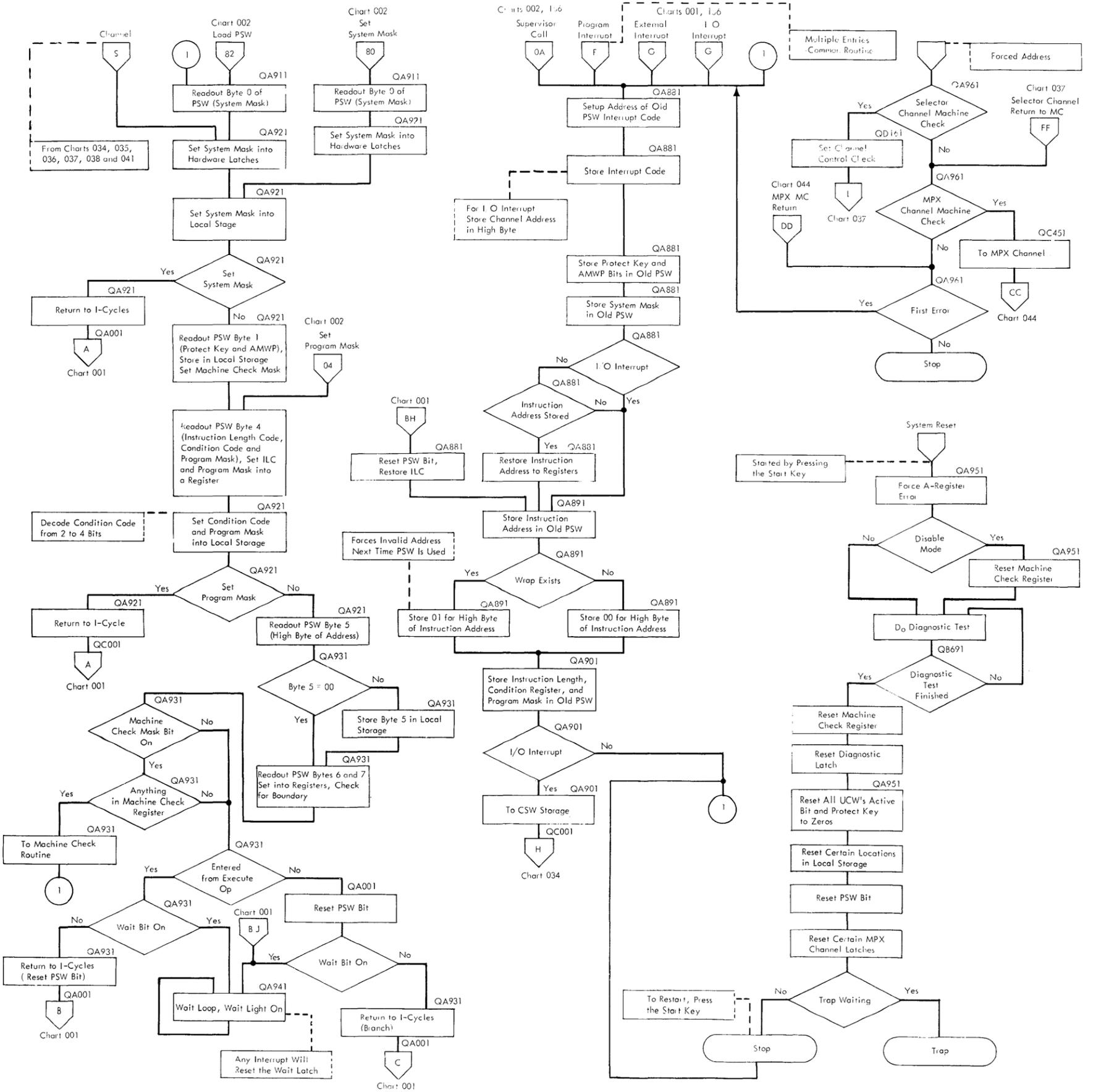
Ist Operand Address	Increment Address	Comparand Address	Register A	Register B	Register C	Ist Operand
2 3	4 3	5 3	-	-	-	00 00 02 04
Readout 4 3			6 0			
Readout 5 3				1 2		
Readout 2 3				No Carry A E	0 4	00 00 02 64
2 2	4 2	5 2				
Readout 4 2			0 0			
Readout 5 2				0 2		
Readout 2 2				No Carry F F	0 2	00 00 02 64
2 1	4 1	5 1				
Readout 4 1			0 0			
Readout 5 1				0 0		
Readout 2 1				No Carry F F	0 0	00 00 02 64
2 0	4 0	5 0				
Readout 4 0			0 0			
Readout 5 0				0 0		
Readout 2 0				No Carry F F	0 0	00 00 02 64

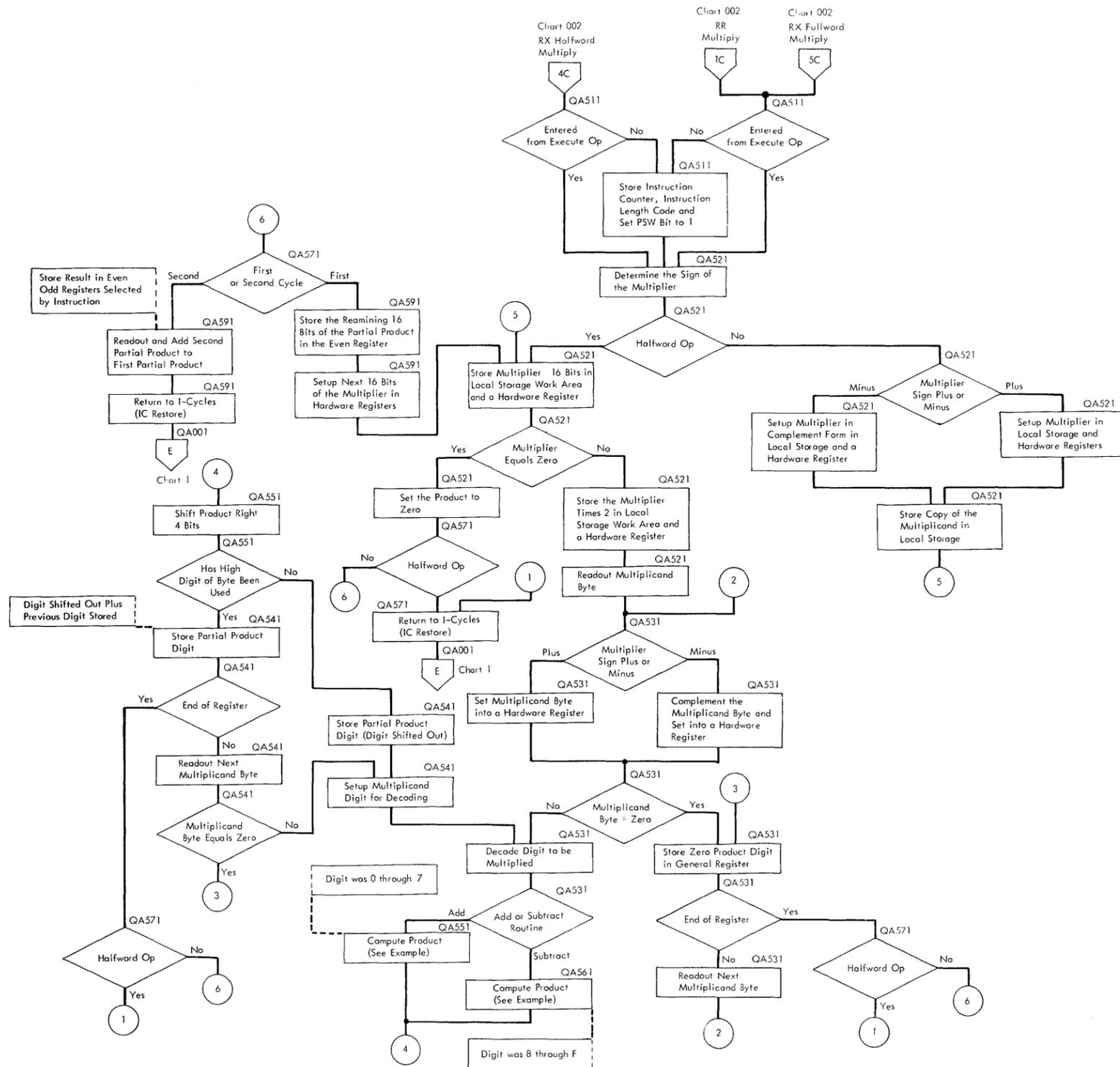
Check for a Carry from Bit 1 (in Example, Bit 1 Carry did not Occur) Now Add High 4 Bits of the Last Compare, B-(A+C), to Op Code.

Branch High	Branch Low/Equal
86 = 1000 0110	87 = 1000 0111
1111 0110 No Carry _{ry}	1111 0000 No Carry

Adder Carry 0111 0110

Branches are Now Taken on Result of this Add, Adder Carry and Op Bit 7, to Determine if the Branch is to be Taken. If a Carry from Bit 1 had Occurred then the Branch is Determined by Op Bit 0 and Op Bit 7 after the Add.





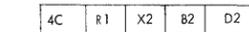
Multiply Examples:

Multiply Table

Multiplicand Digit	Multiplier Value
0	+0
1	+1X
2	+2X
3	+2X + 1X
4	+2X + 2X
5	+2X + 2X + 1X
6	+2X + 2X + 2X
7	+2X + 2X + 2X + 1X
8	-2X - 2X - 2X
9	-2X - 2X - 2X - 1X
A	-2X - 2X - 2X
B	-2X - 2X - 1X
C	-2X - 2X
D	-2X - 1X
E	-2X
F	-1X

This Same Table is Used for Add or Subtract. If the Last Cycle was a Subtract, Add One to the Multiplier Digit.

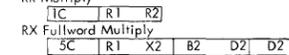
RX Halfword Multiply



Multiplier is 16 Bits
Multiplicand is 32 Bits
Product is 32 Bits

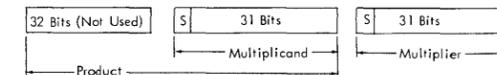
Operation is the Same as Fullword Except Only One Partial Product is Formed. The Low 32 Bits of This Product are Set into a Register as the Product. R1 can be an Even or Odd Numbered Register.

RR Multiply



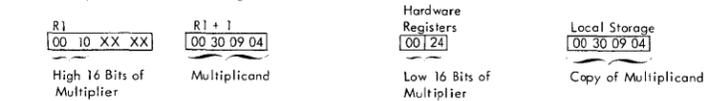
Multiplier is 32 Bits Long.
Multiplicand is 32 Bits Long.
Product is 64 Bits Long, Using Both R1 and R1+1.

R1 Even Register R1+1 Odd Register



To do a Full Word Multiply, Two Partial Products are Developed, then Added together to Form the Product. Example of Full Word Multiply. Multiplier = 00100024 Multiplicand = 00300904

1. Readout Multiplier, Complement if Minus. Put the High-Order 16 Bits into the 16 High-Order Bits of General Register Addressed by R1. Put Low-Order 16 Bits into Hardware Registers. Set a Copy of the Multiplier into Local Storage.



2. Setup in Local Storage and Hardware Register 1 Times and 2 Times the Low 16 Bits of the Multiplier
1X = 0024
2X = 0048

3. Develop the First Partial Product by Reading Out the Multiplier, Decoding each Digit and Adding or Subtracting the 1X or 2X of the Low Multiplier. The Product Digits Replace the Multiplier and the Low-Order 16 Bits of the Even Register. Put High 16 Bits of the Multiplier in the Hardware Registers.

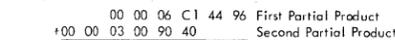


4. Setup in Local Storage and Hardware Registers 1 Times and 2 Times the High 16 Bits of the Multiplier.
1X = 0010
2X = 0020

5. Develop the Second Partial Product by Reading Out the Copy of the Multiplier, Decoding Each Digit and Adding or Subtracting the 1X or 2X of the High Multiplier. The Second Product Digits Replaces the Multiplier Copy and the High 16 Bits are Stored in Hardware Registers.



6. Add the Second Partial Product to the First Partial Product. The Second Partial Product is Shifted the Correct Amount. Result is Set into the Even and Odd Registers Selected by R1.

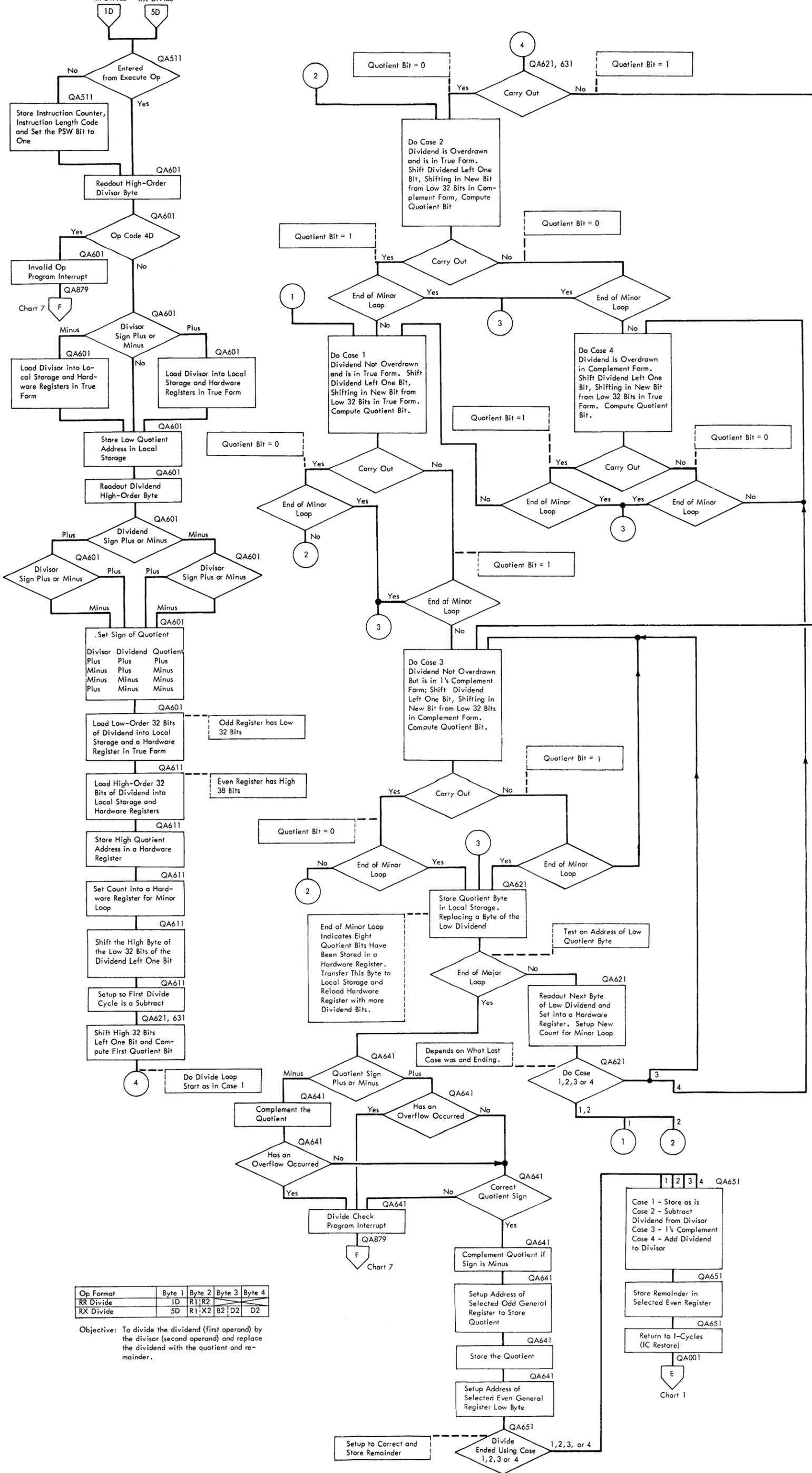


The Multiplier is Found in R2 or at the Effective Address in Main Storage.

The General Register Addressed by R1 must be an Even Number Register. The Multiplier is Found in the Odd Register After R1. Example: R1 Addresses General Register 6, the Multiplier is in General Register 7.

The Product Replaces the Multiplier.

Chart 002
RR Divide RX Divide



Op Format	Byte 1	Byte 2	Byte 3	Byte 4
RR Divide	1D	R1 R2	B2 D2	D2
RX Divide	5D	R1 X2	B2 D2	D2

Objective: To divide the dividend (first operand) by the divisor (second operand) and replace the dividend with the quotient and remainder.

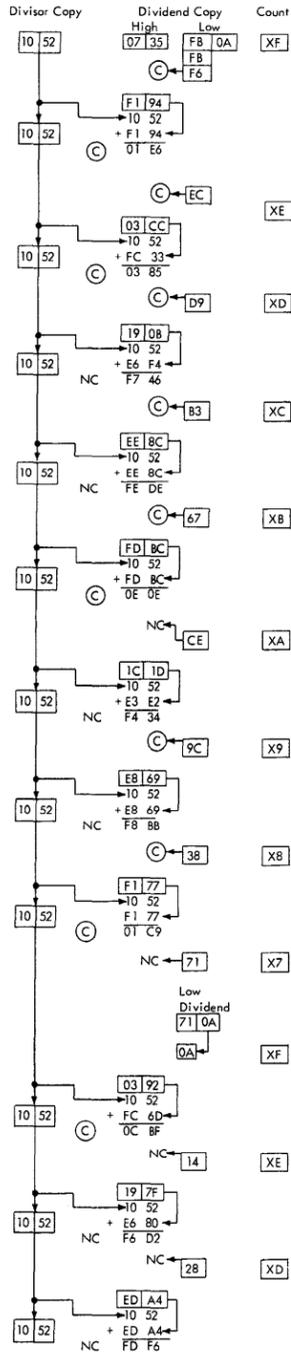
Note: For this example, assume a divisor of 16 bits and a dividend of 32 bits. This is done to shorten the example but still show how the quotient is developed.

1. Divisor = 1052. The divisor is readout of its General Register or Main Storage location and copied into Local Storage and a hardware register.
2. Signs. Check sign of divisor and dividend and set quotient sign. In example, both signs are plus, so the quotient sign is plus.
3. Dividend = 0735FB0A. The dividend is located in two General Registers. The high dividend in the even-numbered register and the low dividend in the odd-numbered register. The dividend is readout and the two parts, high and low, are copied into Local Storage and hardware registers.
4. Quotient. The quotient is developed 1 bit at a time and set into a hardware register until the end of a minor loop. Then it is placed in local storage.

Note: Shifting of the dividend uses the copy in local storage work area. The 4 low bits of a hardware register are set to F to be used in the minor loop count. When the 4 low bits equal 7, the minor loop is ended.

Note: Setup to start as in case 1.

5. Set high byte of low dividend into a hardware register.
6. Shift byte left 1 bit.
7. Add carry in high dividend, shift left 1 bit and do 1's complement.
8. Add complemented high dividend to divisor to compute quotient bit and new high dividend.
 - Case 1, Carry out = Quotient bit 0 and do case 2.
9. Shift byte left 1 bit and set quotient bit in low-order position, subtract 1 from count.
10. Add carry in high dividend, shift left 1 bit.
11. Subtract dividend from divisor.
 - Case 2, Carry out = Quotient bit 1 and do case 1.
12. Shift byte left 1 bit and set quotient bit in. Subtract 1 from count.
13. Add carry in high dividend, shift left 1 bit.
14. Subtract dividend from divisor.
 - Case 1, No Carry = Quotient bit 1 and do case 3.
15. Shift byte left 1 bit and set quotient bit in. Subtract 1 from count.
16. Add carry in high dividend, Shift left 1 bit.
17. Add dividend to divisor.
 - Case 3, No carry = Quotient bit 1 and do case 3.
18. Shift byte left 1 bit and set quotient bit in. Subtract 1 from count.
19. Add carry in high dividend, Shift left 1 bit.
20. Add dividend to divisor.
 - Case 3, Carry out = Quotient bit 0 and do case 2.
21. Shift byte left 1 bit and set quotient bit in. Subtract 1 from count.
22. Shift high dividend left 1 bit.
23. Subtract dividend from divisor.
 - Case 2, No Carry = Quotient bit 0 and do case 4.
24. Shift byte left 1 bit and set quotient bit in. Subtract 1 from count.
25. Add carry in high dividend, Shift left 1 bit.
26. Add dividend to divisor.
 - Case 4, No Carry = Quotient bit 0 and do case 4.
27. Shift byte left 1 bit and set quotient bit in. Subtract 1 from count.
28. Add carry in high dividend, Shift left 1 bit.
29. Add dividend to divisor.
 - Case 4, Carry out = Quotient bit 1 and do case 1.
30. Shift byte left 1 bit and set quotient bit in. Subtract 1 from count.
31. Count has gone to 7. End of minor loop. A quotient byte is in the hardware register. The quotient byte is set into local storage replacing the high byte of the low dividend copy. The low byte of the low dividend is placed in the hardware register for shifting and the count is set to F for the next minor loop.
32. Shift high dividend left 1 bit.
33. Subtract dividend from divisor.
 - Case 1, Carry out = Quotient bit 0 and do case 2.
34. Shift byte left 1 bit and set quotient bit in. Subtract 1 from count.
35. Shift high dividend left 1 bit.
36. Subtract dividend from divisor.
 - Case 2, No Carry = Quotient bit 0 and do case 4.
37. Shift byte left 1 bit and set quotient bit in. Subtract 1 from count.
38. Shift high dividend left 1 bit.
 - Case 4, No Carry = Quotient bit 0 and do case 4.



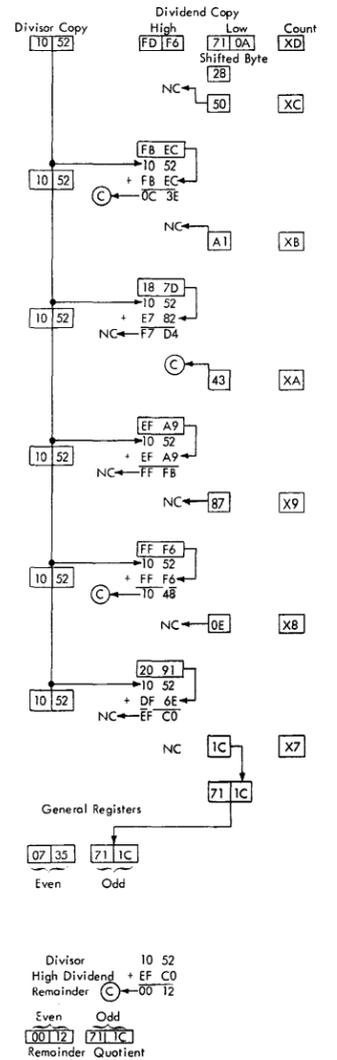
Do case 4.

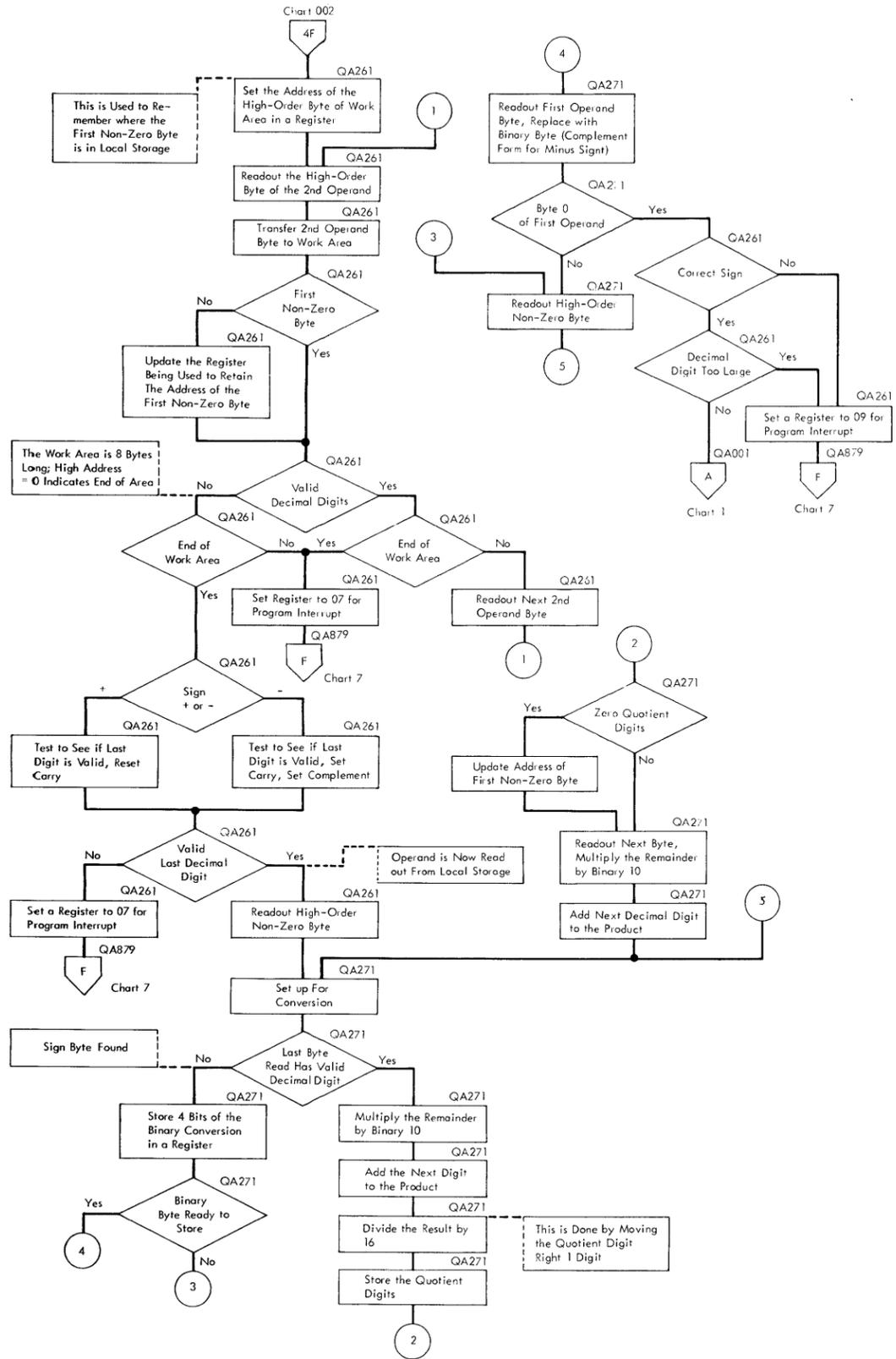
40. Shift byte left 1 bit. Set quotient bit in and subtract 1 from count.
41. Shift high dividend left 1 bit.
42. Add dividend to divisor.
 - Case 4, Carry out = Quotient bit 1 and do case 1.
43. Shift byte left 1 bit. Set quotient bit in and subtract 1 from count.
44. Shift high dividend left 1 bit.
45. Subtract dividend from divisor.
 - Case 1, No Carry = Quotient bit 1 and do case 3.
46. Shift byte left 1 bit. Set quotient bit in and subtract 1 from count.
47. Shift high dividend left 1 bit.
48. Add dividend to divisor.
 - Case 3, No Carry = Quotient bit 1 and do case 3.
49. Shift byte left 1 bit. Set quotient bit in and subtract 1 from count.
50. Shift high dividend left 1 bit.
51. Add dividend to divisor.
 - Case 3, Carry out = Quotient bit 0 and do case 2.
52. Shift byte left 1 bit. Set quotient bit in and subtract 1 from count.
53. Shift high dividend left 1 bit.
54. Subtract dividend from divisor.
 - Case 2, No Carry = Quotient bit 0 and do case 4.
55. Shift byte left 1 bit. Set quotient bit in and subtract 1 from count.
56. Count has gone to 7. End of minor loop. Set quotient byte into low byte of low dividend. Address of low quotient byte has been reached indicating end of major loop. Check signs and set the quotient into the odd numbered general register.
58. The remainder is developed and set into the even numbered general register. The correct sign is set for the remainder. In the example, we ended in case 4. Case 4 causes the high dividend that has been developed to be added to the divisor. The result is the remainder.

The even/odd general registers have been set with the remainder and quotient with proper sign and divide is ended.

Note: The divisor and dividend in actual form would be:

Divisor 00001052
 Dividend 000000000735FB0A
 The Quotient would be: Even Odd
 Quotient 0000012000711C





Instruction

Format	Byte 0	Byte 1	Byte 2	Byte 3
RX	4F	R1 X2	B2	D 2

First Operand

Start	XX	XX	XX	XX
Finish	00	00	11	61

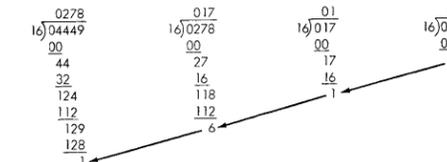
Second Operand - Main Storage

Byte	Byte 0	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6	Byte 7
Digits	00	00	00	00	00	04	44	9C

Work Area - Local Storage

Load	00	00	00	00	00	04	44	9C
Finish	00	00	00	00	00	00	00	0C

The convert to binary routine works something like a manual conversion of decimal to binary (hexadecimal). Example:



(Hex) 1161 0001 0001 0110 0001 (Binary)
By successively dividing the decimal number by 16 and using the remainder the hexadecimal number 1161 is developed.

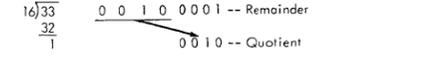
The 2030 converts a decimal number to a binary number by multiplying each digit by binary 10 and then adding the next digit to the product. Then this result is divided by 16. The Quotient is stored and the Remainder is multiplied by 10. This continues until the number has been converted.

In the example to the right, the register numbers are for example only. The work area has been loaded and R4 has the location of the first high-order non-zero byte.

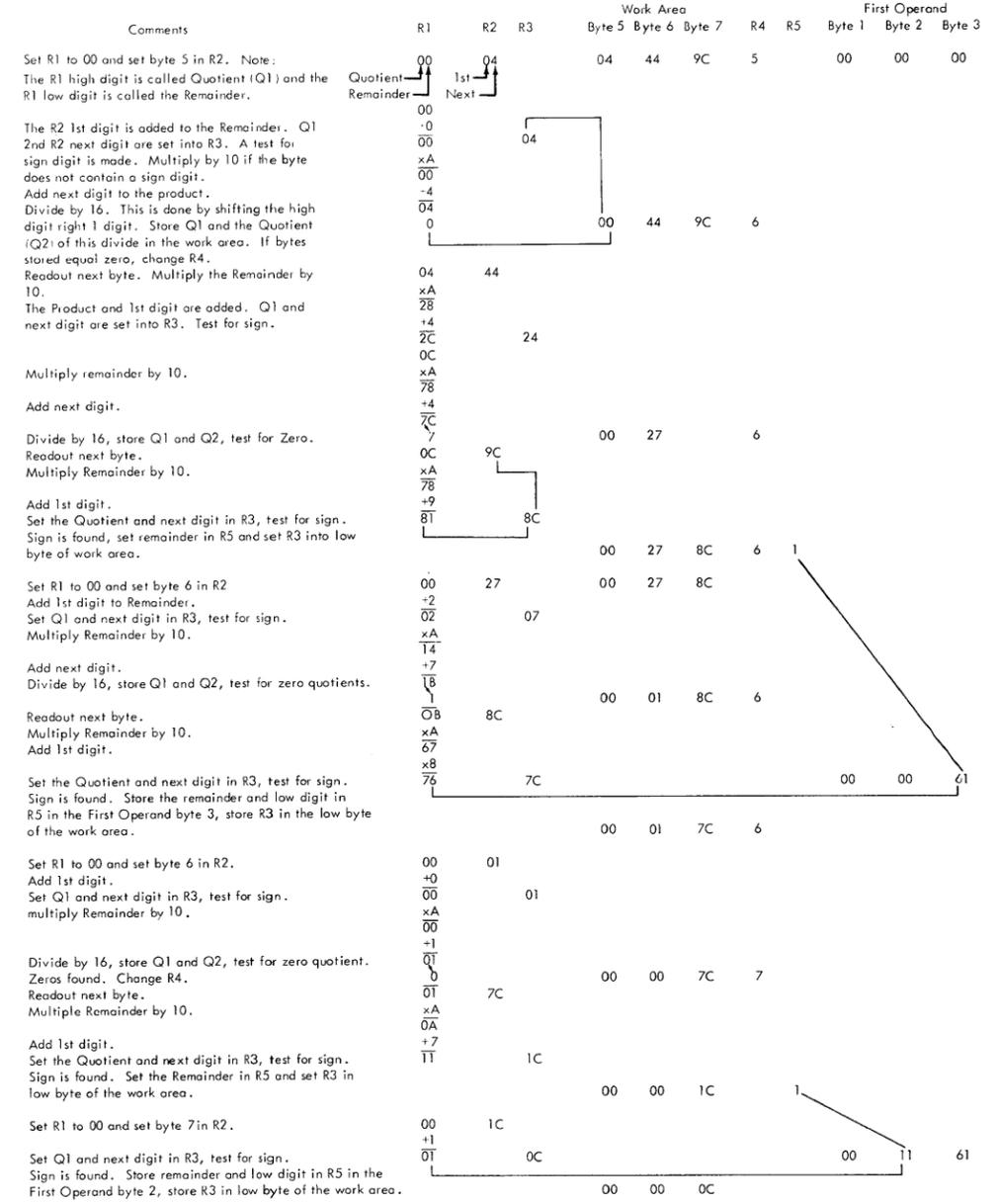
To multiply a digit by binary 10, shift the number left 3 times (by adding). Then add the result of the first shift to the third shift---



To divide a digit by 16, the digit is shifted 1 digit to the right.

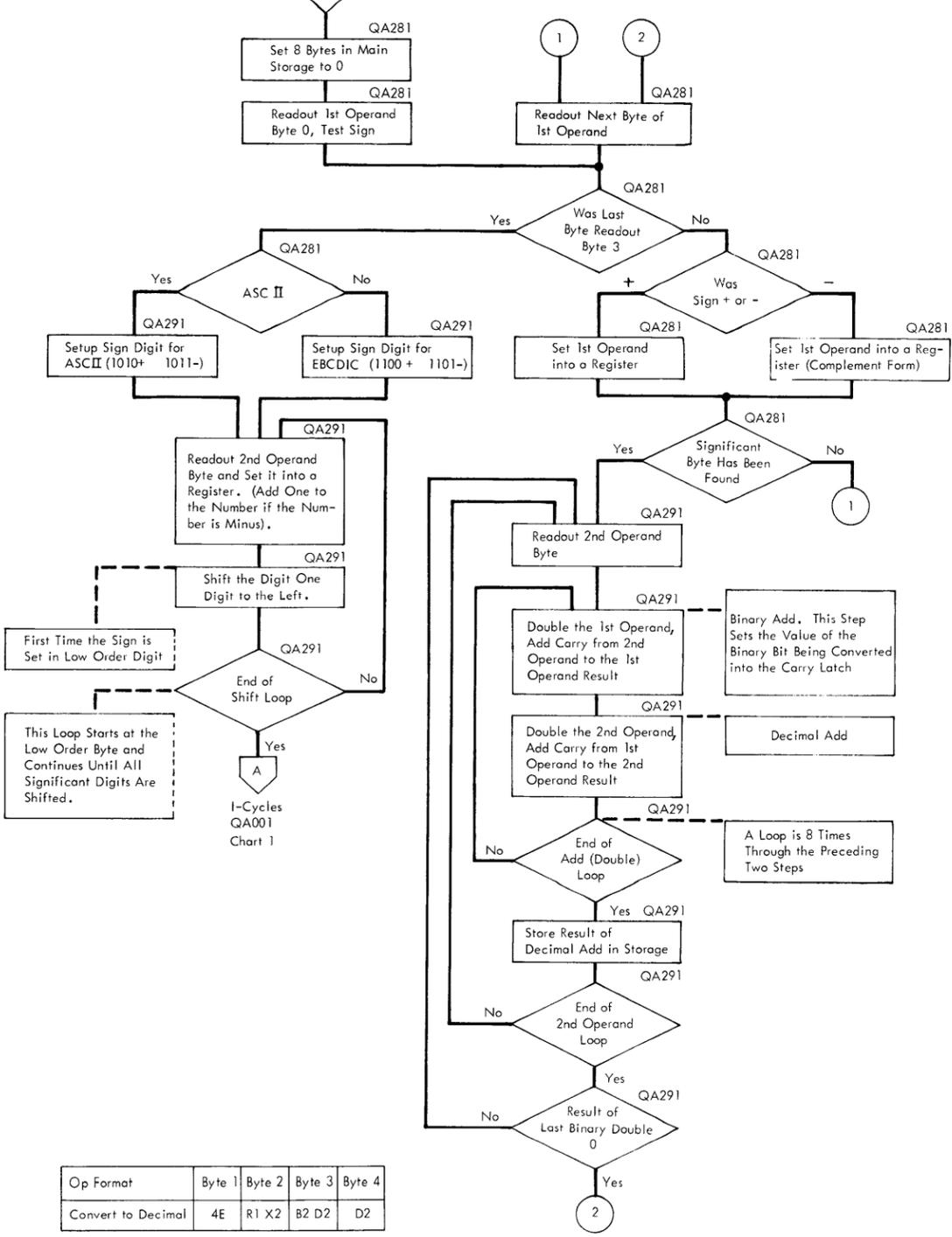


In Example R1, 2, and 3 are used to convert the number. R4 retains the work area byte with the first significant digit. R5 hold the low four bits of each convert byte for storing complete byte.



The number has been converted, but the loop continues until the first operand remaining bytes have been set to 00.

4E Chart 002



Op Format	Byte 1	Byte 2	Byte 3	Byte 4
Convert to Decimal	4E	R1 X2	B2 D2	D2

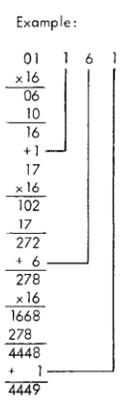
First Operand

Byte 0	Byte 1	Byte 2	Byte 3
00	00	11	61

Second Operand

	Byte 0	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6	Byte 7
Zeroed	00	00	00	00	00	00	00	00
Added	00	00	00	00	00	00	44	49
Shifted	00	00	00	00	00	04	44	9C

To Manually Convert the Hexadecimal Number 1161 to Decimal, multiply each Digit by 16, then Add the Next Digit to the Product. The Sum is Multiplied by 16 and the Next Digit Added, etc.



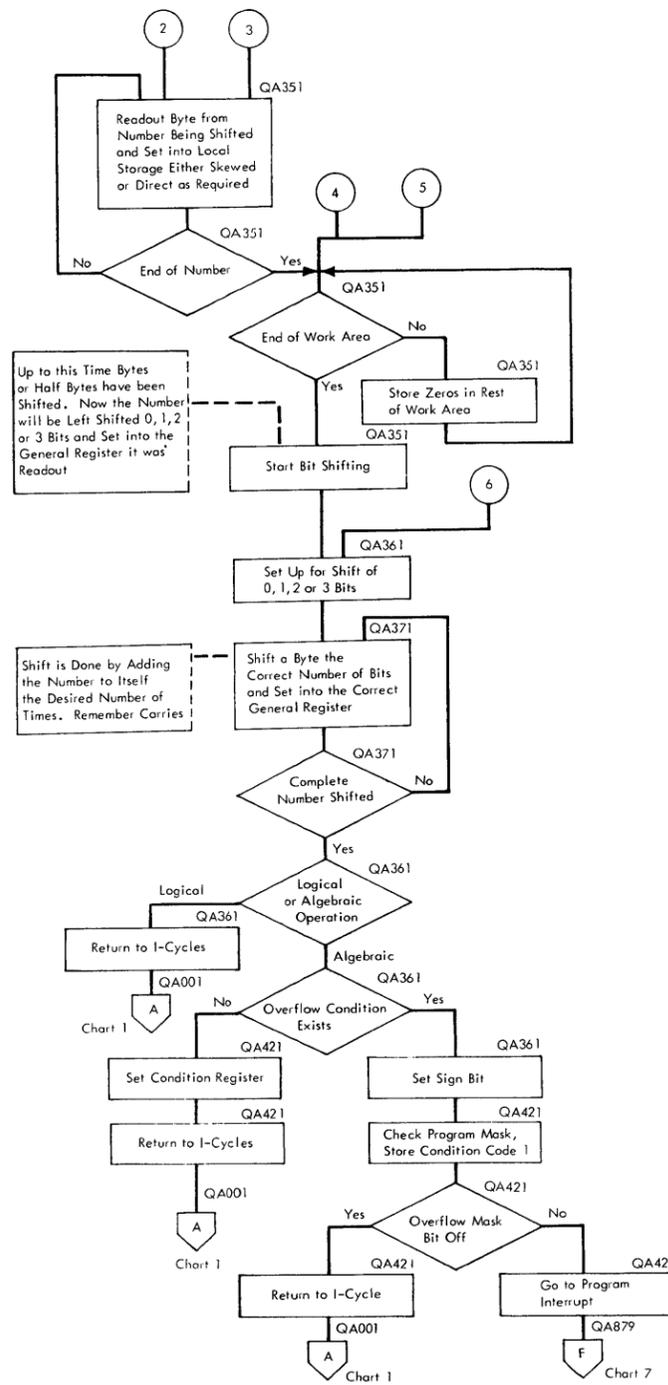
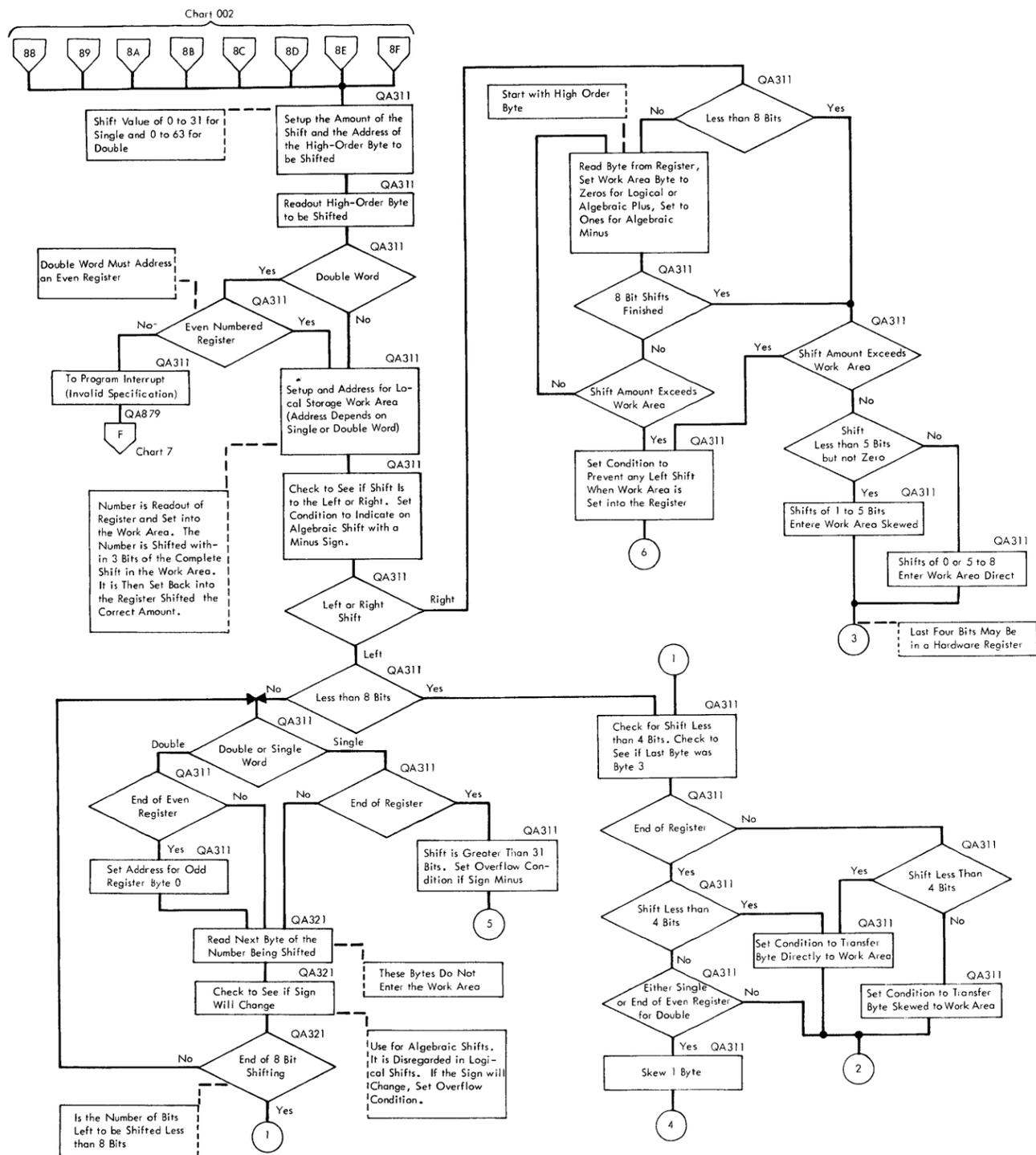
The Operation in the 2030 is Similar to the Manual Operation. Each Byte is Doubled Eight Times. Whenever a Carry Occurs from the ALU During the Binary Add, it is Set into a Register and is Decimally Added to Itself. Any Carry during a Decimal Add is Added to the Result of the Next Binary Add. This Continues until the Binary Number is Converted to a Decimal Number. The Decimal Number is then Shifted Left One Digit so the Correct Sign can be Stored in the Low Order Digit of the Low Order Byte.

In the Example at the Right, the Register Numbers are for this Example Only. The 2nd Operand has been Set to all Zeros and the 1st Significant Byte of the 1st Operand is in R1. Note: RX is shown in Binary Form while RY and the 2nd Operand are shown in Decimal.

Carry	Binary Add Register X	Carry	Decimal Add Register Y	Storage - 8 Bytes 2nd Operand
	0001 0001		0 0	0000000000000000
	0001 0001		0 0	
	0010 0010		0 0	
	0100 0100		0 0	
	0100 0100		0 0	
	1000 1000		0 0	
1	0001 0000		0 0	
	0001 0000		0 1	
	0010 0000		0 1	
	0010 0000		0 2	
	0100 0000		0 2	
	0100 0000		0 4	
	1000 0000		0 4	
	1000 0000		0 8	
1	0000 0000		0 8	
			1 7	
			1 7	0000000000000017
	0000 0000		0 0	
	0000 0000		0 0	
	End of Add Loop, End of 2nd Operand Loop, and Result of Binary Add - 0			
	Readout Byte 3			
	0110 0001		1 7	
	0110 0001		1 7	
	1100 0010		3 4	
1	1000 0100		3 4	
			1	
	1000 0100		6 9	
1	0000 1000		6 9	
			1	
	0000 1000		3 9	
	0001 0001		3 9	
			7 8	
	0001 0001		7 8	
	0010 0010		5 6	
	0010 0010		5 6	
	0100 0101		5 6	
	0100 0101		1 2	
	1000 1011		1 2	
	1000 1011		2 4	
1	0001 0110		2 4	
			1	
			4 9	0000000000000049
	0001 0110		0 0	
	0010 1100		0 0	
	0010 1100		0 0	
	0101 1000		0 0	
	0101 1000		0 0	
1	0110 0000		0 0	
			1	
	0110 0000		0 1	
	1100 0000		0 1	
	1100 0000		0 2	
1	1000 0000		0 2	
			1	
	1000 0000		0 5	
1	0000 0000		0 5	
			1	
	0000 0000		1 1	
	0000 0000		1 1	
	0000 0000		2 2	
	0000 0000		2 2	
			4 4	0000000000000449
	0000 0000		0 0	
	0000 0000		0 0	
	0101 1000		0 0	
	1011 0000		0 0	
1	0110 0000		0 0	
			1	
	0110 0000		0 1	
	1100 0000		0 1	
	1100 0000		0 2	
1	1000 0000		0 2	
			1	
	1000 0000		0 5	
1	0000 0000		0 5	
			1	
	0000 0000		1 1	
	0000 0000		1 1	
	0000 0000		2 2	
	0000 0000		2 2	
			4 4	0000000000000449

Register X	Register Y	Register Z	Storage
F C	4 9	4 9	0000000000004449
0 4	9 C		000000000000449C
0 4	4 4	4 4	000000000000449C
0 4	4 4	4 4	000000000000449C
0 0	0 0	0 0	000000000000449C
0 0	0 4		000000000000449C

End of Shift Loop



Note: All Examples Show a Single Word Shift.

Shift Left 3 Logical Single
General Register Start
Work Area

General Register Finished

Transfer to Work Area Direct. Shift of 3 is Accomplished by Adding the Byte to Itself. Three Times and Remembering Carries.

Shift Left 10 Algebraic +
General Register Start

Work Area
General Register Finished

Transfer to Work Area Direct but Shift 8 Bits. Add on 1 Byte of Zeros. Transfer Back to General Register, Shifted 2 Bits.

Shift Left 12 Algebraic -
General Register Start

Work Area
General Register Finished

Transfer to Work Area Skewed Shifted 12 Bits. Add Low-Order Zeros. Register Direct.

Shift Right 3 Logical Single
General Register Start

Work Area
General Register Finished

These Four Bits are held in a Hardware Register after First Shift. Transfer to Work Area Skewed. Low 4 Bits Shifted Out. Add High-Order Zeros. Transfer Back to General Register, Shifted 1 Bit.

Shift Right 12 Algebraic -
General Register Start

Work Area
General Register Finished

These Four Bits are held in a Hardware Register. Transfer to Work Area Skewed. Shift 12 Bits. Add High-Order Ones.

Shift Right 5 Logical Single
General Register Start
Work Area

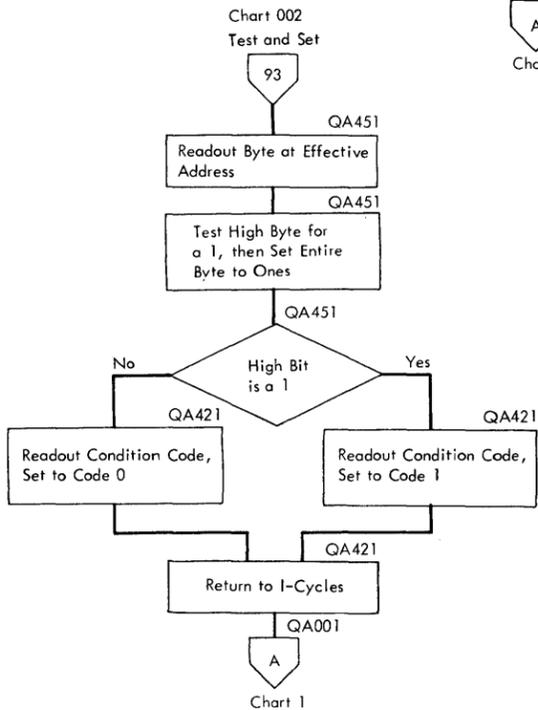
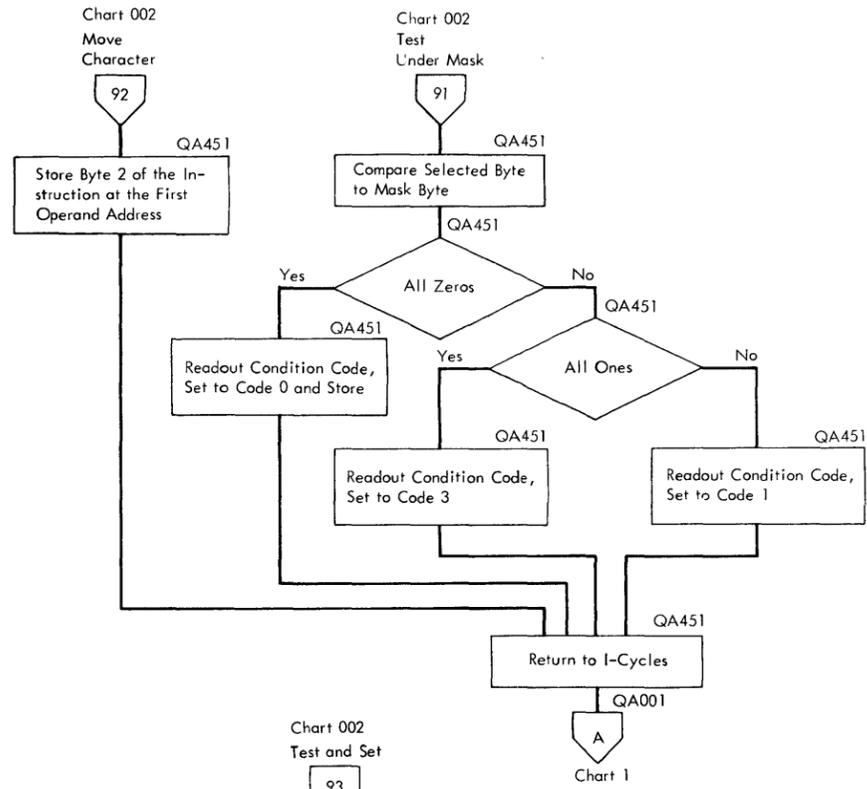
General Register Finished

This Byte held in a Hardware Register. Transfer to Work Area Direct but Shifted 8 Bits. Add High-Order Zeros. Transfer Back to General Register. Shift Left 3 Bits. Three Low-Order Bits are Determined by Byte in Hardware Register.

Op Format	Byte 1	Byte 2	Byte 3	Byte 4
Right Single Log.	8 8	R1	B2 D2	D2
Left Single Log.	8 9	R1	B2 D2	D2
Right Single Alg.	8 A	R1	B2 D2	D2
Left Single Alg.	8 B	R1	B2 D2	D2
Right Double Log.	8 C	R1	B2 D2	D2
Left Double Log.	8 D	R1	B2 D2	D2
Right Double Alg.	8 E	R1	B2 D2	D2
Left Double Alg.	8 F	R1	B2 D2	D2

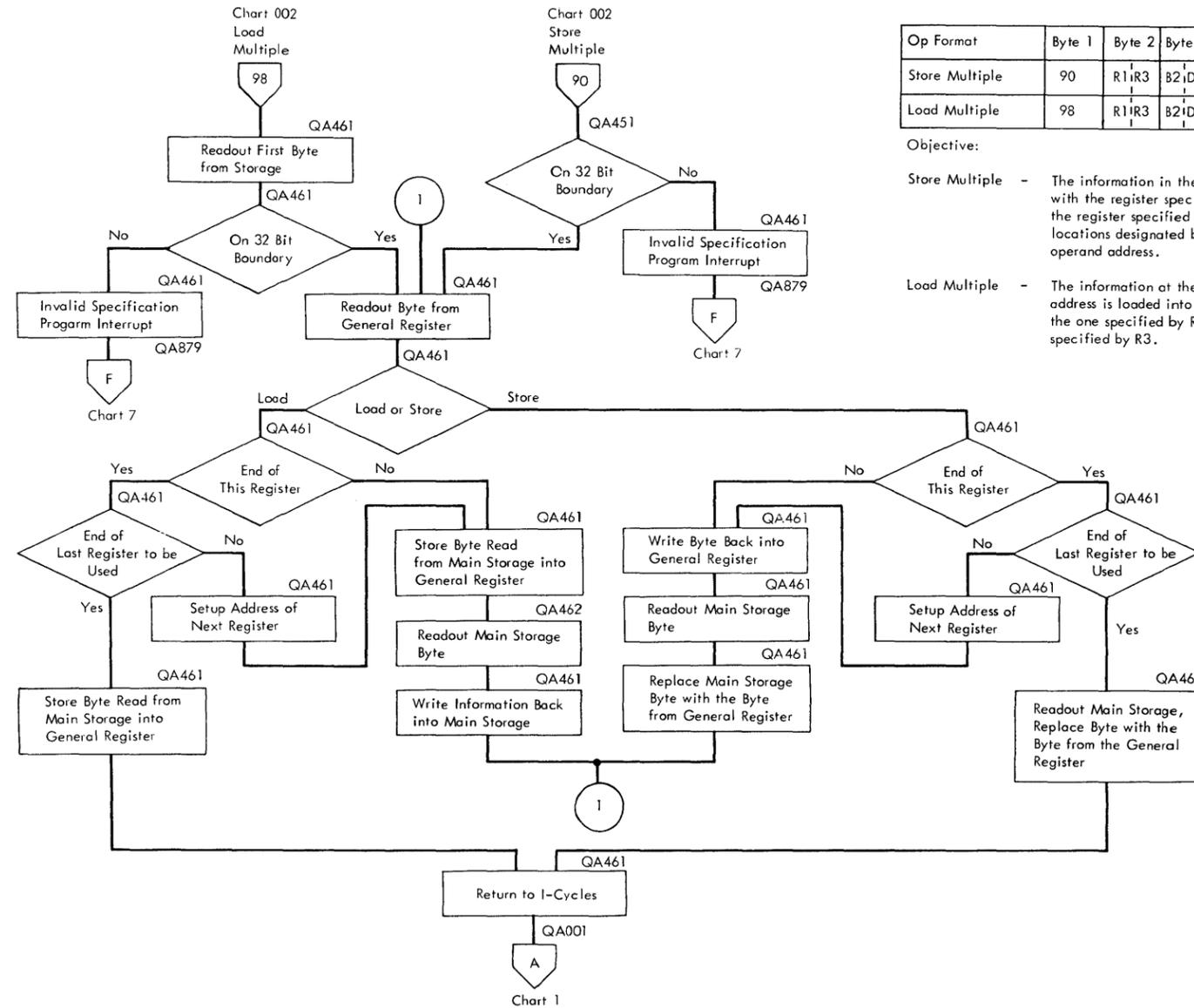
Objective:

Shifts - To Obtain a Binary Value of the Second Operand Effective Address Low Order Six Bits. Example - 001011 = 11. Then shift the First Operand Either Left or Right that Amount. If the Shift is Algebraic, the Condition Code is Set.



Op Format	Byte 1	Byte 2	Byte 3	Byte 4
SI Test and Set	91	I2	B1'D1	D1
SI Test Under Mask	92	I2	B1'D1	D1
SI Move Character	93	I2	B1'D1	D1

Objective:
 Test and Set - Test the high-order bit of the byte at the effective address and set condition code.
 Test Under Mask - The byte of immediate data, I2, is used as a eight-bit mask. The bits of the mask are made to correspond one for one with the bits of the byte in storage specified by the first operand effective address.
 Move Character - The second operand, one eight-bit byte, is placed at the effective address of the first operand.



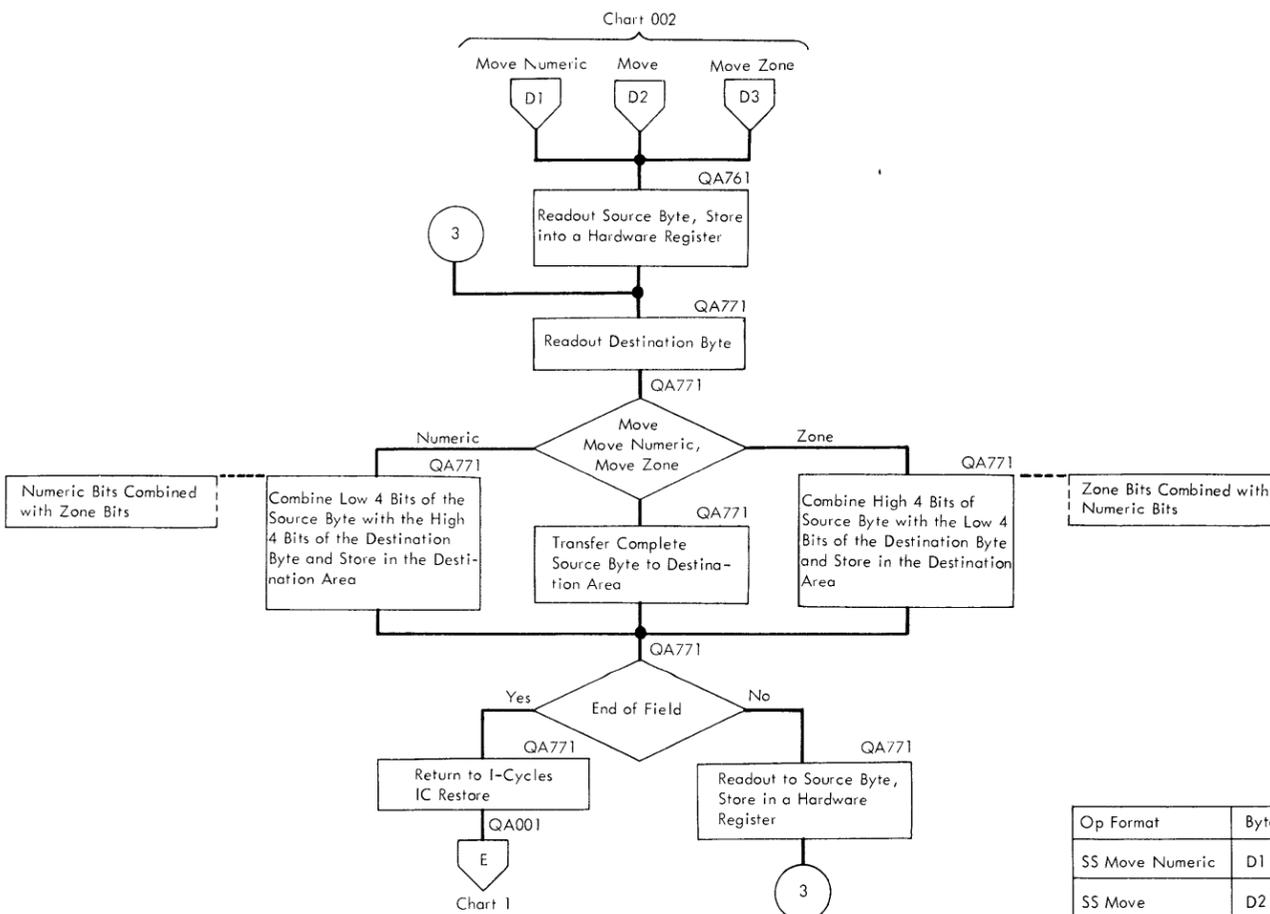
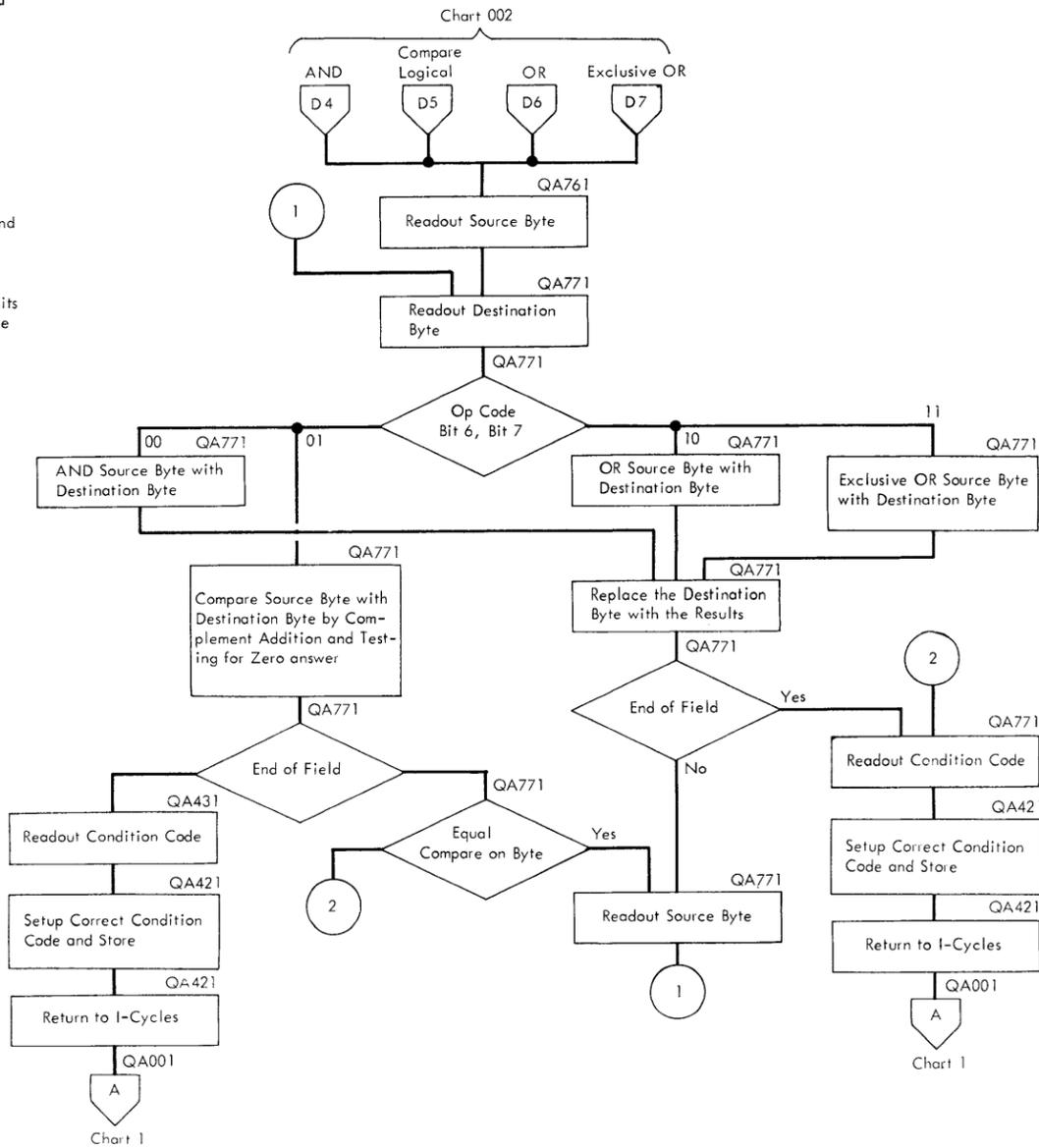
Op Format	Byte 1	Byte 2	Byte 3	Byte 4
Store Multiple	90	R1'R3	B2'D2	D2
Load Multiple	98	R1'R3	B2'D2	D2

Objective:
 Store Multiple - The information in the general register starting with the register specified by R1 and ending with the register designated by R3 is stored at the locations designated by the effective second operand address.
 Load Multiple - The information at the effective second operand address is loaded into general register starting with the one specified by R1 and ending with the one specified by R3.

Op Format	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6
SS AND	D4	L	B1 D1	D1	B2 D2	D2
SS Compare	D5	L	B1 D1	D1	B2 D2	D2
SS OR	D6	L	B1 D1	D1	B2 D2	D2
SS Exclusive OR	D7	L	B1 D1	D1	B2 D2	D2

Objective:

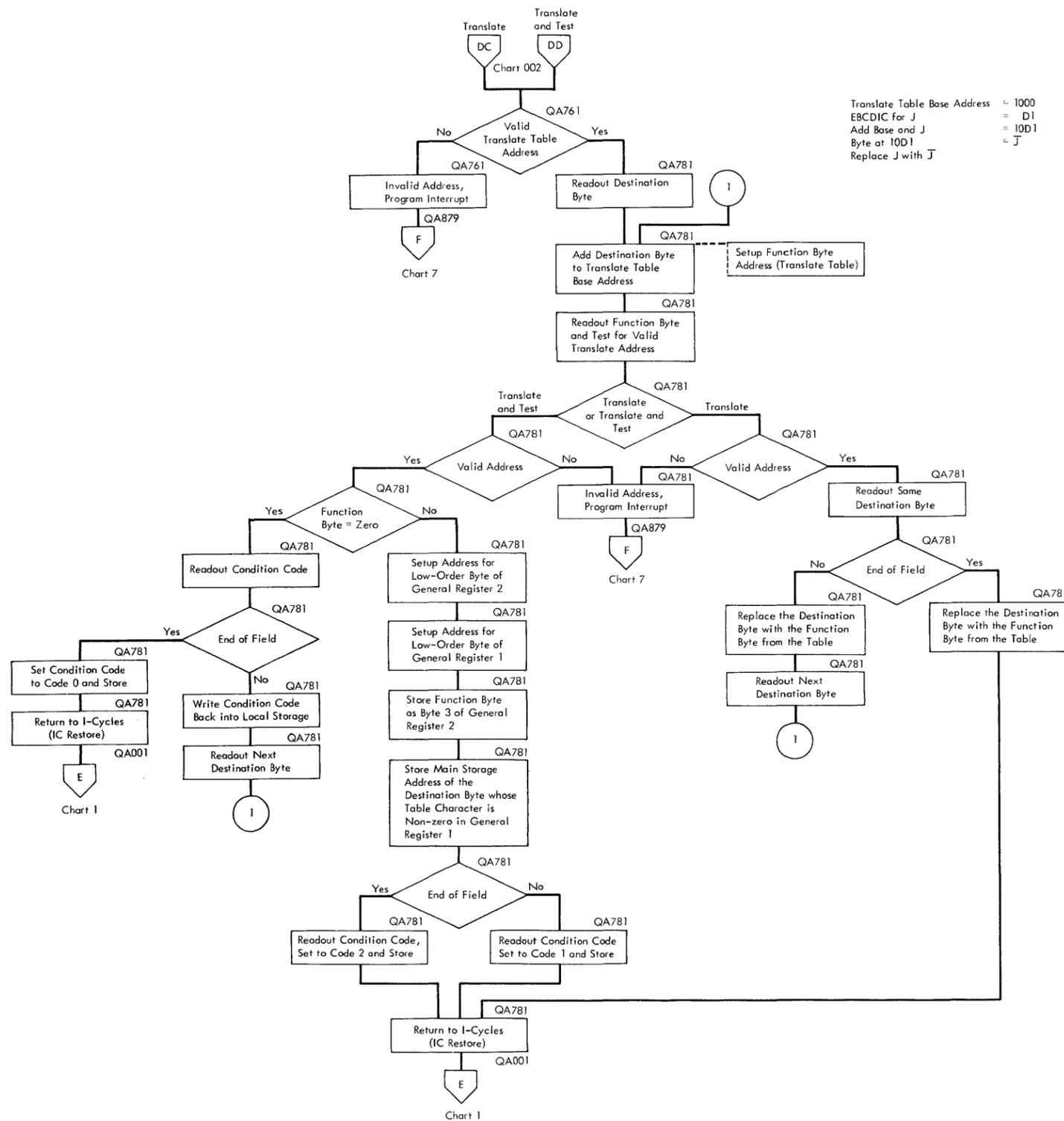
- And** - The logical answer (AND) of the bits of the first and second operand is placed in the first operand location.
- Compare Logical** - The first operand is compared with the second operand, and the result is indicated in the condition code.
- OR** - The logical sum (OR) of the bits of the first and second operand is placed in the first operand location.
- Exclusive OR** - The modulo - two sum (exclusive OR) of the bits of the first and second operand is placed in the first operand location.



Op Format	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6
SS Move Numeric	D1	L	B1 D1	D1	B2 D2	D2
SS Move	D2	L	B1 D1	D1	B2 D2	D2
SS Move Zones	D3	L	B1 D1	D1	B2 D2	D2

Objectives:

- Move Numeric** - The low-order four bits of each byte in the second operand field are placed in the low-order bit positions of the corresponding bytes in the first operand field. Movement is storage to storage, left to right.
- Move** - The second operand is placed in the first operand location. Movement is storage to storage, left to right.
- Move Zones** - The high-order four bits of each byte in the second operand field are placed in the high-order four bit positions of the corresponding bytes in the first operand field. Movement is storage to storage, left to right.



Translate Table Base Address = 1000
 EBCDIC for J = D1
 Add Base and J = 10D1
 Byte at 10D1 = J
 Replace J with J

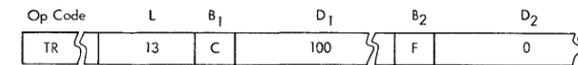
Translate

Assume a stream of 20 characters comes into location 2100 in EBCDIC. Translate to ASCII.

Assume:

Reg 12 = 00 00 20 00
 Reg 15 = 00 00 10 00
 Loc 2100 - 2113 (before) = JOHN JONES 257 W. 95

The instruction is:



Loc 2100 - 2113 (after) = JOHN JONES 257 W. 95
 where the overbar means the same graphic in ASCII
 Condition code: unchanged

Translate Table

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
100X																
101X																
102X																
103X																
104X	B	I									.	←	(+		
105X	&										\$	*)			
106X	—	/									+	%	—			
107X											#	it	▼	≡		
108X	a	b	c	d	e	f	g	h	i							
109X	j	k	l	m	n	o	p	q	r							
10AX	s	t	u	v	w	x	y	z								
10BX																
10CX	A	B	C	D	E	F	G	H	I							
10DX	J	K	L	M	N	O	P	Q	R							
10EX	S	T	U	V	W	X	Y	Z								
10FX	0	1	2	3	4	5	6	7	8	9						

Op Format	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6
SS Translate	DC	L	B1; D1	D1	B2; D2	D2
SS Translate and Test	DD	L	B1; D1	D1	B2; D2	D2

Objective:

Translate - The eight-bit bytes of the first operand are used as arguments to reference the list designated by the second operand address. Each eight-bit function byte selected from the list replaces the corresponding argument in the first operand.

Translate and Test - The eight-bit bytes of the first operand are used as arguments to reference the list designated by the second operand address. Each eight-bit function byte thus selected from the list is used to determine the continuation of the operation. When the function byte is a zero, the operation proceeds by fetching and translating the next argument byte. When the function byte is nonzero, the operation is completed by inserting the related argument address in general register 1, and by inserting the function byte in general register 2. The first operand is not changed.

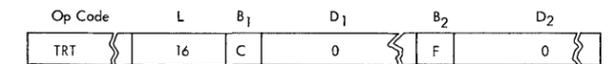
Translate and Test

Assume that an assembly-language statement, located at 3000 - 3016, is to be scanned for various punctuation marks. A translate and test table is constructed with zeros in all positions except where punctuation marks are assigned.

Assume:

Reg 1 (before) = 00 00 00 00
 Reg 2 (before) = 00 00 00 00
 Reg 12 = 00 00 30 00
 Reg 15 = 00 00 20 00
 Loc 3000-3016 = UNPK PROUT (9), WORD(5)

The instruction is:



Reg 1 (after) = 00 00 30 0B
 Reg 2 (after) = 00 00 00 20
 Condition code = 1; scan not completed.

Translate and Test Table

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
200X	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
201X	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
202X	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
203X	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
204X	0	0	0	0	0	0	0	0	0	0	0	10	15	20	25	0
205X	0	0	0	0	0	0	0	0	0	0	0	30	35	40	45	0
206X	0	0	0	0	0	0	0	0	0	0	0	50	55	0	0	0
207X	0	0	0	0	0	0	0	0	0	0	0	60	65	70	75	0
208X	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
209X	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
20AX	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
20BX	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
20CX	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
20DX	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
20EX	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
20FX	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Note:

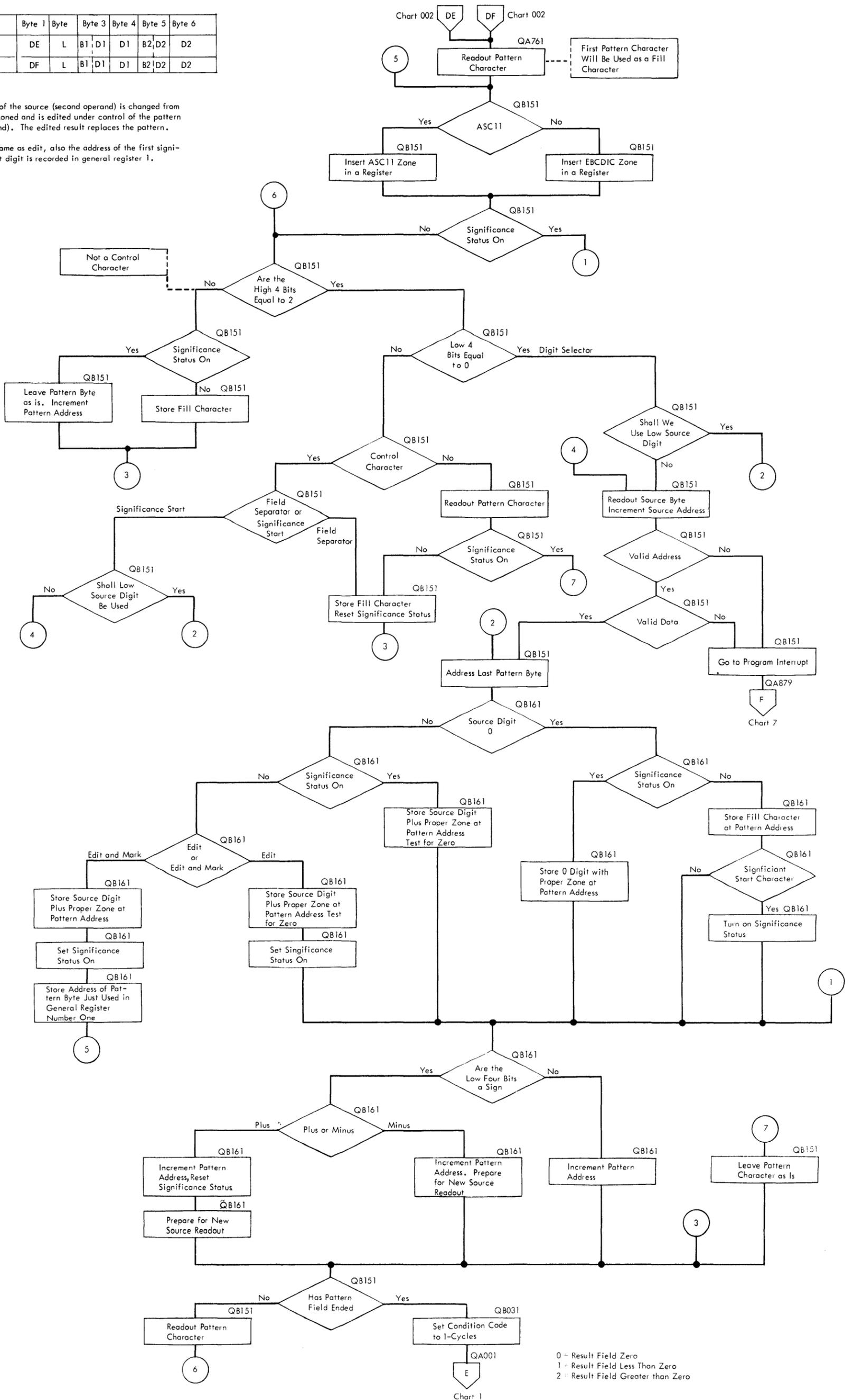
If all possible combinations of eight bits (i.e., 256 combinations) cannot appear in the statement being scanned, then a table less than 256 bytes can be used.

Op Format	Byte 1	Byte	Byte 3	Byte 4	Byte 5	Byte 6
SS Edit	DE	L	B1 D1	D1	B2 D2	D2
SS Edit and Mark	DF	L	B1 D1	D1	B2 D2	D2

Objective:

Edit - The format of the source (second operand) is changed from packed to zoned and is edited under control of the pattern (first operand). The edited result replaces the pattern.

Edit and Mark - Same as edit, also the address of the first significant result digit is recorded in general register 1.



Edit, and Edit and Mark

The format of the source (second operand) is changed from packed to zoned and is edited under control of the pattern (first operand). The edited result replaces the pattern.

The Edit and Mark also performs the operation of storing the byte address of the first significant digit. The address is not inserted when significance is forced by the significance start character of the pattern.

pattern field	b	d	d	,	d	d	(.	d	d	b	C	R
source field	0	2	5	7	4	2	6	+					

1. Read out pattern character. Retain as fill character and store back into pattern field.

Pattern Character b

b

2. Read out next pattern character. Decoded as digit select. Read out source byte. High digit 0 significance status is still off, store fill character in pattern field.

Pattern Character d
Source Byte 0 2

b	b
---	---

3. Read out next pattern character. Decoded as digit select. Low source digit significant, insert proper zone and store at pattern digit location. Turn on significance status.

Pattern Character d

Edit and Mark operation would store the address of this significant digit into General register number one.

b	b	Zone 2
---	---	--------

4. Read out next pattern character. Decoded as non control character, leave as is because significance status on.

Pattern character,

b	b	Zone 2	,
---	---	--------	---

5. Read out next pattern character. Decoded as digit select. Read out source byte, store high source digit with proper zone at pattern digit location.

Pattern character d
Source Byte 5 7

b	b	Zone 2	,	Zone 5
---	---	--------	---	--------

6. Read out next pattern character. Decoded as digit select. Use low source digit of last source byte, insert proper zone and store at pattern digit location.

Pattern Character d

b	d	Zone 2	,	Zone 5	Zone 7
---	---	--------	---	--------	--------

7. Read out next pattern character. Decoded as significance start. Significance start status is on already, this character performs like the digit select. Read out next source byte. Store high source digit with proper zone, at pattern digit location.

Pattern Character (
Source Byte 4 2

b	b	Zone 2	,	Zone 5	Zone 7	Zone 4
---	---	--------	---	--------	--------	--------

8. Read out next pattern character. Decode as non control type. Leave as is. Read out next pattern character, digit select, store low source digit with zone at pattern digit location.

b	b	Zone 2,	,	Zone 5	Zone 7	Zone 4	.	Zone 2
---	---	---------	---	--------	--------	--------	---	--------

9. Read out next pattern character, digit select. Read out source byte. This byte contains plus sign, turn off significance status. If sign had been minus, significance status would have been left on. Store high source digit with proper zone at pattern digit location. Store fill characters for remainder of field.

source byte 6 +

Edited field replacing pattern field	b	b	Zone 2	,	Zone 5	Zone 7	Zone 4	.	Zone 2	Zone 6	b	b	b
--------------------------------------	---	---	--------	---	--------	--------	--------	---	--------	--------	---	---	---

Set condition register

- 0 = Result field is source
- 1 = Result field is less than zero
- 2 = Result field is greater than zero

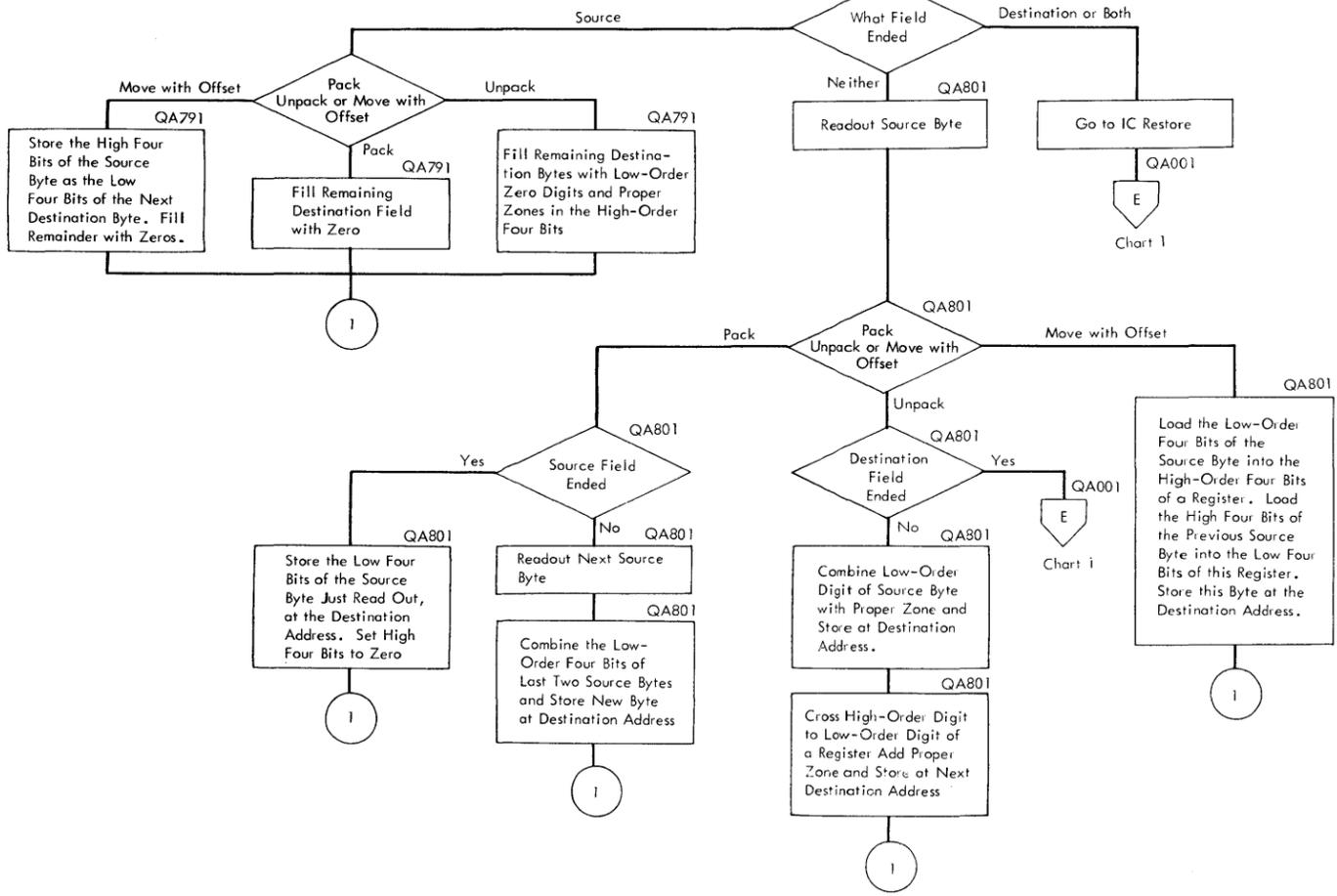
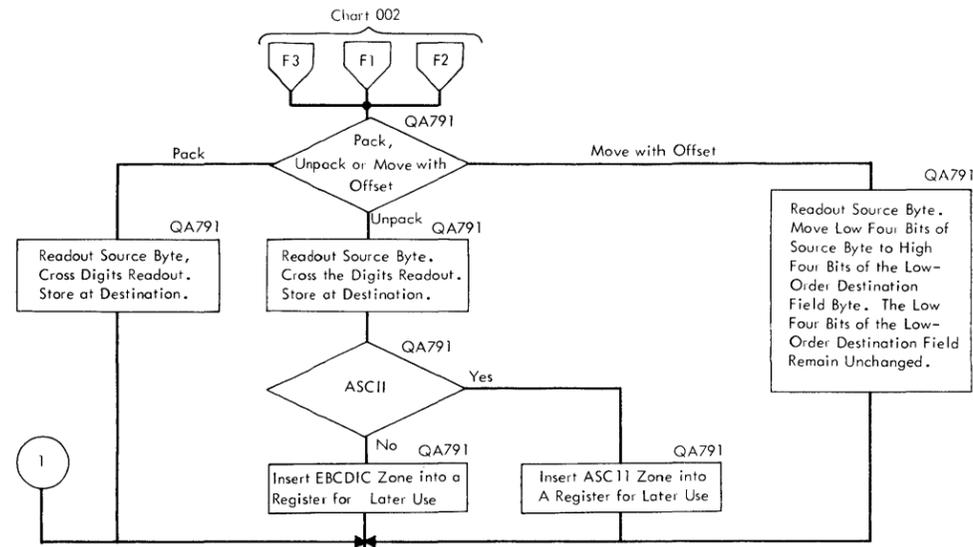
Pack, Unpack, and Move with Offset.
None of These Instructions Check for
Valid Digits or Signs.

Op Format	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6
SS Move with Offset	F1	L1 L2	B1 D1	D1	B2 D2	D2
SS Pack	F2	L1 L2	B1 D1	D1	B2 D2	D2
SS Unpack	F3	L1 L2	B1 D1	D1	B2 D2	D2

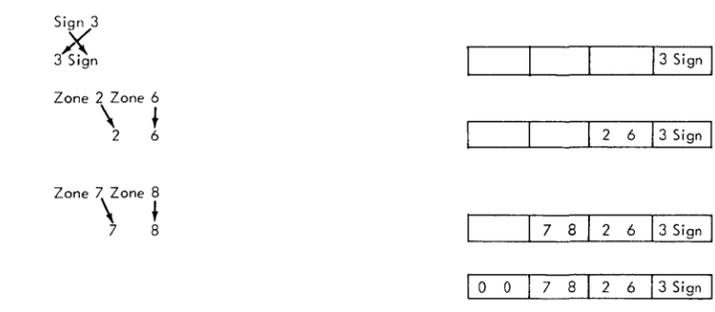
Objective:
Move with Offset - To place the second operand to the left of and adjacent to the low-order four bits of the first operand.

Pack -
The format of the second operand is changed from zoned to packed, and the result is placed in the first operand location.

Unpack -
The format of the second operand is changed from packed to zoned, and the result is placed in the first operand location.



- 1 Readout Low Source Byte. Cross Digits. Store at Destination Low Address.
- 2 Readout Next Two Source Bytes. Combine Low Order Digits. Store at Next Higher Destination Address.
- 3 Readout Next Two Source Bytes. Combine Low Order Digits. Store at Next Higher Destination Address.
- 4 Source Field Has Ended. Supply Zero's for Destination Field until it Ends.



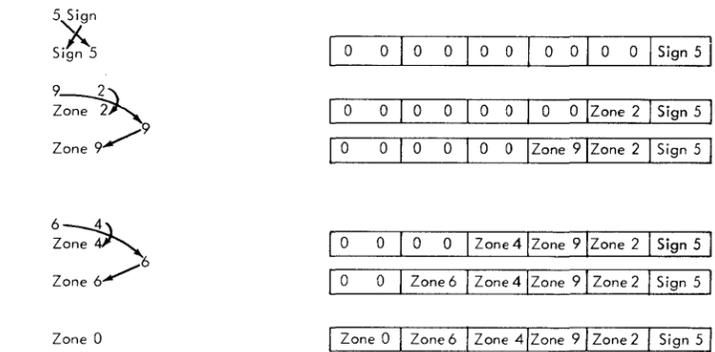
Pack Instruction

Source Field	Zone 7	Zone 8	Zone 2	Zone 6	Sign 3
Destination Field	0 0	0 0	0 0	0 0	0 0

Unpack Instruction

Source Field			6 4	9 2	5 Sign
Destination Field	0 0	0 0	0 0	0 0	0 0

- 1 Readout Low-Order Source Byte. Cross and Store at Low Order Destination Address.
- 2 Readout Next Source Byte. Combine Low-Order Digit with Proper Zone. Store at Destination. Cross High-Order Digit into Low Order of a Register. Read Register Out. Insert Proper Zone Store at Destination.
- 3 Repeat Step 2.
- 4 Source Ended, Supply Zero Digits with Proper Zones until Destination Ends.

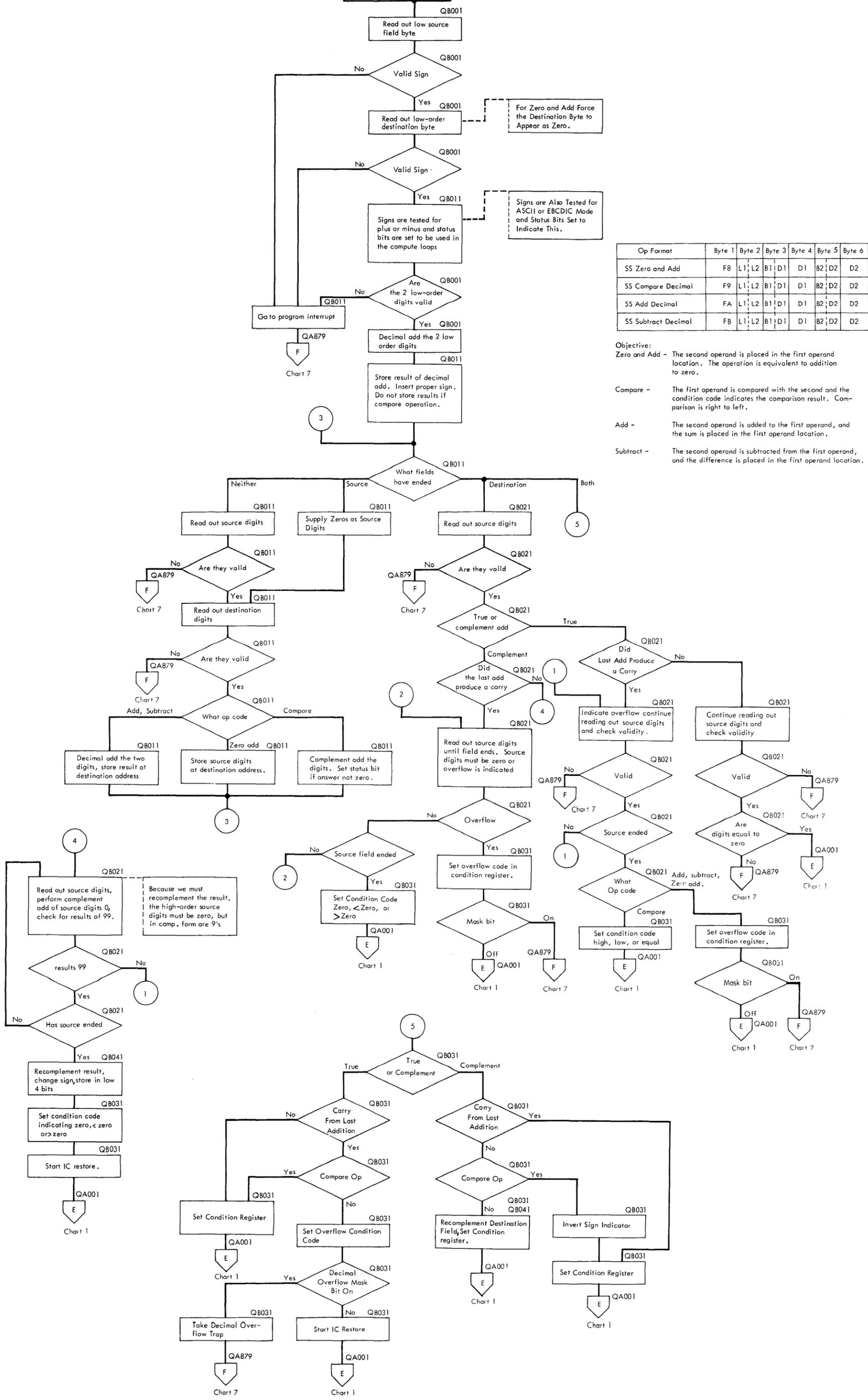


Move with Offset

Source Field	7 2	4 8	3 2	3 4	5 7
Destination Field	9 2	8 7	5 4	6 Sign	
Destination Field	8 3	2 3	4 5	7 Sign	

The Source Field is Moved to the Destination Field to the Left of the Low-Order Four Bits of the Destination. If the Destination Field Ends Before the Source Field, the Remaining Source Digits are Ignored.

Chart 002



Op Format	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6
SS Zero and Add	F8	L1 L2	B1 D1	D1	B2 D2	D2
SS Compare Decimal	F9	L1 L2	B1 D1	D1	B2 D2	D2
SS Add Decimal	FA	L1 L2	B1 D1	D1	B2 D2	D2
SS Subtract Decimal	FB	L1 L2	B1 D1	D1	B2 D2	D2

- Objective:
- Zero and Add - The second operand is placed in the first operand location. The operation is equivalent to addition to zero.
 - Compare - The first operand is compared with the second and the condition code indicates the comparison result. Comparison is right to left.
 - Add - The second operand is added to the first operand, and the sum is placed in the first operand location.
 - Subtract - The second operand is subtracted from the first operand, and the difference is placed in the first operand location.

DECIMAL ADD, SUBTRACT EXAMPLE

Sign analysis is done first and will indicate if the operands will be true or complement added.

Eight conditions may occur as shown in the following table:

Operation	First Operand Sign	Second Operand Sign	True or Complement
Add	Plus	Plus	True
Add	Minus	Plus	Complement
Add	Minus	Minus	True
Add	Plus	Minus	Complement
Subtract	Plus	Plus	Complement
Subtract	Minus	Plus	True
Subtract	Minus	Minus	Complement
Subtract	Plus	Minus	True

After sign analysis, the operation for both add and subtract are the same.

Decimal Add

1st Operand = Destination field	0 4 6 +
2nd Operand = Source field	0 0 1 3 4 -

1. Read out low source byte.	4 -
2. Read out low destination byte.	6 +

3. Decimal add the digits. Complement add indicated.	6 @5 9's complement of 4 1 Insert carry Carry (C) ← 2 Converts 9's complement to 10's complement
---	---

Insert Destination Sign.	Intermediate sum = 2 +
4. Read out source digits. Read out destination digits. Complement add.	1 Carry from previous cycle 04 @86 9's complement of destination byte. NC 9T

5. Destination field ended. There was no carry from high-order significant addition, indicating re-complementing will be necessary.	Intermediate sum 9 1 2 +
--	--------------------------

6. Read out source digits. Complement add to zero. 9's must result or overflow will be indicated.	00 @99 99
---	-----------------

7. Source field ended, re-complement answer and change sign.	Intermediate sum 9 9 9 1 2 + Result stored in destination field 0 8 8 -
--	--

Cases when the source field is longer than the destination and a complement addition is being performed.

- Destination ends and no carry results from last addition; all further adds must produce 9's or an overflow results.
- Destination ends, with a carry resulting from last addition:
 The answer produced so far is zero and all further adds must produce zeros.
 The answer produced so far is not zero; examine carry from the addition following the one in which the destination ended. If there was a carry, the result just produced must be zero; if there was no carry, the result just produced must be 9's. In either case, all further cycles must produce the same result as the first.

When doing a true add, all cycles after the destination field ends must produce zeros.

Overflow when doing a complement add causes a re-complement, then a branch to overflow case when setting condition register.

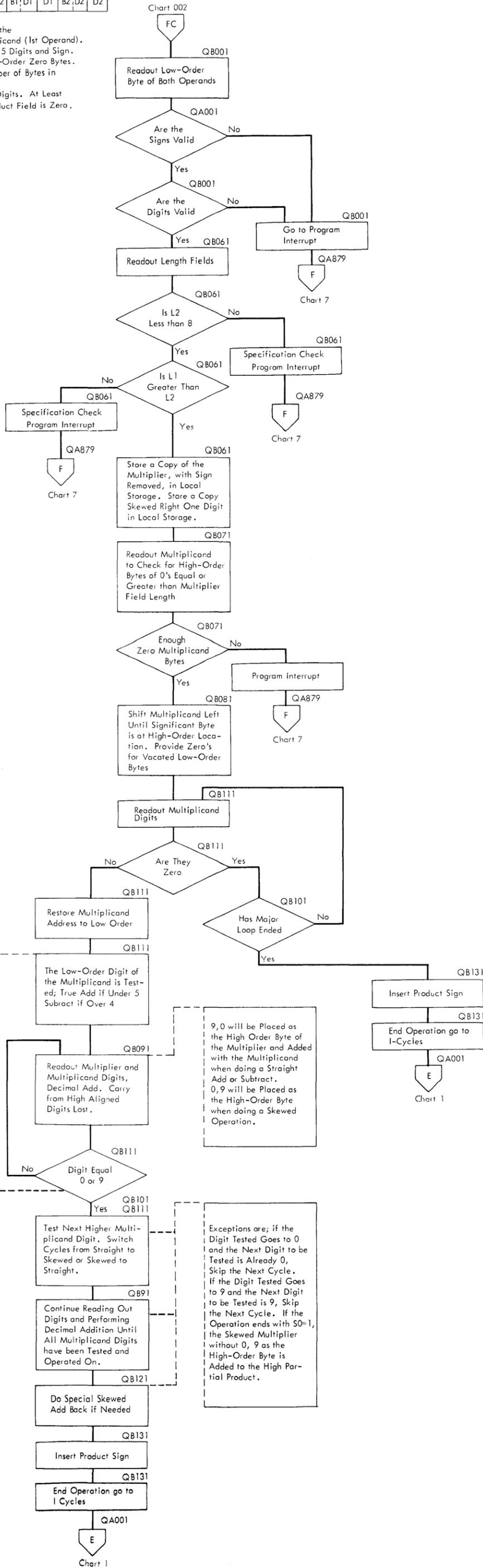
Overflow when doing a true add forces overflow when setting condition register.

Condition Code

- 0 = Result is zero
- 1 = Result less than zero
- 2 = Result greater than zero
- 3 = Overflow

The Product of the Multiplier and the Multiplicand Replaces the Multiplicand (1st Operand). The Multiplier Size is Limited to 15 Digits and Sign. The Multiplicand Must Have High-Order Zero Bytes. Equal to or Greater than the Number of Bytes in the Multiplier Field.

The Maximum Product Size is 31 Digits. At Least One High-Order Digit of the Product Field is Zero.



Refer to multiply example for multiply loop.

Decimal Multiply

The product of the multiplier (second operand) and the multiplicand (first operand) replaces the multiplicand. The multiplicand must have high-order zero digits for at least a field size equal to the multiplier field.

```

multiplicand    0 0 0 0 7 2 4 +
multiplier      3 4 6 +
    
```

1. Make 2 copies of the multiplier, with sign stripped out, into local storage. One copy straight and one copy skewed right.

```

straight copy of multiplier  3 4 6 0
skewed copy of multiplier   0 3 4 6
    
```

2. Test for enough zeros in multiplicand field.
3. Move the most significant byte and following bytes of the multiplicand to the high-order byte of the multiplicand. Supply zeros for vacated bytes, sign is stripped out.

```

0 0 0 0 7 2 4 +
7 2 4 0 0 0 0
    
```

4. Start compute loop. First cycle will be a straight cycle. The first low significant digit of the multiplicand is tested. If over 4, a straight subtract will be done. If under 5, a straight true add will be done.

The 90 byte supplied by microprogram. The high 2 digits do not participate this cycle and are not affected by carries.

```

          Test digit to determine operation straight add
          7 2 4 0 0 0 0 0
          + 9 0 3 4 6 0
          -----
          7 2 3 0 3 4 6 0  this digit tested for 0, keep
          + 9 0 3 4 6 0  adding until 0 reached
          -----
          7 2 2 0 6 9 2 0
          + 9 0 3 4 6 0
          -----
          7 2 1 1 0 3 8 0
          + 9 0 3 4 6 0
          -----
          7 2 0 1 3 8 4 0
    
```

5. Cycle now will be a skewed cycle, test digit to determine add or subtract
0 9 supplied by microprogram

```

          Test digit, under 5, operation add.
          7 2 0 1 3 8 4 0
          + 0 9 0 3 4 6
          -----
          7 1 0 4 8 4 4 0  digit tested for 0, keep
          + 0 9 0 3 4 6  adding.
          -----
          7 0 0 8 3 0 4 0  digit 0, switch cycles.
    
```

6. Cycle now will be a straight cycle, test digit to determine add or subtract

```

          Test digit over 4, subtract cycles to
          7 0 0 8 3 0 4 0  be taken. Set subtract status.
          - 9 0 3 4 6 0
          -----
          7 9 7 3 7 0 4 0
          - 9 0 3 4 6 0  Test this digit for 9, continue
          -----  subtracting.
          8 9 3 9 1 0 4 0
          - 9 0 3 4 6 0
          -----
          9 9 0 4 5 0 4 0  digit reached 9, stop operation.
    
```

7. Operation stopped with subtract status on; the skewed multiplier must be added to partial product to obtain correct product.

```

          9 9 0 4 5 0 4 0
          0 3 4 6
          -----
          0 2 5 0 5 0 4 0
    
```

8. Insert sign and end operation
Product located in first operand location.

```

0 2 5 0 5 0 4 + sign inserted, final product.
    
```

Decimal Divide

The dividend (first operand) is divided by the divisor (second operand) and replaced by the quotient and remainder.

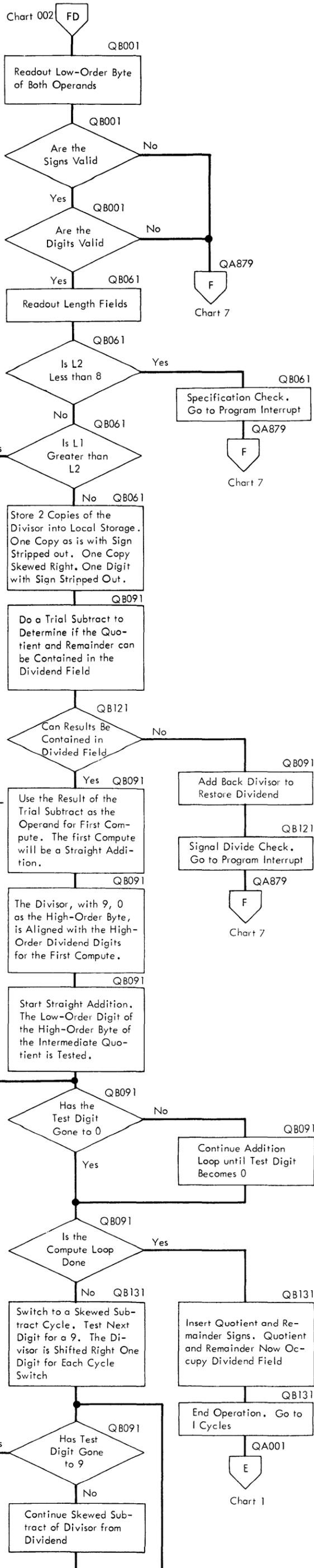
The quotient field is placed in the left portion of the dividend field. The remainder is the same size as the divisor and occupies the low-order bytes of the dividend field.

The sign of the quotient is determined by the rules of algebra from the dividend and divisor sign.

Op Format	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6
SS Divide Decimal	FD	L1; L2	B1; D1	D1	B2; D2	D2

Refer to Decimal Divide Example for Divide Loop

The Microprogram will Supply a 9, 0 Byte as the High Order Byte of the Divisor for Straight Cycles and a 0, 9 Byte for the High Order when Doing Skewed Cycles.



Decimal Divide

The dividend (first operand) is divided by the divisor (second operand) and replaced by the quotient and remainder.

Dividend equal 0 1 2 3 5 6 8 +
 Divisor equals 8 5 2 +

- Copy divisor into local storage, with sign stripped out, in straight form and skewed right one digit.

8 5 2 0 straight
 0 8 5 2 skewed

- Setup data for trial subtract using skewed divisor. A carry out of the high-order position on the trial subtract would indicate a divide check. If divide check occurred, the skewed divisor is added back to restore dividend and a divide check taken.

Dividend 0 1 2 3 5 6 8 +
 Skewed divisor - 0 8 5 2
 Operand in storage 9 2 7 1 5 6 8 0

- Add straight divisor to operand in working storage until indicated digit goes to zero.

Operand supplied by Microprogram + 9 0 8 5 2 0
 Not zero, add again + 8 0 5 6 7 6 8 0
 + 9 0 8 5 2 0
 7 4 4 1 9 6 8 0
 + 9 0 8 5 2 0
 6 5 2 7 1 6 8 0
 + 9 0 8 5 2 0
 5 6 1 2 3 6 8 0
 + 9 0 8 5 2 0
 4 6 9 7 5 6 8 0
 + 9 0 8 5 2 0
 3 7 8 2 7 6 8 0
 + 9 0 8 5 2 0
 2 8 6 7 9 6 8 0
 + 9 0 8 5 2 0
 1 9 5 3 1 6 8 0
 + 9 0 8 5 2 0
 1 0 3 8 3 6 8 0

Stop straight add, digit now zero

- Subtract skewed divisor from result until indicated digit goes to nine.

This digit does not participate. 1 0 3 8 3 6 8 0
 This digit supplied by Microprogram to skewed divisor. - 9 0 8 5 2
 1 1 2 9 8 4 8 0
 - 9 0 8 5 2
 1 2 2 1 3 2 8 0
 - 9 0 8 5 2
 1 3 1 2 8 0 8 0
 - 9 0 8 5 2
 1 4 0 4 2 8 8 0
 - 9 0 8 5 2
 1 4 9 5 7 6 8 0

Stop skewed subtract digit = 9.

- Add straight divisor to result will indicated digit goes to zero.

These digits do not participate. 1 4 9 5 7 6 8 0
 This digit not zero, add again. + 9 0 8 5 2 0
 1 4 8 6 2 0 0
 + 9 0 8 5 2 0
 1 4 7 7 4 7 2 0
 + 9 0 8 5 2 0
 1 4 6 8 3 2 4 0
 + 9 0 8 5 2 0
 1 4 5 9 1 7 6 0
 + 9 0 8 5 2 0
 1 4 5 0 2 8 0

Stop, this digit now zero.

- Insert dividend sign into low-order 4 bits. Insert quotient sign into low-order quotient 4 bits. Quotient and remainder have now replaced dividend.

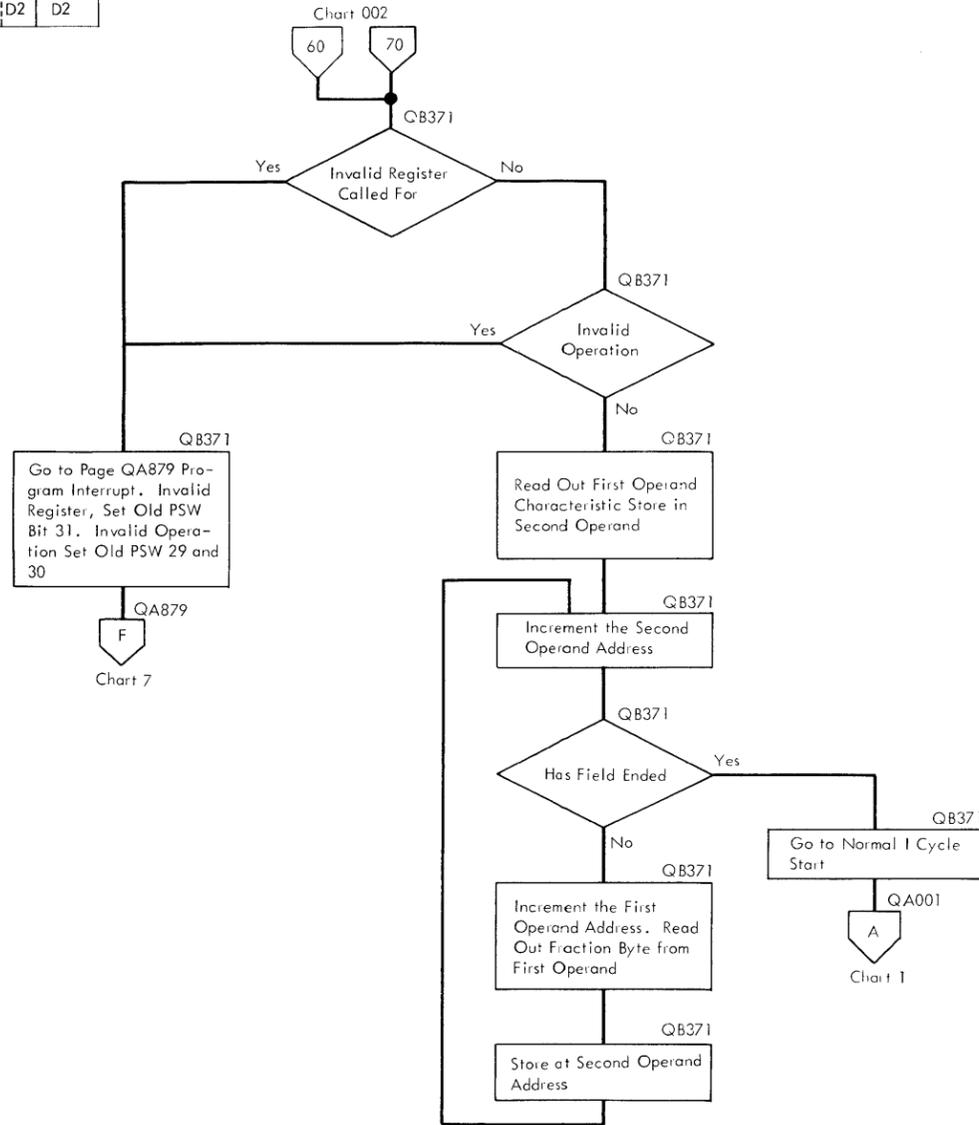
Quotient Remainder
 1 4 5 + 0 2 8 +
 L1-L2-1=1 L2=1
 L1=3

Op Format	Byte 1	Byte 2	Byte 3	Byte 4
RX FP Store Double	60	R1;X2	B2;D2	D2
RX FP Store Single	70	R1;X2	B2;D2	D2

Floating Point Store RX Format Single and Double Precision.

Single Precision; the Low Order Half of the First Operand Register is Ignored.

Mnemonics
STD
STE

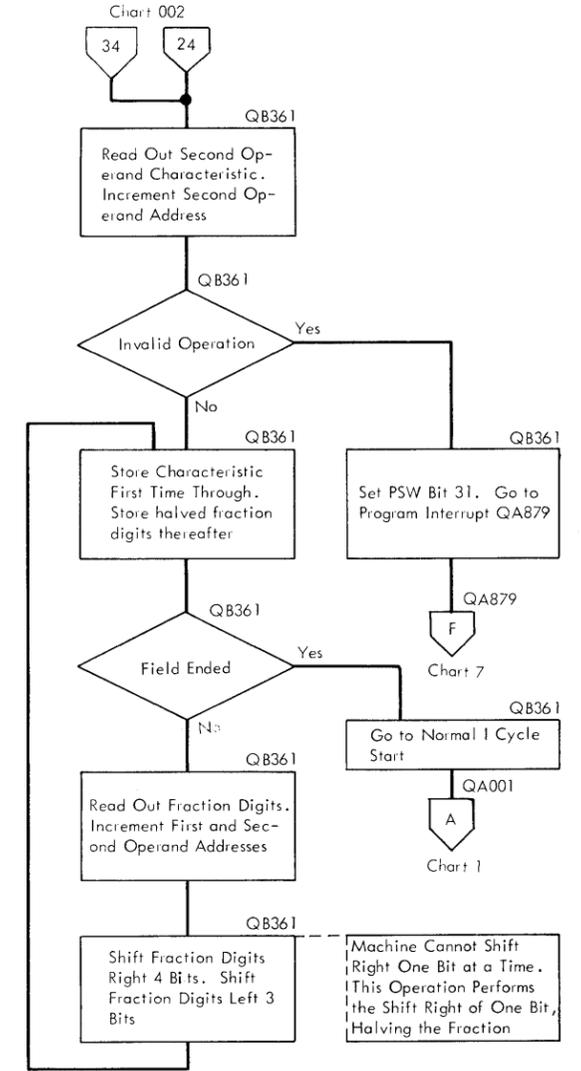


Op Format	Byte 1	Byte 2
RR FP Halve, Double	24	R1;R2
RR FP Halve, Single	34	R1;R2

Floating Point Halve RR Format Single and Double Precision. Single Precision, the Low Order Half of the Result Register Remains Unchanged.

The Second Operand is Divided by 2 and the Quotient is Placed in the First Operand Location. Second Operand Sign and Characteristic is Stored without Change.

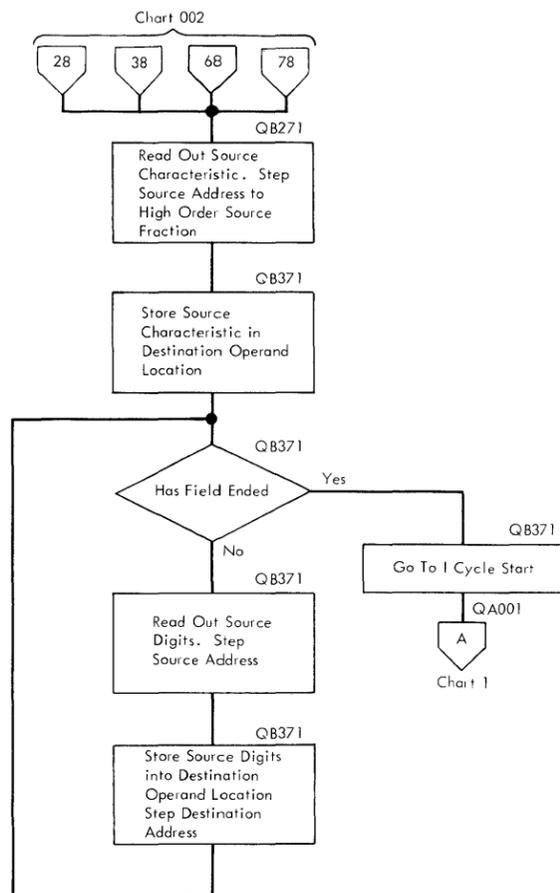
Mnemonics
HDR
HER



Op Format	Byte 1	Byte 2	Byte 3	Byte 4
RR FP Load, Double	28	R1;R2		
RR FP Load, Single	38	R1;R2		
RX FP Load, Double	68	R1;X2	B2;D2	D2
RX FP Load, Single	78	R1;X2	B2;D2	D2

Load RR and RX Formats
Single or Double Precision

Second Operand is Placed in
First Operand Location.
In Single Precision the
Low Half of the Destination
Operand Remains Unchanged.



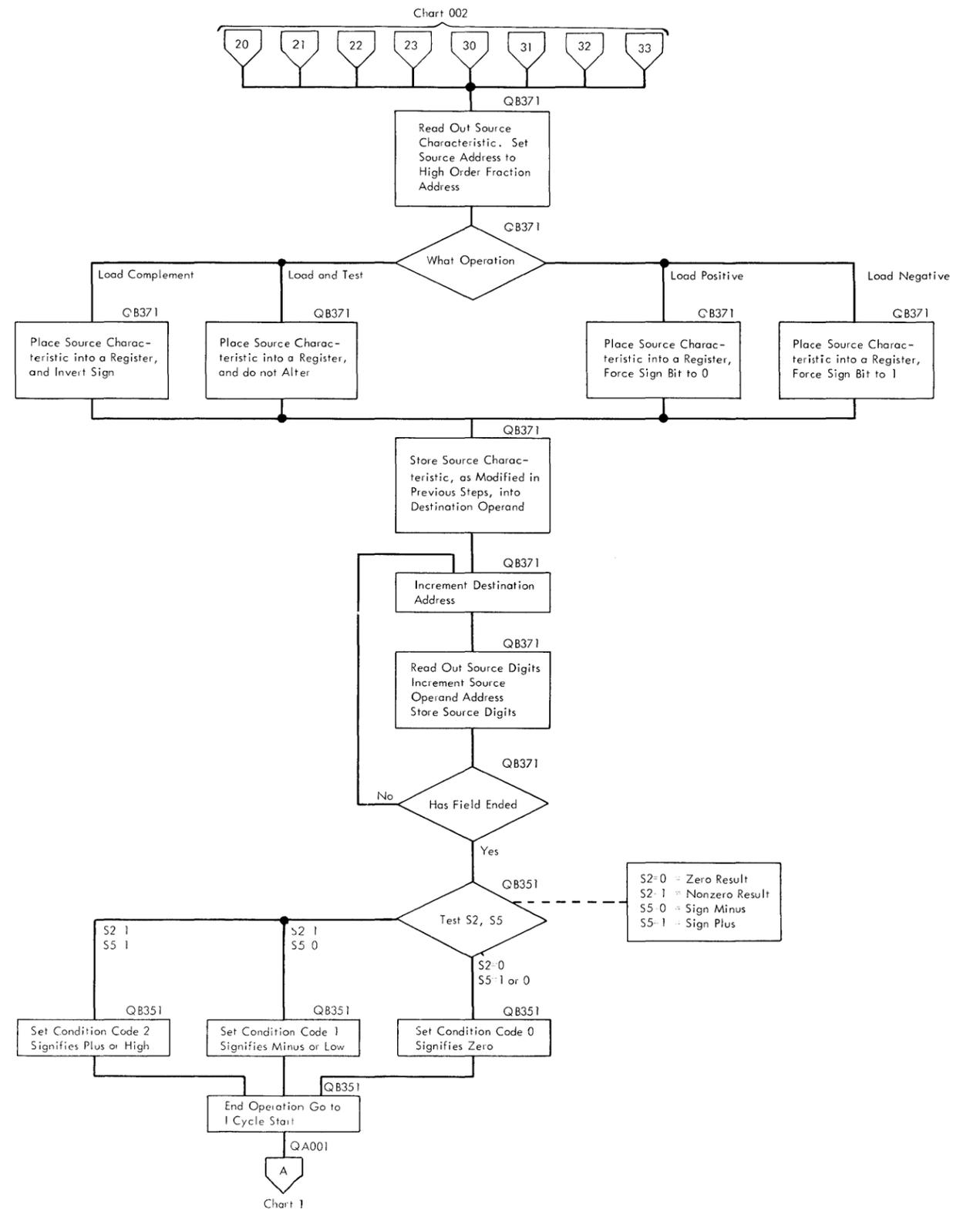
Load and Test; the Second Operand is Placed in the First Operand Location. Condition Codes are Set.

Load Complement; the Second Operand is Placed in the First Operand Location with the Sign Changed.

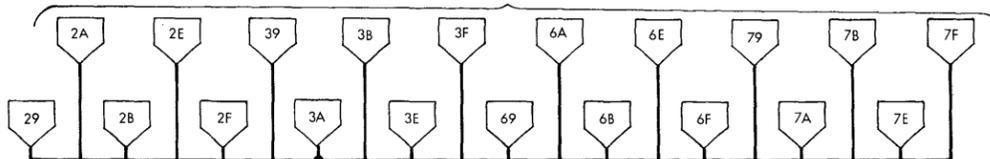
Load Positive; the Second Operand is Placed in the First Operand Location with the Sign Forced Positive.

Load Negative; the Second Operand is Placed in the First Operand Location with the Sign Forced Minus.

Op Format	Byte 1	Byte 2
RR FP Load Positive	20	R1;R2
RR FP Load Positive	30	R1;R2
RR FP Load Negative	21	R1;R2
RR FP Load Negative	31	R1;R2
RR FP Load and Test	22	R1;R2
RR FP Load and Test	32	R1;R2
RR FP Load Complement	23	R1;R2
RR FP Load Complement	33	R1;R2



S2:0 = Zero Result
S2:1 = Nonzero Result
S5:0 = Sign Minus
S5:1 = Sign Plus



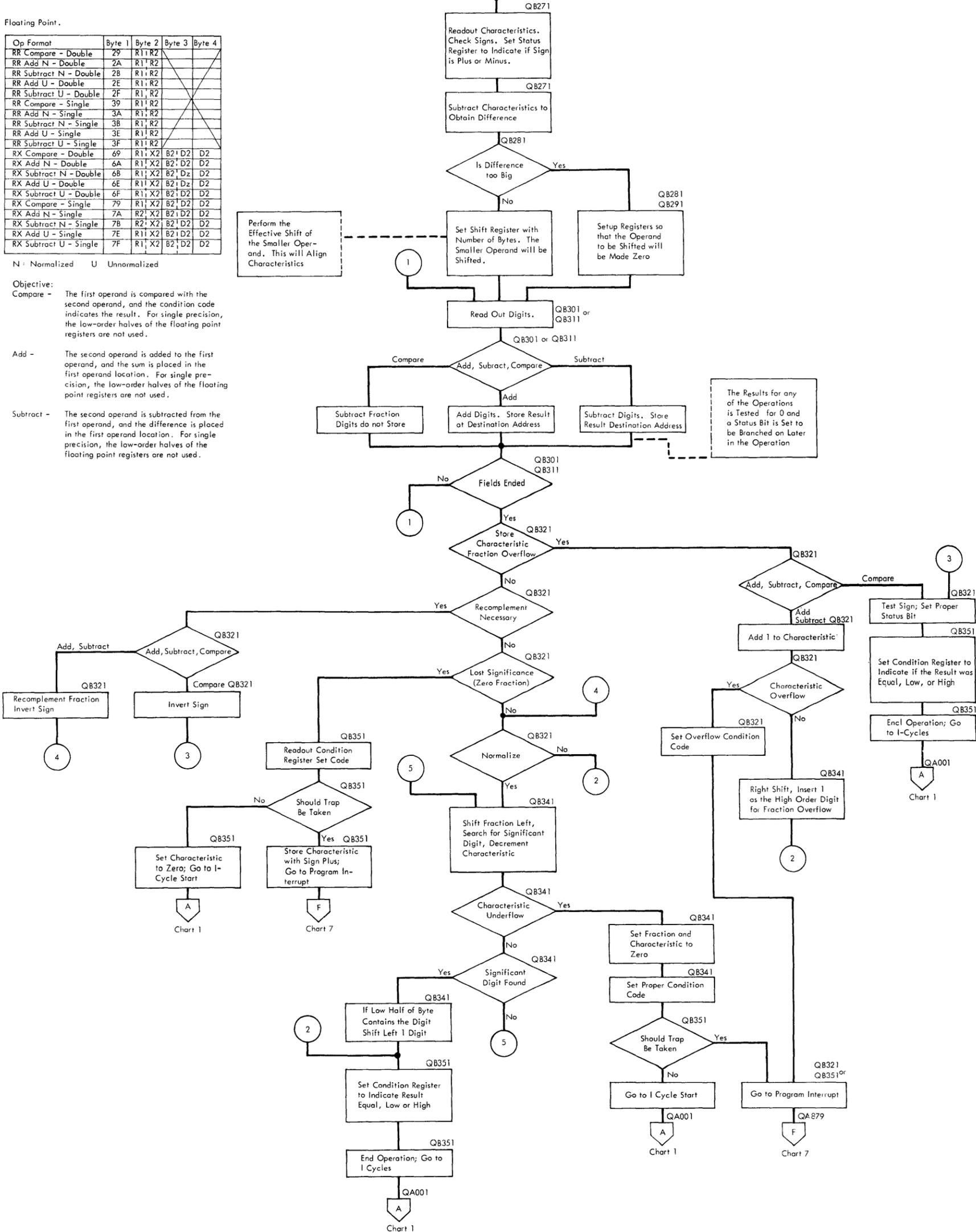
Floating Point.

Op Format	Byte 1	Byte 2	Byte 3	Byte 4
RR Compare - Double	29	R1 R2		
RR Add N - Double	2A	R1 R2		
RR Subtract N - Double	2B	R1 R2		
RR Add U - Double	2E	R1 R2		
RR Subtract U - Double	2F	R1 R2		
RR Compare - Single	39	R1 R2		
RR Add N - Single	3A	R1 R2		
RR Subtract N - Single	3B	R1 R2		
RR Add U - Single	3E	R1 R2		
RR Subtract U - Single	3F	R1 R2		
RX Compare - Double	69	R1 X2	B2 D2	D2
RX Add N - Double	6A	R1 X2	B2 D2	D2
RX Subtract N - Double	6B	R1 X2	B2 D2	D2
RX Add U - Double	6E	R1 X2	B2 D2	D2
RX Subtract U - Double	6F	R1 X2	B2 D2	D2
RX Compare - Single	79	R1 X2	B2 D2	D2
RX Add N - Single	7A	R2 X2	B2 D2	D2
RX Subtract N - Single	7B	R2 X2	B2 D2	D2
RX Add U - Single	7E	R1 X2	B2 D2	D2
RX Subtract U - Single	7F	R1 X2	B2 D2	D2

N - Normalized U - Unnormalized

Objective:

- Compare -** The first operand is compared with the second operand, and the condition code indicates the result. For single precision, the low-order halves of the floating point registers are not used.
- Add -** The second operand is added to the first operand, and the sum is placed in the first operand location. For single precision, the low-order halves of the floating point registers are not used.
- Subtract -** The second operand is subtracted from the first operand, and the difference is placed in the first operand location. For single precision, the low-order halves of the floating point registers are not used.



Floating Point Normalized Add

The second operand is added to the first operand, and the normalized sum is placed in the first operand location.

Addition consists of characteristic comparison and fraction addition.

QB271 Read out characteristics, shift them left one bit to determine signs. Sign bit is the high-order bit of the characteristic.

Subtract characteristics to determine characteristic difference.

QB281 The difference represents double the number of hexadecimal digits that the smaller operand will effectively be shifted right. Shifting is actually accomplished by changing the address of the first fraction byte to be read out. This aligns the low-order fraction bytes for addition.

QB291 Determine the new address of the effective low-order byte, store the high-order digit of the next lower byte to be used as a guard digit.

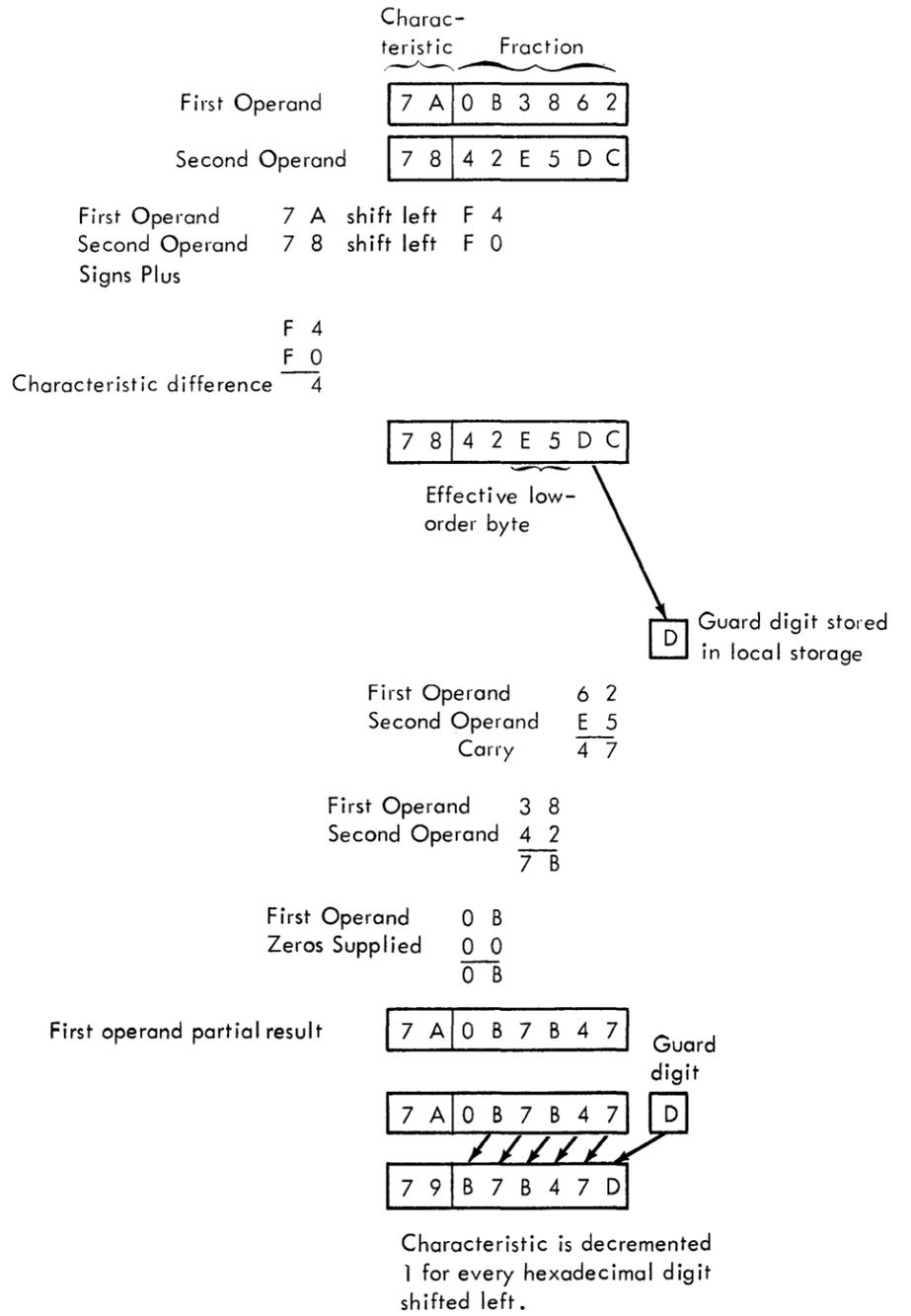
QB301 or QB311 Read out low-order fraction bytes and add. Store result in low-order 1st operand location. Continue addition until fields end. When smaller operand field ends, 0's are supplied until larger ends.

Partial result characteristic will be characteristic of the larger operand.

QB341 High-order partial result digit = 0, normalization required. Shift left until high-order digit is significant, add in guard digit as low-order result digit.

QB351 Condition register is set to indicate:
Code

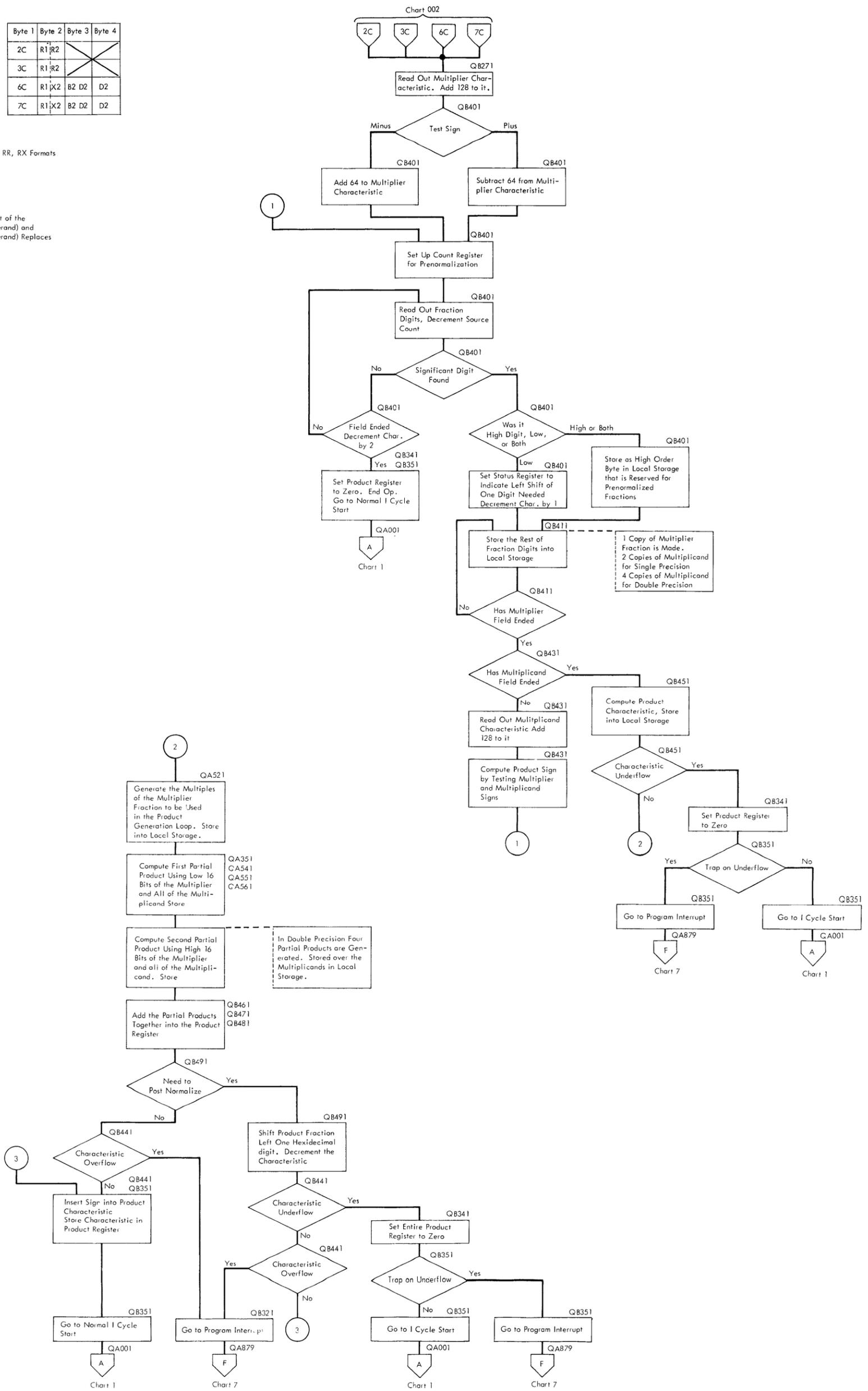
- 0 = Result fraction is zero
- 1 = Result fraction less than zero
- 2 = Result fraction greater than zero
- 3 = Result exponent overflows



Op Format	Byte 1	Byte 2	Byte 3	Byte 4
RR Double	2C	R1 R2		
RR Single	3C	R1 R2		
RX Double	6C	R1 X2	B2 D2	D2
RX Single	7C	R1 X2	B2 D2	D2

Floating Point Multiply RR, RX Formats
Mnemonics
MER
ME
MDR
MD

The Normalized Product of the Multiplier (Second Operand) and Multiplier (First Operand) Replaces the Multiplier



Floating Point Multiply, Single Precision

The two 24-bit fractions are multiplied together and form a 56-bit product. The product replaces the first operand (multiplicand).

The product characteristic is the sum of the two characteristics minus 64.

	Characteristic	Fraction
R1 (multiplicand)	2 4	7 2 A 9 B 6
R2 (multiplier)	3 7	2 4 1 3 1 2

- QB401 1. Prenormalized the multiplier fraction into the work area of storage.
- QB411 2. Make two prenormalized copies of the multiplicand into the work area of storage.
- QB431 3. Compute product sign, store it until product is computed.
- QB451 4. Compute product characteristic, test for underflow. Store into local storage until product is computed.
- QB451 5. Load 16 bits of the multiplier into hardware registers. The first time through this preparation step, only 8 multiplier bits are loaded. Zeros are loaded into the other hardware register. Second time through, the next 16 multiplier bits are loaded into hardware registers.
- QA521 6. Generate multiples of the multiplier to be used in the compute loop. Store multiples into working storage and hardware registers.
Two separate multiply loops will be done, each using 16 bits of the multiplier and all bits of the multiplicand.
Each multiply loop will produce a 40-bit partial product, the partial products are stored over the copies of the multiplicand.
- 7. Decode and operate on the multiplicand, one digit at a time. Decoding the multiplicand digits sets up branching conditions in the microprogram, which will cause the correct combinations of multiples to be added or subtracted to form a partial product.
- 8. After a digit is decoded and operated on, the low digit in the product accumulator is stored as a digit in the partial product location. Each multiplicand digit decoded, and operated on, produces one partial product digit.
- 9. Multiply loop continues until two partial products are produced.
Align the two partial products and add to produce a 56-bit product. Normalize if needed. Insert characteristic and sign.

$$\begin{array}{r}
 24 = \text{multiplicand characteristic} \\
 + 37 = \text{multiplier characteristic} \\
 \hline
 5B \\
 \text{Minus binary 64 equals } 1B = \text{product characteristic}
 \end{array}$$

Low 8 bits of multiplier into hardware register. 1 2
Zeros loaded into another register. 0 0
1st 16 bits of multiplier 1 2 0 0

For 1st multiply
1X = 1 2 0 0
For 2nd multiply
1X = 2 4 1 3
2X = 4 8 2 6

Example: 1st multiplicand digit = 6

6 decodes as 2X, 2X, 2X
this means, the multiplier times 2 is added 3 times into the product accumulator.

$$\begin{array}{r}
 2X = 2\ 4\ 0\ 0 \\
 + 2X = 2\ 4\ 0\ 0 \\
 \hline
 4\ 8\ 0\ 0 \\
 + 2X = 2\ 4\ 0\ 0 \\
 \hline
 6\ C\ 0\ 0
 \end{array}$$

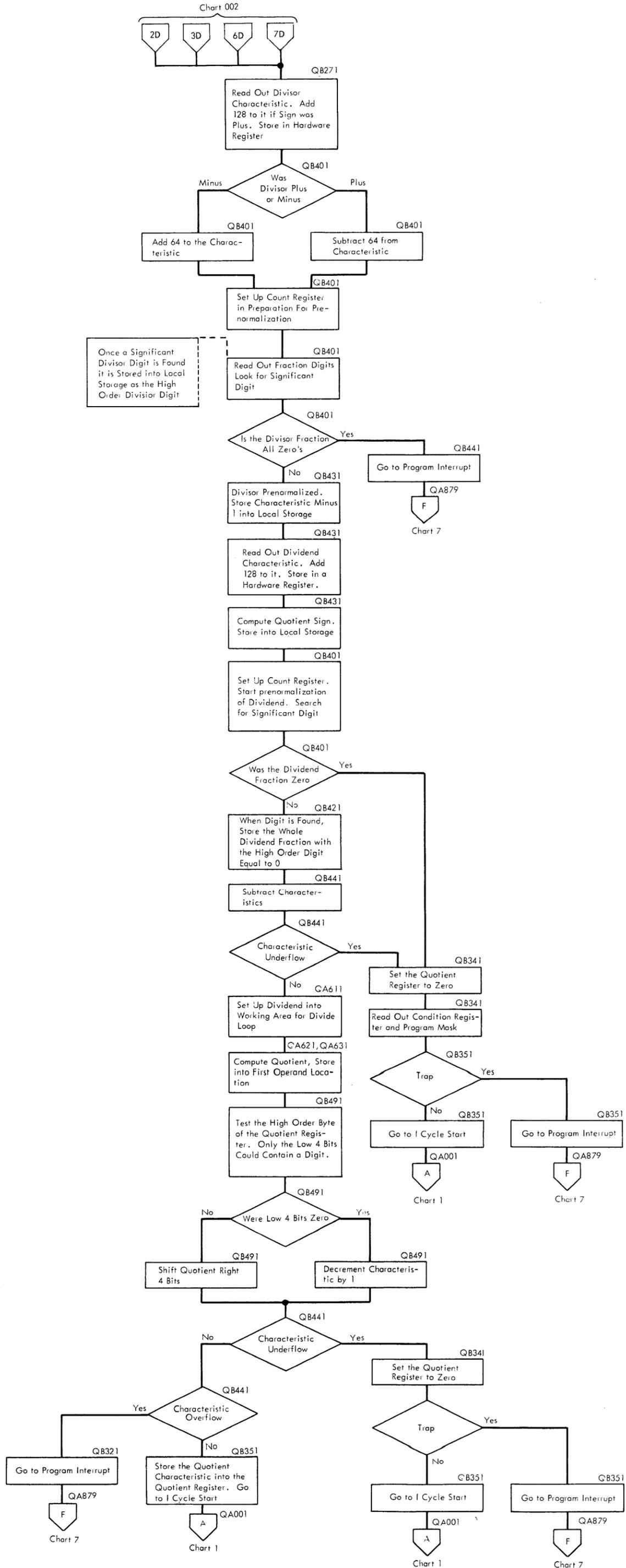
Store low digit at low-digit location of 1st partial product. Shift digits right one digit in product accumulator and await next decode
product accumulator
0 6 C 0

1st partial product		0 8 0 F E E C C 0 0
2nd partial product	1 0 2 8 6 0 3 0 8 2	
product	1 0 2 8 6 8 4 0 7 0 C C 0 0	
Insert characteristic	1 B	1 0 2 8 6 8 4 0 7 0 C C 0 0
Insert sign	+1 B	1 0 2 8 6 8 4 0 7 0 C C 0 0

Op Format	Byte 1	Byte 2	Byte 3	Byte 4
RR Divide, Double	2D	R1 R2		
RR Divide, Single	3D	R1 R2		
RX Divide, Double	6D	R1 X2	B2 D2	D2
RX Divide, Single	7D	R1 X2	B2 D2	D2

Floating Point Divide RR, RX Formats
Single and Double Precision
Mnemonics
DER
DE
DDR
DD

The First Operand is Divided by the
Second Operand, the Quotient Replaces
the First Operand



First Operand is the	Dividend	Characteristic 2 5	Fraction 9 6 7 2 E A
Second Operand is the	Divisor	1 9	7 1 3 4 B 5

The characteristics are carried in excess 64 notation at all times.

The divisor in this example is a normalized number and will not be prenormalized. The dividend is prenormalized with the high-order digit equal to zero. In this example, the dividend will be shifted right one digit to accomplish this. The low-order digit will be shifted out into the hardware register in which the quotient will be formed. The first time through the divide loop, only 4 quotient digits will be computed and stored. The next divide loops will produce 8 quotient digits until the operation is completed.

Page No.

QB271 Divisor characteristic is read out, a bit is added to the high-order position (sign). The characteristic will now be without sign if it was minus, or effectively have a value of 128 higher if it was plus.

Divisor Characteristic	
1 9	
+8 0	
<u>9 9</u>	Sign was plus, characteristic is now expressed in excess 192. If sign were minus it would still be expressed in excess 64.

QB401 Divisor characteristic has 64 added to it or subtracted from it, depending on the sign position. If the sign had been plus, 64 will be subtracted from it; if it was minus, 64 is added. The characteristic now represents the numeric value of the exponent +128 instead of +64 as it usually does.

Divisor Characteristic	
9 9	
+C 0	
<u>5 9</u>	Subtracting 64 is done by adding C to high order.
5 9	
+F F	
<u>5 8</u>	Subtract 1 from the characteristic leaving it expressed in excess 127. This is done to compensate for the fact that the dividend is shifted right one digit as it is loaded.

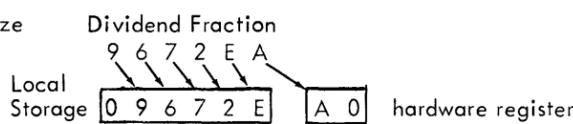
QB431 Dividend characteristic is read out and sign is tested. 128 is added to characteristic; it now represents the dividend exponent +192.

Dividend Characteristic	
2 5	
+8 0	
<u>A 5</u>	Sign was plus; characteristic is now expressed in excess 192.

Compute quotient sign and store. If signs are alike, quotient sign will be plus. If signs are unlike, quotient sign will be minus.

QB421 Do the skewed dividend prenormalize into local storage and hardware

Divisor fraction is loaded into hardware, or hardware and local storage.



QB441 Compute the Quotient characteristic. The divisor characteristic is complement added to the dividend characteristic

A 5	dividend characteristic	← excess 192
A 7	divisor characteristic complemented	← excess 127
+ 1	plus one	
<u>c ← 4 D</u>	quotient characteristic	

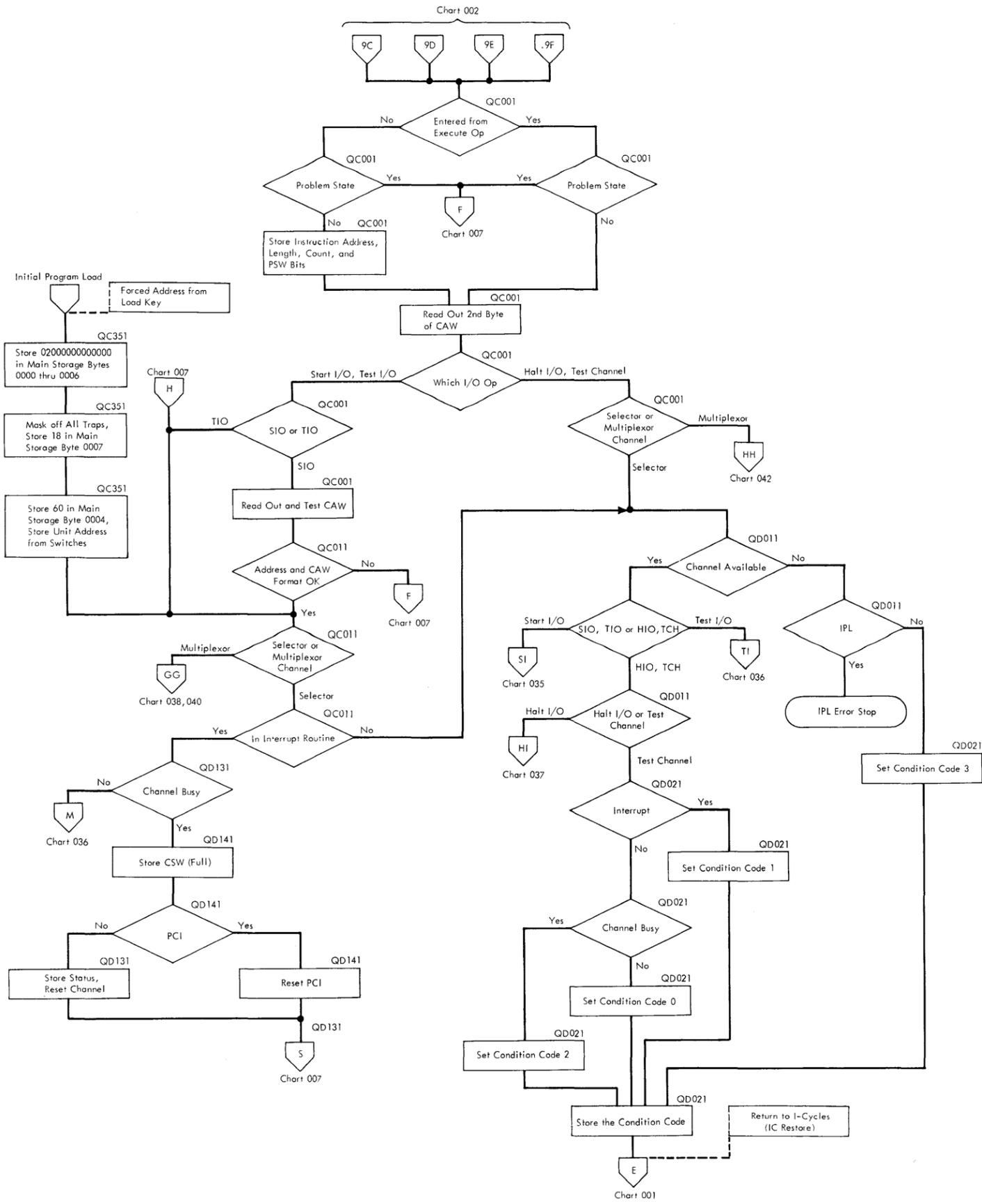
The result is now excess 65; however, when the final quotient is produced (shifted left 4 bits), it will be excess 64.

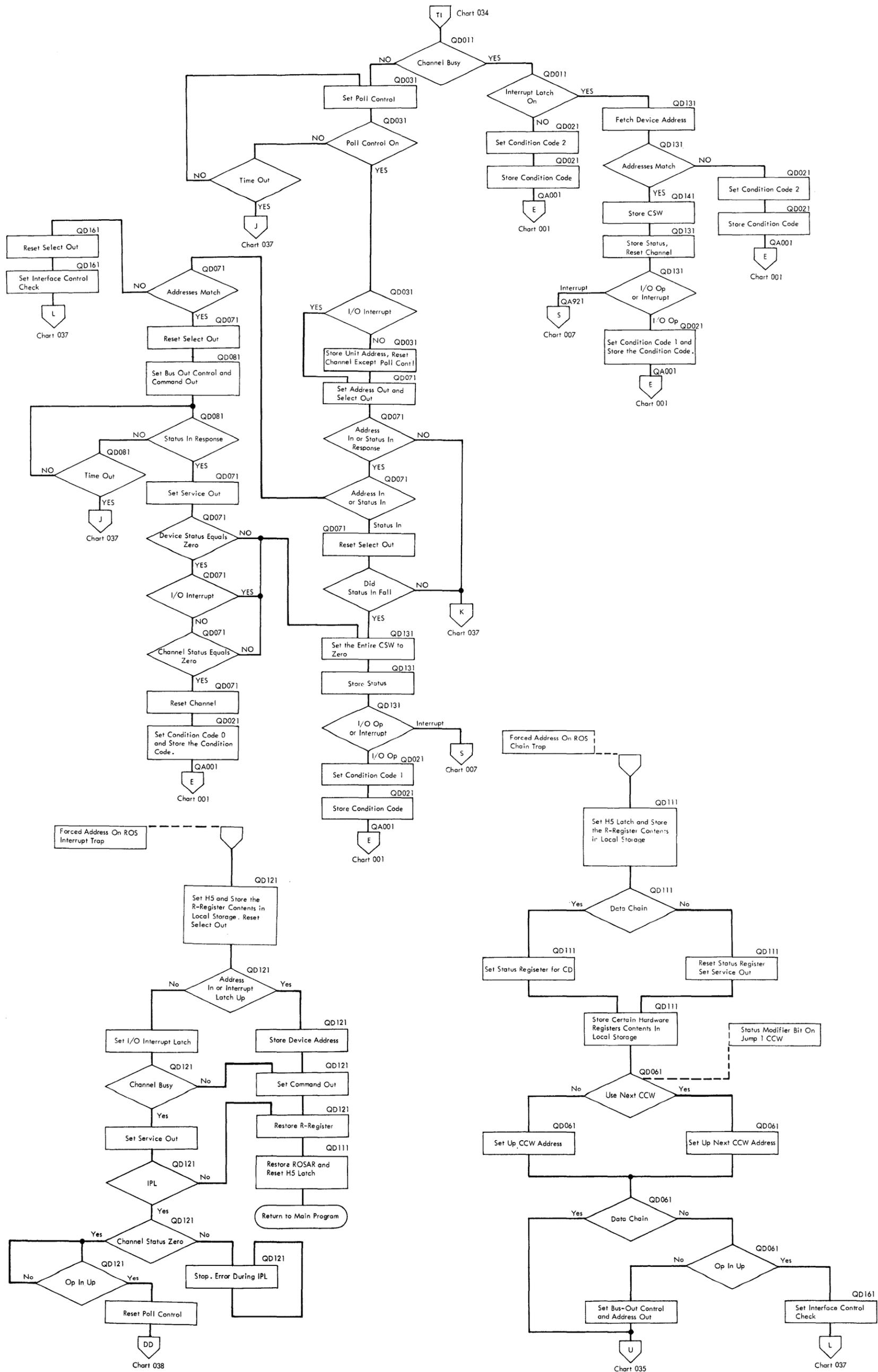
If the computation of the quotient characteristic failed to produce a carry, an underflow would be sensed. The quotient register would be set to zero and the program would return to I-cycles or to program interrupt, depending on the mask bit.

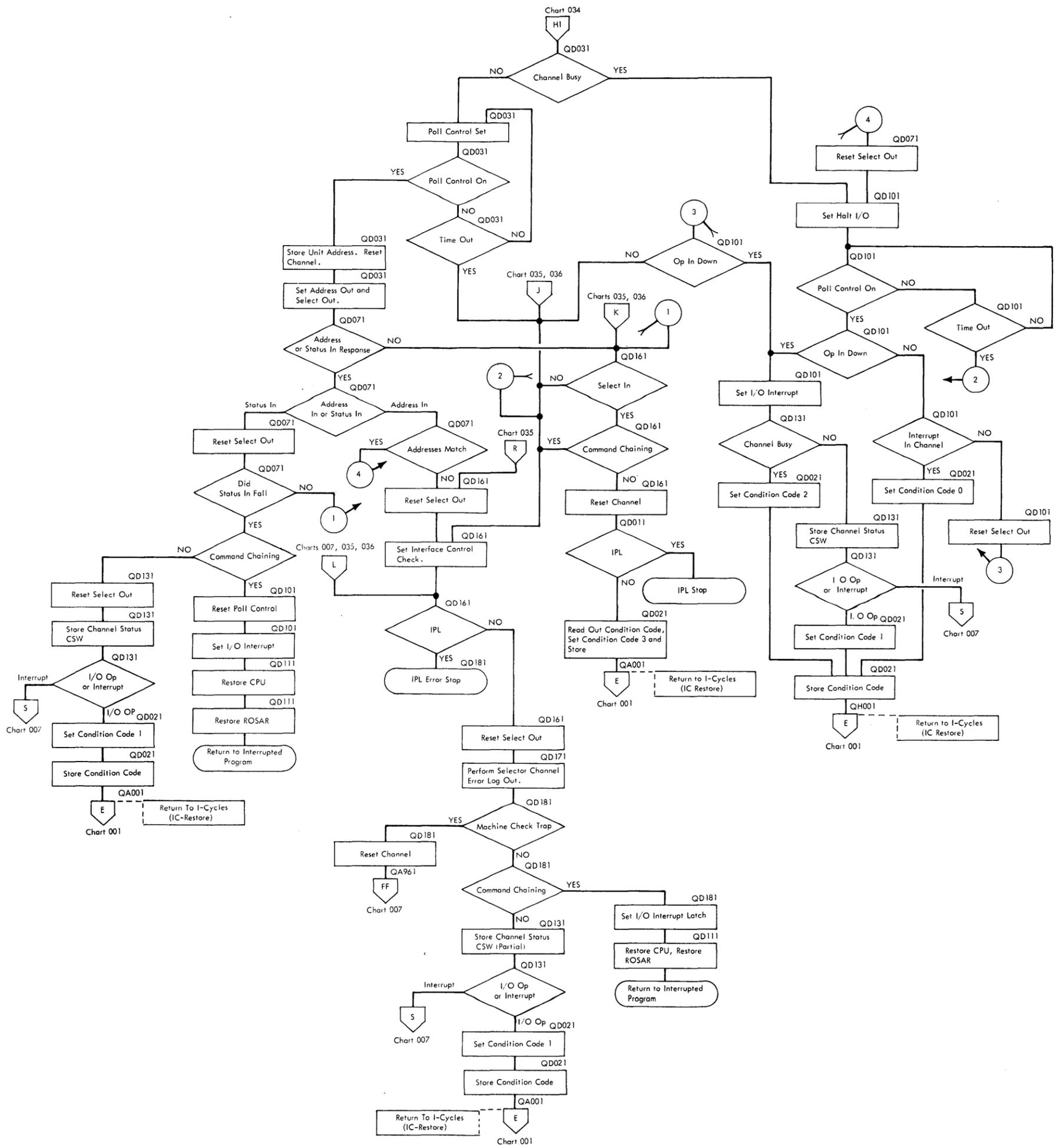
QA621 QA631 The divide function is performed on these 2 pages. The quotient is produced one bit at a time into a hardware register. The first time through the divide loop, 4 quotient bits are produced and stored in the high-order address of the quotient register. In each of the following loops, 8 quotient bits are produced and stored until the entire quotient has been computed.

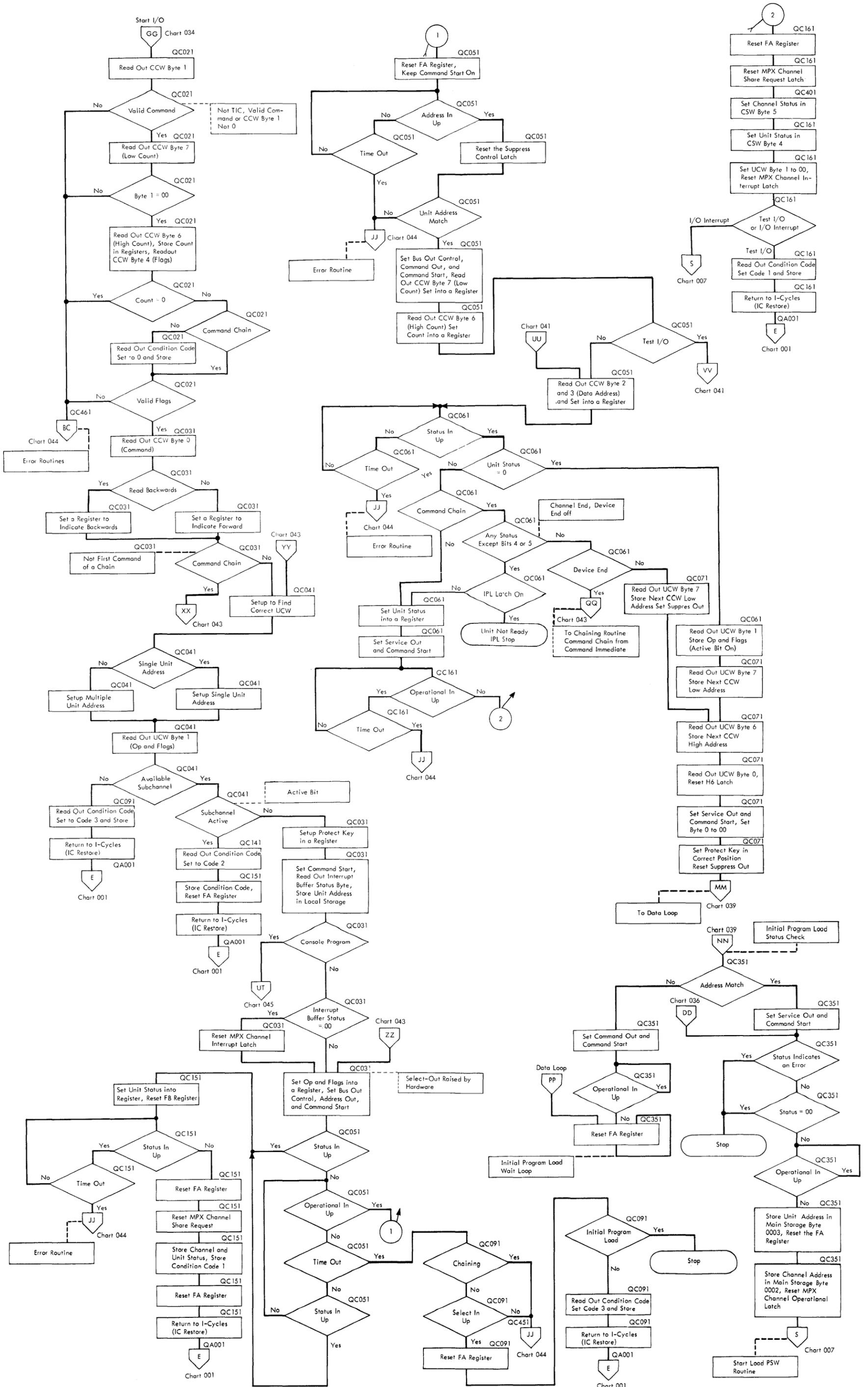
	Characteristic	Fraction
Final Result	4D	1 5 4 3 8 5

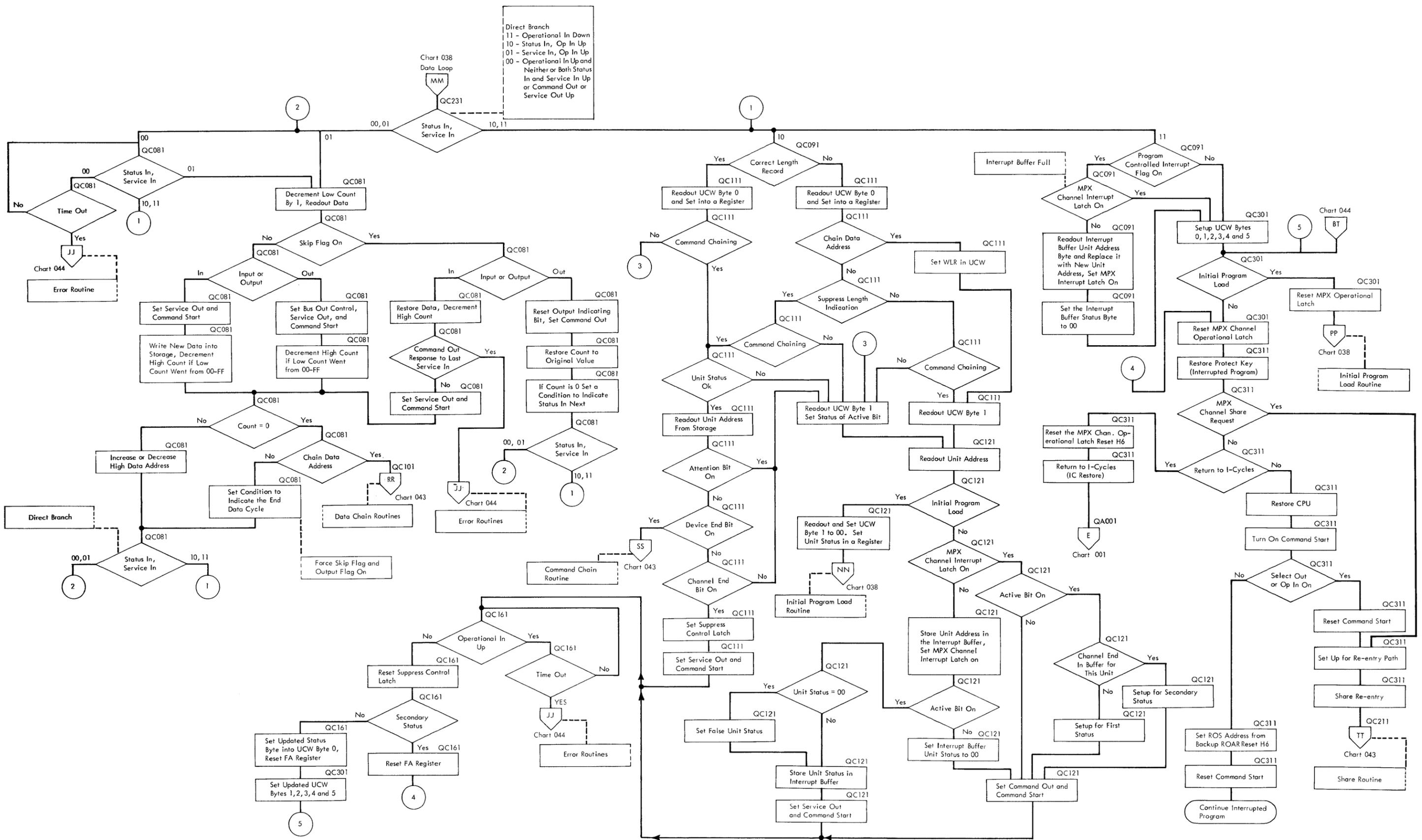
The quotient has been produced and is located in all bytes of the quotient register. The high-order byte must be checked to see if the quotient characteristic may be stored there. If the high-order byte is zero, the characteristic is stored there decremented by 1 to indicate high-order zero. If the high-order byte contains a low-order digit, (can never contain high-order digit) the quotient is right shifted one digit, the low quotient digit is lost, and the characteristic is stored unchanged. The characteristic is always checked, before storing, for overflow and underflow. If overflow, go to program interrupt. If underflow, set the quotient register to zero, test for trap, and go to normal I-cycles or program interrupt.

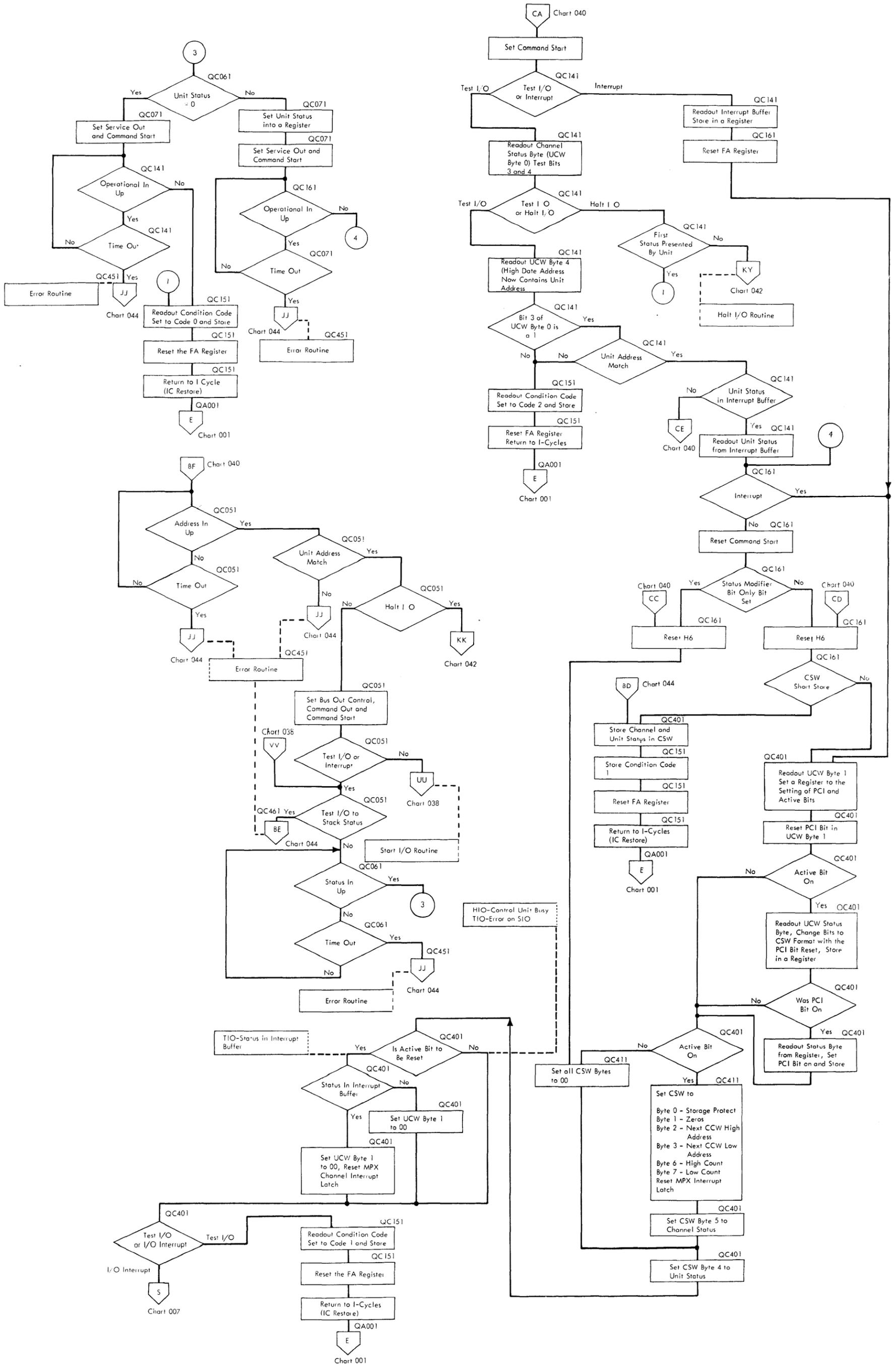


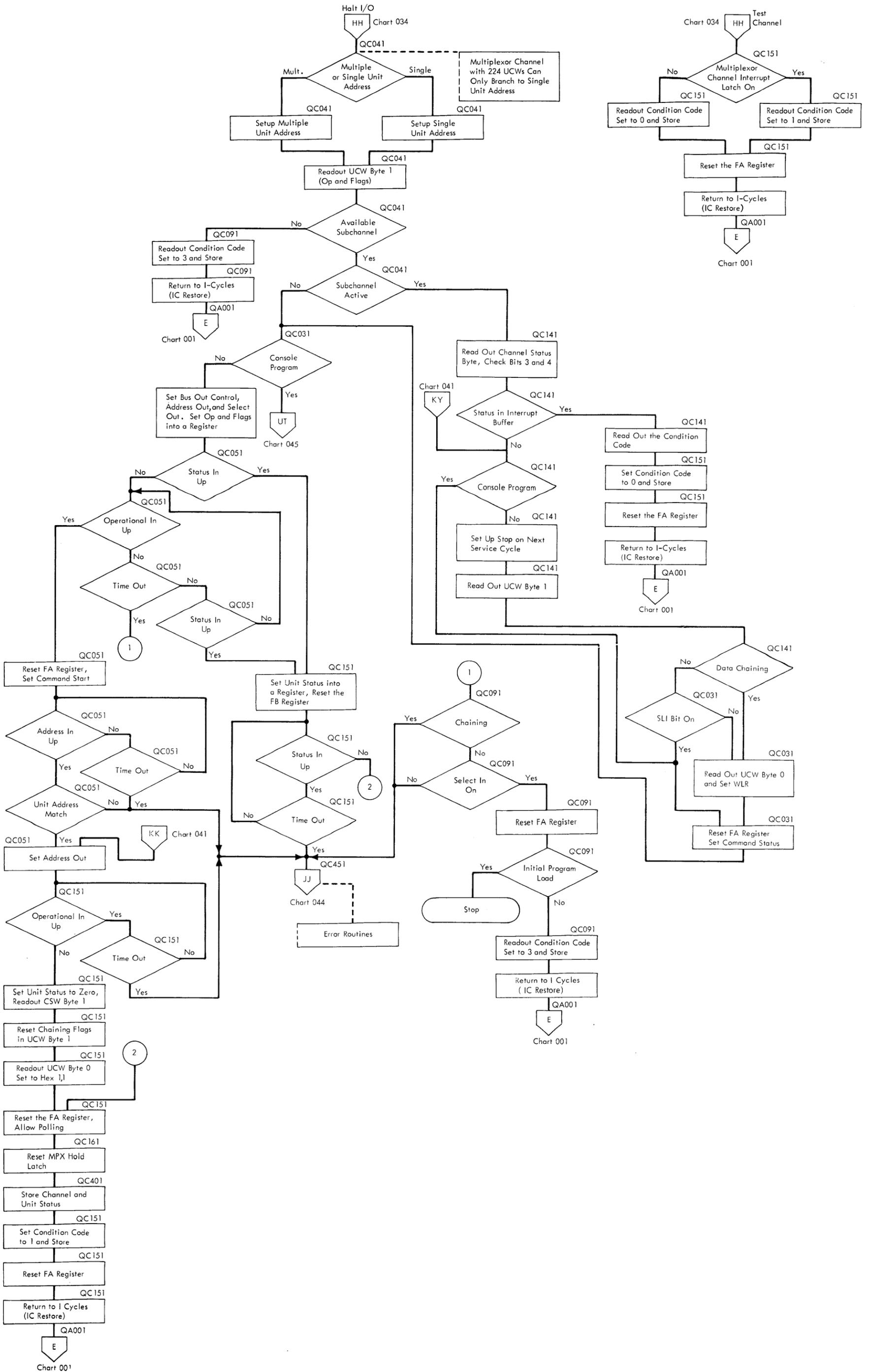


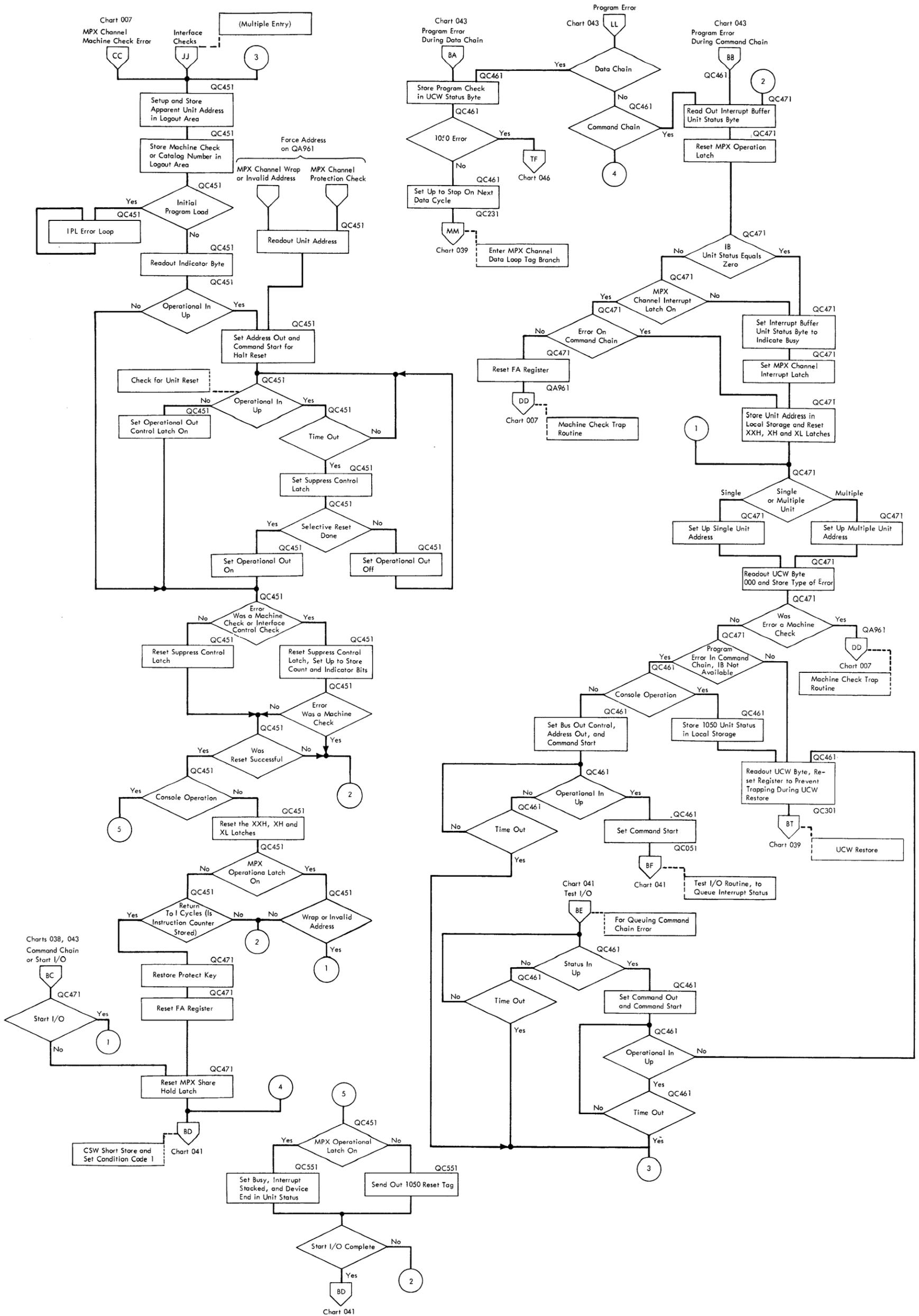


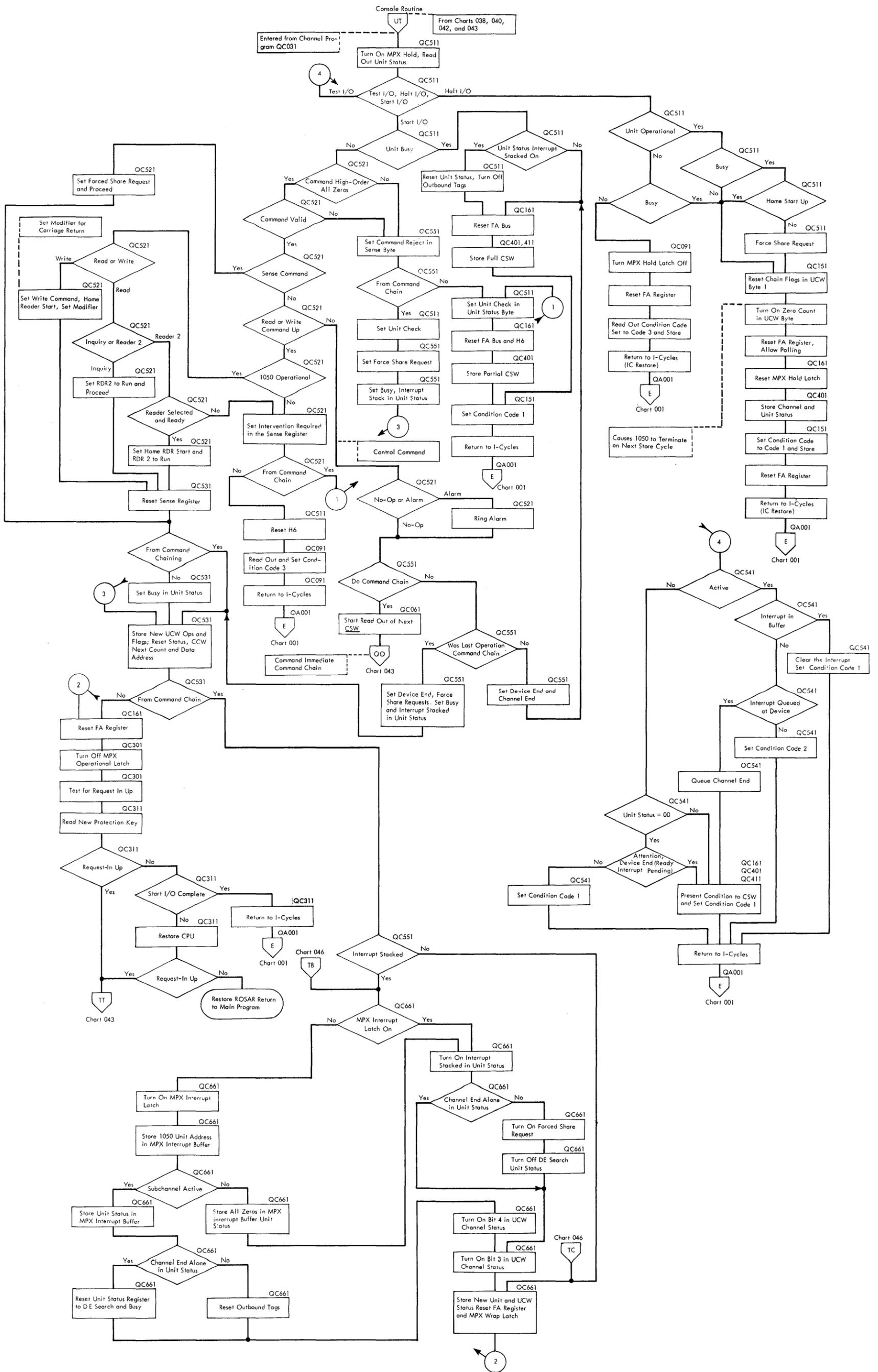


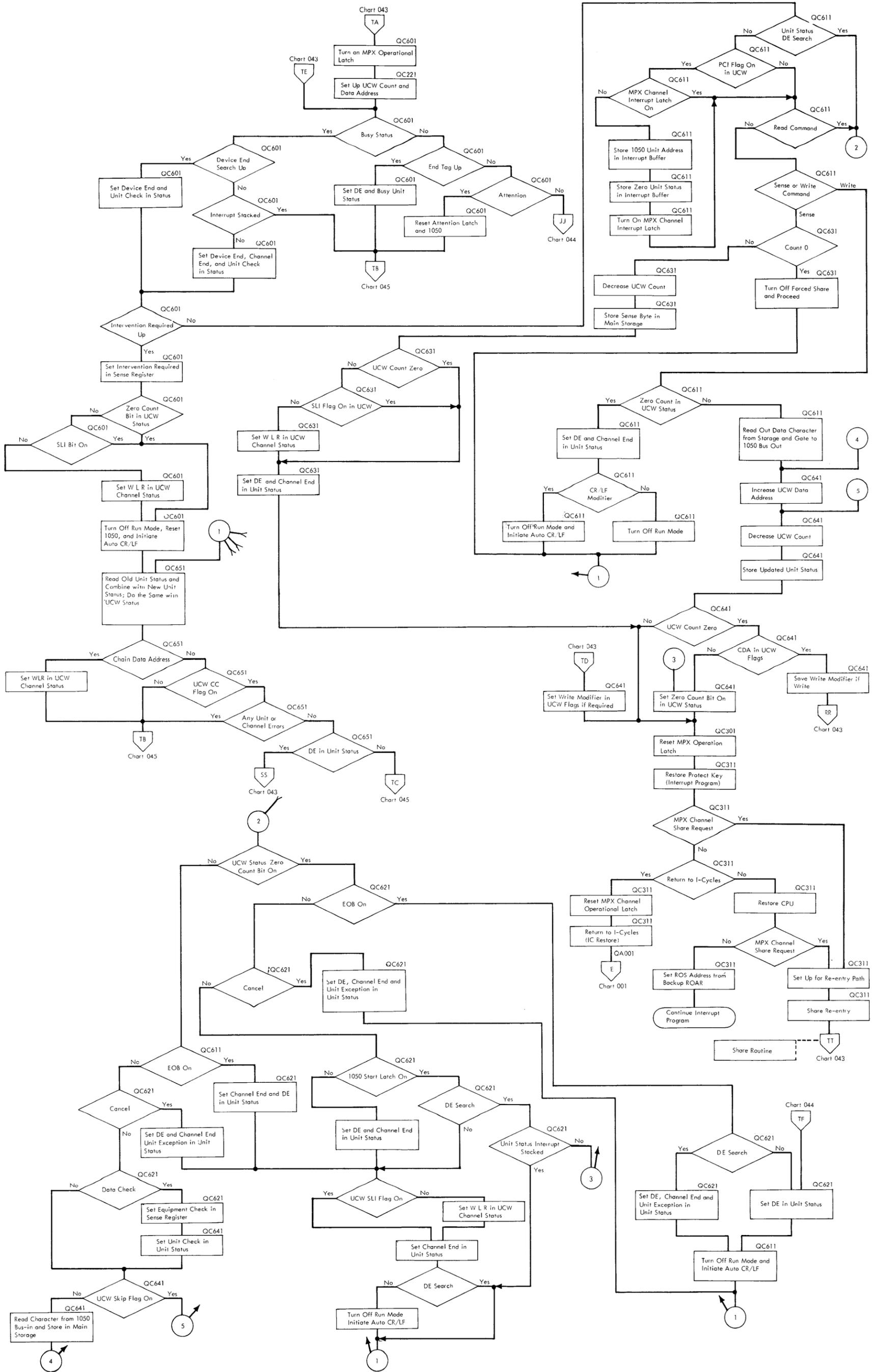








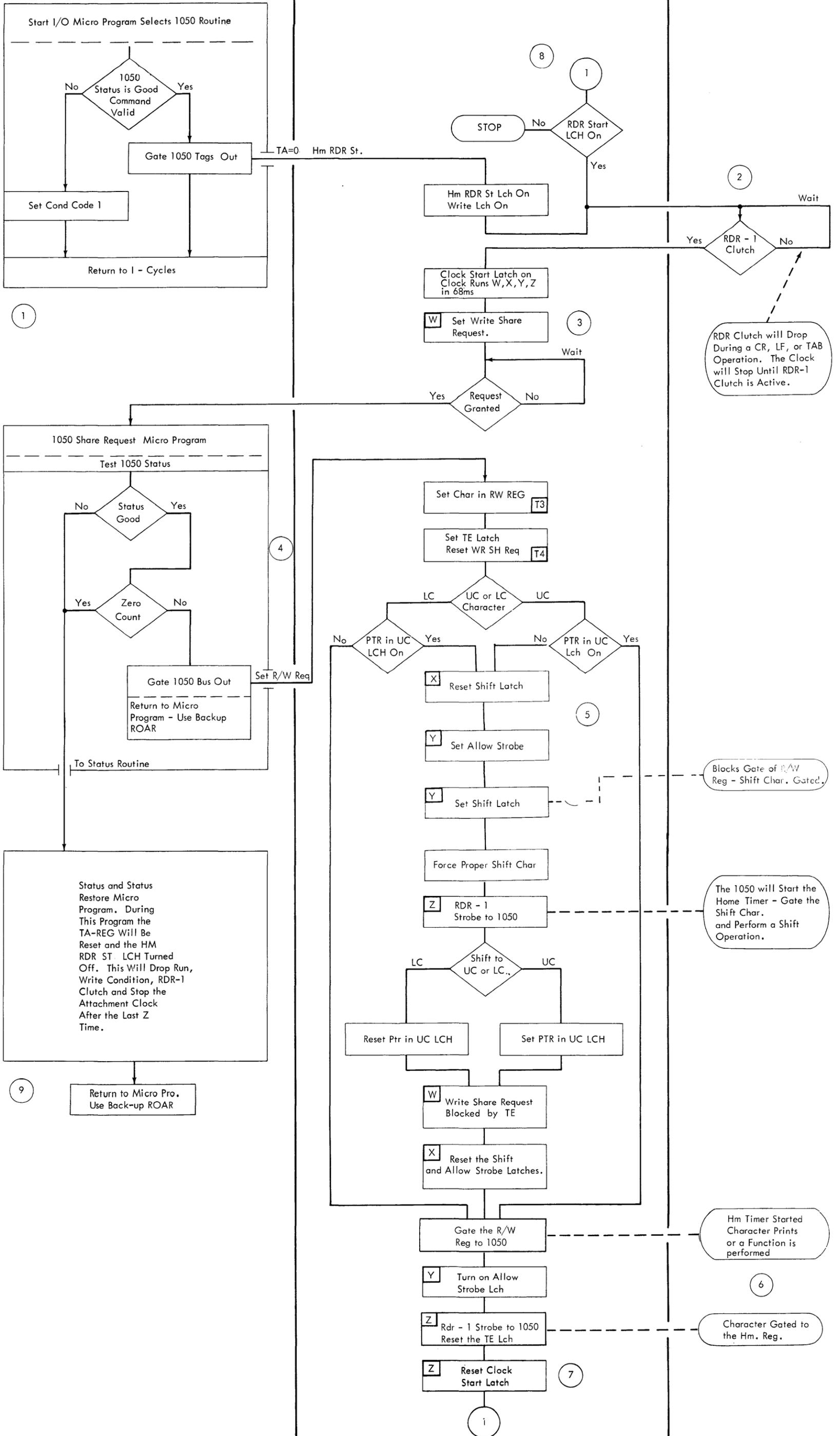


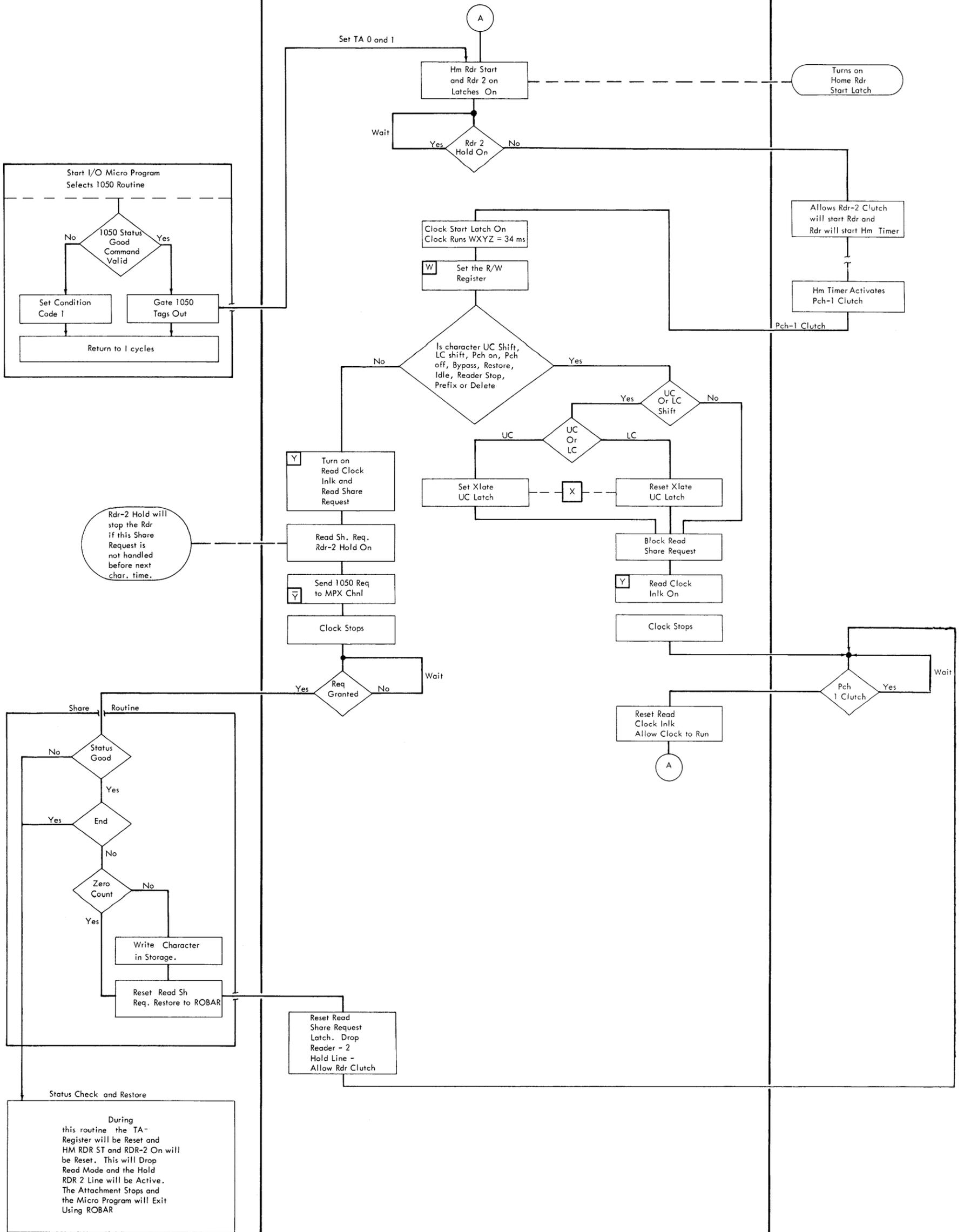


MICRO PROGRAMS

ATTACHMENT HARDWARE

1050 OPERATION

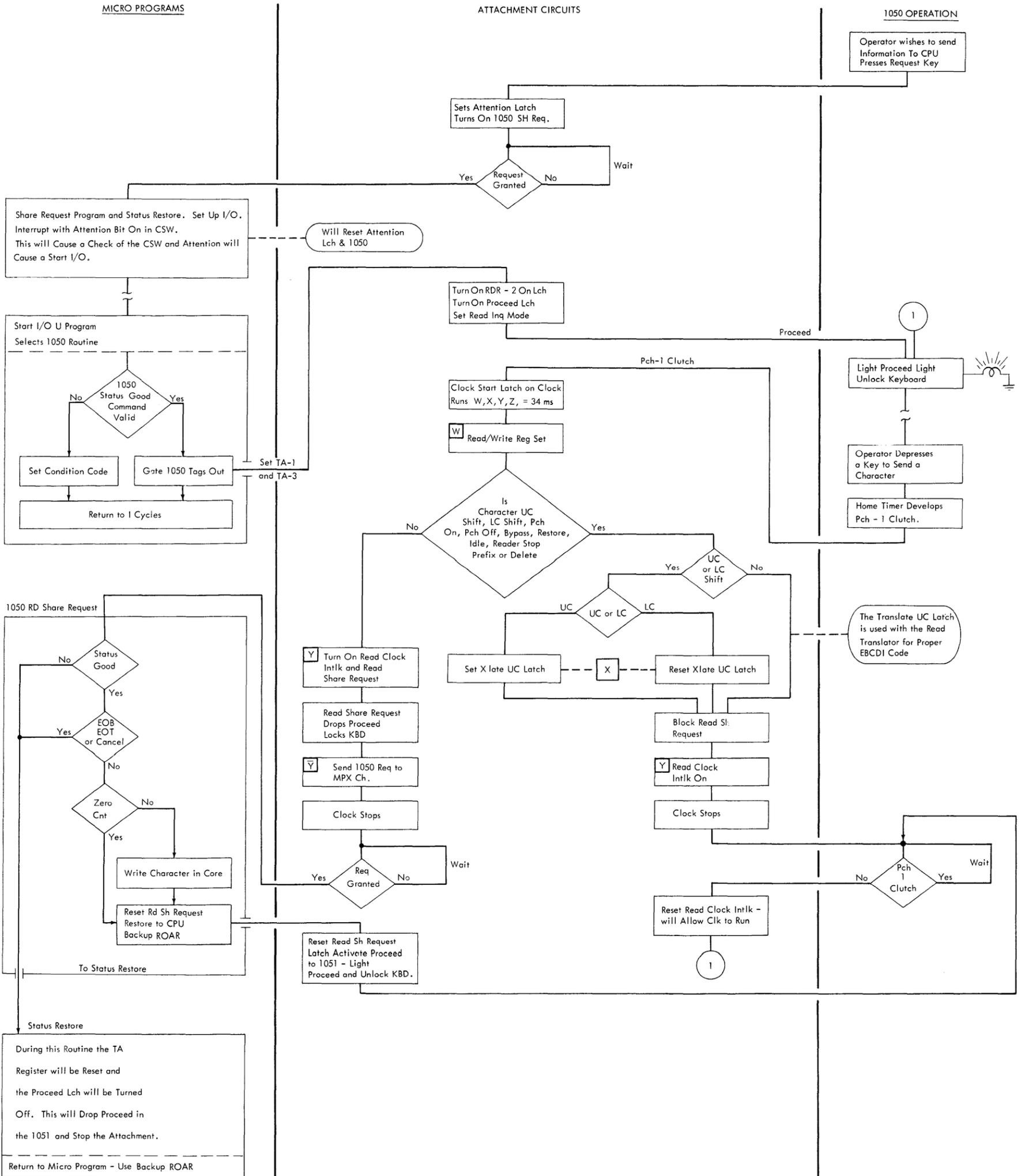


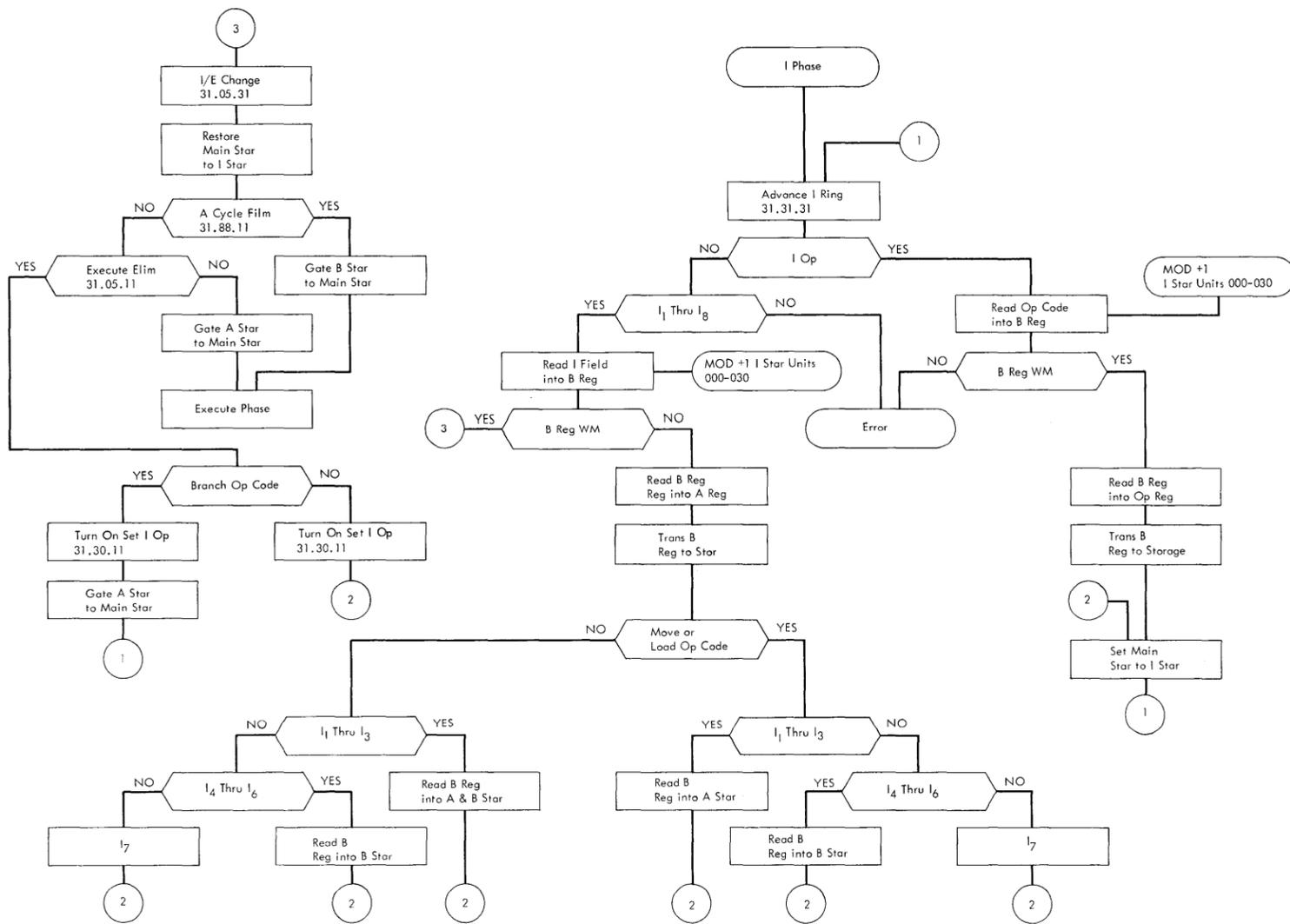


MICRO PROGRAMS

ATTACHMENT CIRCUITS

1050 OPERATION



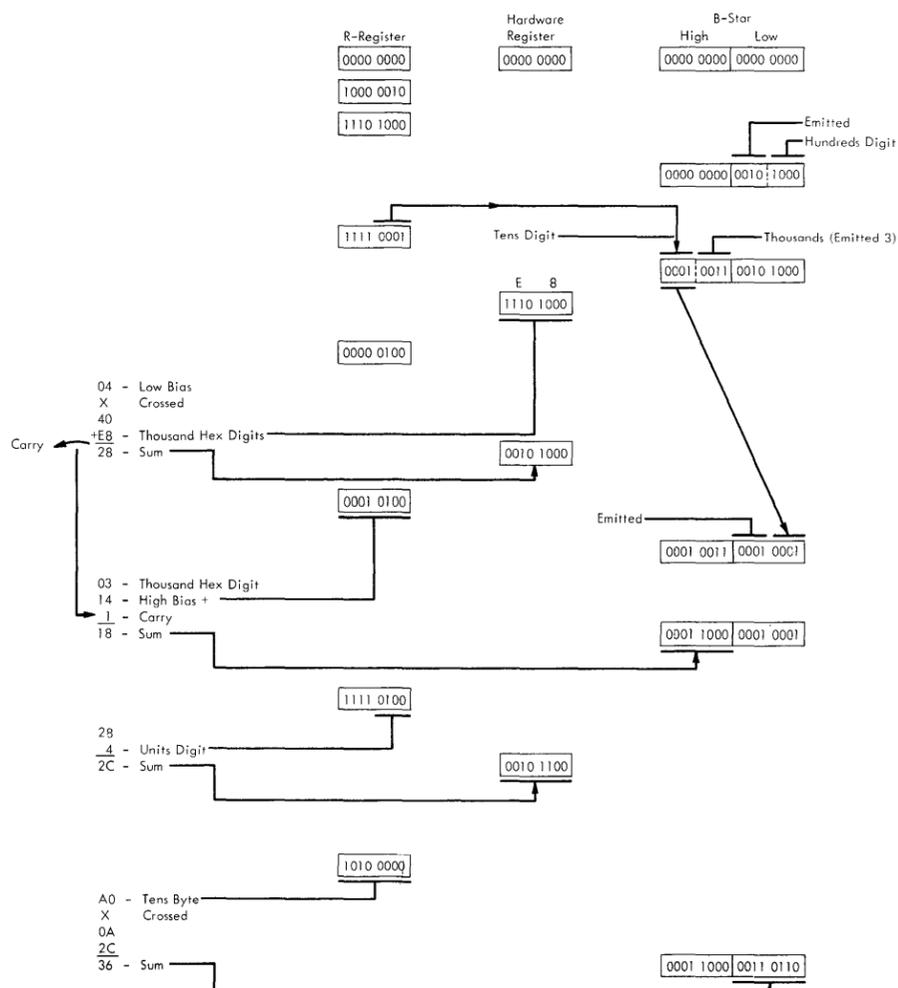


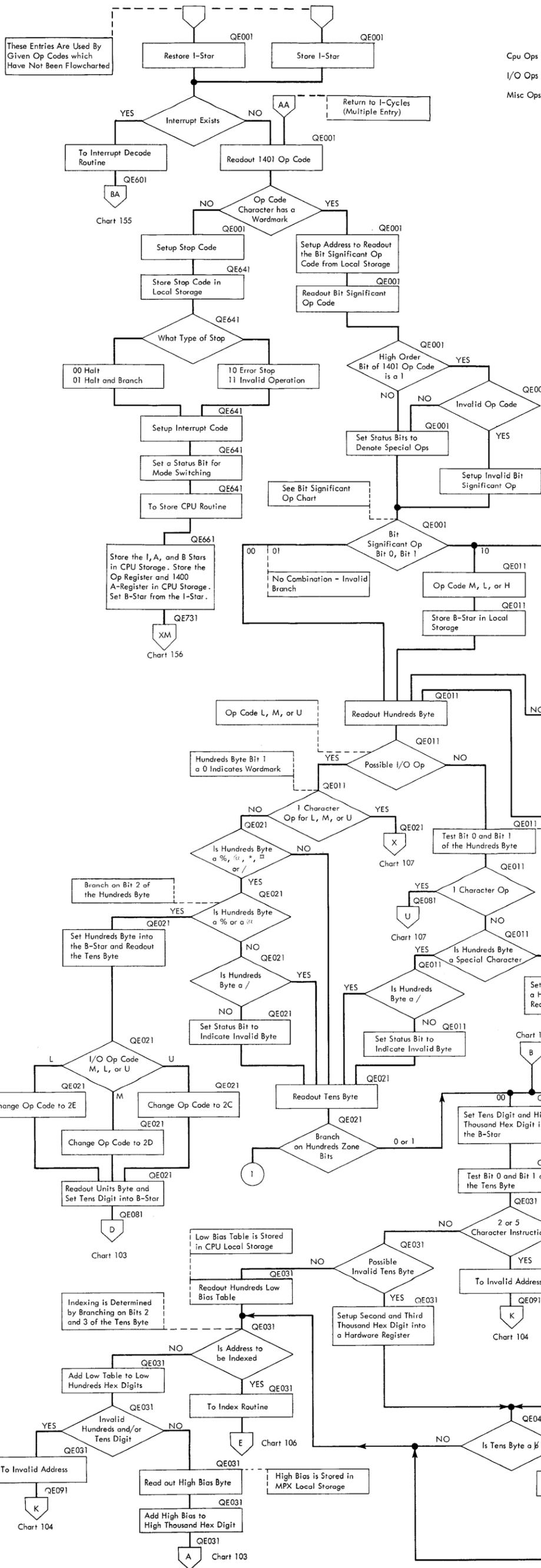
Example for A-Star or B-Star Address Development During I-Phase of 1401 Compatibility Feature on the 2030.

Assume the 2030 has 16,384 Positions of Storage and the 1401 Program is for a 12,000 Positions of Storage 1401. The Bias is 1120

Instruction is B Y14 E A

1. Read Op Code
2. Readout Hundreds Byte
3. Setup Address for Table Lookup by Emitting a Digit and Using the Hundreds Digit. Set Address into Low B-Star.
4. Readout Tens Byte and Test Hundreds Zone to Determine Thousands Digit. This Example has Zone of 10 for 1 Thousand (Hex Equivalent is 3E8). Set Tens Digit and Thousands High Hex Digit into the High B-Star.
5. Set Remaining Two Hex Digits (Emitted) into a Hardware Register.
6. Readout Low Bias Plus Hundreds Digit Hex Equivalent Byte from Table in CPU Storage. Low B-Star has Address of Position in Table. For this Example Table Readout is 04.
7. A Test is made on the Tens Byte for Zones. If Tens Byte is Zoned, Indexing is Required. For Example Tens Digit is not Zoned. Add Low Bias Plus Hundreds Digit Hex Equivalent Byte (Remember this Byte is Crossed in the Storage Table) to Digits in the Hardware Register. Retain any Carry in the Carry Latch.
8. Readout the High Bias Plus Hundreds Digit Hex Equivalent Byte from Table in MPX Storage. Use Same Address as Used for Low Bias. For this Example Table Readout is 14.
9. Setup Table Address for Tens Digit Hex Equivalent by Setting the Tens Digit from the High B-Star to the Low B-Star and Emitting a Digit to the Low B-Star.
10. Add High Hex Thousands Digit in High B-Star and High Bias Plus Hundreds Digit Hex Equivalent Byte and any Carry from Low Bias Addition to Thousand Digit. Set Sum into B-Star.
11. Readout Units Byte.
12. Add Units Digit to Amount in the Hardware Register.
13. Test Zone Bits of Units Byte to Determine Remaining Thousands Address. For this Example Units Zone is 11 (No Zone) for 0 Thousands.
14. Readout the Hex Equivalent Byte of the Tens Digit from the Table in CPU Storage Using The Address Developed in the Low B-Star. The Digits in the Byte are Crossed in the Storage Table. For this Example Table Readout is A0.
15. Add the Hex Equivalent Byte (Uncrossed) to the Amount in the Hardware Register and Set the Sum into the Low B-Star. Any Carry is Added to the High B-Star.
16. The B-Star Now Contains the Required Hex Equivalent Address for the Address Y14 for the Condition in the Example. The B-Star is Transferred to the A-Star and I-Phase Continues. If Instruction has a B-Address the B-Star is Developed in Same Manner.





	0123	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
Cpu Ops			.	,	#	/	N ₉ ^B						B				
I/O Ops		U	1	2	3	4	5	6	7	PFR	K	F		(I/O) U	(I/O) M	(I/O) L	
Misc Ops												V	W				
	0100																
	0101																
	0110																
	0111																
	1000	M															
	1001	L															
	1010																
	1011			H													
	1100																
	1110																
	1111																Q

Bit Significant Chart

	0123	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
0000	Blank	&	-	Blank	&	-	Blank	&	-	?	!	≠	0	?	!	≠	0
0001		/			/					A	J	1	A	J	1		
0010										B	K	S	2	B	K	S	2
0011										C	L	T	3	C	L	T	3
0100										D	M	U	4	D	M	U	4
0101										E	N	V	5	E	N	V	5
0110										F	O	W	6	F	O	W	6
0111										G	P	X	7	G	P	X	7
1000										H	Q	Y	8	H	Q	Y	8
1001										I	R	Z	9	I	R	Z	9
1010																	
1011		.	\$,	#	.	\$,	#								
1100		□	*	%	@	□	*	%	#								
1101		[]	v	:	[]	v	:								
1110		<	;	\	>	<	;	\	>								
1111		≠	Δ	≠	√	≠	Δ	≠	√								

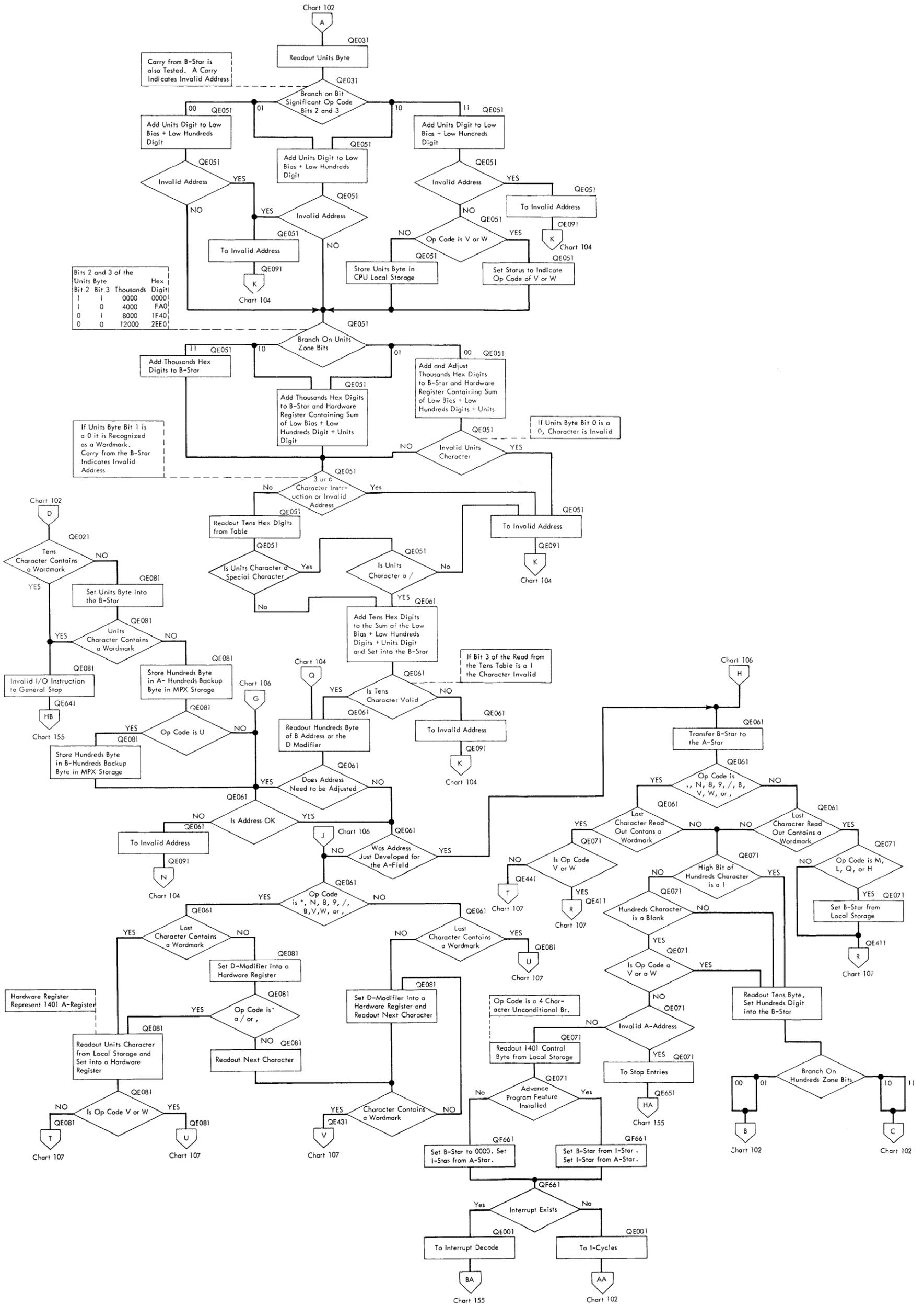
1400 Defined Characters

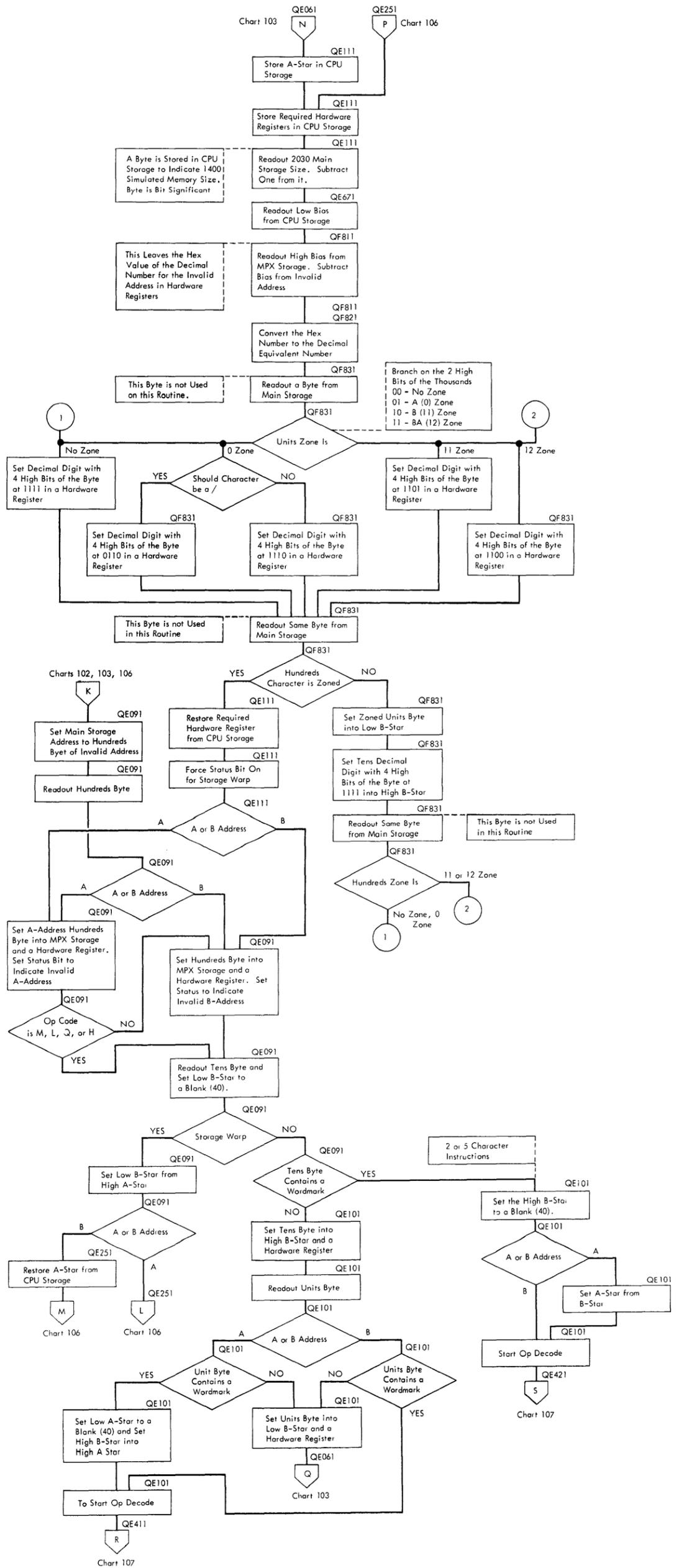
	360	Z Bias			
1400	Y Bias	16,384	32,768	65,536	8,192
16K	80	01	41	C0	
12K	20	11	51	D0	
8K	C0	20	60	EF	00
4K	60	30	70	FF	10
2K	30	38	78	F7	18
1.4K	88	3A	7A	F9	1A

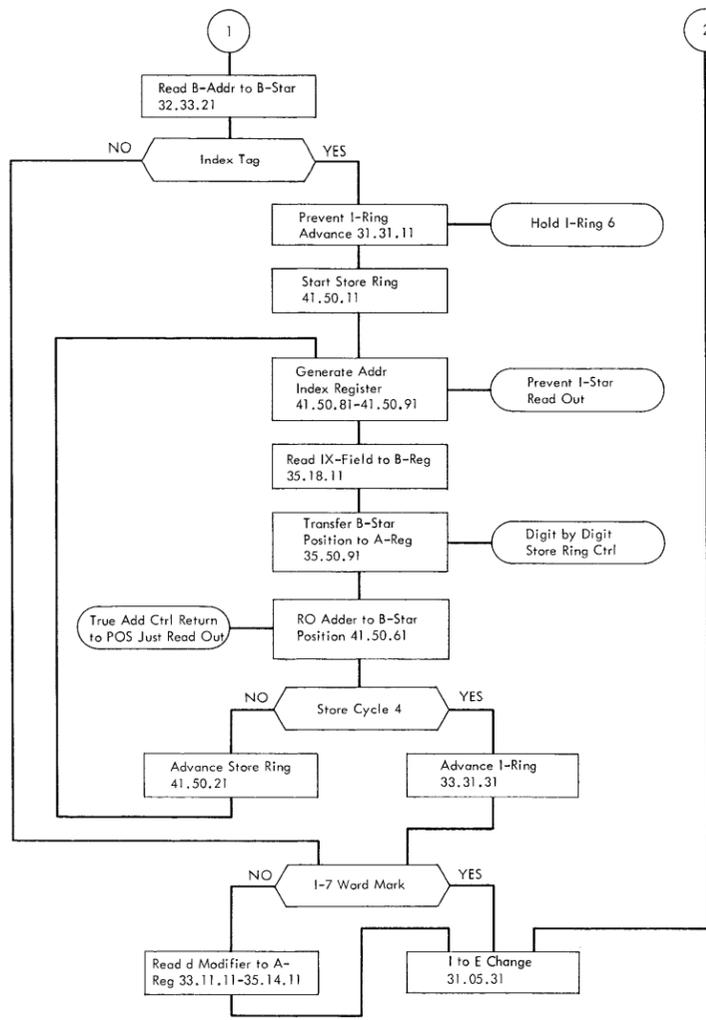
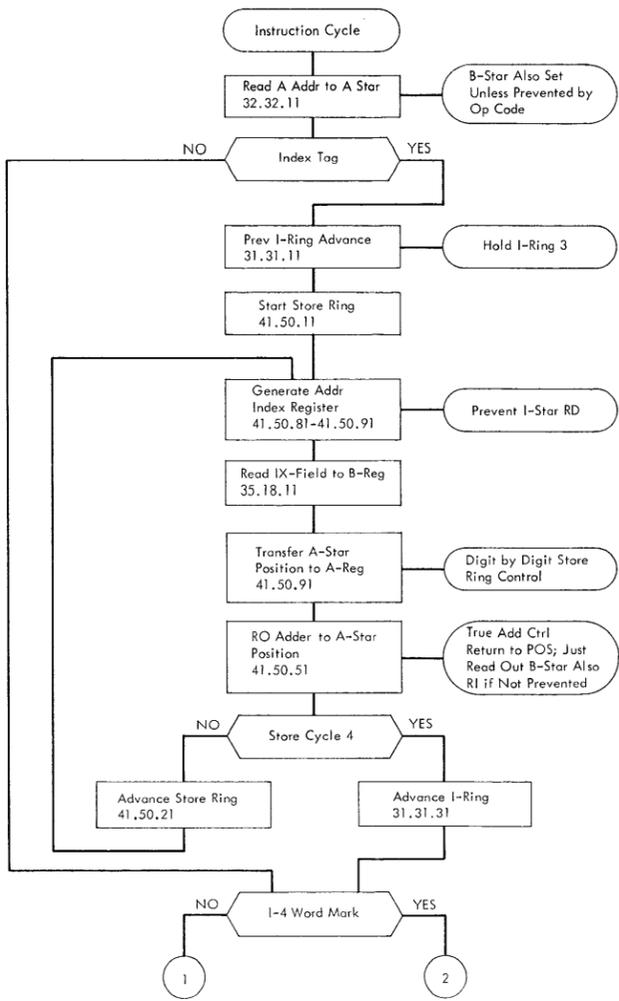
Y = Bias for Low-Order Byte in Hex.
Z = Bias for High-Order Byte in Hex.

Bits 2 and 3 of Hundred		Hex	
Bit 2	Bit 3	Thousands	Digits
1	1	0000	000
1	0	1000	3E8
0	1	2000	7D0
0	0	3000	BB8

Compatibility Mode Memory Bias



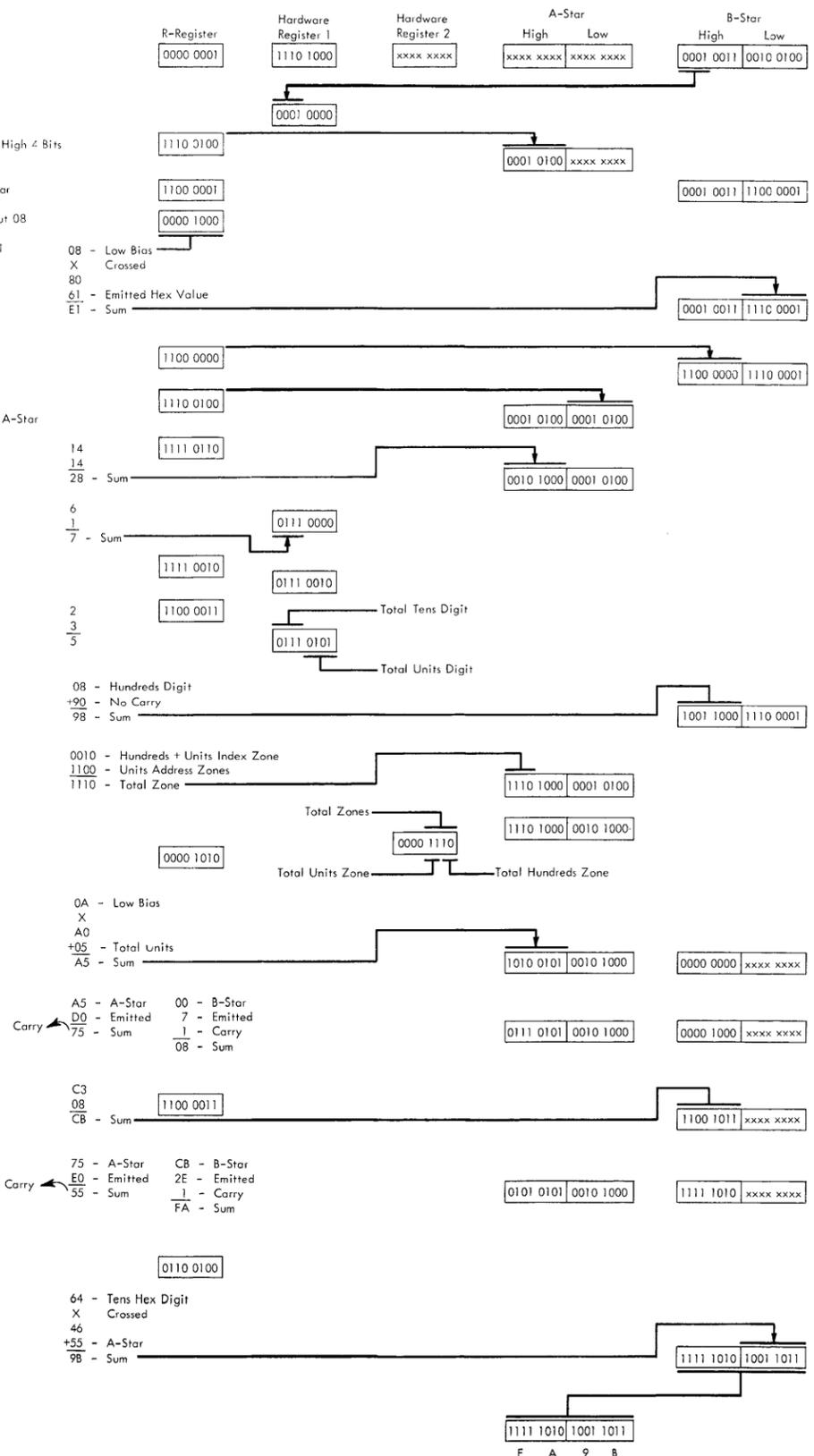


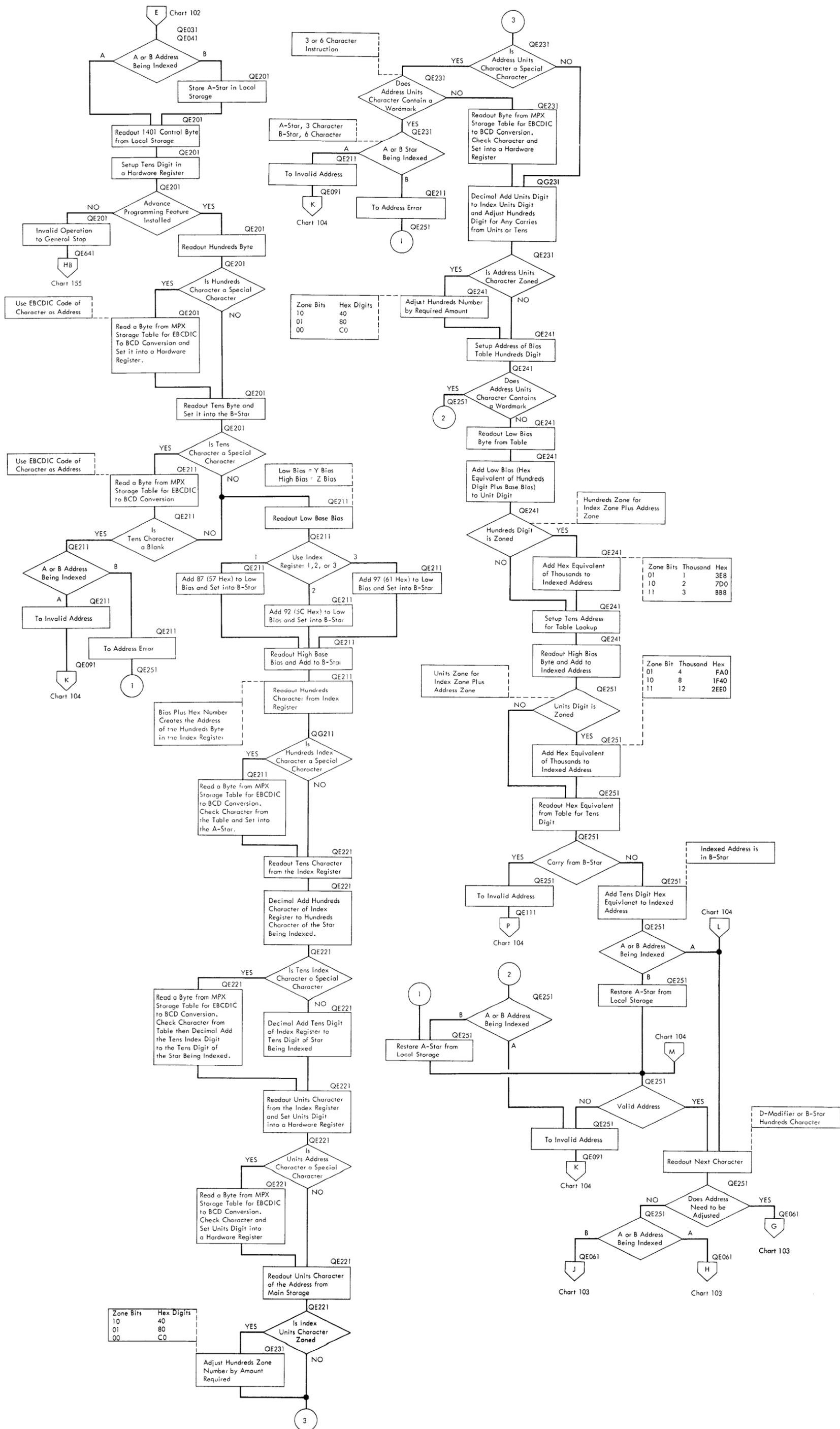


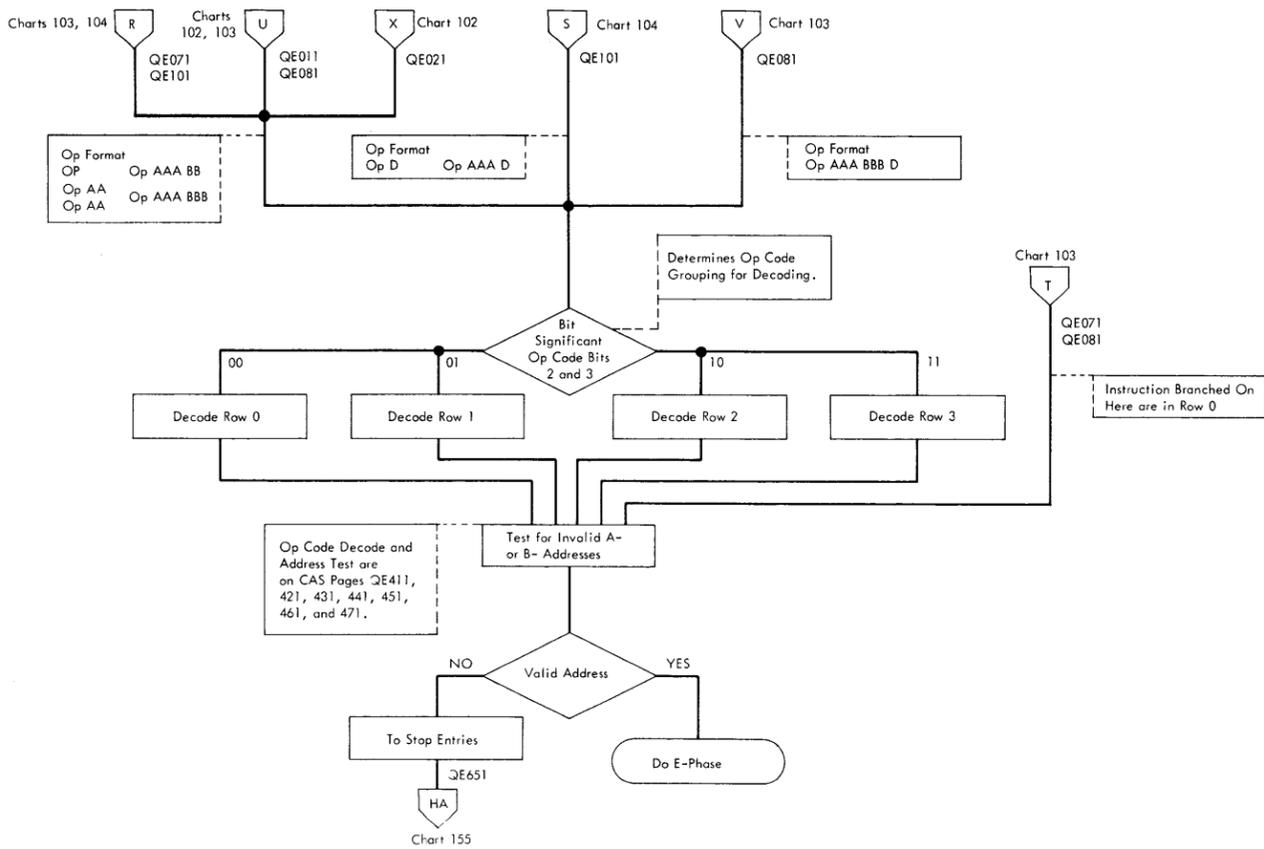
Example for A-Star or B-Star Development with Indexing During I-Phase of 1401 Compatibility Feature on the 2030. Program is for a 16,000 Positions of Storage 1401 and the 2030 Has 65,536 Positions of Storage.

Instruction is A UAC 456 B. Index Register 3 has U62 Stored.

1. Recognize Indexing Required (Tens Byte Zoned).
2. Set Tens Digit from High B-Star to the High 4-Bits of Hardware Register 1.
3. Readout Hundreds Byte Again. If Special Character, Do Table Lookup of BCD Equivalent. For this Example Invert High 4 Bits and Set Byte into High A-Star
4. Readout Tens Byte Again. If Special Character, Do Table Lookup of BCD Equivalent. Set Character into Low B-Star
5. Readout Low Bias from CPU Storage (Address is Emitted). Bias is Crossed in Storage Table. For this Example Readout 08
6. Test Zone Bits of Tens Character to Determine Index Register. For this Example Zone is 00 (Index Register 3). 1401 Index Register 3 Address is 0097 (Hex Equivalent is 61). Add the Hex Value to Low Bias and Set into Low B-Star.
7. Readout High Bias from MPX Storage (Same Address as Low Bias). For this Example Readout C0. Set High Bias into High B-Star
8. Address of Index Register Hundreds Byte in B-Star. Readout Hundreds Byte from Index Register. If Special Character, Do BCD Table Lookup. For this Example Character is U, Invert High 4 Bits and Set into Low A-Star
9. Read Tens Byte from Index Register. Decimal Add Index Hundreds and Address Hundreds Bytes and Set Sum into High A-Star
10. If Tens Byte is Special Character, Do Table Lookup for BCD Equivalent. Decimal Add Index Tens Digit (6) and Address Tens Digit (1) and Set Sum into High 4 Bits of Hardware Register 1.
11. Readout Units Byte from Index Register. If Special Character, Do BCD Table Lookup. For this Example Units Character is 2. Set Index Register Units Digit in the Low 4 Bits of Hardware Register 1.
12. Readout Units Byte for Address. If Special Character, Do BCD Table Lookup. Check Index Units Byte for Zone Bits; For Example Bits are 11 (No Zone) for 0 Thousands. Decimal Add Index Units Digit and Address Units Digit. Set Sum into Low 4 Bits of Hardware Register 1.
13. Decimal Add Any Carry (from Units or Tens Addition) to Combined Hundreds Digit and Set into High B-Star. For this Example No Carry. Emitted a 9 to Force a High Carry Should Low Digits Give a Carry.
14. Check Units Address Zone Bits. For Example Zone Bits are 00 (12,000). This Adds a C (Hex) to Accumulated Zones in High A-Star. Accumulated Zones are in High 4 Bits of the High A Star.
15. Setup Address for Table Lookup of Low Bias + Hundreds Digit Hex Equivalent Digit in Low A-Star. Set Total Zone Digit into Low 4 Bits of Hardware Register 2. Readout Low Bias + Hundreds Byte from CPU Storage. For this Example 0A is Readout Because 3yte is Crossed in Storage Table.
16. Add Low Bias Plus Hundreds Digit Hex Equivalent to Total Units Digit and Set into High A-Star. Set a Carry into High B-Star. For this Example No Carry.
17. Test Total Hundreds Zone to Determine Correct Hex Digits to Add to High A-Star and High B-Star. For this Example Bits are 10 (Hex Digits are 7D0). Add D0 to High A-Star, Any Carry from A-Star is Added to High B-Star. Add the 7 to High B-Star.
18. Readout High Bias Plus Hundreds Digit Hex Equivalent from MPX Storage. Setup Total Tens Digit Hex Equivalent Byte Address. Add High Bias Byte to High B-Star.
19. Test Total Units Zone to Determine Correct Hex Digits to Add to High A-Star and High B-Star. For this Example Bits are 11 (Hex Digits are 2EE0). Add E0 to High A-Star, Any Carry from A-Star is Added to High B-Star. Add 2E to High B-Star
20. Readout Total Tens Hex Equivalent Digit from CPI Storage. For this Example Readout 64. Remember Byte is Crossed in Storage Table.
21. Add Tens Hex Byte (Uncrossed) to High A-Star and Set Sum in Low B-Star. Any Carry is Added to High B-Star.
22. End of Indexing this Address Continue I-Phase. If Address Being Indexed was the A-Star, Transfer A-Star to B-Star. If Address Being Indexed was B-Star, Restore the A-Star from Local Storage. For Example Set B-Star into A Star.

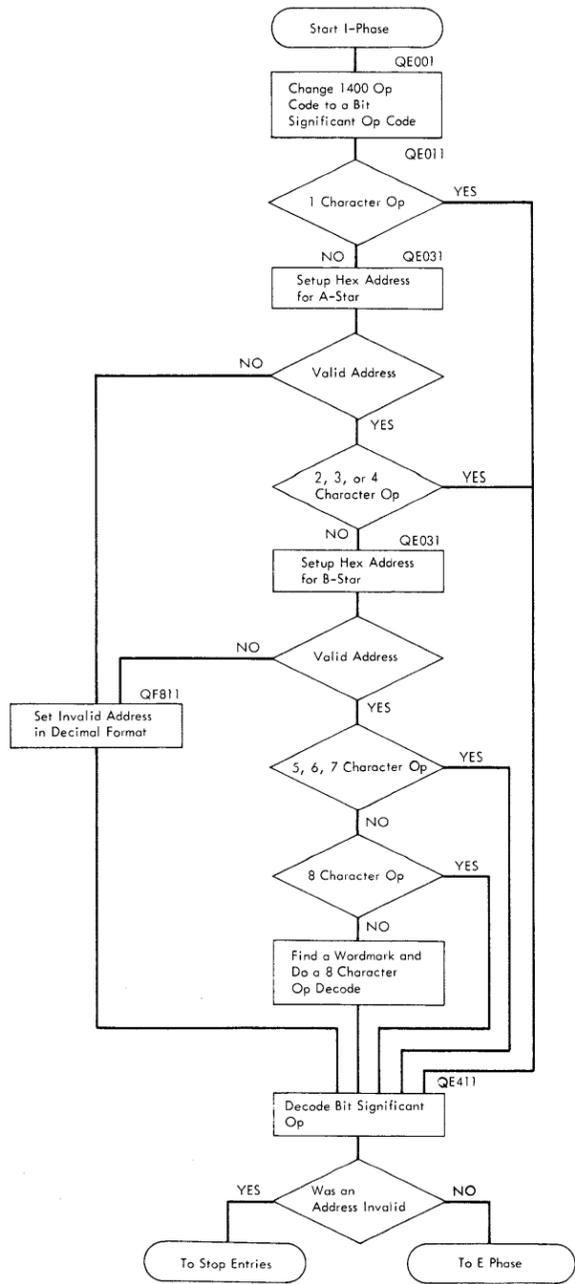


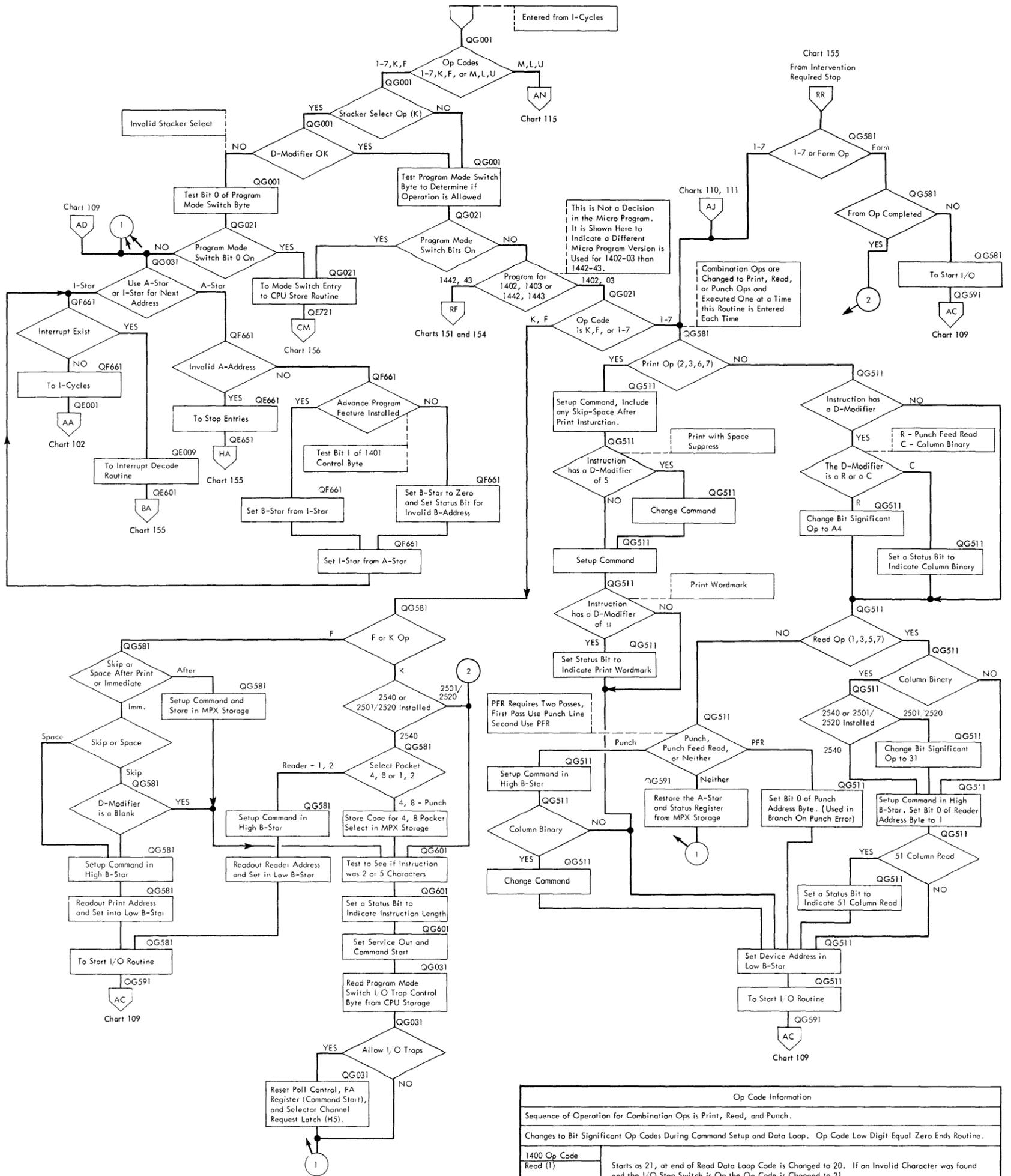




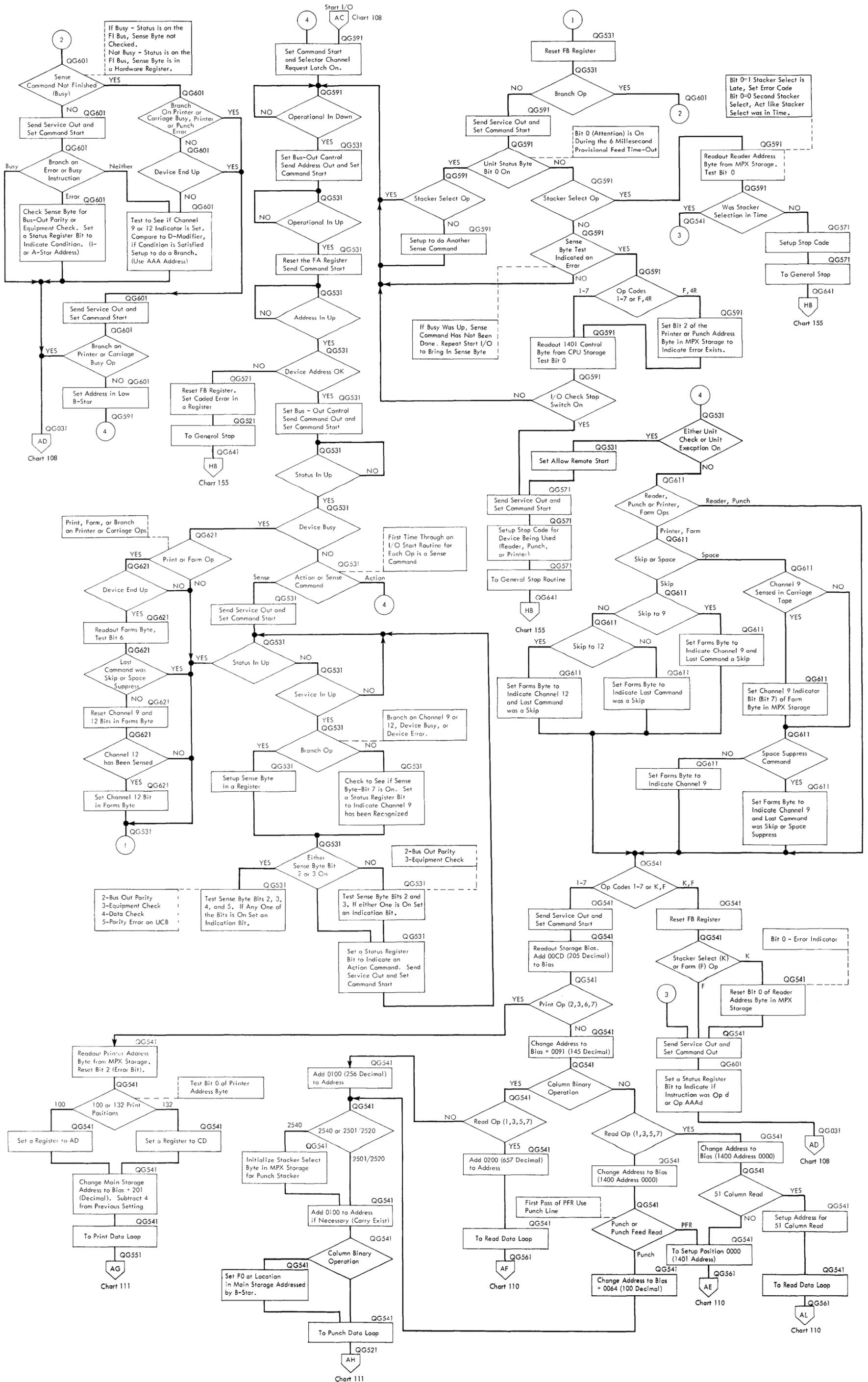
Row	Significant Op Byte	Instruction Name	1401 Sym.	CLF Ch.	Row	Significant Op Byte	Instruction Name	1401 Sym.	CLF Ch.	Row	Significant Op Byte	Instruction Name	1401 Sym.	CLF Ch.	Row	Significant Op Byte	Instruction Name	1401 Sym.	CLF Ch.
0	0000 0010	Halt	.		1	0001 0010	Move Digit	D		2	0010 0000	Control (Note 1)	U	108	3	0011 0100	Invalid		155
0	0000 0100	Set Wordmark	.		1	0001 0011	Move Zone	Y		2	0010 0001	*Read	1	108	3	0011 1010	Branch on WM/Zone	V	
0	0000 0101	Clear	.		1	0001 0100	Address Modify	#		2	0010 0010	*Print	2	108	3	0011 1011	Bit Test	W	
0	0000 0110	No Op	N		1	0001 0101	Clear Wordmark	#		2	0010 0011	*Read-Print	3	108	3	1011 0001	Store A-Star	H	
0	0000 0110	Early Read (Note 2)	B		1	0001 0110	Edit	E		2	0010 0100	*Punch	4	108	3	1111 0001	Store B-Star	Q	
0	0000 0110	Early Punch (Note 2)	B		1	0001 0111	Move Zero Suppress	Z		2	0010 0101	*Read-Punch	5	108					
0	0000 0110	Branch	B		1	0001 1000	Add	A		2	0010 0110	*Print-Punch	6	108					
0	1000 0000	Move (Note 1)	M		1	0001 1001	Subtract	S		2	0010 0111	*Read-Punch-Print	7	108					
0	1000 0000	Move, Column Bin.	M		1	0001 1010	Multiply	*		2	0010 0100	*Punch Feed Read	4R	108					
0	1000 0000	Move, Sterling	M		1	0001 1011	Divide	%		2	0010 1001	Stacker Select	K	108					
					1	0001 1100	Reset Add	?		2	0010 1010	Form	F	108					
					1	0001 1101	Reset Subtract	!		2	0010 1100	Control	U	115					
					1	0001 1110	Move Record	P		2	0010 1101	Move	M	115					
					1	0001 1111	Compare	C		2	0010 1110	Load	L	115					
					1	1001 0000	Load (Note 1)	L											

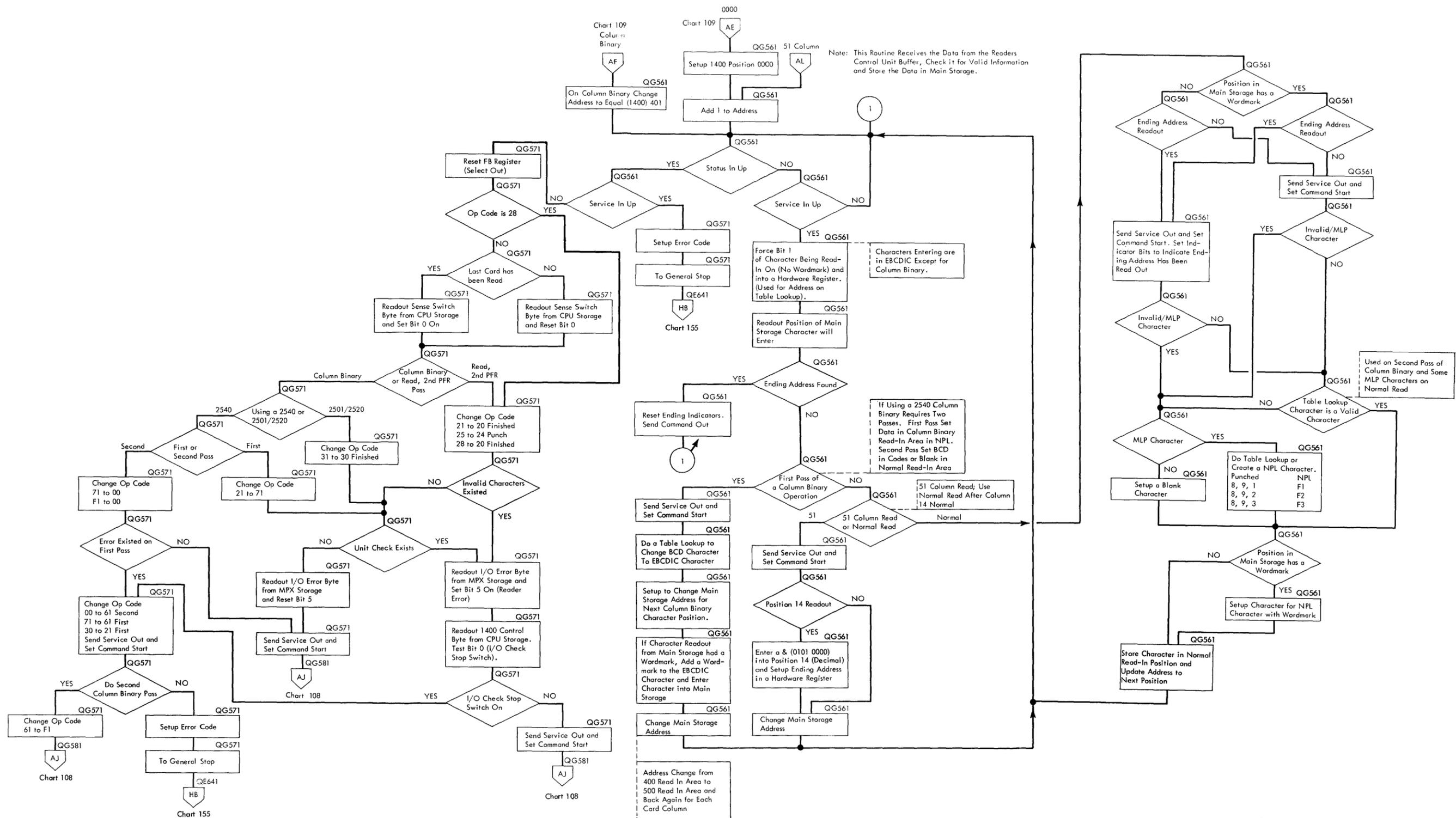
Note 1. If I, O Operation Change Op Code L to 0010 1110, M to 0010, 1101, and U to 0010 1100
 Note 2. These Op Codes are Handled as No Ops.
 Note 3. This Op Codes Start with Bit Significant Byte as Shown. As the Op is Performed the Op Code is Changed to Indicate the First Pass or the Op Code has a D-Modifier, Also to Indicate when a Combination Op is Finished.

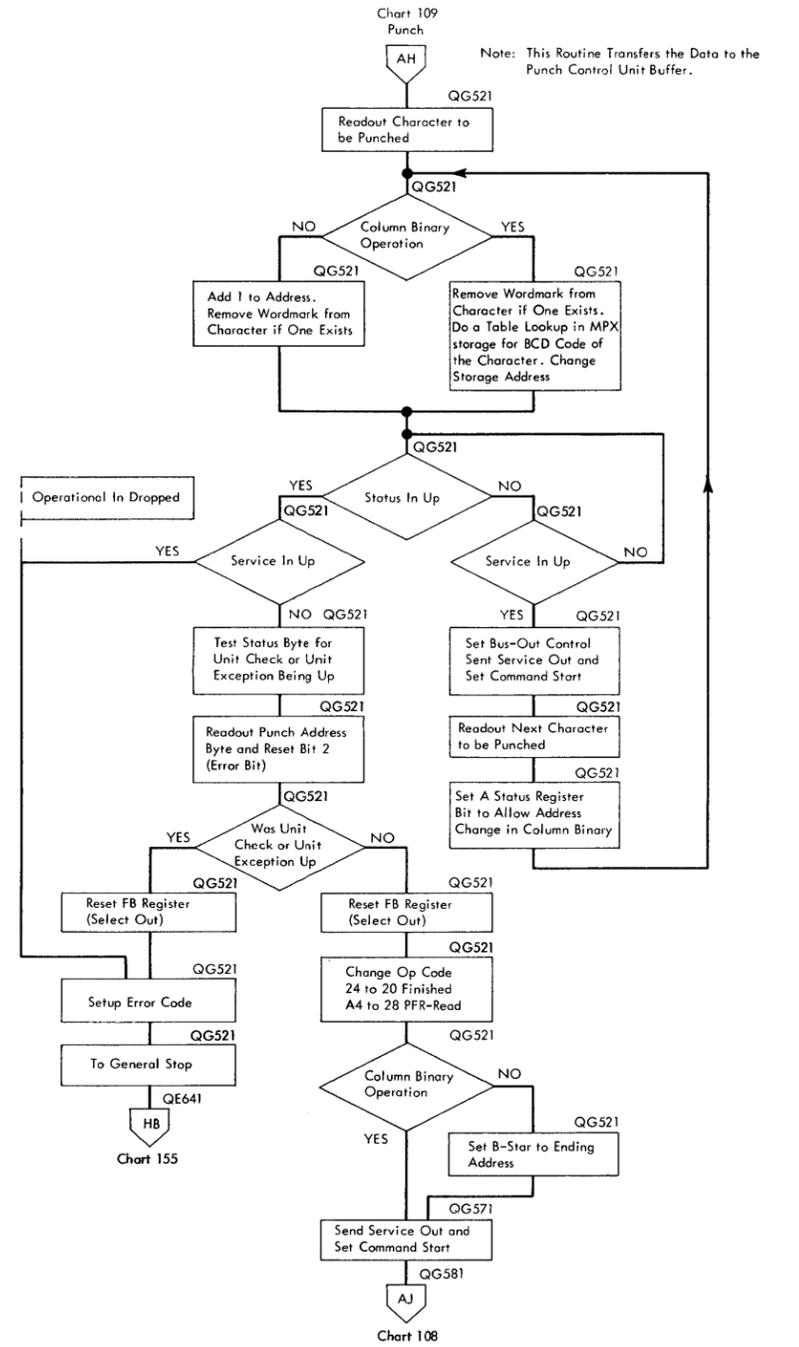
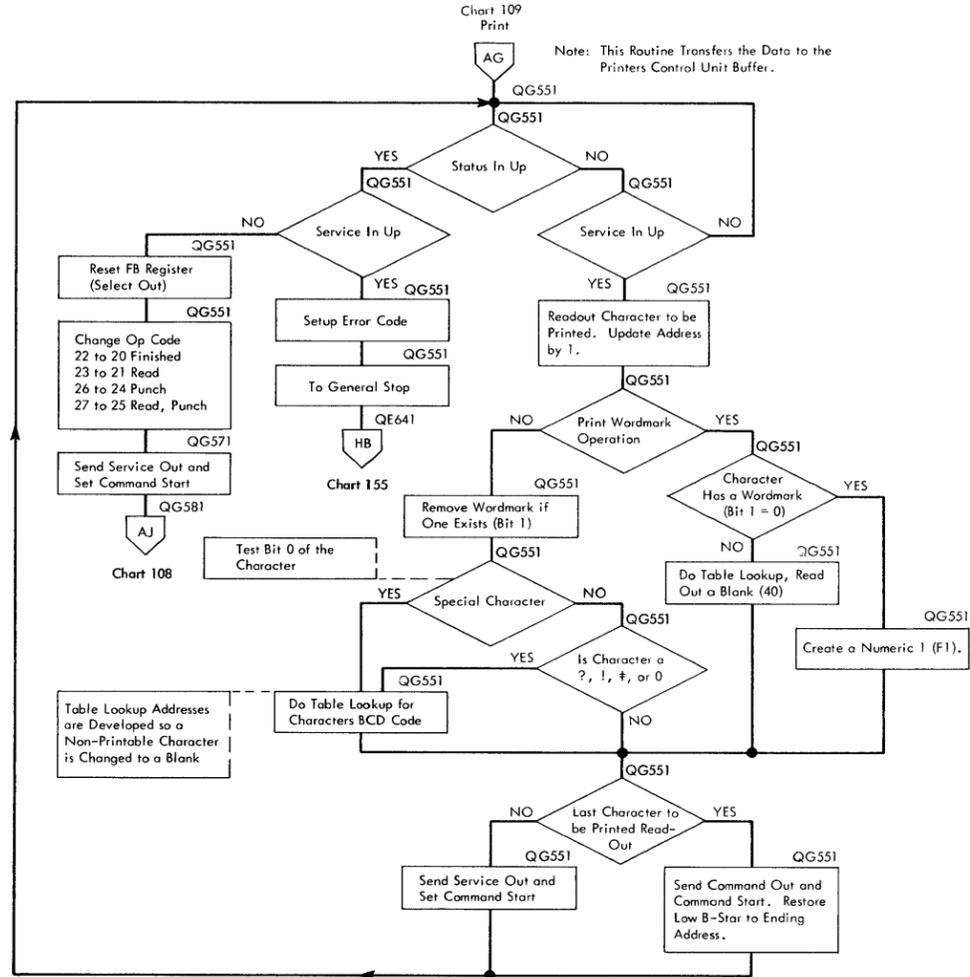




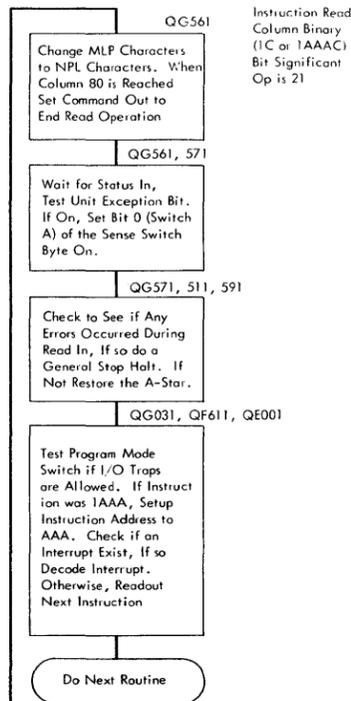
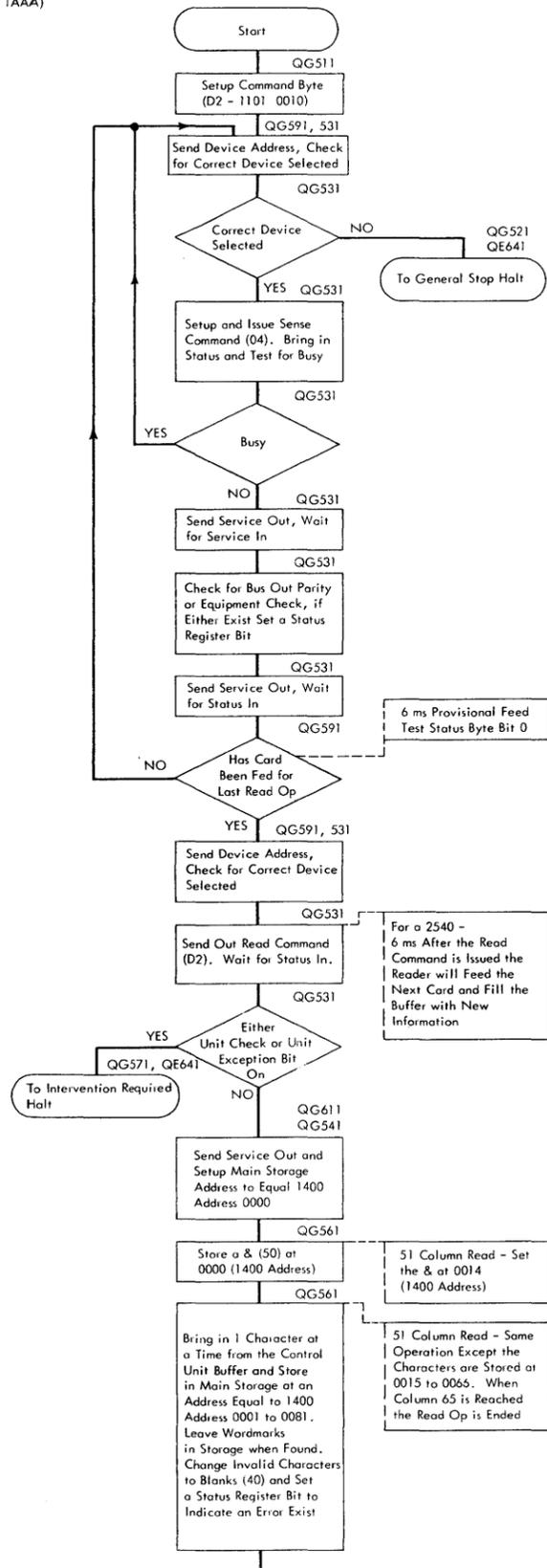
Op Code Information	
Sequence of Operation for Combination Ops is Print, Read, and Punch.	
Changes to Bit Significant Op Codes During Command Setup and Data Loop. Op Code Low Digit Equal Zero Ends Routine.	
1400 Op Code	
Read (1)	Starts as 21, at end of Read Data Loop Code is Changed to 20. If an Invalid Character was found and the I/O Stop Switch is On the Op Code is Changed to 21.
Print (2)	Starts as 22, at End of Print Data Loop Code is Changed to 20. If Operational In Drops During the Data Loop Code Stays 22 and a Stop Occurs.
Print, Read (3)	Starts as 23, at End of Print Data Loop Changes to 21 unless Operational In Drops During Loop. The 21 Causes a Read Routine to Start. End of Read Data Loop Change to 20 Unless Error Exists.
Punch (4) Punch Col Bin (4C)	Starts as 24, at End of Punch Data Loop Code Changes to 20 Unless Operational In Dropped During Data Loop or Last Card Punch had an Error Then Op Code Stays 24.
Read, Punch (5)	Starts as 25, End of Read Data Loop Code Changes to 24. If an Error has Occurred and I/O Stop Switch is On Op Code is Changed to 25 Again and Stops. No Error, the 24 Cause a Punch Operation. If Operational End Drops During Data Loop or Last Card Punched had an Error Code Stays 24, Otherwise Changes to 20.
Print, Punch (6)	Starts as 26, End of Print Data Loop Unless an Error Occurs the Op Code Changes to 24 and a Punch Operation is Performed. The 24 Changes to 20 Unless Operational In Drops During the Data Loop or Last Card Punch was in Error.
Print, Read, Punch (7)	Starts as 27, End of Print Data Loop the Op Code Changes to 25 Unless an Error has Occurred. The 25 Starts a Read Operation; at the End of the Read Data Loop the Op Code is Changed to 24 Unless an Error has Occurred and the I/O Stop Switch is On. The 24 Causes a Punch Operation to Start, at the End of the Punch Data Loop the Op Code Changes to 20 Unless an Error has Occurred
Punch Feed Read (4R)	Starts as 24, the d-Modifier Causes the Op Code to Change to A4 then a Normal Punch Routine is Started. At the End of the Punch Data Loop if an Error Situation has Occurred the Op Code Stays as A4 and a Stop Occurs. No Error, the A4 Changes to 28 which Cause a Read Operation to be Performed. If no Errors Occur During Read Operation the Op Code Changes to 20. If Error Occurred and I/O Switch On, Stop with Op Code 20.
Read Col Binary (1C-2540)	Starts as 21. Note: Column Binary Read on a 2540 Requires Two Passes through the Read Data Loop: At the End of the First Pass (Information Entered into 401-480 and 501-580) the Op Code is Changed to 71, if an Error Occurred on the First Pass and the I/O Stop Switch is On the Op Code is Changed to 61 and then F1. No Error or I/O Stop Switch Off Op Code Stays 71. The Second Pass is Made Entering Some Information or Blanks into 0001-0080. Now if the Op Code had Changed to F1 it will be Changed to 61 and a Stop Occurs, but if the Op Code was 71 Entering the Second Pass the Op Code Changes to 00.
Read Col Binary (1C-2501/2520)	Starts as 21 and is Changed to 31 to Indicate 2501/2520 which Only take One Pass to Enter Information (Only Enters 401-480 and 501 to 580). At End of Read Data Loop for Column Binary First Pass the Op Code is Changed to 30. If an Error Occurred During the First Pass the and the I/O Stop Switch is On the Op Code is Changed to 21 and a Stop Occurs.



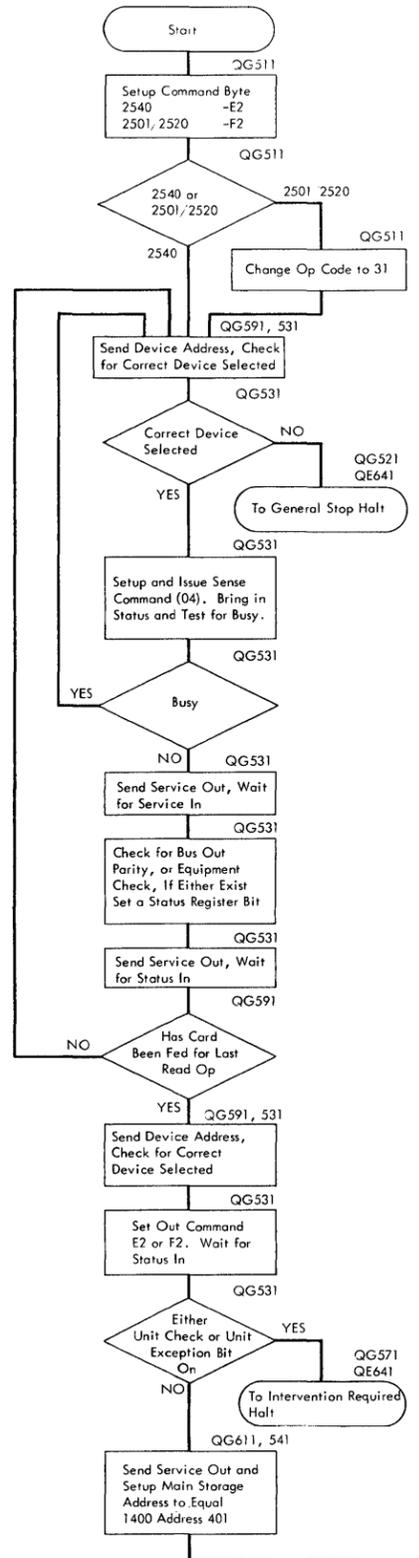




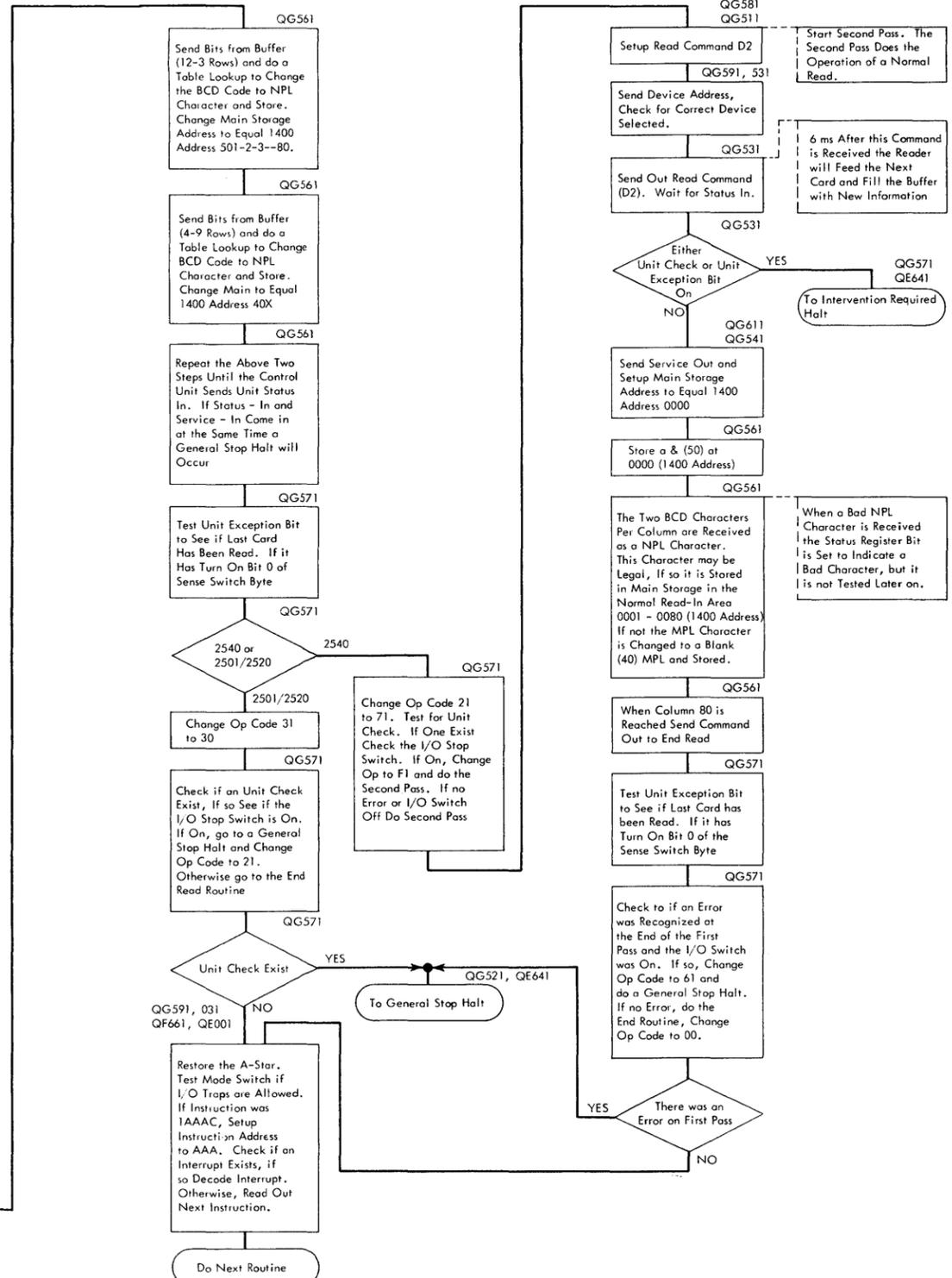
Instruction - Read (I or 1AAA)
Bit Significant Op is 21



Instruction Read Column Binary (IC or 1AAAC)
Bit Significant Op is 21



Note: Read Column Binary Operation Using a 2540
Requires Reading Out the Buffer Twice,
So Two Passes are Made through the Routine.



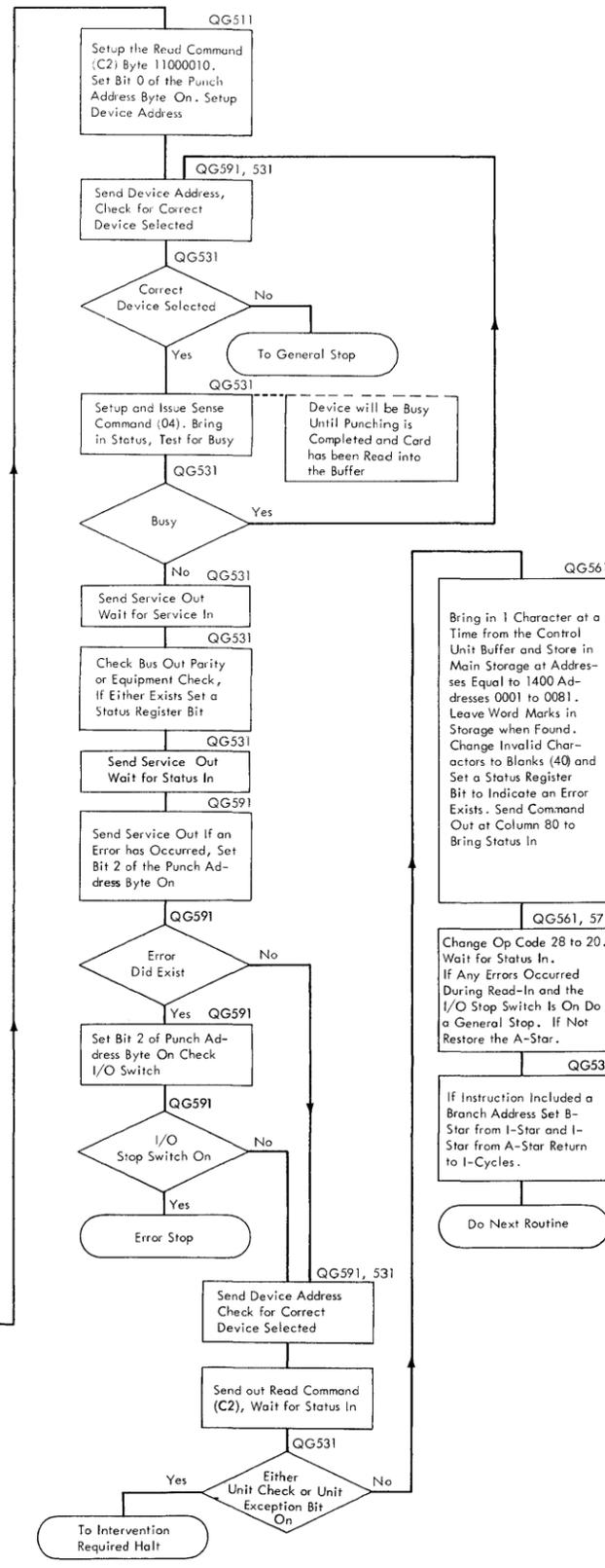
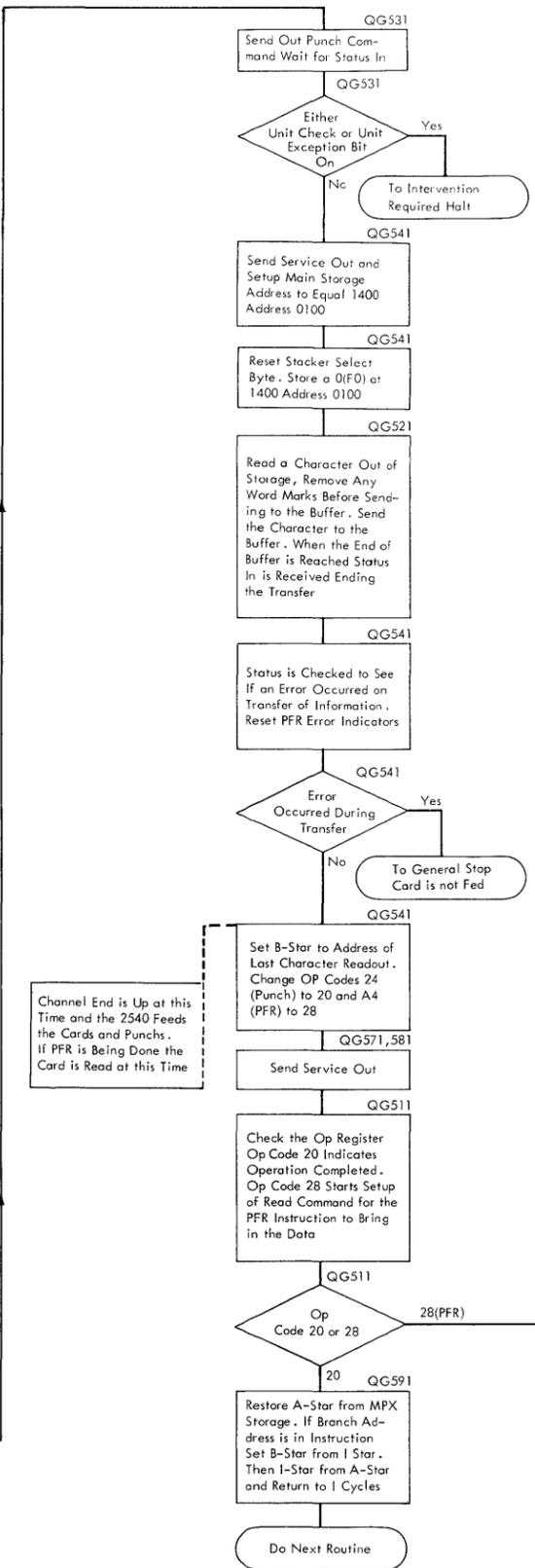
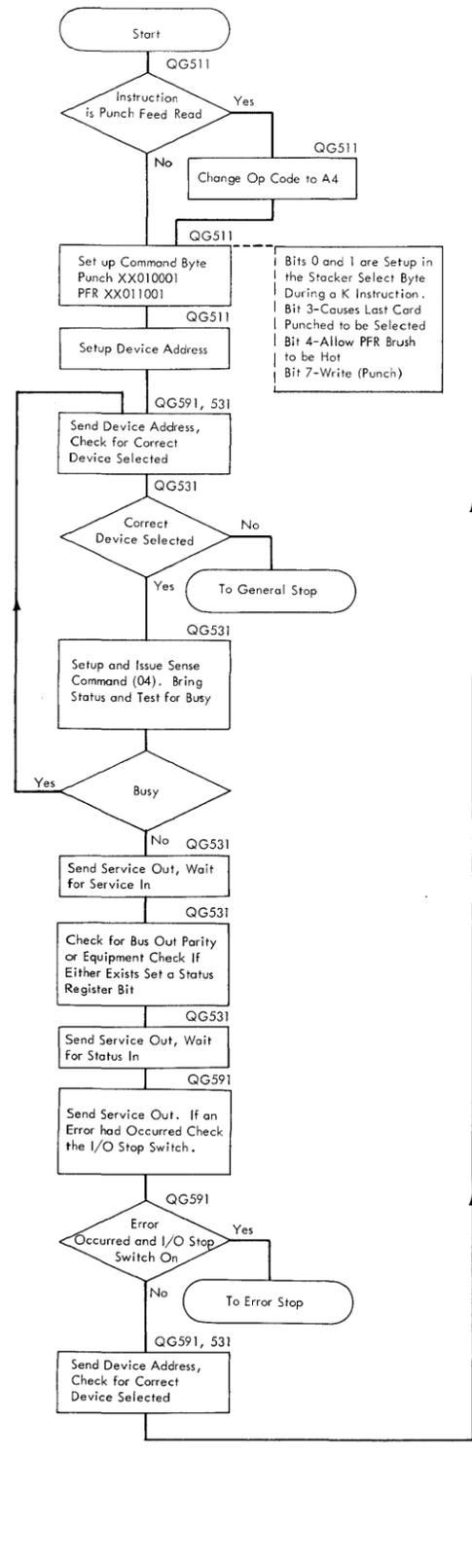
Start Second Pass. The Second Pass Does the Operation of a Normal Read.

6 ms After this Command is Received the Reader will Feed the Next Card and Fill the Buffer with New Information

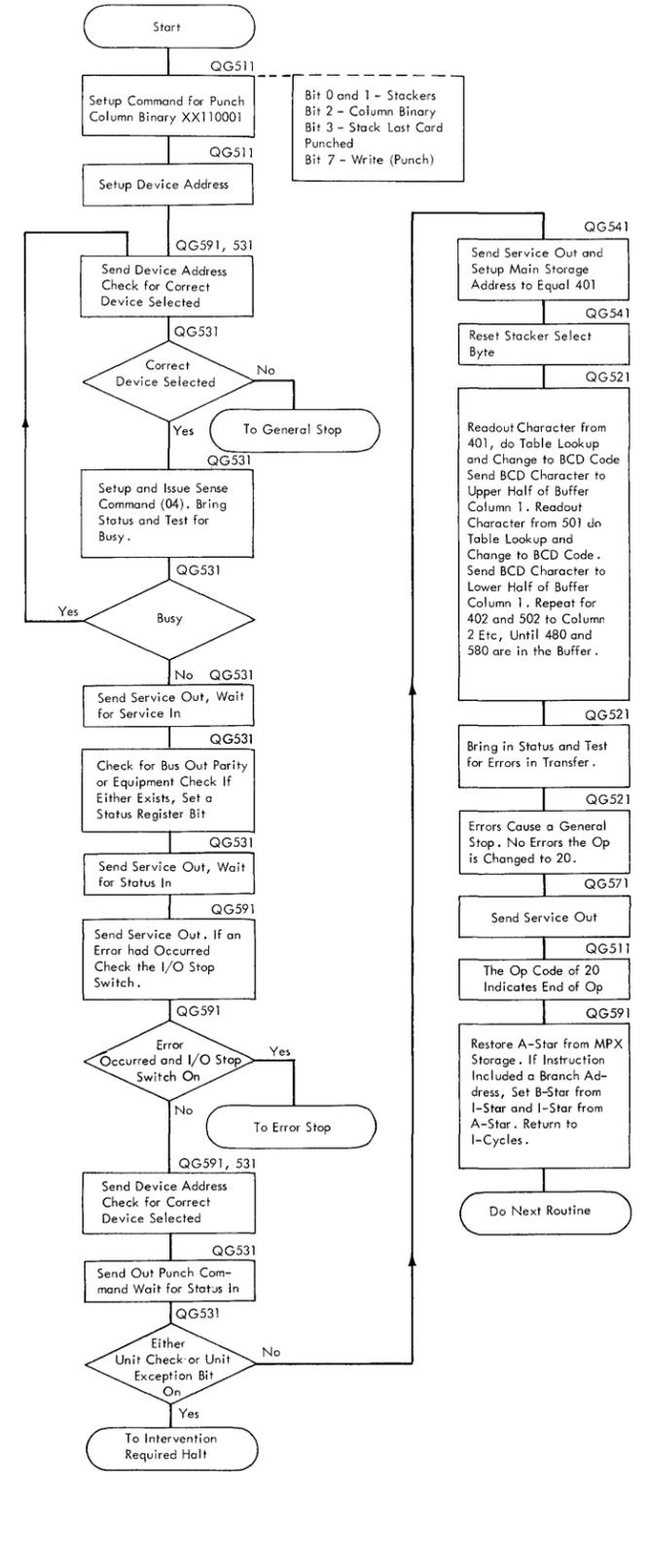
Either Unit Check or Unit Exception Bit On

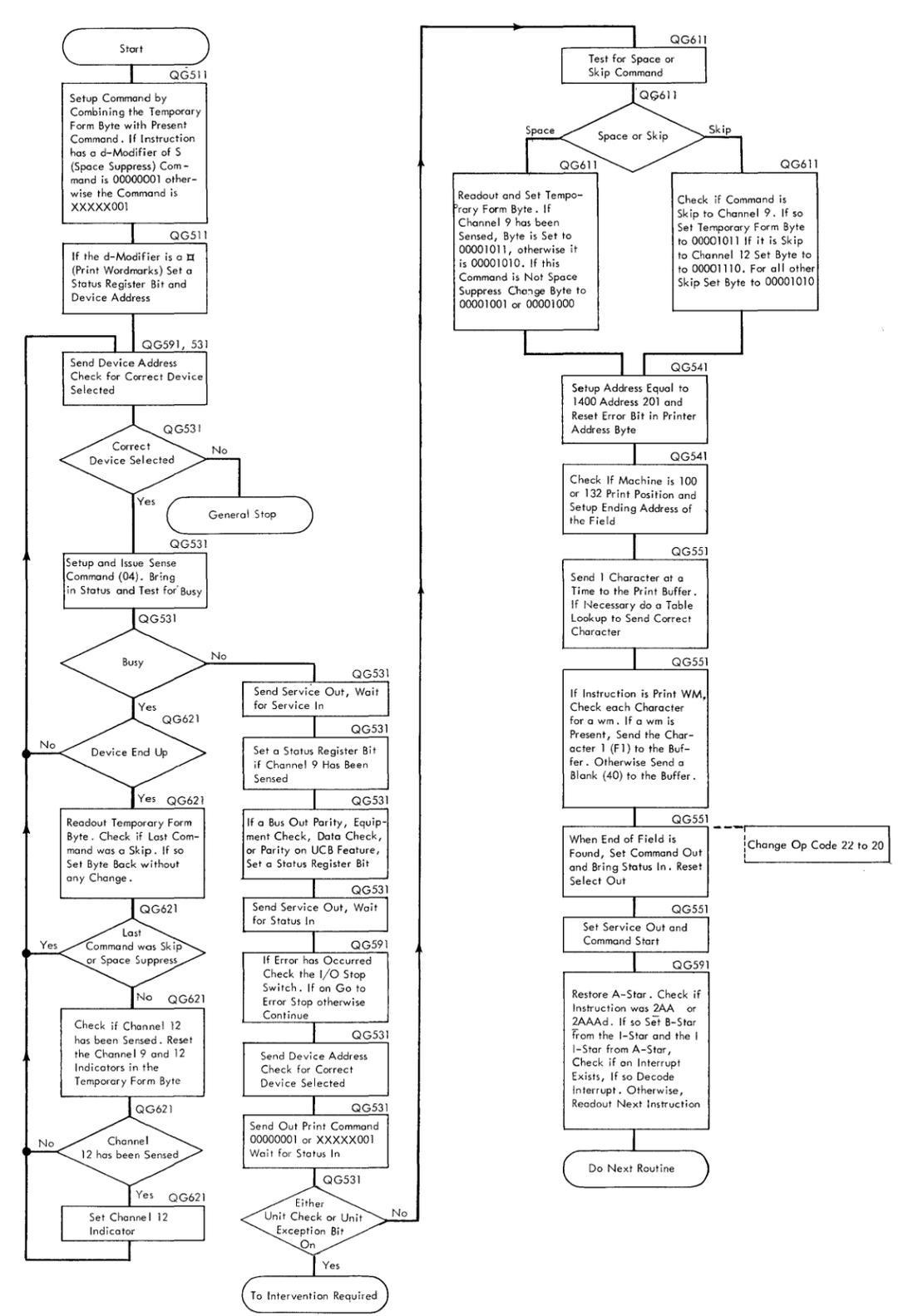
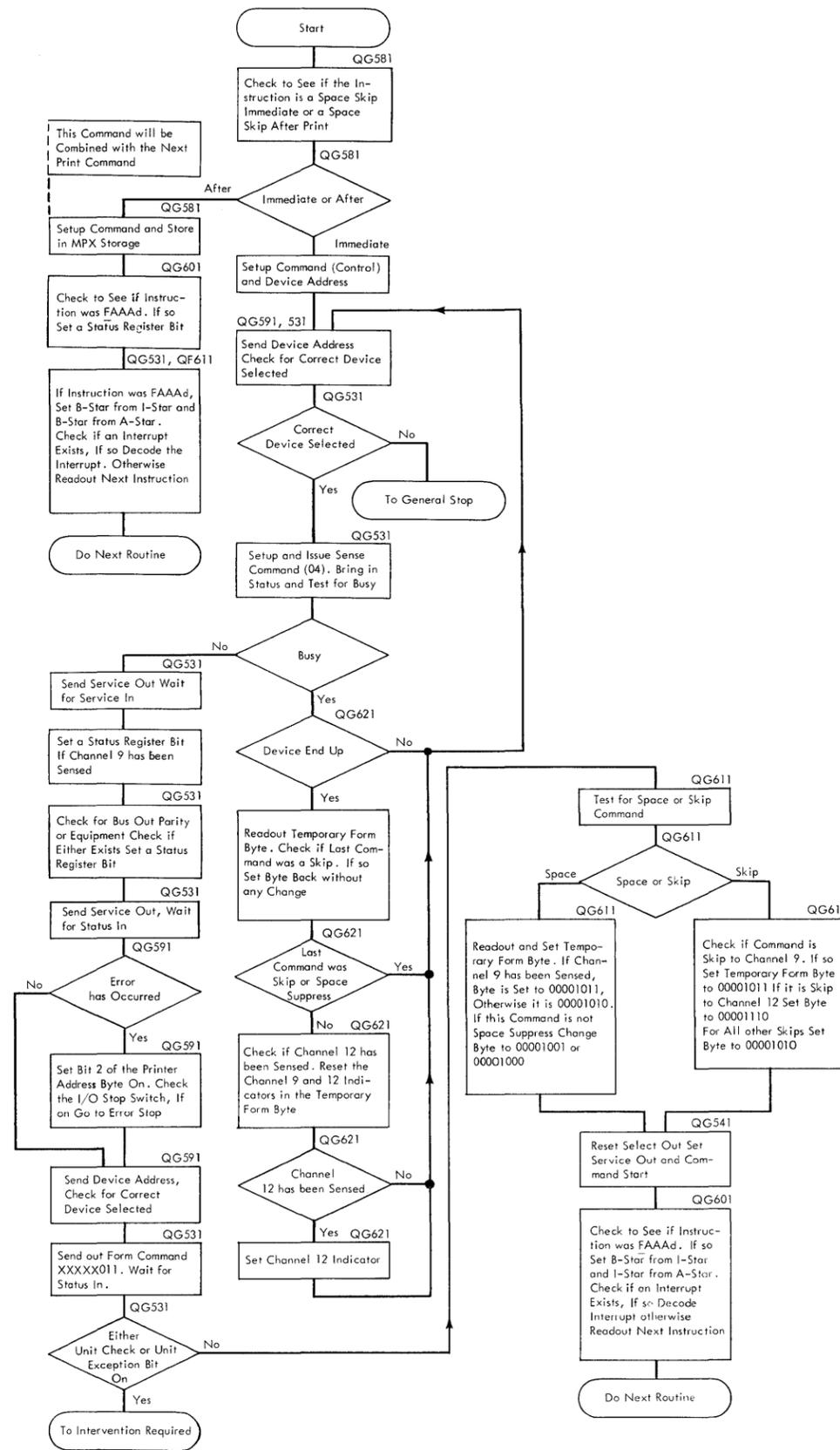
When a Bad NPL Character is Received the Status Register Bit is Set to Indicate a Bad Character, but it is not Tested Later on.

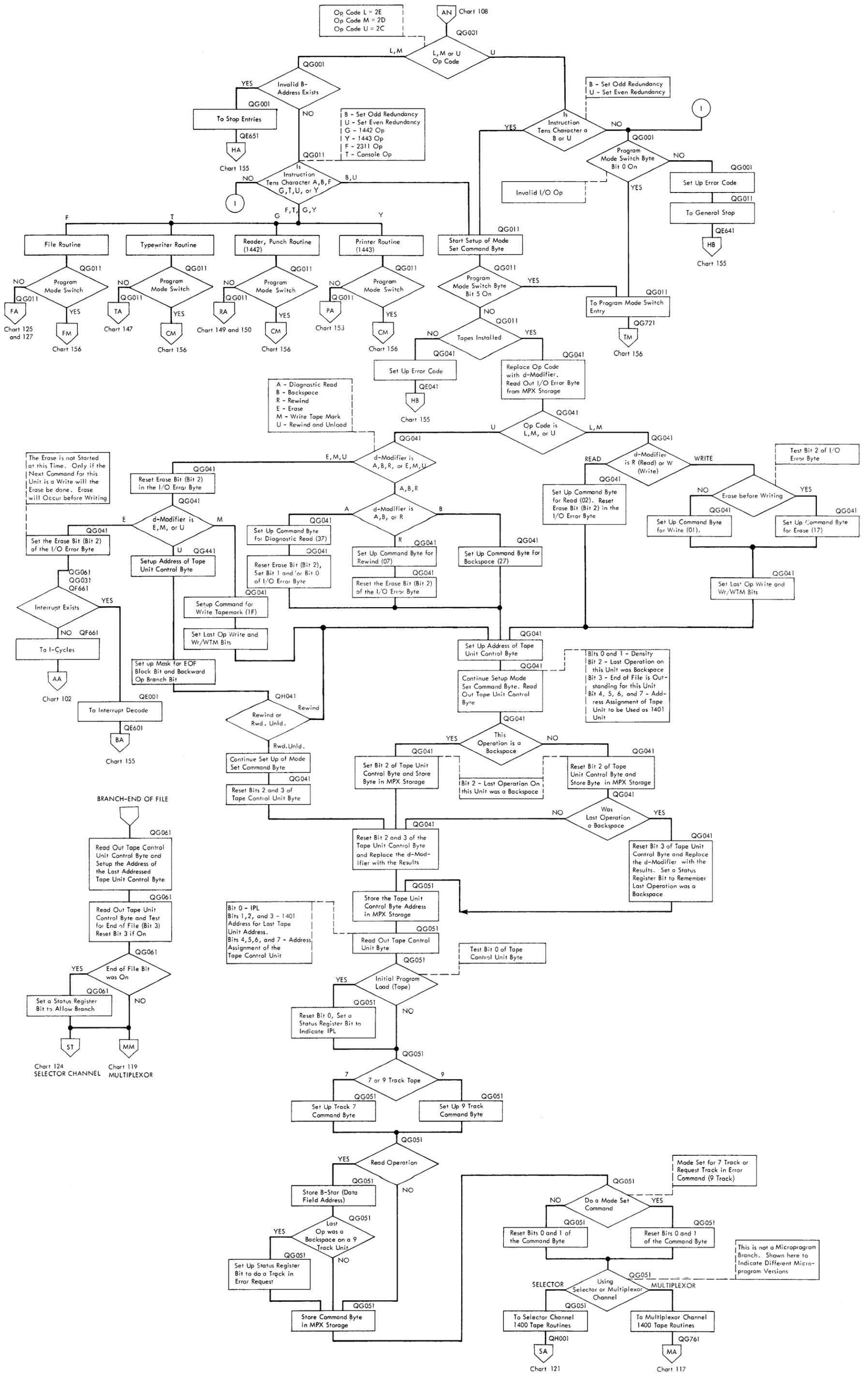
Instruction - 4, 4AAA, 4R, or 4AAAR.
Device - 2540

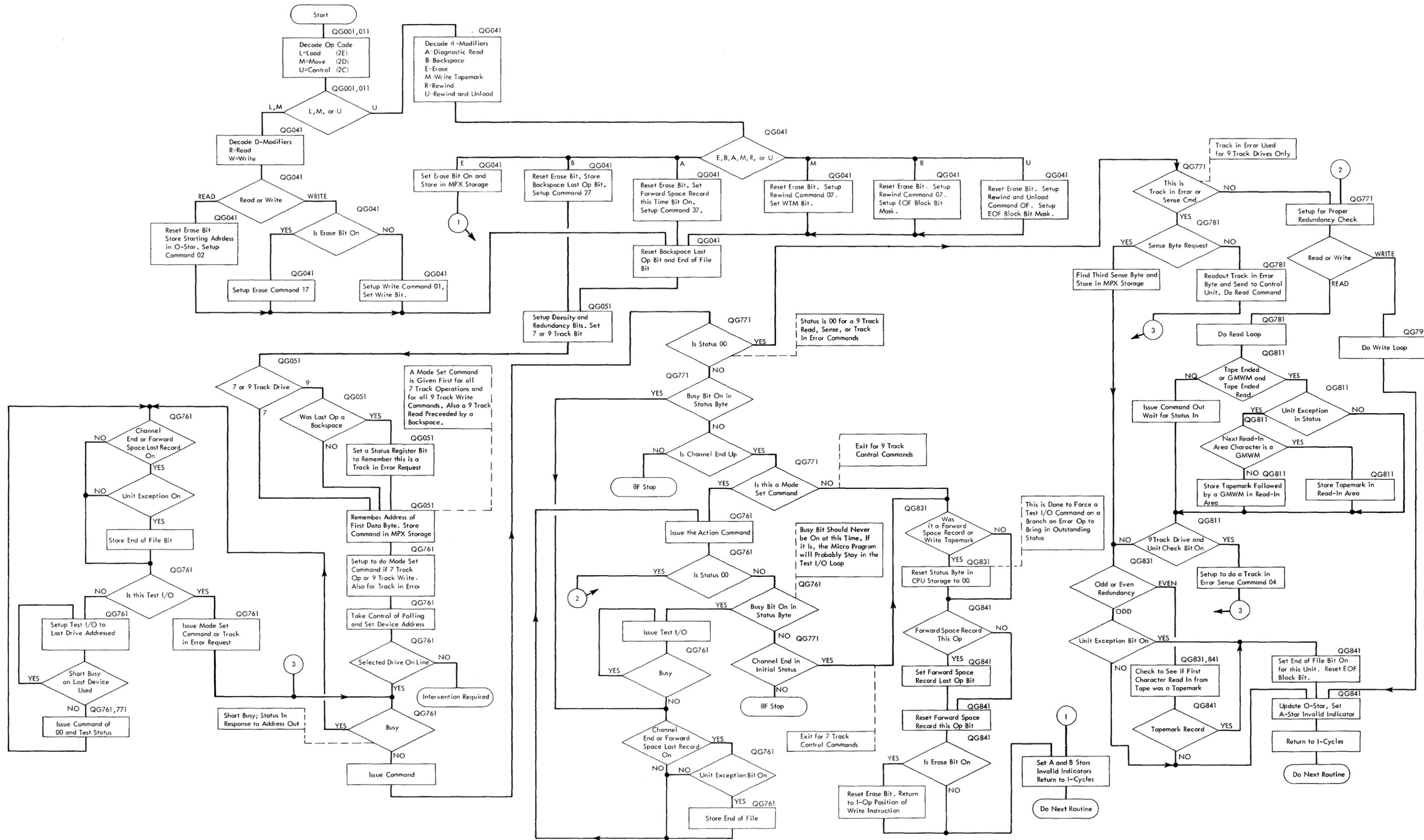


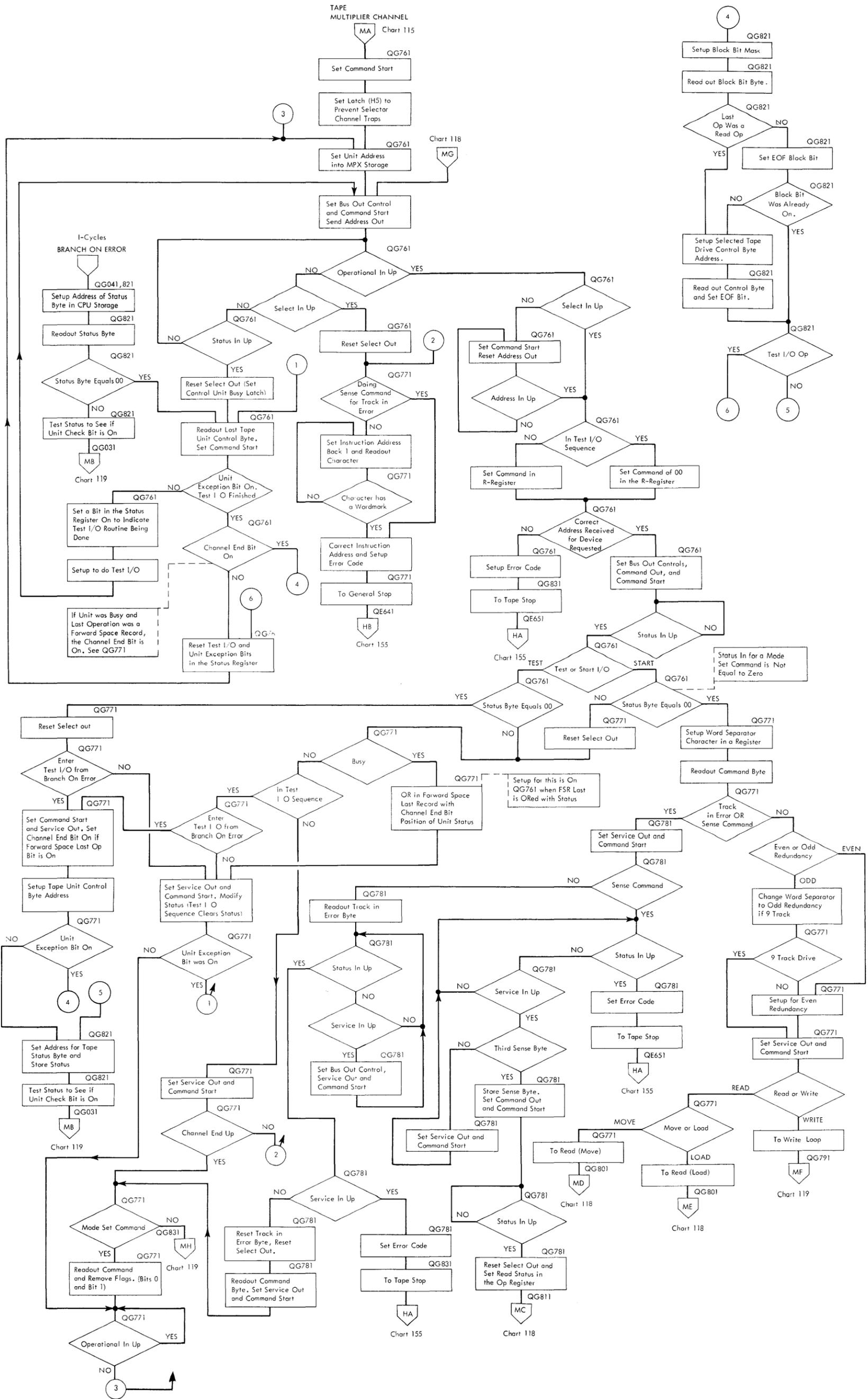
Instruction - 4C or 4AAAC
Device - 2540

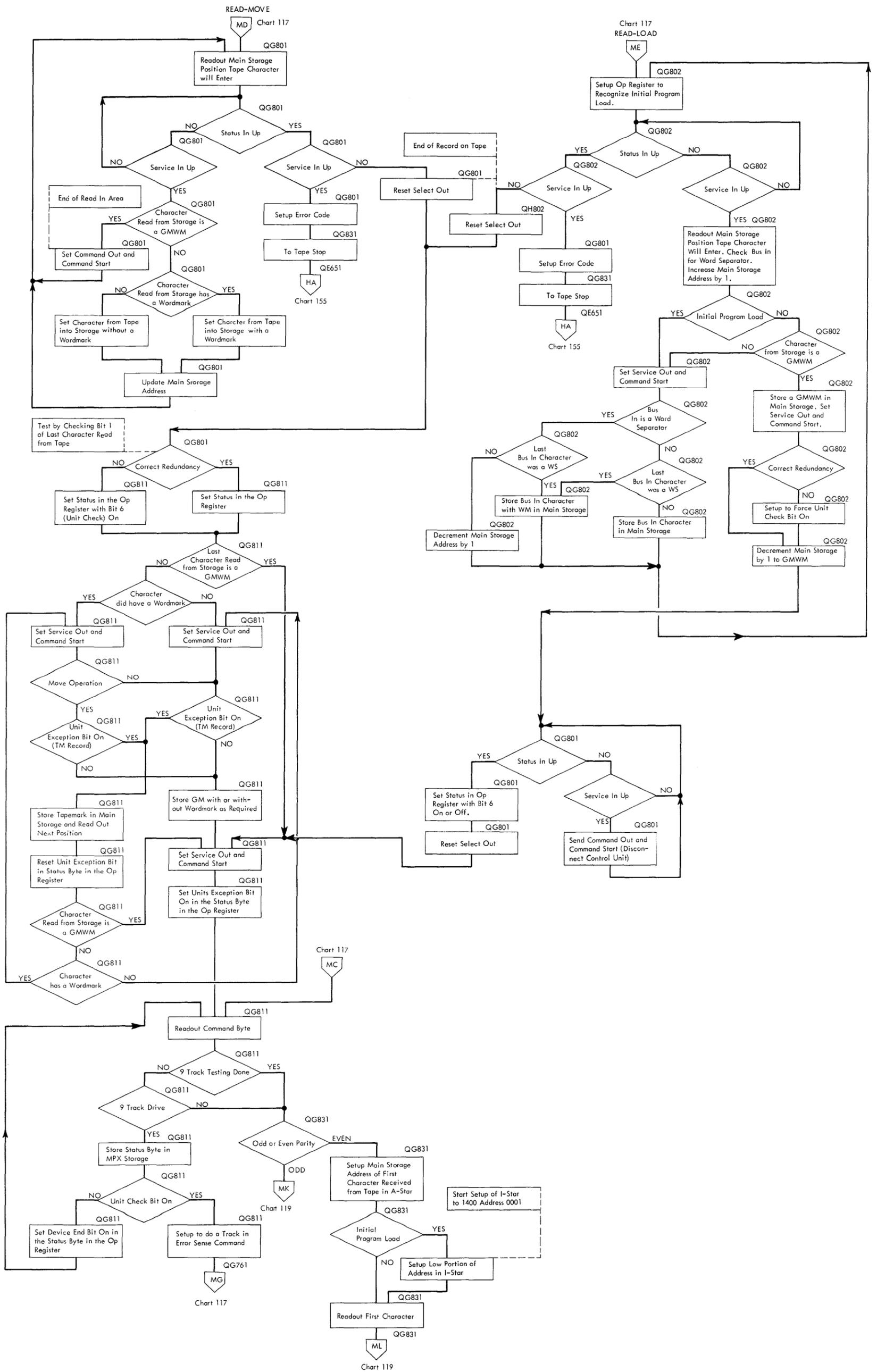


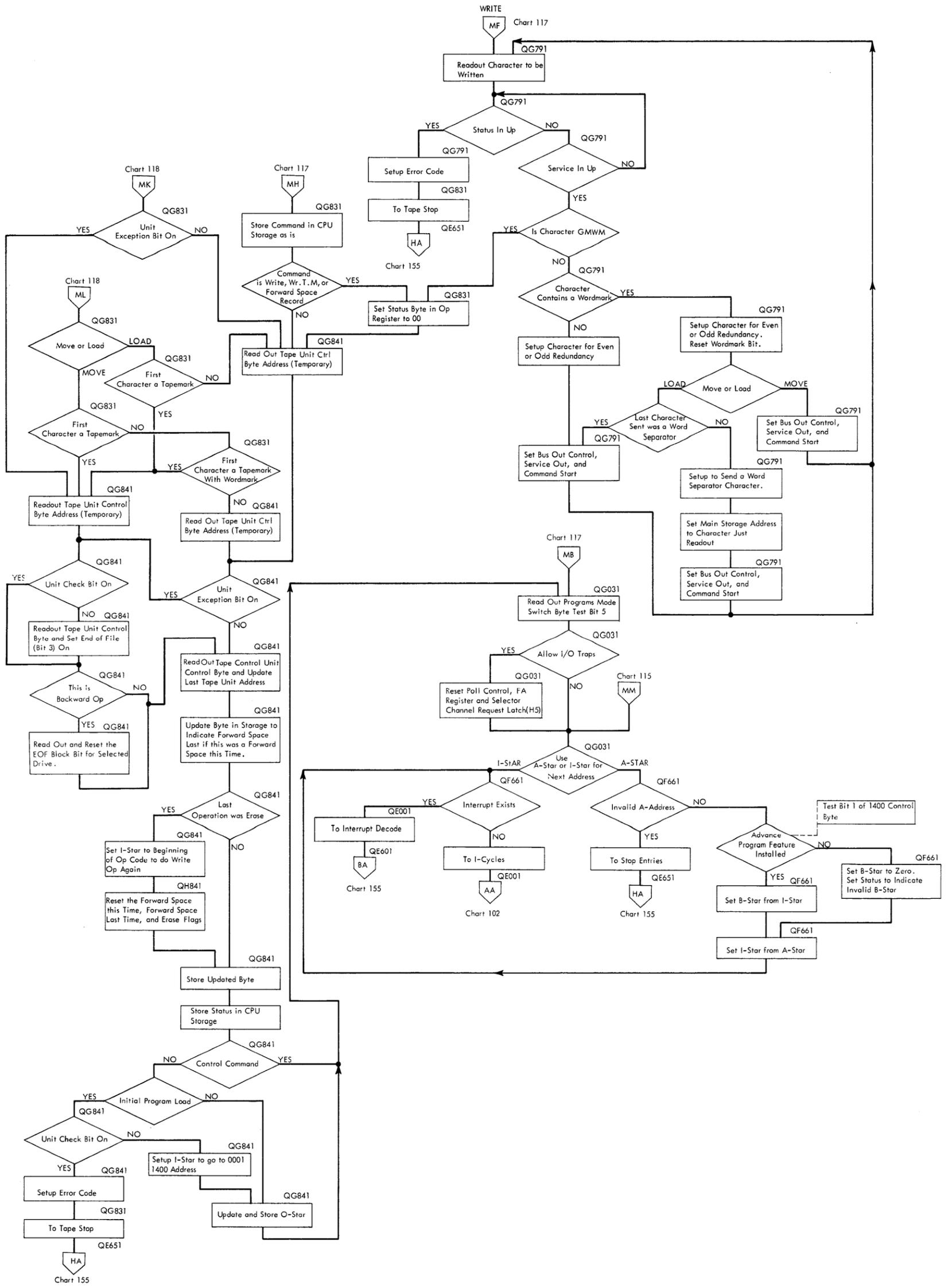


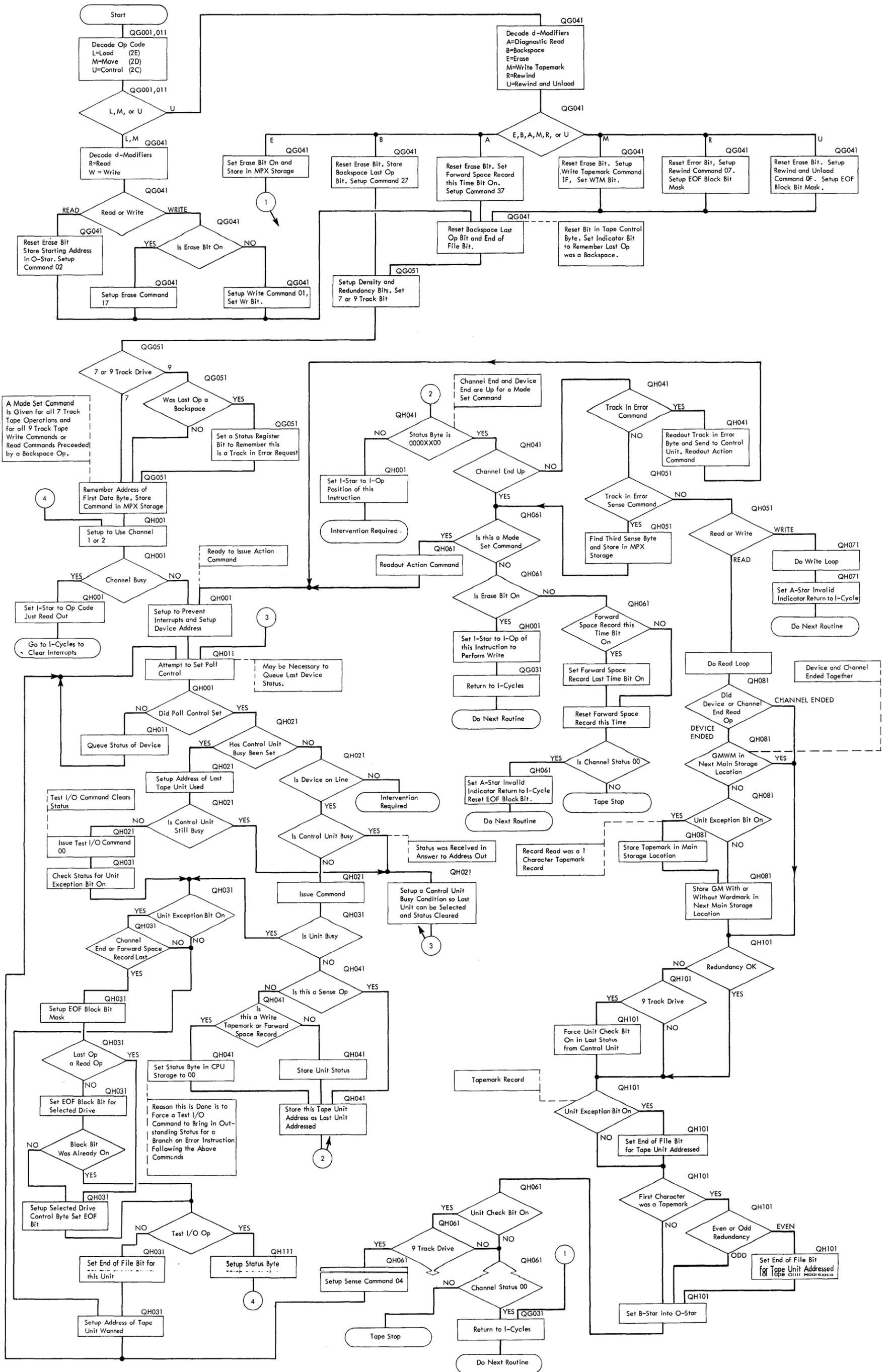


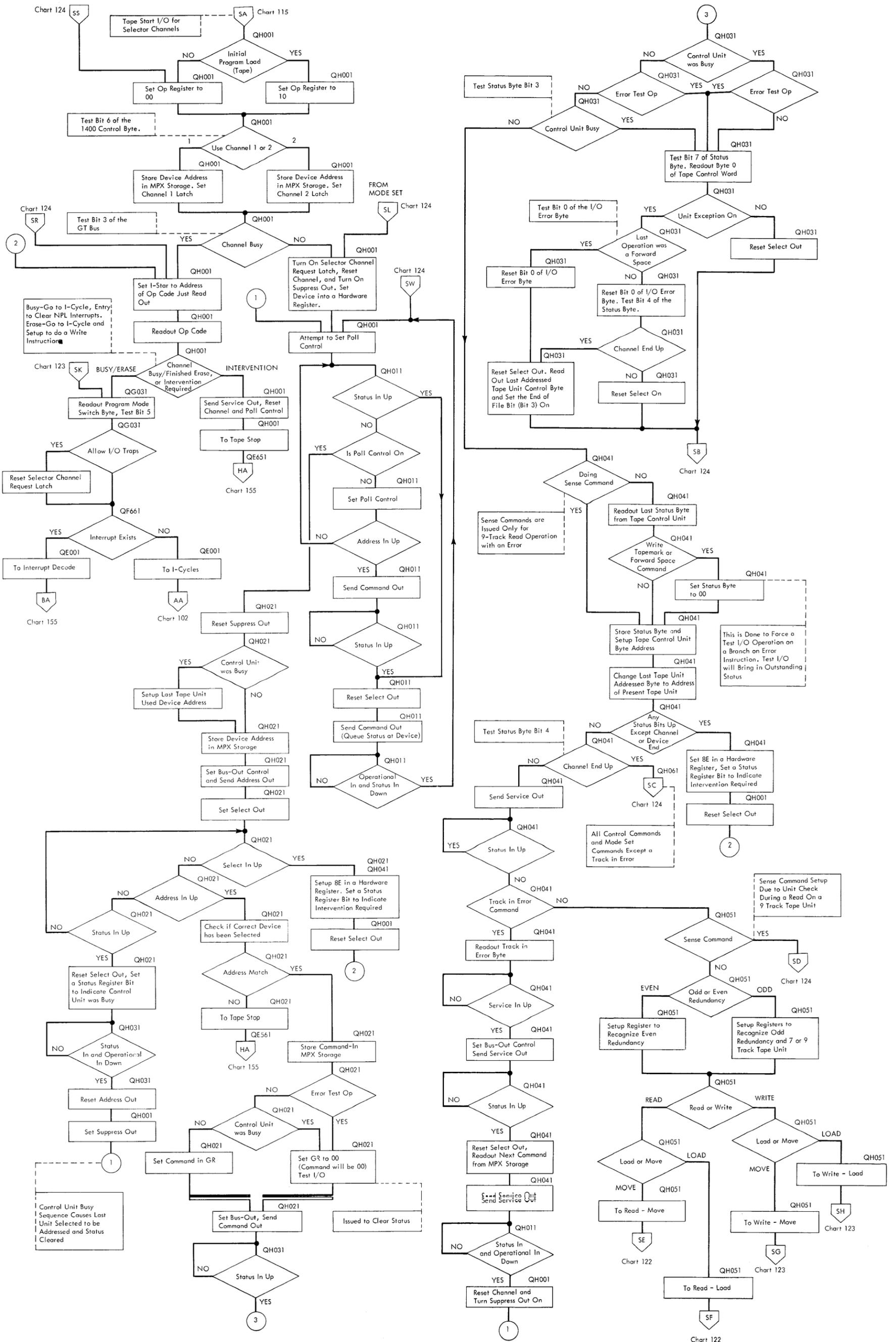


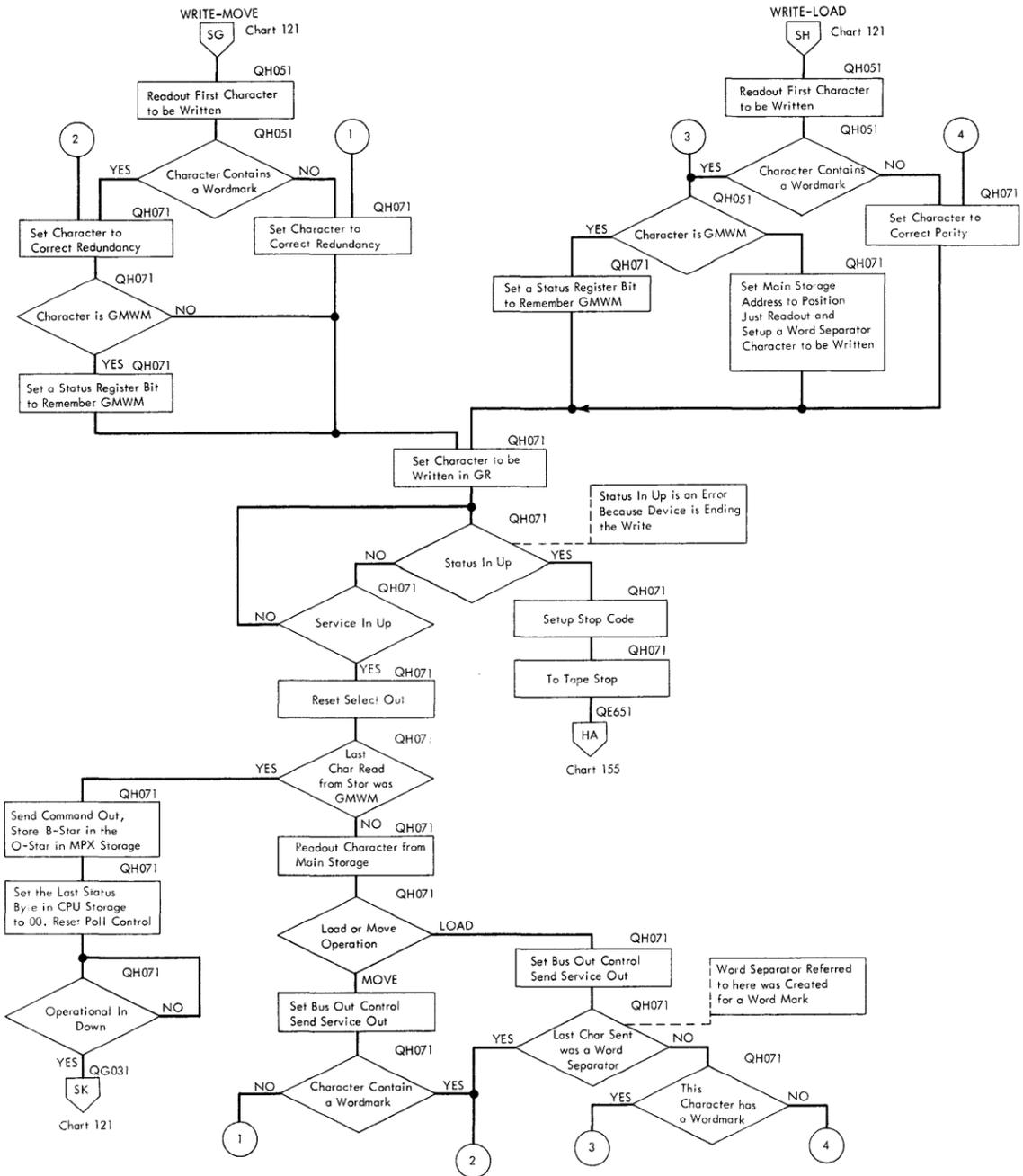


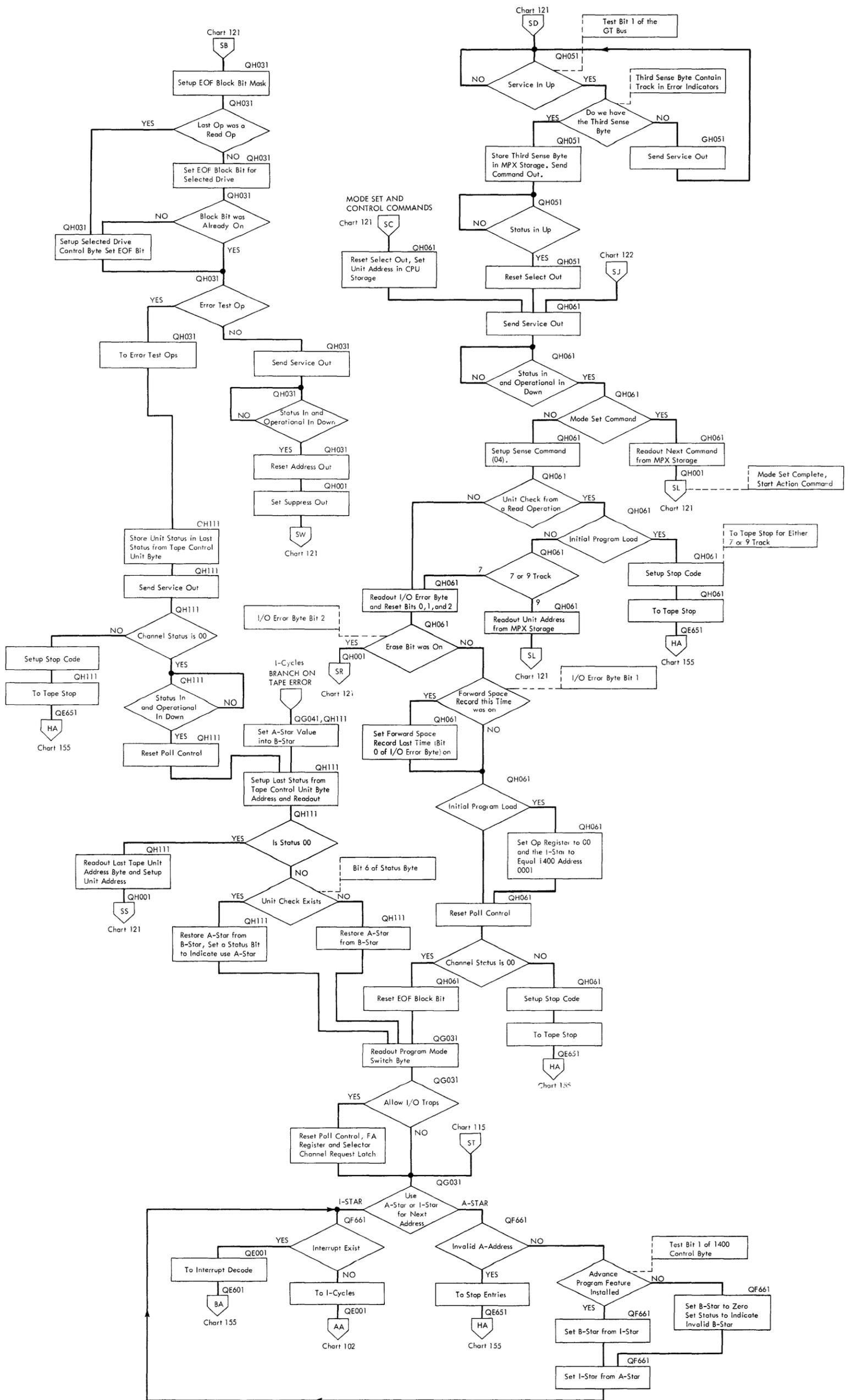


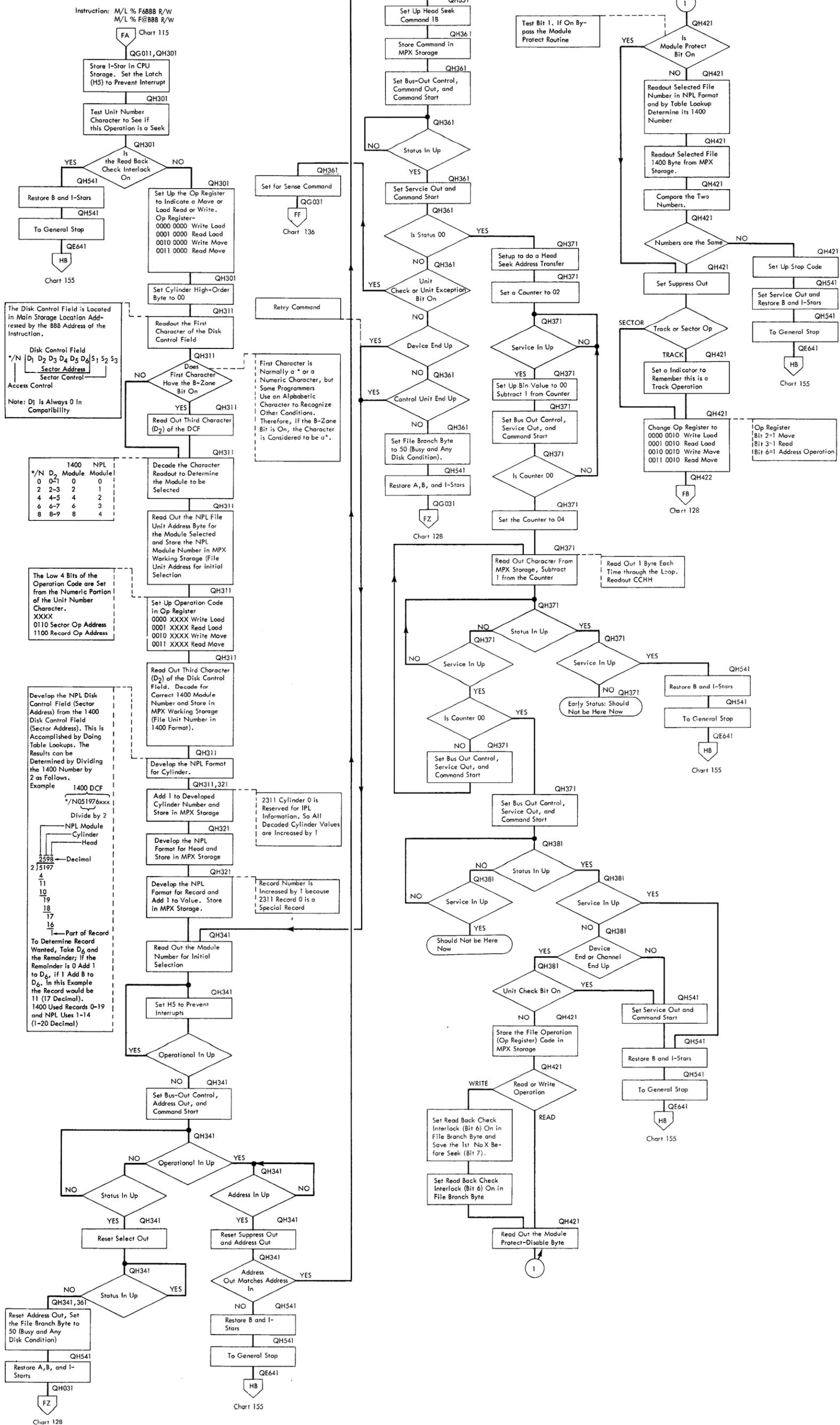


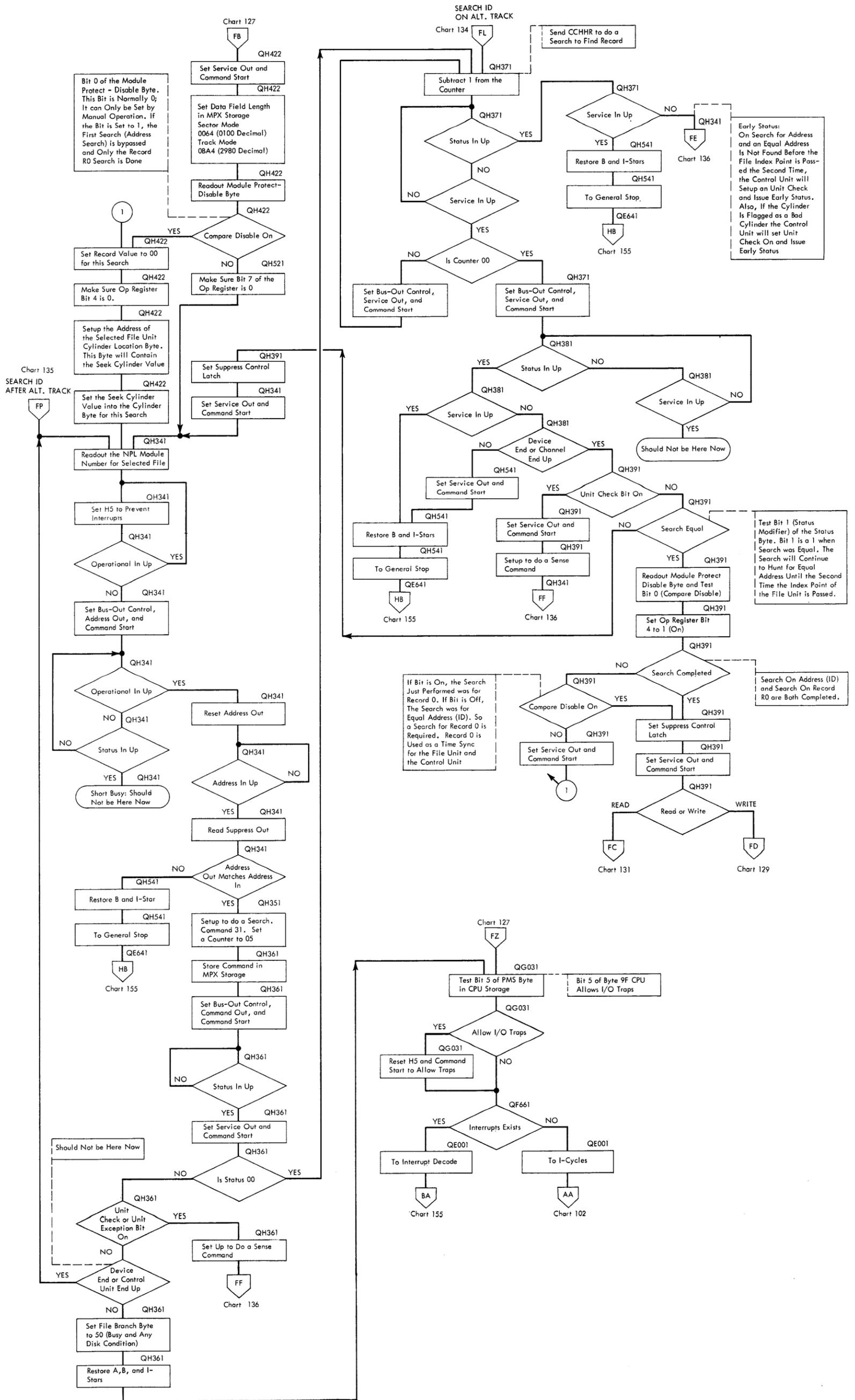


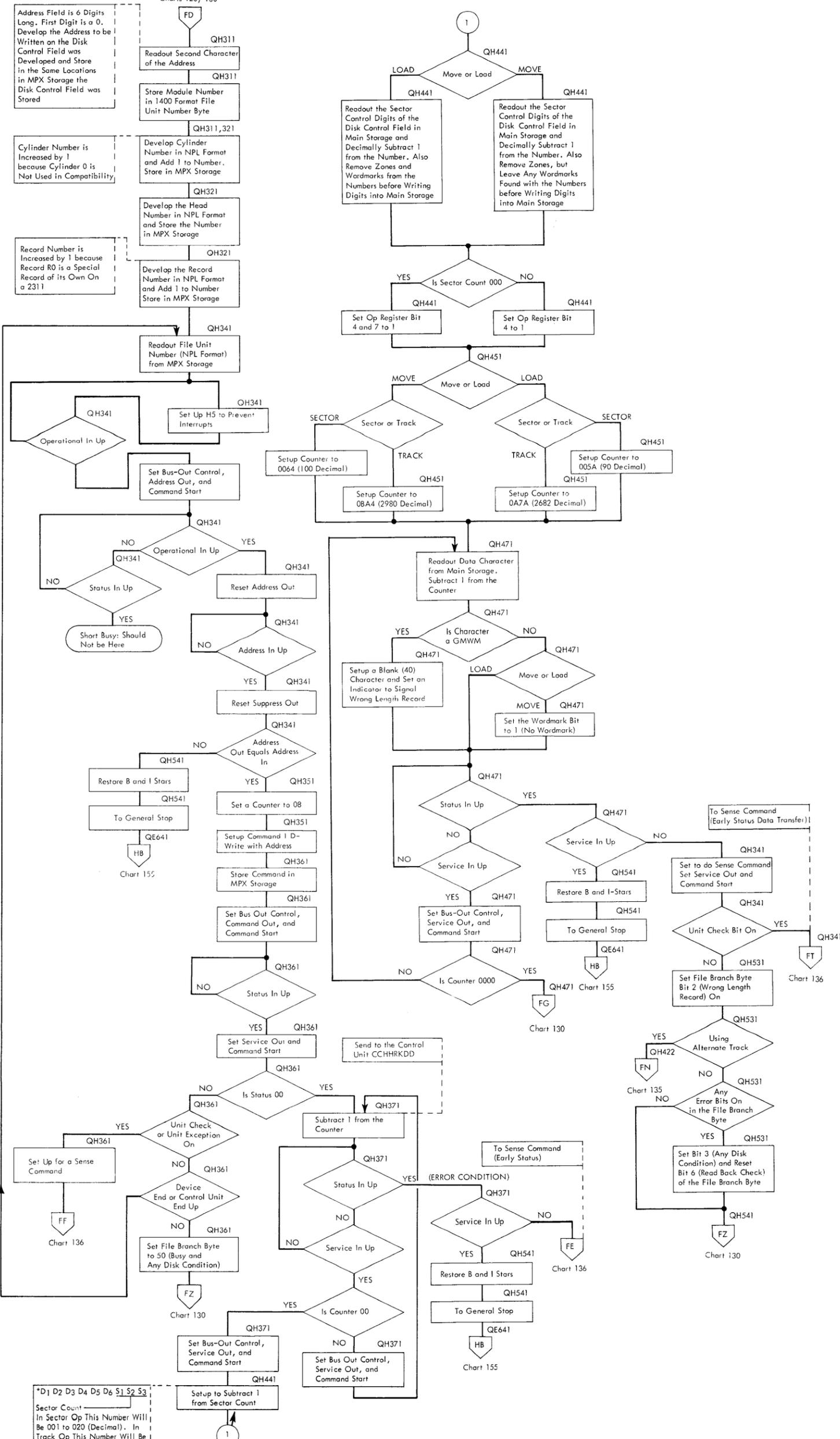




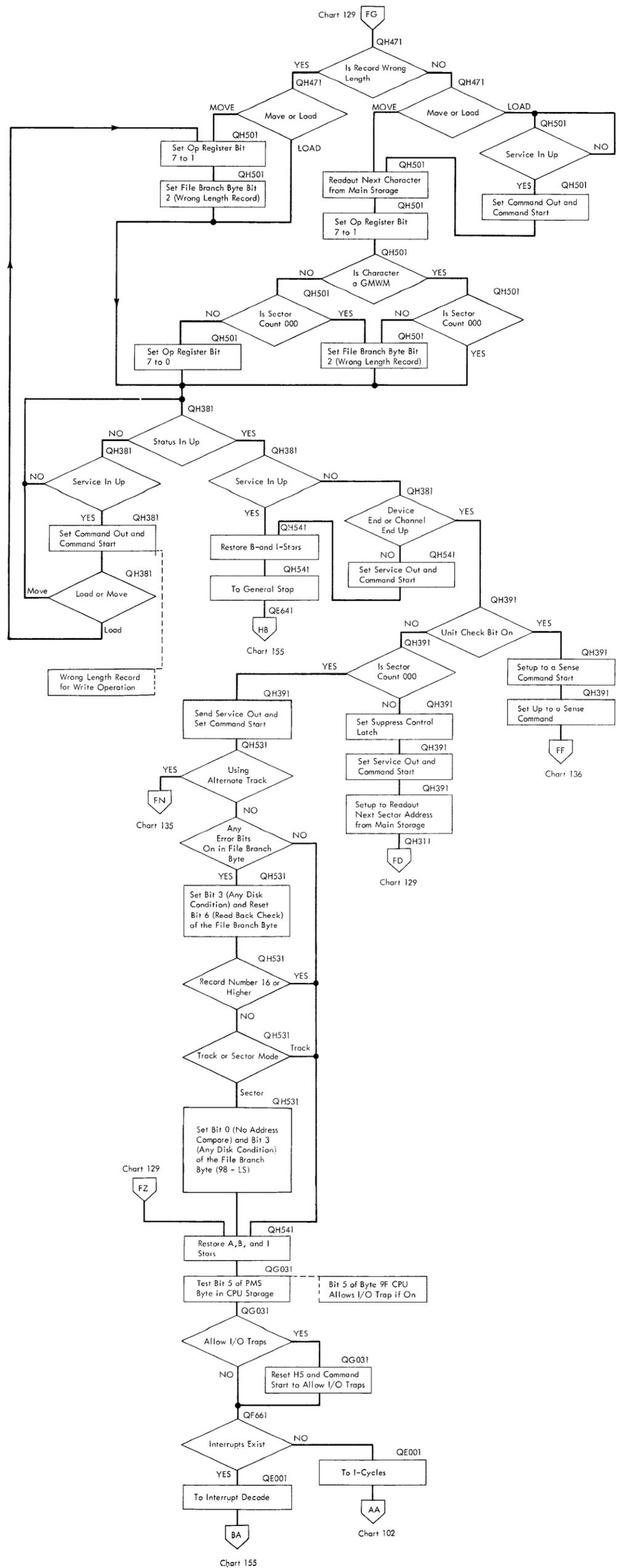


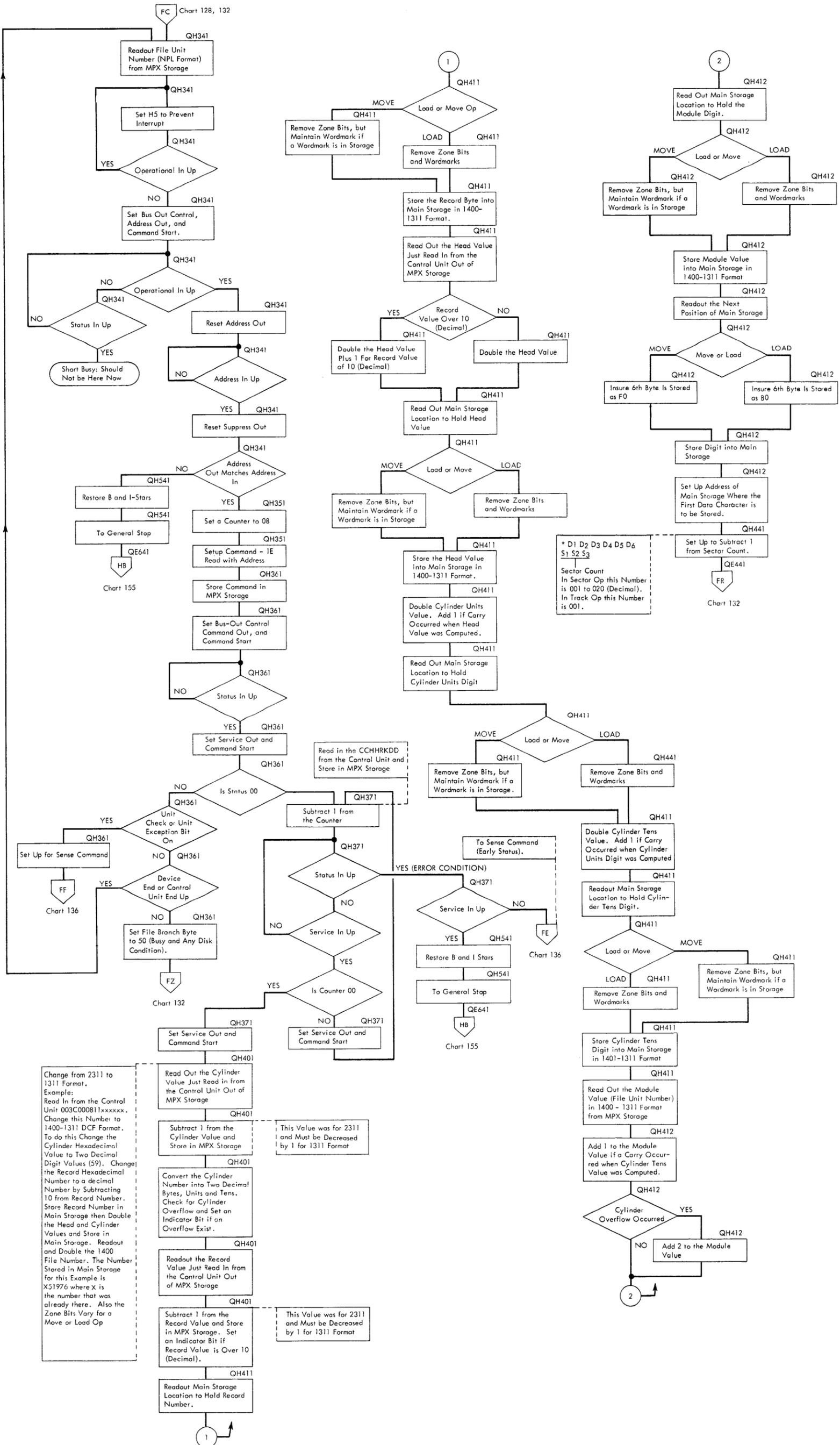


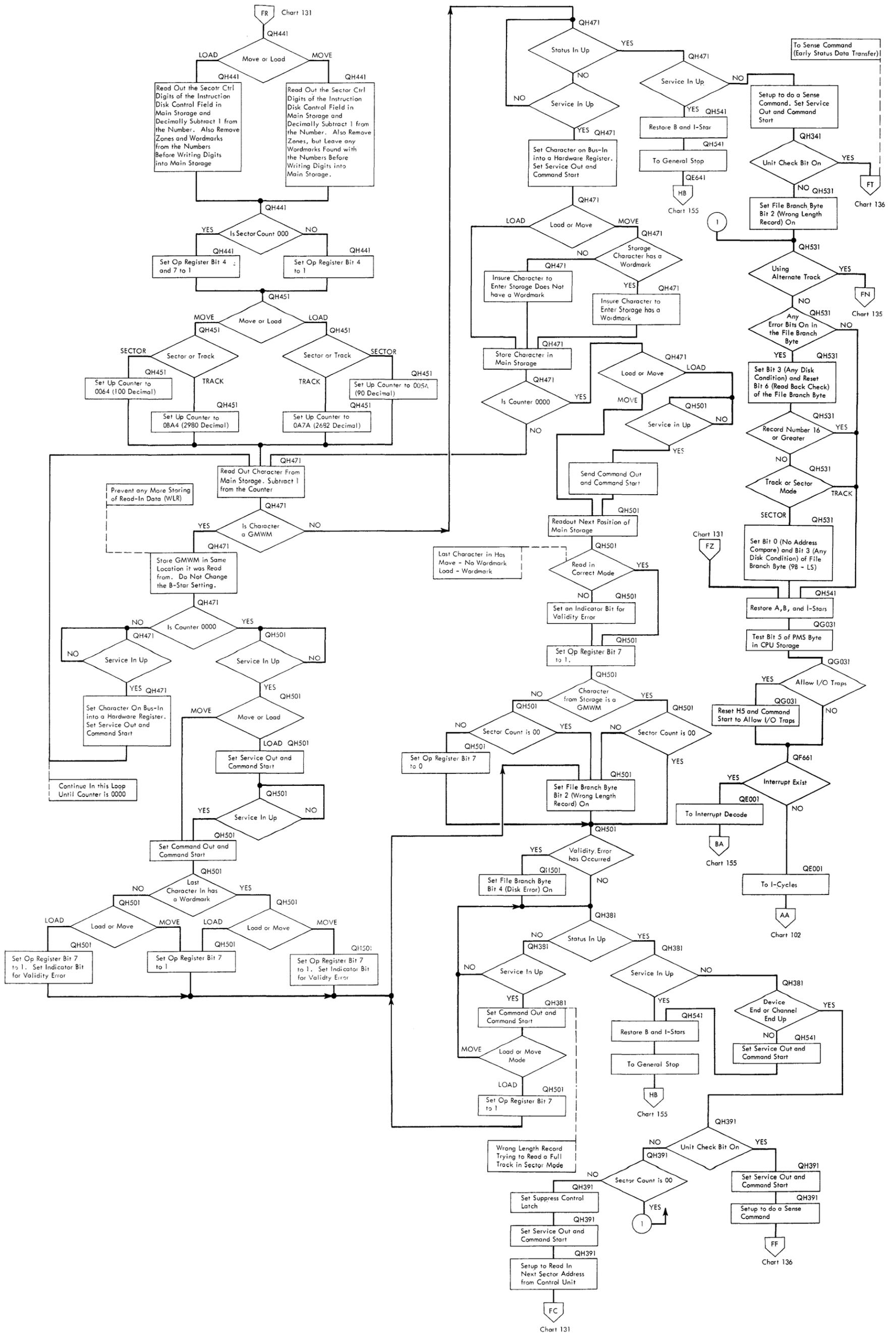


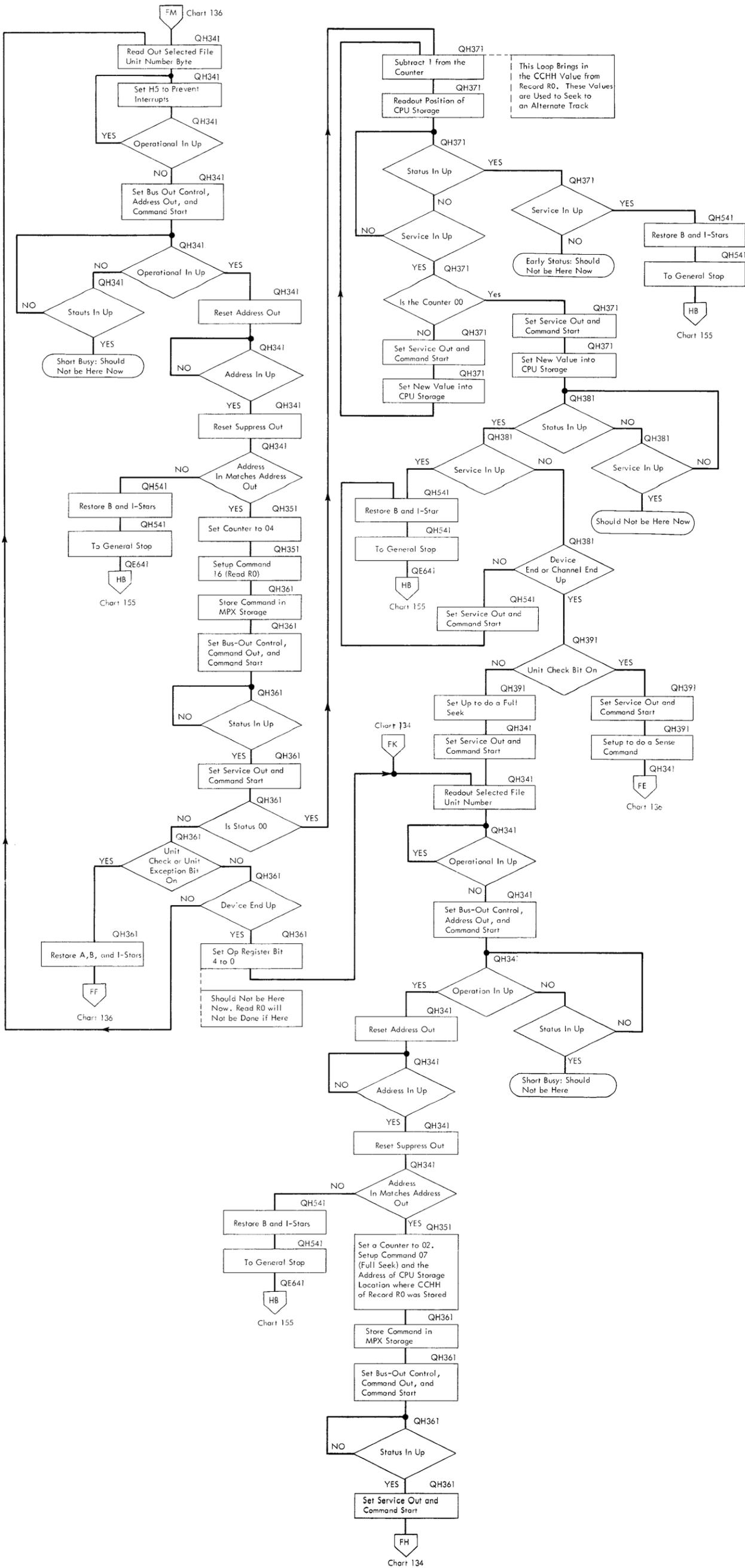


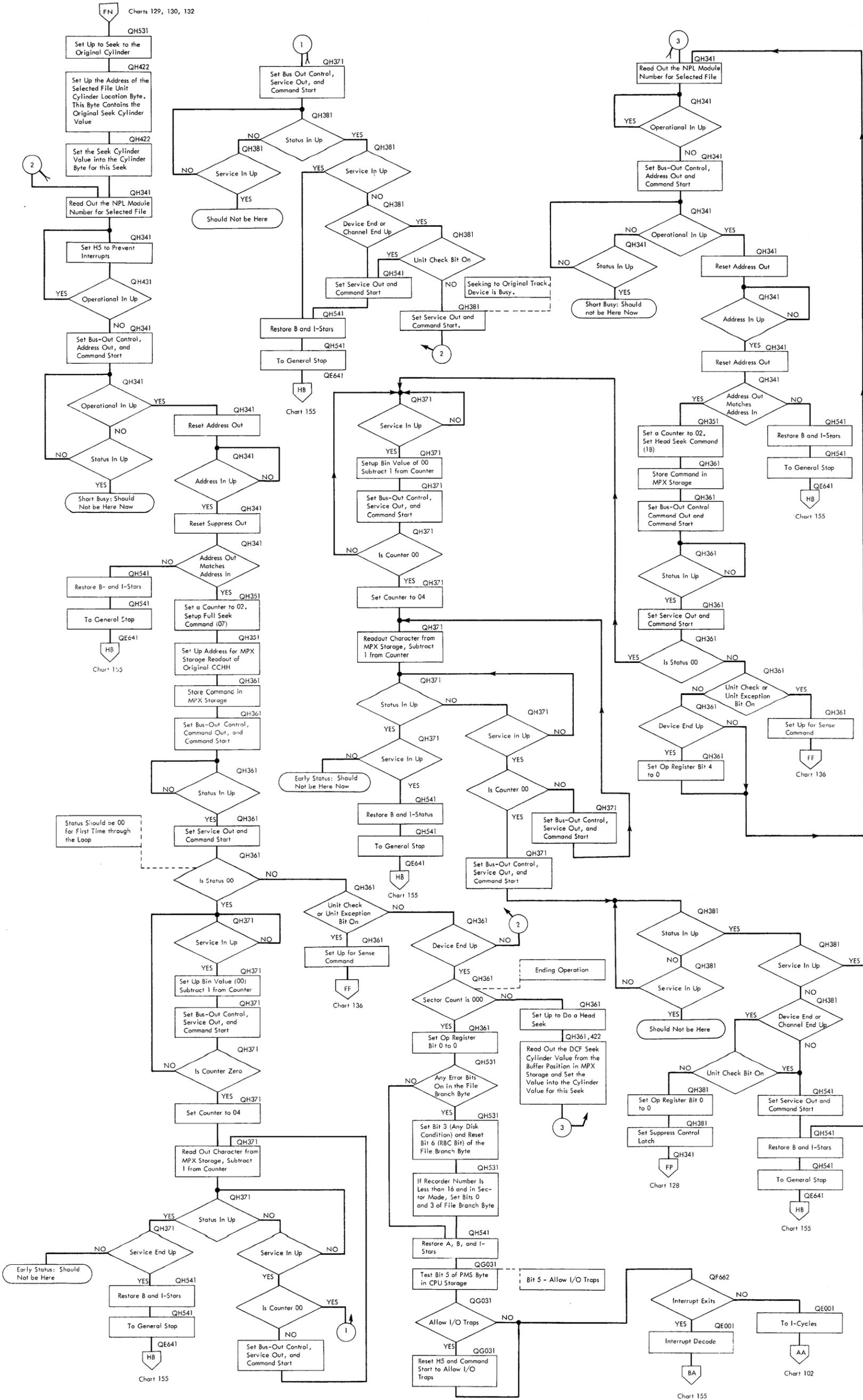
*D1 D2 D3 D4 D5 D6 S1 S2 S3
Sector Count
In Sector Op This Number Will Be 001 to 020 (Decimal). In Track Op This Number Will Be 001.

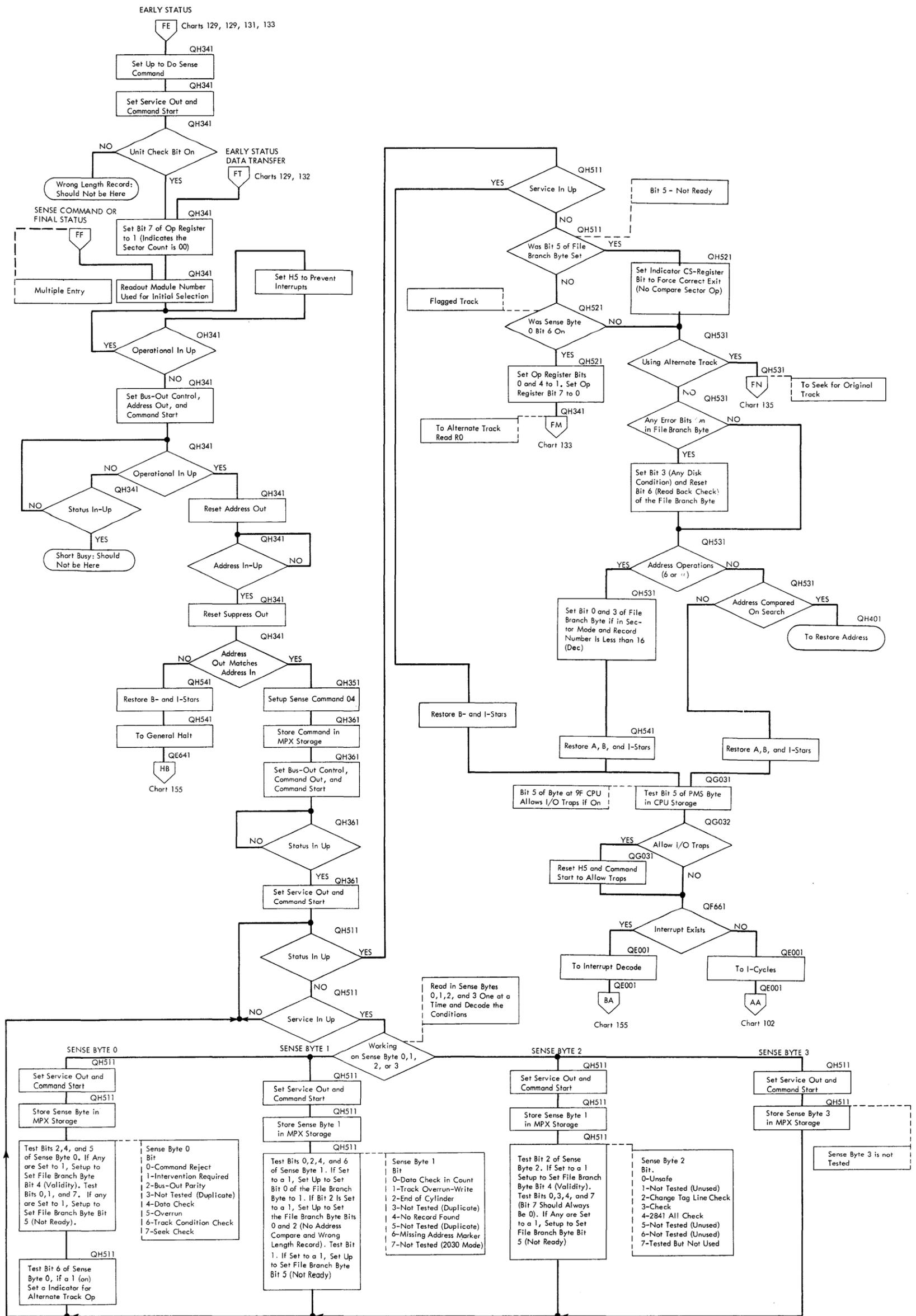










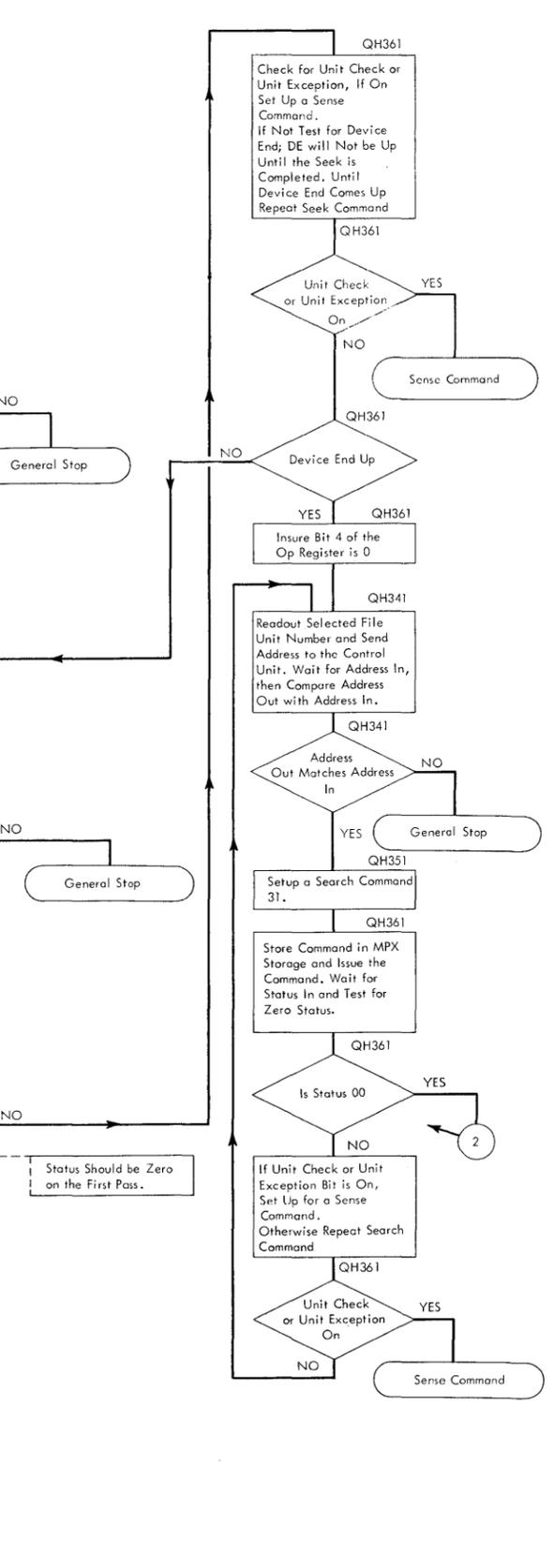
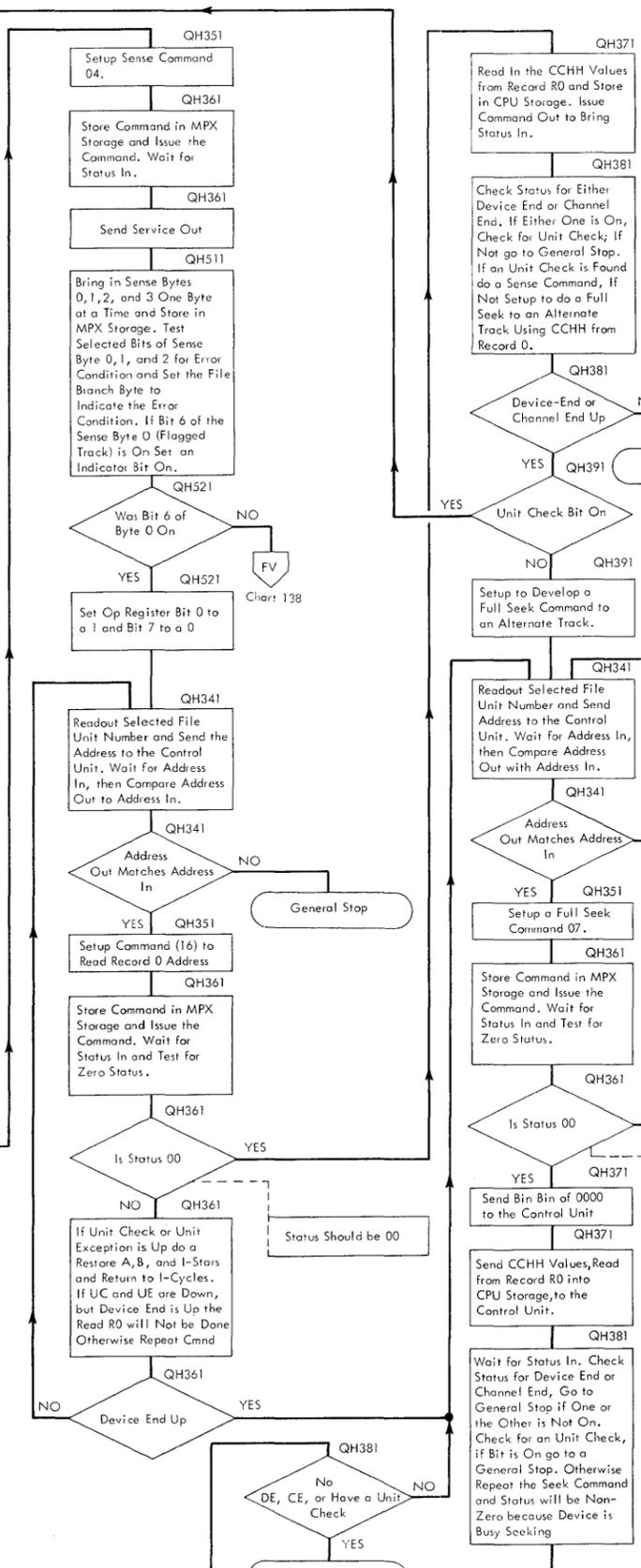
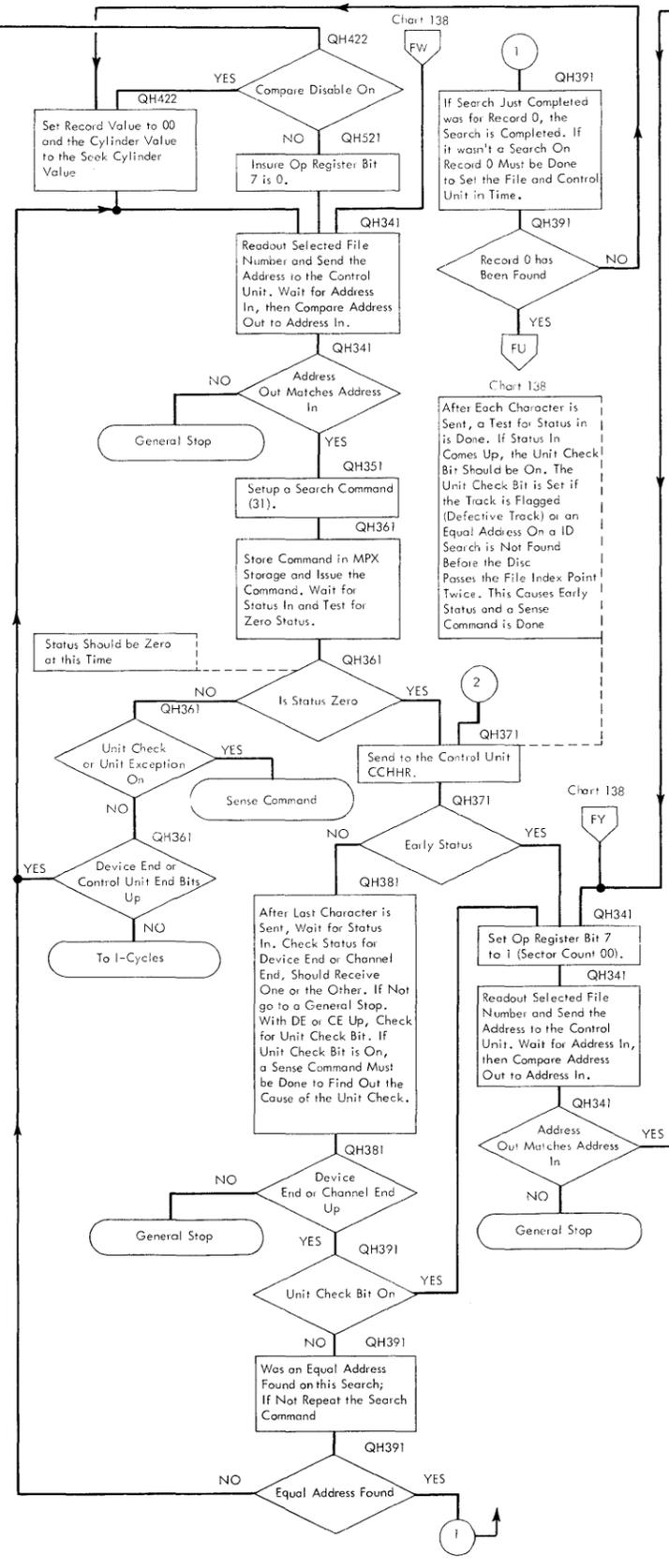
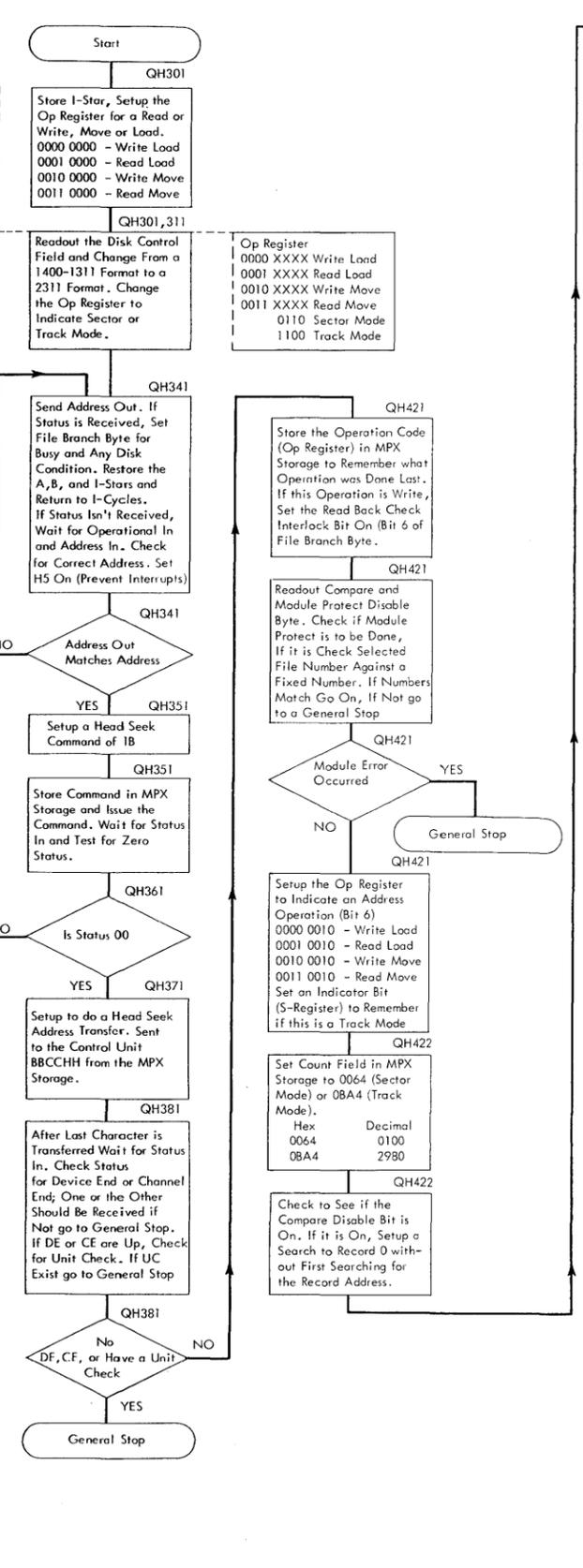


DCF 1400 - 1311
 %ND₁ D₂ D₃ D₄ D₅ D₆ S₁ S₂ S₃

Example
 * 051976XXX

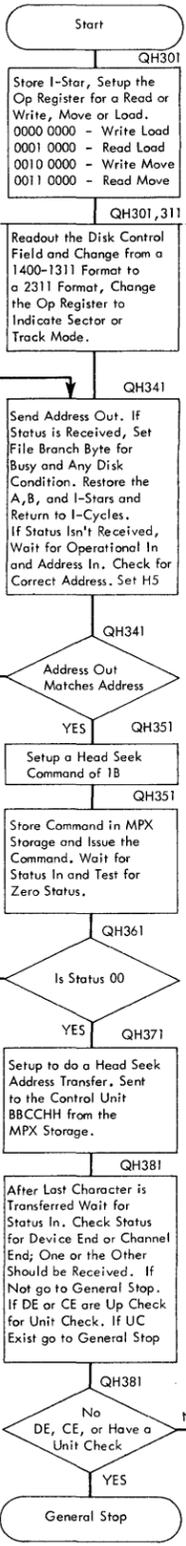
Change to 2311 Format by Doing Table Lookup to Select Module 2, Cylinder 59, Head 8, and Record 16. This Can Be Determined by Dividing D₂ D₃ D₄ D₅ By 2 and Use the Remainder with D₁ for the Record. Add 1 to the Cylinder and Record Values for 2311 Format. End Result Is:

Module	4	2
Cylinder	59 + 1	3C
Head	08	0B
Record	16 + 1	11



DCF 1400-1311
 *ND₁ D₂ D₃ D₄ D₅ D₆
 S₁ S₂ S₃
 Example
 *051976XXX
 Change to 2311 Format
 by Doing Table Lookup
 to Select Module 2,
 Cylinder 59, Head 8, and
 Record 16. This Can be
 Determined by Dividing
 D₂ D₃ D₄ D₅ by 2 and
 Use the Remainder with
 D₆ for the Record.
 Add 1 to the Cylinder and
 Record Values for 2311
 Format. End Result is:

Module	4	2
Cylinder	59 + 1	3C
Head	08	08
Record	16 + 1	11



Op Register
 0000XXXX Write Load
 0001XXXX Read Load
 0010XXXX Write Move
 0011XXXX Read Move
 0001 Sector Mode
 0010 Track Mode
 0101 Sector Overlay

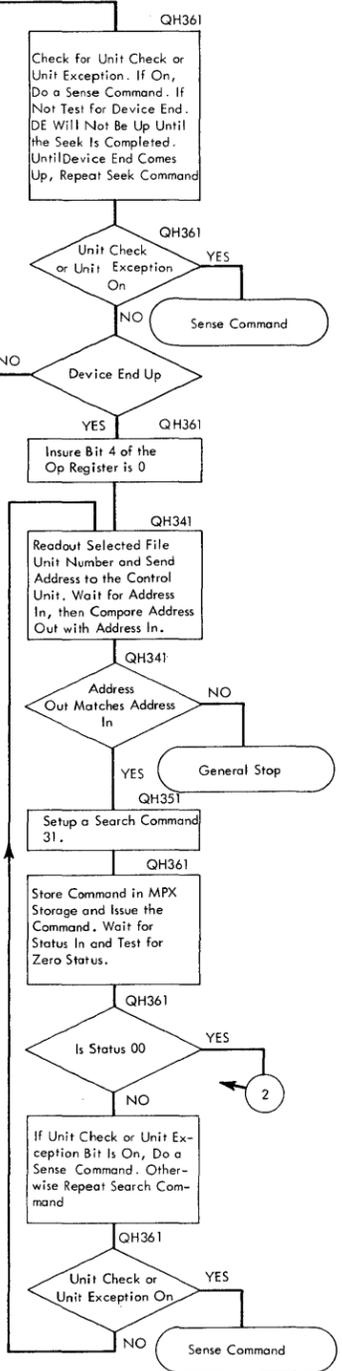
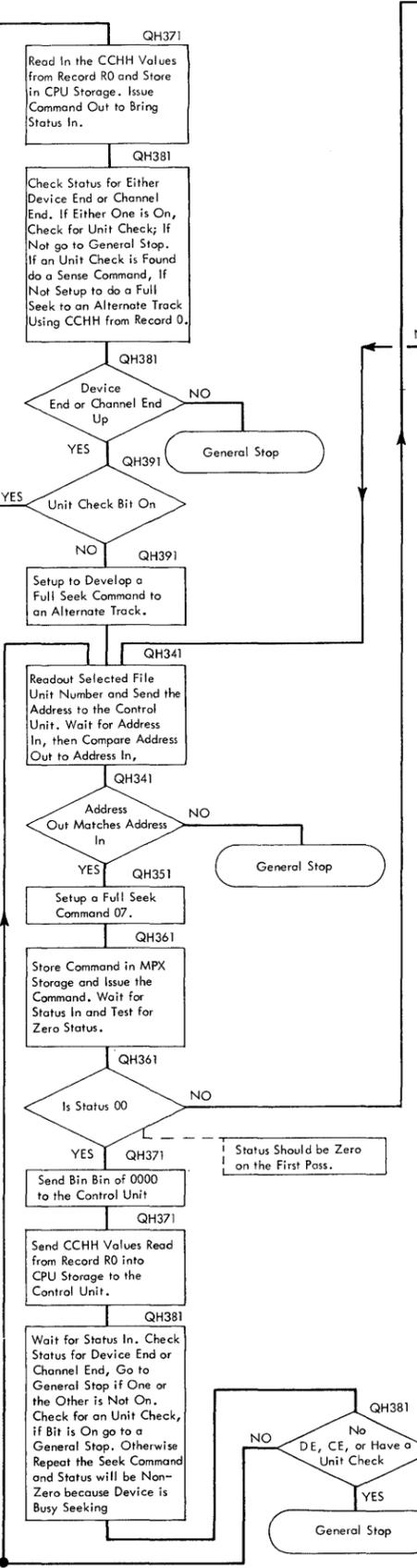
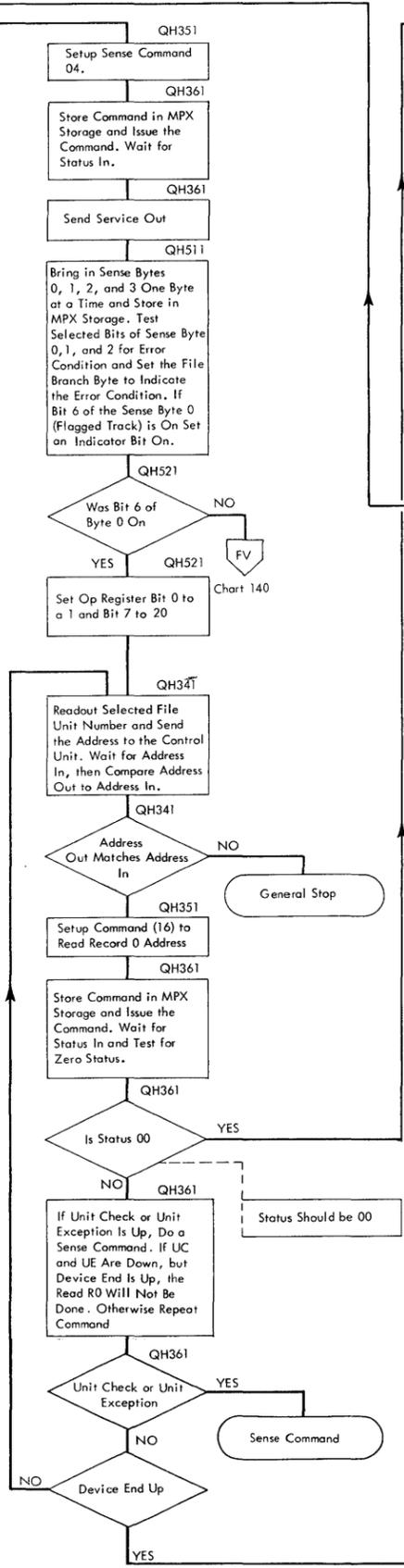
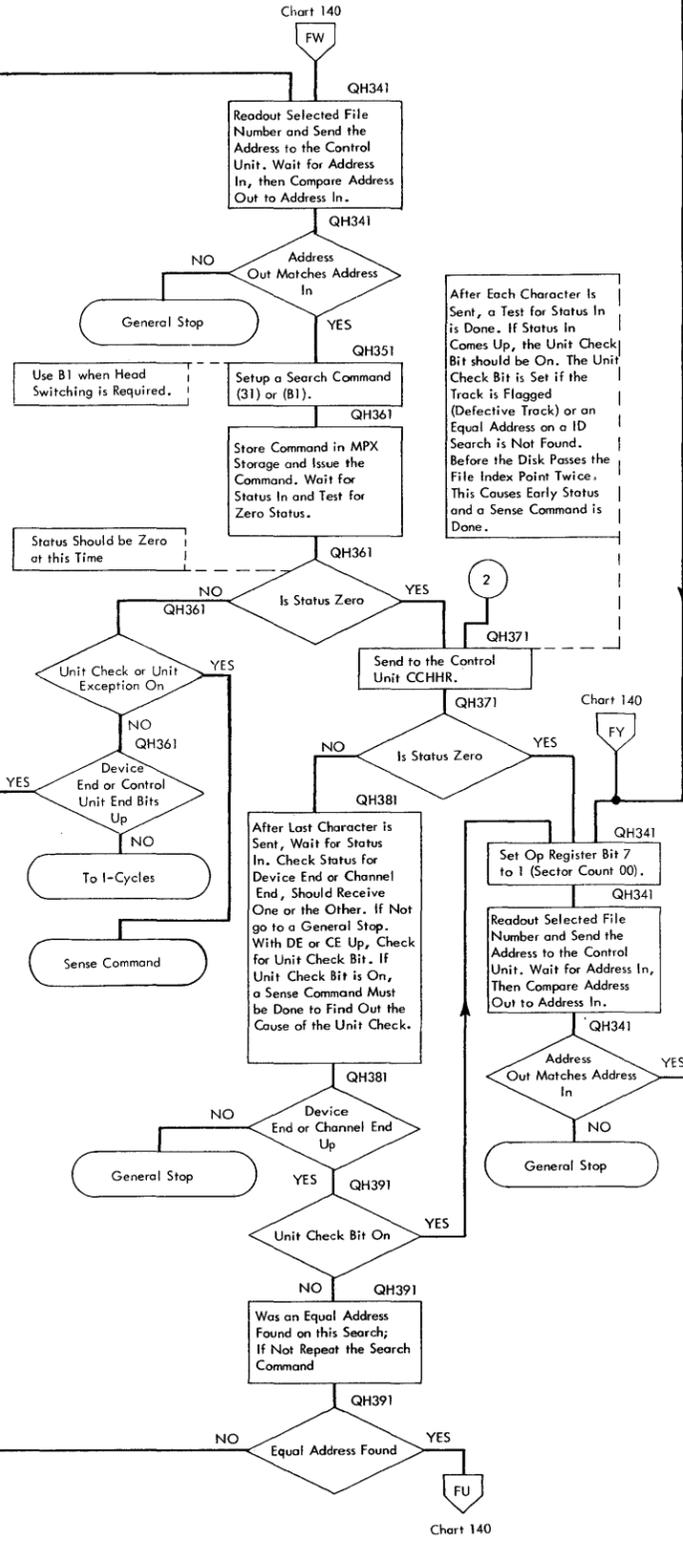
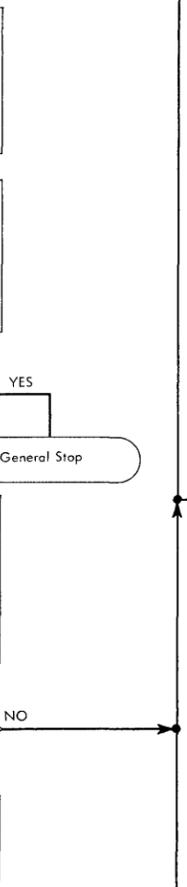
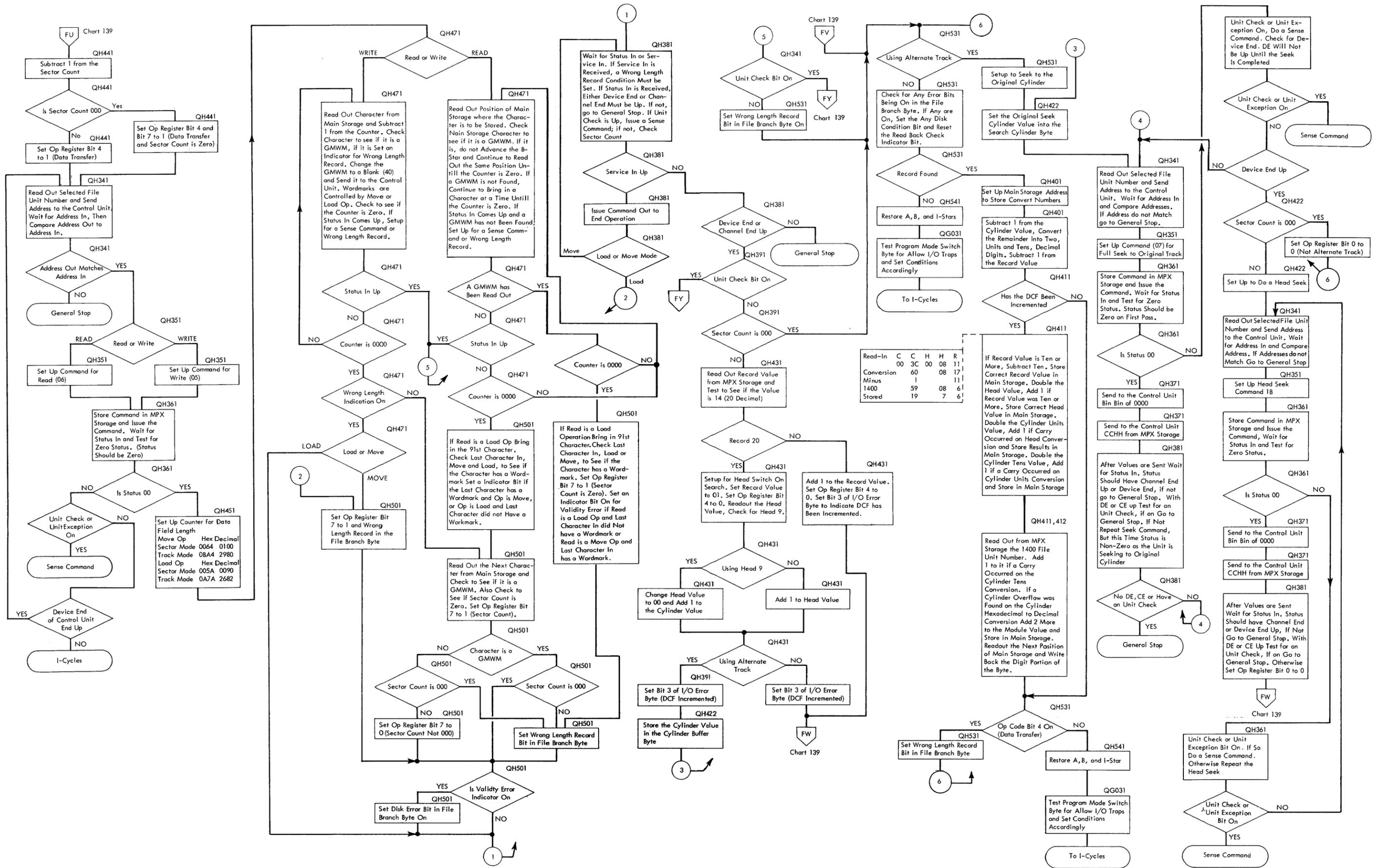


Chart 140

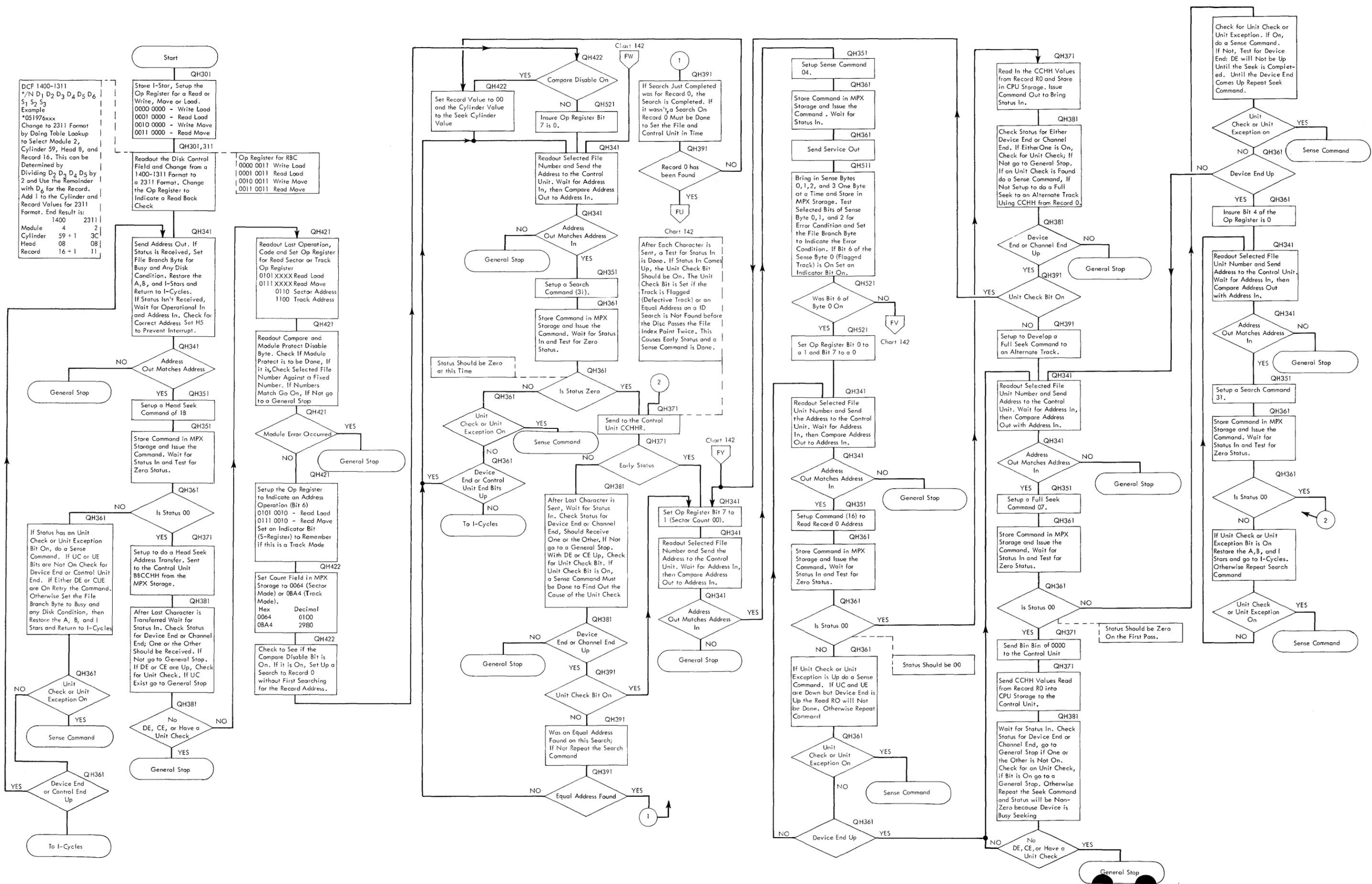


DCF 1400-1311
 *N D₁ D₂ D₃ D₄ D₅ D₆
 S₁ S₂ S₃
 Example
 *051976xxx
 Change to 2311 Format by Doing Table Lookup to Select Module 2, Cylinder 59, Head 8, and Record 16. This can be Determined by Dividing D₂ D₃ D₄ D₅ by 2 and Use the Remainder with D₆ for the Record. Add 1 to the Cylinder and Record Values for 2311 Format. End Result is:

Module	4	2
Cylinder	59 + 1	3C
Head	08	08
Record	16 + 1	11

Op Register for RBC
 0000 0011 Write Load
 0001 0011 Read Load
 0010 0011 Write Move
 0011 0011 Read Move

Hex	Decimal
0064	0100
0BA4	2980



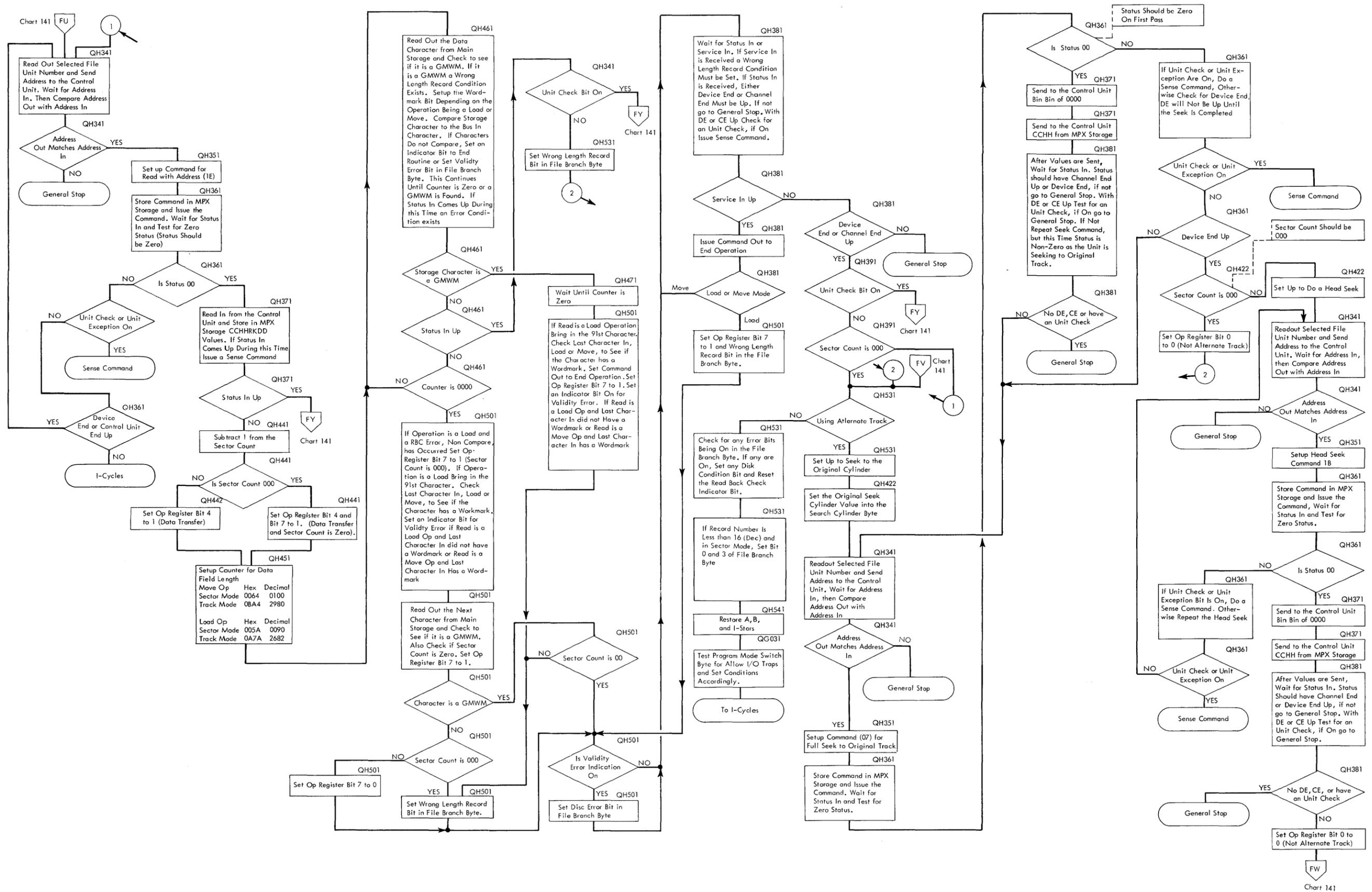
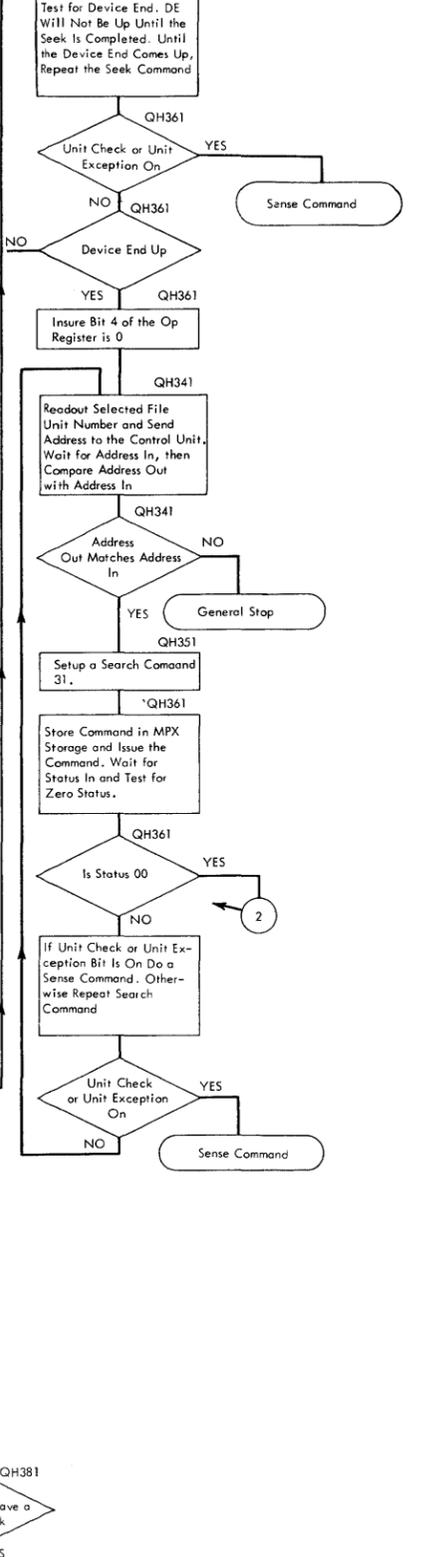
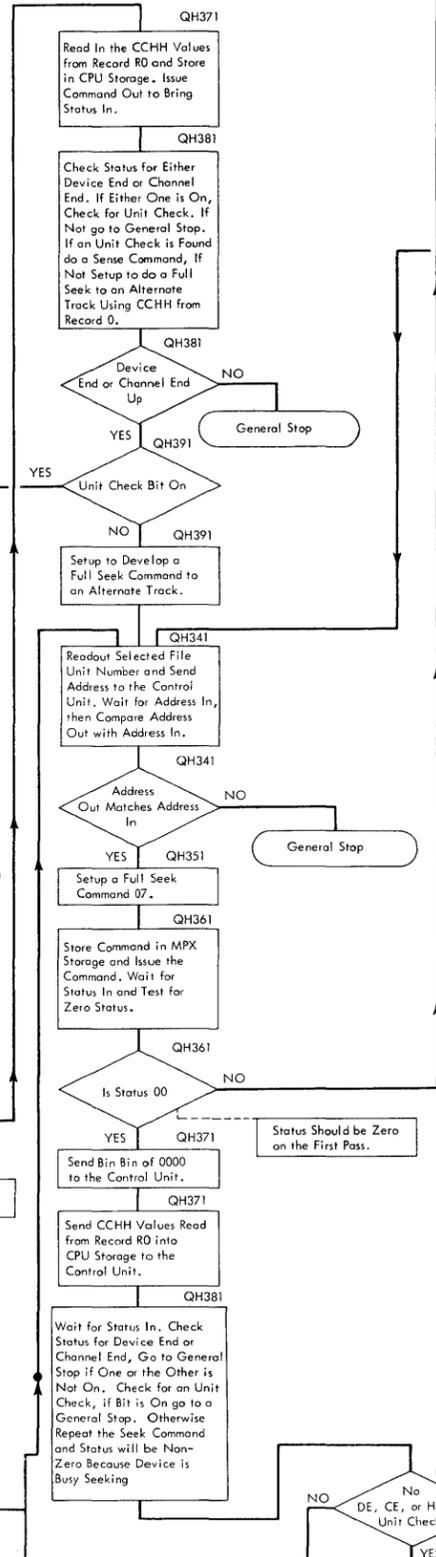
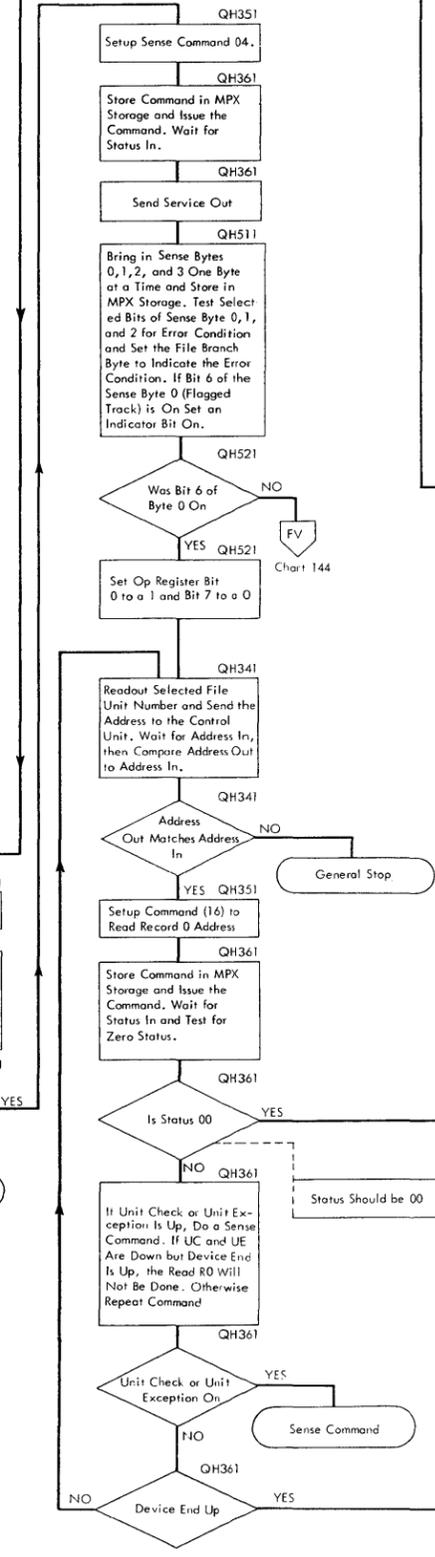
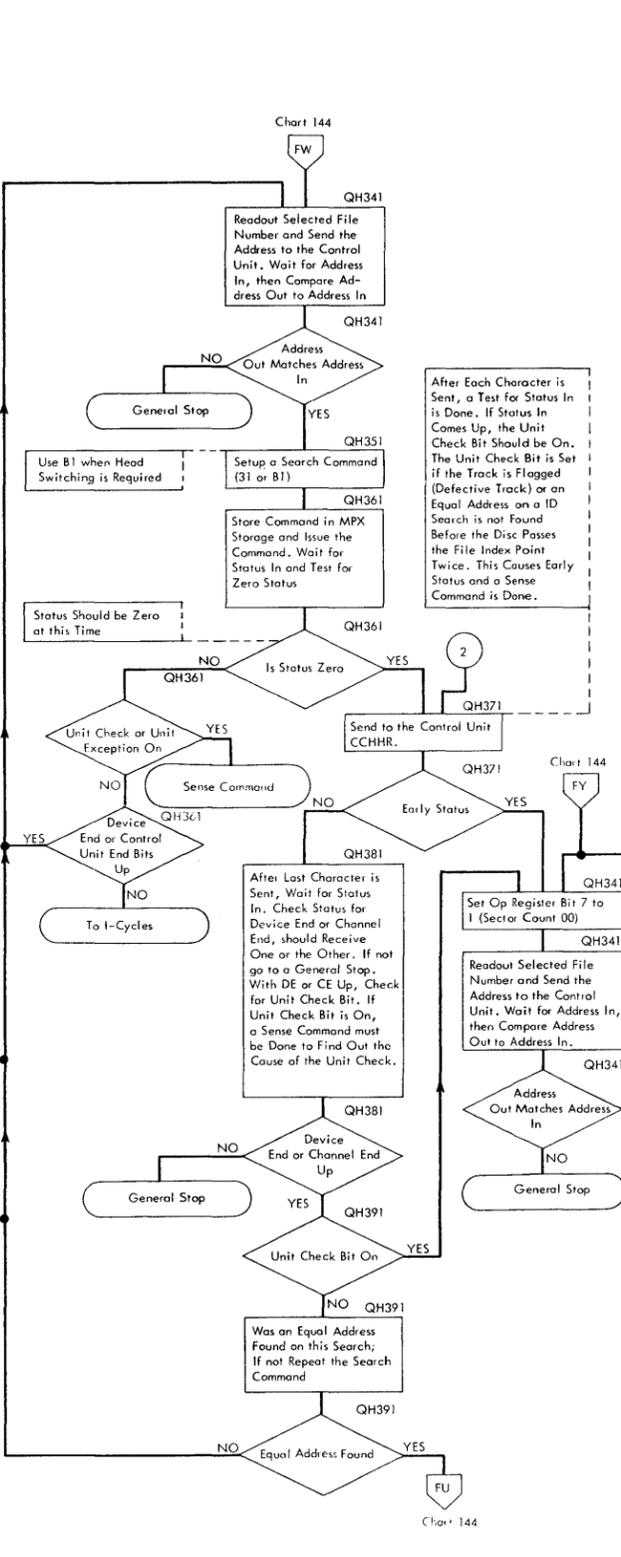
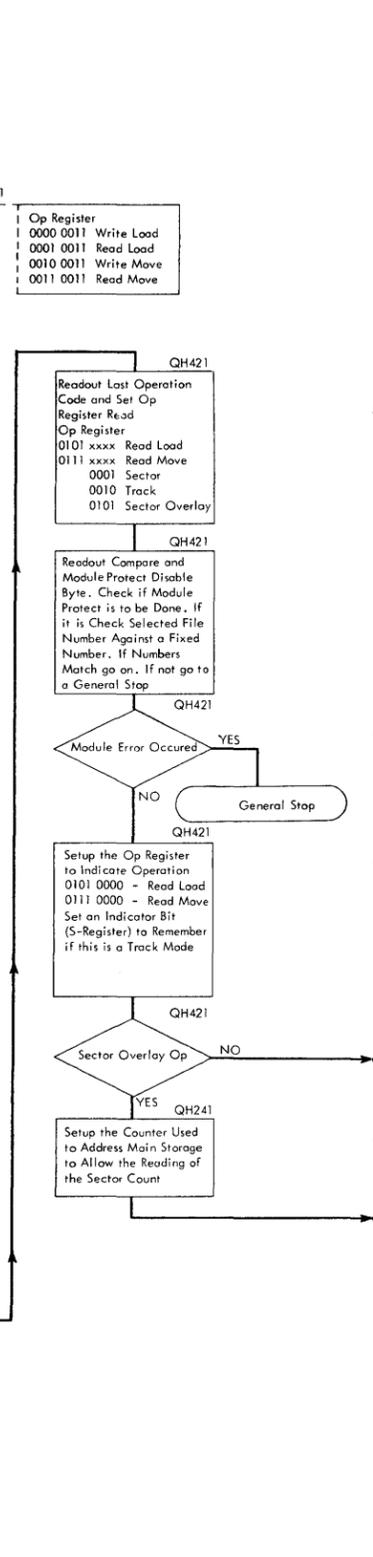
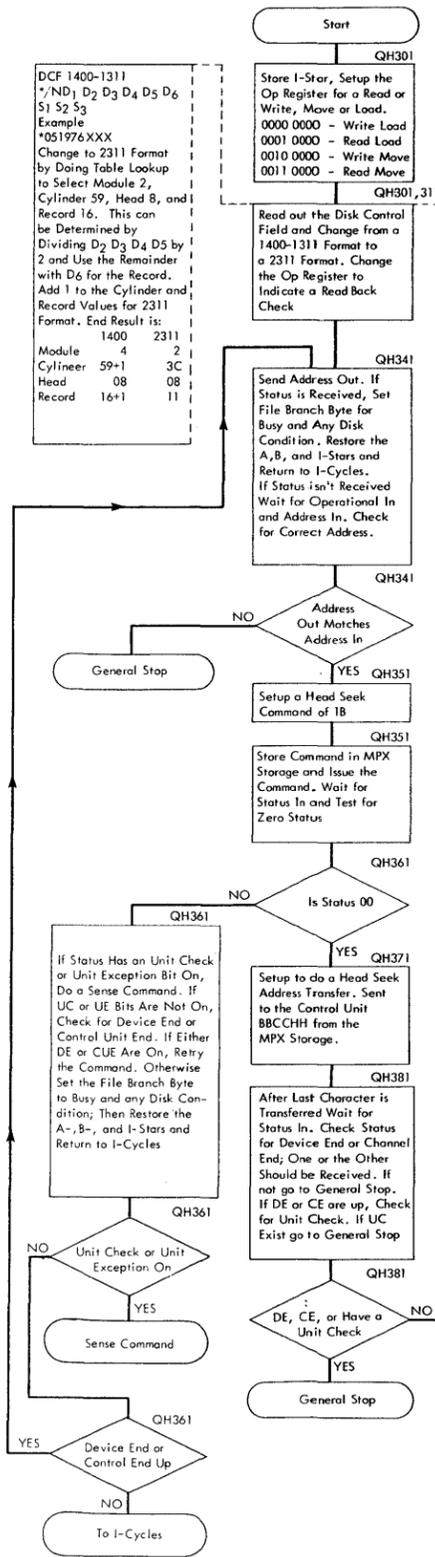
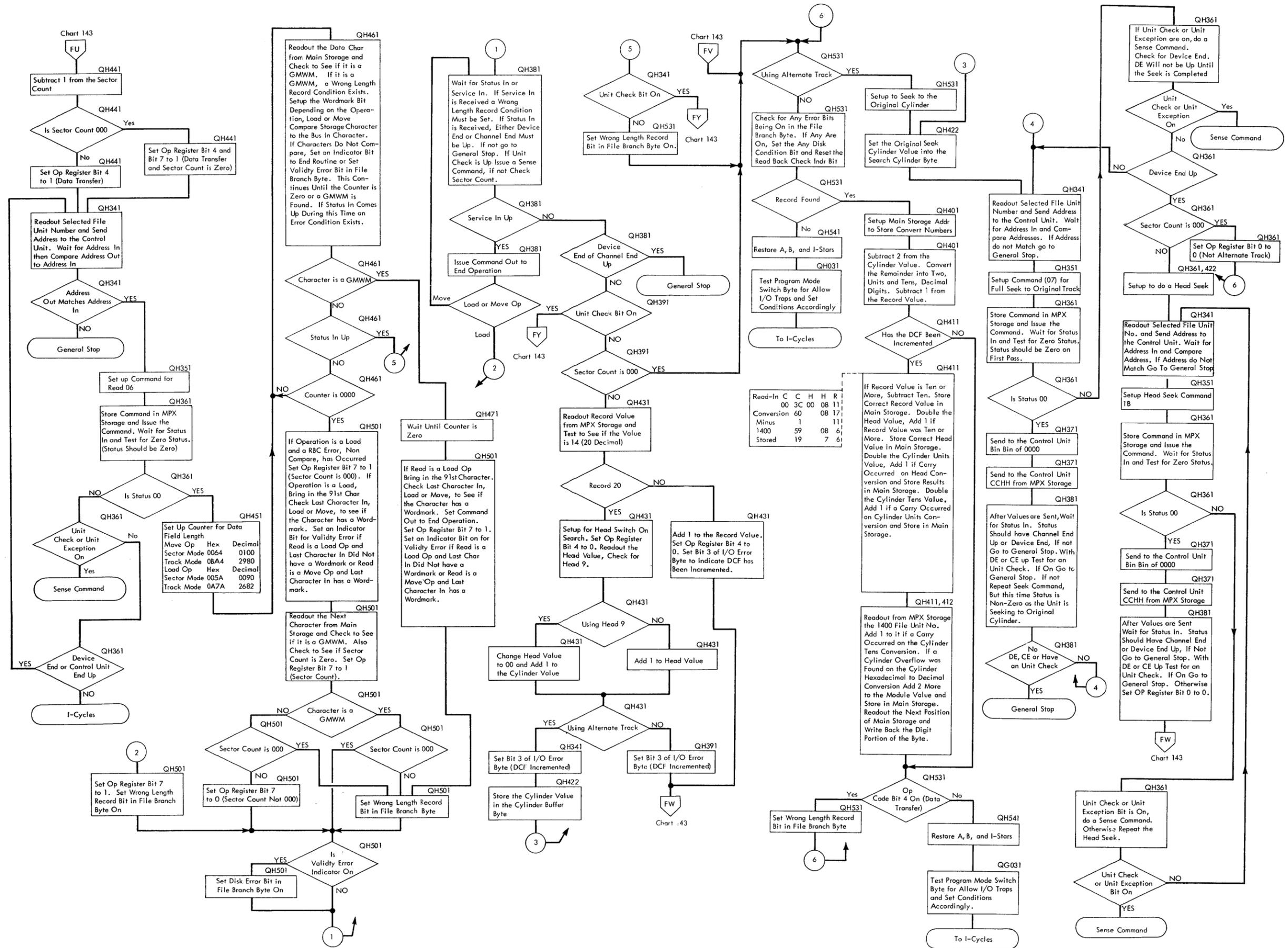


Chart 141





DCF 1400-1311
 1/2 N D2 D3 D4 D5 D6
 S1 S2 S3
 Example
 *051976 XXXX
 Changed to 2311 Format
 by Using Table Look Up
 to Select Module 2,
 Cylinder 59, Head 8,
 and Record 16. This can
 be Determined by
 Dividing D2 D3 D4 D5 by
 2 and Using the Remainder
 with D6 for the Record.
 Add 1 to the Cylinder
 and Record Values for
 2311 Format.
 End Result Is:
 1400 2311
 Module 4 2
 Cylinder 59+1 3C
 Head 08 08
 Record 16+1 11

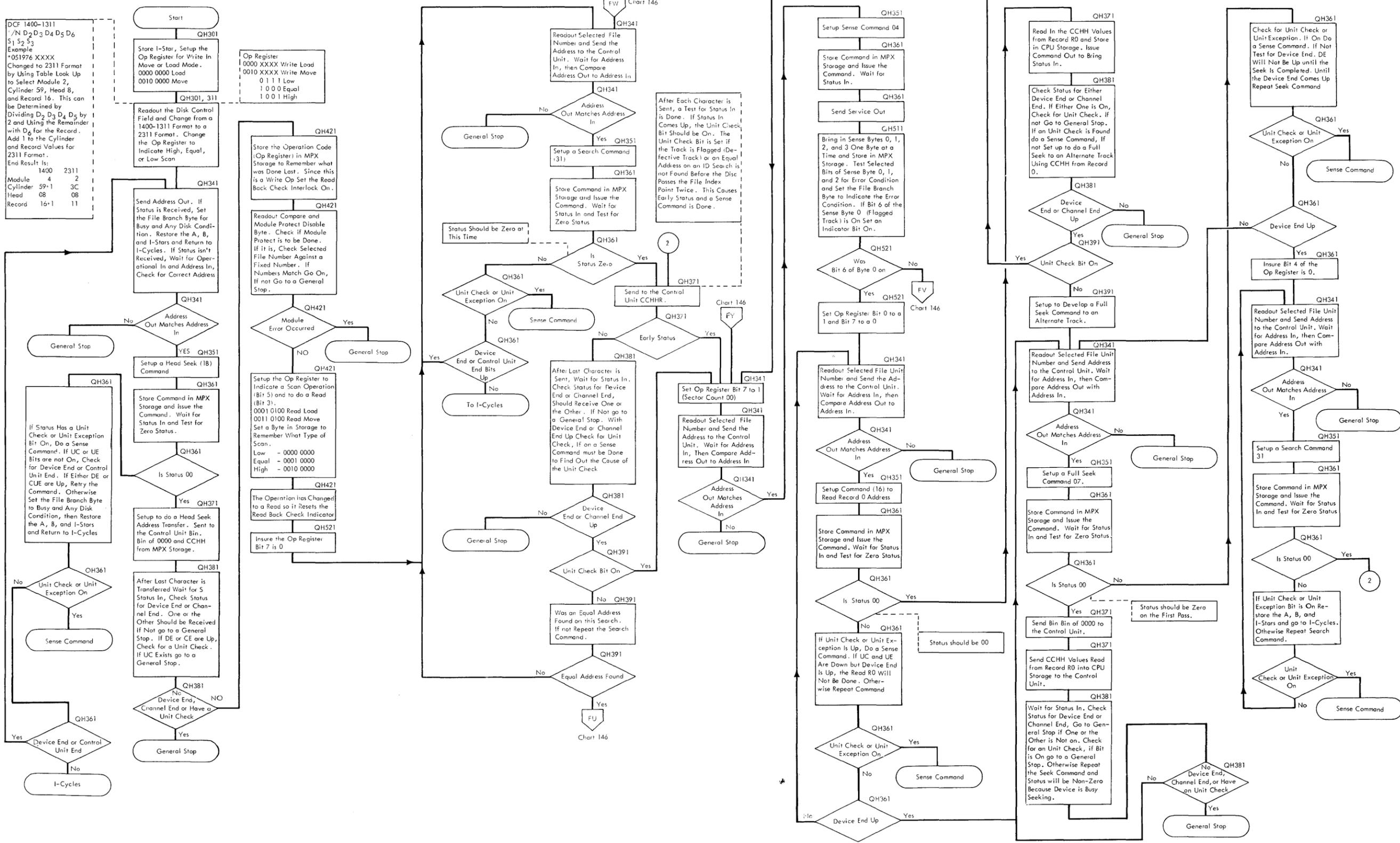


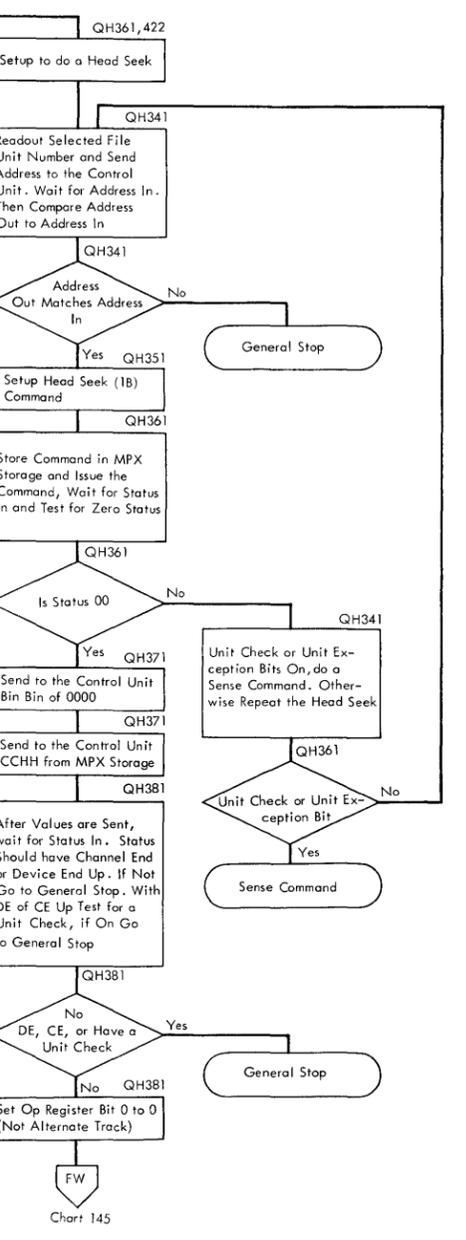
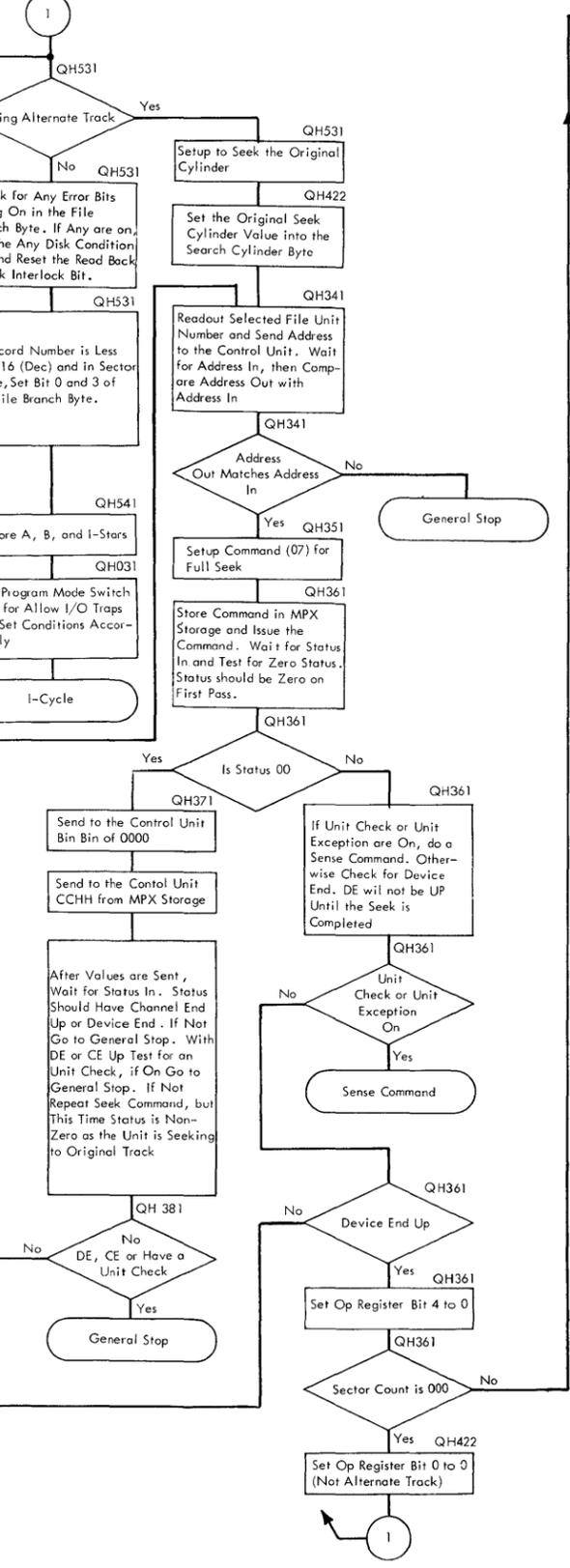
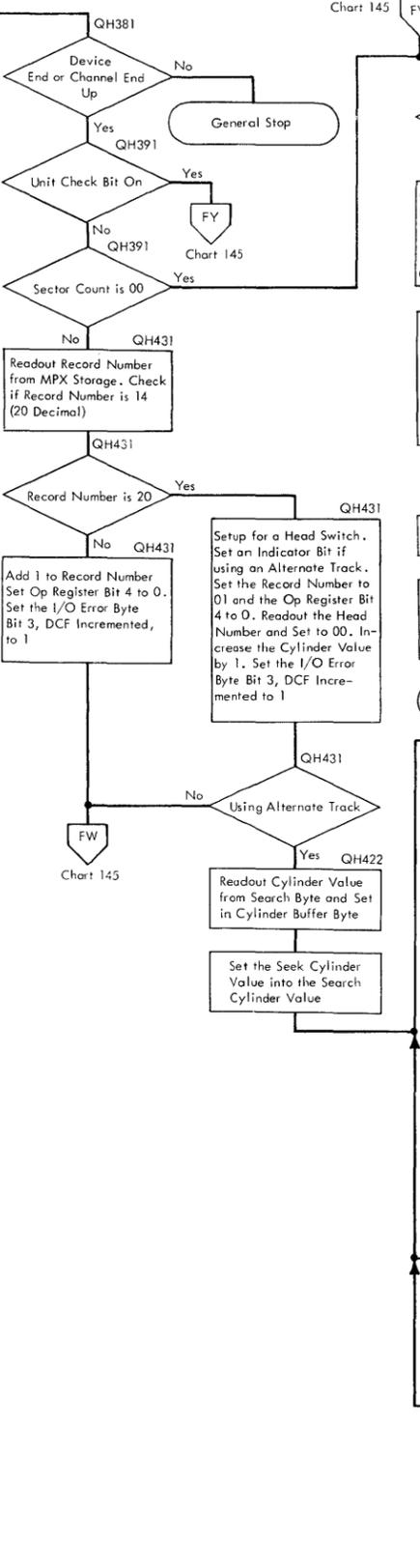
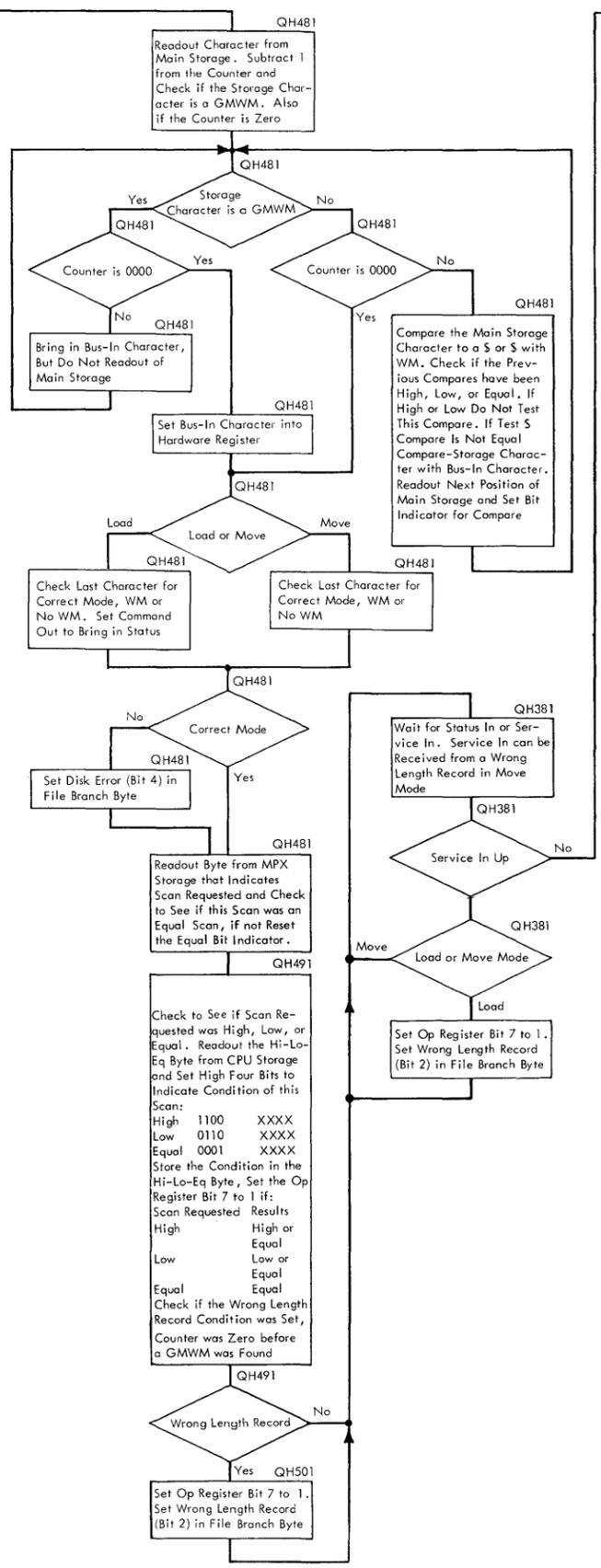
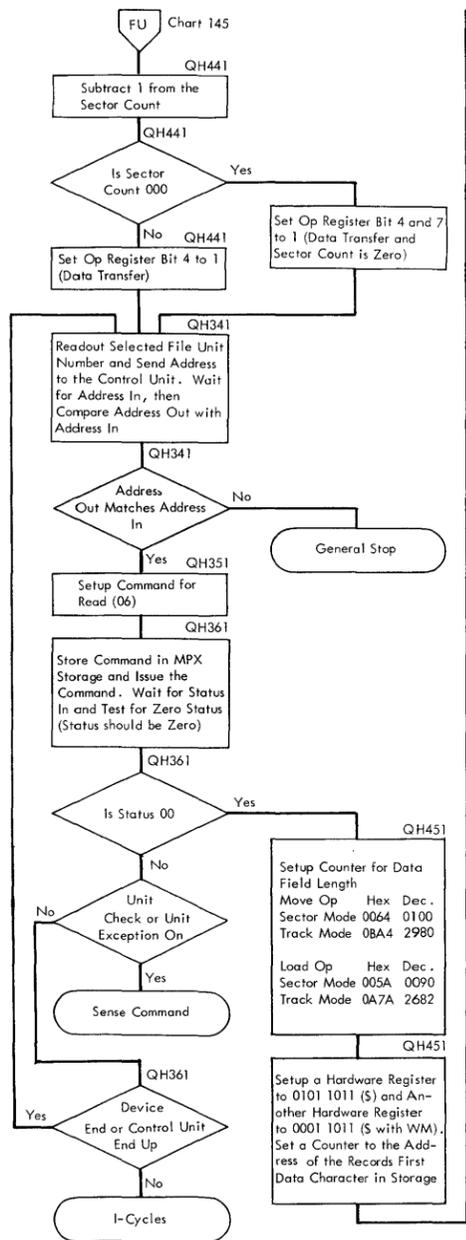
Chart 146

After Each Character is Sent, a Test for Status In is Done. If Status In Comes Up, the Unit Check Bit Should be On. The Unit Check Bit is Set if the Track is Flagged (Defective Track) or an Equal Address on an ID Search is not Found Before the Disc Passes the File Index Point Twice. This Causes Early Status and a Sense Command is Done.

Chart 146

Status should be 00

Status should be Zero on the First Pass.



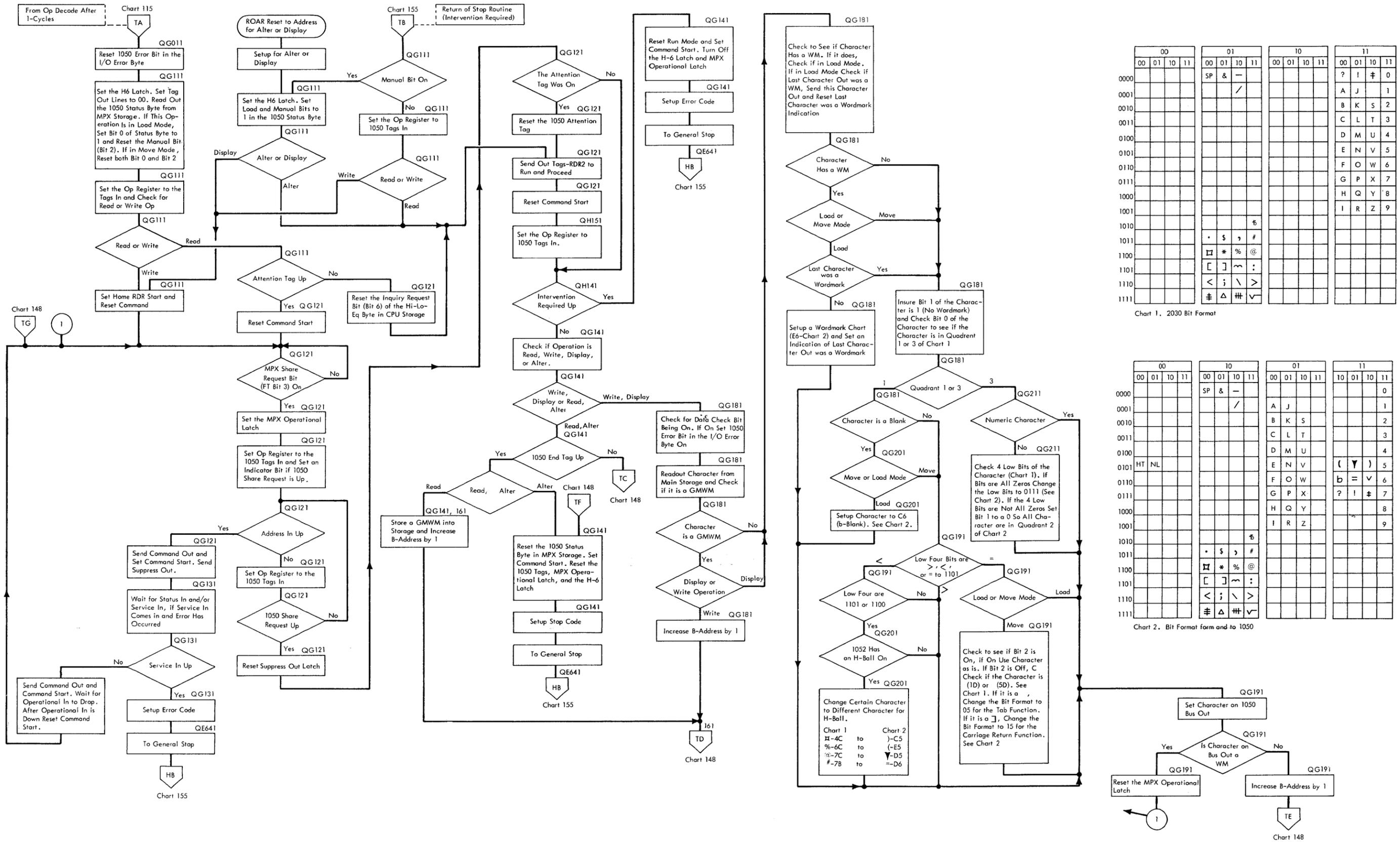


Chart 1. 2030 Bit Format

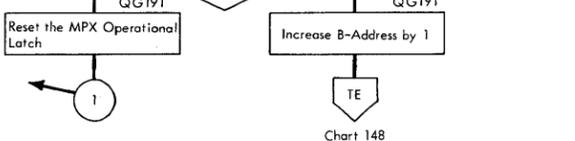
	00				01				10				11			
	00	01	10	11	00	01	10	11	00	01	10	11	00	01	10	11
0000					SP	&	-					?	!	#	0	
0001						/						A	J		1	
0010												B	K	S	2	
0011												C	L	T	3	
0100												D	M	U	4	
0101												E	N	V	5	
0110												F	O	W	6	
0111												G	P	X	7	
1000												H	Q	Y	8	
1001												I	R	Z	9	
1010																
1011																
1100																
1101																
1110																
1111																

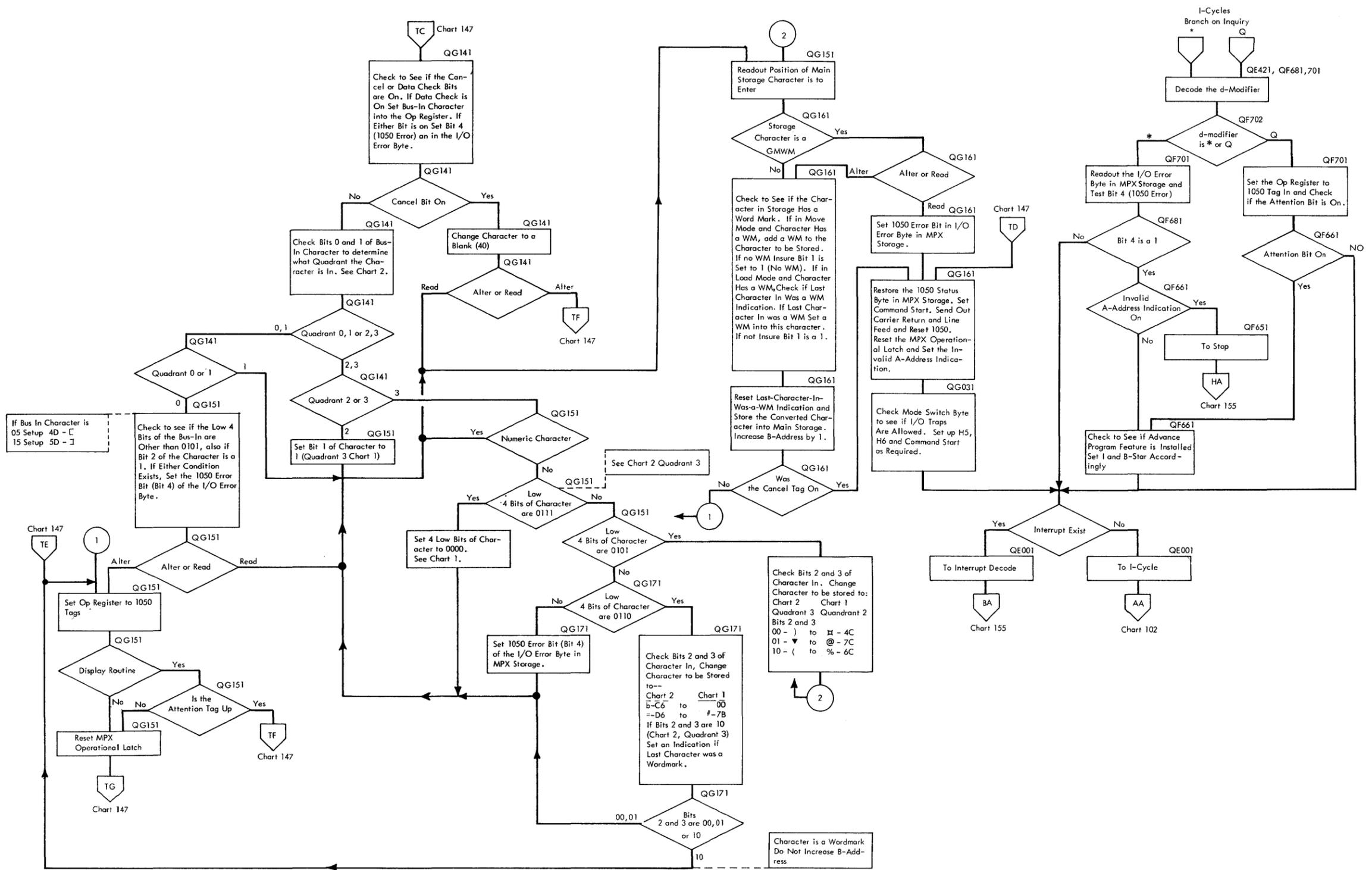
Chart 2. Bit Format form and to 1050

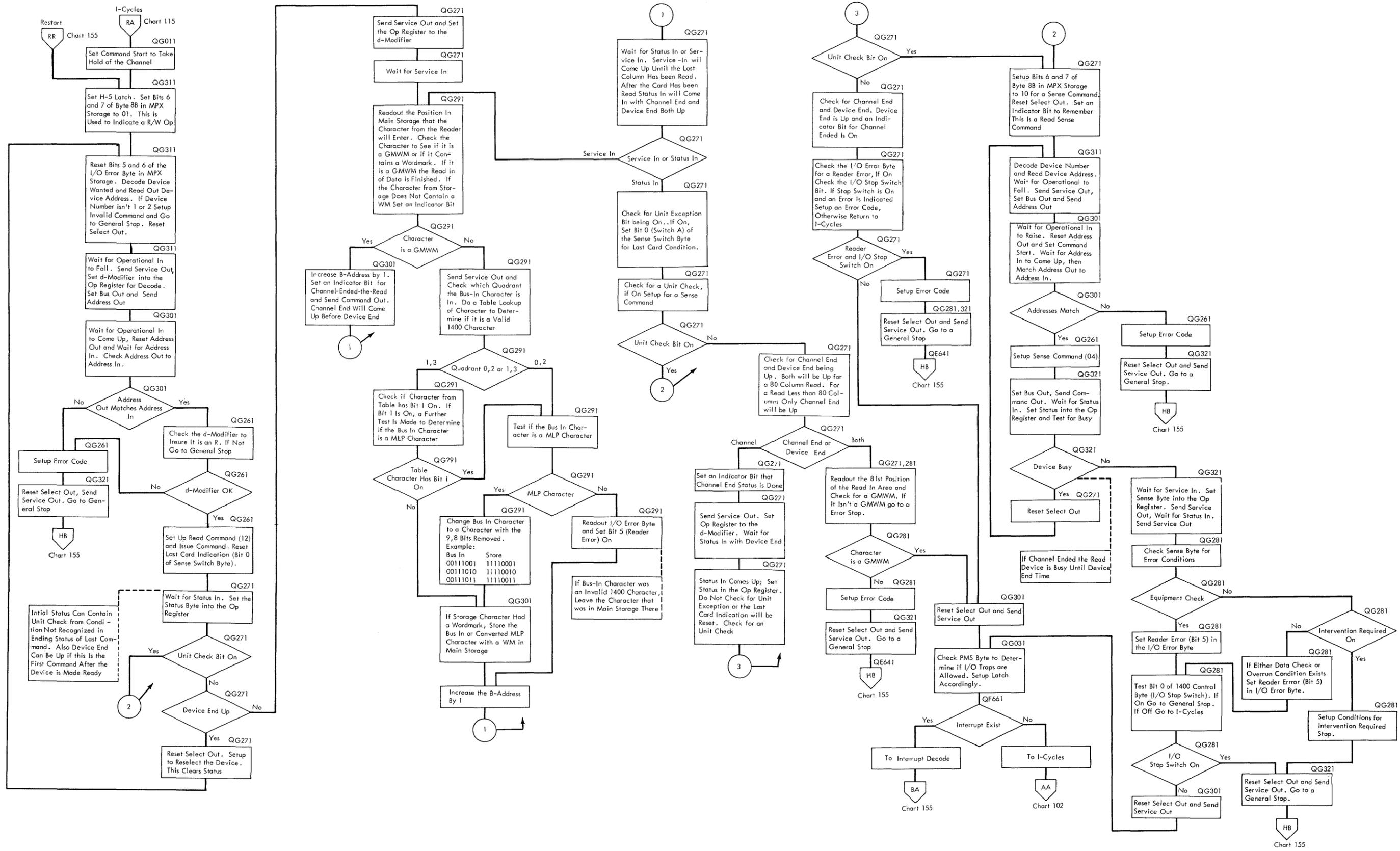
	00				10				01				11			
	00	01	10	11	00	01	10	11	00	01	10	11	10	01	10	11
0000					SP	&	-								0	
0001						/						A	J		1	
0010												B	K	S	2	
0011												C	L	T	3	
0100												D	M	U	4	
0101	HT	NL										E	N	V	5	
0110												F	O	W	6	
0111												G	P	X	7	
1000												H	Q	Y	8	
1001												I	R	Z	9	
1010																
1011																
1100																
1101																
1110																
1111																

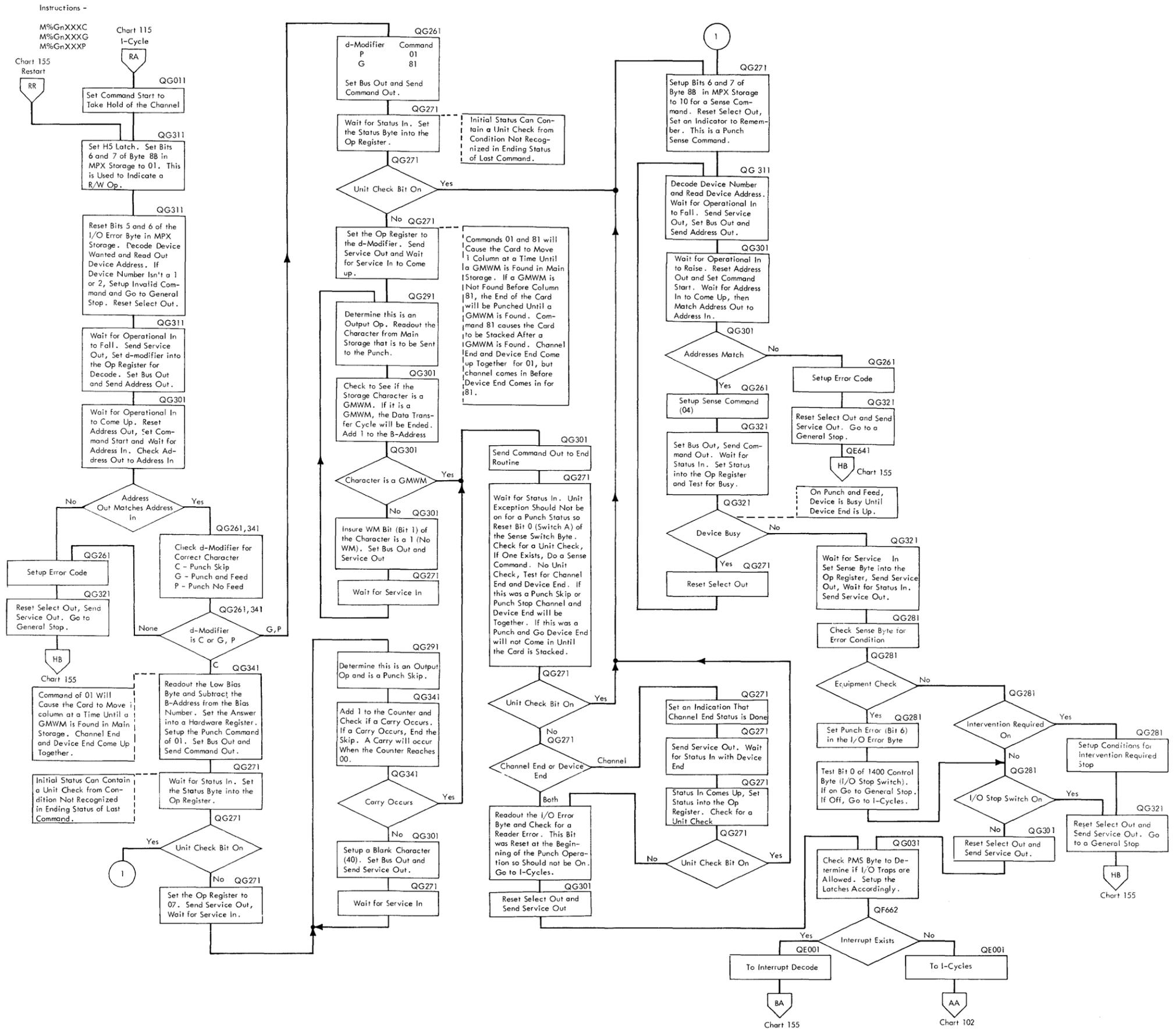
Change Certain Character to Different Character for H-Ball.

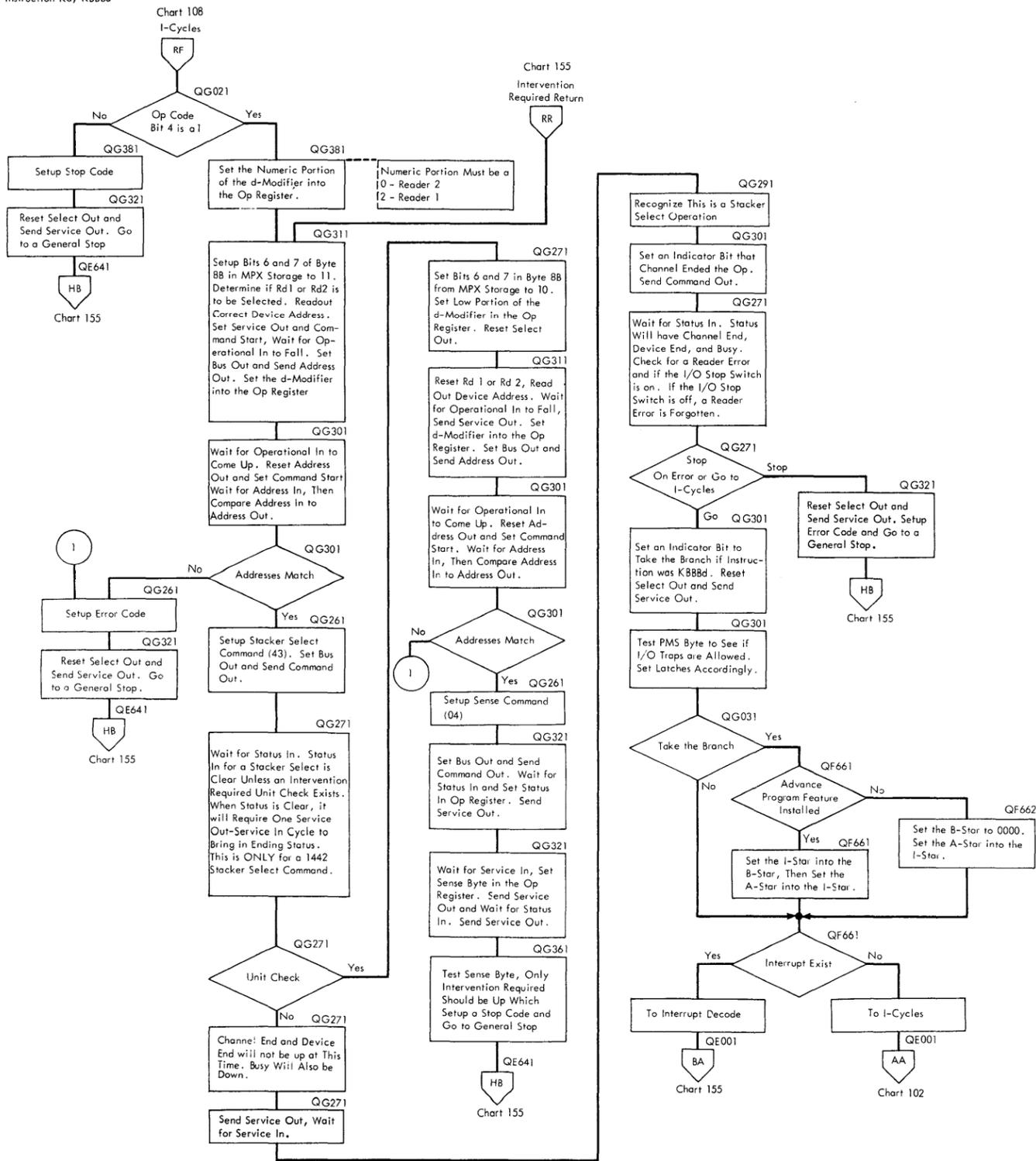
Chart 1	Chart 2
II-4C	-C5
%-6C	-E5
%-7C	-D5
#-7B	-D6

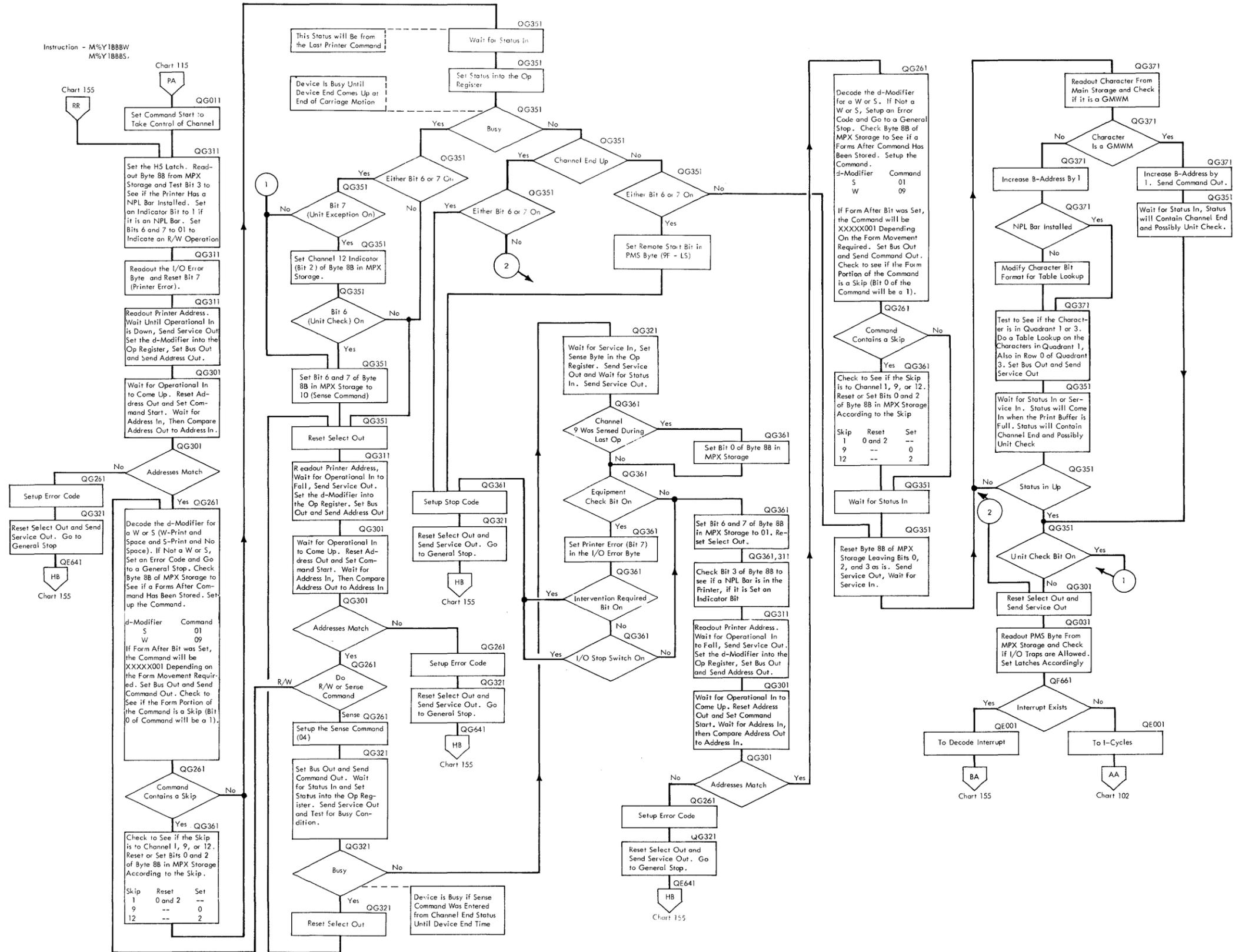


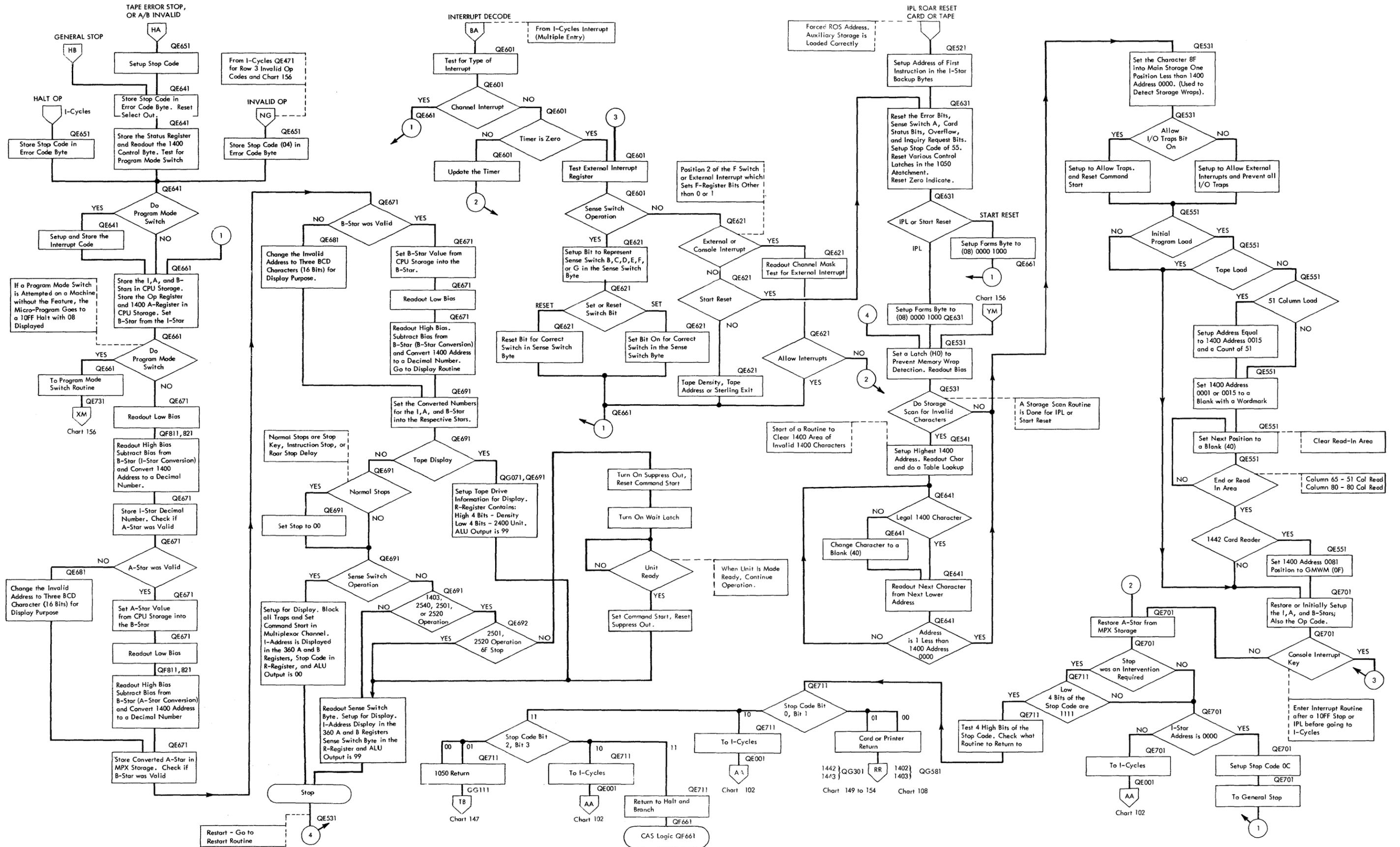


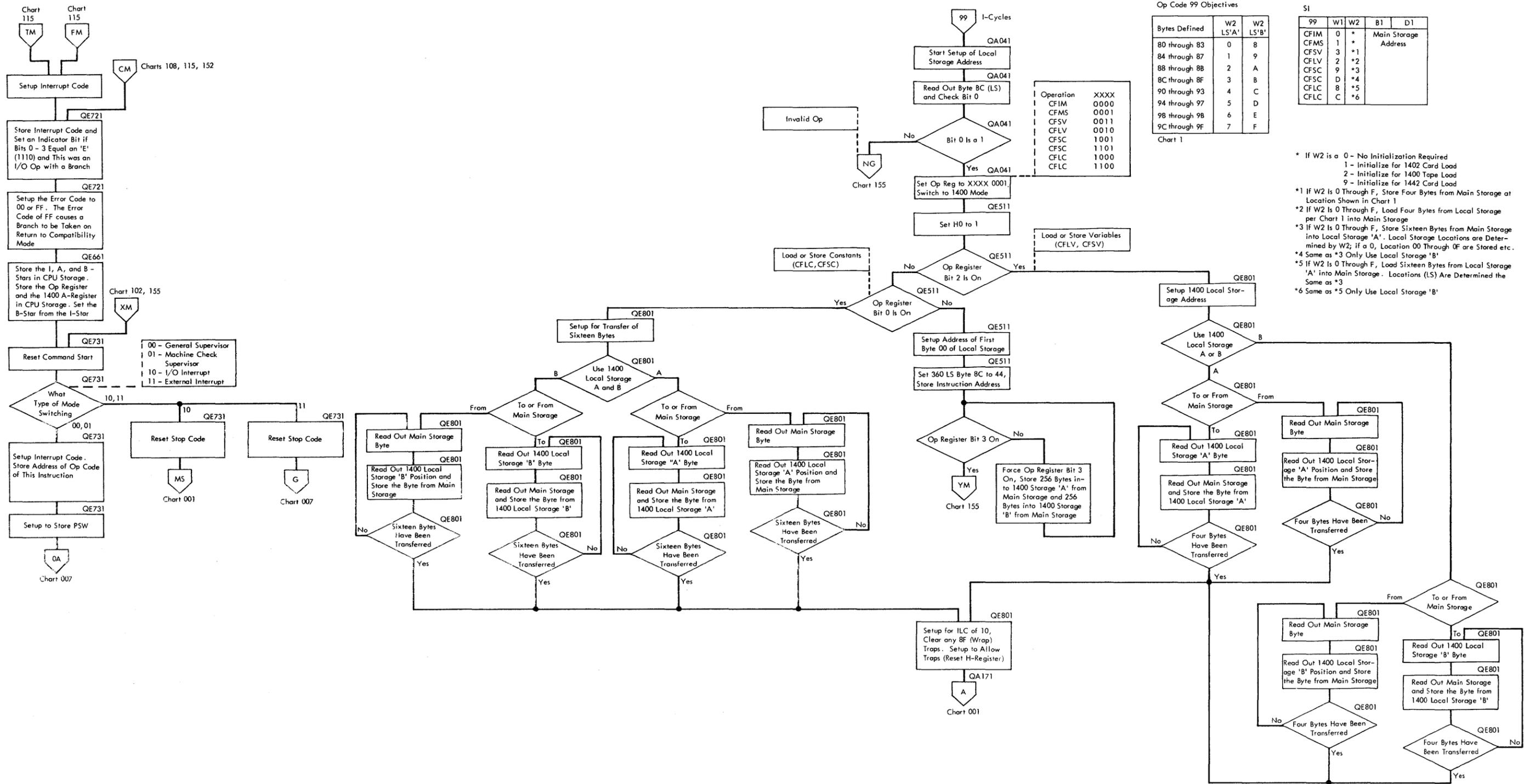












Op Code 99 Objectives

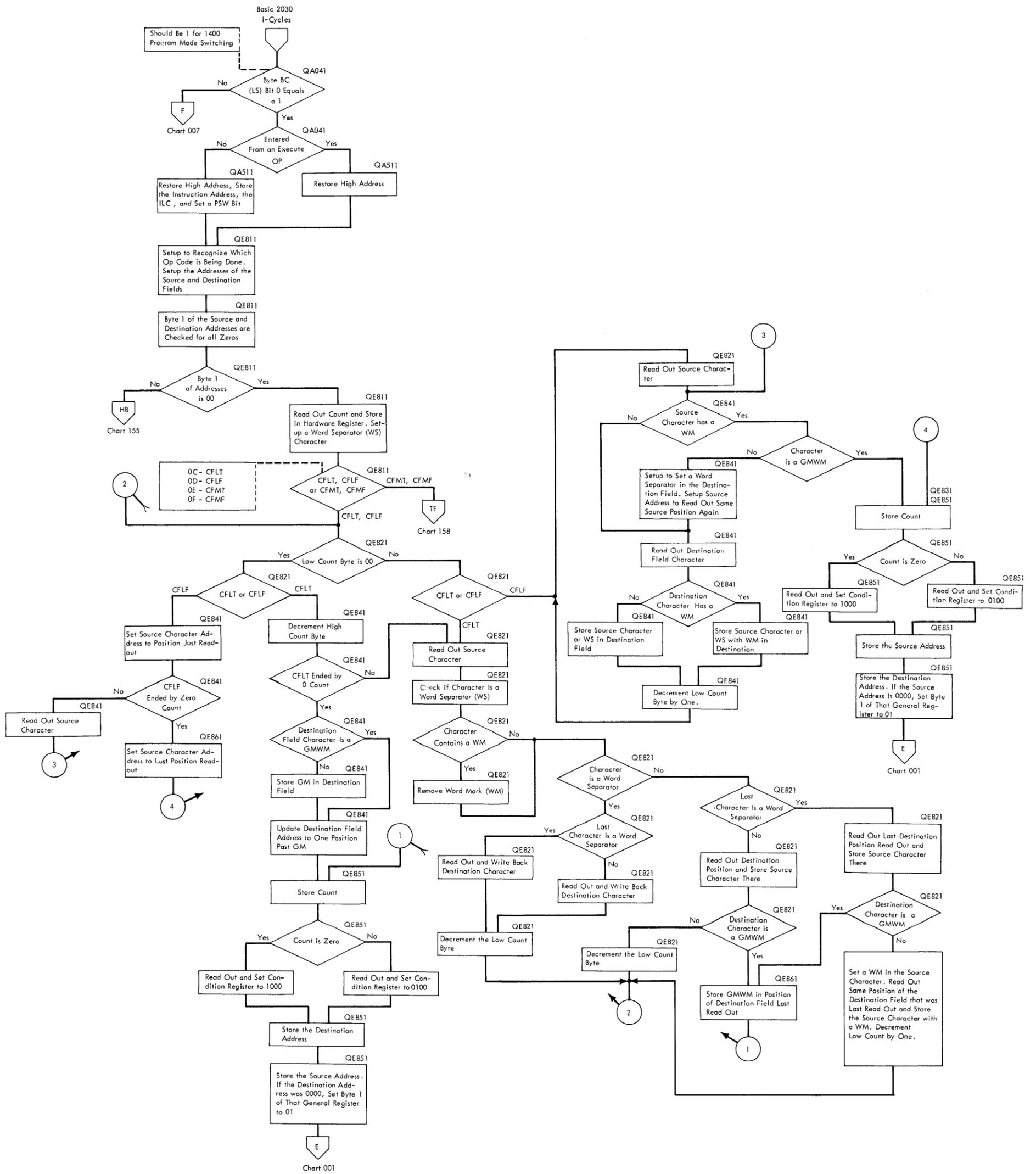
Bytes Defined	W2 LS'A'	W2 LS'B'
80 through 83	0	B
84 through 87	1	9
88 through 8B	2	A
8C through 8F	3	B
90 through 93	4	C
94 through 97	5	D
98 through 9B	6	E
9C through 9F	7	F

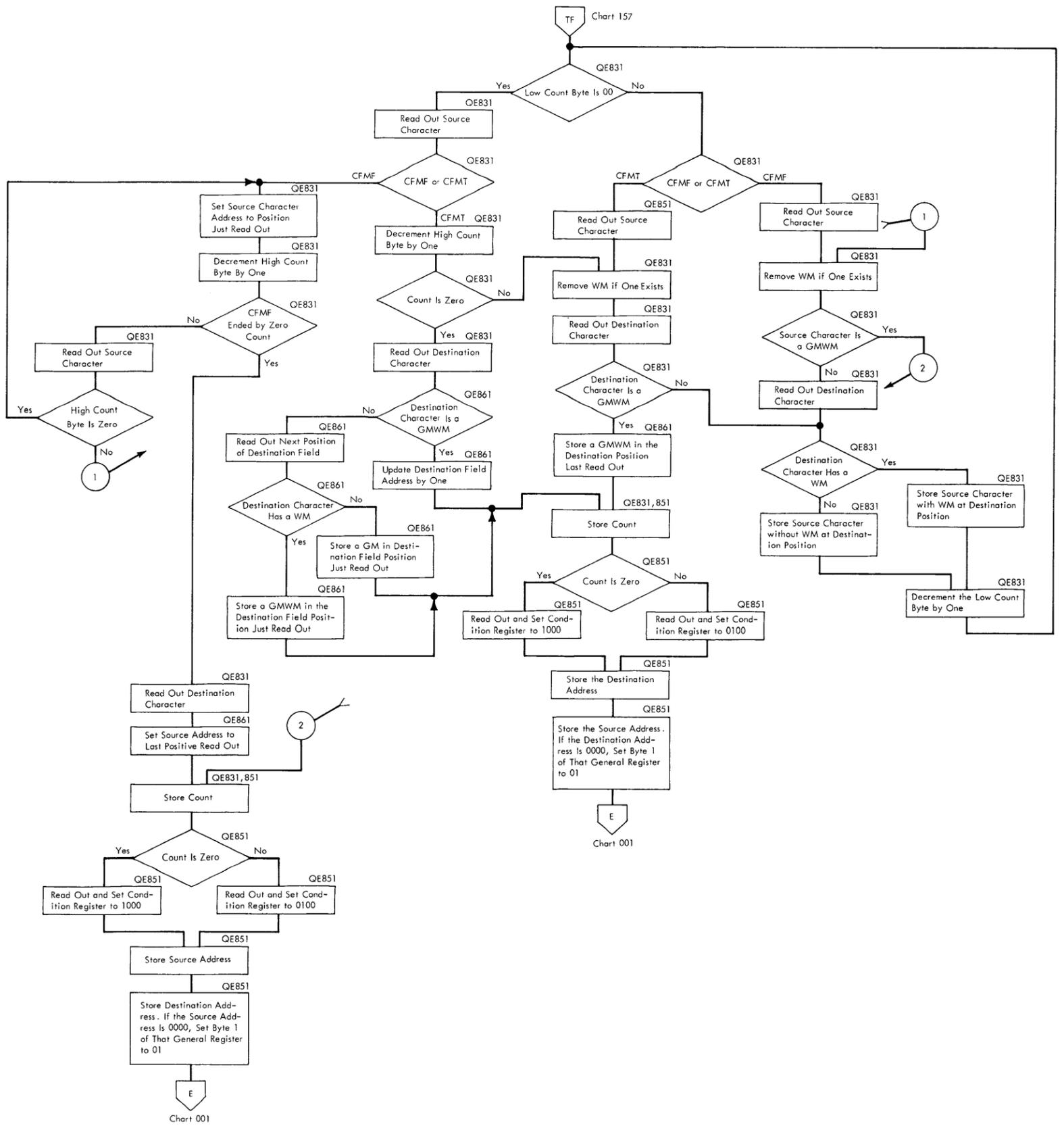
Chart 1

S1

99	W1	W2	B1	D1
CFIM	0	*		Main Storage
CFMS	1	*		Address
CFSV	3	*1		
CFLV	2	*2		
CFSC	9	*3		
CFLC	8	*4		
CFCL	C	*5		
CFCC	C	*6		

- * If W2 is a 0 - No Initialization Required
- 1 - Initialize for 1402 Card Load
- 2 - Initialize for 1400 Tape Load
- 9 - Initialize for 1442 Card Load
- *1 If W2 is 0 Through F, Store Four Bytes from Main Storage at Location Shown in Chart 1
- *2 If W2 is 0 Through F, Load Four Bytes from Local Storage per Chart 1 into Main Storage
- *3 If W2 is 0 Through F, Store Sixteen Bytes from Main Storage into Local Storage 'A'. Local Storage Locations are Determined by W2; if a 0, Location 00 Through 0F are Stored etc.
- *4 Same as *3 Only Use Local Storage 'B'
- *5 If W2 is 0 Through F, Load Sixteen Bytes from Local Storage 'A' into Main Storage. Locations (LS) Are Determined the Same as *3
- *6 Same as *5 Only Use Local Storage 'B'

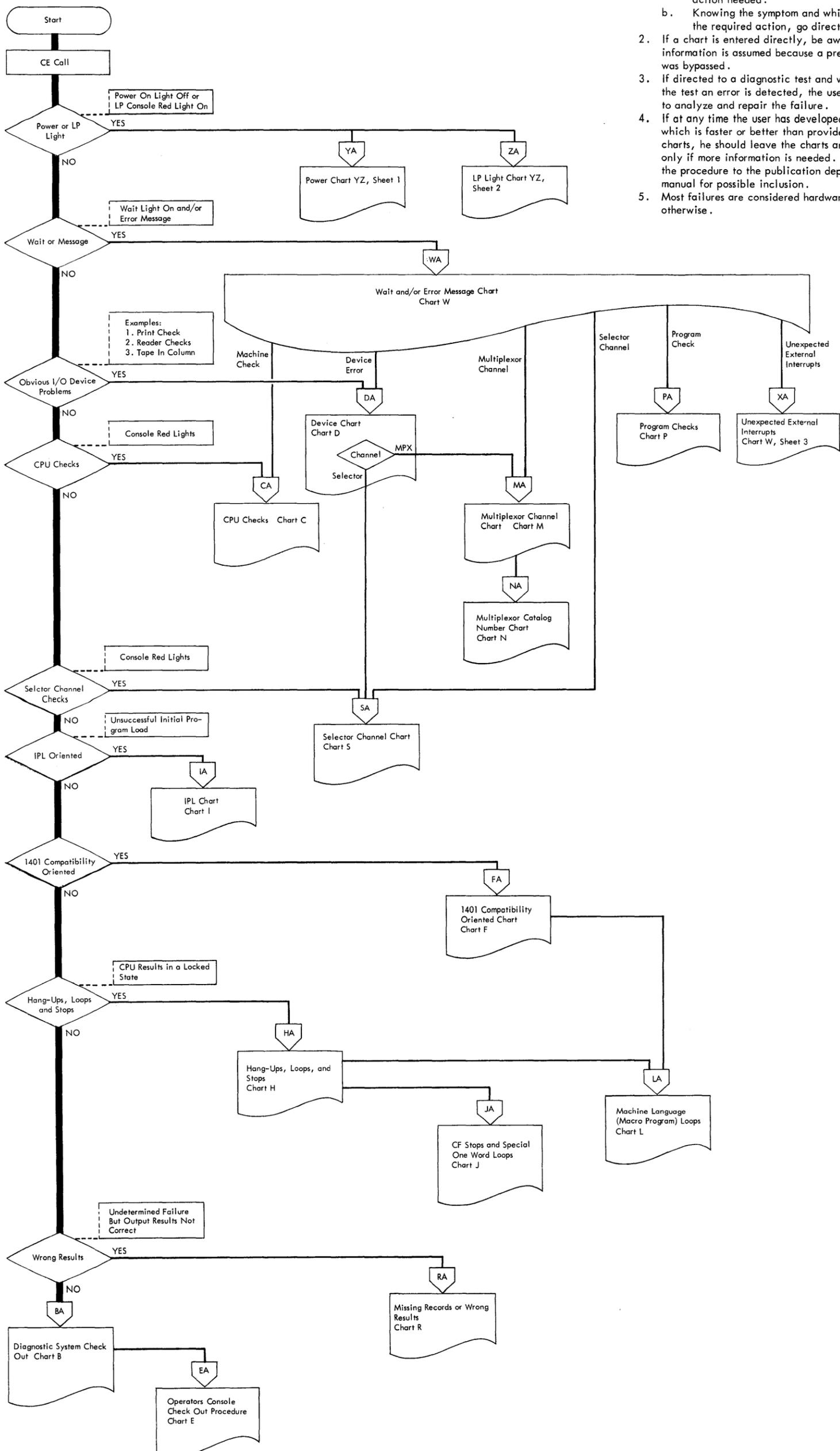


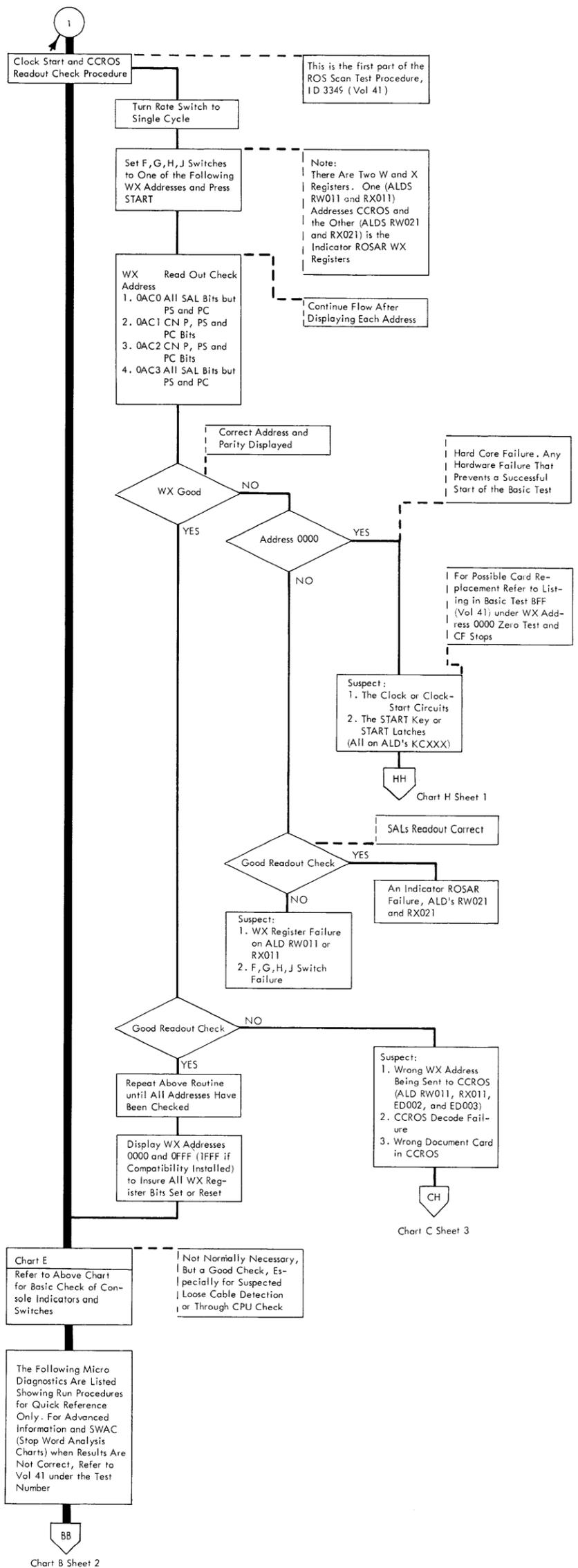
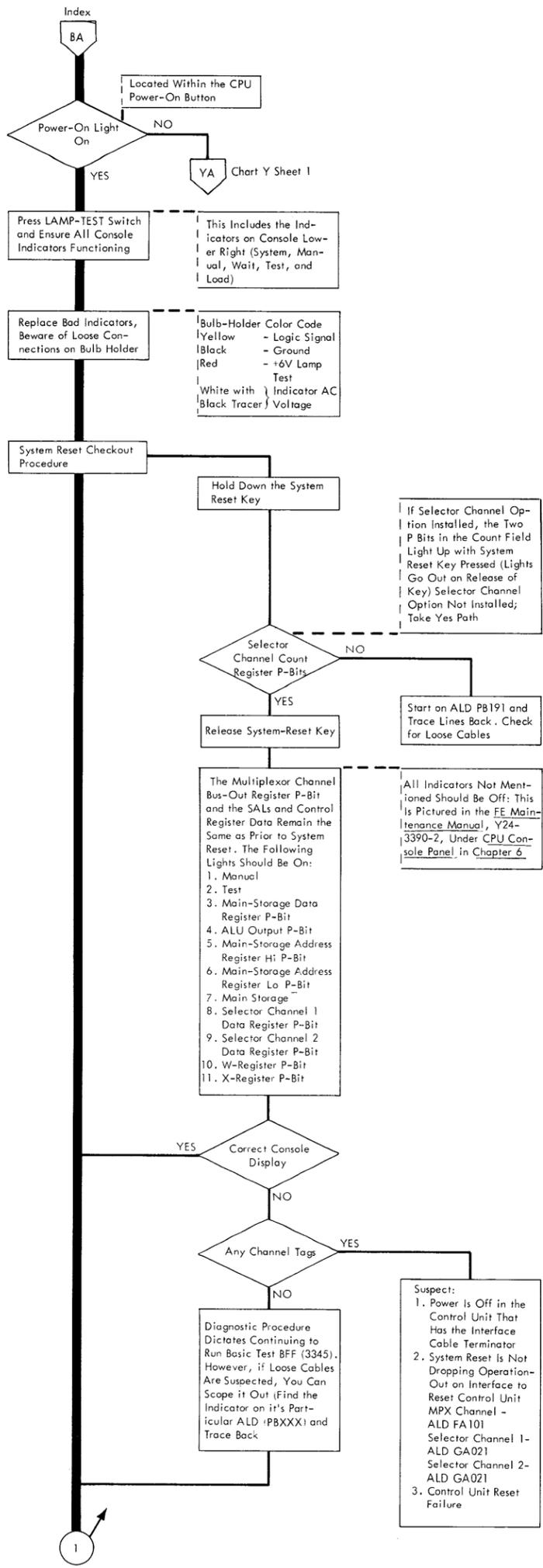


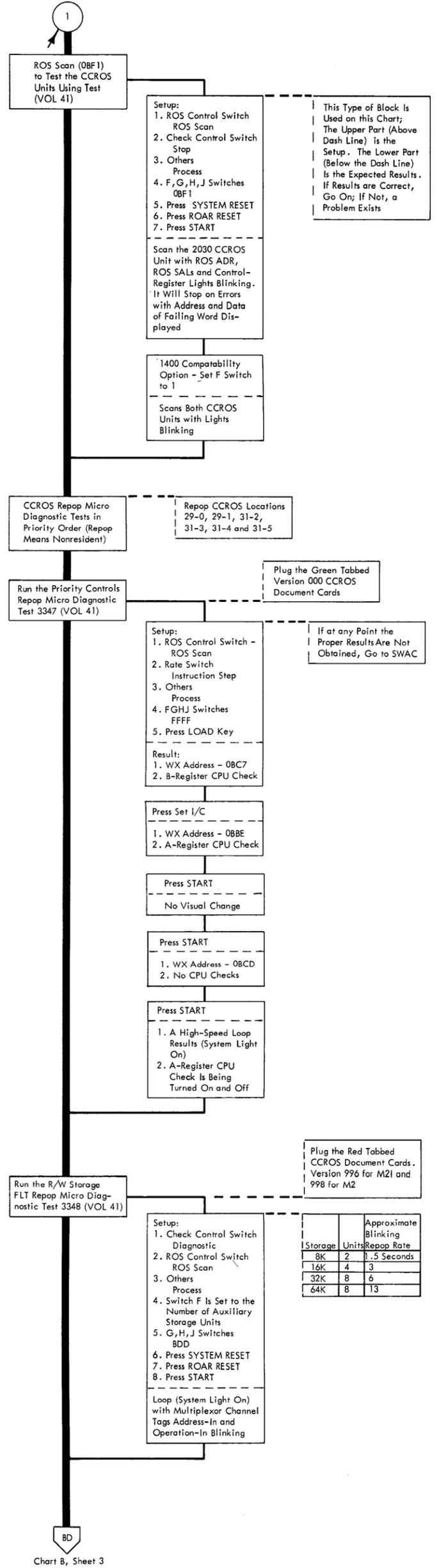
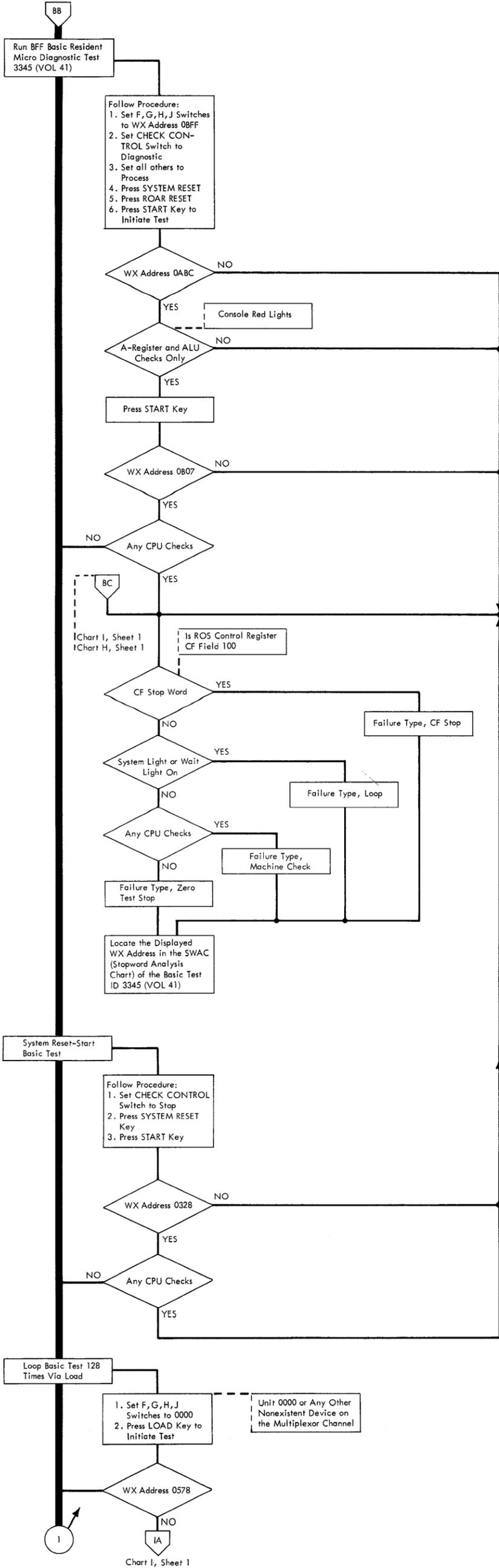
Diagnostic Techniques Charts.

How to Use.

1. Initial entry can be by:
 - a. Starting on this chart (chart A) find a symptom and find which chart shows the required action needed.
 - b. Knowing the symptom and which chart shows the required action, go directly to that chart.
2. If a chart is entered directly, be aware that some information is assumed because a previous chart was bypassed.
3. If directed to a diagnostic test and while running the test an error is detected, the user is expected to analyze and repair the failure.
4. If at any time the user has developed an approach which is faster or better than provided in the charts, he should leave the charts and link back only if more information is needed. Also, send the procedure to the publication department of this manual for possible inclusion.
5. Most failures are considered hardware until proven otherwise.

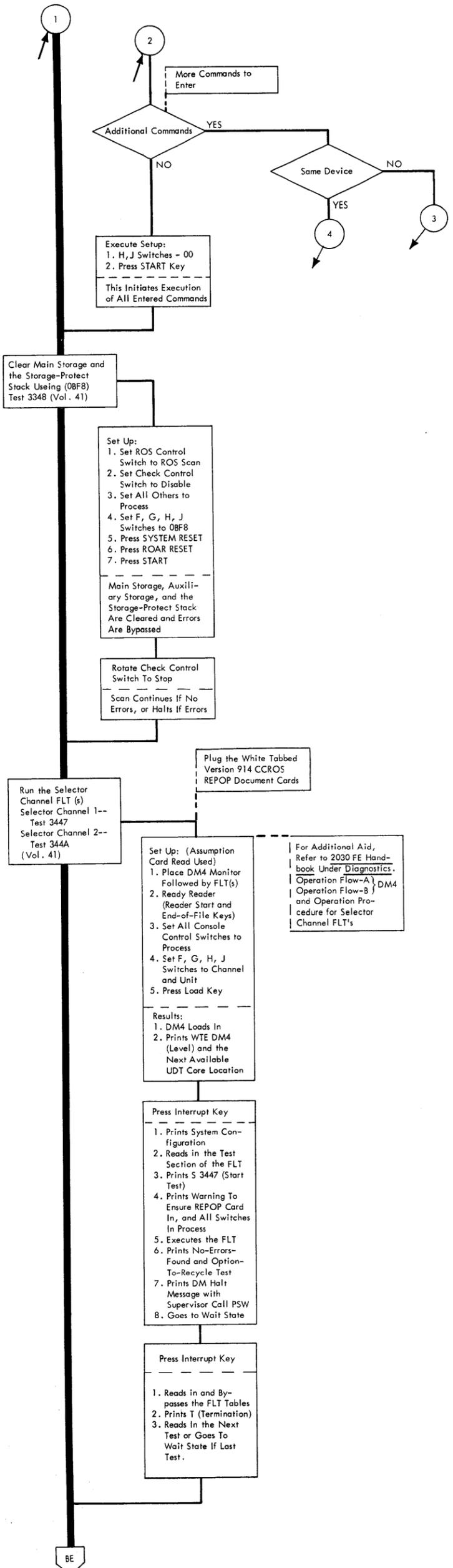
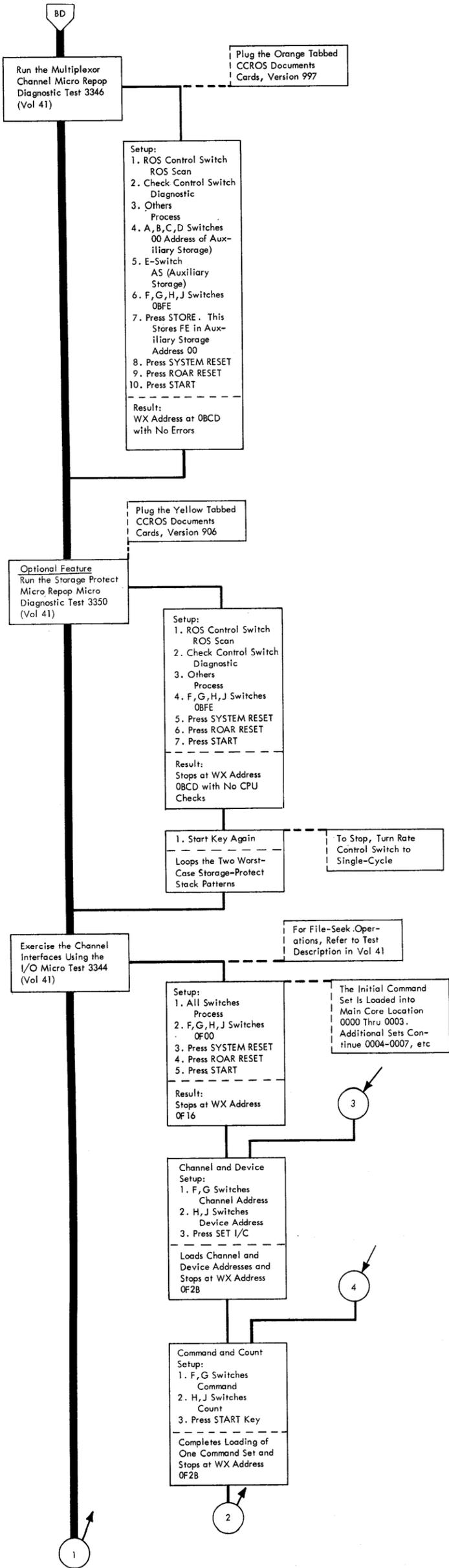






This Type of Block Is Used on this Chart; The Upper Part (Above Dash Line) is the Setup. The Lower Part (Below the Dash Line) is the Expected Results. If Results are Correct, Go On; If Not, a Problem Exists

Chart I, Sheet 1



BE

The Selector Channel FLT's Are the Only 2030 Machine Language (Macro) Diagnostics That Cause CPU Red Light Checks. Thus the User Can Run the Remaining Tests in Stop Mode, if Desired

Stop Mode Stops the Machine for Unexpected CPU Failures Before Monitor Logs Them Out. Press Start if Logout Is Desired or Go Directly to Chart C Sheet 1 At CA

Run All Associated Machine Language (Macro) Diagnostics. This Should Include
 1. CPU Standard Set
 2. CPU Optional Features
 3. Standard I/O
 4. Optional I/O
 5. Meter Test
 6. Compatibility CPU and I/O
 7. System Test

For Test ID Numbers Refer to The 2030 FE Handbook Under System/360 Diagnostics For An Excellent Listing and Suggested Running Order Refer to the 2030 Installation Instructions Part Number 824400 Appendix A Sections 3 and 4

Chart R, Sheet 2

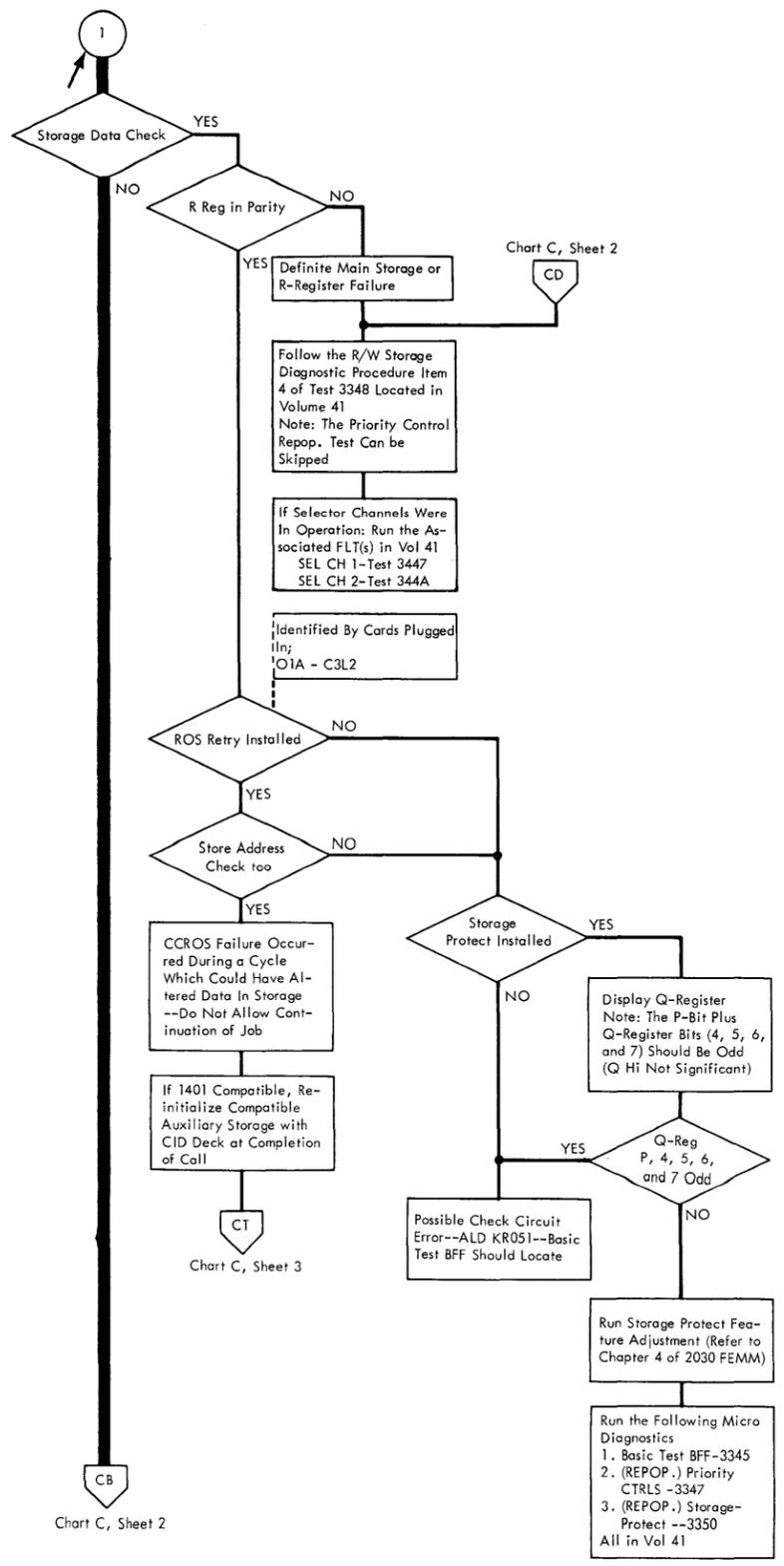
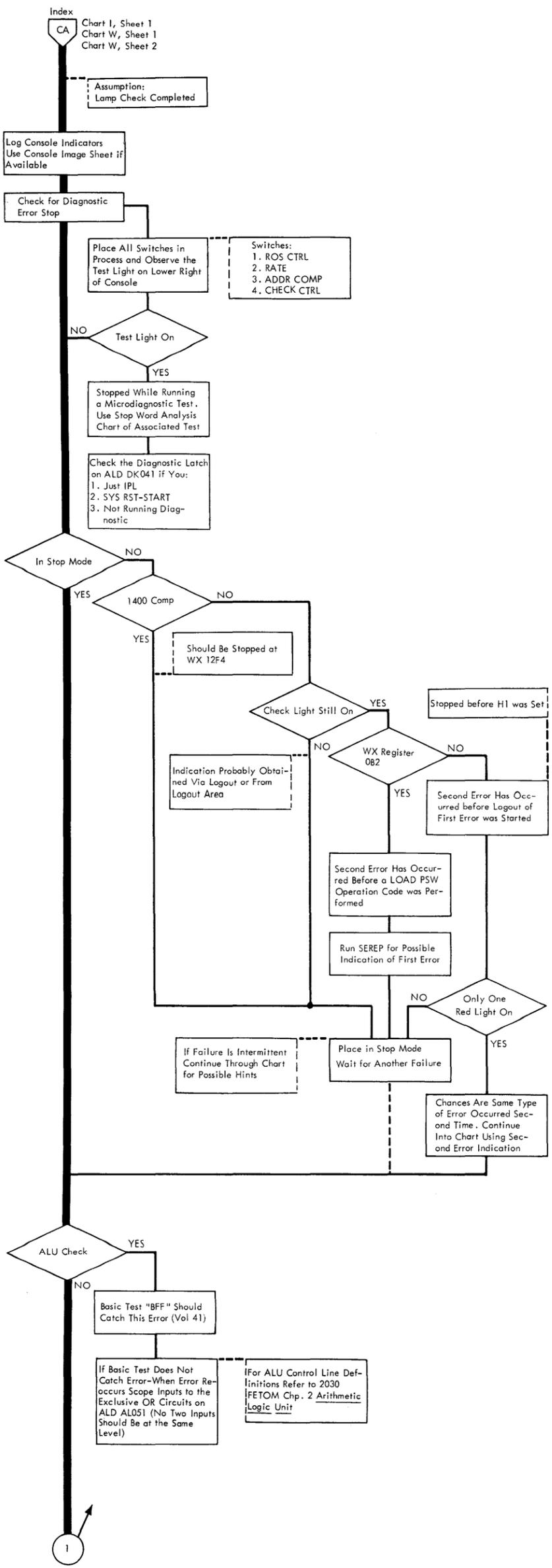
BF

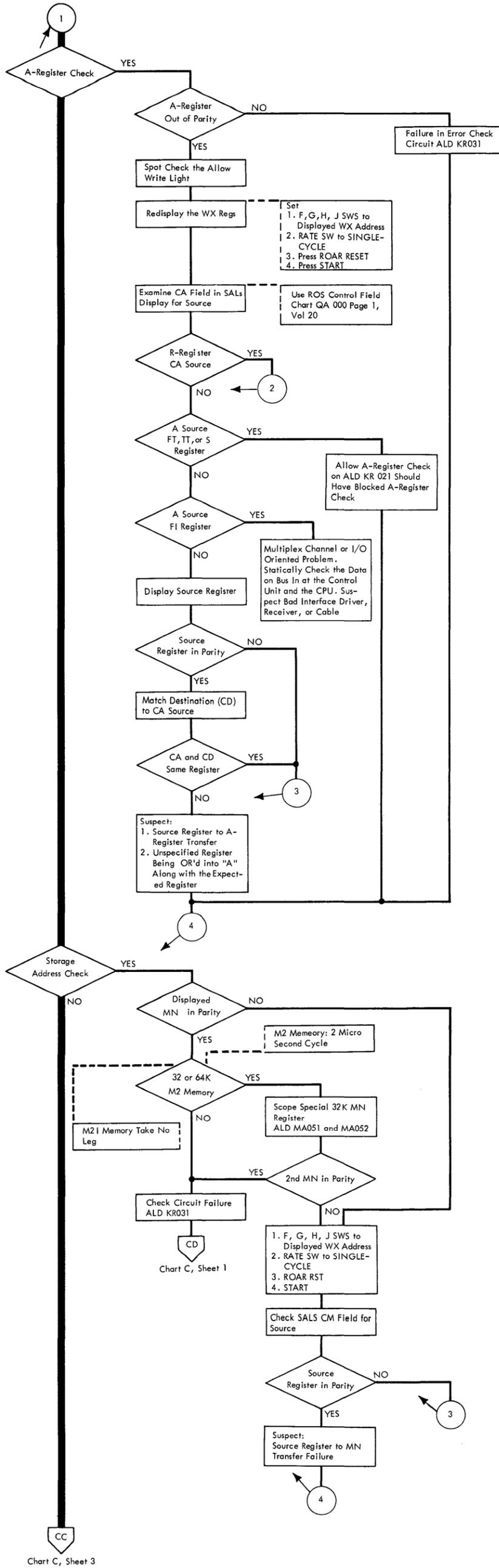
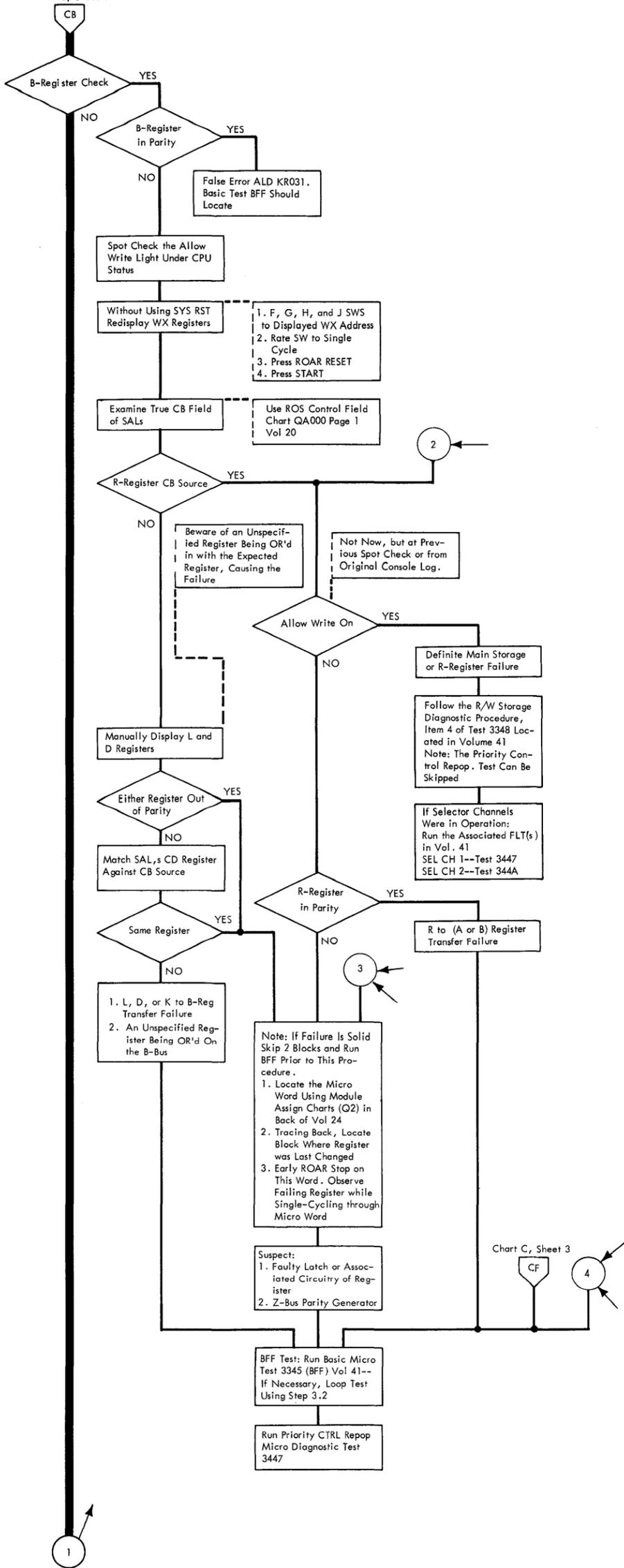
The Remainder of This Chart Is Intended to Introduce the User to Methods, Procedures, and Areas of the System That Are Not Normally Checked. This Information May Be of Value on Intermittent Problems or When All Other Methods Have Been Exhausted, But Extreme Caution Is Recommended in Most Areas

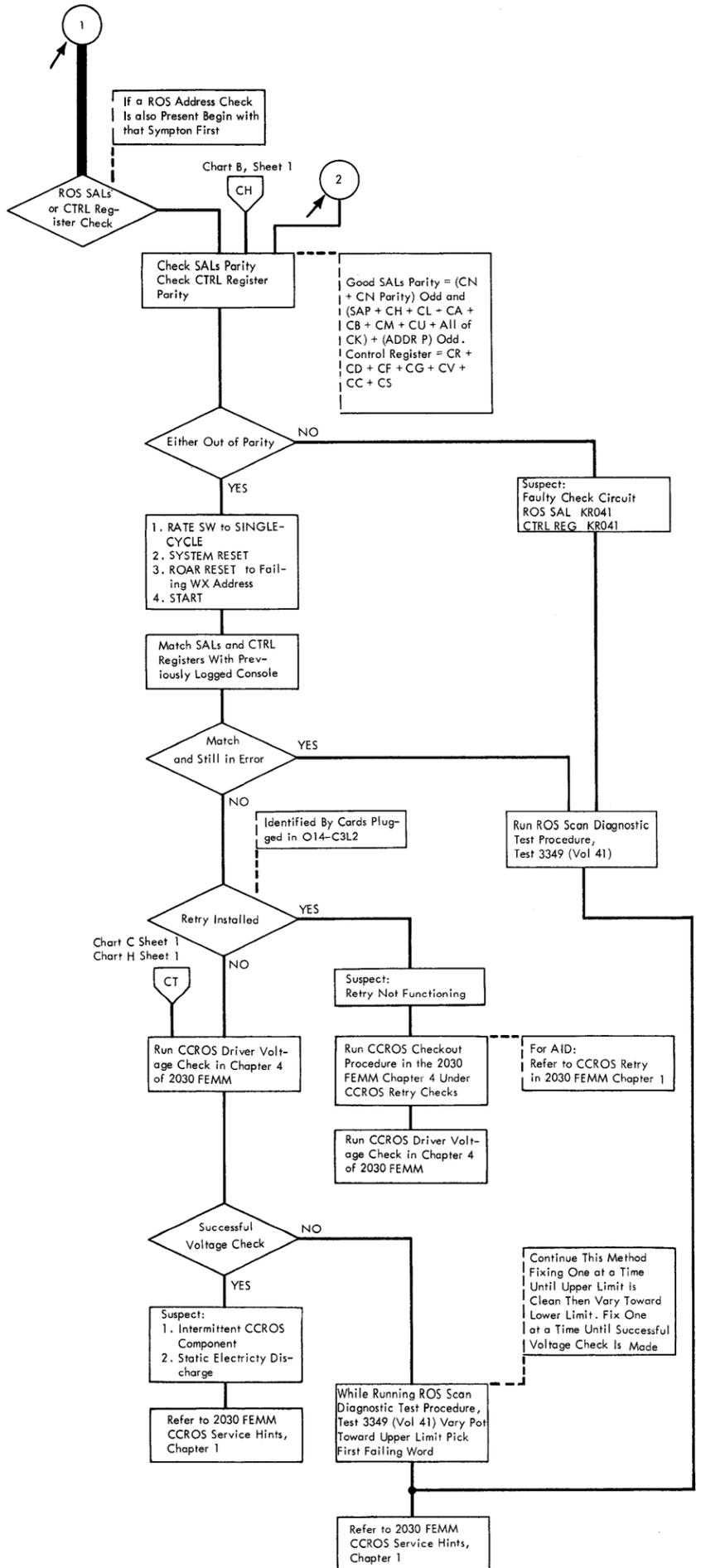
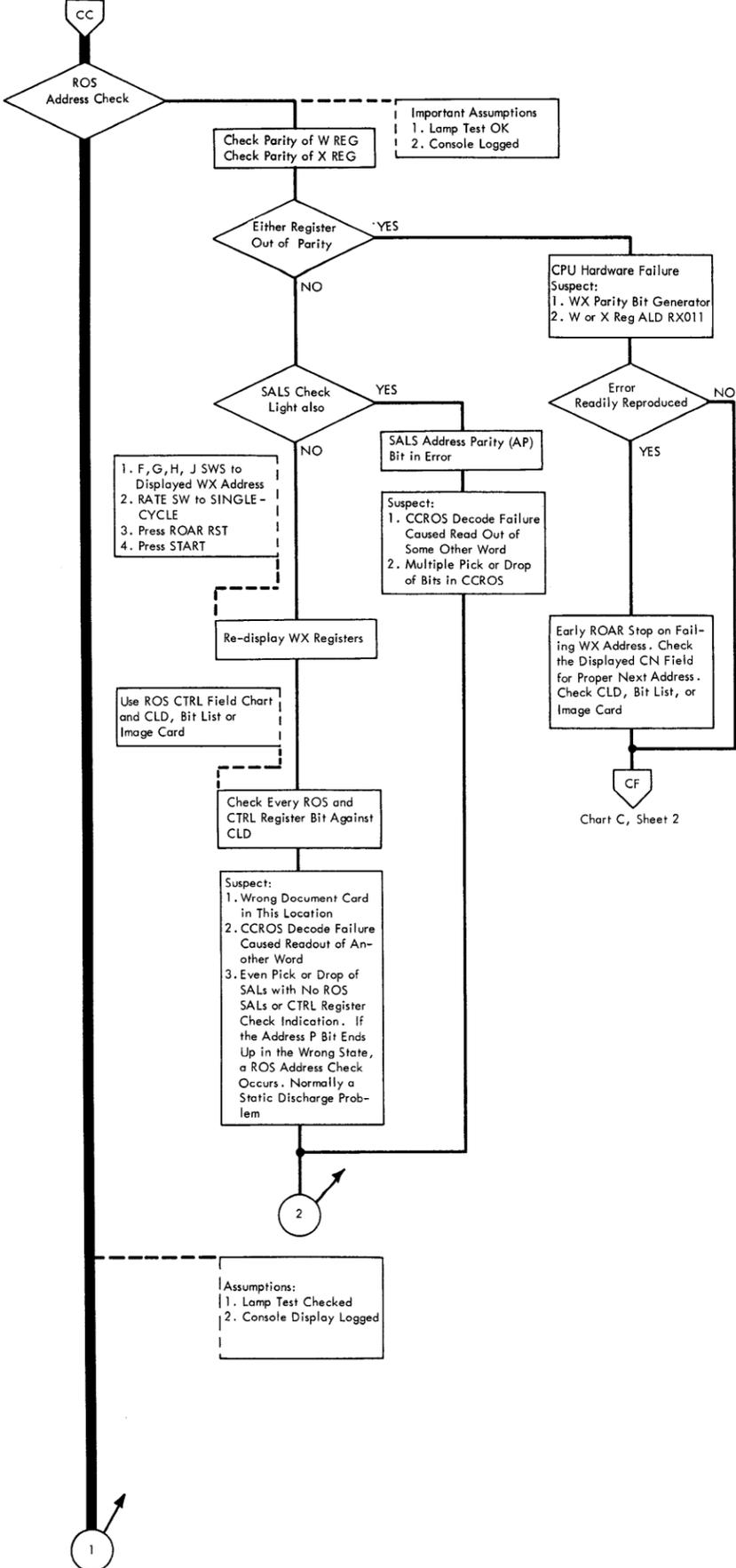
Review of CEM's, Retain, etc. Should Be Checked For Similar Problems Before Even Considering These Hints

1. An Excellent CPU Checkout Is Listed Under CCROS Service Hints in Chapter T of the 2030 FEMM
2. Do The CPU Switch and Indicator Check Procedure, Chart E, Sheet 1 at EA
3. Run the CCROS Voltage Check in Chapter 4 of the FE Maintenance Manual
4. Disable the Retry Circuits and Have Customer Run His Jobs in Stop Mode
5. Run Main Storage Worst-Case Pattern Tests and Check Memory SCHM00
6. Disconnect Blower Motors on CCROS and Storage Units, Raise Room Temperature in Attempt to Bring Out Intermittents
7. Cool Suspected Areas Using ICE or Dry Ice and a Blower or Fan (It May Help to Find a Broken Land Pattern.)
8. Vibrate Entire Units
9. Ensure That All Cards and Edge Connectors Are Seated; Use a Pencil with an Eraser to Reach the Small Crossover Cables in the CPU
10. Tap Cards and Edge Connectors
11. Use Marginal Voltages in SMS Control Units (Such As 2821)
12. Varying Voltages in the CPU Has Not Seemed to Be of Much Value, But Can Be Tried with Extreme Caution
13. Use Anti-Static Spray and Solutions when Static Electricity Is Suspected
 Note: Beware of Furniture with Casters Being Moved Past The System
14. Run or Prevent Operation of Communications and Other External Electronic and Electrical Devices to Decrease or Increase Failures
15. Beware of Room Temperatures Above 98° and Humidity Below 20%.
16. Is It Always the Same Shift or Operator When Failure Occurs
17. Check the Last Control Unit on Every Channel for the Interface Terminator
18. Spot-Check Voltage Levels on CPU Boards, CCROS, Storage, and the 1/2 Board 01F. For the 1050 Interface +6v--Pin B11 +3v--Pin D03 Ground--Pin D08 -3--Pin B06 Note: For 1/2 Board Voltages, Refer to ALD PF571
19. Check All Single-Shot Settings. The Following Is A List of the Single-Shots in the CPU

Single-Shots in CPU	
ALD	Function
DM051	Metering
FA101	MPX Channel Operation-Out Reset
GA021	Selector Channel 1 Operation-Out Reset
GA021	Selector Channel 1 Hold-Out Interlock
HA021	Selector Channel 2 Operation-Out Reset
HA021	Selector Channel 2 Hold-Out Interlock
PF042	1052 Carrier Return Line Feed
PF043	1050 Restore (Reset)
PF071	1050 Attention (Request)
PF251	Audible Alarm (Optional)





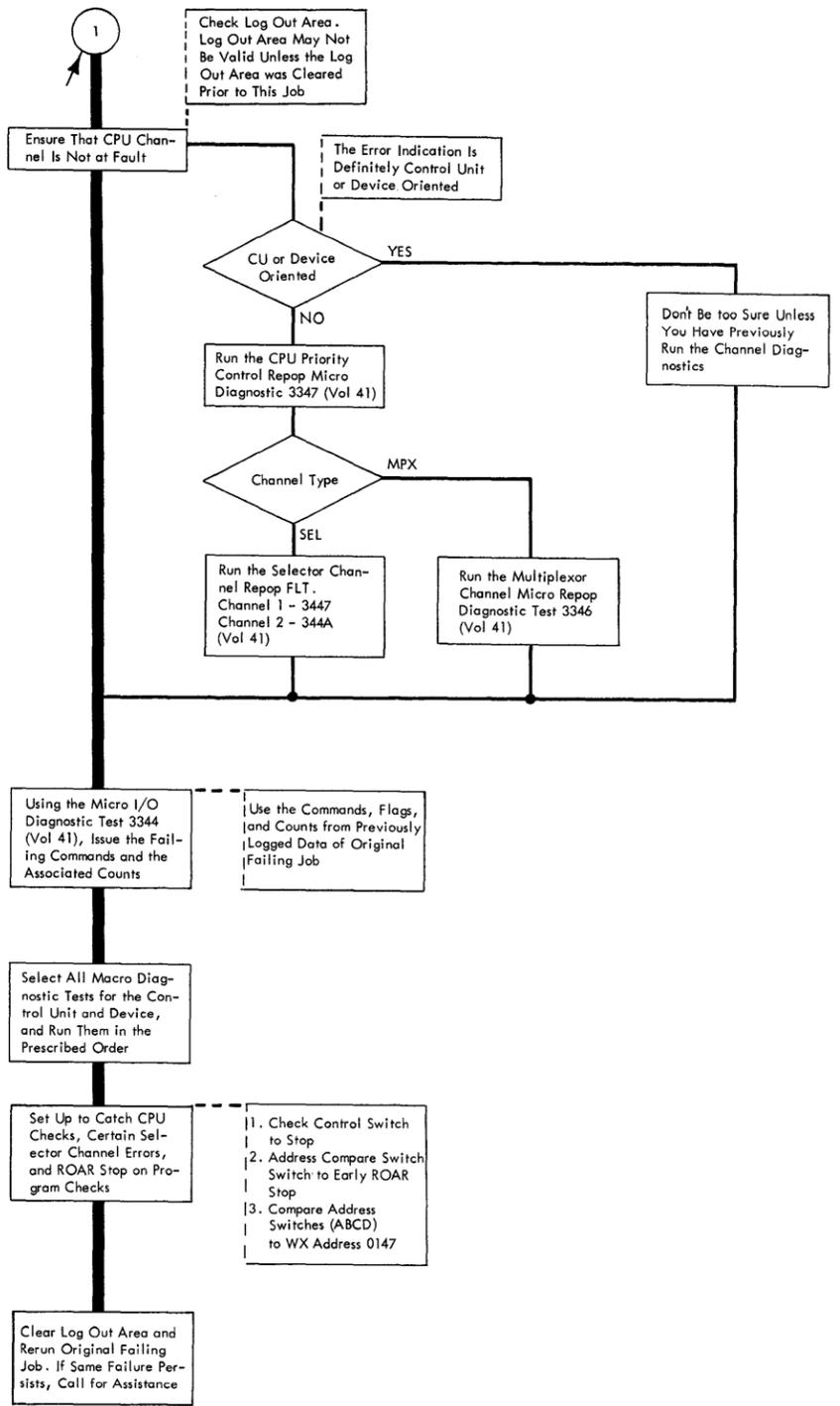
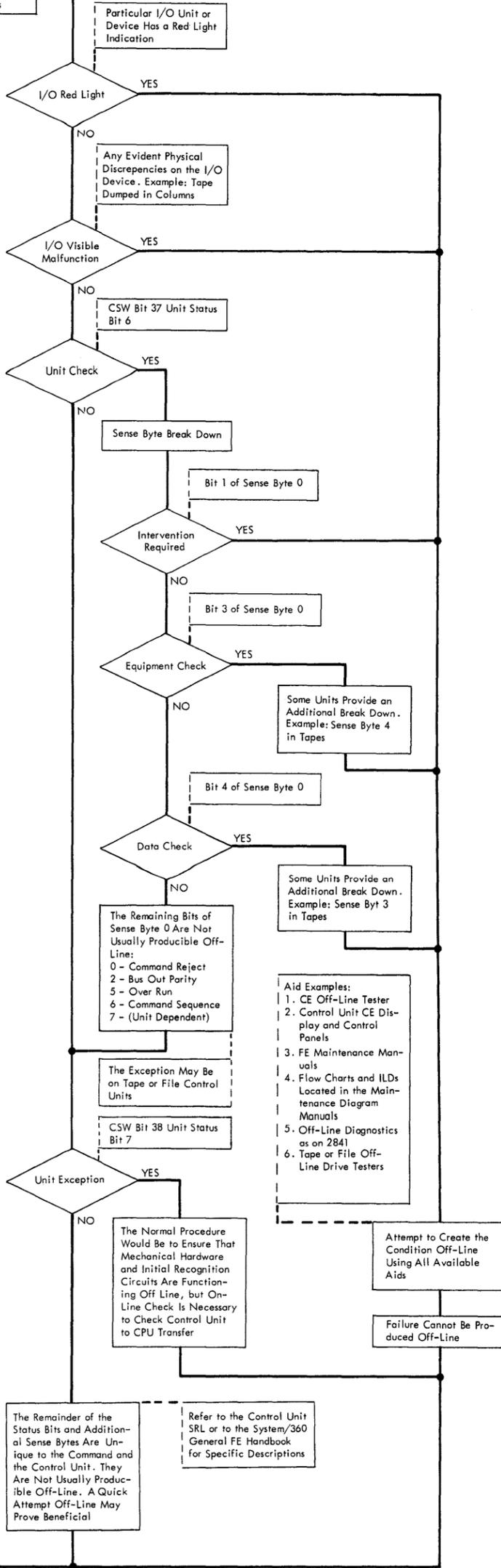


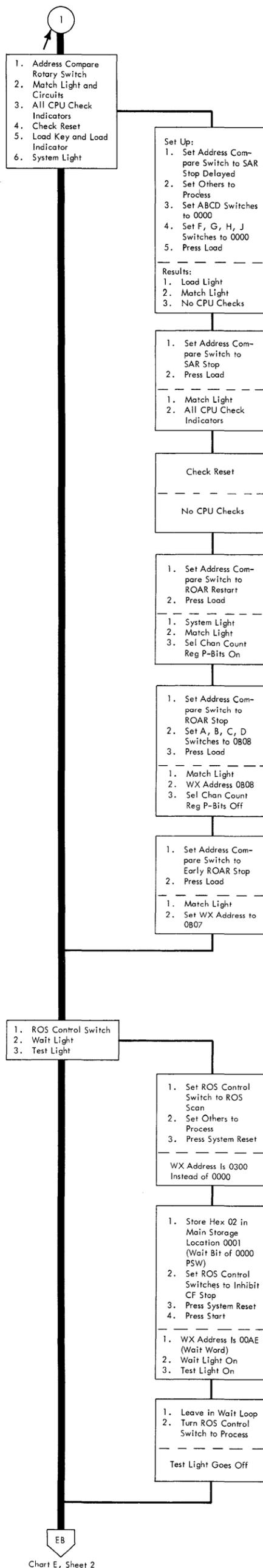
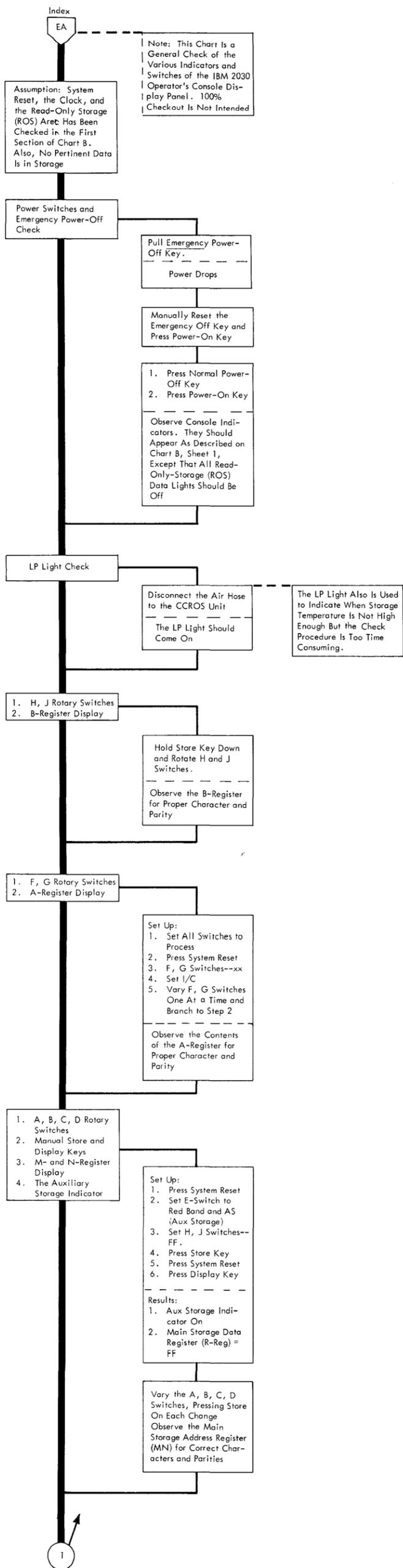
Index
 Chart M, Sheet 2
 Chart N, Sheet 1
 Chart S, Sheet 1
 Chart S, Sheet 3
 Chart W, Sheet 1
 Chart W, Sheet 2

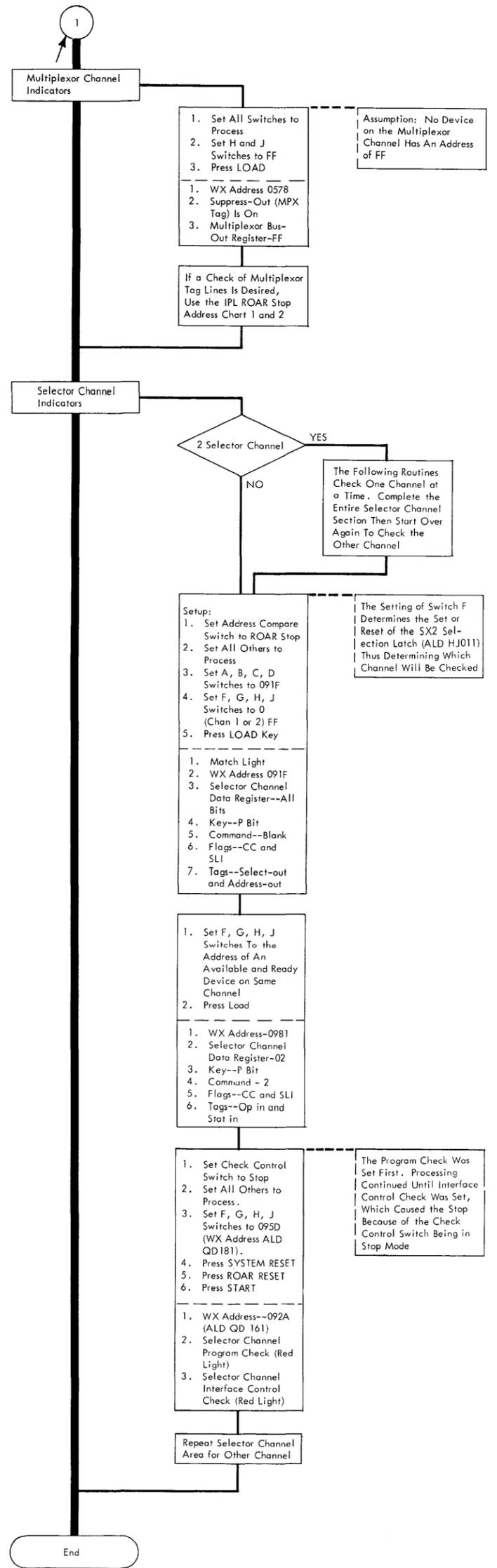
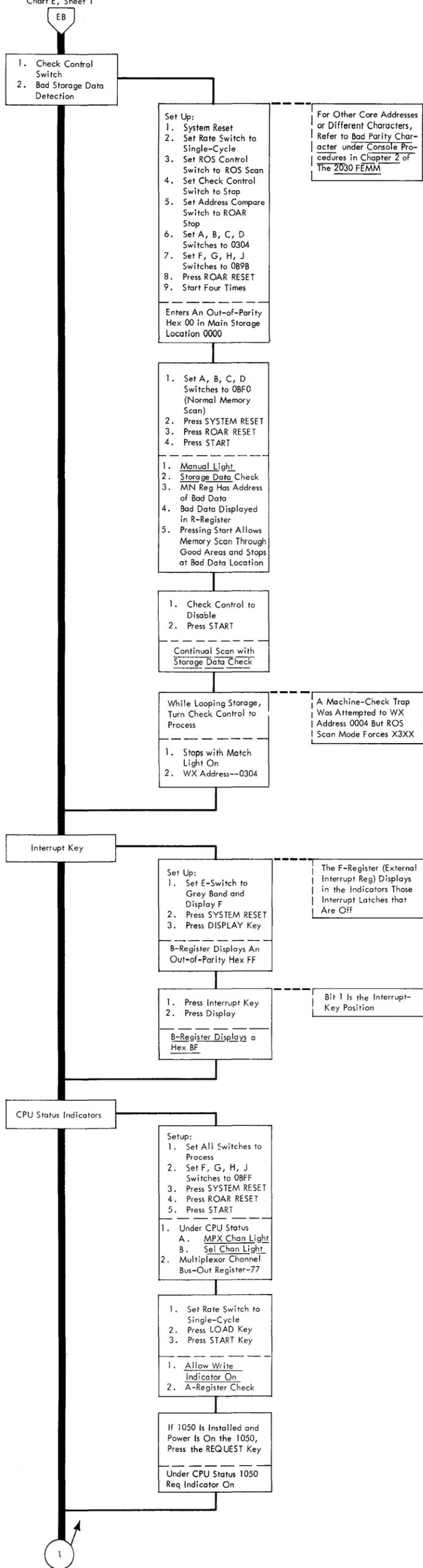
Off Line Service Considerations

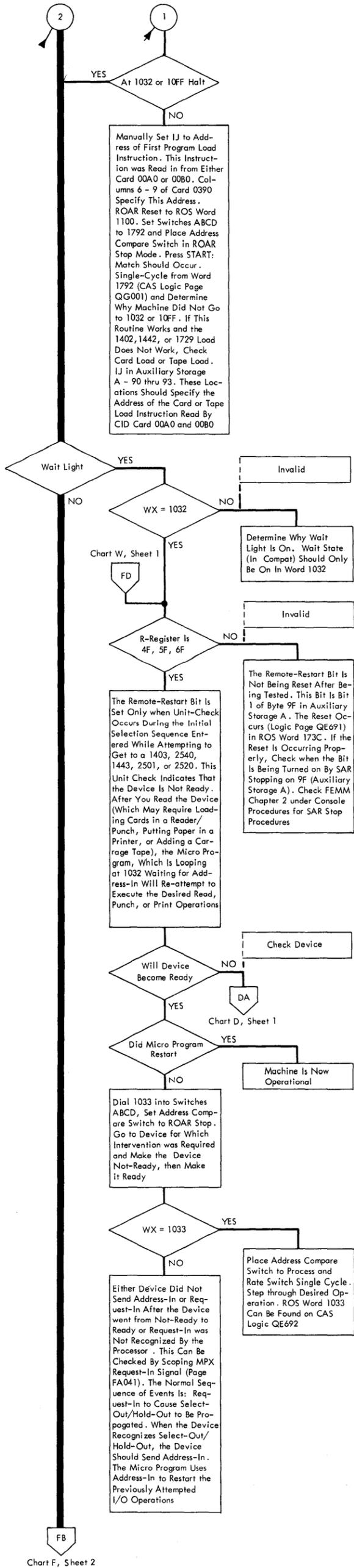
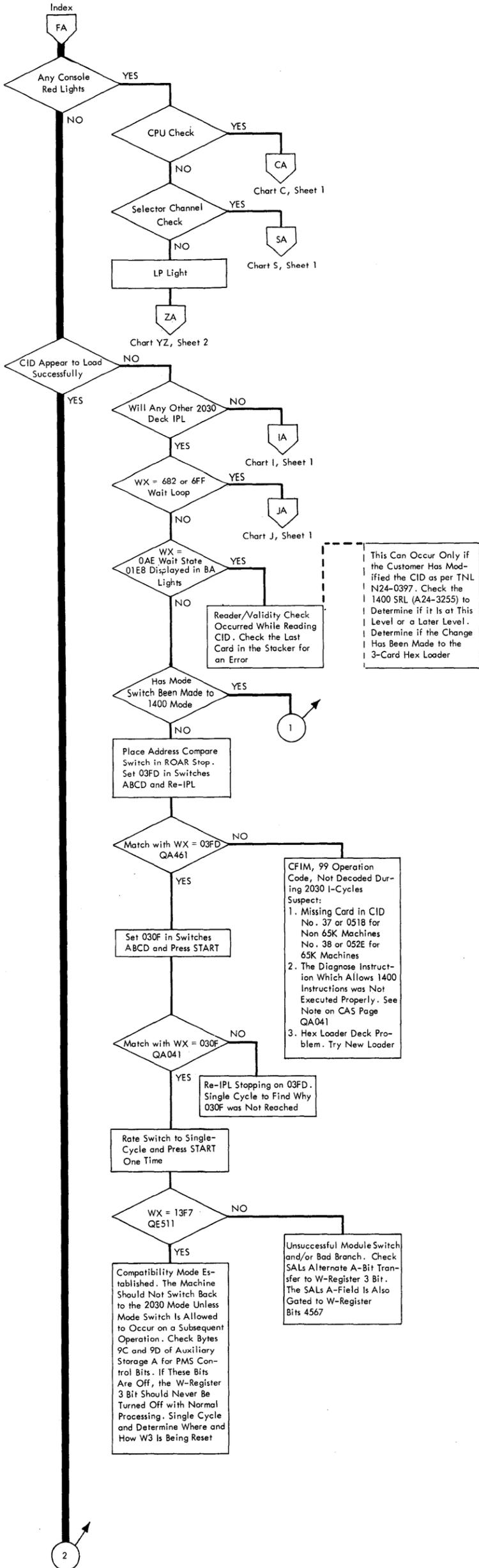
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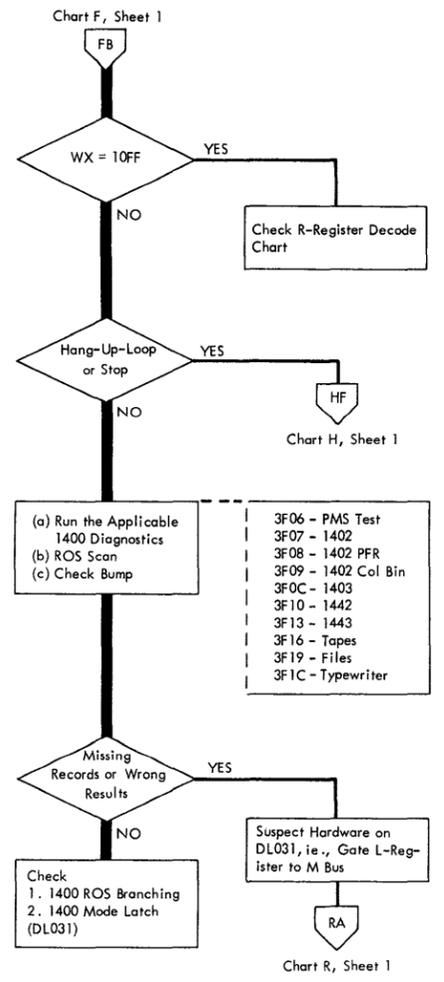
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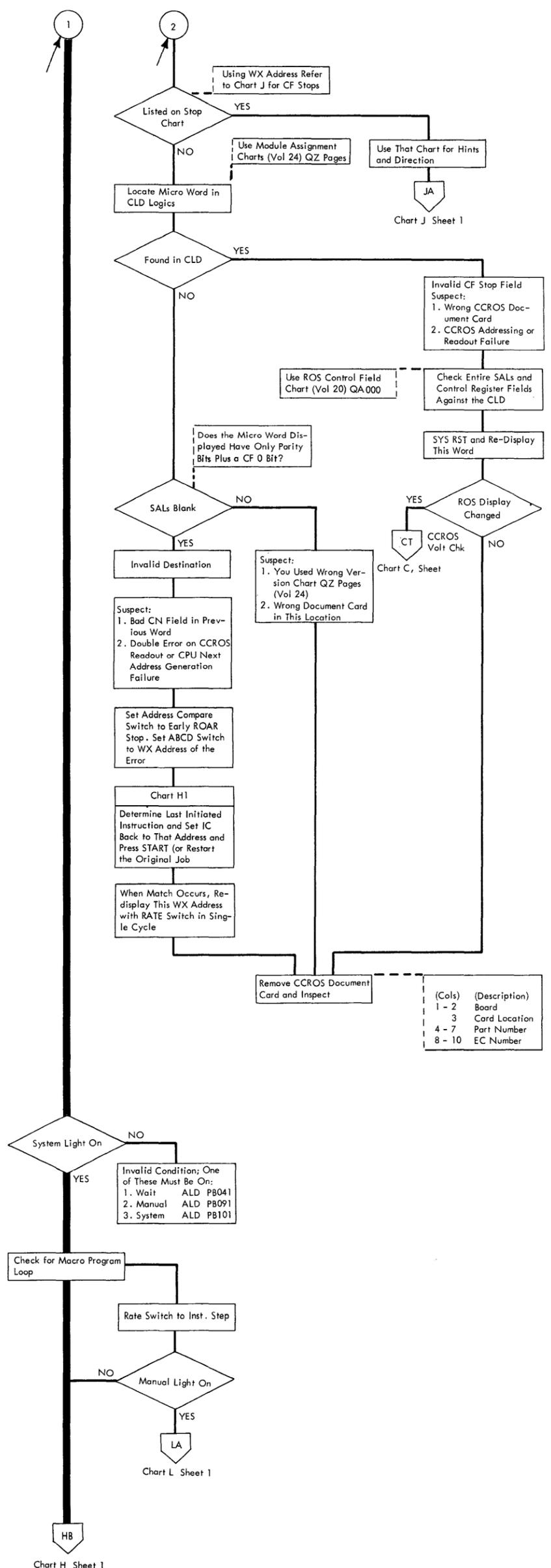
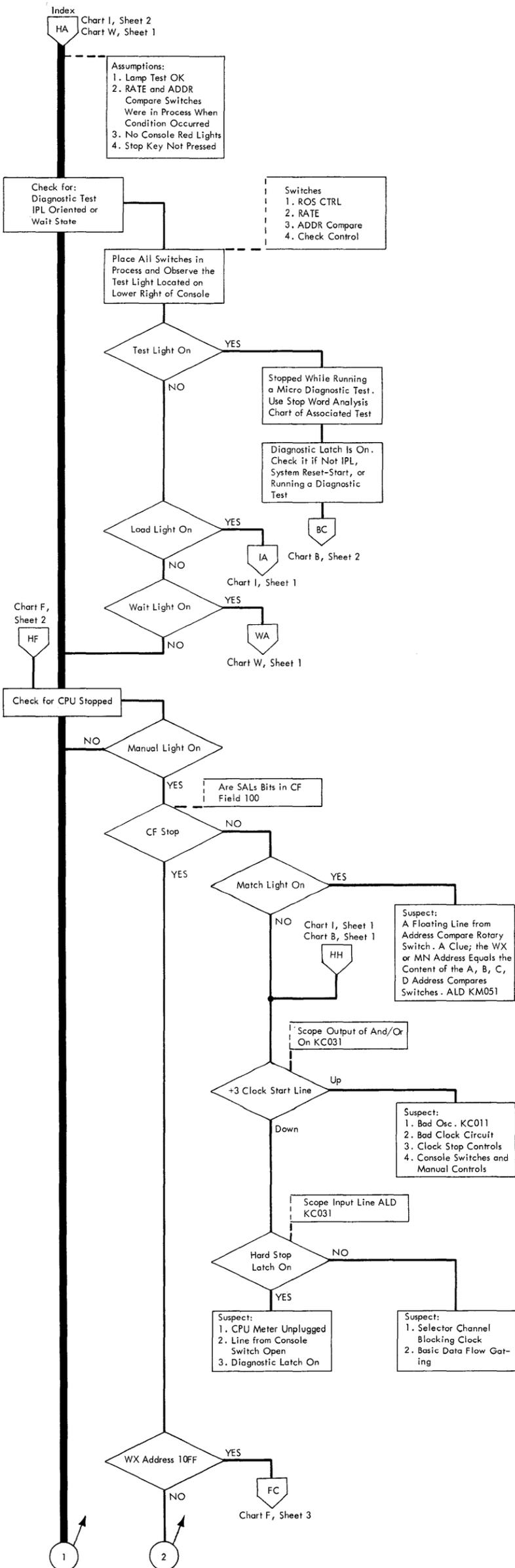


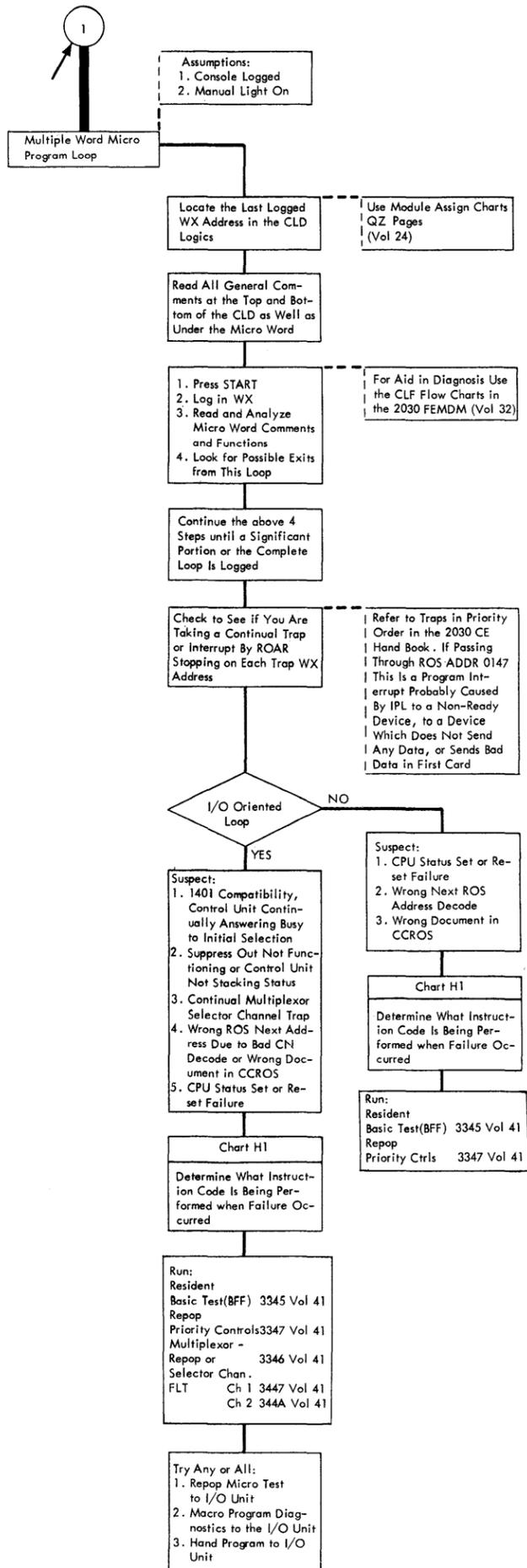
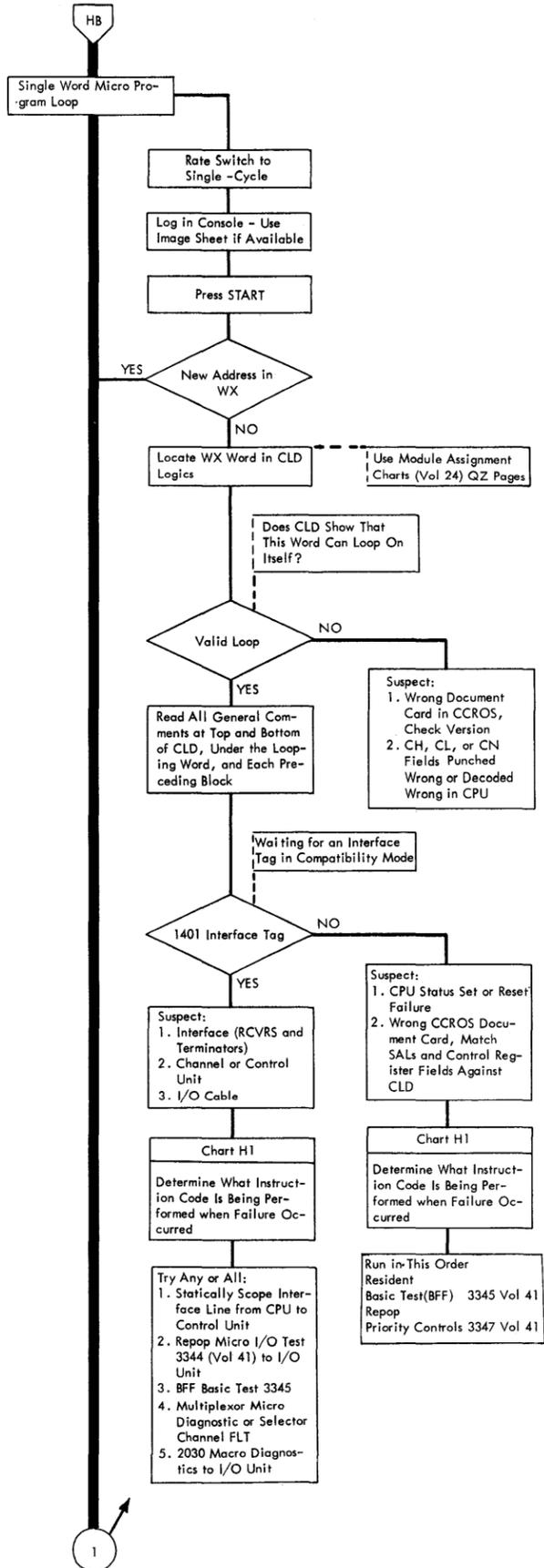
Digit Displayed In MS DR	Reason For Halt	Comments
51	The program attempted to perform an I/O operation on a device for which the compatibility feature is not installed.	Working back from the BA-address, determine what the invalid operation is, for example, M%Y1201W for a machine with 1402/1403 subfeature. If this occurs while running a diagnostic test, check the TAD(s) to determine that the proper types of I/O devices are described. If this occurs while loading CID, the IJ backup locations that point to the first 1400 instruction may be erroneously set. Columns 28 and 29 of card 0380 specify the Basic 2030 main storage locations from which the first 1400 instruction is read. This instruction is contained on card 00A0 or 00B0 of the CID and is loaded into the 2030 main storage. If the halt occurs while attempting a 1729, 1402, or 1442 load, the card-load or tape-load IJ address specified in bytes 90 through 93 of Aux. Storage A may be erroneously set. These locations are used to set IJ when 1729, 1402, or 1442 load is attempted. These locations should contain the addresses of a card-read or tape-read instruction located in Basic 2030 storage. These addresses are loaded from card 0390 and are contained in columns 6, 7, 8, and 9 for card load and 11, 12, 13, and 14 for tape load.
52	A device-end signal was received before a GMWM was encountered on a tape-write operation. This halt can occur on both selector and multiplexor channels.	This is probably a tape-drive or control-unit problem. If tapes are on a selector channel, refer to CAS logic page QH071. Word 1763 branches on Status-In and Service-In. If Status-In occurs before the group-mark word-mark, which normally terminates the operation, this error halt occurs. If tapes are on the multiplexor channel, refer to CAS logic page QG791. Word 1A40 or 19C4 branches on Status-In and Service-In. Do not attempt to ROAR stop on a word containing the Status-In, Service-In branch; these are part of the data loop and cause overrun conditions, etc., when the match occurs.
55	A 1400 start reset function was performed.	
62	For tapes on the selector channel, this stop means that Status-In and Service-In came up at the same time during a tape-write operation.	This is probably a TCU problem. CAS logic page QH071 contains the word where the branch is made.
62	For tapes on the multiplexor channel, this stop means that the TCU disconnected during a tape-write operation.	This is probably a hardware problem. ROS word 1A40 or 19C4 (CAS logic page QG791) contains the branching conditions which detects this failure. Taking the 1,1 branch does not mean that Status-In and Service-In came up simultaneously, but rather that Op-In dropped. Check the applicable hardware on ALD pages FA092 and FA041. Also refer to Chart D at DA.
7F	The program has issued a stacker-select command to a 2540 more than 6 ms after the previous card-read instruction was issued.	Check the program to determine if a lengthy I/O op was issued between the Read command and the stacker select. Also check the 2821 to ensure that the attention bit is sent to the processor during the 6 ms provisional feed time.
80	If this halt is used in conjunction with the 1403/2540 or 2501/2520/1403, it means either that there was no address compare (Address-In was not the same as Address-Out) or that a punch-transfer error occurred.	Early ROAR stop on word 1892. If the previous address displayed is 181B, a punch-transfer error has occurred; that is, an error occurred while filling the punch buffer. It can either be a Bus-Out check or an error internal to the punch which would result in bad parity data being transferred into the buffer. If the previous address was either 1896 or 1897, a no-compare condition exists between Address-Out and Address-In. This is probably a hardware problem in either the channel or the device. Check that the proper address was sent out and received by the device. Address-Out is sent during the execution of word 1801 (CAS logic page QG531). Also check the address sent in to verify the comparison and branch executed by the microprogram. The address compare is made in ROS word 1898 (CAS logic page QG531) and the branch is made in the following word.
80	When this halt occurs on a machine that has the 1442/1443 compatibility subfeature installed, one of the following situations has occurred: (1) A no-compare condition exists between Address-Out and Address-In. (2) A data-transfer error has occurred during a printer operation. (3) The print field was not terminated by a GMWM.	Repeat the operation and ROAR stop on ROS address 188A (CAS logic page QG261). If a match occurs, Address-In does not match Address-Out. The address sent out is contained in R-Register in its crossed form at this point. The address sent in can be displayed in FI. This is probably an I/O hardware problem. Check that Address-Out is properly received and decoded by the device; Address-Out is sent in word 1821 (CAS logic page QG311) and the address comparison is made in ROS word 1887 (CAS logic page QG301). If a match does not occur, there has been an error during data transmission, a unit check has occurred at channel end. This is probably either a Bus-Out error or a device error associated with receiving the data. This stop is set up on CAS logic page QG351 word 1842. Also, check if a GMWM (0F Hex) is in the print field; the absence of this character can also result in a unit check at channel end.
82	For tapes on the selector channel, this stop means that Status-In and Service-In came up simultaneously on a read-move operation.	This is probably a TCU problem. CAS logic page QH081 contains the word where the branch takes place.
8F	Tape-unit intervention is required for tapes on the multiplexor channel or on the selector channel. At this halt, IJ has been decremented to the op just attempted. BA points to this decimal address. Pressing START allows the operation to be tried again.	Unit check is in the status response to Command-Out during initial selection. Check that the TCU is on-line, that the desired tape drive is ready, that Aux. Storage properly defines the drives and control unit. (See the description for the 92 halt for proper definition), that a write operation is not being attempted on a file-protected drive.
90	The program has attempted to use an invalid d-modifier on a 1442/1443 operation.	Check the program residing in core storage to determine if the d-modifier is actually valid. If it is invalid, attempt to determine how it was introduced into the instruction stream. If it is valid, check the microprogram decode. The stop code is set in ROS words 1816, 188B and 1893 (CAS logic page QG261).
90	Operational-In disconnect on 2540 or 2501 reader.	Op-in dropped during a read operation. This is probably a hardware problem. ROS word 18CD (CAS logic page QG561) contains the branching conditions which detects this failure. Taking the 1,1 branch does not mean that Status-In and Service-In came up simultaneously, but rather that Op-In dropped. Check the applicable hardware on ALD pages FA092 and FA041. Also refer to Chart D at DA.

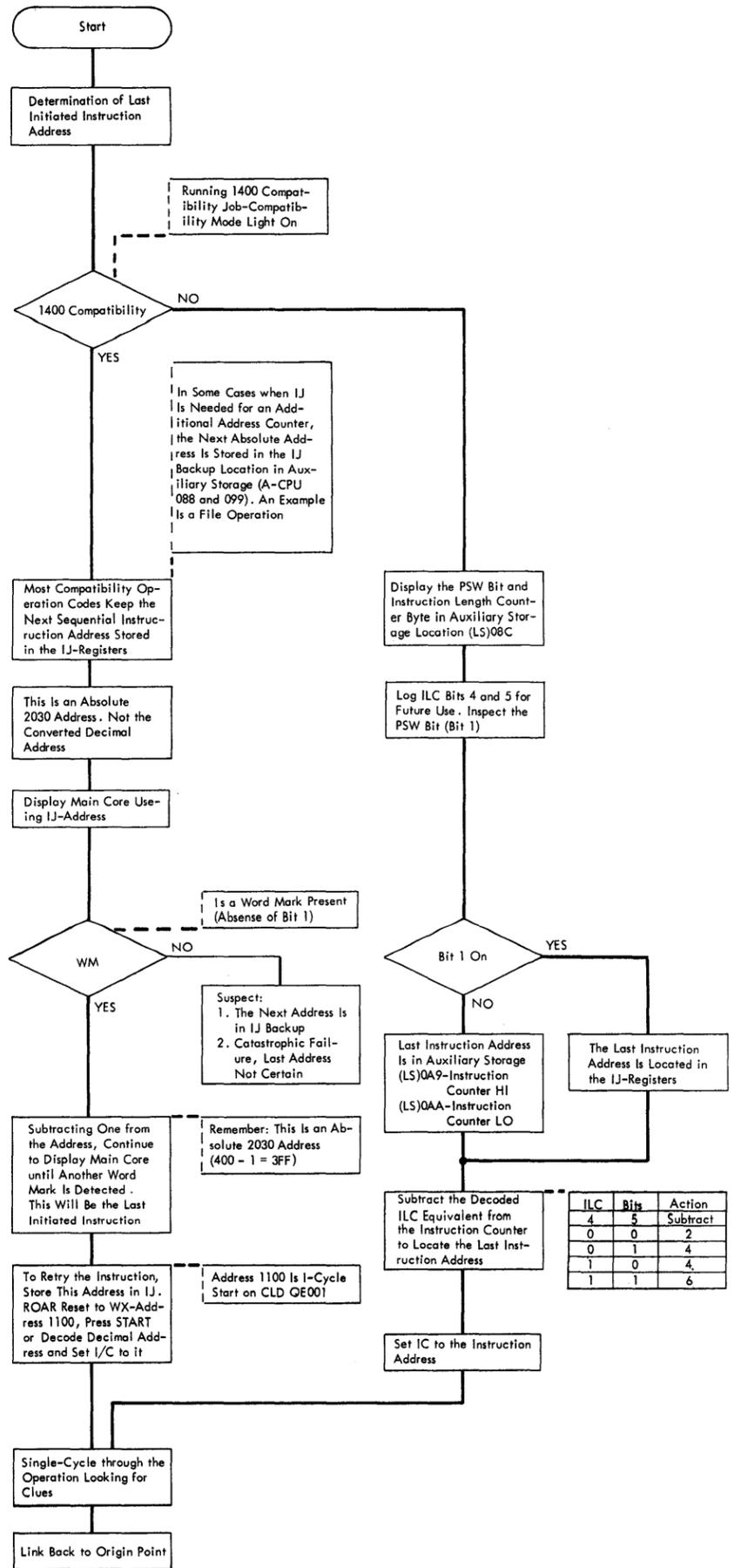
Digit Displayed In MS DR	Reason For Halt	Comments
92	A tape error occurred on a tape initial program load.	A unit check is contained in the read ending-status of a 1729 tape load. This end status can be located by displaying FI after executing word 1A46 (CAS logic page QG802) when the tapes are on the multiplexor channel. When the tapes are on the selector channel, this ending status is displayed in GR following the execution of word 19D5 (CAS logic page QH081). When performing a tape IPL (1729 in switches FGJH--Press SYSTEM RESET - ROAR RESET - START), the machine is forced to ROS word 1729 (CAS logic page QE521). This routine loads IJ-backup with the contents of tape-load-IJ (bytes 92 and 93 of Aux. Stor A). The instruction located at the address specified by tape-load-IJ is L%U1001R and is read into the machine from card 00A0 of the CID. After performing a start-reset function, the micro-program IJ-backup is loaded into IJ, and I-cycles are entered. After completing the read, IJ is forced to 1400 storage location 001 and processing of the data just read begins. Check that this is done correctly if the 92 halt occurs. Also check that the proper drive assignments have been made. Byte 81 of Aux. Stor. A must properly define the Basic 2030 drive containing the initial program: Bits 0 and 1 00 - 7-track @ 200 bpi 01 - 7-track @ 556 bpi 10 - 7-track @ 800 bpi 11 - 9-track Bits 2 and 3 should be zeros. Bits 4 - 7 contain the Basic 2030 drive number which is to be assigned as 1400 drive #1. Bits 4 - 7 of Byte 80 of Aux. Stor. A contains the TCU address. In addition, bytes 97 and 88 of Aux. Stor. A contain 7- or 9-track status information and must be initialized as follows: Bit 0 of each byte has 7- or 9-track status for tape unit 0; bit 1 of both bytes is used for this status for tape unit 1, etc. If a bit of the first byte (position 97) is set to 1, the associated tape unit is equipped with 9-track read/write facilities. The unit is a 7-track drive if the associated bit in position 97 is set to 0. If the corresponding bit of the second byte (position 88) is set to 1, the associated tape unit is a 9-track phase-encoded drive with density set at 1600 bpi. If this bit is set to 0, the associated tape unit has a density setting of 800 bpi and is either a 7-track or 9-track unit.
A0	An Operational-In disconnect occurred during a 1403 print operation.	Op-in dropped during the data-transfer portion of a print operation. This is probably a hardware problem. ROS word 188C (CAS logic page QG551) contains the branching conditions which detects this failure. Taking the 1,1 branch does not mean that Status-In and Service-In came up simultaneously, but rather that Op-In dropped. Check the applicable hardware on ALD pages FA092 and FA041. Also refer to Chart D at DA.
A0	There was no GMWM in storage to terminate a 1442 read operation.	On a 1442 read operation, a GMWM (0F hex) is required to terminate the operation. Manually check the read-in area for this character; if there is a GMWM in read-in area, this is probably a hardware problem with the GMWM detection latch (ALD page M8031). If this halt occurs after mode switching from Basic 2030 mode to 1400 mode during initialization, check CID card 0384, columns 28 and 29 and card 0390, columns 8 and 9. These columns should each contain AD. Also check card 37. For non-65K mach, columns 18 and 19 should be 09. For 65K machines, check card 38, columns 18 and 19. These should also contain 09. These cards cause a GMWM to be inserted in storage location 0082 of 1400 storage when compatibility mode is initialized via the 99 op code.
A2	Invalid selector-channel status was received on a 1400 branch-if-tape-error instruction.	Non-zero channel status was sent back from the channel on a TIO; Word 1A12 gates channel status on to the Z-bus (QH111). This is probably a channel hardware problem. Also check that the proper command was sent to the channel. Command-Out is sent during the execution of word 1AA4 (CAS logic page QH021). The command byte sent should be 00. Word 1AA9 (CAS logic page QH021) should reset GR prior to issuing Command-Out in word 1AA4. Check the selector channel chart (Chart 5 at SA) for additional assistance.
80	An Operational-In disconnect occurred during a 2520 or 2540 punch command.	Op-in dropped during the data-transfer portion of a punch operation. This is probably a hardware problem. ROS word 1820 (CAS logic page QG521) contains the branching conditions which detects this failure. Taking the 1,1 branch does not mean that Status-In and Service-In came up simultaneously, but rather that Op-In dropped. Check the applicable hardware on ALD pages FA092 and FA041. Also refer to Chart D at DA.
80	A printer error on a print operation or a 1442 error on a read or punch operation has been detected.	If on a read command, this signifies either an equipment check or an invalid card code. For the punch command, this halt identifies an equipment-check condition. ROAR stopping on word 1877 (CAS logic page QG281) allows displaying the sense byte in the G-register. The sense byte makeup is: 0 - Command reject 1 - Not ready 2 - Bus-Out check 3 - Equip check (a) reader check (b) punch check (c) invalid card code punched (d) data error at channel end 4 - Data Check - invalid card code on read 5 - Overrun check If performing a print operation, the sense byte may be displayed in the G-register by ROAR stopping on word 1876 (CAS logic page QG361). The sense byte content is: 0 - Command reject 1 - Intervention required--printer not ready because forms check, stop key, or carriage-stop key pressed, or cover interlock open. 2 - Bus-Out parity check 3 - Equipment check 4 and 5 - Typebar selection 6 - Channel 9 7 - Channel 12 If a 1403 is operated with the 1443 microprograms, the sense byte is: 0 - Command Reject 1 - Intervention Required--Not Ready 2 - Bus-out Parity Check 3 - Equipment Check--Parity Error in CU or device 4 - Data Check 5 - Not Used 6 - Channel 9 7 - Channel 12

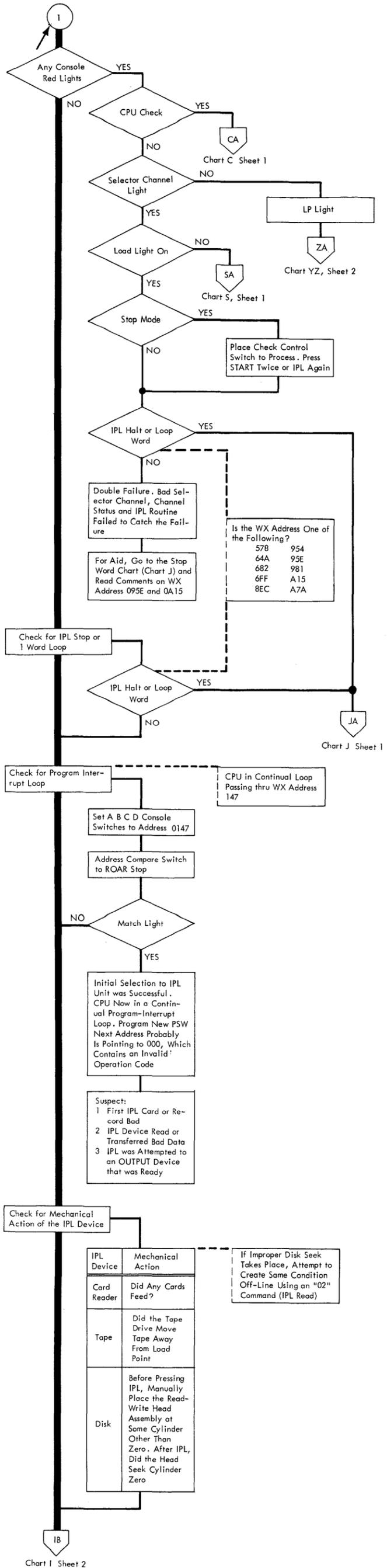
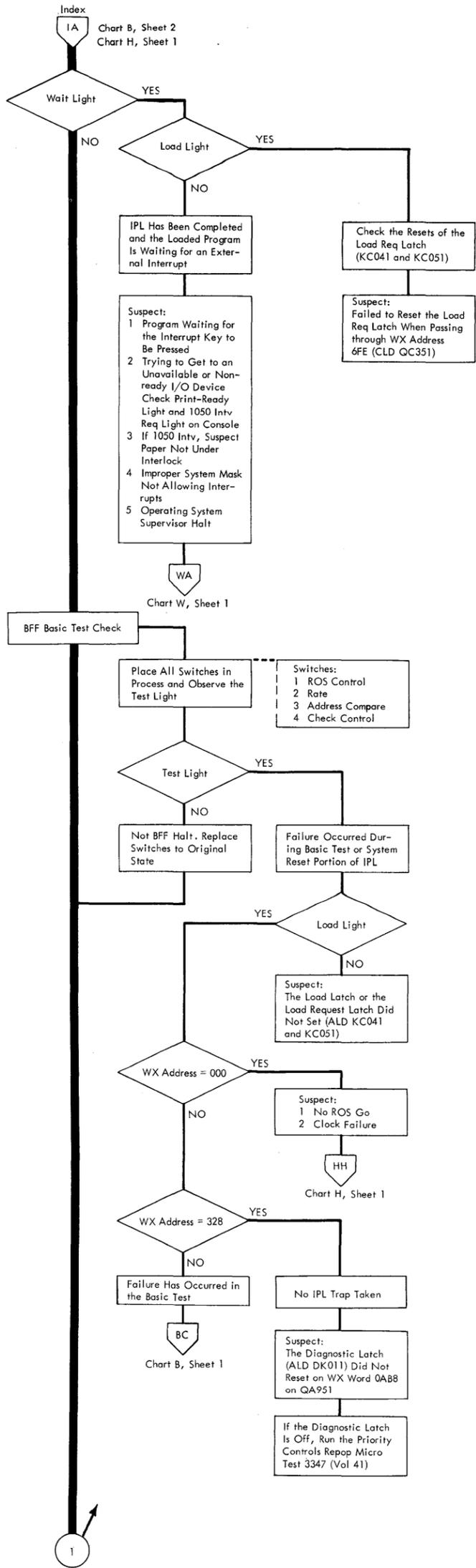
Digit Displayed In MS DR	Reason For Halt	Comments
B2	Status-In and Service-In occurred simultaneously on a 1400 read-load operation, for example: L%UXBBBR This halt is valid only when tapes are on the selector channel.	ROS word 1A63 (CAS logic page QH091) has this branch. Both Status-In and Service-In up at the same time probably indicates a channel or device hardware problem. Also check the set and reset of S4 and S5. These are the status indicators on which the branch is made. Use the selector channel chart (Chart S at SA) for checking the channel.
C2	Operational-In disconnect on a multiplexor channel tape-read operation.	Op-in dropped on a tape-read operation. For a read-move operation, the branch is found on CAS logic page QG801; for a read-load operation (page QG802). This is probably a channel or device hardware problem. Also check the Status-In and Service-In branches. Taking the 1,1 branch does not mean that Status-In and Service-In came up simultaneously, but rather that Op-In dropped. Check the applicable hardware on ALD pages FA092 and FA041. Also refer to Chart D at DA.
CE	This halt indicates that a premature data disconnect occurred on a read operation. Pressing the start key causes processing at the next sequential instruction but loses the record just read. To re-read, the operator must set the instruction counter to the address of a backspace-re-read routine.	The following conditions have occurred when this halt is reached: (1) Unit check in read end-status. (2) 12 or fewer characters have been transferred into storage. (3) The noise bit has been set in the TCU and has been recognized as bit 0 of the 2nd sense byte sent from the TCU. The noise bit being turned on implies that after the data-disconnect additional bits were found before the IRG was detected. Tape movement was continued until an IRG was recognized. Therefore, the data encountered after data transfer was halted has been skipped over. This halt generally indicates a problem with the tape drives. Check the following: (1) IRG (2) Start/Stop adjustment (3) Dirty idlers/prolays (4) Ungrounded or improperly grounded drives.
CF	1050 intervention is required.	Check for an out-of-paper, power-off, or off-line condition. Bit 5 of the 1050 tags indicates this intervention-required condition. These tags are gated to the G-register in ROS word 1946 (CAS logic page QG121). Branch on G5 to check for the intervention-required condition (CAS logic page QG141 word 197A).
D2	A microprogram initiated sense operation was prematurely ended. This halt can only occur if tapes are on the multiplexor channel.	This is probably a hardware problem. ROS word 1A8D (CAS logic page QG781) contains the branching conditions which detects this failure. Taking the 1,1 branch does not mean that Status-In and Service-In came up simultaneously, but rather that Op-In dropped. Check the applicable hardware on ALD pages FA092 and FA041. Also refer to Chart D at DA.
E2	Operational-In disconnected on a microprogram-initiated mode-set operation with tapes on the multiplexor channel. This mode-set command is issued in order to send the track-in-error byte previously stored to the TCU.	ROS word 1A6C (CAS page QG781) contains the Status-In and Service-In branches for the track in-error mode-set command. If Op-In drops, this error halt occurs. This is probably a channel or device hardware problem. Taking the 1,1 branch does not mean that Status-In and Service-In came up simultaneously, but rather that Op-In dropped. Check the applicable hardware on ALD pages FA092 and FA041. Also refer to Chart D at DA.
F0	A 1400 halt instruction has been properly executed.	Not an error halt.
F1	A 1400 halt instruction with an invalid B-address has been successfully executed.	Not an error halt.
F2	A 1400 halt instruction with an invalid A-address has been successfully executed.	Not an error halt.
F3	A 1400 halt instruction with an invalid A- and B-address has been successfully executed.	Not an error halt.
FF	A 1400 halt-and-branch instruction has been properly executed.	Not an error halt.

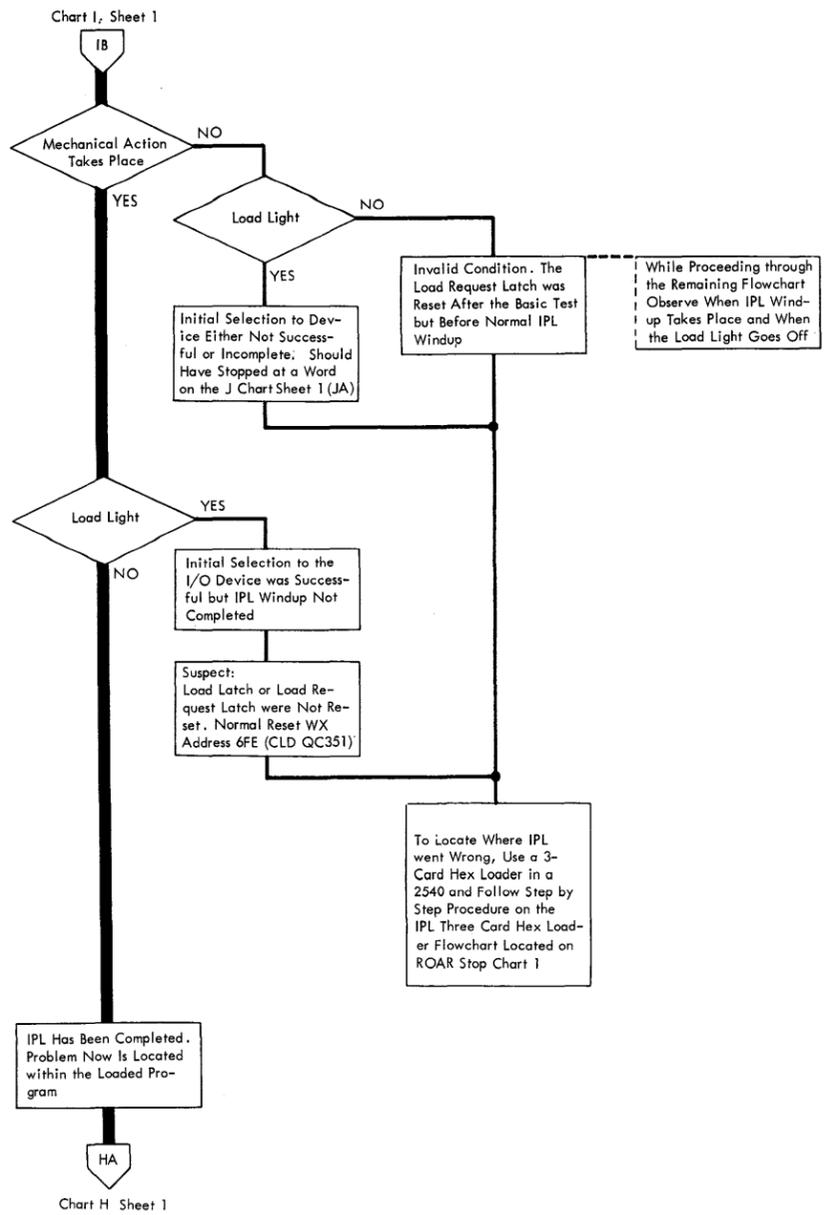
Digit Displayed In MS DR	Reason For Halt	Comments
10	Read-back check stop. A disk write instruction was followed by a disk instruction other than a read-back check.	If the I/O stop was caused by operator intervention, press SYSTEM RESET to clear the read-back check interlock, set IC to the beginning of the write operation, and press START to continue processing. If the I/O stop is caused by programming--a write disk without a subsequent read-back check--the program is invalid and should be corrected.
20	Channel-end or device-end not received during ending status.	This condition is tested for on QH381, location J3. At this time, a 2030 disk command should have been completed, and ending status posted by the file control unit. Ending status was detected at location J1 on QH381. The last 2030 disk command issued can be read from the B Aux. Storage XXBE. To recreate the 1400 disk operation that led to this coded stop, find the address of the next sequential instruction displayed in the B-star and A-star registers. The beginning of the disk instruction is this address minus 8. It is necessary to set up the disk control field correctly each time before executing the 1400 disk operation. To set up the disk control field prior to executing the operation, a disk control field can be moved into its working location with a move data or load data op-code. Note: If the disk operation is a multi-sector operation, a microprogram stop at the J3 location (QH381) causes time disorientation. It is necessary to reset and restart at the beginning of the disk operation.
30	Wrong address sent back from the channel during initial selection.	This stop is probably caused by a hardware malfunction in the multiplexor channel bus cabling or associated hardware. A test I/O instruction to the 2311 in question can be used to determine if the problem exists in Basic 2030 mode. The 2841 file control unit hardware that receives the Address-Out from the processor is located on page GA071 (2841 ALD Page). The 2841 FCU initial selection microprogram is on Q8010. During initial selection, the microprogram moves from location E2 to A6, where Address-In is raised. It is possible to single-step both the processor and the 2841 microprograms through the initial selection sequence. The disk compatibility initial selection microprogram is on page QH341 (2030 CLD Page), locations G5 through L8.
40	Unit-check status response to seek command, following address transfer.	This stop happens if the seek address sent to the file control unit is outside the range of addresses acceptable to the FCU. The address-transfer portion of a full seek is decoded to binary and stored in the B-auxiliary storage in addresses XXAD, E, F, and XXB0. The bytes stored in these locations for a seek operation are the CCH values. The highest legitimate value that can be stored, is hex 00 CB 00 09, which represents cylinder 203, head 9. If for any reason, a previous read operation placed non-zero values in addresses XXAD or XXAF, which were not removed by a built-in microprogram house-keeping program, the seek check can be removed, as an interim measure, by manually performing the following steps: (1) Note the B-and A-reg display of the 1400 program next address. (2) Press SYSTEM RESET to clear 2841 microprogram notation. (3) Set the processor to 1400 mode. (4) Set IC to I-next minus 8. (5) Press START to retry the seek operation. This type of stop has been eliminated for all known cases used by customer programs.
50	Operational interlock	This stop occurs when the control unit is disconnected from the processor, and the processor microprogram is at a microaddress, where it should be only when the two boxes are logically connected. The processor disk-compatibility microprogram can exit to the 50 stop from several places. This exit is taken whenever the processor microprogram is at a 4-way branch, waiting for service-in or status-in. If the control unit is disconnected, the 11 branch is taken to the 50-coded stop. During the execution of disk operations, the file control unit should stay connected until the operation is completed. The most probable time at which this stop can occur is when the disk compatibility feature is updated and a wrong EC level or incorrect CCROSS card is inserted. A wrong next-address in a microprogram block can put the microprogram into one of the 4-way branch blocks that leads to a 50-coded stop. It might be possible to correct this condition rapidly by checking the EC level and version of CCROSS cards installed during change activity. Another approach is to use EARLY ROAR STOP on the processor, and work back to the wrong CCROSS card. This approach is based on the assumption that 2030 disk diagnostics had run successfully, and that the file control unit is working correctly. Disk compatibility CCROSS cards are from location 79-0 to 84-7.
60	Module overflow detected. The disk module value in Aux. Storage B 8011, 2, 3, 4, or 5 is different from the module value specified by the disk control field of the disk instruction.	(Limited Usage). Change disk packs, if program depends upon module overflow to indicate pack replacement. All others: Set 8010 Aux. Storage B to 40 hex. Set IC to 1400 displayed address -8, press console START to continue. In the IBM System/360, Mod 30 1401/1440/1460, Compatibility Feature Manual, Form No. A24-3255, see Appendix F card 410 - Disk File Functions, to determine whether this stop can be disabled for customer application. See Appendix D, Storage B Byte 10 Bit 1 on Module-Overflow Detection usage. Most users can disable this stop, and must disable this stop if they use labels on drives other than drive 0.





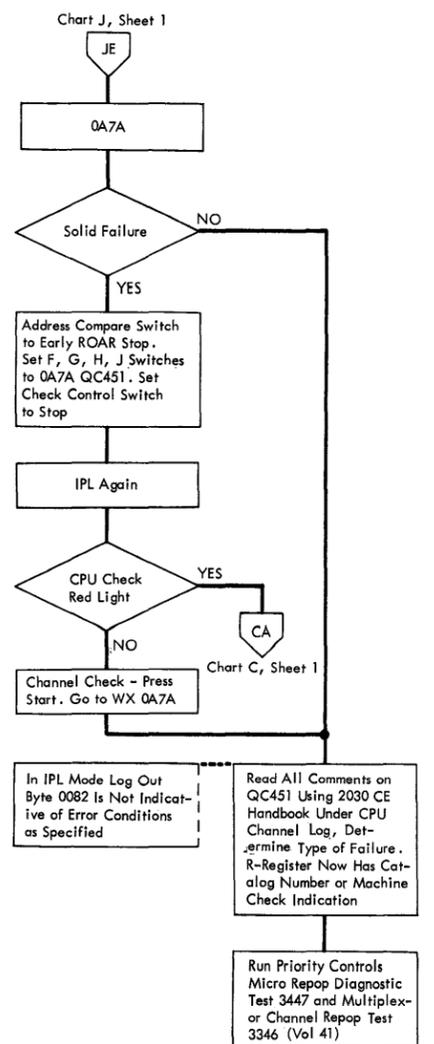
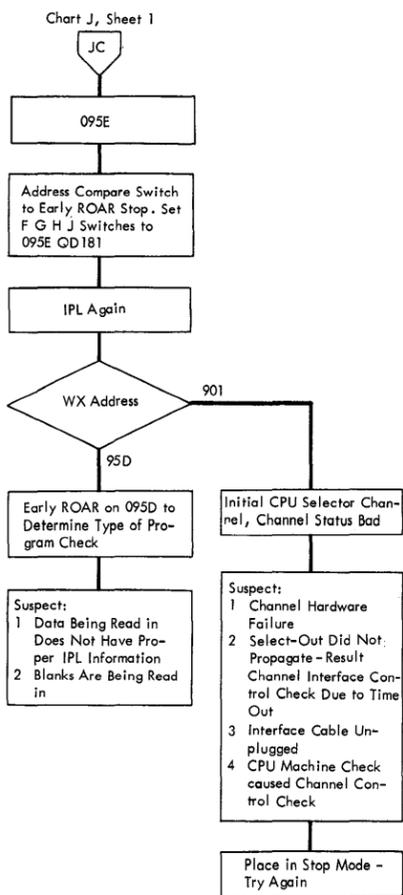
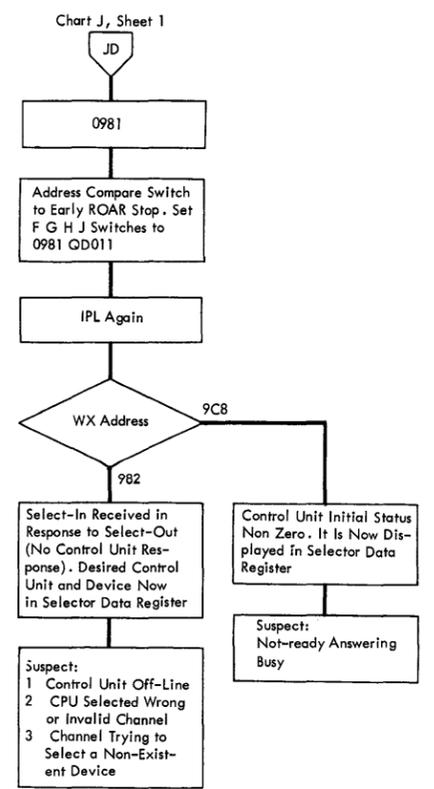
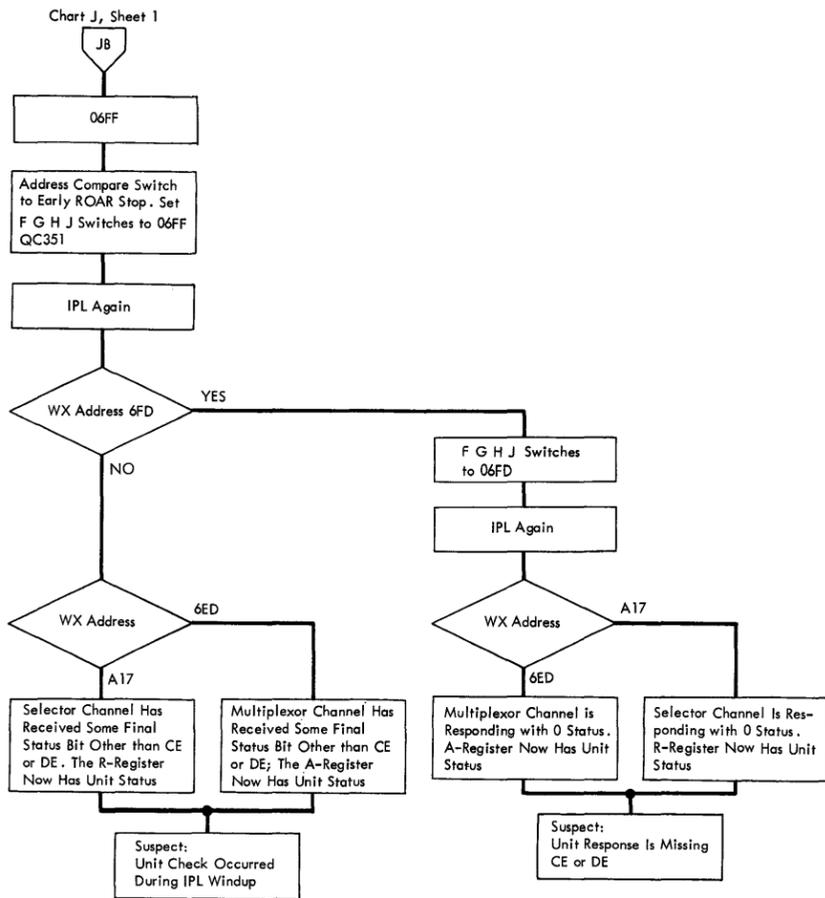






Note 1: All CPU CF stops are listed except diagnostic test stops and 1620 feature stops.
* For additional aid in locating IPL failures, use a three-card hex loader in a 2540 and follow the step-by-step ROAR-STOP procedure on the IPL three-card hex loader flowchart located on ROAR stop Chart I

WX ADDR	Type	CLD Page No	Normal Cause	Hints and Aids
00B2	Stop	QA961	A second machine check occurred with check control switch not in stop, before the first machine check could be logged.	Check control switch to stop; try again or go directly to CPU check. Chart C, Sheet 1 at CA
00FF	Stop	QA941	Soft stop occurred because STOP key was pressed. Rate switch was in instruction step, or match occurred using SAR delayed stop mode.	Check process stop latch on ALD KC081
0328	Stop	QA951	System reset followed by pressing the START key once -- basic test BFF has run successfully 128 times.	If IPL initiated, suspect the multiplexor channel. Trap was not taken at previous WX 00EA, best action run priority controls repop micro test 3447
0578	IPL Stop	QC091	Attempted to IPL to an unavailable or non-existent device on the multiplexor channel, Select-In received in response to Select-Out.	Suspect: 1. Desired unit is off line 2. Desired unit does not recognize its address 3. Wrong address being sent out on channel Do: ROAR stop on ROS address 05A0 - QC051 Check Bus-Out and control unit statically
0649	IPL Stop	QC061	IPL was attempted to a non-ready device on the multiplexor channel.	Suspect: Control unit answers busy to initial selection Do: ROAR stop on address 05AC, rate switch to single cycle, press START, A-Register now contains status from device.
0682	IPL Loop	QC351	1. During IPL on the multiplexor channel, the control unit failed to send Request-In or the CPU did not recognize Request-In, which is necessary to cause a multiplexor channel share request trap 2. First card read did not have proper IPL data or data read in was blank. This is one way of causing a program check that causes this loop	Suspect: 1. If only one card fed into the stacker, suspect that it is not the proper IPL card 2. Request-In from control unit not getting to CPU. Check Request-In on ALD FA082 3. CPU failure to take multiplexor channel trap to WX 0010. 4. Operational-In appeared dropped to CPU 5. Reader clutch failed to energize Do: Run priority controls micro repop diagnostic test 3447 and multiplexor channel repop test 3346 (Vol 41)
06FF	IPL Stop	QC351	Bad final status received from source unit during IPL on the multiplexor or selector channel	Do: Go to Chart J, Sheet 2 at JB
08EC	IPL Stop	QC511	IPL attempted using address assigned to the 1052 console KB-Printer	1. ROAR stop on WX Address 00EA - QA951 and IPL again - If no match, place rate switch to single cycle and IPL again, scope diagnostic latch on DK011. This latch is not on while executing basic test causing a premature IPL trap to 0002 2. If a match occurred in 1, ROAR stop on 053A - QC041 and single-cycle through address formation for clues
0954	IPL Loop	QD091	Selector channel wait loop, waiting for selector channel chaining trap or share cycles.	Suspect: 1. CPU failed to take selector channel trap 2. Control unit failed to bring up Status-In or Service-In 3. Selector channel poll control problem Do: Run priority controls micro repop diagnostic test 3447 and selector FLT 3447 - 344A (Vol 41)
095E	IPL Stop	QD181	1. Initial internal channel status not equal to zero on selector channel IPL; or 2. Program check occurred during IPL on selector channel.	Do: Go to Chart J, Sheet 2 at JC
0981	IPL Stop	QD011	1. Initial status from source unit during IPL on selector channel is non zero, or 2. IPL attempted to non existent or unavailable selector channel	Do: Go to Chart J, Sheet 2 at JD
0A15	IPL Stop	QD121	Non-zero channel status detected at completion of IPL on the selector channel	ROAR stop on WX Address 0A01 - QD121, rate switch to single-cycle press START. R-Register now contains ending channel status
0A7A	IPL Loop	QC451	1. A machine check occurred during IPL while check control switch was in process 2. A multiplexor channel control check occurred during IPL 3. Interface time-out occurred during IPL	Do: Go to Chart J, Sheet 2 at JE
10FF	Stop	QE691	1401 Compatibility coded stop, R-Register hexadecimal character determines cause	Do: Go to Chart F, Sheet 3
12F4	Stop	QE561	1. Machine check occurred in Compatibility mode with check control switch in process; or 2. Second machine check occurred in Compatibility mode using mode switch on machine checks	Place in stop mode and catch error when it occurs, or go to Chart C, Sheet 1 at CA
1E4F	Stop	QG532	An RPQ operation (branch on next card column binary) was attempted but reader was not ready	Ready reader or ROAR stop on WX Address 1E4E - CLD QG532 and observe Status-In in multiplexor channel and control unit



Index

LA Chart H, Sheet 1

Assumptions:
 1. The Rate Switch Is Now in Instruction Step
 2. The Displayed WX Address Us 00FF or 10FF

BASIC 2030 MODE

1400 COMPATIBILITY

Determine the Next Sequential Instruction Address

The Address of the Next Instruction to Be Processed Is Now Displayed in Hex in the A and B Registers

The Displayed Address May Not Be the Next Sequential Address After the One Just Completed. Satisfied Branches Reflect the New Address

If Processing Is to Continue in Sequential Order, the Next Instruction Address Is Now Displayed in Decimal in the A and B Registers

If the Instruction Just Completed was a Satisfied Branch, the Displayed Address Is Not the Address of the Next Operation Code to Be Processed

In Most Cases the Condition Code Register and the Program Mask Are Now Displayed in the R-Register. This Is Only True if the MN-Registers Are Displaying Auxiliary Storage X0BB

R Register Bits

0	-	Condition Code 8
1	-	" " 4
2	-	" " 2
3	-	" " 1
4	-	Fixed PT OVFL Mask
5	-	Decimal OVFL Mask
6	-	Exponent UNFL Mask
7	-	Significant Mask

The Resultant A-Field Address Is Now Displayed in Decimal in the M and N Registers. To Display the Resultant Decimal B-Field Address, Display the UV Registers

To Be a Valid Instruction Step Stop the R-Register Must Have Hex Code 06

Log the Next Sequential Address, Then Press START

Continue This Procedure until a Substantial Number of Addresses Are Logged or the Program Loops Back on Itself

Program Listing Available

NO

Dump Core Using a Program Dump or a Micro Dump

If in PMS and Both 1400 and Basic 2030 Dumps Are Desired:
 A. Dump Basic 2030 First if Micro Core Dump Used
 B. Dump 1400 First if Basic 2030 Macro Dump Is to Be Used

Use Available 1400 Macro Deck to Obtain an Edited Core Dump of the 1400 Area of Storage

Locate the Loop in the Listing or the Dump

Observe All Possible Exits from the Loop and Attempt to Determine the Expected or Normal Exit

Basic 2030 - 1400 Mode Oriented Problems

Suspect:

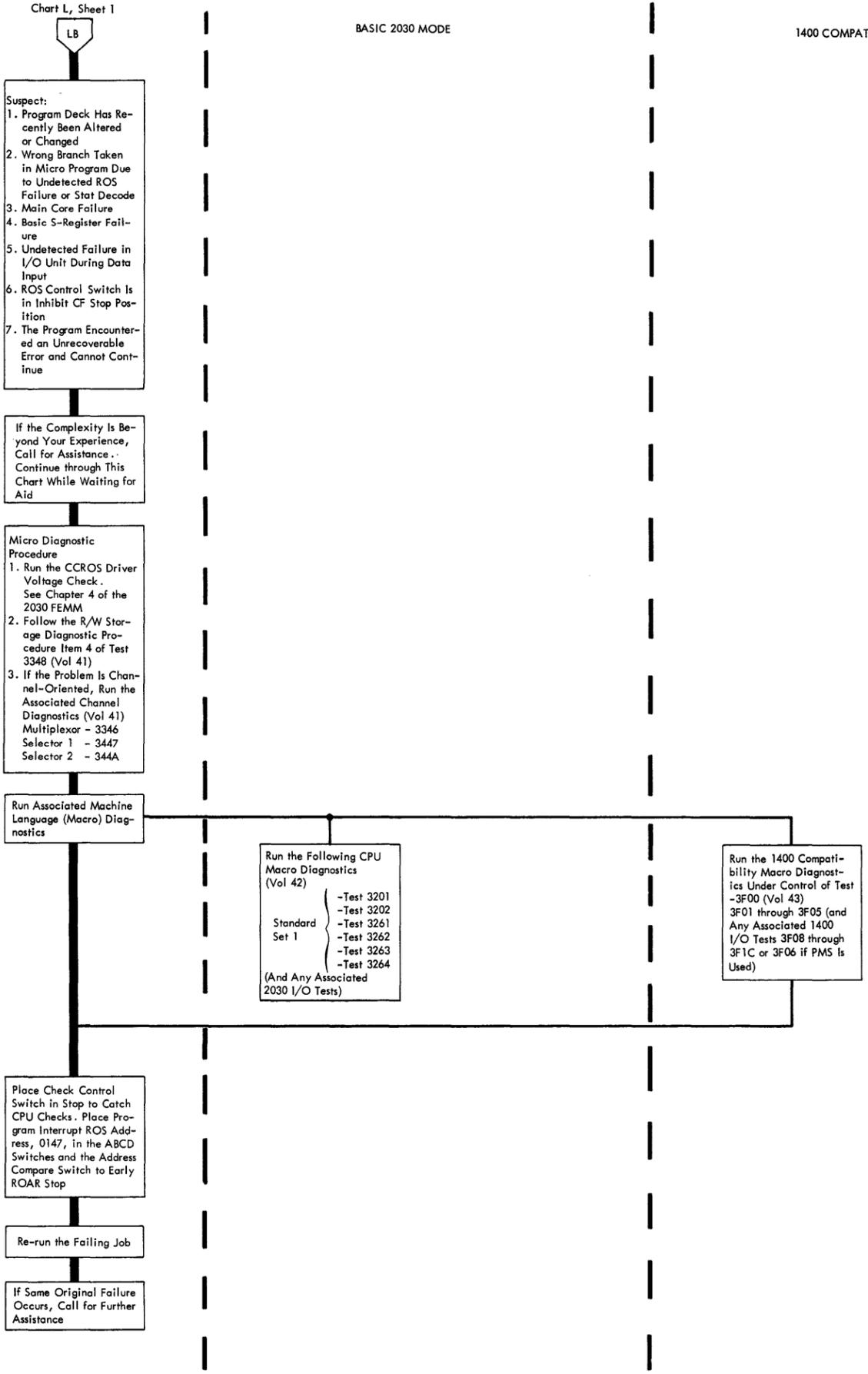
1. Failure in Condition Code Set/Reset
2. Program Mask Not Functioning Properly
3. System Mask Not Functioning Properly
4. Error Recovery or Other Seldom Used Routines That May Not Have Been Completely Debugged

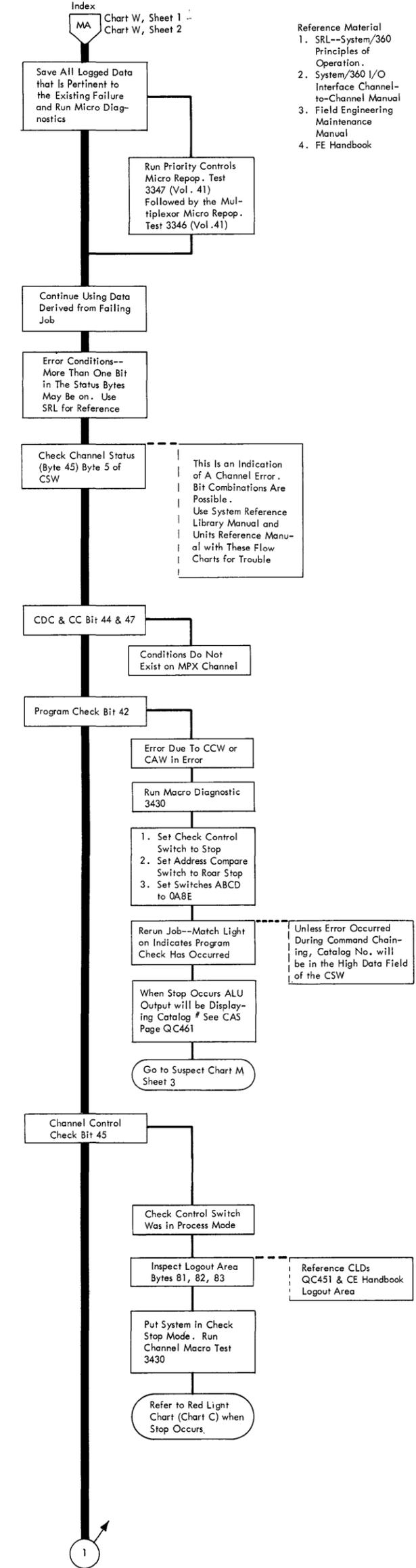
Suspect:

1. I/O Device Continuously Busy
2. Some Portion of 1400 Auxiliary Storage was Changed or Destroyed
3. Incorrect Sense Switch Settings
4. I/O Check Stop Switch in Auxiliary Storage in Wrong State
5. Tape and Disk Assignments in Auxiliary Storage Incorrect
6. Hi, Lo, Equal, Compare Operation Code Not Functioning Properly
7. The GMWM Latch Failure or Other Compatibility Oriented Hardware (ALDs MB031 and DL031)

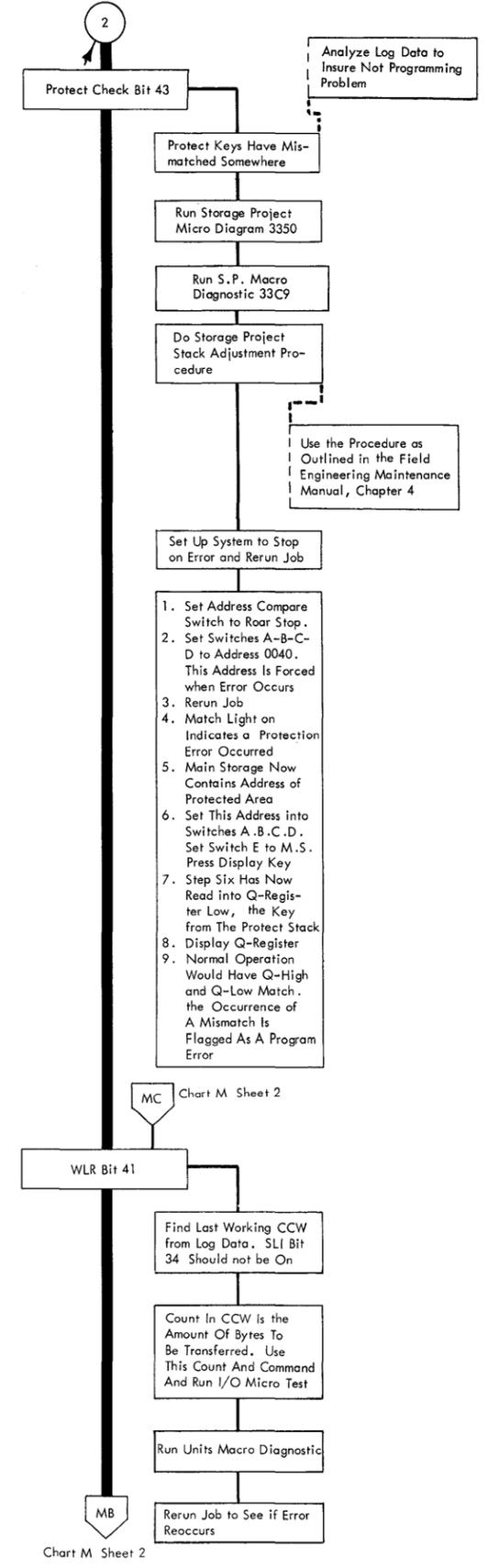
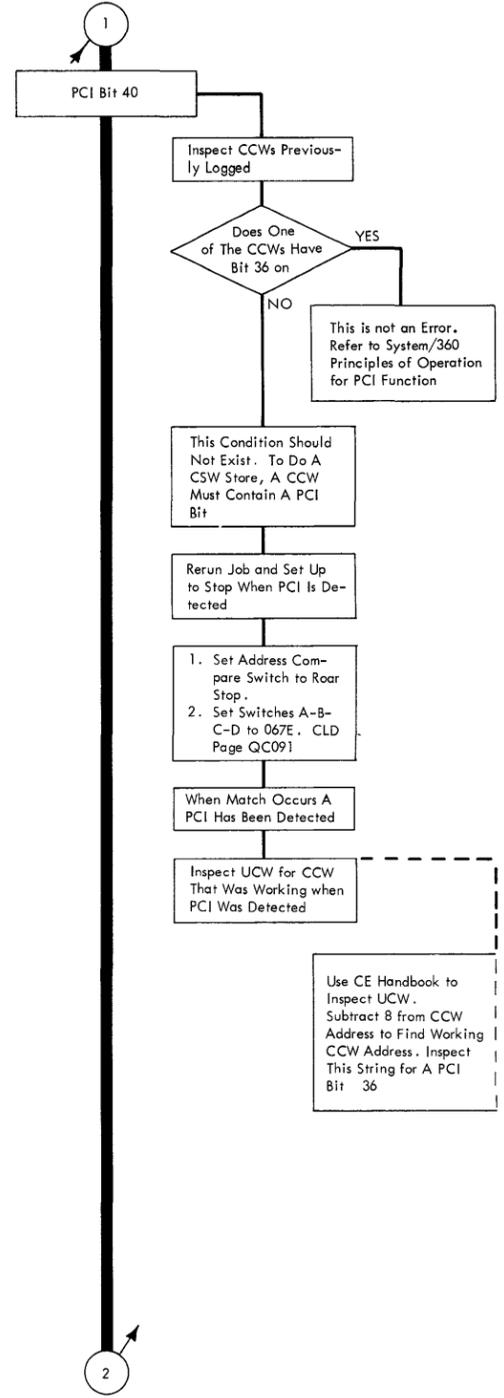
LB

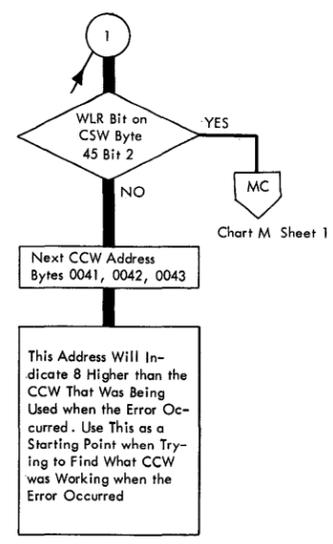
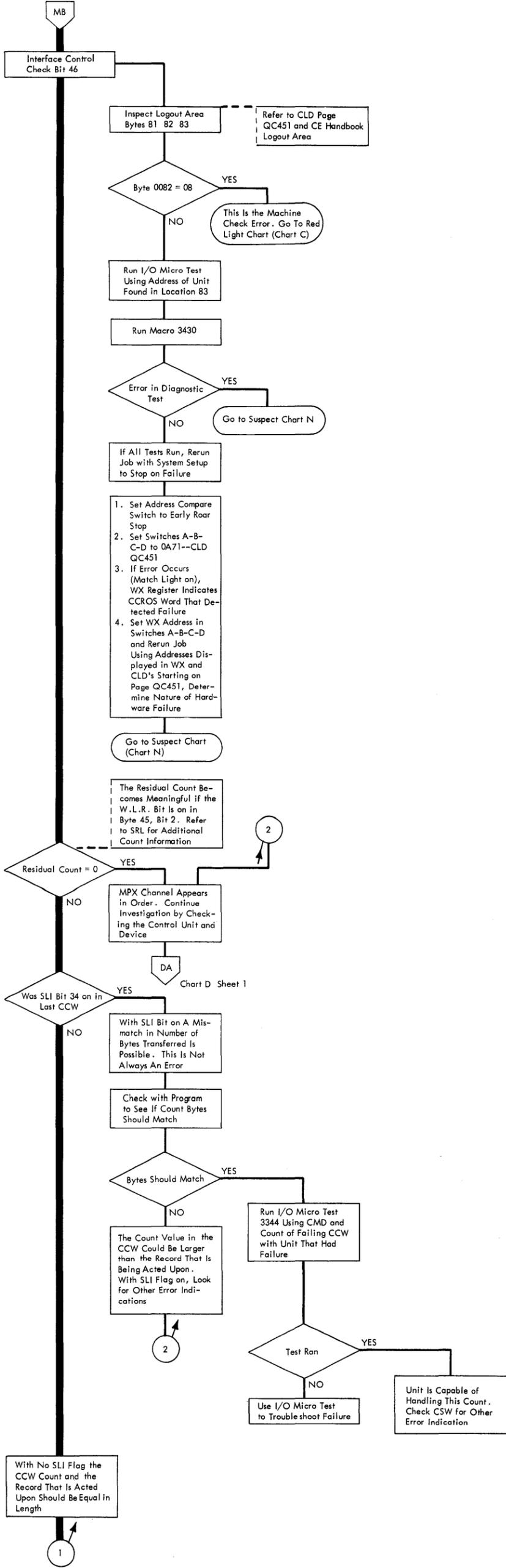
Chart L, Sheet 2



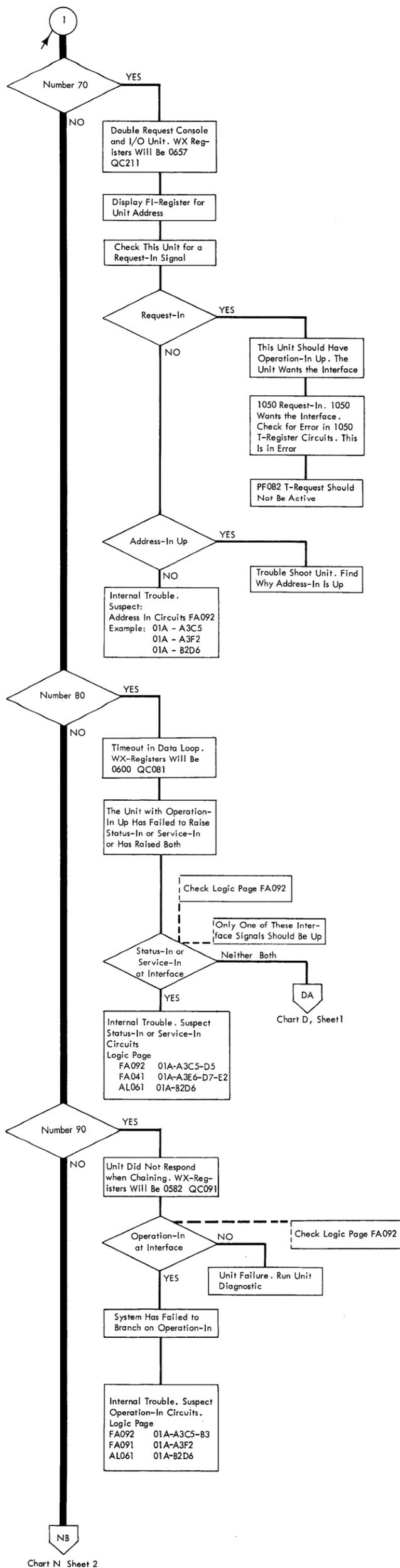
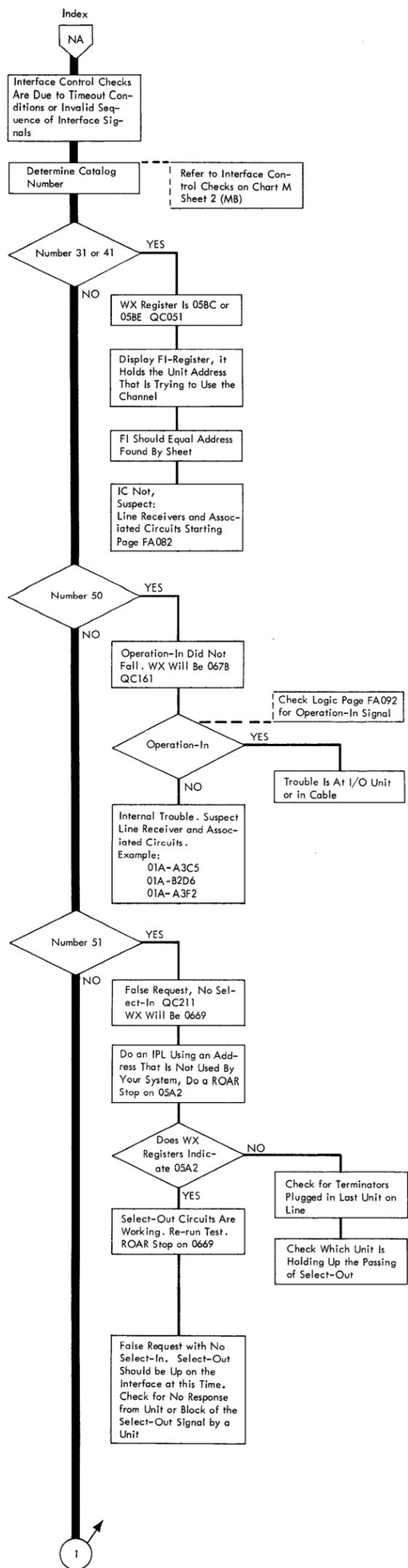


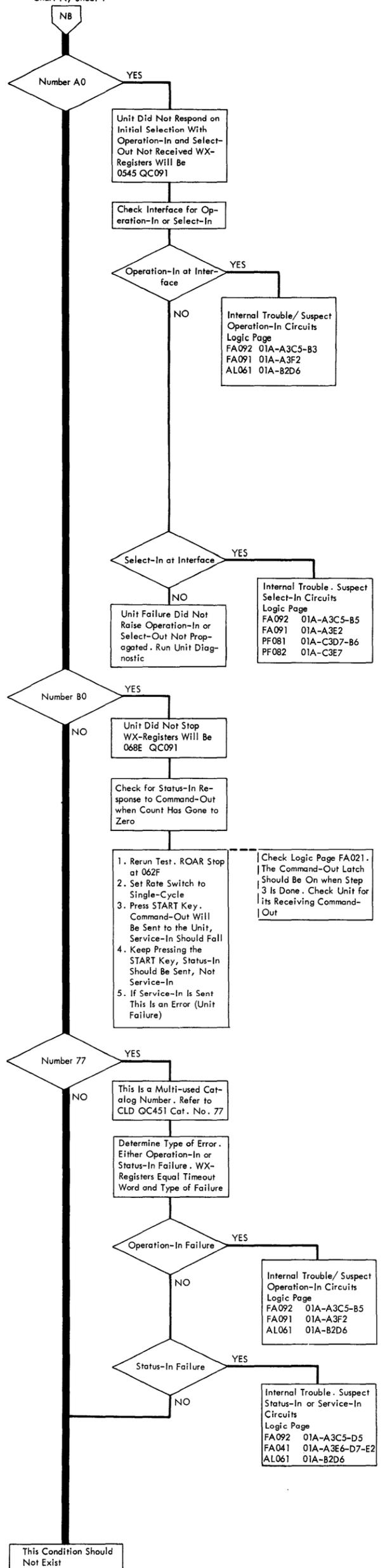
- Reference Material
1. SRL--System/360 Principles of Operation.
 2. System/360 I/O Interface Channel-to-Channel Manual
 3. Field Engineering Maintenance Manual
 4. FE Handbook





L-Register	CLD Page	Early ROAR Stop at	Do WX Registers Read at	Hints
01	QC021	0A89	052C	1. Zero count in CCW Byte 6 and 7 Check CCW display DL-Registers now holding the count.
02	QC021	0A89	0590	1. Invalid flags in Byte 4 of CCW. Display L-Register. Low-order three bits must be zero.
04	QC021	0A89	0515	1. Initial operation has a TIC or 2. Two TICs in a row. 3. Inspect CCW string for this condition.
05	QC021	0A89	051D	1. Invalid command Byte, check Byte 0 of CCW.
06	QX021	051E	051B	1. Byte 1 of CCW is not zero. Check CCW for this Condition.
07	QC011	058A	0572	1. Protection error in CCW. 2. CCW address too big for memory size. 3. Byte 0049 must be zero for 2030. 4. Check CAW format using CE Handbook or SRL Manual.
08	QC021	0A8B	0517	1. Two successive TICs. I- and J-Registers now have address of CCW that had the second TIC as its command. Inspect CCW string for this condition.
09	QC011	0526	0522	1. The new CCW address designated by a TIC command was not located on a doubleword boundary.
0A	QC061	0A8F	0611/ 0613	1. Memory wrap when CCW was being updated during a chaining operation
0B	QC101	0A8B	069C	1. Zero count detected while data chaining or invalid flag Byte. 2. Check L- and D-Registers for count. 3. Check S-Register for 5 bit being on. If 5 bit is off, an invalid flag Byte was detected. 4. Check CCW for these conditions.
0C	QC101	058B	053C	1. Memory wrap on next CCW address while CDA. 2. I- and J-Registers now should indicate zero.
0D	QC021	0A8F	052D	1. Zero count detected during a command chain. Check L- and D-Registers for count. 2. Check CCW string for these conditions.
0E	QC031	0A8F	052A	1. Invalid flag Byte while command chaining. 2. L-Register contains flag Byte. 3. Check CCW string for this condition
1F	QC131	0A8F	06BC	1. Memory wrap detected while command chaining. Next CCW was located outside of memory. I- and J-Registers are 0000. 2. Check CCW string for a CCW located in the last 8 locations in memory. This one is chaining out of memory.
2F	QC131	0A8F		1. Command Byte all zeros detected while command chaining. U-Register now holds the command. 2. I- and J-Registers now contain the failing CCW address plus 1. 3. Check CCW string for this address and the indicated error condition.





Index

PA Chart W, Sheet 1
Chart W, Sheet 2

- Notes:
 1. Channel program checks are covered on associated Channel Charts
 2. For general descriptions of program checks refer to Program Interrupts in the System/360 SRL Principles of Operation (A24-6821) under Interrupts

Derive, Log and Analysis of Pertinent Program Data

Obtain Storage Printout Via Dump

Using Program PSW Determine Interrupt Code

Bits 4-7 of Main Core Hex Location 002B Bits 0-3 Should Be 0's

Determine Address of the Interrupted Operation Code

Old Program PSW Core Locations 002E and 002F Contain the Next Operation Code Address. The Instruction Length Counter Is Located in Bits 0, 1 and 2 of Core 002C. Interrupted Operation Address = Next Address - ILC
 Note: If ILC Is 000 the Interrupted Operation Address Is Not Certain

Program Assistance Available

Examine Printout and Program Listing to Determine that They Agree and Are Correct

Verify that This Is Not a Program or Data Error

Suspected Area

Hardware or Unknown

Turn Action Over to Program Oriented Assistance

Run Associated Macro and Micro Diagnostics

Diagnostic Procedure Dictates Running Diagnostics but This Area Can Be Skipped and Returned to Later

Hex Code	Description
01	Op-Code Incorrect
02	Privileged Op
03	Execute Error
05	Addressing
06	Specification
08	Fixed PT Overflow
09	Fixed PT Divide

Interrupt 1, 2, 3, 5, 6, 8, and 9

Chart P, Sheet 2

Run CPU Macro Tests for Standard Instruction Set

Sections: 3201, 3202, 3261, 3262, 3263, 3264 (Vol 42)

Storage Protection

Interrupt 04

Chart P, Sheet 2

Run Micro Repop. Storage Protect Diagnostic 3350 (Vol 41)

Run Storage Protect Macro 3369 (Vol 42)

1

2

Hex Code	Description
7	Data
A	Decimal Overflow
B	Decimal Divide

Interrupt 7, A or B

Run Decimal Instruction Tests 32E1 and 32E2 (Vol 42)

Hex Code	Description
C	Exponent Overflow
D	Exponent Underflow
E	Significance
F	Floating PT Divide

Interrupt C, D, E, or F

Run Floating Point Instruction Tests 3291, 3292, and 3293 (Vol 42)

Run R/W Storage FLT Micro Repop Test 334A (Vol 41)

This Is to Verify Storage Addressing

Customer Program Analysis

The Remainder of This Chart Is Intended to Aid a Hardware Oriented CE in Analyzing the Situation Using the Customer Program While on the System

Program Mask Check

Program Maskable Codes

Interrupt 8, A, D, or E

Check the Program Mask for Mask Allow Bits

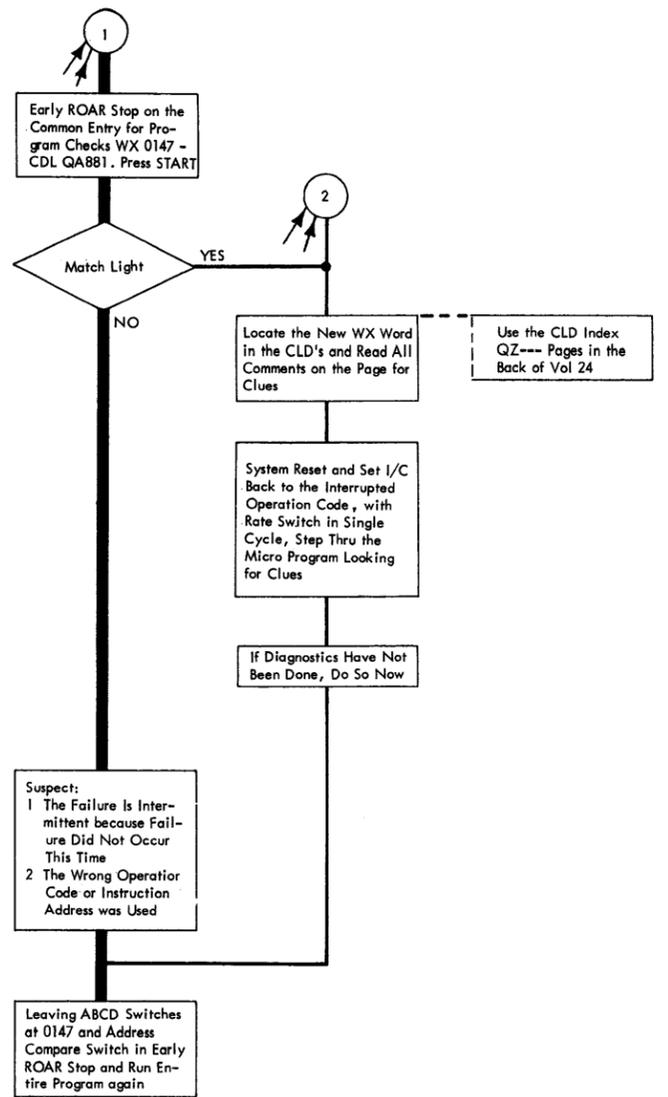
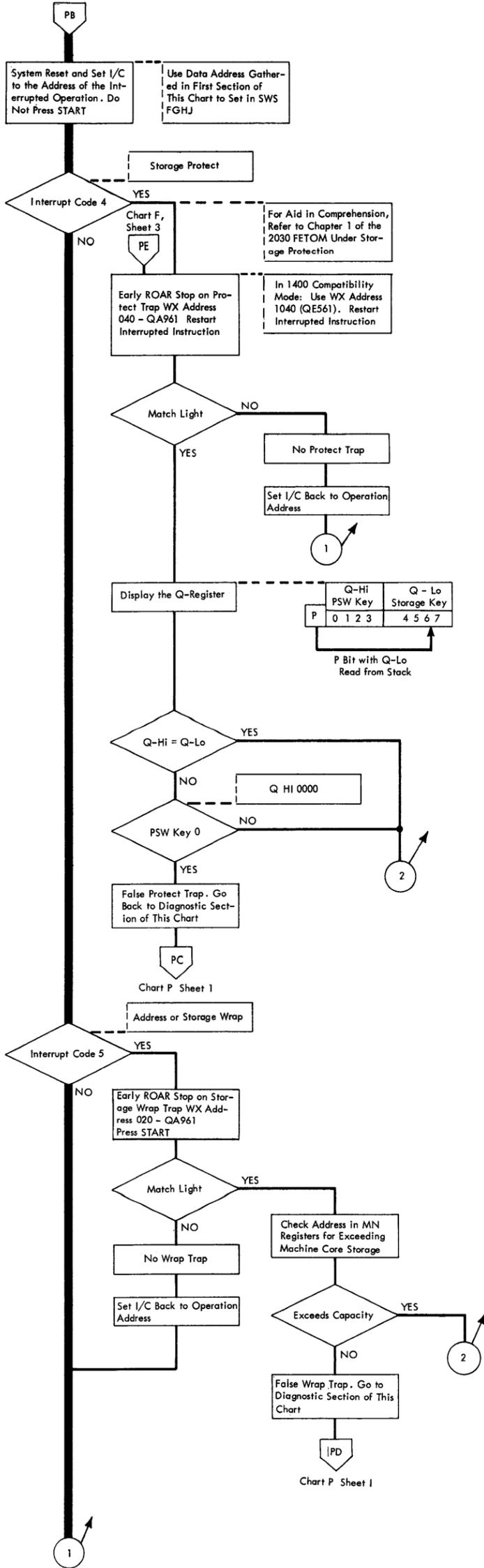
Old Program PSW Program Mask . Bits 4, 5, 6, and 7 in Core Hex 002C

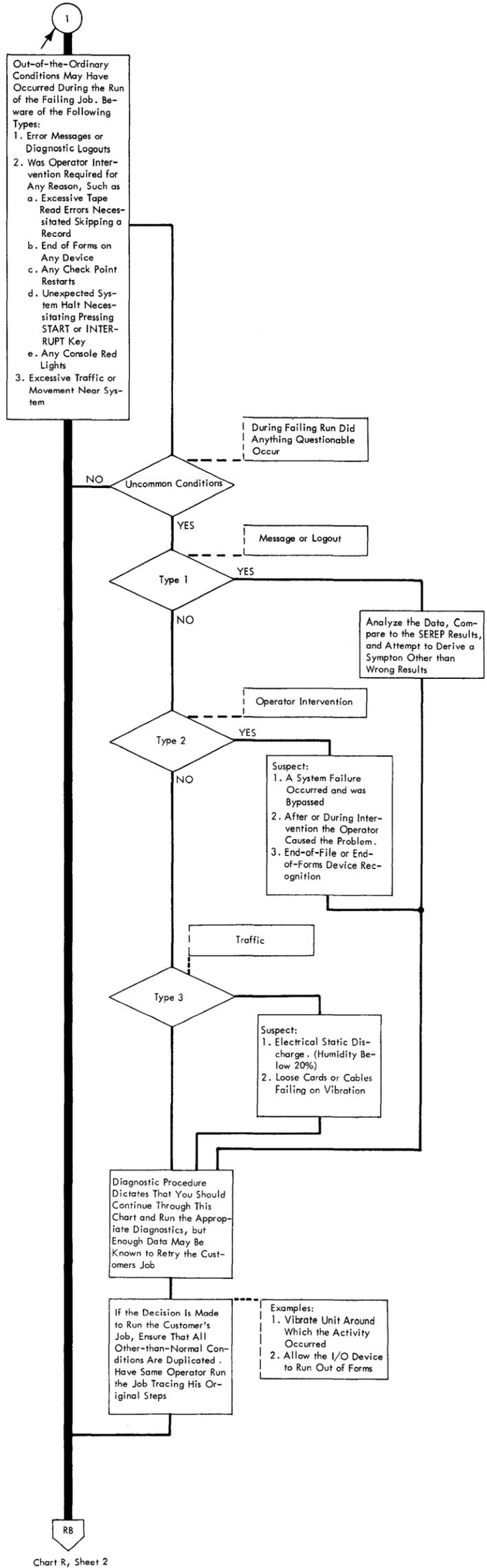
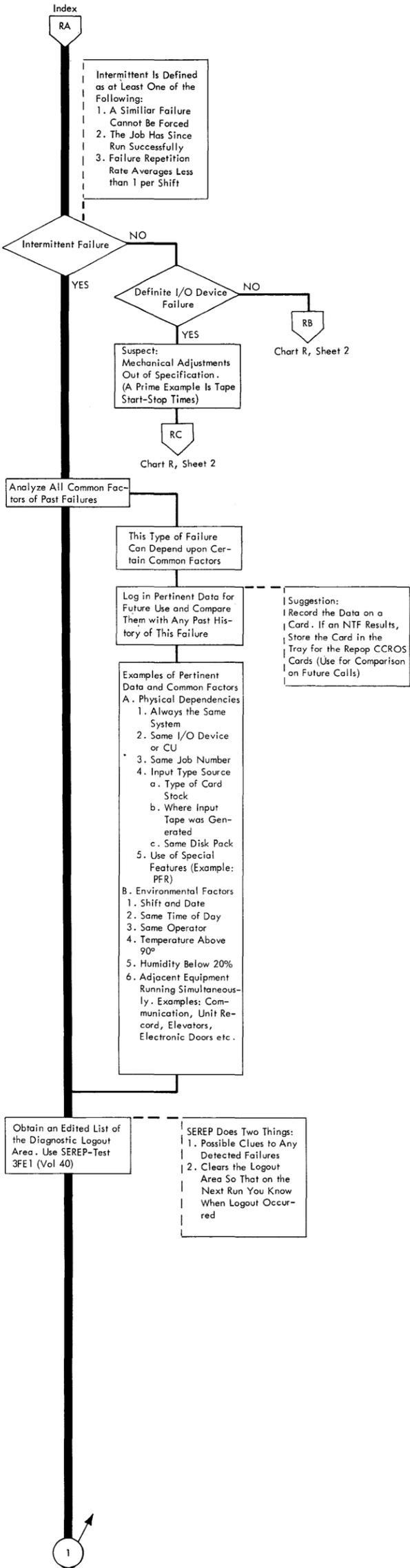
Code	Mask Bit
8	4
A	5
D	6
E	7

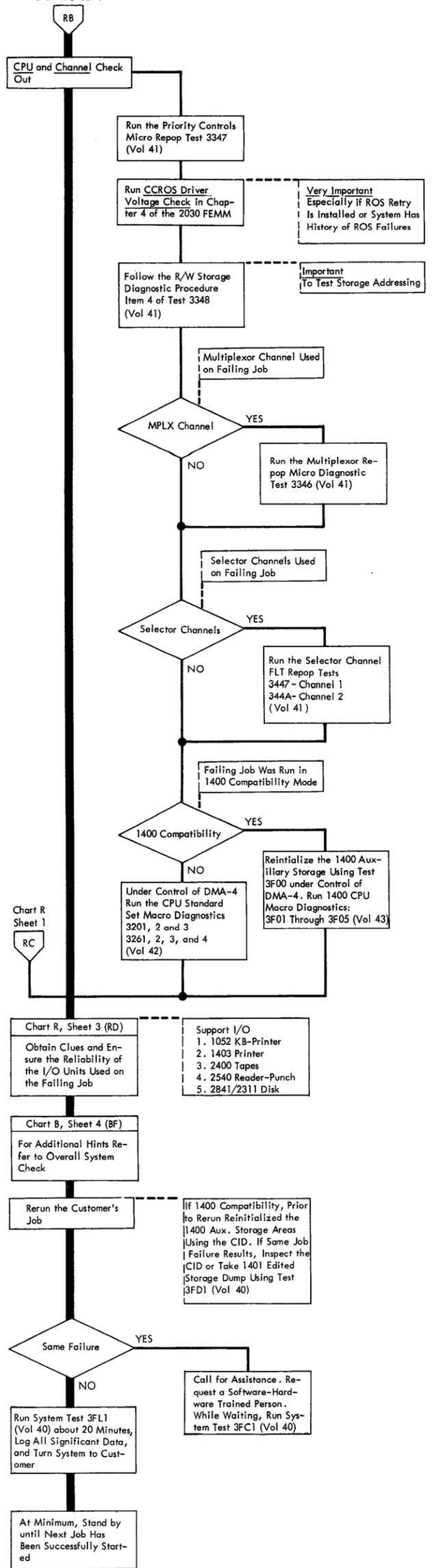
Associated Mask Bit

The Mask Bit Off Should Have Blocked This Program Interrupt. A Micro Program Branch on the Mask Bit Located in Local Storage Determines Interrupt - Continue Flow

Chart P, Sheet 2







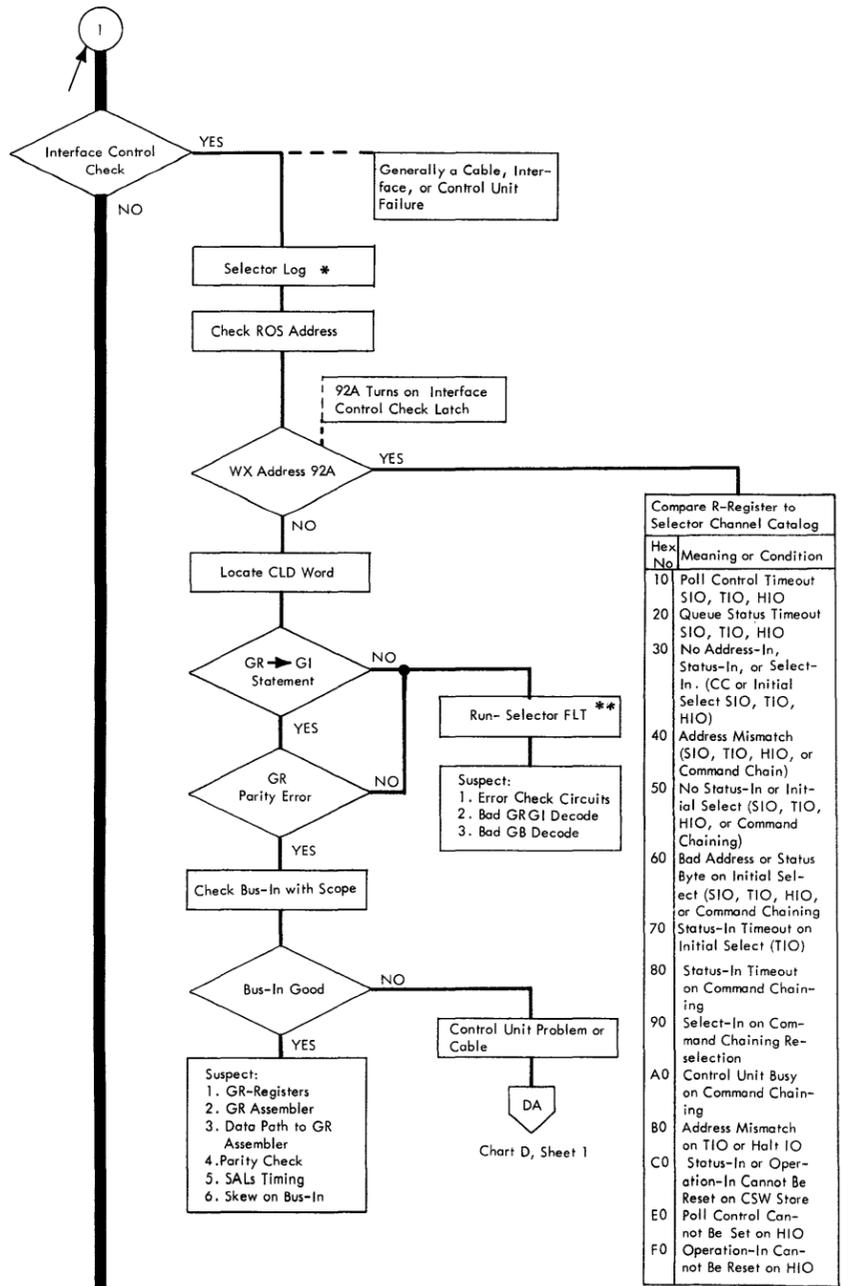
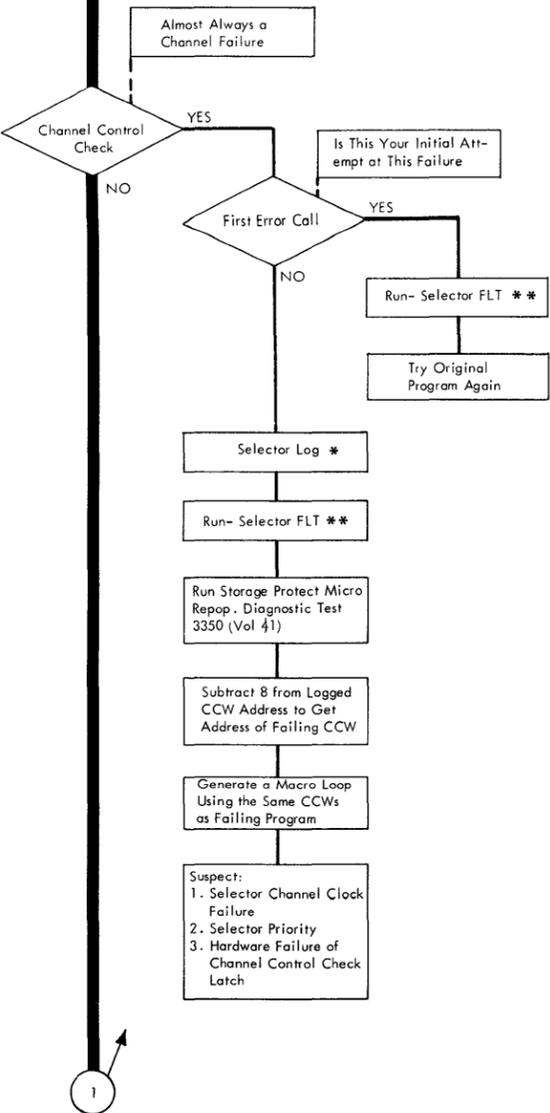
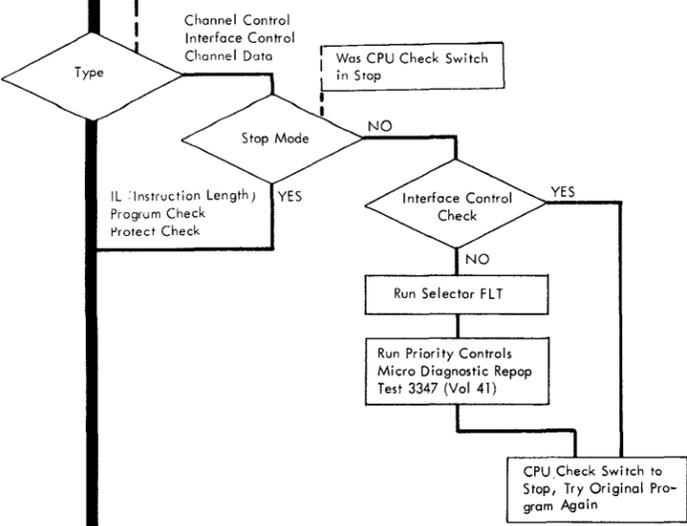
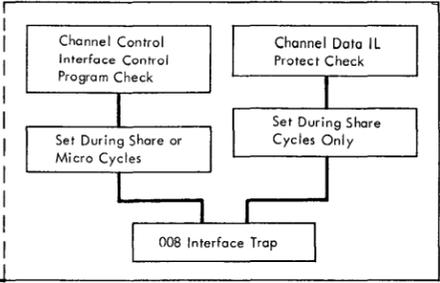
RD

Unit Description	Symptom or Cause	Notes and Hints	Suggested Minimum Quick Check
1052 Key Board	1. Missing characters caused by console attachment failing to read punch-1-clutch signal	Check interface cables in the 1051, the half board 01F-A1, and in the CPU on boards 01A-C2 and C3 (ALD PF 521)	Run the read inquiry macro diagnostic 902 Vol 43
	2. Extra character in storage	Console request-in line may not be resetting properly (ALD PF021)	
	3. Wrong data in storage; good data on 1052 printer	Check PT & T to EBDIC Translate starting at PF 291 through PF 331	
	4. Wrong data on printer; good data in storage	Definite 1051 or 1052 printer failure	
1052 Printer	1. Missing characters--caused by 1051 home loop timer running slower than the console attachment clock--or console attachment clock faster than 1051 timer	1. Check attachment clock timing; refer to note on ALD PF011 2. Check 1051 home loop single shots in 1051 manual page 131TM	Run the basic write function macro diagnostic 900 Vol 43
	2. Only one character of a message prints. This may also be the wrong first character	Possible that 1050-Request-in line not being reset (ALD PF071)	
	3. 1050 intervention required would cause no message to be accepted by 1052 printer (indicator on lower right of console under CPU status)	1. Is printer paper under interlock 2. Is CPU switch off 3. Check EPO switch inside back cover of 1051	
	4. Incorrect data	1. Turn the 1052 CPU switch off. Type A through Z. If incorrect character prints, 1051 or 1052 is at fault. 2. On-line check the EBDIC to PT & T Translate on ALD PF 191 through 222	
1403 Printer	1. Wrong chain on 1403 or wrong UCB image	Check job for proper chain and UCB deck	Run printer macro diagnostics 1. F 832 (UCS printers) (2821 Vol 8) 2. F 836 ripple print (2821 Vol 8)
	2. Hammer check circuit malfunction not catching extra or missing hammer fire, or failure to receive data check on unprintable UCS character	Diagnostic F832 will check this	
	3. Interface or 2821 failure causing data record to be cut short		
	4. Multiple pick or drop of bits in UCB	Reinitialize UCB	
	5. Multiple pick or drop of bits in print buffer		
	6. UCB parity-check circuit failure		
	7. Print buffer parity-check circuit failure		
	8. Sync-check error circuit failure	To ensure back in sync, open and close T-casting or initialize the UCB.	
	9. End-of-forms indication malfunction	Test off-line	
	10. Failure to recognize data checks could be caused by the BLOCK DATA CHECK LATCH or the FOLDING LATCH in 2821 (in UCB only)	Diagnostic F832 will check this	
	11. Missing slug on chain or broken hammer	One character or one print position	
	12. 1401 compatibility missing last 32 positions of print line	Missing bit 0 in COMP AUX storage-B of byte 8C. This bit is reset on 8K machines if operator presses the load key with 1402 in the F, G, H, and J switches; then does system reset, ROAR reset, and start	
2400 Tapes	1. Drive start-stop time maladjustment	Most probable cause	Run the following macro diagnostics to check tape start-stop times: 16K systems --F521 and F522 8K Systems--3523 and 3524 only All systems--for Diagnostic Check F510 All tests are in MDP Tape/TCU (Vol 3)
	2. Check to see if the forward stop delay noise trigger ever comes on. Records can be skipped if it does	This is usually a result of maladjusted drive start-stop times	
	3. Tape being used was generated bad at a previous date, possibly on another system	Check tape source, and the age and condition of the tape	
	4. Detected hard errors not being handled	Run job with error hold plugged on TAU	
	5. Failures in special recognition circuits and command codes such as single tape mark records, noise bits, EOF, erase, back-space and forward space commands		
	6. 1400-compatibility mode: check the operation of the GMWM latch on CPU ALD MB 022		
	7. Failures with data convert, translate, and densities, either hardware or program failure		

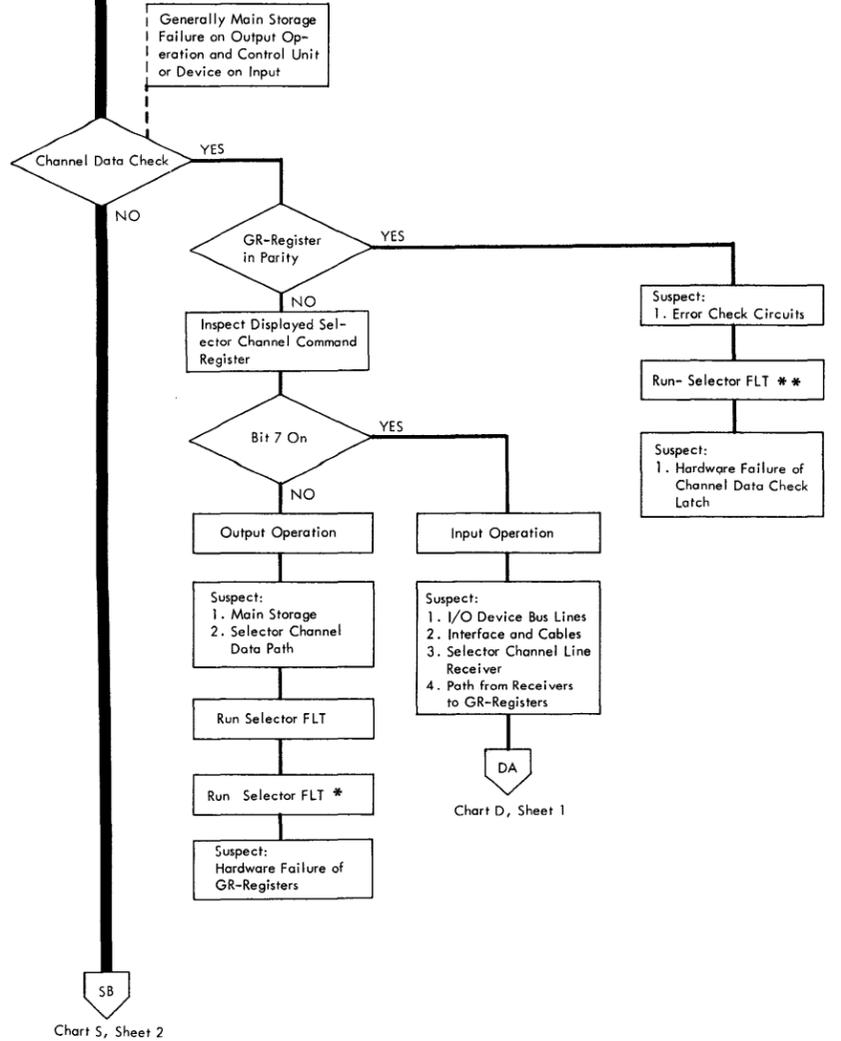
Unit Description	Symptom or Cause	Notes and Hints	Suggested Minimum Quick Check
2540 Reader	1. Two cards feeding piggy-back through reader	Check reader throat adjustment; if near .020", this is a possibility	Run macro diagnostics 1. F821 routine 1-- (punch 27 cards) 2821 Vol 8 2. F811 routine 1-- (read same 27 cards) 2821 Vol 8
	2. Interface or 2821 failure causing data record to be cut short		
	3. Any error check circuit not functioning would fail to catch input errors	Running cards with one set of brushes removed will check one possibility	
	4. Multiple pick or drop in reader buffer		
	5. Cards way off registration	Very remote	
2540 Punch	1. Failure to give dummy write to punch at end of job allows one card to be left in punch. This card is not checked when nonprocess runout key is pressed	Check program for proper punch end procedure	Same as 2540 Reader
	2. Using EOF key on other than PFR can cause a missing record when cards are allowed to run out, new ones placed in hopper, and job continued	Use EOF on PFR operations only	
	3. Punch check circuit failure in conjunction with valid punch check	1. Lift punch brushes, check for errors when punched cards are fed 2. Check the PCH BRUSH CL DELAY INT signal	
	4. See No. 2 on reader		
	5. Punch buffer pick or drop of even bits		
2841/2311 Files	1. Intermittently missing data or receiving no-record-found	Head alignment problems can cause this. But if adjustment is made beware of causing new problems while trying to read packs written before adjustment	1. Run the 2841 nonresident micro test--read/write 100 address marks. 2. Run the 2841 macro test 602 (MDP Vol A02) 3. Run the 2841 interchangeability macro test 613 (MDP Vol A01)
	2. Missing records resulting in no-record-found	1. Have customer temporarily add a patch to his program to do a read-back check after every file-write command 2. Suggested programming procedure after no-record-found a. Read home address to ensure correct cylinder b. If not correct cylinder, a recalibrate command should be issued c. If correct cylinder, retry the original record at least 10 times Note: STEP C may have to be patched in some operating systems 3. Address marker detection circuit failure	
	3. Missing or short-length records with no indications	1. Run 2841 in check-stop mode to ensure that all detected errors are caught and handled 2. Address marker detection circuit failure and the program is not checking record identification 3. 2841 metering-in line is not forcing CPU metering-out when the CPU is stopped and the file command is still being executed. Check -0 channel to meter line on ALD KU011	
	4. 1400-compatibility count fields and data fields located on the wrong cylinder.	The compare-disable bit 1400 AUX storage B UCW (XX10) bit 0 was possibly on when data records were written. This bit should be on only during the original 1400 formatting of the disk	

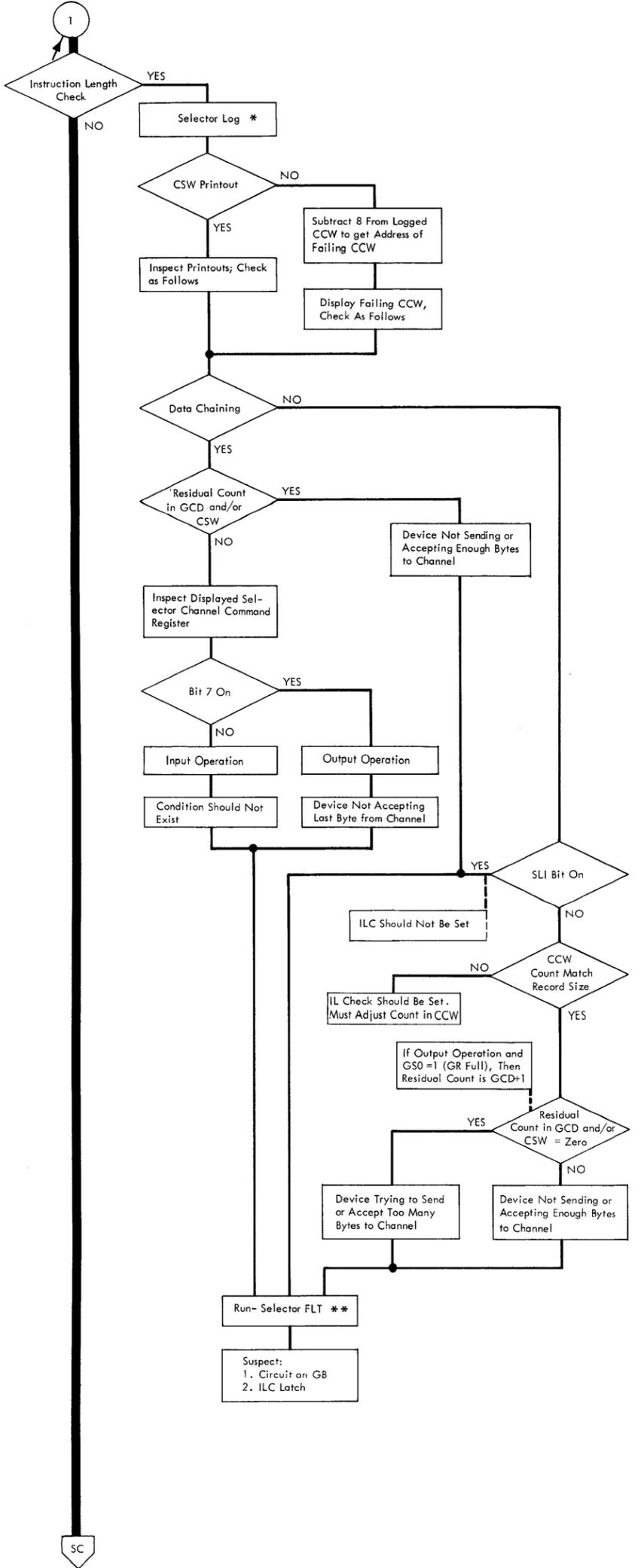
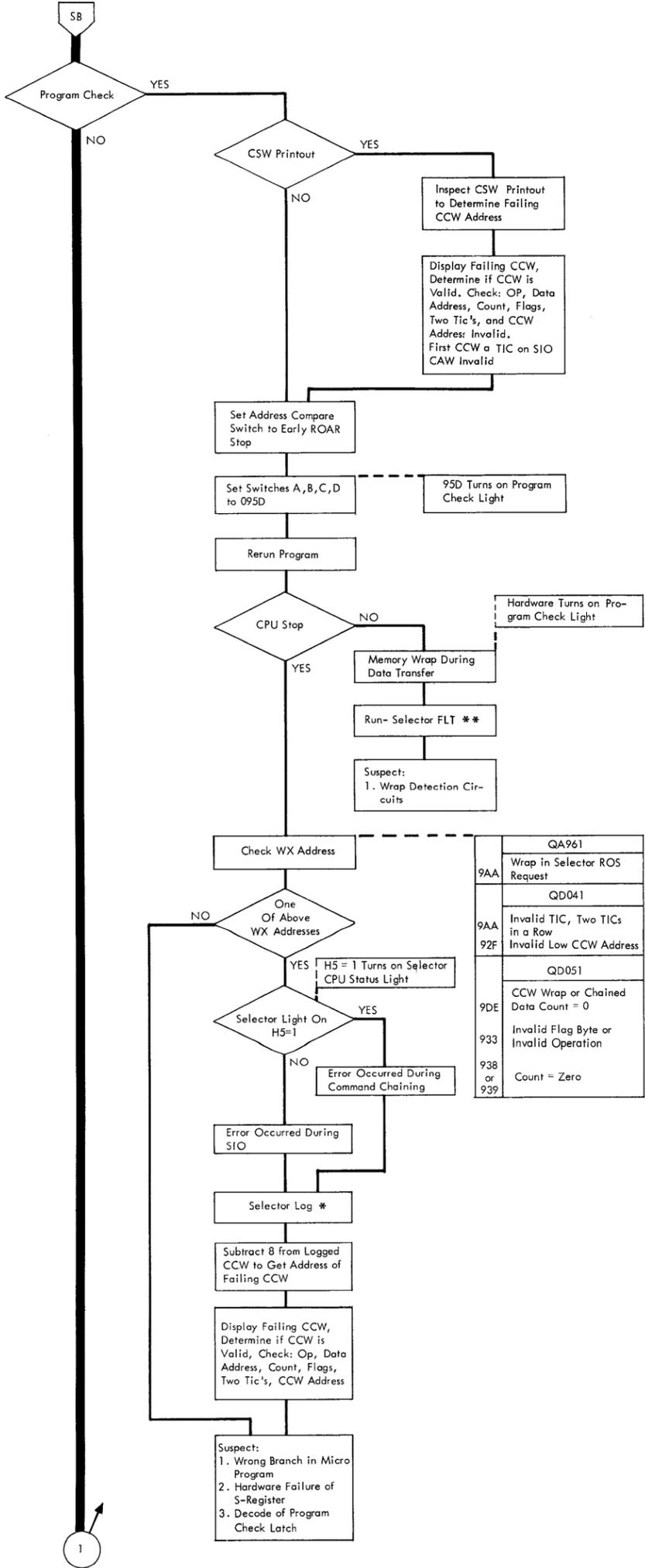
SELECTOR CHANNEL	
* SELECTOR LOG DATA	** SELECTOR CHANNEL FLT
1. GUV - Data Address	Channel 1 - 3447 Vol. 41
2. GCD - Count	Channel 2 - 344A Vol. 41
3. GS - Status, Control, Error Conditions	
4. GT - Inbound Tags, Control Information	
5. Next CCW Address from Local Storage - Channel 1 - 8E - 8F Channel 2 - AE - AF	

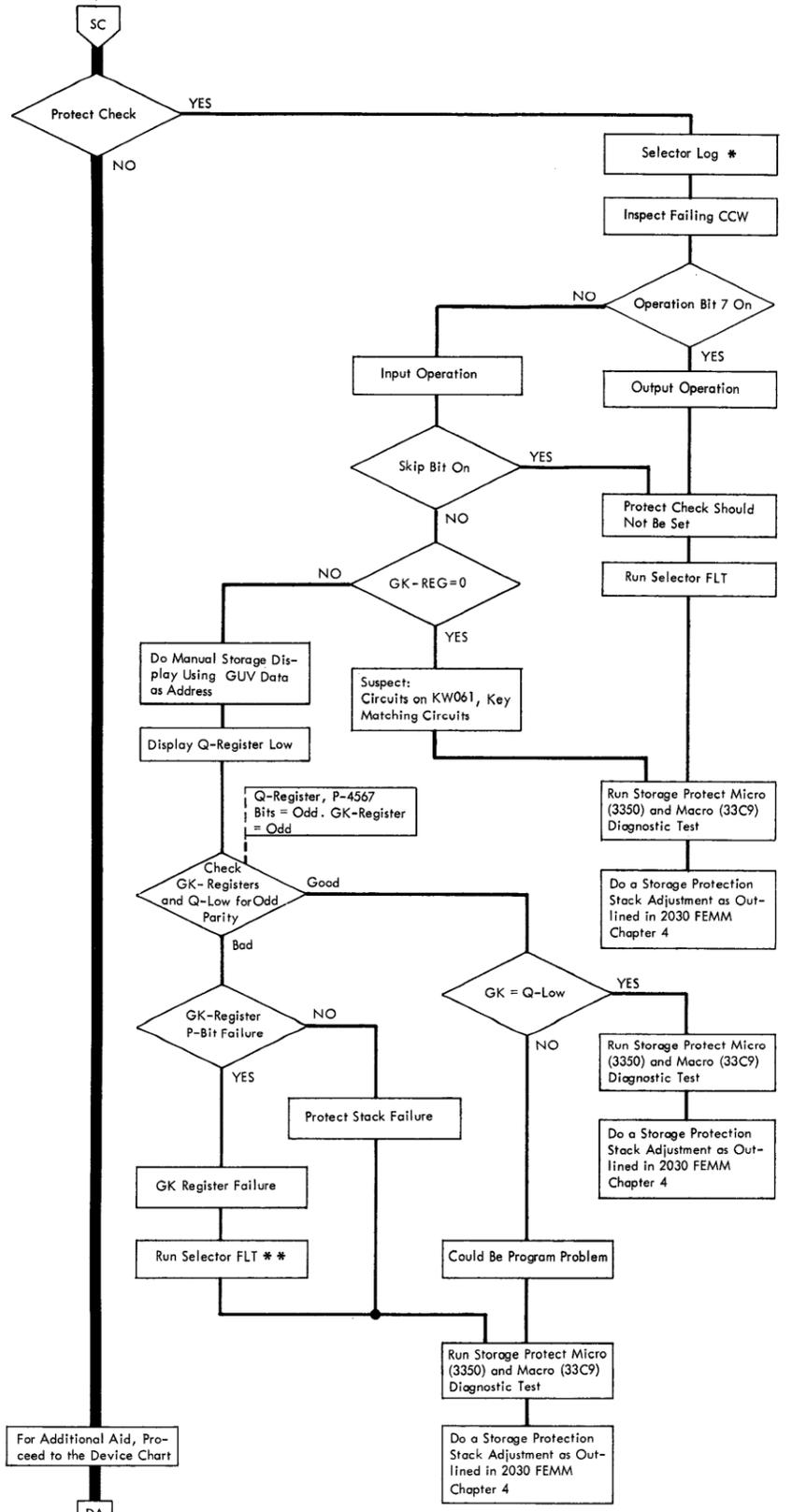
Index	Chart	ASSUMPTIONS
SA	Chart I, Sheet 1	Assumptions:
	Chart W, Sheet 1	1. Lamp Test OK
	Chart W, Sheet 1	2. Console Logged
	Chart W, Sheet 2	3. Channel 1 Failure (If Channel 2, Replace G with H)

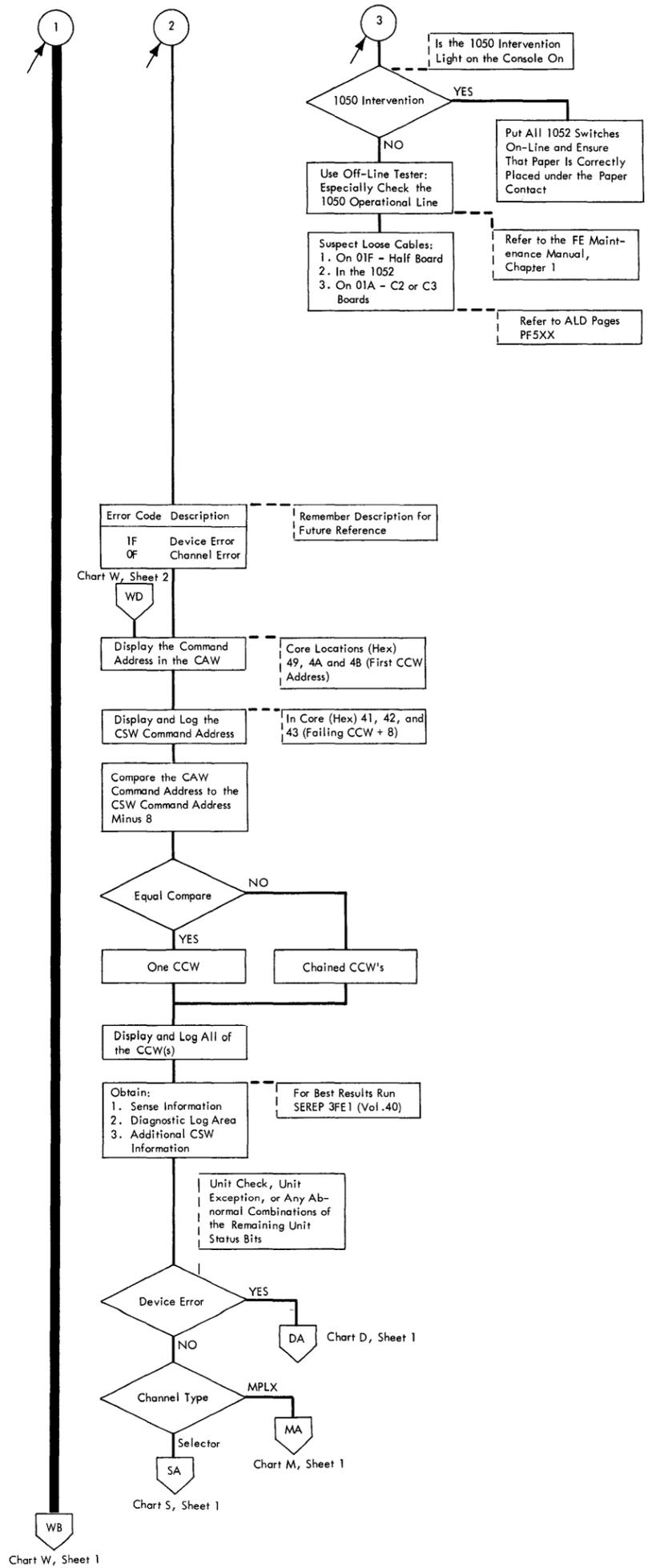
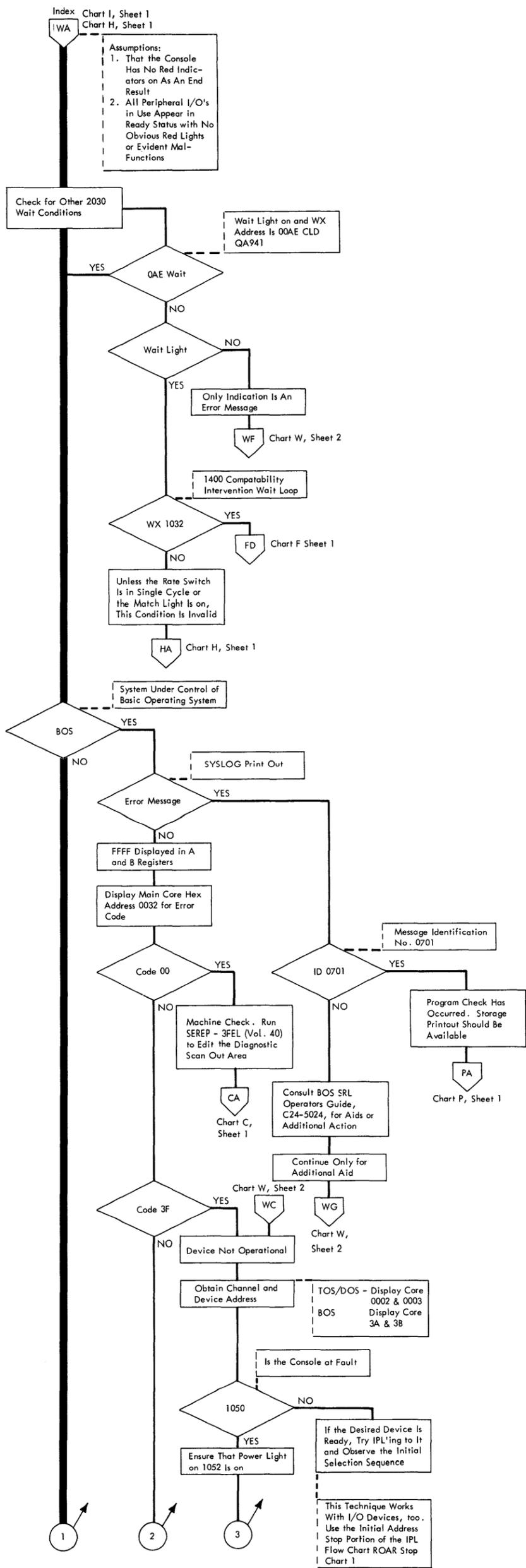


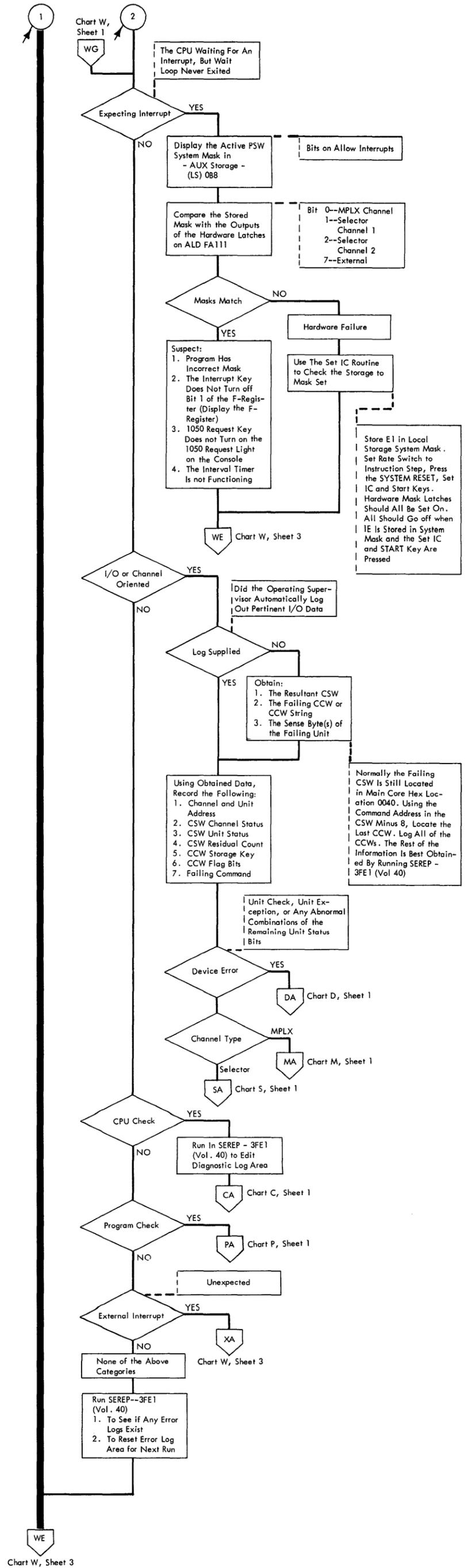
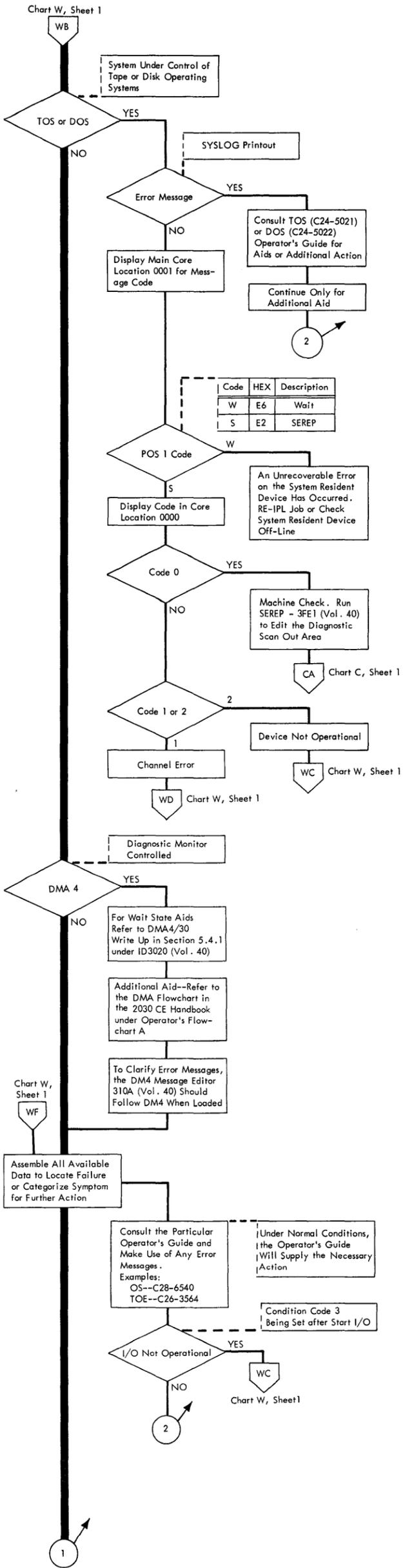
Hex No	Meaning or Condition
10	Poll Control Timeout SIO, TIO, HIO
20	Queue Status Timeout SIO, TIO, HIO
30	No Address-In, Status-In, or Select-In (CC or Initial Select SIO, TIO, HIO)
40	Address Mismatch (SIO, TIO, HIO, or Command Chain)
50	No Status-In or Initial Select (SIO, TIO, HIO, or Command Chaining)
60	Bad Address or Status Byte on Initial Select (SIO, TIO, HIO, or Command Chaining Status-In Timeout on Initial Select (TIO))
70	Status-In Timeout on Command Chaining
80	Select-In on Command Chaining Re-selection
90	Control Unit Busy on Command Chaining
A0	Address Mismatch on TIO or Halt IO
B0	Status-In or Operation-In Cannot Be Reset on CSW Store
C0	Poll Control Cannot Be Set on HIO
E0	Operation-In Cannot Be Reset on HIO
F0	Operation-In Cannot Be Reset on HIO

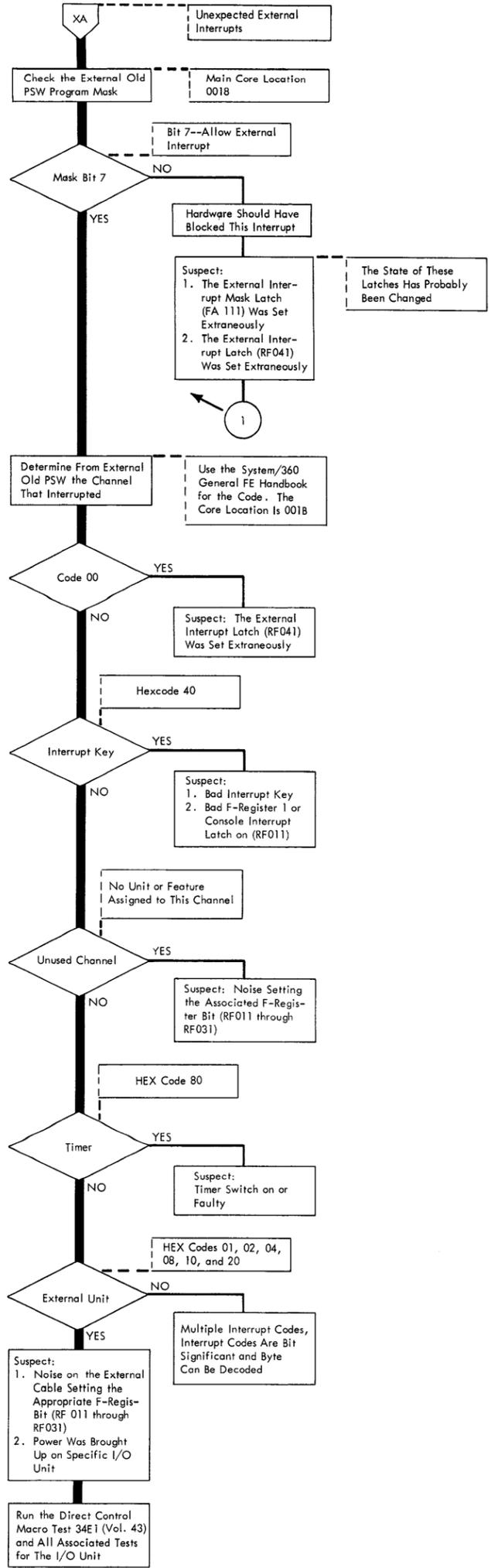
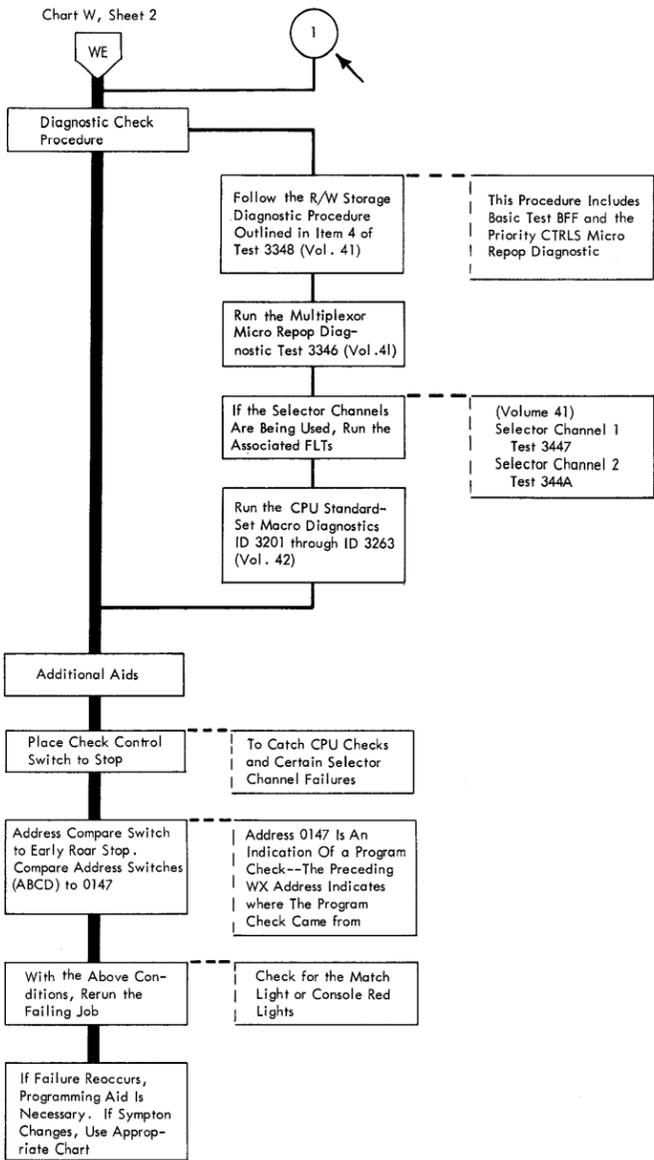












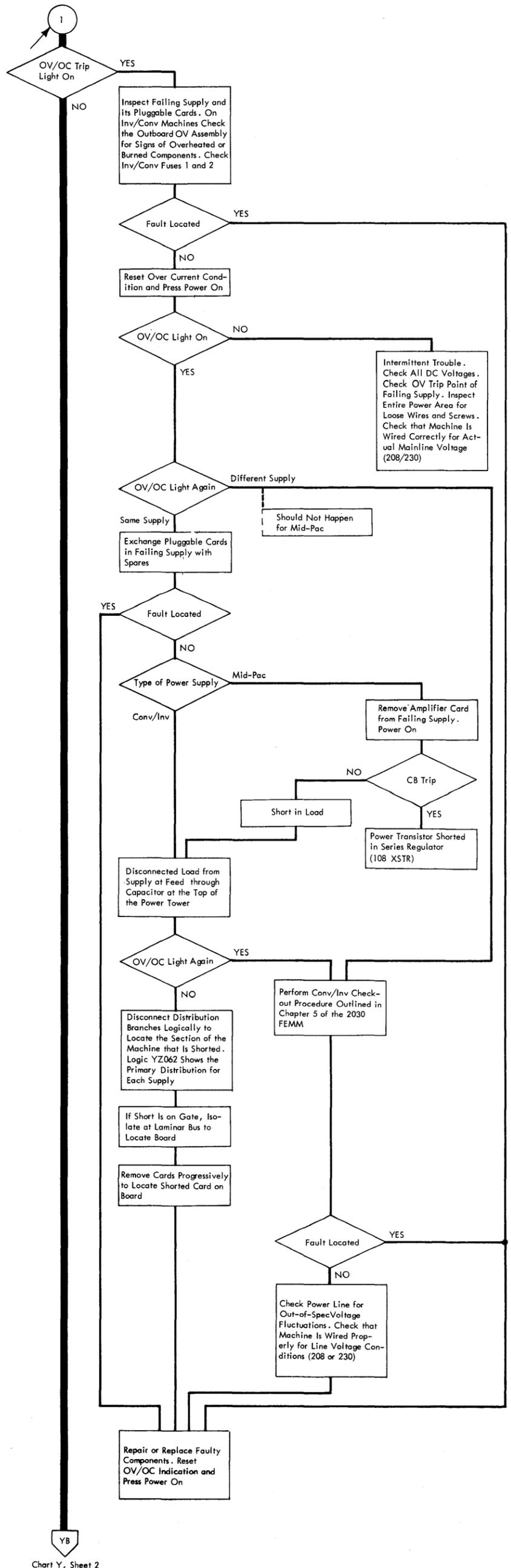
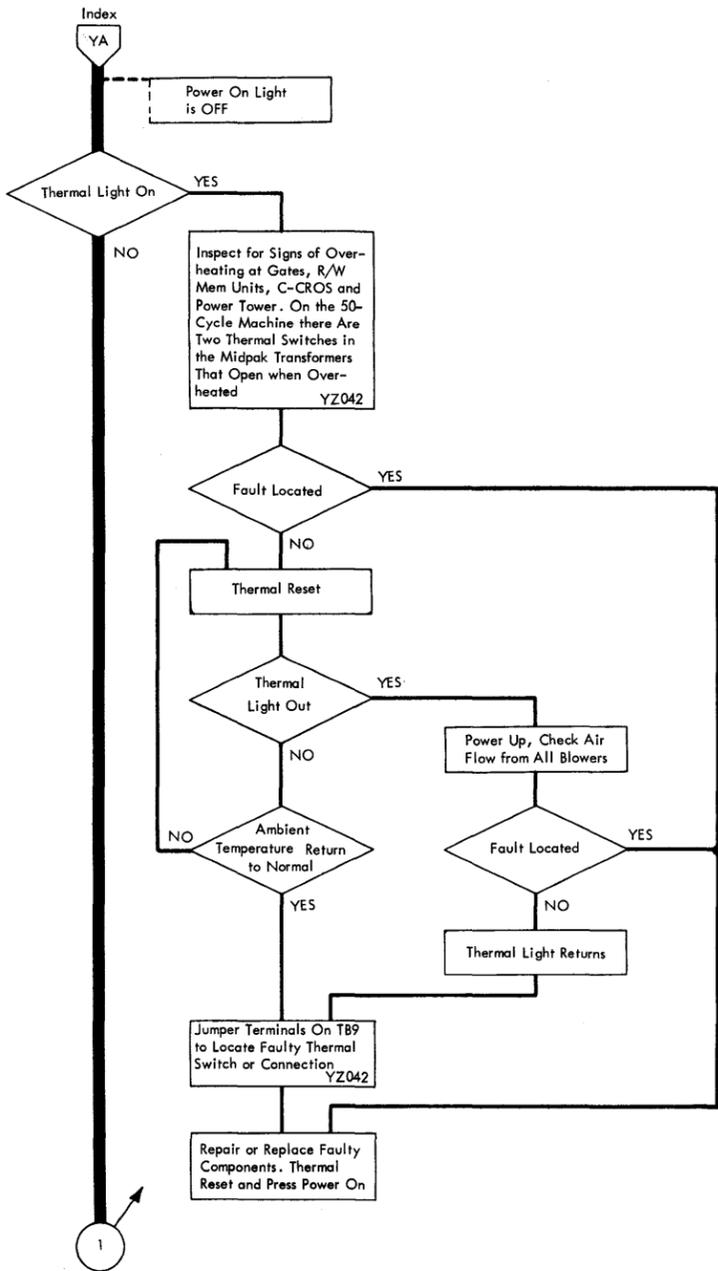
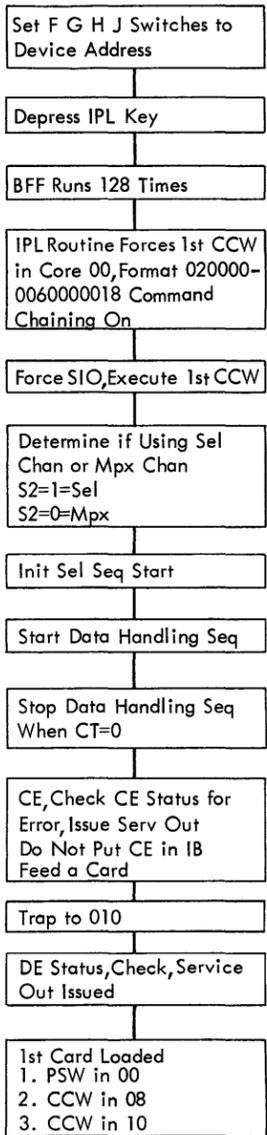
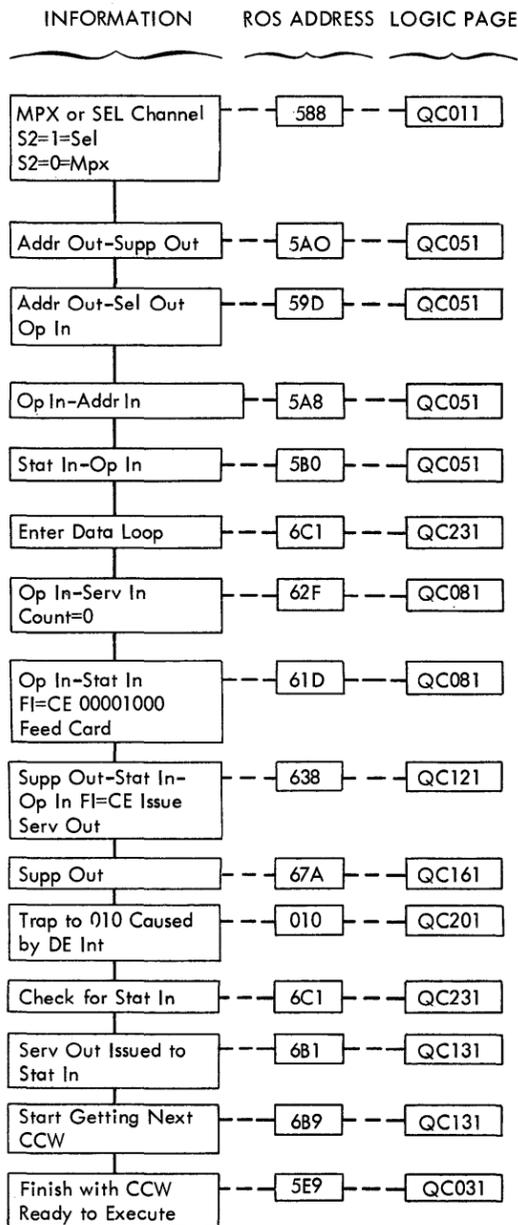


Chart Y, Sheet 2

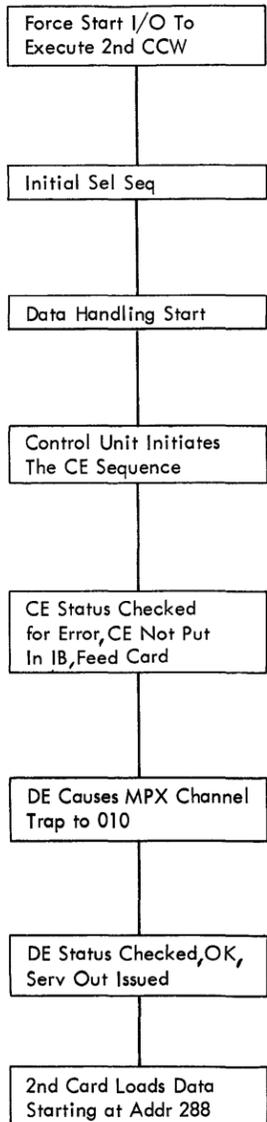
OVERALL SEQUENCE FOR 1st CARD



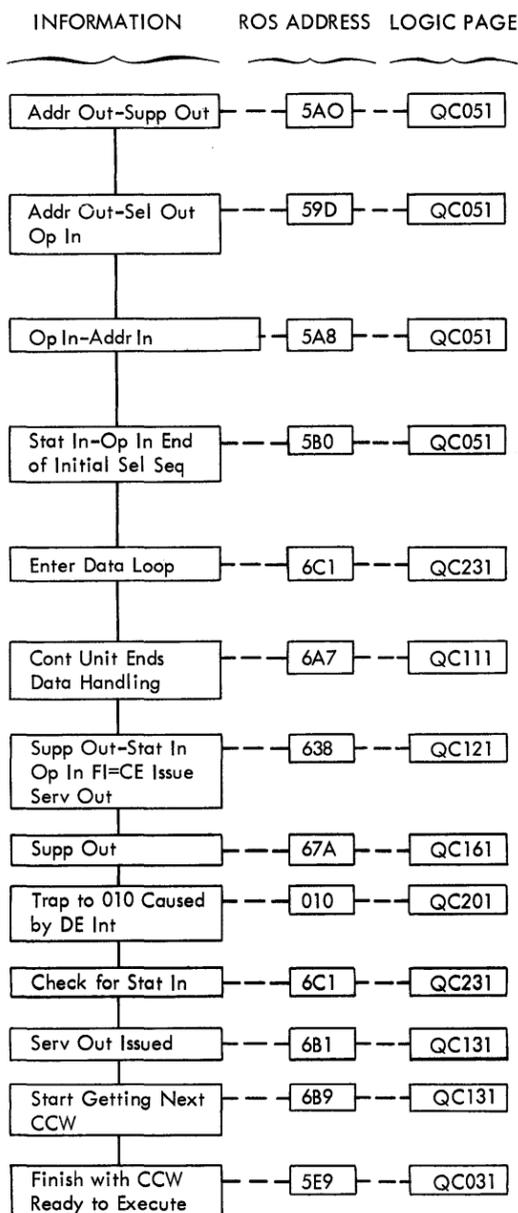
DETAILED SEQUENCE FOR 1st CARD



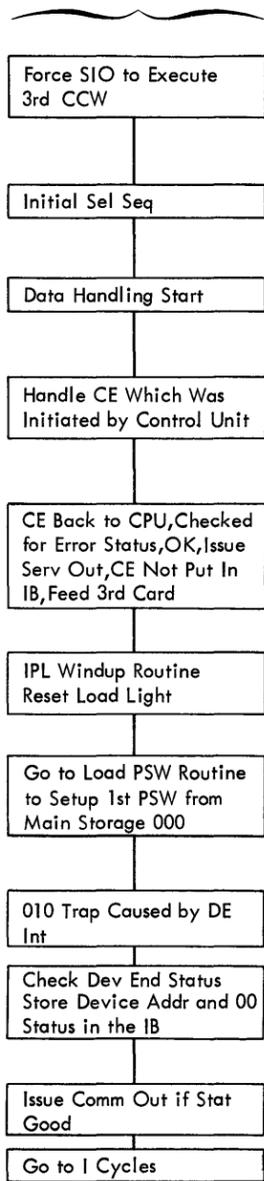
OVERALL SEQUENCE FOR DATA FLOW 2nd CARD



DETAILED SEQUENCE FOR 2nd CARD



OVERALL SEQUENCE FOR 3rd CARD



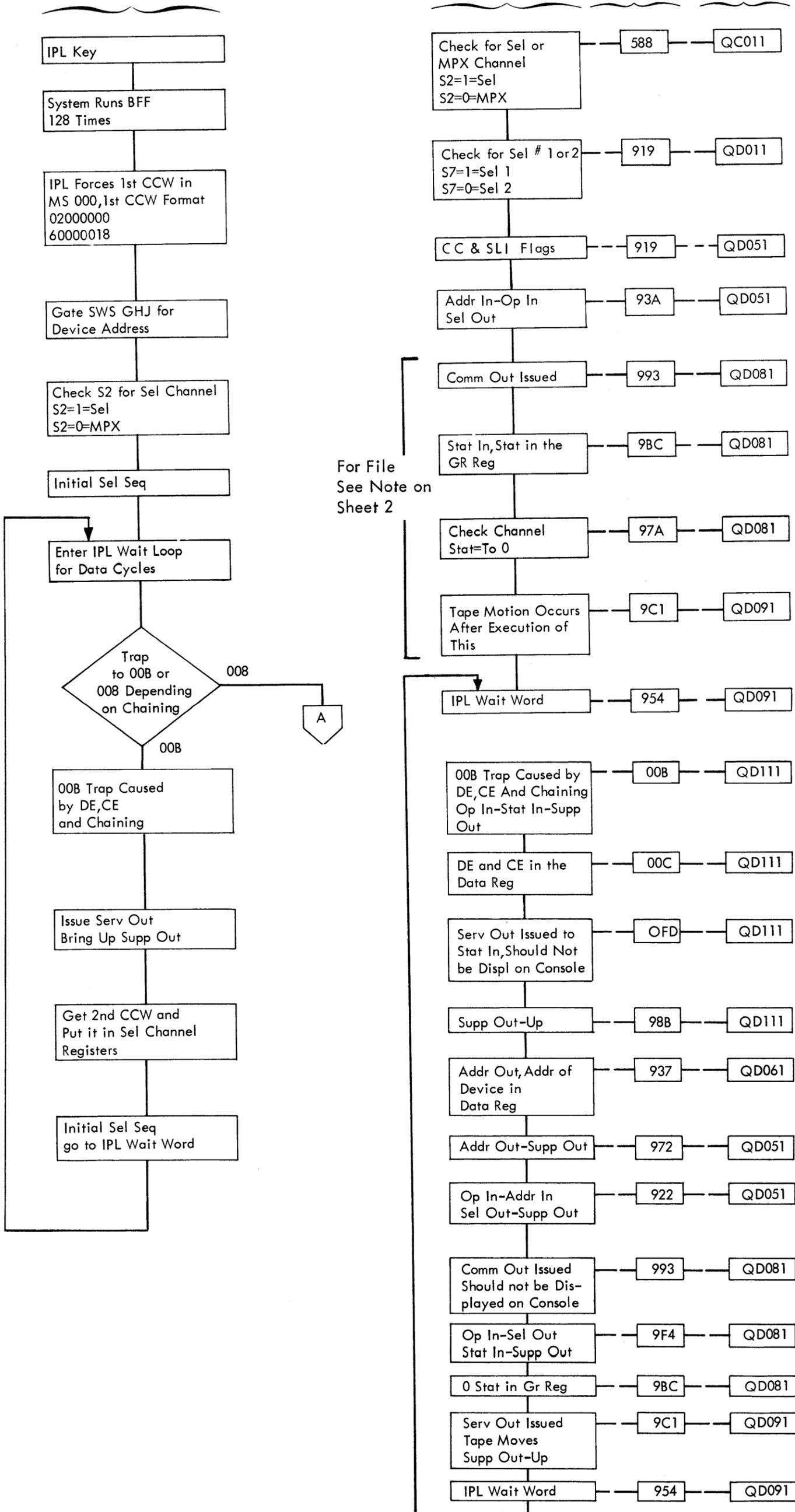
DETAILED SEQUENCE FOR 3rd CARD

INFORMATION	ROS ADDRESS	LOGIC PAGE
Addr Out-Supp Out	5A0	QC051
Addr Out-Sel Out Op In	59D	QC051
Op In-Addr In	5A8	QC051
Stat In-Op In, End of Initial Sel Seq	5B0	QC051
Enter Data Loop	6C1	QC231
Control Unit End Initiates CE Status Prepare for IPL Windup	647	QC121
Reset Load Light	6FE	QC351
Enter LPSW Rtne	0377	QA921
I Cycle Start	109	QA001
DE Stat Causes Trap to 010	010	QC201
Load IB with Dev Addr	63D	QC121
Load IB with 00 Stat	640	QC121
Issue Comm Out to Stat In	64D	QC121
Restore CPU	6D9	QC311
Restore WX Reg	67F	QC311

OVER-ALL SEQUENCE

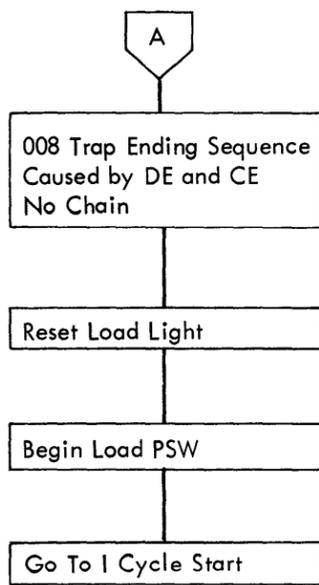
DETAILED SEQUENCE

INFORMATION ROS ADDRESS LOGIC PAGE

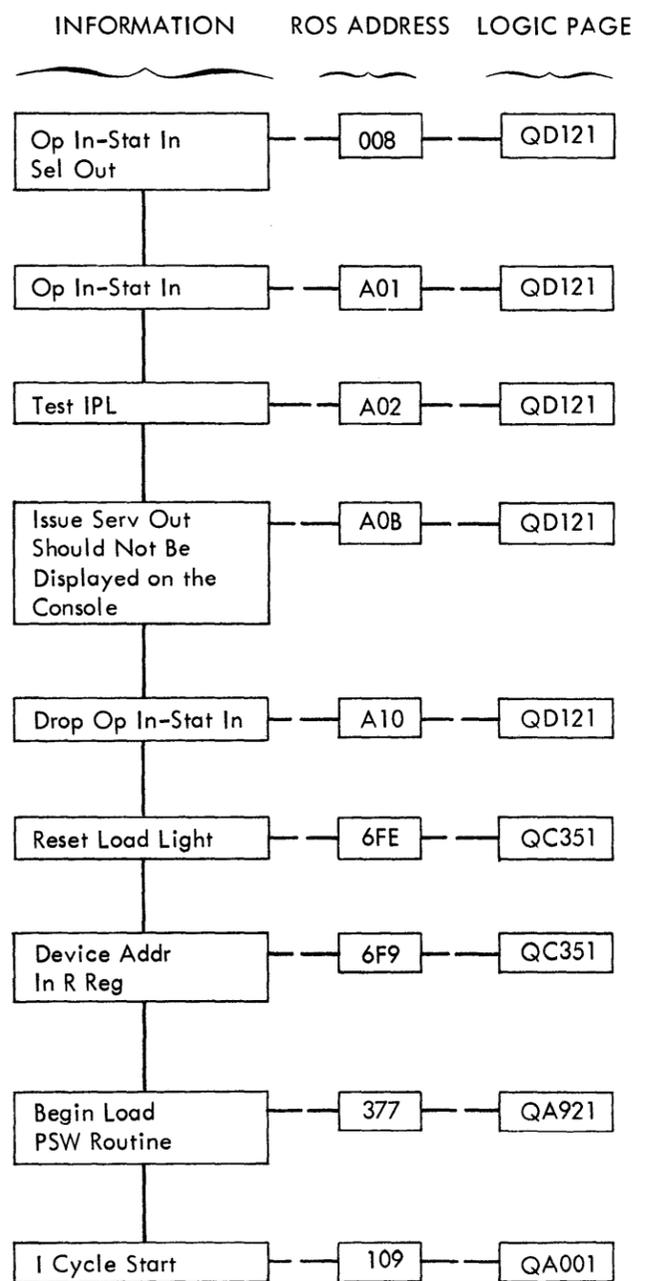


SELECTOR CHANNEL - TAPE & FILE IPL

OVER-ALL SEQUENCE



DETAILED SEQUENCE



NOTE:

1. File Control Unit Decodes the 02 as a Read IPL
2. Control Unit Causes a Seek to Cylinder Zero
3. Selects Head Zero
4. Search Address Mark on Record One
5. Reads Record One Data Field (24 Byte Loader)
6. Present Ending Status
7. Channel takes an 00B Trap if Chaining is designated in the Selector Channel GF Register

I OBJECTIVE APPROACH TO CHANNELS

A. Enter the following program using the illustrated variables desired to simulate your failure. Enter the program by using either manual store or BF6.

NOTE: Clear Memory using BF8 prior to entering program.

Review of BF6 procedure:

1. System Reset
2. Set IC to 1st Address to be Altered
3. Roar Reset to BF6
4. Start
5. Set Switches HJ to Desired Character
6. Start
7. Repeat Step 5 & 6 until Data Entry is Complete
8. Set IC to 500; Depress Start

By insertion of the following instructions in front of the I/O program, we can simulate customer operation. This is accomplished by introducing a time constant prior to execution of the I/O program.

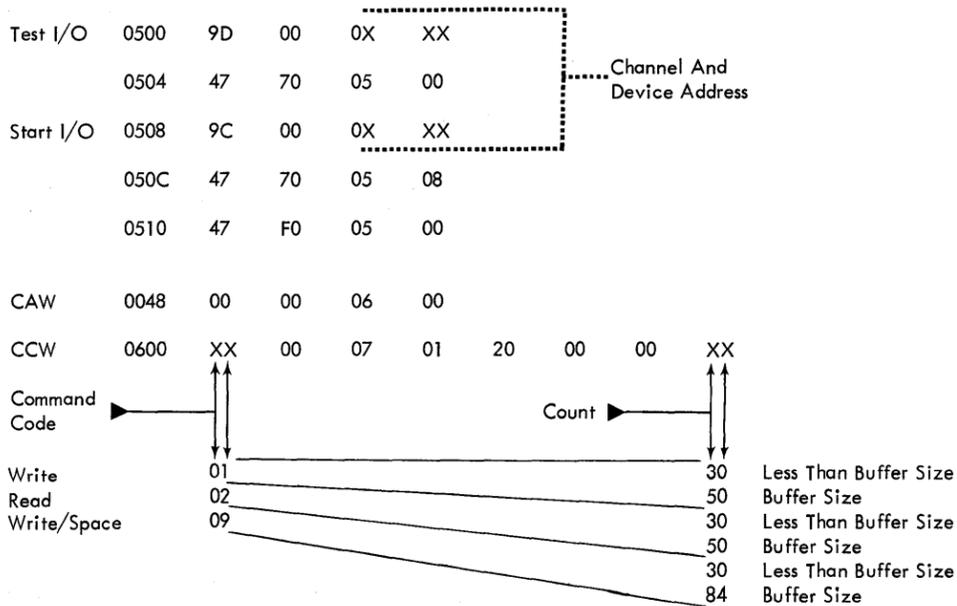
MAIN STORAGE ADDRESS

Load Reg 04F8 41 10 01 00
 Branch on Count 04FC 46 10 04 FC

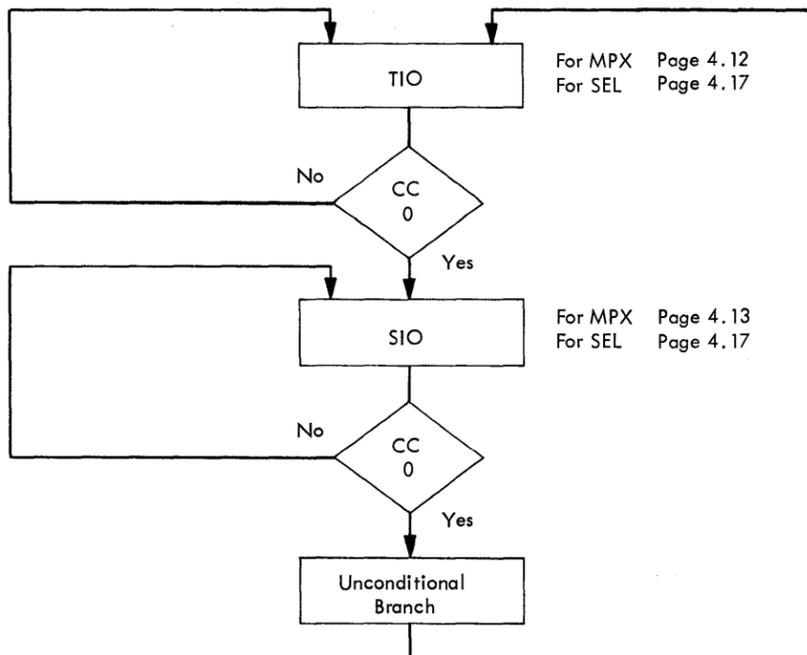
 0500 - Beginning of I/O Program

In the above example, we load register 1 with a value of Hex 100 which in turn causes the Branch on Count instruction to cycle 256 times prior to entering the I/O program. It should be noted that by changing the address in the Load Reg instruction varies the cycle time on the Branch on Count instruction.

MAIN STORAGE ADDRESS



PROGRAM FLOW IN INSTRUCTION STEP FOR SELECTOR/MPX CHANNELS



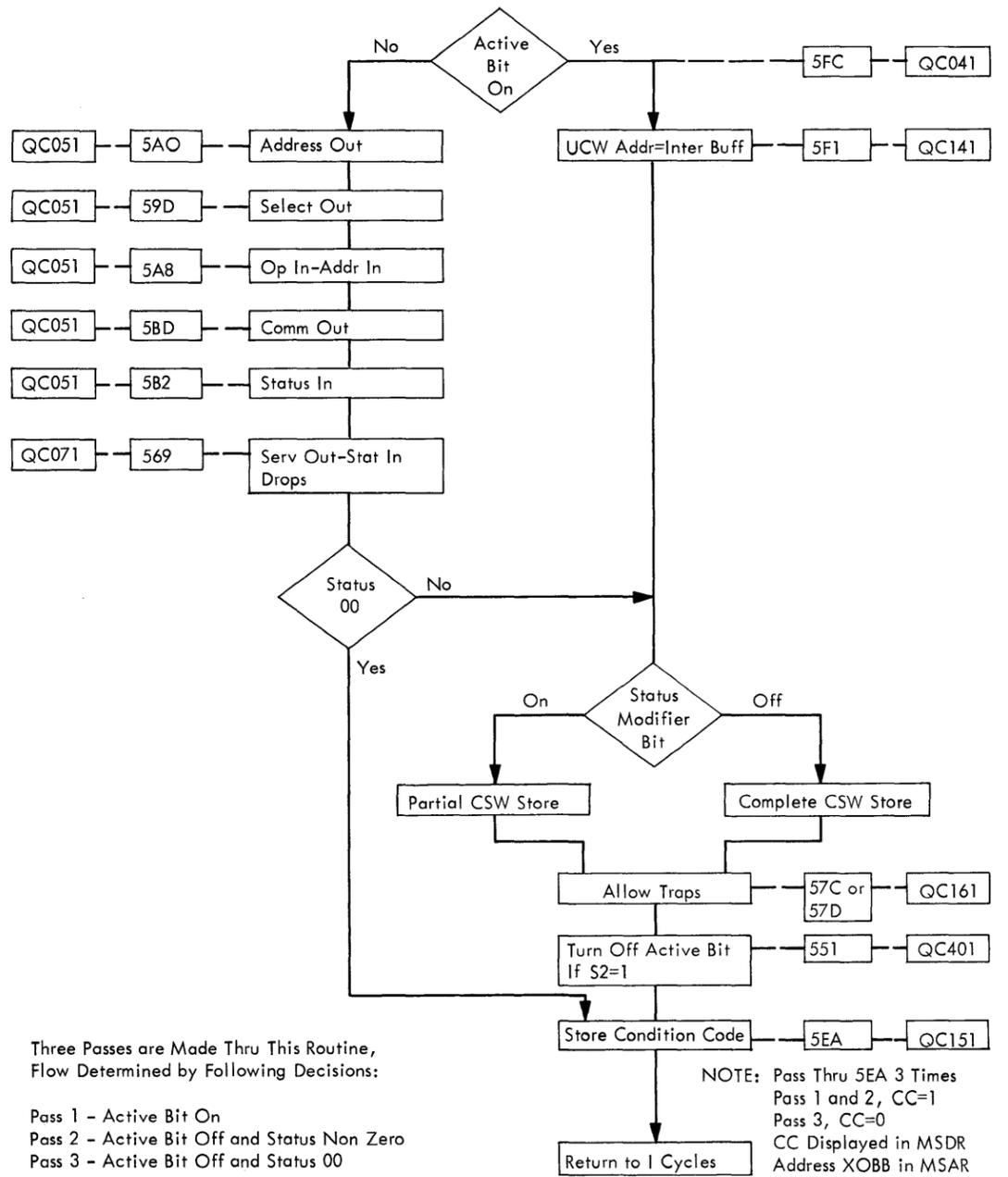
Address of Next Instruction Displayed in A & B Reg in Instruction Step.

NOTE: Initial Test I/O after System Reset has:
 CC = 0,
 IB = 00
 CSW = 00

MPX - Channel Address Trace	500	504	500	504	500	504	508	50C	510
Condition Code	1		1		0		0		
Interrupt - Buffer	00		00		00		08		
CSW - Byte 44	08	08	04	04	04	04	04	04	04
CSW - Byte 45	00	00	00	00	00	00	00	00	00

Condition Code settings shown in charts are after execution of instruction.

SEL - Channel Address Trace	500	504	500	504	508	50C	510
Condition Code	1		1		0		0
CSW - Byte 44	0C						
CSW - Byte 45	00	00	00	00	00	00	00



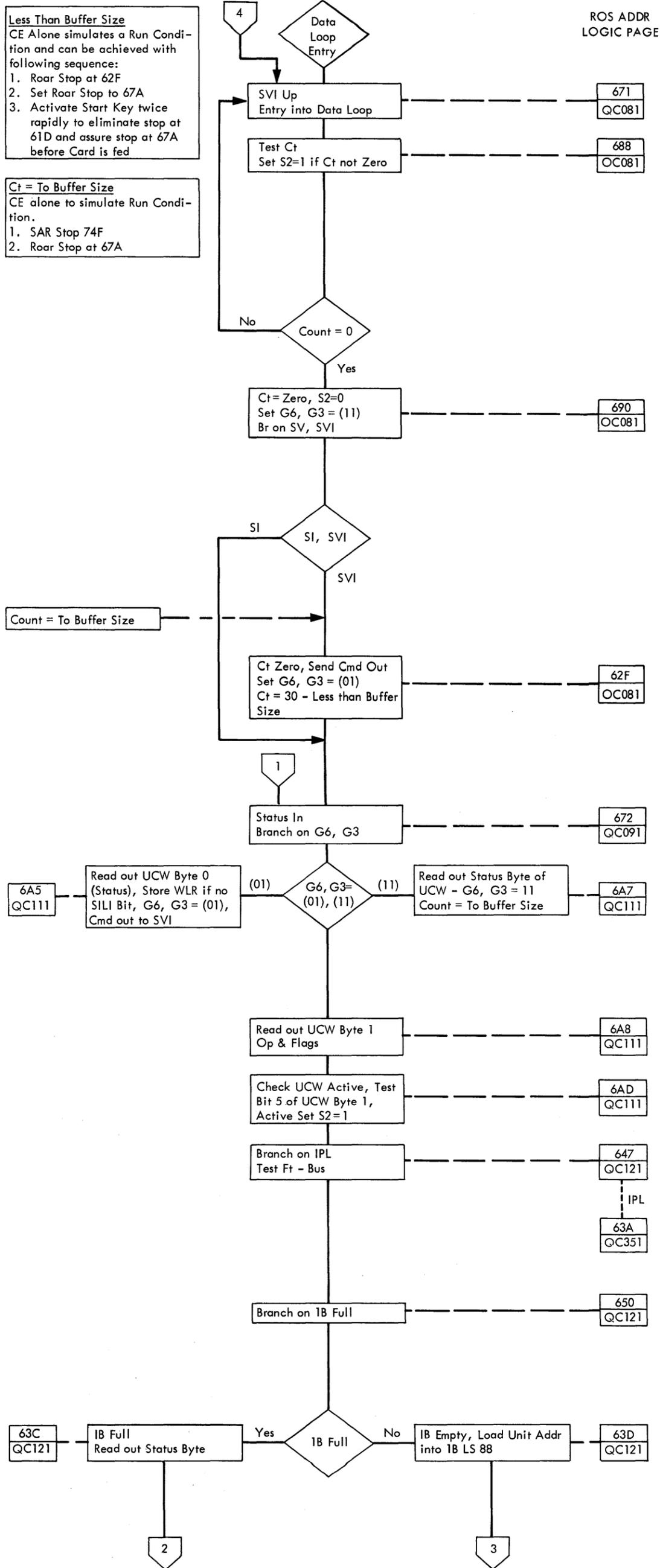
MPX - SIO INITIAL SELECTION

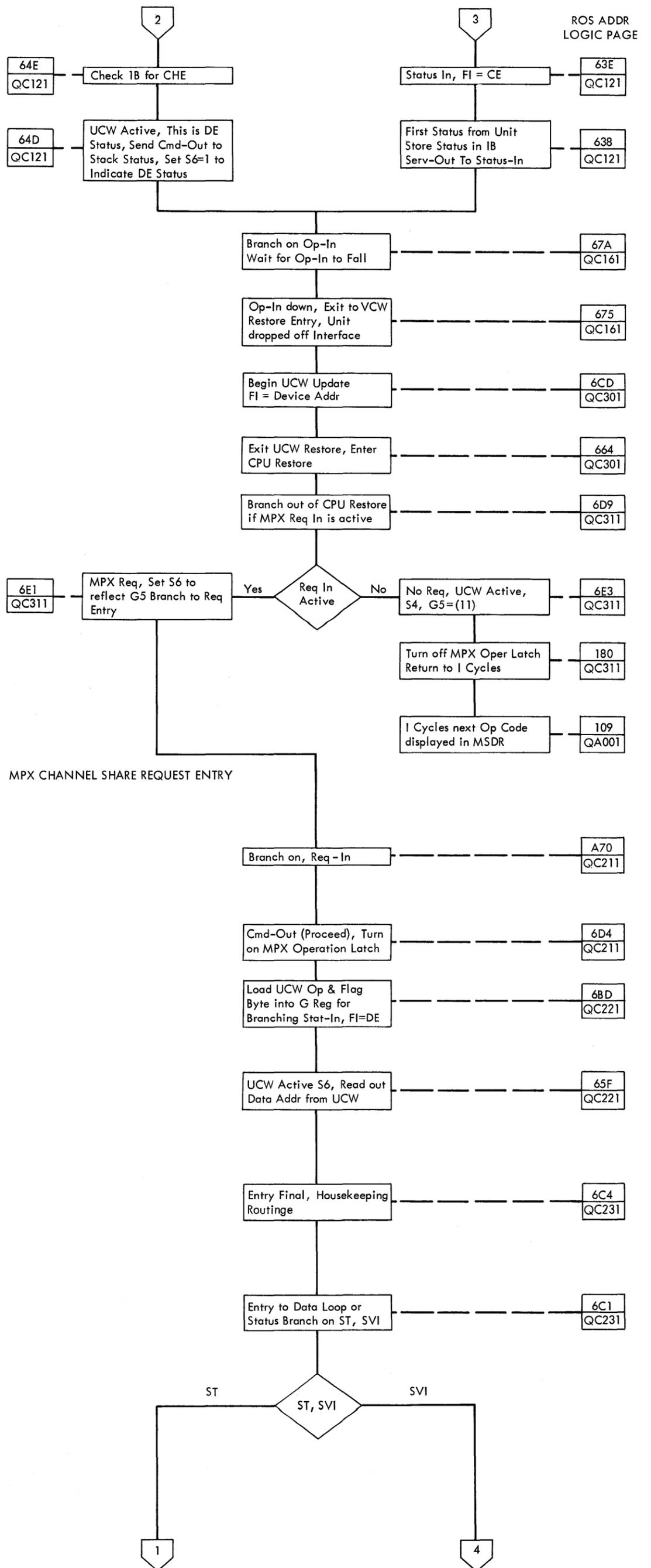
SEQUENCE	ROS ADDRESS	LOGIC PAGE
Op Out		
Addr Out	5AO	QC051
Sel Out - Add Out	59D	QC051
Op In - Addr In	5A8	QC051
Comm Out	5BD	QC051
Stat In - Op In	5B0	QC051
Serv Out	609	QC071
Data Loop Entry	6C1	QC231

Not Displayed Due to Very Short Duration Command is On Bus Out

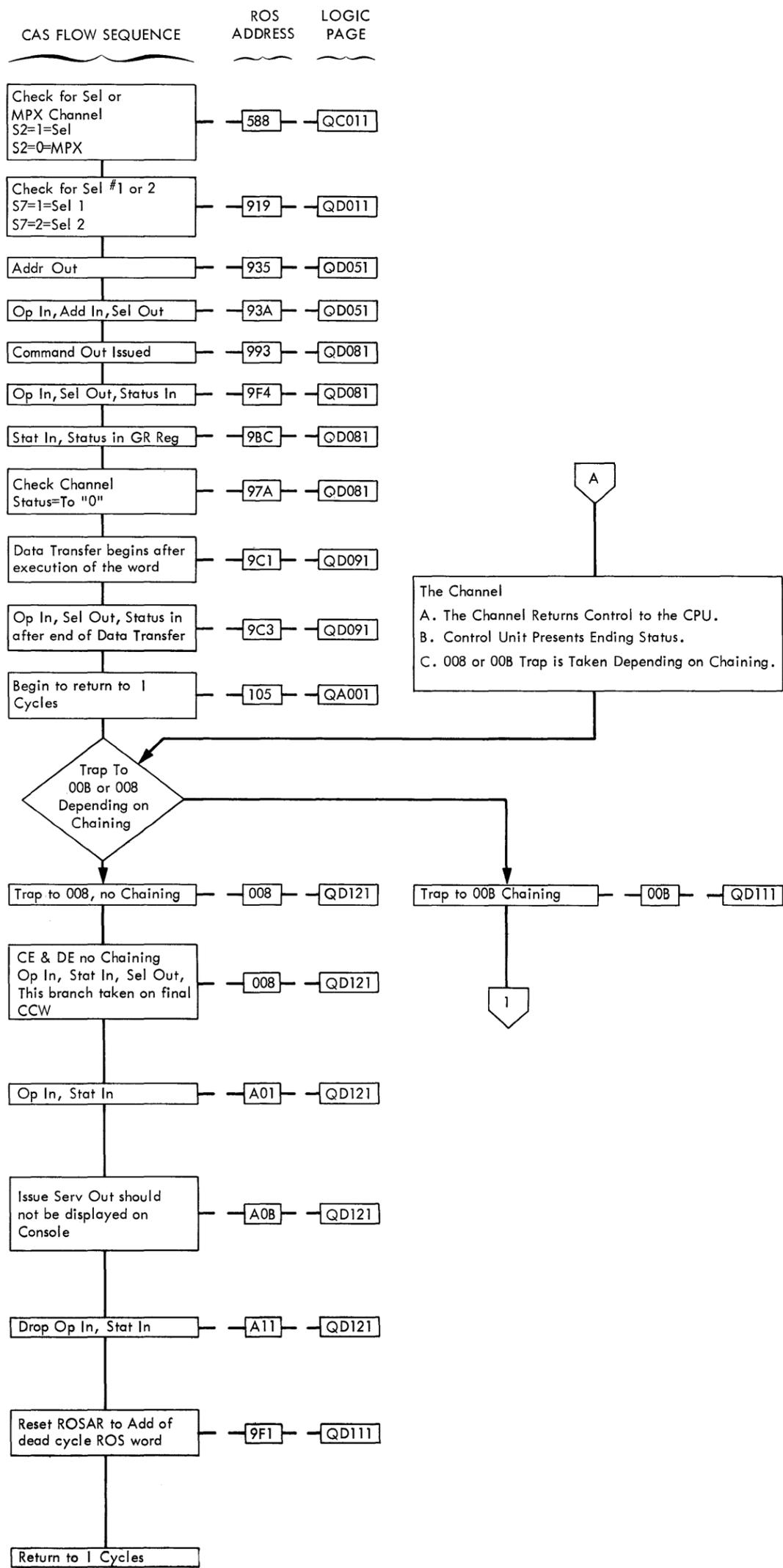
Display FI for Status Byte

Exit to Proper Routine is Dependent on the Count Fld and Mode Setting

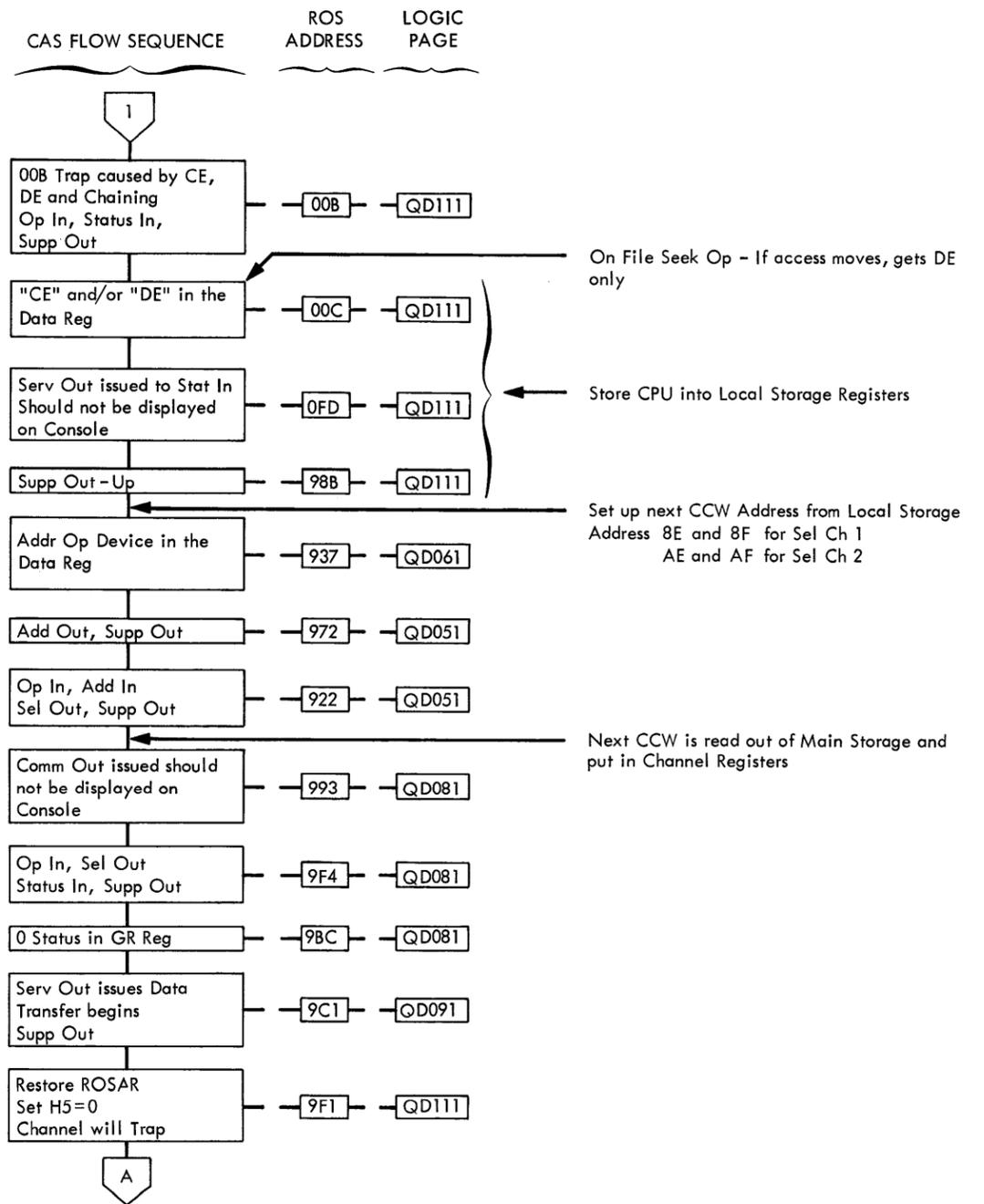




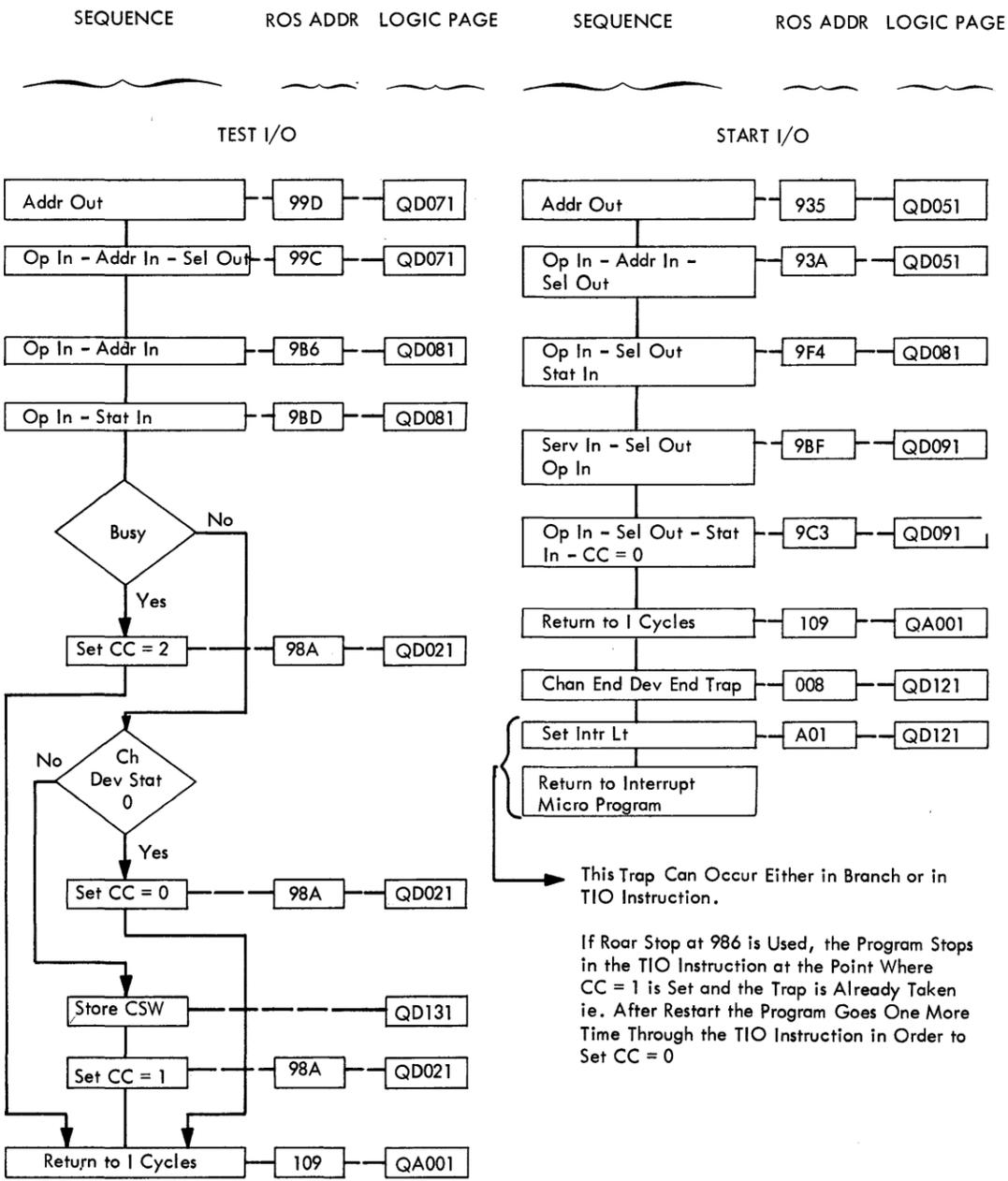
SELECTOR CHANNEL



TRAP, CHAINING ON SELECTOR CHANNEL

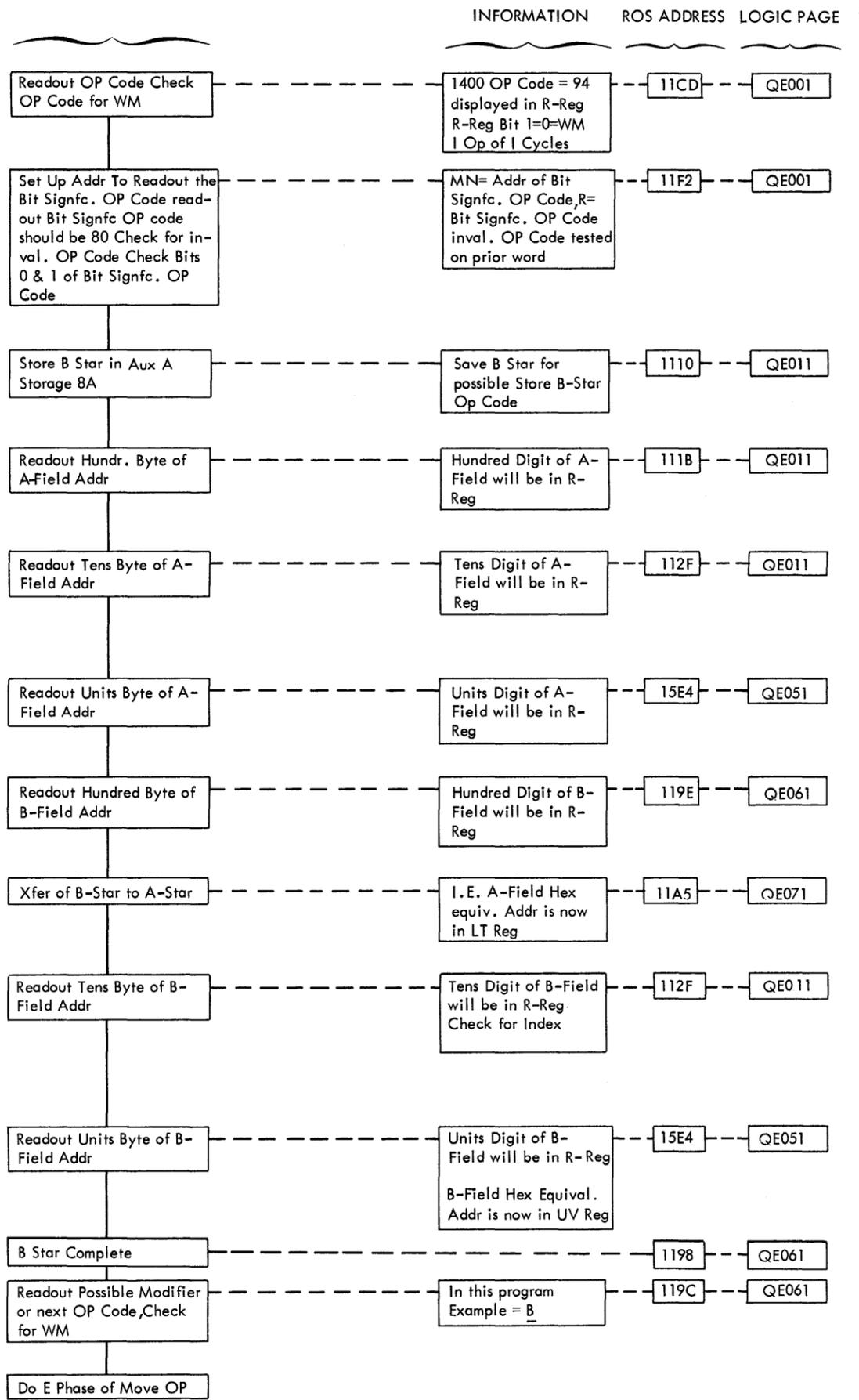


SELECTOR CHANNEL TIO AND SIO



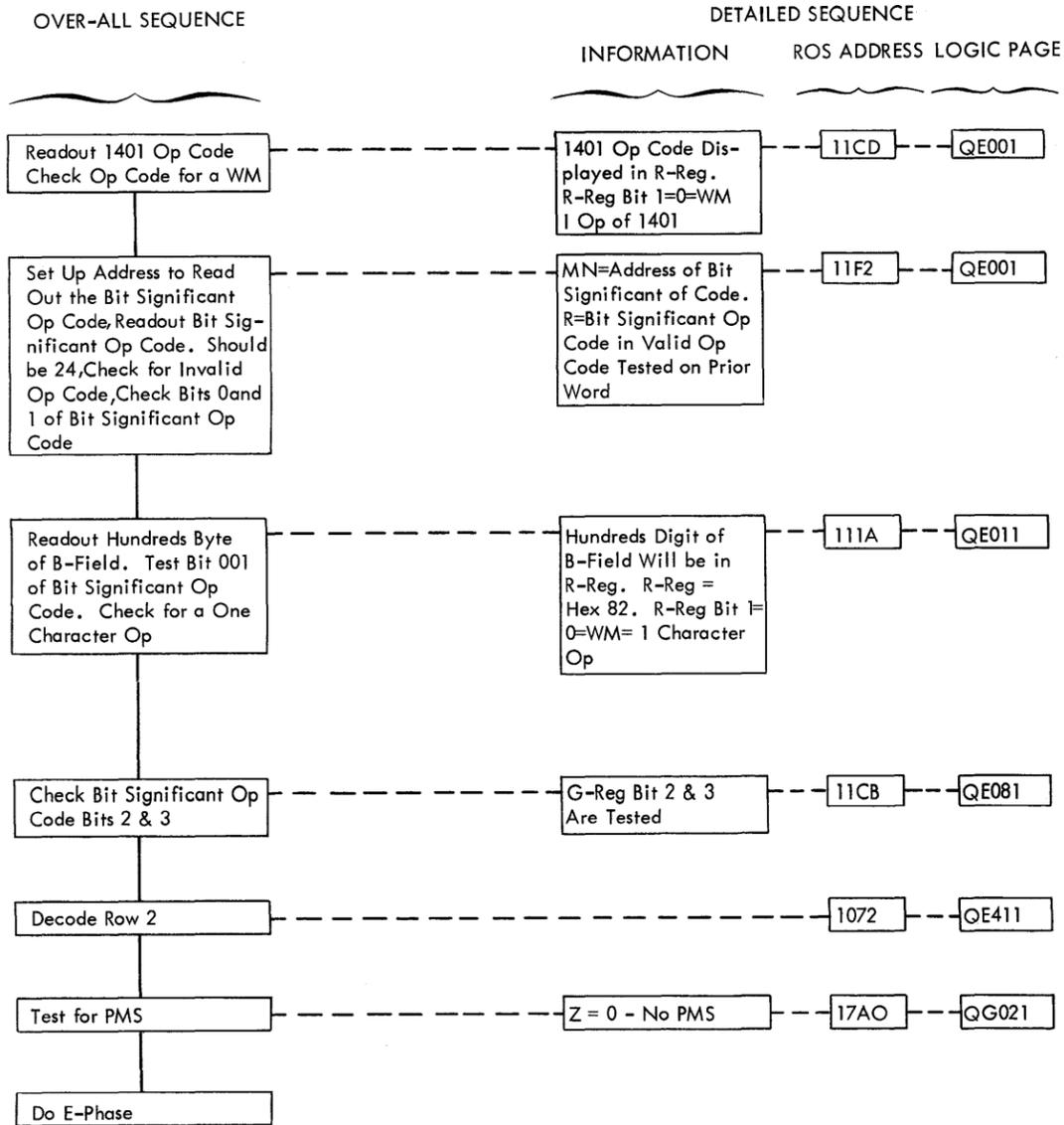
OVER-ALL SEQUENCE

DETAILED SEQUENCE



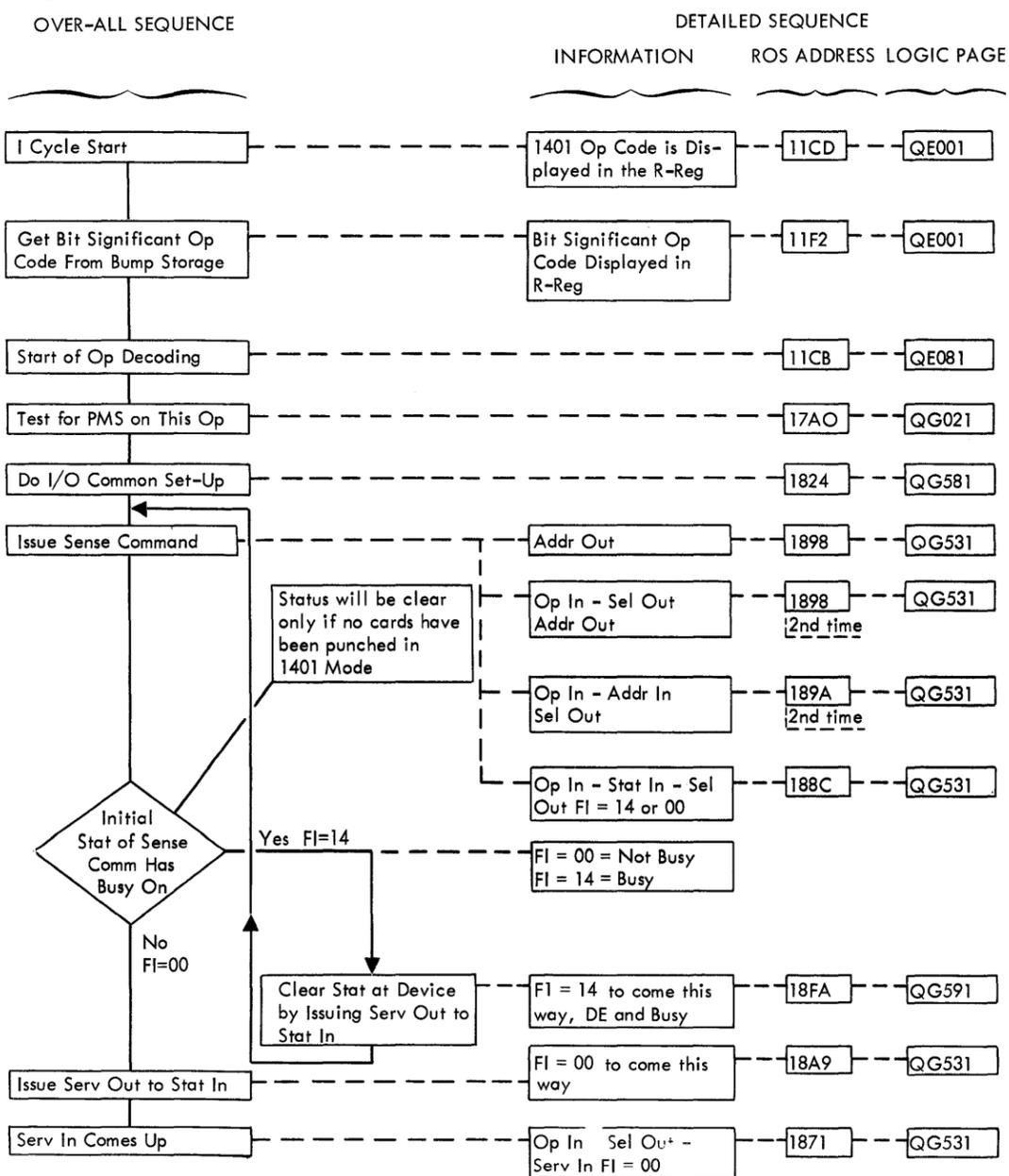
1401 COMPATIBILITY PUNCH OPERATION - 1-CYCLES FOR 4 OP

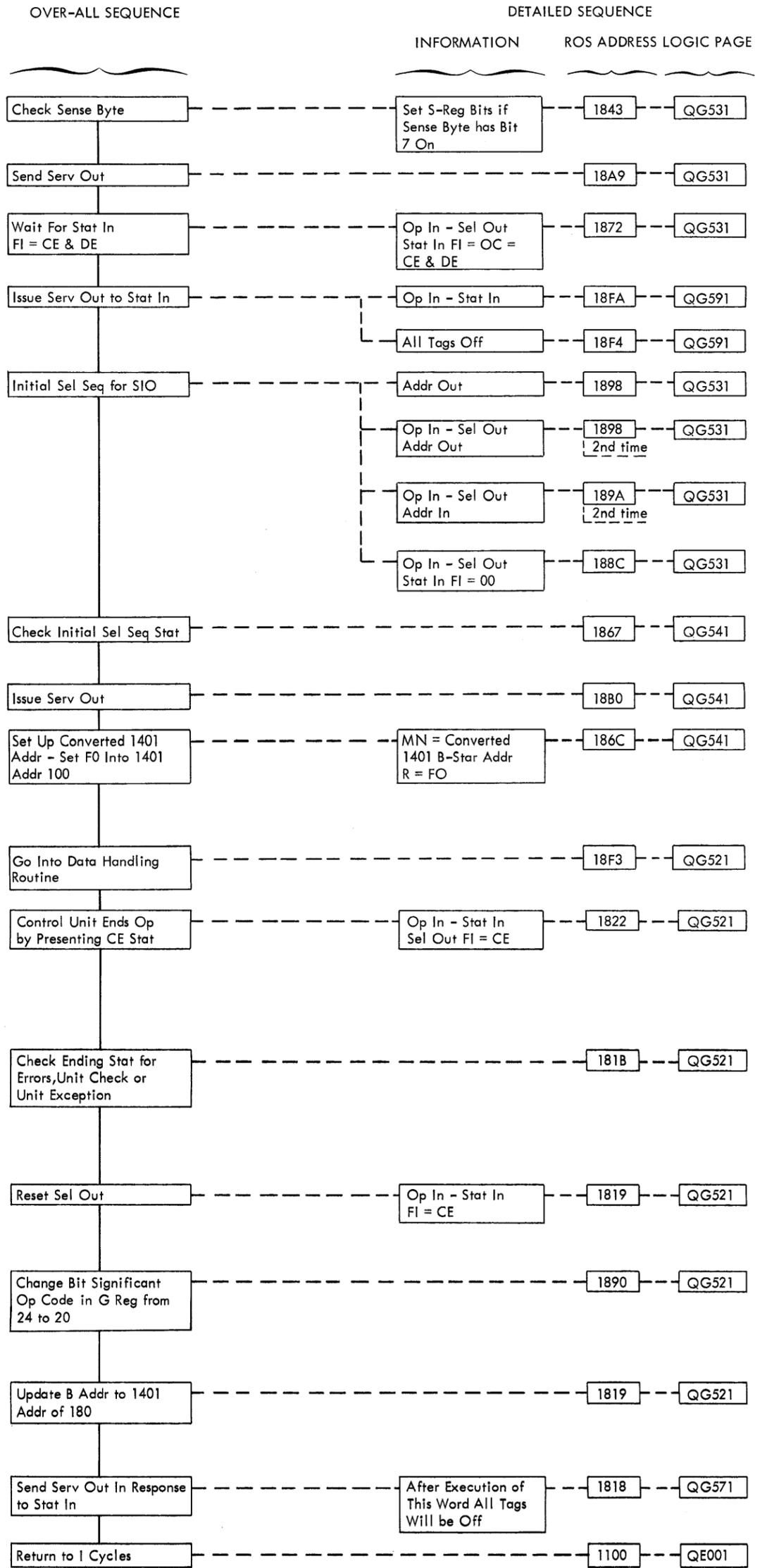
444 4
445 B 444
449 -



1401 COMPATIBILITY PUNCH OPERATION - EXECUTE

444 4
445 B 444
449 -





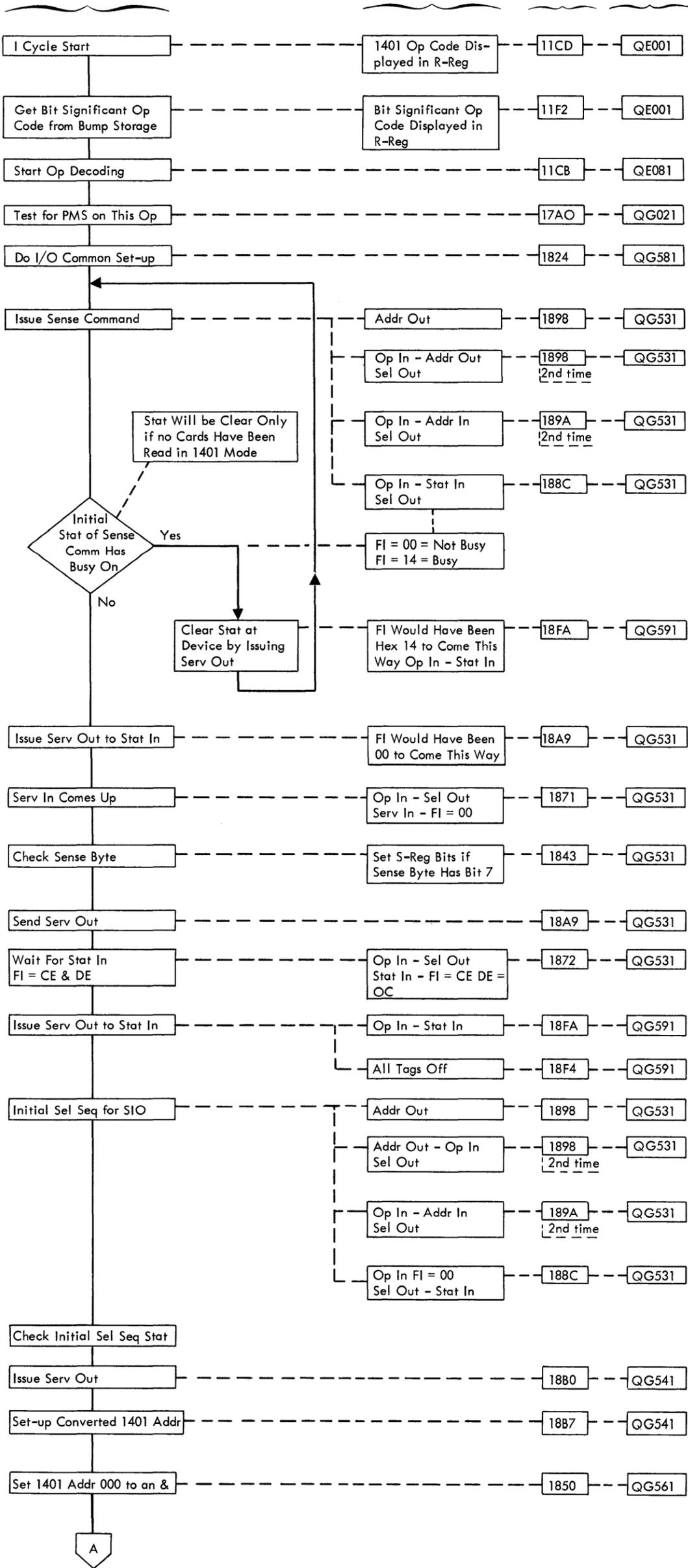
1401 COMPATIBILITY READ OPERATION

444 1
445 B 444
449 -

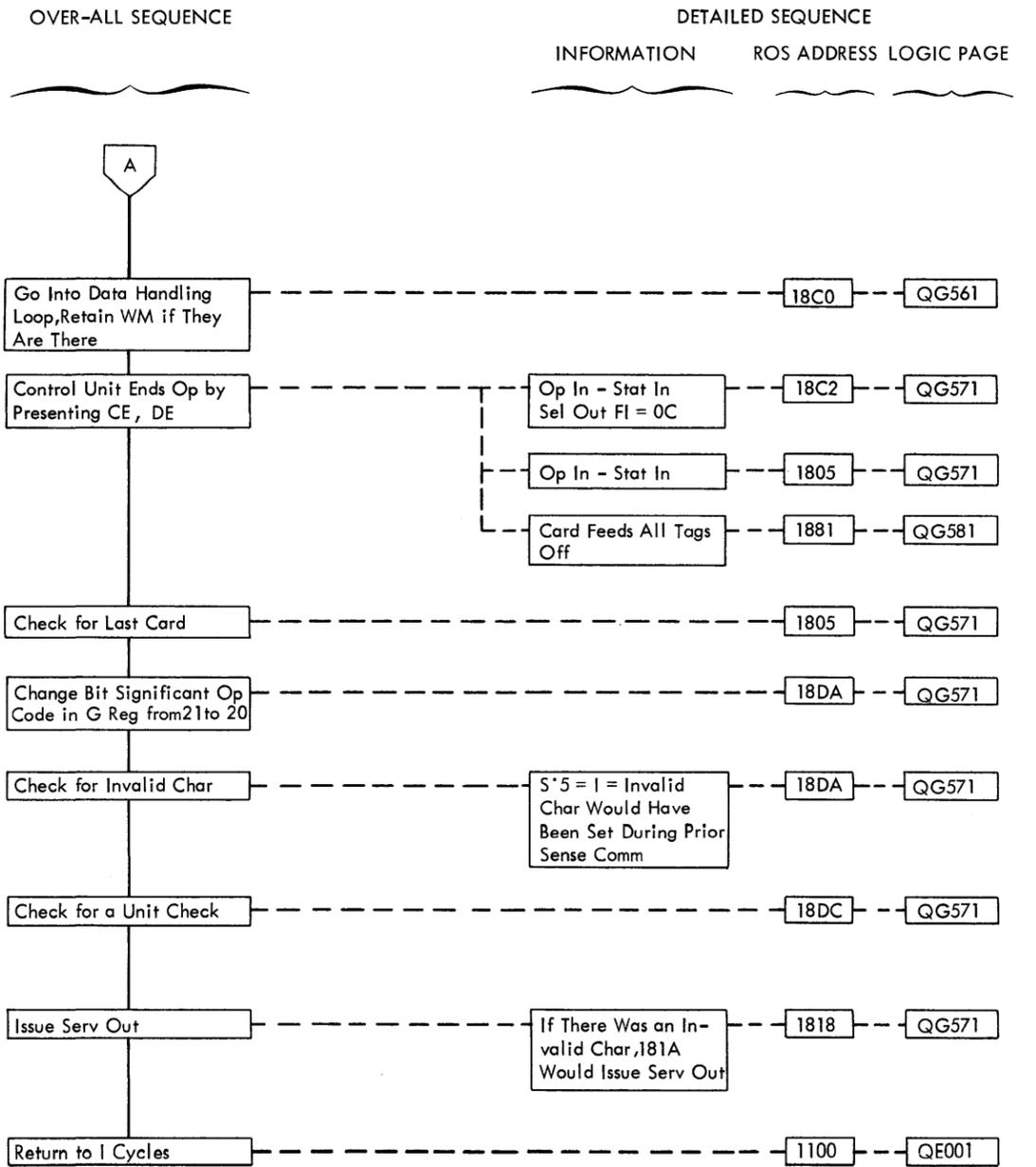
OVER-ALL SEQUENCE

DETAILED SEQUENCE

INFORMATION ROS ADDRESS LOGIC PAGE



1401 COMPATIBILITY READ OPERATION



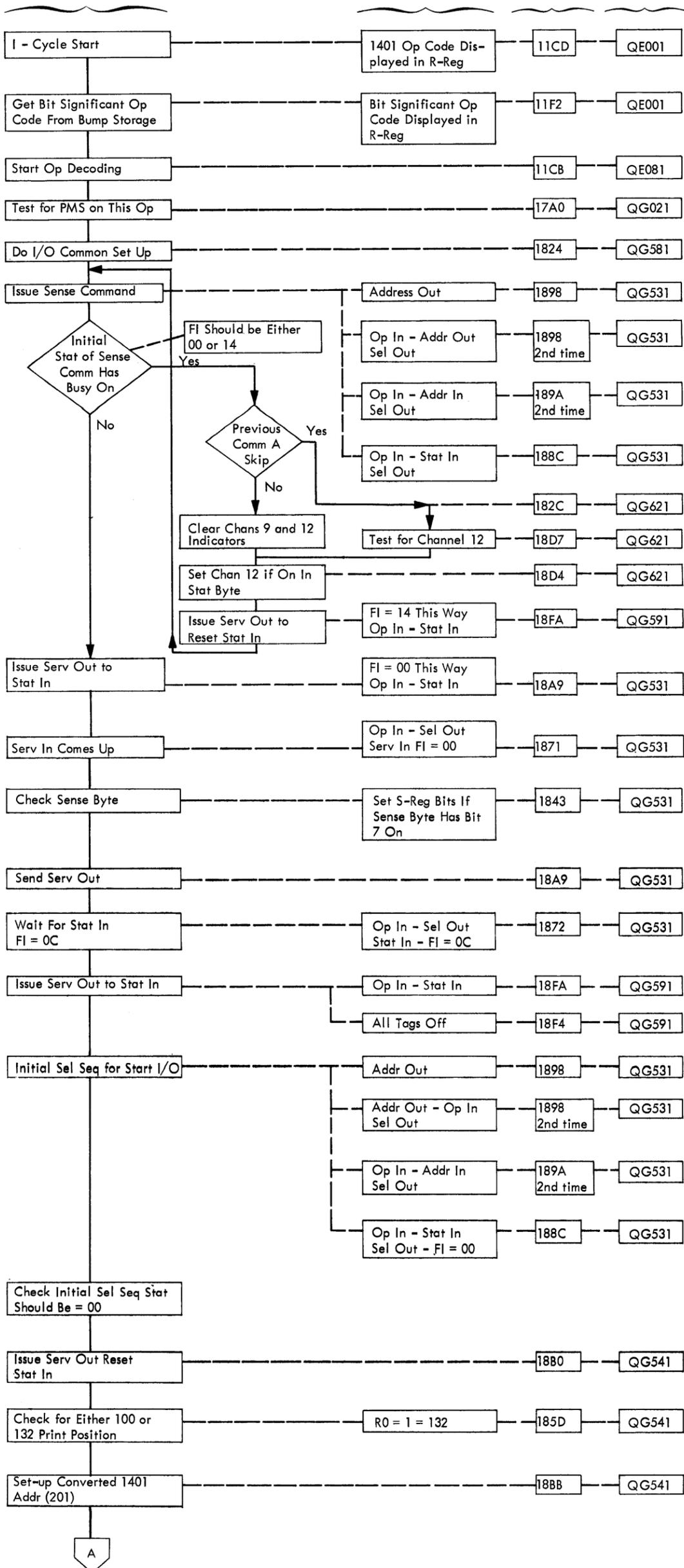
1401 COMPATIBILITY PRINT OPERATION

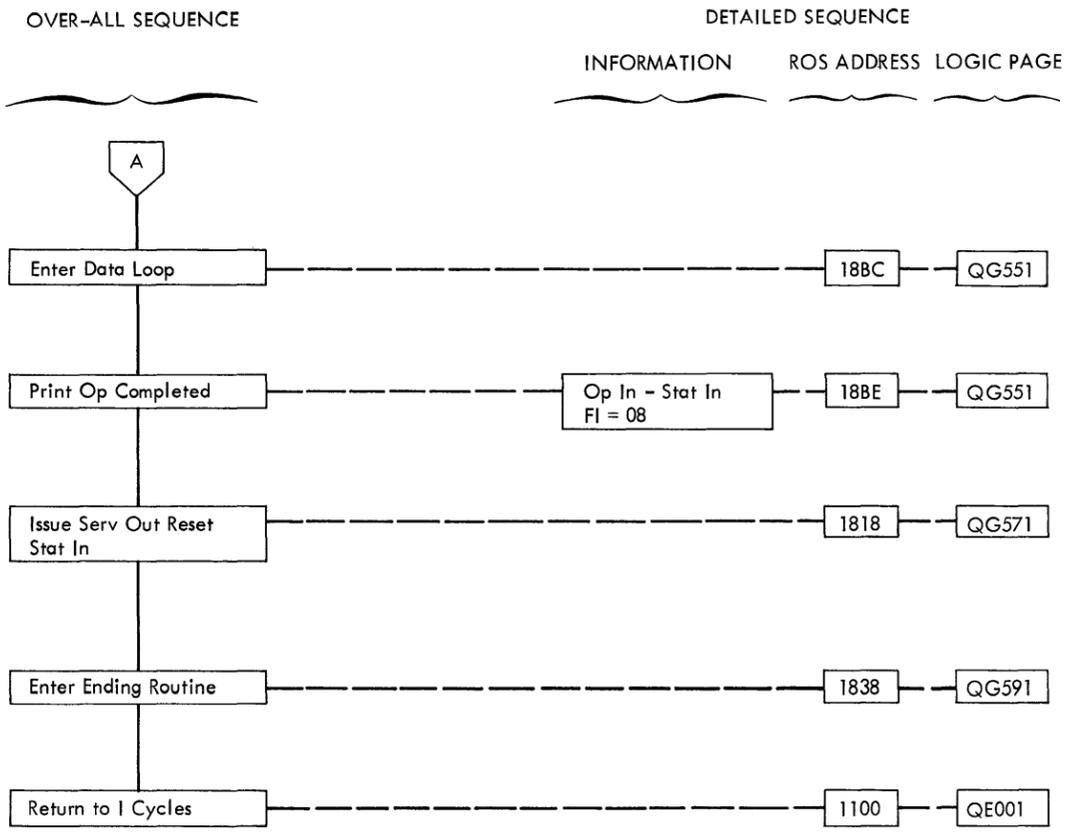
444 2
 445 B 444
 449 -

OVER-ALL SEQUENCE

DETAILED SEQUENCE

INFORMATION ROS ADDRESS LOGIC PAGE





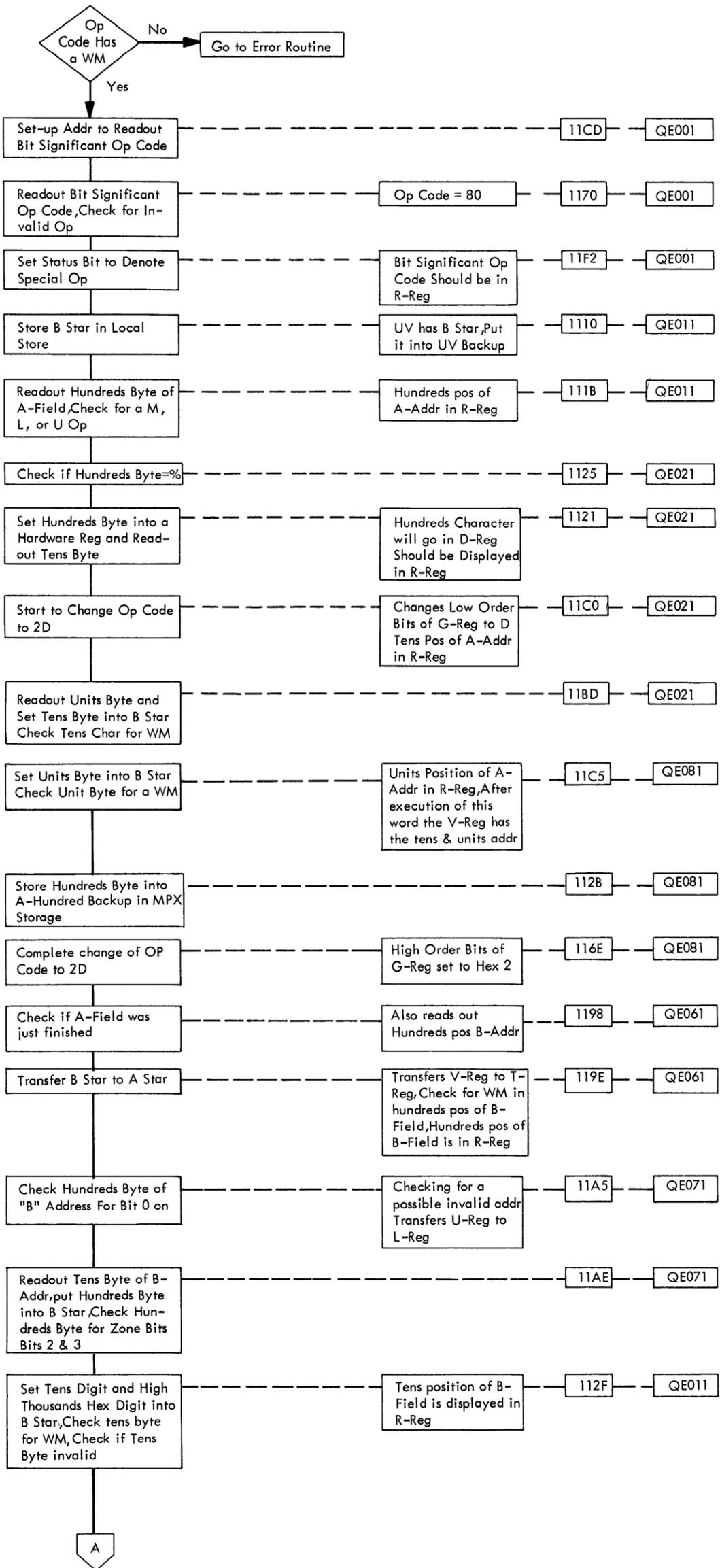
1400 TAPE OPERATION - TAPES ON MPX CHANNEL OR SELECTOR CHANNEL - I CYCLES

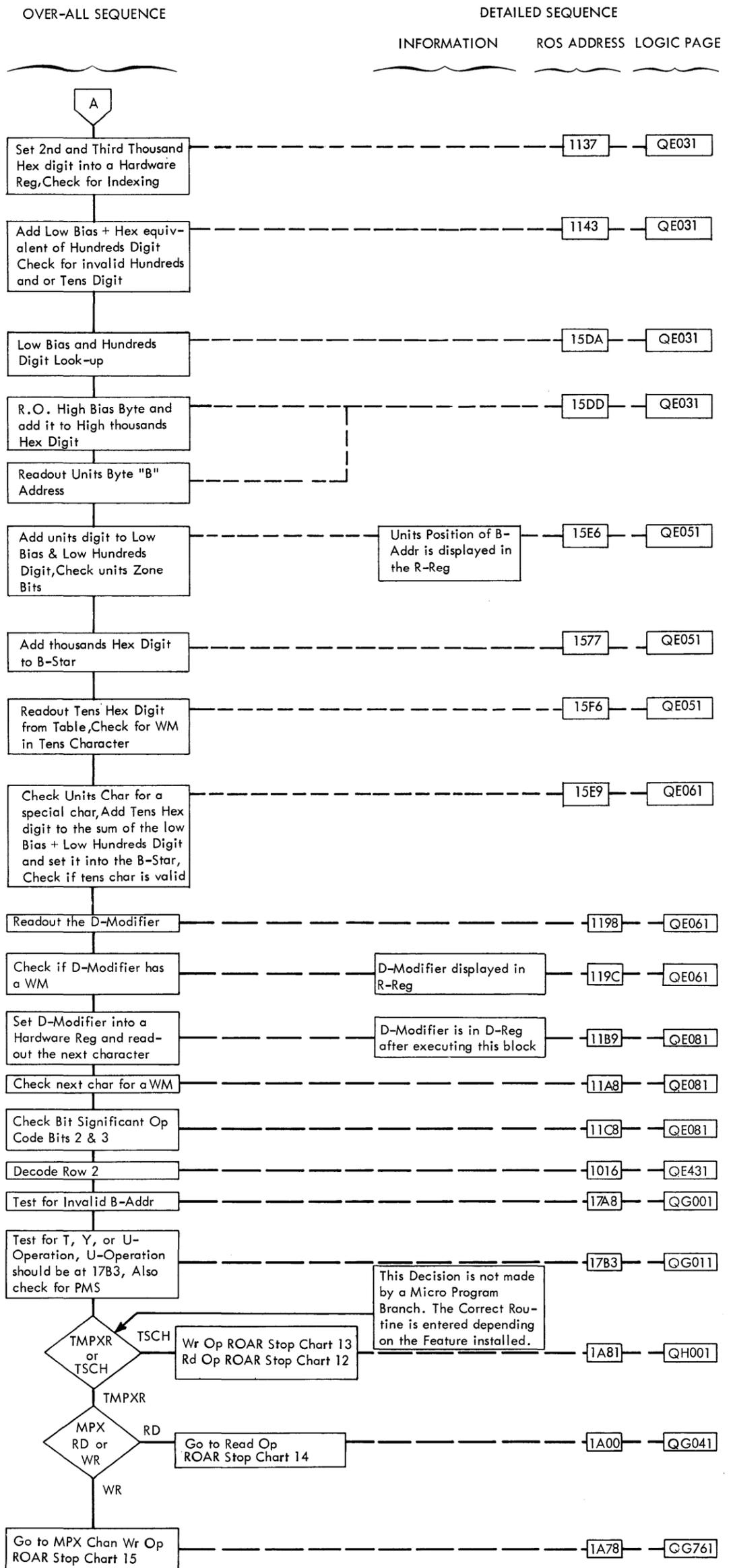
444 M % U 1 500W
 452 B 444
 456 -

OVER-ALL SEQUENCE

DETAILED SEQUENCE

INFORMATION ROS ADDRESS LOGIC PAGE



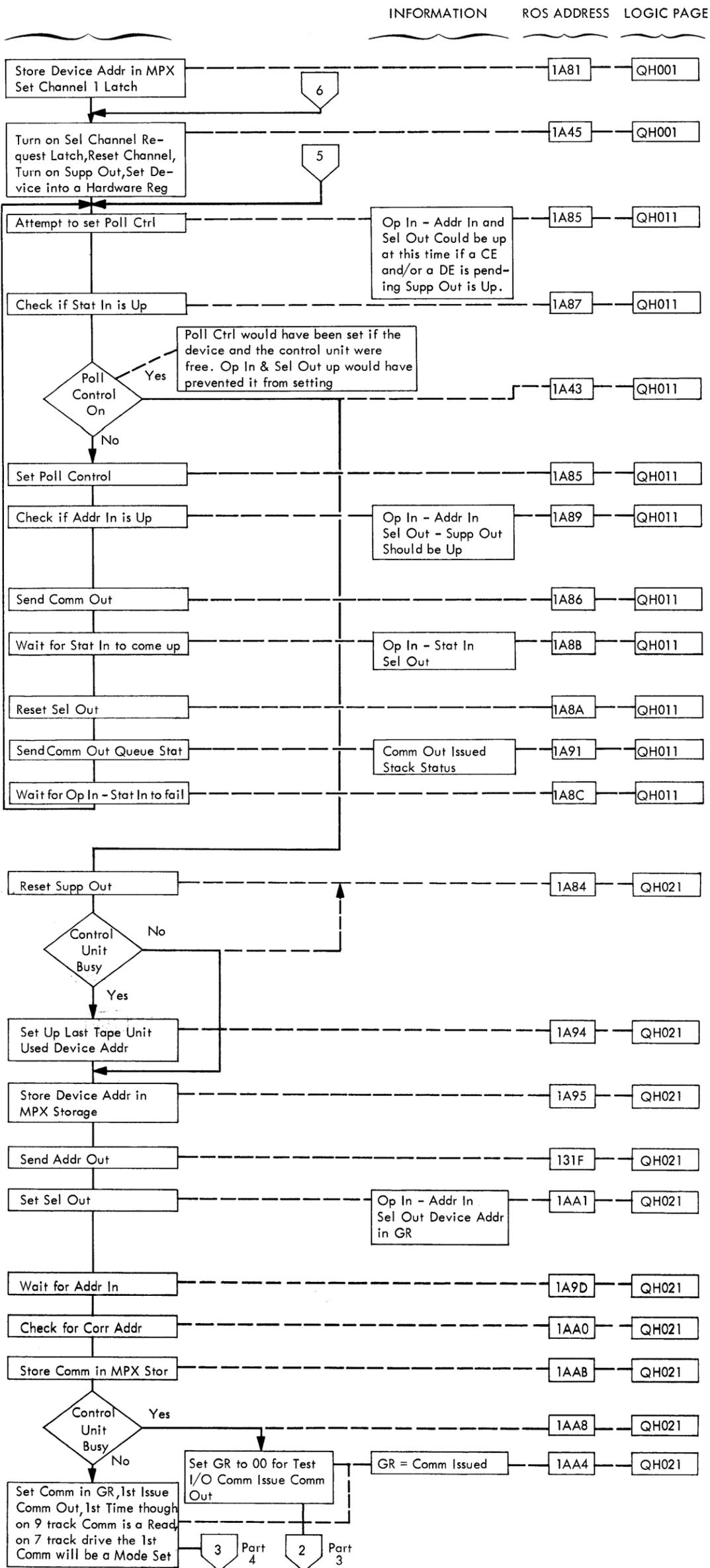


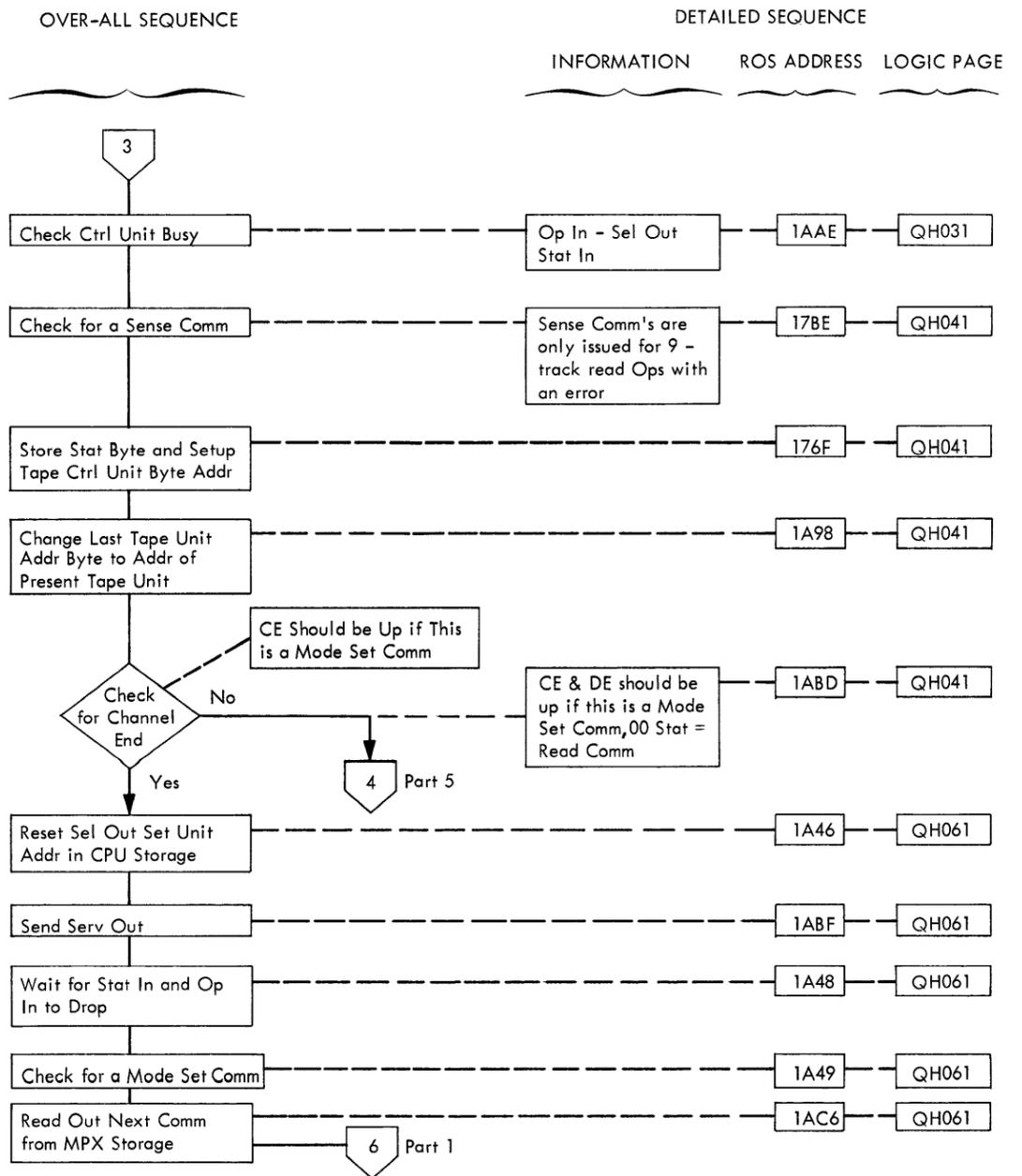
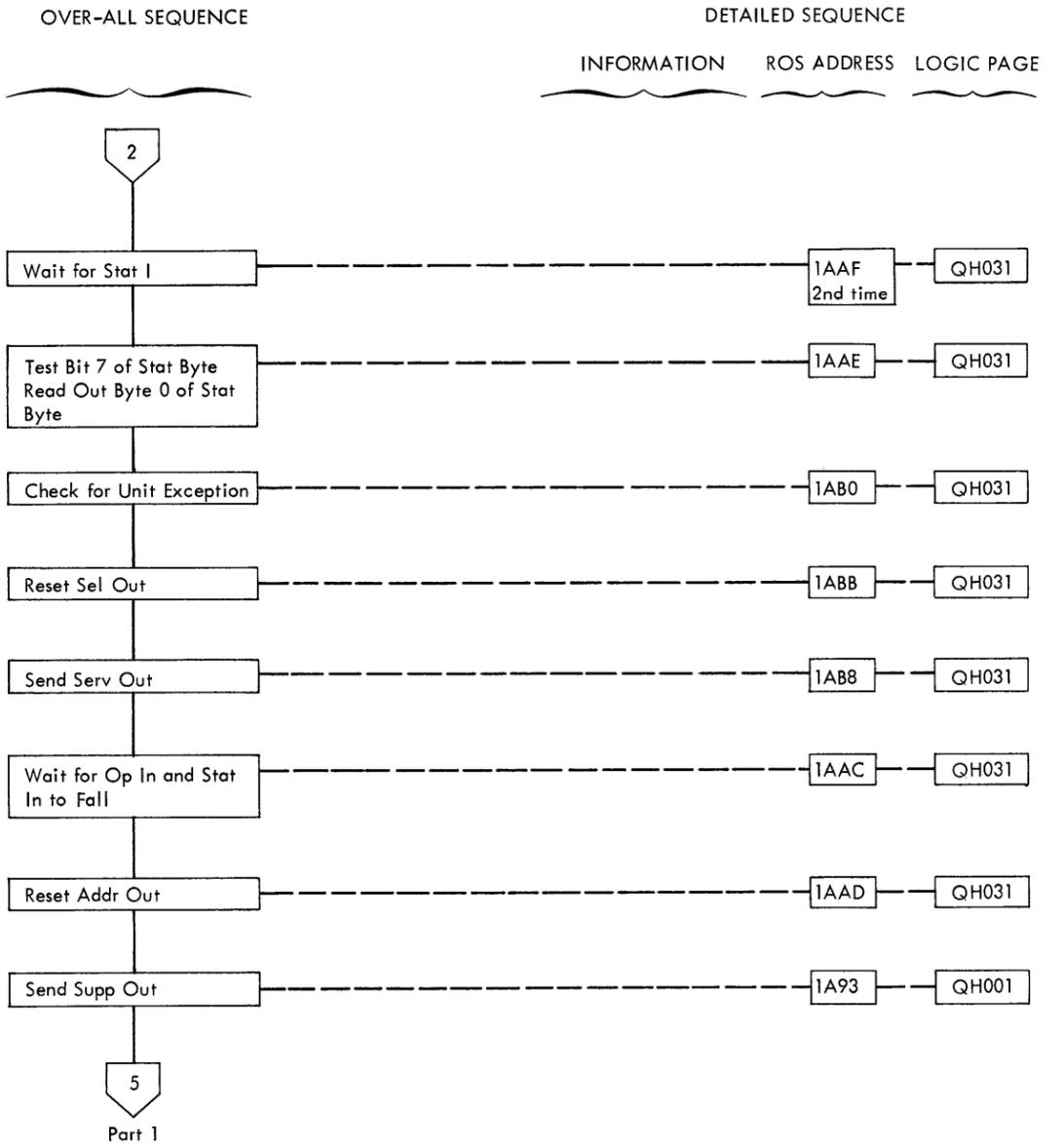
1400 COMPATIBILITY TAPE READ OPERATION - SELECTOR CHANNEL

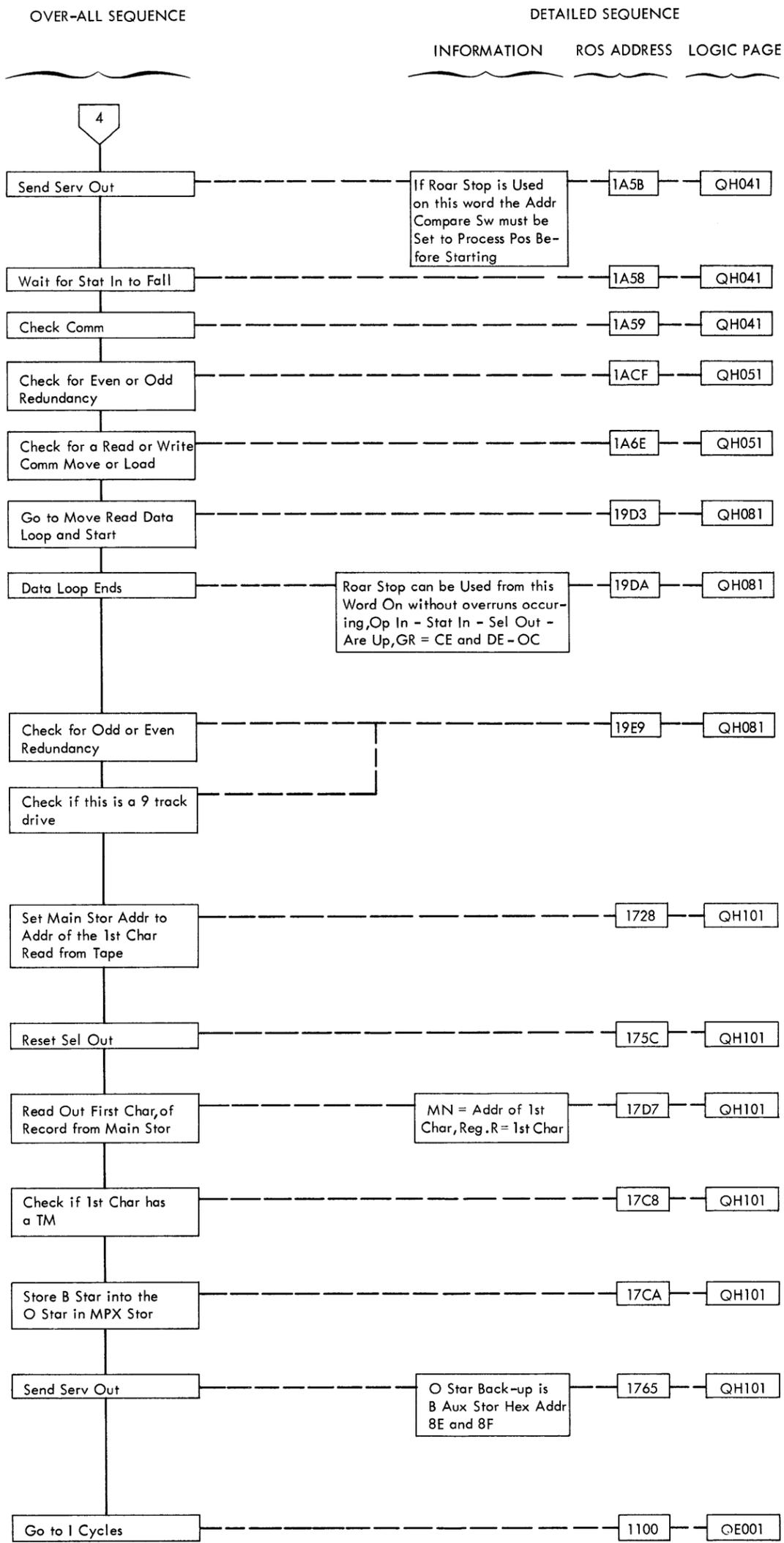
444 M %U1 500R
 452 B 444
 456 -

OVER-ALL SEQUENCE

DETAILED SEQUENCE







1400 COMPATIBILITY - TAPE SELECTOR SETUP - TAPE WRITE OP 9 TRACK DRIVE

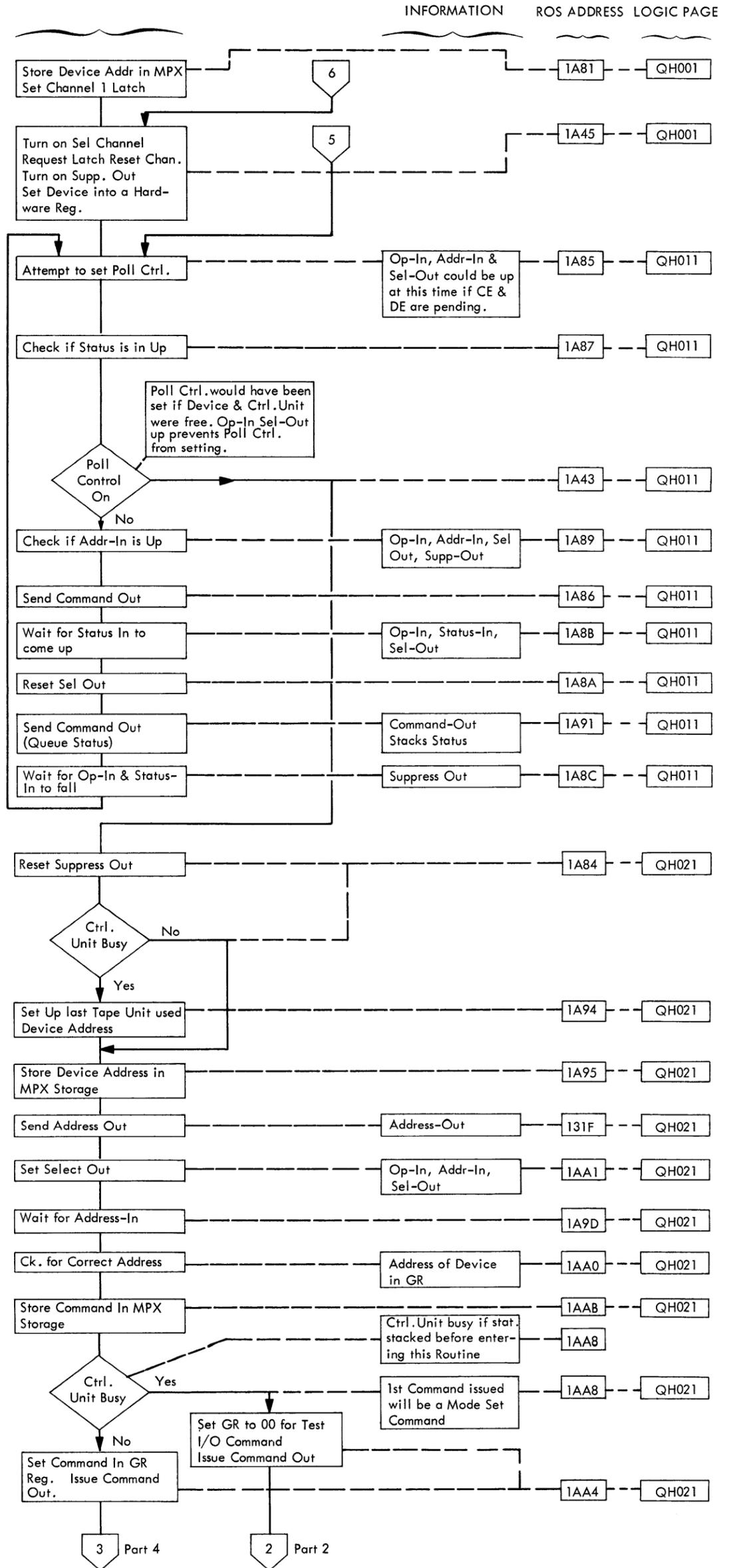
444 M % U 1 500 W

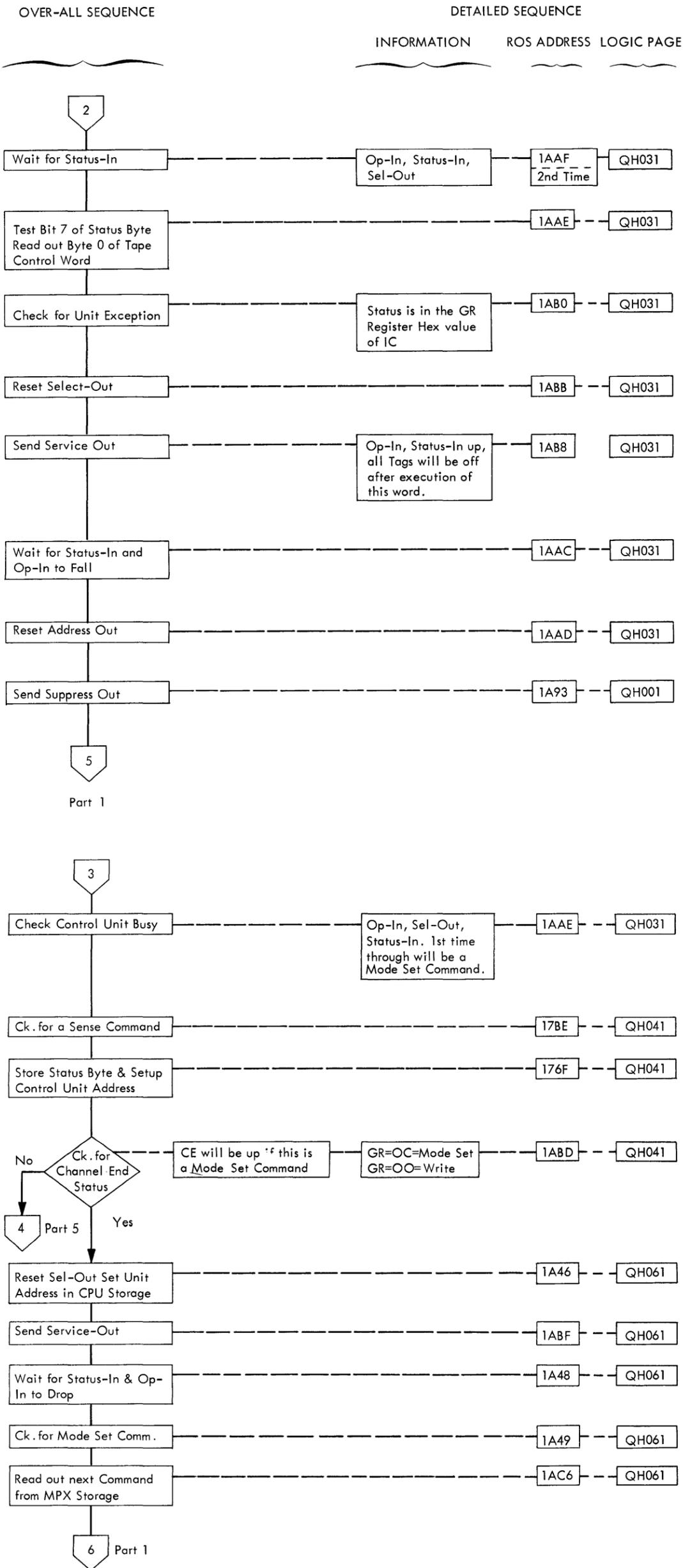
452 B 444

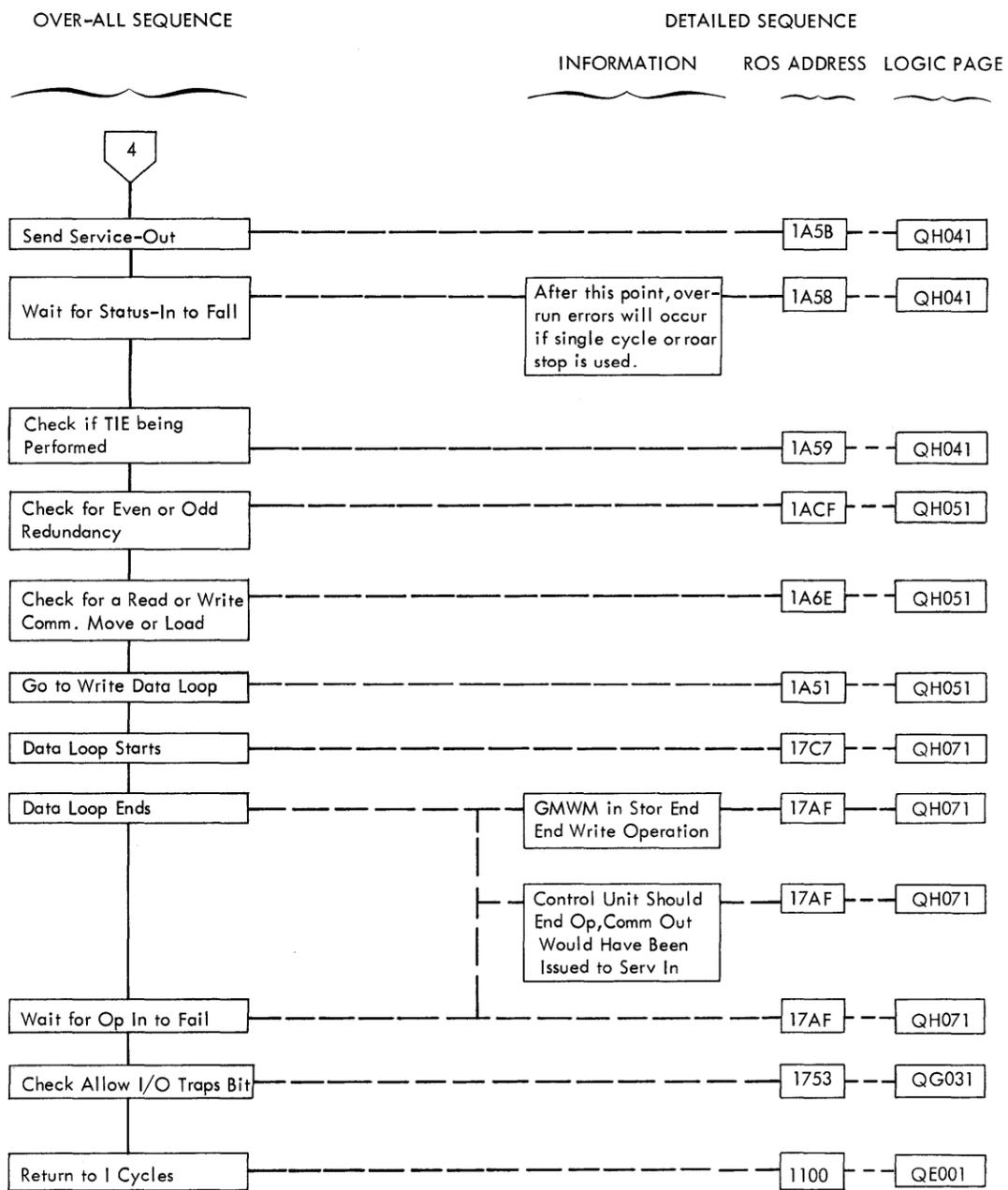
456 .

OVER-ALL SEQUENCE

DETAILED SEQUENCE

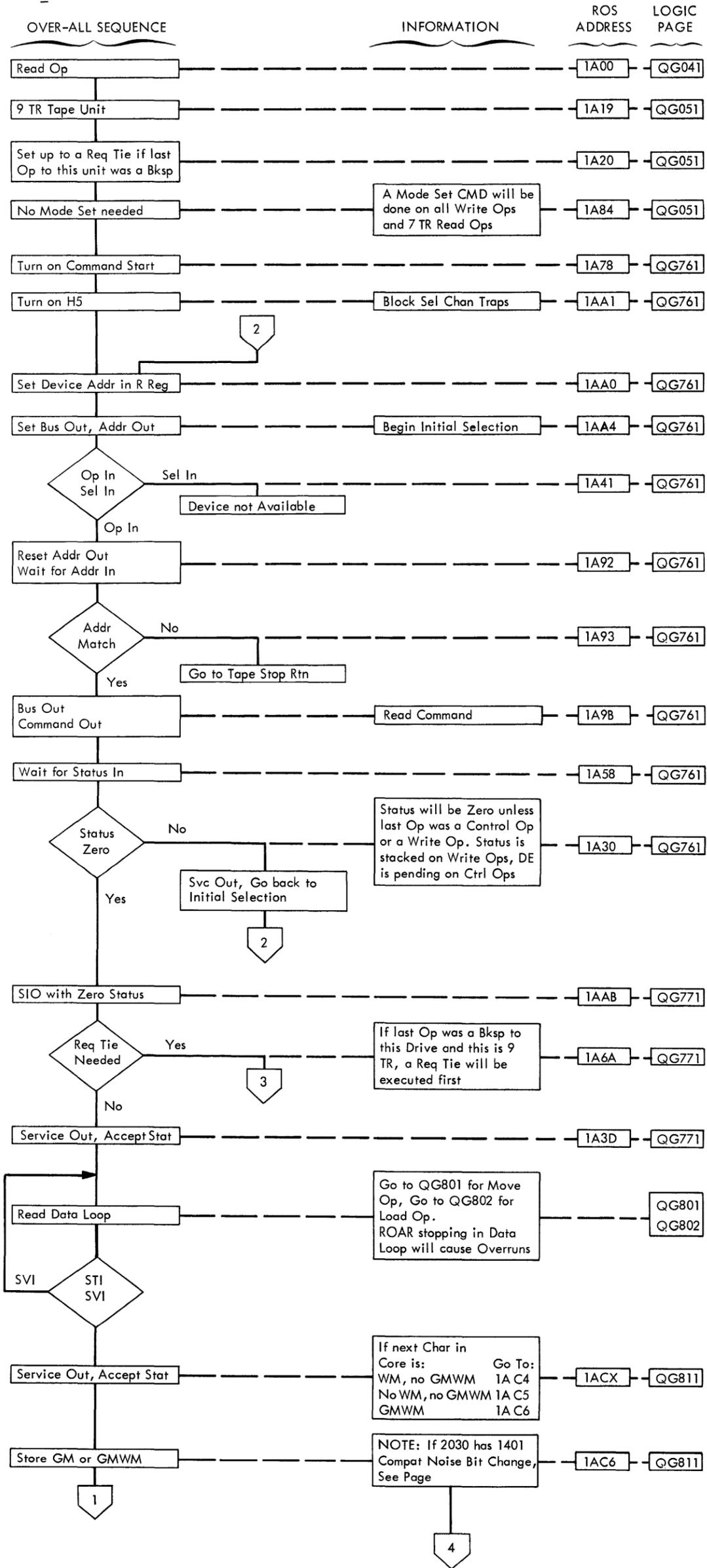


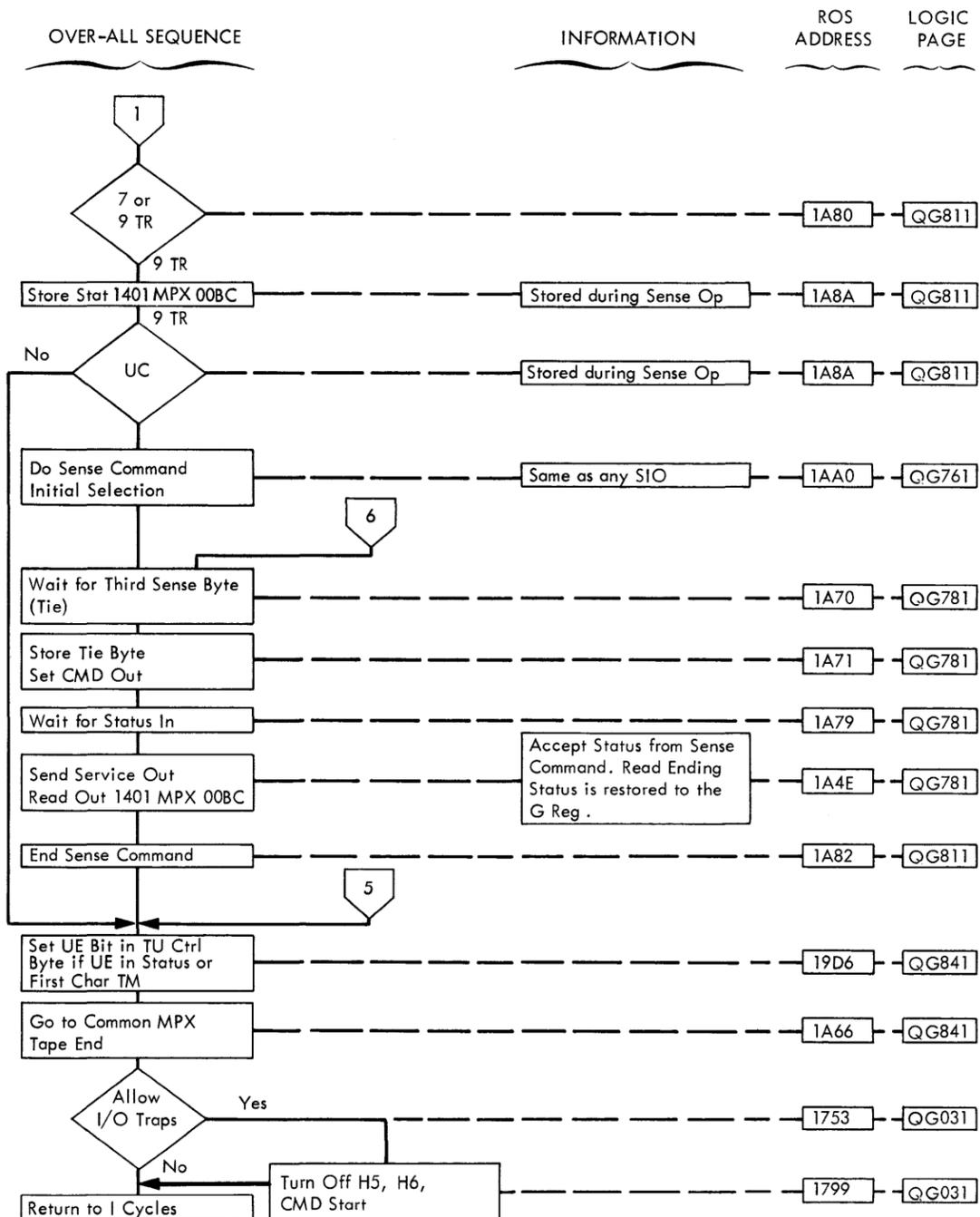


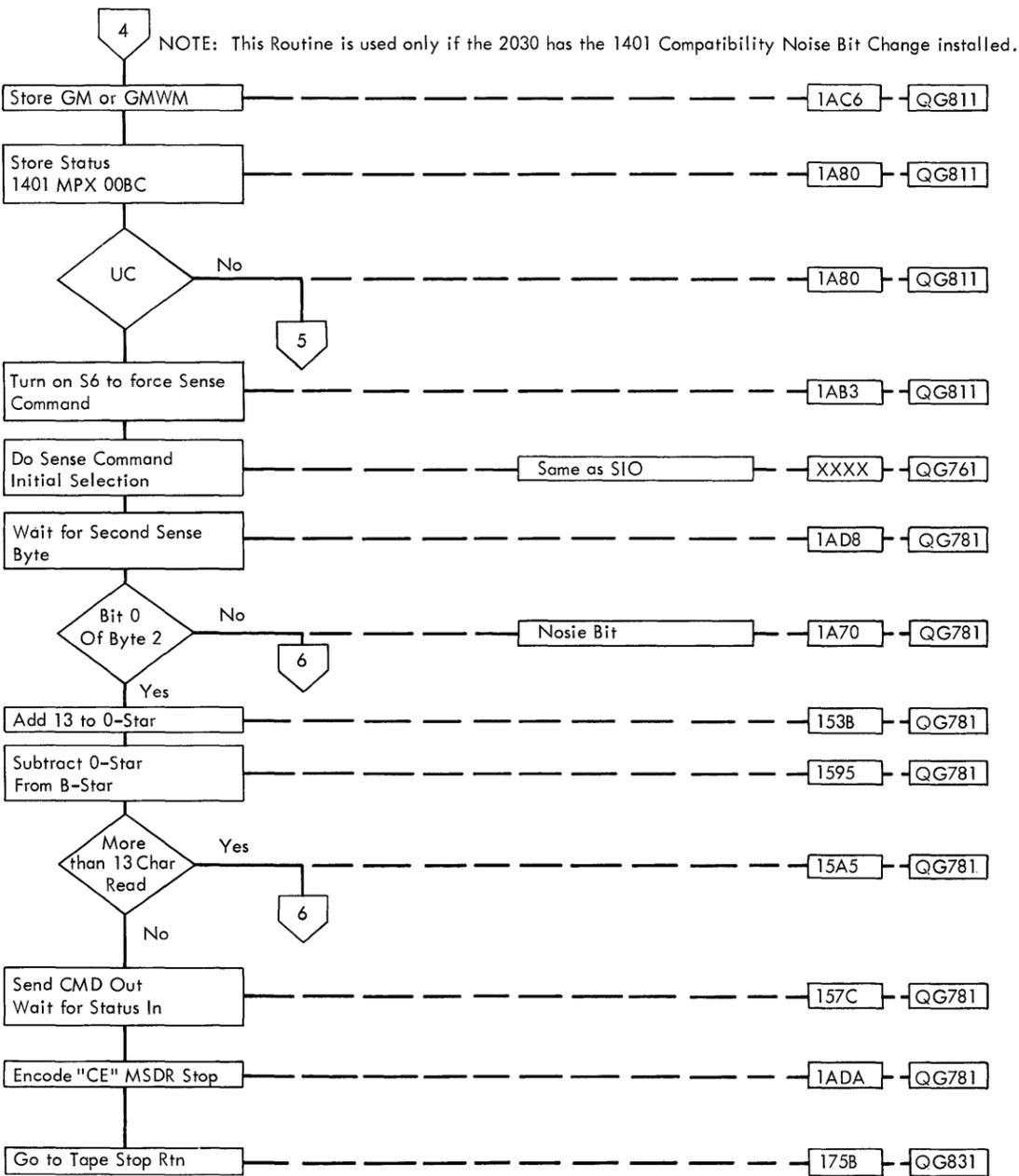
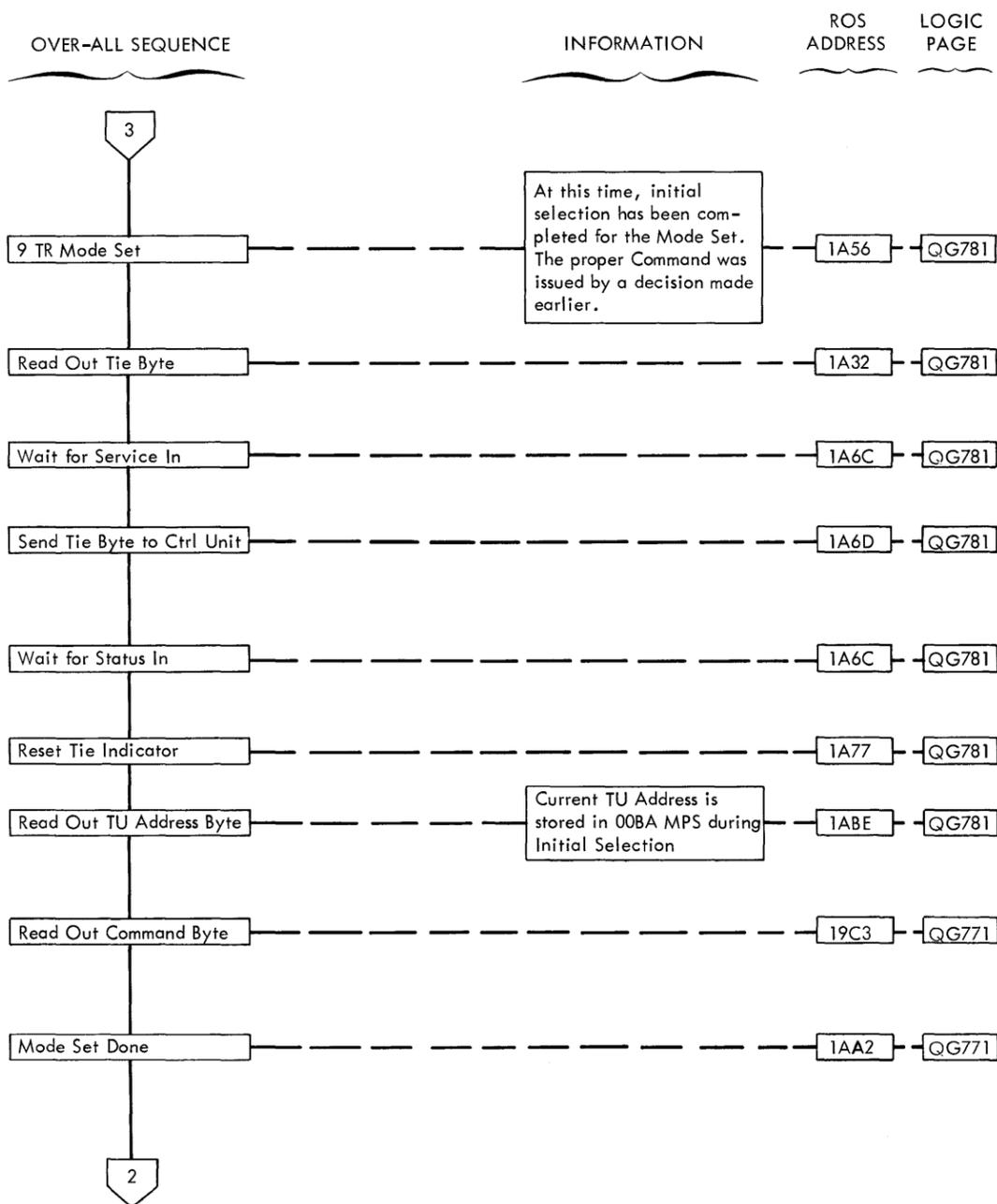


1400 COMPATIBILITY TAPE READ OPERATION TMPXR

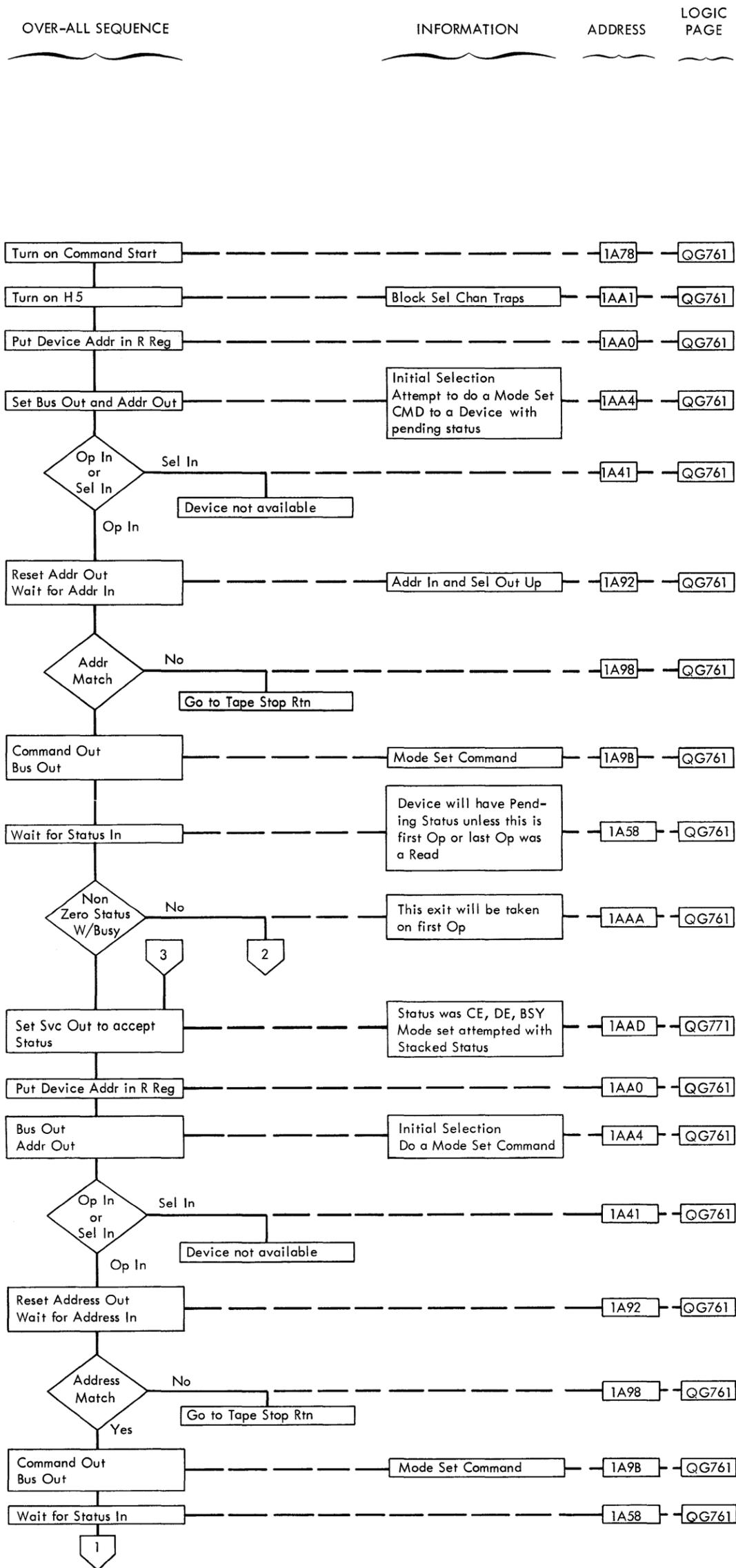
444 M % U I 500R
 452 B 417 L
 457 B 400
 461 U % U I B
 466 B 400
 470 .

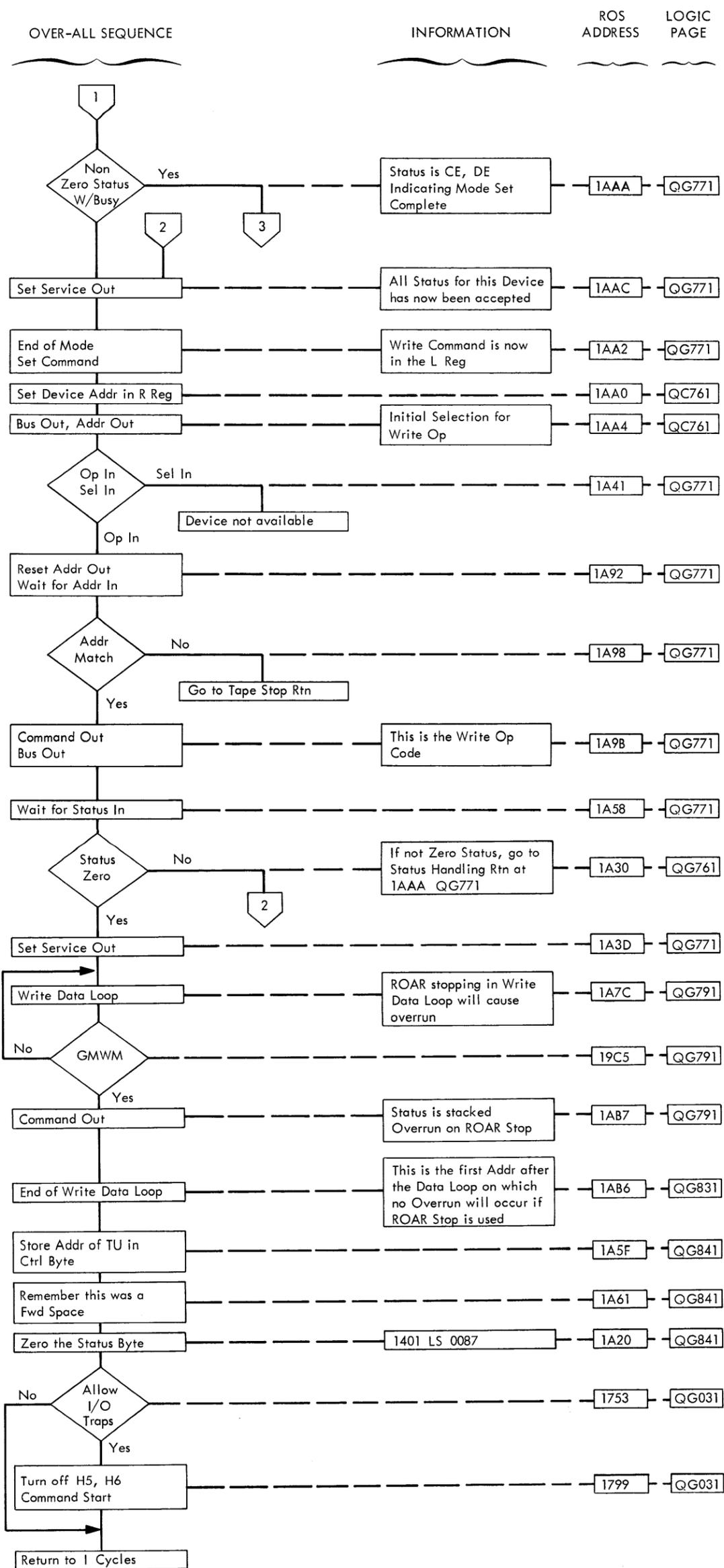






444 M % U 1 500W
 452 B 400
 456 .





I 1400 FILE COMPATIBILITY

A. To allow proper operation of the included programs and stop words, the following initial preparation is necessary.

1. Initialize Disc Pack in 360 Mode writing Home addresses and record zero on all tracks using UT069.

Surface analysis should also be done to flag defective tracks.

2. Load Auxiliary Storage using either CID or 3F00.
3. Write 1400 addresses with Clear Disc Program.

Item 3 can be bypassed if 1400 Write Address Operation is to be performed first with Compare Disable Bit on. This will write addresses on a given track and allow other tests to be run on that track.

B. When restarting any of the example programs, a second error may occur if the following is not performed.

1. Do 1400 Start Reset
2. Start program at an instruction that will restore the DCF.

C. A Validity Check during Read or Write will break chaining. This will force a Sector Count 000 Indicator (Bit .7 of Operation Register). The number of sectors not processed will be indicated in the 1400 DCF.

D. Sector Read and Write with addresses will post a No Address Compare (X) if the last Record Address is not 16 or greater. This test is made to check for missing 2311 address marks. (QH531, Word 1D1D).

This may cause confusion if a Validity Check breaks chaining before 16 records are processed. Result is that X and V are posted when V is the actual cause.

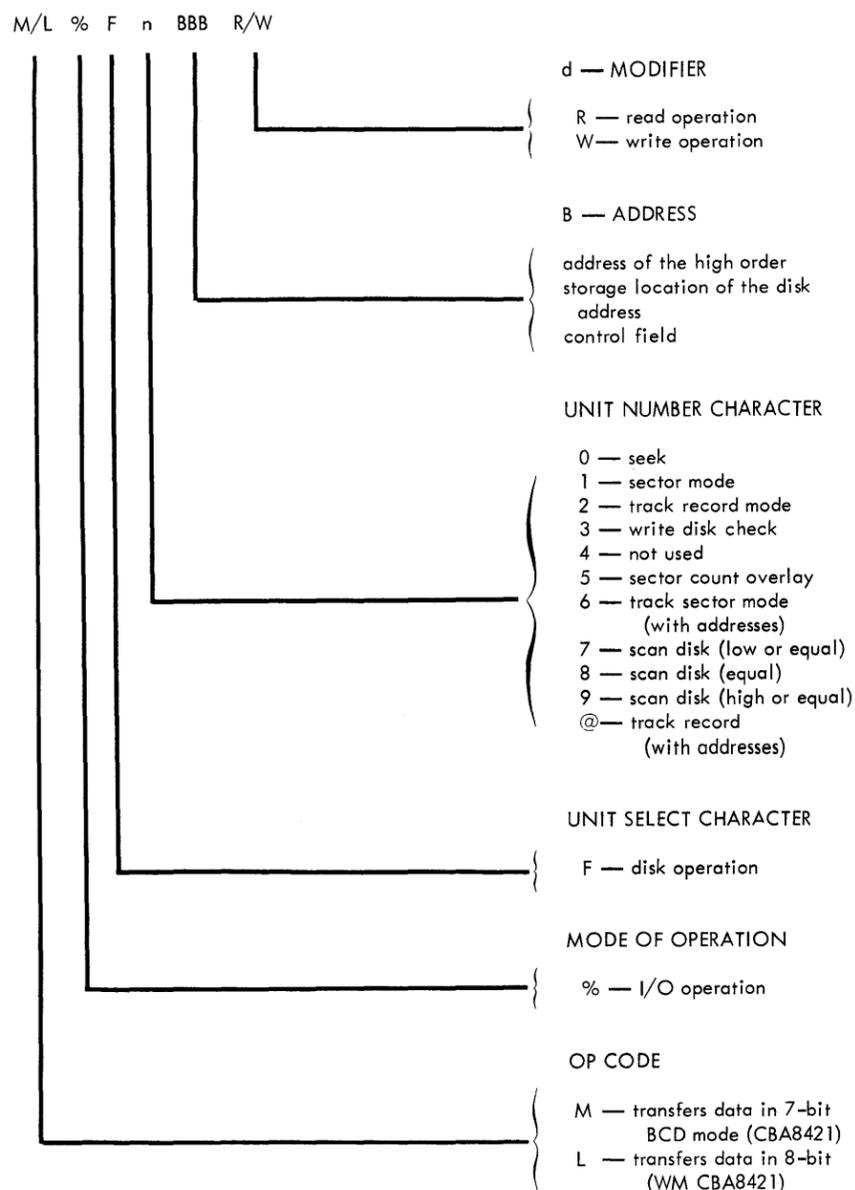
E. If an Alternate Track is assigned, the 2311 Carriage will be restored at the end of each completed 1400 Operation or 20 Sectors. This means that a RBC following a Write Operation will have to seek to the Alternate Track and return as did the Write Operation. Also, if a number of tracks are to be processed (sector count greater than 020) and more than one is flagged, the 2311 Carriage will be restored after each Alternate Track Read or Write is completed. Therefore, an Alternate Track Seek can occur more than once during a single 1400 Operation.

F. Auxiliary Storage B - 90,92,94,96 and 98 (File Unit Addresses) must be in sequence when doing Address Operations or Alternate Track Operations or a No Address Compare will occur. The data in these addresses is always stored in K29 MPX on Initial Selection. When the above two operations are performed, a table look-up is done using the value in K29 MPX to determine the Auxiliary Storage Address that the actual cylinder value is stored in 91,93,95,97 or 99. An Out of Sequence Unit Address will result in looking up cylinder value for the wrong file. This procedure is necessary because some program applications use other than normal addresses on certain cylinders, such as labels. If addresses are abnormal, it becomes impossible to read 360 Record 0 or return to the proper track.

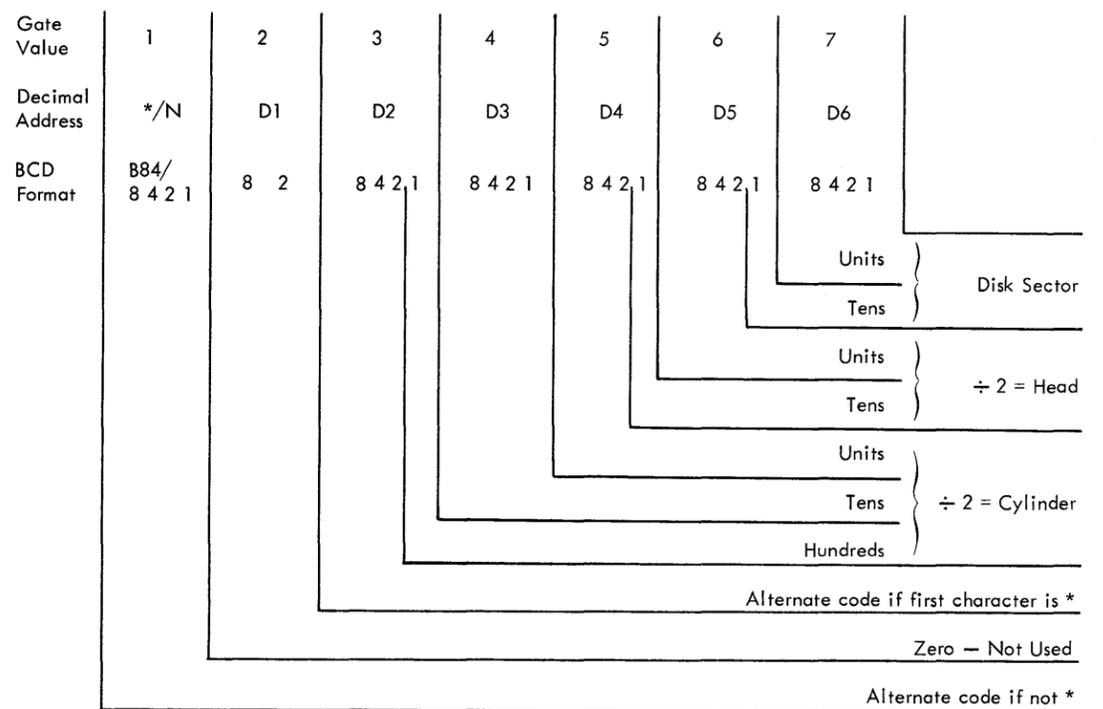
G. Module Protect Check is defined on Head Seek flow chart.

H. STOP CHECK is indicated on several flow charts. This is the first stop point since 1BB0 of the search command that will allow continuation of the operation without an overrun. Check FI = CE·DE, Op In and Stat In up, command code in Aux B - BE, updated CCHHR stored in Aux B - AD thru B1.

1311 DISK INSTRUCTION FORMAT



1311 ADDRESS CONTROL FIELD



PERMANENT FILE AUXILIARY STORAGE LOCATIONS

AUXILIARY STORAGE B

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	
0	TLU for Head and Cylinder 10's Decode																
	00	05	01	06	02	07	03	08	04	09							
1	Note 1	File Mod 00	File Mod 02	File Mod 04	File Mod 06	File Mod 08											
8	0	Sense 1	Bytes 2	3													
9	File Addr 00	Unit 0 Cyl Loc	File Addr 01	Unit 1 Cyl Loc	File Addr 02	Unit 2 Cyl Loc	File Addr 03	Unit 3 Cyl Loc	File Addr 04	Unit 4 Cyl Loc	Note 2						
A	TLU for Cylinder 100's Decode										Pre-vious File Op						
	00	50	10	60	20	70	30	80	40	90							
	00	32	0A	3C	Hex 14	46	1E	50	28	5A							
B	Head	Re-cord	K	D	D					Note 5	1400 File Mod No.						File Unit Addr Init Sel
																	Last File Comm and
																	Scan Cond Note 3

AUXILIARY STORAGE A

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
9										Scan Re-sult Note 3		Note 4				
A	Alternate Track Addr Read From R0 of Flagged Track															
	Cyl	Cyl	Head	Head												

NOTE 1
BIT 0 - COMP DISABLE
1 - MOD PROTECT

NOTE 2
BIT 3 = 1 = DCF HAS INCREMENTED

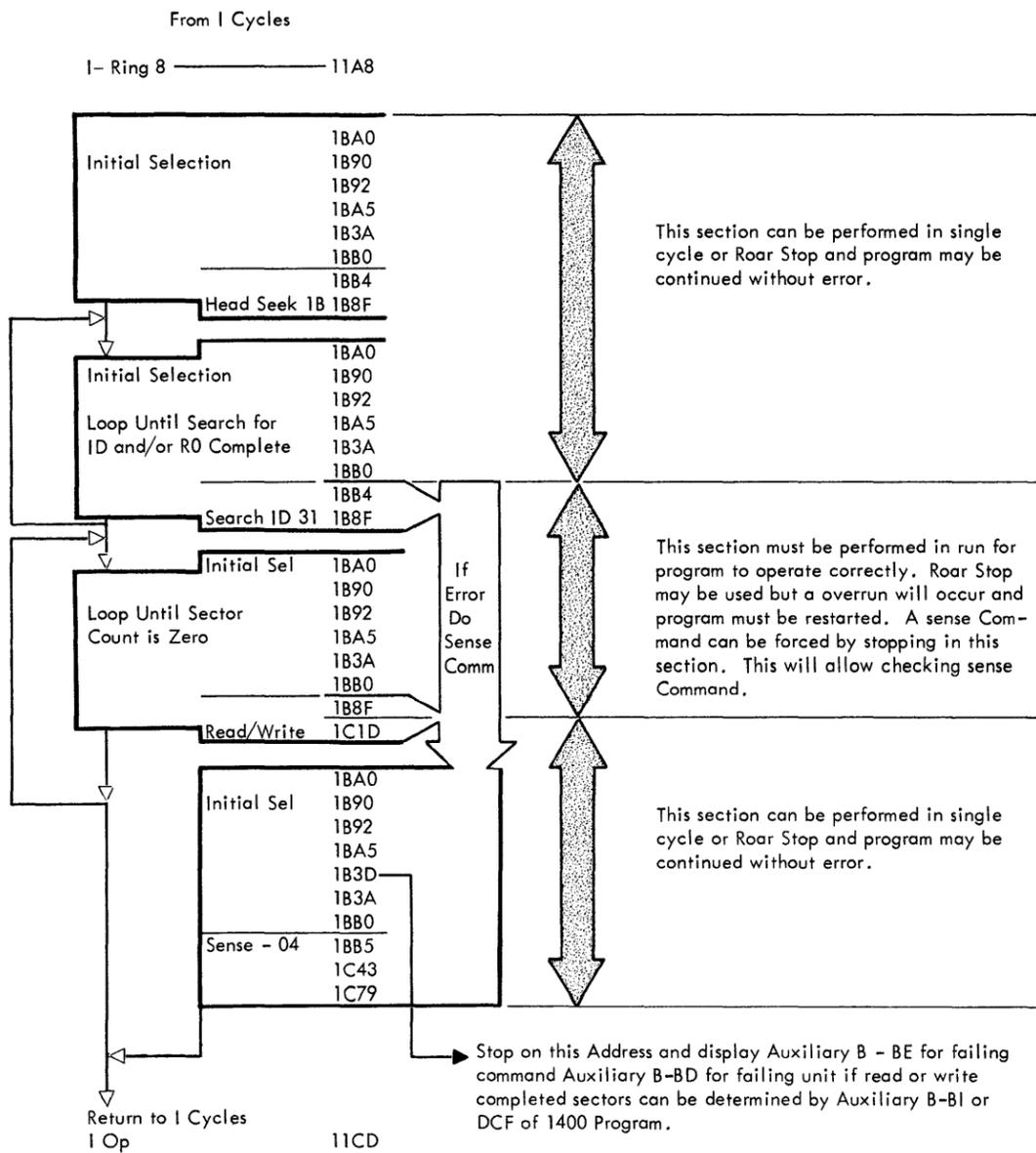
NOTE 3	K31 UCW SCAN OP WT	K9H CPU SCAN RESULT WT
SCAN LO	7 0 HI 12	0 LO 6
	0 0 LO 6	0 EQ 1
SCAN EQ	8 1 HI 12	1 LO 6
	1 1 LO 6	1 EQ 1
SCAN HI	9 2 HI 12	2 LO 6
	2 2 LO 6	2 EQ 1

NOTE 4
1400 BR BYTE
0 - NO ADDR COMP
1 - BUSY
2 - WLR
3 - ANY
4 - PARITY
5 - NOT RDY
6 - RBC
7 - ON - Checked for Recalibrate Seek Necessary

NOTE 5
On alternate track operation, original cylinder value in AE(K22) is stored here for return seek

FILE READ/WRITE GENERAL ADDRESS FLOW

Details on the following address are on the individual charts for each operation.



II SECTOR OPERATIONS IN COMPATIBILITY MODE

Note the following characteristics of Sector OPs in compatibility mode:

1. Sector address is incremented in 360 CCHHR not 1400 DCF.
2. Updated CCHHR is not converted and stored in DCF until sector count 000 is detected.
3. Sector count is decremented in 1400 DCF.
4. In event of error sector count could appear decreased and sector address may not be increased in the DCF. CCHHR in aux. B - AD thru B1 should be checked for actual sector address value.
5. DCF incremented bit - aux. B-9 A-Bit 3 Bit 3 = 1 indicates CCHHR has been incremented (sector count more than one) therefore CCHHR must be converted 1400 format and zone bits stripped.
6. Zone bits will remain in DCF only if initial sector count is 001.

III SECTOR OPERATIONS - READ/WRITE/RBC

The following programs should be used when possible as they are tested and provide predictable results:

Read Op

500 M % F 0 800 R	Seek
508 M % F 1 800 R	Read
516 M 709 809	Restore DCF
523 B 532 Y	Branch on any condition
528 B 508	Loop
532 _ 500	
536 _	

Write Op

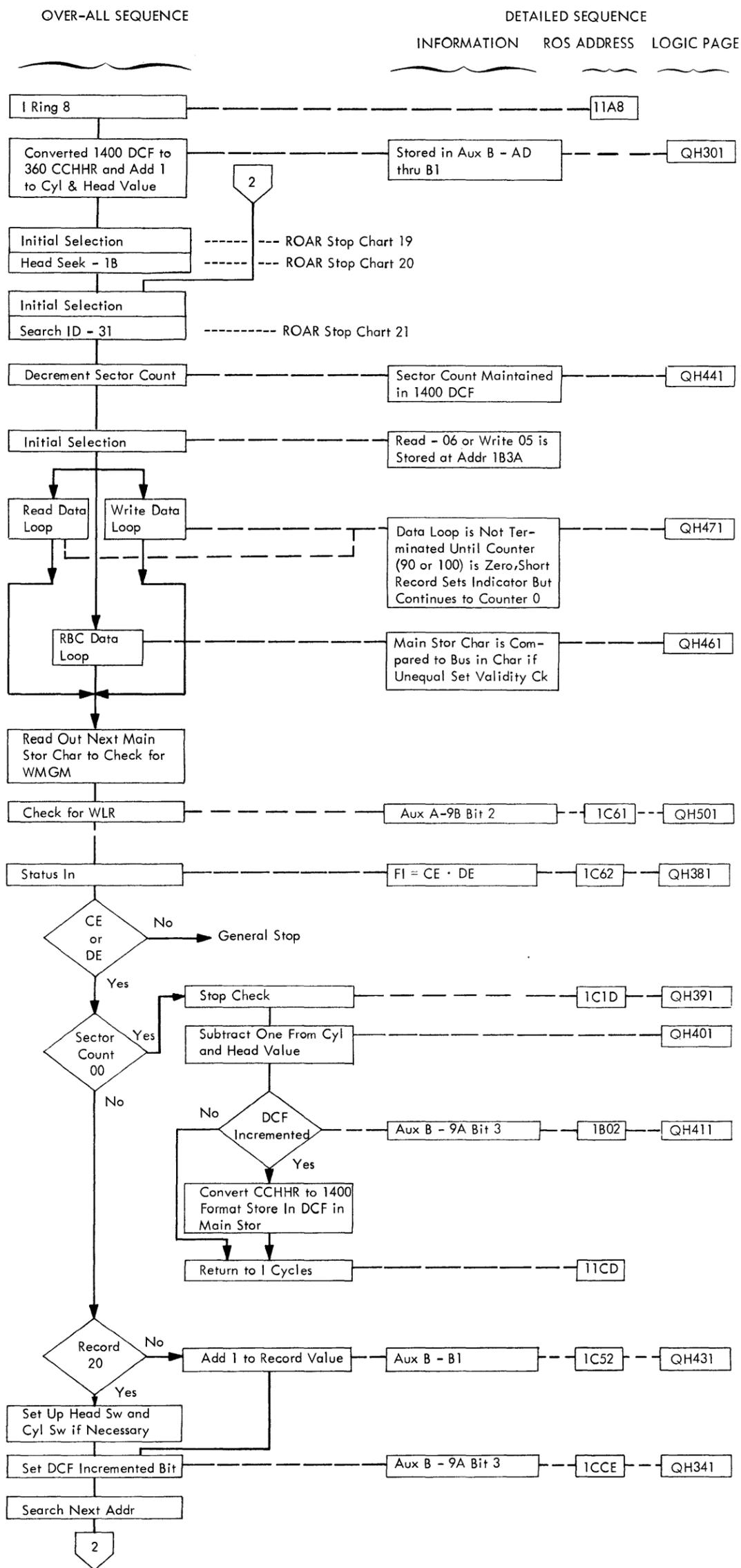
500 M % F 0 800 R	Seek
508 M % F 1 800 W	Write
516 M 709 809	Restore DCF
523 M % F 3 800 R	RBC
531 M 709 809	Restore DCF
538 B 557 Y	Branch on any condition
543 B 508	Loop
547 _ 500	
551 _	

700 - * 010000 001
 800 - * 010000 001
 910 - []

Can be increased from 1 thru 20 depending on the number of sector operations desired.

Add 100 addresses for each sector over one (1) to be processed.

SECTOR OPERATIONS READ/WRITE/RBC



PROGRAM EXAMPLE FOR SECTOR WRITE WITH ADDRESSES (Write 20 Sectors with Addresses)

500 M % F 0 800 R Seek to Cyl 050 (1400)
 508 M % F 6 800 W Write
 516 M 709 809 Restore DCF
 523 M % F 3 800 R RBC
 531 M 709 809 Restore DCF
 538 B 547 Y Branch on any Condition
 543 B 508 Loop
 547 ⊥ 500 Stop/Seek Restore after Error

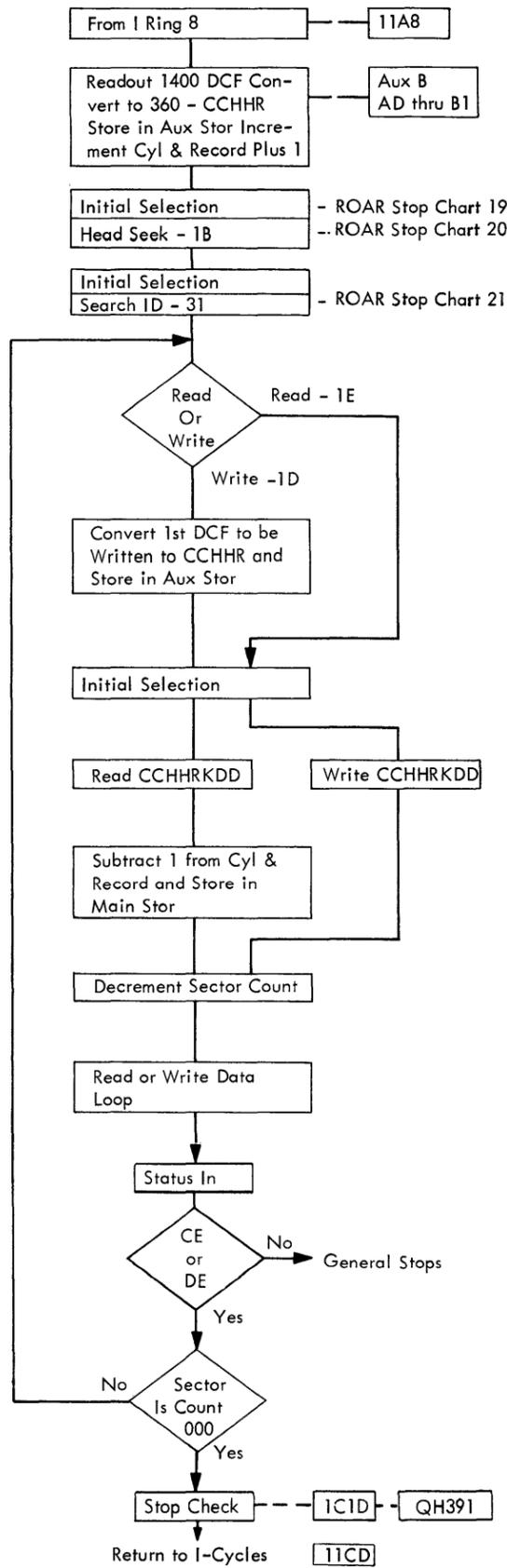
551 ⊥
 700 * 01 0000 020
 800 * 01 0000 020 01 0000
 2824 0 10 019
 2930 ⊥

PROGRAM EXAMPLE FOR SECTOR READ WITH ADDRESSES

500 M % F 0 800 R Seek
 508 M % F 6 800 R Read
 516 M 709 809 Restore DCF
 523 B 532 Y Branch on any Condition
 528 B 508 Loop
 532 ⊥ 500 Stop/Seek Restore after Error

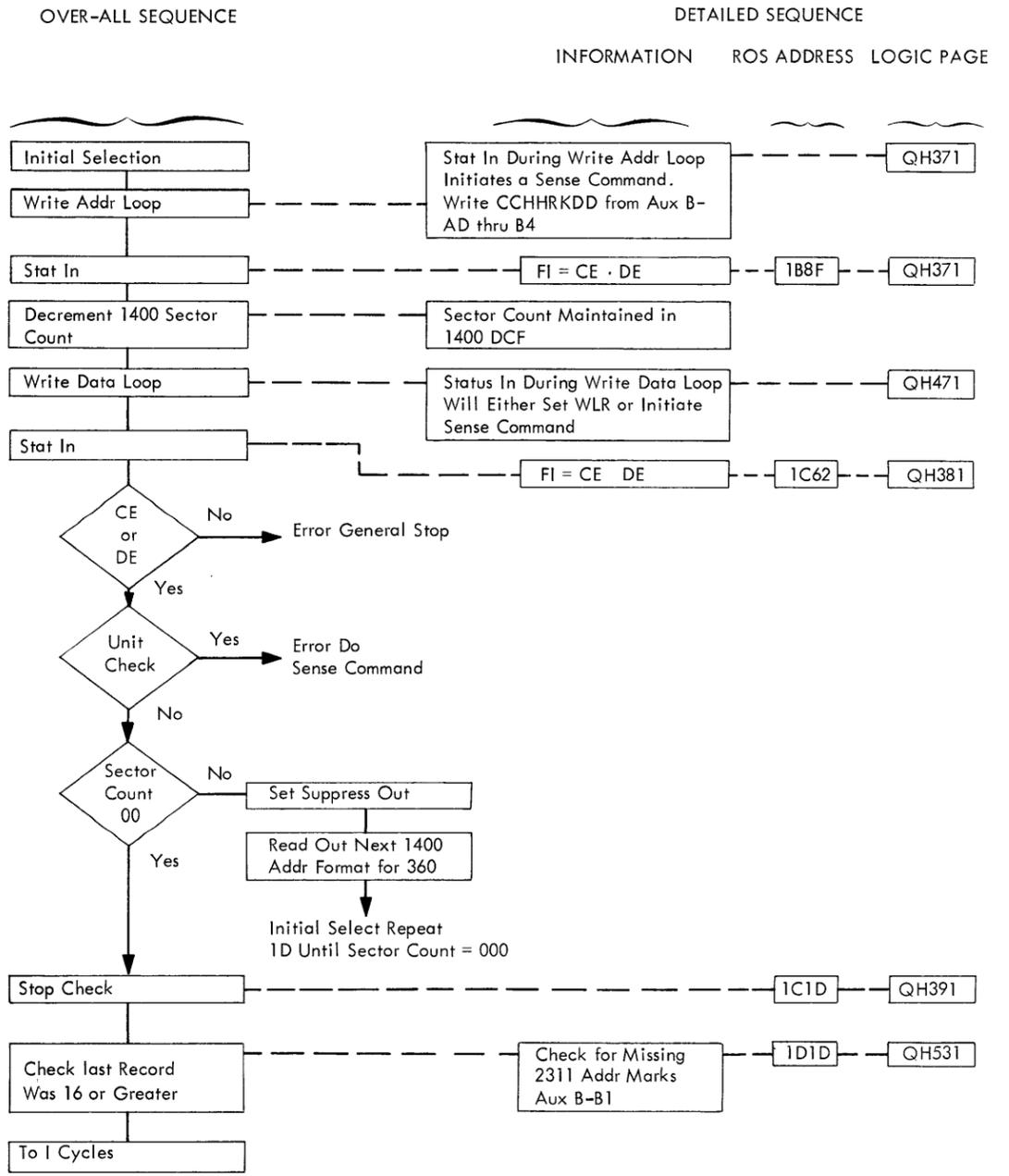
536 ⊥
 700 * 01 0000 020
 800 * 01 0000 020
 2930 ⊥

SECTOR READ WRITE WITH ADDRESSES - OBJECTIVES

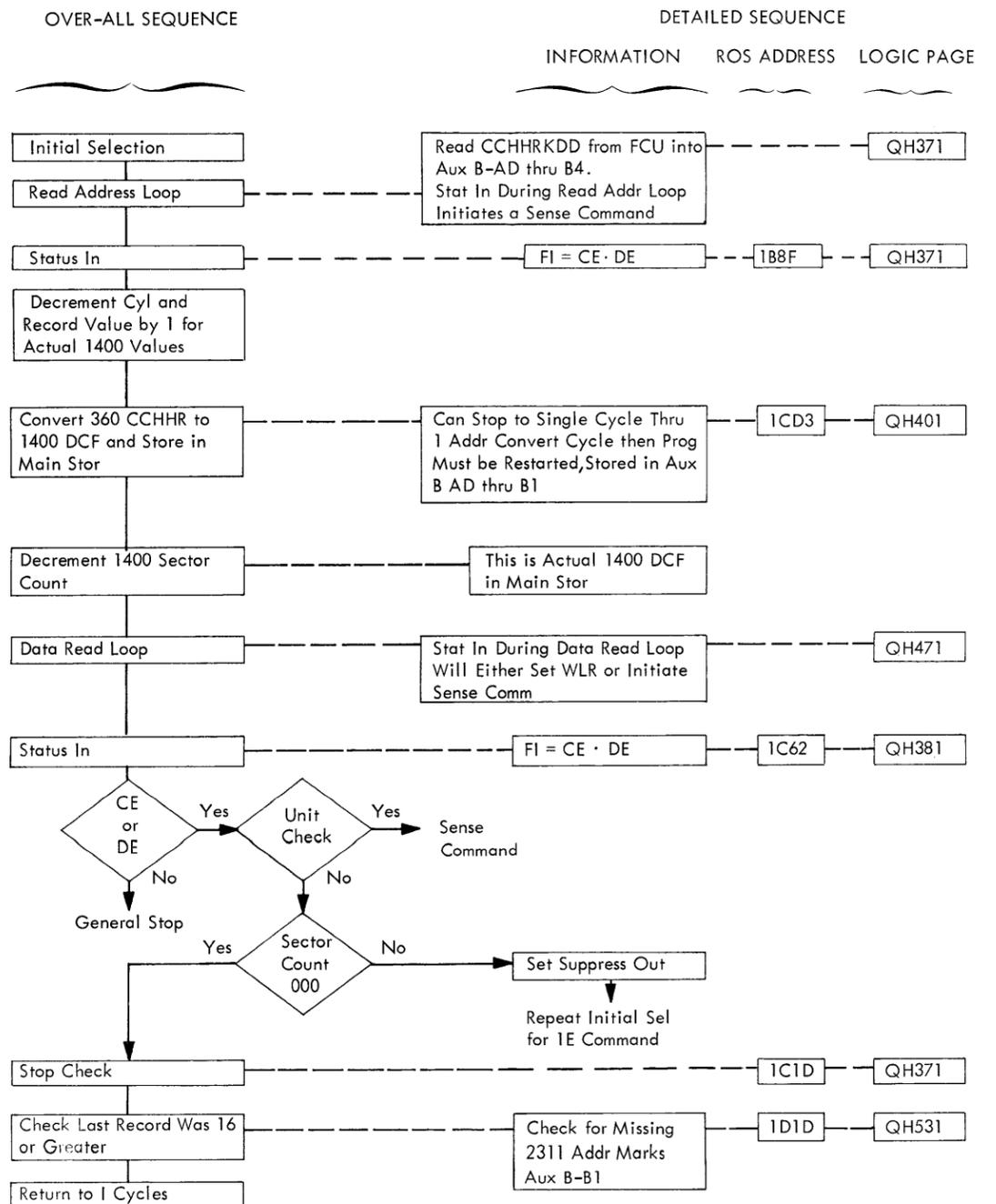


WRITE ADDRESS OPERATION 1D

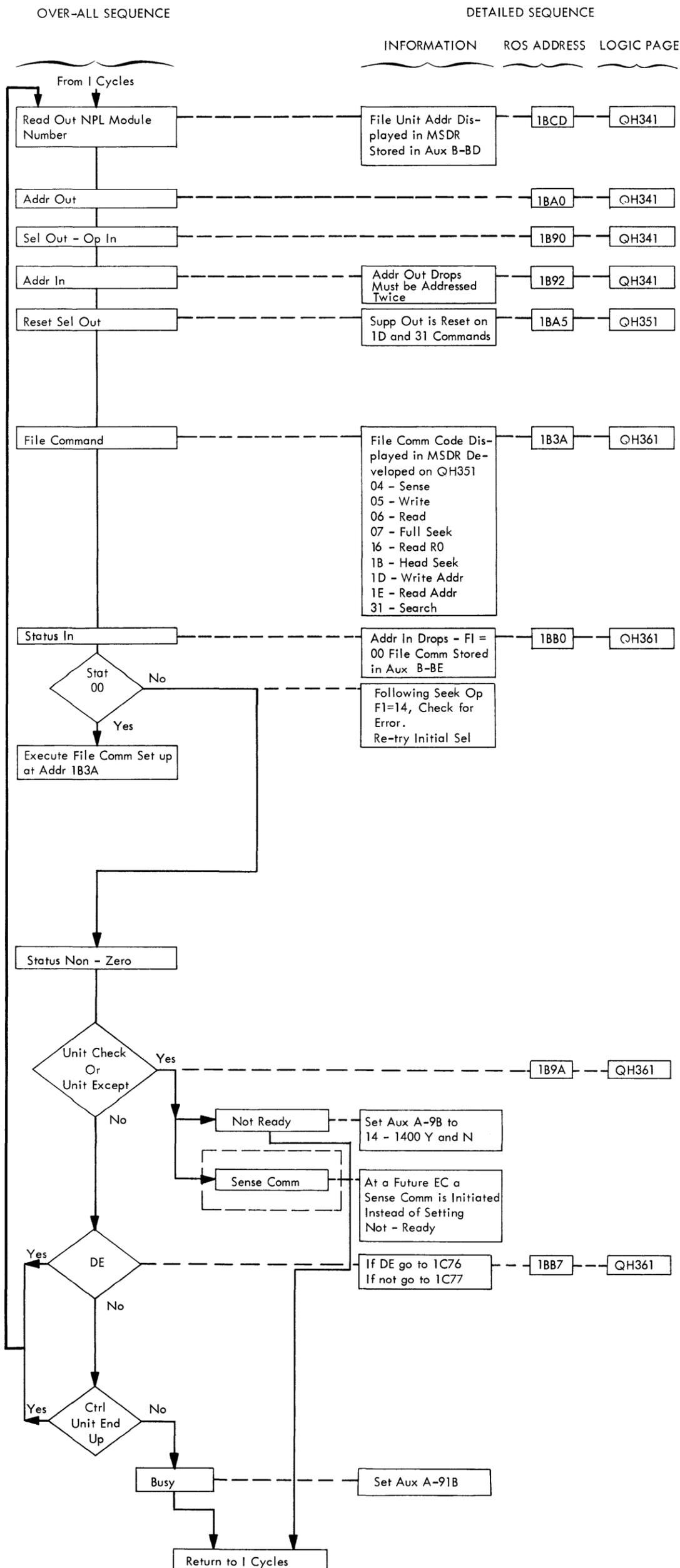
Initial File Address to be Written Has Been Developed with the Cylinder and Record Count Incremented Plus 1 to Conform to 360 Format and Stored as CCHHRKDD in Aux B AD thru B4.

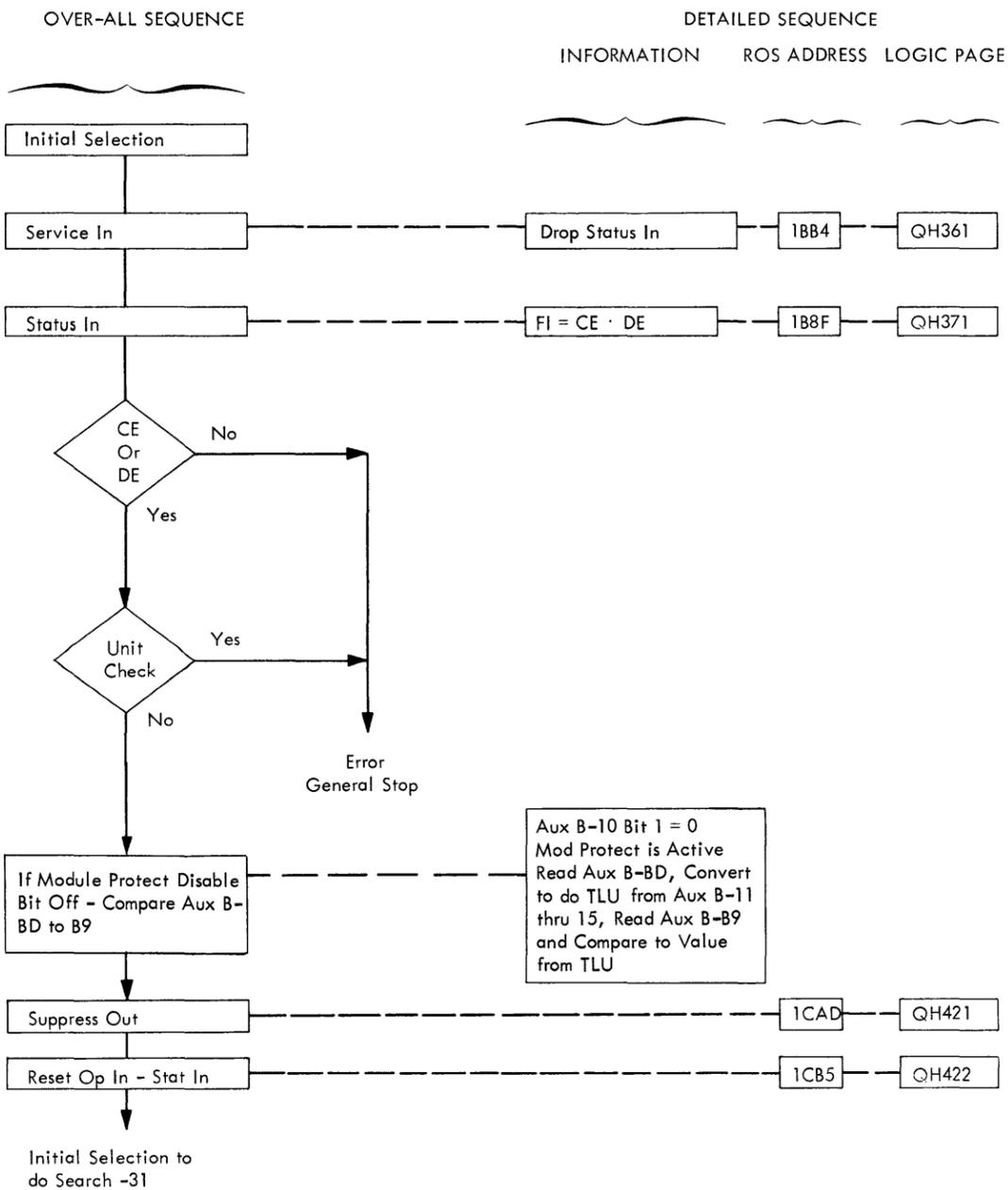


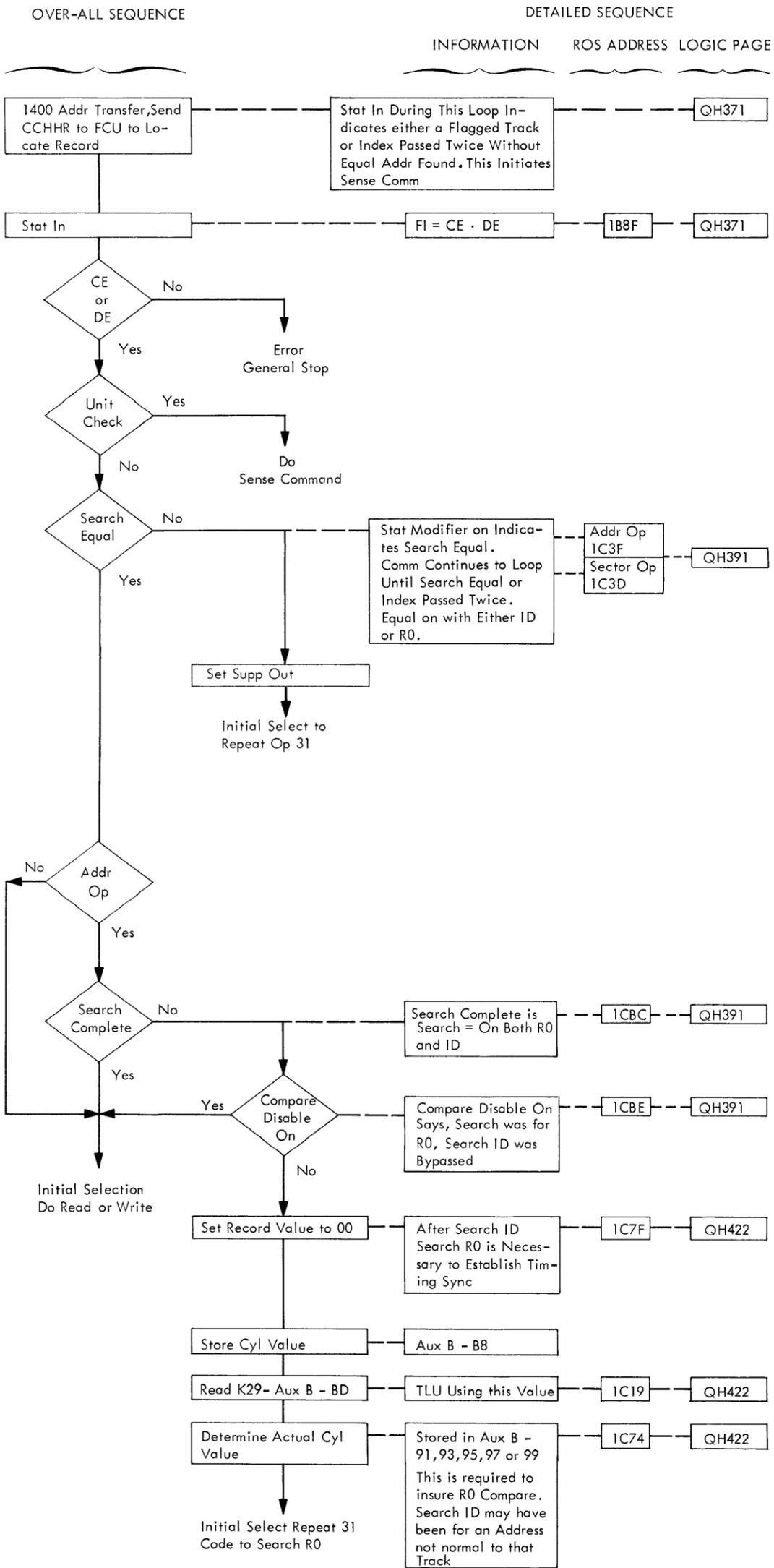
READ ADDRESS OPERATION 1E

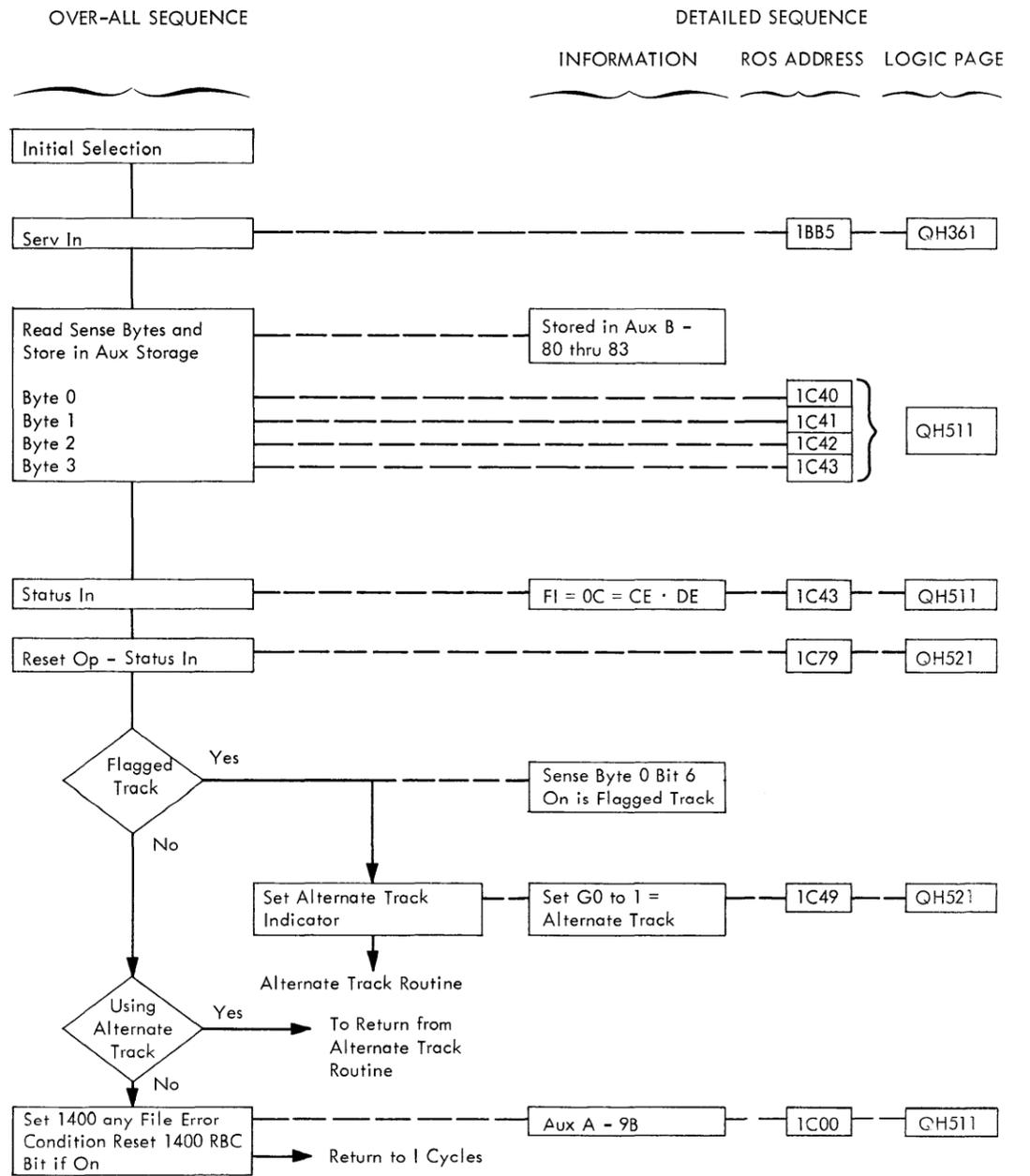


INITIAL SELECTION FILE COMMANDS









IV SEEK OPERATION

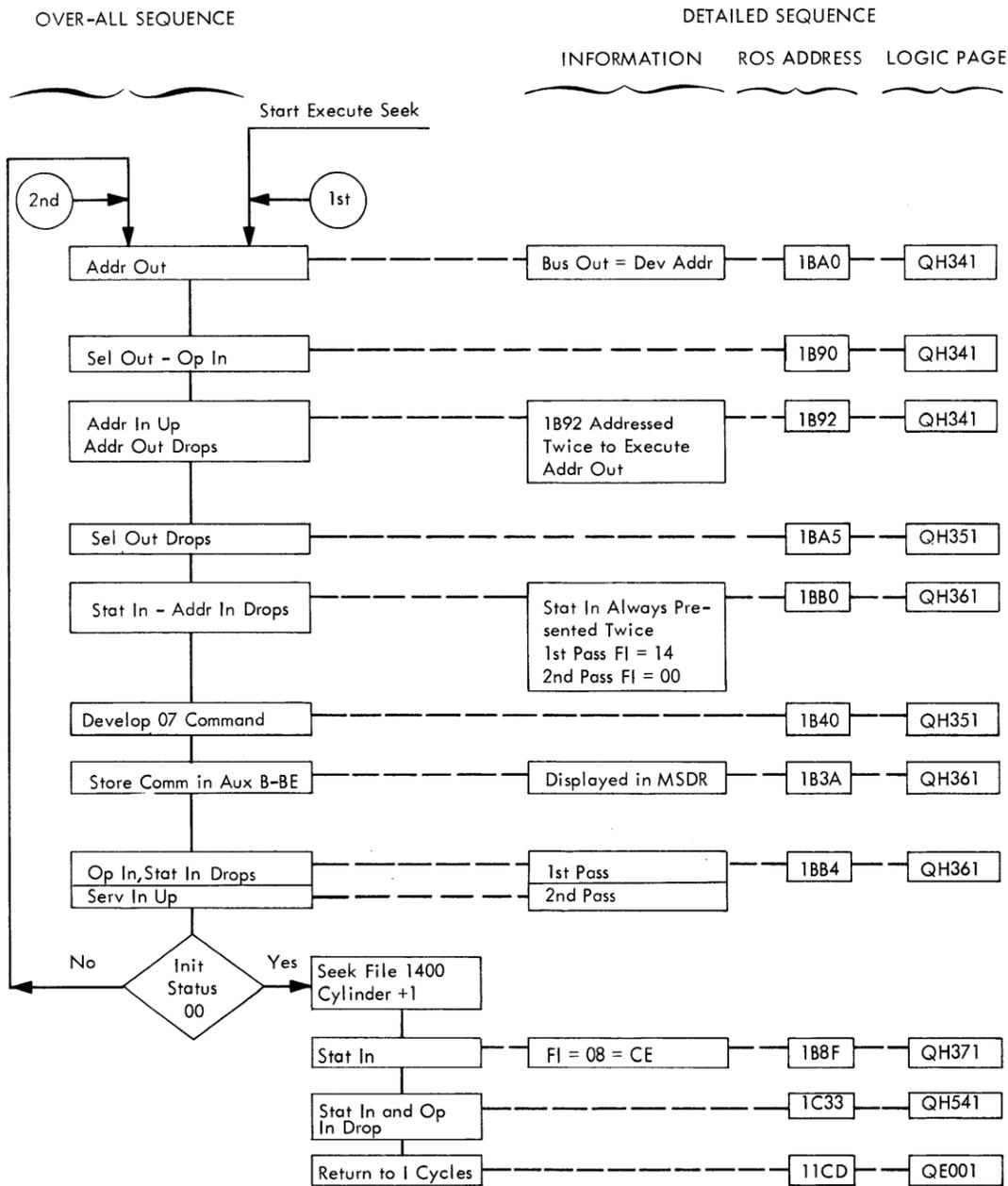
- A. Initialize Auxiliary Storage
- B. Enter following program
- C Ready the 1st File
- D. 1400 Start Reset
- E. Start Program (Set 1C to 500)
- F. Execute program in single cycle or Roar Stop on address provided in flow chart for Seek Operation.

This program should do repetitive seeks between 1400 cylinders 000 and 050. The actual physical location on the Disc Pack are cylinders 001 and 051. The compatibility feature increments all 1400 cylinders plus one because cylinder 000 is reserved for 360 use.

```

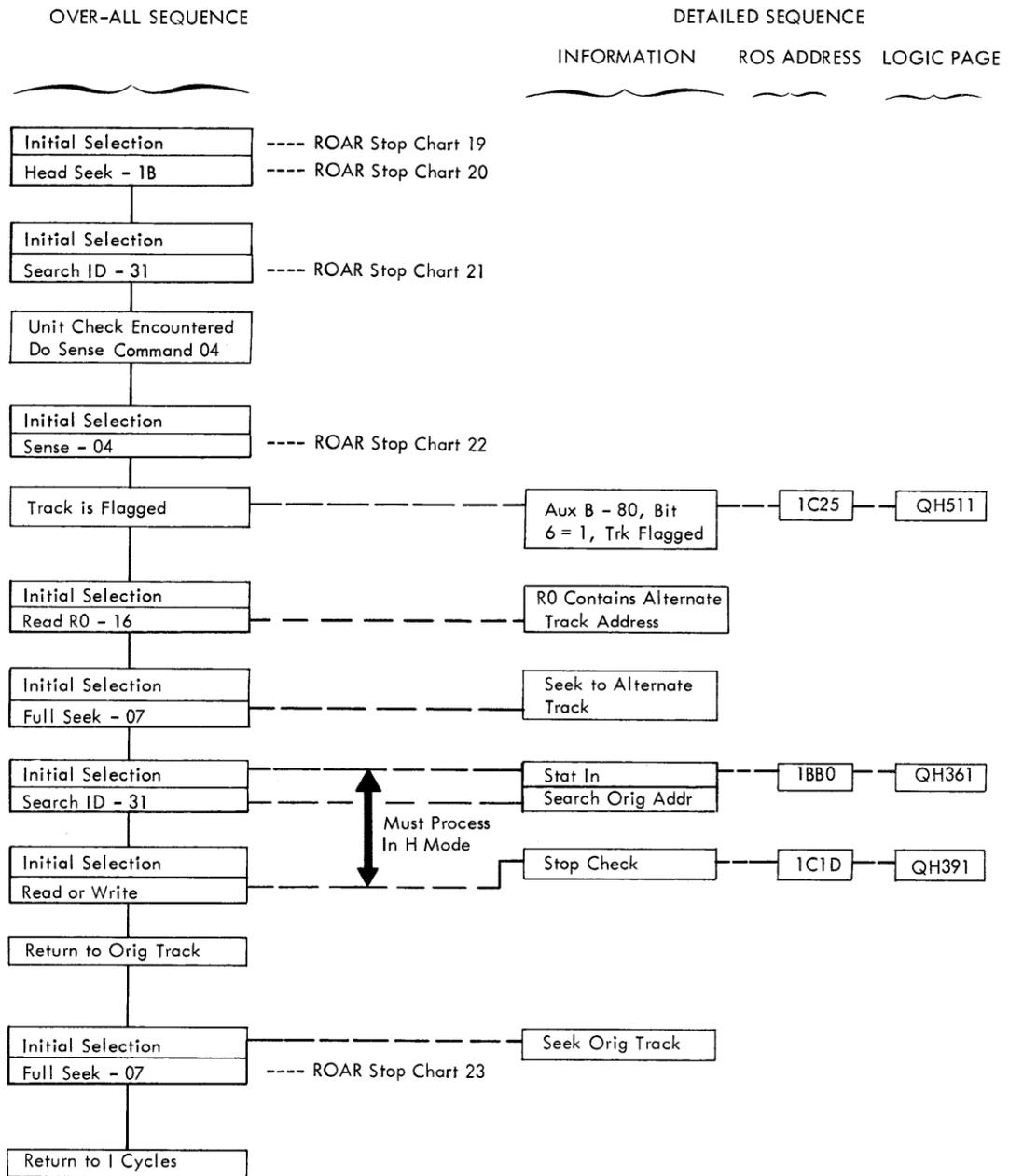
500 M F 0 600 R Seek to Cylinder 00
508 B 5 0 0 \ Branch on Busy
513 M F 0 700 R Seek to Cylinder 50
521 B 5 1 3 \ Branch on Busy
526 B 5 0 0 \ Return to Seek
600 * 0 0 0 0 0
700 * 0 1 0 0 0
    
```

SEEK OPERATION -07

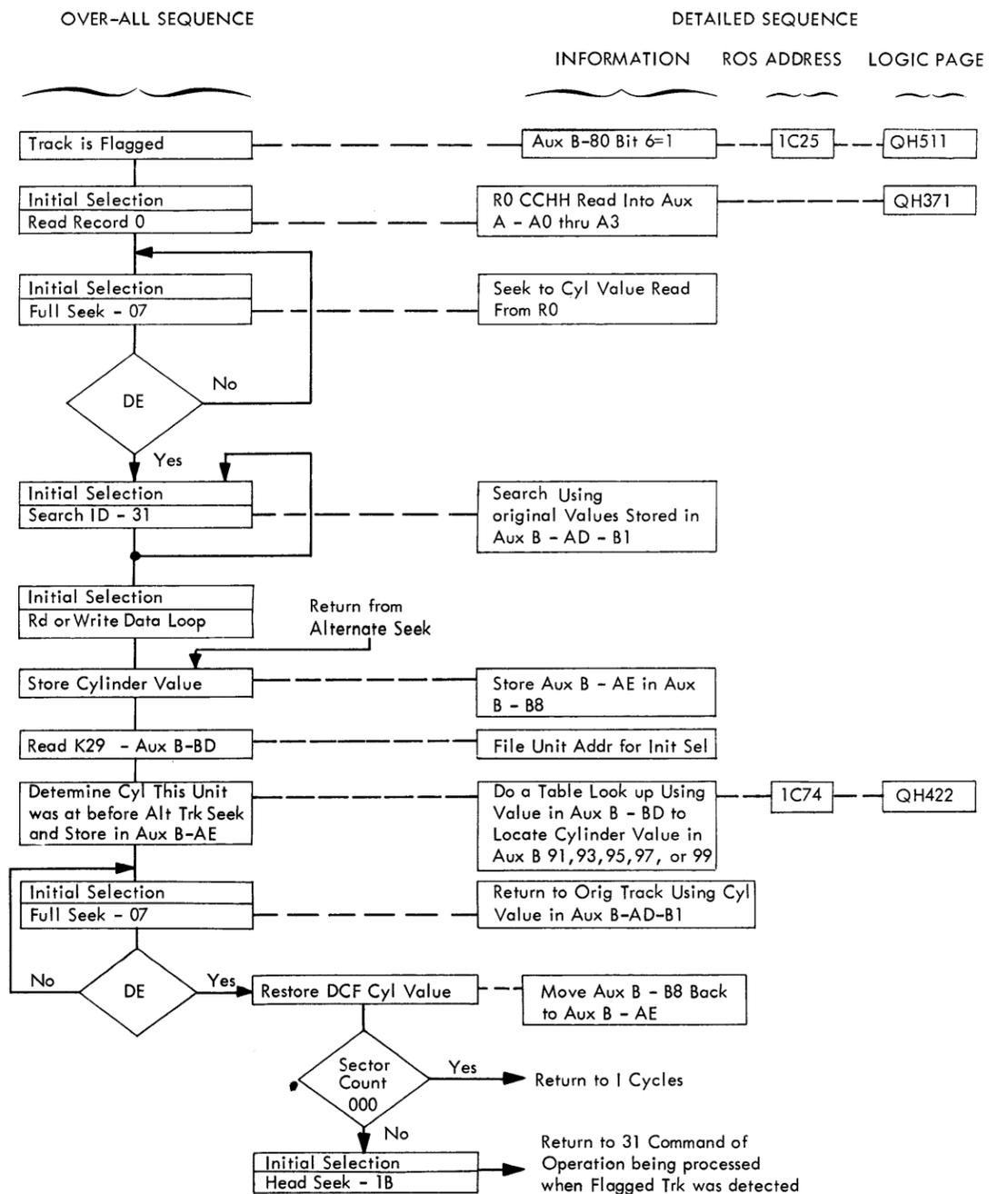


ALTERNATE TRACK ENTRY AND EXIT OBJECTIVE

Refer to Individual Flow Charts for Details on the Following Command Codes.



ALTERNATE TRACK ROUTINE



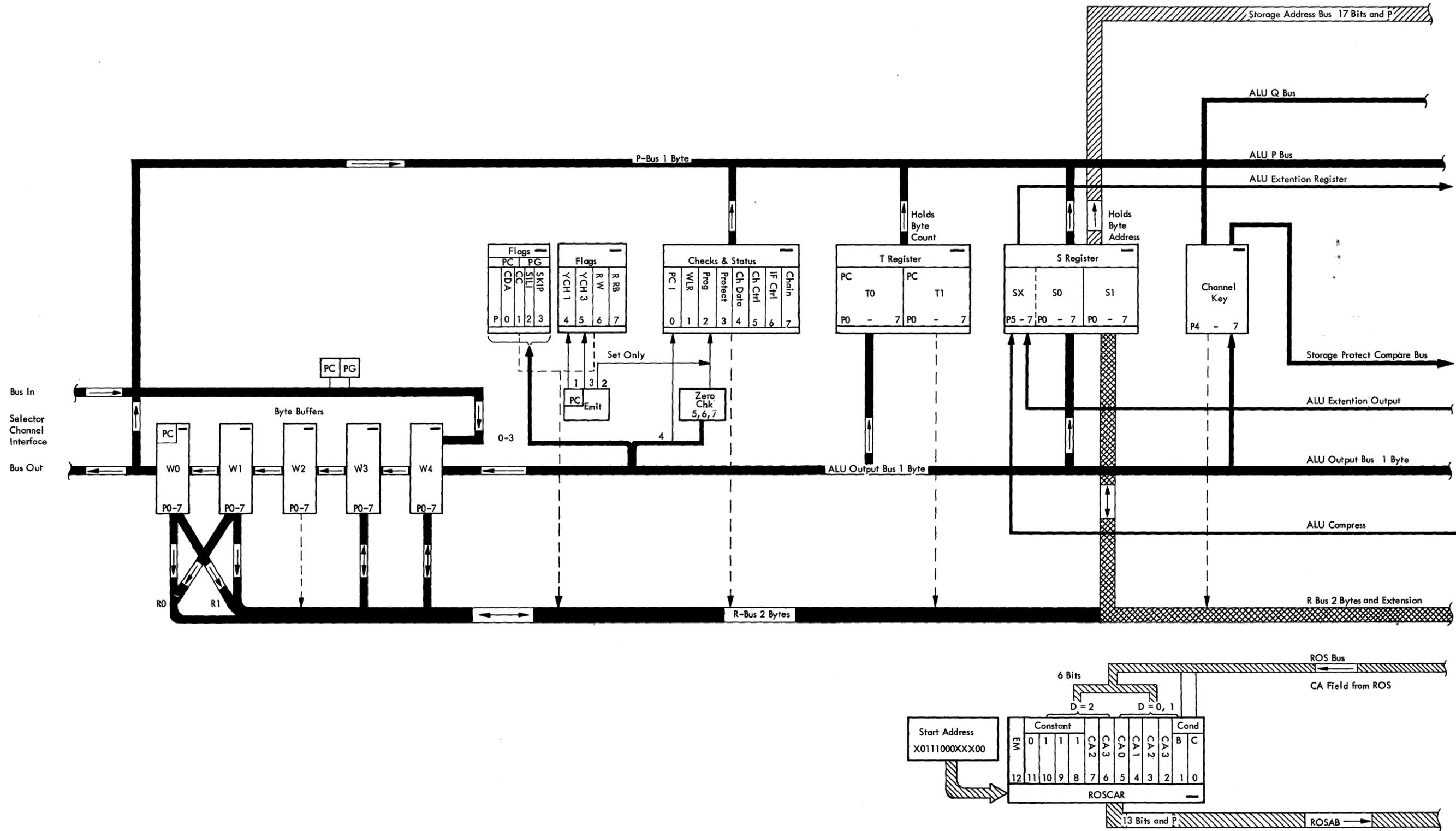


FIGURE 011. SELECTOR CHANNEL DATA FLOW

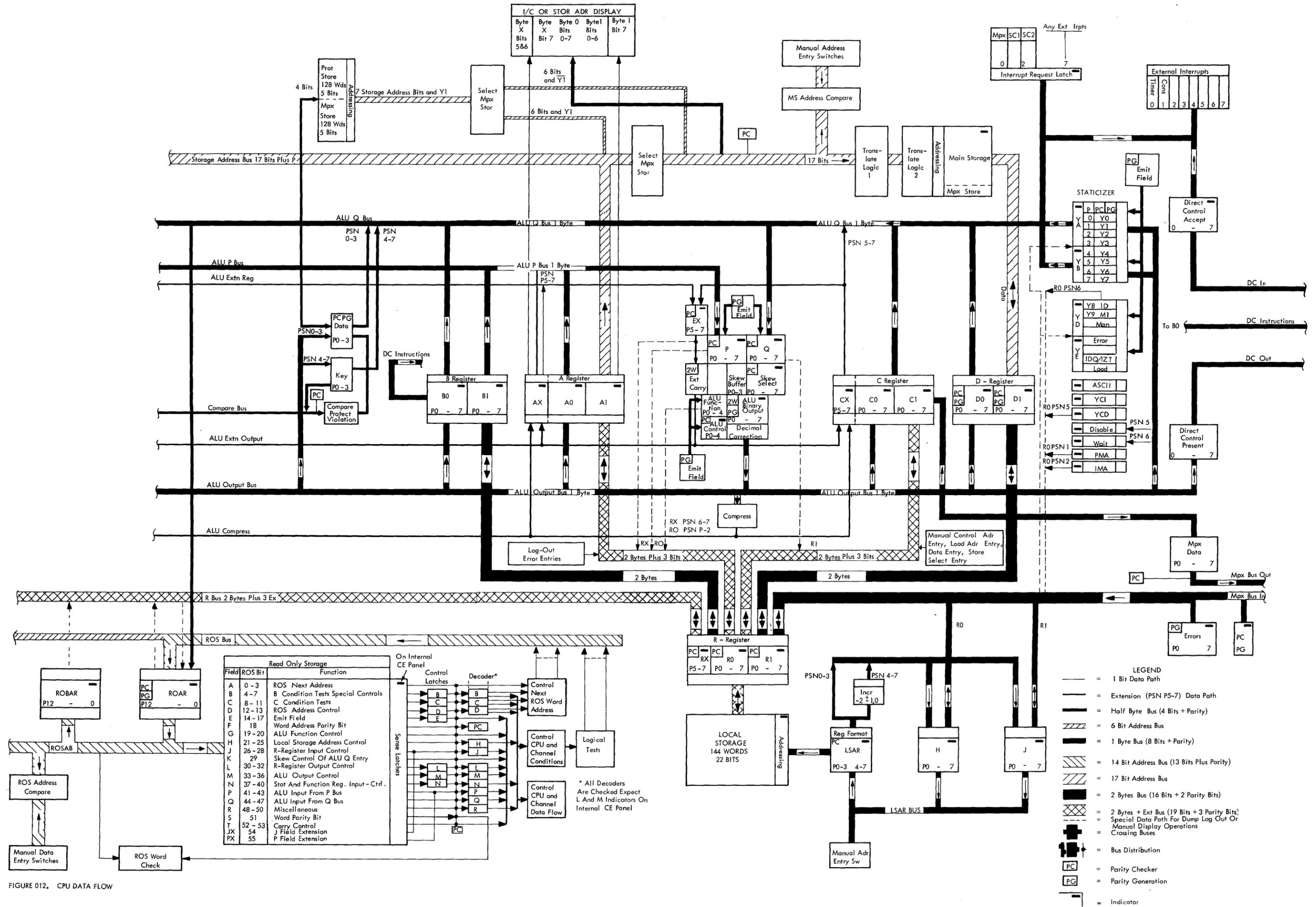


FIGURE 012. CPU DATA FLOW

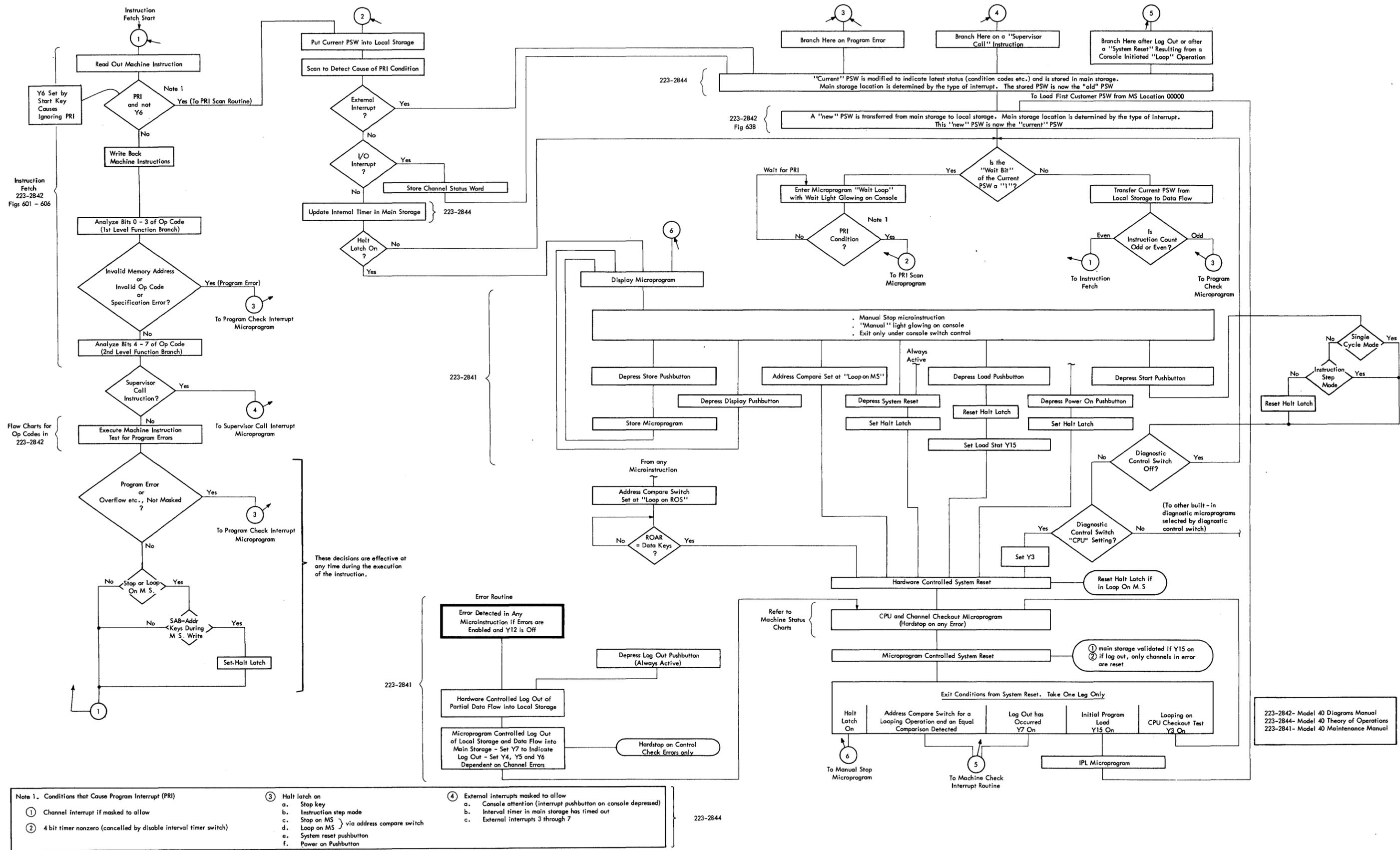


FIGURE 014. CPU MICROPROGRAM FLOW CHART (CHANNEL DATA SERVICE NOT SHOWN)

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Add Logical, RX		005	Device Symptoms	DT R
Add Normalized--Double, Floating Point--RR	028		Diagnostic Check Out	DT B
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Add, RX	005		Divide Example, Floating Point	033
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Add Unnormalized--Double, Floating Point--RX	028		Divide, RR	009
Add Unnormalized--Single, Floating Point--RR	028		Divide--Single, Floating Point--RR	032
Add Unnormalized--Single, Floating Point--RX	028		Divide--Single, Floating Point--RX	032
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