

**Whirlwind   
Look-and-Feel**

**Guy C. Fedorkow**

Gungsuh font

Version 2.0

Guy C. Fedorkow, Oct 17, 2023

Updated Apr 13, 2024 with Rainer & Jürgen; restarted Feb 2025

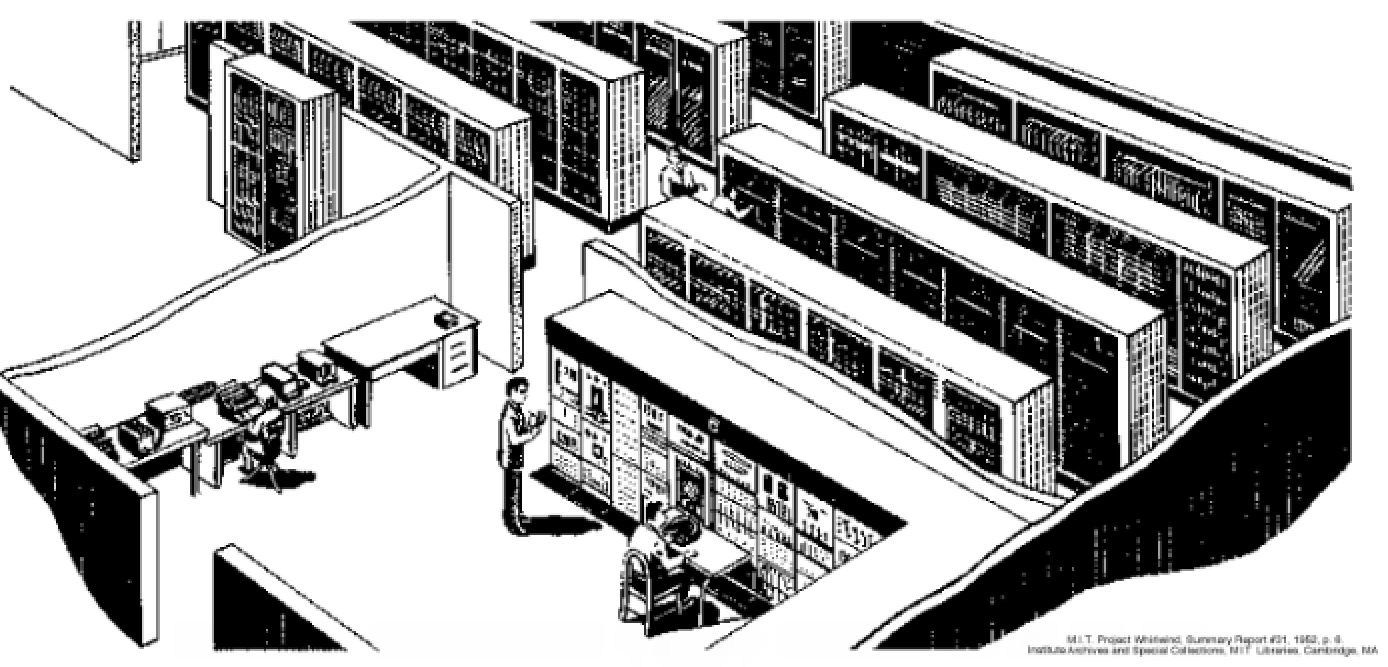
 Caution! Construction Site!

If you see errors or can offer corrections or content, please contact guy dot fedorkow at gmail dot com.

[1. Introduction 3](#_Toc190089573)

# Introduction

This note outlines possible approaches to building models to convey the look and feel of the Whirlwind computer, as seen by programmers and operators.



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U4(2,2)

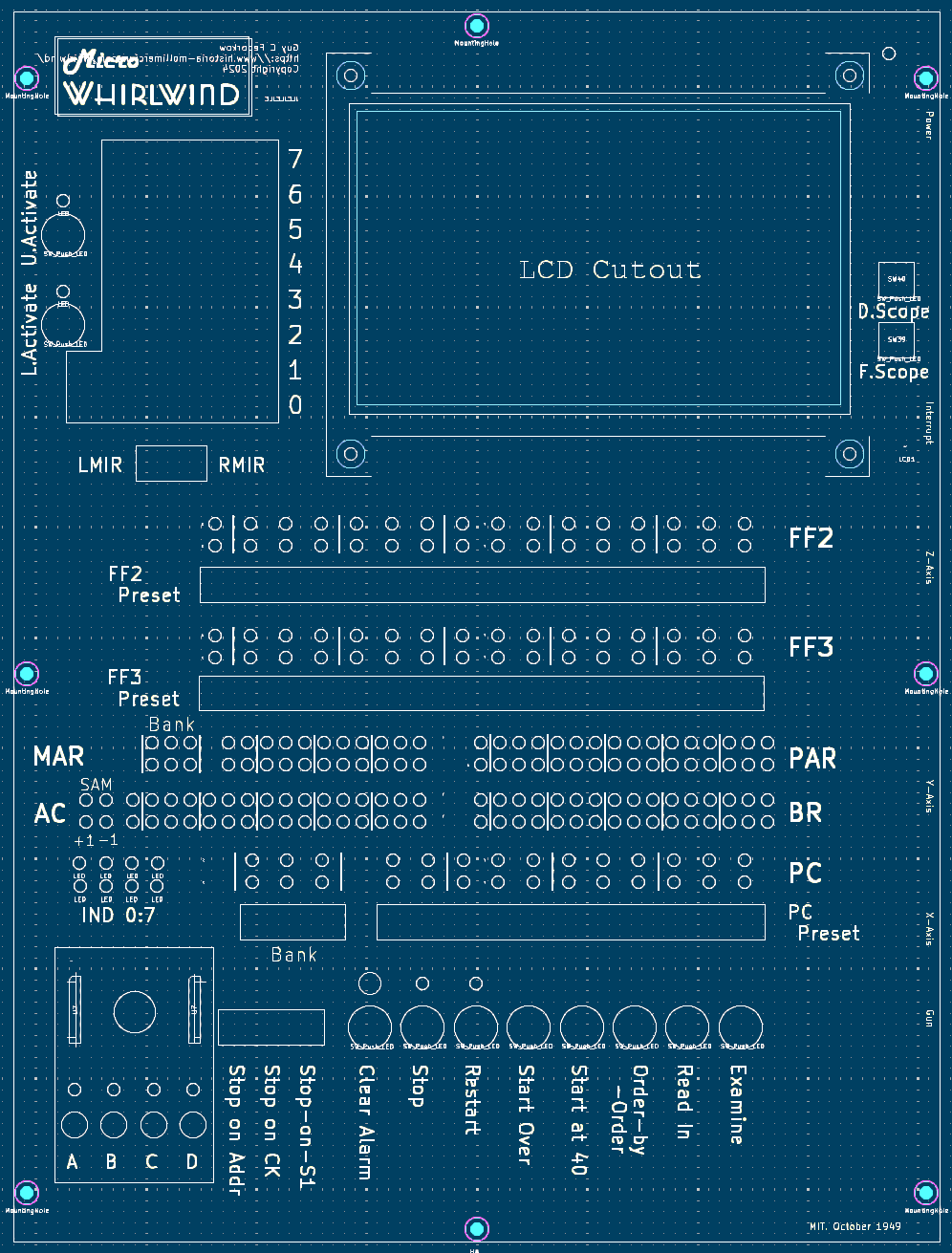
U4(0,2)

U4(0,3)

U4(4,1)

U3(0,1)

U3(7,1)



U2-R7

U5-R5B15

U5-R5B0

U5-R3Bxx

U5-R3Bxx

U2-R2B15

U5-R0Bxx

U5-R1Bxx

U2-R1B07

U2-R2B07

U2-R3B07

U2-R4B07

U2-R5B07

U2-RxBxx

U2-RxBxx

U1-R3B15

U1-R2B15

U1-R7B15

U1-R6B15

U1-R1B0

U1-R0B0

U1-R5B0

U1-R4B0

U1-R8B13, 14, 15

Ux-R1Bxx

U1-R8

U2-R1B0

U5-R4B15

U5-R4B0

U2-R2B08

U2-R4B15

U2-R4B08

U2-R3B15

U2-R3B08

U2-R5B15

U2-R5B08

U2-R0B13

U2-R0B08

U2-R1B15

U2-R1B08

U1-R8

B8

B0

B7

B3

U3(7,2)

U3(7,3)

U3(7,4)

U3(7,5)

U3(0,0)

U3(1,0)

U3(3,0)

U3(2,0)

U4(3,1)

U4(7,3)

U4(5,2)

U430,2)

U4(7,0)

U4(0,0)

U4(0,1)

U4(2,1)

U3(7,6)

U3(0,6)

U3(7,7)

U3(0,7)

U3(7,9)

U3(0,9)

U3(7,8)

U3(0,8)