



# DECUS

## PROGRAM LIBRARY

DECUS NO.	8-187
TITLE	KEYBOARD CONTROLLED BINARY PUNCH
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SOURCE LANGUAGE	PAL-D

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## KEYBOARD CONTROLLED BINARY PUNCH

DECUS Program Library Write-up

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### INTRODUCTION

The Keyboard Controlled Binary Punch makes binary tapes of selected areas of core. Its main features are as follows:

1. Keyboard controlled making all operations specified by typed commands.
2. Several blocks of data from separated areas of core can be punched on one tape.
3. Punches field marks for extended memory programming.
4. Occupies only one page of core.
5. Easy to use and especially good for FORTRAN programming. For example, an operating program may be punched onto tape (complete with library routines, operating system, and monitor). Often-used programs saved in this manner may be later run simply by loading the tape with the BIN loader and running them, with no need to fuss with special FORTRAN loaders.

### REQUIREMENTS

This program requires a PDP-5, 8, 8/I or 8/S with an ASR-33 and high-speed punch. Extended memory is optional, and greatly increases the convenience of saving large programs.

### OPERATION

There are three binary versions of this program available. Version A (LOW) occupies page 1, with a starting address of 0200. Version B (HIGH) occupies page 36, with a starting address of 7400. Version C (SPECIAL) occupies page 37, with a starting address of 7600.

The ASCII version may be reassembled to load into any page by setting SA=the first location on that page.

Load and start the program. It will operate in any field and respond with a CR/LF. Turn on the high-speed punch.

The following commands are now available:

1. L (leader)  
Typing the letter L will cause about six inches of BIN leader (code 200) to be punched. The program will then respond auto-

matically with a CR/LF. L also clears the checksum in preparation for punching a program.

2. F n (field)  
Typing F, a field number (0-7), and a CR will cause a field mark of the form 3n0 to be punched on the tape. All data thereafter will be taken from the specified field.
3. P mmmm-nnnn (punch)  
Typing P, two octal core limits separated by a dash, and CR will cause the specified material to be punched in binary. The data will be taken from the field most recently specified by F, or, if no field has been given, by the field specified by the DATA FIELD register when the program was started.
4. C (checksum)  
Typing C will cause the accumulated checksum to be punched, followed by six inches of leader code 200. The checksum will then be cleared. The program will respond with CR/LF.

All spaces are ignored on input. Any character besides L, F, P, or C typed at the beginning of a line (including CR) will be ignored. No punching will take place, and the program will restart, responding with a CR/LF. Pressing rubout while typing a line will also cause a restart, and the line will be ignored.

No field mark is punched unless an F command is given. Data to be punched is taken from the field indicated by the DATA FIELD register. If it is desired to change the field without punching a field mark, restart the program and set the DATA FIELD register to the desired field.

When punching a tape designed to be loaded into any field, field marks should not be punched, except when punching a tape which must later be loaded into a particular field (or sections of which must be loaded into different fields).

The checksum must be punched immediately after the data. The leader punched after the checksum will cause the BIN loader to compare this checksum to that computed while the tape has been read in.

Enough loader (L) should be punched at the beginning of the tape to make handling easy.

For further information on BIN format, refer to the DEC documentation for the Binary Loader.

Some suggestions for different systems:

1. Without Extented Memory - A free page must be found in which to place the punch program. The SPECIAL version cannot be used for there is no way to load it over the loader. A space between the program and the data is found by running SYMBOLPRINT and can be used to locate the punch routine when saving FORTRAN.

2. Extended Memory - If the SPECIAL version is used, it may be placed in the last page of the field which does not contain the RIM and BIN loaders.

3. 8K Memory and Disk/DECtape Monitor - The monitor head occupies the last page of field 0, and the RIM and BIN loaders are usually placed in field 1. To save the RIM and BIN loaders on the systems device, the following is used: .SAVE BINL ! 17600;

The SPECIAL version may then be loaded into field 1 and used (this may also be saved). To restore the RIM and BIN loaders, call .BINL from the monitor.

4. 8K FORTRAN - After loading the operational program, punch the contents of each field up to and including the page determined by subtracting the number of free pages in that field (printed by the symbol table routine in the loader) from 368. Field marks should be punched on the tape at the beginning of each field.

#### ERRORS

There is no error detection system. The user should note the following:

1. If the first (non-space; spaces are ignored) character is not L, F, P, or C, it is ignored and the program restarts.
2. Numbers are processed up to the first non-digit. No attempt is made to check for overflow, therefore, a field number not in the range 0-7 may cause severe errors.
3. It is important that the punching strictly follow BIN format, that is, leader must precede data. Several blocks of data may be punched consecutively, but there must be no leader between them. Finally, the checksum must be punched, followed by leader in any amount. The entire sequence may be repeated several times on the same tape, in which case the BIN loader will stop at the end of each section for checksum comparison. The program does not check for illegal sequences.

If a mistake is made, punch leader to clear the checksum and start over.

A typing error may be corrected by pressing rubout and retyping the line if the command has not yet been executed.

/KEYBOARD CONTROLLED BINARY PUNCH

/BY EDWARD A. TAFT, III  
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/FOR 8-FAMILY COMPUTERS, WITH ASR-33 AND HIGH SPEED PUNCH

/OCCUPIES ONE PAGE  
SA=76ØØ

\*SA

7600 1341	START,	TAD C215	/PRINT CR
7601 4370		JMS COUT	
7602 1342		TAD M3	/LF
7603 4370		JMS COUT	
7604 4350		JMS CIN	/GET 1ST CHARACTER
7605 1343		TAD CLEAD	/TEST FOR L,C,F,P
7606 7450		SNA	
7607 5264		JMP LEADER	/L=PUNCH 6 INCHES LEADER
7610 1344		TAD CSUM	
7611 7450		SNA	
7612 5261		JMP CHKSUM	/C=PUNCH CHECKSUM AND LEADER
7613 1342		TAD M3	
7614 7450		SNA	
7615 5242		JMP FLD	/F=NEW FIELD SETTING
7616 1345		TAD CPUN	
7617 7640		SZA CLA	
7620 5200		JMP START	/NONE OF THOSE, IGNORE
7621 4317		JMS OCIN	/P=PUNCH BINARY DATA
7622 3251		DCA POINT	/LOWER LIMIT
7623 4317		JMS OCIN	/GET UPPER LIMIT
7624 7140		CLL CMA	
7625 1251		TAD POINT	
7626 3370		DCA COUT	/SET COUNTER
7627 1251		TAD POINT	
7630 7120		STL	
7631 4303		JMS WOUT	/PUNCH ORIGIN SETTING
7632 7100		CLL	
7633 1651		TAD I POINT	/PUNCH THE DATA
7634 4303		JMS WOUT	
7635 2251		ISZ POINT	
7636 7700	C7700,	SMA CLA	/DOES NOTHING HERE
7637 2370		ISZ COUT	
7640 5232		JMP .-6	
7641 5200		JMP START	
7642 4317	FLD,	JMS OCIN	/NEW FIELD, GET FIELD #
7643 7104		CLL RAL	/MUST BE 0-7
7644 7006		RTL	
7645 3303		DCA OCNUM	
7646 1303		TAD OCNUM	/CHANGE DATA FIELD
7647 1346		TAD XCDF	
7650 3251		DCA .+1	
7651 6201	POINT,	CDF	
7652 1347		TAD CHECKS	/SAVE CHECKSUM
7653 3251		DCA POINT	/FIELD SETTING NOT A PART OF IT
7654 1303		TAD OCNUM	/PUNCH FIELD SETTING
7655 1236		TAD C7700	
7656 4274		JMS POUT	
7657 1251		TAD POINT	/RESTORE CHECKSUM

7660 5272	JMP LEADER+6	
7661 1347	CHKSUM, TAD CHECKS	/PUNCH CHECKSUM
7662 7100	CLL	
7663 4303	JMS WOUT	
7664 1236	LEADER, TAD C7700	/PUNCH 6 INCHES OF LEADER
7665 3370	DCA COUT	
7666 1336	TAD C200	
7667 4274	JMS POUT	
7670 2370	ISZ COUT	
7671 5266	JMP .-3	
7672 3347	DCA CHECKS	/ZERO OUT CHECKSUM
7673 5200	JMP START	
	/PUNCH OUTPUT ROUTINE	
7674 0000	POUT, Ø	/PUNCH CHARACTER IN AC
7675 6026	PLS	
7676 6021	PSF	
7677 5276	JMP .-1	
7700 1347	TAD CHECKS	/ADD TO CHECKSUM
7701 3347	DCA CHECKS	
7702 5674	JMP I POUT	
	OCNUM=.	
	/WORD PUNCH (2 CHARACTERS)	
7703 0000	WOUT, Ø	
7704 3350	DCA CIN	
7705 1350	TAD CIN	/GET LEFT HALF
7706 0236	AND C7700	
7707 7012	RTR	
7710 7012	RTR	
7711 7012	RTR	
7712 4274	JMS POUT	
7713 1350	TAD CIN	/GET RIGHT HALF
7714 0375	AND C77	
7715 4274	JMS POUT	
7716 5703	JMP I WOUT	
	/INPUT AN OCTAL NUMBER	
7717 0000	OCIN, Ø	
7720 3303	DCA OCNUM	/INITIALIZE TO Ø
7721 4350	JMS CIN	/GET A CHARACTER
7722 1376	TAD M270	/SEE IF DIGIT
7723 7500	SMA	
7724 5336	JMP END	/NO
7725 1377	TAD C1Ø	
7726 7510	SPA	
7727 5336	JMP END	/NO
7730 3350	DCA CIN	/YES, SAVE
7731 1303	TAD OCNUM	/ADD NEW DIGIT
7732 7106	CLL RTL	
7733 7004	RAL	
7734 1350	TAD CIN	
7735 5320	JMP OCIN+1	

C200=.

7736 7200 END, CLA  
 7737 1303 TAD OCNUM  
 7740 5717 JMP I OCIN  
 7741 0215 C215, 215  
 7742 7775 M3, -3 /FOR LF AND "F"  
 7743 7464 CLEAD, -314 /FOR "L"  
 7744 0011 CSUM, 314-303 /FOR "C"  
 7745 7766 CPUN, 306-320 /FOR "P"  
 7746 6201 XCDF, CDF  
 7747 0000 CHECKS, 0 /CHECKSUM  
     /INPUT A CHARACTER FROM THE TELETYPE  
 7750 0000 CIN, 0  
 7751 6031 KSF  
 7752 5351 JMP .-1  
 7753 6036 KRB  
 7754 4370 JMS COUT /ECHO  
 7755 1365 TAD M377  
 7756 7450 SNA  
 7757 5200 JMP START /RUBOUT, RESTART  
 7760 1366 TAD TSPC  
 7761 7450 SNA  
 7762 5351 JMP CIN+1 /IGNORE SPACES  
 7763 1367 TAD C240  
 7764 5750 JMP I CIN  
 7765 7401 M377, -377  
 7766 0137 TSPC, 377-240  
 7767 0240 C240, 240  
     /OUTPUT A CHARACTER TO THE TELETYPE  
 7770 0000 COUT, 0  
 7771 6046 TLS  
 7772 6041 TSF  
 7773 5372 JMP .-1  
 7774 5770 JMP I COUT  
     C300=C7700  
 7775 0077 C77, 77  
 7776 7510 M270, -270 /DIGIT TESTS  
 7777 0010 C10, 10

CHECKS 7747  
CHKSUM 7661  
CIN 7750  
CLEAD 7743  
COUT 7770  
CPUN 7745  
CSUM 7744  
C10 7777  
C200 7736  
C215 7741  
C240 7767  
C300 7636  
C77 7775  
C7700 7636  
END 7736  
FLD 7642  
LEADER 7664  
M270 7776  
M3 7742  
M377 7765  
OCIN 7717  
OCNUM 7703  
POINT 7651  
POUT 7674  
SA 7600  
START 7600  
TSPC 7766  
WOUT 7703  
XCDF 7746