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## DATE

August 9, 1961

SUBJECT TO PDP Distribution List

## ABSTRACT

This is a maintenance program designed for checking memory address registers and decoders. The program checks for incorrect addressing and is capable, by use of sense switches, to continuously check any address designated by the test word switches.

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## INTRODUCTION

To test memory address registers and decoders, all addresses not used by the address test program are loaded with their own address. That is to say, each register contains its own address. Then each register is checked for proper contents. Should an error be found, the address at which the error occured will appear in the IO and its contents in the AC.

There are two control sense switches in this program. Sense Switch 1 is used if it is desired to continuously check one register and the contents of all other registers to be sure that only one register contains a given address. This is done by first clearing memory, then storing the address located in the test word switches at the address designated by the test word switches. Now, a check is made on memory to find all non-zero registers and compare them against the address set in the test word switches. If there is more than one address that contains the contents of the test word switches or a wrong address that contains the contents of the test word switches, then the computer will come to a halt indicating the address in the IO and its contents in the AC.

## OPERATING INSTRUCTIONS

#1 Put up sense switch #2

#2 Load tape into reader, turn reader on and activate read in mode switch.

#3 Set address in test word switches and put up SS#1 if it is desired to check one register. SS#1 down, tests all addresses designated by the program.

#4 Select +10 margin switches of memory address registers /Aand decoders. Vary the margins until the program stops. Record /Bwhat happened in the computer log book.

#5 The first program read in starts at register 7700. To read in the low version, put SS#2 down. After the reader begins reading in the new program, put SS#2 up immediately. Otherwise, the reader will continue reading in after the new program has read in.

NOTES:

Sense switch 2 is used in this program to keep it in a closed

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loop. Otherwise, a new program will be read in on top of the old.

There are two address checking routines. The high version starts at register 7700. The low starts at register 0.

The following indicates how address checking is done.

Address	Contents			
0 1 2	0 1 2			
•	•			
•	•			
•	•			
100	100			
101	101			
102	102			
•	•			
•	•			
•	•			
1100	1100			
1101	1101			
1102	1102			
•	•			
•	•			
•	•			
7677	7677			
7700	Program starts here			
The address is checked against contents.				
,Address checker te ,7/24/61 ,S. Lambert	t program			
,High Checker				

org 7700 start

· .

law O

dap check

dap idx ¢ - 1

dap ¢ & 4

dap temp dzm \* ¢ & 1

sas finish

jmp start & 4

, initial location

,final location

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	· .	
	lio temp	,IO contains address
check	lac	
· · · · ·	sas temp	
	hlt	, incorrect address
	idx temp	
	idx check	
	sas trailend	
	jmp check - 1	
zhit	szs 10	, check one req. continuously
	jmp hit	
	szs 20	,read in new tape
	jmp start	•
read	rpb	
	dio temp	
	lac temp	
	dap stop	
	and stop	
	sad stop	
stop	jmp	
	rpb	
	dio * temp	
	jmp read	
hit	lac start	,clear memory
·	dap ¢ & 2	
	dap x & l	
	dzm	
	idx ¢ - 1	
	dzm	
	idx ¢ - 1	
	sas last	
	jmp ¢ - 3	· · · ·
	lat	
	and stp	
	sad stp	
	jmp zhit	
	lat	
	dap ¢ & 1	
	dap	
x	lac	, check all req. to find the
	sza	,location of test word & address
	jmp ¢ & 6	
	idx ¢ - 3	
	lio ¢ - 4	,IO has address of req. being checked
	sas trailend	
	jmp x & l	
•	jmp zhit	
	sas * x	

- <sup>1</sup>.

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	hlt
	jmp zhit
temp	0
finish	dap 7700
stp	7700
last	dzm 7700
trailend	lac 7700
jmp start end	•