

Sequence to input the data into the foreground's console register

1. Console sends 8 bits of data with a data ready.
2. Foreground loads the data into the console register and sends a copy of the data back to the console with a resume.
3. Console compares the data and clears the data ready.
4. Foreground clears resume.
5. Repeat steps 1-4 three more times.
6. Console register has a 32 bit word assembled. The console register full flag sets.
7. Foreground can now issue a 60 or 70 instruction which loads the A or B register from the console register and also clears the console register full flag.
8. Sequence complete.

Channel Busy Flags.

There are four Channel Busy Flags, one per channel loop. The busy flag sets when a function or call instruction is issued to the channel. The function instructions are 50-53 and the call instructions are 54-57. The flags are cleared out by a response pulse or a call pulse received from the channel loop. (See channel loop write up)