

044	AND	;Logical product A to B	3
045	XOR	;Logical difference A to B	3
046	IOR	;Logical sum A to B	3
047	SWP	;Swap A and B	3
050	TF0	;Transmit function A and parameter B on channel zero	5
051	TF1	;Transmit function A and parameter B on channel one	5
052	TF2	;Transmit function A and parameter B on channel two	5
053	TF3	;Transmit function A and parameter B on channel three	5
054	GC0	;General call for interrupts on channel zero	5
055	GC1	;General call for interrupts on channel one	5
056	GC2	;General call for interrupts on channel two	5
057	GC3	;General call for interrupts on channel three	5
060	LACN	;Enter A from Console Register	2
061	SACN	;Store A into Console Register	2
062	LACL	;Enter A from Real Time Clock	2
063		;Pass	2
064	LAA	;Enter A from local memory, address in reg. A	8
065	SAA	;Store A into local memory, address in reg. A	8
066	LAB	;Enter A from local memory, address in reg. B	8
067	SAB	;Store A into local memory, address in reg. B	8
070	LBCN	;Enter B from Console Register	2
071	SBCN	;Store B into Console Register	2
072	LBCL	;Enter B from Real Time Clock	2
073		;Pass	2
074	LBA	;Enter B from local memory, address in reg. A	8
075	SBA	;Store B into local memory, address in reg. A	8
076	LBB	;Enter B from local memory, address in reg. B	8
077	SBB	;Store B into local memory, address in reg. B	8

*Last
in
loop has
highest
priority*

Set

Channel

Busy