



#### **STANDARD SOFTWARE SWITCH SETTINGS**

## MNEMONIC INSTRUCTIONS

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ASSEMBLER: SSO SET
1 SET - NO LISTING; RESET - LISTING OUTPUT
2 SET - NO OBJECT; RESET - OBJECT OUTPUT
3 SET - ERROR LIST ONLY
4 SET - LIST ON ASR; RESET - LIST ON LINE PRINTER
5 SET - PAPER TAPE SOURCE; RESET - CARD SOURCE
6 SET - OBJECT ON ASR; RESET - OBJECT ON H.S. PAPER TAPE
7 SET - LIST SYMBOL TABLE
8 SET - SOURCE ON ASR (READER); RESET - SOURCE ON H.S. PAPER TAPE
9 SET - SOURCE ON KEYBOARD
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LOADER (REL): SSO SET - LOAD ON H.S. PAPER TAPE; RESET - LOAD ON ASR  
1. SET - LIST ALL SUBROUTINES  
2. SET - LIST UNLOADED SUBROUTINES ONLY

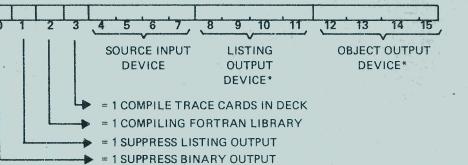
LOADER (ABS): SSO SET - LOAD ON H.S. PAPER TAPE; RESET - LOAD ON ASR

DUMP (ABS); SSO SET - DUMP ON H.S. PAPER TAPE; RESET - LOAD ON ASR

1 SET -DUMP INTERMAP REF. AT END

\*NOTE: TO OBTAIN ERROR LIST ONLY, SWITCHES 1 AND 3 MUST BE SET.

## COMPILER SETTINGS



\*LOGICAL DEVICE NUMBERS:

- 1. ASR KEYBOARD/PRINTER
- 2. H.S. PAPER TAPE READER/PUNCH
- 3. CARD READER/PUNCH
- 4. LINE PRINTER
- 5. ASR PAPER TAPE READER/PUNCH
- 6. MAGNETIC TAPE D
- 7. MAGNETIC TAPE E

NOTE: SENSE SWITCH 0 MUST BE SET FOR COMPILER - GENERATED OBJECT CODING TO BE LISTED WITH SOURCE STATEMENTS

MNEMONIC	OP CODE	FUNCTION	TIMING (CYCLES)	MNEMONIC	OP CODE	FUNCTION	TIMING (CYCLES)
A <sup>BA'</sup>	00-27	AND A AND B	1	S <sup>AZ'</sup>	00-22	SKIP IF A IS ZERO	1
A <sup>IP'</sup>	1702	ACCUMULATOR WORD IN FROM UNIT	Note e	S <sup>MA'</sup>	06	SUBTRACT MEMORY FROM A	2
A <sup>MA'</sup>	05	ADD MEMORY TO A	2	S <sup>NO'</sup>	00-32	SKIP IF A IS NORMALIZED	1
A <sup>MB'</sup>	16	ADD MEMORY TO B	2	S <sup>SNS'</sup>	13-4	SKIP IF CONTROL SWITCH NOT SET	1
A <sup>OP'</sup>	1700	ACCUMULATOR WORD OUT TO UNIT	Note e	S <sup>SOF'</sup>	00-25	SKIP NO OVERFLOW	1
A <sup>SC'</sup>	00-20	COMPLEMENT A SIGN	1	S <sup>SPB'</sup>	12	STORE PLACE AND BRANCH	2
BRU <i>ICY</i>	11	UNCONDITIONAL BRANCH	1	S <sup>STA'</sup>	03	STORE A IN MEMORY	2
C <sup>EU'</sup>	13.01M.0	COMMAND EXTERNAL UNIT	Note e	S <sup>STB'</sup>	04	STORE B IN MEMORY	2
C <sup>LA'</sup>	00-03	CLEAR A	1	• <u>S<sup>TX'</sup></u>	00-44	STORE INDEX REGISTER	2
C <sup>MA</sup> <i>3CY</i>	15	COMPARE MEMORY AND A (3 WAY)	3	• <u>S<sup>XB'</sup></u>	00-50	SKIP IF INDEX POINTER IS SET TO B	1
n = 1 if (A) < (M) n = 2 if (A) = (M) n = 3 if (A) > (M)				• <u>T<sup>AB'</sup></u>	00-05	TRANSFER A TO B	1
C <sup>GNS'</sup>	00-34	CONVERT NUMBER SYSTEM	1	• <u>T<sup>ABP'</sup></u>	00-52	TRANSFER A-ACCUMULATOR TO HARDWARE INDEX REGISTER	1
C <sup>CSB'</sup>	00-07	TRANSFER B SIGN TO CARRY > ND SET B SIGN POSITIVE	1	• <u>T<sup>BPA'</sup></u>	00-40	TRANSFER B-ACCUMULATOR TO PROTECT REGISTER	1
DIV	10	DIVIDE A AND B BY MEMORY	Note g	T <sup>BV'</sup>	00-42	TRANSFER B-ACCUMULATOR TO VBR	1
F <sup>FLA'</sup>	00-17	LEFT SHIFT A AND B	Note f	T <sup>TEU'</sup>	13.01M.2	TEST EXTERNAL UNIT	Note e
F <sup>FLL'</sup>	00-13	LEFT LOGICAL SHIFT A AND B	Note f	• <u>T<sup>TOI'</sup></u>	00-35	TURN OFF INTERRUPT	1
F <sup>TRA'</sup>	00-12	RIGHT SHIFT A AND B	Note f	• <u>T<sup>TPB'</sup></u>	00-41	TRANSFER PROTECT REGISTER TO B-ACCUMULATOR	1
F <sup>FRL'</sup>	00-14	FULL ROTATE LOGICAL A AND B LEFT	Note f	• <u>T<sup>TVB'</sup></u>	00-43	TRANSFER VBR TO B-ACCUMULATOR	1
HLT'	00-00	HALT	1	• <u>T<sup>TXA'</sup></u>	00-53	TRANSFER HARDWARE INDEX REGISTER TO A-ACCUMULATOR	1
I <sup>AB'</sup>	00-06	INTERCHANGE A AND B	1	• <u>X<sup>PB'</sup></u>	00-47	SET INDEX POINTER TO B-ACCUMULATOR	1
I <sup>BS'</sup>	00-26	INCREMENT B (INDEX) AND SKIP IF 0	1	• <u>X<sup>XPX'</sup></u>	00-46	SET INDEX POINTER TO INDEX REGISTER	1
I <sup>IMS</sup> <i>3CY</i>	14	INCREMENT MEMORY AND SKIP IF 0	3				
I <sup>LX'</sup>	00-51	INCREMENT INDEX AND SKIP IF 0	1-2				
LAA	01	LOAD A FROM MEMORY	2				
LBA	02	LOAD B FROM MEMORY	2				
LCS'	00-31	LOAD CONTROL SWITCHES IN A	1				
LIX'	00-45	LOAD INDEX REGISTER	2				
LOB'	00-36	LONG BRANCH	2				
LSA'	00-11	LEFT SHIFT A	Note f				
LSL'	00-16	LEFT LOGICAL SHIFT A	Note f				
M <sup>IP'</sup>	17.01M.6	MEMORY WORD IN FROM UNIT	Note e				
M <sup>OP'</sup>	17.01M.4	MEMORY WORD OUT TO UNIT	Note e				
M <sup>MPY'</sup>	07	MULTIPLY B TIMES MEMORY	Note h				
NEG'	00-02	NEGATE A	1				
NOP'	00-33	NO OPERATION	1				
O <sup>BA'</sup>	00-30	OR A AND B	1				
O <sup>VBS'</sup>	00-37	SET OVERFLOW	1				
PID'	130601	DISABLE INTERRUPT	2				
PIE'	130600	ENABLE INTERRUPT	2				
P <sup>QF'</sup>	002041	PROTECT BIT OFF	2				
P <sup>ON'</sup>	002040	PROTECT BIT ON	2				
RNA'	00-01	ROUND A BY MSB IN B	1				
R <sup>ISA'</sup>	00-10	RIGHT SHIFT A	Note f				
RSL'	00-15	RIGHT LOGICAL SHIFT A	Note f				
S <sup>AN'</sup>	00-23	SKIP IF A IS NEGATIVE	1				
S <sup>AP'</sup>	00-24	SKIP IF A IS POSITIVE	1				
SAS'	00-21	SKIP ON A SIGN (3 WAY)	1				
		n + 1(1), n + 2(0), n + 3(+)					

U = 1 FOR ASR-33

X = 4 FOR ASR-33

7673 - ABSL  
017 - REL LOADER  
561 - ABSD

TELETYPE CODES (OCTAL)

ALPHABETIC CHARACTERS	OCTAL CODES ASR-33/ASR-35	NUMERIC CHARACTERS	OCTAL CODES ASR-33/ASR-35	SPECIAL SYMBOLS	OCTAL CODES ASR-33/ASR-35
A	301	0	260	@	300
B	302	1	261		333
C	303	2	262	\(Form)	334
D	304	3	263	)	335
E	305	4	264	↑	336
F	306	5	265	←	337
G	307	6	266	Space	240
H	310	7	267	!	241
I	311	8	270	"	242
J	312	9	271	#	243
K	313			\$	244
L	314	TELETYPE FUNCTIONS	OCTAL CODES ASR-33/ASR-35	%	245
M	315			&	246
N	316			,	247
O	317	Carriage Return	215	(	250
P	320	Line Feed	212	)	251
Q	321	Bell	207	*	252
R	322	Delete	377	+	253
S	323			,	254
T	324			-	255
U	325			/	256
V	326			:	257
W	327			:	272
X	330			;	273
Y	331			^	274
Z	332			=	275