Ready Flag associated with the register. When the register has been filled by the console the Ready Flag sets. A 60 or 70 instruction will clear it out. The flag also sets when a 61 or 71 instruction has been issued. The flag remains set until all the bytes in the console register have been outputted to the console.

Below is a list of the signals between the console and foreground and the sequences performed to transfer data.

Signals between the console and foreground

Console to foreground	Foreground to console
8-data bits (IFA-IFH)	8-data bits (OFA-OFH)
1-data ready (IFI)	1-data ready (OFI)
1-data resume (IFJ)	1-data resume (OFJ)
1-deadstart (IFK)	1-KA module error (OFK)
1-mode selection (IFL)	1-KB module error (OFL)

Sequence to do a deadstart

Deadstart enable must be on.

1. Deadstart signal sent from the console to the foreground.
2. 8 bits of data sent from the console to the foreground with a data ready.
3. Foreground echoes the data bits back to the console with a resume.
4. Console compares the data bits and clears the data ready.
5. Foreground clears the resume.
6. Go to stop 2 and repeat until all the bytes are transferred.
7. Clear deadstart.
8. Sequence complete.

Sequence to load the RA modules look up tables

Do the same sequence as in the deadstart sequence except in step 1 also set mode select and in step 7 clear mode select. This will steer the bytes of data to all four RA modules.

Sequence to output the KA's console register to the console

1. A 61 or 71 instruction is issued. The console register is loaded with the A or B register and the console register full flag sets.
2. Foreground outputs 8 bits of data with a data ready.
3. Console accepts the data and responds with a resume.
4. Foreground clears data ready.
5. Console clears resume.
6. Repeat steps 2-5 three more times.
7. Console register full flag clears.
8. Sequence complete.