ELLIOTT AUTOMATION 900 SERIES SIMULATOR

19th June 2020

Andrew Herbert

E-mail: Andrew@HerbertFamily.org.uk

INTRODUCTION.

This series of documents describes how to use and install a simulator and demonstration programs for the Elliott 900 series of minicomputers.

The simulator system consists of a basic command line interpreter providing commands to initialize the simulation, to specify which 900 series machine to emulate, to set up input/output to Windows files, to load and run programs and basic debugging facilities.

The system is derived from an earlier simulator, written in Ada, by Terry Froggatt and Don Hunter.

The simulator described in this series of documents is written in F# and extends upon its predecessor in several ways: emulation of the different variants of the 900 series, support for the different characters codes used across the range throughout its history and support for SIR, BASIC and FORTRAN as well as ALGOL 60 programming.

The demonstration programs illustrate typical uses of most of the surviving Elliott 900 series software, both that issued by Elliotts themselves and other software written primarily for internal use, and software written by users.

The author wrote the documents in this series before he had scanned a large amount of Elliott technical documentation assembled from various sources, and therefore it replicates much of that content. However, given the documents were written in a more tutorial form and contain some useful consolidation of information otherwise scattered over several sources, the document set has been maintained current with the accompanying demonstration programs.

Acknowledgements

In developing the system the author was considerably helped by Terry Froggatt and Don Hunter in explaining features of their simulator and with their deep knowledge of the Elliott machines.

Terry provided copies of many "tapes" for ALGOL, SIR, FORTRAN, subroutine libraries and utilities and much associated documentation from which the content of this manual is derived.