

**Systems**

GA33-1525-2  
File No.4300-01

**Operator's Library:  
IBM 4331 Processor  
Operating Procedures  
and Problem  
Determination Guide**



Third Edition, May 1980

This is a major revision of, and obsoletes GA33-1525-1.

All information in the manual has been reviewed and changed where necessary to bring it up to date. Changes or additions to text and illustrations are indicated by a vertical line to the left of the change.

Requests for copies of IBM publications should be made to your IBM representative or to the IBM branch office serving your locality.

It is possible that this material may contain reference to, or information about, IBM products (machines and programs), programming, or services that are not announced in your country. Such references or information must not be construed to mean that IBM intends to announce such IBM products, programming, or services in your country.

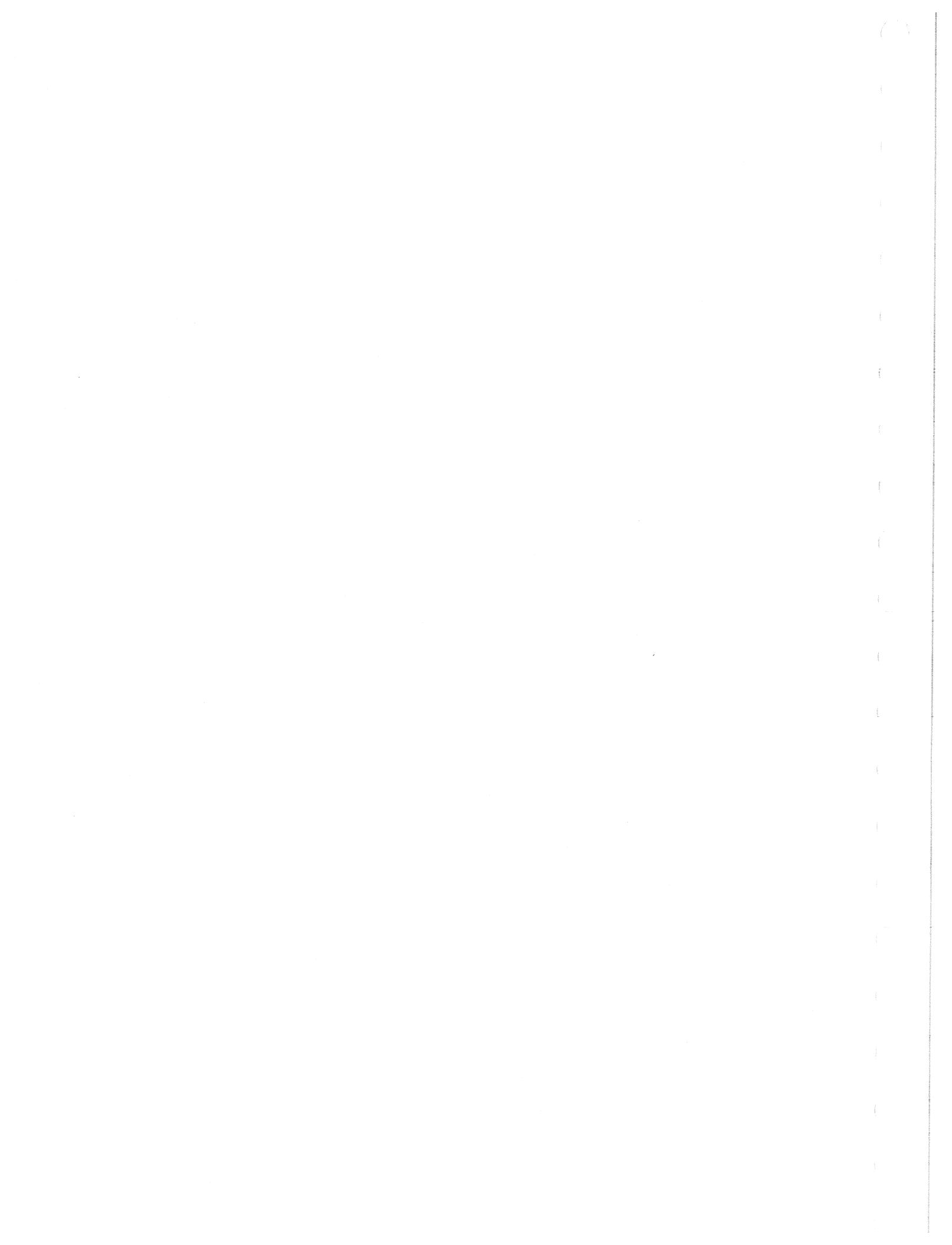
A form for reader's comments is provided at the back of the publication. If the form has been removed, comments may be addressed to IBM Product Publications, Department 3179, Schoenaicher Strasse 220, 7030 Boeblingen/Wuertt., Federal Republic of Germany. IBM may use or distribute any of the information you supply in any way it believes appropriate without incurring any obligation whatever. You may, of course, continue to use the information you supply.

© Copyright International Business Machines Corporation  
1979, 1980

## Preface

This manual describes how to operate the IBM 4331 Processor. You are assumed to have a knowledge of Introduction to IBM Data Processing Systems, GC20-1684, and some experience in operating a similar computing system. The information in this manual is organized in the following way:

- Chapter 1 contains emergency and first aid procedures.
- Chapter 2 describes the parts of the IBM 4331 Processor that you need to know about in order to be able to communicate with, and control the system. It describes the operator console and related facilities.
- Chapter 3 explains how to operate the IBM 4331 Processor.
- Chapter 4 contains problem determination procedures.
- Chapter 5 contains reference information.
- Chapter 6 of the manual contains a glossary.



## CONTENTS

Preface . . . . .	III
<b>Chapter 1.</b>	
Emergency Procedures . . . . .	1-1
General. . . . .	1-1
Electric Shock . . . . .	1-1
Fire . . . . .	1-2
<b>Chapter 2.</b>	
Communicating with the System. . . . .	2-1
Operator Console . . . . .	2-2
Video Screen . . . . .	2-3
Control Panel. . . . .	2-4
Control Panel Lights . . . . .	2-4
Control Panel Keys . . . . .	2-5
Console Keyboard . . . . .	2-6
Alphabetic Keys. . . . .	2-6
Cursor . . . . .	2-6
Cursor Keys. . . . .	2-8
Tabulator Keys, Backspace Key,	
Space Bar . . . . .	2-9
Function Keys. . . . .	2-10
Keyboard Lock and Keyboard	
Inhibition. . . . .	2-13
Machine Status Display . . . . .	2-14
Line 21 Display. . . . .	2-15
Line 22 Display. . . . .	2-17
Line 23 Display. . . . .	2-17
Line 25 Display. . . . .	2-18
System Diskette. . . . .	2-22
Customer Set Up (CSU) for Displays	
and Printers. . . . .	2-23
<b>Chapter 3.</b>	
Procedures . . . . .	3-1
Loading the Diskette . . . . .	3-2
Switching Power On . . . . .	3-3
Switching Power Off. . . . .	3-4
Loading the Microcode (IML). . . . .	3-5
Initial Program Load (IPL) . . . . .	3-6
Mode Selection . . . . .	3-7
Errors Made During Mode	
Selection . . . . .	3-10
Fast Mode Selection. . . . .	3-11
Address Compare. . . . .	3-13
Check Control. . . . .	3-16
Display/Alter. . . . .	3-18
Control Registers. . . . .	3-20
Current PSW (Program Status	
Word) . . . . .	3-21
Floating Point Registers . . . . .	3-23



General Registers. . . . .	3-24
Storage Key. . . . .	3-25
Main Storage . . . . .	3-26
Main Storage Size. . . . .	3-28
Capacity Counts. . . . .	3-29
Main Storage Real. . . . .	3-30
Main Storage Virtual . . . . .	3-31
Page Description . . . . .	3-33
Communication Lines. . . . .	3-35
Instruction Step . . . . .	3-47
Interval Timer . . . . .	3-48
Machine Save . . . . .	3-49
Program Load . . . . .	3-50
Clear Reset. . . . .	3-54
Reset I-Step . . . . .	3-55
Program Reset. . . . .	3-56
Restart. . . . .	3-57
Store Status . . . . .	3-58
TOD Enable . . . . .	3-59
Native Displays and Printers . .	3-60
Native User Diskette . . . . .	3-64
Diskette Device Address. . . . .	3-67

#### **Chapter 4.**

Operator Problem Determination . .	4-1
Tracing of 4331 Communication	
Adapter Events. . . . .	4-1

#### **Chapter 5.**

Reference Information. . . . .	5-1
Restart Procedures for the IBM 5424	
Multi-Function Card Unit (MFCU) .	5-1
Restart Information Field. . . .	5-2
Operator Restart Instructions. .	5-3
Procedure. . . . .	5-3
Manual Calling on Integrated Modem	
WT Switched Line with Auto Answer	5-10
Connection Sequence. . . . .	5-10
If the line is the calling	
side. . . . .	5-10
If the line is the called side	5-10
Disconnection Sequence . . . .	5-11
3340 Static String Switch. . . .	5-12
Conversion Binary to Hexadecimal	
to Decimal. . . . .	5-13

#### **Chapter 6.**

Glossary . . . . .	6-1
--------------------	-----



## **Chapter 1. Emergency Procedures**

### ***General***

If people are endangered, or if equipment could be damaged, disconnect power to the system by pressing the relevant EMERGENCY POWER-OFF switch in the computer room.

### ***Electric Shock***

1. If the casualty is still in contact with the electrical supply:
  - a. Disconnect the electrical supply, or
  - b. Remove the casualty from contact with the electrical supply by pulling at his dry clothing. Do not move the casualty unless it is necessary.
2. If the casualty has stopped breathing, apply mouth-to-mouth resuscitation immediately (see artificial respiration below).
3. Call for help.

### **Artificial Respiration**

1. Clear throat of water, food or foreign matter.
2. Tilt head back to open air passage.
3. Lift jaw up to keep tongue out of air passage.
4. Pinch nostrils to prevent air leakage when you blow.
5. Take a deep breath. Seal your mouth around casualty's mouth, blow until you see chest rise.
6. Remove your lips and allow lungs to empty.
7. Listen for snoring and gurglings, signs of throat obstruction.
8. Repeat mouth to mouth breathing 10 to 20 times a minute. Continue rescue breathing until casualty breathes unaided.

## *Fire*

Do not use water to fight a fire in electrical equipment.  
Use only a fire extinguisher approved for this purpose, for example one that contains carbon dioxide (CO<sub>2</sub>). Follow the instructions on the extinguisher and call for help.

## **Chapter 2. Communicating with the System**

This section describes the parts of the IBM 4331 Processor that you, as an operator, will use in your work.

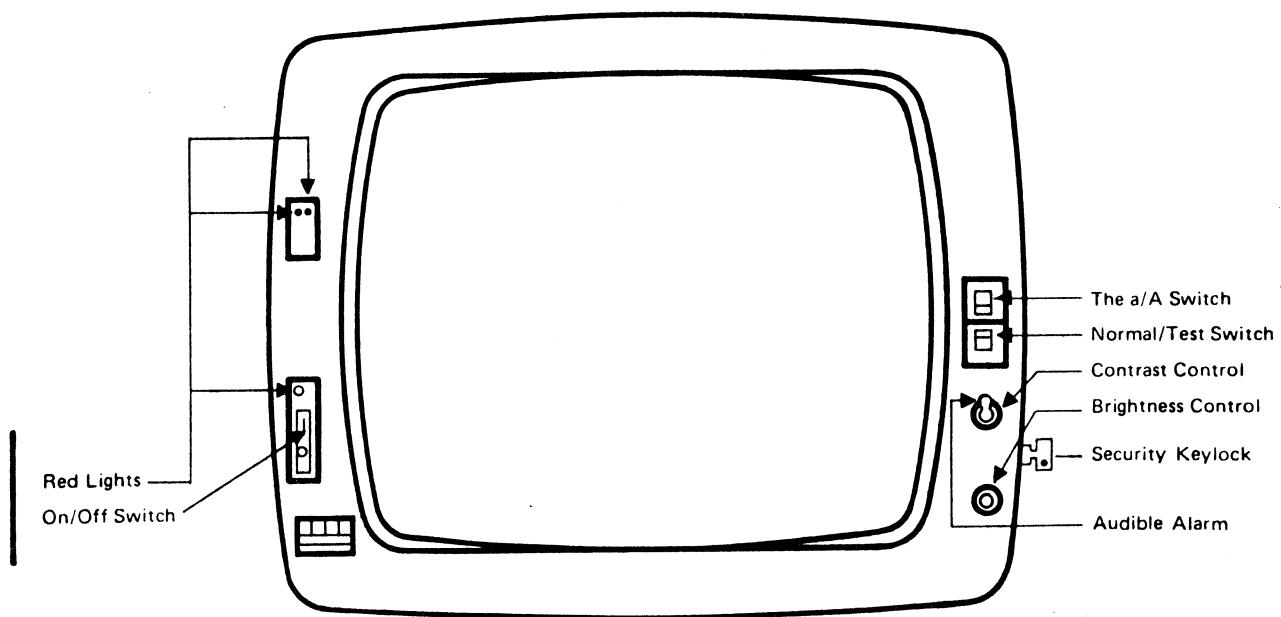
## Operator Console

The operator console is a device used to control the IBM 4331 Processor.

It consists of:

- Video Screen - to provide information from the system, in the form of messages and displays. The information that you enter into the system also appears on the screen. A permanent display of the status of the IBM 4331 Processor is shown in the lower part of the screen.
- Console Keyboard - for entering commands and data into the system.
- Control Panel - with lights and buttons for functions that cannot conveniently be handled by the keyboard and video screen.

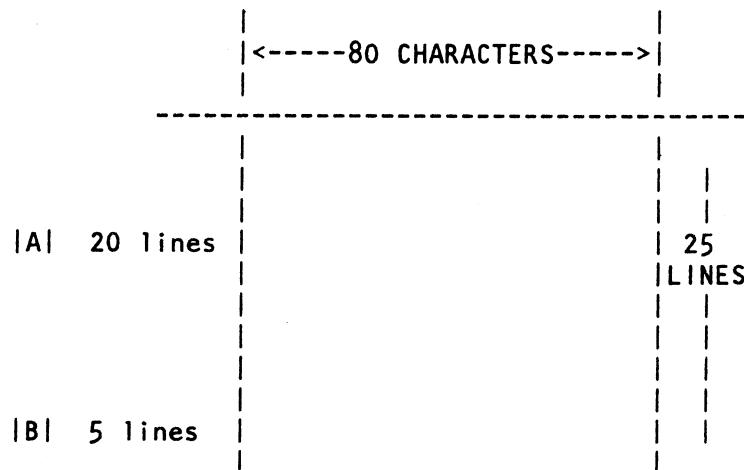
The operator console does not provide printed output. The optional 3287 Model 2 printer may be used to supply print-outs of messages.



## Video Screen

The video screen displays numeric characters, alphabetic characters and special symbols. It is equipped with an audible alarm that alerts you to messages requiring your attention. During operation the security keylock must be in the 'on' position. The format of the screen is shown below.

### DISPLAY FORMAT



#### A System Area

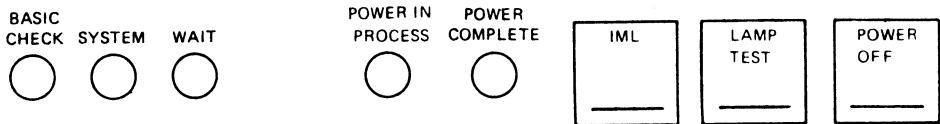
The system area of the screen displays messages from the operating system. It is also used for operator communication with the various manual operations that can be selected.

#### B Machine Status Area

This area displays information about the status of the IBM 4331 Processor.

## Control Panel

The control panel contains lights and keys that allow you to check and control basic machine functions. These functions are described below.



### *Control Panel Lights*

#### **Basic Check**

The red BASIC CHECK light indicates a failure requiring attention by service personnel. This light is also on when the power-service mode switch is in 'service' position. The power-service mode switch is located in the IBM 4331 processor and can be operated only by service personnel.

#### **System**

The green SYSTEM light is on when instructions are being processed or when I/O operations are in process.

#### **Wait**

The amber WAIT light is on when the wait bit in the current PSW is set. This means that the processor is idle, that is, not processing instructions. The setting of the wait state is controlled by the operating system. Usually the processor awaits the completion of data transfer from an I/O device. The processor leaves the wait state upon an interruption.

#### **Power in Process**

The POWER IN PROCESS light indicates that a power-on, or power-off sequence is in progress.

#### **Power Complete**

The green POWER COMPLETE light comes on when the power-on sequence is completed.

## *Control Panel Keys*

### **IML**

Pressing this key while power is on starts the IML (initial microcode load) sequence.

### **Lamp Test**

The LAMP TEST key tests the control panel lights and (if installed) the lights of the IBM 5424 (MFCU). When this key is pressed, the check lights on the panel turn on. The lights go out when the key is released.

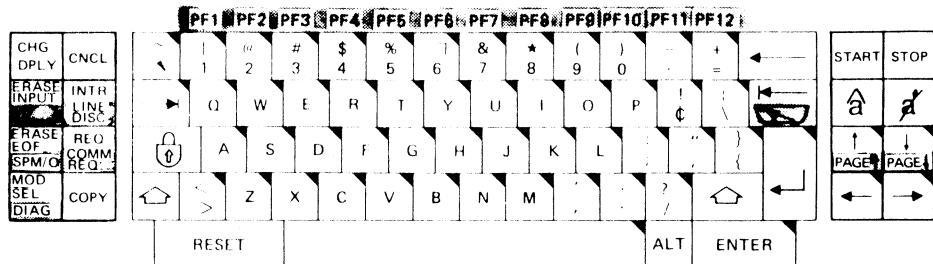
### **Power Off**

The POWER OFF key starts the power-off sequence. If during power-off sequence a power failure is detected, a reference code is displayed and the power-off sequence is halted, however, power is not turned off. Note the reference code for the service representative's use and press POWER OFF a second time to complete the power-off sequence.

The power-off sequence can also be initiated by operating the POWER-ON/OFF toggle switch located at the right side of the IBM 4331 Processor. Note: The power-off sequence clears the contents of all storages. Power off is complete after 5 - 7 seconds.

## Console Keyboard

The console keyboard enables you to enter commands and data into the system. It has the following layout:



Function is only active when ALT key is pressed at the same time

Typamatic key

The keyboard consists of three types of keys:

- Alphabetic keys
- Cursor and tabulator keys, backspace key, and space bar
- Function keys

The keys and their functions are described on the following pages.

### Alphabetic Keys

The alphabetic keys are used to enter messages and data, and to call up displays. These keys are typamatic, that is, they repeat their function as long as they are held down. The second character on some alphabetic keys can only be used in conjunction with the SHIFT or the ALT key (see "Function Keys"). The position of the alphabetic keys on the keyboard is shown above.

### Cursor

The cursor is a light-marker on the screen that indicates where the next character to be entered will appear.

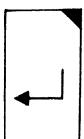
- When a character is entered, it appears just above the cursor.

- The cursor is automatically positioned ready for the next entry.
- You can position the cursor manually by means of the five cursor keys. To prevent interference with internal operations, these keys can be locked. For example, during IML, or when the cross indicator (see "Machine Status Display", line 25) is on the screen, you cannot free these keys. The system returns them to your control when the internal operation is completed.
- The five cursor keys are typematic, which means you can "run" the cursor by holding the key down. When the cursor reaches the edge of the screen, it returns (or wraps around) to the opposite edge of the screen and continues moving in the same direction as long as the key is held down.
- To alter data displayed on the screen, position the cursor under the data to be changed, type in the new data, and press ENTER.
- The cursor can be moved by the space bar and the backspace key.

## *Cursor Keys*

The cursor can be moved in the following ways:

### **CURSOR TO NEW LINE**



The cursor moves to the first unprotected character position (\*) in the next lower line, traversing all protected lines before finally returning to the first line with an unprotected character position.

### **CURSOR UP**



The cursor moves upward in the same character column. Finally it returns to the bottom of the screen and repeats the same path upwards.

### **CURSOR DOWN**



The cursor moves downward in the same character column. Finally it returns to the top of the screen and repeats the same path downwards.

### **CURSOR TO LEFT**



The cursor moves right to left and line by line upwards. Finally it returns to the bottom right-hand corner of the screen and repeats the same path. The backspace key performs the same function as the cursor-to left key.

### **CURSOR TO RIGHT**



The cursor moves left to right and line by line downward. Finally it returns to the top left hand corner of the screen and repeats the same path.

## Tabulator Keys, Backspace Key, Space Bar

These keys cause the cursor to move in the following ways:

### TABULATOR



The cursor moves right to the first unprotected character position. If held down, it traverses all first character positions of unprotected fields in a left-to-right, top-to-bottom direction. Finally it returns to the leftmost character position of the topmost unprotected field.

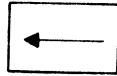
### BACK TABULATOR



The current position of the cursor affects the operation of the back tabulator key. When the cursor is in an input field at a location other than the first character location, the back tabulator key repositions it to the first character position in the field. When the cursor is in a protected field, or at the first character position of the input field, the back tabulator key repositions it to the first character position of the first input to the left of the present field.

Using this key together with the ALT key repositions the cursor to the home position, that is to the first unprotected position on the total display.

### BACKSPACE



The cursor moves right to left and line by line upward. Finally it returns to the bottom right-hand corner of the screen and repeats the same path. The cursor-to-left key performs the same function as the backspace key.

### SPACE BAR

The cursor moves to the right and inserts a blank character.

## Function Keys

### MODE SEL/DIAG



Pressing MODE SEL causes the mode selection display to appear on the screen. This display lists the available operating modes. These modes, and how to use them, are described in Chapter 3.

Mode selection can be requested at any time; it does not affect the state of the machine other than breaking into a chain of messages that is about to be written onto the screen. The display on the screen when MODE SEL is pressed is automatically stored by the system and can be recalled later. Do not, however, keep this display, nor any other manual operations display, on the screen any longer than necessary as, during this time, the system can neither use the screen nor record errors.

The DIAG (diagnostic) function of this key is for service personnel only.

### CNCL



CNCL (cancel) is used to stop operations that have been started but not completed (the ENTER key has not been pressed). The operation is terminated according to the mode that the screen was in when data entry started:

- If the screen was under control of the system, and if the command set is 3270, the message or reply is deleted. If the command set is 1052, the message or reply is marked with an asterisk.
- If the screen was in manual operations mode, the display is deleted, control returns to the system and the last full picture that was displayed before manual operations began is restored to the screen.

### CHG DPLY



The CHG DPLY (change display) key causes the screen display to change from the system message buffer to the manual operations buffer, and vice versa. During system operation, the screen and keyboard are made available to the operating system. During manual operation the screen and keyboard (except START, STOP and INTR) are made available for manual operation.

### INTR/LINE DISC



The INTR (interrupt) key is used to request an external interruption.

The LINE DISC (line disconnect) function of this key is for service personnel only.

#### ERASE INPUT



Pressing the ERASE INPUT key erases all input fields on the screen. The cursor moves to the first character location available for entering data.

#### ERASE EOF / SP M/O



Pressing the ERASE EOF (Erase End of Field) key erases character positions in the input field in which the cursor is located. All character positions from the cursor location to the end of the field are erased. The cursor does not move. The SP M/O function of this key is for service personnel only.

#### REQ / COMM REQ



The function of the REQ (request) key depends upon the command set being used:

- When the 1052 command set is being used, the keyboard is normally locked. It is freed when the system executes a read inquiry command which is invoked by pressing the REQ key.
- When the 3270 command set is being used, the REQ key requests an Attention Interrupt.

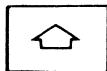
The COMM REQ (communication request) function of this key is for service personnel only.

#### COPY



Pressing the COPY key copies the contents of the screen (all lines except line 25) when in MAN op mode onto the 3287 console printer (if attached).

Note: Programmed operations on the 3287 terminal printer have priority over the COPY key function. This means that the COPY key has no effect when the print buffer contains data that has not yet been printed. The COPY key becomes effective as soon as data in the print buffer has been printed. If there is a dead-lock (such as, the print program hangs, or a similar error), the power switch on the printer should be turned off and on again. This action resets the entire print buffer and enables the COPY key function.

**SHIFT**

There is a SHIFT key on each side of the keyboard. Both SHIFT keys serve the same purpose. Pressing a SHIFT key causes:

- The upper character of a key with two characters to be entered.
- The upper case of an alphabetic character to be entered. The shift symbol is displayed in line 25 when this key is depressed.

**LOCK**

Press the LOCK key to shift and lock the keyboard in upper case. To release the shift lock, press one of the SHIFT keys. The shift symbol is displayed in shift lock mode.

**RESET**

Press RESET to free the keyboard when it is locked. When the WAIT indicator is shown (because some action was initiated), the Reset key will cancel this action. See also Problem Determination Guide located in the keyboard.

**START**

Press START to start the processor. Instructions are processed in two modes:

- Instruction step mode - one instruction is processed each time START is pressed (See 'Instruction Step' in chapter 3.)
- Continuous processing, for example when START is pressed after a normal pause in system operation.

**STOP**

Press STOP to stop program execution. The system stops when processing of the current instruction and any I/O operation in progress is completed and after waiting interrupts have been serviced.

**Insert Mode**

Use this key before you insert characters into existing information displayed on the screen.  $\wedge$  is displayed in line 25. Thereafter, characters can be inserted into already existing text whereby all characters to the right of the insert mark are automatically shifted as additional characters are typed in. This allows for entering characters without retyping the entire text. Press RESET, ENTER, or any program function (PF) key.

**Delete**

This key is used to delete characters from displays without leaving a blank. Zeros are inserted into the end of the field.

**ALT**

Use ALT when the alternative function of keys with functions on keyface is required. Hold down ALT and press the appropriate function key.

**ENTER**

When you press ENTER, the data that you have typed into the display is accepted by the system. Until you press ENTER, the data can be changed.

### *Keyboard Lock and Keyboard Inhibition*

The status of the keyboard depends mainly on the mode of operation.

- 3270 Mode

In 3270 mode the keyboard is normally free to type in data until the operator initiates a system operation, which inhibits the keyboard, that is, the keyboard does not accept any further input until the initiated operation is completed. The keyboard is also inhibited when data entry into a protected field is attempted. The reason for inhibition is shown on line 25. The reset key is used to reset the inhibition.

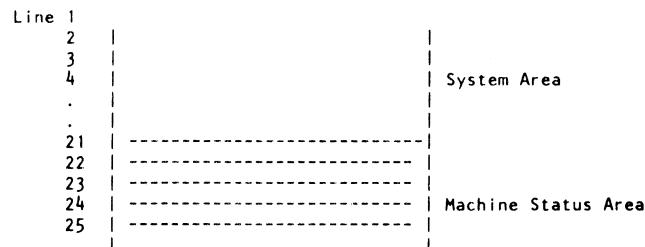
- 1052 Mode

In 1052 mode, the keyboard is normally locked and it must be unlocked by a read inquiry command which is usually issued by the operating system when the REQ key is operated. In locked state, no cursor is displayed. Operating the RESET key does not change the locked state. The read inquiry command displays the cursor in line 19 position 2, sounds the audible alarm, and the word 'proceed' is displayed. Any inhibit state of the keyboard is displayed on line 25. Inhibition due to errors (such as writing into a protected field) may be reset by the RESET key. However, when a system action has been initiated (e.g. the REQ key has been pressed) and the wait indicator is on, the RESET key resets not only the keyboard but also cancels the requested action. The following system keys are never locked or inhibited:

- START
- STOP
- INTR

## Machine Status Display

The last five lines on the display screen show the status of the system. Some indicators in the display remain constant, and some change during processing, but the machine status is always on the screen (except during maintenance displays). The machine status area is a protected area. Its layout is shown below, followed by a table explaining each status indicator.



Line 21	MAN [TEST][LOAD][ 1MB][370 ]TIMER:[OFF]SYSDSK COMP DATA:XXXXADDR:XXXXXX  [CHECKSTOP][bbbb][SAVE][ 2MB][VSE ] [ON ]DISK bbbb  [IPL-ERROR] [bbbb][ 4MB] [ 8MB] [16MB] [REAL]
LINE 22	RATE:I-STEP CHK-CTL:HARD TOD:[SEC]ADDR-COMP:[STOP]TYPE:[ANYREF] [R-ADDR:]XXXXXX  [ENBL] [SYNC] [I/OREF] [ADDR:]  [D-STOR]  [I-CNTR]
LINE 23	[SP MESSAGES] [CA/ILT STATUS, REF.CODE]  [LOG PENDING] [TIMEOUT ADDR: , REF.CODE] [I/O ERR.ADDR: , REF.CODE XXXXXXXX]
LINE 24	RESERVED FOR SERVICE PERSONNEL
LINE 25	1 - 6 9 - 15 16 - 19 30 - 37 39 - 41 44 58 - 64 IA TEST X ? + 3270 NUM ^ X X -S X 1052 X c-f Canadian MANOP X X  French X  Symbols X

## *Line 21 Display*

### **MAN**

The system has been stopped by:

- Pressing STOP
- Manual operations  
(for example, Instruction Step or Address Compare).

MAN does not appear under the following conditions:

1. When the system is running.
2. When the system is in wait state (unless STOP is pressed).
3. When the system is in check 'stop state'. After a maintenance display, MAN does not have the same status as before the display.

### **CHECK STOP**

A check-stop has occurred.

The next instruction address can be seen by displaying the PSW. After a maintenance display, CHECK STOP does not show the same status as before the display.

Note: Enter "P" (Program Reset) before carrying out manual operations.

### **IPL ERROR**

A valid PSW cannot be loaded (for example, when the load device is not ready, or an invalid address was specified).

If an IPL number is displayed, go to the IPL malfunction flowchart for details.

### **TEST**

TEST appears when:

- Instruction step mode is set
- Address Compare mode is set
- Check control mode other than 'normal' is set
- An in-line test is running

TEST does not appear for program initiated test such as online tests (OLTs) or the stand alone executive program (OLTSEP), or program event recording. It is also off during log operations.

**LOAD**

An IPL Load operation has been started.

LOAD remains on the screen until a valid PSW has been loaded.

**SAVE**

Machine SAVE has been completed successfully.

**1MB, 2MB, 4MB, 8MB, 16MB, REAL**

Gives the size of addressable storage when IML is performed in VSE mode.

Storage size appears only for VSE mode after Power On, Reset, or Reset Clear.

**TIMER:OFF/ON**

The interval timer (at location 80) is enabled (ON) or disabled (OFF).

**SYSDSK**

The system diskette requires attention.

**DISK**

The diskette drive requires attention.

**COMP**

The processor has stopped because 'Address Compare' mode is on and the matching address has been found.

**DATA:**

Shows the half-word stored at the storage location indicated by ADDR.

After a maintenance display, ADDR and DATA do not show the same status as before the display.

**ADDR:**

Shows storage address of the next instruction to be executed.

*Line 22 Display*

**RATE: I-STEP**

Instruction step mode is set.

**CHK-CTL: HARD**

Check control mode is set.

**TOD:SEC/ENBL**

The time of day clock is secure/enabled.

Secure indicates that the TOD clock cannot be altered by the SET CLOCK instruction. Enable means that the TOD Clock can be altered.

**ADDR-COMP: STOP, SYNC**

Indicates the type of action to be performed when the address match occurs.

**TYPE: ANY REF, I/O REF, D-STOR, I-CNTR**

Indicates the type of storage reference for which address comparison is performed.

**R-ADDR:**

**ADDR:**

Indicates the address that is compared with all storage references of the type indicated under TYPE.

ADDR appears if the processor is in ECPS:DOS/VS mode. R-ADDR (real address) appears if the processor is in System/370 compatibility mode.

*Line 23 Display*

**SP MESSAGES**

**LOG PENDING**

Messages to service personnel. Appears when customer manual operations are performed and a log is pending.

Can be any message to service personnel originating in the processor hardware.

**CA/ILT** Shows the status of the communications adapter. Reserved for service personnel.

**STATUS, REF CODE**

Shows status and reference code of current diagnostic program. This information is for service personnel. The reference code may also be caused by an I/O error or interface error.

The reference code remains on the screen only if checkstop occurs. If the system recovers successfully, the reference code disappears. It can be displayed again by pressing the CHG/DPLY key.

**TIMEOUT ADDR: \_\_\_\_\_, REF. CODE**

Indicates the address of a device that did not respond in time.

If the address field points to a tape device, a tape reel with empty (new or erased) tape may have been mounted.

**I/O ERR. ADDR: \_\_\_\_\_, REF.CODE XXXXXXXX**

Indicates the address of a device in error, possibly a disk track error. Use alternate track assignment.

The four bytes of reference code have the following meaning:

Byte	3340/44	231X
1	Cylinder	Cylinder
2	Head addr.	Track addr.
3	Emulated dev.	Reserved
4	Reserved	Reserved

***Line 25 Display***

**TEST**

'TEST' mode is a CE function.

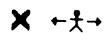
If you should inadvertently enter this mode, keep the ALT key pressed down and press COPY to return to normal mode.

**Insert Indicator**

The operator console is in insert mode.

This indicator turns on when you press INSERT. Press RESET or ENTER, or any of the PF keys to turn it off.

**Wrong Place Indicator**

 The keyboard is locked (except for the RESET key).

An attempt has been made to enter, insert, or delete a character when the cursor was in a protected field on the screen. Press RESET to unlock the keyboard.

**Wait Indicator**



The system has locked the keyboard because CNCL, REQ, or PF1-12 has been pressed but the corresponding program interruption has not yet occurred.

Before the interruption occurs you can still unlock the keyboard by pressing RESET.

**Shift Indicator**



The shift key is depressed.

Release the SHIFT key, or reset the SHIFT LOCK to terminate the function.

**Online Indicator**



The operator console is ready and connected to the system under A rules as defined by the 3270 system.

The indicator stays on as long as the screen is online.

**Minus Symbol**



The symbol keyed in is not available.

Press RESET to restore the keyboard.

**Minus Function**



Requested function is not available.

Press RESET to restore the keyboard.

**Security Key**



When this symbol is displayed no operator input can be accepted.

**Too Much Data****X ↵>**

An attempt has been made to enter too much information into a field.

Press RESET and retry.

**Numeric****X ↵NUM**

Appears when the numeric lock feature is installed and a non-numeric entry was made at a display screen location reserved for numeric information

**What?****X ?+**

The previous input was not accepted.

Because of uncertainty about what was accepted, the screen contents should be checked before the operation is repeated.

**Accent Plus What****X ↵'+?  
X ↵`+?  
X ↵^+?  
X ↵..+?  
X ↵,+?**

An invalid deadkey/character key combination was entered (Canadian French Keyboard)

Press RESET and retry.

**3270**

3270 is displayed when the console works in 3270 operation mode.

**1052**

1052 is displayed when the console works in /360 1052 emulation mode.

**MANOP****|**

MANOP is displayed when the console works in manual operation mode. MANOP is the only mode in which the console test can be started.

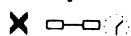
**Printer Not Working****X □-N**

The assigned printer is not functioning (unplugged, out of paper, or has failed during printing).

Note: Does not come up for print operations requested by pressing the COPY key.

Resets with Power-On-Reset of the attached printer.

#### Printer Busy



Appears when a new print operation is requested while the printer is printing data from a previous operation.  
Note: Does not come up for print operations requested by pressing the COPY key.

Wait until indicator extinguishes, which is when the printer becomes free.

#### Printing



Appears as long as the printer is printing. Does not come up for print operations requested by pressing the COPY key.

#### Alpha/Kana Indicators

The Alpha/Kana indicators show which of the four shift states of the Katakana keyboard currently exists. The Katakana keyboard has up to four characters on each data key. There are four locking shift keys by which the mode (that is, the desired characters) can be selected. The indicators consist of one or two words which may appear alone or together with an upward pointing arrow (thus giving four combinations) as follows:

<u>Keyboard State</u>	<u>Indicator</u>
Alphanumeric	ALPHA
Alpha-Symbol	ALPHA (plus upward arrow) ↑
Kana	Two Kana characters カナ
Kana-Symbol	Two Kana char. (plus upward arrow) カナ↑

The various modes affect the keyboard as follows:

Alphanumeric mode causes the character (or blank) on the lower-left portion of a character key to be displayed on the screen when that key is pressed. (Other symbols on that same key have no effect.)

Alpha Symbol mode causes the character on the upper-left portion of a key to be displayed on the screen when that key is pressed. (The upward pointing arrow corresponds with the upper location of the characters on the keys).

Kana mode causes the character on the lower-right portion of a key to be displayed when that key is operated.

Kana Symbol mode causes the character on the upper-right portion of a key to be displayed on the screen when that key is operated.

The keyboard remains in the selected state until a shift key for another state is pressed (or the keyboard is reset by the Test Key). The reset state is alphanumeric mode

## System Diskette

The system diskette is a device that services the system with control, test, diagnostic, and logging codes. This code is contained on two diskettes:

- Control Diskette
- Diagnostic Diskette

These diskettes contain information that is vital to the correct functioning of the system. To ensure that this information is properly safeguarded, avoid the following:

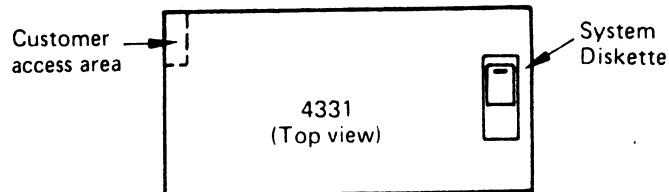
- Rough handling of the diskette.
- Handwriting on the diskette (do not write on the diskette cover with the diskette inside it).
- Pressure on any part of the diskette.
- Strong, direct sunlight on the diskette.
- Attempts to clean the diskette in any way.
- Exposing the diskette to magnetic fields (Keep it away from metal objects).
- Touching exposed surfaces of the diskette.

Inform the service representative if the diskette is damaged in any way.

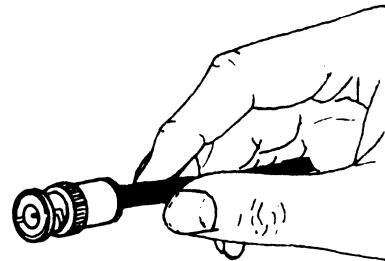
Under normal conditions the system diskette remains in the drive unit and handling of the system diskette is not required.

## Customer Set Up (CSU) for Displays and Printers

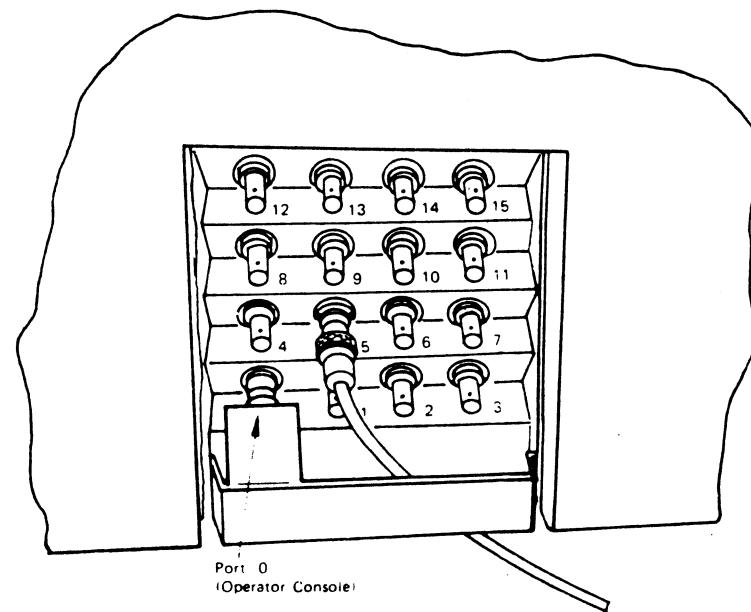
The IBM 4331 Processor has a customer access area to enable the customer to connect CSU equipment such as display units, matrix printers, and line printers. The customer access area is located on the bottom left-hand side of the cover opposite the system diskette.



The coaxial cable must be a Bendix 3022-3 or equivalent connector.



Run the cable under the bracket and plug the connector into the appropriate receptacle as shown.



When you have connected the device, you have to provide the system with information on this connection. The procedure 'Native Displays and Printers' in Chapter 3 of this manual tells you how to do this.

## Disconnecting

To disconnect CSU equipment, pull out the Bendix or equivalent connector.

## Problem Determination

If physical installation and the procedure 'Native Displays and Printers' have been carried out, and the line printer does not operate, check if 'intervention required' is indicated. The indication 'intervention required' varies from one operating system to the other.

The following conditions cause 'intervention required' to be indicated when the line printer is in the ready state:

- Open coax cable
- Line printer not logically connected

Cause	Action
Open coax cable (the CPU interface light at both line printers is off)	Connect the coax cable to the defined port, or repair the coax cable
Line printer not logically connected	For 3262: Press the Test key. ----- For 3289: Press the Reset switch. ----- Or, for both line printers: Invoke 'Program Reset', or re-IML.

If this action is unsuccessful, call  
the IBM service representative.

## **Chapter 3. Procedures**

This section describes how to operate the IBM 4331 Processor. The information presented here is divided into procedures, which are explained on the following pages.

## Loading the Diskette

For machines without the "diskette drive" feature, the system diskette is located in the drive unit accessible from the table top of the IBM 4331 Processor. Any handling of the system diskette is not required except by the service representative. The system diskette must never be removed, nor must the sliding door be opened while the system is in operation.

For machines with the "diskette drive" feature, the system diskette is under the covers of the IBM 4331 Processor, while the drive unit accessible from the table top is available for I/O operations.

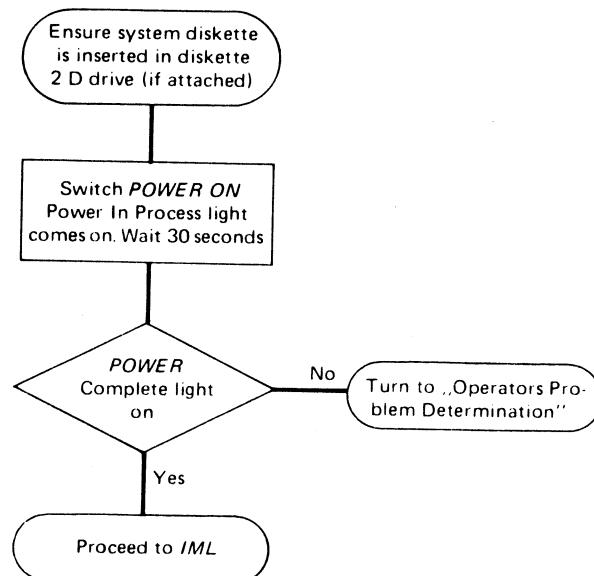
Before loading the diskette, check that it is undamaged. Do not use a damaged diskette until a service representative has inspected it.

1. Depress the latch of the sliding door and open the sliding door at the table top. This automatically opens the mounting plate of the diskette.
2. Grasp the diskette by the white label and remove it from its envelope.
3. Lower the diskette carefully into position behind the mounting plate until it comes to rest on the locating surfaces.
4. Close the sliding door fully. This will close the mounting plate automatically. The centering cone must slide freely into the center of the diskette. If not, check that the diskette is seated against the locating surfaces and that it is undamaged.
5. Store the empty diskette envelope where it will not become damaged or dirty.
6. If a diskette has been exposed to temperatures outside the machine's environmental range, allow five minutes before use.
7. When receiving diskettes, check for carton and diskette damage.

## Switching Power On

Before switching power on, ensure that no person is exposed to risk and that all equipment covers are shut. The power on toggle switch is located at the right side of the IBM 4331 Processor. The power switch at the Video Screen of the IBM 3278 Model 2A must be in 'on' position and the Normal/Test switch must be set to 'Normal'. If the Normal/Test switch is in 'Test' position the IBM 3278-2A is not available for the program and forces a 'wait' condition.

The 4331 Processor does not distribute AC primary power to the attached I/O devices. Each type-numbered unit has its own power-on switch and its own power-cord. In most cases it is required to turn on power at each unit individually (except when the power interface feature is installed, in which case the connected units power-up together with the processor). On some units, such as the 3310 disk drives or the 8809 tape drives, the optional power interface cannot be installed. You must turn on power at the power switches of these units.



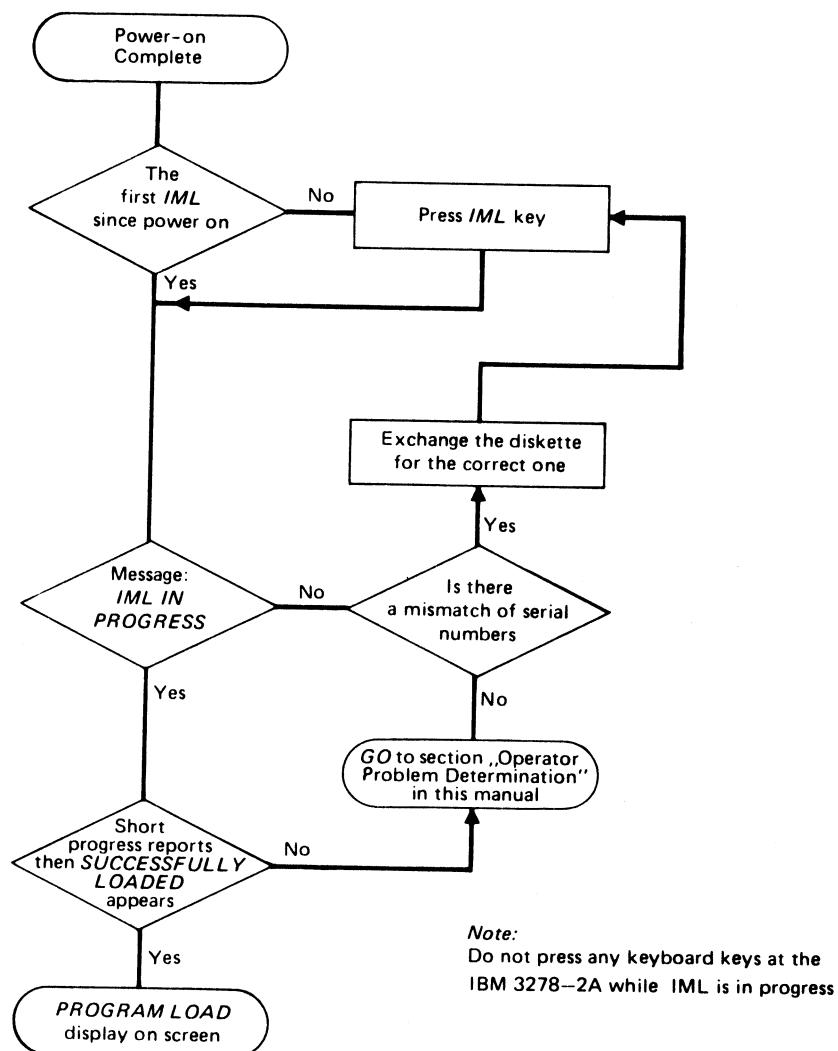
## Switching Power Off

The system power must always be switched off at the processor before power is switched off at the I/O devices. The reason for this sequence is that some devices (3310, 3340, 3370) maintain error and usage counters, which would be lost if power were switched off at these devices first. The following procedure ensures that all error and usage counters are saved on the system diskette before power is switched off.

1. Ensure that all jobs have been completed.
2. Wait until the Wait light on the console comes on.
3. Press STOP on the control panel and wait until the MAN indicator (manual mode) appears on the screen.
4. Press the Power Off key on the control panel. The processor will save all counters before it starts the power-down cycle.
5. Switch the power off at the I/O devices.

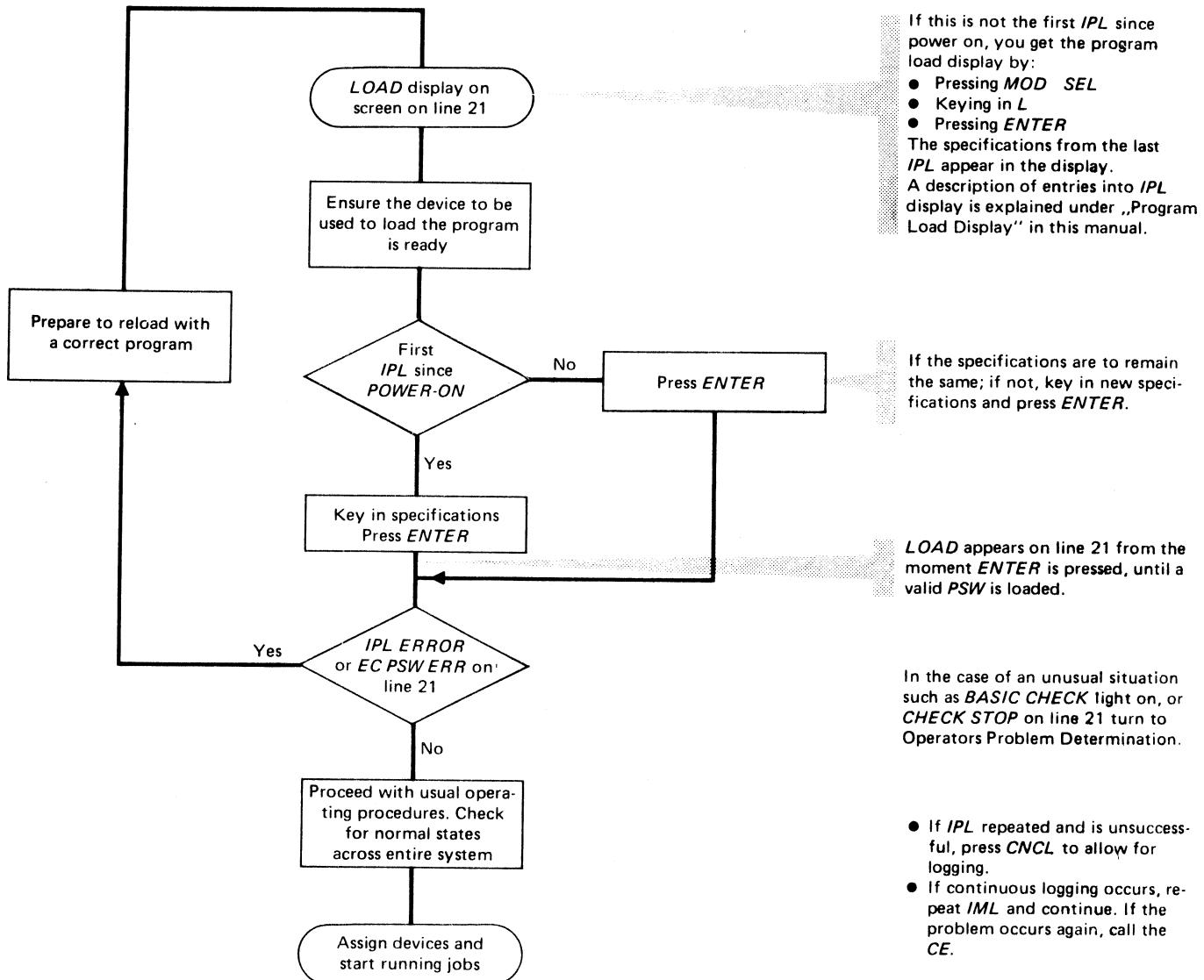
## Loading the Microcode (IML)

The microcode controls processor operations and must be loaded into control storage before any other program can be loaded. All microcode is contained on the system diskette and is loaded when you switch POWER ON or press the IML key on the control panel.



## Initial Program Load (IPL)

The initial program load (IPL) procedure causes the operating system to be loaded. The IPL procedure can also be used for loading stand-alone programs.



## Mode Selection

There are two modes of operation for the 4331 Processor:

1. System operation mode, in which instructions and I/O operations are executed under program control.
2. Manual operation mode.

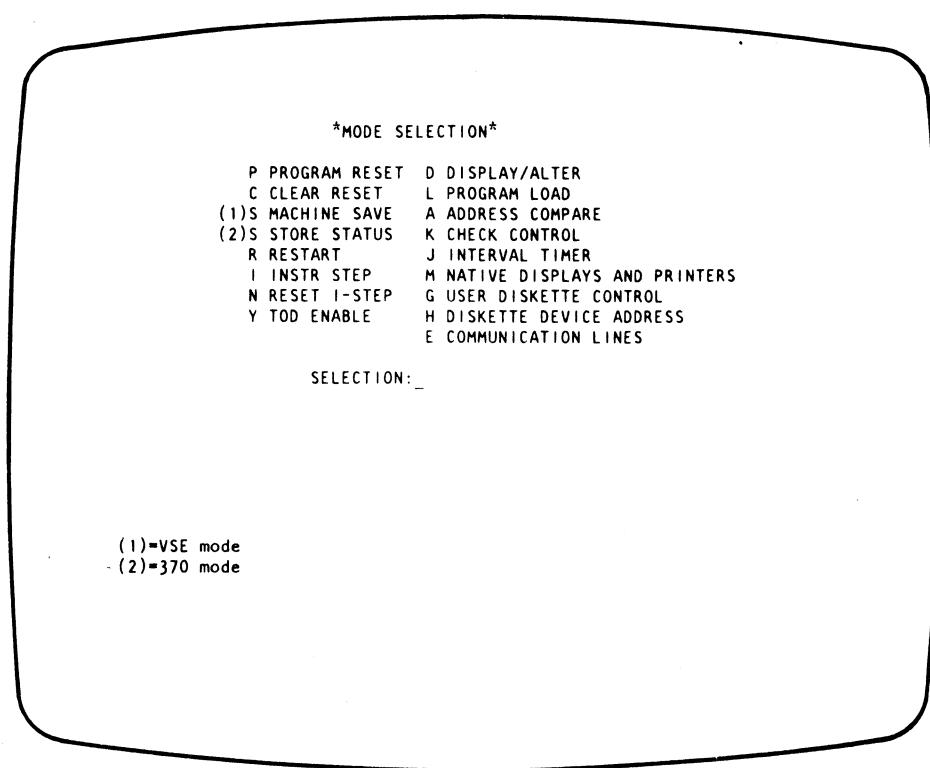
Mode selection enables you to stop or suspend the system operation mode and enter the manual operation mode.

The manual operations described in this section allow you to display and change certain control information and data. These modes are listed below and the associated operating procedures are given on the following pages. Column 1 in the list gives the name of the mode; column 2 shows the selector character used to call up the mode display. Columns 3 and 4 show the modes that apply to 370 and VSE.

Col.1	Col.2	Col.3	Col.4
Mode of Operation	Selector Char.	VSE	370
Address Compare	A	X	X
Check Control	K	X	X
Display/Alter	D	X	X
Capacity Counts	S	X	-
Control Registers	C	X	X
Current PSW	P	X	X
Floating Point Regs	F	X	X
General Registers	G	X	X
Storage Key	K	-	X
Main Storage	V	X	-
Main Storage Real	M	-	X
Main Storage Virtual	V	-	X
Page Description	D	X	-
Page Down	+	X	X
Page Up	-	X	X
Main Storage Size	S	-	X
Communication Lines	E	X	X
Instruction Step	I	X	X
Interval Timer	J	X	X
Machine Save	S	X	-
Native Displays and			
Printers	M	X	X
Program Load	L	X	X
Restart	R	X	X
Clear Reset	C	X	X
Reset Instruction Step	N	X	X
Program Reset	P	X	X
Store Status	S	-	X
TOD Enable	Y	X	X
User Diskette Control	G	X	X
Diskette Device Address	H	X	X

To call up a display, first press MOD SEL. This brings the 'mode selection' display to the screen. Listed in this display are the modes available in the IBM 4331 Processor, and next to each is a selector character.

Here is an example of the mode selection display:



Type the selector character for the desired mode into the 'mode selection' display after the word SELECTION at the bottom of the screen and press ENTER.

For the manual operations listed on the left of the screen, entry is now complete. The mode is operational.

For the modes listed on the right of the screen, the above procedure calls up a separate display in which additional selection characters may be entered. The following pages describe how to use these displays.

## **Errors Made During Mode Selection**

When you have pressed ENTER, the system checks your entries and displays the following messages if it detects an error:

- **INVALID CHARACTER:** the first character entered is not one of the selector characters shown in the display. The 'MODE SELECTION' display remains on the screen and the cursor indicates the error. To complete selection enter the correct selector character.
- **INCOMPLETE ENTRY:** No character was entered, or the input was incomplete. To correct the error, enter the complete specification.

## Fast Mode Selection

'Fast Mode Selection' enables you to type in all specifications for a mode at once without going through the selection procedure picture by picture.

1. Press MODE SEL. The 'mode selection' display will appear.
2. Type in the mode selector character (col. 1 in list).
3. Type in your mode specifications (one character from each group in col. 2 plus an address if required).
4. Press ENTER.

A quick-reference list of the specifications is given below.

Note: Do not insert blanks or commas between characters.

MODE		Mode Specification Characters
	Col.1	Col.2
Address	A	1. N=Normal S=Stop Y=Sync
Compare		2. A=Any C=Instruction Count D=Data Store I=I/O Data
		3. Storage Address= Six-digit hexadecimal number
		Example: AS15FA0 Tells the system to compare address 005FA0 to the addresses used during I/O data transfer, and to stop when a match occurs.
Check Control	K	N=Normal S=Hard stop
		Example: KS Tells the system to enter the check stop state when a machine or channel check occurs.
Commun. Lines	E	Allows to change the values of certain options for communication lines.
Interval Timer	J	N=On F=Off
		Example: JN Tells the system to turn on the interval timer.

MODE		Mode Specification Characters
	Col1 Col2	
Display/	D	1. G=General Registers C=Control Registers P=Current PSW F=Floating Point Registers *D=Page description (VSE mode only) *K=Storage Key (370 mode only) S=Capacity Counts (VSE mode only) S=Main Storage Size (370 mode only) *V=Main Storage *M=Main Storage Real (370 mode only) *V=Main Storage Virtual (370 mode)
Alter		*Plus six-digit hexadecimal storage address.
		Example: DV0019FA
Program	L	1. 0-5=Channel 2. 0-F=Control Unit 3. 0-F=Device 4. P=Reset Program C=Reset Clear 5. V=VSE Mode 3=370 Mode 6. M=Maximum Storage Size R=Storage equals real storage size 1,2,4,8=Megabytes of storage 7. Y=1052 Mode N=No 1052 support 8. 1-8=Functional Adapter Buffers 0-8=Emulator Buffers 9. R=3211 Emulation S=2314 Emulation 10. Six-digit hexadecimal address for host for emulated device. 11. Y=Log N=No log
Load		Example: 'L09CP' Tells the system to load from device 09C with program (P) reset.

## Address Compare

The 'address compare' display allows you to stop the machine when a reference to a specific main storage location is made during normal processing. This feature is useful, for example, in finding and diagnosing system errors. Address Compare stops are possible on real addresses only.

For virtual addresses in /370 Mode, use the DV option (see "Main Storage Virtual" in this chapter) to display the corresponding real address and work with that address. An example of the display is given below.

*STORAGE ADDRESS COMPARE*		
FUNCTION	COMPARE TYPE	STORAGE ADDRESS
N NORMAL	A ANY	0-FFFFF
S STOP	C INSTRUCTION COUNT	
Y SYNC	D DATA STORE	
	I I/O DATA	
* *	* *	ADDRESS:

To select and set 'address compare':

1. Press MODE SEL to call up the 'mode selection display' and enter an A after the word SELECTION at the bottom of the screen.
2. Press ENTER.
3. Enter one of the following three codes under FUNCTION:
  - N (Normal) The address compare mode is turned off and normal processing continues.
  - S (Stop) The machine stops when the address has been found (see 'Compare Type', step 4 below, for the search conditions).

Y For maintenance purposes only. A synchronization pulse is issued when the address match occurs. The machine does not stop.

4. Enter one of the following four codes under **COMPARE TYPE**:

- A (Any) The search address given in column 3 is compared with all addresses used in any references to storage.
- C (Instr Count) The search address is compared only with addresses used for fetching instructions.
- D (Data Store) The search address is compared only with addresses used to store data.
- I (I/O Data) The search address is compared only with addresses used in transferring data between main storage and I/O devices.

5. Enter the search address under **STORAGE ADDRESS**. This can be up to six hexadecimal characters. If you enter less than six digits, the processor supplies the appropriate number of leading zeros to make a six-digit number.

#### Error Messages:

- **INVALID CHARACTER** is displayed if you enter either an incorrect selector character or a non-hexadecimal character as address.
- **INVALID ADDRESS** appears if you specify an address that is outside main storage size.
- **INCOMPLETE ENTRY** is displayed, and the cursor is set below the next character if, during **fast selection**, you specify incomplete specifications.

6. Press **ENTER**. The 'address compare' display disappears from the screen, and your specifications are displayed in line 22 of the Machine Status Area as a reminder that address compare mode is set.

7. The processor stops after completion of the instruction that was in progress when the address match occurred. The effect is the same as if the **Stop** key had been pressed. When the **Start** key is subsequently pressed, processing continues with the next sequential instruction.

With instruction count mode set as address compare criterion, the processor stops always upon completion of the instruction that caused the address match.

When the location of a branch instruction is the address

compare target, the stop occurs upon completion of the branch instruction, that is, after the branch is taken. When the Start key is subsequently pressed, operations resume at the next sequential instruction if no branch was taken, or at the branch address if the branch was taken.

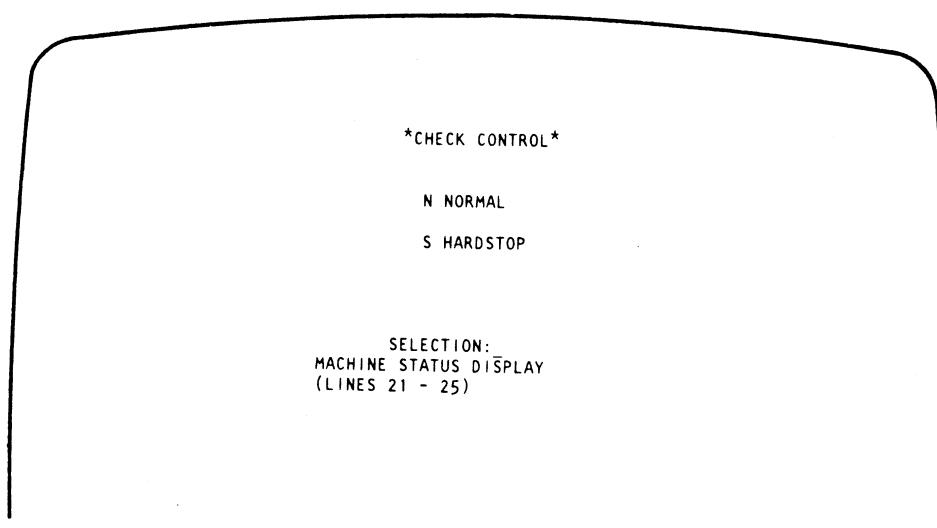
Note: When the location of the instruction that immediately follows the branch instruction is the address compare target, then two stops are provided for the seven most commonly used branch instructions. The first stop occurs after the branch is taken (provided the instruction does branch). The second stop occurs at the actual address compare target, that is, at the instruction that would have been executed next if no branch had occurred. The stop occurs at the completion of that instruction.

The following branch instructions have two stops:

BAL, BALR, BCR, BXH, BXLE, BCT, BCTR

## Check Control

The 'check control' mode allows you to preset the system's response to machine checks. The current check control mode is shown in line 22 of the machine status area.



To select 'check control' mode:

1. Type K into the 'mode selection' display after the word SELECTION.
2. Press ENTER. The screen picture changes to the 'check control' display (see example above).
3. Enter one of the following selector characters into the display:

N (Normal) This code causes the previously selected check control mode to be turned off.

S (Hardstop) This code causes the machine to enter the 'checkstop' state as soon as possible after the detection of a machine-check or channel-check condition. A machine-check interruption is any machine error that would cause a machine check interruption in normal mode. A channel check is any

machine error that would cause an I/O interruption indicating Channel Control Check, Interface Control Check or Channel Data Check in normal mode.

(Note that a check-stop requires a program or clear reset to recover).

#### Error Message

INVALID CHARACTER indicates a selector character other than 'N' or 'S'.

## Display/Alter

'Display/Alter' mode allows you to display and/or alter values in the processor. The values that you can display and alter are listed as options shown in the example below. The procedure following it explains how to use the display.

```
-----  
| *DISPLAY/ALTER*      VSE mode  
|  
| G GENERAL REGISTERS  
| C CONTROL REGISTERS  
| P CURRENT PSW  
| F FLOATING POINT REGISTERS  
| D PAGE DESCRIPTION  
| S CAPACITY COUNTS  
| V MAIN STORAGE  
|  
-----  
| 370 mode  
|  
| G GENERAL REGISTERS  
| C CONTROL REGISTERS  
| P CURRENT PSW  
| F FLOATING POINT REGISTERS  
| K STORAGE KEY  
| S MAIN STORAGE SIZE  
| V MAIN STORAGE VIRTUAL  
| M MAIN STORAGE REAL  
|  
| *MAIN STORAGE DISPLAY*  
| + PAGE UP  
| - PAGE DOWN  
|  
| SELECTION: ADDRESS:  
|  
-----
```

To select 'Display/Alter':

1. Type D after the word SELECTION.
2. Press ENTER.

The program stops and the 'Display/Alter' menu appears on the screen.

To call up a specific option:

- Type the selector character for the option into the display after the word SELECTION, for example G for the general registers.

- Press ENTER.

The display for the selected option appears on the right of the screen while the 'alter/display' menu remains on the left. Data is displayed in two fields:

**Data Field** - The current data in the displayed facility appears on the screen in the data field.

**Alter Field** - New data entered from the keyboard appears in the alter field, which is one line below the data field (and appears blank prior to any data insertion).

To change data in a selected option:

1. Position the cursor in the alter field and under the character to be changed, that is, one line below the character displayed.
2. Type in the new character. It will appear underneath the current character which continues to be displayed.
3. Press ENTER. The new character moves up from the alter field into the display field and replaces the old character. At the same time it is stored in the system.

Note: Selecting any of the options causes the processor to stop. For this reason START must be pressed to resume operations, regardless of whether any alterations have been made or not. The displayed facility remains on the screen until the Cancel (CNL) key (or Change Display Key) is pressed.

#### Error Messages:

INVALID CHARACTER indicates an invalid selector, hexadecimal or binary character.

INCOMPLETE ENTRY appears and the cursor is set below the next character to be specified if, during fast selection, you entered incomplete specifications.

INVALID ADDRESS indicates an address that exceeds the storage size of your machine.

CHECK STOP. If a CHECK STOP occurs and the selected function was not reset it may be caused by a PSW loop. You can recognize a PSW loop only by two symptoms which are "lack of activity with SYS indicator on ..." and "the stop key does not work". In this case perform PROGRAM RESET and check the PSWs.

## Control Registers

The 'Control registers' display allows you to examine and change the contents of the control registers.

* DISPLAY/ALTER *		* CONTROL REGISTERS *			
G GENERAL REGISTERS		0	1	2	3
C CONTROL REGISTERS		DDDD	DDDD	DDDD	DDDD
P CURRENT PSW		4	5	6	7
F FLOATING POINT REGISTERS		DDDD	DDDD	DDDD	DDDD
D PAGE DESCRIPTION		DDDD	DDDD	DDDD	DDDD
S CAPACITY COUNTS					
V MAIN STORAGE		8	9	A	B
		DDDD	DDDD	DDDD	DDDD
*MAIN STORAGE DISPLAY*		C	D	E	F
		DDDD	DDDD	DDDD	DDDD
+ PAGE UP					
- PAGE DOWN					
SELECTION: C ADDRESS:					

The display above appears in VSE mode.

To select the 'Control Registers' display:

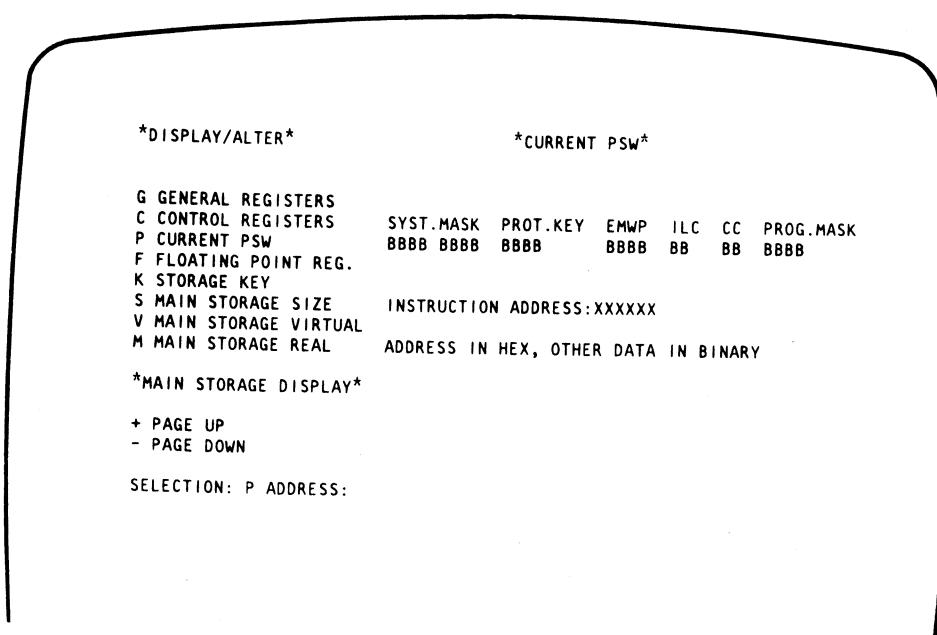
1. Type C next to SELECTION in the 'Display/Alter' display.
2. Press ENTER.

All 16 control registers appear in the display. Their contents are represented as eight hexadecimal characters in the display field ('D' in the example above). Below each display field is the corresponding alter field, which is blank unless data is being altered.

To direct the cursor to a register, type the register number (0-F) after ADDRESS and press ENTER. The cursor will appear below the leftmost (alter) character position in the specified register.

## Current PSW (Program Status Word)

This display allows you to change the contents of the current PSW.



Note: Above is a 'Current PSW' display as it appears when the system is in 370/BC mode. The ILC (instruction length code) appears only for a system in BC mode. In EC mode the ILC is in a fixed storage location.

To select the 'Current PSW' display:

1. Type P after the word SELECTION in the display.
2. Press ENTER.

When you press ENTER, the machine stops and the PSW is displayed in binary notation, except for the instruction address, which appears in hexadecimal notation.

The logical meaning of the data that appears in the 'current PSW' display depends on whether your machine is in VSE or 370 mode, and also on whether it is in Basic Control (BC) or Extended Control (EC) mode. The control mode currently in effect for your machine, 370 or VSE, is shown in line 21 of the machine status area, and the EC or BC mode is distinguished by the E-bit in the PSW being one for EC mode, 0 for BC mode.

The contents of each bit position in the PSW are represented as binary 1 or 0 ('B' in the example above). Below each display field is the corresponding alter field, which is blank unless data is being altered.

With the exception of the system mask (SYST.MASK), the contents of the current PSW may be altered in any binary (or hex for the instruction address) combination. The allowed combinations for the system mask are as follows:

BBBB BBBB

xxxx xxxx	VSE BC Mode
xxxx xxxx	370 BC Mode
0x00 00xx	VSE EC Mode
0x00 0xxx	370 EC Mode

where 'X' may be 0 or 1.

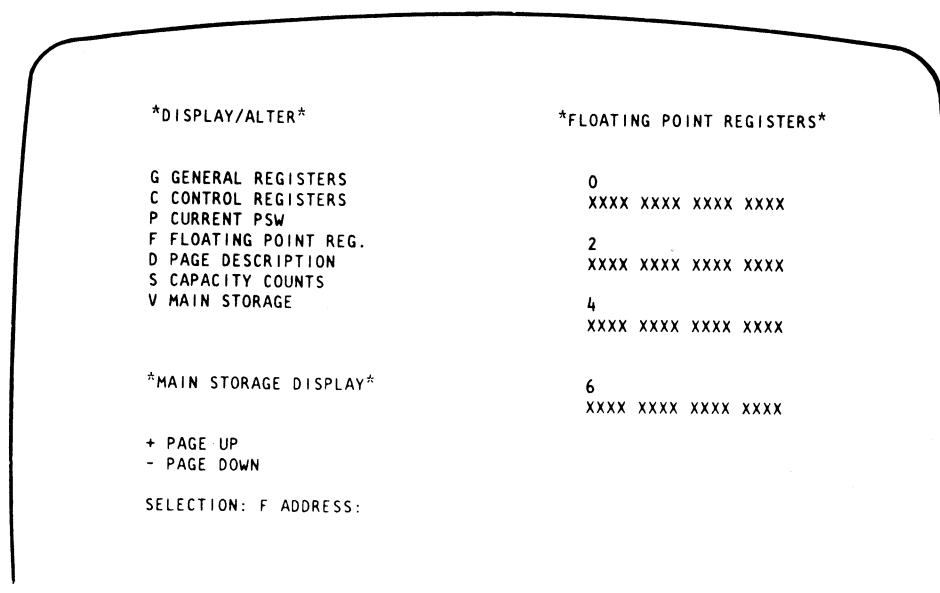
Any other combination results in the error message 'Invalid Syst. Mask'.

If logical errors are made while altering the current PSW, the errors are accepted and loaded with the PSW. The following is a logical error:

- When in BC mode the address exceeds the storage size, INVALID ADDR LOADED appears; but the address is still loaded into the PSW. If the program uses an invalid address, the message PSW ADR ERROR appears on line 21.

## Floating Point Registers

This display enables you to examine the contents of the floating point registers.



The picture above appears in VSE mode.

To select the 'Floating Point Registers' display:

1. Type in F after the word SELECTION.
2. Press ENTER.

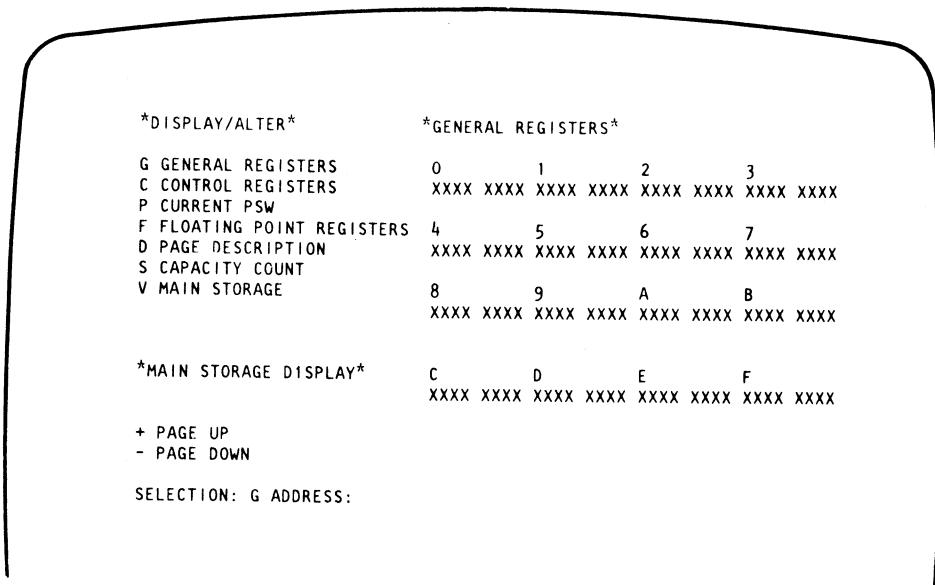
The four floating point registers appear in the display. In the example given above, each X represents a hexadecimal digit. Beneath each display field is the corresponding alter field, which is blank unless data is being altered.

To direct the cursor to the first half of a register, type the register number (0, 2, 4, 6) next to ADDRESS and press ENTER. To select the second half of the register, specify 1, 3, 5 or 7. The cursor will appear below the first (alter) character position in the specified fullword.

The procedure for altering is described under 'General Registers'.

## General Registers

This display causes all 16 general registers to be displayed.



This picture is shown in VSE mode

To select the 'General Registers' display:

1. Type G into the 'Display/Alter' display next to SELECTION.
2. Press ENTER.

To direct the cursor to a register, type the register number (0-F) next to ADDRESS and press ENTER. The cursor will appear below the first (alter) character position in the specified register.

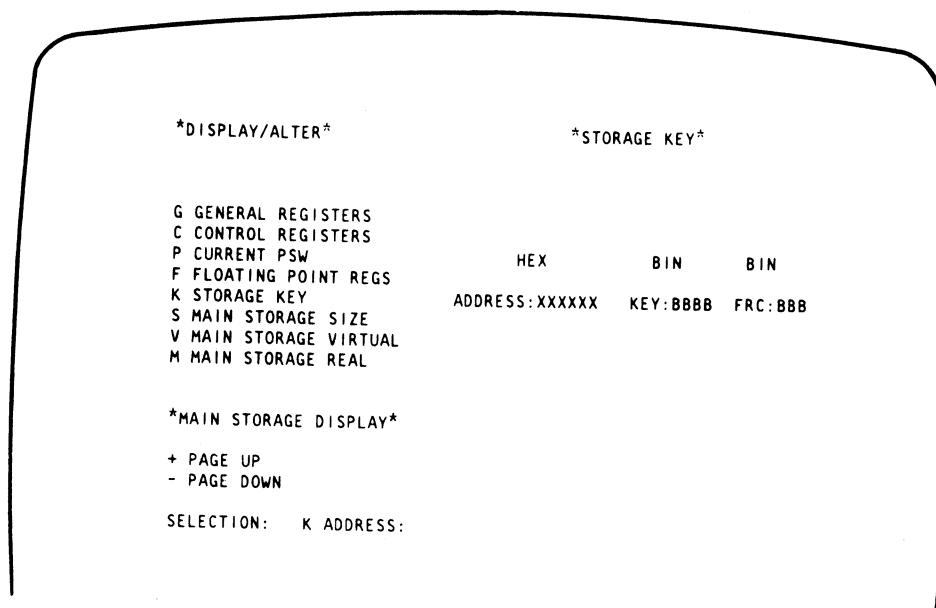
The contents of each register in the display are represented as eight hexadecimal characters in the display field (X in the example above). Below each display field is the corresponding alter field, which is blank unless data is being altered.

After an alteration, START must be pressed to resume operation.

Note: You may keep the General Registers' display on the screen for diagnostic purposes during processing. If you then press STOP, processing stops and the current contents of the general registers are displayed.

## Storage Key

The 'Storage Key' display enables you to determine the protection key of any given main storage address. An example of this display is given below. (This display is operational only in 370 mode).



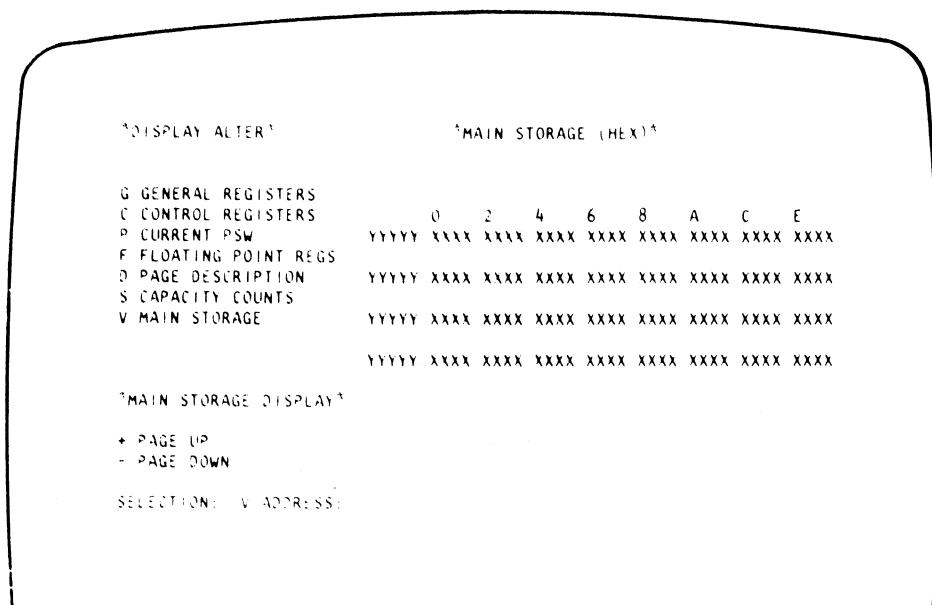
To select the 'Storage Key' display:

1. Type K into the 'Display/Alter' display next to SELECTION.
2. Type in the main storage address in hexadecimal notation. Leading zeros are provided by the processor.
3. Press ENTER.

Note that the address is in hexadecimal notation and the key is in binary notation. The reference (R), the change (C) and the fetch (F) protection bits are shown in binary notation.

## Main Storage

The 'Main Storage' display enables you to show a block of 32 halfwords of main storage on the screen.



This picture is shown in VSE mode.

To select the 'Main Storage' display:

1. Type V into the 'Display/Alter' display next to SELECTION.
2. Type in the main storage address in hexadecimal. The leading zeros are supplied by the system.
3. Press ENTER.

The Y characters in the example display represent in hexadecimal notation the main storage address without its low order digit. Each X represents a hexadecimal digit. The low-order digit of the address is shown above the left-most byte of each halfword (0,2,4,6,8,A,C,E). To display another part of storage, enter V and the new address next to SELECTION.

The block of storage displayed on the screen may be in one

of the following three states:

- Addressable (Processor addressable)
- Connected (Channel only addressable)
- Disconnected (not addressable)

The status is shown in the message area on the screen. If a block is disconnected, the data area on the screen is blank.

The PAGE function displayed on the screen above SELECTION enables you to display the adjacent storage section, that is, the next 64 bytes in either descending or ascending order of address. To get the next higher section press the '+' key, to get the next lower section press the '-' key.

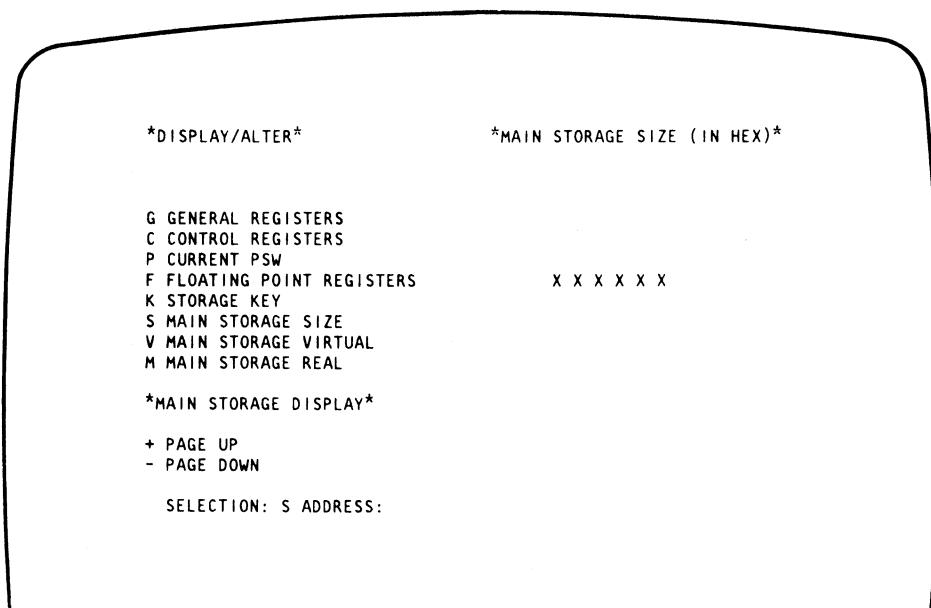
Another possibility to scroll pages is:

PAGE UP - Hold the ALT key down and press PAGE ▲

PAGE DOWN - Hold the ALT key down and press PAGE ▼

## Main Storage Size

The 'Main Storage Size' display enables you to display the size of the physical storage which is actually available for Operating System and Application Program residence. (370 mode only).



To select the 'Main Storage Size' display:

1. Type S into the 'Display/Alter' display after the word SELECTION.
2. Press ENTER.

The main storage size is displayed as six hexadecimal characters.

Note: The main storage size can only be displayed, not altered.

## Capacity Counts

This display allows you to display the capacity counts and the physical storage size actually available to the operating system and application program residence (in VSE mode only).

\*DISPLAY/ALTER\* \*CAPACITY COUNTS (IN HEX)\*

G GENERAL REGISTERS  
C CONTROL REGISTERS  
P CURRENT PSW  
F FLOATING POINT REGS  
D PAGE DESCRIPTION  
S CAPACITY COUNTS  
V MAIN STORAGE PAGE-CAPACITY COUNT (BCC)  
EXISTING-FRAME-CAPACITY COUNT (EFC)  
AVAILABLE-FRAME-CAPACITY COUNT (APC)  
FREE-FRAME-CAPACITY COUNT (FFCC)  
MAIN STORAGE SIZE: XXXXXX

\*MAIN STORAGE DISPLAY

+ PAGE UP  
- PAGE DOWN

SELECTION: S ADDRESS:

To select the 'Capacity Counts' display:

1. Type S into the 'Display/Alter' display next to SELECTION
2. Press ENTER.

The capacity counts are displayed as four hexadecimal characters, the machine storage size as six hexadecimal characters.

Note: Capacity counts and available storage can only be displayed, not altered.

## Main Storage Real

This display allows you to display a block of 32 halfwords of real main storage (in 370 mode only).

\*DISPLAY/ALTER\*

\*MAIN STORAGE REAL (HEX)\*

	0	2	4	6	8	A	C	E
G GENERAL REGISTERS	YYYYY	XXXX						
C CONTROL REGISTERS	YYYYY	XXXX						
P CURRENT PSW	YYYYY	XXXX						
F FLOATING POINT REGS	YYYYY	XXXX						
K STORAGE KEY	YYYYY	XXXX						
S MAIN STORAGE SIZE	YYYYY	XXXX						
V MAIN STORAGE VIRTUAL	YYYYY	XXXX						
M MAIN STORAGE REAL	YYYYY	XXXX						

\*MAIN STORAGE DISPLAY

+ PAGE UP

- PAGE DOWN

SELECTION: M ADDRESS:

To select the 'Main Storage Real' display:

1. Type M into the 'Display/Alter' display next to SELECTION.
2. Type in the main storage address in hexadecimal notation. The leading zeros are supplied by the system.
3. Press ENTER. The system stops and the 'Main Storage Real' display appears on the screen.

The Y characters in this display represent, in hexadecimal notation, the real main storage address without its low order digit. Each X represents a hexadecimal digit. The low-order digit of the address is shown above the left-most byte of each halfword.

The PAGE function displayed on the screen above SELECTION enables you to display the adjacent part of real storage by moving the display address backwards or forwards by 64 bytes.

PAGE UP - Hold the ALT key down and press PAGE  $\uparrow$   
PAGE DOWN - Hold the ALT key down and press PAGE  $\downarrow$

## Main Storage Virtual

This display enables you to show a block of 32 halfwords of virtual storage on the screen (in 370 mode only).

```
*DISPLAY/ALTER*          *MAIN STORAGE VIRTUAL (HEX)*
REAL ADDRESS: RRRRR

G GENERAL REGISTERS
C CONTROL REGISTERS
P CURRENT PSW
F FLOATING POINT REGS      0   2   4   6   8   A   C   E
K STORAGE KEY      YYYYYY XXXX XXXX XXXX XXXX XXXX XXXX XXXX
S MAIN STORAGE SIZE
V MAIN STORAGE VIRTUAL
M MAIN STORAGE REAL      YYYYYY XXXX XXXX XXXX XXXX XXXX XXXX XXXX
*MAIN STORAGE DISPLAY*      YYYYYY XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX
+ PAGE UP
- PAGE DOWN      YYYYYY XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX
SELECTION: V ADDRESS:
```

To select the 'Main Storage Virtual' display:

1. Type V into the 'Display/Alter' display next to SELECTION.
2. Type in the virtual main storage address in hexadecimal notation. The leading zeros are supplied by the system.
3. Press ENTER.

The Y characters in this display represent in hexadecimal notation the virtual main storage address without its low-order digit. Each X represents a hexadecimal digit. The low-order hexadecimal digit of the address is shown above the left-most byte of each halfword (0,2,4,6,8,A,C and E). The R characters represent, in hexadecimal notation, the translation of the virtual address which you entered to get this display.

The PAGE function displayed on the screen above SELECTION allows you to display an adjacent part of virtual storage

by moving the display address backward or forward 64 bytes:

PAGE UP - Hold the ALT key down and press PAGE  $\uparrow$   
PAGE DOWN - Hold the ALT key down and press PAGE  $\downarrow$

If one of the following messages appears, the main storage section of the display does not appear:

OUTSIDE PAGE TABLE - The specified address is outside the page table.

OUTSIDE SEGMENT TABLE - The specified address is outside the segment table.

PAGE OR SEGMENT ENTRY INVALID - The specified address is not in physical storage.

SPECIFICATION EXCEPTION - Specification error: zeros are missing from the prescribed bit positions in the specified page or segment entry.

ADDRESSING EXCEPTION - The page or segment entry address is outside processor storage.

ADDRESS NOT TRANSLATABLE - The system is in BC mode.

## Page Description

The 'Page Description' display enables you to display and, in some cases, alter selected data in page frames in main storage (in VSE mode only).

<b>*DISPLAY/ALTER*</b>		<b>*PAGE DESCRIPTION*</b>			
C CONTROL REGISTERS P CURRENT PSW F FLOATING POINT REGS D PAGE DESCRIPTION S CAPACITY COUNTS V MAIN STORAGE		KEY BBBB	PROG.BITS BBB	FRC BBB	ACD BBB
		ADDRESS:XXXXXX		FRAME INDEX:XXXX	
<b>*MAIN STORAGE DISPLAY*</b>		ADDRESS AND FRAME INDEX IN HEX, OTHER DATA IN BINARY			
+ PAGE UP - PAGE DOWN					
SELECTION: D ADDRESS:					

To select this display:

1. Type D into the 'Display/Alter' display next to SELECTION.
2. Type in the main storage address in hexadecimal notation. The leading zeros are provided by the processor.
3. Press ENTER.

The following data in the page description can be altered:

- Storage key
- Programmable bits
- Fetch protection (F) bit
- Reference (R) bit
- Change (C) bit

The following data is displayed but cannot be altered:

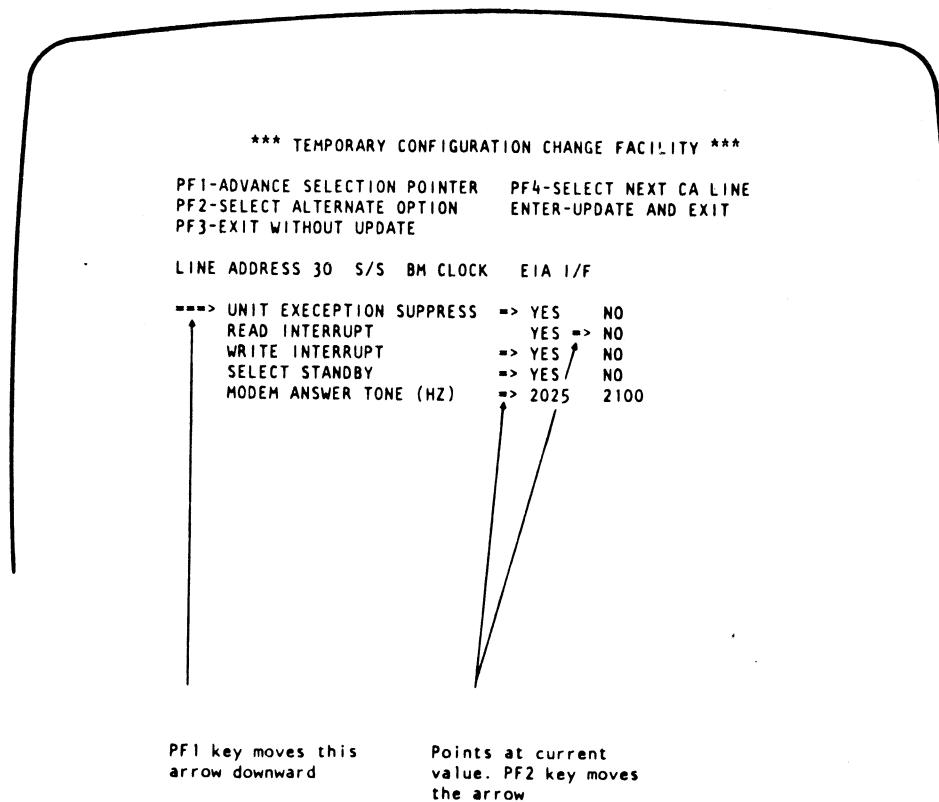
- Frame index
- Address
- Addressable state bit (A) (processor addressable)
- Connected state bit (C) (channel only addressable)
- Disconnected state bit (D) (not addressable)

## Communication Lines

The 'Communication Lines' display allows you to temporarily change some operating parameters of your communication lines so as to improve the operation or to achieve compatibility with the terminal at the other end. Among the items that can be changed are the transmission speed, the way in which the modem answers, the line code used, and others explained in the following text. The changes are temporary because they are automatically reset to the values chosen at system installation time upon the next IML or any type of system reset.

## Start / Stop Lines

This display allows you to change the values of certain options for the telecommunication lines under S/S or line protocol.



To select the display:

1. Type E into the 'MODE SELECTION' display after SELECTION.
2. Press ENTER.

The display appears, showing the configuration for the telecommunication line. The top portion of the display explains how to select the various items, how to get the next line, etc. Underneath, the currently selected line is specified in the following terms:

1. Line address
2. Line control procedure:
  - S/S (Start/Stop) IBM Terminal Control
3. Type of clock:
  - BM (Business Machine) clock
  - Mod (External Modem) clock
4. Type of interface:
  - EIA I/F - EIA/CCITT V24 interface
  - INT MODEM - integrated modem

The remaining lines on the screen contain items for which usually two options are offered. To change these values, proceed as follows:

1. Press the PF1 key to move the large arrow in the left margin of the screen to point at the item you wish to change. You must hold down the ALT key and then press the numeric key 1 (this activates the PF1 function).
2. Press the PF2 key to move the small arrow pointing at one of the options (in the right-hand columns) to the required value. If the small arrow is missing, the associated parameter is not relevant to this configuration. Some combinations of parameter values are invalid. If such a combination is selected, a warning message is given and the change is rejected.
3. When you have finished updating the options for the line presently displayed, press the PF4 key and the display for the next line will appear. A message appears if the equipment corresponding to the next line is not installed. If the present display was for the last line, the display for the first line appears again.

4. When all updating is finished, press ENTER. If you intend to finish the procedure without changing anything, press PF3.

Changes in the displayed configuration are required only when your installation uses switched lines where you may have communications with various different types of terminals and you may have to adjust your equipment to the needs of the remote terminal. The following describes the start/stop line parameters and when they are required.

Unit Exception Suppress must be set to yes when the remote station is a 2741 or equivalent. The 2741 sends a circle-C character as the only ending character it "knows" and this would always cause a unit exception which breaks a command chain unless suppressed as recommended.

Read Interrupt should be set to "yes" when the program (in your system) is to be authorized to issue a break command to the remote station to stop this station's transmission. If read interrupt is set to "no", a break command is rejected. The issuing of a break command is possible only on duplex facilities (4-wire line or duplex modem on 2-wire line).

Write Interrupt should be set to "yes" if you want to authorize the remote station to stop your line's transmission. By setting "yes", your line will accept the break signal from the remote station. This requires duplex facilities (same as for read interrupt).

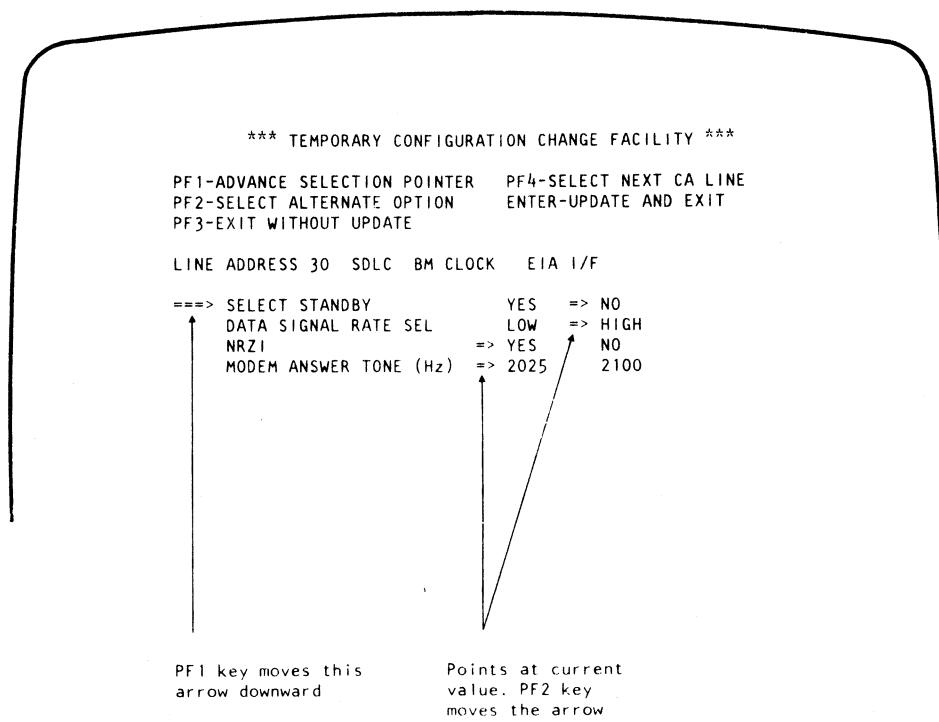
Select Standby should be set to "yes" when your leased or privately owned line is damaged and you are forced to change to a switched line to sustain communication. The standby can be used only when the modem has the switched network backup capability.

Answer Tone should be set to 2025 Hz if the modem of the remote station is a WE 202 (Western Electric) type modem. This selection sets the integrated modem in the 4331 to provide the answer tone which the WE 202 requires. Select 2100 Hz in all other cases, or if the modem of the other station is unknown.

Note: The answer tone selection appears in the display only when your line is equipped with the integrated modem, otherwise the bottom line of the display is omitted.

## Synchronous Data Link Control (SDLC) Lines

This display allows you to change the values of certain options for the telecommunication lines under SDLC control.



To select the display:

1. Type E into the 'MODE SELECTION' display next to SELECTION.
2. Press ENTER.

The display appears containing the configuration for the telecommunication line. The top portion of the display explains how to select the various items, how to get the next line, etc. Underneath, the currently selected line is specified in the following terms:

1. Line address
2. Line protocol:
  - SDLC (Synchronous Data Link Control)

3. Type of clock:

- BM (Business Machine) clock
- Mod (External Modem) clock

4. Type of interface:

- EIA I/F - EIA/CCITT interface
- V35 I/F - CCITT high speed interface
- DDS I/F - DDS interface
- LOC ATT - local attachment
- INT MODEM - integrated modem
- X21 I/F - X21 LL Interface

The remaining lines on the screen contain items for which usually two options are offered. To change these values, proceed as follows:

1. Press the PF1 key to move the large arrow in the left margin of the screen to point at the item you wish to change. Hold down the ALT key, then press the numeric key 1 (this activates the PF1 function).
2. Press the PF2 key to move the small arrow pointing at one of the options (in the right-hand columns) to the required value. If the small arrow is missing, the associated parameter is not relevant to this configuration. Some combinations of parameter values are invalid. If such a combination is selected, a warning message is given and the change is rejected.
3. When you have finished updating the options for the line presently displayed, press the PF4 key and the display for the next line will appear. A message appears if the equipment corresponding to the next line is not installed. If the present display was for the last line the display for the first line appears again.
4. When all updating is finished, press ENTER. When you intend to finish the procedure without changing anything press PF3.

The following describes the SDLC line parameters and when they are required.

Select Standby allows you to select the switched network backup facility of your modem (provided the modem is so equipped). By selecting yes, the modem uses a switched line instead of the normally used leased or privately owned line. Select yes when the normally used line is damaged.

Data Signaling Rate Selector allows you to set the modem to

the higher or lower of two clocking speeds if the modem is properly equipped. Normally the higher speed is set. However, if the number of error incidents and therefore the number of recovery or retransmission actions becomes excessive, you should select the lower speed. With a lower speed a "noisy" line can still be used. You may also have to change the speed (the signaling rate) to adjust to the speed of a remote station.

NRZI allows you to change from the normal non-return-to-zero inverted (NRZI) method of encoding digital signals to a method where the signal is not inverted when successive zero bits appear.

Some modems are sensitive to certain steady bit patterns and may thus require either NRZI or not-NRZI to function properly (check the modem manufacturers information for the applicable mode). Crypto-units which encypher/decypher data may likewise require one or the other mode. Because SDLC-transmission is bit-oriented, bit synchronization is important. Therefore, if too many errors occur, check that the mode is correct.

Answer Tone should be set to 2025 Hz if the modem of the remote station is a WE 202 (Western Electric) type modem. This selection sets the integrated modem in the 4331 to provide the answer tone which the WE 202 requires. Select 2100 Hz in all other cases, or when the modem of the other station is unknown.

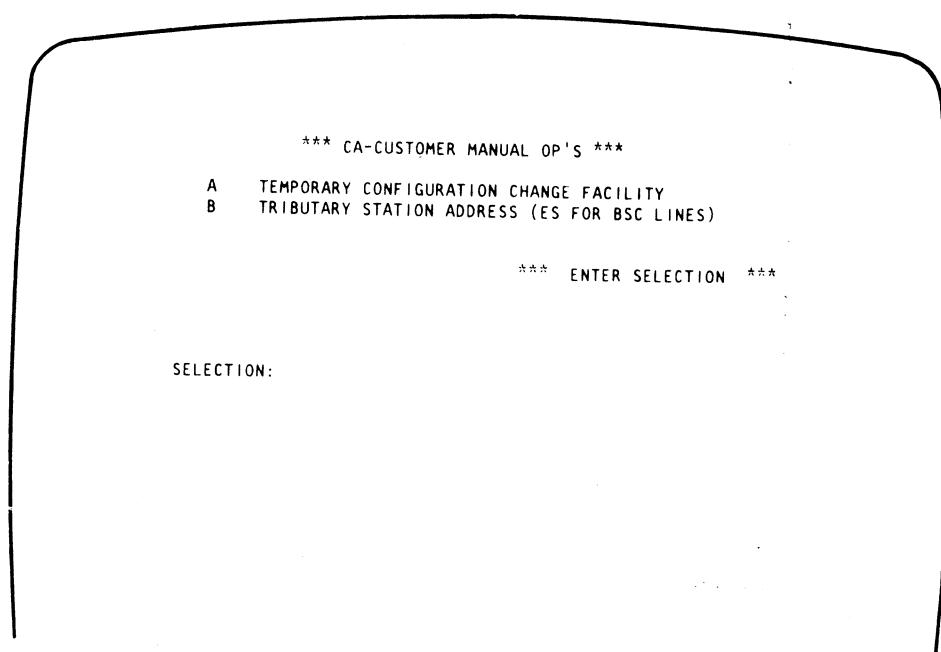
Note: The answer tone selection appears in the display only when your line is equipped with the integrated modem, otherwise the bottom line of the display is omitted.

## *Binary Synchronous Communication (BSC) Lines*

This display allows you to change the values of certain options for the telecommunication lines under BSC control.

To select the display:

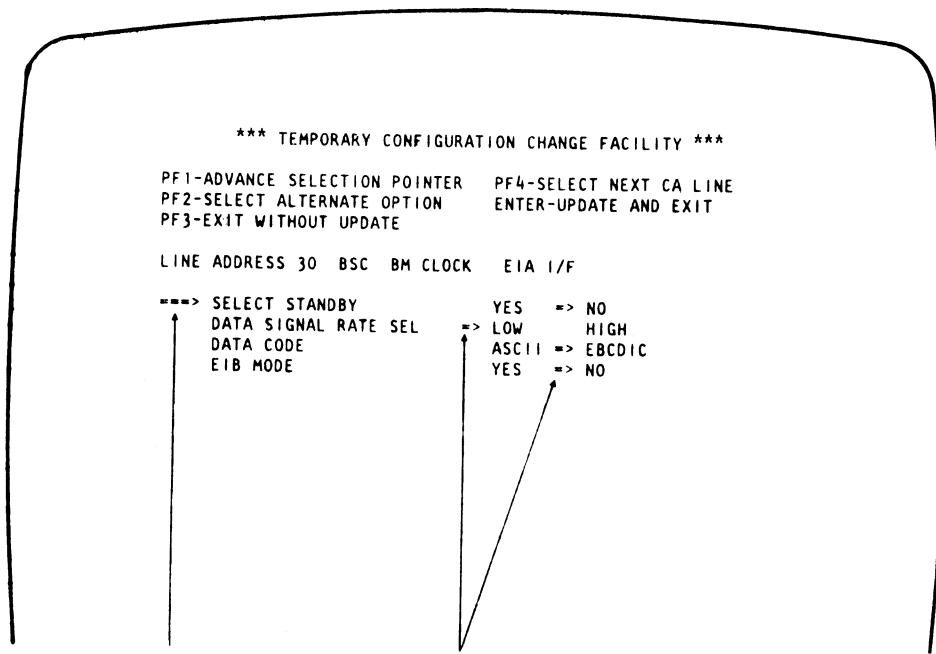
1. Type E into the 'MODE SELECTION' display next to SELECTION.
2. Press ENTER.
3. The following display will appear on the screen:



This display allows you to directly select either the temporary configuration change facility or the display for changing the tributary station addresses for all BSC lines.

Type "A" for the Temporary Configuration Change or "B" for the Tributary Station Address and press ENTER. The associated displays will appear on the screen.

## Temporary Configuration Change



The display appears containing the configuration for the telecommunication line. The top portion of the display explains how to select the various items, how to get the next line, etc. Underneath, the currently selected line is specified in the following terms:

1. Line address
2. Line protocol:
  - BSC (Binary Synchronous Communication)
3. Type of clock:
  - BM (Business Machine) clock
  - Mod (External Modem) clock
4. Type of interface:
  - EIA I/F - EIA/CCITT interface
  - V35 I/F - CCITT high speed interface
  - DDS I/F - DDS interface

- LOC ATT - local attachment
- INT MODEM - integrated modem
- X21 I/F - X21 leased line interface

The remaining lines on the screen contain items for which usually two options are offered. To change these values, proceed as follows:

1. Press the PF1 key to move the large arrow in the left margin of the screen to point at the item you wish to change. Actually you must hold down the ALT key then press the numeric key 1 (this activates the PF1 function).
2. Press the PF2 key to move the small arrow pointing at one of the options (in the right-hand columns) to the required value. If the small arrow is missing, the associated parameter is not relevant to this configuration. Some combinations of parameter values are invalid. If such a combination is selected, a warning message is given and the change is rejected.
3. When you have finished updating the options for the line presently displayed, press the PF4 key and the display for the next line will appear. A message appears if the equipment corresponding to the next line is not installed. If the present display was for the last line the display for the first line appears again.
4. When all updating is finished, press ENTER. When you intend to finish the procedure without changing anything press PF3.

The following describes the BSC parameters and when they are required:

Select Standby allows you to select the switched network backup facility of your modem (provided the modem is so equipped). By selecting yes, the modem uses a switched line instead of the normally used leased or privately owned line. Select yes when the normally used line is damaged.

Data Signal Rate Selector allows you to set the modem to the higher or lower of two clocking speeds if the modem is properly equipped. Normally the higher speed is set. However, if the number of error incidents and therefore the number of recovery or retransmission actions becomes excessive, you should select the lower speed. With a lower speed a "noisy" line can still be used. You may also have to change the speed (the signaling rate) to adjust to the speed for a remote station. (high speed = 1200 BPS, low

speed = 600 RPS).

Data Code. ASCII code should be selected whenever the remote station requires this type of line code, otherwise EBCDIC should be used. Ask the system programmer when in doubt or ask the operator at the remote location.

EIB Mode allows you to specify that an error index byte (EIB) is to be set into storage adjacent to each ITB, ETB, and ETX character that is received. The intermediate text block (ITB), end of text block (ETB), and end of text (ETX) character are inserted into the message by the remote station to divide the transmission into smaller portions. In this way EIB mode reduces the amount of code that is to be retransmitted for recovery because only the text up to the last index byte must be sent again (ask the system programmer for details as to when to use EIB mode).

#### **Tributary Station Address**

The tributary station addresses appear only if your installation includes BSC lines and you have entered B in the CA-Customer Manual Ops display. This selection brings the following display to the screen:

\*\*\* TRIBUTARY STATION ADDRESS (ES) FOR BSC LINES \*\*\*

ENTER TRIBUTARY STATION ADDRESS (ES) IN HEX:

LINE 30 \*\* 40XX \*\*  
LINE 31 \*\* 40XX \*\*  
LINE 35 \*\* 40XX \*\*  
LINE 36 \*\* 40XX \*\*  
LINE 37 \*\* 40XX \*\*

ENTER-ACTIVATE ADDRESS (ES) / PF3-EXIT WITHOUT UPDATE

\*\*\* TRIBUTARY STATION ADDRESS (ES) FOR BSC LINES \*\*\*

ENTER TRIBUTARY STATION ADDRESS (ES) IN HEX:

LINE 30 \*\* 40XX \*\*  
LINE 31 \*\* 40XX \*\*  
LINE 35 \*\* 40XX \*\*  
LINE 36 \*\* 40XX \*\*  
LINE 37 \*\* 40XX \*\*

ENTER-ACTIVATE ADDRESS (ES) / PF3-EXIT WITHOUT UPDATE

The display lists all lines that use BSC protocol but only those lines. This explains why the addresses do not necessarily appear in sequence (in our example, line 31 is followed by line 35 because lines 32, 33, 34 are Non-BSC or do not exist).

The display is required only when your communication lines are part of a multi-point network and participate as tributary stations. Tributary stations can be selected or polled from a master (remote) station. For this reason they must be "known" by an address and this address is normally assigned once at installation time.

Every line has two tributary station addresses which may (but need not) both be used. The idea is to give a group of lines a group address, for example address 40. If address 40 is given to four lines, these four lines could simultaneously receive data from the master station (when addressed by their group address). The display contains the group address 40 as default value for each line. You may leave these addresses or change them, as you like. Besides such a group address, each line can get an individual tributary station address, for example 41, 42, 43, etc, and will then be separately addressable. The place to enter such addresses is blank in the display, but marked XX in our example for clarity.

You may enter the first address (leftmost two digits) as group address and the next two digits (marked XX) may

represent the individual station address, or vice versa. The addresses are accepted in either position. If you enter only one address (either left or right) for a line, that address is automatically assumed to apply to both address slots. For example, if you keep the default address 40, the individual address is also 40 (even though the space marked XX is blank in the display).

Address bit 2 (counting from left to right) is used to distinguish between polling and selection of the station. If you use the default address 40, the station is polled with address 40, and selected with address 60.

In 3270-type addressing, the addresses for polling and selection do not always follow this rule. The exceptions for 3270 addresses 1 and 16 may be handled by the 4331 by specifying two station addresses: C141 (character 'A') for address 1, and 50D0 (character '&') for address 16.

The cursor is located underneath the first line's left address. You may enter the addresses in sequence (the cursor moves along) or you may pick a specific address via the cursor movement keys.

Note: Only specific codes are valid as tributary station addresses and the display accepts only valid codes. You may either assign the address by trial and error or go by the following rules:

- 1) Do not use any of the following control characters: SOH (Hex 01), STX (Hex 02), ETX (Hex 03), EOT (Hex 37), ETB (Hex 26), ENQ (Hex 2D), DLE (Hex 10), NAK (Hex 3D), SYN (Hex 32), or ITB (Hex 1F). The Hex codes listed here are EBCDIC. For ASCII, see the /370 reference card.
- 2) If the line code is ASCII (which is a 7-bit code) no value higher than hex 7F can be used (that is, bit 0 in the byte must be 0).
- 3) Bit number 2 in the byte must not be 1. This rules out all addresses that begin with 2, 3, 5, 6, A or F. This rule ensures that bit 2 can be used to distinguish polling and selection during addressing.

When you have typed in all addresses, you may either press the PF3 key to exit without changing anything or the ENTER key to put the change to work.

After ENTER key depression you will first see the message "update in process" and after a while this message changes to "update done". As of this instant, the changes are recorded on the system diskette and the changes are in effect for any program. No IML is required.

To return to the operating system, press CANCEL or PF3.

## Instruction Step

Instruction step mode allows you to direct the processor to execute only one instruction with each depression of the START key. The changes in data that occur for each instruction executed are shown on the screen so that you can follow them. This mode is set from the mode selection display.

To select instruction step mode:

1. Type I into the 'Mode Selection' display next to SELECTION.
2. Press ENTER.

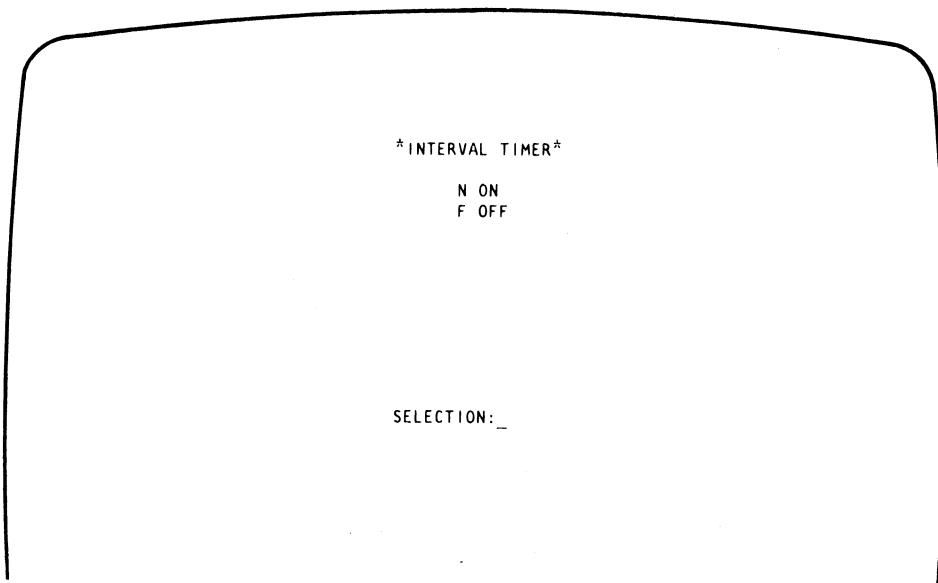
Line 22 of the machine status area indicates when instruction step mode is in effect.

Instruction step mode remains in effect even if other modes are subsequently selected, such as 'Display/Alter' mode.

To terminate 'Instruction Step' mode see 'Reset I-step'.

## Interval Timer

This display enables you to start or stop the interval timer. The state of the interval timer is shown in line 21 of the machine status area.



To select the 'Interval Timer' display:

1. Type J into the mode selection display next to SELECTION.
2. Press ENTER.

Type one of the following into the display next to SELECTION:

N - Turn timer on.  
F - Turn timer off.

The interval timer is started automatically at IML time.

## Machine Save

The 'Machine Save' operation enables you to make a record of the current state of the processor (VSE mode only). A save operation is especially recommended prior to loading any dump programs or other diagnostic means that use internal facilities (such other diagnostic means that use internal facilities (such as registers). The save operation preserves the processor state as it was when the error occurred.

To specify machine save:

1. Type S into the 'Mode Selection' display next to SELECTION.
2. Press ENTER.

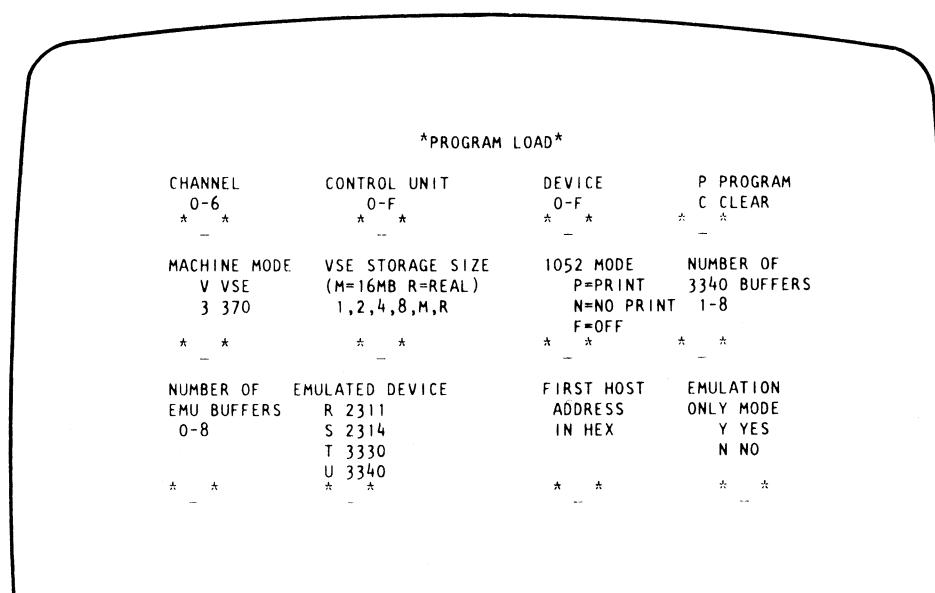
When machine save is specified, the following actions occur in the system:

- The processor stops.
- The contents of page 0, that is, the 2048 bytes at addresses 0 to 2047, and all registers and timers are saved in internal storage.

When a save operation has been completed successfully, the save indicator in the machine status area is turned on. A reset, IPL or power off during 'machine save' terminates the operation.

## Program Load

The 'Program Load' display enables you to load the programs to be run on your system. It appears automatically when IML has been completed successfully.



NOTE: The following legends appear on the screen only when the corresponding compatibility features are installed:

- 1052 MODE
- NUMBER OF 3340 BUFFERS
- NUMBER OF EMU BUFFERS
- EMULATED DEVICE
- FIRST HOST ADDRESS
- EMULATION ONLY MODE

To select the 'program load' display:

1. Type L into the 'mode selection' display after SELECTION.
2. Press ENTER.

The program load display appears on the screen, showing the specification entered for the previous load operation. If you wish to repeat this specification, press ENTER and proceed. If you wish to perform a different load operation,

specify as follows:

1. Enter the address of the device from which you want to load your programs in the CHANNEL, CONTROL UNIT, and DEVICE fields.
2. Type in either P or C under the program reset field:
  - P PROGRAM specifies an initial program reset and clears the following controls to zero with valid parity: PSW, CPU timer, clock comparator and control registers.
  - C CLEAR causes a clear reset (see the "Clear Reset" procedure) and must be specified when STORAGE SIZE, NUMBER OF BUFFERS, EMULATED DEVICE or FIRST HOST ADDRESS are changed or this is the first load operation after power-on.
3. Specify under MACHINE MODE in which mode the system is to run: V for VSE mode, or 3 for 370 mode.
4. If you select VSE mode, specify under STORAGE SIZE the size of storage required. The entries '1', '2', '4', or '8' provide 1, 2, 4, or 8 megabytes of storage. You may also specify 'M', which gives you the maximum storage size (16 megabytes), or 'R', which means that the (virtual) processor storage equals the machine storage size of the model you are using.
5. If the console is to operate in /360 1052 emulation mode, the operator must define whether this mode should include the 3287 terminal printer or not. If no printer is installed or if the printer is required for other than console message printing, 'N' for no should be entered. The 1052 mode will then use the screen as the only means for message output. If the 3287 terminal printer is to be used for console message printing, 'P' for print should be entered. If 'F' for off or a blank is entered, the console operates in 3270 operation mode. 1052 mode is required for all DOS releases prior to DOS/VS.
6. If the 3340 direct attachment is installed, it is always operational and you must specify the number of buffers required (1 to 8).
7. Zero to 8 buffers may be specified under EMU if the disk compatibility feature is installed (at least one buffer must be specified for the feature to become operational).
8. If you have made the disk compatibility feature operational (by specifying EMU buffers), select one of

the devices listed under EMULATED DEVICE.

9. If the disk compatibility feature is operational, specify the address (three hexadecimal characters) of the device that is host to the first emulated disk pack under FIRST HOST ADDRESS.
10. If you load an operating system that does not support the host device (does not "know" the 3310 or 3370), EMULATION-ONLY MODE = YES must be specified. "YES" indicates to the compatibility feature that it has to perform the error logging for the host device.

If you load an operating system that supports the host disk ("knows" the 3310 or 3370), such as DOS-VSE, EMULATION-ONLY MODE = NO must be specified. The operating system will then log host errors even if the host bears nothing but emulated disks, and no host application runs.

Note:

After specifying (or changing) the disk compatibility feature specifications, a clear reset must be performed.

When you have typed in the load data, press ENTER to start the initial program load process. At this instant the "LOAD" indicator appears and remains on until a valid PSW is loaded, at which time the entire load display disappears.

If the IPL process is unsuccessful, the IPL display and the LOAD indicator remain on the screen and the message "IPL ERROR" appears.

A reference code is displayed for the benefit of service personnel.

The most common IPL errors are:

- load device not ready
- some other device besides the load device was made ready (should be the load device alone)
- wrong address, for example, the address of the line printer was entered as load address.

If you make an error while entering program load specifications the following messages are displayed on the screen:

- 'Invalid Character' is displayed when an incorrect selector character has been entered.

- 'Invalid Address' is displayed if an invalid 'channel', 'control unit', 'device', or 'host device' address is specified.
- 'Incomplete Entry' appears on the screen if no character was entered or if in case of fast selection, the set of characters keyed in is incomplete.
- 'Invalid Reset, Select \*C\*' appears on the screen and the cursor is set below the reset specification, if one of the specifications 'storage size', 'number of buffers', 'emulated device', 'host device' or 'emulation-only mode' are changed and program reset (character 'P') is specified. This occurs also if P is specified for the first load operation after power-on.
- 'Invalid Host Device Address' appears on the screen and the cursor is set below the host device address specification, if one of the possible host device addresses is used, but that address was not assigned at system installation time (or has been deleted).
- 'No Console Printer Configured' appears on the screen when 1052 emulation mode with console printer is selected ('P') and no 3287 console printer was assigned to any of the port addresses at installation time (or was deleted). See "Native Displays and Printers" for additional information.

## Clear Reset

The clear reset operation enables you to reset the entire system and clears the storage. This operation is initiated from the mode selection display.

To set "Clear Reset":

1. Type C into the 'mode selection' display.
2. Press ENTER.

When clear reset is entered, execution of the current instruction (if any), is halted. Any pending interruption conditions or machine checks are cleared, and the CPU stops. The following system resources also stop:

- All channels including their control units and attached devices
- All adapters including attached devices
- The RESERVE status of 3340s or 3370s attached via a string switch is reset to NEUTRAL.

'Clear Reset' resets the channels and the CPU and initializes the control registers. It also clears to zero the values of the following:

- Main storage
- Current PSW
- CPU timer
- Clock comparator
- General registers
- Floating point registers
- Keys in main storage
- Page description
- All error counters and usage counters in directly-attached disk drives.

The TOD clock is not altered and its parity remains unchanged. The mode selection display remains on the screen and, when processor reset has been completed, RESET COMPLETE appears.

## **Reset I-Step**

'Reset I-step' has no display. It is performed from the 'Mode Selection' display.

To set 'Reset I-step':

1. Type N into the 'Mode Selection' display after SELECTION.
2. Press ENTER.

When 'Reset I-step' has been set, the instruction step indicator in line 22 of the machine status area is turned off and the screen is returned to the operating system. To continue processing, press START.

## Program Reset

The 'Program Reset' operation enables you to reset certain system resources without resetting storage and vital control parameters in registers. The operation is performed from the mode selection display.

To specify 'Program Reset':

1. Type P into the 'mode selection' display next to SELECTION.
2. Press ENTER.

When 'Program Reset' is entered, execution of the current instruction (if any) is halted, any pending interruption conditions are cleared, and the CPU stops.

The following system resources also stop:

- All channels and their control units
- All adapters
- All I/O devices (channel and natively attached)

'Program Reset' resets the channels and the CPU, but it does not affect the values of the following:

- Current PSW
- CPU timer
- Clock comparator
- General registers
- Floating point registers
- Control registers
- Main storage
- Keys in main storage
- Page description

'Reset Complete' appears on the screen when processor reset has been completed.

Program reset should not be used indiscriminately because it leaves the registers and the storage loaded with values from previous activities and this may not be suited for a restart.

Only program reset should be used prior to loading a stand-alone dump program.

## **Restart**

The 'Restart' operation is used to restart processing from a logical point defined by the operating system. This operation is specified from the mode selection display.

To specify 'Restart':

1. Type R into the 'Mode Selection' display next to the word SELECTION.
2. Press ENTER.

When 'restart' has been entered, the system takes control of the screen. If the machine is in the stopped state when 'restart' is entered, processing starts immediately with the program restart PSW (a fixed location in storage). If the machine is in the operating state, the restart PSW gets control when the current instruction has been executed and after all interruption conditions for which the CPU is enabled have been handled.

A 'restart' is successful only when an operating system is used that takes advantage of the restart PSW or prepares a restart PSW for the explicit purpose of restarting the system at a meaningful point.

## Store Status

The 'Store Status' mode enables you to make a record of the current status of certain system resources. Store status is recommended prior to loading a standalone dump program because it saves the contents of the general registers before they are being used by the standalone dump program. The 'Store Status' operation is initiated from the mode selection display. (370 mode only.)

Store status applies only to a machine in 370 mode. If an error occurs during the operation, the CPU enters the check-stop state.

To specify "Store Status":

1. Type S into the 'Mode Selection' display next to SELECTION.
2. Press ENTER.

The 'Store Status' operation stops the processor, then causes the following to be stored in fixed locations in main storage:

- CPU timer
- Clock comparator
- Current PSW
- Floating point register
- Control registers
- General registers

When ENTER is pressed, the mode selection display remains on the screen and the message STATUS STORED appears. The system goes into the stopped state.

## **TOD Enable**

This operation allows you to determine the instant when the time of day (TOD) clock is set. 'TOD Enable' is performed from the mode selection display.

To set 'TOD Enable':

1. Type Y into the 'mode selection' display after SELECTION.
2. Press ENTER at the exact instant at which you wish to set (synchronize) the clock. This may be, for example, the moment when the hands of the clock jump to the full hour.

The time-of-day clock is always in the "secure" state which means that the program cannot set the clock. This secure state is only briefly removed when you press the ENTER key, and the program will set the clock at this instant (with a previously prepared value).

The status of the TOD clock is indicated in line 22 of the machine status area. The TOD enters secure state automatically after TOD Enable.

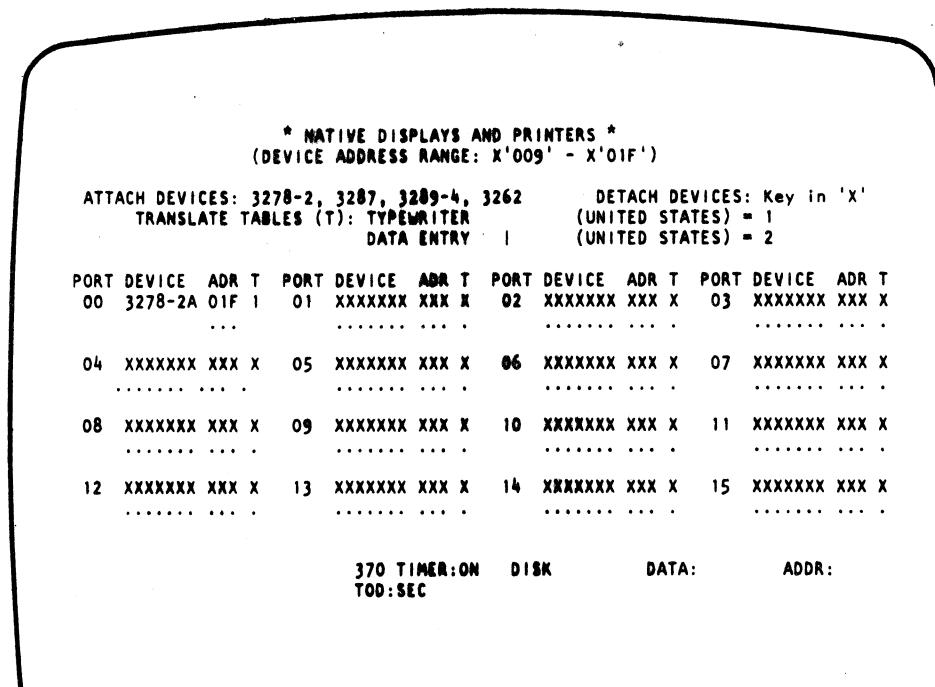
## Native Displays and Printers

This display allows you to specify what types of devices are connected to the system, how these devices are equipped, and which addresses are assigned to them. The display allows you to "remove" devices without physically disconnecting them, and it allows you to change device addresses or assign new devices.

To select "Native Displays" and Printers:

1. Type M into the 'mode selection' display next to SELECTION.
2. Press ENTER.

The following frame is displayed.



The following display and printer devices can be attached by using addresses from X'009' through X'01F':

- 3278-2              Display Station
- 3287              Matrix Printer
- 3289-4              Printer
- 3262-01 or 11      Printer

The fourth line of the display shows, following the heading "translate tables (T)", the keyboard layouts chosen when the terminals were ordered, and the national language associated with each layout. Two different layouts may have been ordered: the mandatory typewriter layout and either the data entry 1 or data entry 2 type layout (these are key-punch-like keyboards). Each keyboard type may have its own language associated or both may have the same. It is also possible that only one type of keyboard (the typewriter) was ordered for all terminals but two different languages.

Whatever the choice may have been, the mandatory typewriter layout with its associated language is denoted as "1" and the other keyboard type and its associated language (if any) is denoted as "2" in the display. For example:

TRANSLATE TABLES(T): TYPEWRITER (FRENCH) = 1  
DATA ENTRY 2 (U.S. ENGLISH) = 2

This makes it easy for you to define the language and keyboard combination of a terminal which you want to connect because you only need to enter a 1 or a 2 (as applicable) in the "T" column of the terminal field. The terminal field consists of four columns which define (from left to right) the port number, the device type, the device address, and the keyboard/language combination, as follows:

PORt	DEVIcE	ADR	T
------	--------	-----	---

The number entered under "port" defines into which receptacle the devices' coax cable will be plugged. The cable receptacles are numbered sequentially from 0 to 15. The system expects to find the operator console at port 0, that is, it routes the operating system messages automatically to the device connected to port 0 (using the device address associated with port 0). The number entered under device specifies whether the terminal is a display or a matrix printer or a line printer (e.g. 3278-2, 3262, etc.). The device address (ADR) defines the number under which the program can address this device, and the T column defines the keyboard/ language combination (when applicable).

Note: For 3287 terminal printers, only the language portion of the keyboard/language combination is meaningful and effective when a 1 or a 2 is entered. For line printers (e.g. 3289-4 or 3262) no language need be specified because line printers receive their language character set via the "load USCB operation" (operating system). For line printers, the X may remain in the T column.

The display shows the current configuration, and you may enter your changes underneath.

In order to logically attach a device, position the cursor under the alter field (identified by '....') of the corresponding port and key-in the applicable device type number (3278-2, 3287, 3289-4 or 3262 as applicable).

In order to logically detach a device from the system, type 'X' into any position of the alter field of the corresponding DEVICE display field. When you then press the ENTER key, Xs appear in the DEVICE display field and (automatically) in the corresponding translate language (T) and device address (ADR) fields.

Pressing ENTER after you have made the necessary changes causes the new configuration to be written onto the system disk.

After changing the configuration, IML must be performed. If you have merely swapped two line-printer ports, you can bypass IML by operating the Reset switch (3289-4) or the Test key (3262).

#### **Configuration Rules and Limitations**

- A device (except line printers) may be configured (logically attached) even if it is not physically attached. If such a device is addressed during system operation, 'intervention required' is presented, and nothing else happens.
- Port 0 is always reserved for the 3278-2A operator console.
- A maximum of two system printers (3289 and/or 3262) may be attached in any combination.
- The Copy key addresses the line printer with the lowest port number.

#### **Specification Errors/Messages**

The following messages may appear on the screen:

- 'Invalid Device Name'  
Appears if an invalid DEVICE name has been specified, that is, if you enter device type numbers other than those shown in the top of the display, following the heading "ATTACH DEVICES:".
- 'Invalid Keyboard Language'  
Appears if a character other than '1' or '2' has been entered for TRANSLATE LANGUAGE.

- 'Duplicate Device Address'  
Appears if the same DEVICE ADDRESS has been entered twice.
- 'Duplicate Diskette Address'  
Appears if one of the duplicate addresses is a diskette device address (the native user diskette address is also in the range X'009' to X'01F').
- 'Invalid Configuration'  
Appears if the "Configuration Rules and Limitations" (listed above) have been violated.
- 'Configuration Update Complete'  
Appears when the system has finished processing of the configuration update specified by the operator.

### Native User Diskette

When the diskette drive requires your attention, line 21 of the machine status area shows either the legend DISK, or (if, at the same time, the system diskette also requires attention) SYSDSK.

When you then invoke the mode selection display onto the screen and enter selector character 'G' against 'Selection', the screen picture changes to the 'Native User Diskette' display.

The 'Native User Diskette' display shows the status, and allows you to control, the direct attached diskette drive. The DEVICE STATUS displayed may be:

STARTED  
NOT READY  
LOAD NEXT DISKETTE  
DEFECTIVE DISKETTE

STARTED indicates that the diskette device can accept commands from the source program. NOT READY indicates that a command was issued either to a stopped drive or to a started drive without diskette or with open cover. It can also indicate a hardware malfunction such as a torn drive belt, a defective index pulse sensor, or a wrong type of diskette.

Note: The READY and NOT READY indications do not immediately reflect any manual interference; they show the state of the diskette I/O as it was when the device was last addressed. For example, when the device is ready and you remove the diskette, the status will still show READY until the device is addressed. Only then will the indication change to NOT READY.

LOAD NEXT DISKETTE indicates that a new diskette is required.

DEFECTIVE DISKETTE indicates that machine-internal error recovery failed and that, to recover, the diskette has to be replaced or the service representative to be called.

ERROR CODE is a two-digit code. For detailed information, refer to IBM 4331 Processor Functional Characteristics and Processor Complex Configurator, GA33-1526.

'N' for START  
'S' for STOP  
'R' for RESET

The operation specified is executed when you press the ENTER key.

#### **START**

This operation is rarely required because the action of loading a diskette and closing the cover makes the device automatically ready. Alternatively, only the cover need be opened and then closed. The START command allows you to make the diskette ready from the operator console, provided a diskette is mounted.

#### **STOP**

This command halts the device at the completion of the current operation and makes the device not ready. You should stop the device prior to removing the diskette to make sure that you do not disturb any operation in progress.

#### **RESET**

This command performs the start function as described above, and the device is conditioned to move the access mechanism to its home position the next time a command is received.

\* NATIVE USER DISKETTE \*

DEVICE STATUS: NOT READY LOAD NEXT DISKETTE  
DEFECTIVE DISKETTE

ERROR CODE: xx

DEVICE CONTROL:  
N START  
S STOP  
R RESET  
\* - \*

The following message is displayed when an invalid character is entered:

- 'INVALID CHARACTER'

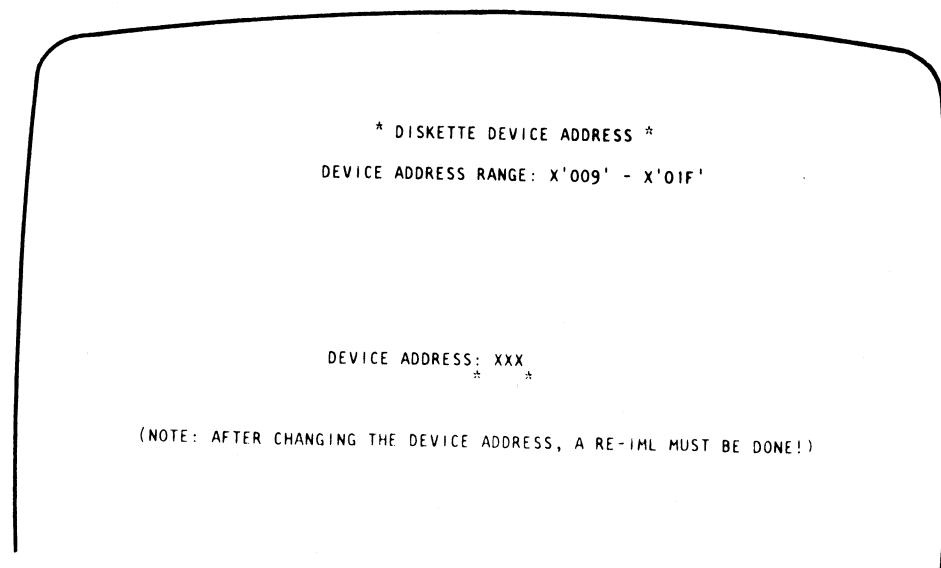
## Diskette Device Address

The "Diskette Device Address" display permits changing the device address of the diskette I/O.

To select 'Diskette Device Address':

1. Type 'H' into the mode selection display next to 'SELECTION'
2. Press ENTER

The display appears, showing the current device address.



The address, which must be within the range of X'009' through X'01F', must be entered into the alter field (\*...\*) of the address display field. When ENTER is pressed, the new (valid) address replaces the old address.

Note: The diskette drive may be configured even if it is not physically attached. If it is addressed during system operation, 'intervention required' is presented.

#### Specification Errors/Messages

- 'Invalid Device Address' Appears if an invalid device address has been specified.
- 'Duplicate Device Address'  
Appears if the same address has already been specified for one of the native displays or printers.
- 'Configuration Update Complete'  
Appears when the system has finished processing of the configuration update specified by the operator.

## Chapter 4. Operator Problem Determination

ERROR SYMPTOM	PROCEED WITH STEP INDICATED BELOW	ON PAGE OF THIS MANUAL
After pressing Power On the ' <i>POWER COMPLETE</i> ' light does not come on.	ENTRY 1	PAGE 4-2
Power drops during normal operation.	ENTRY 2	PAGE 4-3
' <i>PROGRAM LOAD</i> ' display is not displayed after ' <i>IML</i> '.	ENTRY 3	PAGE 4-4
Error during <i>IPL</i> after <i>IML</i> was successfully performed.	ENTRY 4	PAGE 4-5
Operating system message displayed pointing to a faulty area or I/O unit.	Follow the instructions in the <i>OPERATING SYSTEM OPERATORS GUIDE</i> .	
System stops with ' <i>BASIC CHECK</i> ' light on or with reference code in line 23 displayed.	The error might be intermittent. Try to continue processing after performing <i>IML</i> and <i>IPL</i> . If error returns, note the error reference code displayed in line 23 and call the service representative.	
<i>SYSTEM</i> light and <i>WAIT</i> light on.	ENTRY 5	PAGE 4-6
<i>SYSTEM</i> light on	ENTRY 6	PAGE 4-6
<i>WAIT</i> light on	ENTRY 7	PAGE 4-6

### Tracing of 4331 Communication Adapter Events

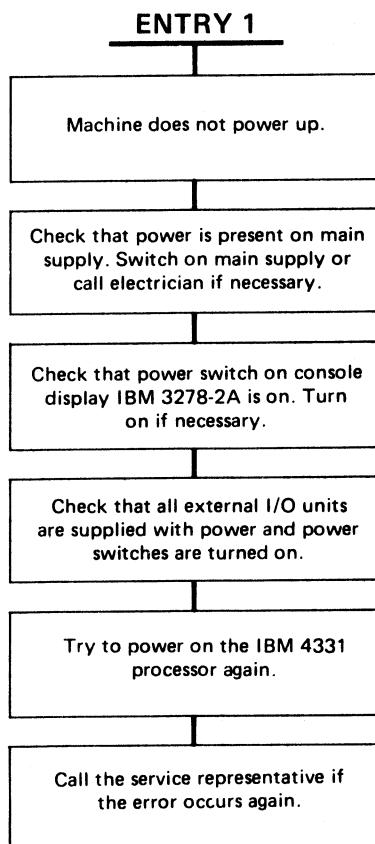
A tracing facility is available for dynamic tracing of events in an IBM 4331 communications adapter. This trace facility:

- activates or deactivates the communication adapter line trace,
- records the trace entries on tape while the attached

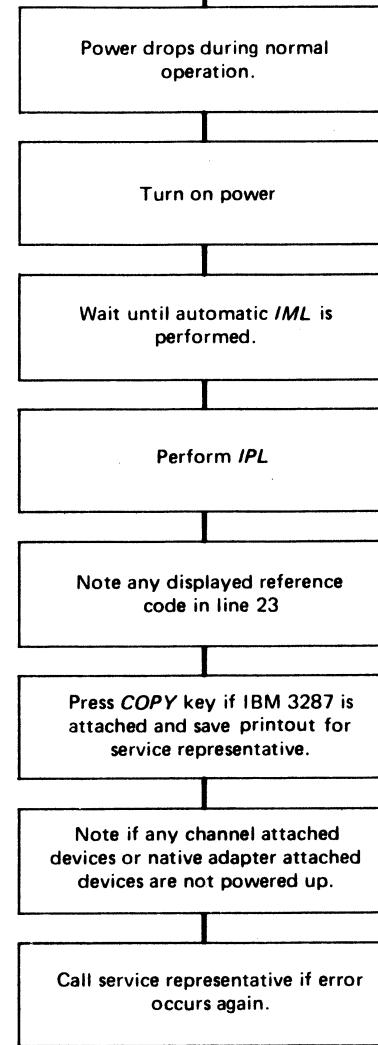
teleprocessing line is running,

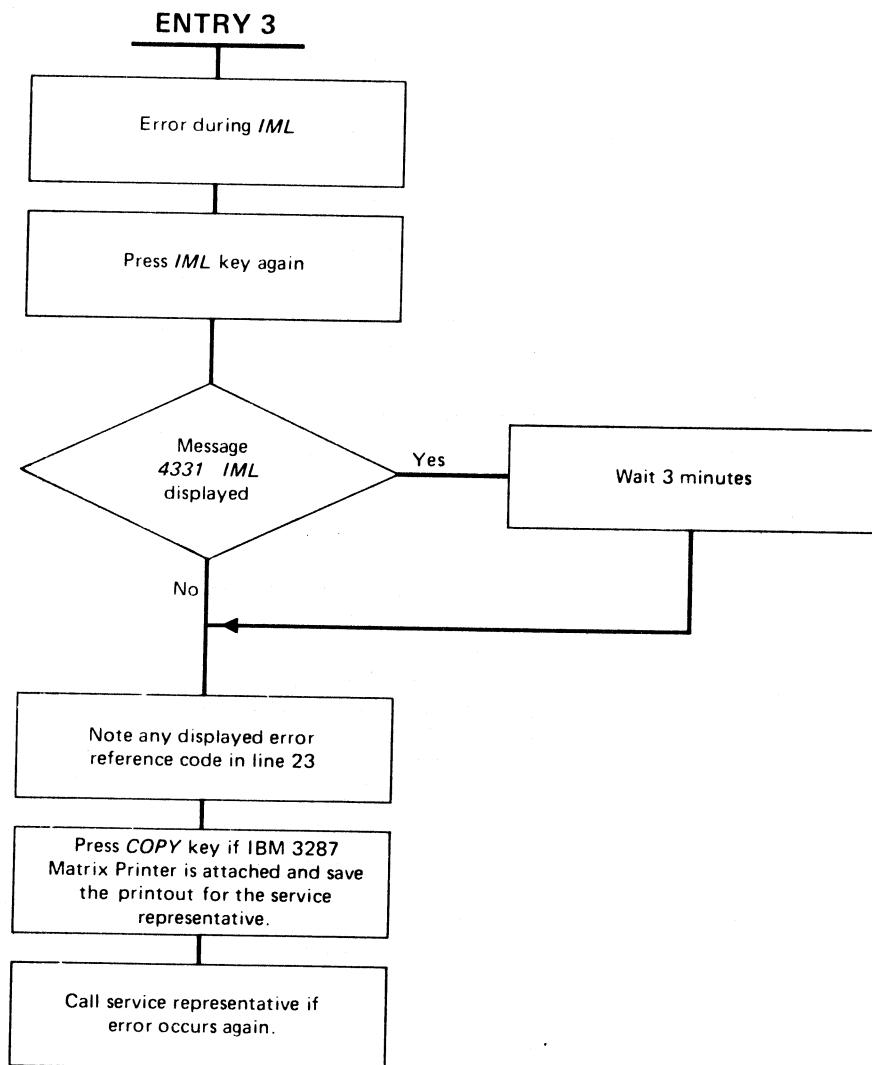
- prints selected trace entries after a line-related error has occurred.

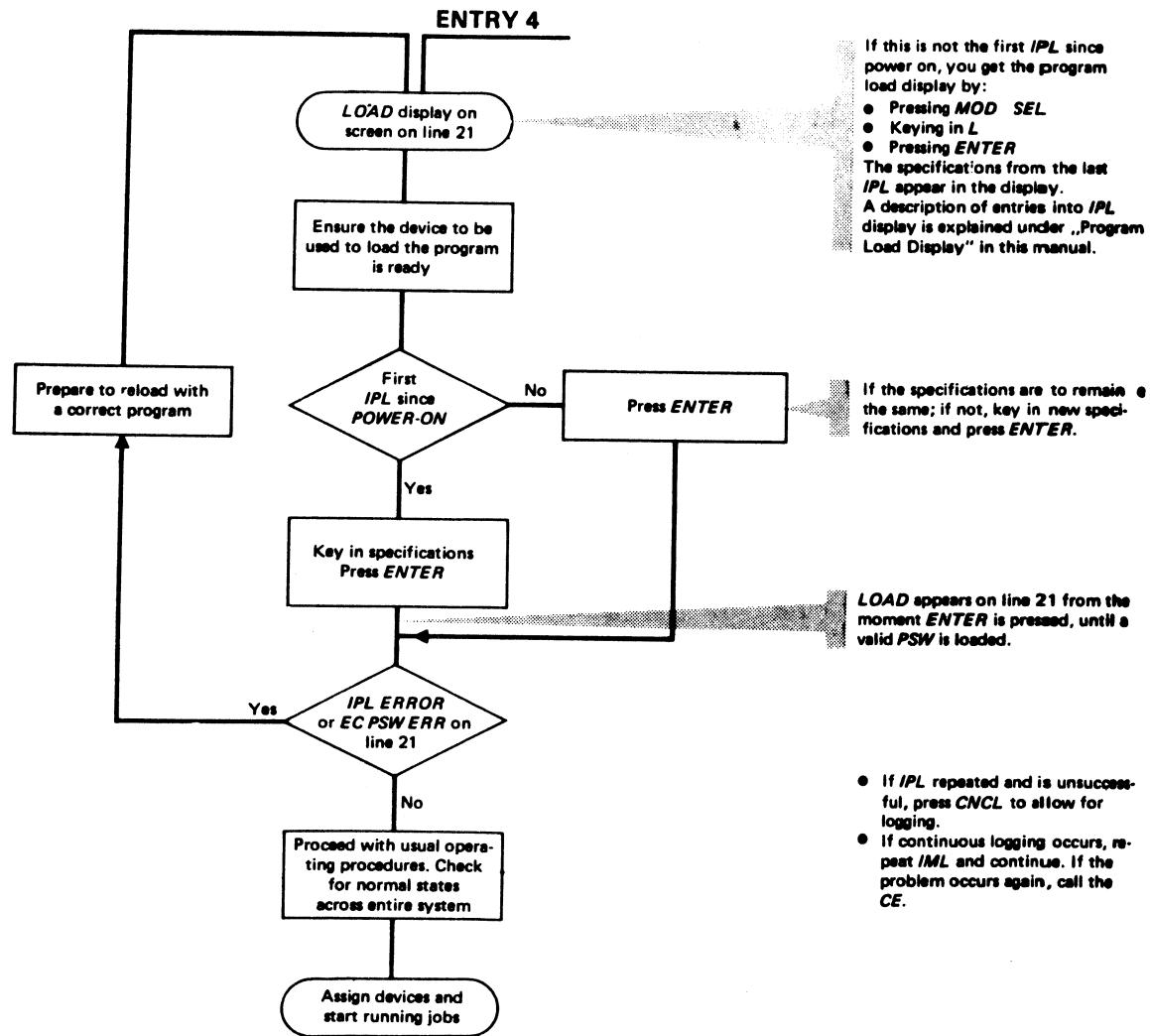
For details, refer to VSE/Advanced Functions Serviceability Aids and Debugging Procedures, SC33-6099.

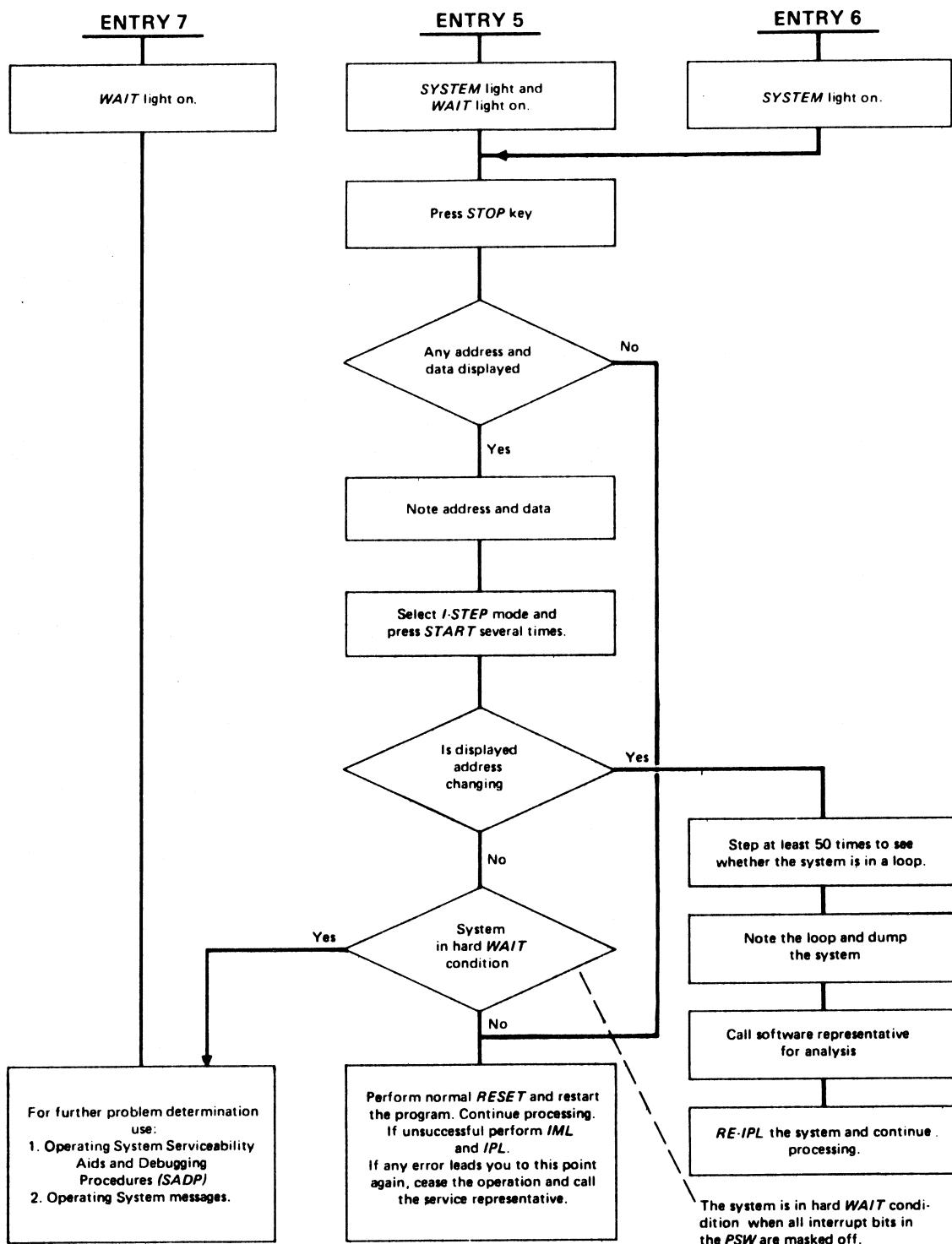


## **ENTRY 2**









## Chapter 5. Reference Information

### Restart Procedures for the IBM 5424 Multi-Function Card Unit (MFCU)

There are no separate operating procedures for the 5424 MFCU Attachment. Operating procedures for the 5424 MFCU are contained in:

System/370 5424 Multifunction Card Unit Programmer's Reference and Operator's Guide, GA21-9167.

There are a number of restart procedures for the 5424 which are given as operator codes and are issued at the end of operator messages. These codes and restart procedures are explained in the following pages.

The restart code (RS) numbers are:

- 00 Not ready
- 10 Read check
- 12 Read check and print check
- 20 Punch check
- 21 Punch check and read check
- 22 Punch check and print check
- 23 Punch check, read check and print check
- 30 Print check
- 40 Hopper check
- 42 Hopper check and print check
- 50 Feed check
- 51 Feed check and hopper check
- 54 Feed check and punch check
- 55 Feed check, hopper check and punch check
- 60 Error on recovery

When the second digit is a number other than 0, a second, simultaneous check has occurred.

## Restart Information Field

For the IBM 5424 (MFCU) the error messages provided by the operating system are extended by the "Restart Information Field". This field is present only when a permanent error that requires operator action has occurred.

There are four formats, each depending on the type of check.

Feed check format:

RS =  $\square \square$  H  $\square$  S  $\square$  N =  $\square$

Read equipment check format:

RS =  $\square \square$  H  $\square$  C =  $\square$

Punch equipment check format:

RS =  $\square \square$  H  $\square$  S  $\square$

All other check formats:

RS =  $\square \square$  H  $\square$

### Legend:

Indicates a number

RS: Indicates the beginning of the restart information field.

H : Indicates the hopper field. The number given is that of the affected hopper.

S : Indicates the stacker field. The number given is that of the affected stacker.

N : Indicates the number of cards involved in the feed check.

C : Indicates the column field. The number given is that of the affected column(s) where the first read check occurred.

After pressing NPRO, the cards in the primary feed path enter stacker 1, and the cards in the secondary feed path enter stacker 4. Normally stackers 1 and 2 are used for the primary feed path, and stackers 3 and 4 for the secondary feed path.

## **Operator Restart Instructions**

**CODE AND CODE NUMBERS HAVE TO BE INSERTED**

### ***Procedure***

#### **Device not Ready**

Reasons for not-ready can be:

- Specified feed not ready
- Hopper empty
- Stackers full
- Chip box full or out
- Cover open
- Stop key pressed

1. Determine the cause of the not-ready message by inspecting the indicators on the MFCU operator panel, then correct the condition.
2. Press the MFCU start key to continue the job. If the specified feed is not ready, press the MFCU stop key, then the start key.

#### **Read Check**

1. Press MFCU stop key.
2. Lift the cards in the hopper indicated by the error message and press the NPRO key. One card is fed into stacker 1. If the NPRO key does not work, remove the card manually.
3. Ensure that this card was placed in the hopper correctly, and was not off-punched, or damaged. If the card is off-punched or damaged, re-punch card. Place the card ahead of the deck in the specified hopper.
4. Press MFCU start key to continue the job.

#### **Read Check and Print Check**

1. Press MFCU stop key.
2. Mark the last card in each stacker that is being used for output. If in doubt, mark the last card in every stacker.
3. Lift the cards in the hopper indicated by the error message and press the NPRO key. One card is fed into stacker 1. If the NPRO key does not work, remove the card manually.
4. Ensure that this card was placed in the hopper correctly, and was not incorrectly punched or damaged. If the card is off-punched or damaged, re-punch card. Place the card ahead of the deck in the specified hopper.

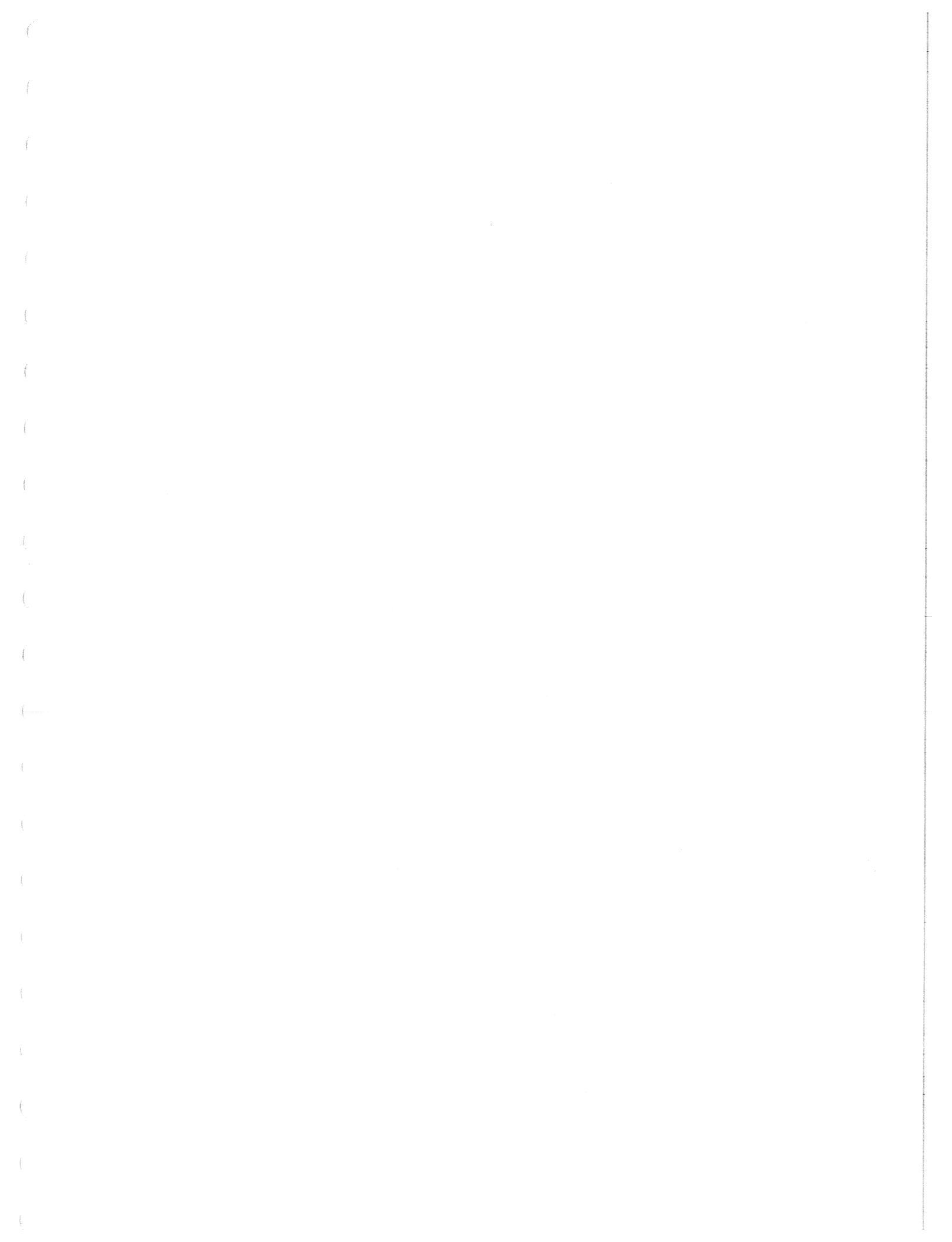
5. Press MFCU start key to continue the job.
6. Upon completion of the run, identify the output files with 'print check'. The cards to be checked for print errors are the marked cards and the two cards immediately preceding each marked card.

#### **Punch Check**

1. Press MFCU stop key.
2. Remove the last card from the stacker indicated in the error message, mark the card and return it to the stacker.
3. Lift the cards in the hopper indicated by the error message and press the NPRO key. One card is fed into stacker 1. If the NPRO key does not work, remove the card.
4. Place this card under the other cards of the hopper indicated in the error message.
5. If blank cards are being punched, press MFCU start key to continue the job.
6. If pre-punched cards are being punched, place an additional blank card under all cards in the hopper indicated in the error message.
7. Press MFCU start key to continue the job.
8. When job is completed, punch and verify the prepunched information from the marked card into the card immediately following it. Discard the marked card or save it for the CE.

#### **Punch Check and Read Check**

1. Press MFCU stop key.
2. Remove the last card from the stacker indicated by the error message, mark the card and return it to the stacker.
3. Lift the cards in the hopper indicated in the error message and press the NPRO key. One card is fed into stacker 1. If the NPRO key does not work, remove the card.
4. Ensure that this card was placed in the hopper correctly, and was not off-punched, or damaged. If card is off-punched or damaged, re-punch card. Place the card ahead of deck in specified hopper.
5. Place an additional blank card under all cards in the hopper indicated by the error message.
6. Press MFCU start key to continue the job.
7. When the job is completed, punch and verify the pre-punched information from the marked card into the card immediately following it. Discard the marked card or save it for the CE.



#### **Print Check**

1. Press MFCU stop key.
2. Mark the last card in each stacker that is being used for output. If in doubt, mark the last card in every stacker.
3. Press MFCU start key to continue the job.
4. Upon completion of the run, identify the output files with 'print check'. The cards to check for print errors are the marked cards and the two cards immediately preceding each marked card.

#### **Hopper Check**

1. Straighten and place cards correctly in the specified hopper.
2. Press MFCU start key to continue job.

#### **Hopper Check and Print Check**

1. Press MFCU stop key.
2. Mark the last card in each stacker that is being used for output. If in doubt, mark the last card in every stacker.
3. Straighten or place cards correctly in the specified hopper.
4. Press MFCU start key to continue the job.
5. Upon completion of the run, identify the output files with 'print check'. The cards to check for print errors are the marked cards and the card immediately preceding each marked card.

#### **Feed Check**

1. Open MFCU top cover.
2. If the error message indicates a secondary feed check, remove the card from the primary (upper) wait station and place it under the cards (if any) in the primary hopper. This prevents the unnoticed run-out of this primary card when you attempt to clear the secondary path later in this procedure. If the error message indicates a primary feed check, remove the card from the secondary (lower) wait station and place it under the cards (if any) in the secondary hopper.
3. Remove all remaining cards from the card feed path starting at the area between the hopper and wait station and progressing through the punch and print stations. Keep cards face down and in sequence.
4. Check the number of cards removed with the card number displayed in the error message. If equal go to step 6.
5. If the number of cards removed is smaller than the message indicates, remove the number of missing cards from the stacker indicated in the error message and place them on the bottom of the stack of cards removed in step 3.

6. Place removed cards under the cards (if any) in the indicated hopper and close the MFCU cover.
7. Lift cards in the primary hopper and press the NPRO key to turn off error indicator on MFCU panel. If error indicator does not turn off, raise the cards in the secondary hopper and press the NPRO key. If only the secondary path was in use, press the NPRO key twice, because the automatic path selection goes to the primary path first; pressing the NPRO key only once merely results in resetting an error in the primary path. If the NPRO key does not work, check that the card path is clear, because a wrongly positioned card can inhibit the NPRO key.
8. Press MFCU start key to continue the job.

#### **Feed Check and Hopper Check**

1. Open MFCU top cover.
2. If the error message indicates a secondary feed check, remove the card from the primary (upper) wait station and place it under the cards (if any) in the primary hopper. If the error message indicates a primary feed check, remove the card from the secondary (lower) wait station and place it under the cards (if any) in the secondary hopper.
3. Remove all remaining cards from the card feed path starting at the area between the hopper and wait station and progressing through the punch and print station. Keep cards face down and in order.
4. Remove the card that has not been ejected from the hopper. This card is either completely or partly located in the hopper.
5. Check the number of cards removed with the card number displayed in the error message. If equal go to step 6.
6. If the number of cards removed is smaller than the message indicates, remove the number of missing cards from the stacker indicated by the error message and place them on the bottom of the stack of cards removed in step 3.
7. Place removed cards under the cards (if any) in the indicated hopper and close MFCU cover.
8. Lift cards in the primary hopper and press the NPRO key to turn off the error indicator on MFCU panel. If the error indicator does not turn off, raise the cards in the secondary hopper and press the NPRO key. If the NPRO key does not work, check that the card path is clear, because a wrongly positioned card can inhibit the NPRO key.
9. Press MFCU start key to continue the job.

#### **Feed Check and Punch Check**

1. Open MFCU top cover.
2. If the error message indicates a secondary feed check,

remove the card from the primary (upper) wait station and place it under the cards (if any) in the primary hopper. If the error message indicates a primary feed check, remove the card from the secondary (lower) wait station and place it under the cards (if any) in the secondary hopper.

3. Remove all remaining cards from the card feed path starting at the area between the hopper and wait station and progressing through the punch and print stations. Keep cards face down and in order. If there is a card in the punch station or corner station, replace it with a blank card or a pre-punched card as required.
4. Check the number of cards removed with the card number displayed in the error message. If equal go to step 6.
5. If the number of cards removed is smaller than the message indicates, remove the missing cards from the stacker indicated by the error message and place them on the bottom of the stack of cards removed in step 3.
6. Place the removed cards under the cards (if any) in the indicated hopper and close MFCU cover.
7. Lift cards in the primary hopper and press the NPRO key to turn off the error indicator on MFCU panel. If the error indicator does not turn off, raise cards in the secondary hopper and press the NPRO key. If the NPRO key does not work, check that the card path is clear, because a wrongly positioned card can inhibit the NPRO key.
8. Press MFCU start key to continue the job.

#### **Feed Check, Hopper Check and Punch Check**

1. Open MFCU top cover.
2. If the error message indicates a secondary feed check, remove the card from the primary (upper) wait station and place it under the cards (if any) in the primary hopper. If the error message indicates a primary feed check, remove the card from the secondary (lower) wait station and place it under the cards (if any) in the secondary hopper.
3. Remove all remaining cards from the card feed path starting at the area between the hopper and wait station and progressing through the punch and print station. Keep cards face down and in order. If there is a card in the punch station or corner station, replace it with a blank card or a pre-punched card as required.
4. Remove the card that has not been ejected from the hopper. The card is either completely or partly located in the hopper.
5. Check the number of cards removed with the card number displayed in the error message. If equal go to step 6.
6. If the number of cards removed is smaller than the message indicates, remove the number of missing cards

from the stacker indicated in the error message and place them on the bottom of the stack of cards removed in step 3.

7. Place removed cards under the cards (if any) in the indicated hopper and close MFCU cover.
8. Lift the cards in the primary hopper and press the NPRO key to turn off the error indicator on MFCU panel. If the error indicator does not turn off, raise the cards in the secondary hopper and press the NPRO key. If the NPRO key does not work, check that the card path is clear, because a wrongly positioned card can inhibit the NPRO key.
9. Press MFCU start key to continue job.

#### Error on Recovery

To recover, when an error condition occurs during a restart procedure, re-establish the condition that existed when the restart procedure was started, and then repeat the restart procedure.

## **Manual Calling on Integrated Modem WT Switched Line with Auto Answer**

### **Connection Sequence**

*If the line is the calling side*

1. Disable the line (if not done before (see Note 1)).
2. Lift the handset and dial the number of the station to be called.
3. Ensure that the called station is in data mode. Switching to data mode is done by the operator (if manual answering station) or automatically after completing the answer tone (if auto answering station, see Note 2).
4. Enable the line immediately (see Notes 3 and 4).
5. Replace the handset.

Note 1: Manual dialing from the enabled line is not possible.

Note 2: In certain countries, the answer tone is not used for mode switching. In this case, consult the TP specialist.

Note 3: If the line is enabled during receiving the answer tone, the result may be unpredictable.

Note 4: Don't make noise after the called station enters data mode and before the line is enabled. Otherwise, it will be recognized as receive data at the called station.

*If the line is the called side*

Enable the line before or during being called (but never lift the handset)  
(see Notes 1 and 2).

Note 1: If the handset is lifted before or during being called the result may be unpredictable.

Note 2: For use of the handset for telephone conversation disable the line first.

### Disconnection Sequence

In either case where the line is the calling side or the called side, disable the line, if not done by the software automatically (see Note).

**Note:** Otherwise, the telephone charge continues to accumulate (if the calling station) or the line stays busy and cannot accept any other calls (if the called station).

## 3340 Static String Switch

Since the 3340 string switch is not program-controlled, switching must be done by the operator. The 3340 string is always assigned (switched) to one CPU. To switch from CPU A (a 4331, for example) to CPU B (a System/370 Model 138, for example), follow these instructions:

1. Wait until all disk jobs have completed.
2. Flip the interface A switch on the 3340 controller from "enable" to "disable".
3. Switch power off at the 3340 controller.
4. Flip the interface B switch on the 3340 controller from "disable" to "enable".
5. Switch power on at the 3340 controller.
6. CPU B is now ready to process disk jobs.

To reverse the string switch assignment, proceed as follows:

1. Wait until all disk jobs have completed.
2. Flip interface B switch to "disable".
3. Switch power off at the 3340 controller.
4. Flip the interface A switch to "enable".
5. Switch power on at the 3340 controller.
6. CPU A is now ready to process disk jobs.

## Conversion Binary to Hexadecimal to Decimal

Binary	Hex	Decimal					
		$16^4$	$16^3$	$16^2$	$16^1$	$16^0$	
0001	1	65,536	4,096	256	16	1	
0010	2	131,072	8,192	512	32	2	
0011	3	196,608	12,288	768	48	3	
0100	4	262,144	16,384	1,024	64	4	
0101	5	327,680	20,480	1,280	80	5	
0110	6	393,216	24,576	1,536	96	6	
0111	7	458,752	28,672	1,792	112	7	
1000	8	524,288	32,768	2,048	128	8	
1001	9	589,824	36,864	2,204	144	9	
1010	A	655,360	40,960	2,560	160	10	
1011	B	720,896	45,056	2,816	176	11	
1100	C	786,432	49,152	3,072	192	12	
1101	D	851,968	53,248	3,328	208	13	
1110	E	917,504	57,344	3,584	224	14	
1111	F	983,040	61,440	3,840	240	15	

To convert a binary number (see the table above), proceed as follows:

1. Separate the binary number by spacing it into groups of four bits each, starting from the right. If necessary, add leading zeros for leftmost group. Thus:

Binary 110110110=0001 1011 0110.

2. Using the first two columns of the table, convert each group of four binary bits into hexadecimal (hex). Thus:

Binary 0001 1011 0110=Hex 1B6.

3. Working from the right, relate bits of the hex number to the associated decimal column. Thus:

6 relates to 16 column, B relates to 16 column and 1 relates to 16 column.

Using bits in the hex column as reference, find the associated decimal part and add decimal parts to get the decimal total. Thus:

Hex 6=(16 column) decimal 6

Hex B=(16 column) decimal 176

Hex 1=(16 column) decimal 256

Decimal 438=Hex 1B6=Binary 110110110

**This page has been left blank intentionally**

## Chapter 6. Glossary

This glossary contains technical terms associated with this publication. A wider and more general range of terms is contained in IBM Data Processing Glossary, GC20-1699.

IBM is grateful to the American National Standards Institute (ANSI) for permission to reprint its definitions from the American National Standard Vocabulary for Information Processing (Copyright 1970 by American National Standards Institute, Incorporated), which was prepared by Subcommittee X3.5 on Terminology and Glossary of American National Standards Committee X3. These definitions are indicated by an asterisk.

**address translation:** The process of changing the address of an item of data or an instruction from its virtual address to its machine storage address. See also **dynamic address translation**.

**basic control (BC) Mode:** A mode in which the features of a System/360 computing system and some System/370 features, such as new machine instructions, are operational on a System/370 computing system or a 4300 processor. See also **extended control (EC) mode**.

**CCITT:** Consultative Committee on International Telegraphy and Telephony.

**control registers:** A set of registers used for operating system control of relocation, priority interruption, program event recording, error recovery, and masking operations.

**control storage:** An area in a subprocessor where the microcode is stored.

**cursor:** A movable marker on a video display used to indicate the position of the next character to be entered on the screen.

**DDS:** DATA-PHONE Digital Service. DATA-PHONE is both a service mark and a trademark of AT&T and the Bell System.

**\*dump:** To copy the contents of all or part of a storage, usually from an internal storage into an external storage.

dynamic address translation: (1) The change of a virtual storage address to a machine storage address during execution of an instruction. See also address translation. (2) A hardware feature that performs the translation.

EIA: Electronic Industries Association

enter: Refers in this manual to the placing of information into the system by specifying commands, data or addresses at the keyboard, and then pressing the ENTER key. See also "Key In".

extended control (EC) mode: A mode in which all the features of a System/370 computing system or a 4300 processor in 370 mode, including dynamic address translation, are operational. See also basic control (BC) mode.

hexadecimal: A number system that uses the equivalent of a decimal number 16 as a base.

initial microcode load: The procedure that causes the microcode to be loaded into control storage. Abbreviated to IML.

\*initial program load: The procedure that causes the initial part of an operating system or other program to be loaded such that the program can then proceed under its own control. Abbreviated to IPL.

\*initialize: To set counters, switches and addresses to zero or other starting values at the beginning of, or at the prescribed points in, a computer routine.

processor: A processor which fetches instructions from main storage, processes them, and returns the results to main storage. It also analyzes I/O instructions and handles input/output operations and I/O interruptions.

integrated adapter (or attachment): A device which allows I/O devices to be attached to the system without a standard input/output interface.

\*interrupt: To stop a process in such a way that it can be resumed.

key in: Refers to the typing of characters by means of the alphabetic keys at the keyboard. It does not include pressing the ENTER key. See also "Enter".

logical storage: A term used to denote either virtual storage if virtual storage control is in effect, or real storage if virtual storage control is not in effect.

machine storage: The storage where data and instructions

actually reside when they are accessed by the processor and channel programs (called real storage in System/370).

**main storage:** All program addressable storage from which instructions may be executed and from which data can be loaded directly into registers.

**microinstruction:** A basic or elementary machine instruction. Each program, each channel routine, and so on, consists of sequences of microinstructions.

**\*modem:** (M)ODulator-(DE)Modulator.) A device that modulates and demodulates signals transmitted over data communication facilities.

**multipoint network:** A line or circuit that interconnects several stations in a data communications system.

**native attachment:** A part of some machines that allows I/O devices to be attached to the processor directly instead of via channel and control unit. (Also called integrated attachment and integrated adapter).

**\*online:** Pertaining to equipment or devices under continual control of the processor.

**\*operating system:** Software that controls the execution of computer programs and provides scheduling, debugging, input/output control, accounting, compilation, storage assignment, data management, and related services.

**program status word:** A doubleword in the processor storage used to control the order in which instructions are executed, and to hold and indicate the status of the computing system in relation to a particular program. Abbreviated to PSW.

**real address:** The address of a location in real storage.

**real storage:** The storage of a computing system where data and instructions in machine storage are made addressable to the processor and channel programs.

**service processor:** A subprocessor which loads microcode, initializes the system, monitors and logs errors, and handles the manual control operations of the system.

**stand-alone program:** An independent program that does not require an operating system.

**teleprocessing:** The processing of data that is received from or sent to remote locations by way of telecommunication lines.

tributary station: In a centralized multipoint data communications system, this is a station, other than the control station, that can communicate only with the control station when polled or selected by the control stations.

typematic key: A key that repeats its function as long as it is held down.

virtual address: An address which refers to virtual storage and must, therefore, be translated into a machine storage address when it is used.

virtual storage: Addressable space that appears to the user as machine storage, from which instructions and data are mapped into machine storage locations. The size of virtual storage is limited by the addressing scheme of the computing system and by the amount of auxiliary storage available, rather than by the actual number of machine storage locations.

IBM 4331 Processor  
Operating Procedures

GA-33-1525-2

**READER'S  
COMMENT  
FORM**

This manual is part of a library that serves as a reference source for systems analysts, programmers, and operators of IBM systems. This form may be used to communicate your views about this publication. They will be sent to the author's department for whatever review and action, if any, is deemed appropriate. Comments may be written in your own language; use of English is not required.

IBM may use or distribute any of the information you supply in any way it believes appropriate without incurring any obligation whatever. You may, of course, continue to use the information you supply.

**Note:** *Copies of IBM publications are not stocked at the location to which this form is addressed. Please direct any requests for copies of publications, or for assistance in using your IBM system, to your IBM representative or to the IBM branch office serving your locality.*

Possible topics for comment are:

Clarity      Accuracy      Completeness      Organization      Coding      Retrieval      Legibility

If you wish a reply, give your name and mailing address:

---

---

---

Cut or Fold Along Line

What is your occupation? \_\_\_\_\_

Number of latest Newsletter associated with this publication: \_\_\_\_\_

Thank you for your cooperation. No postage stamp necessary if mailed in the U.S.A. (Elsewhere, an IBM office or representative will be happy to forward your comments or you may mail directly to the address in the Edition Notice on the back of the front cover or title page.)

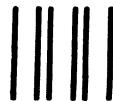
**Reader's Comment Form**

Cut or Fold Along Line

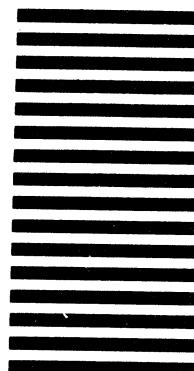
**Fold and tape**

**Please Do Not Staple**

**Fold and tape**



NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES



**BUSINESS REPLY MAIL**

FIRST CLASS

PERMIT NO. 40

ARMONK, N.Y.

POSTAGE WILL BE PAID BY ADDRESSEE:

International Business Machines Corporation  
Department 812B  
1133 Westchester Avenue  
White Plains, New York 10604

**Fold and tape**

**Please Do Not Staple**

**Fold and tape**



International Business Machines Corporation  
Data Processing Division  
1133 Westchester Avenue, White Plains, N.Y. 10604

IBM World Trade Americas/Far East Corporation  
Town of Mount Pleasant, Route 9, North Tarrytown, N.Y., U.S.A. 10591

IBM World Trade Europe/Middle East/Africa Corporation  
360 Hamilton Avenue, White Plains, N.Y., U.S.A. 10601

**Operator's Library  
IBM 4331 Processor  
Operating Procedures  
and Problem  
Determination Guide**

**(C) IBM Corp. 1980**

This Technical Newsletter provides replacement pages for the subject publication.  
Pages to be inserted and/or removed are:

III , IV	Add 2 - 23, 2 - 24
2 - 1 through 2 - 4	3 - 1 , 3 - 2
2 - 17 , 2 - 18	3 - 59 through 3 - 64

**Summary of Amendments**

This Technical Newsletter provides information on the customer set-up procedure  
for displays and printers.

**Note:**

*Please file this cover letter at the back of the manual to provide a record of changes.*

**Product Publications, Dept. 3179, 7030 Boeblingen, Schoenaicher Straße 220, Germany**

