

Carol Hankins has put out D0 Microcode version 2.1b. This version contains bug fixes, Pilot CRs, 2 new op-codes (SetMp and CheckSum), and maps the entire D0 keyboard for use by Functional Test in El Segundo.

Carol has been involved in several planning meetings with the Pilot people to determine the microcode needs of Pilot 3.0 and Teak.

Software booting and the Pilot interval timer have also been worked on by Carol.

Bill Kennedy generated and distributed a memo outlining dynamic tasking in microcode.

Diagnostics

Elizabeth Rentmeesters continues to make progress towards a Verification Diagnostic window using Pilot, Apex, and Window management.

Tom Clark has developed a 'looping' diagnostic test that will continually test a stand-alone D0. It is called NAND and is available for limited use.

Tom is continuing the development and implementation of Initialization Diagnostics version 2.0 with the intention of including it in Teak.

Jim Peterson has released a memo on *Error Logging of Star* for comments to SDD. This memo is intended to start discussions and work culminating in a cohesive error logging capability in Star.

Jim, Bill Kennedy, and Pitts Jarvis defined a memory diagnostic to be generated as part of System Diagnostics. It is documented in *Memory Diagnostic* by Bill. Jim has defined and started to implement the internals of that diagnostic. Yet to be done is to define the external and user interfaces.

Acceptance Tests

Chuck Thacker, ED, has converted the present D0 Acceptance Tests for use on the new D0s which he is developing.

Problems

IODU is critically short on personnel.

Lack of Altos and D0s is beginning to affect production. The further generation of RDC code is held up waiting for a D0/RDC connection. This is complicated by the lack of working cards for the D0. The continuous scramble for an Alto has slowed down the start-up of John Ng as well as the generation of code by Jim Peterson.

Separation of group between two buildings continues to cause problems. Those in the other building (34) tend to spend a lot of time walking back and forth between the buildings since the people they work with are building 33.