04) IA (OKF) Arrival Conflict - Indicates there is a conflict with accessing the chips between memory data entry and readout. Entry has priority.

05) IA (OKG) Valid Request - Indicates the JA has sent a resume and their is none of the following cases:

a) Branch coincidence sequence
b) Boundary condition
c) Enable by-pass
d) Barrel entry sequence
e) Data ready to JA

06) IA (OKH) Boundary Flag - Indicates the last valid instruction has been sent to the JA and the IB hasn't generated a branch IN/OUT sequence.

07) IA (OKI) Fetch Sequence - Indicates a branch out has occured and the IA hasn't received 16 words from memory.

08) IA (OKJ) Branch Out - Indicates a branch out has occured and the IA hasn't received one word from each quad.

09) IA (OKK - OKN) - Present chip read address.

10) IA (OKO - OKQ) - Present buffer read field. (0-7)

11) IA (OKR - OKT) - Present buffer write field. (0-7)

12) IA (OKU - OKX) - Indicates the number of words received from memory after a branch out. (0-17)

CPU (Column D)

01) IB (OTA) Idle - The CPU issue has stopped due to:

a) 000/001 Issue
b) Deadstart
c) Foreground I/O interrupt

02) IB (OTE) Fetch Sequence - A branch sequence is active on the IB.

03) JB (ONA - ONF) VL - Present vector length value.

04) JB (OMA) - Vector logical busy

05) JB (OMB) - Vector interger busy

06) JB (OMC) - Floating add busy

07) JB (OMD) - Floating multiply busy