KA MODULE DESCRIPTION

The KA Module handles the following areas:

- Deadstart Control
- Instruction Memory
- Issue Control
- Instruction Translation
- Console Control
- Channel Busy Flags

Deadstart Control

The console will perform a deadstart sequence to the foreground processor. The foreground processor will load its instruction memory, clear out the channels, clear all Real time clocks, and stop the background processor. See the console interface section for the deadstart sequence to load the instruction memory.

Instruction Memory

This memory has 32K x 8 bits of storage with parity. It is organized into 8 banks. The memory is only loaded during deadstart time. A byte can be read out every clock period.

Issue Control

The issue rate of the byte instruction is every second clock period (Best case). In actuality it depends on what the previous instruction was. The secondary bytes of a multibyte instruction will be outputted from instruction memory in successive clock periods.

Instruction Translation

The decode of the instruction will control the KB and KC modules. It will also feed back into the issue control mechanism to allow issue on the next instruction.

Console Control

The console interfaces to the foreground processor via the 32 bit console register found on the KA module. This register is used for assembling and disassembling bytes of data to and from the console. The 60, 61, 70, 71 instructions use this register. There is also a Console