

GT40

VISUAL TEST
MD-11-DDGTC-B

EP-DDGTC-B-DL-A
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Pattern 1	Pattern 2	Pattern 3	Pattern 4	Pattern 5
Pattern 6	Pattern 7	Pattern 8	Pattern 9	Pattern 10
Pattern 11	Pattern 12	Pattern 13	Pattern 14	Pattern 15
Pattern 16	Pattern 17	Pattern 18	Pattern 19	Pattern 20
Pattern 21	Pattern 22	Pattern 23	Pattern 24	Pattern 25
Pattern 26	Pattern 27	Pattern 28	Pattern 29	Pattern 30
Pattern 31	Pattern 32	Pattern 33	Pattern 34	Pattern 35
Pattern 36	Pattern 37	Pattern 38	Pattern 39	Pattern 40



.REM *

IDENTIFICATION

PRODUCT CODE:	MAINDEC-11-DOGTC-B
PRODUCT NAME:	GT40/GT44 VISUAL DISPLAY TEST WITH VR14 DISPLAY
DATE CREATED:	NOVEMBER 1, 1973
MAINTAINER:	DIAGNOSTIC GROUP
AUTHOR:	RAYMOND SHOOP

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1. ABSTRACT

THIS PROGRAM CONTAINS A SERIES OF PATTERNS THAT ARE USED AS AIDS IN THE ALIGNMENT AND ADJUSTMENT OF THE GT40/GT44 DISPLAY SYSTEM WITH A VR14. FOR THIS TEST THE MAINTENANCE SWITCHES ARE NOT USED (NORMAL POSITION).

2. REQUIREMENTS

2.1 EQUIPMENT

GT40 DISPLAY SYSTEM WITH VR14 DISPLAY SCOPE OR GT44 DISPLAY SYSTEM WITH VR14 DISPLAY SCOPE.

2.2 STORAGE

THIS PROGRAM USES LESS THAN 4K OF MEMORY.

2.3 PRELIMINARY PROGRAMS

ALL PROCESSOR MAINDECS, GT40/GT44 INSTRUCTION TEST I AND GT40/GT44 INSTRUCTION TEST II MUST HAVE RUN IN THEIR ENTIRETY BEFORE ATTEMPTING TO RUN THIS TEST.

3. LOADING PROCEDURE

3.1 METHOD

PROCEDURE FOR NORMAL BINARY TAPES SHOULD BE FOLLOWED.

4. STARTING PROCEDURE

4.1 STARTING ADDRESS

LOAD ADDRESS 0200
START WITH SWITCHES 7=0, 8=0 FOR AUTO SEQUENCING THRU ALL NON-OPERATOR INTERVENTION PATTERNS.
START WITH SWITCH BIT 7=0, 8=1 FOR SWITCH REGISTER PATTERN CONTROL (REF 4.2).
START WITH SWITCH BIT 7=1, 8=0 OR 1 FOR KEYBOARD PATTERN CONTROL (REF 4.3).

4.2 CONTROL SWITCH SETTINGS (SWITCH REGISTER)

SWITCH REGISTER BITS 0,1,2,3 ARE USED TO SELECT EACH OF THE TESTS.

NON-OPERATOR INTERVENTION TESTS

- SW 3-0 = 00 /DIRECTORY
- 01 /DOT REPEATABILITY
- 02 /POSITION (X AND Y OFFSET ADJ.)
- 03 /OBJECTS OR SOLUTIONS
- 04 /CHARACTER SET (CHAR ADJ.)
- 05 /DUAL LINES AND BLINK
- 06 /VECTOR LENGTH TEST (X VECTOR LENGTH ADJ.)
- 07 /VECTOR LENGTH TEST (Y VECTOR LENGTH ADJ.)
- 10 /PHANTOM TEST (HORIZ)
- 11 /PHANTOM TEST (VERT)
- 12 /INTENSITY LEVELS, SYNC AND LIGHT-PEN TEST
- 13 /EDGE TEST
- 14 /SHORT VECTOR AND RELATIVE POINT TEST
- 15 /GROUP PLOT INCREMENT TEST

OPERATOR INTERVENTION TESTS

- 16 /LIGHT-PEN FOLLOW TEST
 - 17 /KEYBOARD ECHO
- SW 6 = 0 SELECT SUB-PICTURE 0
SW 6 = 1 SELECT SUB-PICTURE 1 OR
STOP DISPLAY FRAME MOTION
- SW 8 = 0 EXECUTE ALL NON-OPERATOR INTERVENTION FRAMES.
SW 8 = 1 EXECUTE THE DISPLAY FRAME SPECIFIED BY SW 0-3.

4.3 CONTROL SWITCH SETTINGS (DISPLAY KEYBOARD)

ALPHA CHARACTERS 'A' THRU 'P' ARE USED TO SELECT EACH OF THE TESTS.

CHARACTER	TEST
A	DIRECTORY
B	DOT REPEATABILITY
C	POSITION (X AND Y OFFSET ADJ.)
D	OCTAGONS OR SQUARES
E	CHARACTER SET (CHAR. ADJ.)
F	DASH LINES AND BLINK
G	VECTOR LENGTH TEST (X VECTOR LENGTH ADJ.)
H	VECTOR LENGTH TEST (Y VECTOR LENGTH ADJ.)
I	PHOSPHOR TEST (HORIZ)
J	PHOSPHOR TEST (VERT)
K	INTENSITY LEVELS, SYNC AND LIGHT-PEN TEST
L	EDGE TEST
M	SHORT VECTOR AND RELATIVE POINT
N	GRAPHPLOT INCREMENT TEST
O	LIGHT-PEN FOLLOW TEST
P	KEYBOARD ECHO

DEPRESSING A 'RUBOUT' AFTER SELECTING A FRAME WILL LOCK ON THE SELECT FRAME.

DEPRESSING A 'CR' AFTER SELECTING A FRAME WILL SELECT SUB-PICTURE 1 OR STOP DISPLAY FRAME MOTION.

TO CONTINUE AFTER DEPRESSING A 'CR' OR 'RUBOUT' DEPRESS ANY KEY OTHER THAN 'CR' OR 'RUBOUT'.

DEPRESSING 'CONTROL C (<C>)' WHEN EXECUTING THE KEYBOARD ECHO TEST, WILL RETURN CONTROL TO THE DIRECTORY FRAME.

5. OPERATING PROCEDURE

5.1 OPERATIONAL SWITCHES

ALL OF THE TEST WILL RUN IN THEIR NORMAL MANNER WITHOUT ANY OPERATIONAL SWITCHES SELECTED. HOWEVER, SOME OF THE TESTS HAVE ADDITIONAL FEATURES AND THE ARE SELECTED BY USING SWITCH BIT 06 OR "CR" KEYBOARD KEY.

5.1.1 PINCUSHION TEST

SW 6 = 0 DISPLAY PINCUSHION
SW 6 = 1 DISPLAY CROSSHATCH (IN-HOUSE TEST ONLY)

5.1.2 OCTAGON OR SQUARES

SW 6 = 0 DISPLAY OCTAGONS
SW 6 = 1 DISPLAY SQUARES

5.1.3 VECTOR LENGTH TEST

SW 6 = 0 SWEEP MOVEMENT
SW 6 = 1 STOP MOVEMENT

5.1.4 PHOSPHOR TEST

SW 6 = 0 SWEEP ACROSS THE SCREEN
SW 6 = 1 STOP MOVEMENT

5.1.5 INTENSITY TEST

SW 6 = 0 ENABLE SYNC 'OFF'
SW 6 = 1 ENABLE SYNC 'ON'

5.1.6 GRAPHPLOT INCREMENT TEST

SW 6 = 0 USE GRAPHPLOT X
SW 6 = 1 USE GRAPHPLOT Y

5.1.7 LIGHT PEN FOLLOW

SW 6 = 0 DISPLAY LIGHT PEN FOLLOW
SW 6 = 1 DISPLAY LIGHT PEN FIELD OF VIEW
 (IN-HOUSE TEST ONLY)

6. ERRORS

THE PROGRAM WILL ONLY HALT ON ERROR.
THE PROGRAM DOES NOT CONTAIN FACILITES FOR THE REPORTING OF ERROR
CONDITIONS.

7. RESTRICTIONS

IF USING THE SWITCH REGISTER (REF 4.2) TO CONTROL THE
PROG. 1, THERE WILL BE A DELAY BEFORE THE
NEW TEST IS SELECTED.

8. MISCELLANEOUS

8.1 DEVICE ADDRESS PROGRAM LOCATIONS

LOCATION 1000 CONTAINS THE GT40/GT44 DEVICE ADDRESS.
LOCATION 1002 CONTAINS THE GT40/GT44 INTERRUPT VECTOR.
LOCATION 1004 CONTAINS THE GT40/GT44 INTERRUPT BR LEVEL.

9. PROGRAM DESCRIPTION

9.1 DIRECTORY

THIS TEST USES THE CHARACTER MODE TO DISPLAY A DIRECTORY
OF THE TESTS THAT ARE AVAILABLE.

9.2 DOT REPEATIBILITY

THIS TEST INTENSIFIES A DOT IN EACH CORNER AND A DOT IN THE
CENTER OF THE SCREEN. THIS TEST IS USED TO VERIFY DOT REPEATIBILITY.

9.3 PINCUSHION AND VECTOR CURVATURE TEST (ADJUSTMENT OF X AND Y OFFSET POTS)

THIS TEST OUTLINES THE FULL SCREEN AREA. IT IS USEFUL
IN CENTERING THE VIEWING AREA IN THE DISPLAY MASK.
THIS TEST ALSO DRAWS A DIAGONAL LINE FROM LOWER LEFT CORNER
TO THE UPPER RIGHT AND THEN RETURNS IN THE OPPOSITE DIRECTION.
A SIMILAR S-CURVE IS REPEATED STARTING AT LOWER RIGHT
CORNER TO THE UPPER LEFT CORNER AND BACK. THE PURPOSE IS TO MAKE
CERTAIN THAT THE VECTORS ARE LINEAR OVER THEIR ENTIRE LENGTH.
WITH PROPER LENGTH VECTORS ONLY TWO DIAGONAL LINES SHOULD BE SEEN
IN THE CENTER OF THE SCREEN. DO NOT ADJUST THE VECTOR LENGTH
POTS WITH THIS DISPLAY PATTERN. SINGLE LINES SHOULD BE VISABLE
AT THE TOP AND BOTTOM OF THE SCREEN, IF NOT ADJUST THE Y OFFSET POT.
SINGLE LINES SHOULD BE VISABLE AT THE RIGHT AND LEFT EDGE
OF THE SCREEN IF NOT ADJUST THE X OFFSET POT..

9.4 OCTAGONS OR SQUARES

A SERIES OF DIFFERENT SIZE OCTAGONS OR SQUARES ARE DRAWN TO
DEMONSTRATE THAT CLOSED FIGURES CAN BE DRAWN USING
DIFFERENT VECTOR LENGTHS (7, 17, 37, 77, 177, 377 AND 777).
THIS TEST IS USED TO TEST THE END POINT MATCHING OF THE VECTORS.

9.5 CHARACTER SET (ADJUSTMENT OF THE CHARACTER POT'S)

TWO COMPLETE SETS OF ASCII CHARACTERS AVAILABLE FROM THE CHARACTER GENERATOR ARE DISPLAYED. THE CHARACTERS ARE DISPLAYED IN FOUR LINES OF TEXT. THE FIRST HALF OF A LINE IS IN 'NORMAL' FONT THE SECOND HALF OF A LINE IS IN 'ITALICS' FONT.

9.6 DASH LINES AND BLINK TEST

THIS TEST IS USED TO TEST THE FOUR TYPES OF VECTOR LINES. FOUR VECTORS ARE PLOTTED USING EACH OF THE FOUR LINE REGISTER VALUES. THIS TEST ALSO ENDS THE BLINK OPTION. THE FIRST VECTOR ON A LINE SHOULD NOT BLINK. THE SECOND VECTOR ON A LINE SHOULD BLINK.

9.7 VECTOR LENGTH TEST (ADJUSTMENT OF X AND Y VECTOR LENGTH)

A SERIES OF INCREMENTING ANGLE VECTORS ARE DRAWN FROM THE CENTER OF THE SCREEN TO THE OPPOSITE EDGE OF THE SCREEN. THESE VECTORS SHOULD TERMINATE ON THE LINE DRAWN AT THE VIEWING EDGE. IF THE VECTORS DO NOT END ON THE LINE, ADJUST THE APPROPRIATE VECTOR LENGTH POT.

9.8 PHOSPHOR TEST

A WIDE BAND OF INTENSIFIED VECTORS IS DISPLAYED TO ALLOW FOR VISUAL INSPECTION OF THE CRT PHOSPHOR. THIS TEST ALSO TESTS FOR ANY DISTORTION IN DEFLECTION CROSS-OVER IN THE SCOPE.

9.9 INTENSITY LEVEL, SYNC AND LIGHT-PEN SENSITIVITY TEST

EIGHT VECTORS ARE DRAWN USING EACH OF THE EIGHT INTENSITY LEVELS. THE INTENSITY SHOULD BE ADJUSTED SO THAT THE LEVEL 0 IS BARELY VISIBLE. THIS TEST IS ALSO USED TO TEST THE LIGHT PEN SENSITIVITY. ALL LINES ARE SET TO ALLOW A LIGHT PEN HIT. THEN HIT THE NEEDLE 'LIGHT PEN HIT' WILL BE DISPLAYED ON THE LINE HIT. THIS TEST IS ALSO USED TO TEST THE 'SYNC' LOGIC IF SELECTED.

9.10 EDGE SQUARES TEST

THIS TEST IS USED TO TEST FOR PROPER EDGE BLANKING AND REENTRY SETTLE TIME. THE SCREEN IS OUTLINED AND FOUR RECTANGLES ARE DRAWN AS TO EXCEED THE EDGE OF THE SCREEN. ONLY HALF OF EACH RECTANGLE SHOULD BE VISIBLE.

9.11 SHORT VECTOR AND RELATIVE POINT TEST

THIS TEST IS USED TO VERIFY PROPER DECODING OF THE SHORT VECTOR AND RELATIVE POINT. A SERIES OF INFINITELY VERTICAL LINES ARE PLOTTED USING SHORT VECTOR MODE. THE TEST THEN REPEATS IN RELATIVE POINT MODE. THE RESULT IS THAT A SINGLE VERTICAL LINE APPEARS TO THE RIGHT OF THE VERTICAL LINES. ALSO THE POINT IS A RELATIVE POINT REPEATABILITY TEST. FOUR SETS OF THREE OCTAL VALUES FROM 71 TO 74 WILL BE DISPLAYED. THE INNER OCTAGON IS DRAWN USING SHORT VECTOR MODE WITH A DELTA X, Y OF 71 OCT. THE MIDDLE OCTAGON IS DRAWN USING RELATIVE POINT MODE WITH A DELTA X, Y OF 72 OCT. THE OUTER OCTAGON IS DRAWN USING SHORT VECTOR MODE WITH AN DELTA X, Y OF 77 OCT. THE MIDDLE OCTAGON SHOULD BE EQUAL DISTANCE FROM THE OUTER OCTAGONS AND SHOULD NOT MOVE.

9.12 GRAPHLOT INCREMENT TEST

A SERIES OF POINTS ARE PLOTTED WITH EACH POSSIBLE VALUE IN THE GRAPHLOT INCREMENT REGISTER FROM 0-77. THE RESULTING PATTERN USED SHOULD APPEAR TO BE A SERIES OF POINTS AT AN INCREASING ANGLE.

9.13 LIGHT-PEN FOLLOW TEST

IN THIS OPERATOR INTERVENTION TEST A TRACKING CROSS IS DISPLAYED. THE OPERATOR MAY MOVE ACROSS THE SCREEN WITH THE LIGHT PEN. AN X AND Y OCTAL READOUT IS ALSO DISPLAYED TO THE OPERATOR.

9.14 KEYBOARD ECHO TEST

THIS IS AN OPERATOR INTERVENTION TEST USED TO INSURE PROPER OPERATION OF THE DISPLAY KEYBOARD. WHEN A DISPLAYABLE CHARACTER KEY IS DEPRESSED THE CHARACTER IS DISPLAYED ON THE SCREEN. IN SELECTING THE SHIFT-OUT MODE, IF THE KEY DEPRESSED IS NOT A CONTROL CHARACTER, THE PROGRAM WILL TRAP TO THE SHIFT-OUT VECTOR. AN OCTAL CHARACTER VALUE READOUT IS ALSO DISPLAYED AS AN AID IN ADJUSTING THE TTY CLOCK.

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000001
000002
000003
000004
000005
000006
000007
104000
000500
177570

000024
001250
000340

000030
001100
000340

.ENABL ABS,AMA
.TITLE GT-40/GT-44 WITH VR14 VISUAL DISPLAY TEST MAINDEC-11-DOGTC-B
.LIST ME
.NLIST MC,MD,CND

RO=X0
R1=X1
R2=X2
R3=X3
R4=X4
R5=X5
SP=X6
PC=X7
SCOPE=EMT
STKPTR=500
DISPLAY=177570 ;11/45 LIGHT DISPLAY REGISTER

;0-776 IS FILLED WITH .+2, HALT
.LIST

. =24
.WORD LOWPWR
340

. =30
.WORD SCOPEA ;EMT RETURN
340

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388
389
390 000200 000200      ;=200
391 000200 000137 001356 JMP START ;DISPLAY TEST
392
393
394 001000 001000      ;=1000
395 001002 172000      GSADD: 172000 ;DISPLAY STARTING ADDRESS
396 001004 000320      GSVC1: 320 ;DISPLAY INTERRUPT VECTOR STARTING ADDRESS
397 001004 000200      GSBL: 200 ;DISPLAY BR LEVEL
398
399 001006 000000      ICNT: 0
400 001010 177776      PSM: 177776
401 001012 177776      TFS: 177776
402 001016 177776      TFS: 177776
403 001016 012470      DE F: BUFFER ;FIRST WORD IN THE DISPLAY BUFFER
404 001016 012472      DE F1: BUFFER+2 ;SECOND WORD
405 001016 012474      DE F2: BUFFER+4 ;THIRD WORD
406 001016 012476      DE F3: BUFFER+6 ;FOURTH WORD
407 001016 012500      DE F4: BUFFER+10 ;FIFTH WORD
408 001016 012502      DE F5: BUFFER+12
409 001032 000000      DSAVE: 0 ;TEMP REG.
410 001034 000000      DSAVE1: 0
411 001036 000000      DSAVE2: 0
412 001038 000000      DSAVE3: 0
413 001040 000000      HOLD: 0
414 001042 000000      TSAVE: 0
415 001050 000000      CNTR: 0
416 001052 000000      CHANGE: 0
417
418
419
420
421
422
423
424
425
426 001064 000320      DOONE: 320 ;DISPLAY INTERRUPT VECTOR FOR STOP
427 001066 000322      DOONE1: 322
428
429
430 001070 000324      LPVCT: 324 ;DISPLAY INTERRUPT VECTOR FOR LIGHT-PEN
431 001072 000326      LPVCT1: 326
432
433 001074 000330      TIMEVT: 330 ;DISPLAY INTERRUPT VECTOR FOR TIME-OUT OR SHIFT-OUT
434 001076 000332      TIMEVT1: 332

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;GS ADDRESSES AND INTERRUPT VECTORS

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DPC: 172000 ;DISPLAY PROGRAM COUNTER
DSR: 172002 ;DISPLAY STATUS REGISTER
XPOS: 172004 ;DISPLAY X AXIS REGISTER
YPOS: 172006 ;DISPLAY Y AXIS REGISTER

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;MONITOR ROUTINE
435
436
437 001100 005737 002046 SCOPEA: TST KRBD ;TEST IF SW OR "KRB"
438 001104 001014 BNE SCOPEF ;BR IF "KRB"
439 001106 005556 CLR SWITCH ;CLEAR "SWITCH"
440 001112 032737 000100 177570 BIT #100,2#DISPLAY ;TEST FOR "HOLD/STOP SWITCH"
441 001120 001402 BEQ SCOPEE ;BR IF CLEARED
442 001122 005137 005556 COM SWITCH ;SET SWITCH
443 001126 032737 000400 177570 SCOPEE: BIT #400,2#DISPLAY ;TEST BIT 8
444 001134 001010 BNE SCOPEB
445 001136 005737 001042 SCOPEF: TST HOLD ;TEST FOR "HOLD/STOP"
446 001142 001012 BNE SCOPED ;BR IF SET
447 001144 003240 NOP
448 001146 005737 001536 JSR PC, SETUP ;RESET HOUSEKEEPING
449 001152 003240 NOP
450 001154 0032 RTI ;EXIT
451 001156 013704 177570 SCOPEB: MOV 2#DISPLAY,R4 ;READ SWITCHES
452 001162 013704 177760 SCOPEC: BIC #177760,R4 ;M-SK TO BITS 4-15
453 001166 003240 R4 ;MOVE LEFT
454 001170 013706 000500 SCOPED: MOV #STKPTR,SP ;RESET STACK
455 001174 003240 NOP
456 001176 005737 001536 JSR PC, SETUP ;RESET HOUSEKEEPING
457 001202 003240 NOP
458 001204 001174 001210 JMP 2#DISPTC(R4) ;JMP TO THAT TEST
459
460 001210 002052 DISPTC: FILE0+2 ;DIRECTORY
461 001212 002064 FILE1+2 ;DOT REPEATIBILITY
462 001214 002076 FILE2+2 ;PINCLUSION
463 001216 002342 FILE3+2 ;OCTAGONS OR SQUARES
464 001220 002416 FILE4+2 ;CHARACTER SET
465 001222 003026 FILE5+2 ;DASH LINES AND BLINK
466 001224 003040 FILE6+2 ;X VECTOR LENGTH
467 001226 003172 FILE7+2 ;Y VECTOR LENGTH
468 001230 003324 FILE10+2 ;X PHOSPHOR TEST
469 001232 003400 FILE11+2 ;Y PHOSPHOR TEST
470 001234 003454 FILE12+2 ;INTENSITY LEVEL AND LIGHTPEN
471 001236 003616 FILE13+2 ;EDGE SOURCES
472 001240 003630 FILE14+2 ;SHORT VECTOR RELATIVE POINT TEST
473 001242 004110 FILE15+2 ;GRAPH PLOT TEST
474 001244 004344 FILE16+2 ;LIGHT-PEN FOLLOW
475 001246 005054 FILE17+2 ;KEY BOARD ECHO
476

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MO1

477							
478							
479	001250	010046		LOWPWR:	MOV	R0, -(SP)	
480	001252	010146			MOV	R1, -(SP)	
481	001254	010246			MOV	R2, -(SP)	
482	001256	010346			MOV	R3, -(SP)	
483	001260	010446			MOV	R4, -(SP)	
484	001262	010546			MOV	R5, -(SP)	
485	001264	010637	001300		MOV	SP, LOWSV	
486	001270	012737	001302	000024	MOV	#HIGPWR, @#24	
487	001276	000000			HALT		
488							
489	001300	000000		LOWSV:	0		
490							
491	001302	013706	001300	HIGPWR:	MOV	LOWSV, SP	
492	001306	012605			MOV	(SP)+, R5	
493	001310	012604			MOV	(SP)+, R4	
494	001312	012603			MOV	(SP)+, R3	
495	001314	012602			MOV	(SP)+, R2	
496	001316	012601			MOV	(SP)+, R1	
497	001320	012600			MOV	(SP)+, R0	
498	001322	012737	001250	000024	MOV	#LOWPWR, @#24	
499	001330	012706	000500		MOV	#STKPTR, SP	
500	001334	000240			NOP		
501	001336	000240			NOP		
502	001340	000240			NOP		
503	001342	000000			HALT		
504	001344	000240			NOP		
505	001346	000240			NOP		
506	001350	000240			NOP		
507	001352	000137	001170		JMP	SCOPED	

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508 001356 012706 000500 START: MOV #STKPTR,SP ;SET UP THE STACK
509 001362 012777 000340 177420 MOV #340,PSW ;RAISE PSW
510 001370 012700 001054 MOV #0PC,RO ;GET POINTER
511 001374 013701 001060 MOV GSADD,R1 ;GET SUPPLIED ADDRESS
512 001400 010120 STRA: MOV R1,(0)+ ;UPDATE
513 001402 062701 000002 ADD #2,R1 ;THE
514 001406 022700 001064 CMP #0PC+10,RO ;ADDRESSES
515 001412 001372 BNE STRA ;UNTIL DONE
516 001414 012700 001064 MOV #DOONE,RO ;GET POINTER
517 001420 013701 001002 MOV GSVCT,R1 ;GET SUPPLIED VECTOR
518 001424 010120 STRB: MOV R1,(0)+ ;UPDATE
519 001426 062701 000002 ADD #2,R1 ;THE VECTORS
520 001432 022700 001100 CMP #DOONE+14,RO
521 001436 001372 BNE STRB
522 001440 001037 005556 CLR SWITCH ;HOUSEKEEP
523 001444 001037 001042 CLR HOLD
524 001450 001037 CLR R4
525 001454 001037 CLR TSAVE
526 001458 004737 001044 STRC: JSR PC,SETUP ;SET UP VECTORS
527 001462 005037 001042 CLR HOLD
528 001466 012737 011000 012004 MOV #1000,RAY14A ;HOUSEKEEP X,Y ORIGIN FOR LIGHTPEN
529 001474 012737 001037 012006 MOV #600,RAY14B
530 001502 012737 001037 011764 MOV #30060,DLT14A ;INITIALIZE X READOUT
531 001510 012737 030060 011766 MOV #30060,DLT14A+2
532 001516 012737 030050 011776 MOV #30050,DLT14B ;INITIALIZE Y READOUT
533 001524 012737 030050 012000 MOV #30050,DLT14B+2
534 001532 000137 002050 JMP FILED ;START THE TEST
535 001536 012737 000062 000060 SETUP: MOV #62,#60 ;RESET KRB VECTOR
536 001544 012737 000000 000062 MOV #0,#62
537 001552 042777 000100 177232 BIC #100,ATKS ;CLEAR INT ENABLE
538 001560 005037 002046 CLR KR80
539 001564 032737 000200 177570 BIT #200,#DISPLAY ;TEST FOR "KRB" CONTROL
540 001572 001413 BEQ SETUPA ;BR IF NOT
541 001574 005137 002046 COM KR80 ;SET "KRB" CONTROL
542 001600 012737 011700 000060 MOV #RETB,#60 ;SET UP "KRB" INT
543 001606 012737 000340 000062 MOV #340,#62
544 001614 052777 000100 177170 BIS #100,ATKS ;ENABLE "KRB" INT
545 001622 012777 001654 177234 SETUPA: MOV #SETUPB,DOONE ;SET UP GT DONE VECTOR
546 001630 012777 000340 177230 MOV #340,DOONE1
547 001636 013777 001072 177224 MOV LPVCT1,ALPVCT ;RESET LIGHT-PEN VECTOR
548 001644 005077 177222 CLR ALPVCT1
549 001650 013777 001076 177216 MOV TIMEVT1,TIMEVT ;RESET TIME-OUT/SHIFT OUT VECTOR
550 001656 005077 177214 CLR TIMEVT1
551 001662 000207 RTS ;EXIT
552
553
554 001664 005777 177166 SETUPB: TST #OSR ;TEST FOR STOP
555 001670 100401 BMI .+4
556 001672 000000 HALT ;ERROR, INTERRUPT OCCURRED TO THE STOP
557 ;VECTOR BUT STOP WAS NOT SET
558 001674 000002 RTI
559 001676 000000 HALT

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569	001700	117737	177110	001044	RETB:	MOV8	@TK8, TSAVE	: READ THE CHARACTER
570	001706	042737	177600	001044		BIC	@177600, TSAVE	: X TO 7 BITS
571	001714	022737	000015	001044		CMP	@15, TSAVE	: TEST FOR "CR"
572	001722	001440				BEO	KYT3	: ER IF
573	001724	005037	005556			CLR	SWITCH	: CLEAR "SWITCH"
574	001730	162737	000101	001044		SUB	@101, TSAVE	: MAKE 0-77
575	001736	100426			KYT5:	BMI	KYT1	: (A
576	001740	022737	000017	001044		CMP	@17, TSAVE	:)P
577	001746	100412				BMI	KYT2	
578	001750	013704	001044			MOV	TSAVE, R4	
579	001754	012737	177777	001050		MOV	@-1, CHANGE	
580	001762	001037	005556			CLR	SWITCH	
581	001766	001037	001042			CLR	HOLD	
582	001772	001002				RTI		:EXIT
583	001774	012737	000076	001044	KYT2:	CMP	@76, TSAVE	
584	001778	001015				BNE	KYT4	: RUBOUT
585	001782	012737	177777	001042		MOV	@-1, HOLD	:EXIT
586	001786	001002				RTI		
587	001790	001037	001042		KYT1:	CLR	HOLD	
588	001794	001002				RTI		:FATAL ERROR RTI FAILED
589	001798	000000				HALT		
590	002024	012737	177777	005556	KYT3:	MOV	@-1, SWITCH	
591	002032	001002				RTI		:FATAL ERROR, RTI FAILED
592	002034	000000				HALT		
593	002036	162737	000040	001044	KYT4:	SUB	@40, TSAVE	: CONVERT LC TO UC
594	002044	000734				BR	KYT5	
595	002046	000000			KR80:	0		

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002050	104000	005412
002053	004537	
002056	001000	
002060	005560	
002062	104000	005412
002065	004537	
002068	001000	
002072	007140	
002074	104000	
002076	012700	012470
002102	004737	002252
002106	012701	000020
002112	012720	040000
002116	012720	001377
002122	012720	000100
002126	012720	021377
002132	005301	
002134	001366	
002136	012720	020001
002138	012720	000000
002140	012720	040000
002142	012720	001377
002144	004737	002252
002146	012701	000014
002148	012720	041777
002150	012720	000000
002152	012720	021777
002154	012720	000100
002156	001366	
002158	012720	000000
002160	012720	020001
002162	012720	041777
002164	012720	000000
002166	012720	173400
002168	012720	160000
002170	012710	012470
002172	000137	002274
002252	012720	117000
002256	012720	000000
002262	012720	000000
002266	012720	110000
002272	000207	

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;EXECUTE DIRECTORY FRAME
FILED: SCOPE
      JSR      5,MSG      ;EXIT TO DISPLAY A FRAME
      1000
      FRMD      ;USING THE DIR. FRAME

;EXECUTE DOT REPEATIBILITY FRAME
FILE1: SCOPE
      JSR      5,MSG      ;EXIT TO DISPLAY A FRAME
      100000
      FRMD1     ;USING THE DOR REPEAT FRAME

;EXECUTE PINCUSHION FRAME
FILE2: SCOPE
      MOV      @BUFFER,RO      ;LOAD START ADDRESS
      PC,SETPNT ;LOAD 0,0 ORGIN
      MOV      #20,R1         ;SETUP COUNT
15:    MOV      @INTX,(RO)+    ;LOAD INT LINE
      MOV      @MAXY,(RO)+    ;MAX Y
      MOV      #100,(RO)+    ;LOAD DELTA X
      MOV      @MINUSX+MAXY,(RO)+ ;LOAD - MAX Y
      DEC     R1              ;FINISHED ?
      BNE     IS              ;BR IF NOT
      MOV      @MINUSX+1,(RO)+ ;GO BACK 1 UNIT
      MOV      #0,(RO)+
      MOV      @INTX,(RO)+
      MOV      @MAXY,(RO)+
      JSR      PC,SETPNT
      MOV      @MAXY+1/100,R1
25:    MOV      @INTX+MAXX,(RO)+ ;PLOT LAST LINE
      MOV      #0,(RO)+        ;SET ORGIN
      MOV      @MINUSX+MAXX,(RO)+ ;SETUP COUNT
      MOV      #100,(RO)+    ;LOAD DELTA X MAX
      DEC     R1              ;LOAD DELTA Y = 0
      BNE     25              ;RETRACE
      MOV      @STOP,(RO)+   ;LOAD DELTA Y OF 100
      MOV      @JMP,(RO)+    ;FINISHED ?
      JMP     FILE2A         ;BR IF NOT

;PLOT LAST LINE
;LOAD STOP
;LOAD JUMP
      MOV      @POINT!INT4,(RO)+ ;LOAD POINT
      MOV      #0,(RO)+        ;AT X
      MOV      #0,(RO)+        ;AT Y
      MOV      @LONGV,(RO)+    ;LONG VECTOR
      RTS     PC              ;EXIT

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645
646 002274 012737 004000 001046 FILE2A: MOV      #4000,CNTR      ;LOAD COUNTER
647 002302 015737 005556 FILE2B: TST      SWITCH      ;TEST SWITCH
648 002306 001405 FILE2C: BEQ      FILE2C      ;BR IF SUBTEST NOT SELECTED
649 002310 004537 005412 JSR      RS,MSG      ;EXIT TO DISPLAY FRAME
650 002314 000001 |
651 002316 012470 | BUFFER      ;USING THE CROSS HATCH PATTERN
652 002320 000404 | BR      FILE2D      ;BR
653 002322 004537 005412 FILE2C: JSR      RS,MSG      ;EXIT TO DISPLAY FRAME
654 002326 000001 |
655 002330 007230 | FRME2      ;USING THE OFFSET PATTERN
656 002332 005337 001046 FILE2D: DEC      CNTR      ;FINISHED ?
657 002336 001361 | BNE      FILE2B      ;BR IF NOT
658 |
659 | ;EXECUTE OCTAGONS OR SQUARES
660 |
661 002340 104000 FILE3: SCOPE
662 002342 012737 014000 001046 FILE3A: MOV      #14000,CNTR ;SET UP A COUNTER
663 002350 005737 005556 FILE3A: TST      SWITCH
664 002354 001010 | BNE      FILE3B      ;BRANCH IF SUB-TEST
665 002356 004537 005412 JSR      S,MSG      ;DISPLAY TEST
666 002362 000001 |
667 002364 007334 | FRME3      ;FRAME # 3
668 002366 005337 001046 DEC      CNTR      ;DECREMENT COUNTER
669 002372 001366 | BNE      FILE3A      ;BRANCH IF NOT COMPLETE
670 002374 000407 | BR      FILE4      ;EXIT TO NEXT TEST
671 |
672 |
673 002376 004537 005412 FILE3B: JSR      S,MSG      ;DISPLAY TEST
674 002402 000001 |
675 002404 007724 | FRME3A     ;FRAME # 3A
676 002406 005337 001046 DEC      CNTR      ;DECREMENT COUNTER
677 002412 001356 | BNE      FILE3A      ;BRANCH IF NOT COMPLETE

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:DISPLAY FILE
:CHARACTER AND ITALICS TEST
:SET UP THE BUFFER FOR THIS TEST

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FILE4: SCOPE
MOV #BUFFER,R0
MOV #STATSA!SIZED,(0)+
MOV #STATSA!ITALO!SYNOFF!GREEN,(0)+
MOV #POINT!INT4!LPOFF!BLKOFF!LINEO,(0)+ ;LOAD POINT MPDE
MOV #0,(0)+
MOV #MAXY-77,(0)+
MOV #CHAR,(0)+
MOV #17,(0)+
MOV #17,(0)+
MOV #100,STCHAR ;LOAD INITIAL CHAR.
JSR PC,LOADBF
MOV #140,STCHAR ;LOAD INITIAL LC CHAR
JSR PC,LOADBF ;LOAD LINE
MOV #40,STCHAR ;LOAD NUMBERS AND PUNCT
JSR PC,LOADBF ;LOAD LINE
MOV #STATSA!ITALO,(R0)+ ;LOAD NORMAL FONT
JSR PC,LOADSP ;LOAD SPECIAL CHARS
MOV #STATSA!ITALI,(R0)+ ;INSERT SPACES
JSR PC,LOADSP ;LOAD ITALICS FONT
MOV #DSTOP,(R0)+ ;LOAD SPECIAL
MOV #DJP,(R0)+ ;LOAD DSTOP
MOV #BUFFER,(R0)+
JMP FILE4

LOADSP: MOV #16,(R0)+
MOV #R2
MOV #37,R3
15: MOV #R2,(R0)+
25: INC R2
CMP #17,R2 ;TEST FOR SI
BEQ R3 ;BR IF SI = 17
DEC R3 ;FINISHED?
BNE 15 ;BR IF NOT
MOV #20017,(R0)+ ;LOAD SHIFT-IN SPACE
RTS PC ;EXIT

LOADBF: MOV #STATSA!ITALO,(R0)+ ;LOAD NORMAL FONT
MOV #STCHAR,R2 ;GET STARTING CHAR
JSR PC,FILLIT ;LOAD THE CHARACTERS
JSR PC,SPACE ;INSERT SPACES
MOV #STATSA!ITALI,(R0)+ ;LOAD ITALICS FONT
MOV #STCHAR,R2 ;GET STARTING CHARACTER
JSR PC,FILLIT ;LOAD THE CHARACTERS
JSR PC,CRLF ;INSERT CR-LF
RTS PC ;EXIT

STCHAR: 0
CRLF: MOV #15,(0)+

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734 002574 112720 000012      MOVB      #12,(0)+
735 002700 112720 000012      MOVB      #12,(0)+
736 002704 112720 000012      MOVB      #12,(0)+
737 002710 000207      RTS      PC      ;EXIT
738
739 002712 012703 000040      FILLIT:  MOV      #40,R3
740 002716 110220 000040      FILLA:   MOVB     R2,(0)+
741 002720 005202      INC      R2
742 002722 005303      DEC      R3
743 002724 001374      FILLA   FILLA
744 002726 000207      RTS      7
745
746 002730 012703 000010      SPACE:   MOV      #10,R3
747 002734 112720 000040      IS:      MOVB     #1,(R0)+ ;LOAD A SPACE
748 002740 005303      DEC      R3
749 002742 001374      BNE      IS      ;BR IF NOT DONE
750 002744 000207      RTS      PC      ;EXIT
751
752      ;ACTUAL DISPLAY ROUTINE
753
754 002746 012737 001000 003022  FILE4A:  MOV      #1000,10$ ;LOAD A COUNTER
755 002754 012737 001300 012500  4$:     MOV      #MAXY-77,BUFFER+10 ;LOAD STARTING POINT
756 002762 004537 005412      JSR      RS,MSG
757 002766 000001      |
758 002770 012470      BUFFER
759
760 002772 012737 001400 012500      MOV      #400,BUFFER+10
761 002776 004537 005412      JSR      RS,MSG
762 002780 000001      |
763 002784 012470      BUFFER
764
765 003010 005337 003022      DEC      10$ ;FINISHED ?
766 003014 001357      BNE      4$ ;BR IF NOT
767 003016 000137 003024      JMP      FILES ;GO TO NEXT TEST
768
769 003022 000000      10$:    0
770
771      ;EXECUTE DASH LINES AND BLINK
772
773 003024 104000      FILES:  SCOPE
774 003026 004537 005412      JSR      5,MSG ;EXIT TO DISPLAY A FRAME
775 003032 010000
776 003034 010174      FRMES ;USING THE DASH AND BLINK FRAME
    
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777
778 ;EXECUTE VECTOR LENGTH TEST <HORIZ>
779
780 003036 104000 FILE6: SCOPE
781 003040 012737 041777 010472 MOV #INTX,MAXX,DELTX6 ;SET UP VERTICAL HEIGHT
782 003046 012737 000010 001036 MOV #10,DSAVE2 ;SET UP TILT
783 003054 012737 000040 001034 MOV #0,DSAVE1
784 003062 012737 000040 001046 LOOPA: MOV #40,CNTR ;SET UP EXECUTION COUNT
785 003070 012737 000140 001032 LOOPA1: MOV #MAXY+1/10,DSAVE ;SET UP
786 003076 013737 001034 010474 MOV DSAVE1,DELT6
787 003104 004537 005412 JSR 5,MSG ;EXIT TO DISPLAY FRAME
788 003110 000001 |
789 003112 010426 | FRAME6 ;VECTOR LENGTH FR.
790 003114 004537 005412 LOOPA2: JSR 5,MSG ;EXIT TO DISPLAY FRAME
791 003120 000001 |
792 003122 010462 | FRAME6A ;VECTOR LENGTH FRAME
793 003124 002737 000010 010474 ADD #10,DELT6 ;UPDATE ANGLE
794 003132 005337 001032 DEC DSAVE ;FINISHED ALL THE ANGLES
795 003136 001356 BNE LOA2 ;BR IF NOT
796 003140 005337 001046 LOOPA3: DEC CNTR ;DONE COUNT?
797 003144 001351 BNE LOOPA1 ;BR IF NOT
798 003146 000040 NOP
799 003150 005737 005556 TST SWITCH ;TEST SWITCH
800 003154 001342 BNE LOOPA ;BR IF HALT MOTION
801 003156 005237 001034 INC DSAVE1 ;UPDATE INITIAL ANGLE
802 003162 005337 001036 DEC DSAVE2 ;FINISHED ALL?
803 003166 001335 BNE LOA3 ;BR IF NOT

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;EXECUTE VECTOR LENGTH TEST <VERT>
FILE7: SCOPE
MOV #INTX,DSAVE1 ;SETUP INITIAL X
MOV #MAXY,DELT6 ;SETUP INITIAL Y
MOV #10,DSAVE2 ;SETUP EXECUTION COUNT
LOOPB: MOV #7,CNTR ;SETUP DELAY
LOOPB1: MOV #1,DSAVE
MOV DSAVE1,DELT6 ;EXIT TO DISPLAY FRAME
JSR 5,MSG ;VECTOR LENGTH TEST FRAME
|
| FRAME6
LOOPB2: JSR 5,MSG ;EXIT TO DISPLAY FRAME
|
| FRAME6A
LOOPB3: ADD #10,DELT6 ;VECTOR LENGTH FRAME
DEC DSAVE ;UPDATE ANGLE
BNE LOOPB2 ;FINISHED ALL THE ANGLES
DEC CNTR ;BR IF NOT
BNE LOOPB1 ;DONE COUNT?
;BR IF NOT
TST SWITCH ;TEST SWITCH
BNE LOOPB ;BR IF HALT MOTION
INC DSAVE1 ;UPDATE INITIAL ANGLE
DEC DSAVE2 ;FINISHED ALL?
BNE LOOPB ;BR IF NOT

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834 013372 104700
835 003374 015037
836 003375 004537
837 003376 000750
838 003377 010544
839 003378 004537
840 003379 000001
841 003380 010604
842 003381 000040
843 003382 005737
844 003383 001364
845 003384 062737
846 003385 001400
847 003374 001355
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851 003376 104700
852 003400 015037
853 003404 004537
854 003410 000750
855 003412 010544
856 003414 004537
857 003420 000001
858 003422 010604
859 003424 000040
860 003426 005737
861 003432 001364
862 003434 062737
863 003442 022737
864 003450 001355
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;PHOSPHOR TEST <HORIZONTAL>
FILE10: SCOPE
D7A: CLR DELTX7
      JSR 5,MESG ;EXIT TO DISPLAY A FRAME
      SO
      FRME10 ;USING THE HORIZ FRAME
      JSR 5,MESG ;EXIT TO DISPLAY A FRAME
      I
      FRM10 ;USING THE PERIMETER BOX
      NOP
      TST SWITCH ;TEST THE "SWITCH"
      P/E D7A ;BR IF FREEZE THE MOVEMENT
      F/O #1,DELTX7 ;UPDATE THE X ORIGIN
      CMP #2000,DELTX7 ;TEST IF THE END
      B/E D7A ;BR IF NOT

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;PHOSPHOR TEST <VERTICAL>
FILE11: SCOPE
D7D: CLR DELTY7
      JSR 5,MESG ;EXIT TO DISPLAY A FRAME
      SO
      FRME11 ;USING THE VERT FRAME
      JSR 5,MESG ;EXIT TO DISPLAY A FRAME
      I
      FRM10 ;USING THE PERIMETER BOX
      NOP
      TST SWITCH ;TEST THE "SWITCH"
      BNE D7D ;BR IF FREEZE THE MOVEMENT
      ADD #1,DELTY7 ;UPDATE THE Y ORIGIN
      CMP #MAXY+1,DELTY7 ;TEST IF THE END
      BNE D7D ;BR IF NOT

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003452 104000
012777 003550 175406
013777 001004 175402
012737 004000 001032
000004 010650
000004 010650
000412
001032
012737 173400 011250
00753
012737 164000 011250
017737 175000 011262
047737 176000 011262
012777 000001 175252
000137 005430
013777 001072 175254

;INTENSITY LEVEL TEST

FILE12: SCOPE
MOV @TTL, @LPVCT
MOV @TTL, @LPVCT1
MOV @TTL, @SAVE
FLE12A: TST SWITCH
FLE12B: B.S @4, SYN12
FLE12C: JSR @4, SYN12
FRME12
MOV @SAVE
FLE12D
MOV @BESTP, RAYLPA
FLE12E
MOV @YPOS, LPNT
MOV @YPOS, LPNT
BIC @17000, LPNT
CMP (SP)+, (SP)+
MOV @1, @DPC
JMP @MSG
FLE12D: MOV LPVCT1, @LPVCT

;SET UP LIGHT-PEN VECTOR
;SET UP @ LEVEL
;SET UP A EXECUTION COUNT
;TEST THE "SWITCH"
;IF SET "SYNC"
;ENLIGHTEN CLEAR "SYNC"
;BY P.S.
;SET THE "SYNC"
;EXIT TO DISPLAY FRAME

;USING THE "INTENSITY" FRAME
;FINISHED?
;YES, EXIT
;NO, RESET MESSAGE
;ERR FCK
;LIGHT-PEN HIT
;READ Y POSITION
;MASK THE BITS
;POP THE STACK
;SINGLE STEP THE DISPLAY
;JUMP TO WAIT
;RESET THE LIGHT-PEN VECTOR

;EXECUTE EDGE TEST

FILE13: SCOPE
JSR @5, @MSG
10000
FRME13

;EXIT TO DISPLAY FRAME
;USING THE "EDGE" FRAME

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003726 104000
003728 012700 012470
003730 012720 114000
003732 012720 000240
003734 012720 000600
003736 012720 107004
003738 004737 003706
003740 012720 130000
003742 004737 003706
003744 012720 173400
003746 012720 160000
003748 012720 012470
003750 000413
003706 012737 000024 001046
003714 012720 040077
003720 012720 004177
003724 005337 001046
003730 001371
003732 000207
003734 012737 004000 004104
003742 012737 000200 011572
003750 012737 000200 011574
003756 004537 005412
003762 000001
003764 011556
003766 012737 001400 011572
003774 012737 000200 011574
004002 004537 005412
004006 000001
004010 011556
004012 012737 001400 011572
004020 012737 001000 011574
004026 004537 005412
004032 000001
004034 011556
004036 012737 000200 011572
004044 012737 001000 011574
004052 004537 005412
004056 000001
004060 011556
004062 004537 005412
004066 000001
004070 012470
004072 005337 004104
004076 001321
004100 000137 004106
004104 000000

;SHORT VECTOR AND RELATIVE POINT TEST

FILE14: SCOPE

MOV #BUFFER,RO ;SET UP RO
MOV #POINT,(0)+ ;SET UP INITIAL
MOV #240,(0)+ ;X POSITION
MOV #MAXY+1/2,(0)+ ;Y POSITION
MOV #SHORTV:INT4:LINED,(0)+ ;LOAD "SHORT VECTOR"
PC LOADVT ;LOAD THE DISPLAY PATTERN
MOV #RELATV,(0)+ ;LOAD "RELATIVE POINT"
PC LOADVT ;LOAD THE DISPLAY PATTERN
MOV #DSTOP,(0)+ ;LOAD "DISPLAY STOP"
MOV #DJMP,(0)+ ;LOAD "DISPLAY JUMP"
MOV #BUFFER,(0)+ ;TO THE BUFFER ADDRESS
BR FILE14 ;BR TO THE FRAME

LOADVT: MOV #24,CNTR ;LOAD A COUNTER
LADVT: MOV #INTX+77,(0)+ ;LOAD A DELTA Y
MOV #4177,(0)+ ;LOAD A DELTA X,Y
DEC CNTR ;FINISHED?
BNE LADVT ;BR IF NOT
RTS PC ;EXIT

FIL14A: MOV #4000,105 ;LOAD COUNTER
IS: MOV #200,FRM14A ;LOAD FIRST OCTAGON
MOV #200,FRM14B ;DISPLAY OCT.
JSR RS,MSG
FRME14
MOV #1400,FRM14A ;LOAD SECOND OCTAGON
MOV #200,FRM14B ;DISPLAY 2ND OCT.
JSR RS,MSG
FRME14
MOV #1400,FRM14A ;LOAD THIRD OCTAGON
MOV #MAXY-377,FRM14B ;DISPLAY 4TH OCT.
JSR RS,MSG
FRME14
MOV #200,FRM14A ;LOAD FOURTH OCTAGON
MOV #MAXY-377,FRM14B ;DISPLAY 4TH OCT.
JSR RS,MSG
FRME14
JSR RS,MSG ;DISPLAY BAR
FRME14
BUFFER
DEC 105 ;FINISHED ?
BNE IS ;BR IF NOT
JMP FILE15 ;NEXT TEST

105: 0

```

;GRAPHPLOT X-Y TEST
FILE15: SCOPE
          MOV      #BUFFER,RO      ;LOAD RO
          MOV      #JINT!INT7,(0)+ ;LOAD INITIAL POINT
          MOV      #0,(0)+
          MOV      #0,(0)+
          MOV      #STATSA!ITALD!SYNOFF!GREEN,(RO)+ ;RESET THE STATUS A
          MOV      #STATSB!INCR,(0)+ ;LOAD INITIAL STATUS B
          MOV      #GRAPHX,(0)+ ;LOAD GRAPH X INST
          DFL15C: MOV      #40,RS ;LOAD STARTUP COUNT
          MOV      #0,DSAVE ;LOAD INITIAL PLOT
          MOV      #20,DSAVE ;UPDATE PLOT POINT
          DFL15D: DSAVE,(0)+ ;SAVE THE POINT
          RS ;FINISHED?
          IS ;BR IF NOT
          DFL15B: #DSTOP,(0)+ ;LOAD "DSTOP"
          #DJMP,(0)+ ;LOAD "DJMP"
          #BUFFER,(0)+ ;LOAD RETURN
          #0,DSAVE ;LOAD POINT COUNT
          DFL15D: BIC      #40,DSAVE ;EN RE "GRAPHX"
          TST      SWITCH ;TEST SWITCH
          DFL15B: BR      IF GRAPHX
          #40,DSAVE ;SET GRAPHY
          DFL15B: JSR      5,PC ;EXIT TO DISPLAY A FRAME
          ;USING THE GENERATED PATTERN
          ADD      #1,DSAVE ;UPDATE INCREMENT
          CMP      #STAT_3+200,DSAVE ;TEST IF LAST INCREMENT
          DFL15B: BNE      IF NOT
          MOV      #STATSB!INCR,DSAVE ;RELOAD INCREMENT
          DEC      DSAVE ;FINISHED 10 SEC?
          DFL15D: BNE      IF NOT
          MOV      #42,RO
          BEQ      HERE ;ACT-11/DDP-11
          RESET
          RESET
          LOGICAL: JSR      PC,(RO)
          NOP
          NOP
          NOP
          NOP
          HERE: JMP      FILE0
          NOP
          NOP
          NOP

```



```

1002
1003 ;OPERATOR OPERATOR INTERVENTION TESTS
1004
1005 FILE16: SCOPE
1006 004342 104000
1007 004344 012777 004614 174516
1008 004352 013777 001004 174512
1009 004360 012737 000100 001034
1010 004366 012700 012470 1S:
1011 004372 012737 000100 001032
1012 004400 012720 117744
1013 004404 012720 010700
1014 004410 012720 010474
1015 004414 004737 014556
1016 004420 012720 173100
1017 004424 012720 160100
1018 004430 012720 012470
1019 004434 005037 005050
1020 004440 012737 031100 012374
1021 004446 012737 030060 012372
1022 004454 005737 005556 4S:
1023 004460 001005 BNE 6S ;TEST SWITCH BIT
1024 ;BR IF SUBTEST
1025 004462 004537 005412 JSR RS,MSG ;EXIT TO DISPLAY FRAME
1026 004466 000100 100
1027 004470 011714 FRAME16 ;USINT THE LIGHT-PEN FRAME
1028 004472 000770 BR 4S ;BR BACK
1029
1030 004474 004537 005412 6S: JSR RS,MSG ;EXIT TO DISPLAY FRAME
1031 004500 000001 1
1032 004502 012302 FRAME16A ;ASCII SUBTITLE
1033
1034 004504 004537 005412 JSR RS,MSG ;EXIT TO DISPLAY FRAME
1035 004510 000001 1
1036 004512 012470 BUFFER
1037
1038
1039 004514 005337 001032 DEC DSAVE ;FINISHED ?
1040 004520 001355 BNE 4S ;BR IF NOT MINI-LOOP
1041
1042 004522 005337 001034 DEC DSAVE1 ;FINISHED ?
1043 004526 001317 BNE 1S ;BR IF NOT
1044 004530 000137 004342 JMP FILE16 ;RESTART
1045

```


NO2

1091									
1092	004760	005001		20\$:	CLR	R1			
1093	004762	005002			CLR	R2			
1094	004764	013700	004756		MOV	41\$,R0		;GET X AXIS	
1095	004770	162700	000700		SUB	#700 ,R0		;GET A BASE ADDRESS	
1096	004774	006200			ASR	R0			
1097	004776	006200			ASR	R0			
1098	005000	001404			BEQ	30\$			
1099	005002	062701	000070	21\$:	ADD	#70 ,R1		;UPDATE OFFSET	
1100	005006	005300			DEC	R0			
1101	005010	001374			BNE	21\$;BR UNTIL DONE	
1102									
1103	005012	013700	004754	30\$:	MOV	40\$,R0		;GET X AXIS	
1104	005016	162700	000500		SUB	#500 ,R0		;MAKE BASE ADDRESS	
1105	005022	006200			ASR	R0			
1106	005024	006200			ASR	R0		;SHIFT RIGHT	
1107	005026	001404			BEQ	32\$			
1108	005030	062701	000002	31\$:	ADD	#2 ,R1			
1109	005034	005300			DEC	R0			
1110	005036	001374			BNE	31\$			
1111	005040	042761	040000 012500	32\$:	BIC	#INTX,BUFFER+10(R1)		;CLEAR THE BIT	
1112	005046	000734			BR	10\$			
1113									
1114	005050	000000			HITCNT:	0			

1166
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1168
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1171
1172
1173
1174
1175
1176
1177
1178
1179
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1190
1191
1192
1193
1194
1195
1196
1197
1198
1199
1200
1201
1202
1203
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1211
1212
1213
1214
1215

;UPDATE OCTAL READOUT
KBCHR: BIC #176000,R3
JSR PC,108
MOV# R4,-(R2)
JSR PC,118
MOV# R4,-(R2)
JSR PC,118
MOV# R4,-(R2)
JSR PC,118
MOV# R4,-(R2)
JSR PC,118
MOV# R4,-(R2)
RTS PC,
118: ROR R3
ROR R3
ROR R3
108: MOV R3,R4
BIC #177770,R4
ROO #50,R4
RTS PC
MSG: MOV (5)+,COUNT
MOV (5)+,FILE
173424 MSGA: MOV FILE,20PC
CLR #PSW ;START DISPLAY
WAIT
TST KR80
BNE MSG8B
MSG8A: DEC COUNT
BEQ MSG8
173374 MSG8B: MOV #1,20PC ;SINGLE STEP THE DISPLAY
JMP MSGA
NOP
TST KR80
BNE MSG8B
CLR MSG8A
177570 BIT #816,80DISPLAY
BEQ MSG8B
COM SWITCH
MSG8A: RTS SWITCH
MSG8B: TST SWITCH
BNE MSG8B
TST SWITCH
BEQ MSG8B
CLR SWITCH
CLR SWITCH
CLR SWITCH
JMP SCOPEC
COUNT: 0
FILE: 0
SWITCH: 0

:LOAD BITS
:SAVE BITS
:MOVE BITS
:MOVE BITS
:SAVE BITS
:MOVE BITS
:SAVE BITS
:LOAD R4
:MASK BITS
:MAKE A NUMBER

```

1216
1217
1218
1219
1220
1221
1222
1223
1224
1225
1226
1227
1228
1229
1230
1231
1232
1233
1234
1235
1236
1237
1238
1239
1240
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1242
1243
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1266
1267
1268
1269
1270
1271

```

```

FRMO: POINT
0
MAXY-277
STATSA:ITALO!SYNOFF!GREEN
CHAR!INT4!LPOFF!BLKOFF!LINEO
.BYTE 17,17
.ASCIIZ /GT-40 OR GT-44 WITH VR14 VISUAL TEST (MD-11-DOGTC-B)/

.BYTE 15,12,12
.ASCII / DIRECTORY/

.BYTE 15,12,12
.ASCII /00 = A = DIRECTORY/

.BYTE 15,12
.ASCII /01 = B = DOT REPEATIBILITY/

.BYTE 15,12
.ASCII /02 = C = PINCUSHION AND VECTOR CURVATURE (X OR Y OFFSET ADJ.)/

.BYTE 15,12
.ASCII /03 = D = OCTAGONS OR SQUARES/

.BYTE 15,12
.ASCII /04 = E = CHARACTER SET (CHAR. ADJ.)/

.BYTE 15,12

```


1373	00000000	00000000	00000000	00000000	00000000
1374	00000000	00000000	00000000	00000000	00000000
1375	00000000	00000000	00000000	00000000	00000000
1376	00000000	00000000	00000000	00000000	00000000
1377	00000000	00000000	00000000	00000000	00000000
1378	00000000	00000000	00000000	00000000	00000000
1379	00000000	00000000	00000000	00000000	00000000
1380	00000000	00000000	00000000	00000000	00000000
1381	00000000	00000000	00000000	00000000	00000000
1382	00000000	00000000	00000000	00000000	00000000

```

.BYTE 15,12
.ASCII /15 = N = GRAPHLOT TEST/

.BYTE 15,12
.ASCII /16 = 0 = LIGHT PEN FOLLOW/

.BYTE 15,12
.ASCII /17 = P = KEYBOARD ECHO TEST/

.BYTE 15,12,12
.ASCII / RUBOUT TO REMAIN ON THE PATTERN/

.BYTE 15,12
.ASCIIZ / CR TO SELECT SUB-PICTURE OR STOP MOTION /

```

```

.EVEN
DSTOP
DJMP
FRMED

```

```

FRAME1:
STATSA!ITALD!SYNOFF!GREEN
POINT!INTO!LPOFF!BLKOFF!LINEO
INTX+1000
MAXY+1/2
INTX+0
0
INTX+1000
MAXY+1/2
INTX+1777
0
INTX+1000

```



```

1384 007166 000600
1385 007170 001177
1386 007172 001377
1387 007174 001500
1388 007200 001500
1389 007202 001377
1390 007204 001400
1391 007206 001400
1392 007210 001400
1393 007212 001400
1394 007214 001400
1395 007216 001400
1396 007218 001400
1397 007220 001400
1398 007222 001400
1399 007224 001400
1400 007226 007140
1401 007230 001152
1402 007232 001152
1403 007234 001152
1404 007236 001700
1405 007238 001700
1406 007240 001777
1407 007242 001777
1408 007244 001777
1409 007246 001777
1410 007248 001777
1411 007250 001777
1412 007252 001777
1413 007254 001777
1414 007256 001777
1415 007258 001777
1416 007260 001777
1417 007262 001777
1418 007264 001777
1419 007266 001777
1420 007268 001777
1421 007270 001777
1422 007272 001777
1423 007274 001777
1424 007276 001777
1425 007278 001777
1426 007280 001777
1427 007282 001777
1428 007284 001777
1429 007286 001777
1430 007288 001777
1431 007290 001777
1432 007292 001777
1433 007294 001777
1434 007296 00173400
1435 007298 00163000
1436 007300 007230
1437 007302 007230
1438 007304 007230
1439 007306 007230

```

```

MAXY+1/2
INTX+1777
MAXY
INTX+1000
MAXY+1/2
INTX
MAXY
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DSTOP
DJMP
FRAME1

```

;FILE 2 <ANALOG TUNE-UP TEST >

```

FRAME2: POINT!INT2!LPOFF!BLKOFF!LINE0
0
0
STATSA!ITALD!SYNOFF!GREEN
LONGV
INTX!MAXX ; +X, +Y
0
INTX ; +X, +Y
MAXY
INTX!MINUSX!MAXX ; -X, +Y
0
INTX ; +X, -Y
MINUSY!MAXY ; +X, -Y
INTX!MAXX ; -X, +Y
MINUSY
INTX!MINUSX ; -X, -Y
MAXY
INTX!MINUSX!MAXX ; -X, -Y
MINUSY
INTX!MINUSX ; -X, -Y
MINUSY!MAXY
INTX!MAXX
MAXY
INTX!MINUSX!MAXX
MINUSX!MAXY
MAXX
0
INTX!MINUSX!MAXX
MAXY
INTX!MAXX
MINUSX!MAXY
DSTOP
DJMP
FRAME2

```

;OCTAGONS


```

1498
1499
1500
1501
1502
1503
1504
1505
1506
1507
1508
1509
1510
1511
1512
1513
1514
1515
1516
1517
1518
1519
1520
1521
1522
1523
1524
1525
1526
1527
1528
1529
1530
1531
1532
1533
1534
1535
1536
1537
1538
1539
1540
1541
1542
1543
1544
1545
1546
1547
1548
1549
1550
1551

```

```

INTX!MINUSX+37
MINUSX+37
INTX
MINUSX+37
INTX+37
MINUSX+37
POINT
740
440
LONGV
INTX+77
0
INTX+77
77
INTX
77
INTX!MINUSX+77
77
INTX!MINUSX+77
0
INTX!MINUSX+77
MINUSX+77
INTX
MINUSX+77
INTX+77
MINUSX+77
POINT
700
300
LONGV
INTX+177
0
INTX+177
177
INTX
177
INTX!MINUSX+177
177
INTX!MINUSX+177
0
INTX!MINUSX+177
MINUSX+177
INTX
MINUSX+177
INTX+177
MINUSX+177
POINT
600
0
LONGV
INTX+377
0
INTX+377
377
INTX
377

```

;OCTOGON BY LENGTH OF 77

;OCTOGON BY LENGTH OF 177

;OCTOGON BY LENGTH OF 377

1552 007672 010377
 1553 007674 010377
 1554 007676 010377
 1555 007700 010377
 1556 007702 010377
 1557 007704 010377
 1558 007706 010377
 1559 007710 010377
 1560 007712 010377
 1561 007714 020377
 1562 007716 177000
 1563 007720 160000
 1564 007722 007334
 1565
 1566
 1567 007724 117124
 1568 007726 001070
 1569 007730 000600
 1570 007732 170052
 1571 000007
 1572 000004
 1573 007734 110000
 1574 007736 040007
 1575 007740 000000
 1576 007742 040000
 1577 007744 010307
 1578 007746 060007
 1579 007750 010000
 1580 007752 040000
 1581 007754 010307
 1582 007756 010304
 1583 007760 020004
 1584
 1585 007762 110000
 1586 007764 040017
 1587 007766 000000
 1588 007770 040000
 1589 007772 010317
 1590 007774 010317
 1591 007776 010300
 1592 010310 040000
 1593 010312 010317
 1594 010314 010307
 1595 010006 020007
 1596
 1597 010010 110000
 1598 010012 040037
 1599 010014 000000
 1600 010016 040000
 1601 010020 000037
 1602 010022 060037
 1603 010024 000000
 1604 010026 040000
 1605 010030 020037
 1606 010032 020017
 1607 010034 020017

INTX!MINUSX+377
 377
 INTX!MINUSX+377
 0
 INTX!MINUSX+377
 MINUSX+377
 INTX
 MINUSX+377
 INTX+377
 MINUSX+377
 DSTOP
 DTP
 FRAME3
 ; SQUARES 7,17,37,77,177,377,777 WIDE
 FRAME3A: POINT!INT4!LPOFF!BLKOFF!LINED ; BY 7
 1000
 600
 STATSA!ITALD!SYNOFF!GREEN
 Q=7
 R=4
 LONGV ; BY 7 AND 4
 INTX+7
 0
 INTX
 7
 INTX!MINUSX+7
 0
 INTX
 MINUSX+7
 MINUSX+4
 MINUSX+4
 .LIST
 LONGV ; BY 17 AND 7
 INTX+17
 0
 INTX
 17
 INTX!MINUSX+17
 0
 INTX
 MINUSX+17
 MINUSX+7
 MINUSX+7
 .LIST
 LONGV ; BY 37 AND 17
 INTX+37
 0
 INTX
 37
 INTX!MINUSX+37
 0
 INTX
 MINUSX+37
 MINUSX+17
 MINUSX+17

1608			.LIST	
1609	010036	110000	LONGV	;BY 77 AND 37
1610	010040	040077	INTX+77	
1611	010042	000000	0	
1612	010044	040000	INTX	
1613	010046	000077	77	
1614	010050	060077	INTX!MINUSX+77	
1615	010052	000000	0	
1616	010054	040000	INTX	
1617	010056	020077	MINUSX+77	
1618	010060	020037	MINUSX+37	
1619	010062	020037	MINUSX+37	
1620			.LIST	
1621	010064	110000	LONGV	;BY 177 AND 77
1622	010066	040177	INTX+177	
1623	010070	000000	0	
1624	010072	040000	INTX	
1625	010074	000177	177	
1626	010076	060177	INTX!MINUSX+177	
1627	010100	000000	0	
1628	010102	040000	INTX	
1629	010104	020177	MINUSX+177	
1630	010106	020077	MINUSX+77	
1631	010110	020077	MINUSX+77	
1632			.LIST	
1633	010112	110000	LONGV	;BY 377 AND 177
1634	010114	040377	INTX+377	
1635	010116	000000	0	
1636	010120	040000	INTX	
1637	010122	000377	377	
1638	010124	060377	INTX!MINUSX+377	
1639	010126	000000	0	
1640	010130	040000	INTX	
1641	010132	020377	MINUSX+377	
1642	010134	020177	MINUSX+177	
1643	010136	020177	MINUSX+177	
1644			.LIST	
1645	010140	110000	LONGV	;BY 777 AND 377
1646	010142	040777	INTX+777	
1647	010144	000000	0	
1648	010146	040000	INTX	
1649	010150	020777	777	
1650	010152	020777	INTX!MINUSX+777	
1651	010154	020000	0	
1652	010156	040000	INTX	
1653	010160	020777	MINUSX+777	
1654	010162	020377	MINUSX+377	
1655	010164	020377	MINUSX+377	
1656			.LIST	
1657	010166	173400	DSTOP	
1658	010170	160000	DJMP	
1659	010172	007724	FRME3A	
1660				
1661			;DASH LINE TEST	
1662				
1663	010174	117000	FRME5: POINT!INT4	

1664	010176	000000			0
1665	010200	001000			1000
1666	010202	174400			STATSB!SIZE0
1667	010204	170052			STATSA!ITALO!SYNOFF!GREEN
1668	010206	100004			CHAR!LINED
1669	010210	017	017		.BYTE 17,17
1670	010212	047523	044514	020104	.ASCII /SOLID /
1671	010220	020040	020040		
1672	010224	110004			LONGV!LINED
1673	010226	040400			40400
1674	010230	000000			0
1675	010232	000400			400
1676	010234	000000			0
1677	010236	110000			LONGV!BLKON
1678	010240	040400			40400
1679	010242	000000			0
1680	010244	100020			CHAR!BLKOFF
1681	010246	015	012	012	.BYTE 15,12,12,12,12,12
1682	010251	012	012	012	
1683	010254	040504	044123	044440	.ASCII /DASH I /
1684	010252	020040	020040		
1685	010256	110005			LONGV!LINE1
1686	010260	040400			40400
1687	010272	000000			0
1688	010274	000400			400
1689	010276	000000			0
1690	010280	110030			LONGV!BLKON
1691	010282	040400			40400
1692	010284	000000			0
1693	010286	100020			CHAR!BLKOFF
1694	010310	015	012	012	.BYTE 15,12,12,12,12,12
1695	010313	012	012	012	
1696	010316	040504	044123	044440	.ASCII /DASH II /
1697	010324	020111	020040		
1698	010330	110006			LONGV!LINE2
1699	010332	040400			40400
1700	010334	000000			0
1701	010336	000400			400
1702	010340	000000			0
1703	010342	110030			LONGV!BLKON
1704	010344	040400			40400
1705	010346	000000			0
1706	010350	100020			CHAR!BLKOFF
1707	010352	015	012	012	.BYTE 15,12,12,12,12,12
1708	010355	012	012	012	
1709	010360	040504	044123	044440	.ASCII /DASH III /
1710	010366	044511	020040		
1711	010372	110007			LONGV!LINE3
1712	010374	040400			40400
1713	010376	000000			0
1714	010400	000400			400
1715	010402	000000			0
1716	010404	110030			LONGV!BLKON
1717	010406	040400			40400
1718	010410	000000			0
1719	010412	110024			LONGV!BLKOFF!LINED

1720 010414 000000
 1721 010416 000000
 1722 010420 173400
 1723 010422 160000
 1724 010424 010174
 1725
 1726
 1727
 1728 010426 114000
 1729 010430 001777
 1730 010432 000000
 1731 010434 170052
 1732 010436 113724
 1733 010440 040000
 1734 010442 001377
 1735 010444 114000
 1736 010446 000000
 1737 010450 001377
 1738 010452 110000
 1739 010454 041777
 1740 010456 000000
 1741 010460 173400
 1742 010462 114000
 1743 010464 000000
 1744 010466 000000
 1745 010470 110000
 1746 010472 000000
 1747 010474 000000
 1748 010476 173400
 1749 010500 160000
 1750 010502 010462
 1751
 1752
 1753
 1754
 1755 010504 114000
 1756 010506 000000
 1757 010510 000000
 1758 010512 170052
 1759 010514 113724
 1760 010516 040000
 1761 010520 001377
 1762 010522 000002
 1763 010524 000000
 1764 010526 040000
 1765 010530 021377
 1766 010532 000002
 1767 010534 000000
 1768 010536 173400
 1769 010540 160000
 1770 010542 010514
 1771
 1772
 1773
 1774 010544 114000
 1775 010546 000000

0
 0
 DSTOP
 DJMP
 FRME5

 ;VECTOR LENGTH TEST <FILE 6 AND 7>
 FRME6: POINT
 MAXX
 0
 STATSA!ITALO!SYNOFF!GREEN
 LONGV!INT7!LPOFF!BLKOFF!LINEO
 INTX
 MAXY
 POINT
 0
 MAXY
 LONGV
 INTX!MAXX
 0
 DSTOP
 FRME6A: POINT
 0
 0
 LONGV
 DELTX6: 0
 DELTY6: 0
 DSTOP
 DJMP
 FRME6A

 ;PHOSPHOR TEST
 FRME10: POINT
 DELTX7: 0
 0
 STATSA!ITALO!SYNOFF!GREEN
 DF110A: LONGV!INT7!LPOFF!BLKOFF!LINEO
 INTX
 MAXY
 2
 0
 INTX
 MINUSY!MAXY
 2
 0
 DSTOP
 DJMP
 DF110A

 ;PHOSPHOR TEST
 FRME11: POINT
 0

1776 010550 000000
 1777 010552 170052
 1778 010554 113724
 1779 010556 041777
 1780 010558 000000
 1781 010560 000000
 1782 010564 000002
 1783 010566 061777
 1784 010570 000000
 1785 010572 000000
 1786 010574 000002
 1787 010576 173400
 1788 010600 160000
 1789 010602 010554
 1790
 1791 010604 117604
 1792 010606 000000
 1793 010610 000000
 1794 010612 110000
 1795 010614 041777
 1796 010616 000000
 1797 010620 040000
 1798 010622 001377
 1799 010624 061777
 1800 010626 000000
 1801 010630 040000
 1802 010632 021377
 1803 010634 173400
 1804 010636 160000
 1805 010640 010604
 1806
 1807
 1808
 1809 010642 114164
 1810 010644 000000
 1811 010646 001200
 1812 010650 170252
 1813 010652 103600
 1814 010654 017
 1815 010656 047111 042524 051516
 1816 010664 052111 020131 020067
 1817 010672 020040
 1818 010674 110000
 1819 010676 041000
 1820 010700 000000
 1821 010702 130000
 1822 010704 057600
 1823 010706 103400
 1824 010710 015 012 012
 1825 010713 012
 1826 010714 047111 042524 051516
 1827 010722 052111 020131 020066
 1828 010730 020040
 1829 010732 110000
 1830 010734 041000
 1831 010736 000000

DELTY7: 0
 DF111C: STATSA!ITALO!SYNOFF!GREEN
 LONGV!INT7!LPOFF!BLKOFF!LINEO
 INTX!MAXX
 0
 0
 2
 INTX!MINUSX!MAXX
 0
 0
 2
 DSTOP
 DJMP
 DF111C
 FRM10: POINT!INT7!LINEO
 0
 0
 LONGV
 INTX!MAXX
 0
 INTX
 MAXY
 INTX!MINUSX!MAXX
 0
 INTX
 MINUSX!MAXY
 DSTOP
 DJMP
 FRM10
 ;INTENSITY TEST
 FRME12: POINT!LINEO!LPON!BLKOFF
 0
 1200
 SYN12: STATSA!LPLITE!SYNOFF!ITALO!GREEN
 CHAR!INT7
 .BYTE 17,17
 .ASCII /INTENSITY 7 /
 LONGV
 41000
 0
 RELATV
 57600
 CHAR!INT6
 .BYTE 15,12,12,12
 .ASCII /INTENSITY 6 /
 LONGV
 41000
 0

1832	010740	130000			RELATV
1833	010742	057600			57600
1834	010744	103000			CHAR!INT5
1835	010746	015	012	012	.BYTE 15,12,12,12
1836	010751	012			
1837	010752	047111	042524	051516	.ASCII /INTENSITY 5 /
1838	010760	052111	020131	020065	
1839	010766	020040			
1840	010770	110000			LONGV
1841	010772	041000			41000
1842	010774	000000			0
1843	010776	130000			RELATV
1844	011000	057600			57600
1845	011002	103000			CHAR!INT4
1846	011004	015	012	012	.BYTE 15,12,12,12
1847	011007	012			
1848	011010	047111	042524	051516	.ASCII /INTENSITY 4 /
1849	011016	052111	020131	020064	
1850	011024	020040			
1851	011026	110000			LONGV
1852	011028	041000			41000
1853	011030	000000			0
1854	011032	130000			RELATV
1855	011034	057600			57600
1856	011036	102600			CHAR!INT3
1857	011038	015	012	012	.BYTE 15,12,12,12
1858	011040	012			
1859	011042	047111	042524	051516	.ASCII /INTENSITY 3 /
1860	011044	052111	020131	020063	
1861	011046	020040			
1862	011048	110000			LONGV
1863	011050	041000			41000
1864	011052	000000			0
1865	011070	130000			RELATV
1866	011072	057600			57600
1867	011074	102400			CHAR!INT2
1868	011100	015	012	012	.BYTE 15,12,12,12
1869	011103	012			
1870	011104	047111	042524	051516	.ASCII /INTENSITY 2 /
1871	011112	052111	020131	020062	
1872	011120	020040			
1873	011122	110000			LONGV
1874	011124	041000			41000
1875	011126	000000			0
1876	011130	130000			RELATV
1877	011132	057600			57600
1878	011134	102200			CHAR!INT1
1879	011136	015	012	012	.BYTE 15,12,12,12
1880	011141	012			
1881	011142	047111	042524	051516	.ASCII /INTENSITY 1 /
1882	011150	052111	020131	020061	
1883	011152	020040			
1884	011160	110000			LONGV
1885	011162	041000			41000
1886	011164	000000			0
1887	011166	130000			RELATV

```

1909 0111170 057600
1910 0111170 102000
1911 0111170 011111
1912 0111170 011111
1913 0111170 011111
1914 0111170 011111
1915 0111170 011111
1916 0111170 011111
1917 0111170 011111
1918 0111170 011111
1919 0111170 011111
1920 0111170 011111
1921 0111170 011111
1922 0111170 011111
1923 0111170 011111
1924 0111170 011111
1925 0111170 011111
1926 0111170 011111
1927 0111170 011111
1928 0111170 011111
1929 0111170 011111
1930 0111170 011111
1931 0111170 011111
1932 0111170 011111
1933 0111170 011111

```

```

012 012
042524 051516
020131 020060

```

```

57600
CHAR!INTO
.BYTE 15,12,12,12
.ASCII /INTENSITY 0 /

```

```

LONGV
41000
0
RELATV
57600
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
RAYLPA: DSTOP
DNOP
DNOP

```

```

044107 020124
020116 044510

```

```

DFI12A: POINT!INT4!LPOFF
1500
LPPNT: 1200
CHAR
.ASCIIZ /LIGHT PEN HIT/

```

```

EVEN
DSTOP
DUMP
FRAME12

```

```

;EDGE FILE
FRAME13: POINT!INT4!LPOFF!BLKOFF!LINED
0
0
STATSA!ITALO!SYNOFF!GREEN
CHAR

```

017

```

.BYTE 17,17
LONGV
INTX!MAXX
0
INTX
MAXY
INTX!MINUSX!MAXX
0
INTX
MINUSY!MAXY
POINT
100
300

```

;LEFT SIDE

```

1975 011534 000000
1976 011535 000000
1977 011536 000000
1978 011537 000000
1979 011538 000000
1980 011539 000000
1981 011540 000000
1982 011541 000000
1983 011542 000000
1984 011543 000000
1985 011544 000000
1986 011545 000000
1987 011546 000000
1988 011547 000000
1989 011548 000000
1990 011549 000000
1991 011550 000000
1992 011551 000000
1993 011552 000000
1994 011553 000000
1995 011554 000000
1996 011555 000000
1997 011556 000000
1998 011557 000000
1999 011558 000000
2000 011559 000000

```

101

```

LONGV
INTX
400
INTX!MINUSX+200
0
INTX
MINUSY+400
INTX+200
0
POINT
200 ;TOP SIDE
MAXY+1-100
LONGV
INTX+400
0
INTX
200
INTX!MINUSX+400
0
INTX
MINUSY+200 ;RIGHT SIDE
POINT
1700
MAXY+1-300
LONGV
INTX
MINUSY+400
INTX+200
0
INTX
400
INTX!MINUSX+200
0
POINT
1600 ;BOTTOM SIDE
100
LONGV
INTX!MINUSX+400
0
INTX
MINUSY+200
INTX+400
0
INTX
200
POINT
MAXX
400
LONGV
20
0
CHAR
.BYTE 15,101 ;"CR" AND AN "A"
POINT
0
500

```

00000000	0111	110000
00000001	0111	020012
00000002	0111	000000
00000003	0111	100000
00000004	0111	000000
00000005	0111	164000
00000006	0111	164000
00000007	0111	164000
00000008	0111	164000
00000009	0111	164000
0000000A	0111	164000
0000000B	0111	164000
0000000C	0111	164000
0000000D	0111	160000
0000000E	0111	011312

102

```

LONGV
MINUSX+12
0
CHAR
, BYTE 40,102 ;"SPACE" AND AN "B"
DNOP
DNOP
DSTOP
DNOP
DNOP
DTHP
FRME13

```

011712
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011714
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011989
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011991
011992
011993
011994
011995
011996
011997
011998
011999
012000

FRME14: STATSA!ITALO!SYNOFF!GREEN
POINT!INT4!BLKOFF!LPOFF!LINED
FRM14A: 0
FRM14B: 0
SHORTV
INTX+16200
INTX+16200+71
INTX+71
INTX!MINUSX+16200+71
INTX!MINUSX+16200
INTX!MINUSX+16200+MINSUY+71
INTX+MINSUY+71
INTX+16200+MINSUY+71
20504
DNOP
DNOP
RELATV
INTX+17000
INTX+17000+74
INTX+74
INTX!MINUSX+17000+74
INTX!MINUSX+17000
INTX!MINUSX+17000+MINSUY+74
INTX+MINSUY+74
INTX+17000+MINSUY+74
20504
DNOP
DNOP
SHORTV
INTX+17600
INTX+17600+77
INTX+77
INTX!MINUSX+17600+77
INTX!MINUSX+17600
INTX!MINUSX+17600+MINSUY+77
INTX+MINSUY+77
INTX+17600+MINSUY+77
20504
DNOP
DNOP
DSTOP
DJMP
FRME14

0111714	017	017
0111715	017	017
0111716	017	017
0111717	017	017
0111718	017	017
0111719	017	017
0111720	017	017
0111721	017	017
0111722	017	017
0111723	017	017
0111724	017	017
0111725	017	017
0111726	017	017
0111727	017	017
0111728	017	017
0111729	017	017
0111730	017	017
0111731	017	017
0111732	017	017
0111733	017	017
0111734	017	017
0111735	017	017
0111736	017	017
0111737	017	017
0111738	017	017
0111739	017	017
0111740	017	017
0111741	017	017
0111742	017	017
0111743	017	017
0111744	017	017
0111745	017	017
0111746	017	017
0111747	017	017
0111748	017	017
0111749	017	017
0111750	017	017
0111751	017	017
0111752	017	017
0111753	017	017
0111754	017	017
0111755	017	017
0111756	017	017
0111757	017	017
0111758	017	017
0111759	017	017
0111760	017	017
0111761	017	017
0111762	017	017
0111763	017	017
0111764	017	017
0111765	017	017
0111766	017	017
0111767	017	017
0111768	017	017
0111769	017	017
0111770	017	017
0111771	017	017
0111772	017	017
0111773	017	017
0111774	017	017
0111775	017	017
0111776	017	017
0111777	017	017
0111778	017	017
0111779	017	017
0111780	017	017
0111781	017	017
0111782	017	017
0111783	017	017
0111784	017	017
0111785	017	017
0111786	017	017
0111787	017	017
0111788	017	017
0111789	017	017
0111790	017	017
0111791	017	017
0111792	017	017
0111793	017	017
0111794	017	017
0111795	017	017
0111796	017	017
0111797	017	017
0111798	017	017
0111799	017	017
0111800	017	017
0111801	017	017
0111802	017	017
0111803	017	017
0111804	017	017
0111805	017	017
0111806	017	017
0111807	017	017
0111808	017	017
0111809	017	017
0111810	017	017
0111811	017	017
0111812	017	017
0111813	017	017
0111814	017	017
0111815	017	017
0111816	017	017

```
FRAME16: POINT!INT7!LPOFF!BLKOFF!LINED
0
MAXY-177
STATSA!ITALD!SYNOFF!GREEN
CHAR
.BYTE 17 17
.ASCII /LIGHT PEN FOLLOW TEST /

012 .BYTE 15,12,12
.ASCII /X= /
DLT14A: .BYTE /1000/
.ASCII /Y= /
012 .BYTE 15,12,12
.ASCII /0500/
DLT14B: .ASCII /0500/
POINT!LPON
RAY14A: 1000
RAY14B: 500
DNOP
D*OP
RELATV
TAB16A: INTX!MINUSX+14000
INTX+1C 0
INTX+1C 10
INTX+1C 20
INTX+1C 30
INTX+1C 40
INTX+1C 50
INTX+1C 60
INTX+1C 70
INTX+1C 80
INTX+1C 90
INTX+1C 100
INTX+1C 110
INTX+1C 120
INTX+1C 130
INTX+1C 140
INTX+1C 150
INTX+1000
INTX+1000
INTX+1000
INTX+1000
INTX+1000
INTX+1000
INTX+1000
INTX+1000
INTX+1000
INTX+1000
INTX+1000
INTX+1000
INTX+1000
INTX+1000
INTX+1000
INTX+1000
INTX+1000
INTX+1000
DNOP
DNOP
D*OP
D*OP
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
```



```

2170 012300 011714
2171
2172 012302 117724
2173 012 74 000000
2174 012 001200
2175 012310 170 200000
2176 012312 100 000000
2177 012314 017
2178 012316 044107
2179 012318 044116
2180 012320 043117
2181 012322 020127
2182 012324 012
2183 012326 043117
2184 012328 020127
2185 012330 012
2186 012332 043117
2187 012334 020127
2188 012336 012
2189 012338 043117
2190 012340 020127
2191 012342 012
2192 012344 043117
2193 012346 020127
2194 012348 012
2195 012350 043117
2196 012352 020127
2197 012354 012
2198 012356 043117
2199 012358 020127
2200 012400 012
2201 012402 043117
2202 012404 020127
2203 012406 012
2204 012408 043117
2205 012410 020127
2206 012412 012
2207 012414 043117
2208 012416 020127
2209 012418 012
2210 012420 043117

```

```

FRME16
FRM16A: POINT!INT7!LPOFF!BLKOFF!LINED
0
MAXY-177
STATSA!ITALD!SYNOFF!GREEN
CHAR
.BYTE 17,17
.ASCII /LIGHT PEN FIELD OF VIEW /

.BYTE 15,12,12
.ASCII /NUMBER OF HITS = 0000/

FRM16B: DSTOP
DJMP
FRM16A

FRME17: POINT!LPOFF!BLKOFF!LINED
0
MAXY-177
STATSA!ITALD!SYNOFF!GREEN
CHAR!INT4
.BYTE 17,17
.ASCII /KEYBOARD ECHO TEST/

.BYTE 15,12,12
.ASCII /CHAR OCT = /

.BYTE 0,0,0,0
KBOCT: .BYTE 15,12,12

BUFFER: DNOP

.END

```

; MUST BE JUST BEFORE THE BUFFER

D7F	003434	862							
ECH0A	003430	1119	1121						
ECH0B	003416	1155	1160						
ECH0C	005166	1133	1129	1159	1162				
FILE	005554	1187	1103	1214					
FILE0	002050	460	534	595	998				
FILE1	003430	461	602						
FILE10	003430	468	834						
FILE11	003376	469	851						
FILE12	003452	470	839						
FILE13	003614	471	896						
FILE14	003426	472	903						
FILE15	004106	473	950	956					
FILE16	004343	474	1005	1014					
FILE17	005052	475	1117	1150					
FILE2	002074	462	605						
FILE2A	002274	638	646						
FILE2B	002302	647	658						
FILE2C	002322	648	654						
FILE2D	002332	652	657						
FILE3	002340	463	662						
FILE3A	002350	664	670	677					
FILE3B	002376	665	673						
FILE4	002414	464	671	683					
FILE4A	002746	707	754						
FILE5	003024	465	767	773					
FILE6	003036	466	780						
FILE7	003170	467	807						
FILLA	003716	740	743						
FILLIT	003712	723	727	739					
FIL14A	003734	915	914						
FLE11A	003476	873	874						
FLE11B	003514	874	677						
FLE12C	003522	876	878						
FLE12D	00306	892	891						
FF 10	00300	53	1217	1370					
FF 11	00700	615	1372	1400					
FF E10	010004	808	1755						
FF E11	010544	855	1774						
FF E12	010642	800	1809	1922					
FF E13	011312	839	1976	2011					
FF E14	011566	929	934	939	944	2015	2057		
FF E16	011714	1027	2059	2170					
FF E17	012404	1135	2191						
FF E2	007230	656	1404	1437					
FF E3	007334	668	1441	1564					
FF E3A	007724	675	1567	1659					
FF E9	010174	776	1663	1724					
FR 10	010006	789	816	1728					
FR 16A	010462	792	819	1742	1750				
FRM10	010604	841	858	1791	1805				
FRM14A	011572	925	930	935	940	2017			
FRM14B	011574	926	931	936	941	2018			
FRM16A	012302	1032	2172	2189					
FRM16B	012376	1019	1020	1072	2187				
GRAPHX	120000	592	963						

LOADSP 002564	700	703	709#												
LOADUP 002564	1014	1054#													
LOADVT 003706	909	911	917#												
LOGICA 004316	993#														
LOKRS 001052	415#	1122*	1136	1141#	1144#										
LONGV = 110000	592#	643	1056	1408	1445	1465	1485	1505	1525	1545	1573	1585	1597		
	1609	1621	1633	1645	1672	1677	1685	1690	1698	1703	1711	1716	1719		
	1732	1738	1745	1759	1778	1794	1818	1829	1840	1851	1862	1873	1884		
	1895	1932	1944	1956	1968	1980	1992	2000	2151						
LOOPA 003062	784#	800	803												
LOOPA1 003070	785#	797													
LOOPA2 003114	790#	795													
LOOPA3 003140	796#														
LOP 3 003214	811#	827	830												
LO 1 003214	812#	824													
LO 2 003214	817#	822													
LO 3 003214	823#														
LO 4 003214	381	479#	498												
LE 0 003214	485#	489#	491												
LPLIE = 0	592#														
LPOFF = 000100	592#	1812													
	592#	687	1221	1374	1404	1441	1511	1732	1759	1778	1912	1926	2016		
	2059	2172	2191												
LFON = 000140	592#	1011	1809	2075											
LPPNT 011262	886#	887#	1914#												
LPVCT 001070	429#	548#	870#	891#	1006#										
LPVCT1 001072	430#	548	549#	871#	891	1007#									
MAXSX = 017600	592#														
MAXSY = 000077	592#														
MAXX = 001777	592#	625	627	633	781	1409	1413	1417	1421	1425	1427	1429	1431		
	1433	1729	1739	1779	1783	1795	1799	1933	1937	1990					
MAXY = 001377	592#	614	616	622	624	689	755	785	809	863	907	936	941		
	1219	1376	1380	1384	1386	1388	1390	1412	1416	1420	1424	1426	1428		
	1432	1434	1734	1737	1761	1765	1798	1802	1936	1940	1955	1967	2061		
	2174	2193													
MSG 005412	596	673	649	654	666	673	756	761	774	787	790	814	817		
	836	834	853	856	878	897	927	932	937	942	945	979	1025		
	1030	1034	1133	1186#											
MSGA 005430	890	1076	1189#	1196											
MSGAA 005444	1193#	126	1208												
MSGAB 005516	1192	1205#													
MSGB 005464	1194	1197#													
MSGBA 005514	1199	1202	1204#												
MINSUY = 000100	592#	2025	2026	2027	2037	2038	2039	2049	2050	2051	2118				
MINUSX = 020000	592#	616	619	627	632	1058	1413	1419	1421	1423	1427	1428	1431		
	1434	1452	1454	1456	1457	1459	1461	1472	1474	1476	1477	1479	1481		
	1492	1494	1496	1497	1499	1501	1512	1514	1516	1517	1519	1521	1532		
	1534	1536	1537	1539	1541	1552	1554	1556	1557	1559	1561	1578	1581		
	1582	1583	1590	1593	1594	1595	1602	1605	1606	1607	1614	1617	1618		
	1619	1626	1629	1630	1631	1638	1641	1642	1643	1650	1653	1654	1655		
	1783	1799	1802	1937	1947	1961	1975	1981	2001	2023	2024	2025	2035		
	2036	2037	2047	2048	2049	2081	2117	2155	2156	2157	2158				
	592#	1416	1418	1422	1424	1765	1940	1950	1964	1970	1984				
MINUSY = 020000	372#	448#	456#	526#	552#	611#	623#	644#	694#	696#	698#	700#	701#		
PC = %000007	703#	719#	723#	724#	727#	728#	729#	737#	750#	909#	911#	922#	993#		
	1014#	1052#	1055#	1061#	1073#	1077#	1080#	1153#	1169#	1171#	1173#	1175#	1177#		

CLEAR	593	1220	1372	1407	1444	1570	1731	1758	1777	1929	2062	2175	2194
DELP	416	119	1083	1195									
OCTGN	2014	2020	2032	2044									
OCTGON	1445	1465	1475	1505	1525	1545							
SQUARE	1571	1573	1585	1597	1609	1621	1633	1645					

E05

GT-40/GT-44 WITH VR14 VISUAL DISPLAY TEST MAINDEC-11-DOGTC-8
DOGTCB.P11 CROSS REFERENCE TABLE -- PLACEMENT SYMBOLS

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.ASCIZ	2065	2070	2071	2073	2074	2178	2183	2202							
.BYTE	1273	1359	1916	2197	1246	1258	1264	1271	1277	1288	1298	1305	1312	1321	1326
	1334	1372	1375	1240	1245	1258	1264	1271	1277	1288	1298	1305	1312	1321	1326
	1879	1379	1375	1240	1245	1258	1264	1271	1277	1288	1298	1305	1312	1321	1326
.ENABL	360	1870	1931	1976	2064	2064	2069	2072	2177	2182	2196	2201	2204	2206	
.END	2210														
.EVEN	1367	1919													
.LIST	1	356	362	378	592	1584	1596	1608	1620	1632	1644	1656			
.MACR	418														
.MACRO	593	1445	1571	2014											
.MLIST	1	356	363	378	592	1584	1596	1608	1620	1632	1644	1656			
.REM	1														
.REPT	378	1573	2082	2119											
.TITLE	361														
.WORD	381	385													

ERRORS DETECTED: 0
DEFAULT GLOBALS GENERATED: 0

#, DOGTCB.SEB/SOL/CRF/PAGNUM=DOGTCB
RUN-TIME: 6 12 3 SECONDS
R-TIME RATIO: 82/21=3.7
CORE USED: 8K (15 PAGES)

F05

Special printing 7 Records, 20 1942, 100 disk packs, 2 disk units, 25 papers

