

Test Aid schematic 35-612 is in this
Document After "Display Panel" Section.

QUICK REFERENCE INDEX

To aid in quickly locating a particular section, the index marks on the edge of this page are aligned with similar marks on the first page of each section.

GENERAL DESCRIPTION

PROCESSOR

Test Aid Control, 5.9 (Pg 43)

WRITABLE CONTROL STORE

2K WRITABLE CONTROL STORE

MEMORY

EXTENDED SELECTOR CHANNEL

DISPLAY PANEL

DRAWINGS

MANUAL UPDATE PACKAGE COVER SHEET

MANUAL TITLE: M83 SERIES MODEL 8/32, 8/32C, AND 8/32D
PROCESSORS Maintenance Manual

PUBLICATION NUMBER: 29-394 OLD REVISION LEVEL: R81

ECN NUMBERS: 4979 5105 NEW REVISION LEVEL: R82 R84
4953 5304 R83 R85

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PERKIN-ELMER

M83 SERIES MODEL 8/32, 8/32C AND 8/32D PROCESSORS

Maintenance Manual

Consists of:

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PREFACE

This manual provides information to operate, install and maintain the M83 Series Model 8/32 Processors.

Revision 85 includes revisions 82 through 85 and reflects changes to assembly and schematic drawings.

For information on the contents of all Perkin-Elmer 32-bit manuals, see the 32-Bit Systems User Documentation Summary.

GENERAL DESCRIPTION



M83 SERIES

MODELS 8/32, 8/32C, AND 8/32D

PROCESSORS

GENERAL DESCRIPTION

1. INTRODUCTION

The M83-Series 8/32 Processors are 32 bit micro-programmed minicomputers. By combining advanced circuits, packaging, and micro-programming, Interdata gives the user price/performance optimized machines. The Model 8/32 was developed because of the need for a high-speed 32 bit minicomputer. Because of Perkin-Elmer's experience with 16 bit minicomputers and a user instruction format that is readily suited for a 32 bit machine, Perkin-Elmer is able to provide a 32 bit machine. The Model 8/32 is upward compatible with other current Perkin-Elmer Processors. Through micro-programming, the Model 8/32 Processor is able to provide present and future owners of Perkin-Elmer's 16 bit minicomputers the ability to grow into a 32 bit Model 8/32 without having to regenerate all the programs that were created on their 16 bit Processors.

The M83-Series consists of three models: the 8/32, the 8/32C, and the 8/32D. The basic Model 8/32 introduced the M83-Series modular processor architecture. In addition to the Control and Input/Output modules whose operations are similar in all models of the series, the basic 8/32 contained a combined ALU/FAU module which performed either fixed point arithmetic or single precision floating point arithmetic. The basic 8/32 backpanel wiring is shown on Back Panel Map 01-078D08. The basic Model 8/32 (M83-023) is no longer a current Perkin-Elmer product.

The Model 8/32C Processor (M83-025) includes provisions for a High Speed Data Handling option (HSDH) which upgrades the operations of the processor Auto Driver channel, and provisions for a High Performance Floating Point option (DFU) which performs both single and double precision floating point operations. In the Model 8/32C and the Model 8/32D, the existing single-precision floating point ability of the ALU module is only available through the facilities of a Writable Control Store option (WCS). The Model 8/32C is configured with 32KB 750 nanosecond core memory modules expandable through two expansion chassis to one megabyte. The Model 8/32C backpanel wiring is shown on Back Panel Map 01-098D08.

The Model 8/32D Processor (M83-030) is identical to the 8/32C except that it is configured with 64KB 750 nanosecond core memory modules expandable through one expansion chassis to one megabyte, and the boards have different chassis slot positions (see chart on page 4). The Model 8/32D backpanel wiring is shown on Back Panel Map 01-103D08.

The Model 8/32 Processors have 148 instructions defined which include arithmetic and logical, operational, list processing, floating point, cyclic redundancy checking, and bit and byte manipulation instructions. Double indexing is also allowed, along with a multitude of branch instructions. There are 40 extended branch instructions (Mnemonics) defined which brings the total instructions to 180. Through these instructions and direct addressing, coding and debugging time is reduced to a minimum.

The 8/32 Processors offer 32 General Registers, each 32 bits wide, in two sets of 16 (optionally expandable to 8 sets). Register set selection is controlled by bits in the Program Status Word. The multi-set organization offers fast and simple context switching without the necessity of storing and restoring register sets. See 32 Bit Series Reference Manual, Publication Number 29-365.

The 8/32 Processors contain 1,280 words of micro-programmed Control Store in the Control Module. The Control Store may be optionally expanded through a 512 word and/or a 2,048 (2K) word Writable Control Store (WCS).

The 8/32 Processors are capable of directly addressing up to 1,048,576 bytes of memory, through the Local Memory Bus. Memory is constructed of 32KB or 64KB memory modules. Memory is addressable to the eight-bit byte level. No paging or indirect addressing is required by the user instruction sets. A Multiport Memory option is available which allows multiple processors to share memory. In addition, a Processor/Memory Parity Generation and Checking Hardware option is available. The processors contain a Memory Access Controller (MAC) and a Memory Bus Controller (MBC). The MAC contains its own sixteen 32 bit hardware registers to allow segmentation, relocation, and memory protection of user programs. The MBC provides access to both the Local Memory Bus (LMB) and the Extended Direct Memory Access Bus (EDMA). The EDMA Bus is a high quality, high-speed bus that may have up to seven EDMA devices attached. These optional devices include the Extended Selector Channel (ESELCH) which provides direct memory access to high speed peripherals at a transfer rate of 2 million bytes per second; the Buffered Selector Channel (BSELCH) with a EDMA transfer rate of up to 6 million bytes per second; the Memory Access Multiplexor (MAM), a direct memory access port which provides interleaved block transfers of data between multiple low and medium speed peripheral devices and memory; the EMAM, an enhanced version of the MAM; and the EDMA Bus Universal Interface used in designing custom controllers. The ESELCH or BSELCH may have up to 16 devices attached, and may be extended for additional devices through the use of the I/O Switch.

The 8/32 Processors provide a flexible automatic input/output system through the processor Multiplexor Bus in addition to the conventional means of programmed I/O. The Processors can have up to 1,023 auto driver channels, implemented through the microcode instructions. These provide fast automatic character input/output operations including automatic conversion from one character to another. Each character is transferred into or out of memory without any effect on a running program except for a small amount of stolen time. The auto driver channel operations may be optionally enhanced through the High-Speed Data Handling option. The Multiplexor Bus can have up to 16 peripheral controllers attached directly, but may be optionally extended through the use of the I/O Switch.

2. RELATED PUBLICATIONS

Table 1 contains a list of related Perkin-Elmer publications which may be useful in the programming or trouble shooting of the M83-Series 8/32 Processors.

TABLE 1. RELATED PUBLICATIONS

Title	Publication Number
32 Bit Series Reference Manual	29-365
Series 32 Pocket Guide	29-445
Models 8/32, 8/32C, 8/32D Processors User's Manual	29-428
Installation Planning Guide	29-583
Model 8/32 Customer Installation Manual	29-526
Model 8/32 Installation Manual (for Perkin-Elmer Internal use only)	29-449
Models 8/32C and 8/32D Customer Installation Manual	29-537
Models 8/32, 8/32C, and 8/32D Processors Micro Instruction Reference Manual	29-438
Perkin-Elmer Model 8/32 Writable Control Store (WCS) User's Guide	29-479
Models 8/32C and 8/32D Communication Instruction Package Maintenance Manual	29-520
8/32 DFU Instruction Manual	29-538
32KB (750 ns) Core Memory Maintenance Manual	29-493
64KB (750 ns) Core Memory Maintenance Manual	29-593
Multiport Memory Instruction Manual	29-539
Shared Local Memory Interface (SLMI) Maintenance Manual	29-611
EDMA Bus Universal Interface Instruction Manual	29-423
Extended Selector Channel (ESELCH) Programming Manual	29-529
Buffered Selector Channel (BSELCH) Maintenance Manual	29-572
Buffered Selector Channel (MOI) Maintenance Manual	29-590
Memory Access Multiplexor (MAM) Maintenance Manual	29-422
Memory Access Multiplexor (MAM) Programming Manual	29-474
EMAM Maintenance Manual	29-609
EMAM Programming Manual	29-610
Input/Output Switch Maintenance Manual	29-616
Input/Output Switch Programming Manual	29-617
Universal Clock Instruction Manual	29-427
Digital Multiplexor System Instruction Manual	29-209
High-Speed Paper Tape Reader/Punch Technical Manual	29-334
Paper Tape Reader Manual	29-549
Teletype Interface Instruction Manual	29-288
Current Loop Interface Maintenance Manual	29-444
Model 1100 Terminal User/Maintenance Manual	29-605
Model 1200 Terminal User/Maintenance Manual	29-612
Card Reader Manual	29-510
Intertape Cassette System Instruction Manual	29-297
N.S. Line Printer Maintenance Manual	29-313
Fully Buffered Line Printer 300 LPM Manual	29-511
Read After Write Magnetic Tape System Instruction Manual	29-295
1600 BPI Magnetic Tape System Instruction Manual	29-309
Dual Density Tape System Maintenance Manual	29-559
2-5 MD Disc Perkin-Elmer Maintenance Manual	29-487
10 MB Disc Maintenance Manual	29-486
Removable Media Mass Storage Module (MSM) Maintenance Manual	29-644
Mini I/O System Instruction Manual	29-443
Micro I/O Bus Adaptor Instruction Manual	29-597
Analog Input Controller System Programming Manual	29-475
Analog Output Controller System Programming Manual	29-476
Digital I/O (DIO) Programming Manual	29-477
8/32 Test Display Instruction Manual	29-525

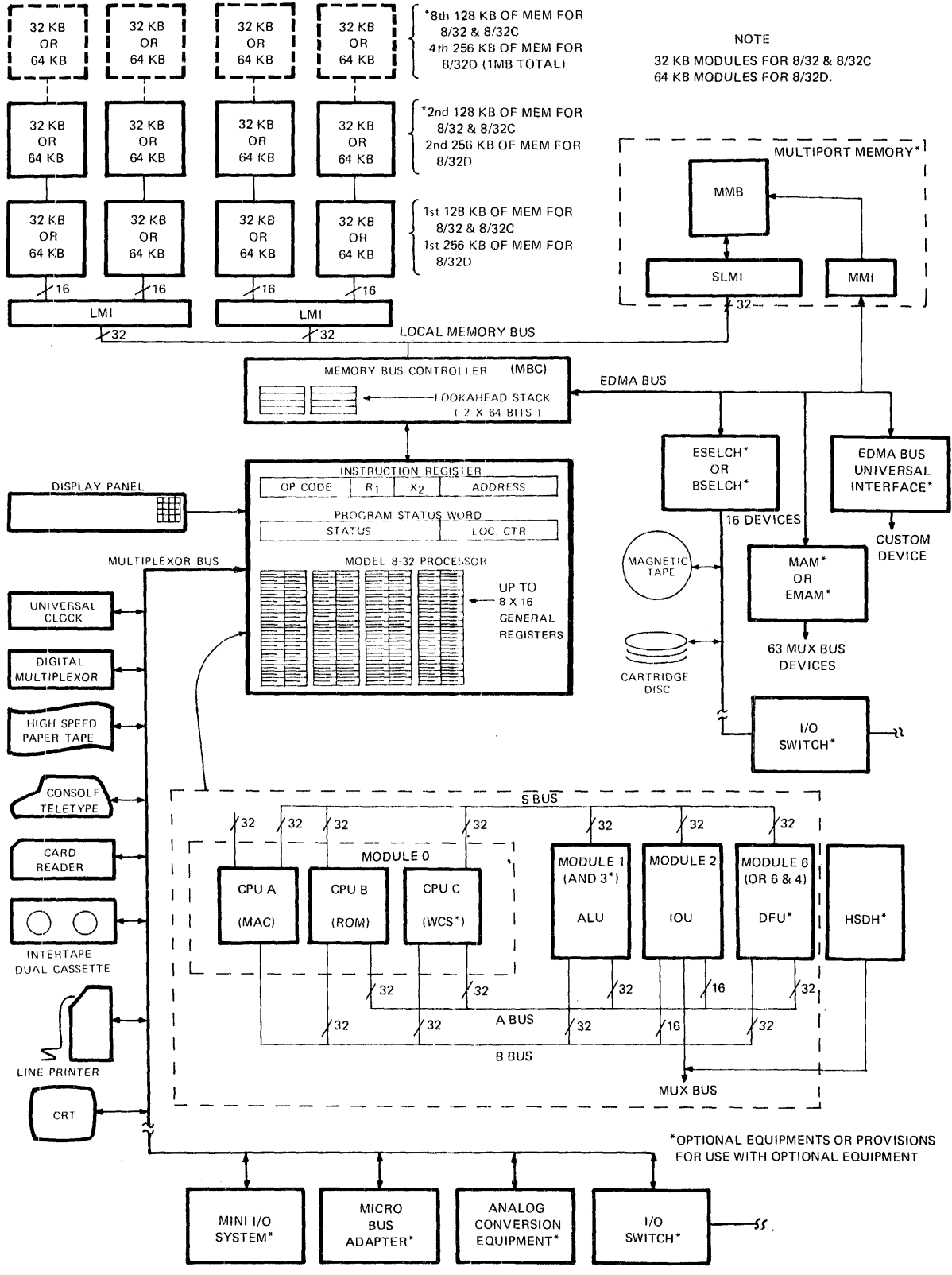
3. BLOCK DIAGRAM

A simplified block diagram of the Model 8/32 system is shown in Figure 1. The Processor logic is contained on three circuit boards. The Memory Bus Controller (MBC), Local Memory Interface (LMI) and memory are contained on separate boards. The Arithmetic/Logic Unit (ALU) and Input/Output Unit (IOU) are also separate boards. The 8/32 Processors are contained in a standard 16 slot Perkin-Elmer Twin Chassis which is divided into an Upper (U) 8 slots (numbered 0-7) and a Lower (L) 8 slots (numbered 0-7). Shown below are the chassis slots associated with specific processor boards.

Part Number	Description	Chassis Slot		
		8/32	8/32C	8/32D
35-534	Local Memory Interface (LMI)	3U,6U	3U,6U	2U,5U
35-535	Memory Bus Controller (MBC)	1U	1U	1U
35-536	Control Processor A (CPA)	0U	0U	0U
35-537	Control Processor B (CPB)	7L	7L	7L
35-555 or 36-663	Control Processor C (CPC)	6L	6L	6L
35-538	Arithmetic Logic Unit (ALU)	4L	3L	3L
35-539	Input/Output Unit (IOU)	3L	0L	0L
	Floating Point* (DFA)	--	5L	5L
	Floating Point (DFB)	--	4L	4L
	Memory	2U,4U,5U,7U	2U,4U,5U,7U	3U,4U,6U,7U

*Optional

510-1



NOTE
32 KB MODULES FOR 8/32 & 8/32C
64 KB MODULES FOR 8/32D.

Figure 1. 8/32 Processor Block Diagram

4. DOCUMENTATION

This section describes the style and conventions used with Perkin-Elmer documentation.

4.1 Number Notation

The most common form of number notation used in Perkin-Elmer documentation is hexadecimal notation. In this system, groups of four binary digits are represented by a single hexadecimal digit. Table 2 lists the hexadecimal characters employed.

TABLE 2. HEXADECIMAL NOTATION DATA

Binary	Decimal	Hexadecimal	Binary	Decimal	Hexadecimal	Binary	Decimal	Hexadecimal
0000	0	0	0110	6	6	1100	12	C
0001	1	1	0111	7	7	1101	13	D
0010	2	2	1000	8	8	1110	14	E
0011	3	3	1001	9	9	1111	15	F
0100	4	4	1010	10	A			
0101	5	5	1011	11	B			

To differentiate between decimal and hexadecimal numbers, hexadecimal numbers are preceded by the letter "X" and the number is enclosed in single quotation marks. Examples of hexadecimal numbers are: X'1234', X'2EC6', X'AE40', X'EEFA', and X'10B9'. With 32 bit systems the letter Y may be used to distinguish between 16 and 32 bit references (X for 16 bit, Y for 32 bit notation).

4.2 Part Numbering System

Perkin-Elmer parts, drawings, and publications employ a common numbering system. The part number and drawing numbers for drawings which describe the part are related. Figure 2 shows the format used for Perkin-Elmer part numbers. The fields are described in the following paragraphs.

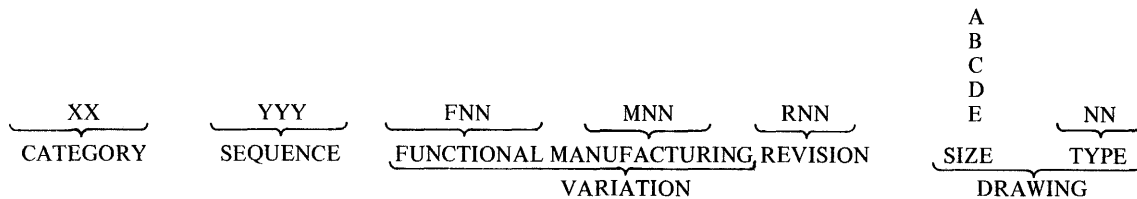


Figure 2. Part Number Format

4.2.1 Category Field. The two-digit Category number indicates the broad class or category to which a part belongs. Typical examples of category number assignments are:

- 01 - Basic Hardware Systems
- 02 - Basic Hardware Expansions
- 03 - Basic Software Systems
- 04 - Software Packages
- 05 - Micro-programs
- 06 - Test Programs
- 07 - Subroutines of General Utility
- 10 - Spare Parts Packages
- 12 - Card File Assemblies
- 13 - Panels
- 17 - Wire and Cables
- 19 - Integrated Circuits
- 20 - Transistors
- 27 - Peripheral Equipment
- 29 - Manuals
- 34 - Power Supplies
- 35 - Assembled Printed Circuit Boards
- 36 - Electro-Mechanical Devices

4.2.2 Sequence Field. The Sequence number identifies a particular item within the category. Sequence numbers are assigned serially, and have no other significance.

NOTE

The Sequence Field, like all other part number fields, may be lengthened as required. The field lengths shown on Figure 2 are minimum lengths (insignificant zeros must be added to maintain these minimums).

A part number must contain a Category number and a Sequence number. All other fields are optional.

4.2.3 Functional Variation Field. The optional Functional Variation Field consists of the letter "F" followed by two digits. The F field is used to distinguish between parts which are not necessarily electrically or mechanically equivalent, but which are described by the same set of drawings. For example, a power supply may be strapped internally to operate on either 110 VAC or 220 VAC. Except for this strap, all power supplies of this type are identical. The strapping option is easily described by a note on the assembly and test specification drawings. Therefore, this is a functional variation.

4.2.4 Manufacturing Variation Field. The optional Manufacturing Variation Field consists of the letter "M" followed by two digits.

The M Field is used to distinguish between parts which are electrically and mechanically equivalent (interchangeable), but which vary in method of manufacture. For example, if leads are welded instead of soldered on an assembly, the M Field changes.

An important exception to the meaning of the M Field exists for categories related to software. In software, the M Field number, when used, indicates the form in which a particular program is presented. For example, define a program as a set of machine instructions. These same identical instructions may be presented on punched cards, paper tape, or magnetic tape; and for any of these they could be in symbolic form or in relative or absolute binary form. Thus, there are many ways to present the same identical program.

The format for the M field and its meaning for software is:

Mxy

where x identifies the media selection (i.e., paper tape, mag tape, cassette, etc.) and y identifies object or source and the format.

<u>Meaning of x</u>		<u>Meaning of y</u>
Paper tape	1	1 Object program standard format 32 bit Processor
Cassette	2	4 Memory Image
Mag tape (800)	3	6 Object program standard format 16 bit Processor
Cards	4	7 Object non-standard format
Disc (2.5)	5	8 Object established task
		9 Source program

The above numbers refer to the physical program placed on an approved media for Perkin-Elmer Software. A paper tape object program in standard format and for a 16 bit Processor has an M16 identifier. A magnetic tape object program in standard format and for a 32 bit Processor has an M31 identifier.

In addition to the above, there are several unique M numbers which have special meaning:

- M95 always refers to a software package reference document
- M99 always refers to a documentation package.
- M00 always refers to a conceptual object program divorced from any media. This reference is used for all parts lists when object programs may be on any media.
- M90 always refers to a conceptual source program and is used on all parts lists where any media may be used.

NOTE

M00 and M90 may only be used on parts lists and never identify a physical program on any media.

4.2.5 Revision Field. The optional Revision Field consists of the letter "R" followed by two digits. The R Field is used to indicate minor electrical or mechanical changes to a part which do not change the part's original character. R Field changes often reflect improvements. A part with a revision level HIGHER than the one specified will work. A part with a revision level LOWER than specified should not be used.

4.2.6 Drawing Field. The optional Drawing Field consists of a letter from "A" to "E" followed by two digits. The letter indicates the size of the original drawing. The sizes for each letter are:

A - 216 mm X 279 mm (8½" X 11")

B - 279 mm X 432 mm (11" X 17")

C - 432 mm X 566 mm (17" X 22")

D - 566 mm X 864 mm (22" X 34")

E - 864 mm X 1118 mm (34" X 44")

The two digits indicate the drawing type as follows:

01 - Parts List	13 - Program Listing
02 - Machine Details	14 - Abstracts
03 - Assembly Details	15 - Program Description
05 - Art Details	16 - Operating Instructions
06 - Wire Run List	17 - Program Design Specifications
08 - Schematic	18 - Flow Charts
09 - Test Specification	19 - Product Specification
10 - Purchase Specification	20 - Installation Specification
11 - Bill of Material	21 - Maintenance Specification
12 - Information	22 - Programming Specification

4.2.7 Examples. The following list provides examples of the part numbering system. The numbers were arbitrarily selected, and in most cases are fictitious.

35-060	The 60th printed-circuit board assigned a part number under this system.
35-060M01	A printed circuit board electrically and mechanically interchangeable with the 35-060, but differing in method of manufacture.
35-060F01	A printed-circuit board not electrically and mechanically interchangeable with the 35-060, but described by the same set of drawings.
35-060R01	A revised 35-060 printed-circuit board. Probably supercedes the 35-060.
35-060A01	The 216 mm X 279 mm (8½" X 11") parts list for a 35-060.
35-060B08	The 279 mm X 432 mm (11" X 17") schematic for a 35-060.
06-072	The 72nd utility program assigned a part number.
06-072A13	An 216 mm X 279 mm (8½" X 11") listing of the 06-072 program.
06-072M03	An absolute binary deck of punched cards for the 06-072 program.
06-072A12	The 216 mm X 279 mm (8½ X 11") information drawing on the 06-072 program. Probably a part of the program.
29-060	The 60th manual assigned a number under this system. Note that this number is not referenced in any way to the part number of equipment described in the manual.

4.3 Drawing System

This section describes the drawings provided with Perkin-Elmer equipment. Note that drawings provided with peripheral devices and other purchased items may vary from the system described in this section.

A digital system may be divided into a collection of functionally independent circuits such as memory, Processor, and I/O device controllers. These circuits may or may not be saleable units in their own right, but in the electrical sense they are essentially self contained and capable of performing their function with minimum dependence on other functional circuits in the system. Hence a functional circuit is treated as a building block. Each schematic contains a variety of information including type and location of discrete Integrated Circuits (IC's), pin connections, all interconnections within the schematic, connector pin numbers and connections to other schematics. Further, the schematics are drawn to reflect, in an orderly fashion, all logical operations performed by the circuits. Generally, symbols used on schematics conform to MIL-STD-806B.

Registers are named according to the following rules:

1. The register Mnemonic name has a maximum of three letters, excluding "I, O, Q, and Z".
2. Each bit in the register is numbered, usually starting at 00 on the left, or most significant positions, and continuing to N-1 on the right, where N is the number of bits in the register.
3. The 00 bit is the Most Significant Bit and the N-1 is the Least Significant Bit.

The IC's, mounted directly on the logic board, are represented on the schematic drawings by logic symbols. Each symbol contains the reference designation, device part number (category and sequence), and symbol Mnemonic designation. Refer to Figure 3.

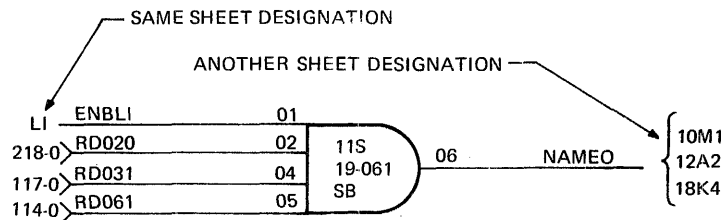


Figure 3. Example of a Schottky Buffer

The designations, numbers, and references shown in Figure 3 are:

11S - This indicates the component location on the logic board. Figure 4 illustrates the method generally used to determine component location on a logic board. With the logic board oriented so that the header connectors (Conn 0 and Conn 1) are on the right, the components are numbered from left to right starting in the upper left corner. That is, the first IC in the upper left corner is 00A and the first capacitor is C1. Test points are lettered right to left from A-Y (omitting I, O, L, E).

19-061 - The number 19 is the category number of ICs, and the 061 is the sequence number of the component.

SB - Indicates this component is a Schottky Buffer. Some other common designations used are:

- P - Power Gate
- SA - Schottky AND Gate
- SB - Schottky Buffer
- SG - Schottky Gate
- SGO - Schottky Gate, Open Collector
- HG - High Speed Gate
- HPO - High Speed Power Gate, Open Collector
- SFF - Schottky Flip-flop

L1 - This input lead is from area L1 on the same schematic sheet.

10M1, 12A2, 18K4 - Indicate outputs to another logic schematic sheet.

218-0, 117-0, 114-0, - Indicate inputs from Connector 0.

Note that the pin numbers (01, 02, 04, 05 and 06) correspond directly to the actual IC pin numbers.

Figure 4 also shows the locations of the header connectors (Conn 0 and Conn 1) and the cable connectors (Conn 2 and Conn 3). All logic boards always contain Header Connectors 0 and 1, however, any combination (either, both, or none) of cable connectors (Conn 2 and Conn 3) may be provided.

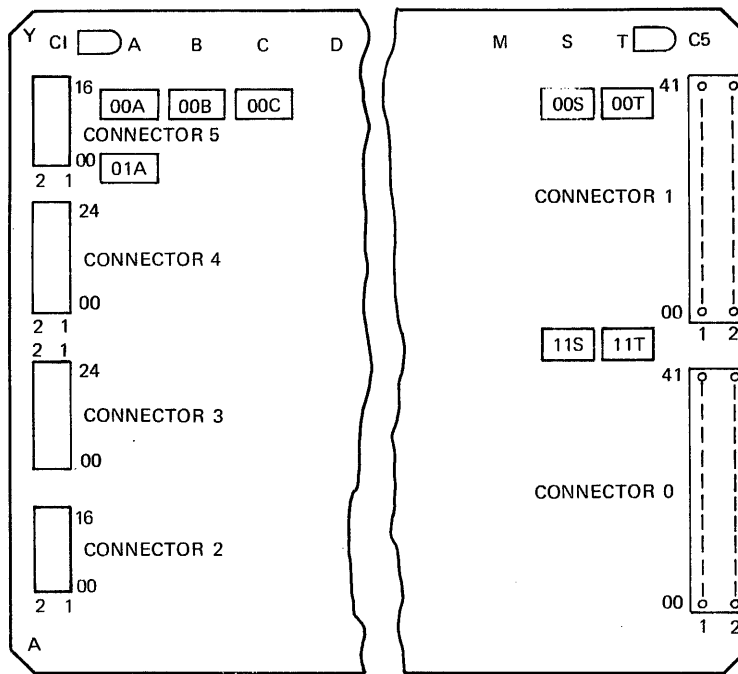


Figure 4. Example of a Logic Board Layout

Clocked devices, flip-flops and counters in particular, are drawn in a manner which indicates information concerning their inputs. An input which has a circle adjacent to the pin designation implies a low active signal is required to perform the specified operation. In addition, a rotated V at the clock input shows that the device changes state on an edge. Thus, if no circle is present the chip is positive edge triggered. Refer to Figure 5 for examples.

Figure 6 provides the pin numbering scheme for the header and cable connectors. Header connectors always have 2 rows of pins and 42 positions. Cable connectors always have 2 rows of pins but may vary in the number of positions.

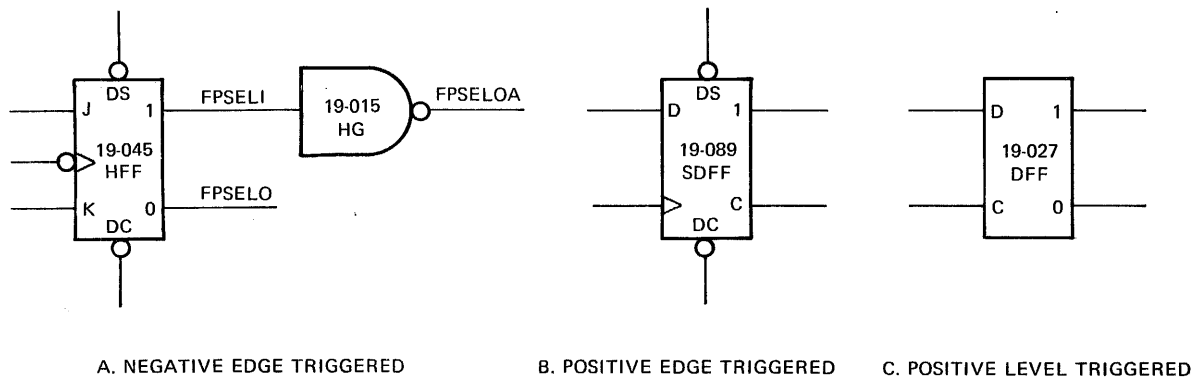


Figure 5. Examples of Clocked Devices

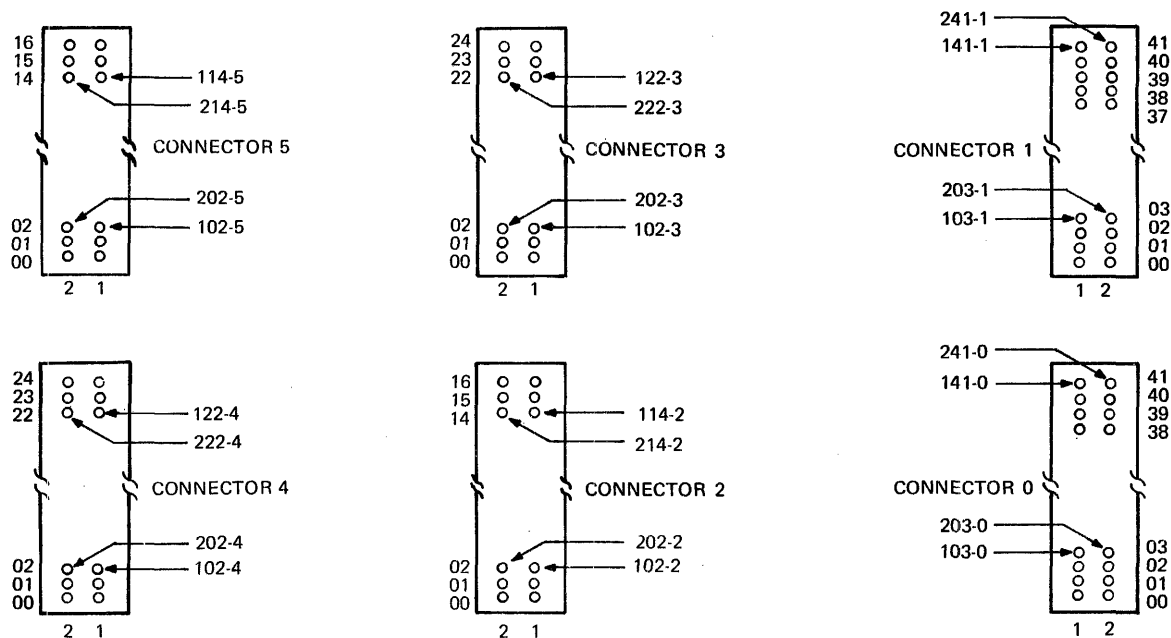


Figure 6. Connector Pin Numbering

A net is defined as an electrical connection between two or more points in a circuit. Ordinarily, a net has an originating end (usually an output where the signal is generated) and one or more terminating ends. Often it is convenient to assign descriptive mnemonic names to nets as a way of identifying them on schematics. Whether a net is named or not is sometimes arbitrary. However, a net is always assigned a name if:

1. The net is contained on one drawing sheet but is not shown as a complete solid line on that sheet.
2. Part of the net appears on more than one sheet.
3. Part of the net connects with a different schematic.
4. Part of the net leaves a logic board.

If a net is named, the following rules are observed.

1. All mnemonic names are a maximum of six characters.
2. All decimal digits and upper case letters are permitted.
3. No other characters permitted.
4. Where possible, Mnemonics are descriptive. However, it should be recognized that descriptive names are not always possible and a danger of misinterpreting a Mnemonic exists.
5. Mnemonic names are not repeated within a schematic.
6. Every Mnemonic is suffixed by a state indicator. This indicator consists of the digit "1" for the logically true state, or the digit "0" for the logically false state. For example, the set side of a flip-flop would have the "1" state indicator, while the reset side would have the "0" state indicator. The state indicator for a function changes each time that function is inverted. Thus, the state indicator permits assigning the same Mnemonic to functions that are identical except for an inversion.
7. When a logical function is inverted, an inversion indicator is added after the state indicator. This allows for functionally equivalent, but electrically different nets to have the same Mnemonic name. For example, assume a signal NAME1, NAME1 may be inverted to produce NAME0. If NAME0 is then inverted, NAME1A is produced. NAME1 and NAME1A are functionally equivalent, but physically different nets.

Sometimes a net fans-out to many sheets in a schematic. It is also possible for a net to fan-out to sheets in different schematics. In these situations, the net is assigned a mnemonic name. The net is also "zoned" from sheet to sheet to allow for properly identifying the originating and terminating ends of the net. The originating end of a net is defined as the collector at which a signal is generated. All other points to which the net connects are called terminating ends. When a lead leaves a sheet at the originating end, it is zoned to each and every sheet on which the net reappears, by indicating first the page number, followed by the schematic number that contains the page. For example, assume that the gate shown on Figure 3 is on a schematic, Sheet 20. The output NAME0, appears on Sheets 10, 12 and 18 of the schematic. Note that the schematic number is implied. When a net enters a sheet from another sheet, it is labeled, with the same Mnemonic name, and is zoned back to the originating end of the net only. Thus, on Figure 3, the ENBL1 may, however, have many other terminations in addition to the one shown. Generally, then, when a net leaves the sheet where it originates, it is zoned to every other sheet where the net terminates, while the terminating end is zoned only to the originating sheet. Note that in the Model 8/32 schematics, signals are co-ordinated between sheets only when the sheets are related to the same board. When a signal leaves a board, the Back Panel Map must be used.

When a lead leaves a logic board, it usually does so through a logic board back panel connector pin. These connector pins must be shown on the schematic even if the complete net is shown on one drawing sheet. Only the connector pin number need be indicated under the pin symbol, since the connector number itself is implied by the logic board location number in the logic symbol or in the footnote. Thus, on Figure 3, RD061 enters the logic board on Pin 114 of Header Connector 0.

Figure 7 is a typical schematic sheet with call-outs illustrating many of the conventions described in this section.

The schematic drawings for the basic Digital System and some of the more common expansions are commonly included in the rear of the appropriate Digital System Maintenance Manual. Schematic drawings for other expansions are included with the expansion or with the publications that describe the expansion.

APPENDIX 1
PART NUMBER CROSS REFERENCE LIST

<u>PERKIN-ELMER PART NO.</u>	<u>TYPE</u>	<u>VENDOR/JEDEC NUMBER</u>
19-001	Dual 4 Input NAND DTL	861*
19-002	Triple 3 Input NAND DTL	863
19-003	Quad 2 Input NAND DTL	849
19-004	Hex 1 Input NAND DTL	837
19-005	Dual Power Gate DTL	844*
19-006	Dual Buffer DTL	832*
19-007	Flip-Flop DTL	848*
19-008	Gate Expander Dual 4 Input DTL	833*
19-009	8 Bit Stack DTL	930*
19-010	Differential Comparator LIN	710C
19-012	Dual 4 Input NAND Buffer TTL	74H40
19-013	Quad 2 Input NAND DTL	946
19-014	Dual J-K Flip-Flop DTL	855*
19-015	Hex Inverter 1 Input	74H04
19-016	Quad 2 Input NAND TTL	74H00
19-017	Triple 3 Input NAND TTL	74H10
19-018	Dual 4 Input NAND TTL	74H20
19-019	Single 8 Input NAND TTL	9007*
19-020	Operational Amplifier LIN	1709*
19-021	Quad 2 Input Power DTL	1644*
19-022	Dual J-K Flip-Flop TTL	3061*
19-023	Selected Dual Buffer 19-006 with 20-30 nanosecond delay DTL	932*
19-024	Triple 3 Input AND TTL	74H11
19-025	Dual 4 Input AND TTL	74H21
19-026	2-2-2-3 Input AND/OR TTL	74H52
19-027	4 Bit Adder TTL	7475
19-028	4 Bit Serial Adder TTL	7483
19-029	Quad Exclusive - OR TTL	7486
19-030	4 Bit Shift Register TTL	7495
19-031	One Shot TTL	74121
19-032	1 of 10 Decoder Open Collector	74145
19-033	Dual Sense Amplifier LIN	7524
19-034	Retriggerable One Shot TTL	74122
19-035	4 Bit Up/Down Counter TTL	74193
19-036	Quad 2 Input Open Collector TTL	7438
19-037	High Performance Operational Amp	748393
19-038	Dual 4 line to 1 line Mux TTL	74153
19-039	4 Bit ALU TTL	74181
19-040	4 Stage Look Ahead Carry TTL	74182
19-041	4 x 4 Register Stack TTL	74170
19-042	Dual Retriggerable One Shot TTL	74123
19-043	Quad 2 Input NAND Open Collector TTL	74H01
19-044	Hexadecimal Inverter Open Collector TTL	74H05
19-045	Dual J-K Flip-Flop TTL	74H106*
19-046	Quad RS-232C Line Driver	ML1488
19-047	Quad RS-232C Line Receiver	MC1489A

*Obsolete

APPENDIX 1
PART NUMBER CROSS REFERENCE LIST (Continued)

PERKIN-ELMER PART NO.	TYPE	VENDOR/JEDEC NUMBER
19-048	8 Bit Shifter 24 Pin Dip	74198
19-049	1024 Bit PROM TTL	DM8587
19-050	8 Input NAND TTL	74H30
19-051	1024 Bit PROM TTL	74187
19-052	Dual 4 Input Buffer	*832
19-053	4 2-line-to-1-line Data Sel. Mux	74157/9322
19-054	Quad 2 Input NAND STTL	7400
19-055	Quad 2 Input NAND STTL	74S00
19-056	Quad 2 Input NAND Open Collector STTL	74S03
19-057	Hex 1 Input Inverter STTL	74S04
19-058	Triple 3 Input NAND STTL	74S10
19-059	Triple 3 Input AND STTL	74S11
19-060	Dual 4 Input NAND STTL	74S20
19-061	Dual 4 Input Buffer STTL	74S40
19-062	2-2-3-4 Input AND/OR Inverter STTL	74S64
19-063	Dual D Edge Triggered Flip-Flop STTL	74S74
19-064	Dual J-K Flip-Flop STTL	74S112
19-065	Quad 2:1 Mux Non-Inverting STTL	74S157
19-066	Quad 2:1 Mux Inverting STTL	74S158
19-067	4 Bit ALU STTL	74S181
19-068	4 Stage Carry Look Ahead Carry STTL	74S182
19-069	8 line to 1 line Mux STTL	74S151
19-070	4 Bit Synchronous Counter TTL	74161
19-071	Quad D Edge Triggered Flip-Flop	74175
19-072	4 Bit Left/Right Shift Register TTL	74194
19-073	Dual 4:1 Mux Tri-State TTL	8214(NAT)
19-074	8 Bit Priority Encoder TTL	9318(F)
19-075	16 x 4 Register Stack TTL	3101(INT)
19-076	1024 Bit Memory MOS	TM54062
19-077	256 Bit Memory TTL	6531(MON)
19-078	Dual 4 Input NAND Open Collector	74S22
19-079	Comparator Dual	NE521
19-080	1024 Bit PROM TTL	82S29(SIG)
19-081	Univ. Asynchronous Receiver/Transmitters	TR1042A(Western Digital)
19-082	2-2-3-4 Input AND/OR Invert Open Collector STTL	74S65
19-083	9 Bit Parity Generator/Checker STTL	82S62(SIG)
19-085	Timer	MC1555
19-086	741 C DIP Operational Amplifier	741
19-087	747 DIP Operational Amplifier	747
19-088	733 C DIP Operational Amplifier	733
19-089	Dual D Edge Triggered Flip-Flop	74H74
19-090	High Speed (710) Differential Comparator DIP	710
19-091	Retriggerable Single One Shot	9600
19-092	Negative Voltage Regulator	1463
19-093	Positive Voltage Regulator	1469
19-094	Positive Voltage Regulator	723
19-095	Linear Positive Voltage Regulator	805
19-096	First In-First Out Serial Memory 64 Word 4 Bit	3341

*Obsolete

APPENDIX 1
PART NUMBER CROSS REFERENCE LIST (Continued)

<u>PERKIN-ELMER PART NO.</u>	<u>TYPE</u>	<u>VENDOR/JEDEC NUMBER</u>
19-097	Amplifier	(RES)
19-098	Quad 2:1 Multiplexor Non-Inverting	74157
19-099	Dual Sense Amplifier Inverting	75234
19-100	Dual Driver 8 Pin DIP	75452
19-101	Quad-2 Input Positive NAND Buffer	7437
19-102	6-1 Input Buffer/Buffer Open Collector	7407
19-103	1 of 10 Decoder	7442
19-104	Current Switch Memory Driver	75325
19-105	Dual Differential Driver	75114/9614
19-106	Dual Differential Receiver	75115/9615
19-107	Dual Sense Amplifier	7520
19-108	Quad 2 Input NAND	7400
19-109	Hex Inverter Buffer Driver Open Collector	7406
19-110	Hex Inverter	7404
19-111	Dual 4 Input NAND Buffer	7440
19-112	Optically Coupled Isolator	4N25
19-113	360 Dual Line Driver	75123
19-114	360 Triple Line Receiver	75124
19-115	Quad 2 Input AND TTL	74H08
19-116	Dual 4:1 Multiplexor STTL	74S153
19-117	4 Bit Magnitude Comparator STTL	74S85
19-118	Quad Bus Transceiver TTL	26S12A
19-119	Expandable AND/OR Invert TTL	74H55
19-120	Dual Timer	NE555
19-121	Matched Pair 19-085 (P.S. Timing)	MC1555*
19-122	1024 Bit PROM TTL	SEE 19-051
19-123	Dual Voltage Controlled Oscillator	74S124
19-124	4-2 Input NAND Buffer STTL	74S37
19-125	4-2 Input NAND Buffer STTL	74S38
19-126	Dual 2 Wide 2 Input AND/OR Inverter STTL	74S51
19-127	4-2 Input Exclusive OR STTL	74S86
19-128	13 Input NAND, 3-State STTL	74S134
19-129	3/8 Decoder STTL	74S138
19-130	2-4 Input NAND 50 Ohm Line Driver STTL	74S140
19-131	4D FF STTL	74S175
19-132	4 2/1 Mux STTL	74S258
19-133	4 Bit Binary Full Adder TTL	74283
19-134	Hexadecimal Buffer/Inverter TTL	8T98
19-135	4 Bit Binary Counter STTL	(98S16)
19-136	1 of 10 Decoder HS & HV	74145
19-137	Dual Peripheral Positive OR Driver 8 Pin DIP	75453 (SIG)
19-138	Character General	2513
19-139	Driver/Decoder	7447AN
19-140	8 Bit Latch	9334PCQM
19-141	Multi-Port Register	9338PCQM
19-142	1024 Bit PROM TTL	SEE 19-080
19-143	4K x 1 NMOS RAM	9050
19-144	4-Hystersic Rec	8T380
19-145	Voltage Regulator + 15 500 Milliamperes	78M15AUC
19-145F01	Voltage Regulator + 12 500 Milliamperes	78M12AUC
19-145F02	Voltage Regulator -15 500 Milliamperes	LM340T-15

*Obsolete

APPENDIX 1
PART NUMBER CROSS REFERENCE LIST(Continued)

PERKIN-ELMER PART NO.	TYPE	VENDOR/JEDEC NUMBER
19-146F00	Voltage Regulator -15 500 Milliamperes	79M15/LM320T-15
19-146F01	Voltage Regulator -12 500 Milliamperes	79M12/LM320T-15
19-146F02	Voltage Regulator -5 500 Milliamperes	79M05
19-146F03	Voltage Regulator -5 500 Milliamperes	7905/LM320T-5
19-147F01	8 Channel Analog Mux	H11-181A-5
19-147F02	8 Channel Analog Mux	Analog Devices A07503JN LM310D
19-148	Voltage Follower	HA2-2525-5
19-149	High Speed Op Amp	DG1828A
19-150	2 Channel Analog Switch	AD521JD
19-151	Low Level Inst Amp	BB3660J
19-152	Linear Amp	74LS00
19-153	4-2 Input NAND LPTTL	74LS04
19-154	Hex Inverter LPTTL	74LS10
19-155	3-3 Input NAND LPTTL	74LS20
19-156	2-4 Input NAND LPTTL	74LS30
19-157	8 Input NAND LPTTL	74LS02
19-158	4-2 Input NOR LPTTL	74LS32
19-159	4-2 Input OR LPTTL	74LS08
19-160	4-2 Input AND LPTTL	74LS11
19-161	3-3 Input AND LPTTL	74LS21
19-162	2-4 Input AND LPTTL	74LS132
19-163	4-2 Input NAND Schmitt Trigger LPTTL	74LS37A
19-164	4-2 Input NAND Buffer LPTTL	74LS74
19-165	2-D FF LPTTL	74LS112
19-166	2-JK FF LPTTL	74LS175
19-167	4-D FF LPTTL	74LS138
19-168	3 to 8 Decoder Demux LPTTL	74LS05
19-169	Hex Inverter Open Collector LPTTL	74LS03
19-170	4-2 Input NAND Open Collector LPTTL	74LS123
19-171	Dual Multivibrator	74LS86
19-172	4-2 Input Exclusive OR LPTTL	74LS151
19-173	8 to 1 AND/OR Invert Mux LPTTL	74LS257
19-174	4-2 Input AND/OR Mux LPTTL	74LS157
19-175	4-2 Input AND/OR Mux LPTTL	74LS258
19-176	4-2 Input Mux LPTTL	74LS153
19-177	4-1 Input AND/OR Mux LPTTL	74LS51A
19-178	3-3-2-2 Wide AND/OR Inverter LPTTL	74LS54
19-179	4-3-3-2 AND/OR Inverter LPTTL	74LS161
19-180	4 Bit Counter LPTTL	74LS193
19-181	4 Bit Up/Down Counter LPTTL	74LS194
19-182	4 Bit Left/Right Shift Register TTL	75110
19-183	2-Line Driver	AMD2901
19-184	4 Bit Micro Controller	N82S115
19-185	4K-Bit ROM	82S215N
19-186	4K-Bit PROM	74LS298
19-187	Quad 2:1 Mux with Storage LPTTL	
19-188	ROM Chip Programmed In House 16 Bit LSU	
19-189	ROM Chip Programmed In House 32 Bit LSU	
19-190	Quad Comparator	LM339
19-191	Quad 2-Input NOR Gate	CD4001AE

APPENDIX 1
PART NUMBER CROSS REFERENCE LIST (Continued)

<u>PERKIN-ELMER PART NO.</u>	<u>TYPE</u>	<u>VENDOR/JEDEC NUMBER</u>
19-192	Dual D Flip Flop	CD4013AE
19-193	1024 Bit PROM TTL	SEE 19-051
19-194	2K PROM TTL	N825131
19-195	2K PROM TTL	SEE 19-051
19-196	Quad 2 Input 3 State Mux. Non Inverting	74S257
19-197	1024 B Dynamic RAM (NMOS)	MK4096N-16
19-198	Field Programmable Logic Array	82S00
19-199F03	Field Programmable Logic Array	
19-200	16 x 4 First In-First Out (FIFO)	9430
19-201	CPU	MC6800
19-202	Peripheral Interface Adapter (PIA)	MC6820
19-203	Sync Serial Data Adapter (SSDA)	MC6852
19-204	1K RAM	MCM6810A
19-205	2 Phase Clock	MC6870A
19-206	4 Input 3 State Line Transceiver	8T26/8T26A
19-207	Error Checking, Polynomial Gen.	MC8506P
19-208	Dual VCO	MC4024P
19-210	CPU	2608-1/MCM6830P
19-213F01	5/16 Shift Control PLA	
F02	8/16E Shift Control PLA	
20-001	Transistor NPN High Speed Switch	2N3646
20-002	Transistor PNP 500 MA	MPS6534
20-003	Transistor	DT5-423/2N3902
20-004	Transistor NPN	2N5189/64493
20-005	Transistor	2N3056
20-006	Transistor NPN 15 Amps 100W T03 case	2N3055
20-007	Transistor NPN 3 Amps	TIP31A
20-008	Transistor PNP 3 Amps	TIP32A
20-009	Transistor Triac 2 Amps 100V	A03001
20-010	Transistor NPN 500 MA Code Driver	2N5845/2N5845/ 74659A
20-011	Transistor Photo	2N5777
20-012	Transistor PNP High Current Switch	2N2907/TS3413
20-013	Transistor NPN	2N3302
20-014	Transistor NPN	2N4238
20-015	Transistor PNP	2N4235
20-016	Transistor PNP	2N3740
20-017	Transistor NPN	2N3766
20-018	Transistor, Power Silicon NPN	2N3054
20-019	Transistor	2N6038
20-020	Transistor Switching 1 Amp T05 can	2N3725
20-021	Transistor NPN Silicon	MPS3646
20-022	Transistor NPN	2N1711
20-023	Transistor PNP	2N905A/12N2905A
20-024	Transistor Switch	2N3776
20-025	PNP Hi Speed Switch	2N3467
20-026	Transistor Module, Quad	FSQ1079/FPQ3724
20-027	Transistor	2N2369
20-029	Transistor	
20-030	Transistor	HPX002
20-031	Transistor	2N3568

APPENDIX 1
PART NUMBER CROSS REFERENCE LIST (Continued)

<u>PERKIN-ELMER PART NO.</u>	<u>TYPE</u>	<u>VENDOR/JEDEC NUMBER</u>
20-032	Transistor NPN	SEE 2N6486 SPEC
20-033	Transistor	KE4393
20-034	Transistor	2N3904
20-035	Transistor	2N3906
20-036	Transistor	MP54356
20-037	Transistor	D45H2
20-038	Transistor	2N2520
20-039	Transistor	2N222A
20-043	MOS FET	
21-025F01	1K ohm-15 to Common DIP	898 1-1K ohm (Beckman)
21-025F02	470 ohm-15 to Common DIP	898-1-470 ohm (Beckman)
21-025F03	330 ohm-15 to Common DIP	898-1-330 ohm (Beckman)
23-001	Diode High Speed-High Current	1N4150
23-002	Diode 5.1 V Zener	1N4733A
23-003	Diode 10V Zener	1N4750A
23-004	Diode 6.1 V Zener	1N4735A
23-007	Diode Mot Bridge	MDA962-2
23-008	Diode Int. Rectifier	40HF-5R
23-009	Diode	1N4735
23-010	Diode Int. Rectifier	S1Y1P
23-011	Diode Rectifier	2N681
23-012	Diode Termistor	1D2032
23-013	Diode 9.3V	1N2163
23-014	Diode	1N3880
23-015	Diode	1N3889
23-016	Diode Bridge Rectifier	YS448
23-017	Diode	1N2070
23-018	Diode 18 V Zener	1N4746
23-019	Diode	1N3615
23-020	Diode 8.2V Zener	1N756A
23-021	Diode 9.1 V Zener	1N757A
23-022	Diode 3.3V Zener	1N746A
23-023	Diode Bridge Rectifier	KDH250
23-024	Diode, Power Fast Rec. 30 Amps	1N3909
23-025	Diode, Power Fast Rec. 3 Amps	MR841/A115A
23-026	Triac 600V 30 Amps	2N6162
23-027	Diac 32V	1N5761
23-028	Power SCR Thyristor	2N4441
23-029	Diode	1N4607
23-030	Diode	1N4156A
23-031	Diode 6.8 V Zener	1N4736A
23-032	Diode 9.1 V Zener	1N4739
23-033	16 Diode Array	45190 (Litton)
23-034R01	Switch Diode 600 ma	TSC1N4607
23-035	Diode 40A	MBA4030
23-036	Diode	MPD-400
23-037	Zener Diode 2.4V	1N4370
23-041F00	Low Voltage Zener Diode	LVA51A40114/

APPENDIX I
PART NUMBER CROSS REFERENCE LIST (Continued)

<u>PERKIN-ELMER PART NO.</u>	<u>TYPE</u>	<u>VENDOR/JEDEC NUMBER</u>
23-041F02	Low Voltage Zener Diode	LVA51A22819 LVA62A22941/ LVA62A40212
23-042	Power Schottky	SD41
23-043F00	Zener Diode Avalanche 5.1V	
23-043F01	Zener Diode Avalanche 5.6V	
23-043F02	Zener Diode Avalanche 6.2V	
30-013	4.7uH Inductor	
30-013F02	1.5uH Inductor	
30-013F03	2.2 uH Inductor	
30-018	100 nanoseconds Delay Line 10 taps	30-018 (Princeton Advanced Eng.)
30-019	50 nanoseconds Delay Line 10 taps	30-018 (Princeton Advanced Eng.)
33-032	Hexadecimal Switch	

PROCESSOR



MODELS 8/32, 8/32C, AND 8/32D PROCESSORS MAINTENANCE SPECIFICATION

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MODELS 8/32, 8/32C, AND 8/32D

PROCESSORS

MAINTENANCE SPECIFICATION

1. INTRODUCTION

The Perkin-Elmer M83-Series 8/32 Digital Systems are low cost, general purpose systems, versatile enough to perform a wide range of industrial control, data processing, and scientific computation. The processors are well suited to the real-time scanning of hundreds of instrument readings, process alarms, and pulse trains. They are particularly useful where larger amounts of main Processor time are needed for computation.

1.1 Packaging

Each 8/32 Processor is contained in a 483 mm X 356 mm (19" X 14") RETMA Twin Chassis allowing 16 board positions. The basic Processor with 128KB of core memory in the 8/32 and 8/32C or 256KB of core memory in the 8/32D uses 12 board positions and allows four positions for I/O expansion or planned Processor options.

1.2 Processor

The current basic Processor configurations are Model 8/32C with a basic 128KB memory and Model 8/32D with a basic 256KB memory (Product Number M83-030). Other features such as parity, additional memory, etc. are optional. All references to Model 8/32 in this specification apply to the 8/32, 8/32C, and 8/32D models unless otherwise specified.

The Model 8/32 uses a technique commonly referred to as "emulation" to implement the standard Perkin-Elmer user repertoire. This technique requires a micro-processor, or sub-processor, not apparent to the user, employing one or more of the micro-instructions in sequence to implement one user level instruction. The basic micro-program is contained in 1,280 words of Read-Only-Memory (ROM). The Model 8/32 employs a 32 bit micro-instruction word and 32 bit internal busing. The basic instruction time of the micro-processor is 260 nanoseconds per micro-instruction.

1.3 Control Store

The Model 8/32 uses 1,280 words of control store which is mounted on the CPB board. The control store may be optionally expanded by a 512 word and/or a 2,048 (2K) word Writable Control Store (WCS). Three user instructions are used for manipulating the WCS.

1.4 Peripherals

The Model 8/32 interfaces to, and is compatible with, all standard Perkin-Elmer peripheral controllers and controllers designed to the standard Perkin-Elmer Multiplexor Bus. Any number of devices up to 1,023 can be accommodated, but a maximum of 16 can be interfaced directly to the Multiplexor Bus or the Extended Selector Channel Bus.

2. INTERNAL ARCHITECTURE

The architecture of the Model 8/32 encompasses a principle of modules communicating over a common bussing system, directed by instructions from a control memory which specify the module to which an instruction is directed and the function to be performed. In theory, the function of any module is arbitrary and the significance of various instructions take meaning only when applied to a specific module. Thus, a computer achieves a capability and personality determined by what functions can be performed by its complement of modules.

2.1 Modules

The Model 8/32 architecture accommodates eight modules which communicate over four Processor busses. The basic Processor is comprised of three modules.

1. Central Processing Unit (CPA, CPB, and CPC). The CPU contains the Processor registers. This control module (module 0) controls the user memory, control memory, register gating, and sequencing of instructions.
2. Arithmetic Logic Unit (ALU). The ALU (module 1) provides the basic arithmetic/logical capability of the Processor.
3. Input/Output Unit (IOU). The IOU (module 2) provides the I/O capability of the Processor by generating the standard Perkin-Elmer Multiplexor (I/O) Bus for peripheral communications. It is capable of various byte manipulations of data presented on the buses. In addition, the I/O module contains the Display Console controller, the Teletypewriter controller, the Power monitor and the System Initialize circuits.

The architecture accommodates five additional arbitrary modules such as floating point, Boolean manipulators, or special nature designs.

2.2 Micro-Instructions

The micro-instruction word is 32-bits long. In addition to the branch and write instructions, there are three types of instructions to the modules. These minimally encoded instructions provide 112 combinations of module/function commands. The micro-instruction can simultaneously direct two operands and a result independently on three of the computer's busses; generate 12-bit immediate field operands; select the address of the next micro-instruction; perform encoded micro control of the computer's functions such as reading/writing main memory; incrementing user location and memory address registers; controlling the user status register; and decoding the next user instruction.

2.3 Interrupts

The Model 8/32 has nine hardware priority interrupts, most of which can be masked by various bits of the Program Status Word (PSW). The occurrence of a recognized interrupt causes the micro-program to trap to one of nine specific control store locations associated with the interrupts. Among the nine interrupts are four priority levels of external interrupt all of which are always available. Though available, the last three external interrupt priority levels are practical only if additional optional register sets are installed.

2.4 Registers

The Model 8/32 can have up to 8 sets of 16 general registers each. Fifteen registers in each set may be used as index registers. In addition, there are 16 floating point registers, 8 additional general purpose registers, plus 5 registers associated with the user level machine control that are available to the micro-programmer.

2.5 Processor Timing

Communications between modules are request/response. Timing is completely asynchronous (rather than quantized) to achieve maximum speeds. In addition, interlocks are provided between the control memories and the CPU to facilitate programming the micro machine. The control module operates on a 130 nanosecond clock, allowing a minimum instruction execution in 260 nanoseconds. Internal timing within the other modules can be selected to best suit the needs of the module.

3. FUNCTIONAL DESCRIPTION OF THE BASIC PROCESSOR

3.1 Processor Busses

The functional characteristics of the Processor can best be described in terms of its registers, busses and related gating. There are four busses which are the key to the modular design philosophy of the Model 8/32 architecture. Refer to Figure 1. An understanding of the bus structure is necessary to determine how each module of the Processor interrelates, and how the registers and gating of each module contribute to the function of the module it is designed to serve.

3.1.1 Control Bus (C Bus). The Control Bus of the computer is commanded by the control module and is, in essence, a reflection of that segment of the micro-instruction selecting the function and module to be addressed, plus timing to affect data transfers. Also included is a means (the CC Bus) for a module to transfer data to the Condition Code of the PSW. The Control Bus signals are described in the following paragraphs:

Module Select Lines (MSEL00:02). These three lines contain the address of a module for which the current micro-instruction is intended. One of the eight arbitrary modules can be selected by the instruction to perform some function. These three lines reflect Bits 0:2 of the micro-instruction.

Function Select Lines (FSEL00:03). These four lines reflect Bits 16:19 of the micro-instruction and normally select 1 of 16 arbitrary functions to be performed by the selected module.

Start (STRT). STRT signals the modules that data on the busses is valid. It is, in effect, a request from the control module for a response to a micro-instruction. Data is held static on the A and B Busses while STRT is active. The control module holds STRT active until it recognizes a response on the Module Finished (MFIN) line and has stored the results presented on the S Bus.

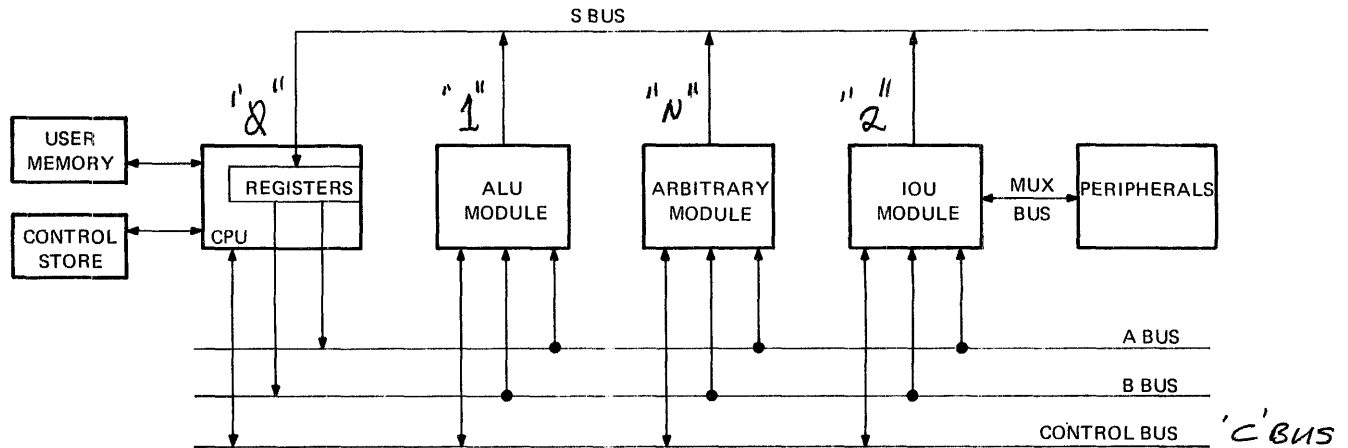


Figure 1. Model 8/32 Module Concept

Module Finished (MFIN). MFIN is a response to the control module from a selected module indicating that it has recognized STRT and completed the selected function. The selected module gates data and other responses onto the S Bus prior to returning MFIN. The data and responses must be held on the busses until the control module removes STRT. This time is indefinite and depends on events within the control module.

Module Signal (MSIG). This is a control signal manipulated by the selected module to indicate some arbitrary condition to the control module. It may be tested by the control module during a normal micro-instruction to the selected device, to control a conditional branch in the micro-program.

Condition Code Bus (SCC, VCC, CCC, GCC, and LCC). SCC signals the control module that the selected module wishes to manipulate the Condition Code of the Program Status Word. If the micro-programmer has enabled this manipulation, the Condition Code is forced to a status specified by the selected module. The status is unconditionally forced into the CPU flags. This is done concurrent with a normal instruction to the selected module. VCC, CCC, GCC, and LCC specify the status forced into CPU flags and the Condition Code of the Program Status Word, and represent overflow, carry, greater than, and less than, respectively.

3.1.2. A, B, and S Busses. The A, B, and S Busses are the primary data links between the control module and the selected module. Gating of data to/from each of these busses is controlled by the micro-instruction. Most of the registers of the control module can be gated to/from these busses.

Data is selected by the micro-instruction from two independent sources and transmitted to a selected module over the A and B Busses. The module is thus presented simultaneously with two operands. The resulting data is returned to the control module via the S Bus. The destination of the S Bus is selected by the micro-instruction.

3.1.3 Typical Bus Exchange. The use of the A, B, and S Busses can be summarized by the following example.

1. The micro-instruction selects a module (MSEL00:02) and directs it to perform some function (FSEL00:03).
2. The operands are selected from somewhere in the control module and gated onto the A and B Busses.
3. The control module informs the selected module that all data on the busses is valid and that it may begin (STRT).
4. The selected module performs the function $(S) = (A) F (B)$ and gates the results to the S Bus.
5. The selected module may manipulate the Condition Code via SCC, VCC, GCC, LCC, and CCC.
6. The selected module activates MFIN to signal the CPU module that the operation is complete and the results are presented on the S Bus.
7. The control module recognizes MFIN, gates the S Bus to the destination specified by the micro-instruction, and then removes STRT.
8. The selected module deactivates itself when STRT is removed.

3.2 Registers

The following registers are part of the control module.

3.2.1 A Stack/B Stack. The A stack and B stack are redundant sets of register banks containing the general purpose registers of the CPU. The registers are duplicated to allow simultaneous gating of any register in the stack onto either the A Bus or the B Bus. These registers are gated onto the A and B Busses and are loaded from the S Bus under control of the micro-instruction.

3.2.2 Memory Data Register (MDR). This register provides the data buffer between the CPU and the user level memory. The MDR can be gated onto the B Bus and loaded from the S Bus under control of the micro-instruction. It is, of course, also loaded under control of the memory when a memory read cycle is requested. Hardware interlocks are employed to synchronize the memory to the CPU.

3.2.3 Memory Location Register (MLC). The MLC is a general purpose register which can be gated to the B Bus and loaded from the S Bus, and can be incremented by the length of the emulated instruction to facilitate the emulation of the user level repertoire. This register keeps track of the current instruction location of the emulated machine.

3.2.4 Memory Address Register (MAR). This register contains the address of the user memory that the micro-programmer is reading or writing. The MAR can be loaded from the S Bus under control of the micro-instruction, or incremented by four under micro-control. The least significant bit of the MAR is used to control byte steering for the byte-oriented instructions of the user repertoire (refer to I/O Section). As in the MDR, timing conflicts are resolved by hardware interlocks.

3.2.5 Program Status Word (PSW). The Program Status Word is an 18-bit register which may be gated onto the A Bus and loaded from the S Bus under control of the micro-instruction. Various bits of the PSW are used to enable associated hardware interrupts. PSW Bits 28:31 contain the Condition Code of the user level computer. These bits may be compared and tested against corresponding bits of the user instruction under Module 0 micro-instructions to emulate user branch instructions. In addition, they can be manipulated by any module designed to do so, if they are enabled by the micro-programmer.

3.2.6. User Destination Register, User Source Register (YD, YS). These two control registers store Bits 08:11 and 12:15 respectively, of the current user level instruction being emulated, and allow the micro-programmer to indirectly reference the general registers selected by the user instruction. The YD is compared to the PSW Condition Code on certain micro-instructions to emulate user level branches. These registers can be examined by gating them onto the A and B Busses under micro-instruction control. The YD can also be loaded from the S Bus.

3.2.7 User Instruction Register (UIR), Memory User Destination Register (UDR), and Memory User Source Register (USR). These three registers are loaded with Bits 0:7, 8:11, and 12:15, respectively, of the next user level instruction to be emulated. The 8-bit op-code stored in the UIR is used to vector to the emulation sequence for the next user instruction. It is also used to interrogate a ROM which has been configured to decode privileged and illegal user level instructions. The contents of the UDR and USR are transferred to the YD and YS at the beginning of the next emulation.

3.2.8 ROM Location Register (RLR). This register stores the current address of the control store instruction. It is loaded from the ROM Address Gates (RAG) at the beginning of every instruction except interrupt trap instructions and execute type instructions (explained in the section on micro-programming). The RLR is a 12-bit register allowing direct addressing of the control store up to 4K instructions.

3.2.9 ROM Instruction Register (RIR). This 32-bit register stores the current micro-instruction. The RIR is the focus of control of the CPU.

3.3 Interrupts

The hardware of the computer provides nine priority interrupts. Each interrupt has a unique control store trap location associated with it. Recognition of an interrupt causes the micro-instruction stored at its respective trap location to be performed. The RLR contents are preserved to allow the address of the interrupted sequence to be saved, if desired, so that control can be returned at the completion of the interrupt routine. Certain interrupts are enabled/disabled by bits of the PSW.

3.4 Control Store Memory

The Model 8/32 can accommodate a maximum of 4K x 32 bits of control store memory. The computer allows data as well as instructions to be retrieved from its control memory. This capability expands its versatility by allowing data such as sine tables, translation tables, and matrices to be stored and operated upon efficiently by the micro-programmer.

On models so equipped, the Processor can alter its control store (write into its memory). This capability to store and retrieve data provides the power of a hardware computer at micro-instruction speeds.

3.5 Micro-programming

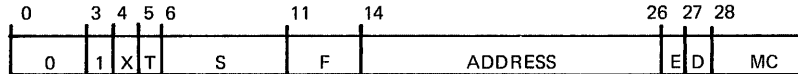
The control store of the Model 8/32 is a 32-bit word memory which may read indirectly by an instruction to retrieve data, and may be written into by an instruction if it is a writable memory. The Model 8/32 contains a 1,280 x 32 ROM array containing the user repertoire and support programs.

The basic instruction format provides the computer with a three address capability, but various options of the repertoire can modify this to range from two to four. Figure 2 displays the different types of instructions and their modifiers.

The format of the micro-instruction specifies which module is to be addressed, allowing only one module of the computer to be addressed at any one time. All other modules must ignore the communications in process. Bits 0:2 of the instruction selects the module to which the instruction is addressed.

CONTROL INSTRUCTIONS

ADDRESS LINK: FLAGS ARE TESTED AS PER F AND T, RLC → (S)
IF TEST PASSES: XFER TO ADDRESS.

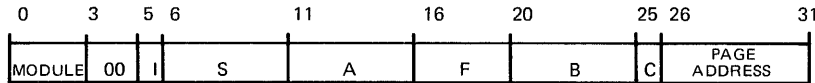


REGISTER BRANCH: FLAGS ARE TESTED AS PER F AND T
IF TEST PASSES: XFER TO ADDRESS SPECIFIED BY (B)

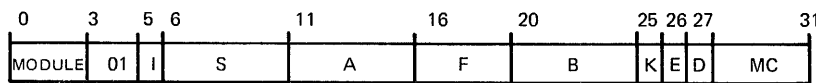


MODULE INSTRUCTIONS

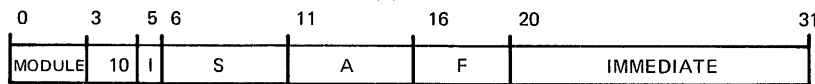
RR XFER (A) F (B) → (S) IF C = 1 AND MSIG = 1 XFER TO NEXT INSTRUCTION OTHERWISE
XFER TO PAGE ADDRESS ON CURRENT PAGE



RR CONTROL (A) F (B) → (S)

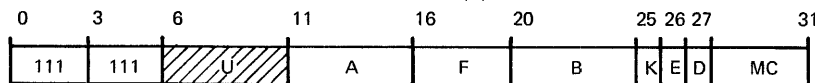


RI IMMEDIATE (A) F IMMEDIATE → (S)



WRITE INSTRUCTION

R WRITE (A) → RAM ADDRESS SPECIFIED BY (B)



SHOULD BE
NULL SELECTED

- A SELECTS REGISTER GATE TO A BUS
- B SELECTS REGISTER GATED TO B BUS
- S SELECTS REGISTER TO RECEIVE S BUS
- F SELECTS FUNCTION OF ADDRESSED MODULE
- E ENABLE SETTING OF CONDITION CODE
- C IF SET TRANSFER IS CONDITIONAL
- I B FIELD IS INDIRECT ADDRESS OF DATA
- D DECODE NEXT INSTRUCTION
- K FSEL EXTENSION
- U UNUSED
- T TESTED F FIELD FOR THE "TRUE" CONDITION
- X EXECUTE

MC FIELD DESIGNATIONS (MEMORY CONTROL)

- 0000 NO MEMORY ACTION
- 0001 INCREMENT MLC BY INSTRUC. LENGTH
- 0010 PRIVILEGED WRITE HALFWORD
- 0011 DATA WRITE HALFWORD
- 0100 NOT USED
- 0101 INCREMENT MAR BY 4; WRITE DATA F W
- 0110 PRIVILEGED WRITE FULLWORD
- 0111 DATA WRITE FULLWORD
- 1000 READ HALFWORD AND SET BIT
- 1001 INCR. MLR BY INSTR. LENGTH; READ INSTR.
- 1010 PRIVILEGED READ H W
- 1011 DATA READ HALFWORD
- 1100 INSTRUCTION READ
- 1101 INCREMENT MAR BY 4, READ DATA F W
- 1110 PRIVILEGED READ F W
- 1111 DATA READ FULLWORD

Figure 2. Control and Module Instructions

3.5.1 Module 0. Module 0 addresses the control module. As shown in Figure 2, instructions are interpreted differently for Module 0 than the others. In the normal sequence of instructions (e.g., no branches), the hardware of the control module controls the reading of its memories, and gates the registers specified by the instruction. When it is addressed by an instruction, it is for the purpose of a conditional transfer. Module 0 does not manipulate the Condition Code or Processor flag register.

Branch/Execute Instructions. There are two types of transfers recognized by Module 0. The most common is the Branch. The Branch (BR) instruction conditionally transfers control of the CPU to a specified address of control memory and proceeds sequentially from there. The second type of transfer, commonly called an execute, transfers control to a single instruction at a specified address of control memory, then normally returns to the original sequence. Any type of instruction may be executed including additional execute instructions to any depth. However, an execute which results in a branch does not return to the continuing sequence. Bit 04 of the instruction determines whether the instruction is a branch or execute type.

Address Link/Register Return. There are two types of Module 0 instructions: address link and register return. They are selected by the state of Bit 03 of the instruction.

The linked transfer is similar in function to the user level Branch and Link (BAL) instruction, and can be used to transfer to subroutines when they may be entered from more than one location. The location of the next sequential instruction, following the transfer, is deposited in the register specified by the Link field of the instruction (Bits 11:15), and a transfer is conditionally executed to the effective address.

When the address link is selected, the transfer address is specified by Bits 14:25 of the instruction.

The register return is used when the transfer address is contained in a register. In this instruction, a branch is taken to the location contained in the register specified by Bits 20:24.

Conditional Branches. All transfers are conditional upon a state selected by the F field and T field of the instruction. By selective coding of the F field, either the Condition Code of the user level machine or the status of the CPU can be tested. The codes are shown in Table 1.

TABLE 1. FUNCTION CODES FOR CPU INSTRUCTIONS

X	T	F	MNEMONICS	OPERATION
0	0	110	BAL	Branch and Link Unconditional
0	0	111	BALA	Branch and Link and Arm Interrupts
0	1	111	BALD	Branch and Link and Disarm Interrupts
0	0	000	BALZ	Branch and Link on CPU Zero
0	1	000	BALNZ	Branch and Link on Not CPU Zero
0	0	001	BALL	Branch and Link on CPU Less
0	1	001	BALNL	Branch and Link on CPU not Less
0	0	010	BALG	Branch and Link on CPU Greater
0	1	010	BALNG	Branch and Link on CPU not Greater
0	0	101	BALV	Branch and Link on CPU Overflow
0	1	101	BALNV	Branch and Link on No CPU Overflow
0	0	100	BALC	Branch and Link on CPU Carry
0	1	100	BALNC	Branch and Link on no CPU Carry
0	0	011	BALF	Branch and Link if the logical product of user M1 field and User's CC is Zero
0	1	011	BALTF	Branch and Link if the logical product of user M1 field and User's CC is not Zero
0	1	110	BDC	Branch & Mask Console interrupt (no real branch is performed)

3.5.2 Non-CPU Instructions. As stated previously, when the module number is not zero, the CPU does not operate on the instruction, and the fields are interpreted differently. The module field (Bits 0:2) and the F field (Bits 16:19) are interrogated individually by the other modules. There are four types of non-CPU instructions selected by Bits 3 and 4 of the instruction. They are:

1. RRX. The RRX is a Register-to-Register and Transfer instruction. It is effectively a four-address instruction in that it gives the register address of the two operands, the register address for the results, and the location for the next sequential instruction.

The two operands are addressed by the A field (Bits 11:15) and the B field (Bits 20:24). The contents of these two registers are gated, respectively, to the A Bus and B Bus of the computer.

The S field (Bits 6:10) selects the destination register to which the results are gated from the S Bus.

The page address field (Bits 26:31) selects the low order address of the next instruction. The high order bits are taken from the current location address. The C field (Bit 25) being true makes the transfer conditional upon a signal returned by the addressed module at the completion of the instruction. (The ALU, for example, returns the Carry flag as its signal.) If the module signal, which is designated MSIG, is true, and Bit 25 of the micro-instruction is true, the branch does not occur, and the next sequential instruction is executed. Any other condition causes the transfer to be effected.

2. RRC. The RRC is a Register-to-Register Control type instruction. The interpretation of the instruction fields is identical to that of the RRX, with the exception of Bits 25:31 which contained the page address within a RRX instruction. Bits 25:31 of the RRC instruction provide the micro-control of the CPU and are described in Section 3.5.3.
3. RIM. The RIM instruction provides an immediate field for ease of generating constants and bit masks. Immediate, is the term generally used to infer that the immediate contents is the actual operand rather than the address where the operand is found. This 12-bit immediate field (RIR 20:31) is converted to a 16-bit operand by extending the sign bit (RIR 20) when gating onto the B Bus. The S field and A field of the instruction are interpreted identically to that of the RRX and RRC instructions.
4. RWT. The RWT is the Store or Write instruction of the repertoire if the CPU is equipped with an optional writable control store. There are several notable differences pertaining to this instruction.

-Although the module number cannot be zero, it may be any other, as the CPU never communicates with the other modules.

-The S field is not interpreted and should be null selected.

-The F field is not interpreted.

-The B field addresses the register containing the address to be written into.

-The A field addresses the register containing the data to be stored in control store.

Bits 25:31 of the RWT instruction are interpreted as a control field, as in a RRC instruction.

3.5.3 Micro-Control (MC). To facilitate the emulation task of the CPU, certain instructions allow an order of micro-control within the CPU. The instructions possessing this capability are the Module 0 (RRC and RWT) instructions.

MC Field. The MC field is the user memory micro-control which allows various controls over the user memory instruction Location Counter (MLC), the user Memory Address Register (MAR), and the reading and writing of the user memory. The significance of the bits of the MC field are shown in Table 2.

There are certain hardware connotations to the MC operations which are not made apparent by Table 2. They are:

1. The micro-control specified by the MC field is conditional when used within Module 0 instructions. The read memory is only effected if the operation does not result in a transfer. (This conditioning is used to expedite the emulation of the user branch instruction.)
2. All of the micro-control is effected before the STRT occurs with the exception of data read and data write. This control is effected after completion of the instruction, which allows the micro-programmer to use the MAR or MDR as a destination and begin a read/write data immediately. It also allows the execution of the increment and the addressing of the MAR as the destination register simultaneously, which has functional utility.

D Field (Decode Instruction). The D field bit informs the CPU to halt the sequential flow of micro-instructions and begin to emulate the next user instruction. The Operation-Code (op-code) field of the new user instruction is in the UIR and provides a vector to a control store address where the emulation sequence begins. This implies that the micro-programmer must have done an instruction read in the current or a prior instruction using one of the proper MC field designations. The execution of a decode is conditional when used within Module 0 instructions, and, like the instruction fetch, is only performed if the operation does not result in a transfer.

E Field. This field is used to Enable (E) or disable changing of the Condition Code (CC) of the PSW. When changing is enabled, the Condition Code is changed under control of the module addressed until again disabled by this field. (The ALU, for example, jams its C, V, G and L flags into the Condition Code upon completion of its function.) The meaning of the Condition Code is a function of the module addressed. Flags are disabled at the beginning of an emulation sequence.

K Field. The K field of the micro-instruction is an extension of the F field of the instruction. It is available only on the RRC and RWT instructions and constitutes the Control Signal (KSIG) to the modules. Its meaning, just as the F field, is defined by the module addressed by the current RRC instruction. The ALU, for example, reinterprets shifts to be halfword when KSIG is active. It is also used to extend the functions of the I/O module.

TABLE 2. MC FIELD

BITS				MEANING
28	29	30	31	
0	0	0	0	No Action
0	0	0	1	IL Increment LOC by Instruction Length
0	0	1	0	PW2 Privileged Write Halfword (two bytes)
0	0	1	1	DW2 Data Write Halfword
0	1	0	0	No Action
0	1	0	1	I4DW4 Increment MAR by 4, Data Write Fullword
0	1	1	0	PW4 Privileged Write Fullword
0	1	1	1	DW4 Data Write Fullword
1	0	0	0	RAS Read Halfword and Set Sign Bit
1	0	0	1	ILIR Increment LOC by Length and Read Instruction
1	0	1	0	PR2 Privileged Read Halfword
1	0	1	1	DR2 Data Read Halfword
1	1	0	0	IR Instruction Read
1	1	0	1	I4DR4 Increment MAR by 4, Data Read Fullword
1	1	1	0	PR4 Privileged Read Fullword
1	1	1	1	DR4 Data Read Fullword

- IL The Location Counter (LOC) is incremented by the length in bytes of the last user level instruction fetched.
- PW2 The Memory Access Controller (MAC) is disabled and the halfword in MDR (Bits 16:31) is written into the addressed location.
- DW2 The halfword in MDR (Bits 16:31) is written into the addressed location. MAC is not disabled.
- I4DW4 The Memory Address Register (MAR) is incremented by four, then the fullword in MDR (Bits 0:31) is written into the location addressed by MAR.
- PW4 The MAC is disabled and the fullword in MDR (Bits 0:31) is written into the addressed location.
- DW4 The fullword in MDR (Bits 0:31) is written into the addressed location.
- RAS The halfword at the addressed location is read then re-written with Bit 0 of the halfword set. The original value of the halfword replaces MDR Bits 16:31. Bits 0:15 of the MDR are set equal to Bit 16 of MDR (sign extension).
- ILIR LOC is incremented by the length in bytes of the last user instruction fetched, then an Instruction Read is started from the address specified by the new value of LOC.
- PR2 The MAC is disabled and the halfword at the addressed location is read and copied to MDR Bits 16:31. Bits 0:15 of MDR are set equal to MDR Bit 16.
- DR2 The halfword at the addressed location is read and copied to MDR Bits 16:31. Bits 0:15 of MDR are set equal to MDR Bit 16.
- IR An Instruction Read is started from the memory address specified by LOC.
- I4DR4 MAR is incremented by four, then the fullword at the location addressed by the new value of MAR is read and copied to MDR.
- PR4 MAC is disabled, then the fullword at the location addressed by MAR is read and copied to MDR.
- DR4 The fullword at the location addressed by MAR is read and copied to MDR.

3.5.4 Control Store Data Storage. Data may be retrieved from the ROM or the Writable Control Store (WCS) during execution of RRC, RRX, or RIM instructions when the I field bit (instruction Bit 5) is true. When the I field bit is set, the data addressed onto the B Bus is used as the store address of the ROM or WCS, and causes the CPU to replace this data with the addressed data before signaling the addressed module to begin its task.

3.5.5 Interrupts. The hardware of the computer provides nine priority interrupts. Each interrupt has a unique trap location associated with it. Recognition of an interrupt causes the instruction stored at its respective trap location to be performed. The RLR contents are preserved to allow the address of the interrupted sequence to be saved, if desired, so that control can be returned at the completion of the interrupt routine. Certain interrupts can be disabled by bits of the PSW as designated in Register Peculiarities and Tables 3 and 4. In addition, all interrupts can be enabled/disabled as a group by a micro-instruction. All interrupts not masked by PSW bits are interrogated when a new user level instruction is decoded, regardless of the status of the group enable. The group enable is automatically disabled at the beginning of a user emulation, and must be enabled by instruction if the programmer wishes to recognize interrupts. Tables 3 and 4 list by priority the pertinent information for each interrupt.

TABLE 3. INTERRUPT TRAPS

INTERRUPT	TRAP ADRS (HEX)	MASK	GROUP ENABLE
Memory Access Controller (Instruction)	1FE	PSW21	NO
Memory Access Controller (Data)	207		
Primary Power Fail	206	NONE	YES
Machine Malfunction	205	PSW18	YES
Display Panel	204	NONE	YES
External Interrupt Level 0	203	See Table 3	YES
External Interrupt Level 1	202		
External Interrupt Level 2	201		
External Interrupt Level 3	200		
Illegal Instruction	208	NONE	N/A
Privileged Instruction	208	PSW23	N/A

PSW Bits 17 and 20 define the external Interrupt enable status of the Processor as shown below:

PSW	BITS
17	20
0	0
0	1
1	0
1	1

All Levels Disabled
 Higher Levels Enabled
 All Levels Enabled
 Current and Higher Levels Enabled

where the current level is a function of the currently active register set. See Table 4.

TABLE 4. EXTERNAL INTERRUPT ENABLE

PSW BITS					EXTERNAL INTERRUPT ENABLED			
17	20	25	26	27	LEVEL 0	LEVEL 1	LEVEL 2	LEVEL 3
0	0	X	X	X	NO	NO	NO	NO
0	1	0	0	0	NO	NO	NO	NO
0	1	0	0	1	YES	NO	NO	NO
0	1	0	1	0	YES	YES	NO	NO
0	1	0	1	1	YES	YES	YES	NO
0	1	1	0	0	YES	YES	YES	NO
0	1	1	0	1	YES	YES	YES	NO
0	1	1	1	0	YES	YES	YES	NO
0	1	1	1	1	YES	YES	YES	NO
1	0	X	X	X	YES	YES	YES	YES
1	1	0	0	0	YES	NO	NO	NO
1	1	0	0	1	YES	YES	NO	NO
1	1	0	1	0	YES	YES	YES	NO
1	1	0	1	1	YES	YES	YES	YES
1	1	1	0	0	YES	YES	YES	YES
1	1	1	0	1	YES	YES	YES	YES
1	1	1	1	0	YES	YES	YES	YES
1	1	1	1	1	YES	YES	YES	YES

3.5.6 Registers. The basic CPU has up to 8 sets of general registers each containing 16 user registers, 16 floating registers, and 8 general purpose registers for use by the micro-programmer. In addition, the bulk of the remaining CPU registers is also available to the micro-programmer.

A register is available to the micro-programmer if he can address it to one or more of the internal busses. Table 5 tabulates the addressable registers and their respective address on the designated bus. Also listed are register mnemonics, descriptions, and the register peculiarities.

TABLE 5. REGISTER ADDRESSING

BUS ADDRESS (HEX)	S BUS	B BUS	A BUS
00:0F (16 General Registers)	UR _n	UR _n	UR _n
10:17	MR _n	MR _n	MR _n
18	YS	YS	YS
19	YD	YD	YD
1A	MLC	MLC	YX
1B	MDR	MDR	YDP1
1C	MAR	EFFECTIVE ADDRESS	
1D	PSW	YSI YD	PSW
1E	YDI	YDI YSI	
1F	NULL	NULL	NULL

Register Mnemonics and Descriptions.

<u>MNEMONIC</u>	<u>REGISTER</u>	<u>COMMENT</u>
UR	User General Registers	16 registers manipulated by emulated language
MR	Micro-level General Registers	8 additional GP registers available to the micro-program
PSW	Program Status Word	16 bit register containing interrupt enables and flags
MDR	Memory Data Register	
MLC	Memory Location Counter	Location Counter of emulated program
MAR	Memory Address Register	
NULL	No register selected	Gates 0 to A and B Busses, S Bus data is lost
YS	User Source Register	Register selected by Bits 12:15 of emulated instruction (contents of USR)
YSI	User Source Register Immediate	Bits 12:15 of the emulated instruction (USR) gated onto B Bus
YX	User Index Register	Same as YS except NULL gated to A Bus if field is 0 (contents of USR=0)
YD	User Destination Register	Register selected by Bits 8:11 of emulated instruction (contents of UDR)
YDI	User Destination Register Immediate	Bits 8:11 of the emulated instruction (UDR) gated onto the A Bus
YDP1	User Destination Register Plus 1	Register selected by Bit 8:11 of emulated instruction +1 (must be odd)
YDI	User Destination Register Immediate	S Bus 28:31 replaces UDR contents

Register Peculiarities. The last four bits of the PSW contain the Condition Code of the emulated computer. In general, these bits can be manipulated by any addressed module unless the PSW is the S Bus destination or their change has been inhibited by the micro-instruction. The individual bits of the PSW which have hardware implications are:

PSW 17, 20, 25:27	ATN interrupt enable and level selection
PSW 18	Machine Malfunction enable
PSW 23	Privilege instruction/Memory Protect enable
PSW 25:27	User register set selection
PSW 28	C flag of Condition Code
PSW 29	V flag of Condition Code
PSW 30	G flag of Condition Code
PSW 31	L flag of Condition Code

The following additional registers have the indicated capabilities and connotations.

1. The MDR receives data asynchronously from memory. It is used in the address calculation for RX3 instructions.
2. The MDR, MAR, and MLC being addressed cause the Processor to interlock with memory when they are the source or destinations of the current instruction and the Processor is requesting memory service.
3. The MAR and MLC can be incremented by the micro-control.
4. The MLC is used in the address calculation for RX2 instructions.

3.5.7 CPU Flags. The CPU contains a flag register which is independent of the PSW flags and is manipulated by any module which attempts to affect the PSW Condition Code by activating the SCC control line of the CPU Control Bus. When the SCC control line is active, the state of the VCC, CCC, GCC and LCC are unconditionally jammed into the CPU flag register and conditionally into the PSW Condition Code. The changing of the PSW is controlled by the micro-programmer by the E field of the micro-instruction. The state of the CPU flags can be individually tested by the Module 0 instructions.

3.5.8 Arithmetic Module (ALU) Programming. The Arithmetic Logic Unit (ALU) in all 8/32 processors is optionally capable of performing both fixed point arithmetic and logical operations and single precision floating point arithmetic operations. The 05-058F01 micro program of the basic 8/32 permitted the user to address the ALU as Module 1 for fixed point operations, or as Module 3 for single precision floating point operations. The 05-058F02 micro-program of Models 8/32C and 8/32D, however, normally permits the user to address the ALU only as Module 1 for fixed point operations. All single and double precision floating point operations are available through the optional DFU unit. If the optional DFU is present, it is addressed as Module 6; if two optional DUFs are present they are respectively addressed as Modules 6 and 4. For information concerning the DFU, see the 8/32 DFU Instruction Manual, publication number 29-538. In Models 8/32D, the Module 3 single precision floating point facilities of the ALU may be made available for special purposes through the use of the optional Writable Control Store (WCS). See Appendix 1 of this specification for more information concerning Module 3 operations. The discussion of the ALU in this section is directed only to its fixed point operations. The ALU is capable of performing 15 operations. Refer to Table 6. Communication with the ALU is asynchronous. By design, the ALU is never busy and for the majority of ALU functions, response is within 130 nanoseconds. (This allows most ALU referenced instructions to be completed in 260 nanoseconds.)

TABLE 6. MODULE 1 OPERATION

F FIELD	MODULE 1 (FIXED POINT)
0 0 0 0	Subtract
0 0 0 1	Add
0 0 1 0	Subtract with Carry
0 0 1 1	Add with Carry
0 1 0 0	Not used
0 1 0 1	Logical AND
0 1 1 0	Logical Exclusive OR
0 1 1 1	Logical OR
1 0 0 0	*Logical Shift Right
1 0 0 1	*Logical Shift Left
1 0 1 0	Rotate Right
1 0 1 1	Rotate Left
1 1 0 0	*Arithmetic Shift Right
1 1 0 1	*Arithmetic Shift Left
1 1 1 0	Signed Multiply
1 1 1 1	Signed Divide

* When used in conjunction with the K bit of the RRC instruction, shifts are halfword (16 bits).

For functions which require more than one ALU cycle (i.e., shifts, rotates, and multiply/divide), the ALU does not respond with a finish signal until the completed results are on the S Bus.

Multiply/divide can be performed only on the 32 general registers and must address the same register pair on both the A and S Busses. The same restrictions that apply to these operations at the user level must be adhered to at the micro level. ■

A user emulated multiply/divide instruction is micro-coded by selecting the ALU (Module 1); addressing the UDR on the S Bus, the UDRP1 onto the A Bus, the USR onto the B Bus, and the required function code for the operation. When the ALU signals its completion, the results have already been deposited in the UDR.

To implement a shift or rotate instruction, the register to be manipulated is addressed onto the A Bus, the shift count is put onto the B Bus (27:31), and the S Bus is gated to the destination register.

The ALU generates valid CPU flags for all instructions except multiply/divide. The C flag is gated as MSIG.

3.5.9 I/O Module Programming. The I/O module performs a multiplicity of functions. In general, it is addressed to communicate with the multiplexor channel through the multiplexor bus. It has the additional capability of performing byte manipulations for the CPU both in conjunction with an I/O exchange and without one. Furthermore, the I/O module contains the Machine Control Register (MCR) which stores machine trouble conditions and interrupts the CPU. The contents of the MCR can be sensed, tested and cleared. Module Number 2 has been assigned to the I/O module. ■

Multiplexor Channel. The Multiplexor Channel, generated on the I/O module, is operationally identical to the standard Perkin-Elmer Multiplexor Bus in all respects. The Multiplexor or Bus is a byte or halfword-oriented I/O system which communicates with up to 255 peripheral devices.

A single instruction from the CPU contains the device address, the encoded function, and up to 16 bits of output data when needed. The Multiplexor Bus generator provides single or multi-cycle operation to address the device, transmit the decoded function, send or receive over 16 bi-directional data lines, and synchronize the exchange.

The normal byte or halfword operation consists of an address cycle and a data cycle. However, during a Read/Write block sequence, the address cycle is not used. For halfword functions (RDH/WDH) with a byte oriented device controller, two data cycles are used to transfer the halfword.

Byte Manipulation. The I/O module has the capability of performing byte manipulation both in conjunction with an I/O operation and without one. The byte steering is under control of the least significant memory address bit in the MAR and also the K SIG line. For halfword operations, this manipulation is inoperative but the double data cycle with packing/unpacking results when the Halfword (HW) Test line is inactive.

I/O Module Function Codes. The encoded I/O module functions and the byte manipulations are described in Section 3.7.3.

Machine Control Register (MCR). The Machine Control Register (MCR) consists of four flip-flops, four straps, and the Console Attention (CATN) and SNGL leads from the Display controller. MCR bit assignments are:

BIT	MNEMONIC	MEANING
15	EPF	Early Primary Power Fail
14 (8/32C, 8/32D)	DMPF	Data/Instruction Memory Parity Fail
(14 8/32 only)	IRLMP	Instruction Read Local Memory Parity Fail
(13 8/32 only)	DMPF	Data Memory Parity Fail
13 (8/32C, 8/32D)	---	Unused
12	IA/STF	Illegal Address and/or Start Timer Fail
11	STF	Starter Timer Fail
10	CATN	Console Attention flip-flop (from Display Controller)
09	RSET	Register Sets Available
08	spare	spare (strap)
07	SNGL	SNGL flip-flop (from Display Controller)
05	HWCRC	Hardware Assist CRC option (strap)
04	DFU	DFU option (strap)
06	MCR061	INIT Button is being depressed

On the basic Model 8/32, the IRLMP flip flop stores the signal received from the Local Memory Interface (LMI), and the DMPF flip flop stores the signal received from the Memory Bus Controller (MBC). On Models 8/32C and 8/32D, the DMPF flip flop (bit 14) stores signals received from the MBC. Signals to get the EPF and STF bits are generated on the IOU board by the Power Monitor and Start Timer circuits. The composite bit (MCR12) can be strapped to represent IA, STF, or both. MCR11 is always set by STF. The testable straps are wired for logical ONE or ZERO as required. A Machine Malfunction (MMF) interrupt is generated when any of Bits 12, 13, 14 or 15 are true. The SMCR function gates MCR12:15 to the CC Bus, MCR08:15 to S08:15, and MCR04:05 to S04:05. The CMCR operation clears MCR11:15 where there are ONES in B11:15. This permits selective clearing of some bits while the rest of the MCR continues to monitor other machine functions without loss of data.

Start Timer (STRT). A 35 microsecond timer is started by the STRT signal and cleared by the MFIN signal from any selected module. Should the timer run out before the MFIN signal arrives, a malfunction exits; i.e., non-existent module, circuit trouble, or no SYN return from the Multiplexor Channel. If a D Bus function was called for, the False SYNC code (0100/CVGL) is placed on the CC Bus and a pseudo MFIN signal is sent to restart the CPU clock. Also, if the function required is of the Sense Status type, X'04' replaces the proper byte as determined by CA311, and the other byte is gated to the S Bus unchanged. For a non-D Bus operation, the Start Time Fail (STF) bit is set in the Machine Control Register (MCR11), and a pseudo MFIN signal is sent to restart the CPU clock. If STF is strapped into MCR12, the MMF interrupt is also generated.

3.6 Processor Block Diagram Analysis

3.6.1 CPU (Figure 3). The architecture of the Processor is structured about four busses which provide inter-communication between the CPU and the remaining modules.

The CPU selects the module via the Control Bus (C Bus), specifies the function, and signals that data is available on the A and B Busses. The addressed module signals when it has completed its function and transmits flag type data back over this bus.

The A Bus and B Bus contain the two operands offered simultaneously to the addressed module to be manipulated. Most of the CPU registers can be gated onto the A and B Busses.

Data from an addressed module is returned to the Processor via the S Bus.

The ROM Instruction Register (RIR) is a 32-bit register that latches the current instruction read from the control store memory to provide the control gating for each instruction. Data can also be gated from the RIR onto the B Bus for indirect data fetches. One of the many functions performed by the encoded instruction is register gating. This is performed by the select logic to encode the A, B, and S SEL lines, these lines determine which registers are gated onto the A and B Busses, and which register is the S Bus destination.

The Control Store Address gates (CSA) select the address of the control store to be interrogated next. Inputs to the CSA may be the ROM Location Counter (RLC) to select the next instruction, certain bits of the RIR for branching, the B Bus for indirect addressing or branches, the translated vector for the next user instruction to be emulated (XLTR), or interrupt trap address from the interrupt logic.

The ROM Location Register (RLR) preserves the address of the current instruction. It is loaded with the address of the current instruction every time the RIR is loaded, except when the instruction is an interrupt or execute type which do not alter the ROM Location Register. The RLR is gated to the RLC to perform RLR+1 for the next sequential instruction.

The general register sets and the 8 general micro-registers are contained in the A stack and B stack. This is a redundant pair of register stacks, implemented as such to allow gating of any two registers of the machine simultaneously onto both the A Bus and B Bus. Gating of these stacks is controlled by the A, B, and S SEL lines, just as the other A, B, and S source and destination registers.

The Program Status Word register (PSW) is an architectural feature of the user level machine. Certain bits of the PSW are used to mask interrupts, control the privileged mode of the Processor, and to contain the Condition Code of the user level program. This register can be gated to the A and from the S Busses. The Condition Code portion can also be loaded independently of the register addressing.

The Memory Location Counter (MLC) aids the emulation capability of the Processor. It is used to contain the memory location of the current user level instruction. In addition to being capable of being gated to/from the B and S Busses, this register may be incremented by the length of the last emulated user instruction under micro-control of the programmer.

The Memory Address Register (MAR) contains part of the address to be used by the main memory for a read/write operation. This register can be loaded from the S Bus, and may also be incremented by micro-control of the programmer. The manipulation of this register is interlocked with the memory operation by hardware to remove timing restraints from the micro-programmer.

The Memory Data Register (MDR) is loaded from the S Bus with data to be written into the main memory, or it is loaded from the Memory Data Bus with the contents of the addressed memory on a memory read operation. This register may be gated onto the B Bus of the Processor, and, like the MAR, hardware interlocks remove the timing considerations of the memory system from the micro-programmer when this register is referenced.

The User Instruction Register (UIR) stores the 8-bit op-code of the next user instruction to be emulated. It is loaded from memory when a Read operation is designated as an instruction fetch by the micro-code. The 8-bit op-code is translated to a vector which designates the beginning address of the emulation sequence for a particular instruction. The 8-bit op-code is also gated to a Privileged/Illegal ROM which is coded to detect these types of instructions and cause an interrupt to the Processor.

The memory User Destination Register (UDR) and memory User Source Register (USR) store the destination and source fields of the next instruction to be emulated when it is read from memory. This data is transferred to the User Destination Register (YDR) and User Source Register (YSR) at the beginning of a new emulation sequence to provide residual control for the instruction.

Memory Control is effected by the micro-control field of the micro-instruction. The ability is provided to cause data read, data write, and instruction read.

3.6.2 ALU. The ALU is a standard module of the Model 8/32 and provides the basic arithmetic/logic capability. It communicates with the CPU over the A, B, S, and C Busses in a manner identical to other modules.

The ALU becomes active when it recognizes its address on the Control Bus (Module Number 1), and the CPU signals start (STRT). The function to be implemented is determined from the Control Bus.

ALU functions may be of two types. The simple functions (add/subtract and logical) cause the ALU to immediately return a Module Finished signal (MFIN). For these type of instructions, the A and B Busses are gated through the ALU, and the required function is performed and gated onto the S Bus.

For the complex type functions (multiply/divide and shift) the ALU clock is enabled and a hardware sequence is entered to perform the required operation. The shift gates are used to shift the A Bus or the Sum Bus right or left back into the A latch and onto the A Bus again as determined by the ALU algorithms. In the case of fixed point multiply/divide the ALU stores half of the completed results before signaling the CPU with MFIN. The other half is dumped onto the A Bus from the MQ register and gated through the ALU onto the S Bus when MFIN is activated.

3.6.3 IOU Board. (Refer to the Block Diagram in IOU section.) The IOU board contains the I/O Control, the Display controller, the TTY controller, the Machine Control Register (MCR), the Power Monitor, Initialize circuits and the Start Timer.

The Display and TTY controllers have access to the CPU via the Multiplexor Channel D Bus and the I/O Control in the same manner as other peripheral device controllers. The Display controller provides a visual display of the contents of all system registers and any main memory location, together with the capability of manually entering data and programs. It shares D Bus drivers/receivers with the TTY controller and signals the CPU directly with the Display (DSPLY) interrupt. The Console Attention (CATN) signal appears as Bit 10 of the MCR.

The TTY controller, which supports the Model 33/35 Teletype, provides serial/parallel conversion and all standard TTY control features. It contains a full character buffer in the receive mode to permit a program service interval of one character time (100 milliseconds). The detailed descriptions of the Display and TTY controllers are covered in Sections 12 and 13 respectively.

I/O Control. The I/O Control performs a multiplicity of functions. The main function is to generate Multiplexor Channel D Bus from the CPU busses whenever it is addressed by Module Number 2 and the proper function selections are made. The control also performs byte manipulation for the CPU both in conjunction with an I/O operation and without. Common function decoders also generate signals to sense/clear the MCR (which stores Machine Malfunction conditions), to set the system Stop flip-flop with a Power Down/Initialize function (FPOW), and to gate 4-bits of the B Bus (12:15) to the front terminal strip of the chassis for external signaling purposes; e.g., multi-CPU operations.

Four function select lines together with the KSIG line pick 1 of 32 possible functions as shown on Table 7.

TABLE 7. I/O CONTROL FUNCTIONS

	FSEL0X				FUNCTION	
	0	1	2	3	KSIG=0	KSIG=1
0	0	0	0	0	RD	RDR
1	0	0	0	1	WD	WDR
2	0	0	1	0	SS	SSR
3	0	0	1	1	OC	OCR
4	0	1	0	0	RDH	*STBR
5	0	1	0	1	WDH	*LBR
6	0	1	1	0	ACK	*LDWAIT
7	0	1	1	1	*SMCR	*CMCR
8	1	0	0	0	RDA	RDR
9	1	0	0	1	WDA	WDR
A	1	0	1	0	SSA	SSRA
B	1	0	1	1	OCA	OCRA
C	1	1	0	0	RDHA	*STB
D	1	1	0	1	WDHA	*LB
E	1	1	1	0	*THW	*EXB
F	1	1	1	1	*POW	*POUT

* Functions that do not require operation of the Multiplexor Channel D Bus.

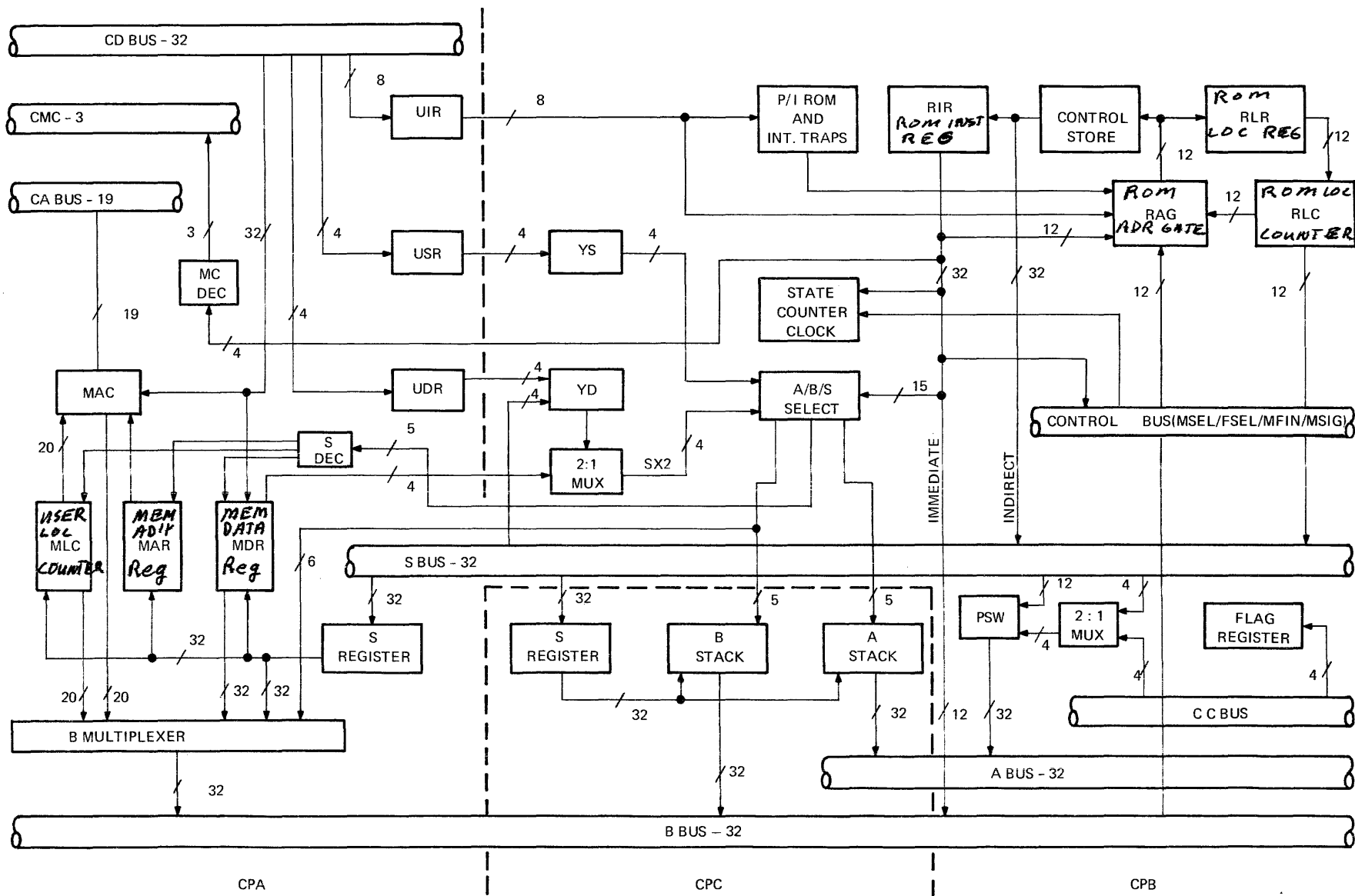


Figure 3. CPU (CPA, CPB, and CPC) Block Diagram

The D Bus functions may be performed with or without an address cycle depending upon the state of FSEL00. KSIG is used to specify register type operations or to distinguish between the halfword functions (RDH/WDH) and some non-D Bus operations (STB/LB).

The function mnemonics are listed as follows:

MNEMONIC	FUNCTION	COMMENT
RD/RDA WD/WDA OC/OCA SS/SSA	Read Data Write Data Output Command Sense Status	byte/indexed byte/indexed byte/indexed byte/indexed
RDR/RDRA WDR/WDRA OCR/OCRA SSR/SSRA ACK	Read Data Write Data Output Command Sense Status Acknowledge Interrupt	byte/register byte/register byte/register byte/register byte/register
RDH/RDHA	Read Data Halfword	two data cycles for byte controllers
WDH/WDHA	Write Data Halfword	two data cycles for byte controllers
THW	Test HW Control Line	State of HW → MSIG
STB LB STBR LBR	Store Byte Load Byte Store Byte Load Byte	halfword/indexed byte/indexed halfword/register byte/register
SMCR CMCR	Sense Machine Control Register Clear Machine Control Register	
EXB LDWAIT	Exchange B-Bytes Load Wait Flip-Flop	B (16) to FWAIT
POW POUT	Release Initialize Relay Gate Output Pulses	

I/O Control/Operation. When the I/O Control is addressed and given a D Bus function code, it creates a one, two or three cycle Multiplexor Channel operation. The device address on A Bus (22:31) is gated to D Bus (06:15) together with the ADRS Control line whenever address type functions are specified. The returned SYN signal terminates the address cycle and initiates the next control function (DA, DR, CMD or SR). Delay timing within each cycle insures that the relationship of the Control line and D Bus signals meet the Multiplexor Channel Timing requirements.

The halfword functions (RDH/WDH) have a single data cycle when the Halfword (HW) Test line is active and two data cycles when a byte oriented controller is addressed (HW Test line inactive).

Output data is gated from the B Bus to the D Bus. The input data is gated from the D Bus to the input Data Register and then onto the S Bus, via ROM controlled S Bus Multiplexors. In a Sense Status operation, Data Register Bits 12:15 are also gated to the Condition Code (CC) Bus via the CC MUX. On all other D Bus operations, four zeros are placed on the CC Bus together with the CC strobe (SCC0). These zeros clear the CPU flag register but do not enter the PSW unless the CPU Enable bit is set.

At the end of the operation, the I/O Control returns a MFIN signal to restart the CPU clock.

The ACK function generates a single cycle on the D Bus and activates one of four Acknowledge lines, according to B30:31.

Byte handling functions. Selected bytes from the A and B Busses are gated onto the S Bus, via ROM controlled S Bus Multiplexors. (See IOU section for details.)

POW, POUT, LDWAIT, SMCR, CMCR, and THW Functions. These functions are described in detail in the IOU section.

Power Monitor. The Power Monitor contains the Primary Power Fail (PPF) detect circuits, the system Initialize Relay (K1) and the associated delay circuits used to control the relay amplifier. This logic provides an orderly system shutdown whenever the system is initialized or when power is turned off or lost.

The 12VAC input from the CPU logic supply is monitored for low line voltage. When trouble is detected, the Early Power Fail (EPF) bit is set in the MCR to create an MMF interrupt. After approximately 1 millisecond, the PPF interrupt is generated and the relay release operation begins. The POW function also initiates the release operation.

For multi-CPU systems, the various Power Monitors may be interconnected for proper sequencing of the sub-systems.

4. CPA GENERAL DESCRIPTION

4.1 CPA Block Diagram Description (Refer to Figure 4.)

The major Processor elements contained on the CPA are the Memory Address Registers (MAR), Memory Data Registers (MDR), the memory address arithmetic unit, the Memory Access Controller (MAC), part of the B Bus Multiplexor (BMUX), and an S-Bus buffer register (SREG).

The Memory Address Registers consist of the Memory Location Counter (MLC) and the Memory Address Register (MAR). The Memory Data registers consist of the Memory Data Register (MDR), the User Instruction Register (UIR), the User Destination Register (UDR), and the User Source Register (USR).

The memory address arithmetic unit consists of a Summer (SUM1X), a Multiplexor (MALX), a second Summer (SUM2X) and a second Multiplexor (MUXB). *MALX*

The Memory Access Controller (MAC) consists of a set of 16 Base Registers (BR), a Status Register unit (STATR), and Base Register arithmetic logic (SUM3X and LIMIT).

The B-Bus interface consists of the B Multiplexor (BMUX) and the B-Bus Addressing circuit (BADR). The S-Bus interface consists of the S Buffer Register (SREG) and the S-Bus Addressing circuit (SADR). Additional logic (MC Decoder) is used to decode the 4-bit MC Bus from the CPA to provide the CPB and the memory system with appropriate commands.

4.1.1 CPA Block Diagram Analysis (Figure 4). The following paragraphs provide brief descriptions of the function and data interfaces of each of the blocks in the CPA.

Memory Location Counter (MLC). The MLC is a 20-bit register which stores the starting address of the most recent instruction. It is loaded by a micro-instruction command (micro-control) from the S-Bus through SREG and an ST Bus, and it can be incremented by micro-control. Its outputs are connected to MALX for instruction fetches; to MUX B for relatively-addressed (RX2) data operations, and to BMUX for connection to the B-Bus.

Memory Address Register (MAR). The MAR is a 20-bit register which stores the absolute address for RX1 data operations, the relative address for RX2 data operations, and the total index (sum of the contents of the first and second index registers) for RX3 data operations. It can be loaded from the ST Bus or incremented by micro-control, and its outputs connected, except for Bit 31, to SUM2X for data address calculation. Bit 31, which is only used in I/O operations, is connected directly to Bit 31 of the Memory Address Bus (CA310).

Memory Data Register (MDR). The MDR contains a 32-bit register and a 32-bit multiplexor. The MDR is used to store data read from memory, to store data to be written into memory, and to store the absolute (non-indexed) address for RX3 data operations. The inputs are connected to the ST Bus for loading from the S-Bus or to the Memory Data Bus (CD00:31) for loading from memory. The outputs are connected to BMUX for connection to the B-Bus and, through a set of CD gates, to the CD Bus for writing into memory. The outputs MDR12:31 are also connected to MUXB for use in RX3 data operations.

User Instruction Register (UIR). The UIR is an 8-bit register which stores the Operation-Code (op-code) of the most recent instruction. It is loaded from CD16:23 on all instruction fetches, and the outputs are connected to CPB through front Connector 5.

User Destination Register (UDR) and User Source Register (USR) are used as follows: The UDR is a 4-bit register which stores the RI field of all user instructions, and the USR is a 4-bit register which stores the R2 field of RR instructions, the N field of SF instructions, and the X2 (or FX2) field for indexed instructions. These registers are loaded from CD24:27 and CD28:31, respectively, on all instruction fetches, and the outputs are connected to CPB through front Connector 5.

Summer 1 (SUM1X). The SUM1X is a 20-bit adder which provides temporary increments to the MLC for RX and RI instruction fetches, and, when properly enabled by PSW 21, adds the relocation field from MAC Base Register (BR), if used, to the program address from MALX.

Multiplexor (MALX). The MALX is a 20-bit multiplexor which selects between MLC and the output of SUM2X, for instruction fetches and data operations respectively.

Summer 2 (SUM2X). The SUM2X is a 20-bit adder which sums MAR with MLC (for RX2 instructions), or MDR (for RX3 instructions), or neither (for RX1 instructions).

Multiplexor B (MUXB). The MUXB provides selection between MLC and MDR for inputs to SUM2X.

B Bus Addressing Circuit (BADR). The BADR is a decoder which accepts the BSEL00:04 Bus, instruction format data, and a special command line S2B0 as inputs, and by means of BMUX, connects the appropriate outputs from SR, MDR, MLC, and SUM2X to the B Bus.

S Bus Addressing Circuit (SADR). The SADR is a decoder which accepts the SSEL00:04 Bus as inputs and causes MAR, MLC, or MDR to load from the SR00:31 Bus. SR is a buffer register which loads from the S Bus at each system clock and drives the SR00:31 Bus.

MC Decoder. The MC Decoder accepts the MC00:03 Bus from the CPB and decodes this bus to provide the Memory Command Bus CMC00:02 and all of the internal CPA control signals.

4.1.2 Memory Access Controller (MAC) Block Diagram Analysis (Figure 4). The following paragraphs provide brief descriptions of the function and data interfaces of each of the blocks in the MAC.

MAC Base Registers (BR). The BRs are a set of 16 24-bit registers which store the relocation, limit and interrupt control data for the Memory Access Control (MAC). BR receives a 4-bit address from the Base Register Address System (BRAD), is loaded with 24-bits of data from the MDR on command from the micro-program, provides an 8-bit limit field (BR04:11) to the Limit Comparator (LIMIT), a 12-bit relocation field (BR12:23) to SUM1X, and a 4-bit interrupt control field (BR24:27) to STATR.

MAC Base Register Address System (BRAD). The BRAD contains a 4-bit register, two 4-bit multiplexors, a 4-bit adder, and provides addresses to the BR from three sources: the Memory Address Bus CA26:29 for loading, MCL12:15 for instruction fetches, and MALX12:15 (through the 4-bit register) for data operations. The 4-bit adder provides a carry capability whenever MLC is incremented across a memory segment boundary.

MAC Status Register Unit (STATR). The STATR is a 5-bit Interrupt Status register with associated address decoding and interrupt controls. STATR is disabled whenever PSW21 is inactive or whenever a privileged micro-control is effected. (Privileged in this context means that MAC relocation and protection are disabled, exactly as if PSW21 were made inactive.)

When relocation and protection are disabled, a decoder senses CA12:31 and traps the locations assigned to the MAC. It is then possible to load BR or to read the five bits of STATR using the same procedures that are used to read from or write to memory. When relocation and protection are enabled, references to the trapped locations results in accesses to memory. The Memory Access Interrupt logic is also activated, under control of BR24:27.

MAC Limit Comparator (LIMIT). The Limit Comparator compares each memory address with the 8-bit limit field in BR and, when the protect function is enabled, causes an interrupt to be generated if an attempt is made to access a memory address which is larger than the limit.

MAC Summer 3 (SUM3X). The SUM3X monitors the MLC and anticipates when the incremented MLC (for RX and RI instructions) passes a segment boundary. When this occurs, the BR address is incremented by one, and a delay is initiated to allow time for a BR address change.

4.2 Memory Addressing (Refer to Functional Schematic 35-536D08 for mnemonic location.)

The 8/32 memory address data is derived from MLC, MAR, MDR, the MAC BR, and two carry signals. Selection from among these sources, and the computations used to arrive at the final address, are determined by the machine cycle (instruction fetch or data operation), instruction format (RR, SF, RX, or RI), and status of the Memory Access Controller (MAC).

During instruction fetches, which are initiated by particular states of the MC00:03 Bus from CPB, the program memory address is taken from MLC. RX and RI instructions require increasing the effective address by two or four bytes to access the second and third halfwords of the instruction. If relocation is enabled by PSW21, an additional 12-bit relocation field is added to MLC. The effective address is then:

$$CA = MLC + BR (MAC) + \text{carries (2 or 4)}$$

this addition occurs in SUM1X. (Sheet 8)

When memory is accessed for data operations in response to a user instruction, the effective address may be the sum of as many as five parts: an absolute address, a relative displacement, a first index, a second index, and MAC relocation field. For RX1 instructions, the absolute address is contained in MDR18:31 and the index in a user register addressed by the contents of register YX in CPB. For RX2 instructions, the relative displacement is contained in MDR17:31, the reference address in MLC (incremented by four) and the index in a user register addressed by the contents of register YX in CPB.

For RX3 instructions, the absolute address is contained in MDR 24:31, the first index in the user register addressed by the contents of register YX in CPB, and the second index in the user register addressed by the contents of register SX in CPA. Each of these program addresses can then be modified by the MAC relocation field from BR. The address calculations are:

RX1:	MAR CA	(YX) + MDR MAR + BR
RX2:	MAR CA	(YX) + MDR MAR + MLC + 4 + BR
RX3:	MAR CA	(YX) + (SX) MAR + MDR + BR

In each of these formats, the first addition is performed in the ALU and, the second addition is performed, simultaneously, by hardware in the CPA.

4.2.1 CPA Address Computation Instruction Fetch Address Computation. (Sheets 3, 6 and 8) The computation $CA \leftarrow MLC + \text{carries} + BR$ is done in SUM1X as shown on Sheet 8. It consists of five 19-067 4-bit ALU ICs and one 19-068 Carry look-ahead IC which is connected across the 16 most significant bits of the ALU. The "A" inputs to the ALU ICs are connected to MALZ12:31. For instruction fetches, SIR1 is active, and the outputs of MALX16:31 are MLC12:31 (Sheet 3) and the outputs of MALZ12:15 are either MLC12:15 or are open, depending on whether the MAC is enabled. If the MAC is disabled PROT1 (8R2) is inactive and MALX12:15 are enabled. If MAC is enabled, PROT1 is active (high) and MALX12:15 are inactive and effectively all zeros.

The "B" inputs to SUM1X28:30 (8D7) are derived from Carry signals C00 and C01 (Sheet 1), and RX2F1 (Sheet 10). For RX1, RX2, and RI1 formats, MLC must be incremented by two bytes to read the second halfword of the instruction from memory. C001 is made active, and both C011 and RX2F1 are inactive. Since the ALUs of SUM1X are operating on low-active data, these conditions cause the B1 input to be active (low) through the NAND gate (8B4), the B2 input to be inactive (high), and a count of two bytes to be added to MLC28:31 to produce CA28:30. If a Carry (Cn+4) is produced by the lowest-order ALU, this is propagated through the remaining bits of CA by means of the 19-068 Carry look-ahead IC device.

For RX3 and RI2 instructions, which require that three halfwords be read from memory, C011 is made active after the second halfword is read from memory. This disables the B1 input to the ALU (8D7) and, through the AND-OR-Invert gate (8B3), causes the B2 input to the ALU to become active, adding four bytes to the memory location from MLC.

When MAC is disabled, PROT1 (8R2) is inactive, PROT0 (8E6) is active (high) and the ALU is in the A only mode, producing $CA \leftarrow MLC + \text{carries}$. When the MAC is enabled, PROT1 is active, PROT0 is inactive, and SUM1X is placed in the A + B mode, where the B inputs to SUM1X12:23 are BR120:230 (Sheet 6), producing $CA \leftarrow MLC + \text{carries} + BR$.

Data Read/Write Address Computation (Sheets 3, 4, 6, 8 and 9)

The address computations required for data operations are determined by the instruction format, as shown previously in Section 4.2.

For RX1 instructions, the computation which must be performed in hardware is:

$$CA \leftarrow MAR + BR$$

The following conditions exist at the inputs to the gates (8A3 and 8A4) which produce ALU inputs B1 and B2; SDRDW0 is active, and C011 and RX2F1 are inactive. Both B1 and B2 are thus held inactive, inhibiting any address carries into SUM1X. The Memory Address Bus CA12:30 is then equal to the outputs of MAMLX12:30, if the MAC is disabled, or the sum of MAMLX12:30 and BR12:23 if the MAC is enabled.

MAMLX (Sheet 8) is a 20-bit wide, two-input multiplexor which switches the inputs to SUM1X between MLC and SUM2X, depending on the machine cycle as indicated by SIR1. For data operations, SIR1 is inactive, and $MAMLX \leftarrow \text{SUM2X}$.

SUM2X (Sheet 9) is a 20-bit ALU similar to SUM1X. The A inputs are MAR12:31, and the B inputs are MUXB12:31. The A inputs to MUXB are MLC12:31, the B inputs to MUXB are MDR12:31 and the select input to MUXB is RX3F1, so that for RX3 instructions $MUXB \leftarrow \text{MDR}$ and for other formats $MUXB \leftarrow \text{MLC}$. The control inputs to the ALU are RX1D0A and RX1D0B, which are both active low for RX1 instructions. This control condition cause the outputs of SUM2X to be equal to the A inputs, or MAR12:31, and the address calculation for RX1 instructions is correct.

For RX2 instructions, the computation which must be performed in hardware is:

$$CA \leftarrow MAR + MLC + 4 + BR$$

Since RX1D0A and RX1D0B are inactive (high) SUM2X is in the A plus B mode. The A inputs are MAR12:31, and the B inputs are MUXB12:31. The select input to MUXB (Sheet 9) is RX3F1, which is inactive (low) for RX2 instructions. MUXB12:31 are then connected to the A inputs, which are MLC12:31. Thus SUM2X calculates MLC + MAR.

Since the RX2F1 input to the AND-OR-Invert gate (8B4) is active, when the system control state reaches State 0 (CS001 active) a carry is enabled at the 4-bit ALU (8D7). This increments the output of the ALU (Sheet 8) by four. If the MAC is enabled, BR12:23 are summed into the ALU and into the address. If the MAC is not enabled, the address output is MAMLX + 4. Since SIR1 (8C3) is inactive, MAMLX12:31 is SUM2X12:31 and, as shown previously, this is MAR + MLC. Thus, CA = MAR + MLC + 4 + BR as required for RX2 instructions

For RX3 instructions, the computation which must be performed in hardware is:

$$CA \leftarrow MAR + MDR + BR$$

The calculation of MAR + MDR is done in SUM2X by RX3F1 (9C2) becoming active and switching MUXB12:31 to MDR12:31. The final calculation is done by the ALU (Sheet 8) as for RX1 instructions.

Since MDR is used to provide part of the address for data reads and data writes, it is essential that the address be kept stable during the memory operation. For data reads, MDR is used as a double-rank buffer. The data from memory is loaded into the register (Sheet 4), by making both MCLK0 and the Load inputs on Pin 09 of the 19-070 IC devices simultaneously active (low). The outputs MDR00:31 do not change until MCLK0 becomes inactive, which occurs after memory has been read and the address may change. For data writes, where the data word must be loaded into MDR to write into memory, the calculated address is first loaded into MAR, and then the data is loaded into MDR. This last operation is performed by the micro-program.

4.2.2 Base Register Selection

The Base Registers (BR) are selected for loading or when MAC is enabled for relocation and protection. When selected for loading, the registers are addressed in the same manner as memory locations and the associated memory locations receive and store the same data as the BR. When the MAC is enabled, the BR is selected using the four most significant bits of the program address: MLC12:15 for instruction fetches and SUM2X12:15 for data operations.

There are 16 Base Registers (BR), selected by the four address bits at Pins 01, 13, 14, and 15 of the 19-075 IC devices (Sheet 6). The 1MB memory is segmented into 16 64KB segments, and the four most significant bits of the 20-bit program address determine which segment, and therefore which Base Register (BR) is in use. For instruction fetches, the 4-bits are taken from MLC12:15. For data reads or writes, the 4-bits are taken from SUM2X12:15.

Base Register Selection for Loading. The Base Registers (BR) and the Status Register (STATR) (see Section 4.1.2) are assigned a group of memory addresses starting with an odd multiple of X'100' from '300' to '900', and ending at address '43' within the group. The MAC is configured to trap all 256 addresses within the group. The particular group used is a function of the system I/O requirements, and selection of the starting location of the group is by means of one or more jumpers (7B8). Table 8 shows the required jumpers for various starting locations.

TABLE 8. STARTING LOCATION JUMPERS

STARTING LOCATION	05J11 TO:	05J13 TO:	05J15 TO:
'300'	05J06 *	05J03 *	05J01 *
'500'	05J05	05J04	05J01
'700'	05J06	05J04	05J01
'900'	05J05	05J03	05J02

8/32 is wired



Whenever the MAC is disabled, by PSW21 being reset or a Privileged memory command present, PROT0 (7A5) is inactive, and if any address within this trapped interval appears on the CA Bus, a SRTR1 signal (7N6) is made active. This signal (6C8) causes a multiplexor to switch the address inputs of the 19-075 Base Register IC devices (Sheet 6) to CA26:29. The desired register is then selected. If the address is obtained because of a memory write command, a request pulse (CREQ0) is transmitted to memory and, simultaneously, an active pulse appears on RQFF0 (7A9). This causes the flip-flop (7F8) to be set, making BRWR1 active (7N7). This signal is gated with CA300, the halfword select bit of the memory address, and with FWWRT0, a signal (2M7) which is active whenever a fullword write is commanded, to produce SEGWEA0 and/or SEGWEB0. These in turn enable writing from MDX041:271 into the odd or even halfwords of BR, or both.

Base Register Selection for Relocation and Protection (R and P). Whenever PROT0 (7A5) is active, due to PSW21 being set and no privileged memory operation in the Micro-Control (MC) field of the micro-instruction, SRTR1 (7N6) is made inactive. This causes the 19-132 multiplexor at the address inputs to BR (Pins 01, 13, 14, and 15 of the 19-075 Base Register IC devices) to be connected to the output of a 19-133 4-bit adder (6B6). The four address bits to BR then depends on whether an instruction fetch or a data operation is being performed and also whether the carries needed for fetching the second and third halfwords of RX and RI instructions increment MLC beyond a segment boundary.

For instruction fetches, the segment number and therefore the Base Register (BR) address is determined by MLC12:15. Whenever relocation and protection are enabled, and a data operation is not being performed, SRTR1 (6A8) and SDRDW1 (6A4) are inactive, and the address inputs to BR is connected to MLC12:15 through the multiplexors (Sheet 6).

If the program address for an instruction fetch is within one halfword of a segment upper boundary, and the instruction format is RX or RI, the subsequent halfword carry causes the four most significant bits of the program address to increment by one. MLC12:15 does not change, so a simulated carry C3X0 (6A5) is made active by the circuits shown on Sheet 12, which are discussed later. An active C3X0 increments the output of the 19-133 IC Adder (6A6) by one and causes the BR address to increase by one.

If the program address for an instruction fetch is with two halfwords of a segment upper boundary and the instruction format is RX3 or RI2, the second carry into the program address causes the four most significant bits of the program address to increment by one. C3X0 is made active and the BR address is incremented by the adder (6A6).

Sheet 12 shows the circuits which generate the simulated carry signal C3X0. The instruction location within the segment is contained in MLC16:30. For a carry to cause the instruction location to move to the next segment, all of the bits in MLC from MLC29:16 must be active. In addition, if MLC30 is active, the first carry of the instruction fetch sequence propagates up to the Base Register (BR) select bits MLC12:15.

If MLC16:23 are active, the input on Pin 05 of the C3X0 gate is high, whenever SIR1 is active (during an instruction fetch). If, at the same time MLC24:29 are active, the inputs on Pin 01 of the 19-058 gates at locations 12E5 and 12E6 are active. If MLC30 is also active, and C001 becomes active, signals GT0, GT1, and C3X0 all become active.

If MLC30 is inactive, C001 does not generate C3X0. However, if the instruction format is RX3 or RI2, C011A becomes active when the third halfword is read from memory. This causes GT0, GT1, and C3X0 to become active, signalling that the address has incremented beyond the segment upper boundary. GT0 and GT1 are used in limit checking and are discussed later.

When a data operation is commanded by the micro-control bits, a SDRDW1 signal (2S9) is decoded from MC00:03 and latched in a tracking latch (Sheet 2) when DREQ1 becomes active at the start of the memory operation. This causes the multiplexor outputs (6B4) to be connected to the inputs of a quad flip-flop (6B2). These flip-flops store the four most significant bits of the most recent data operation, so that as soon as it is determined that a data operation is to be performed, the Base Register (BR) address lines are switched to what is most likely the correct segment. If, however, the new data address is in a different segment than the most recent data address, a 19-117 4-bit comparator (6C2) is enabled to compare the new segment number on SUM2X 12:15 to the old segment number stored in the 19-131 quad flip-flop. Approximately 100 nanoseconds after the start of the data operation a P100N1 pulse is gated into the quad flip-flop and updates the stored segment number. The output AEQB1 of the comparator is used to cause an 80 nanosecond delay in memory operation whenever the segment number changes, to allow time for the new base register to be accessed and the address calculation to change.

4.2.3 Base Register Write Operation. As described in Section 4.2.2, the Base Registers (BR) are addressed from CA26:29 whenever relocation and protection are enabled and one of the trapped memory locations is addressed on the CA Bus. If, at the same time the MC field of the micro instruction calls for a Write operation, a SDW1 signal is decoded from the MC field and appears active (7H8). Subsequently, a request is made to memory and a RQFF0 signal (7A9) becomes active for approximately 50 nanoseconds. The leading edge of RQFF0 sets the flip-flop (7G8) and causes BR WR1 (7N7 and 6H2) to become active.

The Base Registers (BR) are addressed in exactly the same way as memory locations, so that the even halfword, the odd halfword, or the fullword can be written into. If the memory command is Full Word Write, a FWWRT0 signal (6J1) becomes active. This gates BRWR1 to SEGWEA0 and SEGWEB0, the Write Enable inputs to the Base Register (BR).

SEGWEA0 is active whenever FWWRT0 or CA300 are active, and enables writing into the most significant, or even, halfword of the Base Register BR16:27. SEWEB0 is active whenever FWWRT0 is active or CA300 is inactive, and enables writing into the least significant, or odd, halfword of the Base Register, BR02:15.

The data inputs to BR are connected to the outputs of multiplexor MDX04:27. For fullword write operations, MDX04:27 are switched to CD04:27, which in turn are connected to MDR04:27 (Sheet 4 and Sheet 11). For halfword write operations, the data to be written into BR is contained in MDR16:31, whether the location to be written into is odd or even. This data is brought to the odd halfword inputs to BR16:27 from MDR16:27 through tri-state gates (Sheet 11) to CD16:27 and through MDX16:27 to BR. This data is also routed from MDR20:31 through tri-state gates (Sheet 11) to CD20:31 and through gates (11L4 to 11L9) to MDX04:15 and the inputs to BR04:15. Thus, the halfword data is presented simultaneously to the inputs to both the odd and even halfwords of BR. It is written into whichever halfword has an active Write Enable i.e., SEGWEA0 or SEGWEB0.

4.2.4 Status Register Selection, Read and Write Clear. As described in Section 4.2.2, memory references to the locations assigned to the Base Registers (BR) and Status Register (STATR) are trapped by logic shown on Sheet 7. Whenever the address is '----40' thru '----43', and a memory reference is started so that the flip flop at 7F8 is set, a STAT0 signal (7M7) becomes active. If the memory reference is a read reference, the SDR1 signal (7K9) is active, and when memory is read, MDRCLK 1 (7L9) also becomes active. This causes RSTR0 (7R9) to become active which connects the outputs of the Status Register flip flops IR27:31 (sheet 7) to the CD Bus by means of five tri-state gates (Sheet 11). To insure that the CD Bus is not being driven from the memory at the same time that it is being driven from the Status Register, the STAT0 signal causes the CMC Bus (2R9) to change from a Read command to a Write command so that the memory does not drive the CD Bus.

If the memory reference is for a Write operation, the Status Register is cleared. SDW1 (7L7) is decoded from the micro-instruction MC field and, when STAT0 is active, an active condition of RQFF0 caused by the memory reference makes CSTA0 active which clears the Status Register flip-flops IR27:31.

4.2.5 Memory Access Interrupts. Whenever the Memory Access Controller (MAC) is enabled, because PSW21 is set and a privileged memory reference is not in process, certain conditions may be detected which causes the CPA to signal the CPB that an interrupt must be taken. This signal occurs in one or more of the following ways:

1. For interrupt conditions which occur during data references to memory, a Memory Access Interrupt (MAI0) signal is made active (7N4).
2. For interrupt conditions which occur during instruction fetches, an ININT0 signal is made active (7N2) and the output of the User Instruction Register UIR24:31 (Sheet 5) is forced to 'FF'.

Memory Access Interrupt During Data Operations. There are four conditions which causes a Memory Access Interrupt (MAI0) signal to become active during a data operation. These are each represented by a bit in the Status Register IR27:30, as shown in Table 9. Also shown are the conditions of BR25:26 which enable the two Write Protect interrupts, which are described as follows:

TABLE 9. MEMORY ACCESS INTERRUPT SIGNALS

BR25:26	IR BIT	MEANING
--	27	INVALID ADDRESS
--	28	NON-PRESENT ADDRESS
X1	29	WRITE PROTECT VIOLATION
10	30	WRITE/INTERRUPT CONDITION

1. **Invalid Address Interrupt for Data Operation.** An invalid address is an address which exceeds the upper limit of a memory segment as determined by BR04:11 (the Limit field). A pair of 19-117 comparators (Sheet 6) continually compares these Base Register (BR) bits to the eight most significant bits of the un-relocated program address MALX16:23 and, when an attempt is made to address a location beyond the Limit field, LIME1 (6N6) becomes active.

As soon as the memory reference is started, DREQ1 (7A1) becomes active, so that the output of an AND gate (7C1) becomes active if LIME1 is active due to an invalid address. This enables setting of the IR 27 flip-flop (7D1) and, since SIR0 is inactive (high) causes NW0 and NW1 (7K2) to become active, which enables setting of the MAI flip flop (7M4).

As soon as an attempt is made to reference memory for a data operation to the invalid address, a RQFF0 signal (7A9) becomes active for 50 nanoseconds. If the MAC is enabled, SPROT1 (7A5) is active. Because the MAC is enabled, SRTR0 (7A5) is inactive (high), so that the leading edge of RQFF0 sets the IR27 and the MAI flip-flops.

If the memory reference is for a data write, SDW1 (7J5) is active, and NW1 causes CDW0 to become active. CDW0 (2K8) causes the Write command to memory on CMC00:02 to be converted to a Read command. When DREQ1 becomes inactive at the end of the memory operation, NW1 becomes inactive. However, since IR27 is set, CDW0 is maintained active as long as both the IR27 and MAI flip flops are set and SPROT1A is active, or until the SDW1 signal is made inactive by another type of memory reference.

As described in Section 4.2.4, the MAI flip flop is cleared whenever a read or write reference to the Status Register (STATR) is made. This removes the CDW0 signal, allowing memory Write operations to resume. Also attempting to write into the Status Register clears IR27, making CDW0 inactive and permitting Write operations to resume.

2. Non-Present Address Interrupt for Data Operations. When BR27 is reset, and any memory reference is made, the IR28 and MAI flip flops are set similarly to the invalid address interrupt described previously.
3. Write Protect Violation. Whenever the MAC is enabled and BR26 is set, the IR29 flip flop (7D4) and the MAI flip flop are set if an attempt is made to write to memory. All attempted Write operations are changed to reads by CDW0 until the MAI or IR29 flip flops are reset.
4. Write/Interrupt Condition. Whenever the MAC is enabled, BR25 is set and BR26 is reset, the IR30 and MAI flip flops are set, but writes are not changed to reads. This allows the program to continue while the Processor is interrupted.

Memory Access Interrupts During Instruction Fetches from Memory

There are three conditions which cause MAI0 to become active during an instruction fetch. These are shown in Table 10 together with the Status Register bits which represent the condition and the Base Register bit, if any, which enables the interrupt.

TABLE 10. MEMORY ACCESS INTERRUPTS

BR24	IR	MEANING
--	27	INVALID ADDRESS
--	28	NON-PRESENT ADDRESS
1	31	EXECUTE PROTECT VIOLATION

1. Invalid Address Interrupt for Instruction Fetch. The Invalid Address Interrupt for Instructions is similar to that for data operations except that CDW0 is not made active, and the MAI flip flop is not set. Instead, a latch (7M2) is set, causing ININT0 to become active. At the same time that ININT0 is made active to the CPB, ININT0 A is made active (5A9), presetting the UIR to 'FF'. This simulated user operation code is used in CPB to vector to a micro-code subroutine to process the interrupt while preventing the data at the invalid address from being executed as an instruction. The active condition of ININT0 is maintained until another instruction fetch is started, at which time ISTB0 (7L2) becomes active and resets the ININT latch. IR27 remains set until the Status Register is cleared.
2. Non-Present Address Interrupt for Instructions. When BR27 is reset and an instruction fetch is attempted, IR28 and ININT0 are set. Subsequent operation are similar to the Invalid Address interrupt (see 1).
3. Execute Protect Violation. When BR24 is set, and an attempt is made to fetch and execute an instruction; IR31, ININT0, and MAI0 are made active. Any subsequent attempts to write into memory are changed to reads until IR31 or MAI are reset. The UIR output to CPB is forced to 'FF' by ININT0 and remains so until the next instruction fetch.

4.3 Memory Reference Operations

All Processor operations which require reference to memory begin with a specification in the MC field of the micro-instruction. Table 11 shows the interpretation of MC00:03, and lists the micro commands in terms of the effect on memory reference operations.

TABLE 11. MICRO COMMANDS

OPERATION	MC 00:03
INSTRUCTION READ	1001 1100
DATA READ	1X1X 1000 1101
DATA WRITE	0X1X 0101

4.3.1 MC Field Decoding (Sheet 2). The MC Bus MC00:03 is connected to the CPA via front cable Connector 2. The following commands are decoded directly from the MC field; providing that PASSIA is not active, signifying that a branch is not occurring (for conditional micro-instructions, implementation of the MC field is inhibited whenever a branch is allowed):

CPC001	- Increment MLC by the length of the last command
CPC011	- Increment MAR by four
IR1	- Instruction Read
DRDW1	- Data Read/Write operation
RH0	- Read Halfword

The following commands are decoded and stored in quad flip flops (Sheet 2):

SDR0	- Data Read
SPROT1	- Relocation and Protection enabled
SRH0	- Read Halfword
SDW0	- Data Write
SIR1	- Instruction Read

These commands are stored whenever a new Memory Reference MC field is presented to CPA (as decoded by a 19-058 gate at 2F9) and a system clock CK1A occurs while the Processor is in Control State 0 (2H8). Since a new micro-instruction is read into the RIR of the CPB each time the Processor enters Control State 0, and a system clock occurs at the following transition from Control State 0, these flip flops always have stored the most recently commands to memory. The decoded function DRDW1 from a 19-116 decoder (2L4) is stored differently in a tracking latch (2N9). As long as no memory references are in operation, SDRDW1 tracks the decoded DRDW1. When a memory reference is started, DREQ1A (2L5) becomes active and remains active as long as memory is being interrogated. This signal freezes SDRDW so that the Processor cannot start another memory operation until the first is completed.

The Memory Command Bus CMC00:02 is effectively stored in the quad flip-flop at 2J7. However, these signals are enabled by DREQ1 in gates 2M7, and 2M8, and are modified by STAT0 and CDW0 from the MAC. When STAT0 is active, which can only occur when the Status Register is addressed, the memory is forced to a write condition, which causes the memory to release the CD Bus so it can be driven by the Status Register. CDW0 is active only when an illegal data write memory reference is commanded, which causes all memory Write operations to be converted to Read operations, by modifying Memory Command Bits CMC00:01.

4.3.2 Strobes and Delayed Clock. Each memory reference is started by one or more strobes. A NAND gate (12B1) accepts System Clock (CLK1A), the Instruction Read decoded command (IR1), a CS001 signal which indicates that a new micro-instruction is in the RIR and should be executed, and PASSOA from CPB which indicates that no branch is taking place. This combination makes ISTB0 and DSTB0 active. DSTB1 is the input to two cascaded 100 nanosecond delay lines (Sheet 12). The quiescent levels of the delay line outputs are low, except when a pulse which propagates down the delay line causes the outputs to become high. The 20 nanosecond tap is connected to a gate at 12J1 together with DSTB0. The resulting output STB0 is a 20 nanosecond wide negative pulse occurring after the trailing edge of DSTB0. This pulse is used to reset the MCLK0 latch (4A3).

When DSTB0 becomes active, a flip-flop at 12K2 is preset and a flip flop at 12K3 is cleared. The outputs, both high, of these flip flops are gated in an AND-OR-Invert gate (12M3) to produce DLCK0, which becomes active at the trailing edge of CLK1, when SIR1 becomes active, or at the leading edge of CK1A when SDRDW becomes active.

The width of DLCK0 is determined by whether an instruction or a data operation is in process and whether, in each case, a change in memory segment, and therefore the Base Registers, is required.

During an instruction fetch, SIR1 is active and DLCK0 terminates when the flip-flop at 12K2 is reset. The clock for this flip flop occurs approximately 40 nanoseconds after the trailing edge of DLCK0. If, at this time, the MLC has been incremented and a carry is being propagated to the four most significant bits of MLC (MLC12:15), C7X1 and CK1A (12B1) become active and the two gate latch at 12F3 is set. The output connected to the D input of the flip flop is high, and the flip flop is not reset at the trailing edge of the 40 nanosecond clock.

If MLC12:15 are not going to change, the Base Register (BR) selection does not change, and C3X1 remains low. The latch is reset at the end of every memory operation by P180N0-P200N1, the D input to the flip flop remains low, and DLCK0 is terminated approximately 60 nanoseconds after the trailing edge of CK1A.

During a data operation, ISTB0 is not generated, but DSTB0 and STB0 occur when CK1A, STRT1, and DRDW1 are all active simultaneously, that is, during the system clock which is to initiate a data reference to memory. At this time, SDRDW1 is made active, and DLCK0 terminates when the flip flop at 12K3 is set. The clock to this flip flop occurs approximately 80 nanoseconds after the trailing edge of DSTB0. At this time, a 4-bit comparator (6C2) is comparing the stored segment number with the desired segment number as indicated by SUM2X 12:15, and, if the two are different, AEQB1 at the D input to the flip flop is low. The flip flop remains reset and DLCK0 continues. If the actual and desired segment numbers are the same, AEQB1 becomes active, the flip flop is set and DLCK0 terminates approximately 100 nanoseconds after the trailing edge of CK1A.

If DLCK0 is not terminated at 60 nanoseconds for instructions or at 100 nanoseconds for data references, a pulse generated by P180N0-P200N1 direct clears the first flip flop and direct sets the second flip-flop, terminating DLCK0 at approximately 180 nanoseconds and allowing time for the memory address to settle before a memory request CREQ0 is activated.

If the MAC is disabled, SPROT0 (12B4) is inactive. This gates P080N1 and terminates DLCK0 approximately 80 nanoseconds for both instruction and data references.

4.3.3 Instruction Read (see Figures 5A, 5B, and 5C, Instruction Read). When an MC field decodes to Instruction Read, IR1 (2N5) becomes active. Since the new MC field is stored in RIR during Control State 0, the conditions required by the four-input 19-060 NAND gate (12B1) are met when the next system clock CK1A becomes active. This causes ISTB0 and DSTB0 to become active. ISTB0 (1L5) causes the IREQ flip flop (1L5) to be direct-set, making IREQ0 active, and DISTB0 (1L6) makes DREQ0 active.

Following the trailing edge of DSTB0, a 20 nanosecond STB0 pulse is made active (12K2).

The negative-going DSTB0 sets two flip-flops on Sheet 12. Since SIR1 (2K7) is latched active at the trailing edge of CK1A, DLCK0 (12R3) becomes active at the trailing edge of DSTB0 (and CK1A) (1K5). DLCK0 and STB0 become active at the same time, but DLCK0 remains active longer than STB0. DREQ1 is made active before DLCK0, so that at the trailing edge of DLCK0 (which is variable depending on addressing conditions) a preset is applied to the CREQ flip flop (1L2). This preset pulse is only 20 nanoseconds wide because it is gated by SHP1 from a 30-019 delay line (1N4), which is pulsed by the leading edge of DLCK0. After 50 nanoseconds, the delay line output is inverted (IR3) and clocks the CREQ flip flop off, so that 50 nanosecond CREQ0 and RQFF0 pulses are generated.

CREQ0 is transmitted to the memory subsystem to request a memory operation in accordance with the Memory Command Bus CMC00:02. At the same time RQFF0 is made active (1A1), causing MDRCLK0 and MDRCLK1 to become active.

Whenever memory is not being referenced, DREQ1 is inactive. This signal holds a two-stage Johnson Counter, consisting of two flip flops (Sheet 1), reset. As soon as DREQ1 becomes active, this counter is free to be clocked.

The leading edge of MDRCLK1 causes the C00 flip flop to be set, making C001 and C000 active. C001 and C010 are gated by CD170 (1G7) in a 19-062 AND-OR-Invert gate. If CD170 is inactive (high) for RR and SF formats, the D input to the DREQ flip flop (1M7) is low.

When the memory has completed the operation requested, CRDY0 (1A2) becomes active for 50 nanoseconds. This causes MDRCLK1 and MDRCLK0 to become inactive. The trailing edge of MDRCLK0 resets DREQ0 if the D input is low, which occurs if CD170 is high. This condition results when the instruction format that is being read from memory is SF or RR. The trailing edge of MDRCLK0 also always resets IREQ0. Thus, the memory operation terminates after one halfword if the instruction is SF or RR.

If CD170 is low at the trailing edge of MDRCLK0, DREQ1 is not reset. A delayed MDRCLK propagates through the delay network (1D2) and produces a positive pulse at the output of the AND gate at 1K3. Since DREQ1 and SHP1 are both active, the CREQ flip flop is direct set and another request to memory is started. The second RQFF0 makes MDRCLK0 active, and the leading edge of MDRCLK1 sets the C011 flip flop (1D6). When memory places the second halfword of the instruction on the CD Bus, Bits CD16 and 17 and the operation code in UIR are examined (Sheet 10) to determine if the instruction format is RX3 or RI2. If it is, the RXILO signal (1E7) is made active. When CRDY0 is returned by memory, MDRCLK0 becomes inactive. If RXILO is low, the D input to the DREQ flip flop is high, and DREQ0 remains active. If the instruction format is RX1, RX2, or RI1, requiring only two halfwords from memory, RXILO is inactive and DREQ0 is terminated at the trailing edge of MDRCLK0.

If DREQ0 remains active after the second CRDY0 is received from memory, the second MDRCLK1 propagates through a delay network at 1D4 producing a delayed pulse DD1 (1J3) which causes another CREQ0, and causes the memory to read another halfword – the third halfword of RX3 and RI2 instructions – onto the CD Bus. The leading edge of the third MDRCLK1 causes the C001 flip-flop to reset. The AND-OR-Invert gate (1G8) decodes C000-DREQ1 and causes the D input to the DREQ flip-flop to become low. The trailing edge of the third MDRCLK0 then terminates DREQ0.

In addition to sequencing out the correct number of halfwords for instruction fetches, the signals developed on Sheet 1 also control loading of the data into the UIR, USR, UDR, and MDR. Whenever an instruction is fetched, the first halfword, on CD16:31, is always loaded into UIR (CD16:23), UDR (CD24:27), and USR (CD28:31) (Sheet 5). The load pulse LDUIR0 (5A3) is obtained from a gate at 4M2 and consists of MDRCLK0 gated by IREQ1, which is active only during the first halfword out of memory.

The second halfword is loaded into both the most and least significant halfwords of the MDR (Sheet 4). The 19-070 devices used for the MDR require a simultaneous low at the Clock (Pin 2) and Load (Pin 9) inputs. Loading occurs on the trailing edge of the Load input. The Clock input MCLK0 is pulsed low at the beginning of each instruction fetch by STB0 setting a two-gate latch at 4B3, and remains low until DREQ0A is terminated and at least one system clock CK0A has occurred. This never occurs until the second and, if required, third halfwords have been loaded into MDR, since DREQ0A is active during the entire instruction fetch.

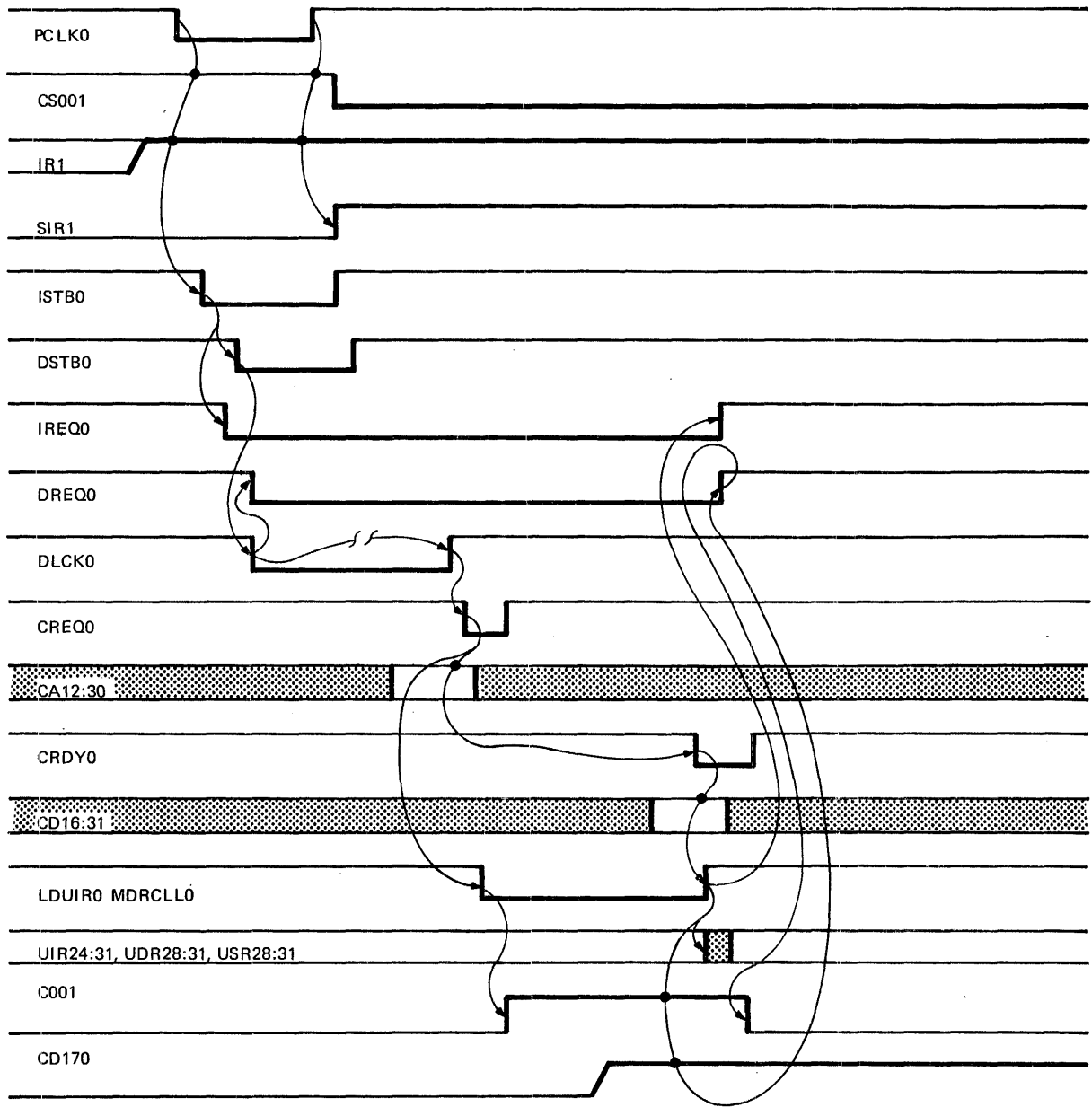


Figure 5A. Instruction Read, RR or SF Formats

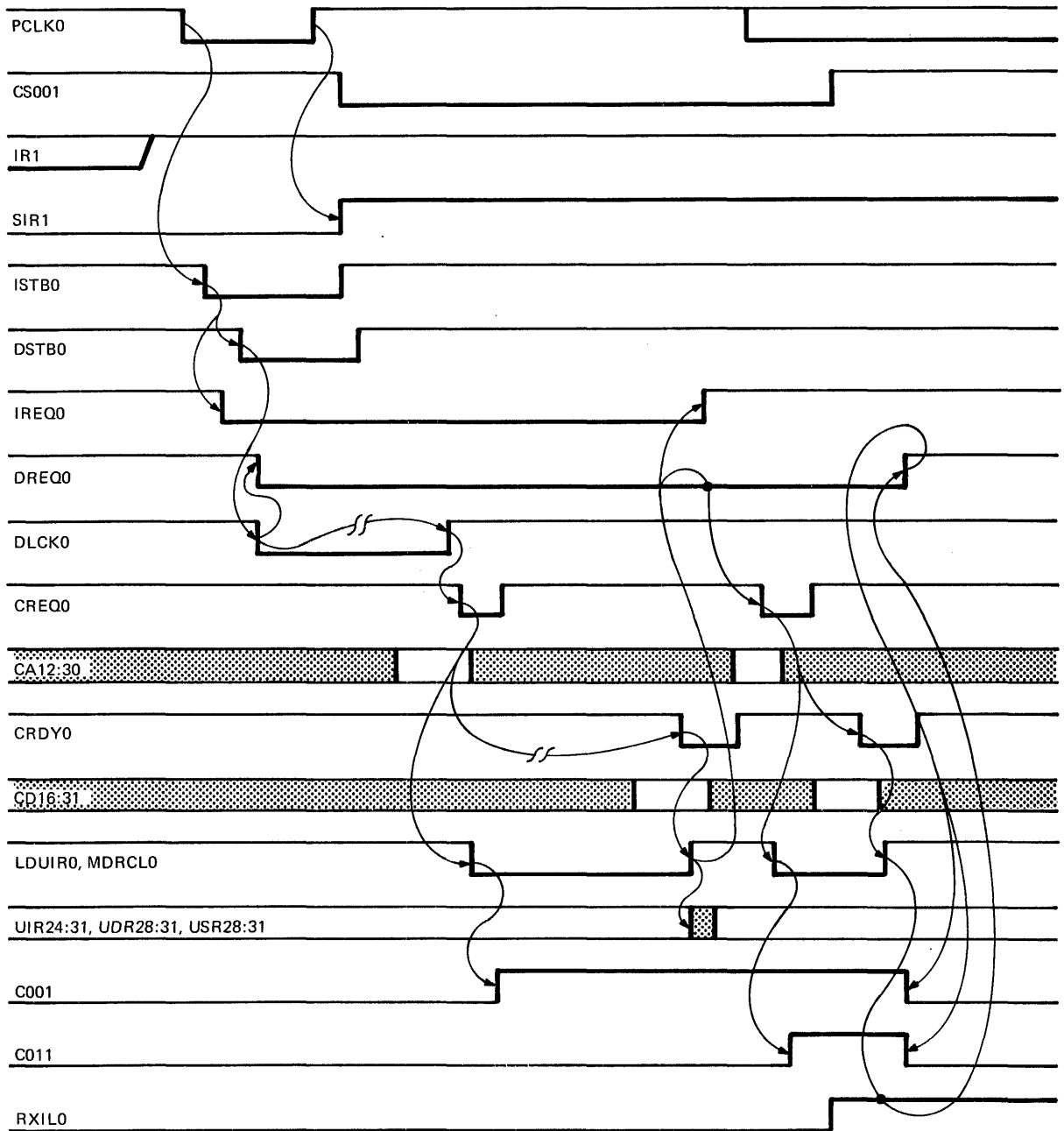


Figure 5B. Instruction Read, RX1, RX2 or R11 Formats

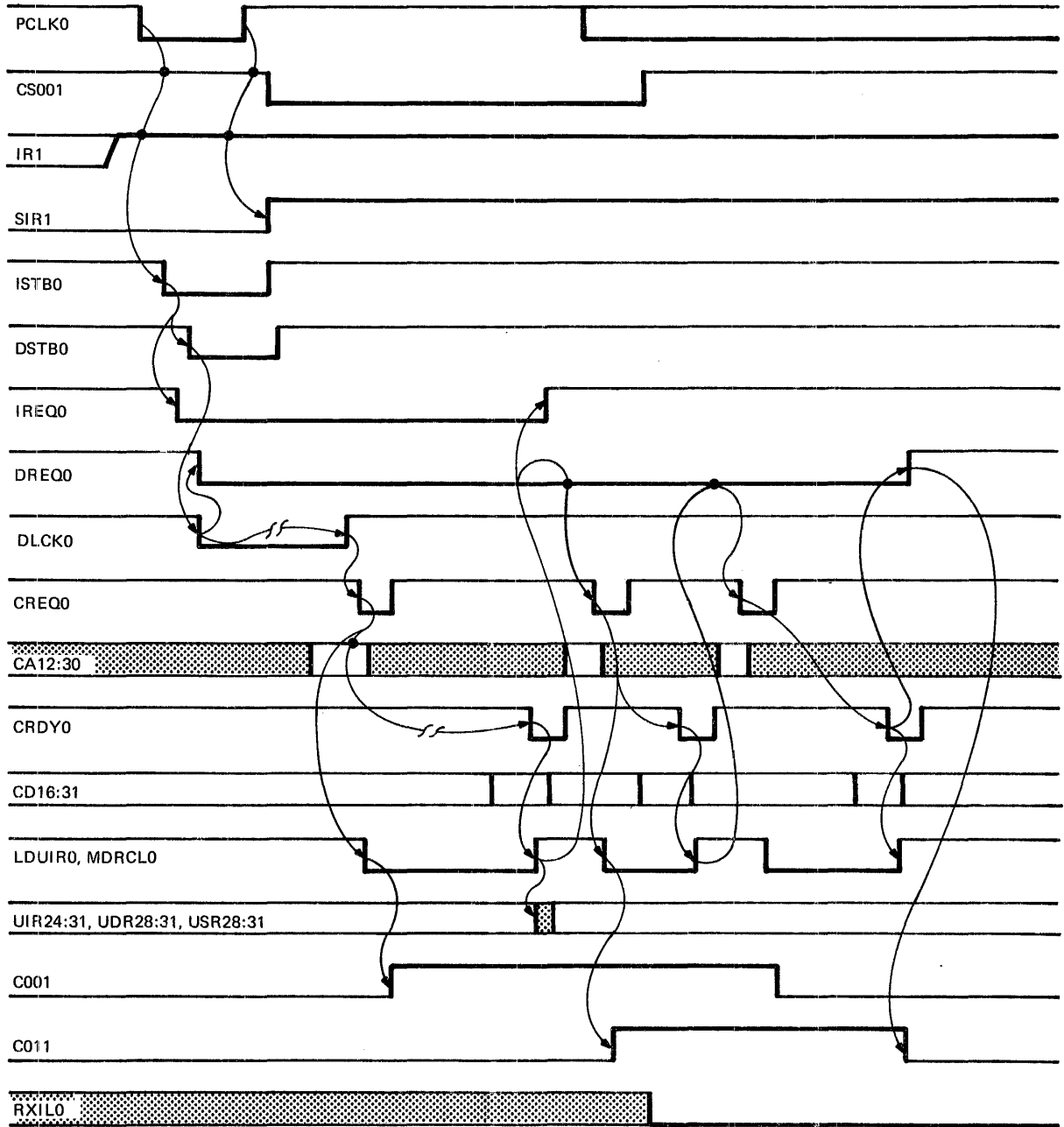


Figure 5C. Instruction Read, RX3 or RI2 Format

While MCLC0 is low, the second MDRCLK0 is gated through AND-OR-Invert gates (Sheet 4) since IREQ1A (4D1) and CC0 (4J2) are both low, causing the data at the inputs to MDR00:31 to be accepted. The data inputs to MDR16:31 are received from CD16:31 through MDX16:31 (Sheet 4) since LDMDR0 is high at this time. However, the 19-066 multiplexors to MDX00:15 (Sheet 4) are disabled because the control input CDXN0 is inactive. CDXN0 comes from an AND-OR-Invert gate (11C3), is inverted at 4J4, and is inactive when C011 is active, which occurs during the second and third halfwords. At this time, tri-state gates (Sheet 11) connect MDX00:15 to CD16:31, so that the data on CD16:31 (the second halfword) is written into both MDR00:15 and MDR16:31.

When the third halfword is available on CD16:31, CC0 is inactive and no load pulse appears at MDR00:15. However, a second load pulse appears at MDR16:31, and the new data on CD16:31 is written into MDR16:31, overriding the previously written second halfword.

When DREQ0A becomes inactive and a system clock has been generated, MCLK0 terminates, and the data which had been loaded into MDR00:31 appears in the outputs of the 19-070 devices.

Instruction Format Decoding and Storage. Since a possible micro-command could be "Increment MLC by the length of the last instruction" it is necessary to store information about instruction format. In addition, information is required to make MDR output appear as proper fullwords, although for RX1, RX2, and RI1 instructions, only the least significant halfword of MDR has meaningful data.

Part of format decoding is accomplished by PROM (10B3). UIR outputs are used as address inputs to PROM, and the four outputs are RX001, signifying RX type instruction; RI021, signifying RI2 type instruction; RRSF1 signifying SF or RR format; and RI1X1, signifying RI1 type instruction.

A CC0 signal produces a clock signal when the second halfword of a two or three halfword instruction is available on the CD Bus. Figure 6 shows the relationship of CC0 to MDRCLK0. At the trailing edge of CC0, a flip flop at 10J6 is set whenever an RR, SF, RX3, or RI2 instruction is decoded from the PROM (10C3) and the states of CD16 and 17. Whenever this flip-flop is set, and CPC001 is active, an INCR1 signal is made active (10M6). CPC001 is a decode from the MC field which commands that the MLC be incremented by the length of the last instruction, so that INCR1 commands that the MLC be incremented by one or three halfwords (two or four bytes).

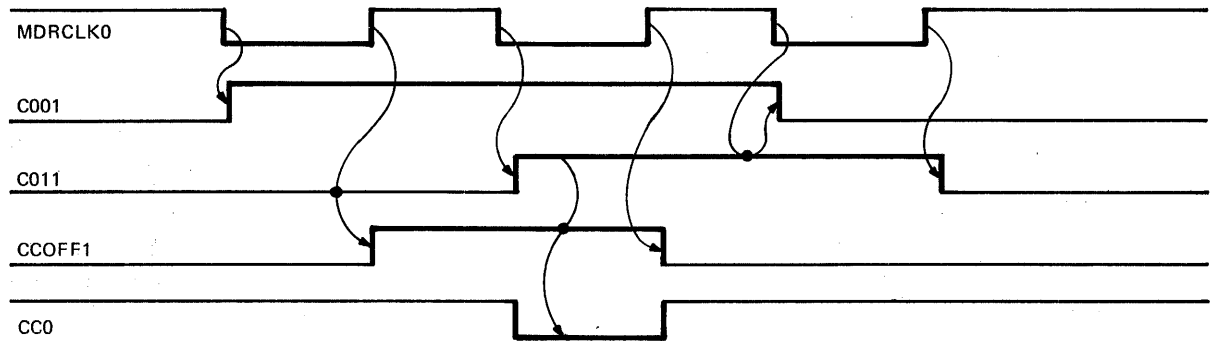


Figure 6. Second Halfword Clock Timing

Whenever an instruction is fetched and RRSF1 (10C3) is inactive, the instruction must have two or three halfwords – a gate at 10L7 decodes this condition and makes INCR021 active, commanding that the MLC be incremented by at least two halfwords (four bytes). Taken together, INCR1 and INCR021 indicate that MLC be incremented by one, two, or three halfwords.

The RXILO signal (10M5) is used (1E7) to cause the third halfword of RX3 and RI2 instructions to be read from memory. This signal comes from the RI021 output of the PROM and the output of a gate at 10G2 which decodes RX001·CD171·CD160·SDR0, which is the definition of an RX3 instruction format. The RXILO signal is not stored because it is only needed at the second halfword readout from memory.

Whenever the RX3 decode shown previously is active at the D input to the RX3 flip flop (10J1), a LDH0 signal which is used to load the MDR's most significant halfword is also used to set the RX3F1 signal.

A similar decode RX001·CD161·SDR0 is used to detect an RX2 instruction and set the RX2 flip flop (10J3). When the RX3 flip flop and the RX2 flip flop are set, two signals, RXID0A and RXID0B, are made active to control the arithmetic function of SM2X (Sheet 9). The decode of RX001·CD160·CD170·SDR0 is used to detect an RX1 instruction and set the RXID0 flip flop (10M1). This flip flop is reset during the first halfword of an instruction request or upon loading the MDR by a microcode instruction. This signal (12H7) is used to control the effective MDR output as read to the B Bus. For RX1 instructions, B00:15 are made equal to MDR16 whenever MDR is gated to the B Bus. The RX2 output (10J4) is also used (12H7) to extend the least significant halfword on the B Bus, but for RX2 instructions it is MDR17 which is used. Another circuit (12H9) switches the signal BIT161 to MDR171 for RX2 instructions.

A RX3D0 signal (10M5) is used in CPB to control double indexing. This signal is enabled by RX3EN1 which is made active at the start of each memory reference and inactive whenever MAR is loaded. This occurs when MAR ← YX+SX.

A MSIG0 signal (10N4) is used to indicate to CPB that an RX2 instruction is being executed. This signal is tested by the micro-code for certain instructions. When an instruction other than RX2 is being executed, MSIG0 can become active from other sources. JUTY1 is made active for instructions other than RX2 to indicate to CPB that MSIG0 should be ignored.

4.3.4 Data Read Operation. (see Figure 7 Data Read Operation). When the MC field of the RIR in the CPB indicates a memory Data Read operation (see Section 4.3) the following signals are made active: SDR0, SDR1 (2N2), DRDW1 (2M4), and SDRDW1 and SDRDW0 (2R9). In addition, if the command is for halfword read, SRH0 (2N2) is made active, and if the command is a privileged read, SPROT1 (2N2) is also made active.

When DRDW1 is active during Control State 1, and if no interrupts are being processed, STRT1 (12A2) is active. When CK1A becomes active, DSTB0, STB0 and DLCK0 are initiated.

DSTB0 causes DREQ0 (1R7) to become active, and the trailing edge of DLCK0 (after 100 nanoseconds if there is no change in Base Register or after 190 nanoseconds if the Base Register address changes) causes CREQ0 to be initiated. This makes MDRCLK1 and MDRCLK0 active. When data is available on the CD Bus, memory generates CRDY0, which terminates MDRCLK0 and MDRCLK1.

Since a Data Read operation is proceeding, SIR1 (1G4) is inactive, and $\bar{S}IR0$ ($1\bar{G}7$) at the input to the AND-OR-Invert gate is high. At the leading edge of MDRCLK1, the C001 flip-flop is set, and the output of the AND-OR-Invert gate connected to the D input to the DREQ flip-flop becomes low. At the trailing edge of MDRCLK0, the DREQ flip-flop is reset, terminating memory Data Read operation.

Data is loaded into the 32-bit MDR from the 32-bit CD Bus on the trailing edge of MDRCLK0. At this time SIR1 (4A3) is low, enabling DREQQA to pass through two gates and become MCLK0.

Since SDR1 (4A2) is active, MDRCLK1 is gated to Load inputs (Pin 9) from all stages to the MDR, and data is loaded at the trailing edge of MDRCLK0. However, DREQQA is terminated at the trailing edge of MDRCLK0, so that the new data appears at the outputs from MDR at the trailing edge of MDRCLK0.

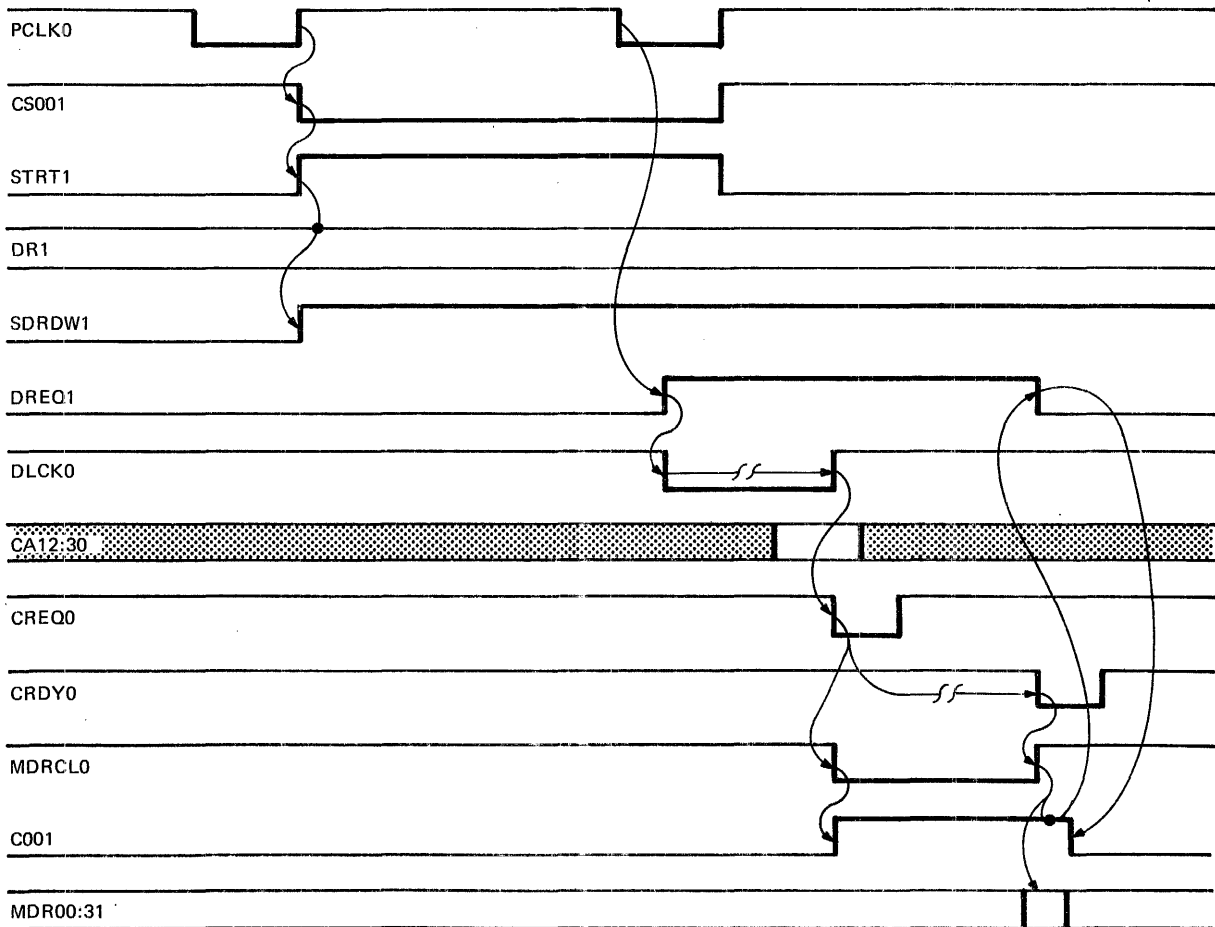


Figure 7. Data Read Operation

The Read operation does not distinguish between fullword and halfword read. However, when halfword read is commanded, SRH0 (2N2) becomes active. This causes the B-Bus multiplexor select signal BMXSLA (12N7) to be set on the following system clock CK0A, and the B-Bus multiplexor is switched from MDR00:31 driving B00:31, to MDR16:31 driving B16:31, and MDR16 driving B00:15. The Halfword Sign Bit 16 is propagated through the most significant bits of the B Bus.

The Read operation does not distinguish between normal read and privileged read. However, when a privileged read is decoded from the MC field, SPROT1 is reset, and all operations are accomplished with program addresses, without relocation and protection.

4.3.5 Data Write Operation (see Figure 8 Data Write Operations). When the MC field of the RIR in the CPB indicates a memory Data Write operation (see Section 4.3) the following signals are made active: SDW1, SDW0 (2N3), DRDW1 (2M4), and SDRDW1 and SDRDW0 (2R9). If the command is a privileged write, SPROT1 (2N2) is also made active.

All of the operations described previously for data read occurs for data write, except for loading MDR from the CD Bus. Before the Write operation is initiated, the required data loaded into MDR by the micro-program, as described in Section 4.4.4. MDR is gated to the CD Bus (Sheet 11). When SDW1 is active (11A3), the control inputs to the tri-state gates (Pins 1 and 15 of the 19-134 devices) become low. This places the output of MDR00:31 on CD00:31 for writing into memory.

When SDW0 (4C3) is active, the gates producing MCLK0 are inhibited, and, since the clock input to the 19-070 devices of MDR are not enabled, the data in MDR is not disturbed during the data Write operation.

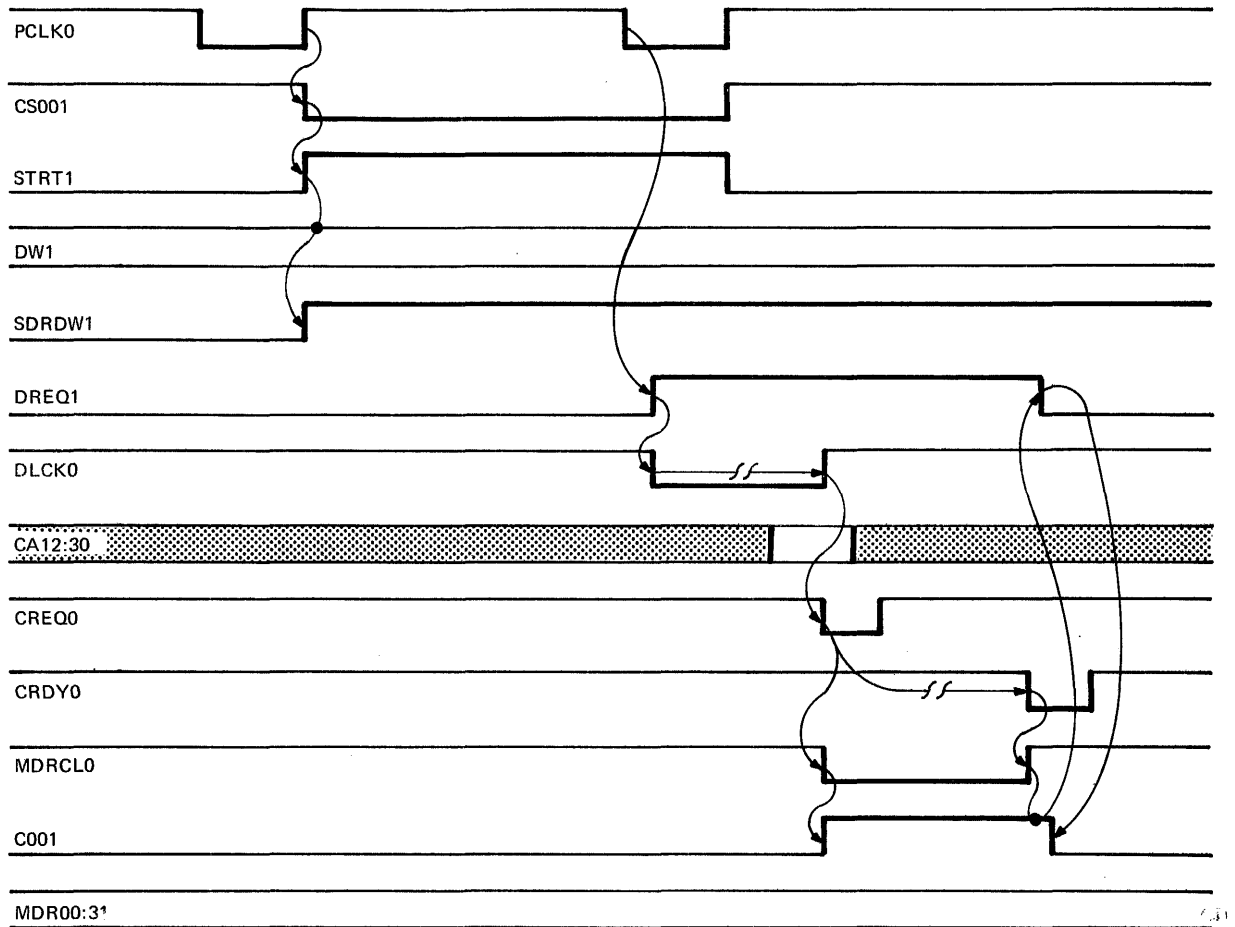


Figure 8. Data Write Operations

4.3.6 CD Bus Interface. The CD Bus interface is a bi-directional interface with various parts of CPA, including multiplexing between the even and odd halfwords CD00:15 and CD16:31. Figure 9 shows the various data paths which are involved in this interface.

For Fullword Data operations, CD00:31 are connected to MDX00:31, a tri-state multiplexor, and hence to the inputs of MDR00:31 for loading from memory. The outputs of MDR00:31 are connected through CD gates to CD00:31 for writing into memory.

For Halfword Write operations, MDR00:31 are connected to CD00:31 although the data on CD00:15 is meaningless. Memory insures, based on the Memory Command Bus CMC00:02, that only CD16:31 are written for Halfword Write operations.

For Halfword Read operations, CD00:15 are multiplexed into MDR00:15, and CD16:31 into MDR16:31, although the data on CD00:15 is meaningless. When the MDR is multiplexed to the B Bus for Halfword Read operations, B00:15 is connected to MDR16:1, propagating the Halfword Sign Bit MDR16 through the most significant bits (B00:15).

During instruction fetches, for RX1, RX2, and RI1 formats, the second halfword of the instruction appears on CD16:31. Through the upper CD gates in Figure 9, and through MDX16:31, this halfword is written into both halfwords of MDR. For these formats, MDR00:15 is replaced on the B Bus with MDR16:1 for RX1 and RI1, and MDR17:1 for RX2 formats.

For RX3 and RI2 formats, the second halfword is also loaded into both MDR halfwords. The third halfword also appears on CD16:31 and is loaded into MDR16:31 through MDX16:31, so that MDR00:31 ends up with the second instruction halfword in MDR00:15 and the third halfword in MDR16:31.

When conditions are correct for writing into the MAC Base Registers (BR), the data in MDR is placed on the CD Bus as if to write into memory (the data is actually written into memory) and the memory command (fullword or halfword, even or odd halfword) determines the connections from CD to BR. For fullword write the inputs to BR04:15 are connected to CD04:15 through MDX00:15, and the inputs to BR16:27 are connected to CD16:27 through MDX16:31. For writing the most significant (even) halfword BR04:15 only, the data, which appear on CD16:31 is connected to the inputs of BR04:15 through the CD gates on Sheet 11. For writing a halfword into BR16:27, the data is connected through MDX16:31.

When IR27:31 is to be read out, MDR is disconnected from CD by disabling the lower CD gates, and a set of four tri-state gates at 11A1 are enabled, connecting IR27:31 to CD27:31.

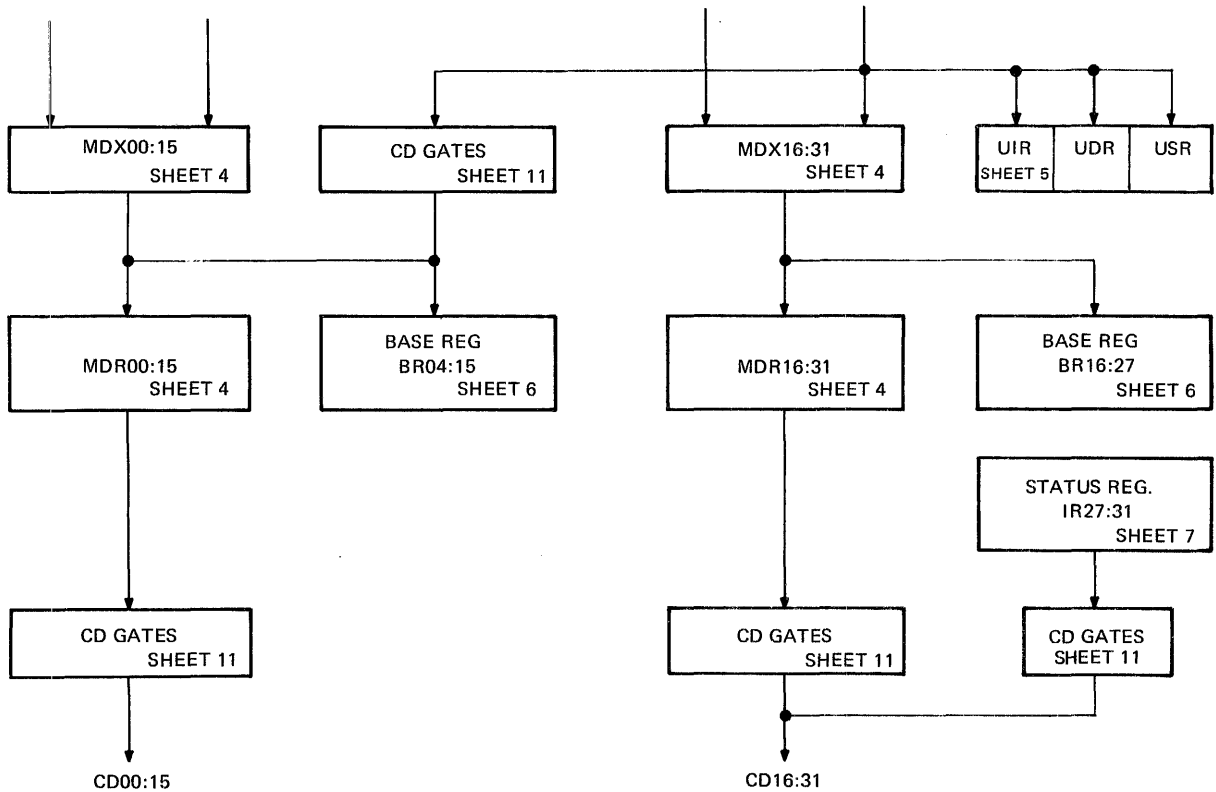


Figure 9. CD Bus Interface

4.3.7 Incrementing MAR and MLC. Certain codes of the MC field indicate that the MLC or the MAR must be incremented before the next instruction is executed. Table 12 lists these micro-commands with the appropriate MC fields.

TABLE 12. INCREMENT MICRO-COMMANDS

INCREMENT MAR BY 4	MC00:03
	X101
INCREMENT MLC BY LENGTH OF LAST INSTRUCTION	X001

The increment commands are decoded (2E5) into CPC001, to increment MLC; and CPC011, to increment MAR.

Incrementing MLC. Whenever CPC001 (2E5) is active, and the Processor is in Control State 0 (CS001 at 10J8 is active) one or both of the increment signals INCR1 and/or INCR021 are active, depending on the length of the previously executed instruction (see Section 4.3.3).

On Sheet 3, there is a four-bit address loop which is used to increment MLC by two, four, or six depending on the state of INCR1 and INCR021. The 19-131 quad flip-flop (3D4) stores the four least significant bits of MLC. The inputs to these flip-flops come from a 19-066 multiplexor (3D1), and the inputs to this multiplexor are either SR28:31, for loading MLC from the S Bus, or ADA28:31, the outputs of a 19-133 four-bit adder (3D8). As long as LDMLC0 (3C2) is inactive (high) the multiplexor, flip flops, and adder form a loop. At each system clock CK0B, the contents of the quad flip flop are updated with the outputs of the four-bit adder. As long as INCR1 and INCR021 are both inactive, no change occurs in MLC. When INCR1 becomes active, the output of the adder increases by two, and this incremented data is loaded into MLC28:31 at the next system clock. When INCR021 becomes active, the output of the adder increases by four, and this incremented data is loaded into MLC28:31 at the next system clock. If both INCR1 and INCR021 are active, the output of the adder increases by six, and this incremental data is stored in MLC28:31 at the next system clock.

Whenever the incremented output of the adder overflows ADA28, a carry is propagated MLC12:27 from the C4 terminal of the 19-133 adder (3E8). The carry input to MLC15 is brought to 6A5 to cause an increment in the MAC Base Register (BR) address.

Incrementing MAR. Whenever the "Increment MAR by four" command results in CPC011 becoming active, MAR12:29 (Sheet 3) is incremented by one. However, an increment of one at MAR29 represents an increment of four bytes, since MAR30:31 are stored in two flip-flops at 3A7 and 3B7, and these two bits are not incremented. CS001 is used (3F3) to enable counting of MAR, so that only one increment occurs for each increment command.

4.4 S Bus Operations

All data and addresses from the Processor to memory communicate via the S Bus and CPA. The data are stored in a register on CPA (SR00:31), the outputs of which are connected to the inputs to MDR, MLC, MAR, and the B multiplexor.

The S Register shown on Sheet 5 is loaded from the S Bus on the leading edge of CPX (5F8 and 4K3) which is synchronous with the leading edge of the system clock.

4.4.1 S Address Decoding. Information about the destination of the data on S00:31 is obtained on SSEL00:04 from the CPB. Whenever data is available on the S Bus for loading into a Processor register, a STRT1 signal is made active by CPB, and STRT0 (2B7) enables a 19-129 3-to-8 decoder (2B7). Table 13 shows the coding of SSEL00:04 for loading MDR, MAR, and MLC; the 19-129 decoder implements the decoding in accordance with this table.

4.4.2 MAR Load. MAR is a 20-bit register which consists of two flip-flops at 3A7 and 3B7, and five 19-135 4-bit counters. The two flip-flops store the two least significant bits of MAR (MAR30:31) which do not require incrementing. The 4-bit counter stores MAR12:29, since MAR is incremented on command by four bytes only.

Loading of MAR occurs whenever SSEL00:04 decodes to LDMAR0 active (low). During this condition the trailing edge of the system clock CK1A (3A2) causes the data on SR12:31 to be loaded into MAR12:31 (Sheet 3).

4.4.3 MLC Load. MLC is a 20-bit register which consists of a 19-131 quad flip flop (3D4) and four 19-135 4-bit counters. The quad flip flop, which stores MLC28:31, is loaded through a 4-bit multiplexor (4D2) from SR28:31 when LDMLC0 (from SSEL00:04) is active (low) and MLC12:27 is loaded directly from SR12:27 on the trailing edge of the system clock CK0B.

4.4.4 MDR Load. MDR00:31 (Sheet 4) is loaded from SR00:31 through a multiplexor MDX00:31 whenever LDMDR0 (decoded from SSEL00:04) is active. Loading occurs whenever the Load input to the 19-070 devices (Pin 9) and the Clock input (Pin 1) are simultaneously low.

LDMDR0 gates CK1B (Sheet 4) into the Load inputs. LDMDR1 gates CK1B into the MCLK0 inputs (Sheet 4). Loading effectively occurs at the trailing edge of the system block.

TABLE 13. BUS SELECT DECODING

BUS ADDR (HEX)		S-BUS (06:10)	B-BUS (20:24)	A-BUS (11:15)
00:0F and M37		UR	UR	UR
00:0F and M37		FR	FR	FR
10:17		MR	MR	MR
18	11000	YS	YS	YS
19	11001	YD	YD	YD
1A	11010	MLC	MLC	YX
1B	11011	MDR	MDR	YDP1
1C	11100	MAR	MAR	--
1D	11101	PSW	YSI	PSW
1E	11110	YDI	YDI	--
1F	11111	NULL	NULL	NULL

A – Select: YDP1 – Even YD converted to Odd Number by forcing LSB to ONE. Also manipulated by RWCO line for 64 bit Read operations

B – Select: On RX3 operations and B-Field = X'1B' (MDR),
 1. SX2 = 0, Convert X'1B' to X'19' (4D)
 2. SX2 = 0, Convert X'1B' to X'1F' (NULL)

S – Select: On 64 bit Write operations, Even S-SEL converted to Odd number by forcing LSB to ONE

4.5 B Bus Operations

All data from MLC, MAR, and MDR (except for the 4-bit SX2 field) communicate from CPA to the Processor on the B Bus (B00:31). A 32-bit multiplexor shown on Sheet 13 selects from among the sources.

4.5.1 B-Bus Source Selection. B-Bus source addresses are received by CPA on a 5-bit BSEL00:04 Bus and a single S2B0 line. When S2B0 is active, it overrides the BSEL00:04 address and causes the B Multiplexor on Sheet 8 to connect SR00:31 to B00:31. When S2B0 is active it disables the decoder at 12K5 which produces select signals for the B Multiplexor and enables BMXNA1, which enables the eight 4-bit multiplexors (Sheet 13) to connect the S Register to the B Bus. When S2B0 is inactive, BMXNA1 is inactive, and the SR-to-B multiplexors are disabled. If BSEL001 is active, a RGEN0 signal (12N6) is active, enabling a 19-129 3:8 decoder (12K4). The select signals BSEL011:041 are decoded into BMXNB1, BMXNC1, and BMXSLB1. When BMXSLB1 is low, the MDR is multiplexed to the B Bus. When BMXNC1 is low, and BMXSLB1 is high, MLC12:31 is connected to B12:31, and B00:11 is made inactive. When BMXNC1 is low and BMXSLB1 is low, the outputs SUM2X12:31 of the program address ALU are multiplexed to B12:31.

4.5.2 MDR Halfword Operation for Halfword Data Read. When a halfword is read from memory into MDR16:31, it is necessary to convert this to fullword format by extending Bit 16 across B00:15. This is accomplished at 12M7 by latching up BMXSLA1 in a flip-flop whenever the SRH0 signal (12H7) is active. Since at this time, during a Data Read operation, RX2F0 (12G9) is high, BIT161A and BIT161B (12N9) are both the same as MDR161. When BMXSLA1 is active (high) (Sheet 13) and BMXNB1 is low (selecting the MDR to drive the B Bus) each of the B-Bus signals B00:15 are connected to BIT161A or BIT161B.

4.5.3 MDR Halfword Operation for Instruction Fetches. When an RX1 or RI1 instruction is read from memory into CPA, the second halfword is loaded into MDR16:31. When MDR is gated to the B Bus, MDR161 must be propagated through B00:15 in the same manner as when a Halfword Read operation is performed, and the same circuits, using the RX1D0 or RI1X0 signals in place of SRH0, cause this result to be obtained. When an RX2 instruction is fetched from memory, the RX2F0 and RX2F1 signals (Sheet 12) are made active. This causes BMXSLA1 to become active, propagating BIT161A and BIT161B on B00:15, and connecting BIT161A and BIT161B to MDR171, so that MDR171 is propagated through B00:15 in place of MDR161.

5. CPB FUNCTIONAL DESCRIPTION (Refer to Functional Schematic 35-537D08.)

As stated previously, the logic of the control module is divided among the three CPU boards – The CPA, CPB, and the CPC. The 35-555 CPC board contains the register stacks and optional Writable Control Store, and the 35-536 CPA board contains the memory control and base register circuits. The major portion of the CPU's control logic, i.e., the control store, state counters, clock, register gating, interrupts, Module 0 gating, and their associated logic is contained on the 35-537 CPB board. The following information refers exclusively to the 35-537 CPB board and its associated schematics.

5.1 State Counter and Control

The CPU control logic is governed basically by two flip-flops which determine the current state of the Processor. The flip-flops are referred to as Control State A (CSA) and Control State B (CSB). The CPU can be in one of the four possible binary combinations of these two elements, which are decoded as Control State 0:3.

The four states of the CPU are represented by the transition diagram in Figure 10.

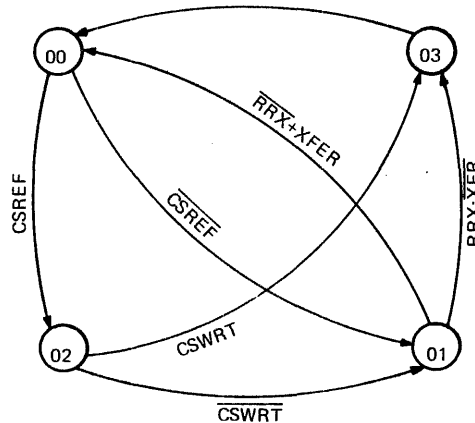


Figure 10. CPU State Diagram

The basic functions of the CPU can be described by correlating the significant logic events of this diagram.

5.1.1 Control State 0 (CS00). An instruction sequence begins in CS00. This state constitutes instruction decoding time. Module number and function selects are gated to the Control Bus. The registers to be selected are decoded, and gated onto the A and B Busses. Logical decisions are made as to the next state transition, micro control of memory, and interrupt recognition. All micro control of memory with the exception of data read and data write is accomplished on the transition from CS00.

When the CPU makes a transition from CS00, it enters Control State 1 (CS01) or Control State 2 (CS02) depending on whether the micro-instruction is a Control Store Reference (CSREF). CSREF is selected by the I Bit (see Figure 10) of the micro-instruction.

5.1.2 Control State 2 (CS02). CS02 is only entered for the purpose of reading data from or writing data into the control store memory. When it is entered for reading, the intent is to replace the data on the B Bus with the data stored at the address specified by the B Bus before signaling a module to Start (STRT). This is accomplished on the transition from CS02 to Control State 1 (CS01). When the state is entered for Control Store Writing (CSWRT), there is no further module communications, and the next transition is to Control State 3 (CS03) to gate the next sequential instruction from control store.

5.1.3 Control State 1 (CS01). This state is entered from CS00 if there was no Control Store Reference (CSREF), or from CS02 when the instruction specified an indirect reference from control store, and is the state where communications to the other modules is performed. At this point, data is valid on the A and B Busses and if the module selected is other than Module 0, STRT is active and the CPU halts until the referenced module returns the Module Finished signal (MFIN).

The transition from CS01 can be to CS00 or CS03.

Control State CS01 to CS03. This transition only occurs on an RRX instruction if the transfer is conditioned and logically should not occur (see RRX instruction description). This transition is necessary because the instruction at the transfer location has been read from the control store during CS01 and the next sequential instruction must then be selected during CS03.

Control State CS01 to CS00. This transition is the default transition when the transition to CS03 is not made.

The ROM instruction Register (RIR) is always loaded on the transition from CS01.

The basic oscillator is comprised of the delay line driver (Gate A), the delay line itself, three gates which are used to dynamically select the desired delay (Gates C, D, and E), and Gate G which provides the necessary inversion for oscillations.

The oscillator can be gated by additional inputs to Gate A. One input is provided by synchronous logical conditions which would cause the clock to stop (i.e., MFIN, or memory interlocks). The second input is from asynchronous conditions (i.e., external stops, manual clock control) and is enabled and latched by Gates A and B to provide proper synchronism to the oscillator. Gate F provides the primary clock for the CPU (PCLK0) and is enabled by the oscillator and the two stop functions. An additional input is a width control from the delay line to modify the duty cycle of the primary clock.

As mentioned, the taps of the delay line are dynamically selected by Gates C, D, and E. The purpose of this is to provide two basic clock frequencies to the CPU. The necessity of this is caused by decoding and access time of the control state and address gating. Since this time is normally longer than one normal clock period, the address gating is decoded so that if the normal transition of the CPU state for the instruction is from CS00 to CS01, both states can be used to access the next micro-instruction. However, if any other state is entered, only one state is provided to access the next instruction and the clock is stretched out. The logic is designed such that if either Gate C or D is enabled, that state is provided the minimum time period; if neither is enabled, the longer period is established.

The actual logic for the clock circuits is on Sheet 13 of the CPB schematics. There are, however, two delay lines cascaded to provide the necessary delay. It should also be noticed in the actual circuit that an eight position switch allows selection of four different taps for each delay for marginal, nominal, and slow clock adjustments. (Note that only one switch of each set can be closed at one time.)

The logic represented by FASTA and FASTB on Figure 11 can be observed as $CS01 = \overline{MOD000 \cdot RIR051} + MOD001 \cdot RIR031$, which indicates that CS01 is always a fast clock unless there is a control store reference ($MOD000 \cdot RIR051$) or the instruction is a Register Link ($MOD001 \cdot RIR031$). CS02 and CS03 are always afforded a slower clock.

- The synchronous stop logic is provided by the 19-062 gate (13F3). The following logical conditions can be observed at this gate.

CS011·D1·IREQ1. This logic is used to stop the Processor in CS011 when the decode bit is set (use the op-code of the instruction for a control store vector) and the memory has not completed the reading of the op-code (IREQ1). The LC delay network on IREQ1 is used to delay the response to IREQ to provide adequate access time of the control store when IREQ is removed.

STRT1·CS011·MOD000·MFIN0. This logic stops the Processor clock when communicating with the other modules until MFIN is returned.

- INT0·DREQ1·CS001 (MC001 + MC011 + MC021 + MC031). This gate stops the Processor clock in CS00 if it is a valid instruction (INT0), if any memory control is selected, and memory is busy (DREQ1).

The remaining gate stops the Processor clock at CS00 if it is not an immediate and the MDR is selected on the B Bus or at CS01 if the MDR, MAR, or MLC are selected as S Bus destinations and the memory is busy (DREQ1).

5.3 Control Store

The CPU is directed through its paces by instructions fetched from control store and loaded into the ROM Instruction Register (RIR). The sequential and non sequential (branch) flow of instructions is controlled by the CPU logic by the control store address selection which determines where the next instruction is coming from.

A simplified block diagram of this control is shown in Figure 12.

RIR. The ROM Instruction Register is loaded at the beginning of each instruction from the control store and holds the instruction for interrogation by the control logic while data or the next instruction is accessed. The RIR and MC field logic is located on Sheet 11 of the schematics.

Control Store. The control store holds the micro-program of the computer. Data may also be retrieved from the control store. The maximum addressable range of control store is 4K words. The 8/32 micro-program is contained in 1,280 words of control store (Sheet 10).

RLR. The ROM Location Register stores the address of the current micro-instruction. It is loaded at the beginning of each instruction from the control store address gates unless it is an interrupt or an execute type instruction. It is not changed on an interrupt so that the address from the interrupted sequence can be preserved if desired (Sheet 9). Execute instructions

- are described in the Micro Instruction Reference Manual, 29-438.

RLC. The ROM Location Counter is used to add one to the RLR on sequential instructions. It is the RLR + 1 loaded back into the RLR that causes the RLR to increment. The switch input from the test aid is a second input to the RLC. When it is desired to JAM an address into the RLR, the test aid logic clears the RLR and gates the desired logic to the RLC and through the address gates to select the desired starting address (Sheet 9).

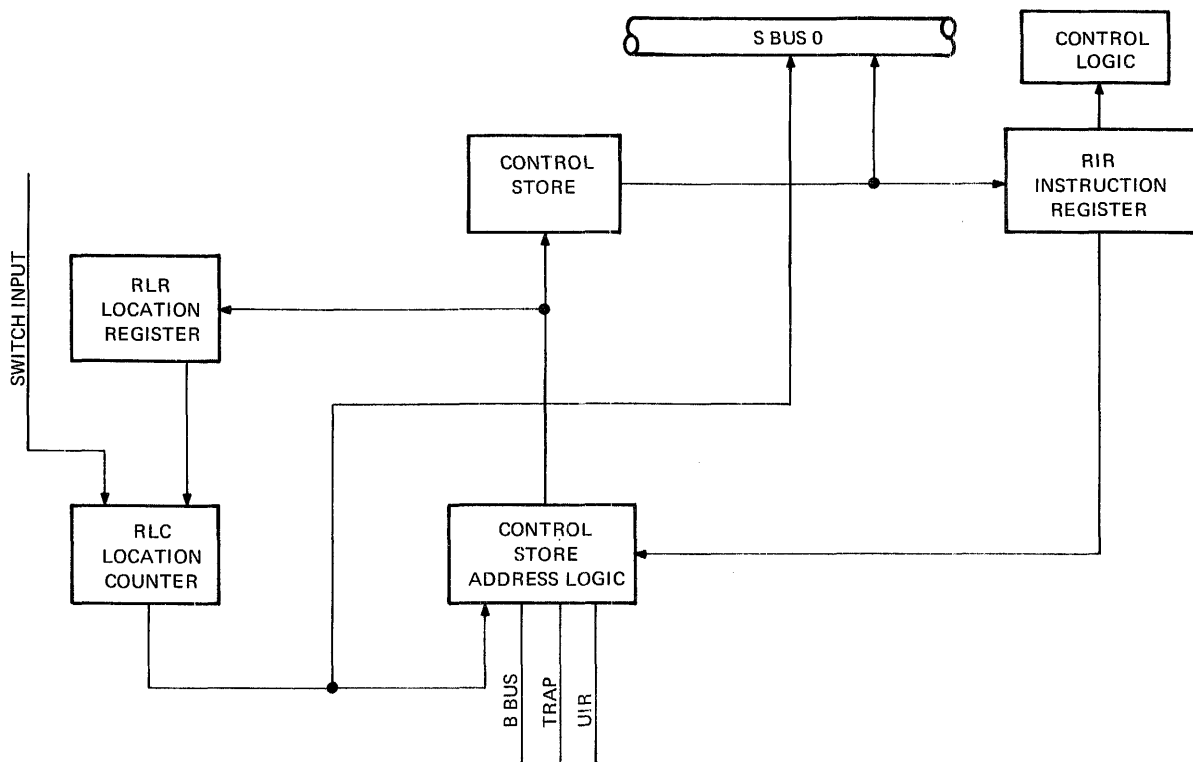


Figure 12. Simplified Control Store Diagram

Control Store Address Gates. The Control Store Address gates select one of five possible inputs for control store addresses. The simplified diagrams (Figures 13A and 13B) show the multiplexor selection for the various address paths. By correlating the diagrams to the actual schematics on Sheets 8 and 9 it is seen that when NEXT is gated (next sequential address) the actual data is RLC4:15. In the same manner for REGLNK or CSREF it is B20:31, and for ADRS LNK it is RIR14:25.

5.4 Bus Selection

5.4.1 ASEL. The effective register to be gated into the A Bus is selected by ASEL00:03 (3H2). The actual bus address can be derived from the A Field of the instruction, the YS register, or the YD register. Signal AYDS0 (3A3) decodes from the A field of the instruction whether the A field of the instruction directly or the YS/YD register is used for the ASEL and selects the appropriate side of the multiplexor (3H2). When the YS/YD selection is made, that selection is made by RIR151 at the multiplexor (3C2). The AENO signal is used to null select the field if the YX (user index register) is selected and index register zero (no selection) is made to gate zeros to the A Bus.

5.4.2 BSEL. The effective register to be gated to the B Bus is selected by BSEL0:3 (3M4). The effective bus address can be derived from the B field of the instruction, the YS register, the YD register, or the second level index register in the case of an RX3 instruction. The BYDS0 signal (3J8) is used to select either the B field of the instruction or the YS/YD/SX2 register at the multiplex (3K6).

The BYDS0 signal is inactive unless the YD or YS register is selected by the micro-instruction and RIR20:24 (the B field of the instruction) is gated at BSEL0:4. When the B field selects the YS/YD register, the BYDS0 signal becomes active and the YS or YD register is gated to the BSEL from the multiplexor (3C7).

An exception is created when the MDR is selected during an RX3 instruction when the signal RX3D1 from CPA is active. In this case, the BYDS0 signal is made active again and the second level index register field of the MDR, which is sent from CPA as SX28:31 is selected through the multiplexors (2K2 and 3C7) becomes the address of the B register. The SX2NZ1 signal (3E8) determines if the register selected is zero and causes a null selection on the B Bus to be disabling (BEN0) to the BSEL multiplexor. The intent of this is to cause the first and second level indexing to be performed in the ALU as the CPA hardware adds the MDR to MAR to allow RX3 type indexing to be performed transparent to the micro-programmer. See the Micro Instruction Reference Manual, 29-438.

5.4.3 SSEL. The effective address to be gated to SSEL0:4 is determined by the SEL field of the instruction. The multiplexor (4E1) selects either the S field itself (RIR06:10) or the YS/YD register for the effective address. When the effective address is YS/YD, the multiplexor (4C2) selects the proper register as per RIR101 from the S field. The effective S address is then latched at CS001 and held available during CS001 of the next instruction when the CPC is storing the results back into the register stack.

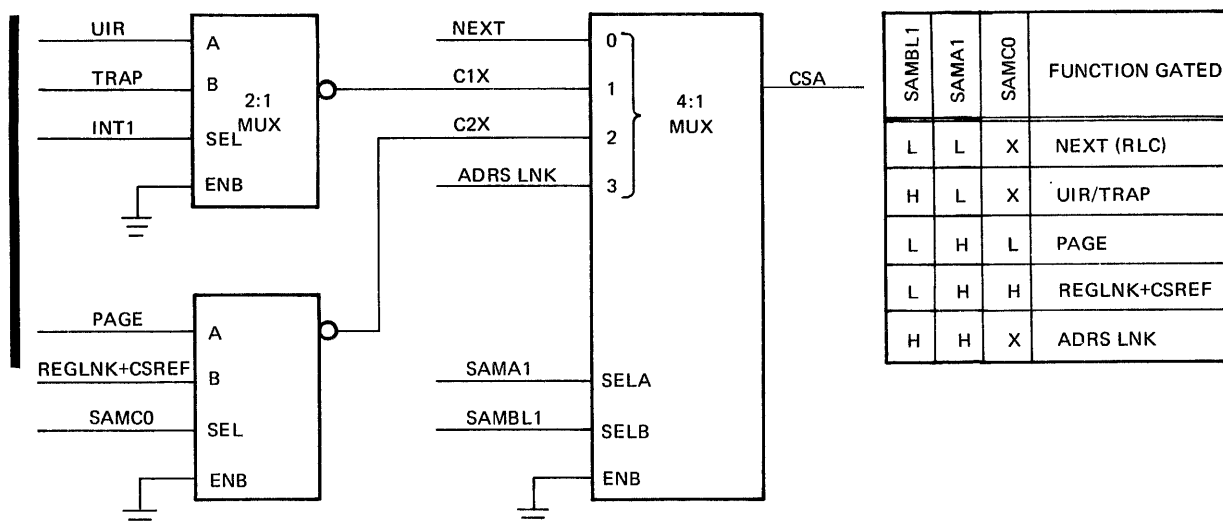


Figure 13A. Control Store Address Gating Low (CSA10:15)

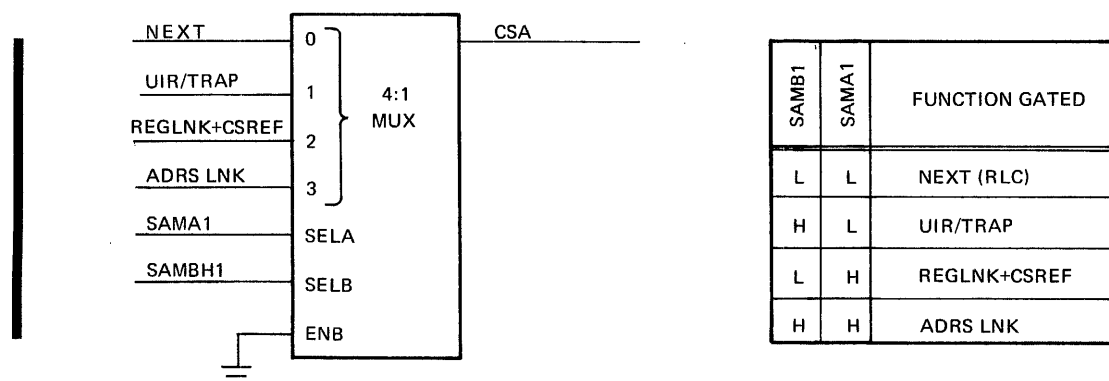


Figure 13B. Control Store Address Gating High (CSA4:9)

5.5 Interrupts

The Model 8/32 employs a hardware priority interrupt scheme which has nine vector traps. See the Micro Instruction Reference Manual, 29-438.

There are three different interrupt mechanisms.

1. **MAI interrupt.** The MAI interrupt is an immediate interrupt and cannot be disabled. It is caused by a data read/write violation in the Memory Access Controller (MAC) on CPA. When this interrupt is sensed, the next instruction is interrupted and a trap to 207 is taken. It is the highest priority interrupt. In addition, all registers are inhibited from changing until the interrupt is acknowledged. This is accomplished by the TRAP120 term in the STRT logic (14J5).

A MAI interrupt is acknowledged when MAI0 (12B8) becomes active, setting the flip-flop at 12D8. This is synchronized by the flip-flop at 12G8 which causes the flip-flop at 12M3 to set at the transition from CS01 or CS03. This flip-flop (12M3) being set activates the INT1 signal which tells the CPU logic that an interrupt is in process (INT1 causes the CPB logic to in effect, "throw away" the current instruction without operating on it while it fetches the next instruction from the interrupt trap). INT1 stays active until the next transition from CS01 or CS03 when the instruction at the trap address is loaded into the RIR. The flip-flop at 12G8 is also input to the priority encoder (12H5) where it forces the trap address "7" for the interrupt vector.

2. Group Interrupts. The second class of interrupts are second priority interrupts and are enabled/disabled as a group by the flip-flop at 12M3. This flip-flop (12M3) may be set/reset by Module 0 instructions, and is automatically enabled at the end of an emulation sequence (D1·PASS0-CSA0) to field all active interrupts and disabled at the entry to a new emulation sequence (D1·PASS0-CSA1). Interrupts in this group are also enabled by PSW bits as described in Section 5.7.

Interrupts in this group are interrogated and latched in registers CS01 (12D3 and 12D6). These registers are prevented from changing while an interrupt trap is being processed to keep the address stable to the control store. These interrupts are then conditioned by their respective PSW bits (note that ATN0:3 interrupts are conditioned by a PROM addressed by several PSW bits at 12D2), and activate the priority encoder 12H4. If this device is enabled by TEN0 the next CS01 or CS03 sets the flip-flop at 12M6 causing the Processor to activate INT1 and begin an interrupt cycle.

3. Privileged/Illegal Interrupts. These interrupts are the lowest priority interrupts and are activated only at the end of an emulation sequence if there are no other interrupts pending. All possible instructions are programmed as privileged, illegal, or neither in a PROM addressed by the UIR (Users Instruction Register). The output of this PROM is then interrogated at the end of each emulation sequence (D1·PASS0-CSA1) for privileged or illegal instructions. An exception is the MAC instruction interrupt which disables the illegal instruction interrupt and sends an op-code of 3FF as UIR24:31, and sets the flip flop at 12M7 thus activating INT1 and causing the CPU to begin the interrupt sequence.

5.6 PSW Register

The PSW register is an architectural feature of the user level machine and is used to enable interrupts, select register stacks, and contains the Condition Code for user level branch tests.

The PSW (Sheet 5) is loaded when it is addressed as the S Bus destination. A peculiarity of the PSW is that the Condition Code (PSW28:31) can be modified by the current instruction if it is enabled by the microcode (see Section 3.5.3) and the module selected is manipulating the CPU flag register (SCC0 active). See Section 3.5.7. This logic is accomplished by multiplexing the S BUS which is latched in SR28:31 (4C5) at the clock's leading edge with the data to be jammed into the Processor flag register (4E7 and 4E8) from CC0, VCC0, GCC0, and LCC0 at the multiplexor (4E5). A Composite Clock CCCLK0 (4K7) is generated for the PSW28:31 latch.

5.7 Branch Control

The PSW Condition Code (PSW28:31) (4K5) and the Processor flag register (4E7 and 4E8) can be tested for conditional branches by Module 0 instructions.

The PSW Condition Code is compared to the YD register (14B7) for the BTC and BFC tests of the user level architecture and, input to the 8:1 multiplexor (14F5) along with the Processor flag register where the appropriate input is selected by the F field of the instruction as an input to the PASS gate (14K8). PASS0 and PASS1 is tested throughout the CPB logic where pertinent for branch decisions.

5.8 A, B, and S Gating

Various registers are gated to the A, B, and S Busses by the CPB.

YSI and YDI. These registers are gated to the B Bus by the multiplexor at 2H4.

PSW. This register is gated to the A Bus by the tri-state buffers (4M4, 5M3, 5M6, and 5M7).

RIR20:31. These bits are gated to the B Bus for immediate operands (with Bit 20 extended as the sign bit) (Sheet 6).

CSD00:31. The Control Store Data Bus is gated to the S Bus for control store data references (Sheet 7).

RLC04:15. The RLC is gated to the S Bus for link addressing (Sheet 7).

5.9 Test Aids (Sheet 1).

The following test aids are incorporated on the CPB board.

5.9.1 Address Match/Stop/JAM. A control store address can be selected on the three hexadecimal rotary switches located on the front edge of the CPB board (1B2, 1B4, and 1B7) which can be used to sync on, stop on, or JAM to the RLR for a starting address. These switches are compared to the Control Store Addresses (CSA04:15) at the comparators (1G2, 1G4, and 1G7) and produce an output which is ANDed with Clock (CLK1B) and CS000 (1J6) to provide a scope SYNC at TP101-7 (1M6). The output of these switches is also routed to the RLC to provide a way to force a predetermined address. (See Section 5.3.)

0 - Off
 1 - MATCH
 2 - SINGLE
 3 - JAM

5.9.2 MATCH/JAM/SNGL. A rotary switch in conjunction with a push button switch (1M7, and 1M9) is used to control three flip-flops for the purpose of stopping at a selected control store address (MATCH), JAMMING the RLR to a desired address, and single stepping the CPB clock.

When the switch is in the SNGL mode (SNGL LED bit) (1N7), every Processor clock resets the RUN flip-flop (1L8) which generates KLCLK0, an input to the CPU clock circuit. A subsequent toggle of the momentary push button sets the RUN flip-flop and allows the clock to run and generate another clock, resetting the RUN flip-flop.

When the switch is in the JAM mode, a toggle of the push button sets the JAM flip-flop (1L7) which enables JB041:051 to the RLC and causes SETRLC0 (1L5) to clear the RLR.

When the switch is in the MATCH mode, an address comparison sets the MTCH flip-flop (1L6) which activates KLCLK0 in the same manner as SNGL and halts the Processor clock. Subsequently toggling the push button resets the MTCH flip-flop causing the Processor to run until it once again gets an address comparison.

6. CPC GENERAL DESCRIPTION (see CPC Block Diagram Figure 14).

Processor board CPC consist of the A Stack (ASTK), B Stack (BSTK), A Address Logic (AAD), B Address Logic (BAD), Write Clock Timing Logic (WCLK) S Buffer Register (SBUFF), and Register Set Select Logic (RSSL).

ASTK is shown on Functional Schematic 35-555 Sheet 1, BSTK on Sheet 2, AAD and BAD on Sheet 4, WCLK on Sheet 5, SBUFF on Sheet 3, and RSSL on Sheet 3 and Sheet 5.

ASTK is a 256X32 Read/Write Register array. The 32 inputs are connected to the outputs of SBUF (SB001:311) and the 32 outputs (A000:310) are connected to the A Bus which runs along the lower back panel. There are eight address inputs (AAD000:040, AAD051, PSW260A, and PSW270A), a Bus Enable control (ASTKN0), and a Write Clock (WCLK0A).

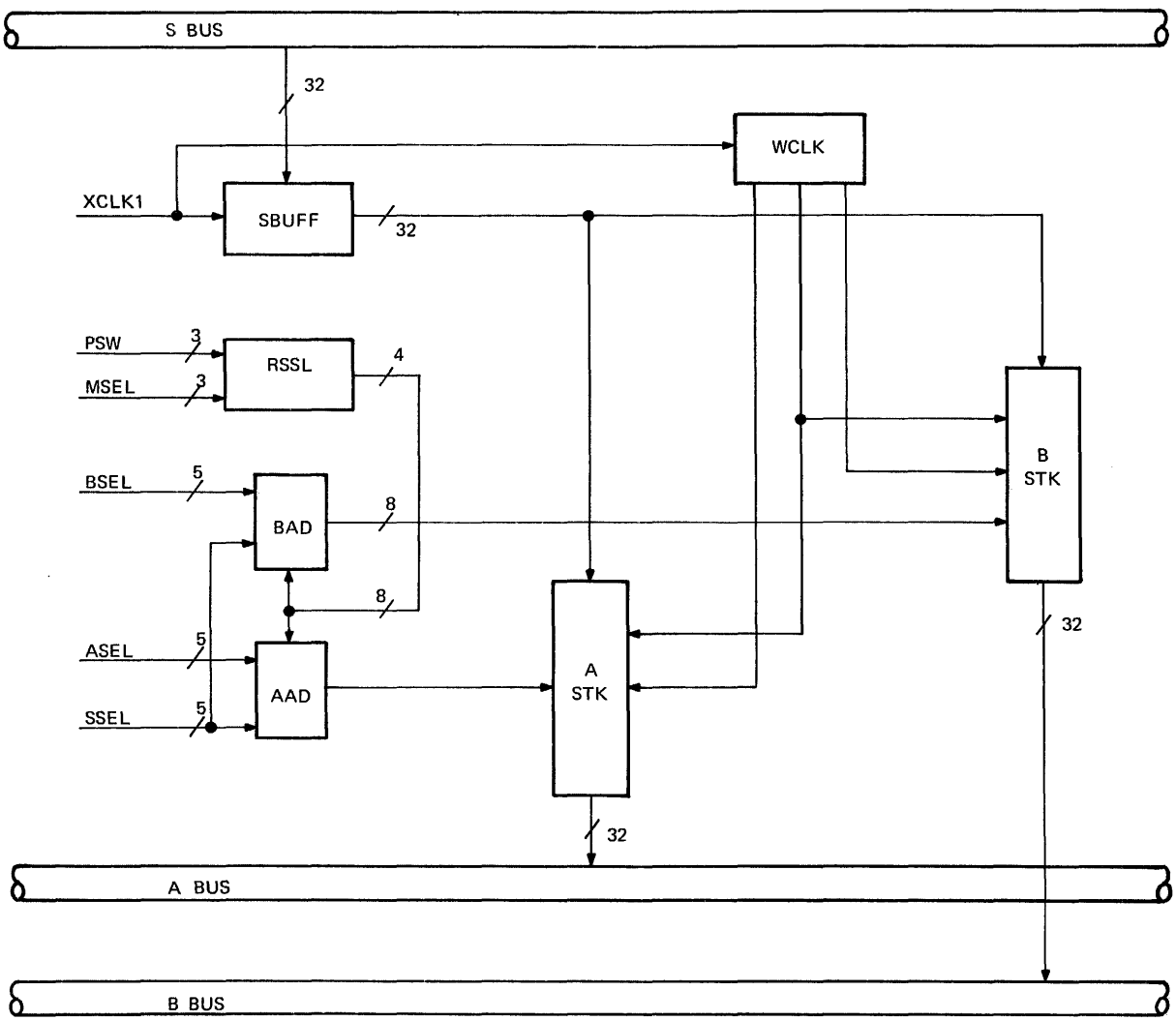


Figure 14. CPC Block Diagram

BSTK is identical to ASTK, except that it is connected to the B Bus (B000:310) and receives B Address inputs (BAD000:040, BAD051, PSW260B, and PSW270B) and B Bus Enable (BSTKN0).

ASTK and BSTK can be individually addressed to the A Bus and B Bus, but are always simultaneously selected for loading from SBUFF.

RSSL receives three PSW bits (PSW260, 270 and 251), three Module Select bits (MSEL000:020), and three internal signals (AKLO, BKLO, and SKLO). AKLO is active whenever a Micro-program Register (MR0:7) is selected for the A Bus independent of the state of the PSW bits. BKLO is similarly active for the B Bus. SKLO is active whenever MR is selected to receive data from SBUFF. The four outputs of RSSL (PSW260A, 260B, 270A, and 270B) are used as stack address bits, together with AAD051 and BAD051, to select one of eight sets, from 16 registers each, in ASTK and BSTK for the 16 General Registers (GR0:F).

AAD receives a 5-bit A Select Bus (ASEL001:041), a 5-bit S Select Bus (SSEL001:041), PSW Bit 251 from the CPB, and control signals from WCLK and RSSL. ASTK address bits AAD000:040 and AAD051 are decoded from these inputs.

BAD receives a 5-bit B Select Bus (BSEL001:041), an S2B0 signal, the other inputs to AAD (except ASEL), and produces BSTK Address Bits BAD000:040 and BAD051.

SBUFF is a 32-bit register having inputs connected to the S Bus (S000:310) and having outputs (SB001:311) connected to the data inputs of ASTK and BSTK. The clock input to SBUFF is SCLK1 from WCLK.

WCLK produces the timing signals for CPC. Inputs from CPB are PCLK0, the System Clock; STRT0, the Start command for most operations; and SCLR0, the System Clear signal. An input from the ALU is RWC0, which initiates and times 64-bit register Read and Write operations. Outputs from WCLK are WSELI, WSELIA, WSELO, WSEL0A, WCLK0, WCLK0A, SODD041, and DWC0. The latter two signals are also used in 64-bit Read and Write operations.

6.1 A and B Stacks (ASTK and BSTK).

Refer to Functional Schematic 35-555, Sheets 1 and 2. The A and B Stacks are functionally identical, so only the operation of the A Stack is described.

The Stack (ASTK) consists of 32 19-077 256x1 Read/Write memories. The data input terminal of each bit cell is connected to the appropriate output of SBUFF (SB001:311). Whenever the enable signal ASTKN0 is active (low) and a Write Clock (WCLK0) is made active (low), the data levels "1" or "0", present at each data input terminal is stored in the bit location for that cell determined by the state of the eight address lines (AAD000:040, AAD051, PSW260A, and PSW270A) which are common to all 32 cells. Thus, after a simultaneous active state of ASTKN0 and WCLK0, lasting at least 40 nanoseconds, the 32-bit output of SBUFF is stored in a specific location in ASTK.

When WCLK0 is made inactive (high) and ASTKN0 remains active, the stored data from the selected location is presented at the ASTK outputs which are connected to the A Bus (A000:310).

When ASTKN0 is made inactive (high) the ASTK outputs are placed in a high-impedance state, removing ASTK from the A Bus.

Figure 15 shows the timing of the ASTK address signals, control signals, and outputs for a Write operation at the nominal 130 nanoseconds clock period. These are described in more detail in Section 6.4.

6.2 S Buffer (SBUFF)

Refer to Functional Schematic 35-555, Sheet 3. SBUFF consists of eight 4-bit 19-131 registers. The data input to each cell of each register is connected to the appropriate S Bus signal (S000:310) and the data output of each cell is connected to the appropriate data input of ASTK and BSTK (SB001:311).

The clock inputs (SCLK1) are derived from a NAND gate at 5C5. For 32-bit operations, SCLK1 is PCLK0 inverted. For 64-bit operations, two SCLK1 active states are generated; the first during the first WCLK0 derived from RWC0 and the second SCLK1 during the subsequent PCLK0. SBUFF is loaded on the leading edge of SCLK1.

Figure 16A shows SBUFF timing for a 32-bit write, and Figure 16B shows the timing for a 64-bit write.

6.3 Stack Addressing

(Refer to Functional Schematic 35-555 Sheet 4 and Figure 17).

The stack addressing scheme is described in terms of ASTK. To explain BSTK, substitute B for A.

6.3.1 Read Addressing. ASTK is addressed for reading to the A Bus with ASEL001:041, MSEL000:020, PSW 251, PSW260, and PSW270. There are 9 sets of 16 registers each of which are addressed as Fixed-Point General Register (GR) Sets 0:7, and Micro-programming Register (MR).

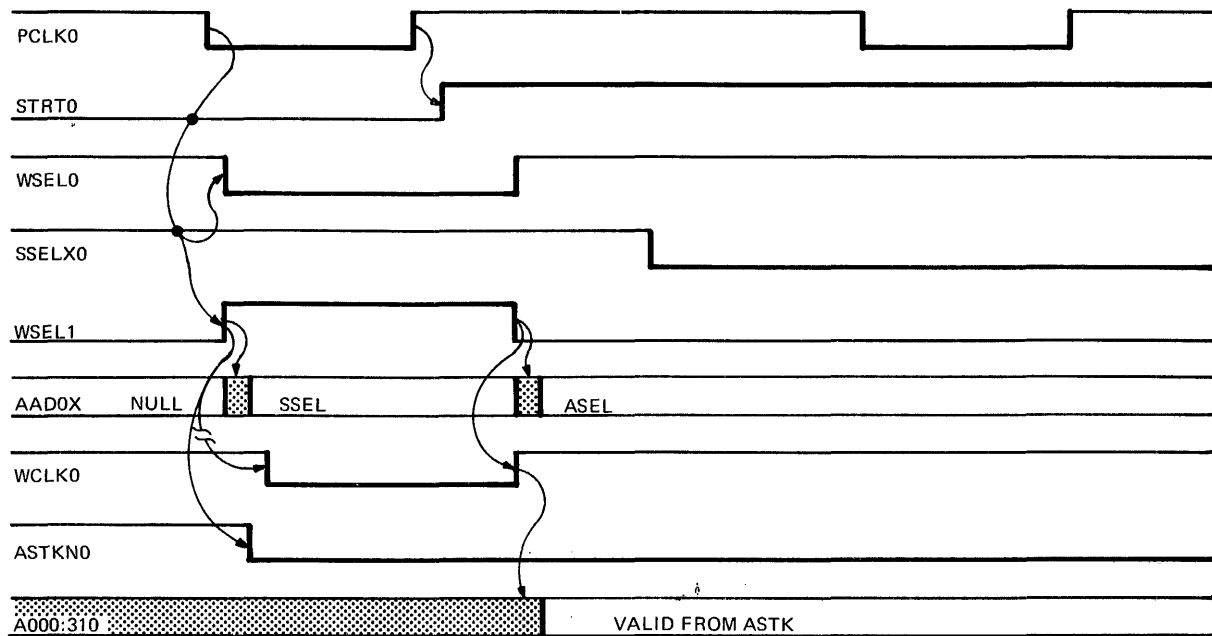


Figure 15. A Stack Timing Diagram, 32-Bit Write

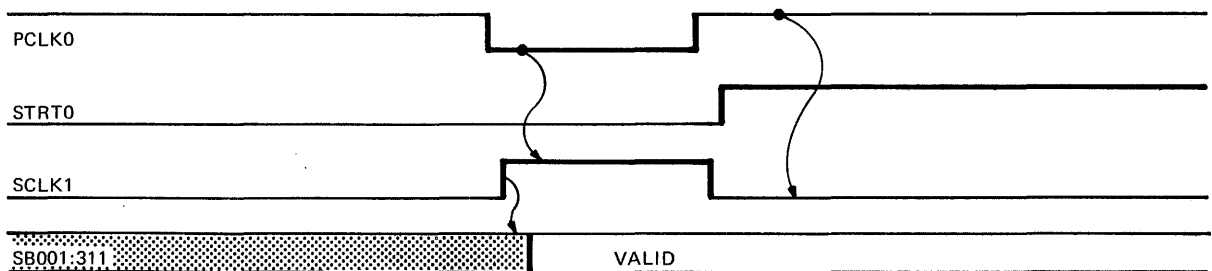


Figure 16A. SBUFF Timing, 32 Bit Write

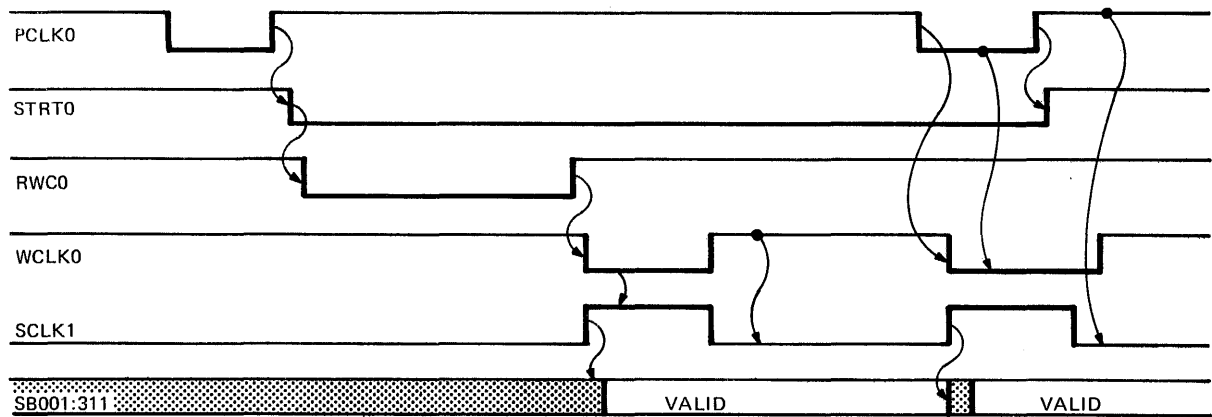


Figure 16B. SBUFF Timing, 64 Bit Write

The register sets are addressed by means of Select Bit ASEL001, the Module Select Bits MSEL000:020, and PSW Bits 25:27. When Module 1 is selected (MSEL000-MSEL010-MSEL021) ASEL001 inactive (low) selects GR, and ASEL001 active (high) selects MR.

One of the eight sets of GR is selected by decoding PSW25:27 in accordance with the coding shown on Figure 17. When MR is selected, the PSW bits are ignored.

REGISTER SET		ADDRESS INPUTS						I C PIN												
		ASEL ²				PSW		AAD [*]				PSW								
		0	1	2	3	4	MOD 25	26	27	2	1	15	14	11	10	9	7			
FIXED POINT GENERAL REGISTER	S E T	0								0	0	0					0	0		
		1								0	0	1						0	1	
		2								0	1	0						1	0	
		3								0	x	x	x	x	1				1	1
		4								1	0	0							0	0
		5								1	0	1							0	1
		6								1	1	0							1	0
		7								1	1	1							1	1
MICRO PROGRAMMING REGISTERS (MR0:7)																				
		1	x	x	x	x	x	D	D	D							0	0		

X = "1" or "0"
D = Don't Care

. Use: BSEL, BAD, PSW261B, and PSW271B

Figure 17. Stack Addressing Scheme

The address inputs to the memory elements are developed on Sheet 4 in accordance with Figure 17. When WSEL0 is active and WSEL1 inactive, the following logical relations are obtained:

$$\begin{aligned}
 \text{AAD001} &= \text{ASEL001} + \text{M37X1} \cdot \text{PSW251} \\
 \text{AAD010:040} &= \text{ASEL010:040} \\
 \text{AAD050} &= \text{M37X0} \cdot \text{ASEL000} \\
 \text{PSW261A} &= \text{M7X1} + \text{PSW261} \cdot \text{ASEL000} \cdot \text{M37X0} \\
 \text{PSW271A} &= \text{PSW271} \cdot \text{ASEL000} \cdot \text{M37X0}
 \end{aligned}$$

The enable input ASTKN0 to ASTK is developed on Sheet 4 as follows:

$$\text{ASTKN0} = \text{ASEL001} \cdot \text{ASEL011}$$

64-Bit Read from ASTK. When pairs of registers are to be read for Double-Precision instructions (Fixed-Point divide) the addressed register location is always odd. When the first 32-bit word is read, RWC0 is active (low) causing DWC0 (4G5) to be low, forcing AAD040 high, and converting the address to the next lower even register. RWC0 is then made inactive and the second 32-bit word is read from the addressed odd location. The 64-bit read is only implemented for ASTK. BSTK does not respond to RWC0.

6.3.2 Write Addressing. ASTK is addressed for writing from SBUFF with SSEL001:041, MSEL000:020, PSW251, PSW261, and PSW271.

Selection at the register set for writing is similar to selection for reading, except that SSEL001:041 are used in place of ASEL001:041, and S37X1 and S7X1 are used in place of M37X1 and M7X1. S37X1 is latched up with M37X1 on the leading edge of CS001-CLK1, and S7X1 is similarly latched up with M7X1.

For 32-bit Write operations, when WSEL1 is active and WSEL0 is inactive, the address inputs to the memory elements are developed on Sheet 4 in accordance with the following logical relations:

AAD001	=	SSEL001 + S37X1·PSW251
AAD010:040	=	SSEL010:040
AAD050	=	S37X0·SSEL000
PSW261A	=	S7X1 + PSW261·SSEL000·S37X0
PSW271A	=	PSW271·SSEL000·S37X0

The enable input ASTKN0 to ASTK is developed on Sheet 4 as follows:

ASTKN0 = SSEL001·SSEL011

Write addressing of BSTK is similar to ASTK, with the substitution of B for A.

64-bit write into ASTK (Sheet 5). When pairs of registers are to be written into for Double-Precision instructions (Fixed-Point Multiply and Divide) the addressed register is always even. During the read part of the read/write sequence, RWC0 is active (low), and if STRT0 is also active, the flip-flop at 5D3 is set. This enables the present inputs to the WSEL flip-flops (5D3), and when RWC0 becomes inactive, these flip-flops are set and WSEL1A is made active. Through the mechanism described in Section 4, a WCLK0 is generated which sets the flip-flop in 5E1 and resets the flip-flop in 5D3.

The preset signal which sets WSEL1 from RWC0 becoming inactive, is OR'd with PCLK0 at 5C5, and produces SCLK1, to load SBUFF from the S Bus with the first 32-bit word of the 64-bit result.

When the flip-flop in 5E1 is set by the trailing edge of the first WCLK0, SODD041 is made active although SSEL042 is inactive because of an even register selection. The next time PCLK0 becomes active, a second WCLK0 is generated. The second 32-bit word is then loaded into the register location which is one higher than the addressed location. At the trailing edge of the second WCLK0, the latter flip-flop is reset.

Figure 16B shows the timing for the 64-bit Read/Write operation.

6.4 Read/Write Control. (refer to Functional Schematic 35-555, Sheet 5.)

ASTK and BSTK are normally in the Read mode, since WSEL1 and WSEL1A are inactive, and WSEL0 and WSEL0A are active. Referring to Section 6.3, this causes ASTK to drive the A Bus and BSTK to drive the B Bus from register locations determined by the address select lines ASEL, BSEL; the PSW Bits 25, 26, and 27; and MSEL00:02.

If the CPU micro-program requires writing data into the register stacks, STRT0 becomes active and either SSEL001 (for MR selection) or SSEL011 (for GR or FR selection) but not both, becomes active. SSELX0 remains inactive (high) and the J inputs to the WSEL flip-flops at 5G3 are enabled. At the leading edge of the following system clock (PCLK0) from CPB, the flip-flops are set, causing WSEL0 and WSEL0A to become low and WSEL1 and WSEL1A to become high. (This changes the stack addressing inputs to the SSEL Bus.) The high state of WSEL1 is propagated down a 100 nanosecond delay line at 5E5, and after the first 10 nanoseconds, WCLK0 and WCLK0A are made active for 50 nanoseconds. At the end of WCLK0, the WSEL flip-flops are reset through the direct clear input, terminating the Write operation and returning ASTK and BSTK to the Read mode.

The 64-bit Read and Write operations are modification to the basic read/write cycle, and have been described previously.

7. ALU (refer to Functional Schematic 35-538D08)

The ALU is a standard module of the Model 8/32 System which implements fixed point arithmetic/logical functions. The ALU communicates with the CPU over the A, B, S, and C Busses with all communications being completely asynchronous. The ALU becomes active when it recognizes its address on the Control Bus. The ALU is addressed as Module Number 1. The CPU signals a Start (STRT) and the ALU performs the function as determined from the Control Bus (FSEL). Refer to Table 15. ALU functions may be of two types. The simple functions (fixed point Add, Subtract, and logicals) causes the ALU to immediately return a finish signal (MFIN) as these functions are completed within 130 nanoseconds. For these instructions (refer to Figure 18), the A and B Buses are gated to the ALU chips where the function is performed and the result is gated to the S Bus. The ALU does not generate a clock for any of these functions and all gating is performed asynchronously.

For the complex functions (Multiply, Divide, and Shifts) the ALU clock is enabled and the hardware implementation of these instructions is sequential. For these instructions the Multiplier/Quotient (MQ) shift register, the A Latch (AL) register, and the three shift multiplexors are enabled to perform the iterative operation determined by the instruction. The shift multiplexors are used to shift A or S right or left into the A latch as outlined in the ALU algorithms. For these functions, the ALU does not return MFIN until the operation is completed and the result is on the S Bus.

TABLE 15. ALU FUNCTION CODES

FSEL(HEX)	OPERATION
	MSEL='X'1'
0	SUBTRACT
1	ADD
2	SUBTRACT WITH CARRY
3	ADD WITH CARRY
4	UNUSED
5	LOGICAL AND
6	EXCLUSIVE OR
7	LOGICAL OR
8	*LOGICAL SHIFT RIGHT
9	*LOGICAL SHIFT LEFT
A	ROTATE RIGHT
B	ROTATE LEFT
C	*ARITHMETIC SHIFT RIGHT
D	*ARITHMETIC SHIFT LEFT
E	MULTIPLY
F	DIVIDE

*KSIG is an extension of the FSEL field and is used to signal halfword shifts.
KSIG is only valid for shift instructions and should not be set for any other instruction type.

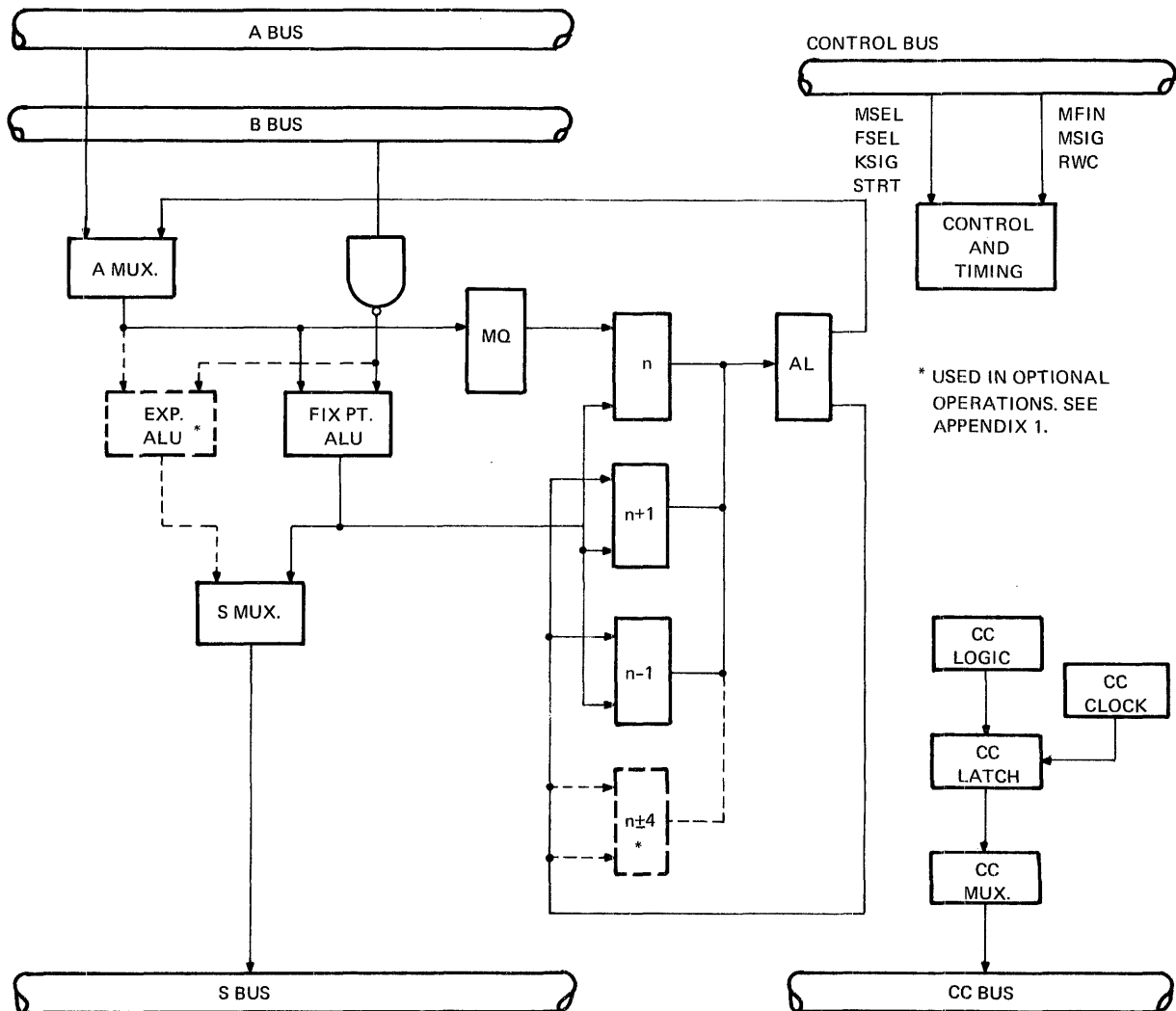


Figure 18. ALU Functional Block Diagram

7.1 Arithmetic State Register (AS) (Sheet 5).

For Module 1 operations the ALU can be in one of four arithmetic states as designated by the conditions of the State Registers ASA, ASB, and ASC.

$$\begin{aligned}AS001 &= ASA0 \cdot ASB0 \cdot ASC0, \\AS011 &= ASA1 \cdot ASB0 \cdot ASC0, \\AS021 &= ASA0 \cdot ASB1 \cdot ASC0, \\AS031 &= ASA1 \cdot ASB1 \cdot ASC0,\end{aligned}$$

The State Register is direct cleared by STRT1, therefore AS001 is the quiescent state of the ALU. Furthermore, the ALU remains in AS001 for the simple functions (FSEL000) previously described and only makes state transitions for the complex functions (FSEL001) when a clock is generated. The various transitions which are possible are described in the ALU Algorithms section. The State Register is implemented in J-K type logic which is tempered with a clock (activated only for FSEL001). The transition diagram is shown in Figure 19 and the logic determining each transition is listed in Table 16.

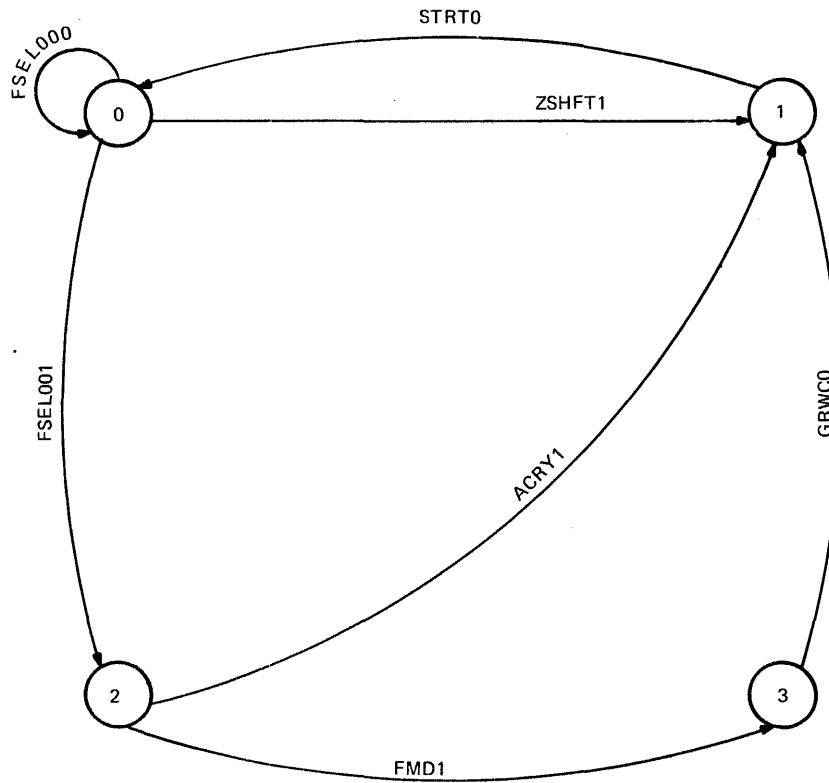


Figure 19. ALU State Transitions

7.2 ALU Flow Charts and Algorithms

1. Simple Functions (FSEL000)

These arithmetic/logical functions do not require that the ALU clock be generated; they employ combinational logic to perform the required function. When one of these functions is to be performed, ALSTRT1 is used to gate MFIN0 back to the CPU, relying on the basic CPU clock frequency to allow the operation to be performed by the basic arithmetic/logical elements and the result to appear on the S Bus before being strobed into the destination register. Shown in Figure 20 is a timing diagram for the immediate response functions with respect to the CPU clock. Note that STRT0 is precisely the width of one CPU clock cycle or approximately 130 nanoseconds. Upon receipt of STRT0, the ALU immediately (≈ 15 nanoseconds) returns MFIN0 to prevent inhibiting the CPU clock. As the CPU latches the S Bus on the leading edge of the active clock, it is necessary for the ALU to complete its function and present the results to the S Bus within 70 nanoseconds. On the trailing edge of the active clock, the CPU switches control states and releases STRT0. It is during this next control state that the CPU writes the result into the destination register.

TABLE 16. STATE REGISTER LOGIC

TRANSITION	ASA LOGIC	ASB LOGIC	ASC LOGIC	COMMENT
AS001 TO AS011	J = ZSHFT1			ABORT SHIFT IF SHIFT COUNT IS ZERO.
AS001 TO AS021		J = EAS0·AS001		UNCONDITIONAL TRANSFER IF NOT FLT. PT. ADD/SUB.
AS021 TO AS011	J = ACRY1	K = ACRY1	J = ACRY1	SHIFT COMPLETE
AS021 TO AS031	J = ACRY1	K = FMD0		FIX PT. MULT./DIV. COMPLETE.
AS031 TO AS011		K = GRWC0·AS031		FIX MULT/DIVIDE—FIRST HALF OF RESULT WRITTEN INTO DESTINATION REGISTER.
AS011 TO AS001	RESET = STRT1	RESET = STRT1	RESET = STRT1	RESET TO AS001 WHEN CPU REMOVES STRT1.

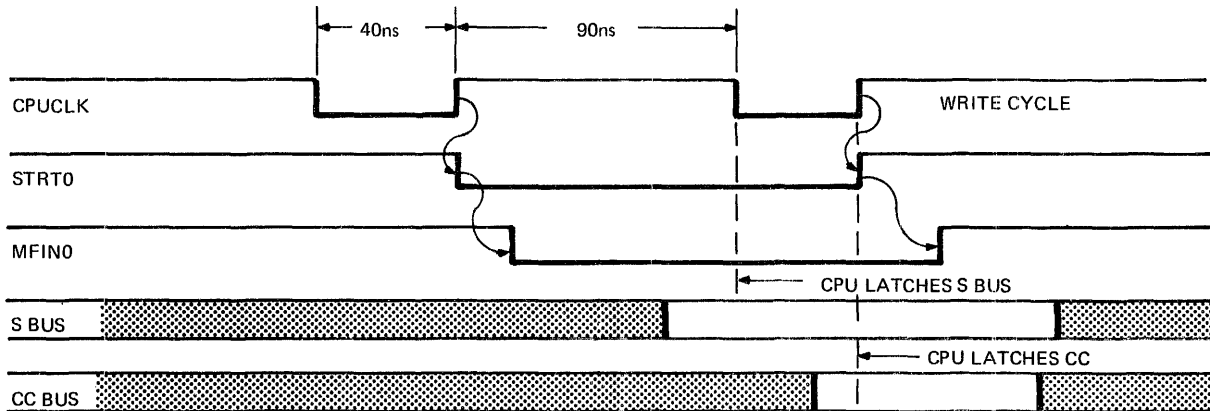


Figure 20. ALU Bus Timing — Immediate Response Functions (FSEL000)

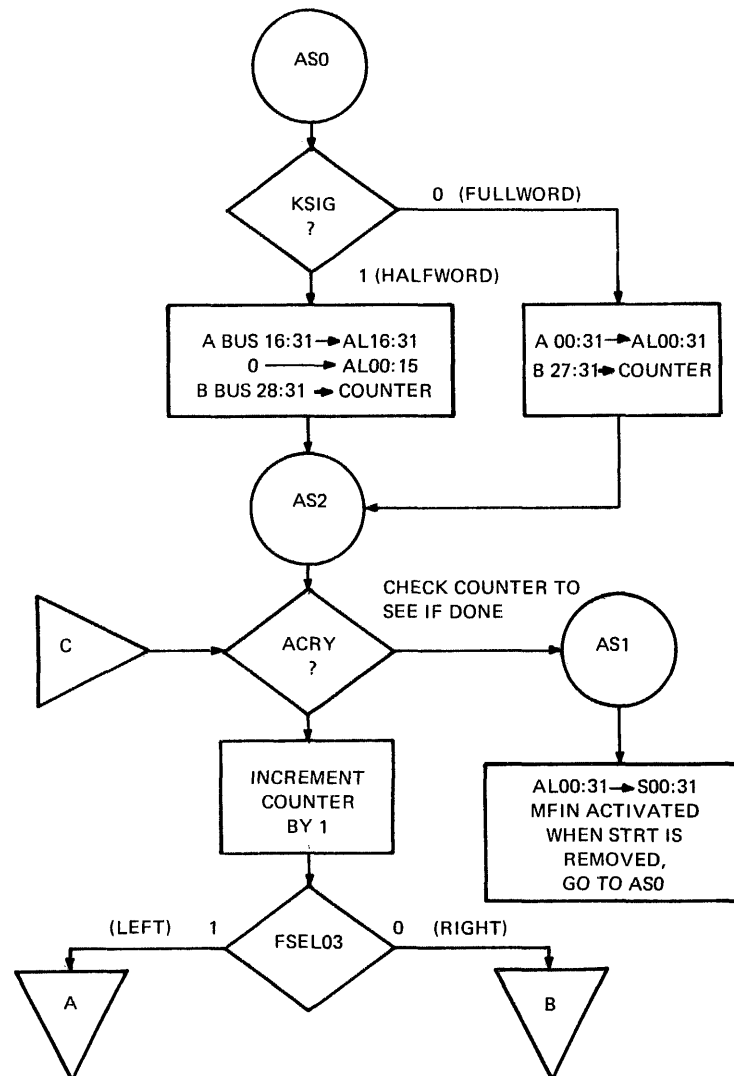
The fixed point simple functions are Subtract, Add, Subtract With Carry (SWC), Add With Carry (AWC), logical AND, logical Exclusive OR, and logical OR. When the instruction to be performed is an Add/Subtract, the carry state into the arithmetic element must be generated. This is done by the gate (9B8) whose output is labeled CIN310. Since the 19-067 device performs a subtraction by internal 1's complement addition, a carry must be generated for Subtract. Similarly, a carry in is generated for Add With Carry (A+B+1) and suppressed for Subtract With Carry (A-B-1).

2. Complex Functions (FSEL001)

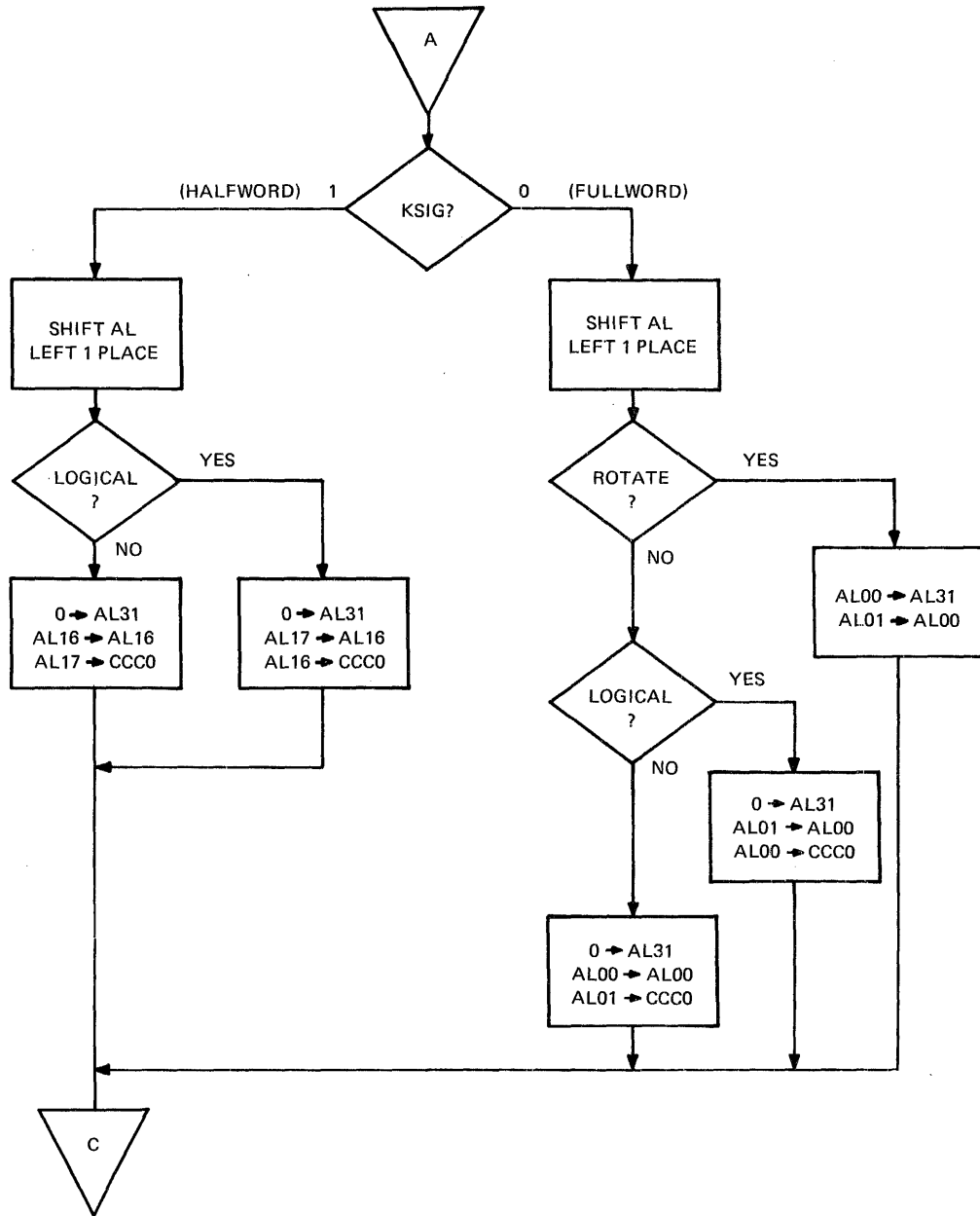
Shift Instructions

The ALU can perform both halfword (16-bits) and fullword (32-bit) shifts. When a shift is to be performed, the word to be shifted is taken from the A Bus and the shift count is taken from the B Bus (B27:31). In AS001, the A Bus is transferred to the AL register. If a halfword shift is to be performed, KSIG1 is set, and the most significant 16-bits of the AL register are inhibited by killing the clock to those devices. The shift occurs in AS021, AL being continuously loaded from the proper shift multiplexor. When the correct number of shifts have occurred, ACRY1 forces the transition to AS011. During AS011, the contents of the AL register are transferred to the S Bus, the flags are generated onto the CC Bus, and MFIN is returned to CPU. Following are Shift Functions Flow Charts and Shift Function algorithms. The flow charts and algorithms are complementary and may be used together or individually, whichever is more convenient.

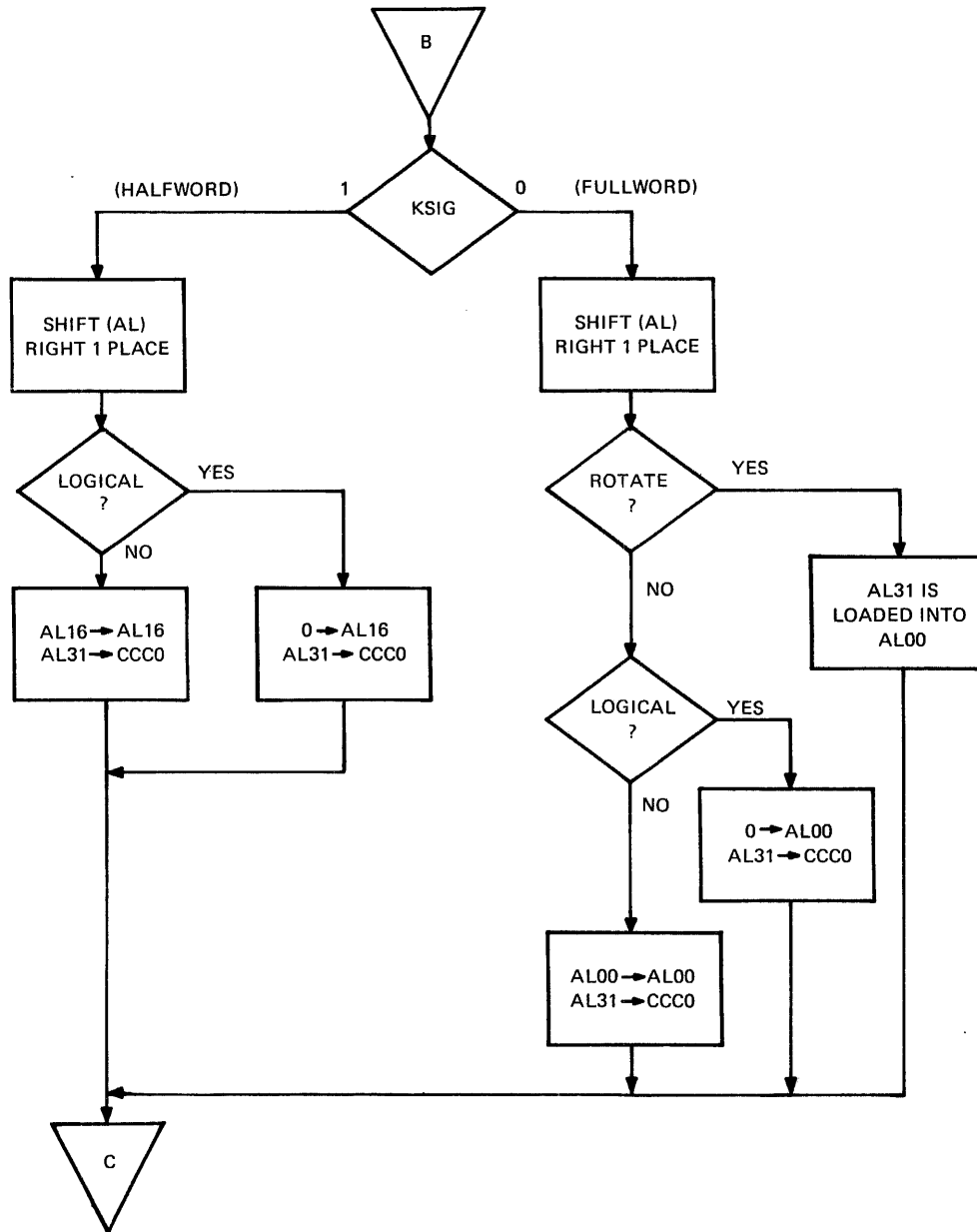
SHIFT FUNCTIONS FLOW CHART (SECTION 1 OF 3)



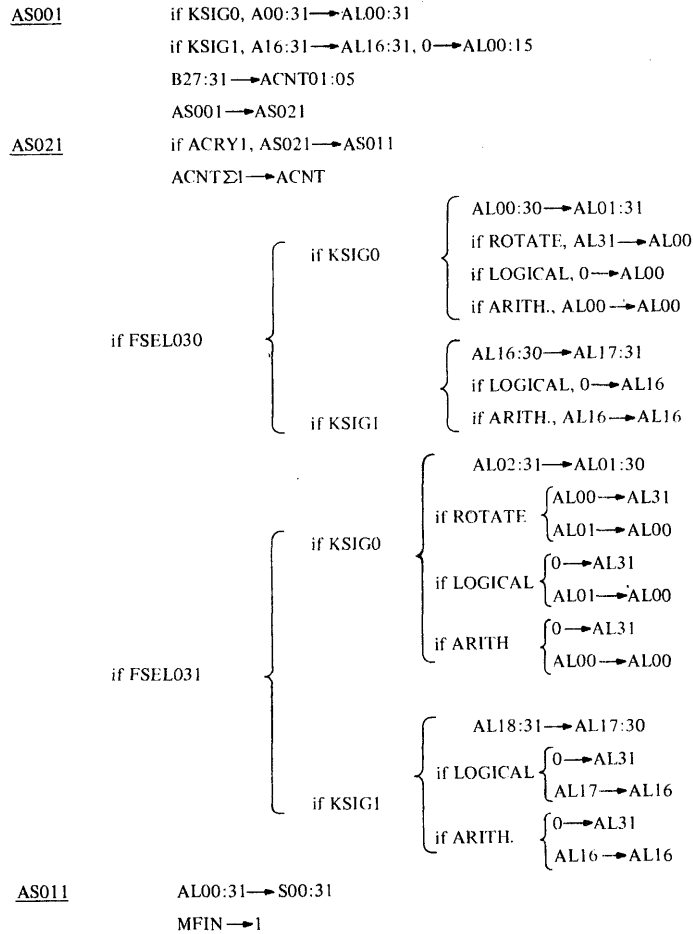
SHIFT FUNCTIONS FLOW CHART: SHIFT LEFT (SECTION 2 OF 3)



SHIFT FUNCTIONS FLOW CHART: SHIFT RIGHT (SECTION 3 OF 3)



The Shift Algorithms are:



Fixed Point Multiply

The ALU performs signed multiplication on two 32-bit operands. The multiplicand is transferred from the A Bus to the MQ register during AS001 and the multiplier remains on the B Bus throughout the operation.

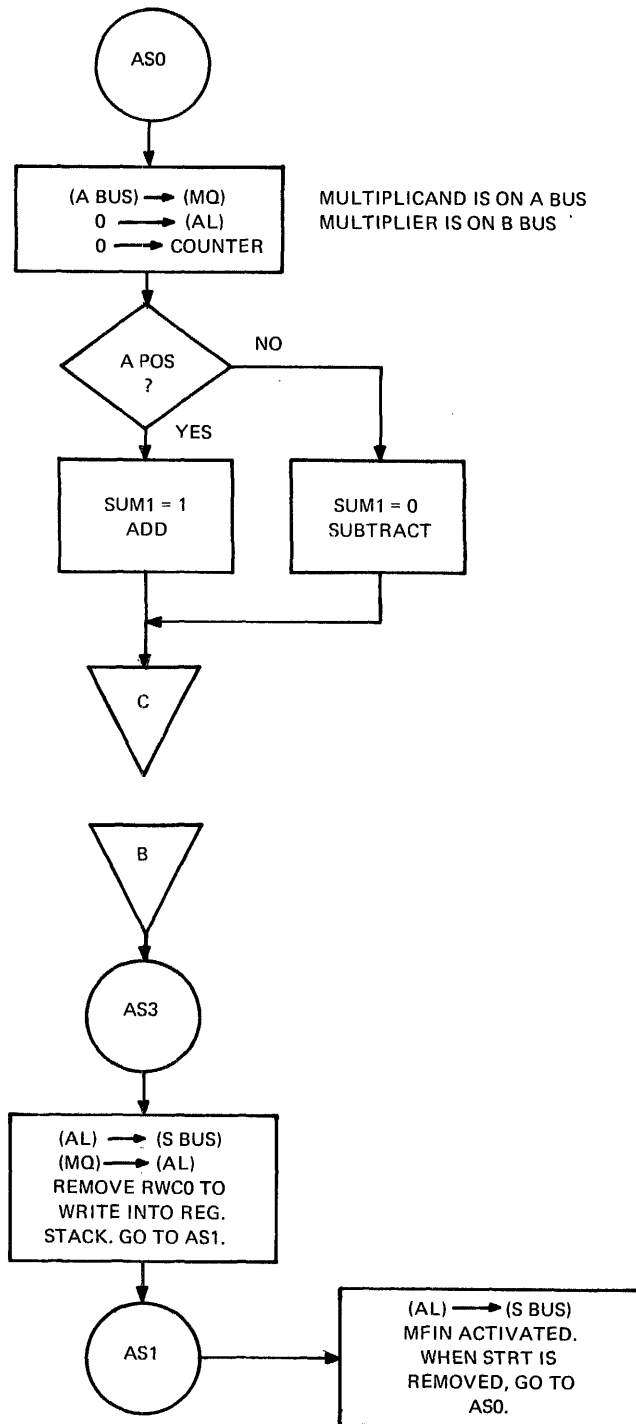
If the multiplicand is positive, a product is formed by adding the multiplier to the shifted product conditional upon the multiplier. If the multiplicand is negative, the product is formed by subtracting the multiplier from the shifted partial product conditional upon the 2's complement of the multiplicand.

Multiplication is accomplished by examining each successive bit of the multiplicand as it is shifted out of the MQ register. A 32-bit product is formed by shifting either AL (the partial product) or S (=ALΣB) back into AL and into the MQ conditional upon M1, the multiplicand bit. The logic gate for M1 is located at 7N6. If SUM1 is set (multiplier positive), M1 is simply MQ311. If SUM0 is set (multiplicand negative) M1 becomes the 2's complement of the multiplicand. The 2's complement of the multiplicand is taken by detecting the first MQ bit which is set and thereafter complementing the remaining MQ bits. This is accomplished by the complement flip-flop (7J7) and the M1 logic gate.

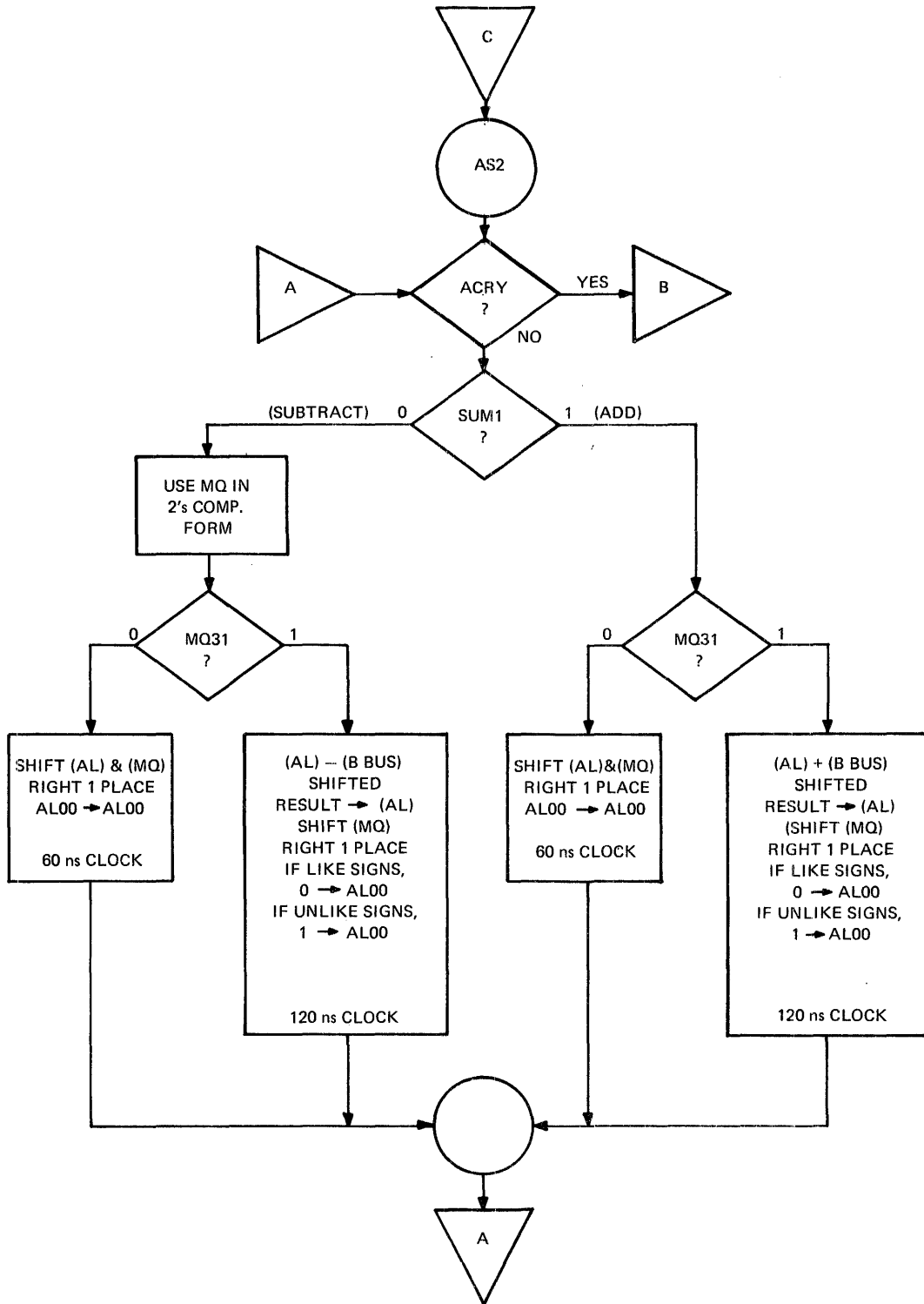
Inherent in the Multiply algorithm is a look ahead feature which permits deciding in advance whether to add and shift, or just shift the partial product. If M1 is set, AL is added to B and the sum is shifted into the AL and MQ registers. If M1 is reset, the AL is shifted back into the AL and MQ registers. Since more time is required to perform both an add and shift (M1) the ALU clock is divided by two when M1 is set and permitted to run at its basic speed when not set (see Section 7.3 ALU Clock).

When the Multiply is completed, the most significant portion of the result is written into the destination register in AS031 and MQ is transferred to the AL. In AS011, the least significant portion is written into the destination register.

FIXED POINT MULTIPLY FLOW CHART (SECTION 1 OF 2)



FIXED POINT MULTIPLY FLOW CHART (SECTION 2 OF 2)



The algorithm for Multiply is:

```

AS001      A00:31→MQ00:31
           0→AL00:31
           0→ACNT01:05
           if A000, 1→SUM1
           if A001, 0→SUM0
           AS001 →AS021

AS021      if ACRY1, AS021→AS031
           GRWC→0
           ACNT Σ1→ACNT
           if SUM1, ALΣB
           if SUM0, ALΔB
           if M1 {
               S00:S30→AL01:31
               (A00⊕B00)ZSUM0→AL00
               MQ00:30→MQ01:31
               S31→MQ00
           }
           if M0 {
               AL00:30→AL01:31
               AL00→AL00
               MQ00:30→MQ01:31
               AL31→MQ00
           }

AS031      AL00:31→S00:31
           MQ00:31→AL00:31
           if GRWC0, AS031 →AS011

AS011      AL00:31→S00:31
           MFIN→1
    
```

Fixed Point Divide

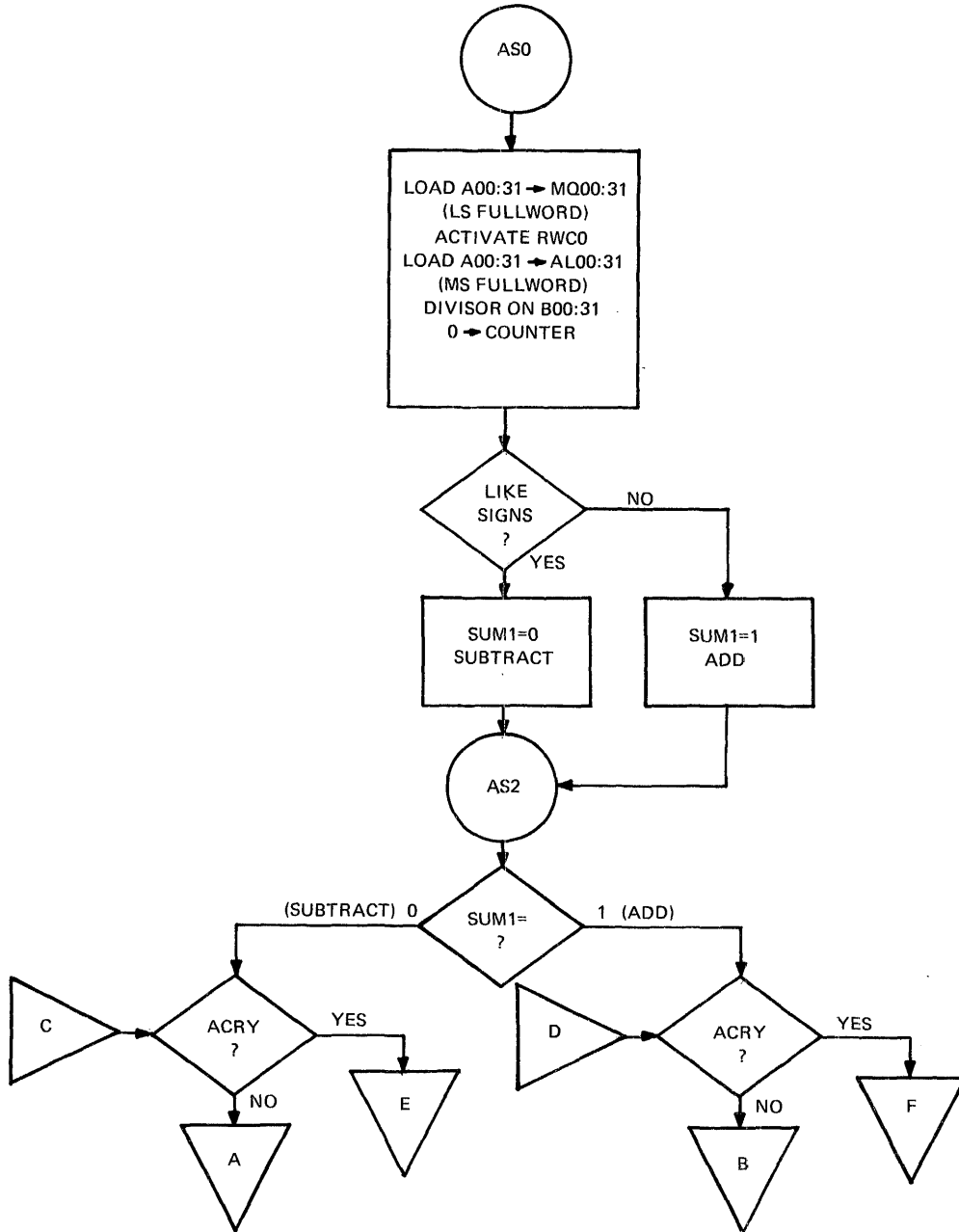
The Fixed Point Divide algorithm is implemented by subtracting the divisor from the shifted dividend to determine if it is greater or not. If the dividend is determined to be smaller than the divisor, the quotient digit for that test is made to be a zero, and the dividend is shifted left again to repeat the process. If the dividend is determined to be larger, the quotient digit for that test is made to be a one and the difference, shifted left, is stored as the new dividend. In the implementation of signed divide, if the two operands are of unlike signs, the subtraction is performed by the addition of the unlike operands and the 1's complement of the quotient is accumulated. When the complemented quotient is formed, it is corrected to the 2's complement in AS011.

An obstacle in performing signed division using complementary arithmetic arises when the intermediate dividend is a negative number and both the intermediate quantities (the absolute value of the dividend - divisor) and the remainder equal zero because the logic does not detect the quotient digit of 'one'. When this case arises, the computed result = true quotient -1, with the remainder equal to the divisor. To detect this case, a flip-flop (RZR0) (7F1) monitors this condition and causes a correction cycle in AS011.

Because of the difference in scaling of the divisor (2^{63}) and the dividend (2^{31}) and the fact that both the quotient and remainder must be scaled (2^{31}), an extra division cycle is performed in AS031 to compute Q31. To properly scale the remainder, the last summation is inhibited from shifting. Moreover, if the absolute value of the Q31 digit is '1', the correct remainder is on the S Bus during the first cycle of AS031 and remains there throughout AS031. Should the absolute value of the Q31 digit be '0', the correct remainder is in the AL register, and ALU control is modified to force the transfer of AL to the S Bus.

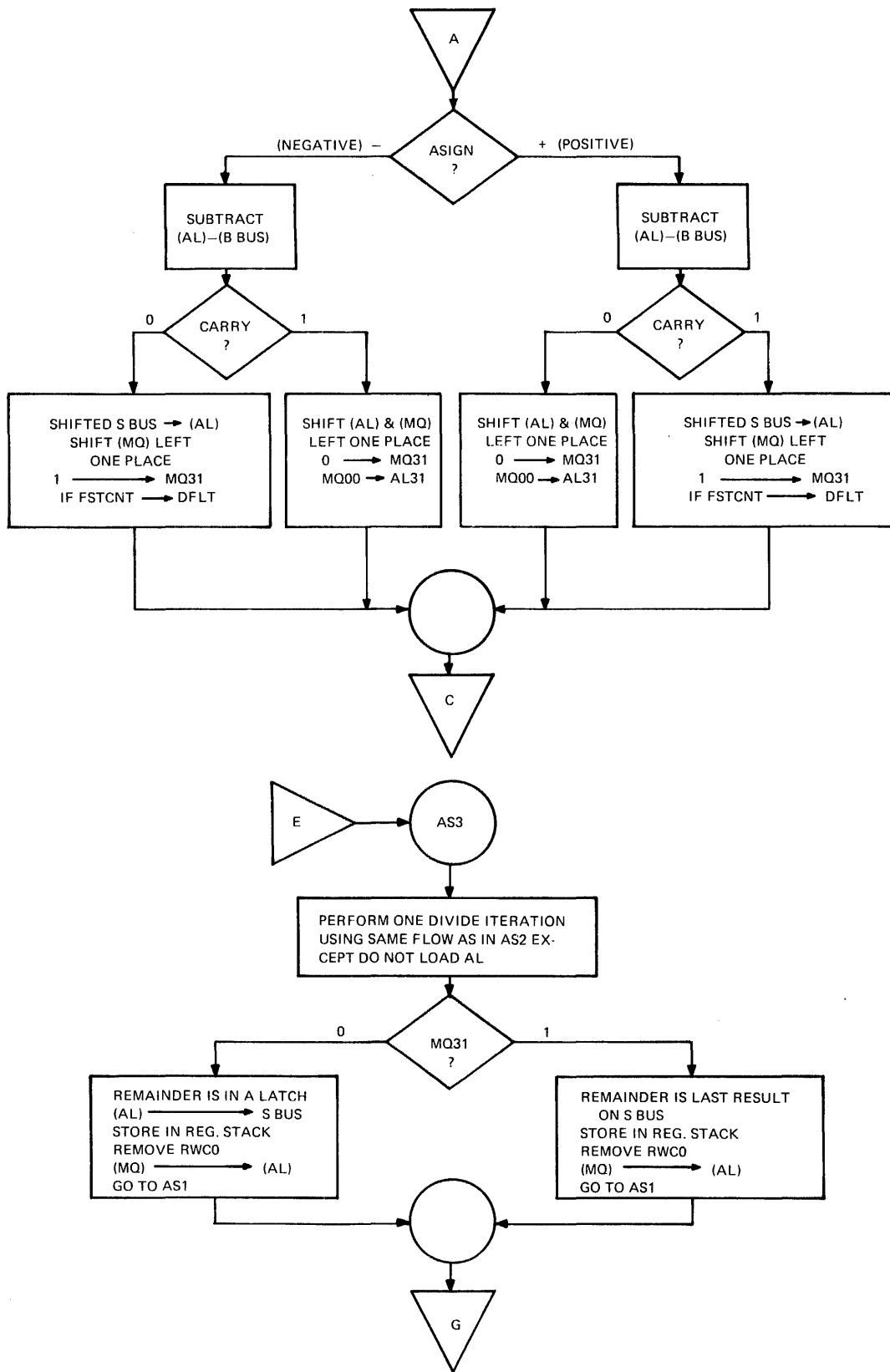
The least significant portion (remainder) of the result is written into the destination register in AS031, and the most significant portion (quotient) is written into its destination register in AS011.

FIXED POINT DIVIDE FLOW CHART (SECTION 1 OF 4)



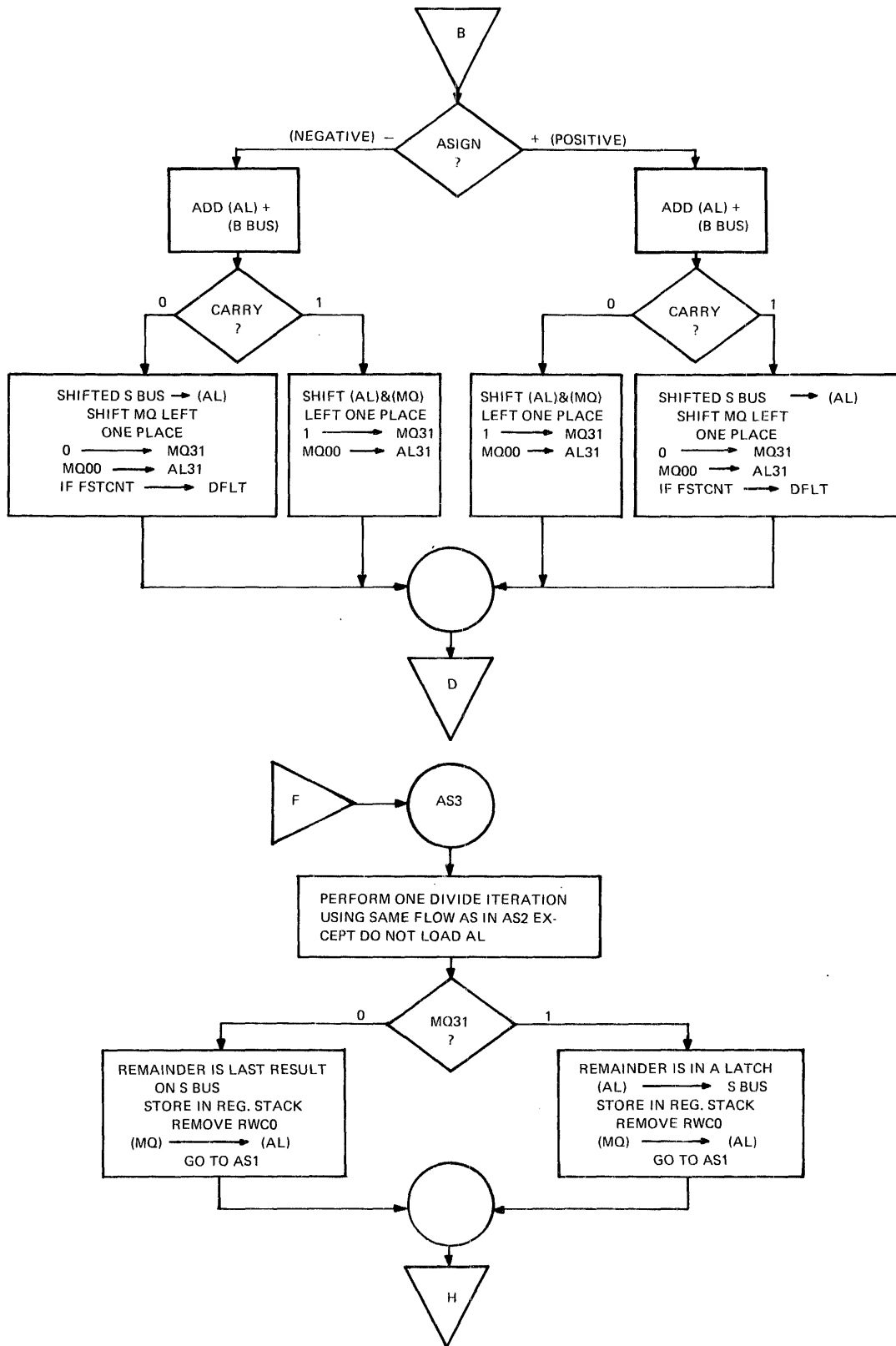
FIXED POINT DIVIDE FLOW CHART: LIKE SIGNS (SECTION 2 OF 4)

536

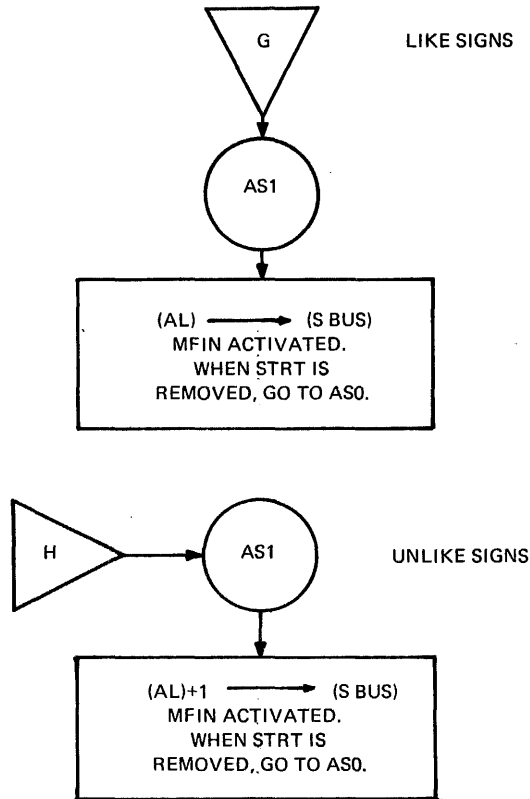


FIXED POINT DIVIDE FLOW CHART: UNLIKE SIGNS (SECTION 3 OF 4)

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FIXED POINT DIVIDE FLOW CHART (SECTION 4 OF 4)



The algorithm for Fixed Point Divide is:

```

AS001      A00:31→MQ00:31
           GRWC→0
           if A00⊕B00, SUM0→1
           if A00⊕B00, SUM1→1
           0→ACNT01:05
           0→RZR01
           A00:31→AL00:31
           AS001→AS021
AS021      if (FSTCNT1 and |Q|=1), DFLT→1
           if ACRY1, AS021→AS031
           ACNT Σ 1→ACNT
           if SUM0, (ALΔB)
           if SUM1, (ALΣB)
           if COUT000⊕BG001 {
               1→MQ31
               MQ01:31→MQ00:30
               MQ00→AL31
               AL01:31→AL00:30
           }
           if COUT000⊕BG001 {
               0→MQ31
               MQ01:31→MQ00:30
               MQ00→AL31
               S01:31→AL00:30
           }
    
```

AS031

if SUM0, AL Δ B
 if SUM1, AL Σ B

$$\text{if } \text{COUT000} \oplus \overline{\text{BG001}} \left\{ \begin{array}{l} 1 \rightarrow \text{MQ31} \\ \text{MQ01:31} \rightarrow \text{MQ00:30} \end{array} \right.$$

$$\text{if } \text{COUT000} \oplus \text{BG001} \left\{ \begin{array}{l} 0 \rightarrow \text{MQ31} \\ \text{MQ01:31} \rightarrow \text{MQ00:30} \end{array} \right.$$

if (MQ31 \oplus AXB1)·SUM0, (AL Δ B) \rightarrow S00:31
 if (MQ31 \oplus AXB1)·SUM1, (AL Σ B) \rightarrow S00:31
 if MQ31 $\overline{\oplus}$ AXB1, AL00:31 \rightarrow S00:31
 MQ00:31 \rightarrow AL00:31
 if GRWC0, AS031 \rightarrow AS011

AS011

AL00:31 \rightarrow S00:31
 MFIN \rightarrow 1

7.3 ALU Clock (Sheet 6)

The ALU clock is a gated oscillator whose basic frequency is determined by a tapped delay line. The basic clock period is factory adjusted for 60 nanoseconds. The clock is enabled for all complex operations (FSEL001). It may be inhibited for test purposes by removing the ground strap from Connector 7. With the ground strap removed, the ALU may be single stepped through an instruction using the push button switch located at 16R. The enable logic at gate 13A06 is true when the conditions ALSTR1·FSEL001·AS010 are met. This results in a clock output at MQCLK0, ACLK1, ACLK0, ALCLKA0, and ALCLKB0. The clock is inhibited during AS011 and the ALU becomes static until the CPU removes STRT.

For shifts, the basic 60 nanosecond clock provides the ALU with enough time to perform the required operations. However, for Multiply/Divide and other special cases, 60 nanoseconds is insufficient time to perform the required operation. For example, when dividing, both a subtraction logic and a shift must be performed in each iterative cycle. For these cases, the ALU clock period is doubled. The disable logic at gate 13B08 determines if the 120 nanosecond clock is to be generated. The cases when this is true are as follows:

1. Always when dividing.
2. In CAE on the first count of AS021 to permit the transfer of either operand (A or B) through the ALU chips to the AL. (see CAE algorithm).
3. When multiplying if the M1 bit is set. If M1 is set, both an add and shift are performed. If M1 is reset, only a shift need be performed.

7.4 Arithmetic Iterative Counter (ACNT01:05) (Sheet 4)

The iterative shifting of the ALU is controlled by a modulo 32 counter which is enabled during AS021. It is in AS021 that the iterative operations of shift and Multiply/Divide occur and this counter is used to determine completion of the operation and, therefore, the time at which transition to the next arithmetic state should occur. For fixed point operations the counter is used in two different modes as described below.

1. Shifts.

For these operations, the counter is loaded with the 1's complement of the shift count which is taken from the B Bus and loaded at the transition from AS001 to AS021. The most significant bit is inhibited for halfword shifts if KSIG is set. The transition from AS021 is enabled when the counter reaches a count of 30, as determined by the logic signal ACRY1 (gate 09D06). Should a shift count of zero occur, this is detected in the Arithmetic State Register and the operation is aborted by inhibiting the transition to AS021.

2. Fixed Point Multiply/Divide

For these two instructions, the counter is initialized to a count of zero and is enabled to count during AS021. When the counter reaches a count of 31 10, the transition from AS021 to AS031 is enabled by ACRY1.

7.5 Arithmetic Condition Code (Sheets 2 and 3)

The ALU gates appropriate Condition Code flags to the CPU for all ALU functions. When the ALU senses its address and receives a start (STRT) it signals the CPU with SCC0 that a new Condition Code is available. Figure 18 (ALU Functional Block Diagram) shows that the ALU Condition Code circuits consist of combinational logic which determines the resultant condition of each instruction. These are latched in a register. The clock which latches the Condition Code is gated in one of two ways. For the simple functions (FSEL000), the clock results from STRT, delayed an appropriate amount of time to allow the ALU to complete its function. For complex functions (FSEL001), the clock is generated in AS011 at the conclusion of an instruction. The Condition Code is then gated onto the bus through a tri-state multiplexor. The representation of each flag is as follows.

1. VCC0 (Arithmetic Overflow).

The logic for this flag is shown on Sheet 3 (SVCC0). It is enabled for fixed point Add, Subtract, and Divide. The flag is active for fixed-point Add/Subtract instructions when an overflow is determined by the logic:

$$\text{ASIGN0} \cdot \text{S001} \cdot (\text{BG001} + \text{SUM1}) \oplus \text{ASIGN1} \cdot \text{S000} \cdot (\text{BG001} \oplus \text{SUM1}).$$

The V flag is active for fixed point Divide on the first iteration of the Divide if the quotient bit is determined to be a one. This condition is called a Divide Fault (DFLT) and indicates that the result cannot be contained in 31 bits plus sign. The V flag also sets for fixed point Divide at the end of the divide algorithm if the calculated sign of the quotient is incorrect.

2. CCC0 (Carry).

The logic for this flag is shown on Sheet 2. It is enabled for fixed point Add/Subtract, Shifts, and Divide. For fixed point Add/Subtract the logic is $\text{SUM1} \cdot \text{COUT00} + \text{SUM0} \cdot \text{COUT000}$ respectively. The C flag is also active for fixed point Divide to signal a divide fault. For Shift type instructions, the C flag is the state of the last bit to be shifted. This is selected by the eight to one (8/1) multiplexor whose select control lines are encoded to yield the proper bit for every type shift. The selected bit is then latched by the flip-flop shown at 2E2.

It should also be noted that the Module Signal (MSIG0) from the ALU is identical to CCC0.

3. LCC (Less Than Zero)

The L flag represents the sign of any arithmetic operation. For fullword fixed point operations it is the sign of the result and for halfword shifts it is the sign of Bit 16 (S161).

4. GCC0 (Greater Than Zero)

This flag logically represents the occurrence of not less than zero and results not equal to zero. This can be logically represented as follows:

$$\text{GCC0} = \text{LCC0} \cdot \text{ZSUM0}$$

7.6 Arithmetic Elements and ROM Control (Sheets 9:17)

The heart of the ALU is built from the four bit arithmetic/logical elements (Perkin-Elmer Part Number 19-067) and a format ROM used to control them. Also used in conjunction with the ALU chips are a two level carry-look ahead scheme (Perkin-Elmer Part Number 19-068).

As previously stated, the ALU is essentially controlled by a 256X4 bit ROM. FSEL001:031 and MSEL011 address the ROM and determine the required control for the given instruction. ASIGN1, BSIGN1, and FAXB1 provide needed additional information to insure correct control for fixed point Multiply/Divide. Shown in Table 17 is a listing of ALU control and the respective operations as a function of the address bits. One additional control bit (ALOG1) is required to correctly specify logical operations from arithmetic operations. The logic for this gate (12L2) is:

$$\text{MSEL010} \cdot \text{FSEL000} \cdot \text{FSEL011}$$

and essentially decodes the logical operations as per the FSEL field.

There is a level of gating beyond the ROM outputs on AM0D00:03. This is to provide a basic override function. The function provided is to transfer A to S. This is accomplished by XFRO (12M5). The cases for which this is necessary are as follows.

1. In AS001 for shifts and Multiply/Divide to transfer operand from the A Bus to the A latch.
2. In AS011 to transfer contents of A latch to the S Bus.
3. In AS031 in fixed point multiply to transfer contents of A latch to the S Bus.
4. In AS031 of divide to transfer contents of A latch to S Bus under certain conditions (see divide algorithms).

7.7 MQ Register (Sheets 10:17)

The Multiplier Quotient Register is used exclusively in Multiply/Divide instructions. It is comprised of eight MSI four bit shift registers which are capable of shifting left or right.

Control for the MQ registers is located at 7N4. The A Bus is always loaded into MQ in AS001 by forcing both SR1 and SL1 high. This is accomplished by clearing the Control flip-flop (7K4) with STRT1. For multiply, SR1 is active to perform right shifts and SL1 is inactive. The opposite is true for divide when shifts left are performed.

TABLE 17. ALU ROM CONTROL

BSIGN1	ASIGN1	FSEL001	FSEL011	FSEL021	FSEL031	AMOD031	AMOD021	AMOD011	AMOD001	FUNCTION	COMMENTS
X	X	0	0	0	0	0	1	1	0	SUM0	SUBTRACT
X	X	0	0	0	1	1	0	0	1	SUM1	ADD
X	X	0	0	1	0	0	1	1	0	SUM0	SUB. WITH CARRY
X	X	0	0	1	1	1	0	0	1	SUM1	ADD WITH CARRY
X	X	0	1	0	1	1	1	0	1	A·B	LOGICAL AND
X	X	0	1	1	0	0	1	1	0	A⊕B	LOGICAL EX. OR
X	X	0	1	1	1	0	1	1	1	A + B	LOGICAL OR
X	X	1	0	0	0	0	0	0	0	A	LOG. SHIFT RIGHT
X	X	1	0	0	1	0	0	0	0	A	LOG. SHIFT LEFT
X	X	1	0	1	0	0	0	0	0	A	ROTATE RIGHT
X	X	1	0	1	1	0	0	0	0	A	ROTATE LEFT
X	X	1	1	0	0	0	0	0	0	A	ARITH. SHIFT RIGHT
X	X	1	1	0	1	0	0	0	0	A	ARITH. SHIFT LEFT
X	0	1	1	1	0	1	0	0	1	SUM1	MULT.: A POS.
X	1	1	1	1	0	0	1	1	0	SUM0	MULT.: A NEG.
0	0	1	1	1	1	0	1	1	0	SUM0	DIV.: SIGNS ALIKE
0	1	1	1	1	1	1	0	0	1	SUM1	DIV.: SIGNS DIFFER
1	0	1	1	1	1	1	0	0	1	SUM1	DIV.: SIGNS DIFFER
1	1	1	1	1	1	0	1	1	0	SUM0	DIV.: SIGNS ALIKE

NOTE: SUM1 = SUM, SUM0 = DIFFERENCE

7.8 AL Register and Shift Multiplexors (Sheets 10:17)

The AL registers are comprised of eight MSI quad D type flip-flops with double rail output. They are used in all complex functions (FSEL001) as a holding register for shift type operations.

Shifts are performed by enabling one of four multiplexors depending on the type of shift to be performed. The multiplexor outputs are OR - tied together and perform the following types of shifts.

1. n: has S001:311 and MQ001:311 as inputs. Does not shift; used for transferring MQ or A Bus to AL register.
2. n+1: has S011:311 and AL021:311 as inputs. Performs left one shifts for Shift instructions and Divide instructions. End points are determined by AGL001 and AGL311 (Sheet 8).
3. n-1: has S001:301 and AL001:301 as inputs. Performs right one shifts for Shift instructions and Multiply instructions. End points are determined by AGR001 and SGR001 (Sheet 8).

IOU

8. I/O GENERAL DESCRIPTION

The 8/32 Input/Output Unit (IOU) performs a multiplicity of functions. Its main function is to communicate, via the Multiplexor Channel, with up to 1,023 peripheral devices. It has an additional capability of performing byte manipulations for the CPU both in conjunction with and without an I/O exchange. In addition, the I/O module contains the Machine Control Register (MCR), the Display Controller, the Teletype Controller, the Power Monitor and System Initialize circuit, and the Start Timer. Module Number 2 is assigned to the IOU module.

9. FUNCTIONAL DESCRIPTION

9.1 I/O Control Functions

IOU communicates with both the CPU (via the A, B, S, and CPU Control Busses) and peripheral controllers (via the Multiplexor Bus) using request/response signaling. Timing is completely asynchronous (rather than quantized) to achieve maximum speeds.

IOU becomes active when it recognizes its address (Module Number 2) on the Memory Select (MSEL) lines from CPU and STRT0 goes active. The function decode logic then directs the control and gating logic to perform a required function, encoded on Function Select lines (FSEL00:03) and KSIG. (Function Code Extension line). At the completion of the operation, a MFIN signal is sent back to the CPU.

IOU control is capable of performing 32 functions shown in Table 18.

Functions in Table 18 are divided into three distinct categories.

1. Multiplexor Channel Operations (D Bus Operations).
2. Byte Manipulations.
3. Auxiliary Functions.

TABLE 18. FUNCTION MNEMONICS

MNEMONIC	FUNCTION	COMMENT
RD/RDA WD/WDA OC/OCA SS/SSA	READ DATA WRITE DATA OUTPUT COMMAND SENSE STATUS	BYTE/INDEXED BYTE/INDEXED BYTE/INDEXED BYTE/INDEXED
RDR/RDRA WDR/WDRA OCR/OCRA SSR/SSRA ACK	READ DATA WRITE DATA OUTPUT COMMAND SENSE STATUS ACKNOWLEDGE INTERRUPT	BYTE/REGISTER BYTE/REGISTER BYTE/REGISTER BYTE/REGISTER BYTE/REGISTER
RDH/RDHA	READ DATA HALFWORD	TWO DATA CYCLES FOR BYTE CONTROLLERS
WDH/WDHA	WRITE DATA HALFWORD	TWO DATA CYCLES FOR BYTE CONTROLLERS
THW	TEST HALFWORD	MSIG GENERATION
STB LB STBR LBR	STORE BYTE LOAD BYTE STORE BYTE LOAD BYTE	HALFWORD/INDEXED BYTE/INDEXED HALFWORD/REGISTER BYTE/REGISTER
SMCR CMCR	SENSE MACHINE CONTROL REGISTER CLEAR MACHINE CONTROL REGISTER	
EXB LDWAIT	EXCHANGE B-BYTES LOAD WAIT FLIP-FLOP	B 16 to FWAIT
POW POUT	RELEASE INITIALIZE RELAY GATE OUTPUT PULSES	

9.1.1 Multiplexor Channel Operations. D Bus functions include: RD, RDR, WD, WDR, SS, SSR, OC, OCR, RDH, WDH, ACK, RDA, RDRA, WDA, WDRA, SSA, SSRA, OCA, OCRA, RDHA, and WDHA (see Table 18).

When the I/O control is addressed and given a D Bus function code, it creates a one, two, or three cycle Multiplexor Channel operation.

The device address on A Bus (22:31) (refer to 8/32 IOU Block Diagram Figure 21) is gated to D Bus (06:15) together with the activating ADRS Control line whenever address type functions are specified. The addressed controller responds by returning a SYN signal which terminates the address cycle and starts a data cycle.

Delay timing within each cycle insures that the relationship of the MUX Bus Control lines and D Bus signals meet the Multiplexor Channel timing requirements.

The halfword functions (RDH/WDH) have a single data cycle when the Halfword (HW) Test line is active (communicating with halfword-oriented controller). Two data cycles are required when HW is inactive (byte-oriented controller is being addressed).

Output data is gated from the B Bus to the D Bus via the D Bus tri-state multiplexors controlled by ROM.

Input data coming from the D Bus is latched in the D Bus receivers and then gated onto the S Bus through S Bus Multiplexors which are also ROM controlled. In a Sense Status operation, D Bus receiver Bits 12:15 are also gated to the Condition Code (CC) Bus via the CC Mux. During all other D Bus operations, four zeros are placed on the CC Bus together with CC Strobe (SSC0).

At the end of the operation, the I/O control returns a Module Finished (MFIN) signal to restart the CPU clock.

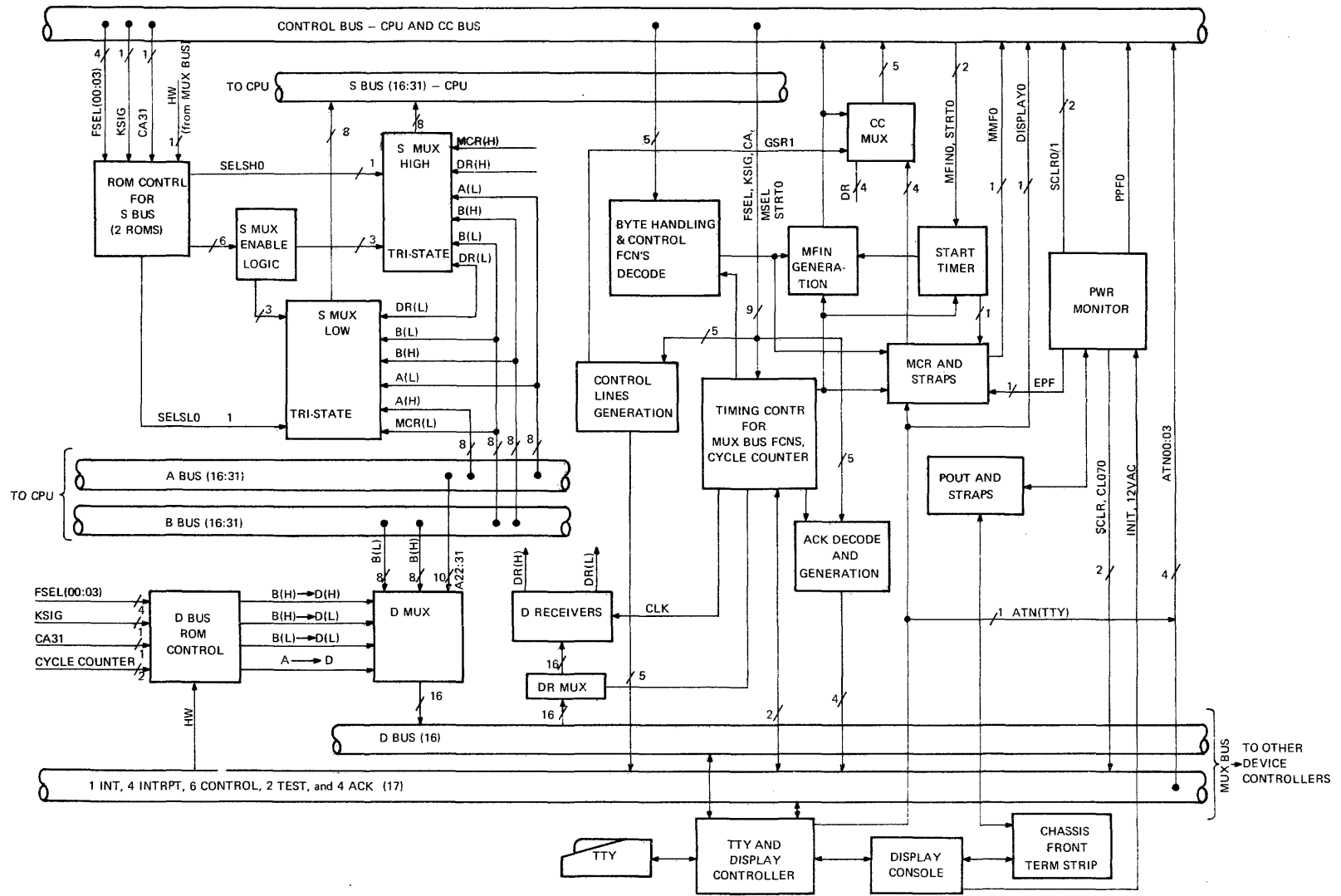


Figure 21. IOU Block Diagram

The ACK function generates a single cycle on the D Bus during which it activates one of four ACK lines and gates 10-bits of interrupting device address from the D Bus onto the S Bus.

All Multiplexor Channel functions are covered in detail in Section 10.

9.1.2 Byte Manipulations Functions. These include: STBR, LBR, STB, LB, and EXB (see Table 18). These functions do not activate the D Bus since only selected bytes are gated from the CPU's A and B Buses back onto the CPU's S Bus. This is achieved by ROM controlled S Bus Multiplexors. See Section 11.1 for more detailed description of these functions.

9.1.3 Auxiliary Functions. These include: SMCR, CMCR, LDWAIT, THW, POW, and POUT (see Table 18).

The SMCR and CMCR functions provide a means for Sensing and Clearing the Machine Control Register (MCR).

The LDWAIT function controls the ON/OFF indicator light on the Display Console.

The THW function generates MSIG according to the state of the HW (Halfword) Test line.

The POW function releases the System Clear relay.

The POUT function gates 4-bits on the B Bus (27:31) to a set of board stakes for external signaling purposes.

All auxiliary functions are covered in more detail in Section 11.2.

9.2 Machine Malfunction and Power Fail Hardware

Space is also provided on the 8/32 IOU board for a Machine Control Register (MCR), which stores machine trouble conditions; a Power Monitor and System Initialize circuit, and a Start Timer. This additional IOU hardware is covered in Section 10.11.

10. MULTIPLEXOR CHANNEL (MUX) BUS

10.1 Multiplexor Channel IOU

The main function of the IOU board is to provide a means for communicating with up to 1,023 peripheral device controllers and interfaces, including Display Console and Teletypewriter. IOU accomplishes this by generating Multiplexor Channel D Bus from the CPU busses whenever it is addressed by Module Number 2 and D Bus operation is requested by the CPU.

This byte of halfword oriented input/output system consists of 33 lines:

- 16 Bi-directional Data lines (also used for address).
- 6 Control lines (to identify the contents of the data line).
- 2 Test lines.
- 4 Interrupt lines.
- 4 Acknowledge lines (daisy-chains).
- 1 System Initialize line.

The 4 Interrupt lines terminate on the CPU-B (CPB) board and the 4 Acknowledge lines originate on the IOU module. The Initialize line is available to all system modules, controllers, and the local memory. Only one Interrupt line and one acknowledge daisy-chain is provided on a given I/O back panel. A single instruction from the CPU contains the 10 bit device address, the encoded function and up to 16 bits of output data when needed. The MUX Bus generator provides single or multicycle operation to address the device controller, transmit the decoded function and send or receive over the 16 Bi-directional Data lines and synchronize the exchange. The normal byte or halfword operation consists of address cycle, followed by a data cycle. During a Read/Write Block sequence, the address cycle is not used. For halfword functions (e.g., RDH or WDH) with a byte oriented controller, two data cycles are used to transfer the halfword.

The following definitions apply to the lines in the MUX Bus:

16 Data Lines (D00:15)

The 16 Bi-directional Data lines are used to transfer one 8-bit byte or one 16-bit halfword between the CPU and the device controller. Data Lines D08:15 are used for byte transfer. The 10-bit address sent from the CPU (or returned on an Acknowledge operation) uses Data Lines D06:15.

Control Lines (Manipulated by the Processor)

- SR Status Request. The Processor signals the last addressed device controller to send the device status to Data Lines D08:15, followed by a SYN.
- DR Data Request. The Processor signals the last addressed device controller to present data to the Data lines, followed by a SYN. (One byte or halfword of data is sent depending on whether the device is halfword or byte oriented.)
- DA Data Available. The Processor signals the last addressed device controller that the data on the Data lines is valid. The device controller accepts the low byte or the entire halfword and responds with a SYN.
- CMD Command. The Processor signals the last addressed device controller that the command byte on Data Lines D08:15 is valid. The device controller accepts the command byte and responds with a SYN.
- ADRS Address. The Processor signals that it presented 10-bits of address on Data Lines D06:D15. The device controller that recognizes its address responds with a SYN.
- If no device controller recognizes its address in approximately 30 micro-seconds, the IOU generates a False SYN (FSYN).
- CL070 This line is activated by the IOU whenever any of the following occur:
1. The Initialize key on the Display Console is depressed.
 2. The key-operated ON/OFF/LOCK Power Switch on the Display Console is turned OFF.
 3. The primary power input falls below minimum operating level.
 4. Auxiliary initialize inputs are activated (e.g., from LSU).

Test Lines (Manipulated by device controllers).

- HW Halfword. The Halfword line is activated by a halfword oriented device controller whenever it is communicating normally with the Processor (when its address flip-flop is set).
- SYN Synchronize. This signal is generated by the device to inform the Processor that it has properly responded to a Control line.

Interrupt and Acknowledge Lines.

- ATN 00:03 Attention. Any device controller desiring to interrupt the CPU, activates one of the four ATN lines and holds that line until the corresponding ACK signal is received.
- ACK 00:03 Acknowledge. The CPU acknowledges one of the four interrupts by asking the IOU to perform an ACK function. The IOU in response activates one of the four ACK lines, selected by 2-bits of the B Bus (30:31), each of which can feed a daisy-chain priority wiring pattern. The responding device controller presents its address on Data Line D06:15, followed by a SYN signal.

Initialize Line

- SCLR System Clear. This is a metallic contact to ground that occurs during Power Fail, Power Up or Initialize. The current carrying capability of the contact is limited. External circuits should not be connected directly to it. Refer to the bus buffer or buffered I/O channel for these applications.

NOTE:

All Control lines, except ACK are connected in parallel to all devices. These lines are activated by the Processor in response to an external interrupt. The ACK line is connected in series with all devices. If no interrupt is pending in the first controller when the ACK signal arrives, the signal is passed on daisy-chain fashion to the next controller, and so on until it is captured by the interrupting controller. See definition of ACK.

All busses are the false type (i.e., a low voltage level is active and a high voltage level is inactive.)

Each device controller is permitted one TTL load on any of the Data lines, Control lines, Acknowledge line, or the Initialize line. Furthermore, each device controller is permitted one OR tie onto a Data line, Test line, or Interrupt line. The controller bus driver must be either a high-power open-collector TTL gate or the tri-state equivalent.

A maximum of 16 I/O device loads can be driven from the IOU's unbuffered MUX Bus including Selector Channels, Bus Buffers, Bus switches, and Sub-Channel Controllers.

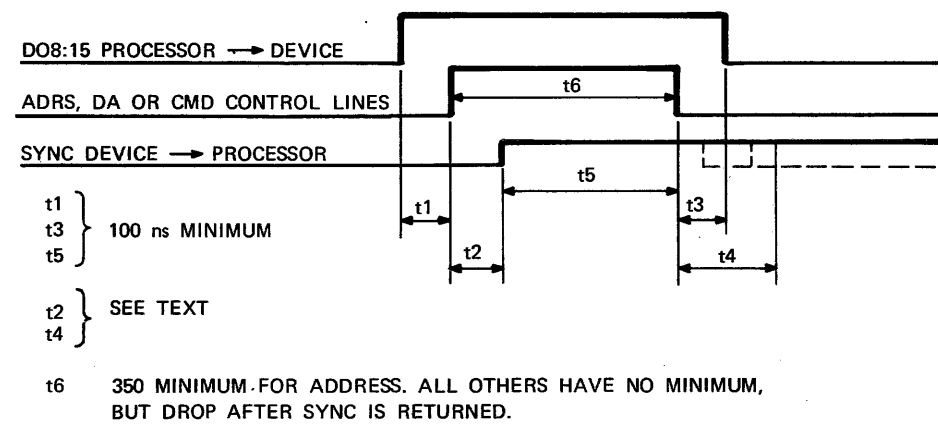
10.2 Multiplexor Channel Timing

Input and output operations on the MUX Bus use request/response signaling. This allows the system to run at its maximum speed. Timing for typical input/output operations are shown on Figure 22. Detailed timing is shown on Figures 23 and 24.

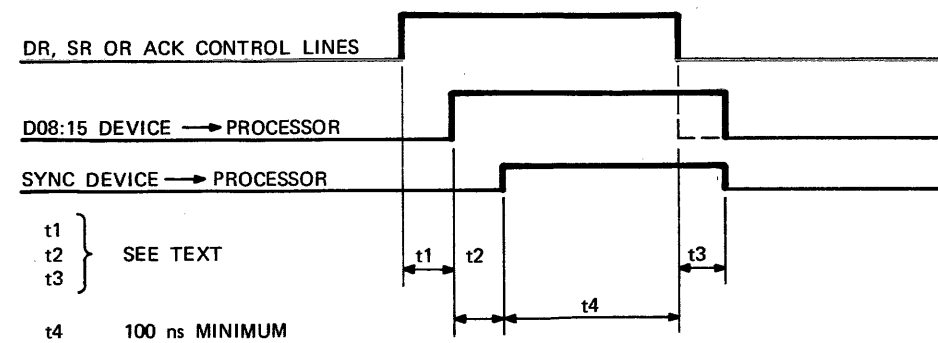
On output, the CPU places signals on Data Lines D08:15, followed by an appropriate Control line signal. This Time delay (t_1) varies but it is guaranteed to be at least 100 nanoseconds. When the device controller has received the Data line information, it sends the SYN signal to the CPU which terminates the Control line signal. The SYN Time delay (t_2) should be only long enough to guarantee proper reception of the output data. The Control line/Data line removal time (t_3) is guaranteed to be at least 100 nanoseconds. The SYN removal time (t_4) should be minimized since the CPU does not proceed until the SYN signal is removed.

It should be noted that the times shown are defined for signals on the MUX Bus. Within a given controller, one signal may pass through more gates than another signal and these additional delays must be considered.

For the input operation, the CPU activates one of the input type Control lines and the currently addressed device controller gates onto Data Lines D08:15—keeping Time delay (t_1) at a minimum. The SYN Time delay (t_2) must guarantee that all the returned data is on the Data lines, considering the slowest data gates and the fastest SYN gates. The CPU removes the Control line signal when SYN is received, with a minimum Time delay (t_4) of 100 nanoseconds. The SYN removal time (t_3) should be minimized since the CPU does not consider the operation complete until the SYN signal is removed. When the Control signal is ACK, Time delay t_1 includes the cumulative contention circuit delays for all the controllers, between the responding controller and the CPU.



(A.) OUTPUT



(B.) INPUT

Figure 22. Multiplexor Channel Timing

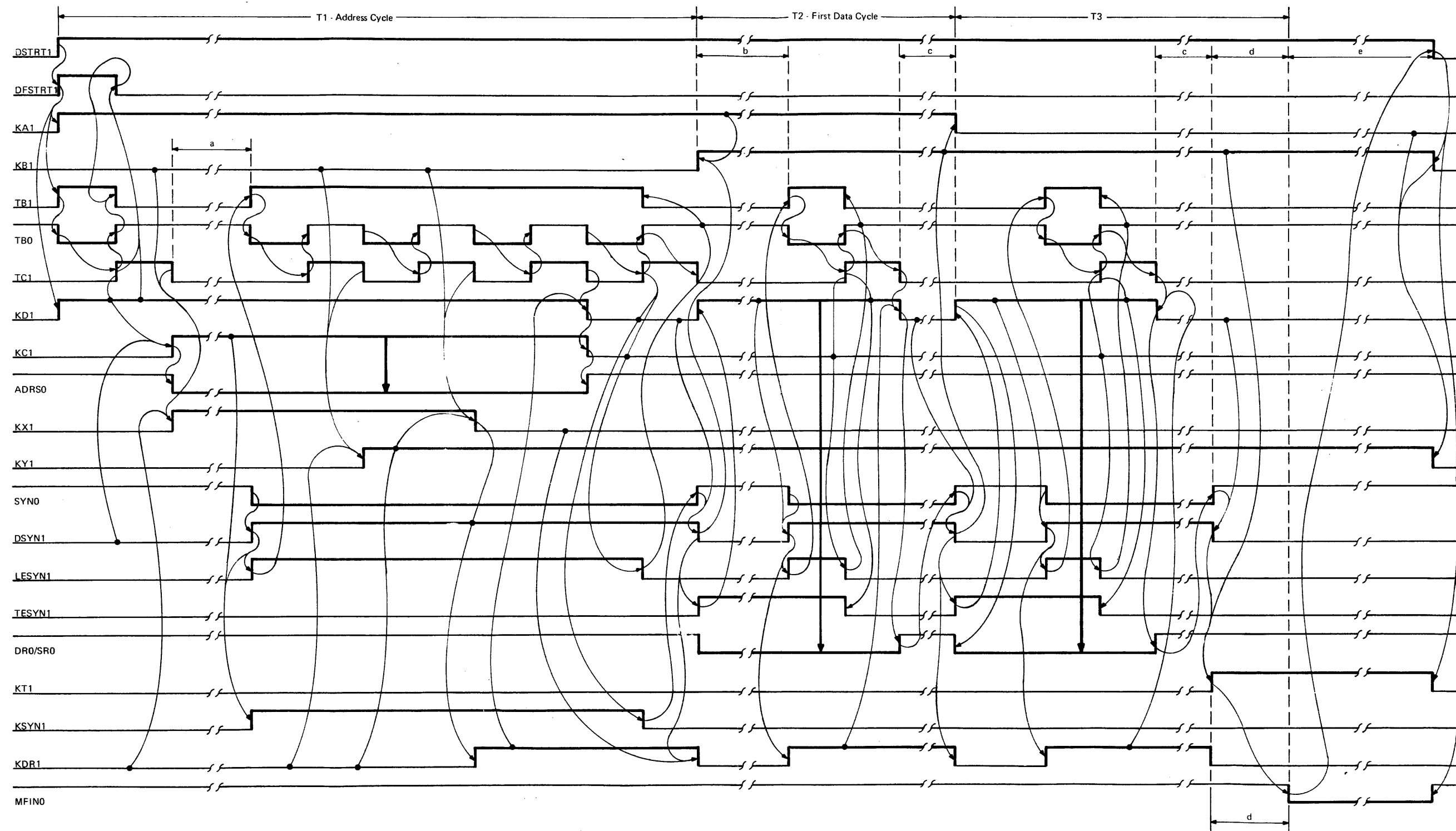
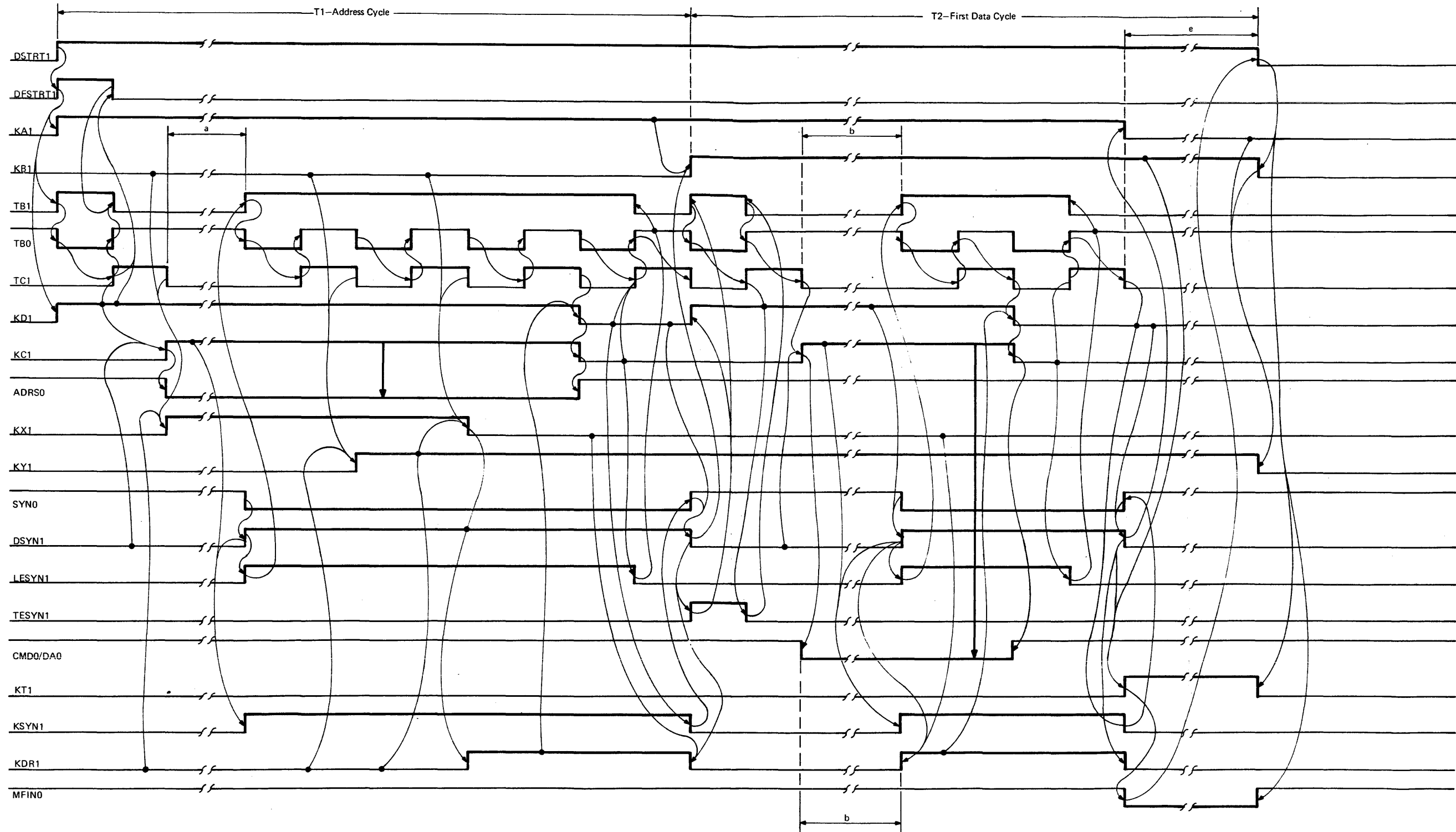


Figure 23. Multiplexor Channel (Input) Timing ADRS and SR/DR



a = Asynchronous response of the controller to the activating of the address line.
 b = Asynchronous response of the controller to the activating of the CMD or DA lines.
 e = Time required by the processor to remove STRT0 after sensing MFIN0.

Figure 24. Multiplexor Channel (Output) Timing ADRS and CMD/DA

NOTE

With a SYN delay of 50 nanoseconds, device controllers must be designed to accept a minimum width of 170 nanoseconds on all Control lines and Acknowledge signals except ADRS, which is guaranteed to be 350 nanoseconds minimum. The SYN delay in the device controller may be increased to effectively lengthen the Control line signals if it is absolutely necessary. It is essential to realize that the CPU does not proceed until the SYN signal is returned and removed. While the slower data transfer rates may not affect a particular controller, the overall system performance is degraded. Furthermore, if a device controller fails to respond with a SYN signal within 25 to 35 microseconds, the CPU aborts the I/O operation.

10.3 Multiplexor Channel and Multiplexor Operations (MUX)

Operational and circuit description also refer to Section 9.1.1. This section covers the circuits which implement the D Bus operations.

10.3.1 MUX Channel Operation. MUX Channel is a byte or halfword oriented Input/Output system which communicates with up to 1,023 peripheral device controllers or interfaces. When I/O control is addressed and given a D Bus function code, it creates one, two, or three MUX Channel operations. The halfword functions (RDH/WDH) have a single data cycle when the HW (Halfword) Test line is active and two data cycles when a HW is inactive (communicating with byte-oriented controller).

10.3.2 Typical Output Case. (All cycles: Processor → Devices). A device controller receives 10-bits of address (over Data Lines D06:15) during the address cycle (T1). In the following first data cycle (T2), an 8-bit Command byte, or one byte of data (over Data Lines D08:15), or a Halfword of data (over Data Lines D00:15) is sent to the device.

For Halfword (HW) functions the cycle counter generates a second data cycle (T3) if necessary, in which case an additional byte of the Processor data is sent to the device over Data Lines D08:15 (see Section 10.3.1).

10.3.3 Typical Input Case. (Address Cycle: Processor → Device, Data Cycles: Device → Processor). A device controller receives 10 bits of address (over Data Lines D06:15) during the address cycle. In the following first data cycle, an 8-bit device Status byte, or one byte of device data (over Data Lines D08:15), or a halfword of device data (over Data Lines D00:15) is gated on the Processor's S Bus.

For Halfword (HW) functions, the cycle counter generates a second data cycle if necessary, in which case an additional byte of the device data is sent to the Processor (see Section 10.3.1).

10.3.4 I/O Function Gating. Table 19 shows IOU function gating specifications.

A single instruction from the CPU contains the device address, the encoded function, and up to 16 output data when needed.

D Bus functions may be performed with or without address cycle depending on the state of FSEL00.

KSIG is used to specify register type operations or to distinguish between Halfword (HW) functions (RDH/WDH) and some non D-Bus operations (STB/LB).

For byte designation used in Table 19 refer to the following information.

B(H) refers to Bits 16:23 from the corresponding B Bus.
B(L) refers to Bits 24:31 from the corresponding B Bus.
A(H) refers to Bits 16:23 from the corresponding A Bus.
A(L) refers to Bits 24:31 from the corresponding A Bus.
S(H) refers to Bits 16:23 from the corresponding S Bus.
S(L) refers to Bits 24:31 from the corresponding S Bus.
D(H) refers to Bits 00:07 from the corresponding D Bus.
D(L) refers to Bits 08:15 from the corresponding D Bus.
MCR(L) = MCR08:15
MCR(H) = MCR00:07

Note that Bits 00:15 of the Processor's A, B, and S Busses do not have an appearance on the IOU module (see block diagram Figure 21). The contents of S00:15 is zero when bytes are gated to S(H) and/or S(L).

10.3.5 MUX Bus Generation. (Circuit Description and Internal Timing.) The circuits which generate the D Bus and the companion Control Test lines are described in this section. Also a detailed description of one output function (WDA), and one input function (RDHA) are used to explain the operation of the MUX generation circuits.

1. MUX Generation Circuits. As seen on Figure 25, there are five general circuit groups for MUX generation:

- a. Input circuits.
- b. Cycle counter.
- c. Control line logic and bus drivers.
- d. D Bus gating and receiving logic.
- e. Internal Timing Differentiation and control logic.

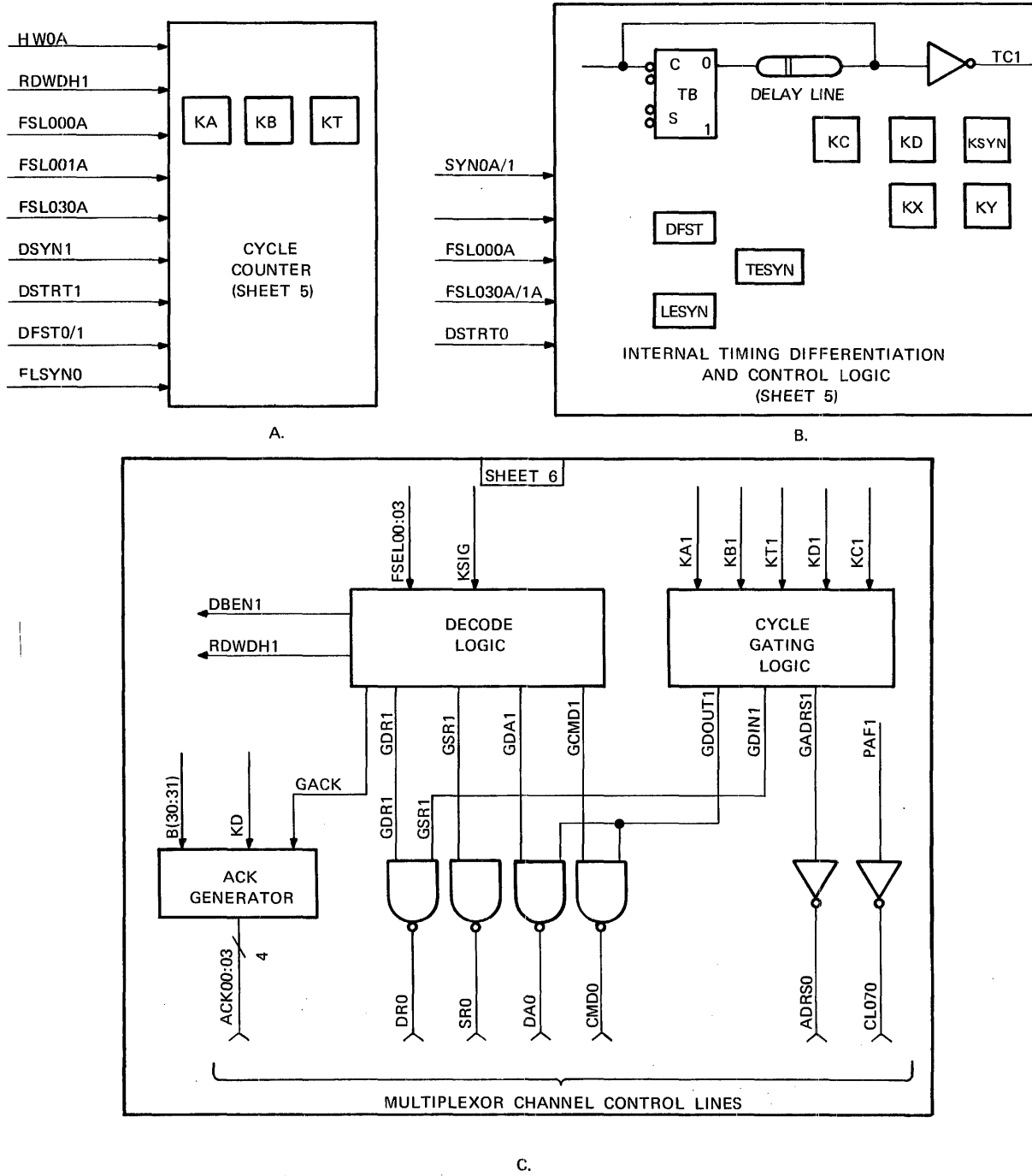
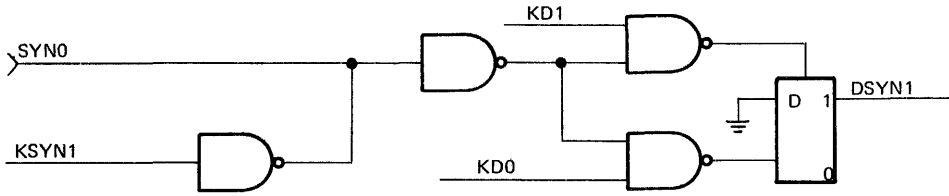
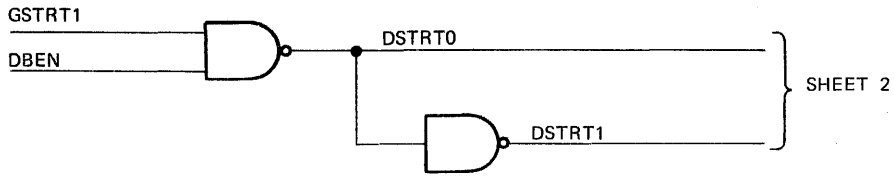
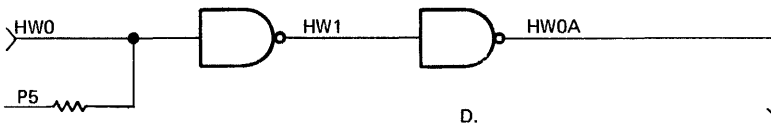


Figure 25. Multiplexor Circuit Generation Description

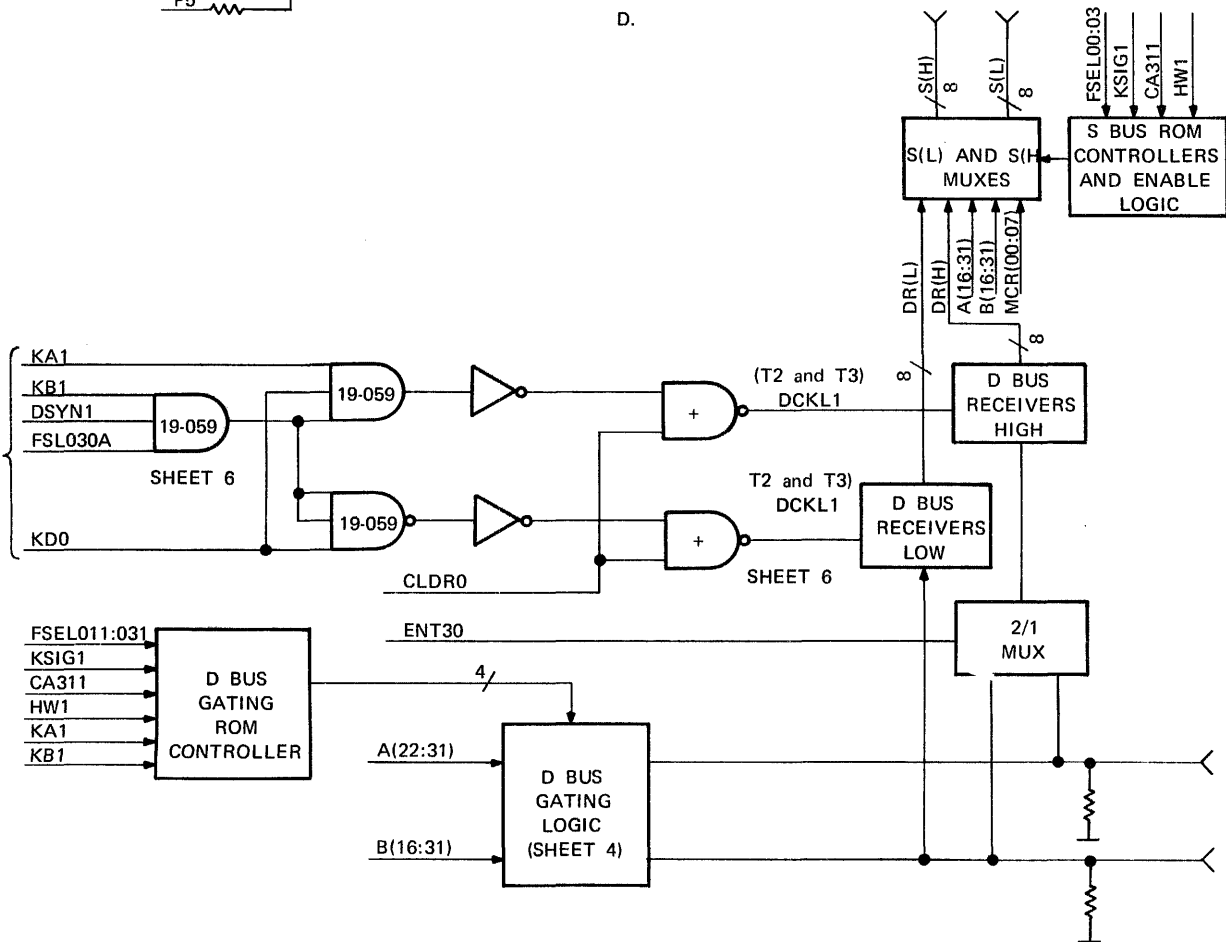
INPUT CIRCUITS



SHEET 5



D.



E.

Figure 25. (Continued) Multiplexor Circuit Generation Description

The two edge triggered D type flip-flops KA and KB, connected as a Johnson Counter, together with the KT flip-flop (5N5) make up the cycle counter circuit. The sequence starts with DFST0 setting the KA flip-flop (5J6). When there is no address cycle, DFST1 and FSL000A (5K5) also set the KB flip-flop (5L6). The counter advances on the trailing edge of the DSYN1 (5E7) signal which is stretched (if necessary) on the ADRS, CMD, and DA cycles. This insures that any byte gated to the D Bus remains for at least 100 nanoseconds after the associated Control line signal is removed. The sequence stops when the Terminate flip-flop (KT) (5N5) is set and the MFIN line to the CPU is activated. Operation of the KSYN flip-flop (5G8) which provides the SYN stretch, is described later.

A timing chart for the cycle counter is shown on Figure 26. From the idle time period T0, the counter is preset into period T1 or T2 depending upon the presence or absence of an address cycle. The sequence normally terminates at the end of T2 unless a halfword operation with a byte oriented device requires a second data cycle, T3 (ENT30) (5N7).

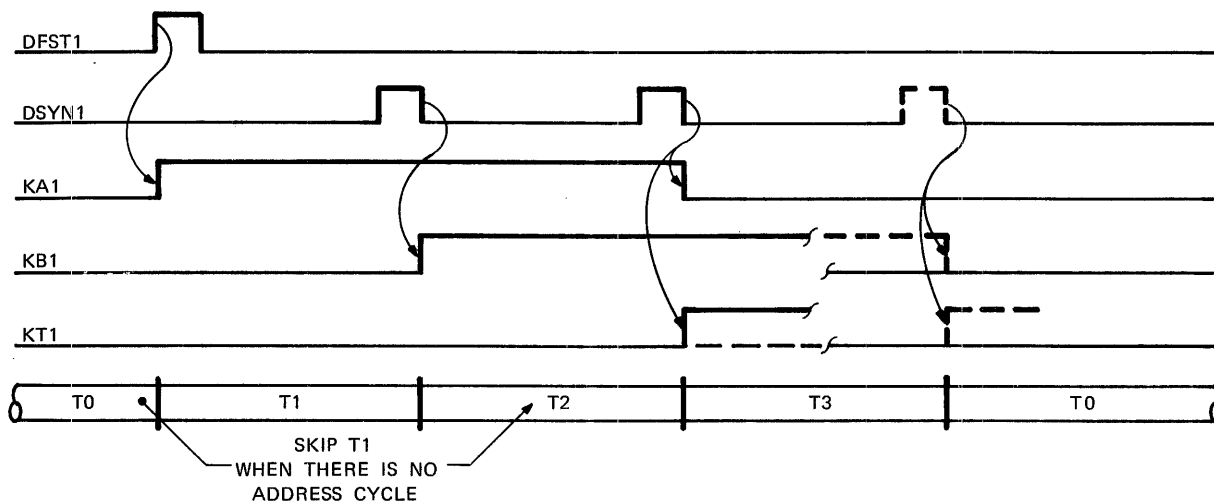


Figure 26. Cycle Counter

All D Bus operations begin when DBEN1 is gated by the GSTRTI signal (1G8) to produce the DSTRTO and DSTRTI signals (5G9). These signals in turn are used by the STRT timer (14H8), the cycle counter, and the timing control circuit.

The SYN0 Test line is the main source of timing in the request/response signalling system used on the Multiplexor Channel. It must be carefully terminated and deglitched before being presented to the cycle counter and timing control. The leading edge of the Test line is gated by KD1 (5G6) to direct set the DSYN flip-flop (5E7). When the Control line signal to the bus is terminated, the KD flip-flop is cleared and the Test line is now connected to the clock input of the D type, edge triggered, DSYN flip-flop where the trailing edge clears the flip-flop. Once the DSYN flip-flop has been set or cleared, ringing or noise near the edges of the SYN0 signal is ignored. The trailing edge of SYN0 (5A6) is extended on output operations by the high KSYN1 signal (5A6). This is described in detail later.

The Halfword Test line (HW0) (5J2) produces the signals HW1 and HW0A which control data gating on the D Bus and indicate to the Multiplexor Channel circuits whether a byte oriented or halfword controller is in use.

The 10-bus drivers (Figure 25C), are the source of the Multiplexor Channel Control lines. Inputs are cycle gating and function decoder signals. GDOUT1 (6M2) is active for output functions. GDINI (6K3) is active for input functions.

Both contain the intra-cycle timing signals KC1 (6N2) or KD1 (6L2). When data is placed on the D Bus for ADRS/CMD, or DA operations, the KC1 pulse provides the Control line timing, delayed 100 nanoseconds from the beginning of the cycle. For ACK, SR, or DR operations, the non-delayed KD1 pulse gates the Control lines. Both KC1 and KD1 are removed 100 nanoseconds after SYN0 is received, in accordance with Multiplexor Channel timing requirements. Only one out of four ACK lines is made active during any given ACK functions. The 19-129 3:8 decoder (6D2) selects the active ACK line according to the state of Bits 30 and 31. The signal CL070 (14K7) goes low active when Primary Power Failure (PPF1) is detected high, or INIT, or POFF go high.

The D Bus consists of 16 Bi-directional Data Lines terminated on the IOU board.

The 19-134 tri-state D Bus drivers multiplex 10-bits of A Bus and 16-bits of B Bus onto the D Bus. Their tri-state outputs are tied together in two groups to form D Bus high and D Bus low. Only one output for each D Bus line is enabled at a time, the others are in the high impedance state. This is achieved with the help of the D Bus ROM controller (4D3). Unlike the static selection of the S MUX controller, the D Bus ROM controller address selection (hence enabling of D Bus drivers) changes on every cycle of the sequence (KA1 and KB1 are used as address select outputs).

The 19-071 edge triggered D latches, used as D Bus receivers, load on the low to high transition of the clock leads DCKL1 and DCKH1 (6A5). The high byte register normally receives data from D00:07 during period T2 (KA1 and KB1) gated through the two-to-one MUX by ENT30 (6H6) in the high state. For the double data cycle, ENT30 is low active so that the first byte on D08:15 enters both DR00:07 and DR08:15 during T2. The second byte on D08:15, during T3, is registered in DR08:15 only to overwrite the first byte. Clock logic for DCKL1 and DCKH1 (6A2) uses the common term KB1·DSYN1. FSL030A which is active for all input functions, including ACK during periods T2 and T3. Final gating with KD0 loads the registers at the moment the selected Control line signal is removed; i.e., about 100 nanoseconds after the beginning of the SYN signal when the Data Lines have settled. The Data Register outputs feed the S MUX and the CC MUX.

The timing and control circuits provide the intra-cycle timing and SYN stretching features mentioned in earlier sections. These circuits consist of six edge triggered J/K flip-flops, a two stage counter, an R/S flip-flop, a 100 nanosecond tapped delay line, and the interconnecting logic. Three of the flip-flops, DFST (5E5), LESYN (5G2), and TESYN (5E6) detect the transitions of the DSTR0 and DSYN1 signals respectively, and feed the delay line R/S flip-flop combination.

The TB flip-flop (5B4) is set by a low signal on Terminal 1, 2 or 4. A low signal on Terminal 9, 10, or 12 clears the flip-flop. When a momentary set pulse is applied, the high-to-low transition at TBO travels down the delay line emerging after X nanoseconds as TCO (5C2) to clear the flip-flop. This produces pulses TCO and TC1 which are X nanoseconds wide and start X nanoseconds after the set TB pulse (where X is the tap delay plus the flip-flop transition times). Using the 50 nanosecond tap (Terminal 13 of the line), X is approximately 50 nanoseconds and the trailing edge of TC1 occurs 100 nanoseconds after the set pulse. When the set pulse is long enough to still be present after the end of TCO, TBO again goes low to generate another pulse; i.e., the circuit acts like a gated oscillator. As seen on the timing charts which follow, both the single and multi-pulse modes are used.

The timing chart on Figure 26 shows a data output operation (CMD or DA) with an address cycle. The sequence starts with period T1 when the KA flip-flop is set. At the end of the first SYN pulse, the KB flip-flop is set and period T2 starts. The end of the second SYN pulse clears the KA flip-flop and sets the KT flip-flop. With KT0 low, gating to the D Bus/Control lines is suppressed (6L1) and the pulse generator is killed (5C3).

On both address and data cycles, the data bytes must be on the D Bus at least 100 nanoseconds before the Control line signal starts and must remain active for 100 nanoseconds after the Control line signal is removed. In addition, the Control line must remain active for 100 nanoseconds after SYN arrives. The width of the ADRS0 Control line pulse must be at least 350 nanoseconds. This insures that the Address flip-flop on a controller, separated from the CPU by one or more bus buffers, can be reliably cleared even with a fast SYN response from a local controller.

The DFST1 lead sets the Delay Line flip-flop (TB) (5B4) if it is either an output data cycle (FSL030A low) (5A4) or an address cycle (FSL000A low) (5A4). The KD flip-flop (5G6) is always set by DFST. Flip-flop KC (5G5) toggles set at the end of TC1 since its J input DSYN0 and direct clear (KD1) are both high. KC1 sets the KSYN flip-flop (5H8) and gates the Control lines as described earlier. The LESYN flip-flop (2G3) sets on the leading edge of DSYN and sets the TB flip-flop again. The KD flip-flop toggles clear on the first TC1 pulse after its K input goes high and in turn direct clears the KC flip-flop. For non-address cycles, the K input to the KD flip-flop (KDK1) goes high as soon as SYN is received, the next TC1 pulse clears the KD flip-flop after 100 nanoseconds. On the address cycle (period T1 with the KB flip-flop cleared), the TC1 pulses are fed to a two stage Johnson Counter, flip-flops KX and KY (5M8). The KDK1 input to the KD flip-flop is held low until after three TC1 pulses have been registered on the KX and KY flip-flops. The next TC1 pulse clears the KD flip-flop. In this manner the minimum width of KC1 and the ADRS0 signal are equal to 300 nanoseconds plus the SYN return delay (KDK1 = KXO·DSYN1). The KSYN flip-flop is cleared 100 nanoseconds after the KD flip-flop is cleared since its K input (KD0) is high when the next TC1 pulse arrives. KSYN (5A5) forces SYN1 and DSYN1 high as long as the KSYN flip-flop is set. This insures that DSYN1 and SYN0 remain active for at least 100 nanoseconds after KC1 and the Control line signals, gated by KC1, are ended. A fast SYN response from a device controller is not able to terminate the cycle prematurely and violate the timing rules for the D Bus.

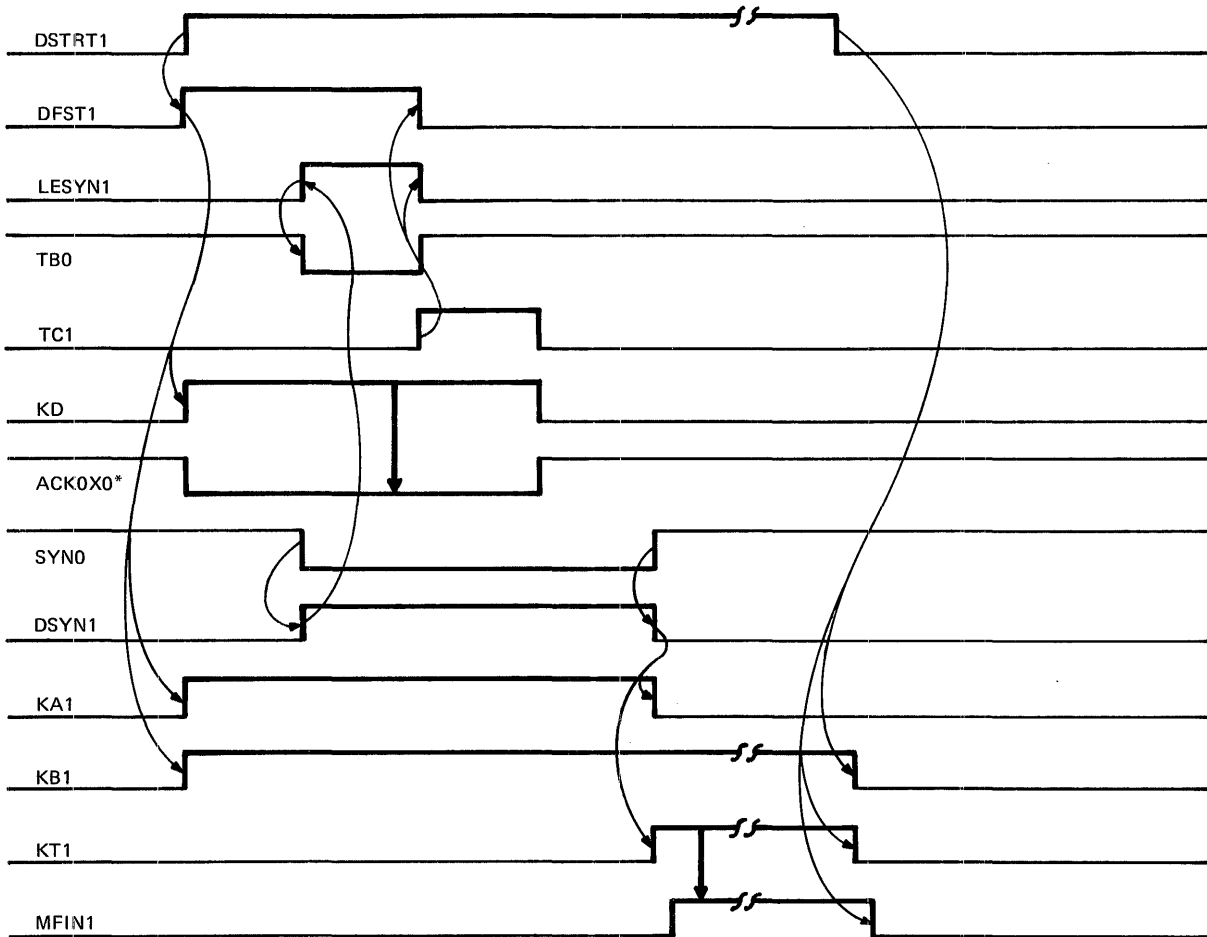
Note that the LESYN flip-flop remains set until the first TC1 pulse after the KC flip-flop is cleared. This produces the multi-pulse mode of the delay line; i.e., a group of TC1 pulses at 100 nanosecond intervals. Also note that while the KD flip-flop is not used directly for Control line timing, it is part of the logic for the KC and KSYN flip-flops.

The TESYN flip-flop (5E6) sets on the trailing edge of the DSYN1 signal and sets the TB flip-flop again if an output data cycle is required (FSL031A) (5B5). The KD flip-flop is direct set by TESYN. Timing for the output data cycle is similar to the ADRS cycle with two exceptions. First, the KX and KY flip-flops are not used to stretch the Control line signal and second, a double data cycle may be generated for the WDH operation to a byte oriented device. During the T2 SYN pulse, the logic that sets the KT flip-flop (5N6) also produces a low level on SKT0 (5N3). This causes the TESYN flip-flop to ignore the end of SYN1 (since both the J and K inputs are low) and the TB flip-flop is not set. When a double data cycle is needed, the set KT logic does not become active until period T3. The TESYN flip-flop sets on the end of the T2 SYN signal and thus pulses the TB/delay line circuit for timing control during period T3. It also applies to the ADRS and DR operations.

Figure 23 shows timing for a data input operation (SR or DR) with an address cycle. The TB flip-flop is set with DFST since KC1 is needed for Control line gating during the address cycle. It also applies to the ADRS and DR operations. The KX and KY counter insure the minimum width of the ADRS0 signal. TESYN sets the KD flip-flop at the end of period T1 but does not set the TB flip-flop. KD1 gates the Control lines for the input bytes. The KC and KSYN flip-flops are not used on the data cycles. A double data cycle is produced for the RDH operation to a byte oriented device.

For non-address functions, the sequences start with period T2 since the KA and KB flip-flops are both set with DFST. The data cycles on Figures 23 and 24 are essentially the same.

Timing for the ACK function is shown on Figure 27. It consists of a single data cycle (T2). The KC and KSYN flip-flops are not required. The TB flip-flop and the delay are pulsed only by LESYN to time the removal of the Control line signals.



* One of ACK00:03 selected by B30:31

Figure 27. Multiplexor Channel Timing, ACK

On all timing charts, the KT flip-flop generates S Bus and CC Bus gating and eventually the MFIN0 signal. This restarts the CPU clock causing the removal of STRT0, which in turn removes GSTRTI, DSTRT, and the MFIN signals.

A group of clear signals insures proper circuit states for initialize and other operations. CLRA0 (5N6) is low for SCLR0B low or any non-D Bus operation (DSTRT1 low). It clears the cycle counter and kills the pulse generator. CLRBO (5C8), used by DFST and TESYN, cannot use DSTRT1 for clearing due to a possible race condition when the DFST flip-flop toggles set. It combines SCLR0B, TC1/KD1 (as per timing charts), and MFIN0A a copy of the MFIN0 generated by the IOU board.

CLRC0 (5H8) is low whenever the IOU cycle timer is inactive (period T0). CLRD0 (2C3) uses CLRC0 or TC1/KC0 (as per timing charts) to clear the LESYN flip-flop.

2. Output Operations (WDA). (See Section 10.3.2 and Figures 25E and 24.) A detailed description of the WDA (Address, Write Data) operation is used as an example of output operations.

The cycle timer must generate two cycles to execute the WDA instruction. The address cycle (T1) starts when DSTRT0 sets the DFST flip-flop (see Section 10.3.5). The 10-bits of address must be placed on the D Bus. This is accomplished by the D Bus controller outputs Y1, Y2, Y3, and Y4 equal to HHHL whenever address cycle (T1) is detected, see Figure 28, which shows all possible D Bus gating situations for WD and WDA instructions. The ADRS Control line is activated approximately 100 nanoseconds after the beginning of the address cycle to inform the interrupting device controller that the D Bus contains 10-bits of address. The trailing edge of KSYNI (SYN stretching signal) (5A5) starts the data output cycle (see Figure 24), in which either:

$$\left\{ \begin{array}{l} 0 \rightarrow D(H) \\ B(H) \rightarrow D(L) \end{array} \right\} \text{ for CA31=L} \quad \text{or} \quad \left\{ \begin{array}{l} B(H) \rightarrow D(H) \\ B(L) \rightarrow D(L) \end{array} \right\} \text{ for CA31=H}$$

has to be gated onto D00:15. See Figure 28 and Table 19.

The DA Control line is activated about 100 nanoseconds after the beginning of the output data cycle (T2) to inform the interrupting device controller that the output data is settled on the D Bus. Interrupting device controller latches the data and responds with a SYN. The trailing edge of the KSYN (SYN stretching signal) (5A5) sets the KT flip-flop which generates MFIN (Module Finished) signal.

3. Input Operations (RDHA). (see Section 10.3.3 and Figures 25E and 23.) A detailed description of the RDHA (Address, Read Data Halfword) operation is used as an example of output operations. The cycle timer must generate three cycles to execute the WDA instruction. See Figure 23. The address cycle is identical to the one described in Section 2. **Output Operations (WDA)**. The trailing edge of KSYNI starts the first data input cycle (T2), in which D00:15 is latched in the D Bus Receivers DR00:15. The Data Request (DR) Control line is activated at the start of the data cycle (T2) to signal the controller to put the data on D00:15 and activates the SYN line. If HW0 is active (Halfword oriented controller) only one input data cycle is necessary. If HW0 is high (byte-oriented controller) then it sends the most significant byte in T2 and the least significant byte (always via D08:15) in T3, the second data cycle. The latching of the D Bus in the D Receivers occurs approximately 100 nanoseconds after SYN is received (to insure settling the data).

The contents of the Data Receivers must be placed on S16:31. This is accomplished by two ROM controllers which control the multiplexing on the S Bus. See Figures 25E and 29.

11. BYTE MANIPULATION AND AUXILIARY FUNCTIONS

11.1 Byte Manipulation Functions

(STBR, LBR, STR, LB, and EXB – see Tables 19 and 20.)

These functions do not activate the MUX Bus since there is only need to gate selected bytes from A and B Busses onto the S Bus. Page 2 of the 35-539D08 schematics show the gating onto the S Bus High. The 19-132 tri-state S Bus 2:1 Multiplexers are tied in two pairs of three each, to allow for effective 6:1 Multiplexing (see Figure 21 block diagram). Only one output of the three tri-states is enabled at a time. Enable and select inputs are generated from Y1 to /4 outputs of S(H) ROM controller and from STC1 line active for non-D Bus operations. The same concept is used for generating S Bus low. (Page 3 of the 35-539D08 schematics.) ROM controller's S Bus-generation for STB instruction is shown on Table 20.

Enable inputs of the S MUX low are used for MFIN generation for the case of byte handling operations (SMFIN is on Page 7 of the 35-539D08 schematics). These lines also become active for D Bus and SMCR operation so that the additional signals (SMCR0 and STC1) (7G7) are needed to insure that SMFIN0 (7H8) goes active only for five byte handling operations.

TABLE 19. I/O MODULE FUNCTION GATING

HEX. EQUIV. OF FSEL	FSEL				K SIG	CA31	HW	CA31=0 OR HW=0		CA31=1 OR HW=1		OTHER	
	FUNCTION	0	1	2				3	DESTINATION(H)	DESTINATION(L)	DESTINATION(H)		DESTINATION(L)
0	RD	0	0	0	0	0/1	X	D(L)→S(H)	B(L)→S(L)	B(H)→S(H)	D(L)→S(L)	ZERO→CC	
	RDR	0	0	0	1	X	X	ZERO→S(H)	D(L)→S(L)	ZERO→S(H)	D(L)→S(L)		
1	WD	0	0	0	1	0/1	X	ZERO→D(H)	B(L)→D(L)	B(H)→D(H)	B(L)→D(L)	ZERO→CC	
	WDS	0	0	0	1	X	X	B(H)→D(H)	B(L)→D(L)	B(H)→D(H)	B(L)→D(L)		
2	SS	0	0	1	0	0/1	X	D(L)→S(H)	B(L)→S(L)	B(H)→S(H)	D(L)→S(L)	D(12:15)→CC	
	SSR	0	0	1	0	1	X	X	ZERO→S(H)	D(L)→S(L)	ZERO→S(H)		D(L)→S(L)
3	OC	0	0	1	1	0/1	X	ZERO→D(H)	B(H)→D(L)	B(H)→D(H)	B(L)→D(L)	ZERO→CC	
	OCR	0	0	1	1	X	X	B(H)→D(H)	B(L)→D(L)	B(H)→D(H)	B(L)→D(L)		
4	*RDH	0	1	0	0	0	X	0/1	D(L)1→S(H)	D(L)2→S(L)	D(H)→S(H)	D(L)→S(L)	ZERO→CC
	STBR	0	1	0	0	1	X	X	B(H)→S(H)	A(L)→S(L)	B(H)→S(H)	A(L)→S(L)	
5	*WDH	0	1	0	1	0	X	0/1	B(H)→D(L)1	B(L)→D(L)2	B(H)→D(H)	B(L)→D(L)	ZERO→CC
	LBR	0	1	0	1	1	X	X	ZERO→S(H)	B(L)→S(L)	ZERO→S(H)	B(L)→S(L)	
6	ACK	0	1	1	0	0	X	X	D(H)→S(H)	D(L)→S(L)	D(H)→S(H)	D(L)→S(L)	ZERO→CC
	LDWAIT	0	1	1	0	1	X	X	NA	NA	NA	NA	
7	SMCR	0	1	1	1	0	X	X	MCR(H)→S(H)	MCR(L)→S(L)	MCR(H)→S(H)	MCR(L)→S(L)	MCR(12:15)→CC
	CMCR	0	1	1	1	1	X	X	NA	NA	NA	NA	
8	RDA	1	0	0	0	0/1	X	SAME AS RD AND RDR BUT PRECEDED BY ADDRESS CYCLE [A(22:31)→D(06:15)]					
	RDRA	1	0	0	0	1	X	X					
9	WDA	1	0	0	1	0/1	X	SAME AS WD AND WDR BUT WITH ADDRESS CYCLE					
	WDRA	1	0	0	1	1	X	X					
A	SSA	1	0	1	0	0/1	X	SAME AS SS AND SSR BUT WITH ADDRESS CYCLE					
	SSRA	1	0	1	0	1	X	X					
B	OCA	1	0	1	1	0/1	X	SAME AS OC AND OCR BUT WITH ADDRESS CYCLE					
	OCRA	1	0	1	1	1	X	X					
C	*RDHA	1	1	0	0	0	X	0/1	SAME AS RDH BUT WITH ADDRESS CYCLE				
	STB	1	1	0	0	1	0/1	X	A(L)→S(H)	B(L)→S(L)	B(H)→S(H)	A(L)→S(L)	
D	*WDHA	1	1	0	1	0	X	0/1	SAME AS WDH BUT WITH ADDRESS CYCLE				
	LB	1	1	0	1	1	0/1	X	ZERO→S(H)	A(H)→S(L)	ZERO→S(H)	B(L)→S(L)	
E	THW	1	1	1	0	0	X	X	NA		NA		HW→MSIG
	EXB	1	1	1	0	1	X	X	B(L)→S(H)	B(H)→S(L)	B(L)→S(H)	B(H)→S(L)	
F	POW	1	1	1	1	0	X	X	NA		NA		RELEASE SCLR RELAY
	POUT	1	1	1	1	1	X	X	NA		NA		B(27:31)→CABLE

TABLE 20. STB INSTRUCTIONS

ROM ADDRESS SELECT IDENTICAL FOR BOTH S BUS CONTROLLERS								DATA TO BE GATED ON S(H) = S(16:23)	S(H) ROM'S OUTPUTS	DATA TO BE GATED ON S(L) = S(24:31)	S(L) ROM'S OUTPUTS							
FUNCTION	1	2	3	4	7	6	5											
	FSEL001	FSEL011	FSEL021	FSEL031	KSIG1	CA311	HW1											
	12 SEL Y1	11 A Y2	10 B Y3	9 C Y4														
STB	H	H	L	L	H	L	L	A(L)→S(H)	H	L	L	H	B(L)→S(L)	L	L	H	L	
	H	H	L	L	H	L	H		H	H	L	L		H	L	L	L	H
	H	H	L	L	H	H	L	L	B(H)→S(H)	H	L	H	L	A(L)→S(L)	H	L	L	H
	H	H	L	L	H	H	H	H		H	L	H	L		L	H	L	L

FUNCTION	ADDRESS SELECT								CYCLE COUNTER STATE	DATA TO BE GATED ON D(00:15)	D BUS CONTROLLER OUTPUTS			
	FSEL011	FSEL021	FSEL031	KSIG1	CA311	HW1	KA1	KB1			Y1	Y2	Y3	Y4
	15	1	2	3	4	7	6	5			12	11	10	9
	D BUS CONTROLLER INPUTS										D BUS CONTROLLER OUTPUTS			
	L	L	H	L	L	L	L	L	T0	DRIVERS IN H-Z	H	H	H	H
	L	L	H	L	L	L	L	H	T3	WILL NEVER OCCUR	X	X	X	X
	L	L	H	L	L	L	H	L	T1	A(22:31)→D(06:15) 0→D(00:05)	H	H	H	L
	L	L	H	L	L	L	H	H	T2	0→D(H) B(H)→D(L)	H	L	H	H
WD AND WDA	L	L	H	L	L	H	L	L	T0	DRIVERS IN H-Z	H	H	H	H
	L	L	H	L	L	H	L	H	T3	WILL NEVER OCCUR	X	X	X	X
	L	L	H	L	L	H	H	L	T1	A(22:31)→D(06:15) 0→D(00:05)	H	H	H	L
	L	L	H	L	L	H	H	H	T2	0→D(H) B(H)→D(L)	H	L	H	H
	L	L	H	L	H	L	L	L	T0	DRIVERS IN H-Z	H	H	H	H
	L	L	H	L	H	L	L	H	T3	WILL NEVER OCCUR	X	X	X	X
	L	L	H	L	H	L	H	L	T1	A(22:31)→D(06:15) 0→D(00:05)	H	H	H	L
	L	L	H	L	H	L	H	H	T2	B(H)→D(H) B(L)→D(L)	L	H	L	H
	L	L	H	L	H	H	L	L	T0	DRIVERS IN H-Z	H	H	H	H
	L	L	H	L	H	H	L	H	T3	WILL NEVER OCCUR	X	X	X	X
	L	L	H	L	H	H	H	L	T1	A→D	H	H	H	L
	L	L	H	L	H	H	H	H	T2	B(H)→D(H) B(L)→D(L)	L	H	L	H

Figure 28. D Bus ROM Controller Data Gating for WD and WDA

ROM ADDRESS SELECT IDENTICAL FOR BOTH S BUS CONTROLLERS								FUNCTION	DATA TO BE GATED ON S(H) = S(16:23)	S(H) ROM CONTROLLER OUTPUTS				DATA TO BE GATED ON S(H) = S(24:31)	S(L) ROM CONTROLLER OUTPUTS			
FSEL001	FSEL011	FSEL021	FSEL031	KSIG1	CA311	HW1	Y1			A	B	C	SEL		A	B	C	
Y1	Y2	Y3	Y4	Y1	Y2	Y3	Y4			Y1	Y2	Y3	Y4		Y1	Y2	Y3	Y4
1	2	3	4	7	6	5	12	11	10	9	12	11	10	9				
L	H	L	L	L	L	L	L	H	L	L	L	L	L	L	H			
L	H	L	L	L	L	L	L	H	L	L	L	L	L	L	H			
L	H	L	L	L	L	H	L	H	L	L	L	L	L	L	H			
L	H	L	L	L	L	H	H	H	L	L	L	L	L	L	H			
H	H	L	L	L	L	L	L	L	H	L	L	L	L	L	H			
H	H	L	L	L	L	L	H	H	L	L	L	L	L	L	H			
H	H	L	L	L	L	H	L	H	L	L	L	L	L	L	H			
H	H	L	L	L	L	H	H	H	L	L	L	L	L	L	H			

Figure 29. ROM Controller Data Gating for RDH and RDHA

11.2 Auxiliary Functions

(SMCR, CMCR, LDWAIT, THW, POW, and POUT – see Table 19).

These functions are described in this section. The SMCR function provides a means for sensing 16-bits of MCR, (Machine Control Register) see Section .

The SMCR function is decoded by a 3:8 decoder (7B7), MCR11:15 is placed on the CC Bus by 2:1 CC Bus MUX (7E2). The SMCRO line also generates MFIN and the strobe for Condition Code. The contents of MCR00:15 is gated onto the S00:15 by the 19-132 S Bus Multiplexors (ROM controlled) shown on Pages 2 and 3 of the 35-539D08 schematics.

The DMCR function is decoded by the 19-129 3:8 decoder, whose CMCR0 output enables the four least significant bits of the B Bus (7B2) to clear selectively four MCR registers. (Ones in B27:31 clear the corresponding MCR registers.)

The LDWAIT function is decoded by the 19-129 3:8 decoder, it controls the indicator light on the Display Console (ON or OFF) according to the state of B16.

The THW function is decoded by the 19-129 3:8 decoder (7B7) it generates MSIG according to the state of the HW (Halfword) Test line.

The POUT function is decoded by the 19-129 3:8 decoder it gates four bits (B27:31) to a set of board stakes for external signalling purposes. These signals may be wired to the front chassis terminal strip by adding optional wires to the Display Console connector at the IOU board. The MFIN signal to the CPU is delayed by a timer to set the output pulse width at 1.0±0.3 microseconds.

The POW functions releases the System Clear relay, (see Section 10.11).

12. DISPLAY CONTROLLER

The display controller has access to the CPU via the Multiplexor Channel D Bus and the I/O control in the same manner as other peripheral device controllers. The display controller provides a means for reading the contents of all the system registers or any main memory location and transferring the data to the Display Console.

Data and programs can also be manually entered from the Display Console to the controller and then to the CPU. The display controller signals the CPU directly via the Display (DSPLY) interrupt.

12.1 Addressing Logic

The Display Console device address is wired as (X'01'). The D Bus lines D08:15 are buffered and inverted to create double rail Data Lines (Sheet 8). Two more bits of the D Bus (06:07) are used directly in address decoding logic on Page 9 of the 35-539D08 schematics.

The decoded Display Console address activates B1 line (9H4), which sets the ADB flip-flop (9M4) at the trailing edge of the ADRS0 Control line signal. B1 also generates ADSYNB0 (10K4) which generates the SYN signal and clears the CATN flip-flop (10F6).

12.2 Data Output

The byte of data transferred between the display controller and the Display Console Makes use of 8-bidirectional lines SD00:07 (8H4). Data is placed on this SD Bus when the DAGB0 line is active and is gated to one of the four display registers in the Display Console, by one of the load signals, LA or LB (13J5). LA and LB generation logic is shown on Page 13 of 35-534D08 schematic. Two one-shot timers (13E2 and 13J2) insure that the loading signals conform to Display Console specifications. The XA flip-flop is reset by RST0=ADRSI-INCR0·B1.

12.3 Data Input

XC flip-flop (13E8) controls the SHI0 and SL00 signals which gate the contents of the two least significant bytes of the Console Switch Register to the Processor via SD00:07. The RST0 signal clears the XC flip flop in the same manner as it cleared XA.

12.4 Status Input

■ The Status byte encoding is shown in Chapter 11, in the Model 8/32, 8/32C, 8/32D Users Manual, Publication Number 29-428.

12.5 Control Logic

Complimentary pulsed ESN00 and ESNCO signal from the console are fed into a deglitching R-S flip-flop (10C5). ESN00 and ESNCO are activated by depressing various keys of the Display Console keyboard (see Section 12.1). This results in setting a CATN flip-flop and generating display controllers private interrupt to the CPU-DSPLY (10J8). DSPLY interrupt is also generated by depressing the SNGL key on the Console keyboard, which sets the SNGL flip-flop. The SNGLO flip-flop (10F8) can be sensed by CPU as MCR07. The INCR flip-flop (10C2) which determines either incremental or normal mode sets on the trailing edge of the CMGB0 control line. All Control lines for the display controller (6N5-9) are derived from the MUX Bus control lines by gating them with the output of the controllers Address flip-flop ADB (9M4). These Control lines are also used for the Display Consoles SYN generation (7C8). The D Bus drivers and receivers, SYN generation logic, and part of the address decode logic is shared with the Teletypewriter controller.

13. TELETYPE CONTROLLER

The built-in Teletype (TTY) device controller interfaces an ASR;KSR 33 or 35 TTY to the Processor. It provides the serial/parallel conversion required for data transfer between the parallel D Bus and the serial, eight level, start/stop ASCII code signal used by the TTY (see Figure 30).

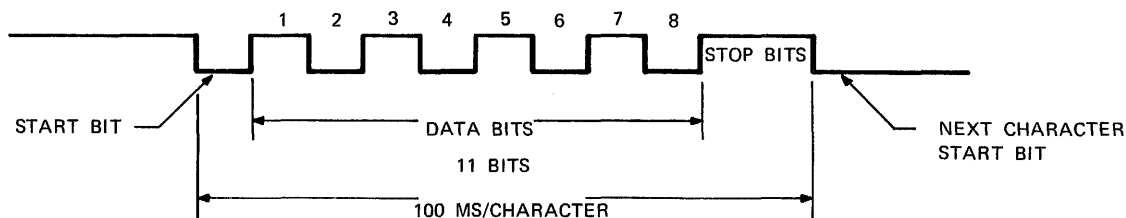


Figure 30. Serial ASCII Code U (Even Parity)

13.1 Block Diagram Analysis

Figure 31 is a block diagram of the TTY controller. The control circuits consist of the Command flip-flops (read or write, etc.) which direct the flow of information, circuits to control ATN/ACK functions, and logic to generate the status bits and control the timer.

The serial information received from the TTY is sampled by the timer and strobed into the Shift Register. When all the data has been shifted in, the data in the Shift Register is transferred to the Buffer Register. It is then gated through D Bus tri-state drivers on D08:15, by the Data Request signal (DRG), Status Request Signal (SR), and Address (ADRS) Control lines. A bit-by-bit copy of the received data may also be sent to the TTY printer/tape punch when the Block flip-flop (BLK) is cleared. In the Write or Send mode, the data byte is placed directly (parallel) into the Shift Register and then shifted out (serially) to the TTY.

13.2 Bus Communications and Address Circuits

Communications between the Processor and the TTY controller is via the Control lines, Test lines, and the low order eight bits of the D Bus. The bus receivers (Sheet 8) are shared with the display controller. The Data Lines D08:15 are buffered to form the DL00:07 lines. When the wired address X'02' is detected, Line A0 is active and the TTY address flip-flop (ADA) (9M3) is toggled set on the trailing edge of the ADRS1 signal (9J2). This enables the other Control lines for the TTY controller (Sheet 10). While the ADRS1 signal is active, the ASYNA0 line goes low and generates the return SYNO signal (11G9).

The D Bus sent logic consists of 19-136 tri-state bus drivers (Sheets 8, 9, and 11) controlled directly by DRGA0, SRGA0 and ATSYNO TTY Control lines, which are derived from the corresponding MUX Bus control and TTY Address flip-flop (Sheet 10).

NOTE:

For systems where X'02' has been assigned to another device, the TTY controller may be strapped for X'82'. (see Sheet 7).

13.3 Status and Commands

The bit assignments for TTY status and command bytes is shown in Table 21.

TABLE 21. TELETYPE STATUS AND COMMAND BYTE

BIT NUMBER	0	1	2	3	4	5	6	7
STATUS BYTE	ERR	*	BRK	*	BSY	EX	*	DU
COMMAND BYTE	DISABLE	ENABLE	UNBLOCK	BLOCK	WRITE	READ		

DISARM

* Unassigned status (will return zero).

STATUS BYTE

- ERR The Error bit is set when a character is not taken from the controller buffer before another character is assembled.
- BRK The Break bit is set at the end of one character time when the line is held in the space condition for a period greater than a character period.
- BSY Read Mode. The Busy bit is normally set and is reset when data is available for transfer to the Processor. Write Mode. The Busy bit is normally reset and is set when data is being transferred to the terminal.
- EX The Examine bit is set when BRK or ERR is set.
- DU The Device Unavailable bit is set when the terminal is powered down or in Local mode.

COMMAND BYTE

DISABLE	Disables device interrupts; allows queuing of interrupts.
ENABLE	Enables device interrupts. Note that a command byte with both Bits 0 and 1 set, DISARMS the interface, no interrupt queuing.
UNBLOCK	Allows the Printer to print data entered via the keyboard or tape reader.
BLOCK	Disables the Unblock feature.
WRITE	The interface is placed in the Write mode.
READ	The interface is placed in the Read mode.

The command flip-flops EBL, ARM, BLK, and WT (9J7, 9L7) are loaded with the trailing edge of the CMGA0 signal (9D7). The contents of the flip-flops remain unchanged if the D input is low. The Write Storage flip-flop (WT) (9L7) unconditionally accepts the Read/Write signal from the Processor, however, the Write Execution flip-flop (WRT) (12D5) can only be updated when the timer has stopped; i.e., when TMG0 (12A4) is high.

The EBL and ARM flip-flops (12J7) are loaded from DL00 and DL01 as described in Table 21. They control the action of the Interrupt flip-flop (INTR) (12E8) and the interrupt line ATN0 (12G7).

The Block flip-flop (BLK) controls the serial feedback of data from the TTY receiver to the TTY driver. When reading a non-ASCII tape, it is inconvenient and undesirable to permit the received data to reach the printer/stunt box and operate the bell, line feed, form feed, etc., functions. This feedback is broken when the BLK flip-flop is set. Sending data to the TTY from the Shift Register is not affected by the BLK flip-flop.

The Busy (BSY) status bit is controlled by the Write Execution flip-flop not the WT flip-flop. The Break bit remains set as long as the Break key is depressed at the TTY. The Error bit (overflow) is cleared by either a Data Request, any command, or the system initialize signal SCLR0.

13.4 Timer Circuits

The timer consists of the control flip-flop (TMG) (12D2), a 440 HZ multi-vibrator MTA (12H3) and MTB (12K3), a two-stage clock counter MTC (12G4) and MTD (12H4), and a character counter (TA, TB, TC, and TD) (12L6). In the idle or reset state with the TMG flip-flop cleared, TMG1 (12D2) is low to disable MTA and MTB, to clear MTC and MTD, and to preset the character counter to the count of five.

When the TMG flip-flop is toggled set at the end of DAGA0 (12A2) in the Write mode; TMG1, TMG1A and DTMG1 all go high to enable the timer. The 440 Hz pulse train (MTB1) (12L3) drives the two-stage counter (MTC and MTD) and a decoder gate to generate the 110Hz train of clock pulses (CLK0 and CLK1) (12K4) and the shift pulses (SHFT1) (12N4). After the end of the ninth clock pulse, TB1, TC1, and TD1 are all high, thus forcing FSTP0 (12M5) low to terminate the train of shift pulses. During the eleventh clock pulse, EOC0 (12A2) goes low, and the TMG flip-flop is toggled clear on its trailing edge. This produces a train of eleven clock pulses and nine shift pulses having a period of 9.09 milliseconds (110Hz) with the trailing edge of the first pulse occurring 9.09 milliseconds (one bit period) after TMG is set. The pulse width is approximately 1.15 milliseconds (one-eighth of a bit period).

The idle timer is also started (by the direct set pulse ST0) (12E3) when the received Start bit arrives from the keyboard or tape reader or due to depression of the Break key. This is not dependent on the Read/Write mode since the BRK condition must be detected in both modes. The width of the ST0 pulse is determined by delay Capacitor 02HC1 (8G1) which generates the delayed TMG0 signal DTMG0 (12C4). Since the MTD flip-flop is direct set ST0, the first CLK/SHFT1 pulse occurs 4.545 milliseconds (half of a bit period) after the TMG flip-flop is set; the period of the pulses is still 9.09 milliseconds. Received data is sampled/shifted at the center of each bit. The TMG flip-flop is toggled clear at the end of the EOC and TTMG pulses as before.

13.5 Data Output

The TTY controller is in the Write mode when both the WT and WRT flip-flops are set. To send data to the TTY, the DAGA0 line (11A5) goes low to load DL00:07 into the Shift Register, clears the Start bit flip-flop (DRN) (11N6) and toggles set the Timing Gate flip-flop (TMG) (12D2). Note that if the timer was already running when the Data Available Control signal is received, the DAGA0 signal (11A5) would be blocked by TMG0 (12D2) low, no return SYN would be generated, and the false sync condition would be detected after 35 microseconds. For this reason the WDH instruction must not be used with the TTY controller.

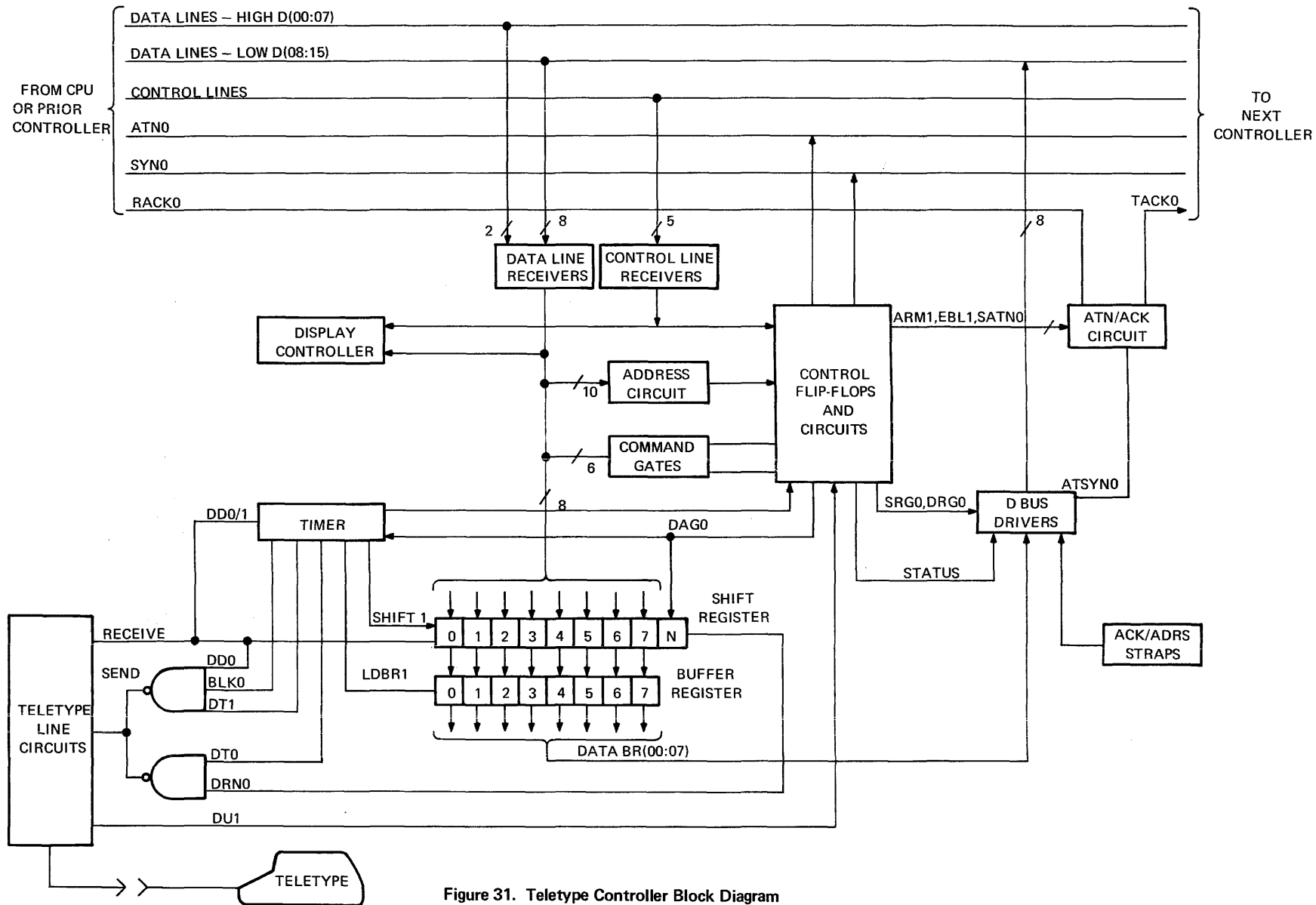


Figure 31. Teletype Controller Block Diagram

When the timer starts, shift/clock pulses are generated as described earlier and shown on Figure 32. The bit stored in the DRN flip-flop is connected to the transmit line (TNSB1) (16D2) by the high states on the device transmitting (DT0) and the TMG1 lines. Since the DRN flip-flop is initially cleared by DAGA0, TNSB1 goes low, and the gate driving TNS0 turns off to send the open-loop Start bit condition. At the end of each shift pulse, as the eight data bits are sequentially transferred into the DRN flip-flop, a high state at the serial input of the Shift Register (DX1) (11B2) gradually loads the register with all ones (including the DRN flip-flop).

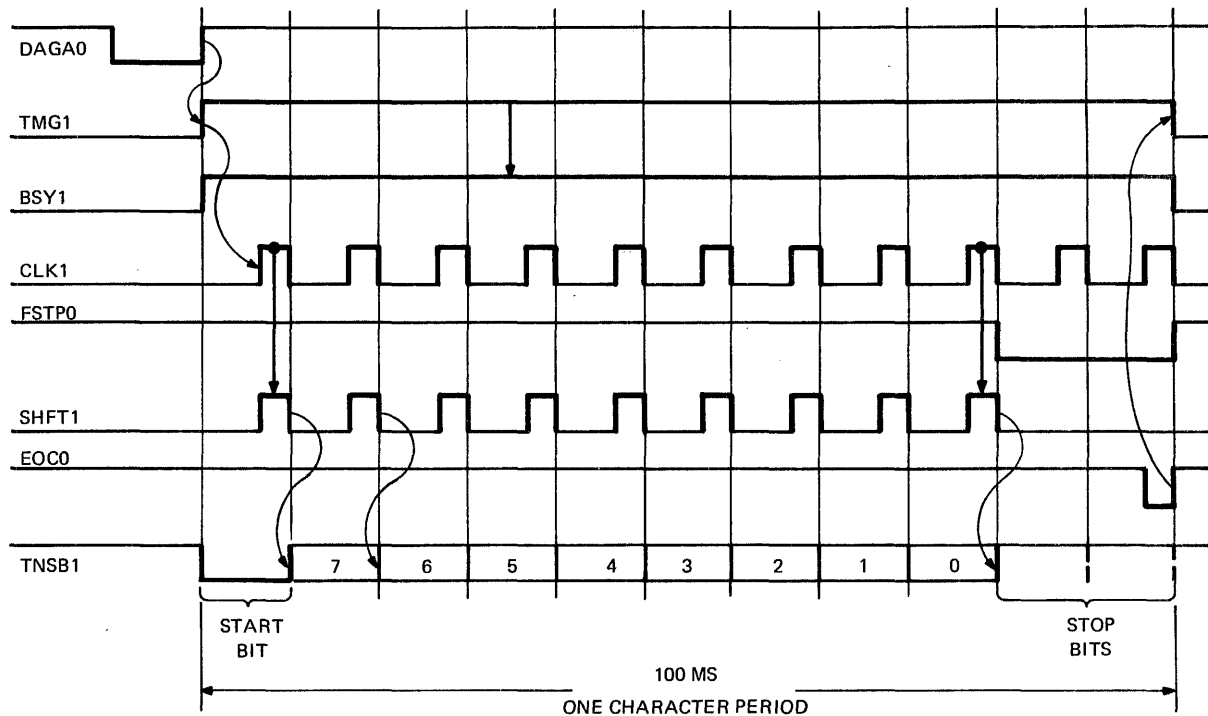


Figure 32. Write Mode (Output) Timing, Teletype

During the last two clock periods, after shifting has stopped, the ONE Level stored in the DRN flip-flop is sent out as the closed-loop Stop bit condition. The EOC pulse clears the TMG flip-flop to generate the closed-loop idle condition.

With the WRT flip-flop set, the status bit BSY1 (12D6) is active when TMG1 is active. Should a command which clears the WT flip-flop (Read mode) be received while the timer is running, the WRT flip-flop (and the definition of BSY status) does not change until the TMG flip-flop is cleared and TMG0 (8F8) gates WT1 into the WRT flip-flop.

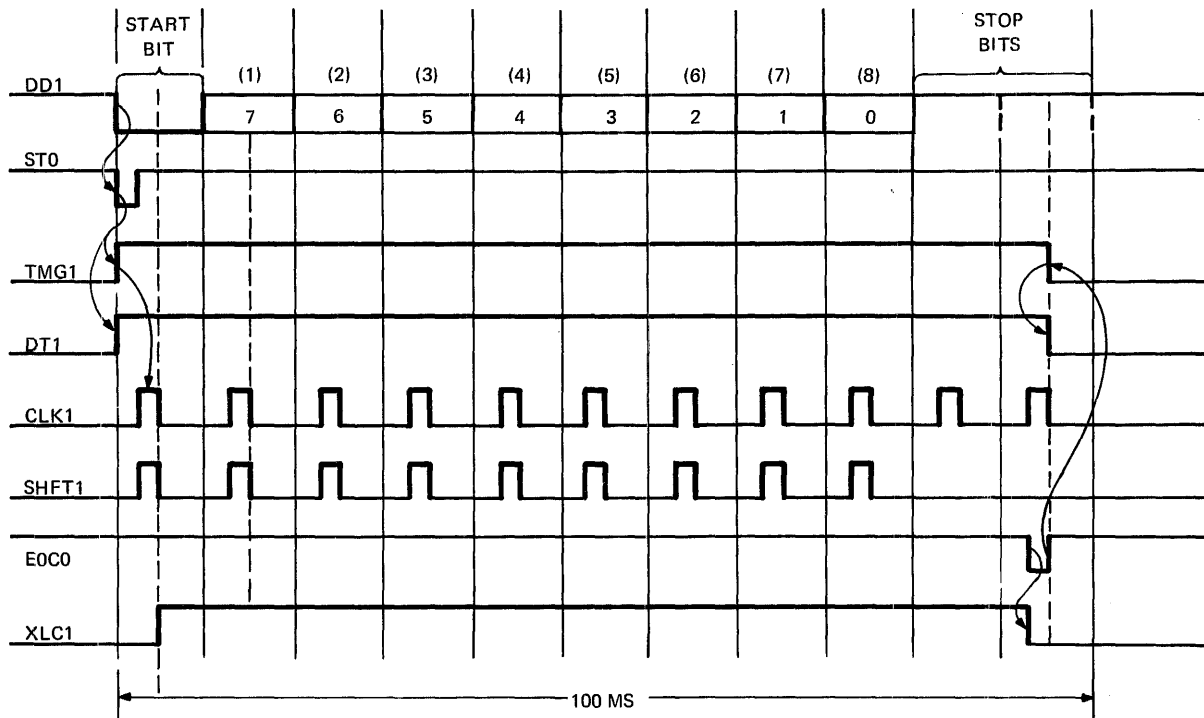
13.6 Data Input

The timer circuit can be started from the TTY receive loop in either the Read or Write mode as described in Section 13.4. This insures that the Break condition is always detected. However, serial data cannot enter the Shift Register (DX1) (11B2), unless the TTY controller is in the Read mode; i.e., the WRT flip-flop is cleared and WRT0 high. The Load Buffer Register pulses (LDBR1) (8G2) are generated only in the Read mode.

The Device Data line (DD1) (16G7) is high active when there is current flowing in the receive loop. This represents the logic ONE level and also the idle loop condition. The signal from the receive loop is filtered by an RC network (180 ohms/2.2 mfd) (16J8) and then reshaped by the Schmidt Trigger circuit (composed of a pair of inverters and two resistors) (1GE7) to generate the DD0 and DD1 signals.

When DD0 and DD1 first become active, the timer is started by the ST0 pulse (as described in Section 13.4) and the Device Transmitting flip-flop (DT) (11J6) is set. This flip-flop forces the TNSB1 line high and partially selects the TNSA1 gate, subject to a high level on the BLK0 and DD0 lines; i.e., the serial feedback circuit to the TTY Printer/Punch. The DT flip-flop also arms the Line Check flip-flop (XLC) (11M7) by placing a high level on the D input.

As seen on Figure 32, the XLC flip-flop is toggled set at the end of the first SHFT pulse. During the first SHFT pulse, the receive loop is checked to insure that the loop is still open; i.e., a legitimate Start bit has started the timer. If the loop is closed, DD1 is high and the Start Glitch pulse (GLTCH0) (12B2), is generated to clear the TMG flip-flop at the end of the SHFT pulse. The timer is reset, there are no EOC or LDBR pulses, the Buffer Active flip-flop (BA) (8E8) and the BSY status are unchanged.



Note: Bit Designations (X) are Paper Tape Channel Numbers.

Figure 33. Read Mode (Input) Timing, Teletype

The serial data at the Shift Register input (DX1) (11B2) is active when the DD1 line is active. The nine SHFT1 pulses move the received data into and along the Shift Register until the Start bit and the eight data bits occupy DRN and SR00:07. Shifting occurs at the end of each SHFT pulse; i.e., the center of each bit.

The TMG flip-flop toggles clear at the end of the EOC pulse and clears the DT flip-flop. The XLC flip flop is cleared by EOC if the loop is closed due to a Stop bit, DD1 high (16E7). In the case of a missing Stop bit (or Break condition), the XLC flip-flop remains set after the EOC pulse has cleared the TMG flip flop. The function TMG0·XLC1 causes BRK0 (8K7) to go low, and lines BRK1, EX1, and EX0 to become active. The timer cannot restart on the open loop condition since $ST0 = DTMG0 \cdot DD0 \cdot XLC0$.

The BRK condition continues until the receive loop is closed. The DD1·TMG0 function then clears the XLC flip-flop.

In the Read mode, BSY1 (12D6) is low whenever the Buffer Active flip-flop (BA) (8E8) is set. The EOC1 pulse generates the LDBR1 pulse to load the Buffer Register and toggle set the BA flip-flop. The DRGA0 signal (8A9) clears the BA flip-flop when the buffer is gated to the D Bus. An overflow or error state exists if the LDBR1 pulse finds the BA flip-flop still set, the Overflow flip-flop (OV) (8G8) is then set. The OV and BA flip-flops are cleared by the DRG pulse, any CMG pulse, or the initialize signal SCLR0B.

13.7 Interrupt Circuit

The TTY controller generates an interrupt for a negative transition on BSY1. This transition toggle sets the DFBSY0 (12E7) flip-flop which in turn direct sets the INTR flip-flop (12E8). This forces ATN1 high and ATN0 low.

The Processor responds by executing an Acknowledge interrupt. When the TTY controller has first priority, the RACK0 lead goes low forcing RACK1 and DRACK1 high. With GATN1 high, the TACK0 gate is blocked and the ATSYN0 line goes low. This gates the controller address X'02' to the D Bus, generates the return SYN0, direct clears the DFBSY flip-flop, and clears the INTR flip-flop at the end of ATSYN0.

When the system uses the Memory Protect and/or the Real Time Clock controllers, the RACK0/RACK0 daisy-chain is wired to the higher priority controllers before it reaches the TTY over the back panel.

As noted, in Section 13.3, the Disable command clears the EBL flip-flop forcing the EBL1 (9H7) and GATN1 lines low. Interrupts may be queued by setting the INTR flip-flop. The Disarm command forces the ARM 1 lead (9H8) low to clear the INTR flip-flops and hold them clear; interrupts are not queued.

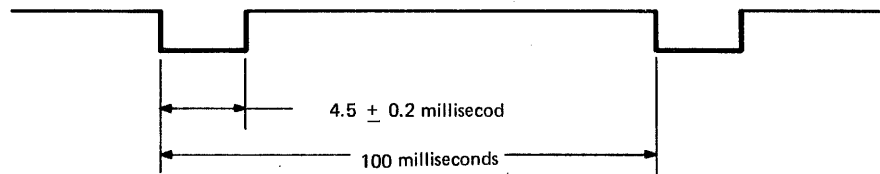
13.8 Initialization

The system initialize signal SCLR0 (15K2) conditions the TTY controller by setting the BLK flip-flop and clearing all other control flip-flops. This presets the controller in the Read mode with interrupts disarmed.

13.9 TTY Timer Adjustment

The only adjustment on the TTY controller controls the frequency of the 440Hz timing multivibrator. The adjustment is made in the following manner:

1. Initialize the system.
2. Connect an oscilloscope to TP-TMG1A (located at the stake near Connector 2).
Vertical scale: 2 volts/centimeter
Horizontal scale: 1 milliseconds/centimeter
Sync: internal, negative
3. Generate a continuous stream of data from the TTY by reading a tape or by the Repeat function of the keyboard.
4. Adjust Potentiometer at location 14R (next to the test point TMG1A) for the waveform shown below.



13.10 Machine Control Register (MCR) (Sheet 7)

A Machine Malfunction (MMF) interrupt is generated when Bit 11, 12, 13, 14, or 15 of the Machine Control Register (MCR) is set (7G4). The MCR bits are assigned and gated (with the SMCR function) as indicated in Table 22.

The CMCR function clears MCR11:15 where there are ONES in B27:31. The system Initialize (SCLR0) clears MCR10:15 -- the straps are not affected. The SMCR function is described in Section 11.2.

13.11 Power Monitor and System Initialize

All circuits for the Power Monitor are on Sheet 15. The master reset signal SCLR0 (15F2) is active when the Initialize Relay K1 (15B9) is de-energized. During normal operating conditions, all voltages are present and the POWDNO line (15G7) is high. This allows the voltage comparator output to remain high. As long as the voltage comparators output is high, the Initialize Relay K1 remains energized and the SCLR0 line is held high to +5 volts by a resistor (15E2).

If any of the four items listed in Section 10.1 (CL070) occur, the STPF1 line (14J2) goes high and starts the one millisecond EPF timer (14K2). The leading edge of EPF0 (14L2) sets Bit 15 in the MCR (7G2), generating a Machine Malfunction (MMF) interrupt. In response to MMF, the user has an opportunity to do any necessary system resetting and data storage.

TABLE 22. MCR BIT ASSIGNMENT

BIT	MNEMONIC	MEANING	S-BUS	CONDITION CODES
MCR15	EPF	EARLY MF	S31 and	LFC0
MCR14	IRMP	INSTRUCTION PARITY FAIL	S30 and	GFC0
MCR13	DMPFO	DATA PARITY FAIL	S29 and	VFC0
MCR12	APF	AUTO DRIVER PARITY FAIL	S28 and	CFC0
MCR11	STF	STRT TIME OUT FAIL	S27	
MCR10	CATN	CONSOLE ATTENTION	S26	
MCR09	RSTS	REGISTER (STRAP)	S25	
MCR08	SPARE	(STRAP)	S24	
MCR07	SNGLI	DISPLAY CONTROLLER SNGL F-F	S23	
MCR05	BNK B	BANK B (STRAP)	S21	
MCR04	BNK A	BANK A (STRAP)	S20	
MCR06	MCR061	INIT BUTTON IS BEING DEPRESSED	S22	

At the end of the one millisecond EPF delay, the trailing edge of EPF0 (14G5) toggle sets the Primary Power Fail flip-flop (PPF) (14H5) causing the PPF interrupt (14K6) to be sent to the CPU and a low active signal on CL070 (14K6). PPF1 also starts another one millisecond timer XPF (14K5). When the PPF interrupt is detected, the micro-program stores the PSW and register stack in the main memory and sends the POW function to the IOU. The Stop flip-flop (STP) (14N5) is either toggled set by the trailing edge of XPF1 or direct set by FPOW0 (14N4), whichever occurs first. When STP1 goes high, POWDN0 goes low to turn off the transistors of the Darlington circuit and de-energize the Initialize Relay K1. The GSTP1 lead (15J7) is normally high. It is unused except in some multi-CPU systems.

Loss of AC or DC power also de-energizes the relay. POWDN0 goes low when the -15 volt input (N15) (15D8) to the inverter is lost. The Darlington circuit cannot operate the relay if either the +5 volt collector supply (P5) or the +15 volt base supply (P15) (15B6) is missing. Should the AC input (AC1 and AC3) (15B2) be too low or missing, the Power Fail Detector circuit removes the base drive to the Darlington circuit.

If the AC input is lost (or fluctuates enough) the potential at the base of 02BQ3 becomes more negative, 02BQ3 conducts and supplies base drive to 02BQ1. The 4.7K resistor (15K4) provides positive feedback from 02BQ1 to 02BQ3 causing these transistors to turn on. The emitter voltage of 02BQ3 drops, 02BQ4 turns off, 02BQ2 turns on and commences to discharge the delay capacitors (15B6). With 02BQ1 conducting, its collector voltage approaches ground and generates the low active signal PFDT0 (15K4). As described earlier, this starts the sequence which puts a low level on POWDN0 and completes the capacitor discharge. The Darlington circuit has no base drive so the relay is deenergized.

The Initialize Relay K1 is a dry reed unit with Single Pole Double Throw contacts. The normally closed contact of the de-energized relay (K1) provides a metallic ground on the system Initialize line (SCLR0 (15K2).

For a sequence due to POFF, LSU, INITO, EXA0, or EXBO low (14A2) clearing STP allows the POWDN0 lead to go high and the delay capacitors (15B6) to charge slowly through the base resistors of Transistor 03AQ1. When the threshold of the Darlington circuit is reached, the circuit conducts and the Initialize Relay K1 is energized thereby removing the ground from the SCLR0 line.

In the case where Initialize is caused by a failure to P5, N15, P15 or the AC supply, the Initialize Relay K1 de-energizes and remains in that state until the fault is corrected.

13.12 Primary Power Fail Check

The Primary Power Fail Detector is located on the IOU board. The circuit is checked and adjusted as follows:

1. Connect the Primary Power Cord of the CPU power supply into a variable voltage source (Variat or equivalent).
2. With the line voltage set at the nominal value of 115.0 VAC, turn the Power on.
3. Adjust Potentiometer at location 00R to generate the Power Fail condition of CL070 (back panel Terminal 122-0) when the AC line voltage is set for 103.5V (i.e., 10% low). System Initialize line (SCLR0) Terminal 105-0 should become low active in less then 2 milliseconds after STPIA (Test Point 110-4) goes active.
4. With nominal line voltage, load the Model 8/32 Test Program and depress the RUN Key. While the program is running, remove the AC line cord from the primary power source.

NOTE:

The TTY will run-open if connected into a different power source.

5. Connect the AC line cord back into the power source. The TTY should stop cycling. Depress the EXEcute switch and the test program should continue to run.
6. Repeat Step 4, but turn the Console Power switch OFF instead of removing the AC line cord.

13.13 Start Timer

The Start Timer circuit is shown at location 15E6. With the timer-kill (KSTM1) (15C7) in its normally low state, the ungated STRTO signal (15B8) enables the 30 microsecond timer STMA (15E6). When the selected module generates a MFIN0 (15H8) signal, then it clears the timer and disables the timer flip-flop (STMB) (6F8).

The STRT Timer (30 microseconds) is activated whenever the CPU sends the STRT signal to the various system modules (ALU, FAU, IOU, etc.) and is cleared by the MFIN signal from the module addressed by the MSEL (00:02) lines. Should the time out occur before the MFIN signal arrives, one of the two things happen.

1. On non-MUX Bus operations, Bit 11 of the MCR is set, a pseudo MFIN signal restarts the CPU clock, and the MMF interrupt is generated.
2. In the case time out occurs during a MUX Bus operation, the MCR is unchanged, the False Sync code (0100/CVGL) is placed on both Condition Code Busses and a pseudo MFIN restart the CPU clock. If the MUX Bus operation happens to be of the sense type, X'04' is gated to the proper byte as determined by CA311 and the other byte is gated to the S Bus unchanged.

14. S AND D BUS ROM CONTROLLERS

14.1 S Bus High ROM Controller (19-142F45)

000-007	HLLL HLLL LHLH LHLH LLLL LLLL LLLL LLLL	19-084R00F78
008-015	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
016-023	HLLL HLLL LHLH LHLH LLLL LLLL LLLL LLLL	19-084R00F78
024-031	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
032-039	LLHL LLHL LLHL LLHL LHLH LHLH LHLH LHLH	19-084R00F78
040-047	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
048-055	LLHL LLHL LLHL LLHL LLLL LLLL LLLL LLLL	19-084R00F78
056-063	LLHH LLHH LLHH LLHH LLLL LLLL LLLL LLLL	19-084R00F78
064-071	HLLL HLLL LHLH LHLH LLLL LLLL LLLL LLLL	19-084R00F78
072-079	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
080-087	HLLL HLLL LHLH LHLH LLLL LLLL LLLL LLLL	19-084R00F78
088-095	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
096-103	LLHL LLHL LLHL LLHL LHLH LHLH LHLH LHLH	19-084R00F78
104-111	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
112-119	LLLL LLLL LLLL LLLL LHLH LHLH LHLH LHLH	19-084R00F78
120-127	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
128-135	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
136-143	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
144-151	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
152-159	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
160-167	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
168-175	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
176-183	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
184-191	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
192-199	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
200-207	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
208-215	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
216-223	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
224-231	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
232-239	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
240-247	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78
248-255	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F78

14.2 S Bus Low ROM Controller (19-142F46)

000-007	LHLL LHLL HLLL HLLL HLLL HLLL HLLL HLLL	19-084R00F79
008-015	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
016-023	LHLL LHLL HLLL HLLL HLLL HLLL HLLL HLLL	19-084R00F79
024-031	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
032-039	HLLL HLLL HLLL HLLL HLLH HLLH HLLH HLLH	19-084R00F79
040-047	LLLL LLLL LLLL LLLL LHLL LHLL LHLL LHLL	19-084R00F79
048-055	HLLL HLLL HLLL HLLL LLLL LLLL LLLL LLLL	19-084R00F79
056-063	LLHH LLHH LLHH LLHH LLLL LLLL LLLL LLLL	19-084R00F79
064-071	LHLL LHLL HLLL HLLL HLLL HLLL HLLL HLLL	19-084R00F79
072-079	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
080-087	LHLL LHLL HLLL HLLL HLLL HLLL HLLL HLLL	19-084R00F79
088-095	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
096-103	HLLL HLLL HLLL HLLL LHLL LHLL HLLH HLLH	19-084R00F79
104-111	LLLL LLLL LLLL LLLL LLHL LLHL LHLL LHLL	19-084R00F79
112-119	LLLL LLLL LLLL LLLL LHLH LHLH LHLH LHLH	19-084R00F79
120-127	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
128-135	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
136-143	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
144-151	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
152-159	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
160-167	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
168-175	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
176-183	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
184-191	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
192-199	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
200-207	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
208-215	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
216-223	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
224-231	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
232-239	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
240-247	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79
248-255	LLLL LLLL LLLL LLLL LLLL LLLL LLLL LLLL	19-084R00F79

14.3 D Bus ROM Controller (19-142F47)

000-007	HHHH HHHH LHHH HHHH HHHH HHHH LHHH HHHH	19-084R00F80
008-015	HHHH HHHH LHHH HHHH HHHH HHHH LHHH HHHH	19-084R00F80
016-023	HHHH HHHH LHHH HHHH HHHH HHHH LHHH HHHH	19-084R00F80
024-031	HHHH HHHH LHHH HHHH HHHH HHHH LHHH HHHH	19-084R00F80
032-039	HHHH HHHH LHHH HHLH HHHH HHHH LHHH HHLH	19-084R00F80
040-047	HHHH HHHH LHHH HLHL HHHH HHHH LHHH HLHL	19-084R00F80
048-055	HHHH HHHH LHHH HLHL HHHH HHHH LHHH HLHL	19-084R00F80
056-063	HHHH HHHH LHHH HLHL HHHH HHHH LHHH HLHL	19-084R00F80
064-071	HHHH HHHH LHHH HHHH HHHH HHHH LHHH HHHH	19-084R00F80
072-079	HHHH HHHH LHHH HHHH HHHH HHHH LHHH HHHH	19-084R00F80
080-087	HHHH HHHH LHHH HHHH HHHH HHHH LHHH HHHH	19-084R00F80
088-095	HHHH HHHH LHHH HHHH HHHH HHHH LHHH HHHH	19-084R00F80
096-103	HHHH HHHH LHHH HHLH HHHH HHHH LHHH HHLH	19-084R00F80
104-111	HHHH HHHH LHHH HLHL HHHH HHHH LHHH HLHL	19-084R00F80
112-119	HHHH HHHH LHHH HLHL HHHH HHHH LHHH HLHL	19-084R00F80
120-127	HHHH HHHH LHHH HLHL HHHH HHHH LHHH HLHL	19-084R00F80
128-135	HHHH HHHH LHHH HHHH HHHH HHHH LHHH HHHH	19-084R00F80
136-143	HHHH HHHH LHHH HHHH HHHH HHHH LHHH HHHH	19-084R00F80
144-151	HHHH HHHH HHHH HHHH HHHH HHHH HHHH HHHH	19-084R00F80
152-159	HHHH HHHH HHHH HHHH HHHH HHHH HHHH HHHH	19-084R00F80
160-167	HHHH HHHH LHHH HHLH HHHH HHHH LHHH HLHL	19-084R00F80
168-175	HHHH HHHH LHHH HHLH HHHH HHHH LHHH HLHL	19-084R00F80
176-183	HHHH HHHH HHHH HHHH HHHH HHHH HHHH HHHH	19-084R00F80
184-191	HHHH HHHH HHHH HHHH HHHH HHHH HHHH HHHH	19-084R00F80
192-199	HHHH HHHH HHHH HHHH HHHH HHHH HHHH HHHH	19-084R00F80
200-207	HHHH HHHH HHHH HHHH HHHH HHHH HHHH HHHH	19-084R00F80
208-215	HHHH HHHH HHHH HHHH HHHH HHHH HHHH HHHH	19-084R00F80
216-223	HHHH HHHH HHHH HHHH HHHH HHHH HHHH HHHH	19-084R00F80
224-231	HHHH HHHH HHHH HHHH HHHH HHHH HHHH HHHH	19-084R00F80
232-239	HHHH HHHH HHHH HHHH HHHH HHHH HHHH HHHH	19-084R00F80

15. EXTENDER BOARD OPERATION

The following steps must be taken to insure proper Extender Board operation when troubleshooting any of the Processor boards on the Extender Board.

1. Remove the 35-537 CPB (lower Slot 7) to modify the CPU Clock speed. An octal switch is located in IC position 15E for this purpose. Switch positions 4 and 8 are to be ON for Extender Board operation. No other switch positions may be placed in the ON position.
2. Place the 28-015 Extender Board in the chassis slot of the board to be tested. Note that there are two sets of backpanel pins on the Extender Board. Plug the board to be tested into the upper set of pins and plug the Extender Board terminator board (see Step 3) into the lower set of pins.
3. One of two terminator boards must be used for Processor Extender Board operation. The 35-598 Terminator is to be used with the CPA board on the extender, and the 35-599 Terminator is to be used with any of the following: CPB, CPC, ALU, and IOU. The terminator is to be installed as described in Step 2.
4. For Extender Board operation of the CPA, CPB, or CPC, 610 mm (24") extender cables (71-362 and 17-363) are required.

16. MNEMONICS

The following lists provide a brief description of each mnemonic found in the Model 8/32 CPA Schematic Drawing 35-536D08, CPB Schematic Drawing 35-537D08, CPC Schematic Drawing 35-555D08, ALU Schematic Drawing 35-538D08, and IOU Schematic Drawing 35-539. The source of each signal on the respective schematic drawing is also provided.

16.1 CPA Mnemonics, Schematic Drawing 35-536D08

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
ADA281:311	Add-one-loop outputs	Sheet 3
AEQB1	Segment number equality	6E1
B000:310	B Bus	Sheet 13
BDLY0	Base selection delay	6J5
BIT161A } BIT161B }	Bit 16 propagate signal	12N9
BMXNA1	B Mux Enable A – S Bus	12N7
BMXNB1	B Mux Enable B – MDR	12L5
BMXNC1	B Mux Enable C, MLC/CA	12N5
BMXSLA1	B Mux Select Line A – Halfword MDR	12J8
BMXSLB1	B Mux Select B – MLC	12L5
BR040:270	Base Register outputs	Sheet 6
BRWR1	Base Register Write Command	7N7
BSEL001:041	B Bus Source Address	12J4
C001 } C010 } C011 }	Carry Commands	Sheet 1
C3X0	Carry past segment boundary	12G8
CA310	Address Bit 31	3B8
CA120:300	Memory Address Bus	Sheet 8
CACLR0	Buffered Clear	1N8
CC0	Second HW Clock	1F9
CD000:310	Memory Data Bus	Sheet 11
CDW0	Write Conversion Command	7M5
CK1A	System Clock	4M3
CLINT0	Clear Interrupt flip flop	7R8
CLOCK0	System Clock	4A1
CMC000:020	Memory Command Bus	Sheet 2
CPC011/001	Increment Commands	2F5
CRDY0	Memory Ready (response)	1A2
CREQ0	Memory Request	1R2
CS000	Control State 0	2G8
CSTA0	Clear Status Register	7R8
DREQ0	Data Request	1R7
FSR0	Status Register flip flop	7G8
GT0/1	Greater Than segment limit	12G7
INCR021	Increment MLC by Two HW	10M7

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
INCR1	Increment MLC by One HW	10M6
IR1	Instruction Read decode	2K7
IR271:311	Status Register outputs	Sheet 7
IREQ0	Instruction Request	1R5
LDMAR0	Load MAR	2C7
LDMCLO	Load MLC	2B6
LDMDR0	Load MDR	2D8
LDUIR0	Load UIR Clock	4M2
LIME1	Limit violation	6N6
MAIO	Memory Access Interrupt	7R4
MALX120:230	Address Multiplexor outputs	Sheet 8
MAR121:311	Memory Address Register outputs	Sheet 3
MARPU1	Pull up resistor	Sheet 3
MC000:030	Microcontrol field	Sheet 2
MCLK0	Memory Data Clock	4F3
MDR001:311	Memory Data Register outputs	Sheet 4
MDRCL0	Memory Cycle Clock	1B2
MDX001:151	MDR input Multiplexor	Sheet 11
MLC121:311	Memory Location Counter outputs	Sheet 3
MSIG0	Module Signal	10R5
NW1	Write Inhibit	7M2
PROT1	Enable Protect/Relocate	2G4
PSW210	Program Status Word Bit 21	2D4
RGEN0	B Bus Register Enable	12N6
RH0	Read Halfword Command	2F8
RI020	RI2 format	10E3
RQFF0	Request flip flop	1N2
RRSF1	RR or SF format	10D3
RSTR/0	Read Status Register	7R9
RX001	RX format	Sheet 10
RX2F0/1	RX2 flip flop	10K4
RX3D0	RX3 Format decode	10R5
RX3EN1	RX3 decode enable	10K5
RX3F1/0	RX3 flip flop	10K5
RXID0	RX1 decode	10M3
RXIL0	RX3/RI2 format	10M5
S000:150	Part of S Bus	Sheet 5
S160:310	Part of S Bus	Sheet 5
S2B0	S Bus to B Bus Override Command	12G6
SCLR0	System Clear	1J8

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
SDR1	Data Read Command	2N2
SDRDW1	Data Read/Write Command	2S5
SDW1	Data Write Command	2N2
SEGWEA/B	Base Register HW Write	Sheet 6
SIR1/0	Instruction Read Command	2J6
SMC000:030	Buffered MC field	Sheet 2
SR000:310	S Register outputs	Sheet 5
SR001:311	S Register outputs	Sheet 5
SRCK0	Status Register Clock	7C5
SRTR0	Status Register Trap	7N6
SSEL001:041	S Bus Address Select Bus	2A7
STB0	Strobe	12M2
SM2X121:311	Summer two outputs	Sheet 9
SX280:310	Second Index Register Address	Sheet 11
UDR280:310	User Destination Register Address	Sheet 5
UIR240:310	User Instruction Register	Sheet 5
USR280:310	User Source Register Address	Sheet 5
XPU1	Pull up resistor	6E5

16.2 CPB Mnemonics Schematic Drawing 35-537D08

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
A140:270	A Bus Bits 14:27	Sheet 5
A280:A310	A Bus Bits 28:31	Sheet 4
AENO	Enables ASEL Multiplexor	3F5
ASEL001:041	Selects Register containing A Operand	Sheet 3
ATN000:030	Interrupt Attention lines	Sheet 12
AYDS1/0	ASEL Multiplexor select line	3E3
B000:310	B Bus Bits 00:31	Sheet 6
B280:310	B Bus Bits 28:31	Sheet 2
BALAO	Branch and Link, ARM Interrupts	14J9
BDC0	Branch and Disarm Console Interrupt	14J8
BENO	Enables BSEL multiplexor	3J7
BSEL001:041	Selects Register containing B operand	Sheet 3
BYDS0	BSEL Multiplexor Select line	3K8
C1X071:141	ROM Address: Traps or Op-Code pointers	Sheet 8
C2X101:151	ROM Address: B Bus or ROM Instruction Register indirect field	Sheet 8
CCC0	Carry Condition Code	4D6
CCCLK0	Condition Code Clock loads PSW	4M7
CFLG1	Carry flag	4F6
CLK0	CPU Clock	13N4
CLK1A	CPU Clock	13N4
CLK1B	CPU Clock	13N3
CS000:030	CPU Control States	Sheet 14
CSA041:091	ROM Address	Sheet 9
CSA1/0	Counter State A	14M2
CSA100:150	ROM Address	Sheet 8
CSB1/0	Control State B	14M3
CSD001:311	ROM data	Sheet 11
CSREF0	Denotes control store reference	5N3
CSWRTO	Control Store Write	11G4
D1	Decode Bit	11N6
DREQ0	Data Request	13A3
DSPYLO	Display Interrupt	12A4
E1	Execute Bit	11N5
ENFLG1	Enable PSW flags	11R3
ENPG00:40	Page enable for ROM	Sheet 10
ENSMX0	Enables S Bus multiplexor	7F9
ENYSDX0	Enables YSI/YDI to B Bus	3S5
EXEC1/0	Execute Bit of micro-code	5N1
FLGCLK0	Flag Clock latches Condition Code	4K8

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
FSEL000:030	Function Select lines	Sheet 11
FYX0	User index enable	3D5
GBIM0	Gate Immediate field to B Bus	6D9
GCC0	Greater Than Condition Code	4D8
GEN0	Generate interrupt	12K4
GFLG1	Greater Than flag	4F8
GPSWA0	Enables PSW selection	3M3
ILEGA	Illegal Instruction	12K1
ILEGB	Illegal Instruction	12K2
ILEGC	Illegal Instruction	12K2
INCLK0	Clock Inhibit	13H1
IREQ0	Instruction Request	13A1
INT1/0	Interrupt present	12N6
JB041:151	Jam address Bits 04:15	Sheet 1
JUTY1	Discriminates between RX1, RX2, or RX3 Instructions	14A1
KLCLK0	Disables CPU clock for manual testing	1R8
KSIG0	Extension of FSEL field	11N5
LCC0	Less Than Condition Code	4D9
LFLG1	Less Than flag	4F9
MAI	Memory Access Controller	12B8
MB041:151	Match Address Bits 04:15	Sheet 1
MC000:030	Memory Control field	Sheet 11
MMF0	Machine Malfunction interrupt	12B5
MNCLK1/0	Manual Clock (P.B. switch)	Sheet 1
MOD000/001	Module zero	5M1
MPEN0	Memory Protect enable	12H9
MSEL000:020	Module Select lines	Sheet 11
MSIG0	Module signal	14A1
MTCH	LED indicator signals address match	1S6
MTCH1	Stored XMATCH1	1M6
PASS1/0	Do not take branch	14K8
PCLK0	CPU Clock	13N3
PPF0	Primary Power Fail	12B6
PRIV	Privileged instruction	12K1
PSW141:271	PSW Bits 14:27	Sheet 5
PSW281:311	PSW Bits 28:31	Sheet 4
PSWCLK1	PSW Clock	4K9
RIR000:310	ROM Instruction Register	Sheet 11
RIR201A	Bit 20; ROM Instruction Register	6D9

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
RIRCLK0	ROM Instruction Register Clock	11H8
RLC041:151	ROM Location Counter	Sheet 9
RLR041:151	ROM Location Register	Sheet 9
RRXINH0	Inhibits transfer in RRX micro-instructions	14H1
RUN 1/0	Run mode	Sheet 1
RX3D0	RX3 instruction	2H3
S00:310	S Bus Bits 00:31	Sheet 7
S2B1	Gates S Bus data to B Bus	14G4
SAMA1	ROM Address Select line	5R4
SAMBL1	ROM Address Select line	5N5
SAMBM1	ROM Address Select line	5N4
SAMC0	ROM Address Select line	5N2
SCC0	Signals new Condition Code available	4G8
SCLRI/0	System Clear	14A5
SETRLC0	Sets CPU to CS031 as a result of JAM	1M5
SIN0	Single Step Clock switch:normally open contacts	1J8
SINC	Single Step Clock switch:normally closed contacts	1J9
SLMDR1	Select MDR	3E8
SLYDD1	Select YDD	4M2
SPSW1	PSW Select line	4M3
SR280:310	Status Register Bits 28:31	Sheet 4
SRCLK1	Status Register Clock	4H3
SSEL011:041	Destination Register Select lines	Sheet 4
STRT1/0	Module Start Signal	14M5
SX280:310	Second Index field	Sheet 2
SX2NZ1	Secondary Index field is non-zero	3E8
SYNC-TP	Test Point:Match Address	1N6
TEN0	Trap Address enable	12J4
TKILL0	External TP for inhibiting clock	13M1
TRAP121	Interrupt Trap Bit 12	12H8
TRAP130:150	Interrupt Trap Bits 13:15	Sheet 12
UIR240:310	User op-code	Sheet 8
USR280:310	User Source Register Select lines	Sheet 2
VCC0	Overflow Condition Code	4D7
VFLG1	Overflow flag	4F7
XMTCH1	ROM Address compares to Match Address	1H6
XS010:040	Destination Register Address	Sheet 4
YDCLK0	User Destination Register Clock	2E2
YDP1F0	YDP1 enable	3E3

MNEMONICSMEANINGSCHEMATIC
LOCATION

YDX281:311

User Index field

Sheet 2

YS280:310

User Destination Register

Sheet 2

YSIX0

Selects YSI/YDI to B Bus

3S5

16.3 CPC Mnemonics, Schematic Drawing 35-555D08

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
A000:310	A Bus	Sheet 1
AAD000:040	A Stack Address Bus	Sheet 4
AAD051	A Stack Address Bit 5	Sheet 4
AKL0	A Stack PSW suppress	4G1
ASEL001:041	A Bus Select Bus	Sheet 4
ASTKN0	A Stack enable	4K4
B000:310	B Bus	Sheet 2
BAD000:040	B Stack Address Bus	Sheet 4
BAD051	B Stack Address Bit 5	4L2
BKL0	B Stack PSW suppress	4G2
BSEL001:041	B Bus Select Bus	Sheet 4
BSTKN0	B Stack enable	4K5
M37X0	Floating-Point Module Select	4A1
PSW260	PSW Bit 26	5H6
PSW270	PSW Bit 27	5H7
RWC0	Read/Write Control	5A2
S000:310	S Bus	Sheet 3
S2B0	S Buffer to B Bus Over-ride command	4A4
S37X0	Stored floating point Module Select	4A3
SB001:311	S Buffer outputs	Sheet 3
SODD0	S Bus Odd Register command	5F2
SSEL001:041	S Bus Select Bus	Sheet 4
SSELX0	Stack Load Select	4G4
STWRT1	Start Write command	5A3
WSEL1	Write Select	5K4
WSEL1B	Write Select buffered	5N9
WCLK0	Write Clock	5H5
XCLK0	Buffered Clock	5C4

16.4 ALU Mnemonics, Schematic Drawing 35-538D08

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
A000:310	A Bus	Sheet 10
ACLK1/0	ALU Clock	Sheet 6
ACLKA/B0	ALU Clock	Sheet 6
ACNT051	Bit 5 of iteration counter	4N4
ACRY1	Carry from iteration counter	4R4
AGL001	Bit 0 A input to shift left multiplexor	8R7
AGL311	Bit 31 A input to shift left multiplexor	8H8
AGR001	Bit 0 A input to shift right multiplexor	Sheet 8
AGR081	Bit 8 A input to shift right multiplexor	Sheet 8
AGR161	Bit 16 A input to shift right multiplexor	Sheet 8
AL001:311	A latch outputs	Sheet 10
ALOG1/0	Logic mode	9M8
ALS080:110	Shift multiplexor outputs Bit 8:11	Sheet 12
AM001:311	A multiplexor outputs	10C5
AMOD001:031	Function select control for ALU	Sheet 9
ARITH1/0	Arithmetic shift	1L6
AS000:030	Arithmetic State	Sheet 5
AS001	Arithmetic State	5F8
ASA1	Arithmetic State register A	5N5
ASB0	Arithmetic State register B	5N5
ASIGN1/0	Stored sign of A Bus operand	3G4
AWC1	Add with Carry instruction	1L2
AXB1	Stored Exclusive-OR of Sign bits of A and B operands	6E3
B000:310	B Bus	Sheet 10
BG001:311	B gate outputs	Sheet 10
BGTR1/0	B Operand is Greater in CAE instruction	6D2
BSIGN1/0	Stored Sign of B Bus operand	6E3
CAE1/0	Floating Point Compare and Equalize instruction	1L1
CCC0	CC Bus – C bit (carry)	2N8
CCCLK0	Condition Code Clock	2E3
270	} Carry in Bit 27	} Sheet 9
230		
190		
CIN 030		
150		
110		
310		

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
COUT000	Carry out Bit 0	9H9
COUT080	Carry out Bit 8	9E8
DFLT0	Divide Fault	3E2
DV1/0	Divide instruction (fixed or floating point)	1L7
EA0	Floating Point Add instruction	1F2
EAS1	Floating Point Add/6Subtract instruction	1L2
ECOUT0	Exponent carry	8D1
ED1/0	Floating-Point Divide instruction	1L1
EC1	Floating Point Compare instruction	1L3
EM1/0	Floating Point Multiply instruction	1L4
EMD1/0	Floating Point Multiply/Divide instruction	1L4
ES0	Floating Point Subtract instruction	1F2
FAXB1	Stored Exclusive-OR of A and B Sign bits	9N6
FD1/0	Fixed Point Divide instruction	1L8
FM1	Fixed Point Multiply instruction	1L8
FMD1/0	Fixed Point Multiply/Divide instruction	1L8
FSEL000:020	Function Code from CPU	Sheet 1
FSTCNT1/0	First Count of arithmetic state 2	6F8
FXS011	Bit 1, exponent sum	8E6
FXS021:071	Exponent ALU outputs	Sheet 8
G001	Carry generate Bit 0	10F2
G041	Carry generate Bit 4	11F2
G081	Carry generate Bit 8	12F2
G121	Carry generate Bit 12	13F2
G161	Carry generate Bit 16	14F2
G201	Carry generate Bit 20	15F2
G241	Carry generate Bit 24	16F2
G281	Carry generate Bit 28	17F2
GATECC1	Gate Condition Code	3G3
GATEEC1	Gate Floating point Condition Code	3R7
GCC0	CC Bus - G bit (greater than)	2R1
GLOW1	Carry generate Bits 16 to 31	9G3
GNP0 } GNM0 } GNO }	Shift Multiplexor Output control	Sheet 7
GRWC0	Generate Read Write control	6K8
GX0	Shift Multiplexor output control	7H8
GXLSB0	Shift Multiplexor output control	7H8
INH A1	Inhibit A Bus	7E6

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
INHBO	Inhibit B Bus	7E6
INHX1/0	Inhibit exponent	7H5
KSIG0	Function Code Extension bit from CPU	1A7
LCC0	CC Bus – L bit (less than)	2R1
LOG1	Logical shift	1L5
M1/0	Multiply look-ahead bit	7R6
MD0	Multiply/Divide instruction (fixed or floating point)	1L7
MFIN0	Module Finish signal	2J4
MQ001:311	MQ register outputs	Sheet 10
MQCLK0	MQ register Clock	6R7
MQG001	Bit zero input of MQ Shift register	7S8
MQG311	Bit 31 input of MQ shift register	7S9
MP0	Multiply instruction (fixed or floating point)	1L7
MSEL000:020	Module Select code from CPU	Sheet 1
MSIG0	Module Signal (ALU=carry flag)	2R2
NLRZ0	Normalize	5C4
OCMP1	Control signal (one's complement) for CAE instruction	8E2
OCMPL1	Stored Control Signal – one's complement	6E3
OFL1/0	Exponent Overflow	4E2
P001	Carry propagate Bit 0	10F2
P041	Carry propagate Bit 4	11F2
P081	Carry propagate Bit 8	12F2
P121	Carry propagate Bit 12	13F2
P161	Carry propagate Bit 16	14F2
P201	Carry propagate Bit 20	15F2
P211	Carry propagate Bit 24	16F2
P281	Carry propagate Bit 28	17F2
PLOW1	Carry propagate Bits 16 to 31	9G2
ROT1/0	Rotate shift	1L6
ROTR0	Rotate Right shift	1L5
RWC0	Read Write Control signal to CPU	6M8
RWCA1/0	Read Write Control	6F7
RZR01	Remainder Zero flip flop	7G1
S001:311	ALU sum	Sheet 11
S000:310	Sum Bus	Sheet 10
SAP1/0	Shift multiplexor select control	7H4
SBGTR1/0	Set B Greater flip flop	3H3
SC010:050	Arithmetic Shift Count	Sheet 4
SELA0A/B	A multiplexor select control	8R5
SEP1/0	Shift Multiplexor select control	7E5
SETZA0	Inhibits Bits 0:8 in detection of zero sum (ZSUM1)	10H2

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
SGAETO	S Bus enable	7M2
SGCC0	Set Greater than Condition Code	3N7
SGR001	Bit 0 S input to shift right multiplexor	8G9
SHFT1/0	Shift instruction	1L9
SL1	Shift Left control	7N4
SLCC0	Set Less than Condition Code	3N7
SOFL0	Set exponent overflow	8J8
SR1	Shift Right control	7N4
STRTO	Start signal from CPU	1A9
SUFLO	Set exponent underflow	8J8
SUM1/0	Add/Subtract mode	9K4
SVCC0	Set Overflow Condition Code	3L5
SWC0	Subtract with Carry instruction	1L2
TDFLT1	Toggle Divide Fault	6G9
UFL1/0	Exponent Underflow	4G6
VCC0	CC Bus – V bit (overflow)	2R2
XFR0	Forces S=A on ALU function control	9M5
XLOAD0	Load pulse for exponent up/down counters	8G7
XOVF1	CAE Instruction; exponential difference is greater than five	8R4
XRPA/B/C/D	Pullup resistor for unused logic inputs on IC's (1k ohm to P5)	7G1
SX011:071	Exponent result (stored)	Sheet 8
XSIGN1	Sign of floating point result	3H6
ZSUM1/0	Sum is zero	10J4

16.5 IOU Mnemonics, Schematic Drawing 35-539D08

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
A1	Output of address decoder for TTY	9H3
A160:310	A Bus low	Sheet 3
AC1/3	12 VAC inputs to Primary Power Fail Detector	15B2
ACK000:030	Acknowledge interrupt MPX Channel	Sheet 6
ADA1	Address flip-flop for TTY controller	9M3
ADB1	Address flip-flop for Display	9M4
ADRS0	Address Control line, MPX channel	6N4
ADSYNA0	Address SYNC for TTY controller	9L2
ADSYNB0	Address SYNC for Display controller	9L4
ARM1	Interrupt Arm flip-flop for TTY	9J7
ATN0	Interrupt Attention for TTY	12G7
ATSYN0	Attention SYNC pulse for ACK address	12N9
B1	Output of address decoder for Display	9H4
B160:310	B Bus low	Sheet 3
BA1/0	Buffer Active flip-flop (sets when buffer is loaded, cleared when buffer unloaded)	8E8
BLK1/0	Serial feedback block flip-flop	9N6
BR001:071	Buffer Register-eight stages, (active only in Read mode)	Sheet 11
BRK0	Break detect signal status Bit L	8H7
BSY1/0	Busy signal (Status Bit 4)	
CA310	Least Significant Bit of address from CPU (byte steering bit)	1B5
CATN1/0	Console Attention flip-flop	10G5
CCC0	CC Bus - C Bit	7R4
CL070	Primary Power Failure Control line	14K7
CLDR0	Clear line for D Bus receivers	5K5
CLK0/1	Timer clock pulses (11 for character)	12L4
CLRA0	Clear line for cycle counter	5R7
CLRC0	Clear line for timing, flip-flop	5H8
CLRST0	Clear ST flip-flop	12E4
CMCR0	Clear MCR11:15	7C7
CMCR110	Clear lines for Machine Control Register	Sheet 7
CMCR130:150		
CMD0	Command Control line, MPX channel	6N4
CMGA0	Command line for TTY controller	10N4
CMGB0	Command line for Display controller	10N5
D000:150	D Bus	Sheet 4
DA0	Data Available Control line, MPX channel	6N4
DAGA0	DA line for TTY controller	10N1

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
DAGB0	DA line for Display controller	10N9
DBEN1	D Bus Enable	6G4
DCKH1	Clock for D Bus receivers high	6A5
DCKL1	Clock for D Bus receiver low	6B5
DD1/0	Device data signals from Schmidt Trigger receiving circuit	16E7
DFST1/0	Timing Control flip-flop, Detects DSTRT	5E5
DL00:070	Buffered D Bus	Sheet 8
DL00X	Strap to TTY address decoder	9E4
DMPF0	Data Memory Parity Fail (from MBC)	7E4
DR0	Data Request Control line, MPX channel	6H4
DR001:151	D Bus receivers	Sheet 6
DRGA0	DR line for TTY controller	10N2
DRGB0	DR line for Display controller	10N8
DRN1/0	Start Bit stage of Shift Register (controls transmit line in Write mode)	11M6
DSPLY0	Display controller interrupt line to CPU	10J8
DSTRTO	Start D Bus operations	5H9
DSYN1		5D6
DT1/0	Device Transmitting flip-flop (set when RCV loop starts the timer)	11G7
DTMG0	Delayed TMG signal	12C4
DU1	Output of Device Unavailable detector-Active for TTY in DEF/local modes	16J5
DX1	Serial data input to Shift Register (line data in Read mode/all ones in Write mode)	11B2
EBL1	Interrupt Enable flip-flop for TTY	9J6
EOC1/0	End of character (output of character counter)	12N6
ENSHAO	Enable signals for S Bus high	Sheet 2
ENSHB0		
ENSHCO		
ENSLAO	Enable signals for S Bus low	Sheet 3
ENSLB0		
ENSLCO		
ENT30	Enter Time period T3	5N2
EPF1/0	Early PPF Timer (1 millisecond)	14L2
ESNCO	Complimentary pulsed signals from Display Console	10A5
ESN00		
EX1	Examine bit of TTY status	8J8
EXA0	Auxiliary initialize inputs	14A3
EXB0		
FLSYNO	False SYNC signal (D Bus operation)	14K8
FPOW0	Decoded Power Down function	7C7

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>		
FSEL 00:03	Function Select lines from CPU	Sheet 1		
FSTP0	Stop function-terminates SHFT pulses	12M5		
FTX1/0 } FTY1/0 }	Displays controller SYNC generation flip-flops	Sheet 13		
FWAIT1/0			Flip-flop for load Wait function	7E8
GACK0	Gate Acknowledge function	6G2		
GADRS1	Gate ADRS line	6R3		
GCC0	CC Bus - G Bit	7R2		
GCMD1	Gate Command	6M3		
GDA1	Gate Data Available line	6M3		
GDHBH0 } GDLBH0 } GDLBC0 } GDA0 }	Gating on D Bus signals	Sheet 4		
GDIN1			Gate Data In	6K3
GDOUT1			Gate Data Out	6M3
GDR1			Gate Data Request	6H3
GLAB1	Gate LA and LB signals	13G4		
GLITCH0	Start Glitch signal - clears TMG1	12B2		
GP1/0	Gate POUT function	1K6		
GPX0	POUT function finished signal	IN6		
GSR1	Gate Status Request	6J3		
GSTP1	Gate STP (test point)	15K8		
GSTRT1	STRTO gated with IOU decoded address	IN8		
HW1/0	Halfword test line - MPX channel	5J2, 5K2		
INCR1/0	Increment/Normal flip-flop	10D2		
INIT0	INT key line from Console	14A3		
INTRI	TTY interrupt flip-flop	12E8		
IRLMP0 (only on Mod. 8/32)	Instruction Read Local Memory Parity Fail (from MBC)	7E3		
KA } KB }	Cycle counter flip-flops	Sheet 5		
KC0/1			Timing Control flip-flop, Control line timing	5F3, 5H4
KD1/0	Timing Control flip-flop Control line timing	5M6		
KSIG0	Function code line from CPU	1B4		
KSYN1/0	Timing Control flip-flop, SYN stretch	5H8		
KT1/0	Cycle counter-Terminate flip-flop	5N6		
KTM	Test point. Ground to kill Start Timer	14B5		
KY } KX }	Johnson Counter flip-flops for address cycle	5L8 5M8		

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
LBO } LA0 }	Signals controlling the loading of display registers	13J5
		13J6
LCCO	CC Bus - L Bit	7R2
LDBR0/1	Load Buffer Register pulse (active in Read mode only)	8C7
LDWAIT0	Decoded Load Wait Indicator function	7C8
LESYN1/0	Timing Control flip-flop Detects leading edge of SYNC	5H2
MCR001:091	MCR straps	Sheet 2
MCR110:150	Machine Control Registers	Sheet 7
MFINO	Module Finish line to CPU	7N8
MMF0	Machine Malfunction interrupt line to CPU	7G6
MSEL000:020	Module Select lines from CPU	1C8
MSIG0	Module Finish line to CPU - Tests the state of HW line	7N9
MSYN1	SYNC from Display or TTY controllers	11D8
MTA0/1 } MTB0/1 }	Master TTY Timer (440HZ Output)	12J3
MTC1 } MTD1 }	Timer clock counter (110HZ Output)	12H4
OV1/0	Overflow error flip-flop	8G8
PA0 } PBO } PC0 } PDO }	Pulse output functions (test points)	Sheet 1
PFDT0	Power Fail Detector output	14D3
PF1/0	Primary Power Fail flip-flop	14H5
POFF0	Power Off line from Console switch	14A3
POUTO	Pulse Out function	7C7
PPF0	Primary Power Fail interrupt line	14K6
RACK0	Receive Acknowledge interrupt signal	12F9
RDWDH1	Read-Write Data Halfword	6G4
RN	Negative side of RECEIVE loop	16H8
RP	Positive side of RECEIVE loop	16H6
RST0	Reset line for Display controller	10G3
S160:230	S Bus high	Sheet 2
S240:310	S Bus low	Sheet 3
SCC0	CC Bus - Strobe line	7R6
SCLR0/1	System initialize line MPX channel	15K2
SD001:071	Bi-Directional byte bus to Display Panel	Sheet 8
SELSH0/1	Select signal for S Bus high	2N1

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
SELSL1	Select signal for S Bus low	3F2
SH10 } SL00 }	Signals for sensing Display Console's Switch Register	13J7
		13J8
SHFT1/0	Shift Register pulses, nine per character	12N4
SKT1	Set KT flip-flop	5N3
SMCR0	Sense MCR 00:15	7C7
SMFIN0	B Bus operation finished signal	1L9
SNGLO/1	Single mode flip-flop	10G8
SR0	Status Request Control line, MPX channel	6H4
SR001:071	Shift Register-eight data stages	Sheet 11
SRG0	SR for Display Panel	10N6
SRGA0	SR line for TTY controller	10N3
SRGB0	SR line for Display controller	10N7
SSGL1/0	SINGL key line from Display Console	10A8
ST0	Start idle Timer flip-flop	12E4
STC1	Start gating on S Bus (non-D Bus operation)	2H4
STCLK1	Clock for ST flip-flop	12C3
STD1	Start gating on S Bus (D Bus operation)	2H5
STES1	Set TESYN flip-flop	
STMA0	Start Timer	14F5
STMB0/1	Start Timer flip-flop	14G8
STP1	System Stop flip-flop	14N5
STP1A	Buffered STP1 (test point)	14N5
STPF1/0	Start Power Fail Timer latch	14H3
STPFR0	Start Power Fail routine	14F2
STRTO	Module Start line from CPU	1C7
STT1	Start display controller timer	13E3
SYNO	SYNC test line - MPX channel	5A5
SYNO	SYNC test line MPX channel	11G9
TACK0	Transmit Acknowledge interrupt signal	12N8
TB0	Delay Control line, flip-flop	5B4
TC1/0	Timing Control delay pulses	59B
TDU	Device Unavailable line from TTY	16H4
TERM1	Timing Control flip-flop, Detect trailing edge of SYNC	5E6
THW0	Decoded Test Halfword function	7C7
TMG0/1	Timing gate control flip-flop	12D1
TMGIA	Timing gate test point	12N1
TN	Negative side of SEND loop	16H1
TP	Positive side of SEND loop (TTY)	16H3

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
TRNS0	Transmit signal to SEND loop	16F1
TX0/1 } TY0/1 }	Display controller timer	13G2 13J3
VCC0	CC Bus - V Bit	7R4
WAIT1	WAIT light control	13J9
WRT1/0	Write mode execute flip-flop for TTY	12D3
WT1/0	Write mode storage flip-flop for TTY	9N7
XA1/0	Flip-flop for gating LA and LB	13F5
XC1/0	Flip-flop for gating SH, SL	13F7
XLC1/0	Line check flip-flop (checks for START glitches and break conditions)	11M7
XPF1/0	Power Fail stop timer	14L5
XRPA	Pull-Up resistor	13F5
XRPB	Pull-up resistor	5L7
XRPD	Pull-up resistor	9M3
XRPE	Pull-up resistor	7E8
XRPF	Pull-Up resistor	7F1

APPENDIX 1. MODULE 3 OPERATIONS

The single precision floating point circuits of the ALU, called the FALU and addressed as Module 3, become active when the FALU recognizes its address on the Control Bus, provided the proper strapping has been supplied through the optional Writable Control Store (WCS). When the FALU becomes active the CPU signals start (STRT), and the function to be implemented is determined from the Control Bus. For FALU functions, the ALU clock is enabled and a hardware sequence is entered to perform the required operation. The shift gates are used to shift the A Bus or the S Bus right or left back into the A latch and on to the A Bus again as determined by the ALU algorithms.

The register stacks of the processor CPU-C board contain 16 32 bit single precision floating point registers (FR0:F),(MSEL000.MSEL011.MSEL021) of the Module Select Bits in the micro-instruction select the FR registers. Table A-1 shows the functions performed by the FALU.

TABLE A-1. MODULE 3 (FLOATING POINT) OPERATION

F FIELD	MODULE 3 (FLOATING POINT)
0 0 0 0	Not used
0 0 0 1	Load
0 0 1 0	Subtract With Carry
0 0 1 1	Add With Carry
0 1 0 0	Not used
0 1 0 1	Compare
0 1 1 0	Not used
0 1 1 1	Not used
1 0 0 0	Subtract
1 0 0 1	Add
1 0 1 0	Not used
1 0 1 1	Not used
1 1 0 0	Compare and Equalize
1 1 0 1	Not used
1 1 1 0	Multiply
1 1 1 1	Divide

When Module 3 is operable, an additional ALU arithmetic state is designated as shown in Figure A-1 (Compare to state diagram, Figure 19).

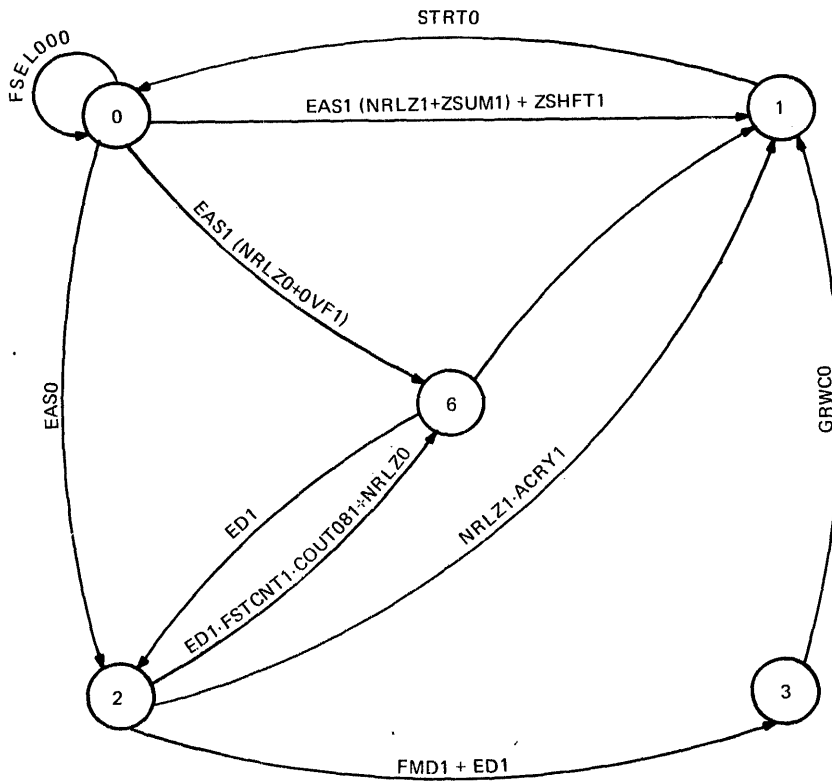


Figure A-1. ALU State Transitions, Including Module 3.

The logic determining the floating point state transitions are listed in Table A-2.

TABLE A-2. STATE REGISTER LOGIC, INCLUDING MODULE 3.

TRANSITION	ASA LOGIC	ASB LOGIC	ASC LOGIC	COMMENT
AS001 TO AS011	J = ZSHFT1 + EAS1·COUT080 (NRLZ1 + ZSUM1)			ABORT SHIFT IF SHIFT COUNT IS ZERO. FLT. PT. ADD/SUB. COMPLETE IF NO MANTISSA OVERFLOW AND RESULT IS NORMALIZED OR ZERO.
AS001 TO AS021		J = EAS0·AS001		UNCONDITIONAL TRANSFER IF NOT FLT. PT. ADD/SUB.
AS001 TO AS061		J = EAS1·(COUT081 + NRLZ0·ZSUM0)	J = EAS1·(COU081 + NRLZ0·ZSUM0)	FLT. PT. ADD/SUB. RESULTS IN MANTISSA OVERFLOW OR UN-NORMALIZED MANTISSA
AS021 TO AS011	J = ACRY1·NRLZ1	K = ACRY1·NRLZ1	J = ACRY1·NRLZ0 K = NRLZ1	SHIFT COMPLETE OR FLT. PT. MULT. COMPLETE AND NORMALIZED.
AS021 TO AS031	J = ACRY1·NRLZ1	K = FMD0+ED0		FIX PT. MULT./DIV. COMPLETE. FLT. DIVIDE COMPLETE.
AS021 TO AS061		K = ACRY1·NRLZ1	J = NRLZ0·ACRY1+ ED1·COUT081· FSTCNT1 K = NRLZ1	FLT. MULT. RESULTS IN UN-NORMALIZED MANTISSA. FIRST ITERATION OF FLT. DIVIDE REVEALS DIVIDEND LESS THAN DIVISOR.
AS031 TO AS011		K = GRWC0·AS031		FIX MULT/DIVIDE--FIRST HALF OF RESULT WRITTEN INTO DESTINATION REGISTER. FLT. DIVIDE - MQ TRANSFERRED TO AL.
AS061 TO AS021			J = ED1·FSTCNT1	FLT. DIVIDE - DIVIDEND HAS BEEN MADE SMALLER THAN DIVISOR. CONTINUE DIVIDE.
AS061 TO AS011	J = AS061·NRLZ1		K = NRLZ1	FLT. PT. RESULT HAS BEEN NORMALIZED.
AS011 TO AS001	RESET = STRT1	RESET = STRT1	RESET = STRT1	RESET TO AS001 WHEN CPU REMOVES STRT1.

The floating point simple functions are Load (ELD), Subtract with Carry (ESWC), Add with Carry (EAWC), and Compare (EC). These instructions are floating point instructions only in the sense that they manipulate floating point data. The hardware implementation is identical for that of the fixed point instructions and more of the exponent hardware is used.

Floating Point Instructions

Compare and Equalize

The Compare and Equalize instruction is always performed prior to a floating point Add/Subtract. The instruction effectively aligns the exponents of the two operands by shifting the mantissa of the smaller operand.

To simplify the logic for determining the larger operand, B00 is inhibited (forced to a one) during AS001. The difference of the two operands is taken (A-B), and the BGTR flip-flop (6C2) is loaded with the information (SBGTR1) determining the larger operand. The logic for this determination (3D3) is:

$$SBGTR1 = A001 \oplus B001 \oplus S001$$

but since B001 = 1,

$$SBGTR1 = A000 \oplus S001$$

If the BGTR flip-flop is set, B is the larger operand and A is shifted, or if BGTR is reset, A is the larger operand and B is shifted. The exponential difference is computed simultaneously and this result becomes the hexadecimal shift count. However, if this shift count exceeds 510, the operation is abandoned as significance is shifted out of the mantissa, the result being zero. The four bit magnitude comparator (8J2) compares the exponent difference to 510 and X0VF1 (8N4) determines if the shift count is less than 510. One additional problem occurs if the exponent of B is greater than the exponent of A. The difference results in a 2's complement number and does not reflect a true shift count. Should this occur, OCMP1 (8D7) is active and complements the difference and inhibits ACNT for one shift cycle in AS021, yielding the correct number of hexadecimal shifts.

During AS021, either the A or B Bus is inhibited (forced to all ones) and a subtraction is performed. The net result is to transfer the operand which is to be shifted into the AL register. Thereafter, the operand is shifted hexadecimally to the right according to the shift count. When the shift is complete (ACRY1), the transition is made to AS011 where the result is gated to the S Bus with the sign and exponent field zero filled. When the Add/Subtract instruction follows, the CPU always gates the larger operand onto the A Bus and the shifted operand to the B Bus.

The algorithm for Floating Point Compare and Equalize:

```

AS001      SUM0 → 1
           BG001 → 1
           AΔB
           A01:07ΔB01:07
           FXS05:07 → ACNT05:07
           if X0VF0, AS001 → AS021
           if X0VF1, AS001 → AS011

AS021      if ACRY1, AS021 → AS011
           if FSTCNT1
           {
             if OCMP1, ACNT → ACNT
             if OCMP0, ACNT Σ1 → ACNT
             if BGTR1, A00:31 → AL00:31
             if BGTR0, B00:31 → AL00:31
           }
           if FSTCNT0
           {
             ACNT Σ1 → ACNT
             0 → AL08:11
             AL08:27 → AL12:31
           }

AS011      if X0VF1, 0 → S00:31
           if X0VF0, 0 → S00:07, AL08:31 → S08:31
           MFIN → 1
    
```

Floating Point Add/Floating Point Subtract

One additional characteristic of floating point arithmetic beyond that discussed in the Compare and Equalize algorithm arises from floating point notation. The mantissa is represented by sign and magnitude. Positive numbers have a Sign bit equal to zero and negative numbers have a Sign bit equal to one. However, unlike fixed point notation, negative numbers are not represented in 2's complement format. Therefore, when performing an addition with unlike signs, a subtraction must be performed to obtain the true sum. Similarly, when performing a subtraction with unlike signs, to obtain a true difference an addition must be performed. This is accomplished by the FAXB1 address bit to the ALU ROM. The FAXB1 flip-flop (9N6) is set during AS021 of the Compare and Equalize instruction and the logic for this bit is $A001 \oplus B001$.

In AS001, the mantissas of A and B are added/subtracted and the exponent of A is presented to the exponent up/down counters. If adding (SUM1), it is possible to overflow the resultant-mantissa (COUT081) and a correction cycle is executed in AS061. If subtracting (SUM0), it is possible that the result may not be normalized and a normalize shift is executed in AS061. Should neither of these conditions arise, the transition to AS011 is direct and the result is gated to the CPU.

The algorithm for Floating Point Add is:

```

AS001      if FAXB0, SUM1→1, AΣB
           if FAXB1, SUM0→1, AΔB
           A01:07→XS01:07
           S00:31→AL00:31
           if NRLZ0·ZSUM0 + COUT081·SUM1, AS001→AS061
           if (NRLZ1+ZSUM1)·SUM1·COUT080, AS001→AS011
AS061      if SUM0 {
           0→AL28:31
           AL12:31→AL08:27
           XS01:07-1→XS01:07
           }
           if SUM1 {
           0→AL08:10
           1→AL11
           AL08:27→AL12:31
           XS01:1:07+1→XS01:07
           }
           if NRLZ1, AS061→AS011
AS011      if ZSUM1, 0→S00:31
           if ZSUM0 {
           AL08:31→S08:31
           XS01:07→S01:07
           A00→S00
           MFIN→1
           }

```

		{	S07:30 → AL08:31
	if M1	{	(A00 + B00) · ZSUM0 → AL00
		{	MQ00:30 → MQ01:31
		{	S31 → MQ00
		{	AL08:30 → AL09:31
	if M0	{	0 → AL08
		{	MQ00:30 → MQ01:31
		{	AL31 → MQ00
<u>AS061</u>			AL12:31 → AL08:27
			0 → AL28:31
			(XSΔ1) → XS
			if NRLZ1, AS061 → AS011
<u>AS011</u>		{	AL08:31 → S08:31
	if UFLO	{	XS01:07 → S01:07
		{	A00 ⊕ B00 → S00
	if UFL1, 0 → S00:31		
	1 → MFIN		

Floating Point Divide

Floating Point Divide is implemented by continuously subtracting the mantissa of B from the mantissa of the shifted partial remainder (AL) to ascertain which is the larger. If the partial remainder proves to be the larger, the quotient digit (Q31) is set to a one and the left shifted difference is taken as the new partial remainder. If the partial remainder is less than the divisor, the partial remainder is shifted left and the cycle is repeated.

Since the mantissas are true magnitude, the larger mantissa is readily detected by COUT081. However, if significance is shifted out of the n^{th} partial remainder, the $n+1$ partial remainder is, by definition, larger than the divisor. Therefore, the true logic for the quotient digit is:

$$Q311 = COUT081 + AL071$$

where AL071 detects a one being shifted out of the partial remainder.

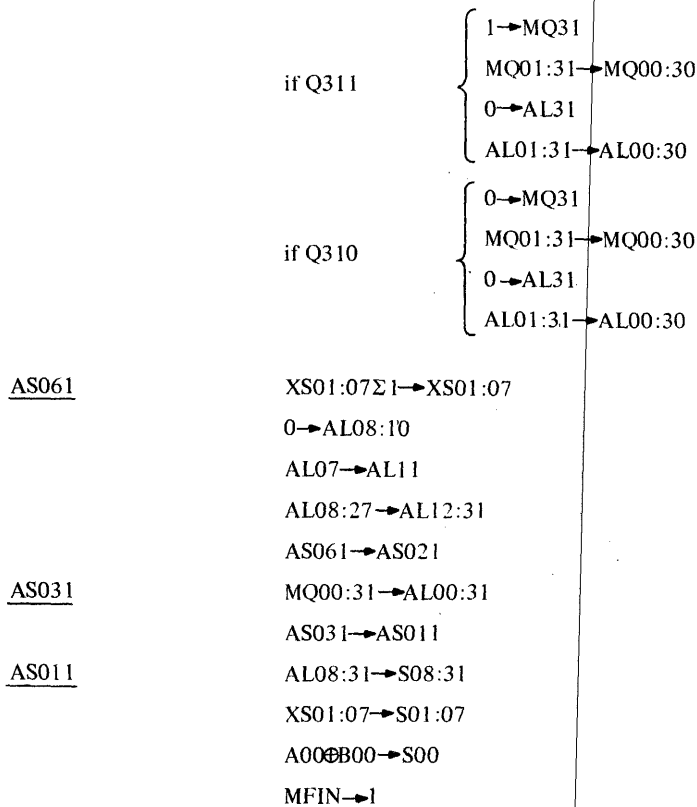
The exponent result is obtained by subtracting the divisor exponent (B01:07) from the dividend exponent (A01:07) and the sign bit is derived from A001 ⊕ B001.

On the first divide cycle, if COUT081 is detected, it is necessary to execute a correction cycle to be able to represent the results in 24-bits plus the sign. The mantissa (of the partial remainder) is shifted right one hexadecimal digit and the exponent is incremented. On the next clock, the ALU returns to AS021 and continues the divide iterations.

When the divide has been completed (ACRY1), the ALU goes to AS031, and gates MQ to the AL register and then goes to AS011.

The algorithm for Floating Point Divide is:

<u>AS001</u>	SUM0 → 1
	A00:31 → AL00:31
	A01:07 Δ B01:07 → XS01:07
	7 ₁₀ → ACNT
	AS001 → AS021
<u>AS021</u>	if ACRY1, AS021 → AS011
	if FSTCNT1 · Q311, AS021 → AS061
	ACNTΣ1 → ACNT
	ALΔB



Arithmetic Iterative Counter (ACNT01:05)

The iterative shifting of the ALU is controlled by a modulo 32 counter which is enabled during AS021. It is in AS021 that the iterative operations of shift and Multiply/Divide occur and this counter is used to determine completion of the operation and, therefore, the time at which transition to the next arithmetic state should occur. For floating point operations, the counter is used in two different modes as described below.

1. Floating Point Multiply/Divide

For these instructions, the counter is loaded with a count of 7₁₀ to allow for seven fewer iterations (the size of the exponent field). For floating point Multiply, when the counter reaches a count of 30₁₀ the transition is made from AS021 to AS011 if the result is normalized, or to AS061 if the result is not normalized. For floating point Divide, when the counter reaches a count of 31₁₀, the transition from AS021 to AS031 is made.

2. Compare and Equalize

This instruction is always performed prior to execution of a floating point Add/Subtract instruction. It is used to align the exponents of the two operands by shifting the mantissa of the lesser operand. The smaller operand is shifted right hexadecimally an amount determined by the difference of the two exponents. The shift count, therefore, is loaded from FXS051:071 which is the difference of the exponents. It is possible that this difference may result in a 2's complement number. Should this occur, the 1's complement of this result is loaded into the counter, and the counter is inhibited on the first count of AS021. This is accomplished by the logic at gate 09C03. If this difference should result in a shift count greater than 5₁₀, the operation is aborted since this would result in shifting significance out of the mantissa. Should this occur, a signal called X0VF1 forces a shift count of zero and the operation is aborted. When the shift is complete, the counter reaches a count of 31₁₀, and ACRY1 forces the transition from AS021 to AS011.

Arithmetic Condition Code

The ALU gates appropriate Condition Code flags to the CPU for all ALU functions. When the ALU senses its address and receives a start (STRT) it signals the CPU with SCC0 that a new Condition Code is available. Figure 18 (ALU Functional Block Diagram) shows that the ALU Condition Code circuits consist of combinational logic which determines the resultant condition of each instruction. These are latched in a register. The clock which latches the Condition Code is gated in one of two ways. For the simple functions (FSEL000), the clock results from STRT, delayed an appropriate amount of time to allow the ALU to complete its function. For complex functions (FSEL001), the clock is generated in AS011 at the conclusion of an instruction. The Condition Code is then gated onto the bus through a tri-state multiplexor. The representation of each flag is as follows.

1. VCC0 (Arithmetic Overflow).

The logic for this flag is shown on Sheet 3 (SVCC0). It is enabled for fixed point Add, Subtract, and Divide; and floating point Add, Subtract, Compare and Equalize, Multiply, and Divide. The flag is active for fixed-point Add/Subtract instructions when an overflow is determined by the logic:

$$ASIGN0 \cdot S001 \cdot (BG001 + SUM1) \oplus ASIGN1 \cdot S000 \cdot (BG001 \oplus SUM1).$$

The V flag is active for fixed point Divide on the first iteration of the Divide if the quotient bit is determined to be a one. This condition is called a Divide Fault (DFLT) and indicates that the result cannot be contained in 31 bits plus sign. The V flag also sets for fixed point Divide at the end of the divide algorithm if the calculated sign of the quotient is incorrect. For floating point instructions, all mantissa overflow is correctable by shifting the mantissa and adjusting the exponent. Therefore, floating point overflow/underflow is a function of exponent arithmetic alone. The V flag is set for the following conditions:

$$\begin{aligned} OFL1 &= AM011 \cdot (BG011 \oplus EM1) \cdot FXS011 \oplus SOFL1 \\ OFL1 &= CAE1 \cdot XOVF1 + AM010 \cdot (BG011 \oplus EM1) \cdot FXS010 \oplus SUFL1 \end{aligned}$$

2. CCC0 (Carry).

The logic for this flag is shown on Sheet 2. It is enabled for fixed point Add/Subtract, Shifts, and Divide; and floating point Compare, and Compare and Equalize. For fixed point Add/Subtract the logic is $SUM1 \text{ COUT}001 + SUM0 \text{ COUT}000$ respectively. For floating point Compare, the logic is essentially, SLCC0, and is used to signal the larger of the two numbers. The C flag is also active for fixed point Divide to signal a divide fault and for floating point Compare and Equalize to signal B as the greater operand (BGTR0). For Shift type instructions, the C flag is the state of the last bit to be shifted. This is selected by the eight to one (8/1) multiplexor whose select control lines are encoded to yield the proper bit for every type shift. The selected bit is then latched by the flip-flop shown at 2E2.

It should also be noted that the Module Signal (MSIG0) from the ALU is identical to CCC0.

3. LCC (Less Than Zero)

The L flag represents the sign of any arithmetic operation. For fullword fixed point operations it is the sign of the result and for halfword shifts it is the sign of Bit 16 (S161). For floating point operations, it is the sign of the floating point result except where exponent underflow occurs or if the floating point result is zero. For these cases the L flag is forced to the inactive state. For floating point compare the logic $[(A001 + B001) \oplus \text{COUT}000] \cdot ZSUM0$.

4. GCC0 (Greater Than Zero)

This flag logically represents the occurrence of not less than zero and results not equal to zero and not exponential underflow. This can be logically represented as follows:

$$GCC0 = LCC0 \cdot ZSUM0 \cdot UFLO$$

The heart of the ALU is built from the four bit arithmetic/logical elements (Perkin-Elmer Part Number 19-067) and a format ROM used to control them. Also used in conjunction with the ALU chips are a two level carry-look ahead scheme (Perkin-Elmer Part Number 19-068).

The ALU is essentially controlled by 256X4 bit ROM. FSEL001:031 and MSEL011 address the ROM and determine the required control for the given instruction. ASIGN1, BSIGN1, and FAXB1 provide needed additional information to insure correct control for fixed point Multiply/Divide and for floating point Add/Subtract. Shown in Table A-3 is a listing of ALU control for floating point and the respective operations as a function of the address bits. One additional control bit (ALOG1) is required to correctly specify logical operations from arithmetic operations. The logic for this gate (12L2) is:

$$MSEL010 \cdot FSEL000 \cdot FSEL011$$

and essentially decodes the logical operations as per the FSEL field.

There are two levels of gating beyond the ROM outputs on AMOD00:03. These are to provide two basic override functions. The first is included for the Compare and Equalize instruction. The ROM is coded for a Subtract to obtain the difference of A and B. However, once we determine which is smaller, we wish to load the smaller mantissa into the A latch where it can be shifted. The bus which is not to be shifted is inhibited (forced to all one's) and the transfer into the A latch is accomplished by forcing a carry in and modifying AMOD00:03 to perform an addition. The gate which provides this over-ride to ROM control is located at 9H4.

The second override function provided is to transfer A to S. This is accomplished by XFR0 (12M5). The cases for which this is necessary are as follows.

1. In AS001 for shifts and Multiply/Divide (fixed and float) to transfer operand from the A Bus to the A latch.
2. In AS011 to transfer contents of A latch to the S Bus.
3. In AS031 in fixed point multiply to transfer contents of A latch to the S Bus.
4. In AS031 of divide (fixed and float) to transfer contents of A latch to S Bus under certain conditions (see divide algorithms).

TABLE A-3. ALU ROM CONTROL FOR FLOATING POINT

FAXB1	BSIGN1	ASIGN1	MSEL011	FSEL001	FSEL011	FSEL021	FSEL031	AMOD031	AMOD021	AMOD011	AMOD001	FUNCTION	COMMENTS
X	X	X	1	0	0	0	1	1	0	0	1	SUM1	FLT. PT. LOAD
X	X	X	1	0	0	1	0	0	1	1	0	SUM0	FLT. PT. SUB. WITH CARRY
X	X	X	1	0	0	1	1	1	0	0	1	SUM1	FLT. PT. ADD WITH CARRY
X	X	X	1	0	1	0	1	0	1	1	0	SUM0	COMPARE
0	X	X	1	1	0	0	0	0	1	1	0	SUM0	FLT. PT. SUB. - SIGNS ALIKE
1	X	X	1	1	0	0	0	1	0	0	1	SUM1	FLT. PT. SUB. - SIGNS DIFFER
0	X	X	1	1	0	0	1	1	0	0	1	SUM1	FLT. PT. ADD - SIGNS ALIKE
1	X	X	1	1	0	0	1	0	1	1	0	SUM0	FLT. PT. ADD - SIGNS DIFFER
X	X	X	1	1	1	0	0	0	1	1	0	SUM0	COMPARE AND EQUALIZE
X	X	X	1	1	1	1	0	1	0	0	1	SUM1	FLT. PT. MULTIPLY
X	X	X	1	1	1	1	1	0	1	1	0	SUM0	FLT. PT. DIVIDE

NOTE: SUM1 = SUM, SUM0 = DIFFERENCE

MQ Register

The Multiplier Quotient Register is used exclusively in Multiply/Divide instructions. It is comprised of eight MSI four bit shift registers which are capable of shifting left or right.

Control for the MQ registers is located at 7N4. The A Bus is always loaded into MQ in AS001 by forcing both SR1 and SL1 high. This is accomplished by clearing the Control flip-flop (7K4) with STRT1. For multiply, SR1 is active to perform right shifts and SL1 is inactive. The opposite is true for divide when shifts left are performed.

AL Register and Shift Multiplexors

The AL registers are comprised of eight MSI quad D type flip-flops with double rail output. They are used in all complex functions (FSEL001) as a holding register for shift type operations.

Shifts are performed by enabling one of four multiplexors depending on the type of shift to be performed. The multiplexor outputs are OR-tied together and perform the following types of shifts.

1. n: has S001:311 and MQ001:311 as inputs. Does not shift; used for transferring MQ or A Bus to AL register.
2. n+1: has S011:311 and AL021:311 as inputs. Performs left one shifts for Shift instructions and Divide instructions. End points are determined by AGL001 and AGL311 (Sheet 8).
3. n-1: has S001:301 and AL001:301 as inputs. Performs right one shifts for Shift instructions and Multiply instructions. End points are determined by AGR001 and SGR001 (Sheet 8).
4. n+4: has AL121:311 and AL081:271 as inputs. Shifts left hexadecimally (n+4) to normalize and shift right hexadecimally (n-4) to correct overflow conditions or for Compare and Equalize instruction.

Exponent Arithmetic

Exponential arithmetic is accomplished through the use of two 19-067 4-bit arithmetic/logic elements. The exponent fields (Bits 01:07) of A and B are either added to or subtracted from each other, depending upon the instruction. The result is loaded into an up-down counter, where the exponent may be incremented or decremented as required by post-normalization or overflow correction.

As previously mentioned (Section 3.2.4), in the Compare and Equalize instruction, the exponent difference may result in a 2's complement number and it was necessary to take the 1's complement of this for use as the shift count. This is accomplished by the Exclusive-OR gates connected to the ALU chips and the control signal OCMP1. The 4-bit magnitude comparator is used to determine if the magnitude of the exponent difference is greater than 5₁₀. Should this be the case, the Compare and Equalize instruction is aborted since significance would be shifted out of the mantissa. XOVF1 detects this case.

Perkin-Elmer uses excess 64 notation to express floating point numbers. As a result of an exponent addition or subtraction, the result becomes unbiased (i.e., the excess 64 is lost). To restore excess 64 notation to the exponent field in floating point Multiply/Divide, the most significant bit of the exponent field is complemented. This is accomplished by the Exclusive-OR gate whose logic is FXS011 \oplus EMD1.

2KB

WRITABLE CONTROL STORE



MODEL 8/32

WRITABLE CONTROL STORE

INSTALLATION SPECIFICATION

INTRODUCTION

The Writable Control Store (WCS) is an option which extends the flexibility of the user level Processor to that of the micro-machine. The WCS has the capability of storing and retrieving data within the control store, plus the capability of dynamically altering control store instructions. In effect, the micro-programmer has the full capability of the user level machine at micro-processor speeds.

The WCS offers 2KB of control store, sufficient to contain 512 instructions or some combination of instructions and data. It is contained on the 8/32 CPC Processor board and requires typically 7 Amperes of 5VDC for power.

This specification provides the necessary information for the installation of the 8/32 Writable Control Store (WCS) option.

PHYSICAL CHARACTERISTICS (35-555 Board also includes 8/32 CPC)

Dimensions – Board 381 mm x 381 mm (15" x 15")

Weight – 2.72 kilograms (16 pounds) approximately.

Power – 5VDC at 10 Amperes maximum

Hardware

- one additional power supply regardless of expansion.
- one 35-555F01 Board
- one 17-360 front edge ribbon cable
- one illegal instruction ROM on 8/32 CPB ROM.

UNPACKING

When the WCS option is shipped with a system, it is installed at the factory. All cables and printed circuit boards should be inspected to ensure proper seating.

INSTALLATION

Chassis

Slot 6 of the Basic Processor lower chassis is used for the 8/32 WCS option. The WCS is mounted on the 35-555F01 board (the 8/32 Processor CPC board).

Power

An additional power supply, regardless of configuration, has to be used to provide an extra 5VDC (P5) source for WCS. See Figure 1.

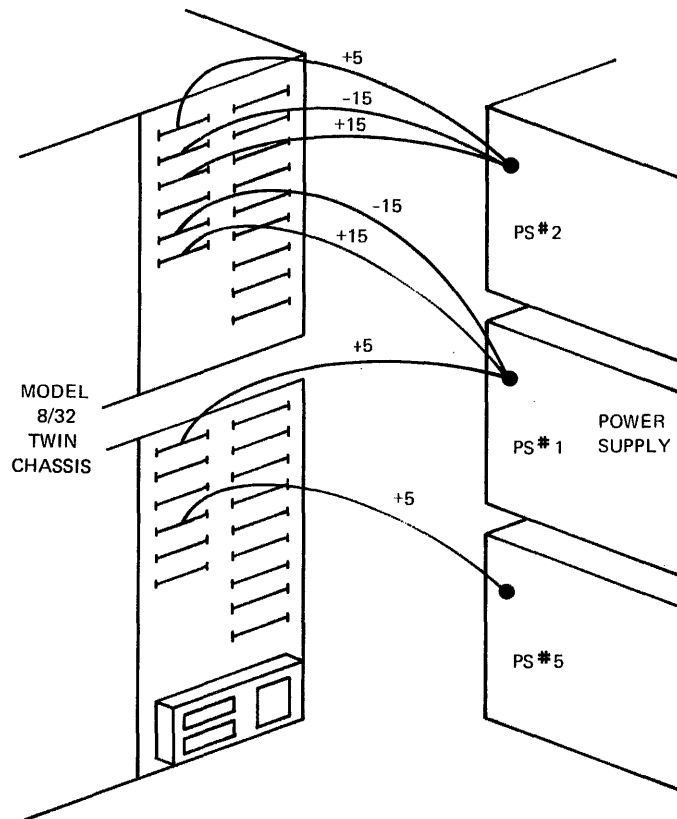


Figure 1. 8/32 Processor With WCS and/or DFU Power Wiring

Cabling

The 17-360 cable connects Connector 4 on the CPB and CPC Processor boards.

Strapping

Refer to the Writable Control Store Maintenance Specification, 35-555F01A21 for strapping details.

Testing

Upon completion of the installation, and before power is applied, all voltages should be checked for shorts between each other and ground. Proper operation of the WCS is tested by the execution of the WCS Test Program, 06-192.

Other

Illegal instruction ROM, 19-084F43, on the 8/32 CPB board (35-537) at Location 00C must be replaced by 19-084F48.

2K WRITABLE CONTROL STORE

8KB



WRITABLE CONTROL STORE MAINTENANCE SPECIFICATION

2 KB

INTRODUCTION

The Writable Control Store (WCS) is an option which extends the flexibility of the user level Processor to that of the micro-machine. The WCS has the capability of storing and retrieving data within the control store, plus the capability of dynamically altering control store instructions. In effect, the micro-programmer has the full capability of the user level machine at micro-processor speeds.

The WCS offers 2KB of control store, sufficient to contain 512 instructions or some combination of instructions and data. It is contained on the unused half of the 8/32 CPC Processor board and requires typically 7 Amperes of 5VDC for power.

This specification describes the functional operation of the Model 8/32 Writable Control Store and provides information necessary for its maintenance. This specification references CPC Functional Schematic 35-555D08. Perkin-Elmer schematic title, drawing number, and sheet number are located in the lower right corner of each sheet. Each sheet is zoned alphabetically across the top and bottom margins and numerically down the side margins. These schematics are referenced throughout the block diagram and functional analysis text to correlate specific locations on the schematics to the text. When a specific location is referenced by the text, a number-letter-number is used to designate schematic sheet number, and zone location within the sheet. For example, schematic reference (3B5) is found on Sheet 3, at the intersection of Zone B and 5.

BLOCK DIAGRAM ANALYSIS

Data is stored in a 512 x 32 bit array subdivided into two pages, i.e., A and B. Each page stores 256 fullwords of data. Each page is further delineated as a high half which stores Data Bits CSD001:151, and a low half which stores Data Bits CSD161:311. Data to be written into the Writable Control Store is derived from the backpanel A Bus, buffered, and fanned out to Pages A and B. See Figure 1.

The address to be read (or written) is derived from the Control Store Address lines (CSA) 04:15 originating on the 8/32 CPB board. The four most significant address lines (CSA 04:07) are strapped to enable a selectable address range for the WCS. The eight least significant address lines are buffered directly as A0:A7, and select one out of 256 addresses within each page.

FUNCTIONAL SCHEMATIC ANALYSIS

Storage Device

The basic storage element used in the WCS is the 19-077 static bi-polar Random Access Memory (RAM) employing tri-state output, organized 256 words by one bit. It is intended for high speed memory applications where low input loading on chip address decoding, and high capacitive drive capability are required. See Table 1.

The three state output has the characteristic TTL totem pole output with active elements driving both the ONE and ZERO output voltage levels, plus the capability to disable both driving elements to a high impedance state when the device is not selected. The data output can then be tied to a common output bus which can be driven by only one active output or a passive pull-up.

The memory device (19-077) is addressed with the A0-A7 inputs which select one of 256 words. The chip is enabled by making all Memory Enables, Pins 3, 4, and 5 low. If any of the Memory Enables are high, the chip is in the high impedance state. If the Write Enable Pin 12 is high and the chip is enabled, the stored data (complement of data applied at input during write cycle) is read on the output pin. If the Write Enable Pin 12 is low and the chip is enabled, the data on the input pin is written into the addressed word.

Writing into WCS

Refer to Figure 2, Timing Diagram. During Control Store Write operation, the Processor traverses Processor Control States 0, 2, and 3. The Write instruction is decoded in Control State 0. The CPB deposits the WCS address on CSA 04:15 lines at least 10 nanoseconds before Control State 2 is entered. The CSA 070 determines which page is written into by activating either ODD0 or EVEN0 chip enable lines.

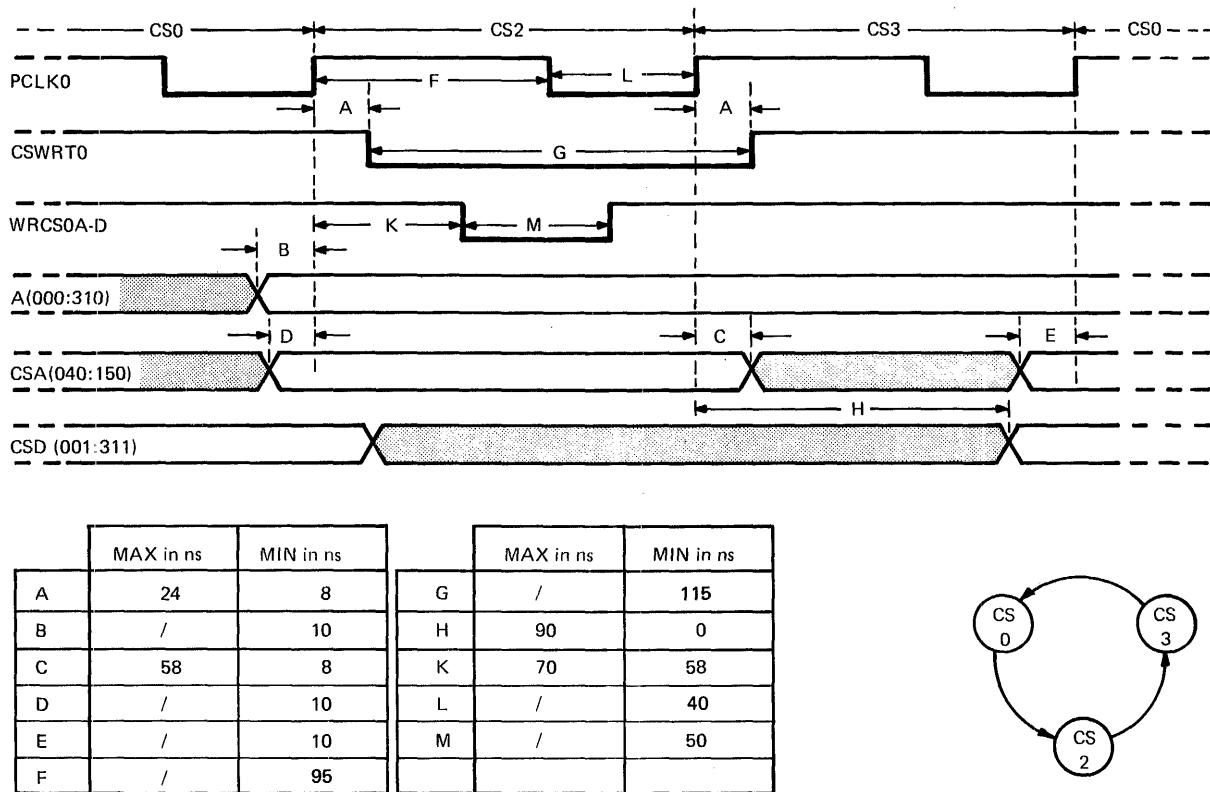


Figure 2. Control Store Write Operations

The CSA 04:06 are factory strapped to inhibit the chip enable lines for any address outside the X'800'-'9FF' range. The CSA 08:15 are buffered directly as A0:A7, and select one out of 256 addresses within each page. The CPB holds address lines static at least 10 nanoseconds after Control State 2 to 3 transition. The data to be written into WCS is deposited on the backpanel A Bus at least 10 nanoseconds before CS0→CS2 transition.

This data is buffered on the WCS board and applied simultaneously to both pages of the WCS. Data is held static throughout the CS2 state.

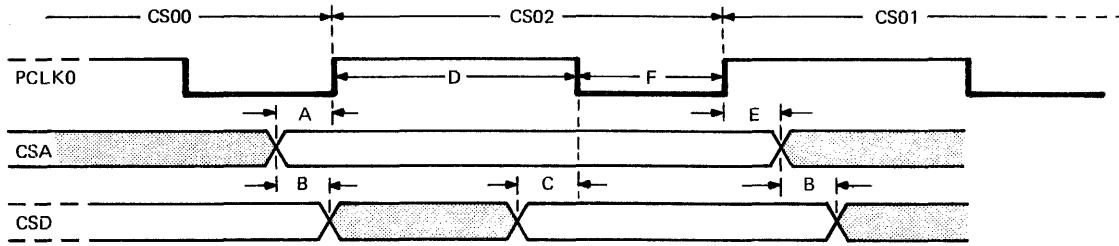
Writing of one 32-bit word is accomplished in Control State 2. Write operation is distinguished from a Read operation by CSWRT going active. This signal is used to derive Write enable pulses WRCS0A-D. The width of WRCS0 is guaranteed to be 50 nanoseconds minimum.

The 40 nanosecond delayed Processor Clock (PCLK0) is used to build the leading edge of WRCS0. This ensures that the switching noise on the leading edge of CSWRT signal is screened off. The trailing edge of WRCS0 is generated by the DPCLK0A signal (Processor Clock Delayed 20 nanoseconds).

Since PCLK0 is high (inactive) for 85 nanoseconds minimum, the width of WRCS0 is guaranteed to be 50 nanoseconds minimum. The DPCLK0A input also ensures that a sufficient data and address hold time is allowed after the trailing edge of WRCS0.

Control Store Read

Refer to Figure 3.



NOTE: CSWRT0 WILL STAY HIGH THRUOUT THE ENTIRE CS READ OPERATION

- A = 10 ns MAX
- B = 10 ns MIN
- C = 10 ns MIN
- D = 95 ns MIN
- E = 10 ns MIN
- F = 40 ns MIN

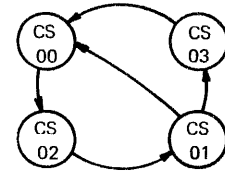


Figure 3. CPU/WCS Interface Timing Control Store Read Operations

The Read instruction is decoded in Control State 0. The CPB gates the address on the buses prior to entering Control State 2 as described in the section on writing into WCS. The CSWRT0 is held high throughout the Read instruction. During CS2, WCS deposits one 32-bit word on Control State Data bus (CSD) 001:311. The data on the bus must be settled at least 10 nanoseconds before the negative going edge of PCLK0 (see parameter C in Figure 3) which latches the data read from the WCS in the Processor Register Stacks.

WCS Strapping

Address strapping.

The 8/32 WCS responds to the Control Store addresses within the X'800^h9FF^h range.

NOTE

Strapping Address X'800 - 9FF^h 21-25, 22-28, 23-30, 24-31, 46-25, 45-28, 44-30, 43-32.

ROUTINE MAINTENANCE

Routine maintenance consists of running the WCS Test Program 06-192.

MODEL 8/32

2K WRITABLE CONTROL STORE

INSTALLATION SPECIFICATION

INTRODUCTION

The Writable Control Store (WCS) option extends the flexibility of the user level processor to that of the micro-machine. The WCS has the capability of storing and retrieving data within the control store, plus the capability of dynamically altering control store instructions. In effect, the micro-programmer has the full capability of the user level machine at micro-processor speeds.

The WCS offers 8KB of control store, sufficient to contain 2048 instructions or some combination of instructions and data. It is contained on the 8/32 CPC Processor board and requires typically 10 Amperes of 5VDC for power.

This specification provides the necessary information for the installation of the 8/32 Writable Control Store (WCS) option.

PHYSICAL CHARACTERISTICS (35-663 Board also includes 8/32 CPC)

Dimensions - Board 381 mm x 381 mm (15" x 15")

Weight 2.72 kilograms (6 pounds) approximately

Power - 5VDC at 15 Amperes maximum

Hardware

- one additional power supply regardless of expansion.
- one 35-663F00 board
- one 17-360F01 front edge ribbon cable
- one illegal instruction ROM on 8/32 CPB ROM.

UNPACKING

When the WCS option is shipped with a system, it is installed at the factory. All cables and printed circuit boards should be inspected to ensure proper seating.

INSTALLATION

Chassis

Slot 6 of the lower chassis on a 356 mm (14") Basic Processor Twin Chassis is used for the 8/32 WCS option. The WCS is mounted on the 35-633F00 board (the 8/32 Processor CPC board).

Power

An additional power supply, regardless of configuration, has to be used to provide an extra 5VDC (P5) source for WCS. See Figure 1.

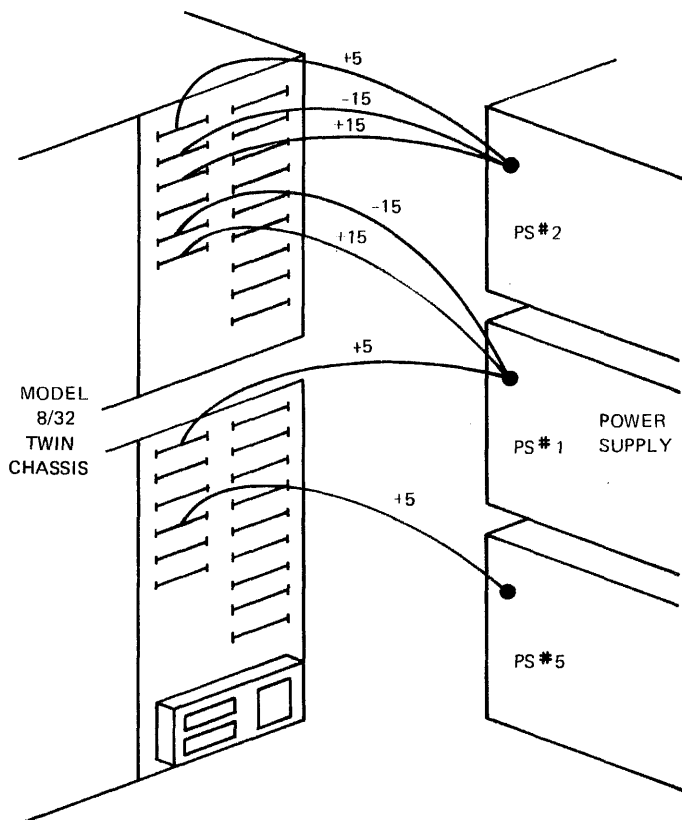


Figure 1. 8/32 Processor with WCS and/or DFU Power Wiring

Cabling

- The 17-360F01 cable connects Connector 4 on the CPB and CPC Processor boards.

Testing

Upon completion of the installation, and before power is applied, all voltages should be checked for shorts between each other and ground. Proper operation of the WCS is tested by the execution of the WCS Test Program, 06-192.

Other

- Illegal instruction ROM, 19-195F13, on the 8/32 CPB board (35-537F01) at location 00C must be replaced by 19-195F14.

MODEL 8/32

2K WRITABLE CONTROL STORE MAINTENANCE SPECIFICATION

INTRODUCTION

The Writable Control Store (WCS) is an option which extends the flexibility of the user level processor to that of the micro-machine. The WCS has the capability of storing and retrieving data within the control store, plus the capability of dynamically altering control store instructions. In effect, the micro-programmer has the full capability of the user level machine at micro-processor speeds.

The WCS offers 8KB of control store, sufficient to contain 2048 instructions or some combination of instructions and data. It is contained on the unused half of the 8/32 CPC Processor board and requires typically 10 Amperes of 5VDC for power.

This specification describes the functional operation of the Model 8/32 Writable Control Store and provides information necessary for its maintenance. This specification references CPC Functional Schematic 35-663D08. Perkin-Elmer schematic title, drawing number, and sheet number are located in the lower right corner of each sheet. Each sheet is zoned alphabetically across the top and bottom margins and numerically down the side margins. These schematics are referenced throughout the block diagram and functional analysis text to correlate specific locations on the schematics to the text. When a specific location is referenced by the text, a number-letter-number is used to designate schematic sheet number, and zone location within the sheet. For example, schematic reference (3B5) is found on Sheet 3, at the intersection of Zone B and 5.

BLOCK DIAGRAM ANALYSIS

Data is stored in a 2048 x 32 bit array subdivided into two pages, i.e., A and B. Each page stores 1024 fullwords of data. Each page is further delineated as a high half which stores Data Bits CSD001:151, and a low half which stores Data Bits CSD161:311. Data to be written into the Writable Control Store is derived from the backpanel A Bus, buffered, and fanned out to Pages A and B. See Figure 1.

The address to be read (or written) is derived from the Control Store Address (CSA) lines 04:15 originating on the 8/32 CPB board.

FUNCTIONAL SCHEMATIC ANALYSIS

Storage Device

The basic storage element used in the WCS is the 19-218 static bi-polar Random Access Memory (RAM) employing tri-state output, organized 1024 words by one bit. It is intended for high speed memory applications where low input loading on chip address decoding, and high capacitive drive capability are required. See Table 1.

The three state output has the characteristic TTL totem pole output with active elements driving both the ONE and ZERO output voltage levels, plus the capability to disable both driving elements to a high impedance state when the device is not selected. The data output can then be tied to a common output bus which can be driven by only one active output or a passive pull-up.

The memory device (19-218) is addressed with the A0-A9 inputs which select one of 1024 words. The chip is enabled by making the Memory Enable Pin 1 low. If the Memory Enable is high, the chip is in the high impedance state. If the Write Enable, Pin 14, is high and the chip is enabled, the stored data is read on the output pin. If the Write Enable, Pin 14, is low and the chip is enabled, the data on the input pin is written into the addressed word.

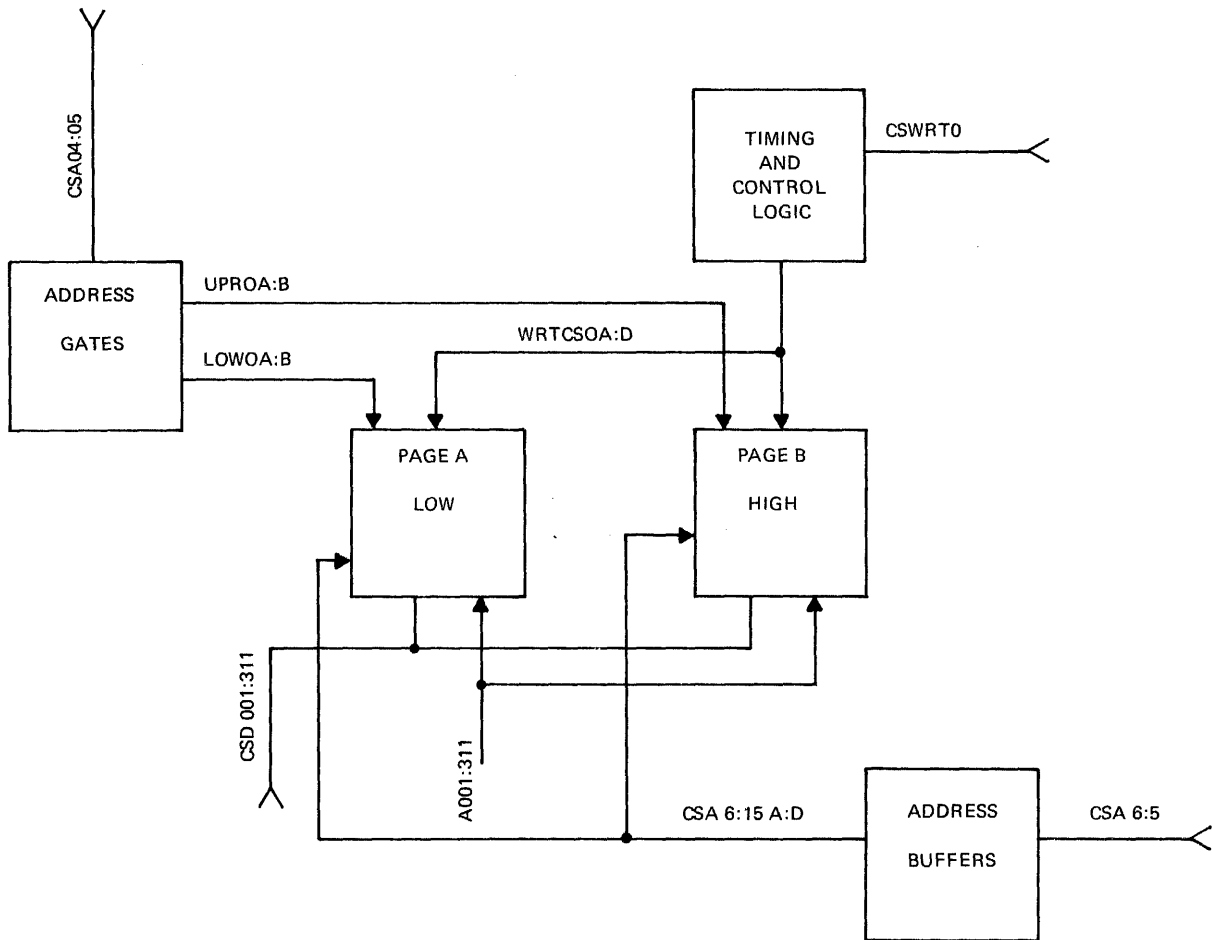


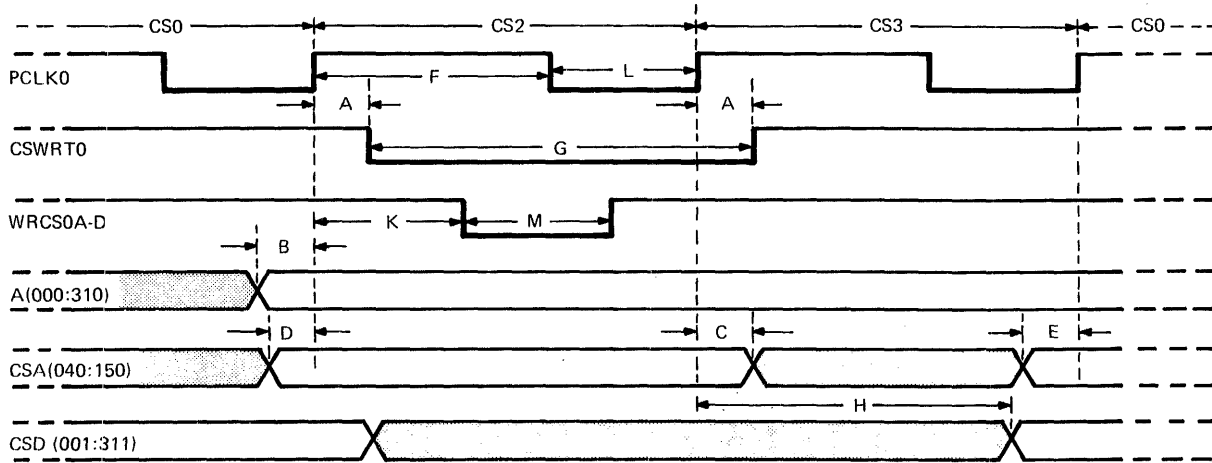
Figure 1. 8/32 WCS Block Diagram

TABLE 1. 19-218 MEMORY DEVICE TRUTH TABLE

CHIP SELECT	WRITE ENABLE	OPERATION	OUTPUT
LOW	LOW	WRITE	UNDEFINED
LOW	HIGH	READ	WRITTEN DATA

Writing into WCS

Refer to Figure 2, Timing Diagram. During Control Store Write operation, the processor traverses Processor Control States 0, 2, and 3. The Write instruction is decoded in Control State 0. The CPB deposits the WCS address on CSA lines 04:15 at least 10 nanoseconds before Control State 2 is entered.



	MAX in ns	MIN in ns		MAX in ns	MIN in ns
A	24	8	G	/	105
B	/	10	H	90	0
C	58	8	K	70	58
D	/	10	L	/	40
E	/	10	M	/	50
F	/	85			

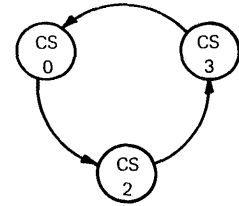


Figure 2. Control Store Write Operations

The WCS is inhibited for any address outside the X'800' - 'FFF' range. The CSA 06:15 are buffered directly as A0:A9, and select one of 1024 addresses within each page. The CPB holds address lines static at least 10 nanoseconds after Control State 2 to 3 transition. The data to be written into WCS is deposited on the backpanel A Bus at least 10 nanoseconds before CS0 CS2 transition.

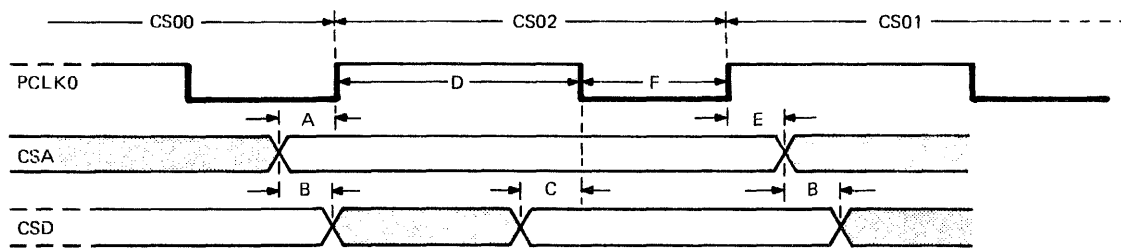
This data is buffered on the WCS board and applied simultaneously to both pages of the WCS. Data is held static throughout the CS2 state.

Writing of one 32-bit word is accomplished in Control State 2. Write operation is distinguished from a Read operation by CSWRT going active. This signal is used to derive Write enable pulses WRCS0 A-D. The width of WRCS0 is guaranteed to be 50 nanoseconds minimum.

Since PCLK0 is high (inactive) for 85 nanoseconds minimum, the width of WRCS0 is guaranteed to be 50 nanoseconds minimum.

Control Store Read

Refer to Figure 3.



NOTE: CSWRTO WILL STAY HIGH THRUOUT THE ENTIRE CS READ OPERATION

A = 10 ns MAX D = 85 ns MIN
 B = 10 ns MIN E = 10 ns MIN
 C = 10 ns MIN F = 40 ns MIN

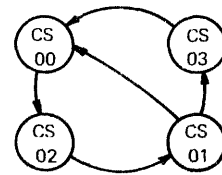


Figure 3. CPU/WCS Interface Timing Control Store Read Operations

The Read instruction is decoded in Control Store 0. The CPB gates the address on the busses prior to entering Control State 2 as described in the section on writing into WCS. The CSWRTO is held high throughout the Read instruction. During CS2, WCS deposits one 32-bit word on Control State Data (CSD) bus 001:311. The data on the bus must be settled at least 10 nanoseconds before the negative going edge of PCLK0 (see parameter C in Figure 3), which latches the data read from the WCS in the Processor Register Stacks.

WCS Strapping

Address:

The 8/32 2K WCS responds to the control Store addresses within the X'800' - 'FFF' range.

ROUTINE MAINTENANCE

Routine maintenance consists of running the WCS Test Program 06-192.

MEMORY



MODEL 8/32 MAIN MEMORY SYSTEM MAINTENANCE SPECIFICATION

1. INTRODUCTION

This specification applies to the Perkin-Elmer Model 8/32 Main Memory System components listed in Table 1.

TABLE 1. MODEL 8/32 MAIN MEMORY COMPONENTS

BOARD PART NO.	MNEMONIC	FUNCTION
35-534	LMI	LOCAL MEMORY INTERFACE
35-535	MBC	MEMORY BUS CONTROLLER

2. SCOPE

This specification describes the overall operation of the Model 8/32 Main Memory System consisting of one MBC and two LMI boards used in conjunction with the 32-206(02-409) 32 KB Memory Module or the 32-209(02-483) 750 ns 64 KB Memory Module. The Main Memory System interconnection to the CPA Bus and the Extended Direct Memory Access (EDMA) port are covered by this specification. The specification also provides a block diagram description, timing information, troubleshooting and maintenance, and a mnemonic list for the MBC and LMI.

3. SYSTEM BLOCK DIAGRAM

The basic organization of the Main Memory System is shown in Figure 1. Access to the memory system is made through two ports: The CPU port which interfaces with the CPA board, and the EDMA port which interfaces with the Extended Direct Memory Access Bus.

The Memory Bus Controller (MBC) board controls the two ports into the local memory and provides a third data path which enables the CPA to directly access remote memory located on the EDMA Bus. The MBC also maintains a cache memory of eight halfwords which is used to store instructions in a look-ahead fashion, and is equipped with circuits to resolve contention between the CPU port, EDMA port, and look-ahead cache for access to Local Memory. The MBC maintains the control logic for the EDMA Bus (QUE0, RPC0/TPC0, and SOT0 as described in Section 7).

The Local Memory Interface (LMI) board provides all signals necessary to control the Local Memory Modules (LMMs) and steers halfword data to the appropriate Memory Module bank for halfword operations. In addition, the LMI generates and checks parity, on systems so equipped.

3.1 Memory System Organization

The Model 8/32 Memory System is organized into a pyramid structure which places four Memory Module banks in parallel (see Figure 1). Note that each LMI controls two banks of Memory Modules, each 16 bits wide, which are accessed simultaneously to give a 32 bit wide fullword of data on each memory access cycle of an LMI. The MBC is connected via the 32-bit Local Memory Bus to two LMI boards, each of which controls half of the available memory.

The addressing structure of the memory system is such that the two halves of memory controlled by separate LMI boards are interleaved; i.e., successive fullwords are controlled by alternate LMIs. Looking at the address format (Figure 2), only 19 of 20 address bits are used by the memory system. Bit 17, the fullword bit, determines which of the two LMIs controls the requested address; Bit 18, the halfword bit, determines which of the two banks controlled by the LMI contains the requested halfword (used only for halfword operations). These bits are used only within each LMI to select the appropriate memory bank and Bits 0:16 are then sent to the memory bank to address the desired location within the selected bank. Thus, addresses in which Bits 17 and 18 are both zero, are found in the bank with interleaving address 00 (Figure 1), and similarly for the other three combinations of the two least significant bits.

The two important features of the Main Memory System organization are: 1. Fullword data paths, providing true fullword access capability; 2. Fullword interleaving, reducing the effective memory cycle time for accesses to subsequent fullword addresses.

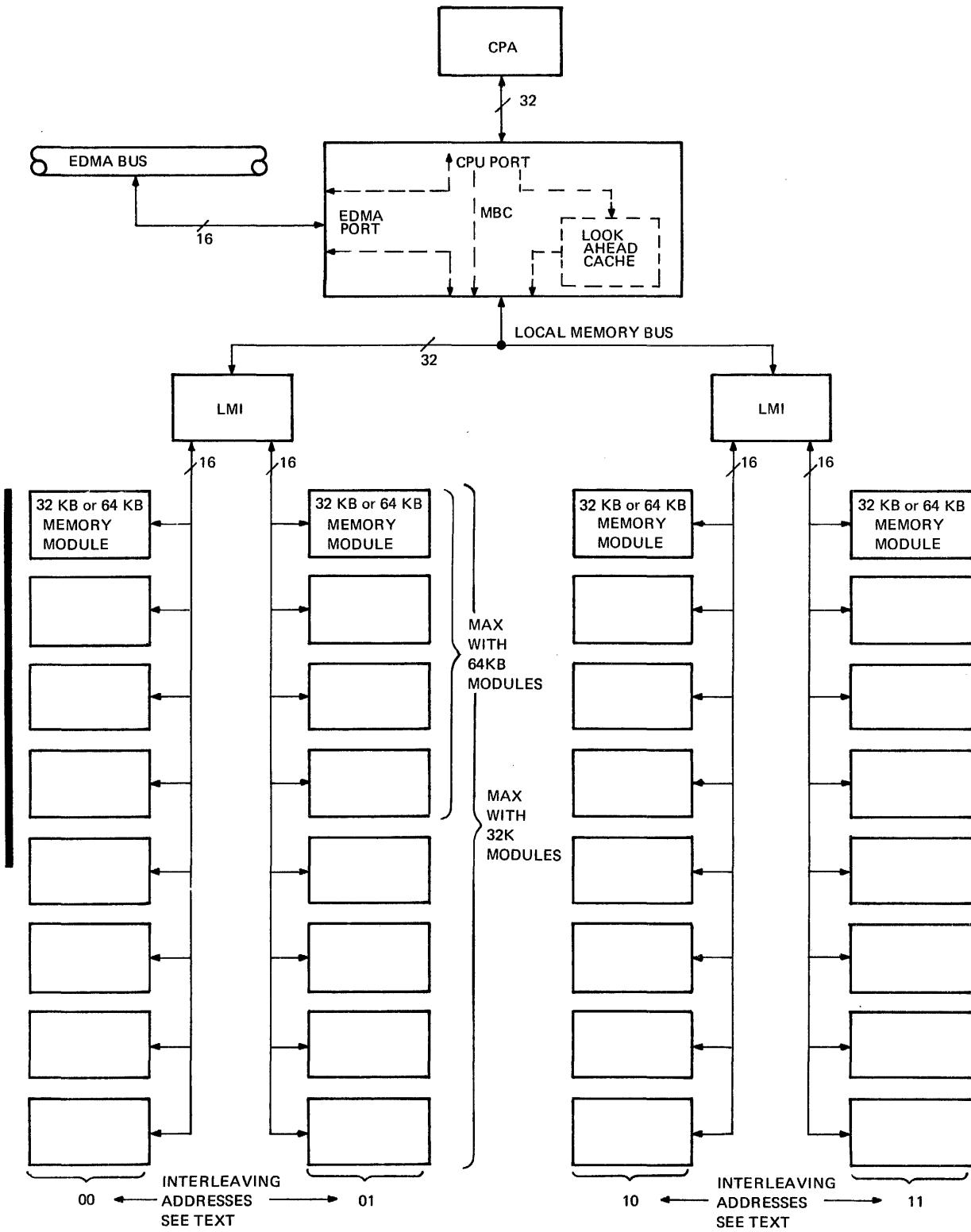


Figure 1. Model 8/32 Main Memory System Block Diagram

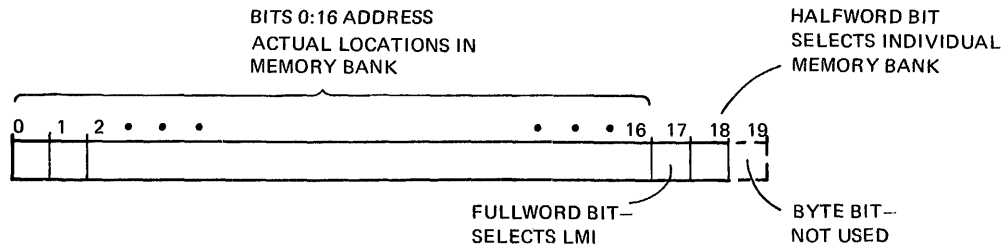


Figure 2. Address Format

4. MEMORY SYSTEM PHYSICAL DESCRIPTION AND INTERCONNECTION

The basic configuration for the Main Memory System consists of one MBC, two LMI boards, and four 32-206(02-409) 32KB or 32-209(02-483) 64KB 750 nanosecond cycle time Core Memory Modules with or without parity. These are arranged as shown in Figure 3. Expansion of memory capacity beyond the basic 128 KB with 32 KB memory modules or 256 KB with 64 KB modules respectively requires that Local Memory Modules in the basic chassis be removed and all Memory Modules be located in the Memory Expansion chassis with interconnection via back panel cables. Refer to the 8/32 Customer Installation Manual, 29-537, for details of memory expansion.

4.1 Memory Bus Controller

The MBC consists of one Perkin-Elmer standard size board which occupies upper chassis Slot 1. The MBC plugs into back panel Connectors 0 and 1 for power, ground, and CPU, EDMA and LMB interfaces. A backpanel waterfall cable from Connector 1 of the MBC slot to Connector 1 of the lower card file Slot 2 provides the interconnection of the EDMA Bus interface to the I/O slots.

4.2 Local Memory Interface, 8/32 and 8/32C

Each LMI board is one Perkin-Elmer standard size board which occupies upper chassis Slots 3 and 6. The LMI boards should not be interchanged, as each board is strapped differently. The LMI plugs into Connectors 0 and 1 for power, ground, and LMB and LMM interfaces.

4.3 Local Memory Interface, 8/32D

Each LMI board is one Perkin-Elmer standard size board which occupies upper chassis Slots 2 and 5. The LMI boards should not be interchanged, as each board is strapped differently. The LMI plugs into Connectors 0 and 1 for power, ground, and LMB and LMM interfaces.

5. COMPATIBLE MEMORY MODULES

NOTE

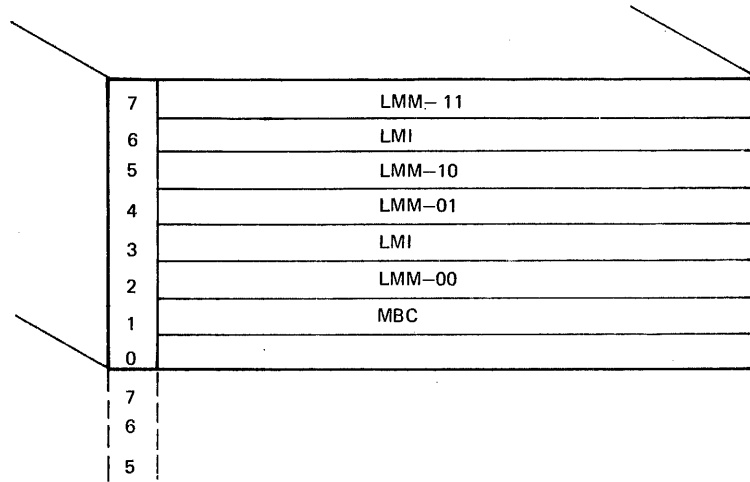
The descriptions in this section are not meant to limit future memory expansion to the types of Memory Modules specifically mentioned. Future development may result in additional compatible Memory Modules (for example, semi-conductor memories) which meet the same interface specifications and therefore can be accommodated.

The Main Memory System is designed to accommodate two different standard Perkin-Elmer modules within Local Memory as follows:

32-206 (02-409)	32 KB 750 nanosecond cycle time Module
32-209 (02-483)	64 KB 750 nanosecond cycle time Module

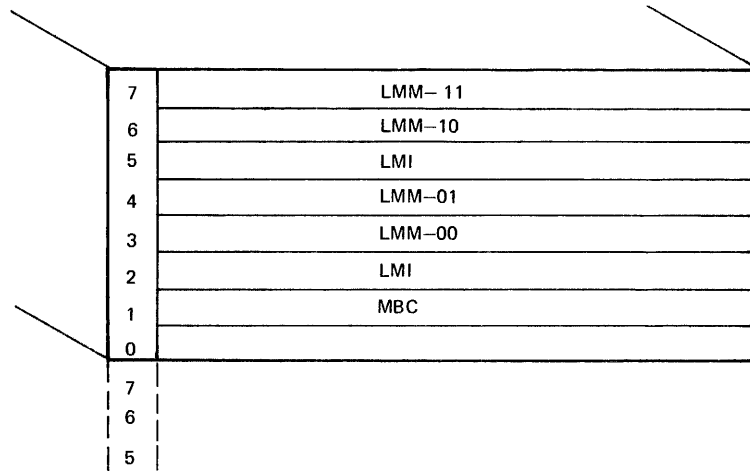


UPPER HALF
OF TWIN
CHASSIS



8/32 and 8/32C Main Memory System

UPPER HALF
OF TWIN
CHASSIS



8/32D Main Memory System

Figure 3. Basic Configuration

The standard configuration rules for the system are such that only one type of Memory Module may be used within Local Memory; i.e., mixing memory types is not permitted except by special configuration. Provisions have been made in the memory system design for special configurations where up to two pairs of SLMIs can be added to the LMB in addition to one pair of LMIs, with each pair accommodating a different type of standard Perkin-Elmer memory module. That is, each pair of LMIs is strapped to respond only to separate, contiguous blocks of memory address. Figure 4 shows a special configuration.

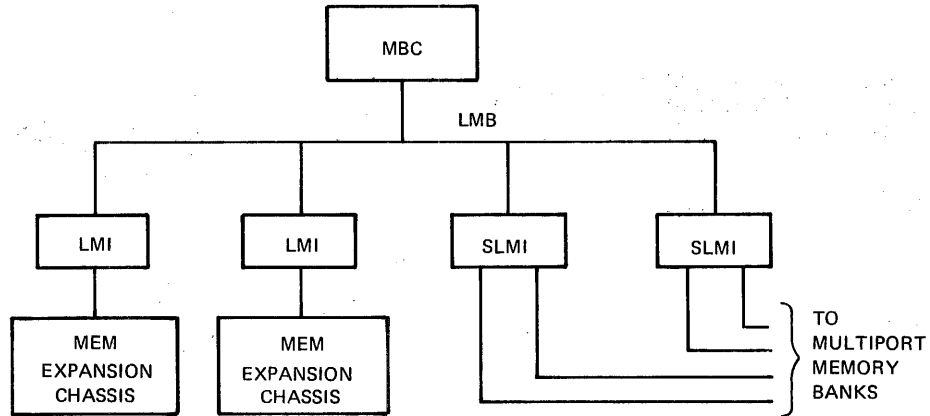


Figure 4. Example of a Memory System Special Configuration

6. CPU/MBC INTERFACE

The CPU/MBC interface between the MBC and CPA boards consist of the following lines:

<u>MNEMONIC</u>	<u>NAME</u>	<u>DIRECTION</u>
CA120:300	Control Address	CPA → MBC
CD000:310	Control Data	CPA ↔ MBC
CMC000:020	Control Memory Control	CPA → MBC
CREQ0	Control Request	CPA → MBC
CRDY0	Control Ready	CPA ← MBC

Data and Code Lines

Address Lines (Control Address—CA120:300)

These lines transfer the 19-bit address from the CPA to the MBC for all CPU memory accesses.

Data Lines (Control Data—CD000:310)

The bi-direction Data Lines transfer data between CPA and MBC for all CPU memory accesses. Halfword data is always transferred on CD160:310.

Control Code Lines (Control Memory Control—CMC000:020)

The CMC lines carry a code from the CPA to the MBC indicating the type of memory access CPU is requesting. The CMC code is shown in Table 2.

TABLE 2. CMC CODE

CMC BIT			FUNCTION
000	010	020	
0	1	0	READ FULLWORD
0	0	0	INSTRUCTION READ
0	X	1	READ HALFWORD
1	0	0	WRITE FULLWORD
1	1	0	NO ACTION—NOT USED
1	0	1	WRITE HALFWORD
1	1	1	NO ACTION—NOT USED

Control Lines

CREQ0 The Control Request line is pulsed low-active by CPA whenever the CPU is requesting a memory access.

CRDY0 Control Ready is pulsed low-active by the MBC when data is valid during a read cycle, or when a write cycle no longer requires valid CMC code and data from the CPU.

One other control line, DMFP0, is transmitted from the MBC to the IOU board and is maintained low active whenever a memory error is detected from Local Memory or remote memory (on the EDMA Bus).

6.1 Types of CPU Memory Operations

The CPU can be serviced with five different types of memory operations as defined by the CMC code. Read fullword and write fullword are 32 bit data operations; read halfword and write halfword are 16 bit data operations. Instruction read appears at the CPU interface to be a halfword read. However, the MBC responds differently to the instruction read code as described in Section 11.3.

7. MBC/EDMA INTERFACE

The interface of the MBC with the Extended Direct Memory Access (EDMA) Bus provides high speed interconnection between the CPU and up to three remote memory systems, as well as between Local Memory and up to four EDMA Channel controllers (DMAC). These DMACs can include Extended Selector Channels (ESELCH) and custom EDMA controllers. In addition, the MBC interface supports the EDMA Bus control circuits.

The EDMA Bus control circuit maintained by the MBC consists of the following control lines:

QUE0 The Queue pulse resolves contention for the bus by freezing the request status at its leading edge.

RPC0/TPC0 Receive Priority Chain (RPC) and Transmit Priority Chain (TPC) are the low-active daisy-chain priority signal which select the highest priority requesting device captured by QUE0.

SOT0 The negative going leading edge of Start of Transmit (SOT) enables the selected device to start transmission over the bus.

The remaining lines which comprise the MBC/EDMA interface are:

DMA Data Bus Lines

DMX120:150 The DMA Data Bus contains 22 lines that carry multiplexed address and command code, write data, and read data. Data Bus formats are shown in Figure 5.
DMA000:170

Control Lines

- XREQO Common Request line pulled low by any memory or DMAC requesting service.
- LMRQO Local Memory Request Queued is pulled low by a DMAC when it is selected by RPCO, if it is requesting Local Memory.
- LOADO The negative going edge of Load gates the contents of the DMA Data Bus into the appropriate receiving register of a memory interface on DMAC to memory transfers.
- ANSO The negative going edge of Answer Sync. loads the contents of the EDMA Data Bus into the appropriate receiving registers on memory to DMAC transfers.
- EOTO End of Transmit is a high speed timing signal generated by the DMAC or memory at the end of its last data bus pulse. It signals the bus control circuits on the MBC that one device is finished with the bus and it may issue SOTO to the next user if a request is queued and ready.
- MOBZO:M3BZO There is one MxBZO (Memory Busy) line associated with each of the four memory systems connected to the bus (Local Memory plus three Remote Memories). MxBZO is pulled low by the active DMAC as soon as it receives the SOTO pulse. It is released by the DMAC at the end of the address pulse but is held down by the memory until the memory is capable of receiving the next command.
- BHO The Bus Hold line is pulled low by an immediate response memory interface and is held low until the answer is returned. This signals the bus control circuit on the MBC that no SOTO signal can be generated to another device until the immediate response memory is finished with its cycle.

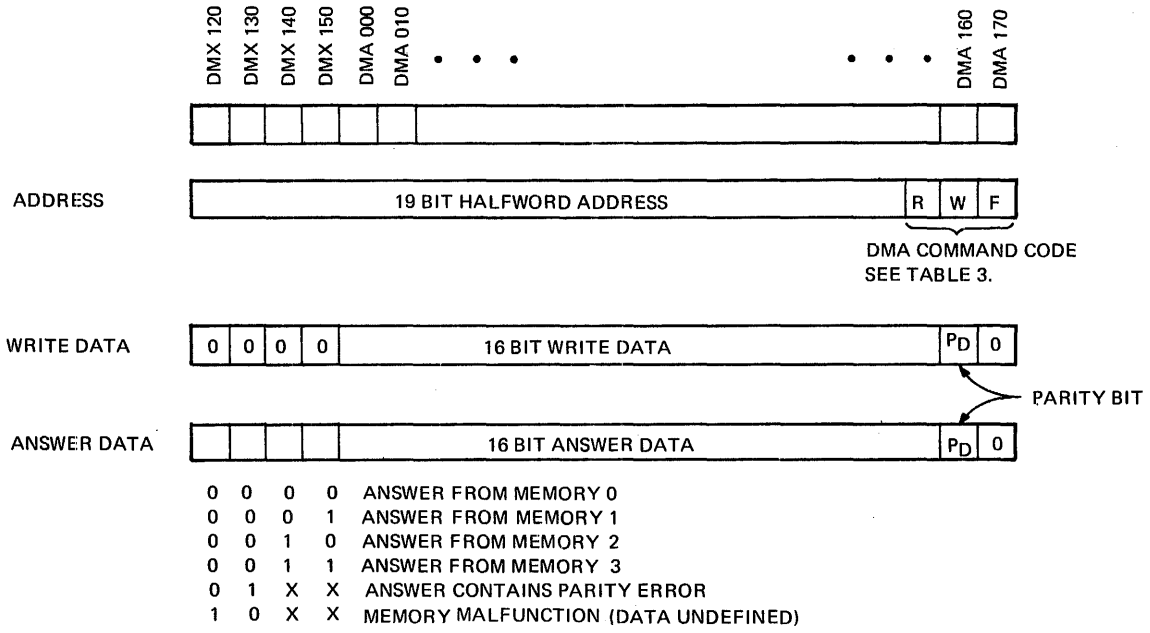


Figure 5. EDMA Data Bus Formats

7.1 EDMA Bus Control Logic

The EDMA Bus control logic is located on the MBC and is used to resolve contention of devices requesting service on the EDMA Bus, queue the selected device (QUEO), establish an order of priority of requesting devices (RPCO/TPCO), and issue a start command (SOTO), indicating that one device has the use of the bus and may begin transmission.

7.2 Types of EDMA Operations

Seven types of data transfer operations can occur over the EDMA Bus. Table 3 lists the operations and their identifying command codes which are transmitted on the R, W, and F bits of the EDMA Data Bus address format (DMA150, 160, and 170 respectively) in low active polarity (see Figure 5).

Read halfword and Write halfword are 16-bit data transfers. Read and Set halfword is a remote memory Read operation which, in addition to reading the data, causes the most significant bit of the data halfword in the remote memory to be set after the read is accomplished. Read fullword and Write fullword are 32-bit data transfers in which the data is sent over the EDMA Data Bus in separate 16-bit halfwords.

Burst read and Burst write are block transfer operations in which a single EDMA request initiates a block of continuous memory accesses to sequential fullword addresses.

TABLE 3. EDMA COMMAND CODE

R	W	F	FUNCTION
1	0	0	READ HALFWORD
0	1	0	WRITE HALFWORD
1	1	0	READ AND SET HALFWORD
1	0	1	READ FULLWORD
0	1	1	WRITE FULLWORD
1	1	1	READ BURST
0	0	1	WRITE BURST

8. MBC/LMI INTERFACE

The MBC/LMI interface consists of the following lines:

<u>MNEMONIC</u>	<u>NAME</u>	<u>DIRECTION</u>
LMB000:310	Local Memory Bus	MBC ↔ LMI
LMRS0	Local Memory Request Service	MBC → LMI
LMDS0	Local Memory Data Strobe	MBC → LMI
LMRDY0	Local Memory Ready	MBC ← LMI
LMBSYAO } LMBSYBO } LMBSYCO }	Local Memory Busy A, B, and C	LMI ↔ LMI

Data Bus LMB000:310

These bidirectional lines are time-multiplexed to transfer address and control data to the LMI boards at the start of a memory cycle and later to transfer data between the MBC and LMI boards, as shown in Figure 6. Halfword data is always transferred on LMB160:310.

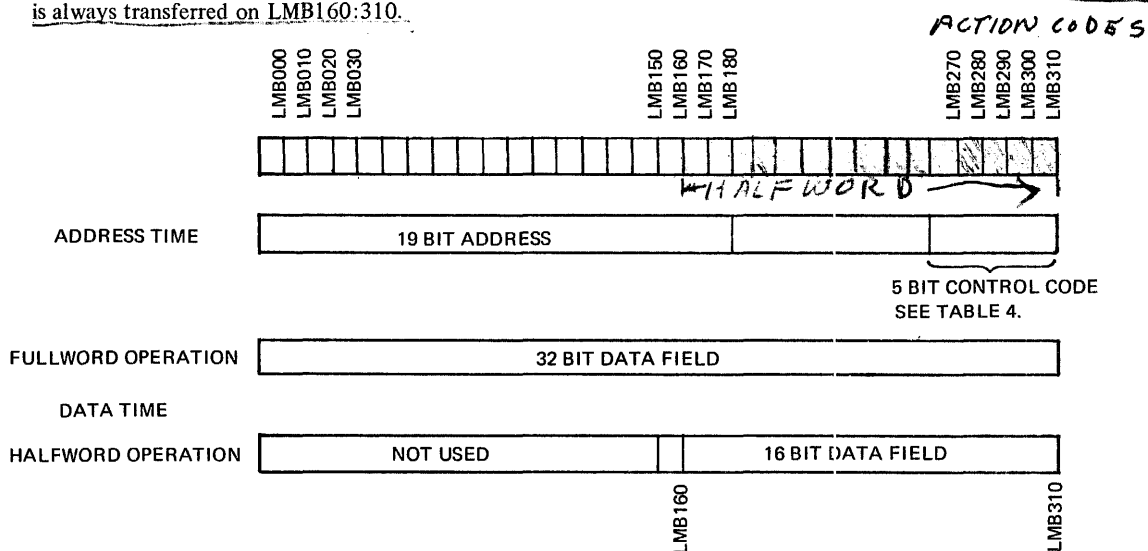


Figure 6. Local Memory Bus Formats

Control Lines

LMRS0	Local Memory Request is made low-active when the MBC is requesting a memory cycle.
LMDS0	The leading edge of Local Memory Data Strobe clocks write data into the LMI Memory Data Register during Write operations.
LMRDY0	The Local Memory Ready pulse is maintained low active when an LMI begins the requested memory cycle and when data for a Read operation is valid on the LMB.
LMBSYB0 } LMBSYC0 }	Local Memory Busy A, B, and C communicate between LMI boards to synchronize their access cycles for an instruction Read operation.

8.1 Types of Memory Operations

Five types of data transfer operations can occur over the Local Memory Bus. Table 4 lists the operations and their identifying control codes. The control code is transmitted over LMB27:31 during address time (see Figure 6) with high-active polarity.

TABLE 4. LOCAL MEMORY CONTROL CODE

ACTION CODES

LMB27	LMB28	LMB29	LMB30	LMB31	FUNCTION
C001	C011	C021	EX1	SX1	
0	X	1	X	0	WRITE FULLWORD
1	0	1	X	0	READ FULLWORD (FROM CPA or DMA)
1	1	1	1	0	READ FULLWORD (FROM DMA in BURST)
0	1	0	X	0	WRITE HALFWORD
1	X	0	X	0	READ HALFWORD
1	1	1	0	0	INSTRUCTION READ (FROM CPA)
X	X	X	X	1	INSTRUCTION READ (FROM LOOK-AHEAD CACHE)

Write and Read fullword are 32-bit data transfer operations. Note that two codes exist for read fullword—the LMI responds identically to either code. Write and Read halfword are 16-bit data transfers over LMB16:31. An Instruction Read request causes both LMIs to respond with a fullword Read operation. This results in a double fullword Read operation, aligned on double fullword boundaries. The first 32-bits transmitted to the MBC contain the actual instruction halfword requested. 125 nanoseconds later, the second 32-bits of the aligned double fullword is transmitted by the other LMI. Both fullwords are stored in the look-ahead cache.

Note that there are two Instruction Read codes, depending on whether the CPU or the look-ahead cache initiated the request. The LMI boards respond identically to either code.

9. LMI/LMM INTERFACE

The LMI interface with the Local Memory Modules (LMMs) is defined by the following lines:

<u>MNEMONIC</u>	<u>NAME</u>	<u>DIRECTION</u>
MS000:160	Memory Sense Bus	LMI ↔ LMM
MD000:160	Memory Data Bus	LMI ↔ LMM
MAX060, MAX070, MA00:14(0)	Memory Address	LMI → LMM
ER0	Early Read	LMI → LMM
EWRT0	Even Halfword Write	LMI → LMM
OWRT0	Odd Halfword Write	LMI → LMM

Data Lines MS000:160 and MD000:16*

These two bidirectional data busses carry 16 bits + parity of read data and write data between an LMI and its two separate banks of memory. The MS Bus and associated memory bank handle the most significant (even) halfword in an aligned fullword, while the MD Bus and memory bank handle the least significant (odd) halfword (see Section 3). The two busses are then linked together within the LMI for a fullword of data (on fullword operations).

Address Lines MAX060, MAX070, MA00:14, (0)

These lines carry the 17-bit address from the LMI to both banks of memory. Contrary to their mnemonic designation, the LMI outputs high-active address information.

Control Lines

ERO	Early Read is a Memory Module control signal which initiates the readout phase of a core memory cycle.
INH0	Inhibit is a Memory Module control signal which initiates the restore/write phase of a core memory cycle.
EWRT0	Even Write is a Memory Module control signal which is maintained low-active when it is desired to write into the even-halfword bank of memory.
OWRT0	Odd Write is a Memory Module control signal which is maintained low active when it is desired to write into the odd-halfword bank of memory.

The Memory Module cycle is basically the same for any request type initiated by the MBC, the only difference is that one or both of EWRT0/OWRT0 are maintained low active if a Write operation is performed. It is important to remember that an LMI cycles two Memory Modules (even and odd halfword) for every access cycle, whether the request is for a halfword or fullword operation.

10. MBC BLOCK DIAGRAM DESCRIPTION (See Figure 7.)

1. The 19 CAXX0 lines from the CPA are the memory address lines. They are stored in 19 tracking latches, the CA ADDR Register.
2. The STK ADDR Register contains the 17-bit address of the four halfwords in the stack with the lowest double-fullword address. The STK A valid flip-flop indicates when this data is valid.
3. STK B Σ is a 16-bit adder that effectively adds 1 to the stack address register to provide the address of the four halfwords of data in the stack with a higher double-fullword address. The STK B valid flip-flop indicates when this data is valid.
4. The comparators, CEQL and CEQU compare the 17 most significant bits of the CA ADDR Register to the STK A and STK B data to determine if the address requested is contained in the stack.
5. The Control Memory Control (CMC) analysis block decodes the Instruction Read code, data read and write codes, and the null state code of the CMC bits.
6. The Memory Contention (MC) circuit resolves contention for the memory between the Processor, the EDMA Bus, and the look-ahead stack. In the case of more than one request to the memory, the Memory Contention (MC) circuit also sets priority. The EDMA Bus has highest priority, the Processor second, and the look-ahead stack lowest. This circuit enables the Local Memory Request Service signal (LMRS), holds the Local Memory Bus Busy state, and is reset by the Cycle Complete (CYCOM) signal.
7. The enabled LMRS logic generates LMRS with the appropriate delays and conditions.
8. The Cycle Complete (CYCOM) logic generation indicates that the present access to memory using the Local Memory Bus is completed.
9. Counter F (CTR F) keeps track of the number of Local Memory Readys (LMRDY) required from the LMI to steer the data and input to the CYCOM logic.
10. The Local Memory Bus (LMB) is a 32-bit bidirectional bus that sends and receives the LMI data to and from the LMIs.

* These bidirectional data busses should not be confused with the unidirectional MS and MD lines on the Memory Modules. The MS and MD lines of the Memory Module are wired together and the combination is then connected to either the LMI MS Bus or LMI MD Bus, as appropriate.

11. When the LMRS signal is sent to the LMIs, the LMB is used for address and control information. The LMB is driven by tri-state multiplexors at each end and received by STTL gates. The address information is low active on the bus while the control bits are high active. The first Local Memory Ready signal from the LMIs indicate that the address has been accepted and the memory cycle has started. The LMB is then used for the transfer of data. The data is high active on the LMB.

The LMB tri-state multiplexor puts the address on the LMB either from the Processor (CAF), the EDMA (DAD), or from the stack request (STB). For Write operations to memory this multiplexor is also enabled and places either the Processor data (CD), or the EDMA data (DMF) on the LMB.
12. The Instruction Stack contains eight halfwords. It has separate Read and Write select lines. It is loaded four halfwords at a time, each time the Processor makes an Instruction Read memory access or each time the stack makes a look-ahead access. The four halfwords come in two 32 bit passes on the LMB. The Write select logic determines the stack address to be loaded and the CTR F logic creates the Load strobes. The Read select lines come directly from the three least significant bits of the address from the Processor, CAF. A tri-state multiplexor, CD B, places the data from the stack onto the CD lines to the Processor during an Instruction Read from an address in local memory.
13. Tri-state multiplexor CD A places data onto the CD Bus to the Processor during a data read from Local Memory or during a read from memory on the EDMA Bus.
14. The Address analysis logic looks at the address requested by the Processor on the CA lines and compares it to four sets of straps to determine if the address is contained in Local Memory, or in one of the three memories that can be placed on the EDMA Bus, or it is beyond the range of memory fitted in the particular machine. The outputs M0, M1, M2, M3, and GTUU (Greater Than Unused) indicate in what region the requested address lies. There are four straps in each set so the one megabyte of memory can be divided up with a resolution of 64 K bytes.
15. Tri-state buffer A places the CAF information on the DMT lines (to DMA transmitters) for Processor requests to memory on the EDMA Bus. Tri-state multiplexor, DMT A, places the data onto the DMT lines when the request is a write to external memory.
16. The DMA transceivers translate the TTL DMT levels into the EDMA Bus levels.
17. The LM data register stores the LM data for answers to EDMA requests from Local Memory.
18. The tri-state multiplexor, DMT B, places the correct half of the LM register onto the DMT lines for these reads.
19. The DXR and DMR lines are signals from the EDMA Receivers.
20. The DMA address register counter stores (and increments when necessary), the 19-bits of address information from the EDMA Bus during accesses to Local Memory.
21. The DMA CTRL register stores the three control bits.
22. The DMA data register is a 32-bit register that stores the data from the DMA Bus that is sent to Local Memory on a write, or stores the read data sent back to the Processor from external memory.
23. The DCOMP A and the DCOMP B circuits are comparators that signal when the EDMA Bus is Writing into memory over an address that is valid in the instruction look-ahead stack.
24. The CPA SEL logic requests the EDMA Bus for transfers to external memory and gets the CPA selected as the transmitting device on the EDMA.
25. CTR B generates the Load and End of Transmit (EOT) signals for the EDMA when CPA is communicating with external memory. It also helps create the signals for data steering and enabling.
26. CTR D receives Load signals from the EDMA Bus and creates the load register signals. It counts the loads and initiates action when required.
27. The Bus Control logic with signals from CTR A, handles the requests for the EDMA Bus and generates the Queue (QUE), Transmit Priority Chain (TPC), and Start of Transmit (SOT) for the bus.
28. The CRDY logic generates CRDY back to CPA at the end of the CPA access.

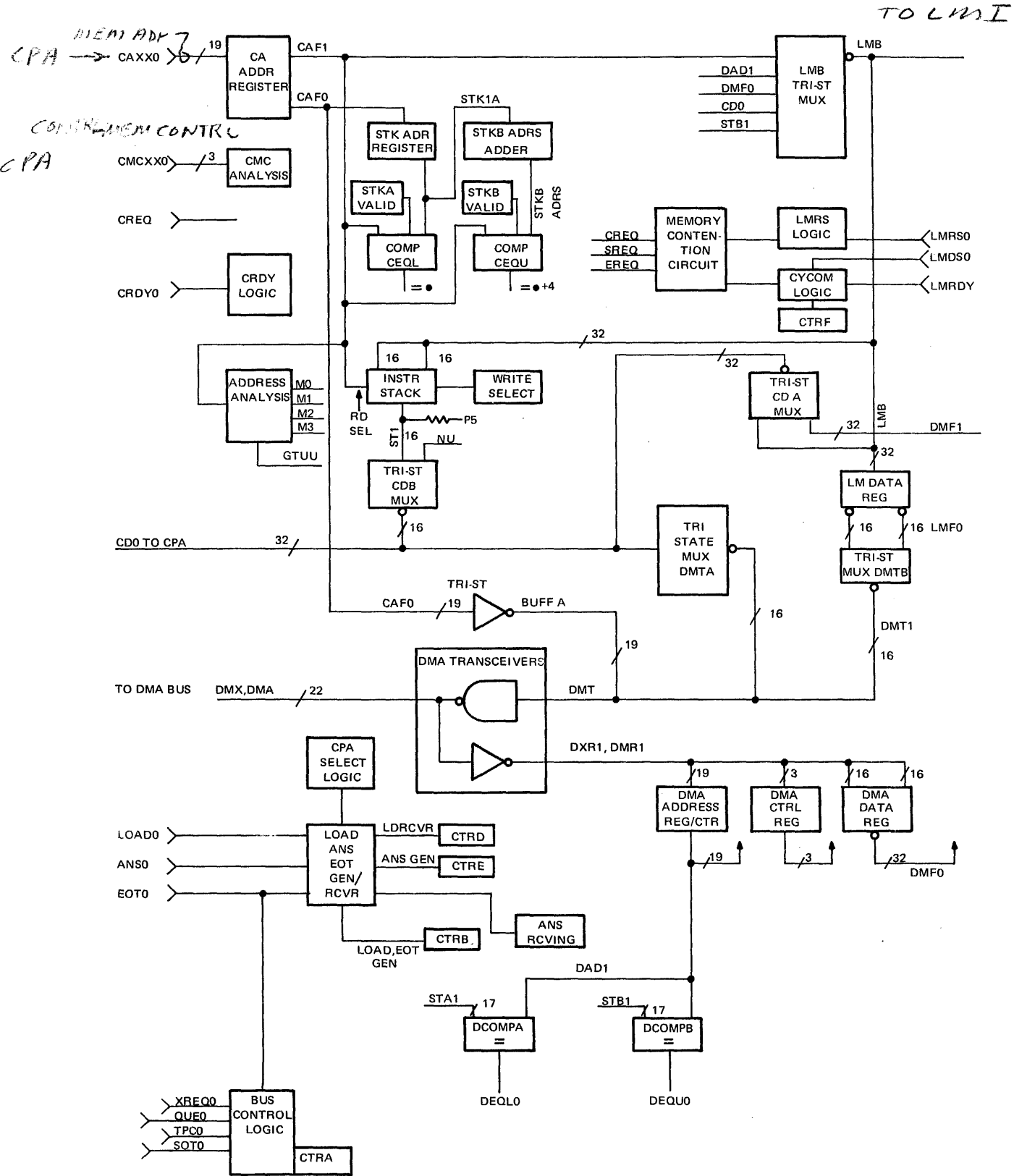


Figure 7. MBC Block Diagram

11. MEMORY BUS CONTROLLER (MBC) FUNCTIONAL DESCRIPTION

11.1 CPA to Local Memory Write Halfword of Fullword

11.1.1 Address Transfer Cycle. Refer to timing diagram Figure 8. The address bits from CPA come through tracking latches (Sheet 6) which are tracking because the CREQF (6F6) is still reset. The address is analyzed by the comparators (Sheet 9) and found to lie in the range of the Local Memory (Memory 0). The CMC bits (11H6) are also checked and it is found that this access is not an Instruction Read (IR).

The CREQ pulse is received from the CPA and stored in the CREQF (6F6). A delay line (14A7) is also started to give delayed signals equivalent to CREQF. The setting of CREQF freezes the address in the tracking latch and signals the start of the MBC response.

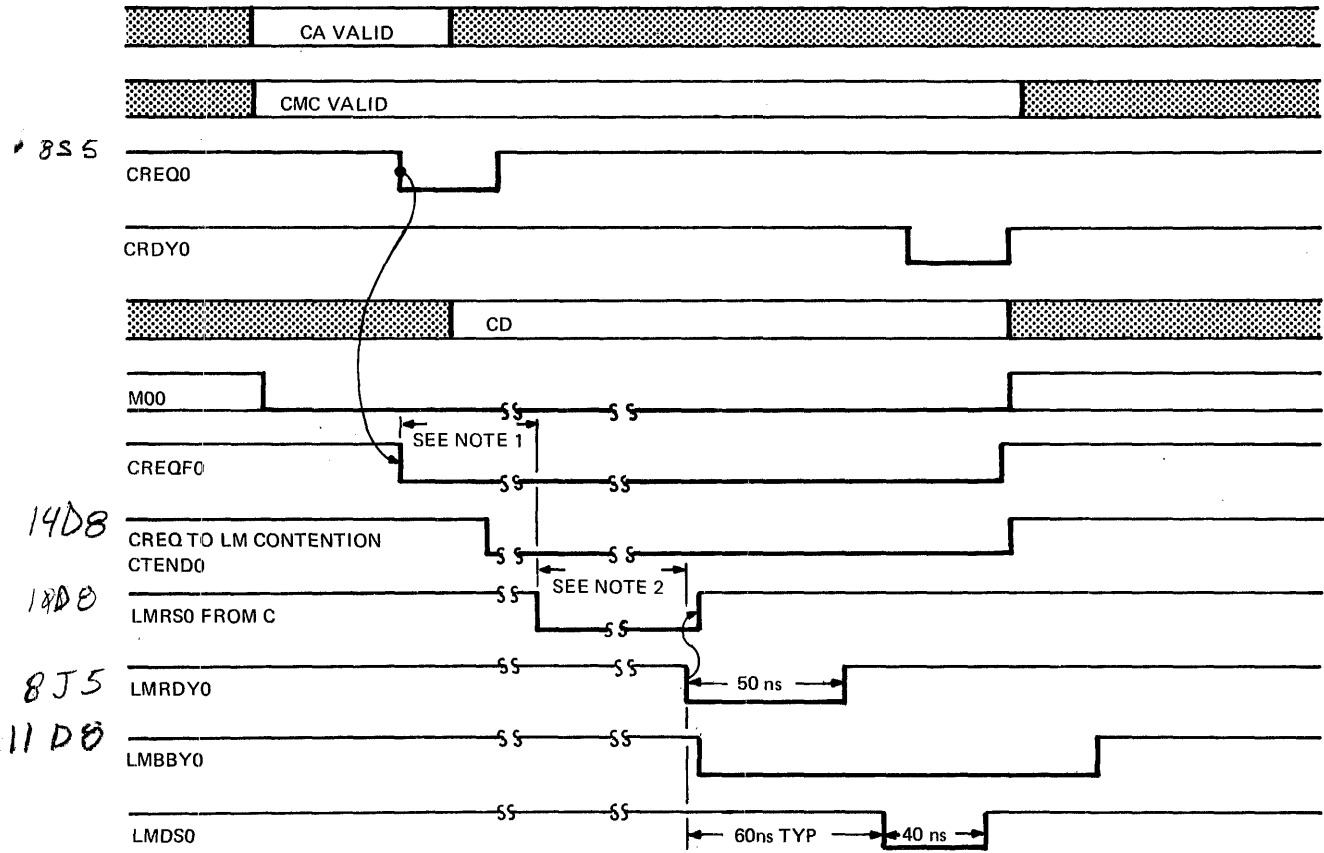
CTENDO (13E8) is the input to the Memory Contention circuit and it is created from M01, IR0, CRQD001 (CRQD001 is CREQ delayed zero time), and no resetting signal. The CTENDO signal is immediately sent when CREQ is received, the access is not an Instruction Read (IR0), and the address is in the range of Local Memory (M01).

The LMB multiplexors (Sheet 3) enable and select the CAFxx1 and CAFBxx1 signals with a low active signal on DATTM1 (13M9) and a high active signal of EFB0. DATTM1 is low active during address time except when the look-ahead stack is requesting to be filled from memory (SMX0 being low).

The address time ends when the Local Memory Bus Busy flip-flop is set. This occurs when the first Local Memory Ready is received from the LMIs. The command code is also sent on the LMB at the same time as the address. Bit 27 on the LMB (LMB270) is low at this time for write commands.

The AND-OR-Invert gate (13N7) creates Local Memory Request Service (LMRS). The CFI and EFO inputs indicate that the Processor (C) and not the EDMA (E) is in control of the memory. LMRS is turned off by LMBBY being set. The D35 is a delayed enable signal from the contention delay line and is discussed in the Memory Contention circuit.

Note in the timing diagram that the gap between CREQ to LM and the LMRS0 from C could be caused by another cycle presently in progress or a request from the EDMA Bus which has a higher priority. The gap between LMRS0 and LMRDY0 is caused by the LMI being addressed while still being busy from a previous access.



NOTE 1: This Delay depends on whether or not the Memory is busy with an EDMA or Stack Request.
 NOTE 2: This Delay depends on whether or not the requested LMI is busy.

Figure 8. CPA → LM Write Timing Diagram

11.1.2 Data Transfer Cycle. During the LMRS signal, a delay line (11L9) is being loaded with a low active signal to generate the data strobes on the LMB and the Local Memory Data Strobe (LMDS).

The conditions necessary to load this delay line with a 0 are: 1. Not a stack request SMX0, 2. Local Memory Request Service (LMRS1), and 3. Data write command code as indicated by a 1 on LMB271. When LMRS is disabled (caused by the LMRDY signal from the LMI which sets the LMBBY flip-flop) the delay line (11L9) starts to reload with a 1 level. Meanwhile, DATTM1 (13L9) has gone high active because of LMBBY, causing WDTM0 (Write Data Time) to go low (11N7). Local Memory Data Strobe (LMDS) is also generated (11N5) by this delay line and occurs during WDTM.

The LMB multiplexors (Sheet 3) are switched at data time because the address enabling signal, DATTM1, goes high and the Write Data Time (WDTM0) signal goes low, enabling the CD lines onto the LMB and disabling the CAF lines. LMDS indicates the end of the cycle and Cycle Complete (CYCOM). CYCOM is generated in parallel on the AND-OR-Invert gate (11D8) by DA701 and DA400. Cycle Complete (CYCOM) resets the Memory Contention circuit. The ready signal to the Processor (CRDY) is generated by the AND-OR-Invert gate (14N8). LMDS causes CRDY through the gate (14K8) which is the OR of LMDS or Instruction Read ready from Local Memory (IRWRT - Instruction Read or Write). The CREQ flip-flop is reset in parallel by the same signal into the RCREQF circuit (14R5). There is no distinction made in the MBC between halfword and fullword accesses to Local Memory.

11.2 CPA to Local Memory Read Halfword or Fullword

11.2.1 Address Transfer Cycle. Refer to timing diagram Figure 9. This cycle is the same as for the data writes to Local Memory except that Bit 27 on the LMB (LMB271) is high at this time indicating a read command.

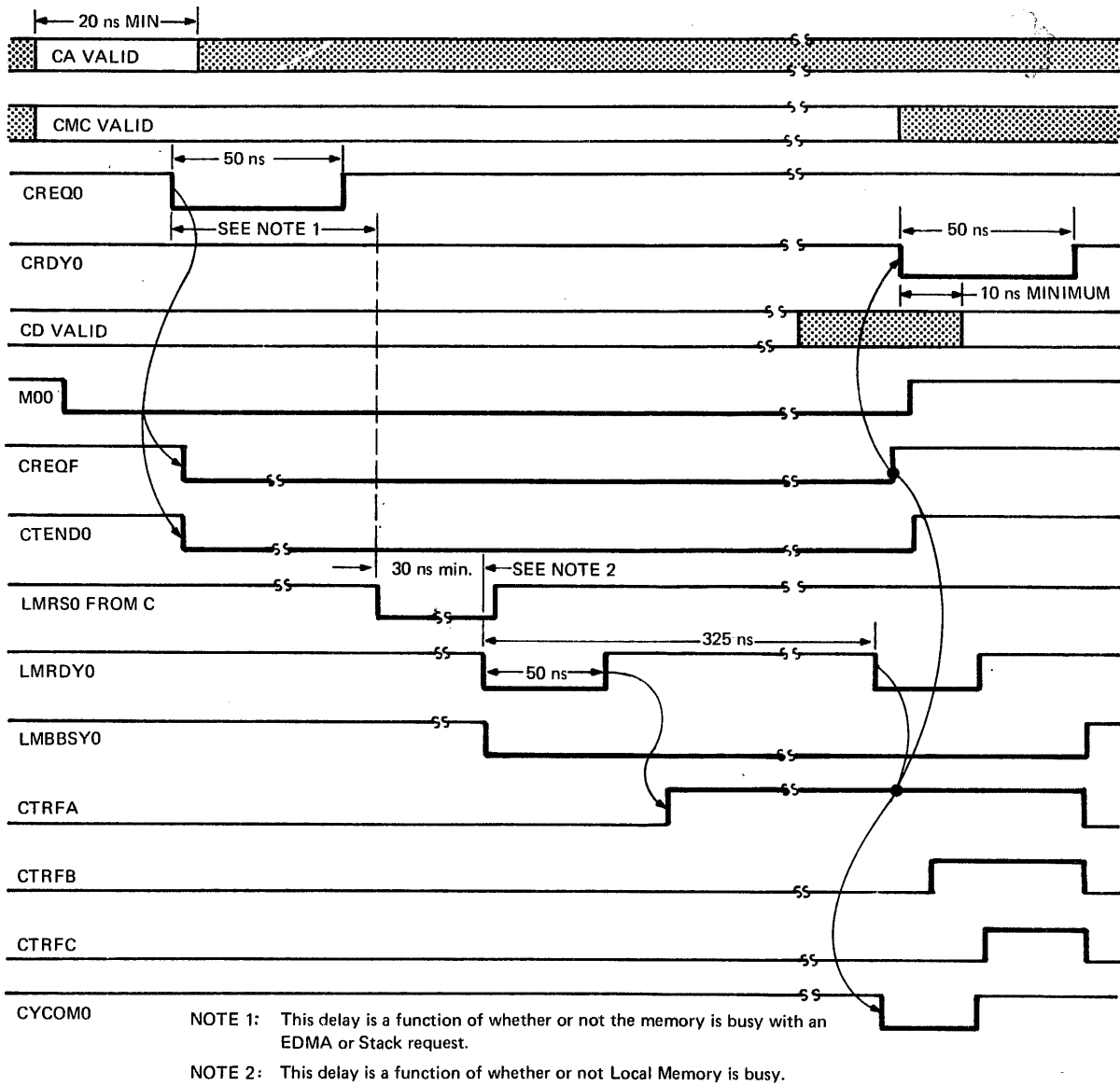


Figure 9. CPA → LM Read Timing Diagram

11.2.2 Data Transfer Cycle. The edge of the first LMRDY signal from the LMI indicates that the address has been accepted and the data cycle follows. At this time the LMB multiplexors in the MBC are turned off waiting for the LMI to send back the data. This is accomplished by DATTM1 (13M9) going to the 1 state when LMBBY (13G9) is set.

Counter F, Stage A (CTF A) (11E4) is set on the trailing edge of LMRDY. The LMI sends another LMRDY when it has the data settled on the lines so Stage A of Counter F is used to differentiate between the first and the second LMRDY.

When the LMI sends data, it is placed on the CD lines through tri-state multiplexors (Sheet 4), CDA. At this time the Read Data (RDDAT0) signal is low (11H5). This is generated by the AND of CMC001 (11F5) and not an Instruction Read from Local Memory (STCD0) (11C5). (STCD0 – Stack to CD enable signal). RDDAT0 and STCD0 enables the multiplexors, and M00 (Memory Zero or Local Memory) or MB00 (Buffered Memory Zero) select the LMB lines.

Cycle Complete (CYCOM0) is generated by the second LMRDY when it is ANDed with CTF A and not an Instruction Read and not a Stack Access (SMX0) to memory (AND-OR-Invert gate) (11D8). CRDY is generated in parallel by CTF A1 (14N8), LMRDY (delayed by 5 nanoseconds extra), and the output of a flip-flop which indicates that the access was not an Instruction Read. The reset of the CREQF flip-flop is generated by CRDY (14R6).

11.3 CPA Instruction Read from Address in Local Memory

11.3.1 Instruction Valid in the Stack. The Control Address flip-flops (CAF) tracking latches are constantly being compared against the STA and STB signals. STA is the output of the register that stores the present base address of the data in the stack (Sheet 7). STB is the output of the adder (Sheet 7) that adds 1 to STA, giving the address of the data in the upper half of the stack. Note that there is no STB28 because this is the complement of STA28. This is the reason there are 17-bits of STA but only 16-bits of the adder are needed to add 1 to it.

The comparisons are done on Sheet 8. Bit 17 is handled in both cases by Exclusive OR gates (8H9). Even if the address compares in one of these two comparator circuits, other signals are needed to obtain an equal output. These signals are STKA, which indicates that the lower half of the stack is valid, STKB, which indicates that the upper half of the stack is valid; and SD200, which is a signal that permits the data in the stack to be loaded and settled from a stack access.

If either of these comparisons show up as equal by the time the CREQ signal reaches the 20 nanosecond tap on the CREQ delay line (14A7), then it is remembered in a cross coupled EQ1 flip-flop (14D7). EQ1, M01, IR1, and C0 (Instruction Read, and Processor not accessing memory) combine in an AND gate to become EQIRCO (14G6). This combines with CRQD30 (CREQ delayed 30 nanoseconds) to form the CRDY back to the Processor (14M8). The equivalent of the Stack Ready (STKRDY) is generated two other places, once as the true signal (STKRDY1) (14G8) and once as the not signal at (STKRDY0) (14G7). These are used to load the STA register with the present base address of data in the stack (14J7) and to reset STKB (14L6) (indicator of the validity of the upper half of the stack) if the access is to the upper half of the stack, and generate a request to memory at the same time to refill the stack with a Set Stack Request (SSREQA) (14M6).

The data is delivered to the CD lines during this process from the stack (Sheet 5) through CD Multiplexor B, (Sheet 4). These multiplexors are enabled by a STCD0 signal (11C5). STCD0 is low whenever the Processor is doing an Instruction Read (IR) from Local Memory (M01).

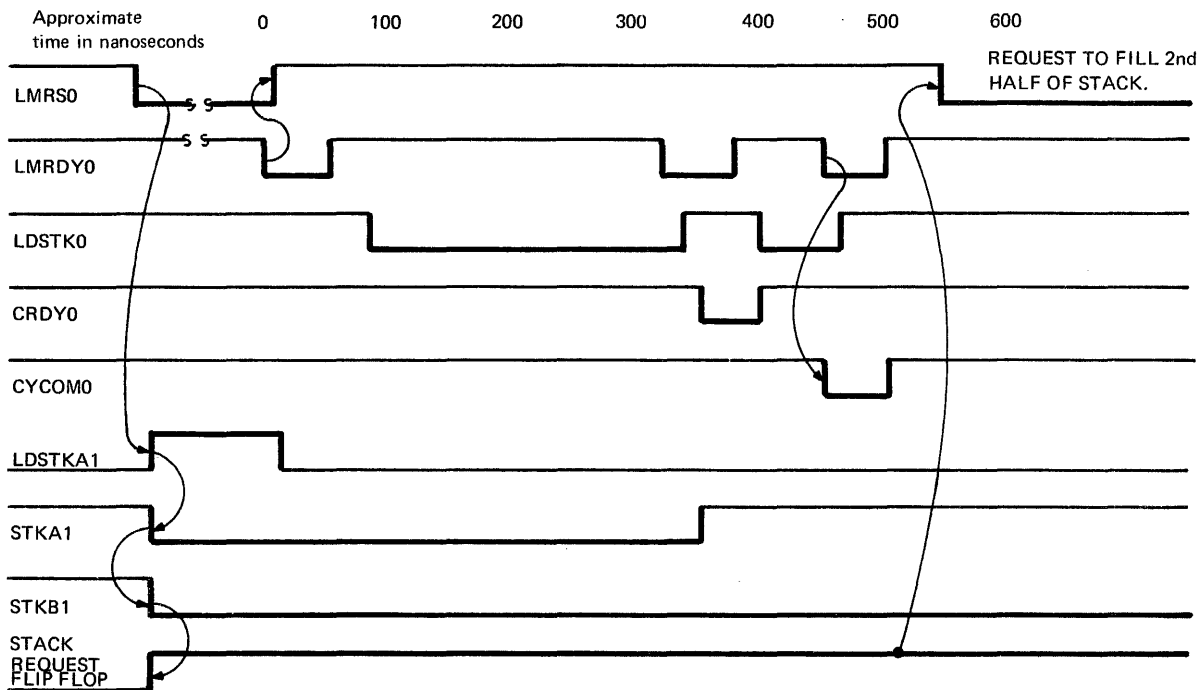
The correct word in the stack is addressed by the three least significant bits of the address.

11.3.2 Address Requested not in Stack or Stack not Valid. Refer to timing diagram Figure 10. If the comparators do not indicate an equal in either half of the stack and the address is in Local Memory (M0) then a request to Local Memory is made. This is accomplished with CTEND0 (13D8) created from not CEQL, not CEQU, M0, and not any other ready or complete presently being generated and the stack not being filled (SD500–Stack Delayed 50 nanoseconds).

The request and address transfer cycle to Local Memory is the same as for data reads or writes. The data cycle requires transferring two 32-bit words as follows. The second LMRDY from the LMIs indicates that the data fullword containing the requested halfword is on the LMB. This is enabled into the stack with the signal LDSTK0 (11C1). The delay line (11B2) creates the proper timing of this signal from the second LMRDY. CRDY (14R8) is generated at this time by the AND of CTFB1 and CTFC0. Counter F, Stage B is set during the second LMRDY and Counter F, Stage C is set at the trailing edge of the second LMRDY. Reset CREQF is generated in parallel by IRWRT0 (Instruction Read or Data Write) (14R6). Cycle Complete (CYCOM) is generated by the third LMRDY from the LMIs by the AND of Counter F Stage C (CTFC) and LMRDY at the AND-OR-Invert gate (11C8).

When the Processor has to go to Local Memory for an instruction, the STA register (Sheet 7) is loaded with the new base Address (LDSTA1) (14J7). The two flip-flops that indicate the valid state of the stack, STKA (14J4) and STKB (14L6), are both reset by C1LMRS0 (14G5). There are three other signals that can reset these flip-flops through the clear input. These signals are System Clear (SCLR), writing into an address that is valid in the stack with a Write command from the EDMA Bus (DEQ), and writing into an address that is valid in the stack from the Processor (from CMC000, and C1 AND LMRS).

The STKA flip-flop is set again with the IRWRT signal (14H5) when ANDed with C1 (the Processor in charge of the Local Memory) and IR1 (a decode of the CMC bits that indicate an Instruction Read) (11H6). C1LMRS0 also sets the Stack Request flip-flop (13B5) to Local Memory to fill the upper half of the stack with another memory access.



NOTE 1: If Stack was valid but requested instruction is not in Stack, C1·LMRSD will invalidate stack.

Figure 10. Instruction Read when Stack is Invalid or the Requested Instruction is not Currently in Stack

The data is written through the stack on an Instruction Read by controlling the Write select lines to the stack. These signals are STWB1 (14C1) and STWA1 (14E2). The S1 and SMX0 signals to this logic are from the Memory Contention circuit indicating when the stack is accessing memory. At this time however, since the Processor (C for CPA) is accessing memory, the stack is not. This leaves S1 low and SMX0 high. This gates the state of STA280 through to STWB1 and the state of CAF290 clocked into the flip-flop on the first LMRSD.

Stage B of Counter F first enables the true side of the flip flop and then the complement side through to STWA1. Meanwhile STWB1 is directly the inverse of STA280 (14B2) and is actually the equivalent of Bit-28 of the control address from CPA. Recall that STA is the register that contains the base address of the data in the stack and it was just loaded with the present address being requested by CPA (LDSTA1) (14J7) so it reflects the present state of CAF28 for this Instruction Read.

For example, if CAF290 is high indicating a request to memory with an even fullword address, then the first data back from the memory is from the even fullword LMI. Stage B of Counter F (CTF B) is still low when this data is indicated valid by the second LMRDY, and STWA1 is low for the first data fullword and high for the second data fullword from memory.

11.4 Stack Control

- Stack request to memory
- Stack filled from memory
- Stack invalid-valid states

There are two ways that the stack may start a memory access. Since an Instruction Read from CPA fills the bottom half of an empty or invalid stack, a stack request is required to fill the upper half. The C1LMRSD signal (14G5) is caused by a CPA request. It is generated when the Processor is making an Instruction Read request to Local Memory. The other signal that sets the Stack Request flip-flop (13C5) is SSREQA0 (14N6). This occurs whenever the CPA initiates an Instruction Read to an address in the upper half of the stack. STKB flip-flop is also reset at this time to indicate that this half of the stack is temporarily not valid. The leading edge of Stack Ready (STKRDY1) resets the STKB flip-flop if the address comparison was in the upper half of the stack as indicated by C address Equal to Upper half of stack (CEQU). Note that the lower and upper halves of the stack are defined by the address stored in STA register and not by the physical address in the stack. That is, at one instant of time the bottom half of the stack may be Addresses 0:3 and at another time the bottom half of the stack may be Addresses 4:7. (The data is not moved from one location in the stack to another. Only the STA Address register is reloaded.) The STKA flip-flop refers to validity of the data in the stack that is from the memory location indicated by the STA register, and the STKB flip-flop refers to validity of the data in the stack that is from a memory location indicated by the STB address.

The address sent to the memory during the request from the stack is from the STB addresses. This is put on the LMB multiplexors (Sheet 3) by a Stack Busy signal (SBSYO) 14C1). Note that LMB310 is high indicating a Stack request to memory. SBSYO is low when the stack is accessing memory (S1) until the Local Memory Bus Busy flip-flop is set (LMBBYO) (indicating that the memory has accepted the address and the data transfer cycle is about to begin).

During the data cycle the LMIs pass back two 32-bit words of data the same as the Instruction Read to memory from the CPA. The Load Stack signal (LDSTK0) (11C1) is generated the same as for the Instruction Reads from CPA since the SXIR signal is the OR of Instruction Read from the CPA and Stack in control of the memory (11D6). Cycle Complete (CYCOM) (11F8) is from the third Local Memory Ready (LMRDY) as indicated by the state of Counter F Stage C (CTF C) the same as for Instruction Reads from CPA to memory.

The Write select lines to the stack to select the addresses that the data goes to are STWB and STWA (14A1) (the same as described in CPA Instruction Reads to memory). The fact that this memory access is from the stack looking ahead to fill the upper half, conditions these select lines. STWB1 is the complement of STA281 since the stack fills the upper half from the opposite double fullword address as the lower half. STWA1 is always low for the first 32-bit data word in a stack access because the even address fullword is always sent back first in a Stack request (recall in a CPA Instruction Read, the first fullword sent back is the one that contains the halfword that was requested and could be the even or the odd fullword). This is done by SMX0 (the signal that enables the Stack address onto the LMB through the LMB multiplexors) presetting the flip-flop (14B2).

The signal SD500 from the delay line (13K6) is used to permit the data to settle in the stack before permitting CPA to use it.

11.5 EDMA Bus Control Circuit (See Figure 11.)

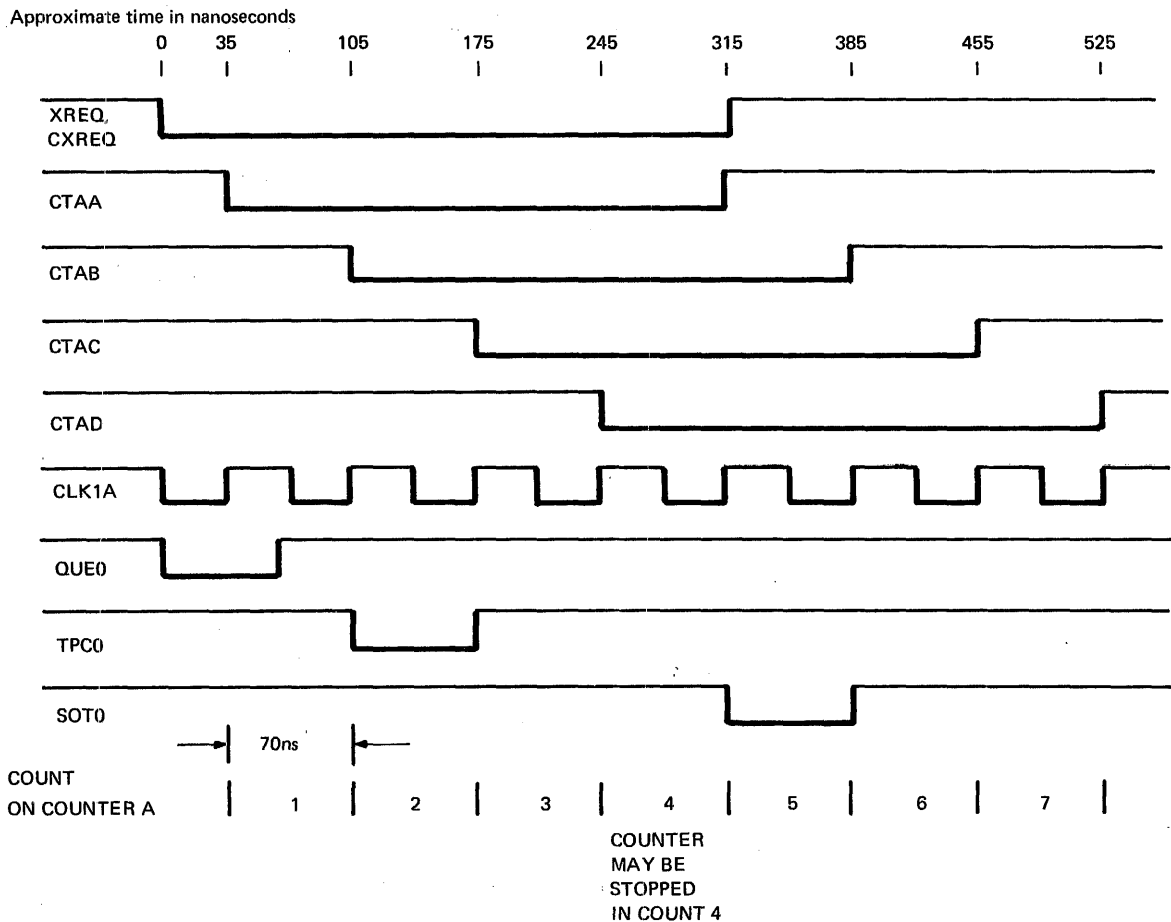


Figure 11. EDMA Bus Control

The EDMA Bus control circuit generates the QUE, Transmit Priority Chain (TPC), and Start of Transmit (SOT) signals to the bus. These signals are created from a 4-bit Johnson Counter which is labeled CTA (10H1). The counter can be stopped at either of two times by signals at the clock oscillator (10C1). At Count zero, Stage A and Stage D of the counter (CTAA and CTAD) are both high. At this time the counter is stopped unless there is a request from the EDMA Bus (XREQ) or a request for the bus from the Processor (CXREQ). This condition is the output of the four input NAND gate (10B1). When one of these requests arrives, the counter clock starts and immediately sends out a QUE0 (10N3). At Count two, the Transmit Priority Chain (TPC) (which is actually the beginning of the priority chain) is sent out (10R7). At Count 4, the counter can again be stopped (CTAA1 and CTAD1 both high) by the STHOLD1 signal (10K3). STHOLD1 is generated by the ORing of five signals. These signals are: 1. DMAACT0, which indicates that the DMA is presently transmitting data and another Start of Transmit (SOT) should not be sent at this time, 2. The Local Memory Request Received signal (LMRQR1) (which indicates that the device queued up is requesting Local Memory) is ANDed with EF0, which is the EDMA selected state of the Memory Contention circuit. This means that if the queued device is requesting Local Memory, Start of Transmit (SOT) is not sent until the EDMA has control of Local Memory in the Memory Contention circuit, 3. BH0 which is the Bus Hold signal indicating that a memory is still using the bus and will momentarily send back answers, 4. A delayed Bus Hold signal to inhibit false indications of Bus Hold being removed, or 5. EDMA Request and Burst Read (ERQBRD0) which indicates that when a Burst Read operation is occurring, another SOT should not be transmitted until the Burst Read access is completed.

Count 5 (CTA Stage B high and CTA Stage A low) (10L4) generates Start of Transmit (SOT0). SOT0 sets the DMAACT flip-flop indicating that the DMA is actively transmitting data at this time. End of Transmit or System Clear resets this flip-flop as the ENDO signal (10M9).

11.6 CPA Select on EDMA Bus (See Figure 12.)

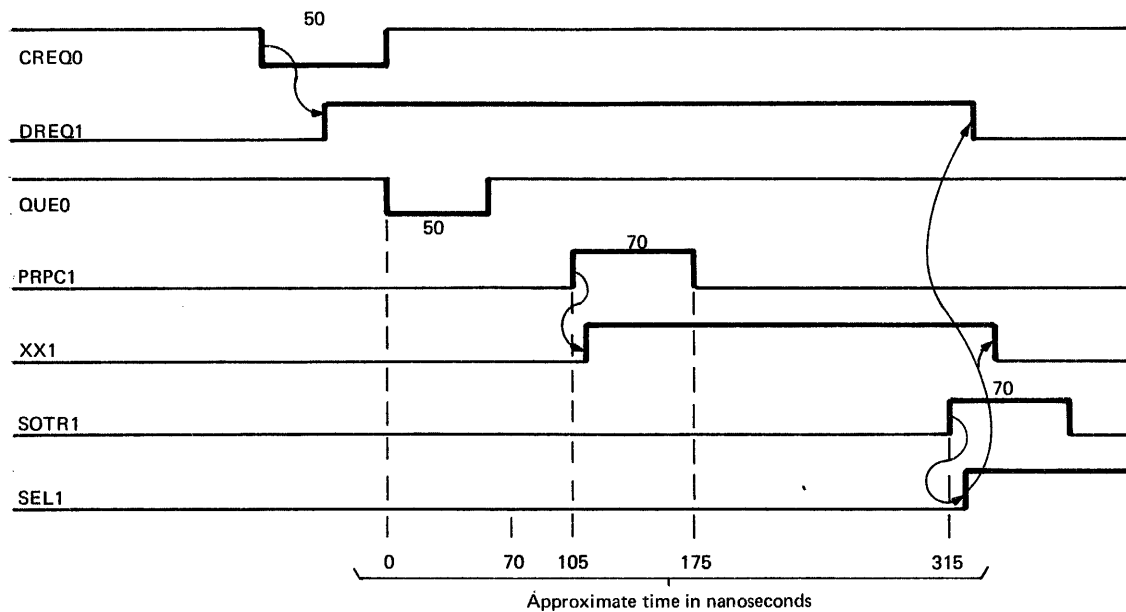


Figure 12. CPA Request to EDMA Bus

When CPA makes a request to the MBC for an address that is not in Local Memory, the address analysis logic indicates if the address is in Memory 1, 2, 3, or not in the system. This is done by the comparators (Sheet 9). The strapping on the comparators draws the division lines through the memory so that when an address (four most significant bits) is greater than one set of straps, but less or equal to the next set of straps, then the address is in that block of memory. When the address is found to be within the range of Memory 1, 2, or 3, the MBC goes out to the EDMA Bus for the access. The DREQ flip-flop (9L3) is set by a pulse when the address is not in the Local Memory addresses (M00) and less than the unequipped memory addresses (LTUU0). When the memory requested is no longer busy as determined by the AND-OR-Invert gate (9J5) then the CXREQ signal is sent to request the EDMA Bus and the SQUEF1 signal (9M5) sent to the select logic (Sheet 10).

The first Select Logic flip flop (10H6) is set on the leading edge of QUE0 when the SQUEF1 signal is present. This information is transmitted to the second flip flop on the trailing edge of QUE0. The leading edge of RPCR1 clocks the XXI flip-flop (10K6) and the leading edge of Start of Transmit clocks this into the second Select Logic flip-flop (10N6) (SEL1).

When the SEL flip-flop (10N6) is set, the XXI flip-flop is reset, and the DREQ flip-flop (9L3) is also reset. This ends the select sequence.

11.7 CPA Write to Remote Memory

When the Select (SEL) flip-flop is set, the delay line controlled clock at 10B3 is started. T00A is the output of this clock and it is counted in the 2-bit Johnson Counter, Counter B (CTBA and CTBB-Counter B, Stages A and B) (10E6). The LOADs and EOTs for these transfers are generated by Counter B (10F7).

The first operation is to transfer the address out to the EDMA Bus with a LOAD. Loads are generated whenever Counter B is not at zero by ANDing the CTB000 signal with the clock T00A signal (10F7). The End of Transmit (EOT) is generated with the first load if the operation is a read, with the second load if the operation is a half word write, and with the third load for a fullword write. The gate (10D7) looks at CMC001 to determine if the operation is a read, if it is, it enables the EOT signal. For halfword operations the counter is forced to skip Count 2 by the gates feeding the D input of CTBA (10D5). This gives the EOT with the second LOAD.

When the Select flip flop is set, the Control Address (CAF) and CMC bits are sent out to the EDMA Bus by turning on the tri-state buffers (Sheet 2), the transceiver at 5K2 and the transceivers on Sheet 2. The latter transceivers are also left on if the operation is a write, to transmit the data.

Note that the CMC bits are transmitted with the address but are modified in the case of an Instruction Read to be just a halfword read (2R8).

The signals that turn on these gates are DMCA0 to enable the addresses (10C7). This is the decode of Count 1 from Counter B. The signal that enables the transmitters is DMA Enable (DMENB0) (10E9) whenever Counter B is not in the zero state. There is another input to enable the transmitters called CTEA0 but this pertains to the EDMA Bus reading from Local Memory.

After the address has been transmitted with the first LOAD then the data is enabled onto the DMA Transmit (DMT) lines with the tri-state multiplexors (Sheet 2). These multiplexors are enabled by Counter B Stage B being set (Counts 2 or 3). This signal is CTBB0. If the command is a fullword write, the most significant half is transmitted first and the least significant half transmitted last. The select line to the multiplexors is from Counter B Stage A (CTBA0). Recall that for a halfword operation, Count 2 of Counter B is skipped and therefore only the least significant half is transmitted.

The ready signal to the CPA is generated by the trailing edge of the End of Transmit (11J4). Here the Enable End of Transmit signal is ANDed with CMC000 which indicates a write command and is used to set the DMRDYB flip-flop. The setting signal (DMRDYA1) and the output of the flip-flop (DMRDYB1) (Sheet 11) are ANDed (14J7) and after being ORed with other signals becomes CRDY (14S8). They also reset the CREQ flip-flop by creating the RCREQF signal (14S6).

11.8 CPA Read from Remote Memory

The request, select, and transfer of the address sequence is the same as for writes to remote memory. With the LOAD signal that transmits the address however, is also an End of Transmit (EOT). This is generated (10D7) by ANDing the CMC000 signal with State A of Counter B (CTBA1). CMC001 is high whenever there is a read command.

When the answers are returned with the data on the EDMA Bus there is a 2-bit code to indicate from which memory it was received. This code is decoded and ANDed with the address block decode from the address analysis block (Sheet 11). If there is a match between the decoded address and the requested address, the answers are used to load the two halves of the DMA Data Register (DMA flip-flops –DMF) (Sheet 1) with the Load Least Significant Half (LDLSH) and the Load Most Significant Half (LDMSH) signals (11N3). The flip-flop (11N2) is reset on Start of Transmit and is toggled on each answer. If the command is a fullword read, the first answer loads the most significant half of the register and the second answer loads the least significant half. In a halfword read, the answer counter is forced to load the least significant half first (since there will not be a second load) by the signal DMAFW0 (DMA fullword not).

The Ready signal to the CPA is from the DMRDYA1 and DMRDYB1 signals, the same as for remote memory writes. The source of these signals is the Load Least Significant Half signal (LDLSH) after checking to see that these answers were for the CPA request with the NAND gate (11K5). The conditions on this gate are C Request Delayed 60 nanoseconds (CRQD601) and DREQ0 (DMA Request having been reset by Select).

The DMA Write Data Buffers, DMF Data Register, are gated onto the CD lines during this operation through the multiplexors (Sheet 4). They are enabled by the RDDATO signal the same as a read from Local Memory but the multiplexor selects the DMF inputs with the M00 and the MB00 (these are the outputs of the address analysis block and they are high whenever the access is not to Local Memory).

11.9 EDMA Bus Write to Local Memory (See timing diagram Figure 13.)

Before the Start of Transmission (SOT0) is sent to the device that is queued on the EDMA Bus, it has sent back a Local Memory Request signal if it wanted Local Memory. This LMRQ0 signal is used to initiate a request to the Memory Contention circuit for EDMA control. SOT0 is not sent unless control has been granted to the EDMA Bus as indicated by the EF1 signal in the Memory Contention circuit (13H1). The memory request is not actually made yet. It is inhibited by the EHOLD0 signal. EHOLD0 does not go high until the Write Buffer is full (WRTBUF1) and Direct Memory Memory Control Bit 0 is high (DMMC000) (11M6).

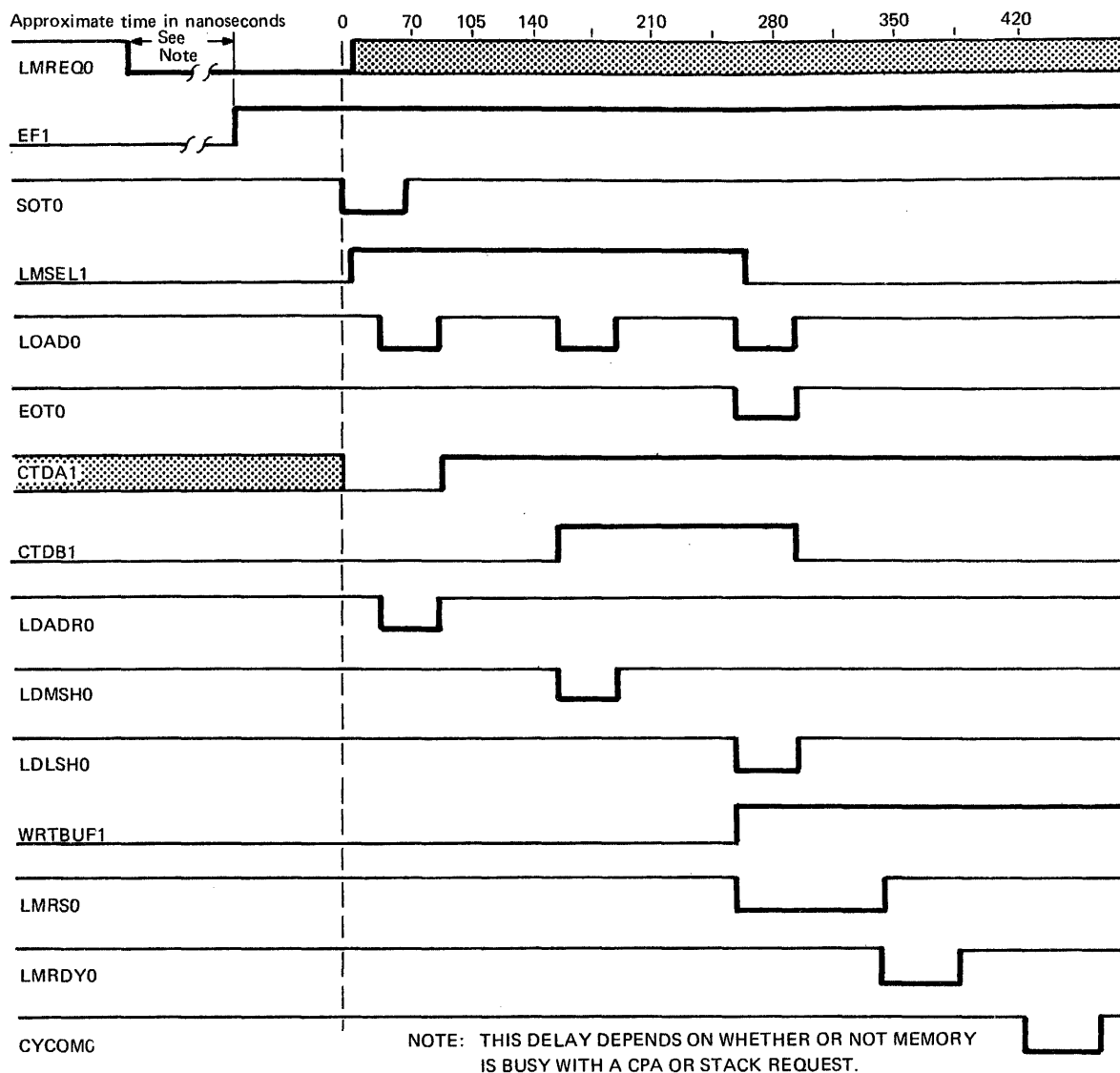


Figure 13. EDMA Bus Write to Local Memory

When LMRQR1 is high with Start of Transmission, the Local Memory Selected flip-flop is set (LMSEL) (12D6). The Start of Transmission (SOT0) initializes Counter D Stage A (CTD A), resets the Write Buffer Full flip-flop, and other flip-flops used.

Counter D keeps track of the loads being received so that the first load from the EDMA Bus loads the DMA Address Counter Register (Sheet 1). This register is loaded with a low on Address Finished (ADRFN1) (12H8) and a clock (CDMAD1) (11G9). The low on ADRFN1 is from Stage A of Counter D (CTD A) not being set yet. The clock signal is from the Load Address input (LDADR0) (11G9). This is generated (12C7) by the first load from the EDMA Bus after SOT0. At the trailing edge of this first load, CTD A is set and the Address cycle is finished. On the second load, a Load Most Significant Half (LDMSH) of the DMF Data Register (Sheet 1) is generated. This is the LDMSH0 signal (12H8) that is ORed (11M4) to actually load the register. Note that there is a load at the same time as the address load but it is of no significance because it is written over by the second one. The second load also toggles the Stage B flip-flop of Counter D (CTD B) (12F8). This enables the third load to set the Write Buffer Full flip-flop (WRTBUF) (12K8) and load the Least Significant Half (LDLSH) of the DMF Data Register with the LDLSH0 signal.

EHOLD0 (11M6) goes high now and the memory access is started. The EDMA Address register (DADxx) is put on the LMB by enabling the multiplexors (Sheet 3) with the DATTM1 signal as described in the CPA write to Local Memory, and selecting the DADxx inputs with the EFBO signal from the Memory Contention circuit indicating that the EDMA is in control of the Local Memory Bus.

The remainder of the operation is the same as for CPA writes to Local Memory except that the data multiplexors to the LMB are selecting the DMF data inputs with the EFBO signal. The Local Memory Data Strobe is generated in the same way.

The Local Memory Select flip-flop is reset with the End of Transmit signal but the operation is extended to the end of the cycle on the Local Memory Bus by the cross coupled flip-flop (13B2). This flip flop is set by LMSEL0, enabled to request memory with the DMA control bit that indicated a write, DMMC000, and reset with Cycle Complete (CYCOM). This flip-flop is another condition that delays Start of Transmit by holding the Bus Control counter with ERQWRT0 (10H3).

For halfword writes to Local Memory, Stage B of Counter D is held high by the DMMC021 signal being low. This is the control bit from the EDMA Bus, after it is stored in the register (1K8), that indicates a halfword operation when it is low. This control bit register was loaded at the same time as the address with the leading edge of LDDMC signal (12D7).

11.10 EDMA Bus Read from Local Memory (See Figure 14.)

When the LMRQ signal is sent on the EDMA Bus, the bus control circuit does not send SOT0 until the EDMA has control of the Local Memory Bus in the same manner as for an EDMA write to Local Memory.

SOT0 and LMRQ set the Local Memory Select flip-flop (12D5). The Address transfer cycle is the same as for the Write operation. The SOT0 signal initializes several circuits for the Read operation. These are the Read Buffer Full (RDBUFL) flip-flop (12C2) and the Counter E Stages A and B (12H3 and 12K4).

The gate (11K5) removes EHOLD0 when the ADRFN1 signal goes high. This occurs after the address is transferred to the DAD Registers. At this time the Read Buffer is also empty, reset by SOT0, and not in a Burst Read operation, and DMMC001 is high because it is a Read operation.

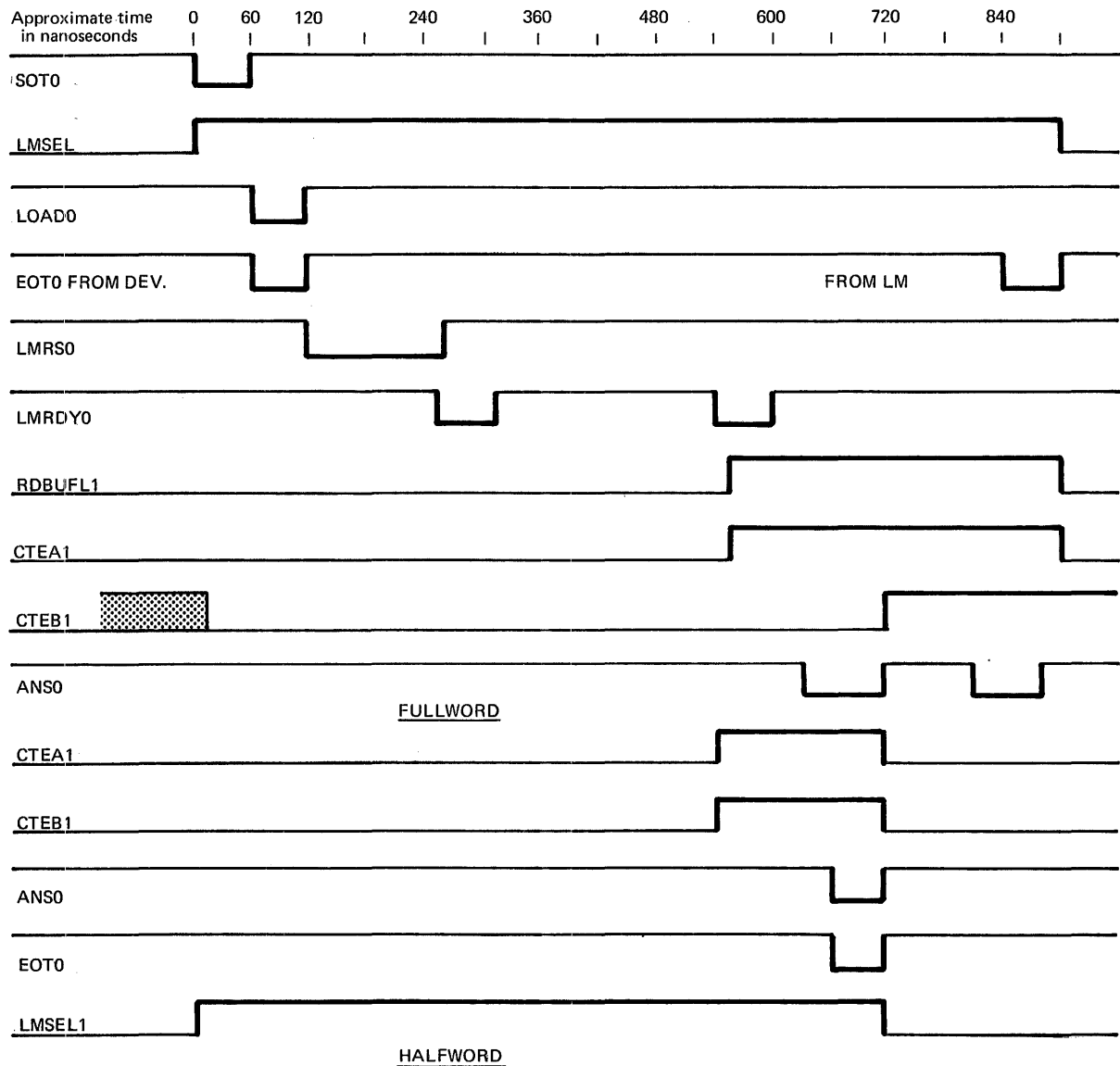


Figure 14. EDMA Bus Read from Local Memory

The memory operation of Local Memory Request Service (LMRS) and two Local Memory Readys (LMRDYs) continue as usual. The Cycle Complete (CYCOM) signal is generated as with any data read command. CYCOM0 (12B2) is ANDed with LMSEL to set the Read Buffer Full (RDBUFL). The other two inputs to the gate (12D2) are DMMC001 and RDYDAT1. These are the command bits, indicating a Read operation, and a Ready for Data signal respectively, that can be low only during Burst Read operations. This gate therefore starts the delay line controlled clock for Counter E (12H2). This circuit generates the Answers (ANSWT1) (12J2) and enables and steers the LMB register (LMF) (Sheet 2) onto the EDMA Bus. Note that Counter E Stage A enables the multiplexors (Sheet 2) and Counter E Stage B (CTE B) selects the most significant half of the LMB register first and the least significant half second. Meanwhile the EDMA transmitters (Sheet 2) are enabled with the DMA Enable signal (DMENB0). DMENB0 is generated (10E9) by the OR of Counter E Stage A (which is the controlling signal for reads at this time) or Counter B not being at Count 0 (see Sections 11.7 and 11.8).

This description has implied fullword transfers. For halfword operations, DMMC021 is low and the gate (12J3) causes Stage B of Counter E to be set on the first clock. This transfers just the least significant half of the data word.

The gates (12D4 and 12E4) generate End of Transmit (EOT0) along with the second ANS0 except when it is a Burst Read operation. This EOT0 resets LMSEL flip-flop (12D5) ending the cycle.

11.11 EDMA Bus Burst Write to Local Memory (See Figure 15.)

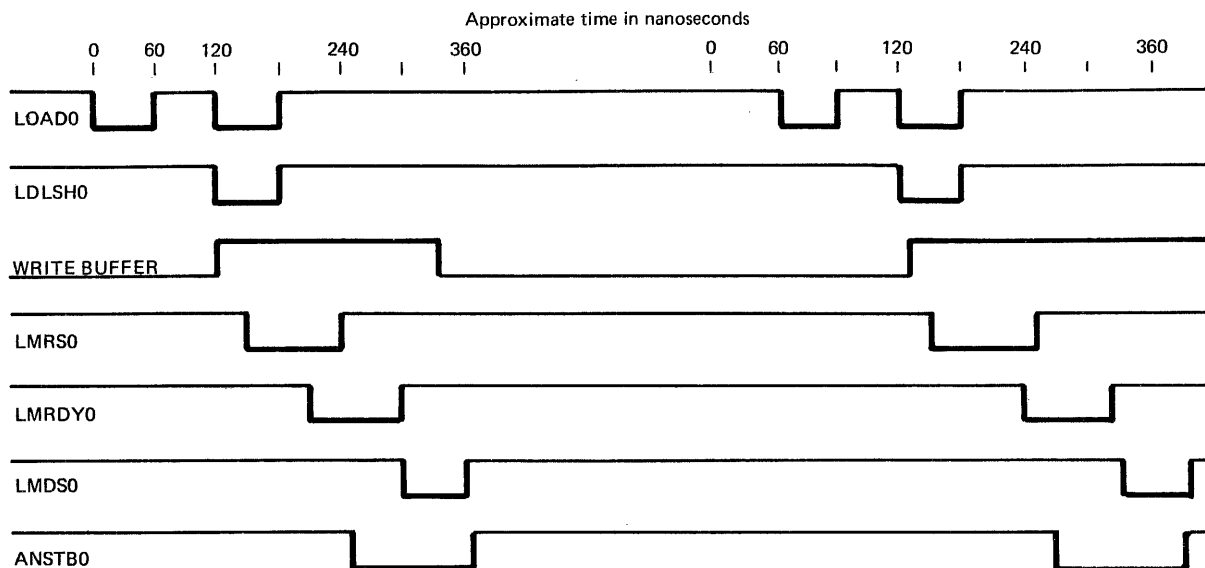


Figure 15. EDMA Burst Write to Local Memory

The Burst Write mode starts the same as the half or fullword write but continues on after the data is sent to memory.

The Burst Write mode to Local Memory operates by referring to the Write Buffer Full flip-flop (WRTBUF) (12K8). As the data is written out to Local Memory, ANSTB0 is generated (11M6) to signal the device that it may send more data. CYCOM0 resets WRTBUF when the Local Memory Data Strobe is sent out. WRTBUF is set when the LDLSHO signal (12L8) loads the least significant half of the EDMA Data Register (DMF) (Sheet 1).

This operation continues with each CYCOM0 incrementing the EDMA address register counter (Sheet 1) with the CDMAD1 signal (11G9) until the device sends an EOT0.

11.12 EDMA Bus Burst Read from Local Memory

The Burst Read mode starts the same way as the half or fullword read. It does not send out an EOT0 with the ANS0 because of the gate at 12D5 that inhibits EOT0 when Burst Read (BRSTRD1) is decoded from the DMMC bits (12B1). The next memory access is made as soon as the Read Buffer is empty, by raising EHOLD0 (11N6) with the RDBUFL1 signal going low (11N5). The Read Buffer is emptied at the end of the data transfer to the bus.

The other controlling signal is RDYDAT1 (12D1). The flip-flop that enables this signal (12B3) is set by the LOAD0 as received from the EDMA Bus and reset as soon as CTE A is set. CTE A is Stage A of Counter E that generates the ANS0s to the EDMA Bus (12H3).

The gate (12D1) starts the clock for Counter E when the buffer is full, when the EDMA is ready for data, and when it is a Read operation (DMMC001 being high). EHOLD0 is removed and the memory access started when the Read Buffer (12C2) is emptied. The operation continues until the device sends an EOT0. The MBC initiates an extra Read to Memory at this time, which is not used.

11.13 Memory Access Contention Control

Sheet 13 contains the Memory Access Contention Control logic. It handles requests from either of three inputs. These are EREQE1 (13C1), CTEND0 (13C3 and 13E8), and the Stack Request flip-flop (1305). EREQE1 is the request from the EDMA Bus and CTEND0 is the request from CPA.

These request signals are low active at the inputs to the first rank of flip-flops (Sheet 13). They also OR into the delay line (13F7). The 5 nanosecond tap on this delay line clocks the requests into the first rank of flip-flops and the 25 nanosecond tap clocks the requests into the second rank of flip-flops. It is at this second rank of flip-flops that the contention is resolved. If the EDMA or EF1 flip-flop is set it has control of the memory. The CF1 flip-flop indicates that CPA has control of the memory unless EF1 is also set. The bottom flip-flop is the Stack request flip-flop. It is the lowest priority and is reset if either the EDMA or CPA flip-flop is set.

The Stack Request flip-flop is set when CPA requests an instruction from the upper half of the stack (SSREQA0) or CPA has gone to memory for an instruction because it wasn't in the stack (CILMRS0).

CTEND0 is low (requesting the memory) when from top to bottom of the AND-OR-Invert gate (13D7) 1. ANDing M01, SD500, (CEQL0 or CEQU0), and CRQD201 – 50 nanoseconds after request to go to memory for Instruction Reads. 2. ANDing CRQD301, GTUU1, and CRQD001 – make a dummy access to memory that is not in this system configuration, to prevent Processor hang-up. 3. CI-feedback latch to store CTEND0 until CYCOM0, DMARDY0, or STKRDY0. 4. ANDing M01, IRO, and CRQD001 – Access to memory quickly if the request is to Local Memory and is not an Instruction Read.

EREQE1 is the OR of three EDMA Bus signals or states. From top to bottom (Sheet 12) they are: 1. LMREQR1 – Local Memory is Requested by the Queued device. 2. LMSEL and Burst Read code until the end of the next Cycle Complete (CYCOM). 3. LMSEL stored until next Cycle Complete and the DMMC bit that indicates a write command.

These requests are reset or at least removed during the Cycle Complete signal.

Local Memory Request Service (LMRS0) is generated at 13M7. The inputs to the AND-OR-invert gate are from top to bottom: 1. SS1 – Stack access after a delay to let the multiplexor settle. 2. Feedback to act as a flip-flop and store the request for timing elsewhere. 3. EF1 AND EHOLD0 – EDMA request and EDMA ready to access memory. 4. EF0 AND CF1 – EDMA not requesting, and CPA is requesting. The D35 signal is from the delay line at 13F7 to cover overlap of flip-flops, etc. The LMBBY0 (13F8) signal indicates that the first Ready signal has been received from the Local Memory and the address cycle is over.

12. LOCAL MEMORY INTERFACE (LMI) BLOCK DIAGRAM ANALYSIS

The LMI boards (two per system) control access to the Local Memory Modules (LMM) from the Memory Bank Controller (MBC) via the Local Memory Bus (LMB). Whenever a request is made by the MBC, the appropriate LMI sends address data and control signals to its Local Memory Modules (LMMs). Halfword and fullword data is steered to or from the LMMs according to the type of memory access. The LMI also contains the parity generation and check circuits for its LMMs.

12.1 LMI Block Diagram (See Figure 16.)

The LMI boards are idle until the Local Memory Request Signal (LMRS0) is generated by the MBC. The LMIs respond by performing a memory cycle. The memory cycle is the same for each type of memory access. They differ in the data steering required. The following steps outline a memory cycle.

1. Examine the address data on the LMB to determine which LMI should respond (refer to Section 3 on interleaved address organization).
2. Latch address and control data into registers of the correct LMI and indicate the start of the cycle by sending LMRDY0 to the MBC.
3. The LMI sends ERO to its LMMs to begin the Read or Write cycle.
4. If the memory access is a Write operation, load data from the MBC into the write data register on the LMI, steer write data and WRT0 to the LMMs.

If the memory access is a Read operation, accept data from LMMs and relay this data and LMRDY0 to the MBC.
5. Generate or check parity as required for the type of memory cycle. Indicate parity errors to Processor via DLMP0 and IRLMP0.

Note that if the memory access is an Instruction Read, both LMIs respond to the request (LMRS0) and each performs a memory cycle for its block of memory. This is explained in detail in Section 13.

The following paragraphs describe each functional block of Figure 16. Each block includes the pertaining schematic sheet number.

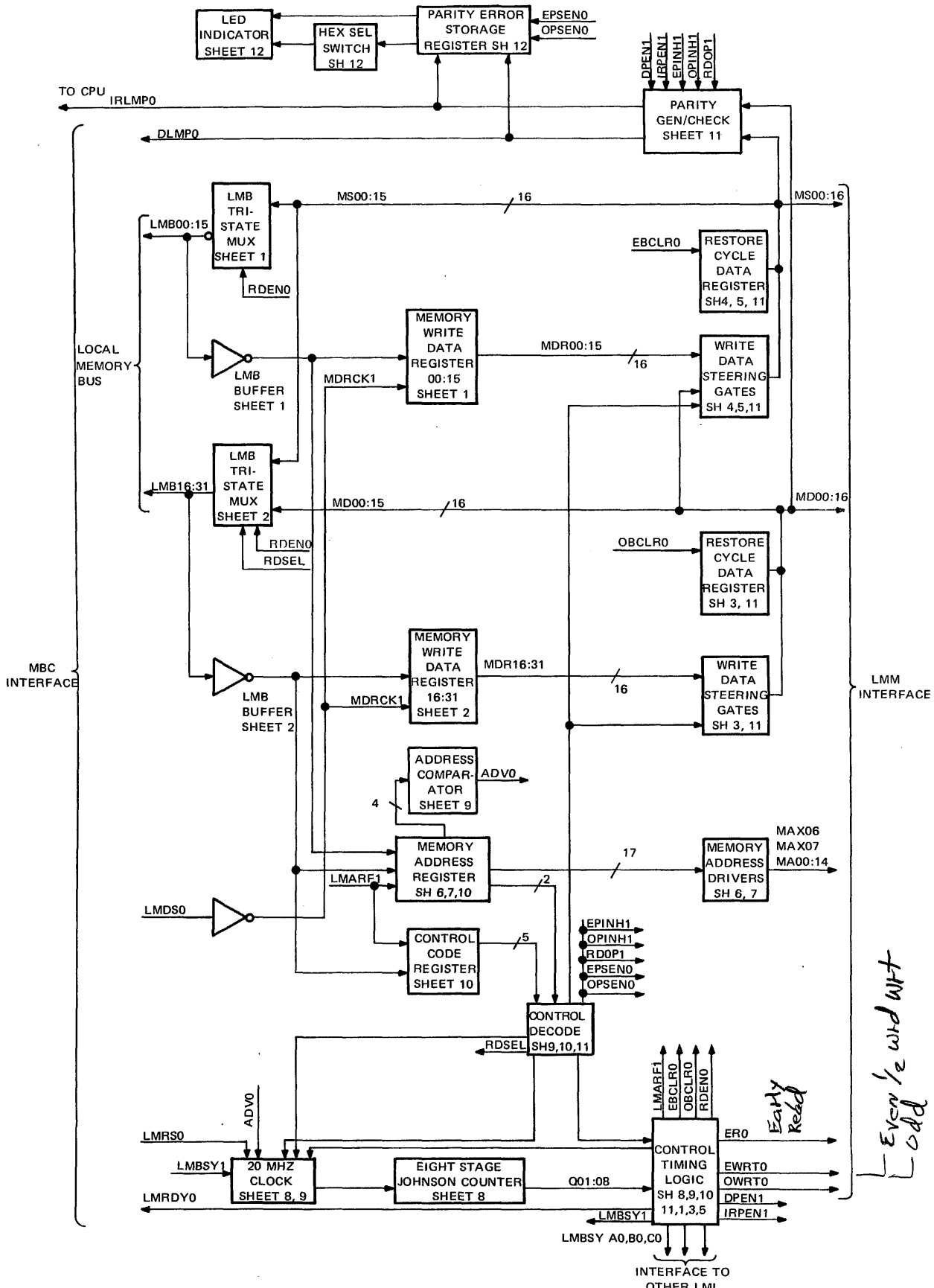


Figure 16. Local Memory Interface Functional Block Diagram

Even 1/2 word w/ft
odd

12.2 Local Memory Bus Tri-State Multiplexors

The LMI uses the LMB to transmit data from a memory Read operation to the MBC. These multiplexors serve as the LMB drivers for this function. The drivers are normally in a high-impedance state and are enabled for approximately 100 nanoseconds during a memory Read operation by RDENO.

Note that this function is represented on the diagram as two blocks; one block drives LMB00:15, the other block drives LMB16:31. This shows the data steering function for halfword Read operations. LMB16:31 is used for transmitting all halfword format data between the MBC and LMI. These lines have two possible sources of halfword data (e.g., MS00:15 and MD00:15) corresponding to the most significant (even) halfword and the least significant (odd) halfword, respectively, within any given fullword. The correct selection of the source is made by RDSEL.

12.3 LMB Buffers

These serve to reduce the normalized load on each LMB line to one.

12.4 Memory Write Data Register

The Memory Write Data Register (MDR) receives data from the LMB for use in memory Write operations only. Data is strobed into the register by MDRCK1, which is the buffered and control gated back panel signal LMDS0. The MDR is shown divided into two blocks, and all data for halfword Write operations is stored in MDR16:31.

12.5 Read Data Register

The Read Data Register is used to store the memory module output data during a Read operation. This is required under two conditions; that is, during any Read operation, when the registers function as described previously, and during a halfword Write operation, when one LMM is being written into while the second is not. Recalling that two Local Memory Modules (LMMs) are cycled in parallel whenever the LMI is active, a halfword Write operation requires that the module which is not being written into be cycled through a Read operation, leaving its data unchanged.

The Read Data Registers are normally in a tracking mode and follow the data lines. They are latched by the EBCLRO and OBCLRO control signals when the Local Memory Module (LMM) output data becomes valid.

12.6 Write Data Steering Gates

This block steers data to the correct LMM during memory Write operations. Note that the steering gates for the even halfword (MS00:15) have two possible sources of data. MDR00:15 is selected for a fullword Write operation. MDR16:31 is selected if a halfword Write operation to the even halfword is required, since all halfword write data from the MBC is stored in MDR16:31. Write data steering is controlled by four signals called WTE00:03. All Write Data Steering Gates are disabled for memory Read operations.

12.7 Memory Address Register

The Memory Address Register (MAR) stores the 19-bit memory address provided by the MBC. The devices used in the MAR are the tracking latch type, permitting the address to be quickly relayed to the Local Memory Modules (LMMs). It should be noted that the MAR does not latch up an address unless that particular LMI is required to respond to it.

12.8 Memory Address Drivers

The Memory Address Drivers are high current devices used in conjunction with terminated memory address lines to provide good transmission characteristics on these lines. This becomes important in systems that have additional memory located in a separate chassis.

12.9 Control Code Register

The Control Code Register (CCR) works in the same way as the MAR, and is used to store the 5-bit control code that identifies the type of memory access to be made (see Section 8).

12.10 Address Comparator

The Address Comparator takes the four most significant bits of the address from the MAR and compares them against an upper and lower address limit for that LMI which is selected by a strapping feature. The address must be within the allowed limits for the comparator to generate ADV0, which allows the control clock to start a memory cycle.

12.11 Control Decode Logic

The Control Decode Logic accepts the 5-bit control code stored in the CCR, the two least significant bits of the address stored in the MAR, and generates all the combinatorial logic outputs required for LMI control. The more important signals are shown on the block diagram.

12.12 Clock

The Clock is a gated 20 MHz square wave oscillator that provides the time base for operation of the LMI and control of the Local Memory Modules (LMMs). Operation of the clock is conditional on LMRS1, ADV1, STCLKA1, and STCLKB1 all being valid.

12.13 Counter

The Counter is an eight stage Johnson Counter driven by the 20 MHz clock described previously. The outputs of its eight stages are decoded to provide directly the signal timing needed within the LMI and LMMs.

12.14 Control Timing Logic

The Control Timing Logic accepts the output from the Counter and Control Decode blocks as inputs and develops all time based control signals required by the LMI and the Local Memory Modules (LMMs). In addition, the Control Timing logic block controls the synchronization of two LMIs for the instruction read cycle. The important signals are shown on the block diagram.

12.15 Parity Generation and Check

The parity logic generates the parity bits during Write operations and checks for correct parity during Read operations. One parity bit is provided for each halfword of memory.

If a parity error is detected during a Read operation, the parity logic signals the Processor via IRLMPO or DLMPO (in Model 8/32), which indicates parity error in an Instruction Read, or parity error in a data read, respectively. These two signals are OR tied on the back panel and are called DMPF0 on Models 8/32C and 8/32D.

12.16 Parity Error Storage Register

During a parity fail indication (IRLMPO or DLMPO), the Parity Error Storage Register determines which of the Local Memory Modules (LMMs) being accessed is the source of the parity error and sets a flag to identify that module. The parity error storage register can monitor up to 16 Local Memory Modules (LMMs), which is the maximum number that one LMI can accommodate.

12.17 Hexadecimal Selector Switch and LED Readout

These two blocks are used to read out the contents of the Parity Error Storage Register and determine which of the Local Memory Modules (LMMs) is the source of the parity errors received.

13. LMI DETAILED FUNCTIONAL AND TIMING DESCRIPTION

This section describes in detail the timing of all memory operations referencing Functional Schematics 35-534D08. The reader should be familiar with Sections 1 through 9 before reading this section. The timing given here is for a system using 750 nanoseconds cycle time with 32 KB memories, and assumes that the memory being accessed is not busy when the request is initiated. Timing differences required by other memory modules is explained in Section 13.5.

13.1 Fullword Write (See Figure 17.)

A fullword Write operation begins with address and control data being placed on the LMB by the MBC. The memory address, in low-active polarity, is placed on LMB Lines 00:18; while the 5-bit control code is placed on LMB27:31 in high-active polarity. LMB polarity is thus mixed at this time. Approximately 20 nanoseconds after the LMB data is valid, the MBC generates LMRS0 and holds it low waiting for the LMI to respond.

The 17 most significant bits of the memory address pass through the address tracking latches (Sheets 6 and 7) and are transmitted via the MA Bus to the Local Memory Modules (LMMs). The four most significant bits are also routed to the address comparator (9J3) where they are compared against the prewired upper and lower address limits for the LMI. If the ADRS is within limits, ADV0 (9R3) goes low, forcing ADV1 (8L3) high.

If Bit 18 of the 19-bit address is in the correct state, as determined by a strap at 10F8, FWDO (10J8) goes low, forcing STCLKA1 (8K2) high. Bit 18 determines which of the two LMIs controls the fullword location desired, since the LMIs are interleaved on fullwords. The Control Decode Logic decodes INSRD1 (9C2) as low, since this is not an Instruction Read operation. This forces STCLKB1 (8K3) high.

Since the MBC is holding LMRS0 low, LMRS1 (8F1) is high, and LMRS1, STCLKA1, STCLKB1, and ADV1 sets CM0 (8N2) low. CM0 starts the clock running (8B5) and the buffered clock output CLO (8C5) drives the eight stage Johnson Counter (Sheet 8), which is triggered by the clock's negative going edge.

Two features of the counter are: a self-start feedback decode (SSFBO) (8R5) which is used in conjunction with a complete decode of one counter state (9B2) to assure that the counter does not lock into an undesired sequence of states, and its modified interconnection of stages Q21 (8M6) and Q11 (8N6) which causes the counter to have only 15 states, instead of the normal 16 (see Timing Diagram, Figure 17).

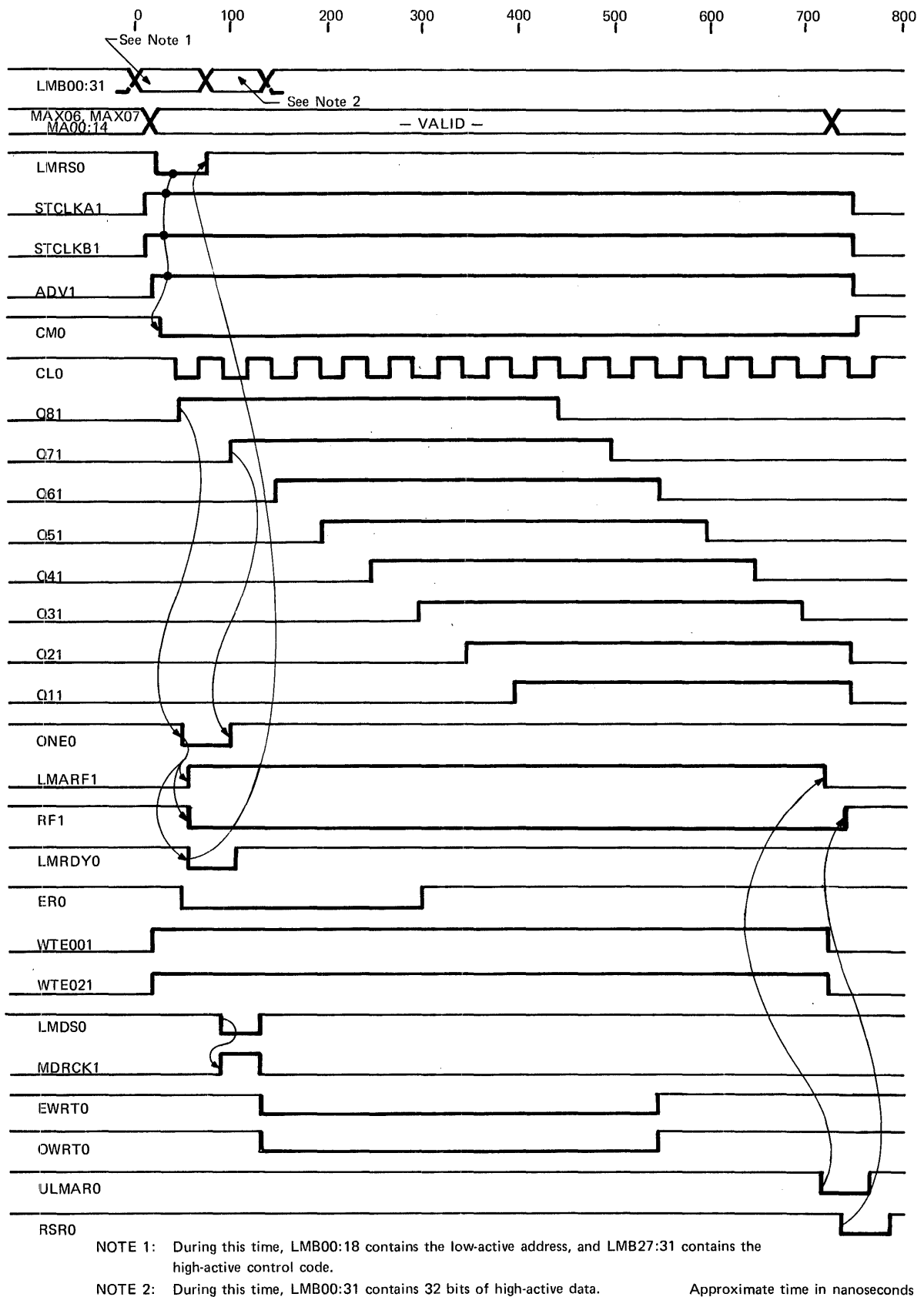


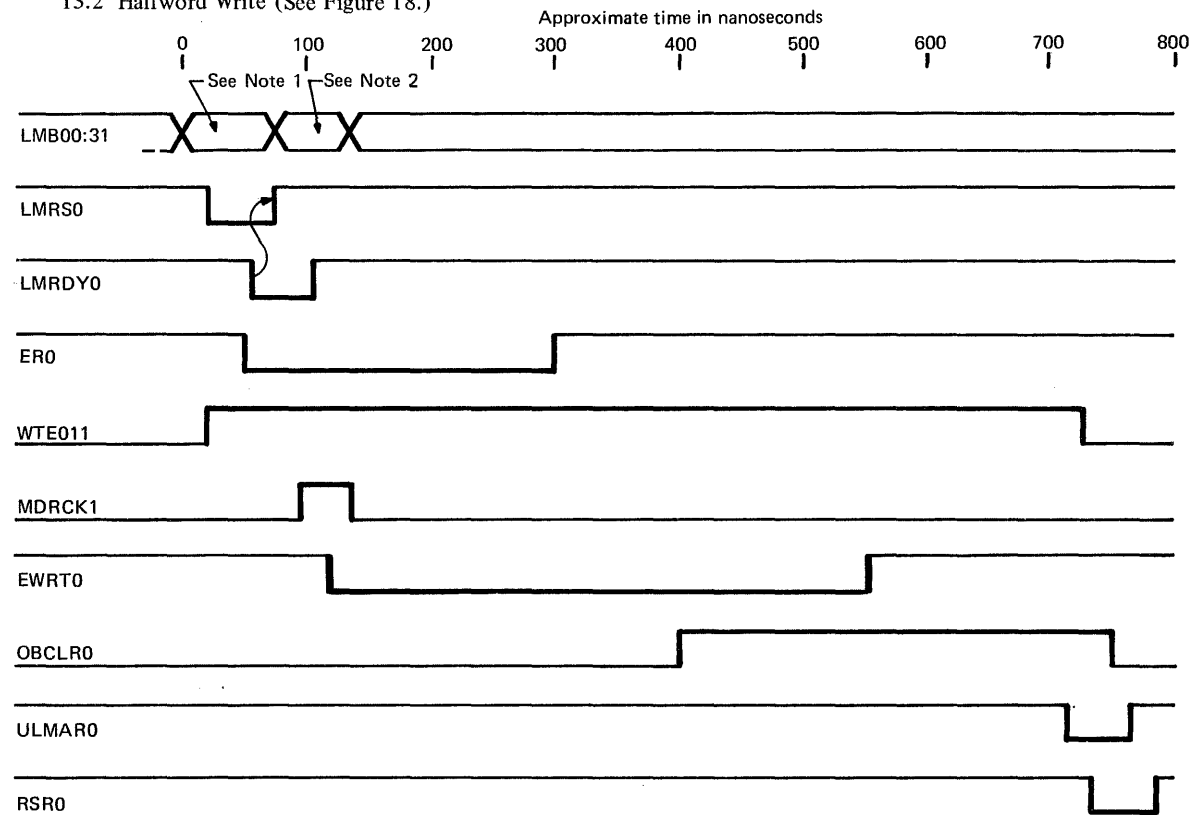
Figure 17. Fullword Write Timing

The first clock edge causes ONE0 (9F3) to be generated, which in turn sets LMARF1 (10C1) high and RF1 (8A2) low. LMARF1 latches the address and control data into the Memory Address Register (MAR) and Control Code Register (CCR) respectively. RF1 keeps STCLKA1, STCLKB1, and ADV1 high, while its complement, RF0 (8C2), latches the Local Memory Request flip-flop (8D2) in the high state. These insure that CM0 remains low-active for the duration of the memory cycle. In addition, ONE0 causes LMRDY0 (9K2) to be sent back to the MBC. Upon receipt of LMRDY0, the MBC releases LMRS0. The first clock edge also causes ER0 (8F9) to be sent to the Local Memory Modules (LMMs), thus beginning the memory access cycle.

The MBC places 32-bits of high active data on the LMB to be written into memory. It sends LMDS0 to the LMIs which becomes MDRCK1 (1R6) and strobes the data into the Memory Data Register (MDR00:31) (Sheets 2 and 3). In the interim, WTE001 (10L2) and WTE021 (10L3) go high, steering the data to the MS and MD Busses (Sheets 3, 4 and 5) and into the memory modules. Approximately 100 nanoseconds after the leading edge of ER0, EWRT0 (9G6), and OWRT0 (9G5) send the Local Memory Modules (LMMs) into the write mode. The LMMs accept the write data on the MD and MS busses and store it into the memory location.

After the write cycle is completed, ULMAR0 (9R8) unlatches the Memory Address Register (MAR) and the Control Code Register (CCR), allowing address and control data for a new memory cycle to be accepted. Approximately 20 nanoseconds later, RSR0 (9G1) resets RF1 high, which unlatches the Local Memory Request flip-flop and frees STCLKA1, STCLKB1 and ADV1 for a new cycle. The timing of RSR0 is such that CM0 goes high and disables the clock when the counter is in the clear (all low) state, thus leaving the control logic ready to begin another cycle.

13.2 Halfword Write (See Figure 18.)



NOTE 1: During this time, LMB00:18 contains the low-active address, and LMB27:31 contains the high-active control code.

NOTE 2: During this time, LMB16:31 contains the 16 bits of high-active data.

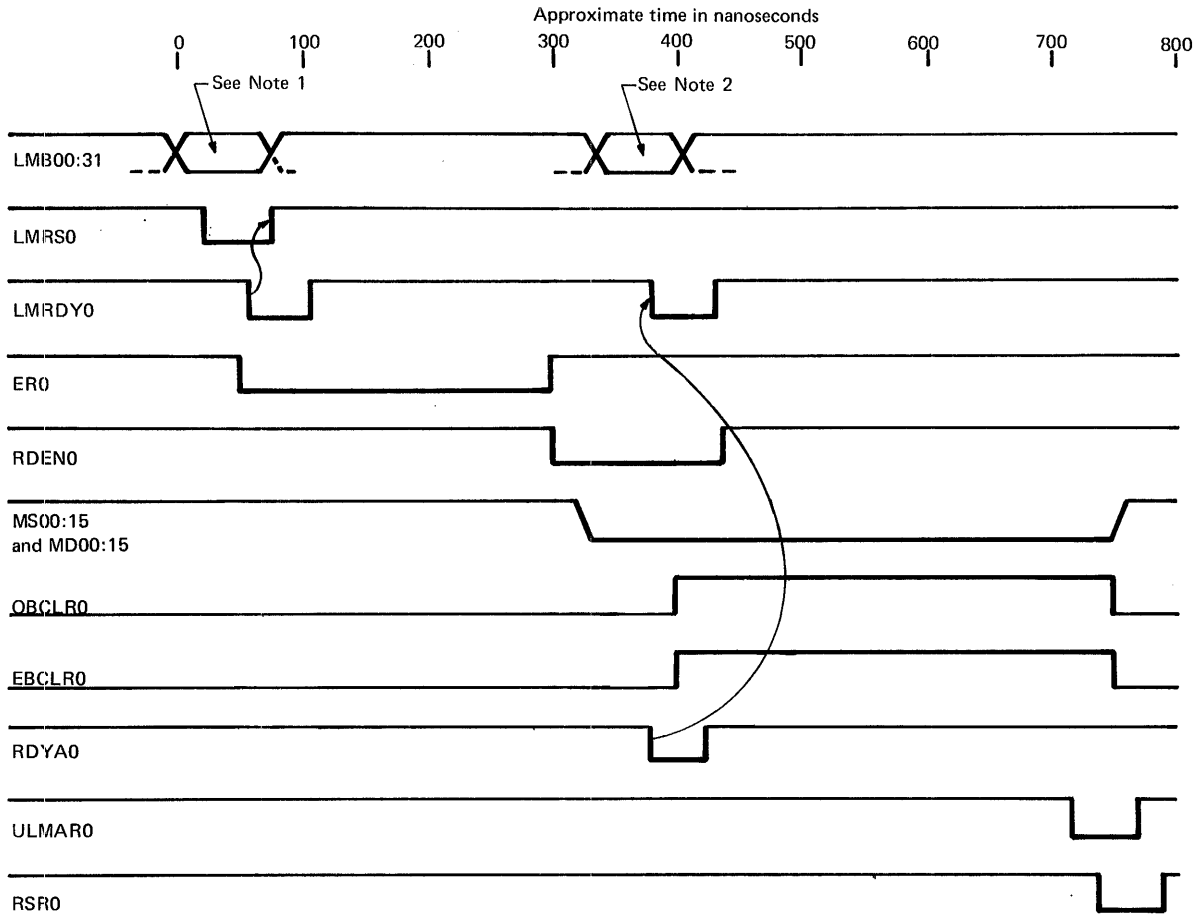
Figure 18. Halfword Write Timing (Most Significant Halfword)

The halfword Write operation is very similar to a fullword write; the difference is essentially in steering the halfword of data from the LMB to the appropriate Memory Module Bus (MS or MD) and restoring the data in the other unmodified halfword of the fullword actually being accessed. (A LMI board always accesses two Local Memory Modules in parallel. When a halfword operation is specified, the other, unused, halfword of the accessed location must remain unchanged.) This section describes a halfword write into the most significant (even) halfword. A least significant (odd) halfword write may be extrapolated directly from the description.

The halfword write cycle begins the same as a fullword write. The description in Section 13.1 up to and including the generation of ERO applies here. After the receipt of LMRDY0, the MBC places the 16-bits of high-active data on LMB16:31 and sends LMDS0 which becomes MDRCK1(1R6) and strobes the data into MDR16:31 (Sheets 1 and 3). (All halfword data transmitted over the LMB is placed on LMB16:31.) WTE011 goes high and steers the data in MDR16:31 out to MS00:15 (Sheets 4 and 5). WTE001 and WTE021 remain low. Approximately 200 nanoseconds after the leading edge of ERO, EWRT0 (9G6) is generated, inhibiting the data currently stored in the most significant halfword from also being placed on MS00:15. Approximately 350 nanoseconds after the leading edge of ERO, OBCLR0 (3L8) goes high, allowing the data read out of the least significant halfword to be stored in the Restore Cycle Data Register flip flops of MD00:15 (Sheet 3).

After the write phase is completed, ULMAR0 (9R8) and RSR0 (9G1) reset the LMI for the start of another cycle as described in Section 13.1.

13.3 Fullword Read (See Figure 19.)



NOTE 1: During this time, LMB00:18 contains the low active address, and LMB27:31 contains the high-active control code.

NOTE 2: During this time, LMB00:31 contains 32 bits of high-active data.

Figure 19. Fullword Read Timing

The Fullword Read cycle begins like a fullword write. The description in Section 13.1, up to and including the generation of ERO, is applicable here. After the receipt of LMRDY0, the MBC releases the LMB and waits for the LMI to respond with data. Approximately 250 nanoseconds from the leading edge of ERO, RDENO (IA8) goes low active, enabling the 2:1 multiplexors which serve as LMB drivers (Sheets 1 and 2). RDSEL (10K5) is low, which steers MS00:15 onto LMB00:15 and MD00:15 onto LMB16:31 (Sheets 1 and 2). The output data from the Local Memory Modules (LMMs) appears on MS00:15 and MD00:15 no later than 275 nanoseconds from the edge of ERO, and is steered to the LMB as described previously. At 325 nanoseconds from ERO another LMRDY0 pulse (9K2) is generated by RDYAO (9G3) which indicates to the MBC that data is valid on the LMB. The Read/Write registers located on each LMM automatically provide the restore phase of the Read cycle.

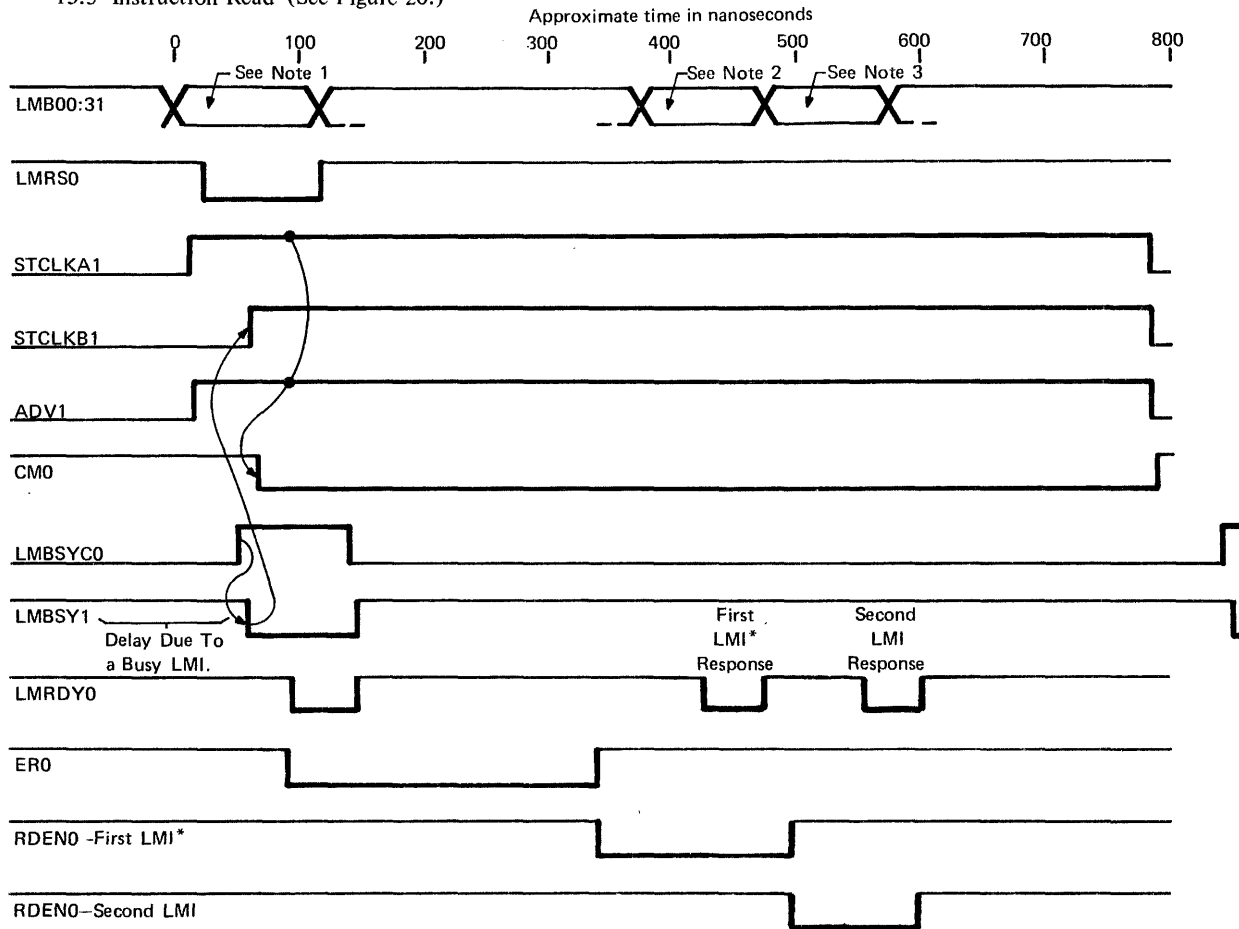
After the write phase is completed, ULMAR0 (9R8) and RSR0 (9G1) reset the LMI for the start of another cycle as described in Section 13.1.

13.4 Halfword Read

In all halfword Read operations, the requested halfword is placed on LMB16:31 (Sheet 2). A halfword read cycle to access the least significant (odd) halfword in a fullword is identical to the fullword read cycle described in Section 13.3. The MBC in this case only uses the data on LMB16:31.

In a halfword read cycle to access the most significant (even) halfword, RDSEL (10K5) is high. All other details of the cycle are identical to a fullword read (Section 13.3). The MBC in this case only uses the data on LMB16:31.

13.5 Instruction Read (See Figure 20.)



* The first LMI controls the address containing the instruction halfword requested by CPA.

Note 1: During this time, LMB00:18 contains the low active address, and LMB27:31 contains the high active control code

Note 2: During this time, LMB00:31 contains a fullword of data from the first LMI.*

Note 3: During this time, LMB00:31 contains a fullword of data from the second LMI.

Figure 20. Instruction Read Timing

The Instruction Read operation is a double fullword (64-bits) read, in which both LMI boards cycle in parallel and each sends a fullword over the LMB in sequence. Two important features of LMI operation during this type of request are: 1. Both LMI boards must be quiescent (i.e., not cycling) before the operation can begin, and 2. The first of the two fullwords of data sent to the MBC contains the instruction halfword requested by CPA.

This cycle begins with address and control data placed on LMB00:18 and LMB27:31 respectively, followed by LMRS0 from the MBC (see Section 13.1 for details). INSRD0 (9E2) goes low, forcing STCLKA1 (8K2) high. If the address is within range, ADV1 (8L3) goes high. Since INSRDI (9C2) is high, STCLKB1 (8L3) does not go high unless LMBSY1 (9G8) is low. As shown in Figure 21, LMBSY1 does not go low unless LMBSYC0 (9H8) from both LMIs is high, indicating that both LMI boards are quiescent. This ensures that the LMI boards will cycle in parallel. When LMBSY1 goes low, STCLKB1 goes high. CMO (8B5) is forced low and starts the clock, and each LMI begins a fullword Read operation.

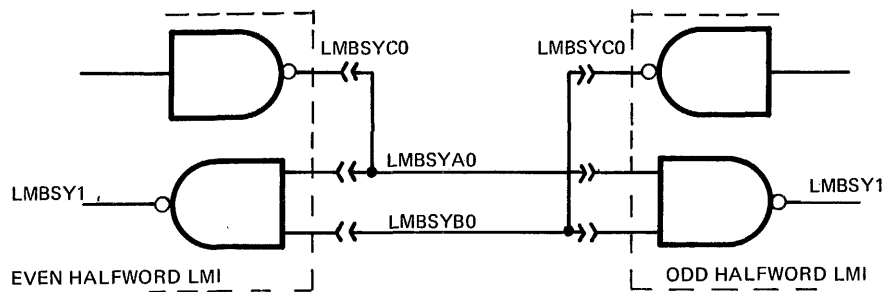


Figure 21. LMSY1 Logic

The LMI that controls the address containing the instruction halfword requested by CPA completes a normal fullword read cycle as described in Section 13.3. Thus, RDENO (1A8) goes low 250 nanoseconds from the leading edge of ERO (8F9). This is followed by a fullword of data not later than 275 nanoseconds from the leading edge of ERO, and LMRDY0 (9K2) generated by RDYA0 (9G3) logic 325 nanoseconds from the leading edge of ERO.

The other LMI also completes a fullword read cycle, but delays placing the data on the LMB as follows: data is received on MS00:15 and MD00:15 not later than 275 nanoseconds from the leading edge of ERO as before, but RDENO does not go low until 400 nanoseconds from ERO, at which time the fullword of data is gated to the LMB (note that RDENO in the first LMI has gone high, disabling the outputs). This is followed by a LMRDY0 pulse at 450 nanoseconds from ERO, generated by RDYB0 logic (9E4). Data from each of the two LMI boards is received, a fullword at time, spaced by 125 nanoseconds.

13.6 Parity Generation and Checking

Parity bits MS160 and MD160, correspond to the most significant (even) halfword and least significant (odd) halfwords respectively. The parity bit is generated whenever its corresponding halfword is written. When a Write operation is initiated, the parity generator/checker integrated circuits (11C7) used for the halfwords being written into are enabled via EPINH1 (11D1) and/or OPINH1 (11C7) (e.g., on an even halfword write, only EPINH1 goes low and enable the I.Cs. The data on MS00:15 or MD00:15 generates EPGEN1 or OPGEN1 respectively, which is gated onto MSI60 or MDI60 by WTE031 (11H1) and written into memory. If the operation is only a halfword write, the parity bit of the other halfword that is accessed is read out of memory, latched into the open-collector flip-flop of that line (11J3 for MS160, 11K6 for MD160) and rewritten into memory.

In a Read operation, the parity bit for each halfword is read out of memory and latched into the open-collector flip-flops of MS160 and MD160. As with parity generation, only the parity generator/checker integrated circuits used for the halfwords being requested are enabled with EPINH1 and/or OPINH1. RDOP8 (10H2) goes high, allowing the parity bit as well as the data bits to be checked. A parity error in one of the halfwords is indicated by EPERR0 (11H4) or OPERR0 (11G6). These are ORed to become PERR1 (11J4), which is then gated by either IRPEN1 (11J4) or DPEN1 (11J3) to become IRLMP0 (Instruction Read Parity Error) or DLMP0 (Data Read Parity Error) respectively. Both IRLMP0 and DLMP0 are 50 nanosecond pulses that occur approximately 400 nanoseconds from the leading edge of ERO.

14. MEMORY SYSTEM TEST FEATURES

14.1 Parity Error Source Indicator (LMI)

The Parity Error Source Indicator (Sheet 12) detects the occurrence of a parity error (DLMP0 or RLMP0) and sets a flag to indicate which of the 16 Memory Modules controlled by the LMI is the source of the data causing the parity failure. The occurrence of DLMP0 or IRLMP0 causes the flip-flop (12N1) to be set, lighting the LED (12R2). The control logic (Sheet 12) resolves the source of the parity error to the particular halfword (hence the particular Memory Module) from which the erroneous data was received. This causes EPSEN0 (12J6) or OPSEN0 (12J8) to go low, depending upon whether the error source was an even or odd halfword respectively. MPI (12J6) goes high if either DLMP0 or IRLMP0 are activated. When all three enable inputs on a 3 to 8 decoder (12K7) are activated, it decodes the three Most Significant Address Bits; ML001, MLX061, and MLX071 (12J6) and the corresponding PDXX0 (12L7) output goes low. This sets one of the 16 flag flip-flops (Sheet 12).

To find the source of an error, a Hexadecimal switch (12K4) is rotated so that its outputs select one input at a time to the two 8 to 1 multiplexors (12E3), which turns ON an LED (12J2) whenever the selected flag flip-flop is set. The Hexadecimal switch positions correspond to Memory Module locations as shown in Figure 22. The module that is the source of a parity error turns ON the LED (12J2) when the hexadecimal switch is at that module's position.

In a system using 64KB Memory Modules, a maximum of eight modules are connected to each LMI and the Hexadecimal switch positions correspond to Memory Modules as shown in Figure 23.

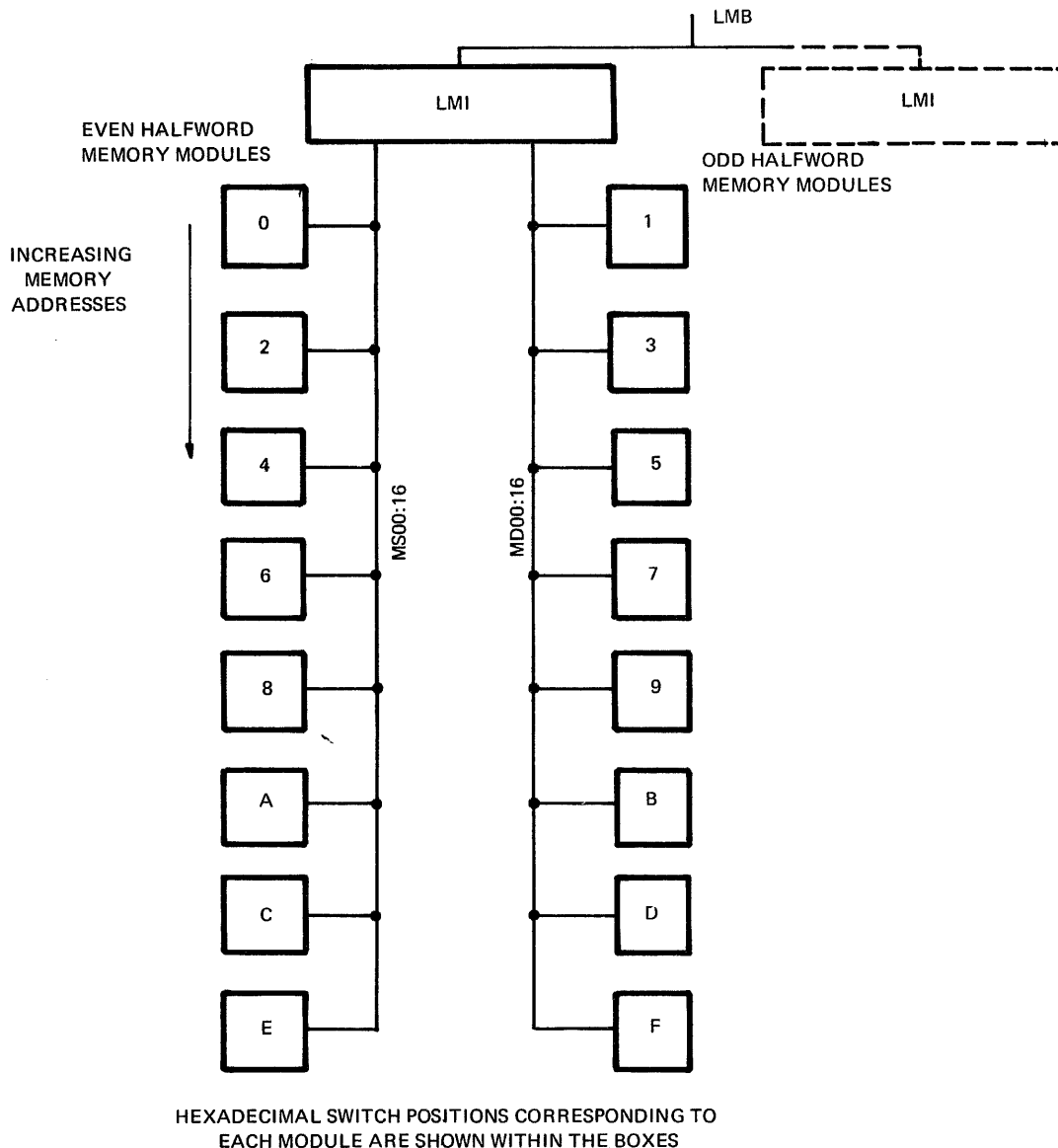
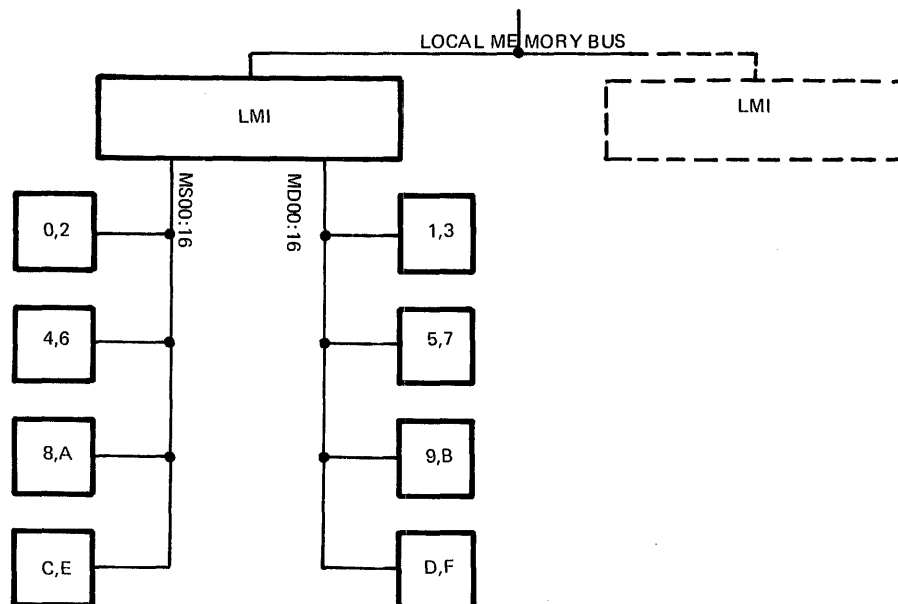


Figure 22. Parity Error Source Indicator – Hexadecimal Switch Positions for 32KB Modules



HEXADECIMAL SWITCH POSITIONS CORRESPONDING TO EACH MODULE ARE SHOWN WITHIN THE BOXES.

Figure 23. Parity Error Source Indicator – Hexadecimal Switch Positions for 64KB Memory Modules

14.2 Force Parity Error Strap (LMI)

A strap (11F5) is provided on the LMI which, when installed, causes the LMI to generate a parity error on each memory read cycle. The type of access (instruction or data read) determines whether IRLMPO or DLMPO is activated.

MEMORY SYSTEM TEST PROGRAMS

The following test programs are recommended to check the Memory System operation:

- | | | | |
|----|--------|---------------------------------------|--|
| 1. | 06-156 | Memory Test Program Parts 1, 2, and 3 | This program checks all available memory in various ways, using only the CPU port of the MBC. |
| 2. | 06-159 | System Exerciser | This program checks the EDMA port of the MBC and operates it in contention with the CPU port. This program requires an ESELCH. |

16. TROUBLESHOOTING

16.1 Extender Board Operation

Use of the 28-015 Extender board allows convenient troubleshooting of the Model 8/32 Main Memory. It allows extended operation of the MBC or either LMI. To operate any board on the extender, the extender board must be plugged into the chassis slot corresponding to that board. Only one board should be extended from the chassis at a time.

NOTE

In order to operate the MBC on an extender a 35-597 Extender Board Terminator must be plugged into the spare slot of the extender board.

16.2 Troubleshooting Checks

If trouble develops and the memory system is suspect, the following checks are recommended:

1. Check for proper seating of all boards and cable connectors.
2. With the Power switch ON, measure P5, P16, and N16 on all memory chassis.
3. If parity errors are the source of the problem, check the LMI Parity Error Source Indicators to determine if the problem is isolated within a particular Memory Module, i.e., possibly a defective module.
4. Check for correct data and control (handshaking) between the MBC and the LMI boards. This usually isolates the problem to either the MBC or the LMI boards and Memory Modules.
5. If the problem only occurs for one particular state of the fullword address bit, it is associated only with the corresponding LMI and its memory modules. If, in addition, the problem is also restricted to one state of the halfword bit, then it is associated with only one LMI and one bank of memory modules (see Section 3).

16.3 Timing Adjustment

A timing adjustment is performed on all LMI boards at the factory to set the speed of the control logic clock. If the clock driver IC or the delay line in the clock circuit is replaced on an LMI board, the clock should be readjusted via the strap at board location 14D as follows (see schematic location 8C3):

1. Place a strap between Pins 14D05 and 14D15.
2. Place Processor in any memory access loop that continually cycles that LMI.
3. Measure clock period signal CL0 on Sheet 8D5 at the second clock pulse or later (not the first pulse) and adjust strap until the period is 49.5 to 51.5 nanoseconds.

17. INSTALLATION

Mechanical installation of Model 8/32 memories is covered by the 8/32 Customer Installation Manual, 29-526, and of the 8/32C and 8/32D memories by the 8/32C and 8/32D Customer Installation Manual, 29-537. After the equipment is mounted and connected, the following checks should be performed:

1. Unplug all Main Memory System boards (MBC, LMIs, and LMMs)
2. Adjust the power supply voltages as follows:
 P5 to +5.0 Volts
 P15 to + 16.5 Volts
 N15 to - 16.5 Volts
3. Power down and plug in all boards
4. Power up again and check voltages; readjust if necessary
5. Run Memory Test 06-156.

18. MAIN MEMORY SYSTEM MNEMONICS

The following lists provide a brief description of each mnemonic found in the memory system. The source of each signal on functional schematic 35-535D08 (MBC) and 35-534D08 (LMI), is also provided.

18.1 8/32 Memory Bus Controller (MBC) Functional Schematic 35-535D08.

<u>MNEMONIC</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
ADRFN1	Address cycle of EDMA transfer finished	12J9
ANSO	EDMA Bus Answer	5J2
ANSR1	Answer Received	5G1
ANSTB0	Answer signal to transmitters-B input	11N6
ANSWT1	Answer to EDMA bus transmitter	12J2
BRSTWRT1	Burst mode write decode of EDMA	11M6
BURSTRD1	Burst read decode of DMA control bits	12C1
C28EB0	CPA address Bit 28 equal to upper address in stack	8J8
CA120:300	Control Address lines from CPA	Sheet 6
CAF120:300	Control Address flip-flops address register zero output	Sheet6
CAF121:151	True side of Control Address flip-flops	Sheet 6
CCYCOM0	C Selected and Cycle Complete	13C6
CD000:310	Control Data lines to/from CPA	Sheet 4
CDMAD1	Clock DMA address register	11G9
CEQL0	CPA address equal to lower address in stack	8K9

<u>MNEMONIC</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
CEQU0	CPA address equal to upper address in stack	8R9
CF1/0	CPA select flip-flop in memory contention circuit	13F3
C1/0	CPA selected in memory contention circuit buffered	13K3
CILMRS0	CPA access to memory with instruction read and local memory request service	14G5
CLK1A	Clock to EDMA Bus control counter	10F1
CLK1B	Clock to counter B	10E6
CMC000:020	Control Memory control code from CPA	Sheet 11
CRDY0	C Ready signal to CPA	14S8
CREQ0	Control Request from CPA	6G6
CREQF 1/0	Control Request flip-flop	6A1
CRQD 001	CPA Request Delayed 00, 10, 20, etc. nanoseconds	Sheet 14
101		
201		
301		
501		
601		
CTAA1	Counter A Stage A	10J2
CTAB1	Counter A Stage B	10N2
CTAC1	Counter A Stage C	10L2
CTBA1/0	Counter B Stage A	10E6
CTB000	Counter B not at count time zero	10C8
CTBB1/0	Counter B Stage B	10F6
CTDA1/0	Counter D Stage A	12G6
CTAD1/0	Counter A Stage D	10J1
CTDA1-LMSEL	Counter D Stage A and local memory selected	12H6
CTEA1/0	Counter E Stage A	12J3
CTEB1/0	Counter E Stage B	12L4
CTFA1	Counter F Stage A	11E4
CTFB1/0	Counter F Stage B	11G4
CTFC1/0	Counter F Stage C	11B4
CTFCLK	Counter F Clock	11C1
CTMOUT0	CPA Request Time out	14N2
CXREQ0	CPA Request to EDMA	9N5
CYCOMB0	Memory Cycle complete buffered	11G9
C28EA0	CPA address Bit 28 equal to lower address in stack Bit 28	8J9
D28EA0	DMA address Bit 28 equal to lower address in stack Bit 28	8E8
D28EB0	DMA address Bit 28 equal to upper address in stack Bit 28	8E9
D35	Memory contention request delayed 35 nanoseconds	13G6
DA000	Data strobe delay line output 00 nanoseconds	11K8
DA300	Data strobe delay line output 30 nanoseconds	11K8

<u>MNEMONIC</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
DA700	Data strobe delay line output 70 nanoseconds	11L8
DA400	Data strobe delay line output 40 nanoseconds	11L8
DAD121:301	DMA Address register counter	Sheet 1
DATTM1	Data Time on LMB	13M9
DB700	Delay line 70 nanosecond tap	12J1
DEQ0	DMA address equal to address in stack and DMA writing to memory	14H1
DEQL0	DMA address equal to lower address in stack	8C9
DEQU0	DMA address equal to upper address in stack	8G9
DLMPF0	Data Local Memory Parity Fail	14A3
DMAACT1/0	DMA Active	10J4
DMAFW0	Fullword access from CPA to EDMA	2M9
DMA160:170	EDMA Bus	1M9
DMARDY A/B	DMA Ready--creates CRDY	11M5
DMARY0	DMA RDY to CPA	14K8
DMCA0	DMA control address time	10C7
DMENB0	Enable DMA transmitters	10E9
DMF001:311	DMA Data Register flip-flops	Sheet 1
DMMC000:020	DMA Memory Control code	1K9
DMPF0	Data Memory Parity Fail (on Model 8/32); Data or Instruction Memory Parity Fail (on Models 8/32C and 8/32D)	14C4
DMT001:171	Signals to DMA Transmitter	Sheet 2
DMX120:150	EDMA Bus lines	5L2
DPF1	Data Parity Fail	14C3
DREQ1/0	CPA request to EDMA Bus	9L4
DXR121:151	DMX signal out of receiver	Sheet 5
EFB0	EDMA flip-flop in memory contention circuit-buffered	13K2
EF1/0	EDMA selected flip-flop in memory contention circuit	13G1
EHOLD0	EDMA Hold memory access	11N6
ENB0	Enable memory busy on EDMA Bus	10N8
END0	End selected condition	10N9
ENEOT1	Enable End of Transmit	10F8
EOT0	End Of Transmit	12F4
EOT0	End Of Transmit	10G9
EQ1	CPA address equal to an address in stack	14E6
EQIRCO	Equal and instruction read and CPA not still accessing memory	14F6
EREQE1	EDMA request to memory contention circuit	13E1
ERQWRT0	EDMA request and write command	13C1
GTUU1	Greater Than Unused memory lower limit	9E2
GXX1	Combination of ready signals	14K2
IR 1/0	Instruction read decode of CMC bits	11H7
IRWRT0	Instruction read or data write--ready	14K8

<u>MNEMONIC</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
LDADR0	Load from EDMA Bus receiver	12E7
LDDMC1	Load DMA control bit register	12E7
LDLMF1	Load Local Memory flip flops—Data Register	11G9
LDLSH0	Load Least Significant Half of DMA Data Register	12K8
LDLSH1	Load Least Significant Half of DMA Data Register	11N3
LDMSH0	Load Most Significant Half of DMA Data Register	12J8
LDMSH1	Load Most Significant Half of DMA Data Register	11N4
LDSTA1	Load Stack address register STA	14K7
LDSTK0	Load Stack	11C1
LMB271	Local Memory Bus Bit-27	11J7
LMB000:316	Local Memory Bus signals to Local Memory Interface	Sheet 3
LMBBY1/0	Local Memory Bus Busy	13G8
LMDS0	Local Memory Data Strobe	11N5
LMF000:310	Local Memory Bus flip-flops Data Register	Sheet 2
LMRDY0	Local Memory Ready	11A7
LMREQ0	Local Memory Requested	10C4
LMRS0	Local Memory Request Service	13N8
LMSEL1/0	Local Memory Selected	12D5
LMTMOTO	Local Memory Time Out	14S4
LOAD0	EDMA Bus Load	5J2
LOADR1	Load Received	5G1
LOADT0	Load signal to EDMA transmitter	10F7
M00	Same as memory zero except local memory zero active	9G8
M01	Memory Zero, Local Memory One active	9G7
M1BZR0	Memory 1 Busy from EDMA Bus receivers	9J4
M2BZR0	Memory 2 Busy from EDMA Bus receivers	9J4
M3BZR0	Memory 3 Busy from EDMA Bus receivers	9J4
MB00	Same as memory zero except buffered zero active	9G7
MSTP0A:3A	Memory Address strapping upper address of each memory most significant bit	Sheet 9
MSTP0B:3B	Same as MSTP0A:3A except next MSB	Sheet 9
MSTP0C:3C	Same as MSTP0B:3B except next MSB	Sheet 9
MSTP0D:3D	Same as MSTP0C:3C except next MSB	Sheet 9
P5RB	P5 through Resistor B	1N7
P5RX	P5 through Resistor X	8H6
P5RY	P5 through Resistor Y	9A1
P5RZ	P5 through Resistor Z	12B3
QUE0	Queue	10N3
RDBUFL1/0	Read Buffer Full	12D2
RDDAT0	Read Data	11H5
RDYDAT	EDMA Ready for Data	12D1

<u>MNEMONIC</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
RPC1	Receive Priority Chain	10N1
RSREQ0	Reset stack request signal	13B6
S1	Stack selected in memory contention circuit	13M5
SBSY0	Stack Busy on LMB	14C1
SCLRBO	System Clear buffered	10H9
SD1	Stack select delayed	13M5
SEL1/0	Selected (CPA)	10N6
SLMSELO	Set Local Memory Select flip flop	12D5
SOT0	Start Of Transmit	10M4
SPECIR1	Special instruction read stored signal	14K9
SMX0	Stack multiplexor control	13J4
SS1	Stack Selected	13M5
SSREQA0	Set Stack Request	14N6
ST161:311	Stack output data	Sheet 5
STA121:281	Stack Address register bottom of stack	Sheet 7
STA280	Stack Address register LSB	7N2
STB121:271	Stack Address - middle of stack	Sheet 7
STCDO	Stack to CD lines	11C5
STHOLD	Start of Transmit Hold	10K3
STKA1/0	Valid status of half of stack that contains upper address	14M6
STKRDY1	Stack Request Ready to CPA	14J8
STWA1	Stack Write Select A	14E2
STWB1	Stack Write Select B	14C1
SQUEF1	Set Queue flip-flop	9N5
SXIR	Stack multiplexor control or Instruction read	11D6
T00A	Time Zero from delay line	10A3
T80A	Time 80 nanoseconds delayed from delay line input	10B2
WDTM0	Write Data Time	11M7
WRTBUF1/0	Write Buffer Full	12L8
XREQ0	EDMA Bus request	10A1
XX1/0	Ready to be started	10L6

18.2 8/32 Local Memory Interface (LMI) Functional Schematic 35-534D08

<u>MNEMONIC</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
ADV0	Output of comparators (Sheet 9) indicating that requested address is within block of memory controlled by this LMI.	9N3
C001:021	Buffered CMC bits from CPA which are part of the control code transmitted from the MBC to LMI boards indicating CPU requests to local memory.	Sheet 10
CLO	Clock Output—pulse train drives Johnson Counter on Sheet 11.	8C6
CL1	Complement of CLO, used to time RSR0 pulse.	8D5
CM0	Cycle Memory—enables the clock and is held low throughout the memory cycle.	8N1
DLMP0	This low-active pulse is generated when an LMI detects a parity error on any operation except instruction read.	11N8
EBCLR0	Even Buffer Clear—is normally low and is asserted high during a Read operation to latch data into the Restore Cycle Data Registers for the even (most significant) halfword.	5H8
EPERR0	Asserted low-active when a parity error is detected on a Read operation from the even halfword memory bank of an LMI.	11G4
EPINH1	High active to inhibit parity generator/checking logic for even halfword memory bank of an LMI.	11D1
ER0	Early Read control signal for local Memory Modules begin the memory cycle read phase.	8F9
EWRT0	Even Halfword Write—is asserted low-active when it is desired to write into an even-address halfword.	9G6
EX1/0	Bit 4 of MBC-LMI control code which indicates an EDMA request for local memory.	10C7
FW1/0	MAR output bit which selects the LMI controlling requested address.	10E8
FWD1/0	Strap-selected level function which is low-active when this LMI is selected by FW1/0.	10G8
HEX011:041	The output of a Hexadecimal rotary switch which select a particular PFxx1 line for display on an LED.	Sheet 12
HW1/0	MAR output bit which is the least significant address bit and is used to select one of the two halfword memory banks controlled by an LMI on halfword memory operations.	10H6
ID021	An intermediate combinatorial decode used in various functions.	10H3
ID030	An intermediate combinatorial decode used in various functions.	10L4
ID041	An intermediate logical decode signal used in various functions.	9F2
INH0	Inhibit control signal of Local Memory Modules begins the restore/write phase of a memory cycle.	8H2

<u>MNEMONIC</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
INSRD1	Combinatorial decode indicates access is an Instruction Read.	9C2
IRLMPO	This low-active pulse is generated when an LMI detects a parity error during an instruction Read operation.	11M4
LMARF1/0	Level signal which changes mode of memory address register and control code register between tracking and latched.	10C1
LMB000:310	32 Bit wide bidirectional Local Memory Bus used to transmit data and addresses between the MBC and LMI boards.	Sheets 1 and 2
LMBSY A0 B0 C0 }	Three control lines used to synchronize LMI cycles for an Instruction Read (double fullword read).	9G8
LMRDY0	Ready signal from LMI to MBC indicates that LMI has responded to request and is ready to accept write data, or that read data is valid on the LMB.	9K2
LMDS0	Local Memory Data Strobe-loads data transmitted from the MBC into the MDR.	
LMRS0	Request line from MBC--indicates that MBC is requesting the memory to cycle.	8D1
MA000:140	Memory Address bits--concatenated with MAX060 and MAX070 to form the address sent from the LMI to the memory modules.	Sheets 6 and 7
MAX060 and 070	Extended Memory Address bits--see MA000:14.	
MCLR0	Memory Clear--buffered System Clear which is sent to all Local Memory Modules.	8E7
MCROA1	Timing pulse used to control signals only when 1 microsecond cycle time local Memory Modules are used.	11N1
MCROB0	Timing pulse used to control signals only when 1 microsecond cycle time local Memory Modules are used.	9M8
MD000:160	Memory Data--is the bidirectional data bus which transmits data between the LMI and the least significant halfword (odd) bank of Local Memory Modules (LMMs).	Sheet 3
MDR001:311	Output of the Memory Data Register which store data for memory write operations only.	Sheets 3 and 4
ML000:010	Latched Memory Address bits--output of MAR.	6C7
MLX060 and 070	Latched Extended Memory Address bits. Output of the tracking latches used for the MAR.	Sheet 8
MP1	Memory Parity Fail--high active when either DLMPO or IRLMPO are asserted.	12L1
MS000:160	Memory Sense--is the bidirectional data bus which transmits data between the LMI and the most significant halfword (even) bank of memory modules.	Sheets 4 and 5
MSTRP0	Timing pulse used to control signals only when 1 microsecond cycle time Local Memory Modules are used.	9M9
NULMAR0	Used to unload memory address register and control code register at the end of the cycle for 750 nanoseconds cycle time memories.	9F1

<u>MNEMONIC</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
OBCLR0	Odd Buffer Clear—is normally low and is asserted high during a read operation to latch data into the Restore Cycle Data Registers for the odd (least significant) halfword.	3L8
ONE0	Decode of the first state of the counter (Sheet 8) used to initiate various memory cycle signals.	9F3
OPERR0	Asserted low-active when a parity error is detected on a Read operation from the odd halfword memory bank of an LMI.	11G6
OPINH1	High active to inhibit parity generation/checking logic for odd halfword memory bank of an LMI.	11D5
OWRTO	Odd Halfword Write—is asserted low-active when it is desired to write into an odd-address halfword.	9G5
PD000:150	Each of these decoder output lines correspond to one of the up to 16 local Memory Modules than an LMI can control. A line is asserted low-active when a parity error is detected on a Read operation to its corresponding memory module.	Sheet 12
PF001:151	The 16 outputs of the Parity Error Storage register. A line is set high active when a parity error is received from the Local Memory Module that particular flip flop represents.	Sheet 12
Q010:080	Output of Counter flip-flops stages 1 thru 8 (flip-flop Q outputs).	Sheet 8
Q011:081	Same as above but complemented (flip-flop Q outputs).	Sheet 8
RDENO	Read Enable—goes low to activate the multiplexors/drivers of the LMB on Read operations.	1A8
RDOPI	This signal is asserted high-active on any type of Read operation.	10H2
RDSEL	Selects the correct data for placement on LMB16:31 at LMB2:1 multiplexors/driver (Sheet 2). RDSEL is high for an even halfword read and low for an odd halfword or fullword read.	10K6
RF0	Complement of RF1, Captures LMRS0 in tracking latch.	8C2
RSR0	Initializes the LMI at the end of a memory cycle.	9G1
SCLR0	System Clear	8A8
SSFBO	Counter Self-Start Feedback—insures counter does not remain in an undesired stable sequence of statues.	8R5
SX1/0	Bit 5 of MBC-LMI control code which indicates an Instruction Read initiated by the look-ahead cache on MBC.	10C5
ULMAR0	Pulse to Unlatch Memory Address register and control code register at the end of memory cycle.	9R8
WTE001	This data steering signal is asserted high-active for a halfword Write operation into the most significant (even) halfword.	10L2

<u>MNEMONIC</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
WTE011	This data steering signal is asserted high-active for a fullword Write operation.	10L4
WTE021	This data steering signal is high-active for a halfword write into the least significant (odd) halfword or for a fullword write.	10L3
WTE031	This signal is asserted high-active on all Write operations to enable the appropriate parity bit(s) to be written into memory.	11H1
XRPC	Pullup Resistor C	8N5
XRPD	Pullup Resistor D	12K3
XRPG	Pullup Resistor G	9E4

EXTENDED SELECTOR CHANNEL

METRIC

M73-105

EXTENDED SELECTOR CHANNEL INSTALLATION SPECIFICATION

1. INTRODUCTION

This specification provides the necessary information for the installation of the 02-328 Extended Selector Channel (ESELCH) (Product Number M73-105) in a Model 7/32 or 7/32C or 8/32, 8/32C, or 8/32D Processor System. The Extended Selector Channel is complete on one 35-508 printed circuit board.

2. PHYSICAL CHARACTERISTICS

2.1 Dimensions

381 mm x 381 mm (15" x 15")

2.2 Weight

1.134 kilograms (2.5 pounds) maximum

3. INSTALLATION

The ESELCH may be installed in any even numbered chassis slot (i.e., 0, 2, 4, or 6) of the Extended Direct Memory Access (EDMA) Bus. In a 7/32 or 7/32 C Processor, the EDMA Bus starts at either Slot 3 or Slot 7 of the Expansion back panel of the twin chassis. See 02-348A20, 7/32 or 7/32 C Memory Access Controller (MAC) Installation Specification for details. For a 8/32 Processor, the EDMA Bus starts at Slot 2 of the lower CPU chassis. The EDMA Bus can be extended to other Expansion chassis through cables but the bus length is limited to 2.438 meters (8 feet). Seven DMA devices (in addition to the MAC) may be installed on the EDMA Bus. The seven devices may all be ESELCHs with no extended memory interfaces or custom DMA devices.

3.1 Back Panel Wiring

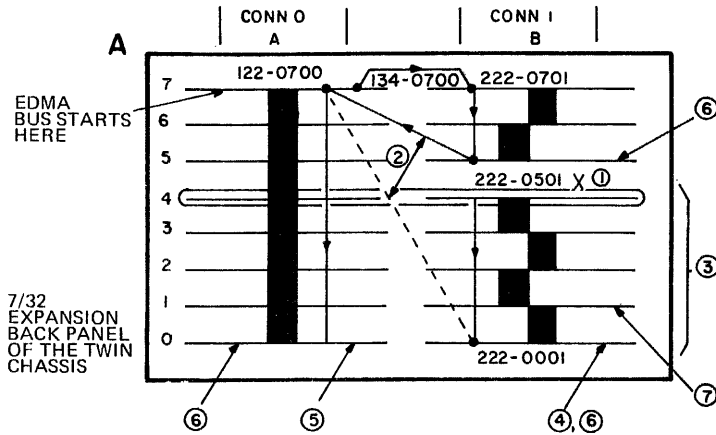
At the time of installation it is necessary to cut the Multiplexor Bus wiring between the even numbered slot accepting the ESELCH and the next higher numbered slot on the one (1) connector only. The Receive Acknowledge/Transmit Acknowledge (RACK0/TACK0) "daisy chain" wiring on the back panel is rerouted according to Figure 1A. The lower numbered card slots in the chassis become part of the private ESELCH Bus on the one (1) connector only.

To install an ESELCH in Slot 4:

1. Remove all wires from Connector One (1), between Slots 4 and 5, on Pins 11 through 26, Rows 1 and 2 (see back panel map on Functional Schematic 02-328D08, Sheet 1).
2. Remove the wire between 222-0001 and 122-0700.
3. Remove the RACK0/TACK0 jumper between Pins 122 and 222 on both the zero (0) and one (1) connectors and RPC0/TPC0 jumper between Pins 137 and 237 on zero (0) connector of Slot 4.
4. Connect 122-0700 to 222-0501.

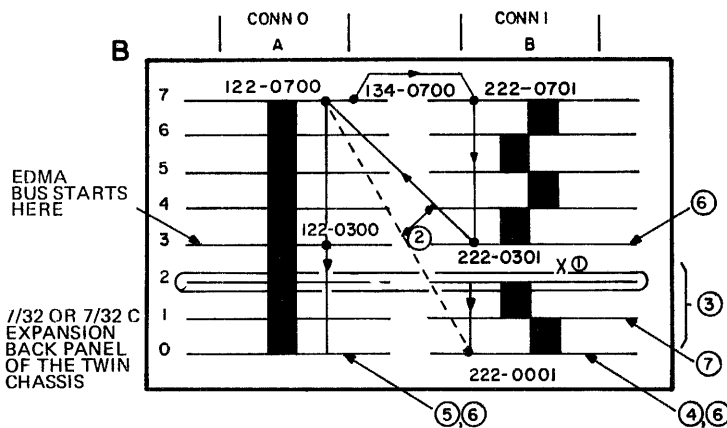
5. To install an ESELCH in any other even numbered slot of a twin or universal expansion chassis, a similar procedure is followed. Refer to Figure 1 (B, C, D, E, and F). When Expanding to a universal chassis only (Figures 1E, 1F), make the following changes:
 Remove Wires: 128-0701-TEMP B
 227-0701-TEMP A
 Add: 128-0701 to 128-0601
 227-0701 to 227-0601

NOTE: THE CIRCLED NUMBERS ON ILLUSTRATIONS A, B, C, D, E, AND F REFER TO THE CORRESPONDING NUMBERS IN THE FOLLOWING INSTALLATION PROCEDURES.



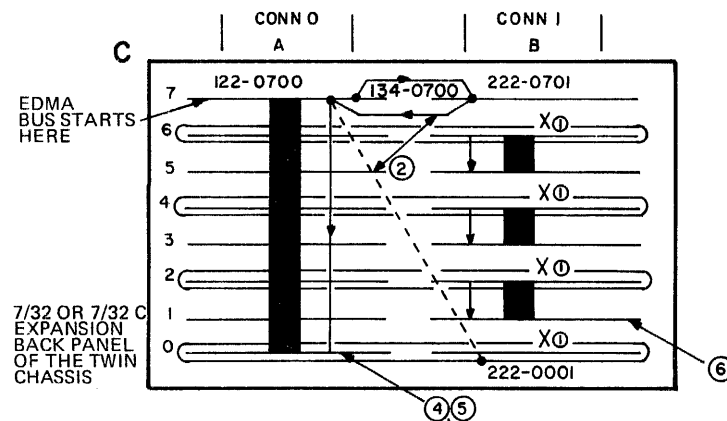
TO INSTALL A SELECTOR CHANNEL IN SLOT 4 OF THE 7/32 EXPANSION BACK PANEL OF THE TWIN CHASSIS

- ① CUT THE MULTIPLEXOR BUS.
- ② JUMPER RACK0/TACK0 AS SHOWN, REMOVE DASHED JUMPER.
- ③ THIS SECTION BECOMES THE PRIVATE SELECTOR BUS ON THE CONNECTOR ONE (CONN 1) SIDE ONLY. ALL SLOTS ON THE CONNECTOR ZERO (CONN 0) SIDE AND SLOTS 7, 6 AND 5 ON THE CONNECTOR ONE SIDE REMAIN AS STANDARD MULTIPLEXOR BUS SLOTS.
- ④ IF REQUIRED, EXTEND THE SELECTOR CHANNEL BUS TO OTHER CHASSIS BY INSTALLING A CABLE HERE.
- ⑤ EXTEND THE MULTIPLEXOR BUS TO OTHER CHASSIS BY INSTALLING A CABLE HERE.
- ⑥ INSTALL I/O TERMINATORS 35-433R01 HERE.
- ⑦ INSTALL EDMA BUS TERMINATOR 35-548 HERE.



TO INSTALL A SELECTOR CHANNEL IN SLOT 2 OF THE 7/32 EXPANSION BACK PANEL OF THE TWIN CHASSIS

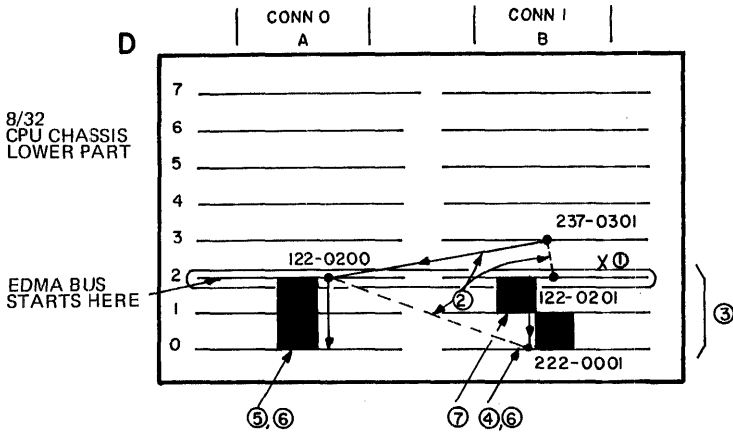
- ① CUT THE MULTIPLEXOR BUS
- ② JUMPER RACK0/TACK0 AS SHOWN, REMOVE DASHED JUMPER.
- ③ THIS SECTION BECOMES THE PRIVATE SELECTOR BUS ON THE CONNECTOR ONE (CONN1) SIDE ONLY. ALL SLOTS ON THE CONNECTOR ZERO (CONN 0) SIDE REMAIN AS STANDARD MULTIPLEXOR BUS SLOTS.
- ④ IF REQUIRED, EXTEND THE SELECTOR CHANNEL BUS TO OTHER CHASSIS BY INSTALLING A CABLE HERE.
- ⑤ EXTEND THE MULTIPLEXOR BUS TO OTHER CHASSIS BY INSTALLING A CABLE HERE.
- ⑥ INSTALL I/O TERMINATORS 35-433R01 HERE.
- ⑦ INSTALL EDMA BUS TERMINATOR 35-548 HERE.



TO INSTALL 4 SELECTOR CHANNELS (IN SLOTS 6, 4, 2, AND 0) OF THE 7/32 EXPANSION BACK PANEL OF THE TWIN CHASSIS

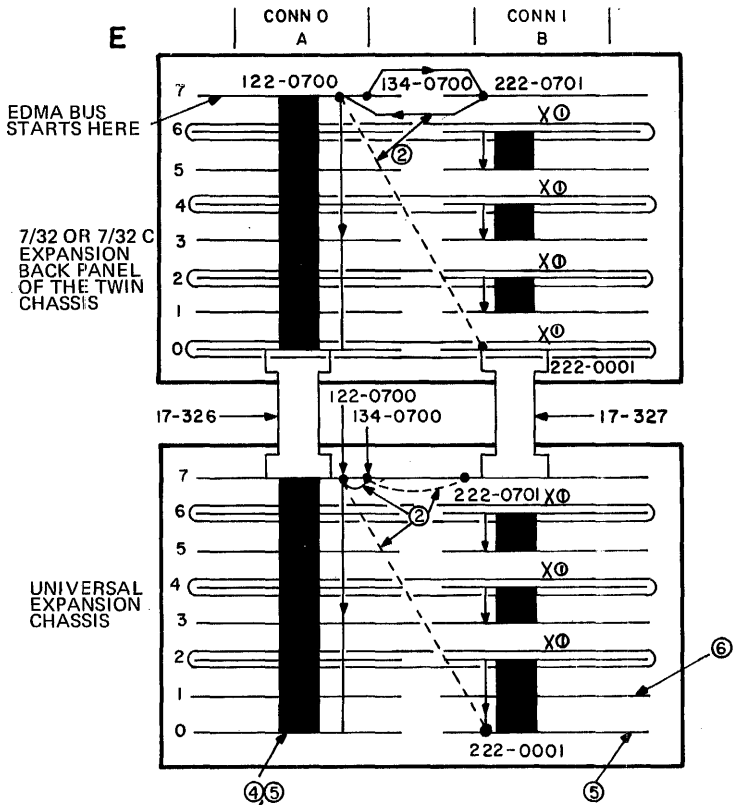
- ① CUT THE MULTIPLEXOR BUS IN FOUR PLACES.
- ② JUMPER RACK0/TACK0 AS SHOWN, REMOVE DASHED JUMPER.
- ③ EACH SELCH EXCEPT THE ONE IN SLOT 0 HAS ONE SLOT AVAILABLE ON IT'S PRIVATE BUS. THE PRIVATE BUSES CAN BE EXTENDED TO OTHER CHASSIS BY INSTALLING CABLES IN SLOT POSITIONS 0, 1, 3, AND 5 ON CONNECTOR ONE (CONN1) SIDE.
- ④ ALL SLOTS ON THE CONNECTOR ZERO (CONN 0) SIDE REMAIN AS THE STANDARD MULTIPLEXOR BUS. THIS BUS CAN BE EXTENDED BY INSTALLING A CABLE HERE.
- ⑤ INSTALL I/O TERMINATOR 35-433R01 HERE.
- ⑥ INSTALL EDMA BUS TERMINATOR 35-548 HERE.

Figure 1. Backpanel Modifications



TO INSTALL A SELECTOR CHANNEL IN SLOT 2 OF THE 8/32 CPU CHASSIS LOWER PART

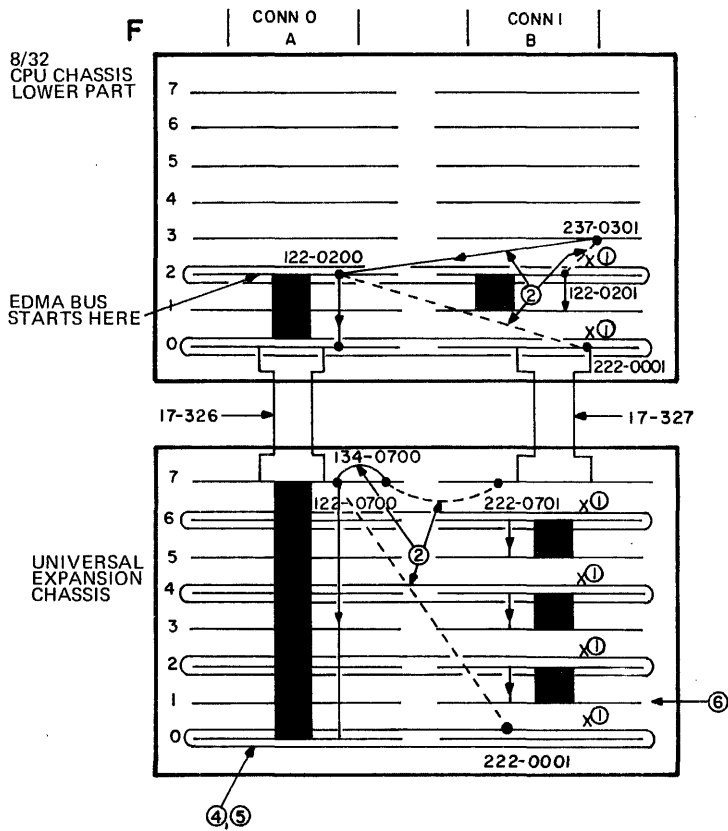
- ① CUT THE MULTIPLEXOR BUS.
- ② JUMPER RACK0/TACK0 AS SHOWN, REMOVE DASHED JUMPER.
- ③ THIS SECTION BECOMES THE PRIVATE SELECTOR BUS ON THE CONNECTOR ONE (CONN1) SIDE ONLY. ALL SLOTS ON THE CONNECTOR ZERO (CONN 0) SIDE REMAIN AS STANDARD MULTIPLEXOR BUS SLOTS.
- ④ IF REQUIRED, EXTEND THE SELECTOR CHANNEL BUS TO OTHER CHASSIS BY INSTALLING A CABLE HERE.
- ⑤ EXTEND THE MULTIPLEXOR BUS TO OTHER CHASSIS BY INSTALLING A CABLE HERE.
- ⑥ INSTALL I/O TERMINATORS 35-433R01 HERE.
- ⑦ INSTALL EDMA BUS TERMINATOR 35-548 HERE.



TO INSTALL 7 SELECTOR CHANNELS IN SLOTS 6, 4, 2 AND 0 OF 7/32 EXPANSION BACK PANEL OF THE TWIN CHASSIS AND 2, 4, 6 OF EXPANSION CHASSIS.

- ① CUT THE MULTIPLEXOR BUS IN 7 PLACES.
- ② JUMPER RACK0/TACK0 AS SHOWN, REMOVE DASHED JUMPER.
- ③ EACH SELCH EXCEPT THE ONE IN SLOT 2 OF UNIVERSAL EXPANSION CHASSIS HAS ONE SLOT AVAILABLE ON IT'S PRIVATE BUS. THE PRIVATE BUSES CAN BE EXTENDED TO OTHER CHASSIS BY INSTALLING CABLES IN SLOT POSITIONS 1, 3, AND 5 OF JUMBO CHASSIS AND 0, 3, 5 OF EXPANSION CHASSIS ON CONNECTOR ONE (CONN 1) SIDE.
- ④ ALL SLOTS ON THE CONNECTOR ZERO (CONN 0) SIDE REMAIN AS THE STANDARD MULTIPLEXOR BUS. THIS BUS CAN BE EXTENDED BY INSTALLING A CABLE HERE.
- ⑤ INSTALL I/O TERMINATORS 35-433R01 HERE.
- ⑥ INSTALL EDMA BUS TERMINATOR 35-548 HERE.

Figure 1. Backpanel Modifications (Continued)



TO INSTALL 6 SELECTOR CHANNELS IN SLOTS 0 AND 2 OF THE 8/32 CPU LOWER CHASSIS AND 0, 2, 4, AND 6 OF THE UNIVERSAL EXPANSION CHASSIS.

- ① CUT THE MULTIPLEXOR BUS IN 6 PLACES.
- ② JUMPER RACK0/TACK0 AS SHOWN, REMOVE DASHED JUMPERS.
- ③ EACH SELCH, EXCEPT THE ONE IN SLOT 0 OF THE EXPANSION CHASSIS, HAS ONE SLOT AVAILABLE ON ITS PRIVATE BUS. THE PRIVATE BUSES CAN BE EXTENDED TO OTHER CHASSIS BY INSTALLING CABLES IN SLOT POSITIONS 1 OF CPU LOWER CHASSIS AND 0, 1, 3, 5, OF THE EXPANSION CHASSIS ON THE CONNECTOR ONE (CONN 1) SIDE.
- ④ ALL SLOTS ON THE CONNECTOR ZERO (CONN 0) SIDE REMAIN AS THE STANDARD MULTIPLEXOR BUS. THIS BUS CAN BE EXTENDED BY INSTALLING A CABLE HERE.
- ⑤ INSTALL I/O TERMINATOR 35-433R01 HERE.
- ⑥ INSTALL EDMA TERMINATOR 35-548 HERE.

Figure 1. Backpanel Modifications (Continued)

3.2 Cabling

The cabling necessary for the ESELCH depends on the systems physical configuration. When the ESELCH Bus does not extend outside the twin chassis, no cabling is required. When the ESELCH Bus must be extended to another chassis, a number of cable configurations can be used, see Figure 2. Care should be taken to minimize bus lengths and not exceed 762 mm (30") (three expansion chassis).

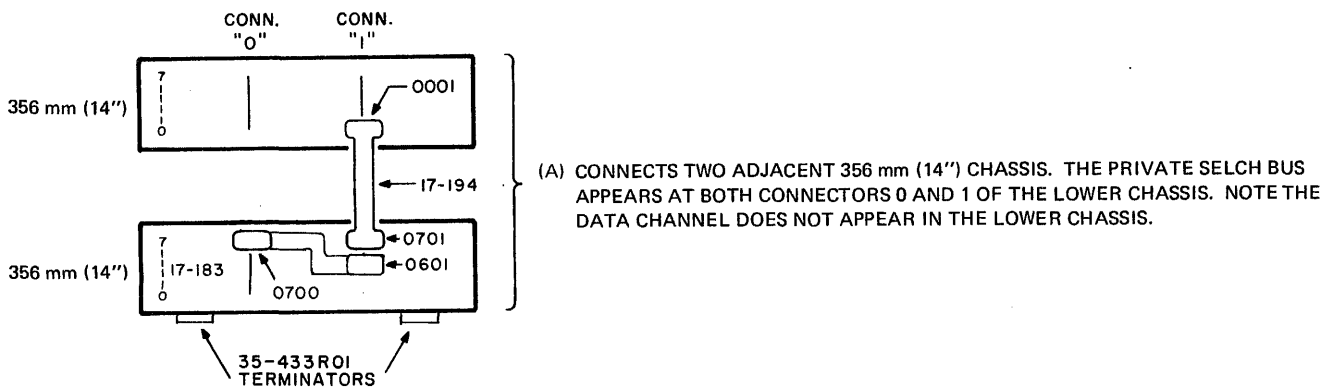


Figure 2. Cabling

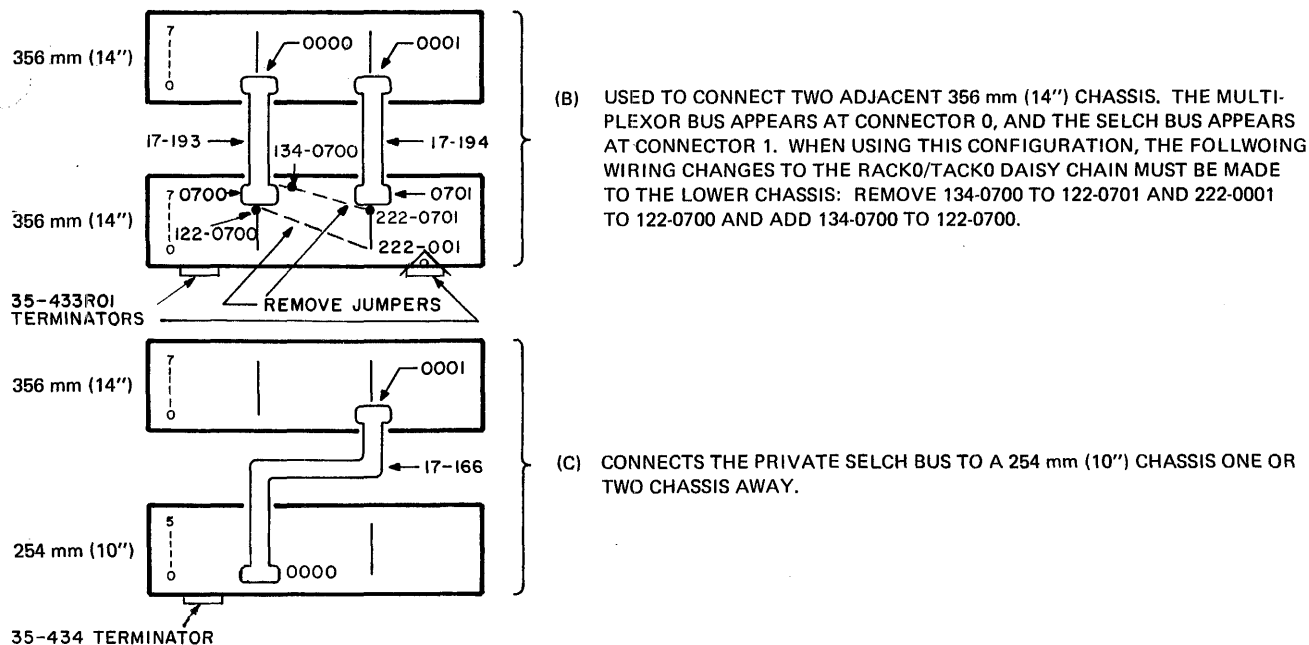


Figure 2. Cabling (Continued)

The termination of the 17-312 cable, at Slot 7 or Slot 3, on the Expansion back panel designates the start of the EDMA Bus. Refer to Figure 3. If any slot (on the one side) is to be used for an ESELCH, add contiguous wire straps as follows:

Slot 7	Slot 3
129 - 0701	129 - 0301
129 - 0601	129 - 0201
129 - 0501	129 - 0101
129 - 0401	129 - 0001
129 - 0301	
129 - 0201	
129 - 0101	
129 - 0001	

through the appropriate chassis.

4. ADDRESS STRAPPING

The preferred address of the ESELCH is X'0F0' (10 bit address). The controller is strapped for this address at the factory. To change the address, refer to Functional Schematic 02-328D08.

5. STRAP OPTIONS FOR ADDRESS SPACE ALLOCATION

Address space allocation for the four memory banks is determined by strap options in the ESELCH. Each memory bank's address space must be zero or a multiple of 64K bytes up to a maximum of 1,024K bytes for a 8/32 Processor or a maximum of 256K bytes for a 7/32 or 7/32 C Processor. Address assignment must be contiguous and the four memory banks are assigned address space in ascending order.

On the ESELCH printed circuit board, there are two decoders, A03 and A04, which decode the extended address bits (four most significant address bits). Each output of the decoders allocates 64K bytes of memory. The 16 outputs with wire wrap stakes are marked 0:15. The four wire wrap stakes next to them are marked M00, M10, M20, and M30. These denote the four memory banks. The address space allocation should be strapped according to system configuration. All non-existent memory locations should be strapped to the stake marked NE (Non-Existent Memory). See Figure 4. Address Allocation

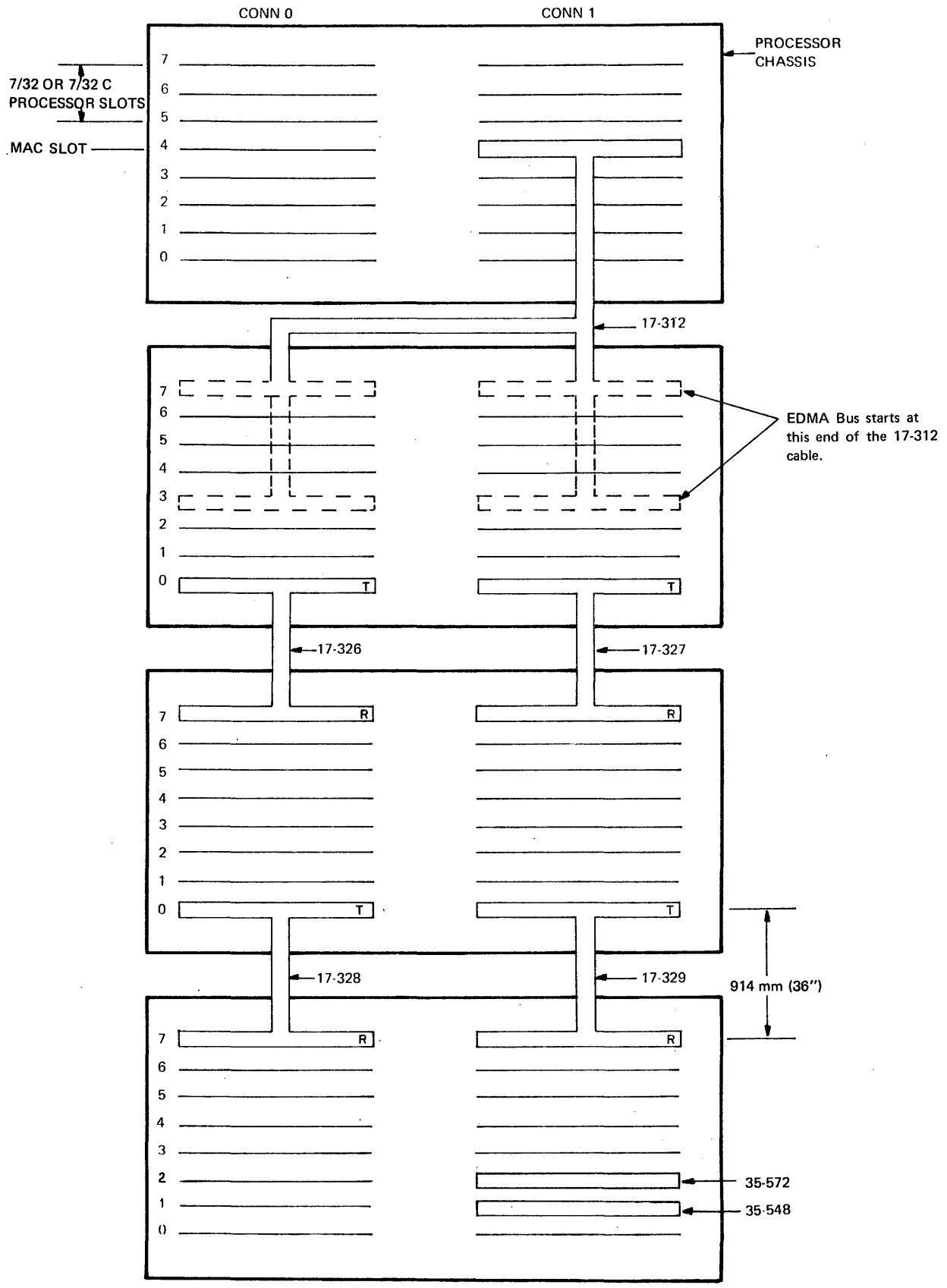


Figure 3. MAC Back Connections

B-11-87
8/32 config

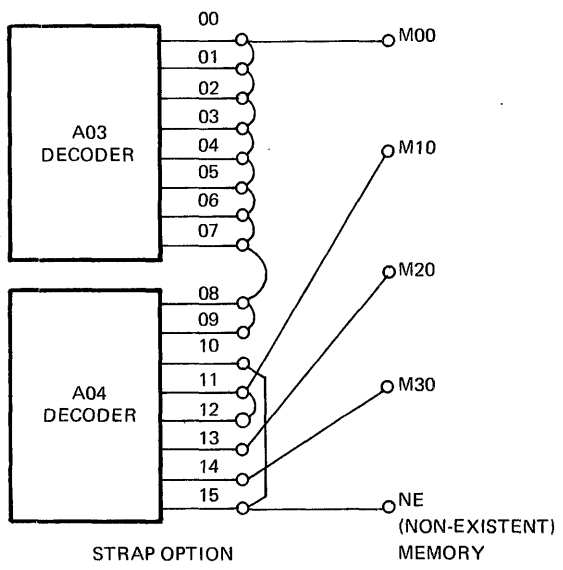
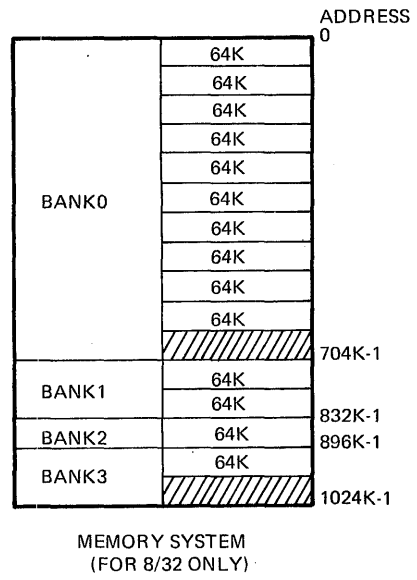
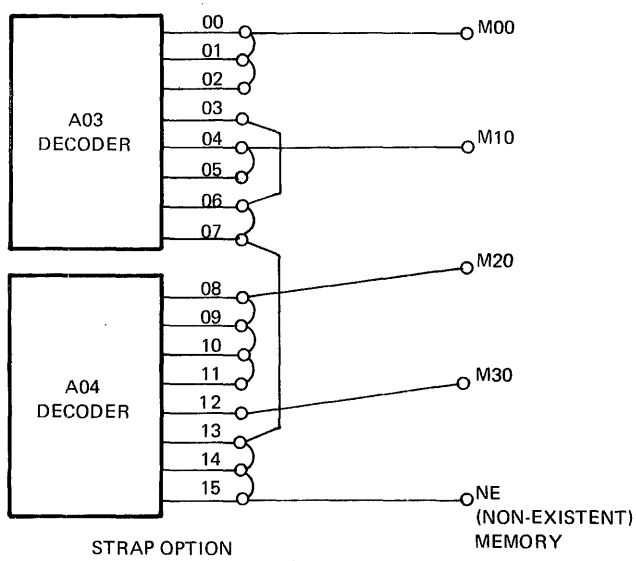
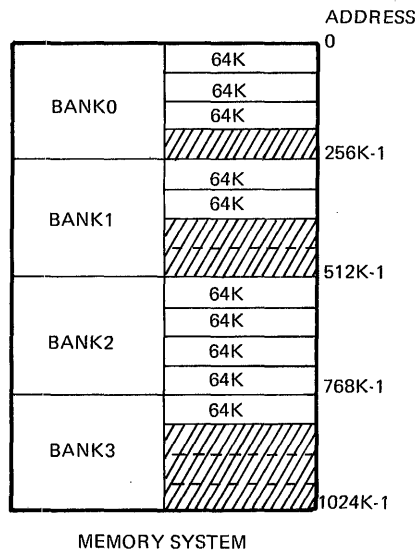
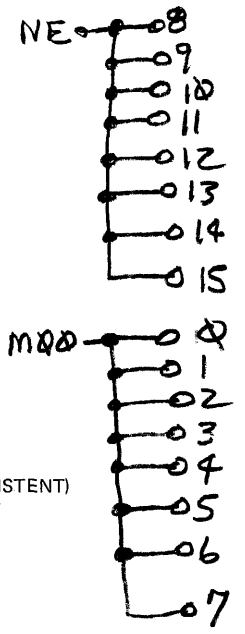
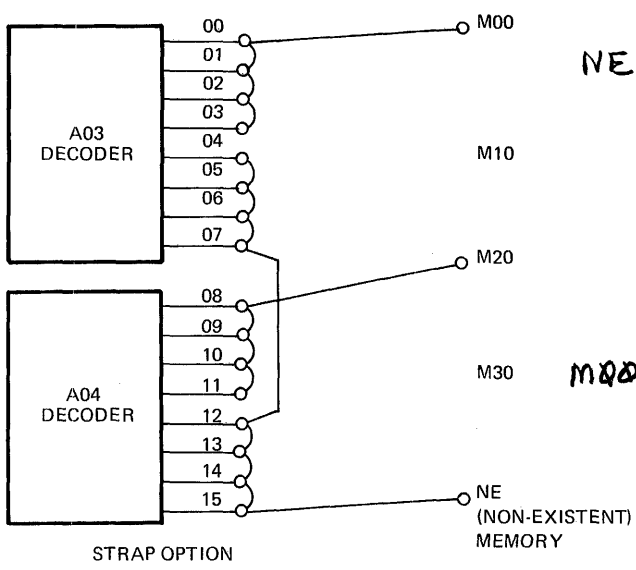
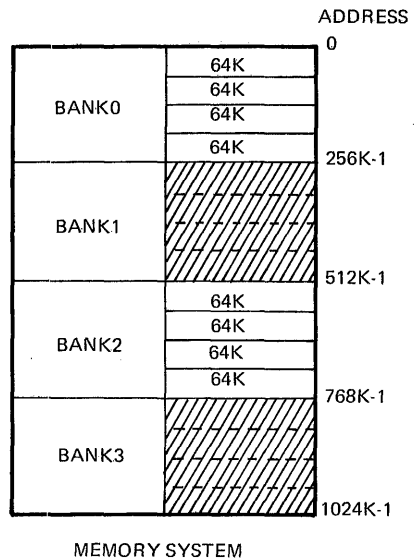


Figure 4. Address Allocation

6. INSTALLATION CHECKS

The ESELCH is factory tested using a special high speed device. Therefore, field checks are contingent upon the user having the appropriate hardware and software available with which to exercise the ESELCH. Test Program 06-161, shipped with the ESELCH, may be used if a Perkin-Elmer Magnetic Tape or a Removable Cartridge Disc system is installed on the ESELCH's private bus.

7. CONFIGURATION

The ESELCH may be installed in any chassis within the same system cabinet as the Processor. The total number of DMA devices must be seven or less. This includes ESELCHs, memory interfaces, or custom DMA devices using the Universal EDMA Bus Interface.

8. MODEL 7/32, MODEL 7/32 C, AND MODEL 8/32 STRAPPING

For use with the Model 7/32 and 7/32 C, strap E2 to E3 (M01 only).

For use with the Model 8/32, strap E2 to E1 (M01 only).

NOTE

If 35-508M01 ESELCH is used for a 7/32 or 7/32 C Processor, Strap E3 to E2. For an 8/32 Processor, Strap E1 to E2. If 35-508M00R12 ESELCH is used for 7/32 or 7/32 C Processor, Strap E3 to E2.

NOTE

The 35-508M01R02 (or higher) ESELCH is required for 8/32 Systems. The 35-508M00 or M01 may be used with 7/32 or 7/32 C Systems.

M73-105

EXTENDED SELECTOR CHANNEL MAINTENANCE SPECIFICATION

1. INTRODUCTION

The 02-328 Extended Selector Channel (ESELCH) (Product Number M73-105) is a Direct Memory Access port which provides block data transfer between a device controller and memory. Once initiated, the transfer is independent of the Processor. The Processor sets up the device controller, loads the ESELCH with the starting and the final addresses of the memory block, specifies the type of operation (Read or Write), and issues a GO command. The ESELCH then handles the transfer without further direction by the Processor.

The Extended Selector Channel is complete on one printed circuit board and occupies one slot in a system chassis. The ESELCH provides the drivers, receivers, and termination resistors for the private ESELCH Bus. This bus originates at Connector One (1) of the ESELCH slot and extends to each lower numbered slot in the system chassis on the Connector One (1) side only. The private ESELCH Bus can be extended to other chassis, as required. For installation information, refer to the 02-328A20 Extended Selector Channel Installation Specification.

2. SCOPE

This specification describes the operation of the ESELCH in its various modes, i. e., Setup, Memory Read, Memory Write, and Termination. Where necessary, this specification references the Multiplexor Channel Bus and Extended Direct Memory Access Bus operations. These busses are described in detail in the Architectural and Product Line Standards, Extended Direct Memory Access Bus, Publication Number 43-005.

3. BLOCK DIAGRAM ANALYSIS

Refer to the ESELCH block diagram on Sheet 1 of Functional Schematic 02-328D08, and the ESELCH Flow Chart, Figure 1, during the following analysis. Before initiating a data transfer via the ESELCH, the device controller and the ESELCH must be set up. The set up procedure is implemented by the Processor via the Multiplexor Bus (MUX-Bus). When the ESELCH is in the idle mode, the MUX Bus is tied directly to the private ESELCH Bus through the ESELCH. This allows the Processor to communicate directly with any device on the private ESELCH Bus.

To prepare the ESELCH for data transfer, the Address Register (AR) and Auxiliary Address Register (AAR) must be loaded with the starting address in memory where the transfer is to begin, and the Final Address Register (FAR) must be loaded with the address of the last memory location to be accessed. These registers are loaded from the eight least significant Data Lines D080:150 by four or six consecutive Data Availables (DA) from the Processor.

The first two or three Data Availables load the starting address and the last two or three Data Availables load the final address. The Address Register is incremented by two after each halfword is transferred to/from the device. Data transfer is terminated when the Auxiliary Address Register is equal to the Final Address Register or when the Auxiliary Address Register increments past its maximum value, X'FFFF'.

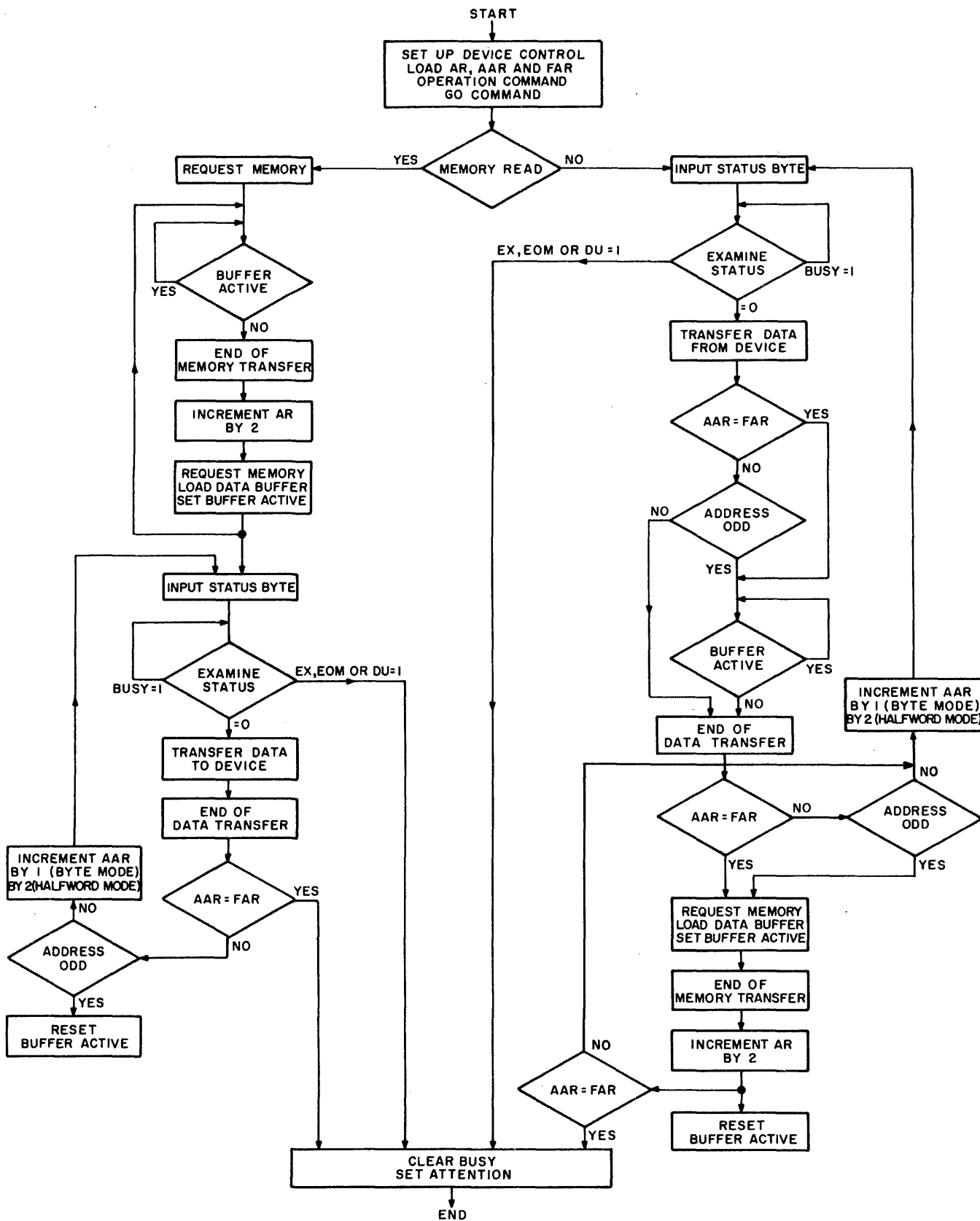


Figure 1. Flow Chart

Data transfer is begun by the Processor issuing a GO command to the ESELCH. Transfer to/from the device is now independent of the Processor. The GO command also prevents communication between the Processor and any device on the private ESELCH Bus until the transfer is terminated and the ESELCH is addressed.

Data transfer is controlled in the move data circuit by inspection of the four least significant bits of the status byte presented by the active device on the private ESELCH Bus. When any one of the three least significant bits are set (EX, EOM, or DU) the transfer is terminated. Bit 12 (Busy) regulates the rate of data transfer. In the Memory Read mode, the actual data transfer begins with a Memory Request (XREQ0) as soon as a GO command is issued. When the memory request is serviced by the Processor, the ESELCH EDMA Bus control circuit activated Select (SEL), which gates the contents of the Address Register onto the EDMA Bus. An Answer (ANS0) signal is then sent out by the Processor to gate a halfword of data from memory into the Data Register. At the termination of the memory transfer, the data is loaded from the Data Register to the Data Buffer and the Address Register is incremented.

Once the Data Buffer is loaded, data transfer to the device over Private Data Lines PD000:150 is initiated and, when applicable, a request is made to fetch the next halfword from memory. This cycle continues until either a match is detected between the contents of the Auxiliary Address Register and the contents of the Final Address Register, or until the transfer is aborted due to an error condition.

In the Memory Write mode, the data transfer sequence described previously for Memory Read mode is reversed. That is, two bytes of data are loaded into the Data Register from the device prior to a memory request and the data flow is from the device to the Data Register, Data Register to the Data Buffer, and finally to memory.

The branch gate circuit and the move data circuit control the flow of data between memory and the device. The branch gate circuit supervises the overall data flow, while the move data circuit performs the handshaking between the ESELCH and the active device on the private ESELCH Bus.

Upon termination of the data transfer, the program is notified via an interrupt and by the inactive state of the ESELCH Busy flip-flop which is presented to the program as Bit 12 of the ESELCH status byte. Extended Selector Channel Status and Command Byte Data is shown on Table 1.

TABLE 1. EXTENDED SELECTOR CHANNEL STATUS AND COMMAND BYTE DATA

BIT NUMBER	8	9	10	11	12	13	14	15
STATUS BYTE			MEMORY MAL-FUNCTION	MEMORY PARITY FAIL	BUSY			
COMMAND BYTE		EXTENDED ADDRESS READ	READ	GO	STOP	SELCH STATUS		

BUSY	This bit is set by command GO. It remains set while the ESELCH is in the process of transferring data. It is cleared by Initialize, Command STOP, normal termination, and error abortion. When this bit is cleared, an interrupt is generated.
MEMORY MALFUNCTION	This bit is set when the memory interface recognizes a malfunction. It is stored in the ESELCH for subsequent evaluation by the Processor, however, the transfer is not interrupted. It is cleared by Initialize or Command GO.
MEMORY PARITY FAIL	This bit is set when the memory interface recognizes a parity failure. It is stored in the ESELCH for subsequent evaluation by the Processor, however, the transfer is not interrupted. It is cleared by Initialize or Command GO.
READ	This command changes the mode of the ESELCH from Write to Read. In Read mode, data is transmitted from the active device on the ESELCH and written into memory. Whenever a data transmission has been completed, the ESELCH is placed in the Write mode. Each time a Read operation is required, a Read command must be issued.
GO	This command initiates a data transmission. This command can be issued at the same time the Read/Write mode is established.
STOP	This command halts any data transmission in progress, and initializes the ESELCH for starting a new operation. It should be given when the ESELCH terminates.
SELCH STATUS	When this bit is set, the ESELCH status is returned every time on an SR or SS instruction to the ESELCH. When reset, the current SELCH definition applies. (i.e., when the ESELCH is idle, the device status is returned with the BUSY bit forced to a zero. When the ESELCH is transferring data, only the BUSY bit is returned. The ESELCH becomes idle only after Initialize or any I/O instruction to the ESELCH is executed.)
EXTENDED ADDRESS READ	When this bit is set, the ESELCH returns a three byte final address to the Processor if RD or RDR followed by RH or RHR instructions are executed. The most significant byte is returned first. When this bit is reset, the ESELCH returns a two byte final address to the Processor if two successive RD or RDR instructions are executed. The most significant byte is returned first. Before issuing RD or RH instructions to read the final address, a Command STOP should be issued to insure that the ESELCH is in the initial state.

4. FUNCTIONAL DIAGRAM ANALYSIS

4.1 Introduction

This section relates to Functional Schematic 02-328D08, Sheets 2 through 9. Note that in Perkin-Elmer functional schematics, the last character in the mnemonic symbol designates the logic level when the signal is active. For example; D080 is Data Line Number 8 (D08). The last character (0) indicates that when D08 is active, the line is at a logical zero level.

4.2 ESELCH Control Circuit

In the idle mode (the ESELCH is in the idle mode after Initialize or any I/O instruction to the ESELCH is executed), the ESELCH Address (3M9), Busy (4E3), and Multiplexor-ESELCH (MSC) (4E4) flip-flops are reset and the private ESELCH Bus is tied directly to the Multiplexor Bus. This allows the Processor to communicate, via the Multiplexor Bus, with any device on the private ESELCH Bus. When data is transferring from the Processor to the device in the byte mode, DLG (2A3) is low. This disables the inputs to A168 and A156 transceivers (2B4 and 2B7). Data D080:150 (2A5 and 2A8) passes through A168, A156, and inverters at 2D3:2D9 and become DA081:151 (2E3:2E9). Since the ESELCH is idle, BSY1 (2H1) is low. This causes STROBE1, STROBE2, SELA and SELB of the A46, A47, A34, and A35 Multiplexors (2L4:2L9) to become active, thus DA081:DA151 can pass through these multiplexors. At this time DLG1A (2N3) is low because DLG1 (2N2) is low. This enables the A48 and A36 transceivers (2N4 and 2N7) and Data D081:151 passes through these transceivers and is sent to the device as PD080:150 (2N5:2N9).

When data is transferring from the device to the Processor, the selection lines of eight multiplexors at 3C4:3N4 are all inactive (zero is selected), thus PD081:151 can pass through these multiplexors and arrive at the input to transceivers A168 and A156. At this time DLG1 is high. This enables the transceivers and the data passes through as D080:150 to the Processor. Figure 2 shows the details of 19-118 transceivers.

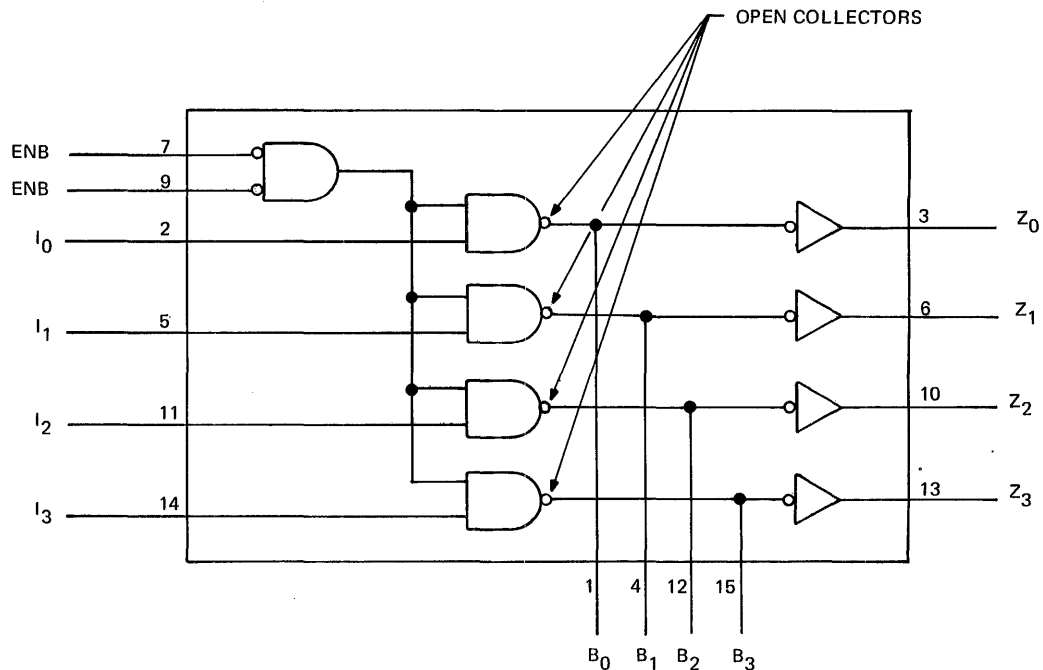


Figure 2. 19-118 Transceiver

To communicate with the ESELCH, it must first be addressed. The ESELCH Address (X'0F0' preferred) is placed on Data Lines D060:150 (2A5:2A8) and the Address control line is activated (ADRS0) (4K7). The ESELCH Address is decoded by the eight input NAND gate (2H6) and the Address flip-flop is set (3M9). The Address flip-flop set output (AD1) (3M8), when active, prevents the control signals on the MPX-Bus from passing onto the private ESELCH Bus by holding the Control Line Gate inactive (CLG1 and CLGA1) (2G2). SGAD0 (4M7) controls the Private Address (PADRS0) (4N7) such that when the ESELCH is being addressed, PADRS0 does not become active. This allows the ESELCH to be addressed without resetting the Address flip-flop on the active device on the private ESELCH Bus.

The loading of the Address Register (AR), Auxiliary Address Register (AAR), and the Final Address Register (FAR) is accomplished by four or six consecutive Data Availables (DAs) from the Processor. The Load/Unload Sequencer (6C3) controls the loading of these registers and the unloading of the Auxiliary Address Register. The Sequencer is set to its initial state by the termination of the last data transfer, a STOP command, or a System Clear (SCLR0) (3K9). The Address Registers on Sheet 6 (6F1:6F8) and the Final Address Registers (FX, FH, and FL) on Sheet 5 are connected as shown in Figure 3. If four consecutive Data Availables to the ESELCH (DAs) are executed by the Processor, the first DA loads DA081:151 into the Final Address Low Register (FL) and the second DA copies the contents of the FL Register into the Final Address High Register (FH) and a new DA081:151 is loaded into the FL Register and so on. After the fourth DA is executed, Bits 00:07 of the starting address are loaded in the Address High Register (AH) and Bits 08:15 of the starting address are loaded in the Address Low Register (AL). Bits 00:07 of the final address are loaded in the Final Address High (FH) Register and Bits 08:15 of the final address are loaded in the Final Address Low Register (FL). Counter A in the Load/Unload Sequencer is initially set at State 3 (0011). After four DAs are executed, Counter A is in State 7 (0111). At this time the D output of Counter A is still low. When Command GO is executed, NAND Gate C generates a Page Zero (PG00) signal to clear the Address Extended Register (AX) and the Final Address Extended Register (FX). The Command GO (3N6) generates a Set Auxiliary Address Register (SETAAR0) (3N6) to copy the starting address into the Auxiliary Address Register at 5B3:5N3. If six DAs to the ESELCH are executed by the Processor, the first four DAs act exactly the same way as before except that the fourth DA also generates a Load Final Address Extended (LFRX0) signal to load DA121:151 into Final Address Extended Register (FX). After the fifth DA is executed, the Extended, High, and Low Starting Address bits and the Extended, and High Final Address Bits are loaded in the AX, AH, AL, FH and FL Registers respectively. At this time, Counter A in the Load/Unload Sequencer is at State 8 (1000) and the D output is high. This inhibits any further data from loading into the AX, AH, and AL Registers. After the sixth DA is executed, the Extended Final Address bits in FH are thrown away and the High Final Address bits in the FL Register are copied into the FH Register and the Low Final Address bits are loaded into the FL Register. At this time all the address bits are loaded into the correct registers. The Command GO (3N6) generates a Set Auxiliary Address Register (SETAAR0) (3N6) to copy the starting address into the Auxiliary Address Register at 5B3:5N3.

If the Extended Address Read Command bit is reset, two Data Requests (DRs) are required to read back the final address from the Auxiliary Address Registers. Counter A145 (6C2) is initially set at State 3 (0011) and the C input of the A157 Decoder is low (6C4) because the A54 (6C7) flip-flop is reset by resetting the Extended Address Read Command bit. The first DR decodes State 3 of Counter A145 and activates the Unload Auxiliary Address Register High (UAARH0) (Sheet 6). Outputs from the Auxiliary Address Register (AAR041:111) (Sheet 3) pass through the Multiplexors at 3C4:3N4 and send the high bytes of the final address to the Processor. The second DR increments the counter to State 4 (100). Since input C of Decoder A157 (6C4) is set low, the zero state is decoded. It activates the UAARL0 and sends the low bytes of the final address to the Processor.

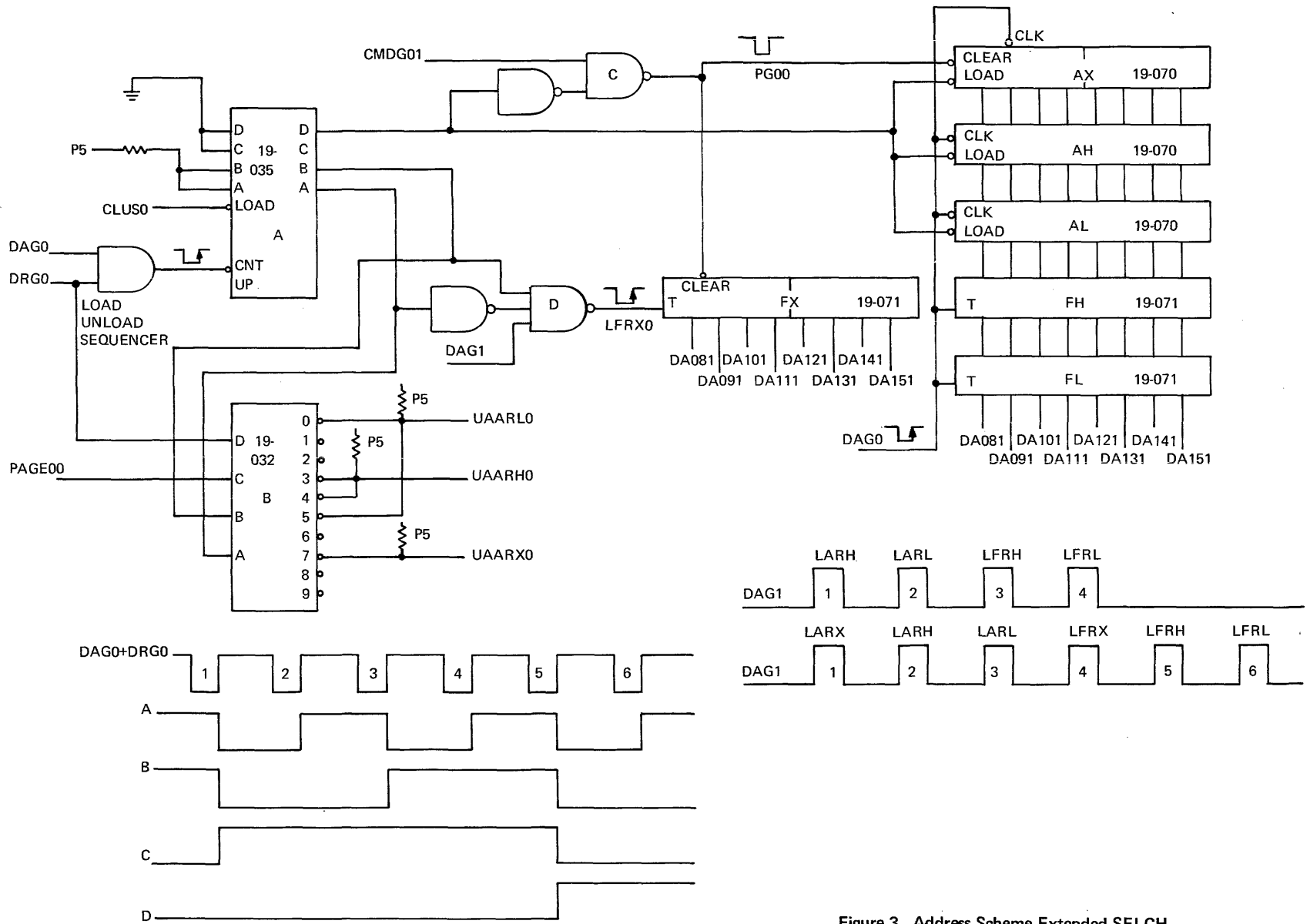


Figure 3. Address Scheme Extended SELCH

If the Extended Address Read Command bit is set, three Data Requests (DRs) are required to read back the final address from the Auxiliary Address Register. In this case, flip-flop A54 (6C7) is set and input C of Decoder A157 (6C4) is high. The remainder of the operation is the same as described previously.

If a Memory Write operation is desired, an Output command with Bit 10 set must be issued to set the Write flip-flop (4E6). Since the Write flip-flop is reset by the Data Available/ Request Gate (DARG1) (4A6) whenever a DA or DR is sent to the ESELCH (set up procedure), no command is necessary to initiate a Memory Read operation.

Data transfer commences with a GO command from the Processor, which is an Output command with Bit 11 set. The GO command sets both the BUSY (4E3) and MSC (4E4) flip-flops. The setting of the BUSY flip-flop causes an End of Busy Set pulse (EBS1) (4N3) to be generated. This pulse is generated from the falling edge of BSY0 (4F3), and is used by the branch gate circuit to initiate the transfer cycle. The busy latch circuit remains set until the ESELCH detects the termination of transfer and its state is presented to the program via Bit 12 of the Sense Status byte.

The Multiplexor ESELCH Control (MSC) flip-flop is reset by SCLR0A (4A5) or by addressing the ESELCH i. e., Set Gate active (SGAD1) (4A5), when the Busy flip-flop is reset. The resetting of the MSC flip-flop, MSC0 active, clears any pending interrupt in the ESELCH (8C5).

4.3 Extended Direct Memory Access Bus Control Circuit

Extended Direct Memory Access Bus Control timing relationships are shown in Figures 4 and 5 timing diagram for Memory Read Byte mode and Memory Write Byte mode respectively. An ESELCH request for memory is started by activating Set Request (XREQ0) (9M2). XREQ0 is activated by the branch gate circuit (8M1:8M8) when either the ESELCH bus has received a halfword of data from the device or, in the Memory Read mode, whenever the Memory Data Register (MDR) is available to accept the next halfword.

If the Select flip-flop (9G2) A62 is reset, the memory is not busy (M0BZ0:M3BZ0) (9F6) and if REQ1 (9M3) is active, XREQ0 is active. When the EDMA Bus receives the XREQ0, a Queue pulse (QUE0) (9A2) is sent to the ESELCH. The QUE0 pulse resolves contention for the bus by freezing the request status (9C2:9E2) It then sends a Receive Priority Chain pulse (RPC0) (9A3). The QUE0 pulse sets Contention flip-flop A39 (9E2) in all requesting devices. The highest priority queued device then captures the RPC0 pulse, sets the A62 flip-flop (9D2), and does not propagate the Transmit Priority Chain pulse (TPC0) (9H3) to the next device. If the ESELCH is requesting local memory, Local Memory Request Queued (LMRQ0) (9G1) is sent to the EDMA Bus at this time. If the EDMA Bus is not busy, a Start of Transmission pulse (SOT0) (9C9) is sent to the ESELCH. SOT0 then sets a Select flip-flop (9G2) which in turn removes XREQ0 and activates Memory Busy (MXBZ0) (9F6). Once the Select flip-flop is set, the SEL0 (9B7) enables the oscillator circuit (9D6) and the counter (9D8) starts counting. If it is in the Memory Read mode, Address MAX121:151 and MA001:151 (6G1:6G8) is presented to the EDMA Bus as DMX120:150 and DMA000:150 (6N1:6N7) and a Load (LOAD1) (9J8) signal strobes the address into the Processor. At the same time, an End of Transmission pulse (EOT1) (9L7) is sent to indicate to the EDMA Bus that the ESELCH has finished the transmission. EOT0A (9C4) fires a one-shot and resets the Select flip-flop and EDMA Bus control cycle is finished. In the Memory Write mode the operation is the same as in the Memory Read mode except that two consecutive LOAD1s (9J8) are sent. The first one is for the address and the second is for the data. Figure 6 shows the EDMA Bus control timing.

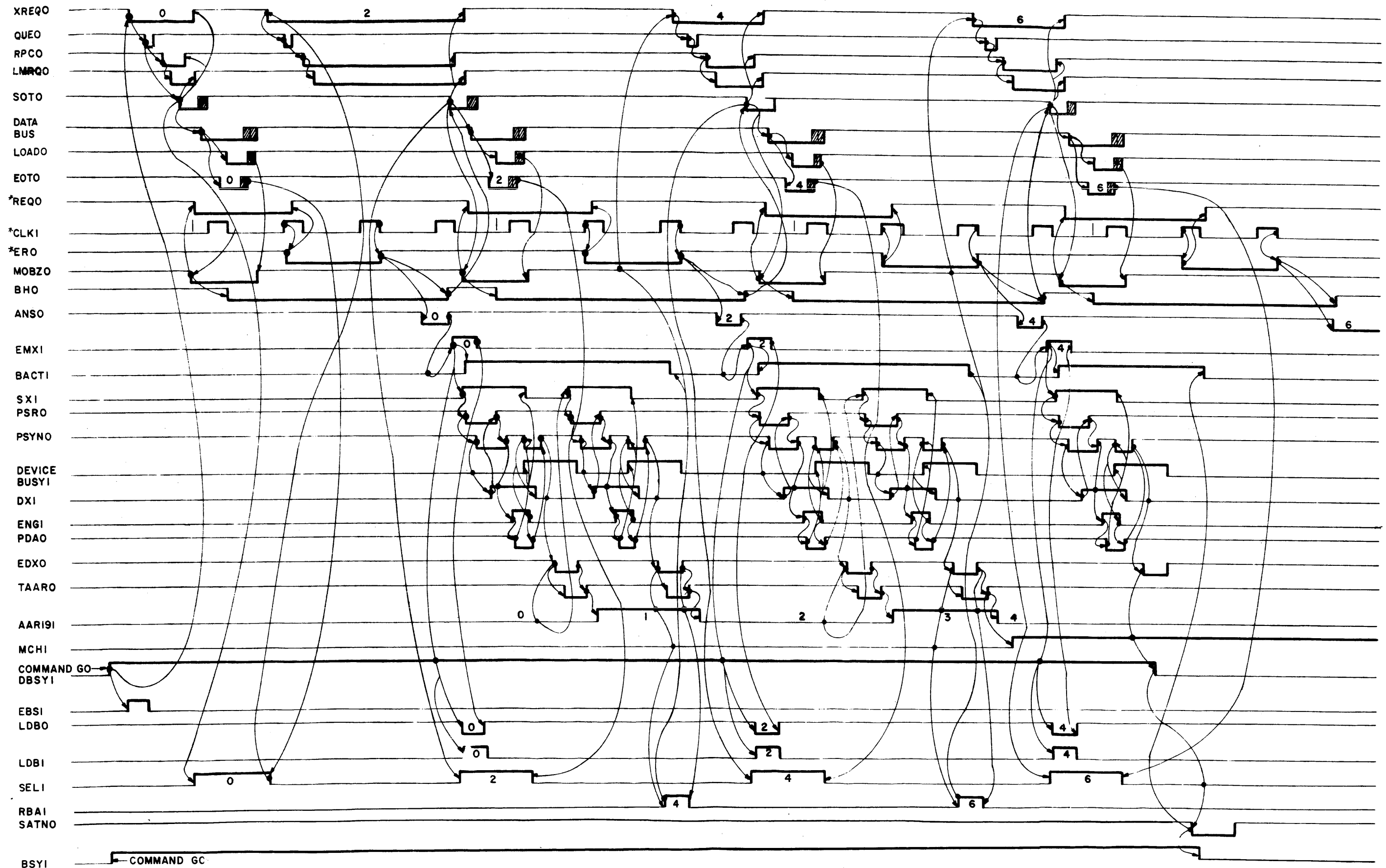


Figure 4. ESELCH Memory Read Byte Mode, Transfer Five Bytes

*IN PROCESSOR

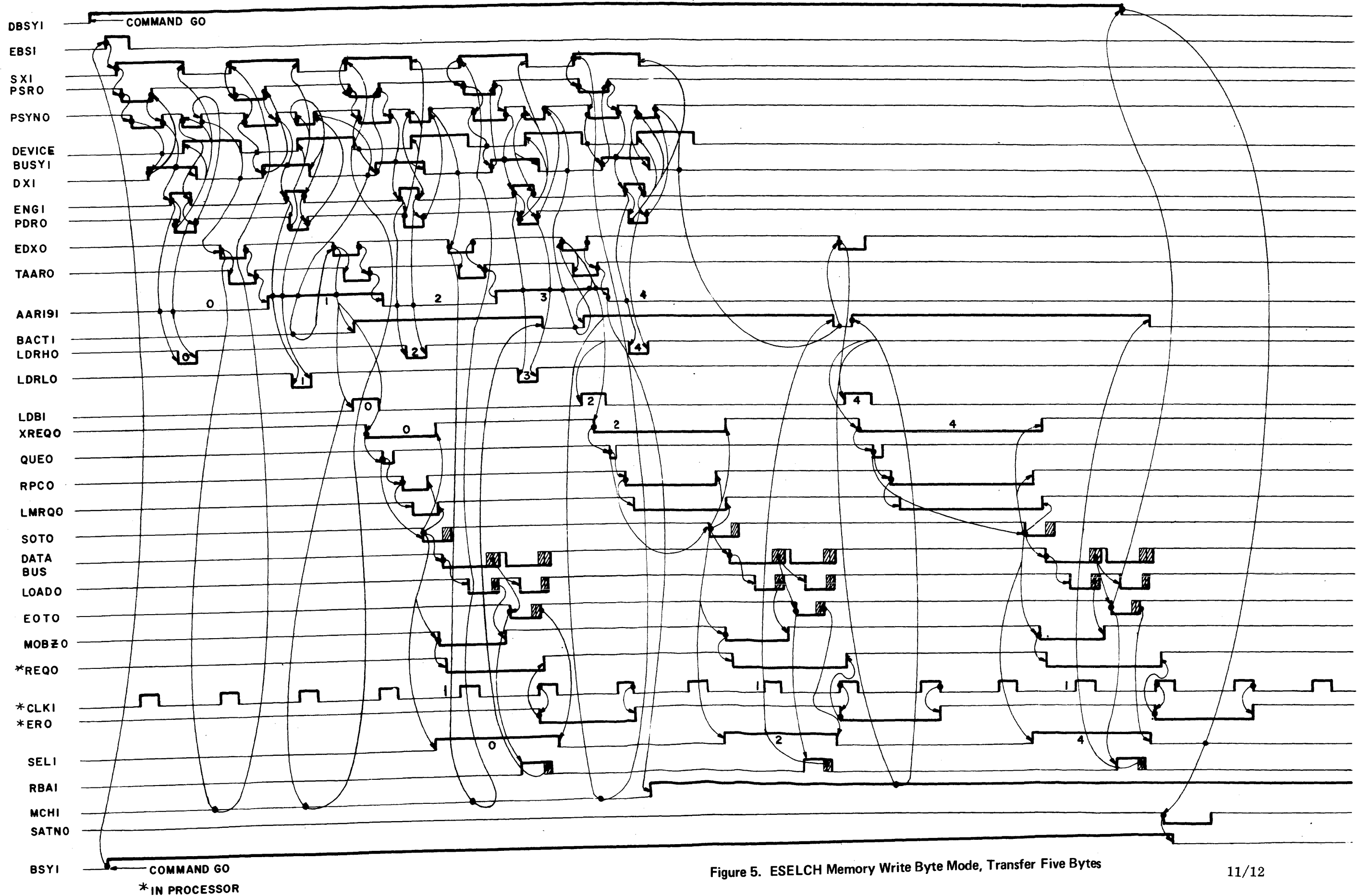
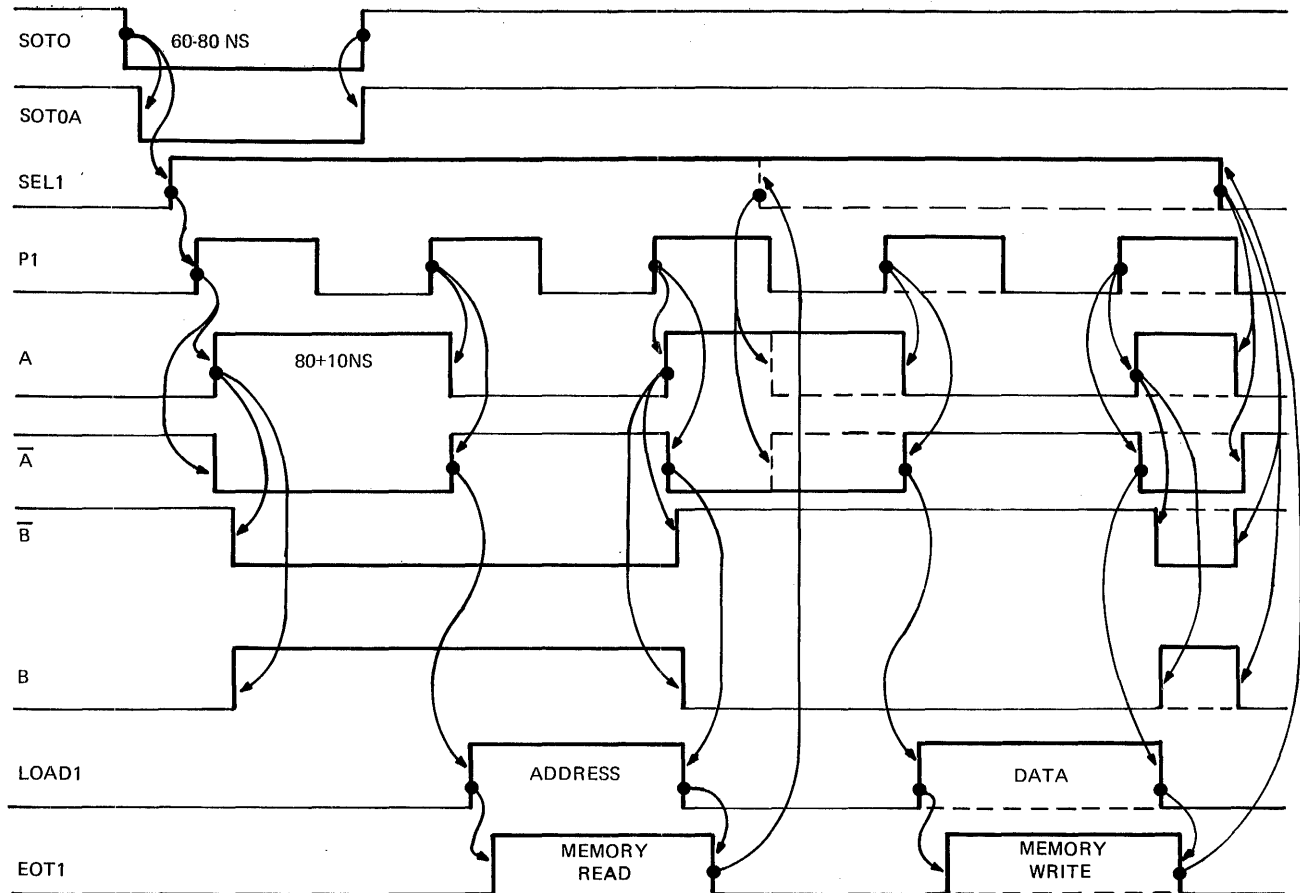


Figure 5. ESELCH Memory Write Byte Mode, Transfer Five Bytes



NOTE: DOTTED LINES FOR MEMORY READ

Figure 6. Extended Direct Memory Access (EDMA) Control Timing

4.4 Address Register and Auxiliary Address Register

The Address Register (6F1:6F8) and the Auxiliary Address Register (5B3:5N3) each consist of five four-bit counters. These registers are loaded by the Processor from Data Lines D080:150 (2A5 and 2A8), under control of the Load/Unload Sequencer (6C4) with the starting address from which the block transfers is to begin. The contents of the Address Register is gated onto the EDMA Bus Data Lines DMX120:150 and DMA000:150 (6N1:6N7) whenever the ESELCH is selected (SEL0A at 6L1 controls). The Address Register is incremented twice with each memory transfer by EOT0A and END0 (6D6). The Auxiliary Address Register (5B3:5N3) keeps track of the transfer between the ESELCH and device. This register is incremented, by one, for each byte of data transferred by Toggle Auxiliary Address Register (TAAR0)(5B1). When the transfer is in the Halfword mode, TARR0 is generated twice for each transfer. The outputs of the Auxiliary Address Register are used by the match circuit to determine the end of the data blocks. It's contents may be examined, via the program, by issuing two or three consecutive DRs to the ESELCH when the sequencer is initialized. In addition, AAR191 (4H8) is used in the Byte Transfer mode to determine whether the byte being transferred is odd or even, for byte steering. Carry Out from the most significant stage of the Auxiliary Address Register (5M1) terminates the transfer, clear Busy (4F1), when a transfer is attempted past the maximum address. This feature prevents 'wrap-around' in memory.

4.5 Final Address Register

The Final Address Register (FAR) is implemented by five quad latches (5B5;5N5). The register is loaded by SETAAR0 (5B1) when a GO command is executed. The outputs of this register are used exclusively by the match circuit to determine when the final address of the transfer is reached.

4.6 Memory Data Register and Data Buffer

The Memory Data Register (Sheet 7) is a 16-bit register composed of 16 edge triggered flip-flops. In the Memory Read mode, the data is toggled on the leading edge of Controlled Answer (CANS0) (7A9). During a Memory Write, data is toggled into the flip-flops on the trailing edge of the Load Data Register High (LDRH0) (7A9) or Load Data Register Low (LDRL0) (7H8).

As soon as the Memory Data Register is loaded, if the Data Buffer is empty as determined by the inactive state of the Buffer Active flip-flop (4G2), the contents of the Memory Data Register are loaded into the Data Buffer by Load Data Buffer (LDB1) (7A9). Information present in the Data Buffer is, in turn, either written into memory via EDMA Bus Data Lines DMA000:150 or sent to the device on Private Data Lines PD000:150.

4.7 Data Transfer Circuit

Refer to Figure 4 for Memory Read Byte mode timing diagram and Figure 5 for Memory Write Byte mode timing diagram. Both timing diagram show the timing of five byte transfer in the Byte mode.

A GO command to the ESELCH sets the Busy flip-flop (4E3) which generates the End of Busy Set pulse (EBS1) (4N3).

In the Memory Read mode, XREQ0 (9M2) is generated by Command GO (CMDG0) (9K4), thus a request for memory is initiated. When the halfword of data is present in the Memory Data Register, the End of Memory Transfer pulse (EMX1) (8L7) becomes active and the branch gate circuit once again requests memory and generates Set Status Transfer (SSX0) (8R4) and Load Data Buffer (LDB1) (9N8). These signals initiate the transfer to the device and load the Data Buffer respectively.

SSX0 sets the Status Request flip-flop (4C6) which activates the Private Status Request control line (PSR0) (4F6) to the active device on the private ESELCH Bus. This Status Request examines the four least significant bits of the status byte. If any of the three least significant bits (EX, EOM, or DU) are set, the transfer is terminated by resetting the Busy flip-flop (4E2). Assuming that each of these status bits remain reset for the remainder of this discussion. With Bit 12 (Busy) of the status byte reset, the Data Transfer flip-flop becomes set (4C8). Data transfer (DX0) (4D8) inhibits the generation of PSR0, which causes Private Sync (PSYN1) (4N4) from the device to become inactive. This enables Engage to go high (ENG1) (4G8), which allows the Private Data Available control line (PDA0) (4J6) to become active. The Private Data Available/Request signal (PDAR1) (4A6), generated whenever a Private Data Available (PDA0) or Private Data Request (PDR0) signal is active, clears the Status Request flip-flop. Upon receipt of Sync from the device, PSYN1 active, the Data Transfer flip-flop becomes reset and ENG1 goes low, disabling PDA0. When the Sync is removed by the device, an 80 nanosecond End of Data Transfer pulse is generated (EDX0) (4N9) which increments the Auxiliary Address Register and is used by the branch gate circuit to generate a SSX0 which starts the sequence again. When EDX0 and AAR191 are both active, Reset Buffer Active (RBA0) (8R3) is generated. It resets the Buffer Active flip-flop (4G2) and requests the memory again (9K4). This cycle continues until termination of the transfer is detected.

In the Memory Write mode, WT1 active (4F5), EBS1 (8K4) is used to generate SSX0, and the branch gate circuit directs the loading of a halfword of data into the Data Buffer before a memory request is made. The transfer of data from the device is the same as described in the Memory Read mode, except that ENG1 is used to generate the Private Data Request control line (PDR0) (4J5) rather than PDA0. Data from the device is loaded into the Memory Data Register on the trailing edge of either Load Data Register High (LDRH0) (4K8) or Load Data Register Low (LDRL0) (4J7), depending on which eight bits are being loaded. In the Halfword Transfer mode, both LDRH0 and LDRL0 are generated simultaneously. With WT1 active, the generation of EDX1 is delayed by activating the clear input to the one-shot (4L9) when the Buffer Active flip-flop is set (BACT1) (4G9), if either the transfer to the device is on an odd boundary or when a Match is detected (MCH0) (5H9). This prevents the reloading of the Data Buffer before the last halfword has been written into memory.

4.8 RACK0/TACK0 Contention Circuit

The ESELCH directs the propagation of the Acknowledge signal to lower priority devices on the Multiplexor Channel Bus as well as devices on the private ESELCH Bus. If the ESELCH Attention flip-flop (8C5) is set, the ESELCH captures the Receiver Acknowledge signal (RACK0) (8A4), places its device address on the data lines and returns Sync to the Processor, Attention Sync (ATSYN0) (8H3) active. If the Attention flip-flop is reset, RACK0 is propagated as either Private Transmit Acknowledge (PTACK0) (8G2) or Transmit Acknowledge (TACK0) (8G1). Since devices on the private ESELCH Bus have a higher interrupt priority than devices below the ESELCH on the MPX Bus; if the Private Attention line is active (PATN0) (8A3), PTACK0 is generated rather than TACK0. Note that when MSC1 is low (8C2), PATN0 is disabled so that a device on the private ESELCH Bus may not interrupt the Processor while the ESELCH is active.

4.9 Strap Options for Address Space Allocation

Address space allocation for the four memory banks is determined by strap options in the ESELCH. Each memory bank's address space must be zero or a multiple of 64K bytes up to a maximum memory capability of 1,024K bytes for the 8/32 Processor, a maximum of 256K bytes for the 7/32 or 7/32C Processor, or a maximum of 512K bytes for the 7/32C with the 35-527M02F01 Memory Access Controller. Address assignment must be contiguous and the four memory banks are assigned address space in ascending order.

In the ESELCH printed circuit board, there are two decoders, A03 and A04, (8C6, 8C7) which decode the extended address bits (four most significant address bits). Each output of the decoders allocates 64K bytes of memory. The 16 outputs with wire wrap stakes are marked 0:15. The four wire wrap stakes next to them are marked M00, M10, M20 and M30 (8D5, 8D8) denoting the four memory banks. The address space allocation should be strapped according to system configuration. All non-existent memory locations should be strapped to the stake marked NE (Non-Existent) Memory. See Figure 7 for details.

5. INSTALLATION CHECKS

Before attempting any maintenance or testing, insure that the necessary back panel modifications and ESELCH board option strapping have been made in accordance with the 02-328A20 ESELCH Installation Specification.

To insure a 2,000,000 Byte/Second transfer rate in the Halfword Transfer mode, it is necessary to limit the maximum delay between PDA0, PDR0, and PSR0 and the return of Sync from the device (PSYN0) to 50 nanoseconds. In addition, the EDMA Bus must have only one active MAC (i. e., the ESELCH), the device must be ready for the next byte of data, Busy status bit reset, whenever a Status Request (SR) is made. Field testing of this device is contingent upon the user having the appropriate software and hardware available with which to exercise the ESELCHs. Refer to Test Program Description 06-161 a configured requirements. There are no adjustments associated with this device.

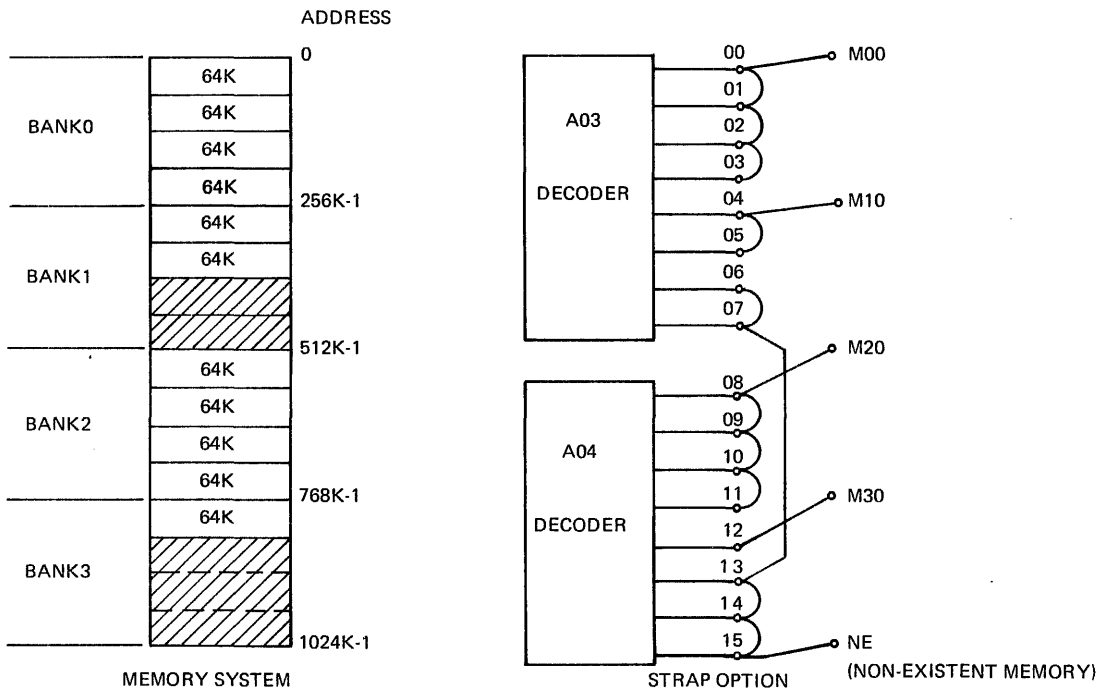
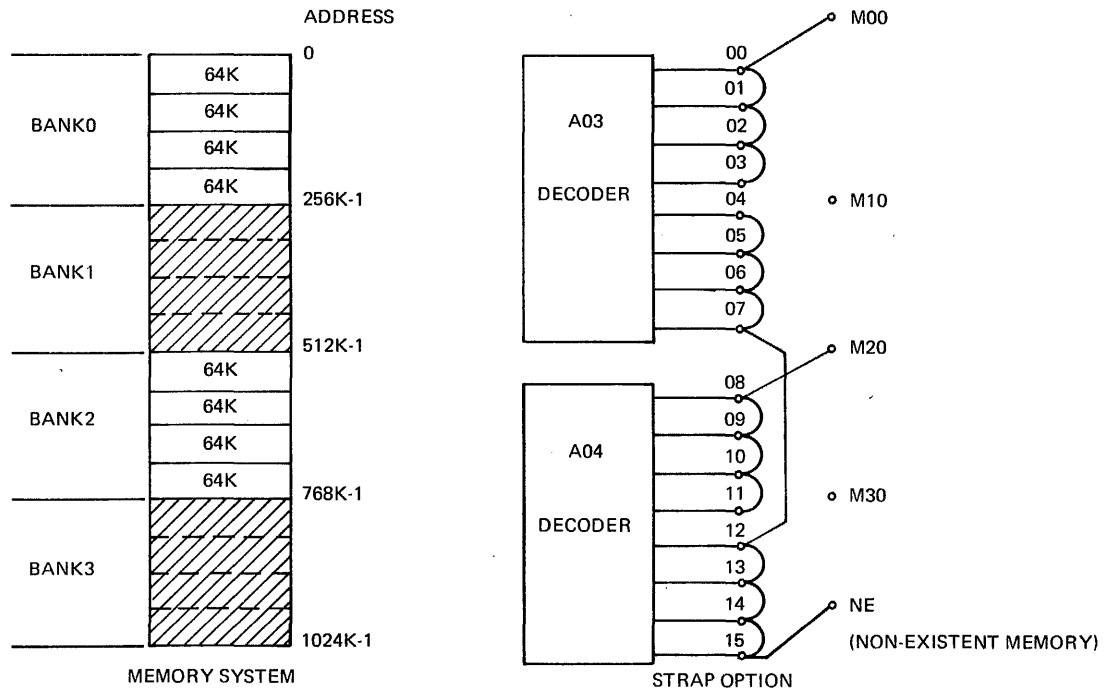


Figure 7. Address Allocation

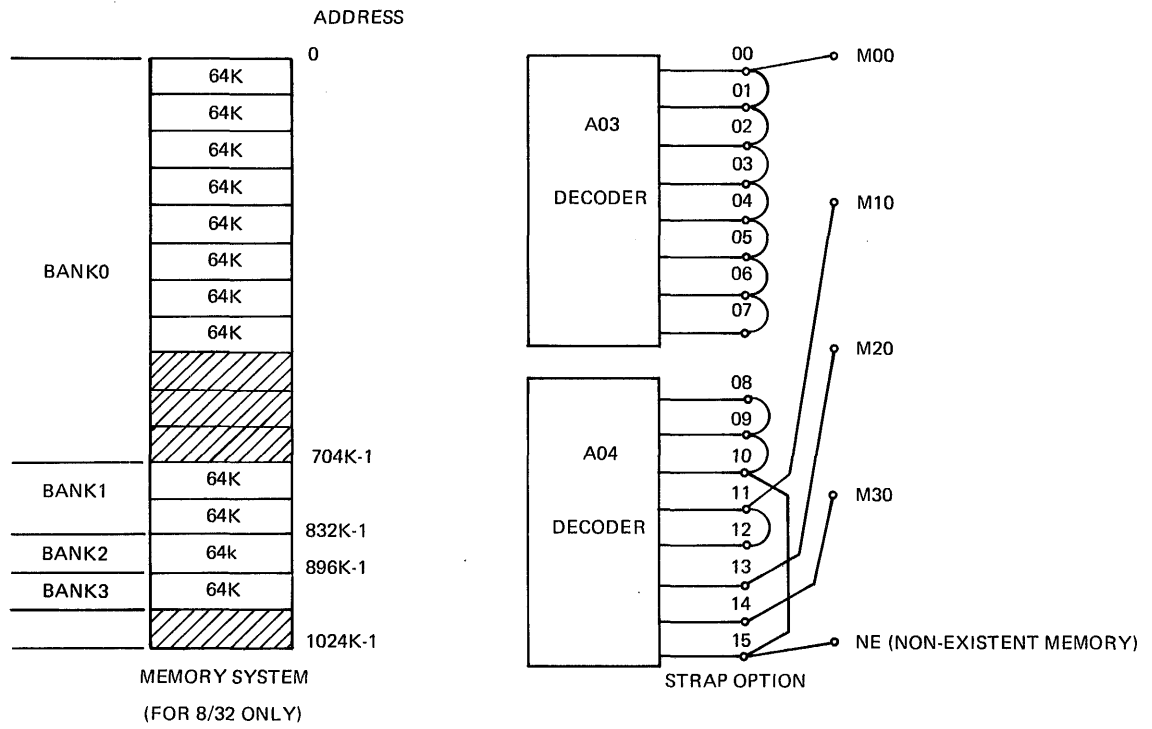


Figure 7. Address Allocation (Continued)

6. MNEMONICS

The following list provides a brief description of each mnemonic found in the ESELCH. The source of each signal on Functional Schematic 02-328D08 is also provided.

<u>MNEMONIC</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
AAR001:191	Outputs from the Auxiliary Address Register	5A6-5N6
AD1	Address-active when ESELCH is addressed	3N9
ADDA0	Address and Data Control-in Memory Read mode, LOAD0 strobes the address to the EDMA Bus. In Memory Write mode, the first LOAD0 strobes the address and the second LOAD0 strobes data to the EDMA Bus.	9J9
ADRS0	Address control line from MPX-Bus	4K7
ANS0	Answer control line-sends data from memory to ESELCH	6N9
ATN0	Attention-Attention to Processor	8E3
ATSYN0	Attention Sync-generated by an Acknowledge Attention from the Processor	8H3
BACT1	Buffer Active-indicates that valid data is present in the data buffer	4H1
BSY1	Busy-indicates data transferred in progress	4F3
CANS0	Controlled Answer-to insure that the answer is coming from the right memory.	8J6
CBSY0	Clear Busy-terminates transfer when a match or a non-existent memory is detected	8R5
CL070	Power Failure Clear	4K5
CLG1	Control Line Gate-gates private control lines	2G2
CLGA1	Control Line Gate-same as CLG1 except used to assure a 100 nanosecond delay between ADRS, CMD, DA, and the Data Lines	2G2
CLUS0	Clear Load/Unload Sequencer-clears sequencer	4F2
CMDGO0	Command GO-starts the whole sequence	4H4
CMD0	Command control line from MPX-Bus	4K6
CO0	Carry Out of the Auxiliary Address Register-Prevents memory wrap-around	5M1
D000:150	Data Lines from MPX-Bus	2A5-2A8 3A7-3A9
DA0	Data Available control line from MPX-Bus	4K6
DB001:151	Outputs from Data Buffer	7F1-7F8 7N1-7N8

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
DBSY1:	Delayed Busy-to insure that the memory cycle is finished before sending out an interrupt	4L1
DLG1	Data Line Gate-gates data line and private data lines	2R2
DMA000:170	EDMA Bus Data Lines	6N2-6N9
DMX120:150	EDMA Bus Extended Data Lines	6N1
DR0	Data Request control line from MPX-Bus	4K5
DX1	Data Transfer-Data Transfer flip-flop	4D8
EBS1	End of Busy Set-signals the start of a ESELCH transfer	4N3
EDX0	End of Data Transfer-signals the end of a device transfer	4N9
EMX1	End of Memory Transfer-signals the end of a memory transfer	8L7
ENG1	Engage-gates either PDA0 or PDR0	4G8
EOT0	End of Transmission-to tell EDMA Bus that transmission is ended.	9L8
FH001:071	Final Address Register High-Final Address Bits 00:07	5G5-5K5
FL001:071	Final Address Register Low-Final Address Bits 08:15	5A5-5E5
GETBUS0	ESELCH gets the EDMA Bus in Memory Read mode	8J5
LDB1	Load Data Buffer-loads data into Data Buffer	8N8
LDRH	Load Data Register High-loads Data Bits 00:07	4K8
LDRL0	Load Data Register Low-loads Data Bits 08:15	4J7
LFRX0	Load Final Address Register Extended Bits 00:03	6D6
LMRQ0	Local Memory Request Queued	9G1
LOAD0	Load control line-loads Data or Address to EDMA Bus	6N9
M00:30	Memory Banks 0:3	8D6-8D8
M0BZ0:M3BZ0	Memory Busy	9F6
MA001:151	Memory Address Bits	6G3-6G7
MAX121:151	Extended Memory Address Bits	6G1
MCH1	Match-indicates a match between the Auxiliary Address Register and Final Address Register	5K9

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
MMF1	Memory Malfunction	7K3
MSC1	Multiplexor-ESELCH Control flip-flop	4F5
PADRS0	Private Address control line to ESELCH Bus	4N7
PAGE01:11	Pages 01:11-encode M00:M30	8G6-8G7
PATN0	Private Attention from ESELCH Bus	8A3
PCL070	Power Failure Clear to ESELCH Bus	4N5
PCMD0	Private Command control line to ESELCH Bus	4N6
PD000:150	Private Data Lines-ESELCH Bus	2N5-2N9 3H7-3H9
PDA0	Private Data Available control line to ESELCH Bus	4J6
PDR0	Private Data Request control line to ESELCH Bus	4J5
PF1	Memory Parity Failure	7K4
PG00	Page Zero-indicates that four WDs are used to Set up Starting and Final Addresses, i.e., the Final Address is no greater than 64K Bytes.	6A1
PHW0	Private Halfword control line from ESELCH Bus	2D1
PSR0	Private Status Request control line to ESELCH Bus	4F6
PSYN0	Private Sync from the ESELCH Bus	4K4
PTACK0	Private Transmit Acknowledge to the ESELCH Bus	8H2
QUE0	Queue-to resolve contention for EDMA Bus	9A2
RACK0	Receive Acknowledge from MPX-Bus	8A4
RBA0	Reset Buffer Active-reset Buffer Active flip-flop	8R2
RBA0A	Controlled Reset Buffer Active-the leading edge clears the Buffer Active flip-flop in Memory Read mode and the trailing edge clears the Buffer Active flip-flop in the Memory Write mode.	8R3
RPC0	Receive Priority Chain from EDMA Bus	9A3
SATN0	Set Attention flip-flop	4N1
SBACT1	Set Buffer Active-set Buffer Active flip-flop	8R6
SCLR0	System Clear-initialize signal	3K9
SDX0	Set Data Transfer flip-flop-if no error status	4F1

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
SEL1	Select-ESELCH gets the EDMA Bus	9H2
SELSTS1	Selch Status Command Bits	4C3
SETAAR0	Set Axuiliary Address Register	3R6
SGAD0	Set Gate-sets Address flip-flop	2J6
SOT0	Start of Transmission-to tell the ESELCH to start transmitting an address and data to the EDMA Bus	9C9
SR0	Status Request control line from MPX-Bus	4K4
SSX0	Set Status Transfer-sets the Status Request flip-flop	8R4
SX1	Status Transfer-Status Request flip-flop	4D6
SYN0	Sync to MPX-Bus	3R7
TAAR0	Toggle Auxiliary Address Register-increments Auxiliary Address Register	8N2
TACK0	Transmit Acknowledge-to lower priority device on the MPX Bus	8H1
TPC0	Transmit Priority Chain from EDMA Bus	9J3
UAARH0	Unload Auxiliary Address Register High-unload Auxiliary Address Register Bits 04:11	6D4
UAARL0	Unload Auxiliary Address Register Low-unload Auxiliary Address Register Bits 12:19	6D4
UAARX0	Unload Auxiliary Address Register Extended-unload Auxiliary Address Register Bits 00:03	6D5
WT1	Write flip-flop	4F5
XREQ0	Request-request EDMA Bus for service	9M2

DISPLAY PANEL



M71-102

HEXADECIMAL DISPLAY

INFORMATION SPECIFICATION

1. INTRODUCTION

The optional Hexadecimal Display Panel provides a means to manually control the Processor, interrogate and display various Processor registers and machine status, set and display Processor memory locations, and may be programmed as an I/O device by the user.

This specification describes the 09-065F02 Hexadecimal Display Panel (Product Number M71-102). It is also applicable to the 09-065F01 Binary Display Panel (Product Number M71-101), which is identical to the Hexadecimal Display Panel except for the omission of the hexadecimal indicators. The Hexadecimal Display Panel provides the following functions:

Displays five bytes of programmable digital information.

Registers and displays five hexadecimal digits of manually entered keyboard data.

Displays the WAIT and Power (PWR) indicators for the Processor.

Provides a 26 key control keyboard for manual input to the display.

Provides two bytes of unbuffered Switch Register data to the Processor.

Provides one byte of status to the Processor.

Provides a three position OFF-ON-LOCK key type switch capable of switching three separate power supply control lines.

Provides a control signal to the Processor that the display requires micro-program support.

2. GENERAL DESCRIPTION

A complete description of the operation of the Hexadecimal Display Panel is provided in the appropriate User's Manual. This specification describes the display from a maintenance view point. Figure 1 shows the Hexadecimal Display Panel.

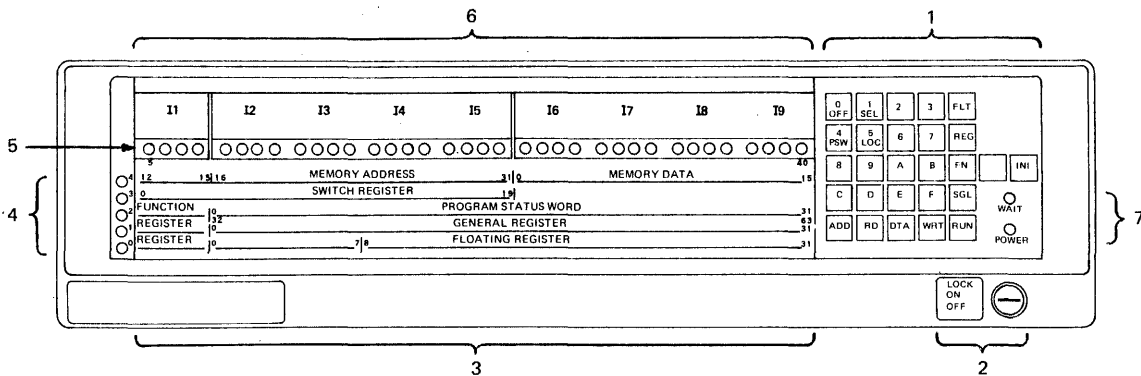


Figure 1. Hexadecimal Display Panel

Various parts of the Hexadecimal Display Panel in Figure 1 are numbered to correlate to the following descriptions.

1. Control Keyboard. The keyboard is the operators manual input to the Processor. The function of the specific keys are:

DTA The function of the Data (DTA) key is to clear the Switch Register, connect the Switch Register to the display indicators, and enable hexadecimal data to be entered into the register. The Switch Register remains enabled and connected to the display indicators until any non-hexadecimal key other than DTA is depressed.

Hexadecimal Keys 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, and F supply data to the Switch Register when it is enabled, and the function number or register number for the Processor supported display (see Section 2.2).

ADD The Address (ADD) key causes the Processor to read the five hexadecimal characters of the Switch Register, store them in the address portion of the Program Status Word (PSW), and display PSW 32:63 on the indicators.

RD The Read (RD) key causes the Processor to read the memory location specified by the PSW, increment the PSW address by two, and display on the indicators the new address and the data read from memory.

WRT Depressing the Write (WRT) key causes the data contained in the Switch Register to be written into the address specified by the PSW, the PSW to be incremented by two, and the new address and the data written to be displayed on the indicators.

FLT Depressing the Floating-Point Register (FLT) key, followed by any hexadecimal key n, causes Floating-Point Register n to be displayed on the indicators.

REG Depressing the Register (REG) key, followed by any hexadecimal key n, causes general register n to be displayed.

FN Depressing the Function (FN) key, followed by any hexadecimal key n, causes the Processor to perform "Function n" as described in the appropriate User's Manual.

SGL Depressing the Single Step (SGL) key causes the Processor to execute one user instruction and display the last register or function selected.

RUN Depressing the Run (RUN) key causes the Processor to enter the Run mode at the address specified by the PSW.

INI Depressing the Initialize (INI) key initializes the Processor.

SEL Depress DTA, then 0 or F, for selection of Register Set 0 or 1 respectively. Then depress the Function (FN) Key followed by SEL to enable the selected register set to be displayed.

NOTE

The display requires support from the micro-program for all functions other than entering or displaying Switch Register data.

2. OFF-ON-LOCK Key Operated Locking Switch. This switch controls the power to the Processor and allows the keyboard to be completely disabled in the LOCK position.
3. Indicator Formats. These formats aid the user in interpreting the display indicators.
4. Format Selectors L0:4. Light Emitting Diode (LED) indicators L0:4 determine the format to be used to interpret display indicators L5:40.
5. Display Indicators L5:40. These LED indicators are used to display the PSW, general registers, etc., as described by the indicator formats.
6. Display Indicators I1:9. These indicators display the corresponding values displayed on L5:40 in the hexadecimal format.
7. WAIT and PWR. These indicators are illuminated when Processor is in the Wait state and Power is supplied to the Processor.

2.1 Switch Register Entries

When the operator is manipulating the Switch Register, there is no interaction between the display and the Processor. Data is entered into this register by first depressing the DTA key. This operation clears the Switch Register; connects the Switch Register to L5:24 of the display, and allows subsequent hexadecimal keyboard entries to be left shifted into the least significant digit of the register. The register is disconnected from the display and disabled when any non-hexadecimal key other than DTA is depressed. The register can be momentarily examined when it is disabled without affecting the Processor operation by depressing any hexadecimal key.

2.2 Processor Intervention

Depressing the following single keys causes the signals ESNC0 and ESNO0 to be complementarily pulsed (ESNC0 is a positive going pulse):

ADD
RD
WRT
SGL
RUN

Depressing one of the following sequences of two keys causes a similar action:

FLT n (n is any hexadecimal digit)
REG n
FN n

3. FUNCTIONAL DIAGRAM ANALYSIS AND CIRCUIT DESCRIPTION

Refer to Figure 2. Hexadecimal Display Panel Block Diagram and Functional Schematic 09-065D08.

3.1 OFF-ON-LOCK Switch

This switch (2K1) controls power to the Processor by completing the circuit between CONT2 and CONT1 in the ON and LOCK positions. The switch is factory wired to provide one set of closures. This switch also provides a hard ground to the Processor as POFF0 in the OFF position which may be used as an early power down indication. When the switch is in the ON position, LP5 (2L1) is provided to the keyboard to enable the sensing of these switch closures.

3.2 Keyboard

The keyboard (Sheet 2) has a 5 x 5 switch array which is used to enter information to the Hexadecimal Display Panel logic, plus an Initialize (INI) key used to transmit this condition to the Processor (2G1). The keyboard is a self-contained unit and connects to the 35-520 logic board by 27 stakes, 00-1 through 26-1. These normally open switches are encoded by diode logic (Sheet 2) to form HEX01:31 (2B8) and FUN00:30 (2C8), plus a few additional control signals mentioned later in this description. The switches are designed to be high active when a switch is depressed by biasing all receiving gates low with a 220 ohm input resistor. A switch being depressed causes an input gate to go high by supplying LP5 through a current limiting resistor from the common input, Pin 0, if the OFF-ON-LOCK switch is in the ON position. There is no keyboard rollover protection and if more than one key is simultaneously depressed, the result is unspecified.

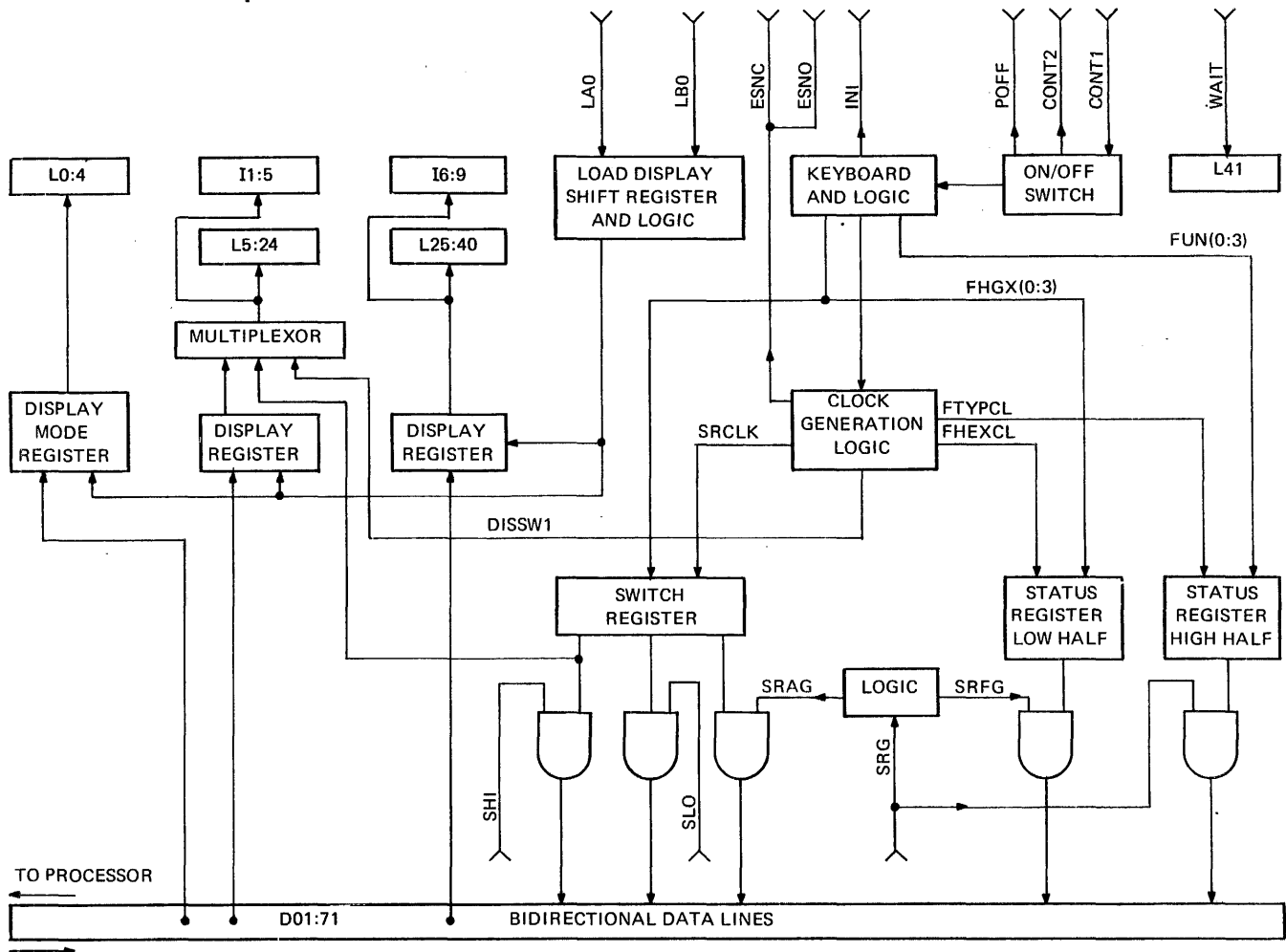


Figure 2. Hexadecimal Display Panel Block Diagram

3.3 Matrix Encoding

The diode matrix is encoded to drive signals HEX01:31 to the hexadecimal equivalent of the respective key 0:F (HEX31 is the LSB) when it is depressed. Depressing any function key other than DTA causes FUN00:30 to yield the codes specified by Table 1.

TABLE 1. FUNCTION KEY ENCODING (FUN00:30)

Key Depressed	FUN00	FUN10	FUN20	FUN30
SGL	0	1	1	1
RUN	1	1	1	1
WRT	1	1	0	1
RD	1	0	1	1
ADD	1	0	0	1
REG	0	1	1	0
FLT	0	1	0	0
FN	0	1	1	1

3.4 Clocking

Depressing any keyboard key other than DTA or INI generates one of three types of clocks used by the Hexadecimal Display Panel logic. This is accomplished by a positive transition of signal KEY1 (2F8) whenever one of these keys is depressed. The one shot triggered by this transition (2G8) is used to allow a one to two millisecond interval for switch bounce to subside before triggering the second one shot STRB1 (2K8) which is used to generate one of the three clocks. Since contact bounce is likely to retrigger these one shots when a key is released, the occurrence of signal KEY1 (any key depressed), HKEY1 (2F9 a hexadecimal key depressed), or FKEY1 (2H7 a function key depressed) being true in coincidence with the one shot is used to derive the clocks.

3.5 Switch Register Clocks

The Switch Register is enabled for clocking by depressing the DTA key. This is accomplished by direct clearing the Switch Register Enable flip-flop (SRENB) (2L6) when DTA is depressed and ANDing the zero output of the flip-flop plus HKEY1 and STRB1 to drive the Switch Register Clock (SRCLK0) (2M7). This clock is disabled by setting SRENB with the occurrence of FKEY1 when any function key is depressed.

3.6 Status Register Clocks

Two different clocks are used to load the status register. FTYPCLO (2M8) is generated whenever any function key other than DTA is depressed and is used to load FUN00:30 into one half of the status register. The second clock FHEXCL0 (2N8) is generated whenever a hexadecimal key is depressed if the previously depressed key was FN, REG, or FLT. In this case, the hexadecimal input would be the register number or function number desired and FHEXCL0 is used to clock HEX01:31 into the second half of the status register.

3.7 Processor Intervention

The logic of the display signals the Processor that a response is necessary to a console function by signal ESNC0 (2R7) and its compliment ESNO0 (2R7). These signals are complementarily pulsed whenever a function key other than DTA, FN, REG, or FLT is depressed, or whenever a hexadecimal key is depressed following FN, REG, or FLT (the occurrence of FHEXCL0).

3.8 Switch Register Loading

The Switch Register (4B1, 4D1, 4G1, 4J1, and 4M1) is loaded with a hexadecimal character with the occurrence of each SRCLK0 as mentioned previously. Data is entered into the least significant character (4B1) from the switches (HEX01:31) and left shifted through the register with each clock. The register is cleared whenever the DTA key is depressed.

3.9 Status Register

The status register is loaded in two parts as described previously. One half is loaded from FUN00:30 when a Function (FN) key is depressed by the occurrence of FTYPCLO. The least significant bit of this register is re-circulated on SGL or RUN and the second LSB is re-circulated on SSL to conform to the status codes indicated in Table 2. The second half of the register is loaded from HEX01:31 with the occurrence of FHEXCL0. These registers are initialized by SCLR0 from the Processor.

TABLE 2. STATUS CODES

KEY	DL1	DL2	DL3	DL4	DL5	DL6	DL7	DL0
SGL	1	U	X	X	X	X	X	X
INITIALIZE	U	U	U	U	U	U	O	U
RUN	0	0	0	X	X	X	X	X
WRT	0	0	1	U	U	U	U	U
RD	0	1	0	U	U	U	U	U
ADR	0	1	1	U	A ₁	A ₂	A ₃	A ₄
REG n	1	0	0	1	n ₁	n ₂	n ₃	n ₄
FLT n	1	0	1	1	n ₁	n ₂	n ₃	n ₄
FN n	1	0	0	0	n ₁	n ₂	n ₃	n ₄

A = Most significant hexadecimal digit of Switch Register

U = Unspecified

X = Unchanged

n = Hexadecimal digit associated with function (see Section 6)

The display status is presented to the Processor on the data lines (DL01:71) for the duration of time that control signal SRG0 is at a logical zero level. The data presented for status is in accordance with Table 2.

3.10 Display Register Loading

The Hexadecimal Display Panel registers and displays five bytes of data transmitted from the Processor. Two control signals are transmitted from the Processor to direct the loading of these registers. LA0 (2K5) is a low active pulse which signifies that data is available on bi-directional Data Lines D01:71 and it is to be loaded into the least significant byte of the display register. LA0 is used to initialize a four bit shift register (2M4) to 1000_2 which is used to load subsequent bytes, and generate a load pulse LA1 which is used to load the data into the LSB of the display register (2B6 and 3E6). Four subsequent LB0 pulses sent from the Processor gates data from D01:71 into successive bytes of the display register (3G6 and 3J6, 4C5 and 4E5, 4G5 and 4K5, 4N5 and 3N2). This is accomplished as each LB0 pulse is inverted and gated as LDB1, LDC1, LDD1 and LDE1 (2N4) respectively as controlled by the sequencing shift register (2M4) which is right shifted with each LB0 pulse.

3.11 Display Indicators

The two least significant bytes of the display register are gated directly to LEDs L25:40 and the hexadecimal indicators I6:9 (Sheet 3). LEDs L5:24 and hexadecimal indicators I1:5 are used to display either the most significant bytes of the display registers or the Switch Register. These sets of registers are selected through the 2:1 multiplexors (4C6, 4E6, 4H6, 4K6 and 4N6) as determined by the state of the DISSW1 (2N6). DISSW1 is high whenever the Switch Register is enabled (SRENB1) or a hexadecimal key is depressed (HKEY1).

3.12 Processor Inputs

Data is gated to the Processor in response to control signals SHI0, SLO0 or SRG0. SLO0 gates the two least significant digits of the Switch Register onto the bi-directional Data Lines D01:71 (4C3 and 4C4). SHI0 gates the next two Switch Register digits onto the bi-directional Data Lines D01:71 (4H3 and 4K3). SRG0 causes the status register bits to be gated (3D4) as per Table 2. Note that either the most significant Switch Register character is gated (4N3) if DL11 is low or the hexadecimal portion of the status register if DL11 is high (3H4).

4. PROCESSOR INTERFACING

4.1 Processor Connector

Signals from the display are terminated at a 26-080F06 type connector per the following list:

SIGNAL	PIN	SIGNAL	PIN	*X1-X4	PIN
D01	109	LA0	203	X1	207
D11	110	LB0	114	X2	211
D21	111	SHI0	200	X3	210
D31	112	SLO0	206	X4	209
D41	202	WAIT1	102		
D51	204	SRG0	113		
D61	205	ESNC0	103		
D71	208	ESNO0	104		
POFF0	105	INIT0	101		
CONT1	DB1-C1 & 214	SSGL1	106		
CONT2	DB1-C2	GND	100-3		
CONT3	DB-C3 & 213	GND	108		
SCLR0	107	GND	212	twisted with 114	
		GND	201	twisted with 203	

*X1-X4 A1-8 leads to front terminal strip of chassis.

4.2 Timing

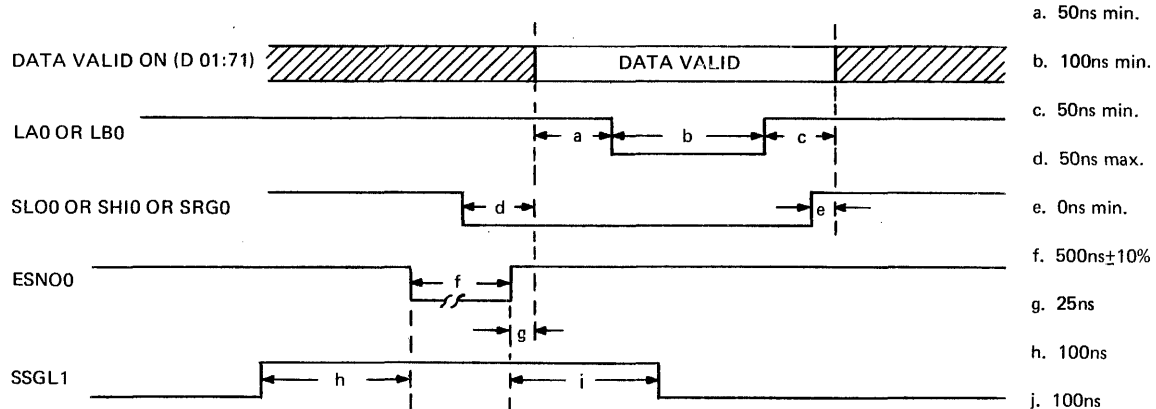


Figure 3. Hexadecimal Display Panel Timing

5. INSTALLATION PROCEDURE

The Hexadecimal Display Panel is connected to the Processor via a 17-305 cable. The 26-080F06 30-pin connector of the Hexadecimal Display Panel plugs into the mating connector as shown in Figures 4, 5 and 6.

CNTL1, CNTL2, P5, GND, LGND, +L jumpers go to corresponding lugs on the Processor chassis display terminal strip as shown in Figure 4.

6. POWER

The Hexadecimal Display Panel draws its power from the P5 and +L lugs on the Processor chassis display terminal strip. See Figure 4.

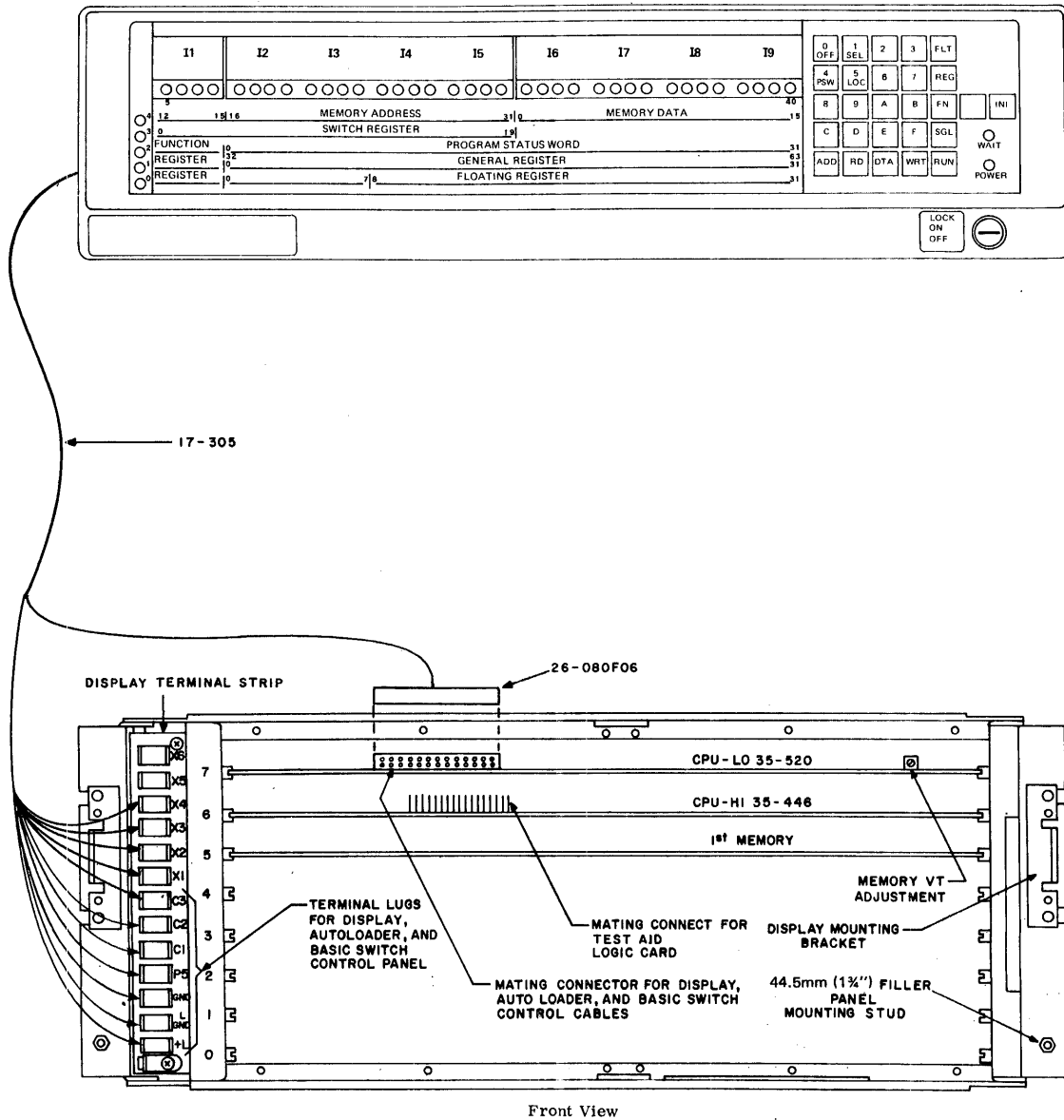
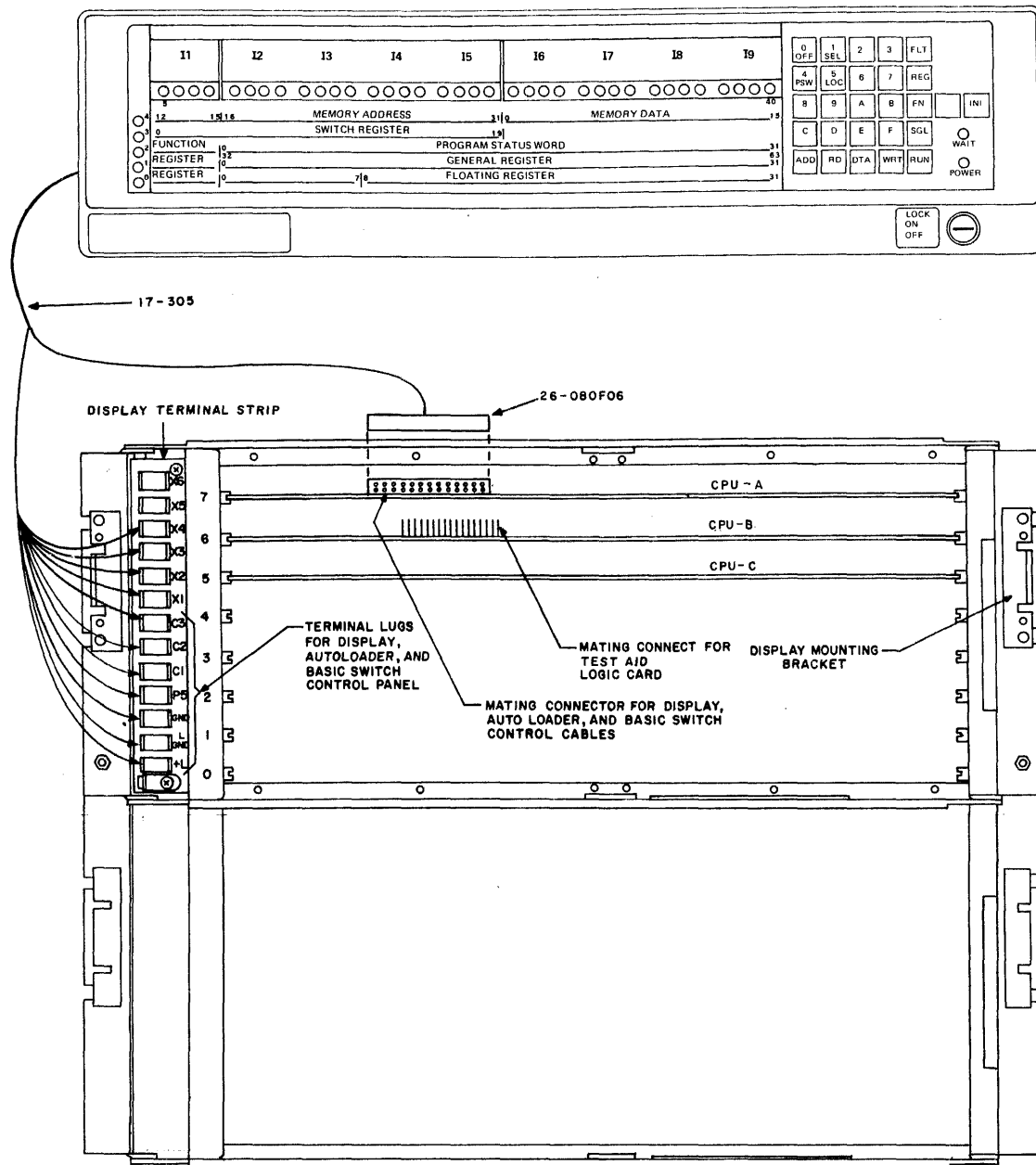
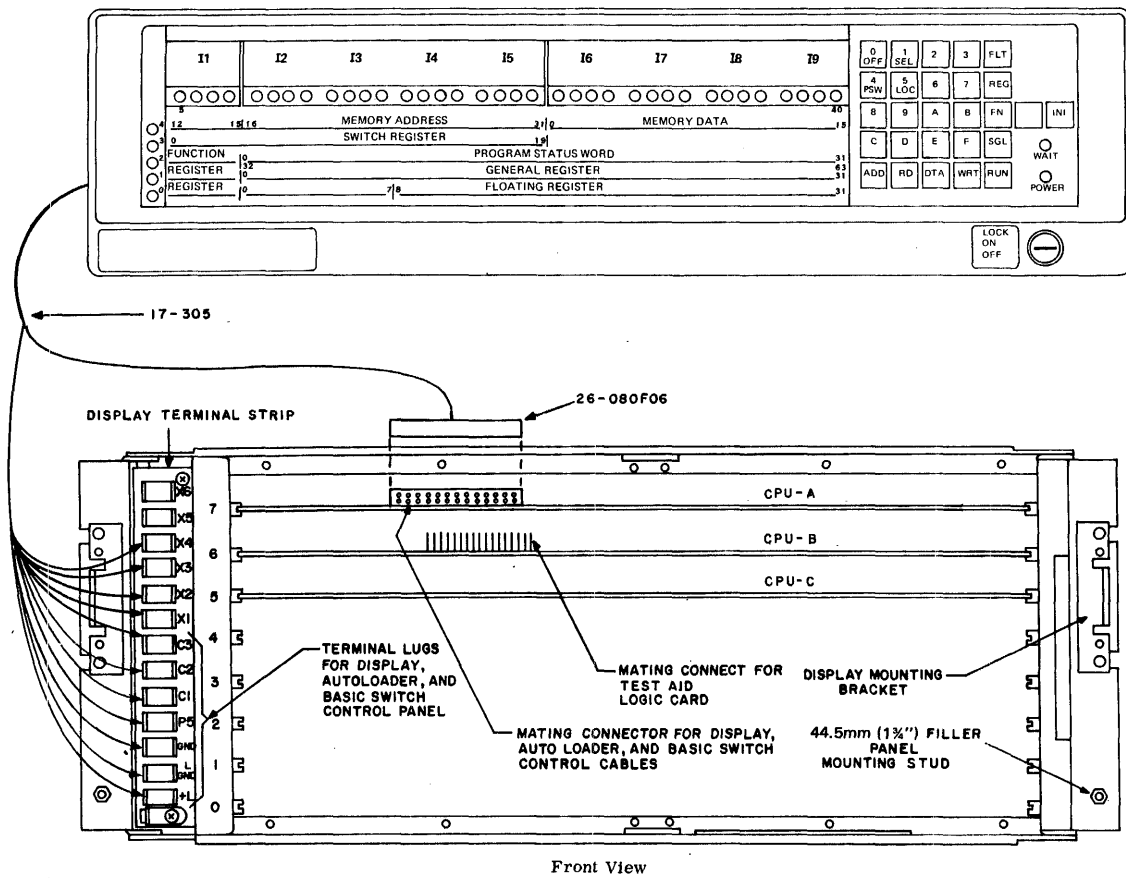


Figure 4. 7/16 Basic Display Installation



7/16 HSALU OR 7/32 TWIN CHASSIS INSTALLATION

Figure 5. Model 7/16 HSALU or 7/32 Installation



7/16 HSALU INSTALLATION

Figure 6. Model 7/16 HSALU Installation 7" Chassis

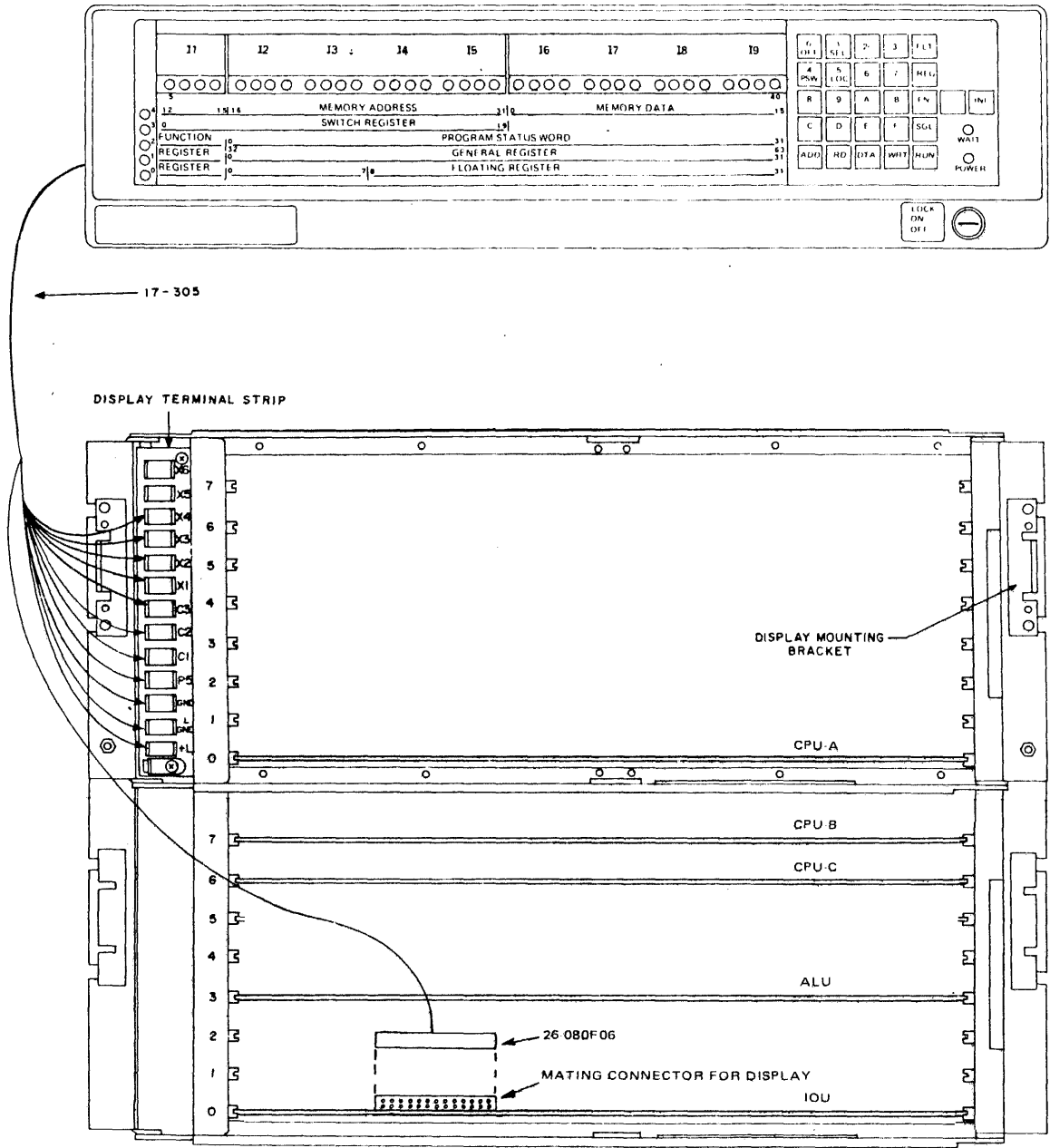


Figure 7. Model 8/32 Twin Chassis Installation

7. MNEMONICS

The following list provides a brief description of each mnemonic found in the Hexadecimal Display Panel. The source of each signal on Functional Schematic 09-065D08 is also provided.

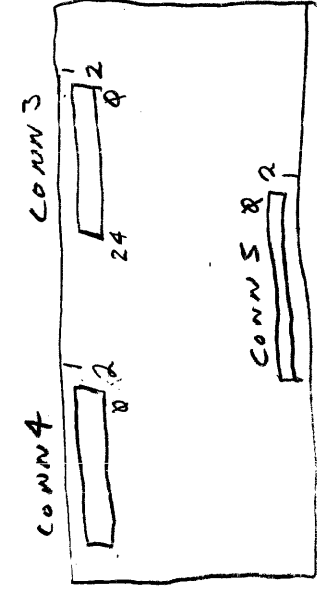
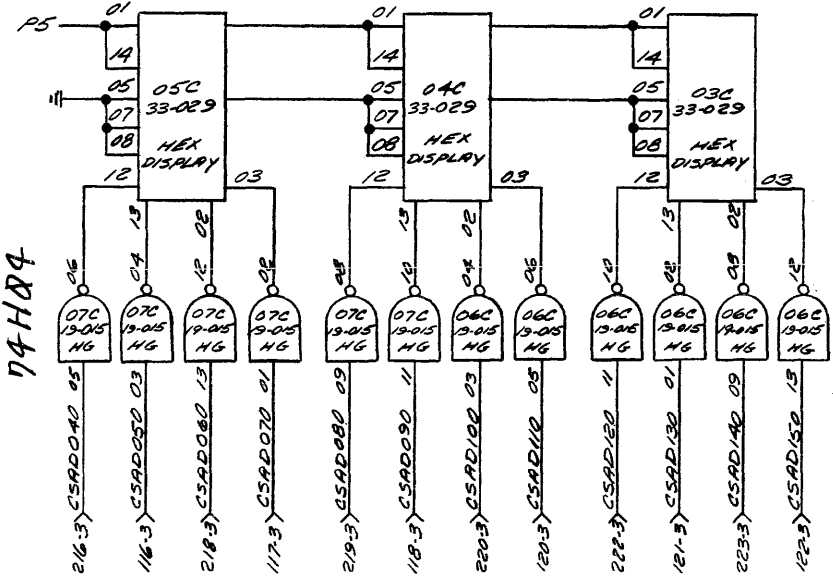
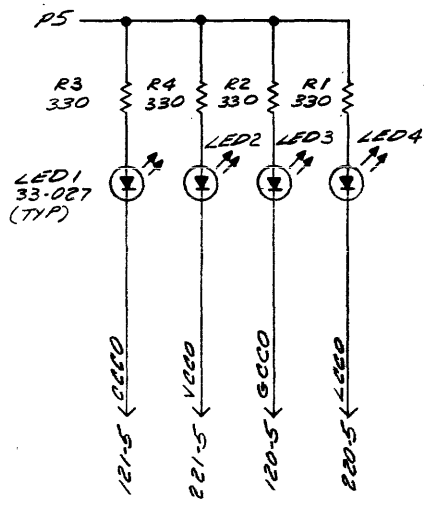
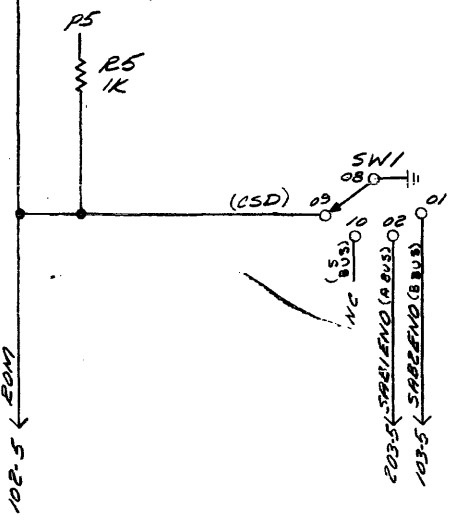
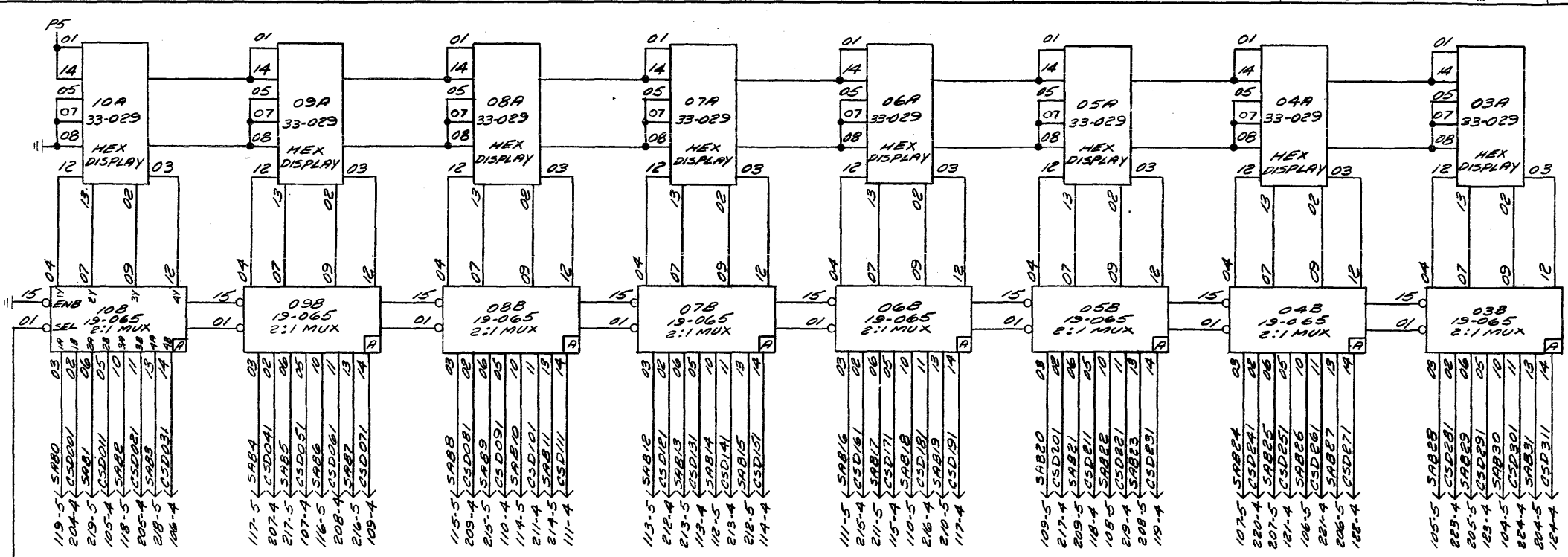
<u>MNEMONIC</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
CONT1	12 VAC to turn on power supply	2L1
CONT2	12 VAC to turn off power supply	2M1
DISSW1	Controls Display Multiplexors for L5:24	2R6
ESNC0	Execute switch normally open	2R7
ESNO0	Execute switch normally closed	2R7
FTYPCL0	Function type status register clock	2N7
FHEXCL0	Hexadecimal type status register clock	2N8
FUN00:30	Encoded functional keys	Sheet 2
HEX01:31	Encoded hexadecimal keys	Sheet 2
INIT0	Initialize Processor	2H2
LA0	Low active signal from Processor which initializes the loading sequence and loads the least significant byte of the Hexadecimal Display Panel	2K5
LB0	Low active signal from Processor used to control loading of display registers by generating LDB1, LDC1, LDD1, LDE1	2L5
LDB1 } LDC1 } LDD1 }	Load display registers	2R3 2R4 2R4
LDE1	Loads display mode register and most significant hexadecimal digit of the display	2R4
POFF0	Early power OFF failure	2K1
SCLR0	System Clear, initialize status registers	3J1
SDA0	DTA key depressed	2J2
SHI0	Switch Register high half gate command	2M2
SLO0	Switch Register low half gate command	2L3
SOR0	SGL or RUN keys depressed	2K2
SRAG1	Switch Register most significant hexadecimal digit gate command	2R2
SRCLK0	Switch Register clock	2M7
SRFG1	Status Register Function high half gate command	2R2
SRG1	Status Register low half gate command	2M2
SSL1	SGL key depressed	2J6
WAIT1	Wait light control	2M6

DRAWINGS



712-311

74S157



BOARD AGREEING WITH THIS SCHEMATIC MUST BE AT LEAST THE FOLLOWING REVISION LEVEL

BOARD	REV
35-612	R01

REVISIONS

REV	INIT	DATE
01		3-20-76

AREA F, G-75
 LED4 WAS TO 'CCCO'
 LED3 WAS TO 'VCCO'
 LED1 WAS TO 'GCCO'
 LED2 WAS TO 'LCCO'
 PIN 05 OF 03A-10A WAS N.C.

RELEASED FOR PRODUCTION
 MAR 29 1976
 ENG L. JAMES DATE 1-17-76

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SCALE	NAME	TITLE	DATE
TOLERANCE: XX 1.005 X 1.02 1 1.03 UNLESS OTHERWISE SPECIFIED	P. EDWARDS L. CEELO T. L. LEE J. JAMES J. P. SARCIC	DRAFT CHK ENGR SYST MGR	3-20-76 3-30-76 3-30-76 3-30-76 3-30-76

TITLE: FUNCTIONAL SCHEMATIC
 8132 TEST DISPLAY

TAM 03071
 35-612 R01 D08
 SHEET OF 1-1

DRAWING 44-231 24528

BACK PANEL MAP

C O N N.	TITLE BD. LOC. TERM. NO.	CPB AA07		DCB AA06		DFU AA05		ALU AA04		C O N N.	TITLE BD. LOC. TERM. NO.	C O N N.	IOU AA03		I/O AA02		I/O AA01		I/O AA00		TITLE BD. LOC. TERM. NO.	C O N N.		
		ROW		ROW		ROW		ROW					ROW		ROW		ROW		ROW				ROW	
		1	2	1	2	1	2	1	2				1	2	1	2	1	2	1	2			1	2
41	PS	PS		PS		PS		PS		41	PS		PS		PS		PS		PS		41			
40	GND	GND		GND		GND		GND		40	GND		GND		GND		GND		GND		40			
39	DSPYLI	PPFO								39	PS		PPFO		GND		GND		GND		39			
38	ATN020	ATN030								38	NIS		DSPYLI								38			
37	ATN000	ATN010								37	RACKO		TACKO	DMA170	DEND	DMA170	DEND	DMA170	DEND	DMA170	DEND	37		
36	GND	GND		GND		GND		GND		36	GND		GND	DMA150	DMA160	DMA150	DMA160	DMA150	DMA160	DMA150	DMA160	36		
35	B300	B310		B300	B310	B300	B310	B300	B310	35	B300	B310	DMA130	DMA140	DMA130	DMA140	DMA130	DMA140	DMA130	DMA140	35			
34	B280	B290		B280	B290	B280	B290	B280	B290	34	B280	B290	DEND	DMA120	DEND	DMA120	DEND	DMA120	DEND	DMA120	34			
33	B260	B270		B260	B270	B260	B270	B260	B270	33	B260	B270	DMA110	DMA100	DMA110	DMA100	DMA110	DMA100	DMA110	DMA100	33			
32	B240	B250		B240	B250	B240	B250	B240	B250	32	B240	B250	DMA090	DMA080	DMA090	DMA080	DMA090	DMA080	DMA090	DMA080	32			
31	GND	GND		GND		GND		GND		31	GND		GND	DMA070	DMA060	DMA070	DMA060	DMA070	DMA060	DMA070	DMA060	31		
30	B220	B230		B220	B230	B220	B230	B220	B230	30	B220	B230	DMA050	DEND	DMA050	DEND	DMA050	DEND	DMA050	DEND	30			
29	B200	B210		B200	B210	B200	B210	B200	B210	29	B200	B210	DMA030	DMA040	DMA030	DMA040	DMA030	DMA040	DMA030	DMA040	29			
28	B180	B190		B180	B190	B180	B190	B180	B190	28	B180	B190	DMA010	DMA020	DMA010	DMA020	DMA010	DMA020	DMA010	DMA020	28			
27	B160	B170		B160	B170	B160	B170	B160	B170	27	B160	B170	DEND	DMA000	DEND	DMA000	DEND	DMA000	DEND	DMA000	27			
26	GND	GND		GND		GND		GND		26	GND		SCLRO	HWO	SCLRO	HWO	SCLRO	HWO	SCLRO	HWO	26			
25	S300	S310		S300	S310	S300	S310	S300	S310	25	S300	S310							DATNO	SREQO	25			
24	S280	S290		S280	S290	S280	S290	S280	S290	24	S280	S290							XFERO	TERMO	24			
23	S260	S270		S260	S270	S260	S270	S260	S270	23	S260	S270									23			
22	S240	S250		S240	S250	S240	S250	S240	S250	22	S240	S250									22			
21	GND	GND		GND		GND		GND		21	GND										21			
20	S220	S230		S220	S230	S220	S230	S220	S230	20	S220	S230									20			
19	S200	S210		S200	S210	S200	S210	S200	S210	19	S200	S210	SRO	RDES0	SRO	RDES0	SRO	RDES0	SRO	RDES0	19			
18	S180	S190		S180	S190	S180	S190	S180	S190	18	S180	S190	D140	D150	D140	D150	D140	D150	D140	D150	18			
17	S160	S170		S160	S170	S160	S170	S160	S170	17	S160	S170	D120	D130	D120	D130	D120	D130	D120	D130	17			
16	GND	GND		GND		GND		GND		16	GND		D100	D110	D100	D110	D100	D110	D100	D110	16			
15	R300	R310		R300	R310	R300	R310	R300	R310	15	R300	R310	D080	D090	D080	D090	D080	D090	D080	D090	15			
14	R280	R290		R280	R290	R280	R290	R280	R290	14	R280	R290	D060	D070	D060	D070	D060	D070	D060	D070	14			
13	R260	R270		R260	R270	R260	R270	R260	R270	13	R260	R270	D040	D050	D040	D050	D040	D050	D040	D050	13			
12	R240	R250		R240	R250	R240	R250	R240	R250	12	R240	R250	D020	D030	D020	D030	D020	D030	D020	D030	12			
11	GND	GND		GND		GND		GND		11	GND		D000	D010	D000	D010	D000	D010	D000	D010	11			
10	R220	R230		R220	R230	R220	R230	R220	R230	10	R220	R230									10			
09	R200	R210		R200	R210	R200	R210	R200	R210	09	R200	R210	DMX150	DMX120	DMX150	DMX120	DMX150	DMX120	DMX150	DMX120	09			
08	R180	R190		R180	R190	R180	R190	R180	R190	08	R180	R190	DMX130	DEND	DMX130	DEND	DMX130	DEND	DMX130	DEND	08			
07	R160	R170		R160	R170	R160	R170	R160	R170	07	R160	R170	M3B20	M3B20	M3B20	M3B20	M3B20	M3B20	M3B20	M3B20	07			
06	GND	GND		GND		GND		GND		06	GND		M3B20	M3B20	M3B20	M3B20	M3B20	M3B20	M3B20	M3B20	06			
05	MMFO	PSW230								05	MMFO	IRLMD *	LOADO	AN50	LOADO	AN50	LOADO	AN50	LOADO	AN50	05			
04										04	MMFO	DMPFO *	LMRGO	DEND	LMRGO	DEND	LMRGO	DEND	LMRGO	DEND	04			
03	MSEL020	RWCO		MSEL020	RWCO	MSEL020	RWCO	MSEL020	RWCO	03	MSEL020		S0T0	S0T0	S0T0	S0T0	S0T0	S0T0	S0T0	S0T0	03			
02	MSEL000	MSEL010		MSEL000	MSEL010	MSEL000	MSEL010	MSEL000	MSEL010	02	MSEL000	MSEL010	XREQO	QUEO	XREQO	QUEO	XREQO	QUEO	XREQO	QUEO	02			
01	GND	M3160		GND	M3160	GND	M3160	GND	M3160	01	GND	M3160	GND	GND	GND	GND	GND	GND	GND	GND	GND	01		
00	PS	PS		PS	PS	PS	PS	PS	PS	00	PS	PS	PS	PS	PS	PS	PS	PS	PS	PS	00			

NOTES
1. BACK PANEL - 35-541
② WIRE WRAP RUN

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RELEASED FOR PRODUCTION
REV. LEV. 5 3 3 5
SHT NO. 1 2 3 4

PRE PRODUCTION APPROVAL
INIT. DATE
DEV. DATE
PROD. DATE
SEE SHEET 4 FOR REVISION INFO.

NAME: G. MELTON	TITLE: DRAFT	DATE: 6-10-74	TITLE: 8/32 BACKPANEL LOWER
G.V. HOMEFIELD	CHK: ENGR	10-10-74	
T. EYFE			
S. MESSINA	ENR ENGR		

03053
01-07805048

BACK PANEL MAP

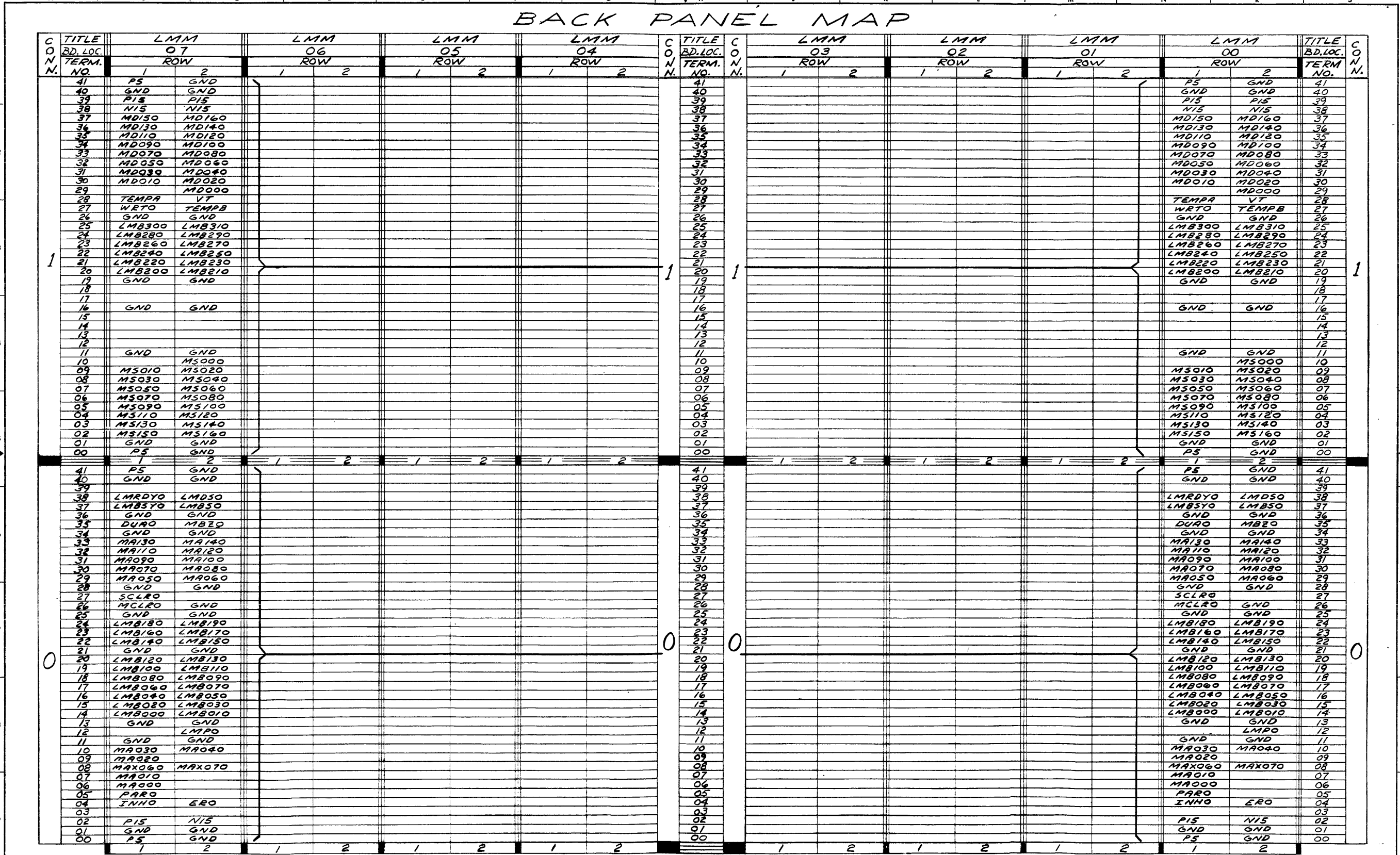
Main table with columns for TITLE, BD. LOC., CONN., and various board types (LMM, LMI, MBC, CPA) with row and column indices.

NOTES
1. BACKPANEL - 35-540
2. SLOT ASSIGNMENTS SHOWN FOR THE BASIC 128 KB MEMORY SYSTEM.

THE LMI BOARDS ARE RE-ASSIGNED WHEN THE SYSTEM IS EXPANDED WITH CORRESPONDING CHANGES IN MA, MD, & MS STRAPPING OPTIONS.

Metadata table with columns: NAME, TITLE, DATE, SHEET OF. Includes names G. MELTON, G. J. HOFFFIELD, T. EYFE, S. MESSINA and dates 6-10-74, 10-10-74.

BACK PANEL MAP



NOTES
1. BACKPANEL - 35-542

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NAME	TITLE	DATE	TITLE
	DRAFT		8/32
	ENGR		BACKPANEL
			MEMORY EXP.
DIR ENG			
		TASK NO.	SHEET OF
		03053	3 - 4
		01-078 R03 D08	

REVISIONS

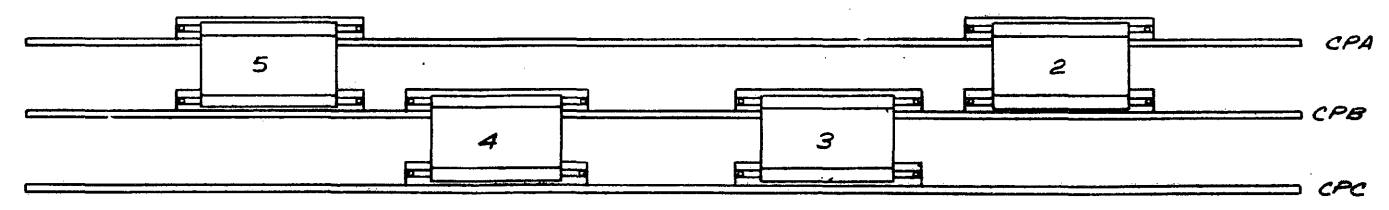
ADDED: "MS160" ON SHT. 2 TO CPA PIN 240-1.
 (KRT) 23 3-24-75 ROE
 ADDED: SHT. 1 "P2200" MNEMONIC TO PIN 128-0. P228-0 SLOTS 00 THRU 02. SHT. 2 "LMB510" TO PIN 159-0 SLOTS 02 THRU 07. "LMB510" TO PIN 229-0 SLOTS 02 THRU 07. CHANGED: PIN 187-0 SLOTS 01 WAS "LMB510". PIN 187-0 SLOTS 02 THRU 07 WERE "LMB510".
 (KRT) 23 3-24-75 ROE
 ADDED: SHEET 4.
 (KRT) 23 3-24-75 ROE
 CONN 2 ROW 1 PIN 08 STRTIA WAS SRTI. CONN 3 ROW 2 PIN 16 CSA040 WAS CSAD041. CONN 3 ROW 1 PIN 16 CSA050 WAS CSAD051. REVISED SHTS 1 & 4.
 KR 771 4231 R 3-4-80 RO4
 SHT 1, AREA JS, ADDED "MMEPFO" TO 104-1. REVISED SHTS 1 & 4.
 KR 771 5304 JS 2-14-83 ROSV

CONN 5	
2	1
16 UIR300	UIR310
15 UIR280	UIR290
14 UIR260	UIR270
13 UIR240	UIR250
12 YD300	YD310
11 YD280	YD290
10 YS300	YS310
09 YS280	YS290
08 SX300	SX310
07 SX280	SX290
06 GND	ININTO
05 GND	MAZO
04 GND	IREQO
03 GND	DEEQO
02 GND	PSW210
01 GND	GND
00 GND	PASSIA

CONN 3	
2	1
24 GND	GND
23 CSAD141	GND
22 CSAD121	CSAD151
21 GND	CSAD131
20 CSAD101	CSAD111
19 CSAD081	GND
18 CSAD061	CSAD091
17 GND	CSAD071
16 CSA040	CSA050
15 GND	GND
14 GND	GND
13 GND	SPARE
12 GND	PCLKO
11 PSW251	SECLKI
10 PSW260	PSW270
09 GND	S280
08 ASELO31	ASELO41
07 ASELO11	ASELO21
06 GND	ASELO01
05 BSELO31	BSELO41
04 BSELO11	BSELO21
03 GND	BSELO01
02 SSELO31	SSELO41
01 SSELO11	SSELO21
00 GND	SSELO01

CONN 4	
2	1
24 CSD301	CSD311
23 CSD281	CSD291
22 GND	CSD271
21 CSD261	CSD251
20 CSD241	GND
19 CSD221	CSD231
18 GND	CSD211
17 CSD201	CSD191
16 CSD181	GND
15 CSD161	CSD171
14 GND	CSD151
13 CSD141	CSD131
12 CSD121	GND
11 CSD101	CSD111
10 GND	CSD091
09 CSD081	CSD071
08 CSD061	GND
07 CSD041	CSD051
06 GND	CSD031
05 CSD021	CSD011
04 CSD001	GND
03 GND	CSWFO
02 GND	INCLKO
01 GND	CLKO
00 GND	GND

CONN 2	
2	1
16 MCO20	MCO30
15 MCO00	MCO10
14 GND	S280
13 GND	PCLKO
12 GND	LUTY1
11 GND	RX3D0
10 GND	SPARE
09 GND	CS000
08 GND	STRTIA
07 GND	GND
06 GND	GND
05 BSELO31	BSELO41
04 BSELO11	BSELO21
03 GND	BSELO01
02 SSELO31	SSELO41
01 SSELO11	SSELO21
00 GND	SSELO01



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SCALE-	NAME	TITLE	DATE
	G. MELTON	DRAFT	2-14-75
		CHK	2-14-75
		ENGR	
		APP	
		MRB	
TITLE			
CPA/CPB, CPB/CPC			
FRONT END CABLING			
NO. 03088			
REV. 01-078 ROS DOB			4-4

BACK PANEL MAP

Table with columns for TITLE, CON. N., and terminal rows (1-2) for various boards: CAB (AA07), DCB (AA06), DFUB (AA05), DFUA (AA04), ALU (AA03), SPARE (AA02), SPARE (AA01), and IOU (AA00).

NOTES, REVISIONS (CONT.), RELEASED FOR PRODUCTION, and production control information including date, name, and title.

BACK PANEL MAP

Main table with columns for TITLE, BD.LOC., CON. N., LMM, LMI NOTE 2, LMM, LMM, LMI (NOTE 2), LMM, MBC, CPA, and TITLE. It contains a grid of component assignments across multiple rows and columns.

NOTES
1. BACKPANEL - 35-540
2. SLOT ASSIGNMENTS SHOWN FOR THE BASIC 128 KB MEMORY SYSTEM

THE LMI BOARDS ARE RE-ASSIGNED WHEN THE SYSTEM IS EXPANDED WITH CORRESPONDING CHANGES IN MA, MD, & MS STRAPPING OPTIONS

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Table with columns for REVISIONS, NAME, TITLE, DATE, and TITLE (UPPER BACKPANEL). Includes a revision history and drawing information.

BACK PANEL MAP

CON N.	LMM		LMM		LMM		LMM		CON N.	LMM		LMM		LMM		LMM		CON N.
	BD.LOC.	TERM. NO.	BD.LOC.	TERM. NO.	BD.LOC.	TERM. NO.	BD.LOC.	TERM. NO.		BD.LOC.	TERM. NO.	BD.LOC.	TERM. NO.	BD.LOC.	TERM. NO.	BD.LOC.	TERM. NO.	
41	PS	GND	PS	GND	PS	GND	PS	GND	41	PS	GND	PS	GND	PS	GND	PS	GND	41
40	GND	GND	GND	GND	GND	GND	GND	GND	40	GND	GND	GND	GND	GND	GND	GND	GND	40
39	PIS	PIS	PIS	PIS	PIS	PIS	PIS	PIS	39	PIS	PIS	PIS	PIS	PIS	PIS	PIS	PIS	39
38	NIS	NIS	NIS	NIS	NIS	NIS	NIS	NIS	38	NIS	NIS	NIS	NIS	NIS	NIS	NIS	NIS	38
37	MD150	MD160	MD150	MD160	MD150	MD160	MD150	MD160	37	MD150	MD160	MD150	MD160	MD150	MD160	MD150	MD160	37
36	MD130	MD140	MD130	MD140	MD130	MD140	MD130	MD140	36	MD130	MD140	MD130	MD140	MD130	MD140	MD130	MD140	36
35	MD110	MD120	MD110	MD120	MD110	MD120	MD110	MD120	35	MD110	MD120	MD110	MD120	MD110	MD120	MD110	MD120	35
34	MD090	MD100	MD090	MD100	MD090	MD100	MD090	MD100	34	MD090	MD100	MD090	MD100	MD090	MD100	MD090	MD100	34
33	MD070	MD080	MD070	MD080	MD070	MD080	MD070	MD080	33	MD070	MD080	MD070	MD080	MD070	MD080	MD070	MD080	33
32	MD050	MD060	MD050	MD060	MD050	MD060	MD050	MD060	32	MD050	MD060	MD050	MD060	MD050	MD060	MD050	MD060	32
31	MD030	MD040	MD030	MD040	MD030	MD040	MD030	MD040	31	MD030	MD040	MD030	MD040	MD030	MD040	MD030	MD040	31
30	MD010	MD020	MD010	MD020	MD010	MD020	MD010	MD020	30	MD010	MD020	MD010	MD020	MD010	MD020	MD010	MD020	30
29	MD000		MD000		MD000		MD000		29	MD000		MD000		MD000		MD000		29
28	TEMPA	VT	TEMPA	VT	TEMPA	VT	TEMPA	VT	28	TEMPA	VT	TEMPA	VT	TEMPA	VT	TEMPA	VT	28
27	WETO	TEMP B	WETO	TEMP B	WETO	TEMP B	WETO	TEMP B	27	WETO	TEMP B	WETO	TEMP B	WETO	TEMP B	WETO	TEMP B	27
26	GND	GND	GND	GND	GND	GND	GND	GND	26	GND	GND	GND	GND	GND	GND	GND	GND	26
25	LMB300	LMB310	LMB300	LMB310	LMB300	LMB310	LMB300	LMB310	25	LMB300	LMB310	LMB300	LMB310	LMB300	LMB310	LMB300	LMB310	25
24	LMB280	LMB290	LMB280	LMB290	LMB280	LMB290	LMB280	LMB290	24	LMB280	LMB290	LMB280	LMB290	LMB280	LMB290	LMB280	LMB290	24
23	LMB260	LMB270	LMB260	LMB270	LMB260	LMB270	LMB260	LMB270	23	LMB260	LMB270	LMB260	LMB270	LMB260	LMB270	LMB260	LMB270	23
22	LMB240	LMB250	LMB240	LMB250	LMB240	LMB250	LMB240	LMB250	22	LMB240	LMB250	LMB240	LMB250	LMB240	LMB250	LMB240	LMB250	22
21	LMB220	LMB230	LMB220	LMB230	LMB220	LMB230	LMB220	LMB230	21	LMB220	LMB230	LMB220	LMB230	LMB220	LMB230	LMB220	LMB230	21
20	LMB200	LMB210	LMB200	LMB210	LMB200	LMB210	LMB200	LMB210	20	LMB200	LMB210	LMB200	LMB210	LMB200	LMB210	LMB200	LMB210	20
19	GND	GND	GND	GND	GND	GND	GND	GND	19	GND	GND	GND	GND	GND	GND	GND	GND	19
18	GND	GND	GND	GND	GND	GND	GND	GND	18	GND	GND	GND	GND	GND	GND	GND	GND	18
17	GND	GND	GND	GND	GND	GND	GND	GND	17	GND	GND	GND	GND	GND	GND	GND	GND	17
16	GND	GND	GND	GND	GND	GND	GND	GND	16	GND	GND	GND	GND	GND	GND	GND	GND	16
15									15									15
14									14									14
13									13									13
12									12									12
11	GND	GND	GND	GND	GND	GND	GND	GND	11	GND	GND	GND	GND	GND	GND	GND	GND	11
10	MS000	MS010	MS000	MS010	MS000	MS010	MS000	MS010	10	MS000	MS010	MS000	MS010	MS000	MS010	MS000	MS010	10
09	MS020	MS030	MS020	MS030	MS020	MS030	MS020	MS030	09	MS020	MS030	MS020	MS030	MS020	MS030	MS020	MS030	09
08	MS040	MS050	MS040	MS050	MS040	MS050	MS040	MS050	08	MS040	MS050	MS040	MS050	MS040	MS050	MS040	MS050	08
07	MS060	MS070	MS060	MS070	MS060	MS070	MS060	MS070	07	MS060	MS070	MS060	MS070	MS060	MS070	MS060	MS070	07
06	MS080	MS090	MS080	MS090	MS080	MS090	MS080	MS090	06	MS080	MS090	MS080	MS090	MS080	MS090	MS080	MS090	06
05	MS100	MS110	MS100	MS110	MS100	MS110	MS100	MS110	05	MS100	MS110	MS100	MS110	MS100	MS110	MS100	MS110	05
04	MS120	MS130	MS120	MS130	MS120	MS130	MS120	MS130	04	MS120	MS130	MS120	MS130	MS120	MS130	MS120	MS130	04
03	MS140	MS150	MS140	MS150	MS140	MS150	MS140	MS150	03	MS140	MS150	MS140	MS150	MS140	MS150	MS140	MS150	03
02	MS160	MS170	MS160	MS170	MS160	MS170	MS160	MS170	02	MS160	MS170	MS160	MS170	MS160	MS170	MS160	MS170	02
01	GND	GND	GND	GND	GND	GND	GND	GND	01	GND	GND	GND	GND	GND	GND	GND	GND	01
00	PS	PS	PS	PS	PS	PS	PS	PS	00	PS	PS	PS	PS	PS	PS	PS	PS	00

NOTES
1. BACK PANEL - 35-542

<small>INFORMATION DISCLOSED HEREIN IS THE PROPERTY OF THE PERKIN-ELMER CORPORATION. COMPUTER SYSTEMS DIVISION AND SHALL NOT BE DISCLOSED OR USED FOR ANY OTHER PURPOSES EXCEPT AS SPECIFIED BY CONTRACT BETWEEN THE RECIPIENT AND THE PERKIN-ELMER CORPORATION. DUPLICATION OF ANY PORTION OF THIS DATA SHALL INCLUDE THIS LEGEND.</small>				NAME TITLE DATE DRAFT CHK ENGR	TITLE (MEMORY EXP) MODEL 8/32 C (W/D/FU BACKPANEL)	SHEET OF 3 - 4
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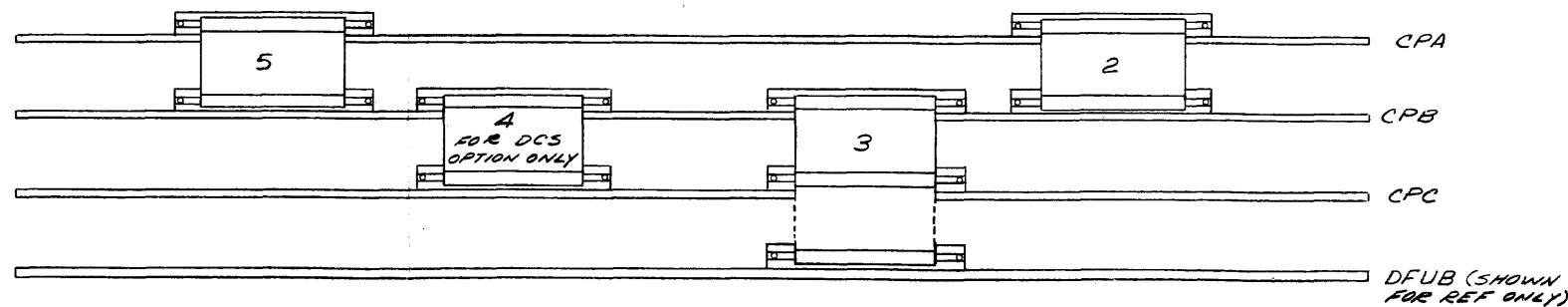
REVISIONS	
ON CABLE NUMBERED 4: ADDED "FOR DCS OPTION ONLY" ON CABLE NUMBERED 3: DOTTED SECTION WAS SOLID. AREA "B" ADDED (SHOWN FOR REF ONLY)."	
21	03/50 4-7-76 RO1
EXTENSIVE CHANGES FOR RO1 SEE MICRO-FILM COPY.	
KR 77	4231 R 3-6-80 RO2

CONN 5		
2	1	
16	UIR300	UIR310
15	UIR280	UIR290
14	UIR260	UIR270
13	UIR240	UIR250
12	YD300	YD310
11	YD280	YD290
10	YS300	YS310
09	YS280	YS290
08	SX300	SX310
07	SX280	SX290
06	GND	ININTO
05	GND	MAIO
04	GND	IREQO
03	GND	DEEQO
02	GND	PSW210
01	GND	GND
00	GND	PASSIA

CONN 3		
2	1	
24	GND	GND
23	CSA140A	GND
22	CSA120A	CSA150A
21	GND	CSA130A
20	CSA100A	CSA110A
19	CSA080A	GND
18	CSA060A	CSA090A
17	GND	CSA070A
16	CSA040A	CSA050A
15	GND	GND
14	GND	GND
13	GND	SPARE
12	GND	PCLKO
11	PSW251	SECLKI
10	PSW261	PSW271
09	GND	S280
08	ASELO31	ASELO41
07	ASELO11	ASELO21
06	GND	ASELO01
05	BSELO31	BSELO41
04	BSELO11	BSELO21
03	GND	BSELO01
02	SSELO31	SSELO41
01	SSELO11	SSELO21
00	GND	SSELO01

CONN 4		
2	1	
24	CSD301	CSD311
23	CSD281	CSD291
22	GND	CSD271
21	CSD261	CSD251
20	CSD241	GND
19	CSD221	CSD231
18	GND	CSD211
17	CSD201	CSD191
16	CSD181	GND
15	CSD161	CSD171
14	GND	CSD151
13	CSD141	CSD131
12	CSD121	GND
11	CSD101	CSD111
10	GND	CSD091
09	CSD081	CSD071
08	CSD061	GND
07	CSD041	CSD051
06	GND	CSD031
05	CSD021	CSD011
04	CSD001	GND
03	GND	CSWPO
02	GND	INCLKO
01	GND	CLKO
00	GND	GND

CONN 2		
2	1	
16	MCO20	MCO30
15	MCO00	MCO10
14	GND	S280
13	GND	PCLKO
12	GND	LUTY1
11	GND	RX3D0
10	GND	SPARE
09	GND	CS000
08	GND	SRT1
07	GND	GND
06	GND	GND
05	BSELO31	BSELO41
04	BSELO11	BSELO21
03	GND	BSELO01
02	SSELO31	SSELO41
01	SSELO11	SSELO21
00	GND	SSELO01



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SCALE-	NAME	TITLE	DATE
xxx ± .005			
xx ± .02			
x ± .04			
ANGLES ± 1°			
UNLESS OTHERWISE SPECIFIED			

TITLE	DATE	TITLE
DRAFT		CPA/CPB, CPB/CPC/DFUB
CHK		FRONT END CABLING
ENGR		

TASK NO.	SHEET OF
03150	4-4
DWG NO. 01-09802DCB	

BACK PANEL MAP

C O N N.	CPB AA07				DCS AA06				DFUB AA05				DFUA AA04				C O N N.	TITLE BD.LOC. TERM. NO.	ALU AA03		SPARE AA02		SPARE AA01		IOU AA00		TITLE BD.LOC. TERM. NO.	C O N N.
	ROW		ROW		ROW		ROW		ROW		ROW		ROW		ROW				ROW									
	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2			1	2								
41	P5	P5	P5	P5	P5	P5	P5	P5	P5	GND	GND	GND	GND	GND	GND	GND	P5	P5	P5	P5	41							
40	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	40							
39	DSPYLO	PPFO																PIS	PPFO			39						
38	ATN020	ATN030																NIS	DSPYLO			38						
37	ATN000	ATN010																RACKO	TACKO			37						
36	GND	GND																GND	GND			36						
35	B300	B310																B300	B310			35						
34	B280	B290																B280	B290			34						
33	B260	B270																B260	B270			33						
32	B240	B250																B240	B250			32						
31	GND	GND																GND	GND			31						
30	B220	B230																B220	B230			30						
29	B200	B210																B200	B210			29						
28	B180	B190																B180	B190			28						
27	B160	B170																B160	B170			27						
26	GND	GND																GND	GND			26						
25	S300	S310																S300	S310			25						
24	S280	S290																S280	S290			24						
23	S260	S270																S260	S270			23						
22	S240	S250																S240	S250			22						
21	GND	GND																GND	GND			21						
20	S220	S230																S220	S230			20						
19	S200	S210																S200	S210			19						
18	S180	S190																S180	S190			18						
17	S160	S170																S160	S170			17						
16	GND	GND																GND	GND			16						
15	A300	A310																A300	A310			15						
14	A280	A290																A280	A290			14						
13	A260	A270																A260	A270			13						
12	A240	A250																A240	A250			12						
11	GND	GND																GND	GND			11						
10	A220	A230																A220	A230			10						
09	A200	A210																A200	A210			09						
08	A180	A190																A180	A190			08						
07	A160	A170																A160	A170			07						
06	GND	GND																GND	GND			06						
05	MMFO	PSW230																MMFO	IRLMFO			05						
04																			DMPFO				04					
03	MSELO20	RWCO																MSELO20	RWCO			03						
02	MSELO00	MSELO10																MSELO00	MSELO10			02						
01	GND	MS160																GND	MS160			01						
00	P5	P5																P5	P5			00						
41	P5	P5																P5	P5			41						
40	GND	KS160																GND	KS160			40						
39	FSELO20	FSELO30																FSELO20	FSELO30			39						
38	FSELO00	FSELO10																FSELO00	FSELO10			38						
37	STRTO	MEINO																STRTO	MEINO			37						
36	GND	GND																GND	GND			36						
35	B140	B150																B140	B150			35						
34	B120	B130																B120	B130			34						
33	B100	B110																B100	B110			33						
32	B080	B090																B080	B090			32						
31	GND	GND																GND	GND			31						
30	B060	B070																B060	B070			30						
29	B040	B050																B040	B050			29						
28	B020	B030																B020	B030			28						
27	B000	B010																B000	B010			27						
26	GND	GND																GND	GND			26						
25	S140	S150																S140	S150			25						
24	S120	S130																S120	S130			24						
23	S100	S110																S100	S110			23						
22	S080	S090																S080	S090			22						
21	GND	GND																GND	GND			21						
20	S060	S070																S060	S070			20						
19	S040	S050																S040	S050			19						
18	S020	S030																S020	S030			18						
17	S000	S010																S000	S010			17						
16	GND	GND																GND	GND			16						
15	A140	A150																A140	A150			15						
14	A120	A130																A120	A130			14						
13	A100	A110																A100	A110			13						
12	A080	A090																A080	A090			12						
11	GND	GND																GND	GND			11						
10	A060	A070																A060	A070			10						
09	A040	A050																A040	A050			09						
08	A020	A030																A020	A030			08						
07	A000	A010																A000	A010			07						
06	GND	GND																GND	GND			06						
05	SCLRO	CCCO																SCLRO	CCCO			05						
04	SCCO	VCCO																SCCO	VCCO			04						
03	SCLRI	GCCO																SCLRI	GCCO			03						
02	TKILLO	LCCO																TKILLO	LCCO			02						
01	GND	GND																GND	GND			01						
00	P5	P5																P5	P5			00						

NOTES
1. BACKPANEL-35-592.

PRE PRODUCTION APPROVAL
INIT DATE
DATE 12/12/78

THE REVISION LEVEL OF THIS SHEET IS CONSIDERED THE REVISION LEVEL OF THE DOCUMENT

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NAME
C. MICHAELS
T. EYFEE
R. BARKER
L. PERZI

TITLE
DRAFT
CHK
ENGR
DIR ENG

DATE
12-19-77

TITLE (LOWER BACKPANEL)
MODEL 8/32 C E D
(W/DFU BACKPANEL)

TASK NO. 03017
DOC. NO. 01-103

SHEET OF 4
D08 1-4

BACK PANEL MAP

C O N N.	LMM				LMM				LMM				LMM				LMM				C O N N.
	07		06		05		04		03		02		01		00						
	BD. LOC.	ROW	BD. LOC.	ROW	BD. LOC.	ROW	BD. LOC.	ROW	BD. LOC.	ROW	BD. LOC.	ROW	BD. LOC.	ROW	BD. LOC.	ROW					
41	P5	GND															P5	GND	41		
40	GND	GND															GND	GND	40		
39	P15	P15															P15	P15	39		
38	N15	N15															N15	N15	38		
37	MD150	MD160															MD150	MD160	37		
36	MD130	MD140															MD130	MD140	36		
35	MD110	MD120															MD110	MD120	35		
34	MD090	MD100															MD090	MD100	34		
33	MD070	MD080															MD070	MD080	33		
32	MD050	MD060															MD050	MD060	32		
31	MD030	MD040															MD030	MD040	31		
30	MD010	MD020															MD010	MD020	30		
29		MD000																MD000	29		
28	TEMPA	VT															TEMPA	VT	28		
27	WRTO	TEMPB															WRTO	TEMPB	27		
26	GND	GND															GND	GND	26		
25	LMB300	LMB310															LMB300	LMB310	25		
24	LMB280	LMB290															LMB280	LMB290	24		
23	LMB260	LMB270															LMB260	LMB270	23		
22	LMB240	LMB250															LMB240	LMB250	22		
21	LMB220	LMB230															LMB220	LMB230	21		
20	LMB200	LMB210															LMB200	LMB210	20		
19	GND	GND															GND	GND	19		
18																			18		
17																			17		
16	GND	GND															GND	GND	16		
15																			15		
14																			14		
13																			13		
12																			12		
11	GND	GND															GND	GND	11		
10		MS000																MS000	10		
09	MS010	MS020															MS010	MS020	09		
08	MS030	MS040															MS030	MS040	08		
07	MS050	MS060															MS050	MS060	07		
06	MS070	MS080															MS070	MS080	06		
05	MS090	MS100															MS090	MS100	05		
04	MS110	MS120															MS110	MS120	04		
03	MS130	MS140															MS130	MS140	03		
02	MS150	MS160															MS150	MS160	02		
01	GND	GND															GND	GND	01		
00	P5	GND															P5	GND	00		

NOTES
1. BACKPANEL - 35-542

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NAME	TITLE	DATE	TITLE (MEMORY EXP)
	DRAFT		MODEL 8132 C&P
	CHK		(W/DFU BACKPANEL)
	ENGR		
DIR ENG		03917	SHEET OF
		01-103 008	3-4

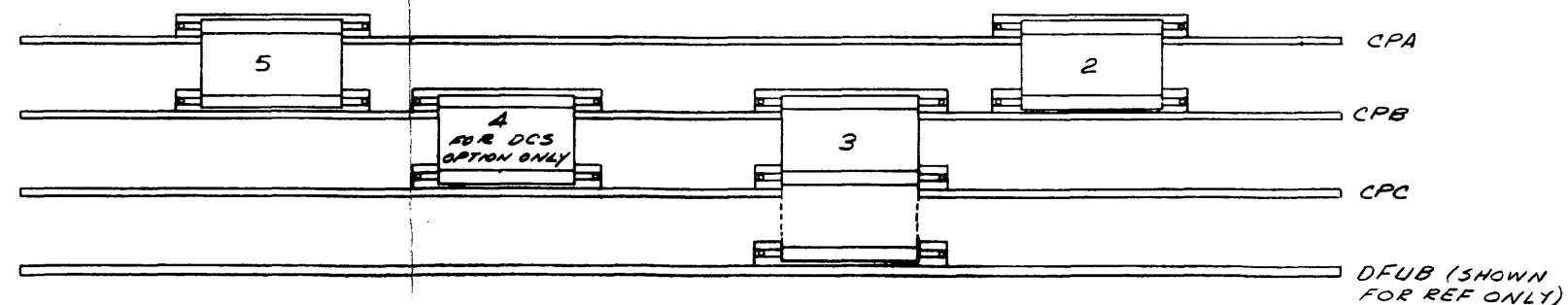
REVISIONS

CONN 5		
2	1	
16	UIR300	UIR310
15	UIR280	UIR290
14	UIR260	UIR270
13	UIR240	UIR250
12	YD300	YD310
11	YD280	YD290
10	YS300	YS310
09	YS280	YS290
08	SX300	SX310
07	SX280	SX290
06	GND	ININTO
05	GND	MAIO
04	GND	IREQO
03	GND	DREQO
02	GND	PSW210
01	GND	GND
00	GND	PASSIA

CONN 3		
2	1	
24	GND	GND
23	CSAD141	GND
22	CSAD121	CSAD151
21	GND	CSAD131
20	CSAD101	CSAD111
19	CSAD081	GND
18	CSAD061	CSAD091
17	GND	CSAD071
16	CSAD041	CSAD051
15	GND	GND
14	GND	GND
13	GND	SPARE
12	GND	PCLKO
11	PSW251	SCLKI
10	PSW260	PSW270
09	GND	S2B0
08	ASEL031	ASEL041
07	ASEL011	ASEL021
06	GND	ASEL001
05	BSEL031	BSEL041
04	BSEL011	BSEL021
03	GND	BSEL001
02	SSEL031	SSEL041
01	SSEL011	SSEL021
00	GND	SSEL001

CONN 4		
2	1	
24	CSD301	CSD311
23	CSD281	CSD291
22	GND	CSD271
21	CSD261	CSD251
20	CSD241	GND
19	CSD221	CSD231
18	GND	CSD211
17	CSD201	CSD191
16	CSD181	GND
15	CSD161	CSD171
14	GND	CSD151
13	CSD141	CSD131
12	CSD121	GND
11	CSD101	CSD111
10	GND	CSD091
09	CSD081	CSD071
08	CSD061	GND
07	CSD041	CSD051
06	GND	CSD031
05	CSD021	CSD011
04	CSD001	GND
03	GND	CSWPO
02	GND	INCLKO
01	GND	CLKO
00	GND	GND

CONN 2		
2	1	
16	MC020	MC030
15	MC000	MC010
14	GND	S2B0
13	GND	PCLKO
12	GND	JUTY1
11	GND	RX3D0
10	GND	SPARE
09	GND	CS000
08	GND	SRT1
07	GND	GND
06	GND	GND
05	BSEL031	BSEL041
04	BSEL011	BSEL021
03	GND	BSEL001
02	SSEL031	SSEL041
01	SSEL011	SSEL021
00	GND	SSEL001



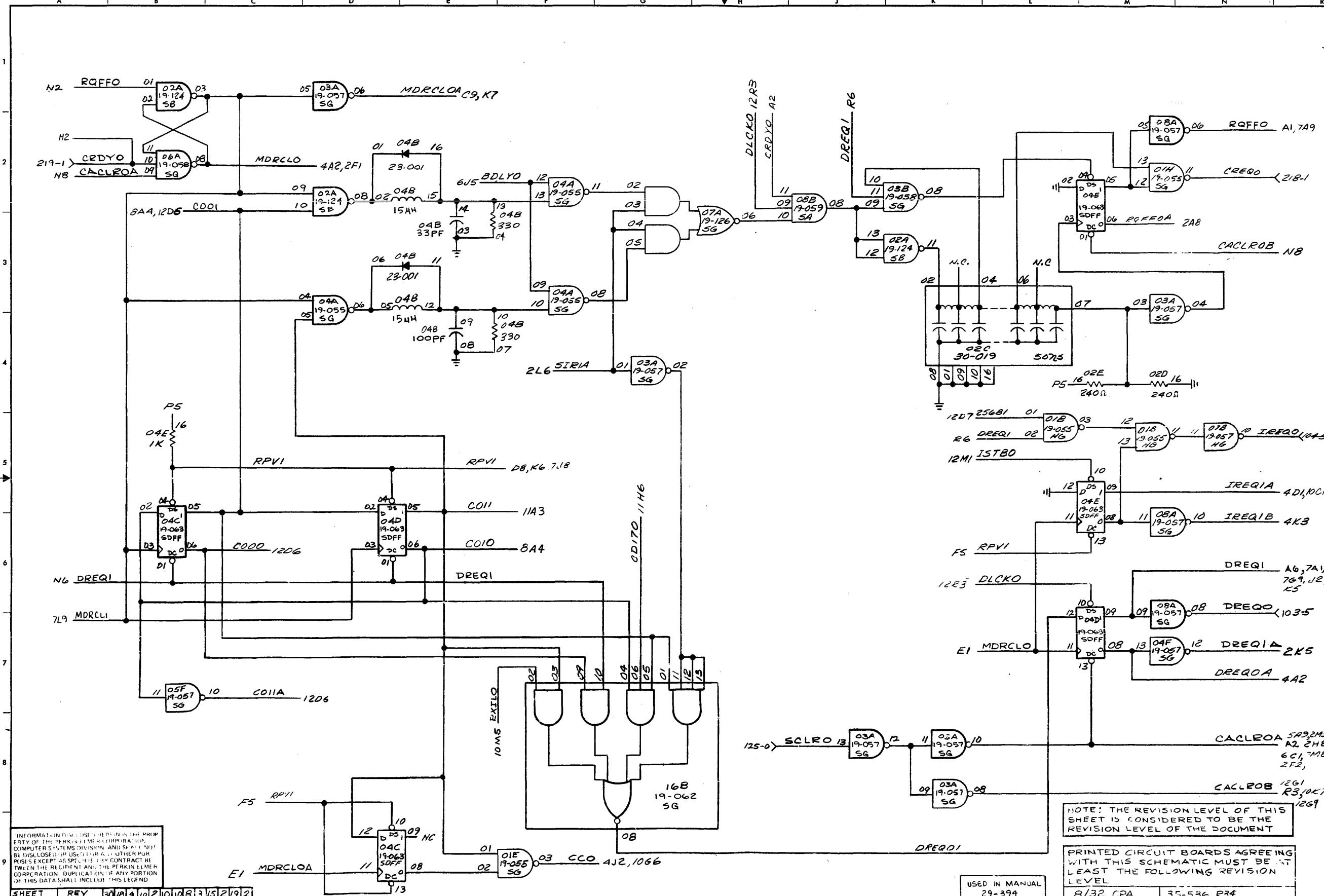
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SCALE-	NAME	TITLE	DATE	TITLE
TOLERANCE		DRAFT		CPA/CPB, CPB/CPC/DFUB
FRACTION				FRONT END CABLING
DECIMAL				
UNLESS OTHERWISE SPECIFIED				
				REV: 03017
				01-103 008 4-4

PRE PRODUCTION APPROVAL	INIT DATE
	NOV 5 1974

RELEASED FOR PRODUCTION
MFG. ENG. DATE

SEE MICROFILM FOR PREVIOUS REV LEVEL
REVISED SHTS 10 12
MR1213832 M11-22-79 R27
AREA E10 04D-06 WAS SIGNAL COIL W/LOCATOR 11A3 ADDEA COIL W/LOCATOR TO 04D-05. REVISED SHTS 1,2,3,4, 7, 10 & 12
KJ 4231 R13-4-80 R28
AREA N9 35-536 WAS R33 REVISED SHTS 14 10
41714337 R13-20-80 R29
AREA A2, ADDED CROSS REF LOC. H2 TO 06A/D, CRDYD. AREA H2, CROSS REF LOC FOR 08B11 WAS RPVIA, 2A5. REVISED SHTS 14 2.
4536 E12-11-80 R30



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SHEET INDEX	REV	30	28	4	10	2	10	10	8	3	5	2	19	2
	SHT NO.	1	2	3	4	5	6	7	8	9	10	11	12	13

NOTES

USED IN MANUAL 29-394

NOTE: THE REVISION LEVEL OF THIS SHEET IS CONSIDERED TO BE THE REVISION LEVEL OF THE DOCUMENT

PRINTED CIRCUIT BOARDS AGREEING WITH THIS SCHEMATIC MUST BE AT LEAST THE FOLLOWING REVISION LEVEL
8/32 CPA 35-536 R34

NAME	TITLE	DATE	TITLE FUNCT.	SCHEMATIC
G. MELTON	DRAFT	6-27-74	8/32 CPA	
G. HOMEYER	CHK			
H. HAMEL	ENGR			
S. MESSINA	MGR			

BRUNING 44-231 16642

REVISIONS

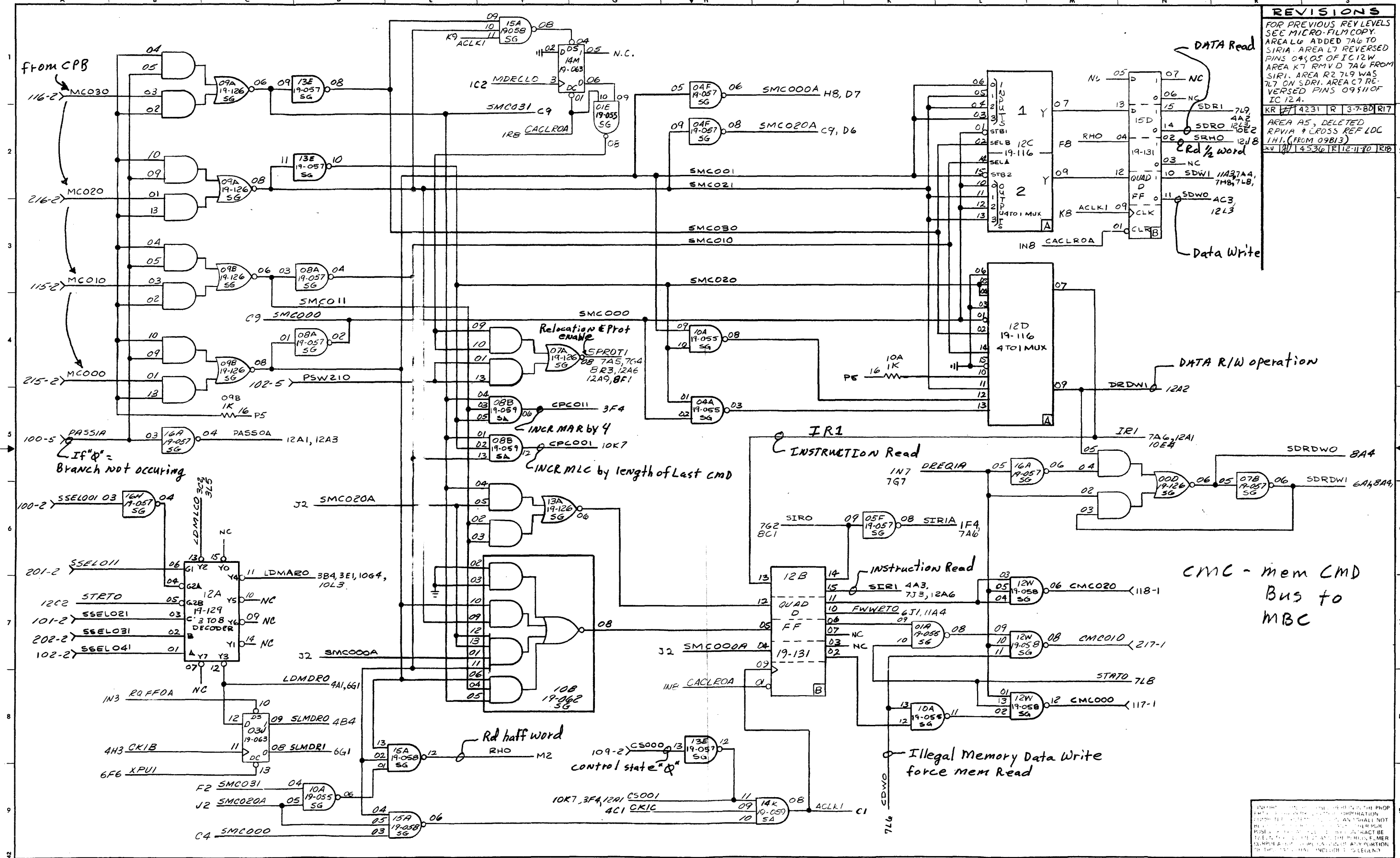
FOR PREVIOUS REV LEVELS SEE MICRO-FILM COPY.

AREA L6 ADDED TAG TO SIRIA. AREA L7 REVERSED PINS 04, 05 OF IC 12W FROM AREA K7 RMY D 7A6 FROM SIRI. AREA R2 7L9 WAS 7L7 ON SDRI. AREA C7 REVERSED PINS 09, 11 OF IC 12A.

KR 4231 R 3-7-80 R17

AREA A5, DELETED RPIVA 9 CROSS REF LOC 1H1, (FROM 09B13)

KV 4536 R12-11-70 R19



REVISIONS

DELETED: 19-117 @ 08E,
19-057 @ 07B, 19-055 @
10D
ADDED: MNEMONICS
LDMLCO @ B9, C5001
@ FA, C7X1 @ LB.

2-3-75 RO1

AREA B2: DELETED GATE
07B (19-057) AND RE-
LATED CIRCUITRY WHICH
SHOWED; 07B12 TO
07F09 CKOB, 07B13 TO
10D02, MNEMONIC CKIA,
MNEMONIC CLOCK, 2.330
2.470. RESISTORS WERE NOT
SPEC'D. AREA F8: 09F
10 WAS TO 06F09, MNEMONIC
CA WAS NOT SPEC'D

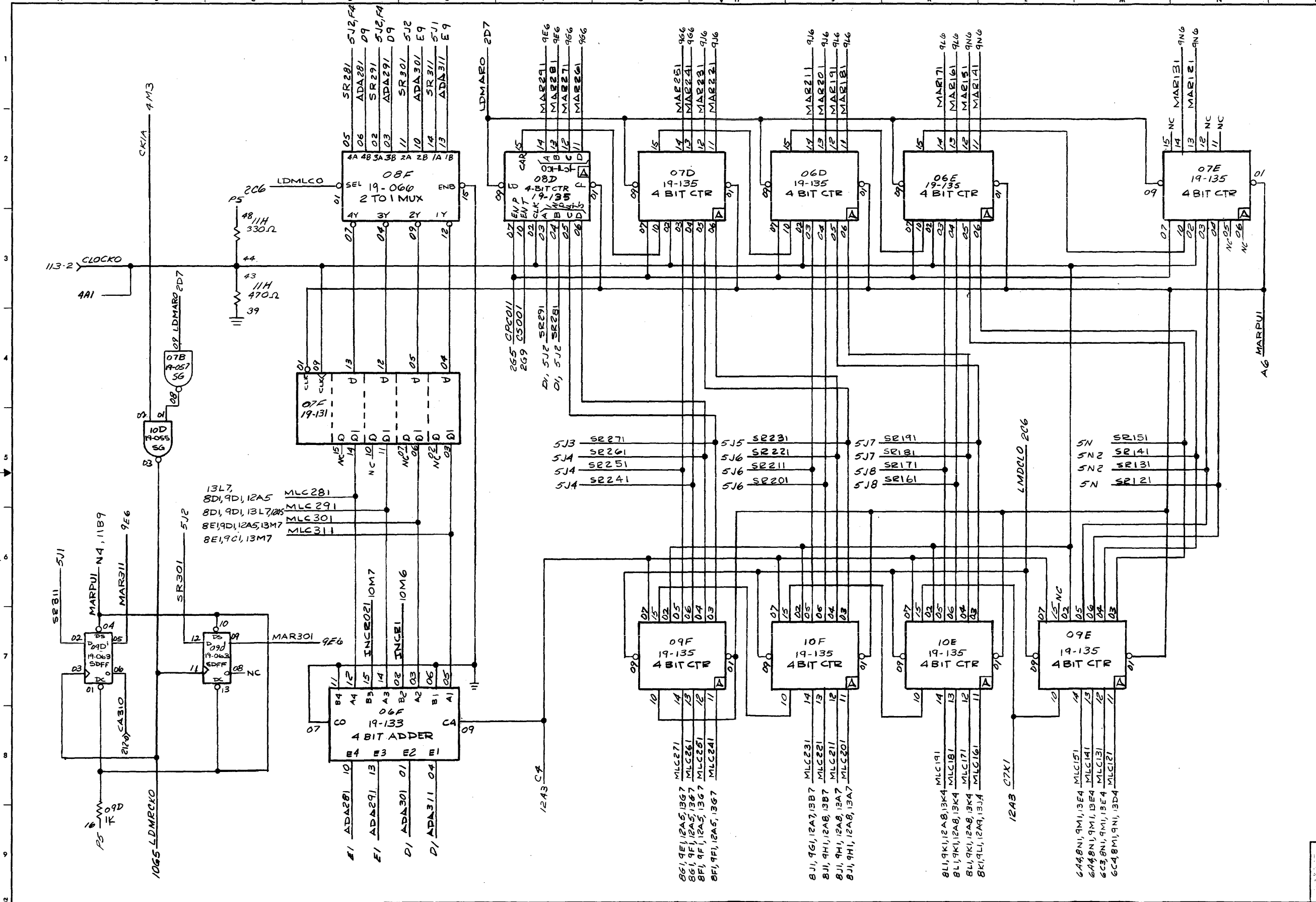
12-16-81 RO2

REVISED ALL REFS TO SMT9
AGAINST 09D, 08D, 07D,
06D, 06E & 07E

3094 1-24-77 E03

AREA A3 ADDED LOCATOR
441 TO SIGNAL CLOCKO.

4231 R 3-6-80 RO4



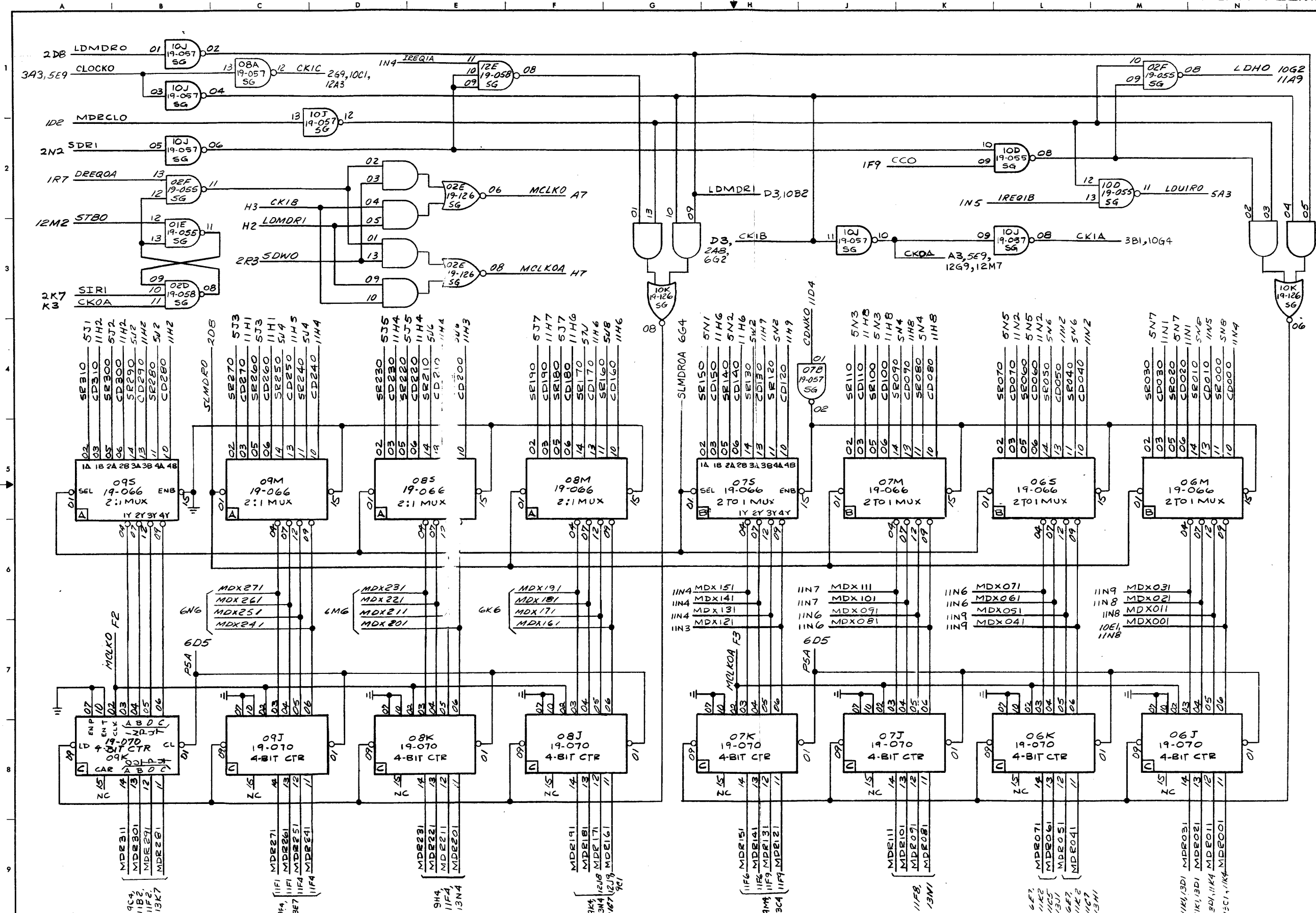
BRUNING 44-231 16042

NOTES

NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
G. MELTON	DRAFT		8132 CPA
	CHK		
	ENGR		
	DIR ENG		

133A	03088	SHEET OF
NO	35-536 R04D08	3-13

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REVISIONS			
ADDED:	2-19-55	@ 02F	SHT LOC B2 & M1.
CHANGED:	MCLKO & MCLKOA	WERE CONNECTED.	
ADDED:	PSA MNEMONIC	AT LOC B7 & M7.	
ADDED:	20B TO LDMDRO	24B TO CKIB	SLMDRO WAS LDMRO
ADDED:	100E	12A	12A3 WENT TO 10J0B
ADDED:	10E4 TO CKIB		
AREA M3:	CKIA WAS CROSS-REFERENCED	TO 3B2	
REVISED ALL REF'S TO SHT 9	AGAINST 09K, 09J, 08K,	08J, 07K	
AREA H3	2H9 WAS ADDED	06M01, 07M01, 08M01, 09M01	AND 06S01, 07S01, 08S01, 09S01
WERE CONNECTED	TO SLMDRO 2DE, AREA	GS ADDED SLMDROA	
AREA C1,	ADDED 08A, 19-057SG,	PIN 13 TO 10J-03, PIN 12 'CKIC'	TO SHTS 249, 10C1 & 12A3. AREA M3,
DELETED SHT LOC 2H8,	ADDED 10G4	AREA H3, DELETED SHT LOC 10C1,	12A3, 10E4 & 2H9 FROM 'CKIB' ADDED
6G2. AREA G4,	SLMDROA 6G4 WAS	SPEC'D AS SLMDROA 2F9.	
AREA B1	10J03 WAS CON-	NECTED TO CONNECT 113-2.	ADDED LOCATOR 9A3 TO
SIGNAL	CLOCKO.		

NOTES

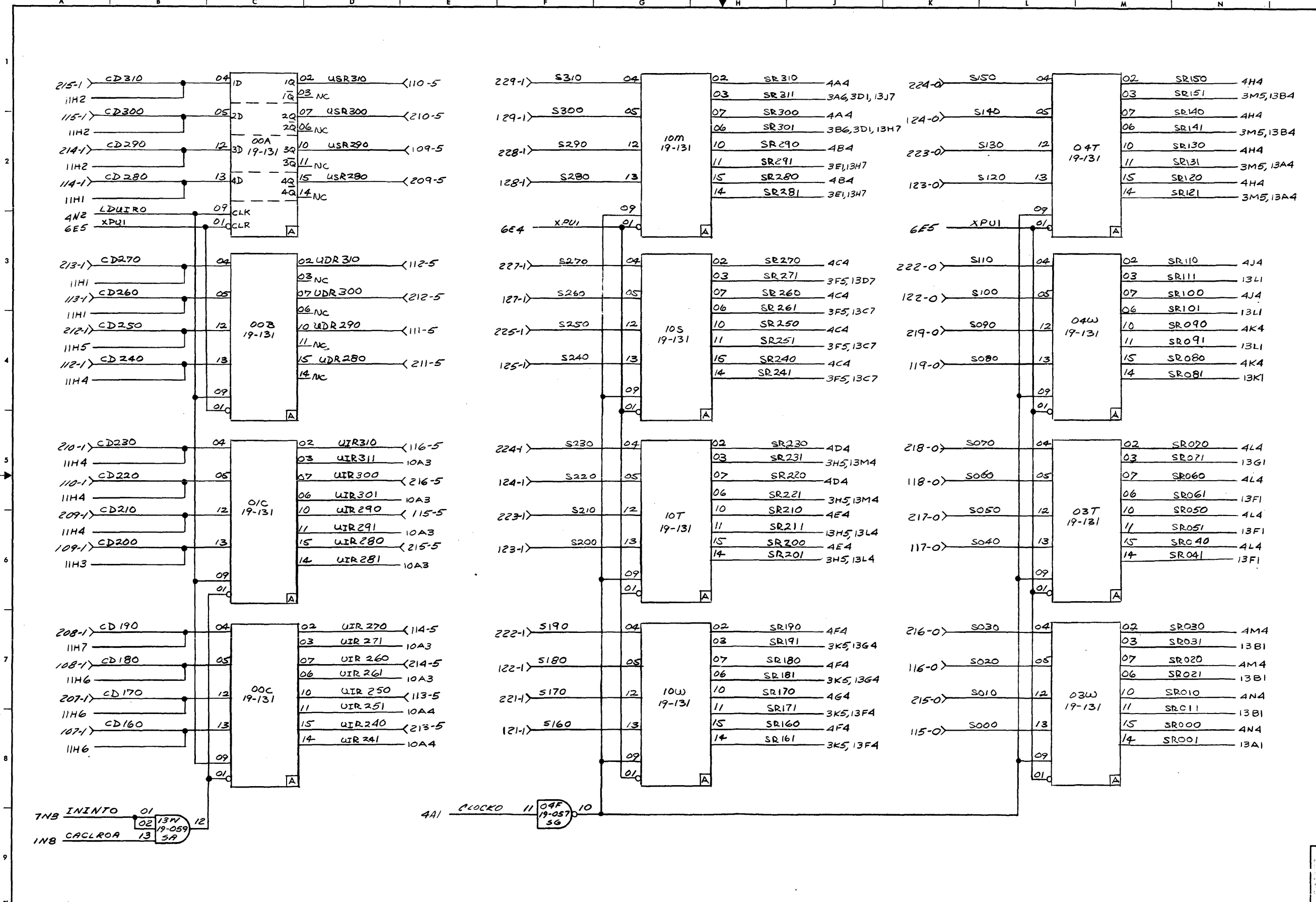
TITLE FUNCTIONAL SCHEMATIC			
NAME	G. MELTON	TITLE	8132 CPA
DATE		CHK	
		ENGR	
		DIR ENG	
TASK NO.	03088	SHEET OF	4-13
DOC NO.	35-536 R10 D08		

BRUNING 44-231 16042

REVISIONS

AREA F9: 00D-03 WAS
IR271. 00D-02/05
WAS STR1. 00D-04 WAS
IR281. 00D-06 WAS
TO 13W-01/02.

PE # 103088-31 2-4-75 RD1
CHANGED: 04F11 WAS
"CKOA" MNEMONIC.
PE # 103088-57 2-8-75 RD2



INB ININTO 01
INB CACLROA 13

441 CLOCKO 11 0.4F 19-057 5G 10

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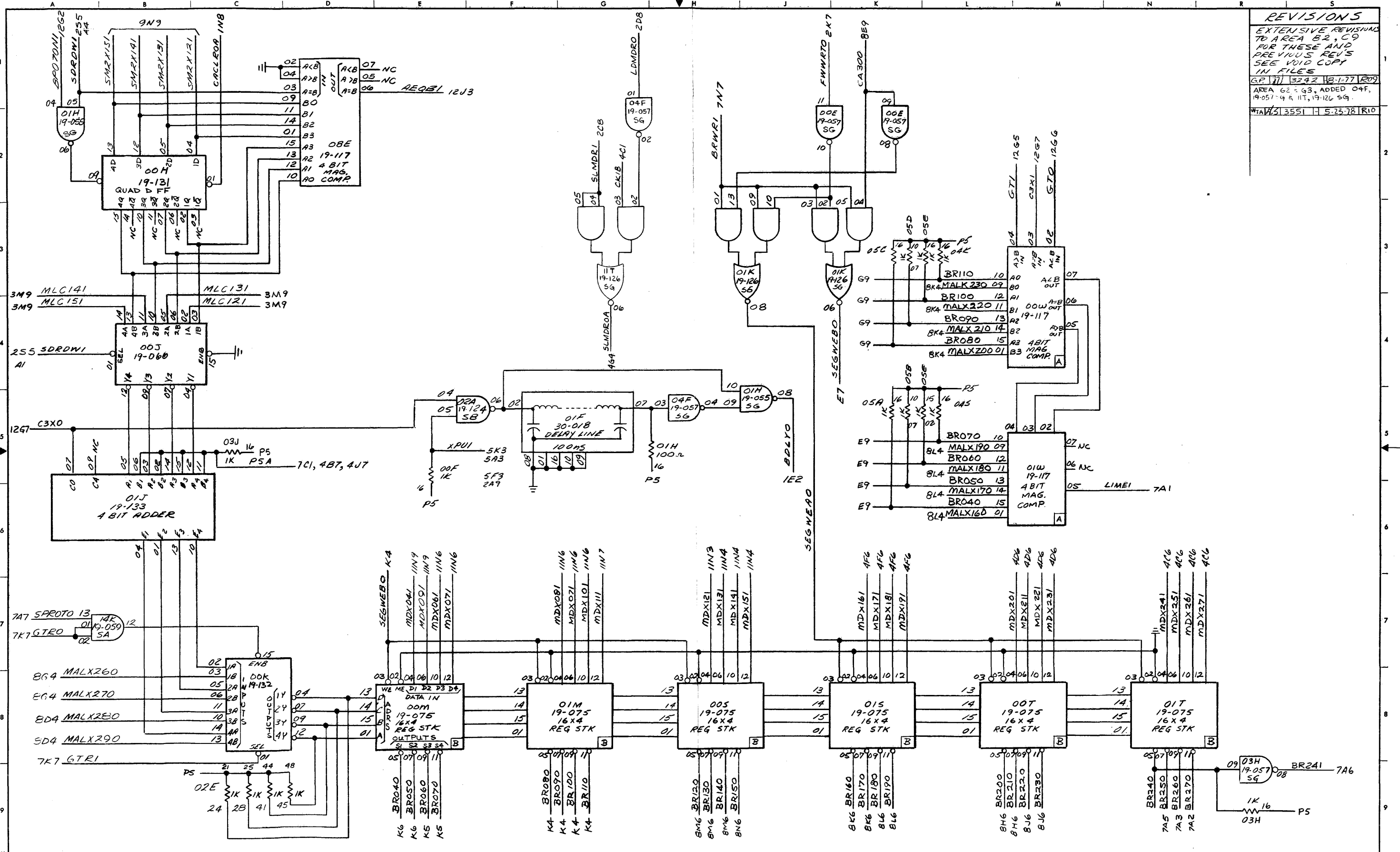
BRUNING 44-231 1604Z

NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
	DRAFT		8/32 CPA
	CHK		
	ENGR		
	DIR ENG		

NO. 03088 SHEET OF 35-536 R02 D085-13

REVISIONS

EXTENSIVE REVISIONS
TO AREA B2, C9
FOR THESE AND
PREVIOUS REV'S
SEE VOID COPY
IN FILE
G.P. 171 5242 18-1-77 1209
AREA G2, G3, ADDED 04F,
19-057, 9 E 11T, 19-126 59.
MTA 4313551 1 5-25-78 R10



NOTES

NAME	TITLE	DATE	TITLE
	8/32 CPA		FUNCTIONAL SCHEMATIC

TASK NO. 03088
REV. 35-536 R10 008
SHEET OF 6-13

DRAWING 44-231 16042

REVISIONS

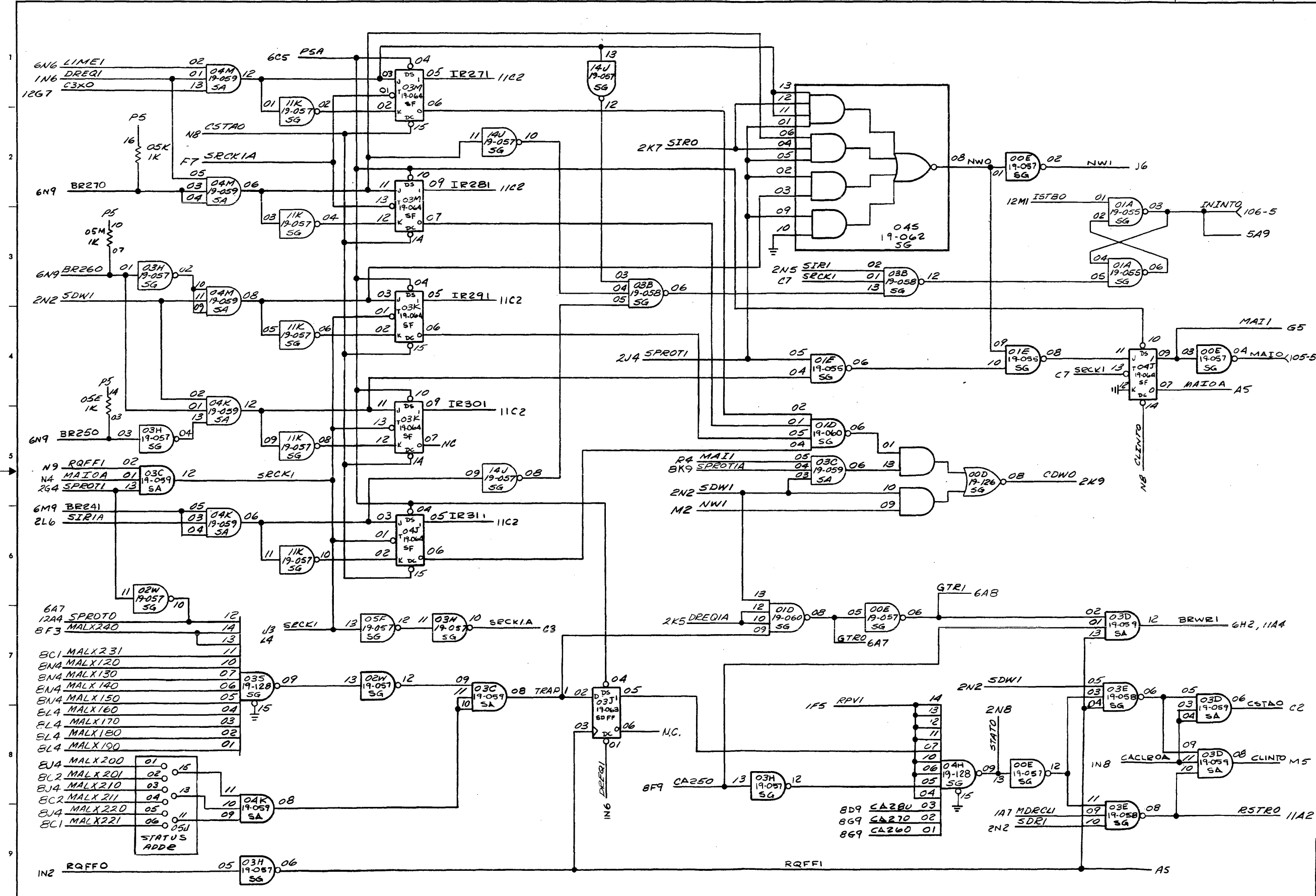
EXTENSIVE CHANGES TO REV 07, FOR REV 08 AND PREVIOUS REVS SEE VOID COPY IN FILE

GP 11 3242 HB-1-77 R07
AREA A5, SHT LOC FOR SPROT1 WAS 2J4. AREA A6, SIR1, 2K7 WAS SPEC'D AS SIRIA, 2N5. AREA B5: PIN 04 WAS NOT SPEC'D ON 03H.

WATS 3551 - 1 5-23-78 R08
AREA A5, D3C-04, 05S WERE CONNECTED, SHT. LOC BK9 SPROTIA WERE NOT SPEC'D.

GPW 3801 M10-31-78 R09
AREA A6 SIGNAL SIRIA WITH LOCATOR 2L6 WAS SIR1 W/ 2K7. AREANT 6H2 WAS 6D2.

KR 21 4231 R 3-7-80 R10



NOTES

IN2 RQFFO	05	03H	19-057	06
809 CA280	03	03H	19-057	03
869 CA270	02	03H	19-057	02
869 CA260	01	03H	19-057	01

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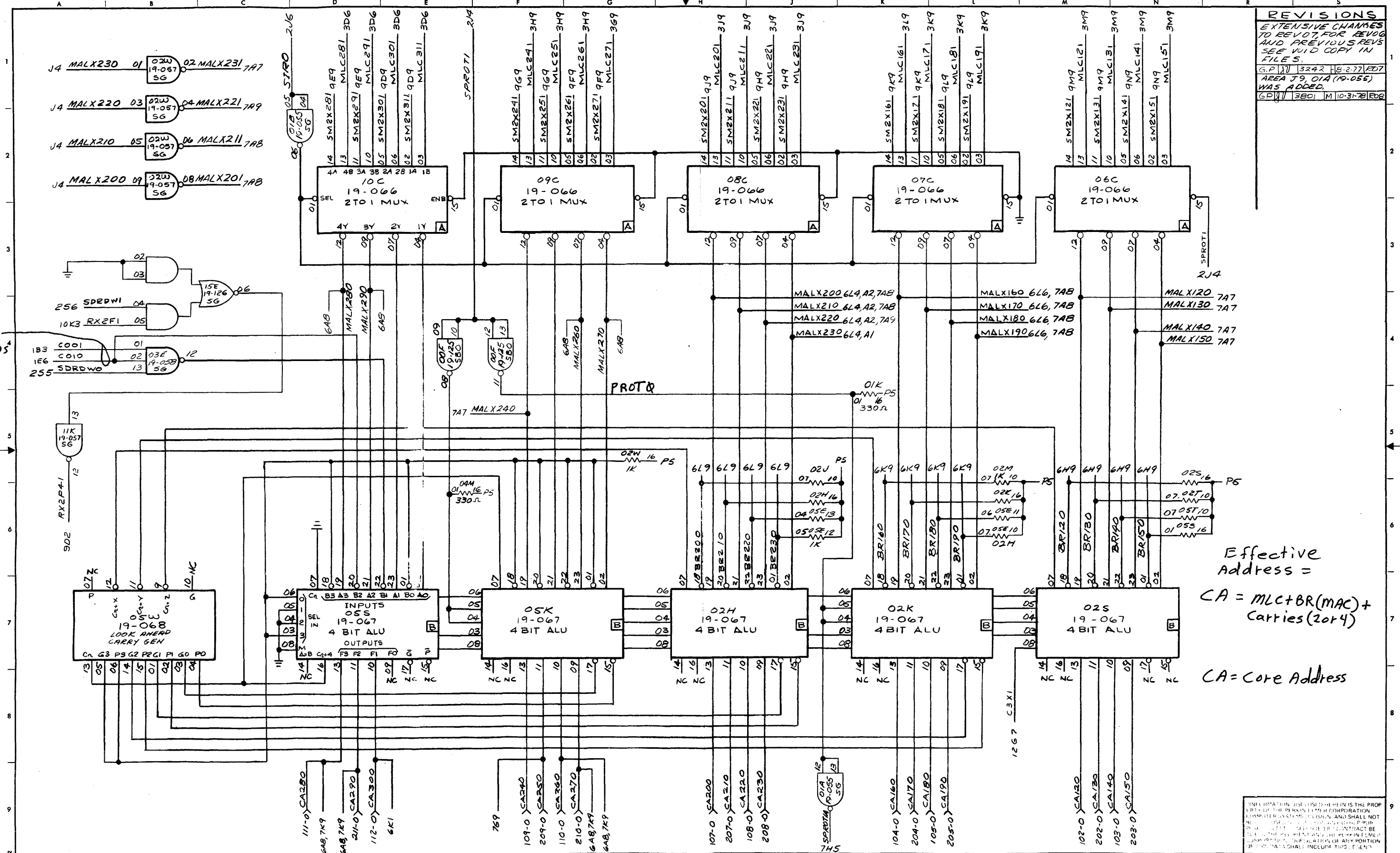
NAME	TITLE	DATE	TITLE
G. MELTON	DRAFT		8132 CPA
	CHK		
	ENGR		
	DIR ENG		
		TASK NO. 03088	SHEET OF 7-13
		DWG NO. 35-536 R10008	

REVISIONS

EXTENSIVE CHANGES TO REV 07, FOR REV 08 AND PREVIOUS REVS SEE W/D COPY IN FILE 5.

G.P.	3242	8-27-67
AREA	J9, OIA (19-055)	WAS ADDED.
GD	M	10-31-78

CARRY COMMANDS



Effective Address =
 $CA = MLC + BR(MAC) + \text{Carries}(20r4)$
 CA = Core Address

This sheet is
 SUM1X - see pg 200 - CPA Theory

NOTES

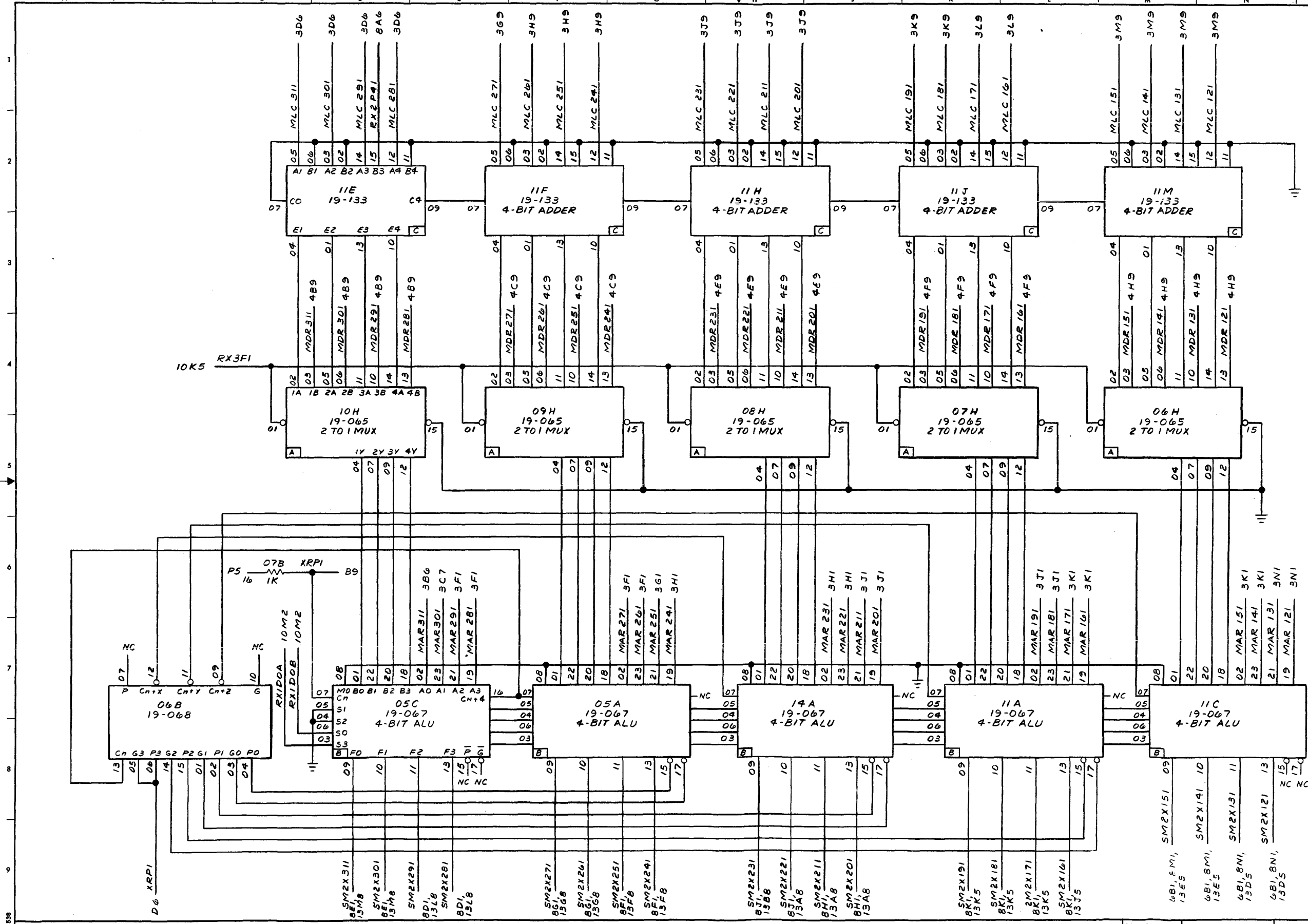
NAME	TITLE	DATE	TITLE
G. MELTON	DRAFT		FUNCTIONAL SCHEMATIC
	CHK		8132 CPA
	ENGR		
	DIR ENG		

TASK NO. 03088
 SHEET OF 8-13

BRUNING 44-231 1604Z

REVISIONS

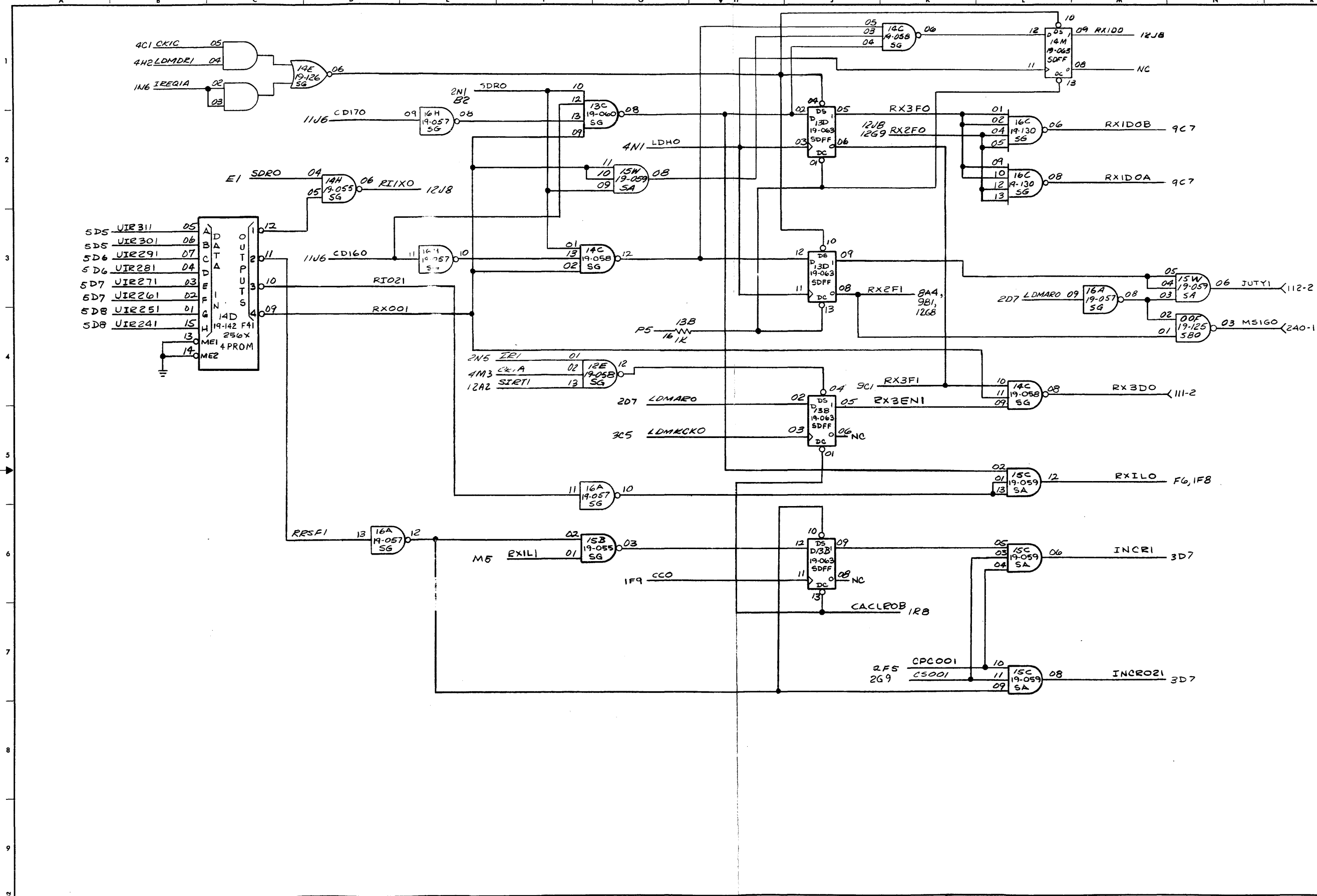
REVISED & REDRAWN FOR CHANGES SEE VOID DWG. SEE 35-536 R02 D08 SHT 9
PM 01 3094 1-24-77 E03



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BRUNING 44-231 24538

SCALE -	NAME P.H. MARCUS	TITLE DRAFT	DATE 1-24-77	TITLE FUNCTIONAL SCHEMATIC 8132 CPA
TOLERANCE XXX ± .005 XX ± .02 X ± .05 ANGLES ± 10° UNLESS OTHERWISE SPECIFIED	CHK ENGR			TASK NO. 03088 SHEET OF 35-536 R03D08 9-13



REVISIONS			
AREA B1: REMOVED	AREA B1: REMOVED	AREA B1: REMOVED	AREA B1: REMOVED
IRREQ1A TO 13A-09 & 10.	IRREQ1A TO 13A-09 & 10.	IRREQ1A TO 13A-09 & 10.	IRREQ1A TO 13A-09 & 10.
CKIA WAS TO 13A-13.	CKIA WAS TO 13A-13.	CKIA WAS TO 13A-13.	CKIA WAS TO 13A-13.
LDMDR1 WAS TO 13A-01	LDMDR1 WAS TO 13A-01	LDMDR1 WAS TO 13A-01	LDMDR1 WAS TO 13A-01
13D-04 & 10 WAS TO 13A-	13D-04 & 10 WAS TO 13A-	13D-04 & 10 WAS TO 13A-	13D-04 & 10 WAS TO 13A-
08. AREA F1 & F3: 13C-10	08. AREA F1 & F3: 13C-10	08. AREA F1 & F3: 13C-10	08. AREA F1 & F3: 13C-10
& 14C-01 WERE N.C.	& 14C-01 WERE N.C.	& 14C-01 WERE N.C.	& 14C-01 WERE N.C.
AREA F1: 13C-13 WAS	AREA F1: 13C-13 WAS	AREA F1: 13C-13 WAS	AREA F1: 13C-13 WAS
MDX011. AREA F5:	MDX011. AREA F5:	MDX011. AREA F5:	MDX011. AREA F5:
14C-13 WAS MDX001.	14C-13 WAS MDX001.	14C-13 WAS MDX001.	14C-13 WAS MDX001.
AREA C3: 14D-12 WAS	AREA C3: 14D-12 WAS	AREA C3: 14D-12 WAS	AREA C3: 14D-12 WAS
N.C. AREA H3: 13D-03 &	N.C. AREA H3: 13D-03 &	N.C. AREA H3: 13D-03 &	N.C. AREA H3: 13D-03 &
11 WAS TO 16A-02. 16A-	11 WAS TO 16A-02. 16A-	11 WAS TO 16A-02. 16A-	11 WAS TO 16A-02. 16A-
01 WAS TO DDI. AREA	01 WAS TO DDI. AREA	01 WAS TO DDI. AREA	01 WAS TO DDI. AREA
J5: 13B-03 WAS TO	J5: 13B-03 WAS TO	J5: 13B-03 WAS TO	J5: 13B-03 WAS TO
LDMARO. 13B-02 WAS	LDMARO. 13B-02 WAS	LDMARO. 13B-02 WAS	LDMARO. 13B-02 WAS
TO 16A-04. 16A-03 WAS	TO 16A-04. 16A-03 WAS	TO 16A-04. 16A-03 WAS	TO 16A-04. 16A-03 WAS
TO CKIA. AREA J6:	TO CKIA. AREA J6:	TO CKIA. AREA J6:	TO CKIA. AREA J6:
13B-10 WAS TO 13B-01,	13B-10 WAS TO 13B-01,	13B-10 WAS TO 13B-01,	13B-10 WAS TO 13B-01,
& 13. AREA L7: 15C-11 &	& 13. AREA L7: 15C-11 &	& 13. AREA L7: 15C-11 &	& 13. AREA L7: 15C-11 &
03 WERE TO INHMLCO	03 WERE TO INHMLCO	03 WERE TO INHMLCO	03 WERE TO INHMLCO
PIN 107-2 AREA J6:	PIN 107-2 AREA J6:	PIN 107-2 AREA J6:	PIN 107-2 AREA J6:
13B-11 WAS TO 15B-06.	13B-11 WAS TO 15B-06.	13B-11 WAS TO 15B-06.	13B-11 WAS TO 15B-06.
15B-05 WAS TO IRI.	15B-05 WAS TO IRI.	15B-05 WAS TO IRI.	15B-05 WAS TO IRI.
15B-04 WAS TO DREQ1.	15B-04 WAS TO DREQ1.	15B-04 WAS TO DREQ1.	15B-04 WAS TO DREQ1.
AREA L2: 16C-05 & 13 &	AREA L2: 16C-05 & 13 &	AREA L2: 16C-05 & 13 &	AREA L2: 16C-05 & 13 &
14C-03 WERE RX001.	14C-03 WERE RX001.	14C-03 WERE RX001.	14C-03 WERE RX001.
16A-09 WAS BMXSLB1	16A-09 WAS BMXSLB1	16A-09 WAS BMXSLB1	16A-09 WAS BMXSLB1
AREA N4: 15W-06 WAS	AREA N4: 15W-06 WAS	AREA N4: 15W-06 WAS	AREA N4: 15W-06 WAS
MSIGO PIN 240-1. 00F-	MSIGO PIN 240-1. 00F-	MSIGO PIN 240-1. 00F-	MSIGO PIN 240-1. 00F-
03 WAS JUTY1 PIN 112-2	03 WAS JUTY1 PIN 112-2	03 WAS JUTY1 PIN 112-2	03 WAS JUTY1 PIN 112-2
CHANGED: 16A09 WAS	CHANGED: 16A09 WAS	CHANGED: 16A09 WAS	CHANGED: 16A09 WAS
"BMXNB1" MNEMONIC.	"BMXNB1" MNEMONIC.	"BMXNB1" MNEMONIC.	"BMXNB1" MNEMONIC.
CHANGED: GATE @ 00F	CHANGED: GATE @ 00F	CHANGED: GATE @ 00F	CHANGED: GATE @ 00F
SHT LOC N4 WAS 13-056.	SHT LOC N4 WAS 13-056.	SHT LOC N4 WAS 13-056.	SHT LOC N4 WAS 13-056.
ADDED GATE 10 TO	ADDED GATE 10 TO	ADDED GATE 10 TO	ADDED GATE 10 TO
LOC G4; 13B04 WAS	LOC G4; 13B04 WAS	LOC G4; 13B04 WAS	LOC G4; 13B04 WAS
DSTB0 TO 12M2	DSTB0 TO 12M2	DSTB0 TO 12M2	DSTB0 TO 12M2
AT LOC G5 GATE 12D	AT LOC G5 GATE 12D	AT LOC G5 GATE 12D	AT LOC G5 GATE 12D
WAS 10D; 12E12 WAS 10DD6;	WAS 10D; 12E12 WAS 10DD6;	WAS 10D; 12E12 WAS 10DD6;	WAS 10D; 12E12 WAS 10DD6;
12E02 WAS 10DD5; 10D04	12E02 WAS 10DD5; 10D04	12E02 WAS 10DD5; 10D04	12E02 WAS 10DD5; 10D04
"SIRIA"; 12E01 & 12E12	"SIRIA"; 12E01 & 12E12	"SIRIA"; 12E01 & 12E12	"SIRIA"; 12E01 & 12E12
WAS NOT SPEC.	WAS NOT SPEC.	WAS NOT SPEC.	WAS NOT SPEC.
AREA 10K5, 9C4 WAS 9C1	AREA 10K5, 9C4 WAS 9C1	AREA 10K5, 9C4 WAS 9C1	AREA 10K5, 9C4 WAS 9C1
AREA 10M2, 9C7 WAS 9C6	AREA 10M2, 9C7 WAS 9C6	AREA 10M2, 9C7 WAS 9C6	AREA 10M2, 9C7 WAS 9C6
AREA F4, 12E-02 WAS SPEC'D	AREA F4, 12E-02 WAS SPEC'D	AREA F4, 12E-02 WAS SPEC'D	AREA F4, 12E-02 WAS SPEC'D
AS MNEMONIC "CKIB" SHT. LOC	AS MNEMONIC "CKIB" SHT. LOC	AS MNEMONIC "CKIB" SHT. LOC	AS MNEMONIC "CKIB" SHT. LOC
4H3. AREA C1, 15B-05 WAS	4H3. AREA C1, 15B-05 WAS	4H3. AREA C1, 15B-05 WAS	4H3. AREA C1, 15B-05 WAS
SPEC'D AS "CKIB" SHT. LOC. 4M3	SPEC'D AS "CKIB" SHT. LOC. 4M3	SPEC'D AS "CKIB" SHT. LOC. 4M3	SPEC'D AS "CKIB" SHT. LOC. 4M3
AREA L3: DELETED 14C	AREA L3: DELETED 14C	AREA L3: DELETED 14C	AREA L3: DELETED 14C
(19-058). AREA K-M1: ADDED	(19-058). AREA K-M1: ADDED	(19-058). AREA K-M1: ADDED	(19-058). AREA K-M1: ADDED
14C & 14M (19-063)	14C & 14M (19-063)	14C & 14M (19-063)	14C & 14M (19-063)
AREA L2, 16C WAS	AREA L2, 16C WAS	AREA L2, 16C WAS	AREA L2, 16C WAS
19-060 (2 PLACES).	19-060 (2 PLACES).	19-060 (2 PLACES).	19-060 (2 PLACES).
AREA C4, 14D WAS 19-084;	AREA C4, 14D WAS 19-084;	AREA C4, 14D WAS 19-084;	AREA C4, 14D WAS 19-084;
4-BIT ROM. AREA F2, 13C12	4-BIT ROM. AREA F2, 13C12	4-BIT ROM. AREA F2, 13C12	4-BIT ROM. AREA F2, 13C12
DESTINATION WAS 14C12	DESTINATION WAS 14C12	DESTINATION WAS 14C12	DESTINATION WAS 14C12

NOTES

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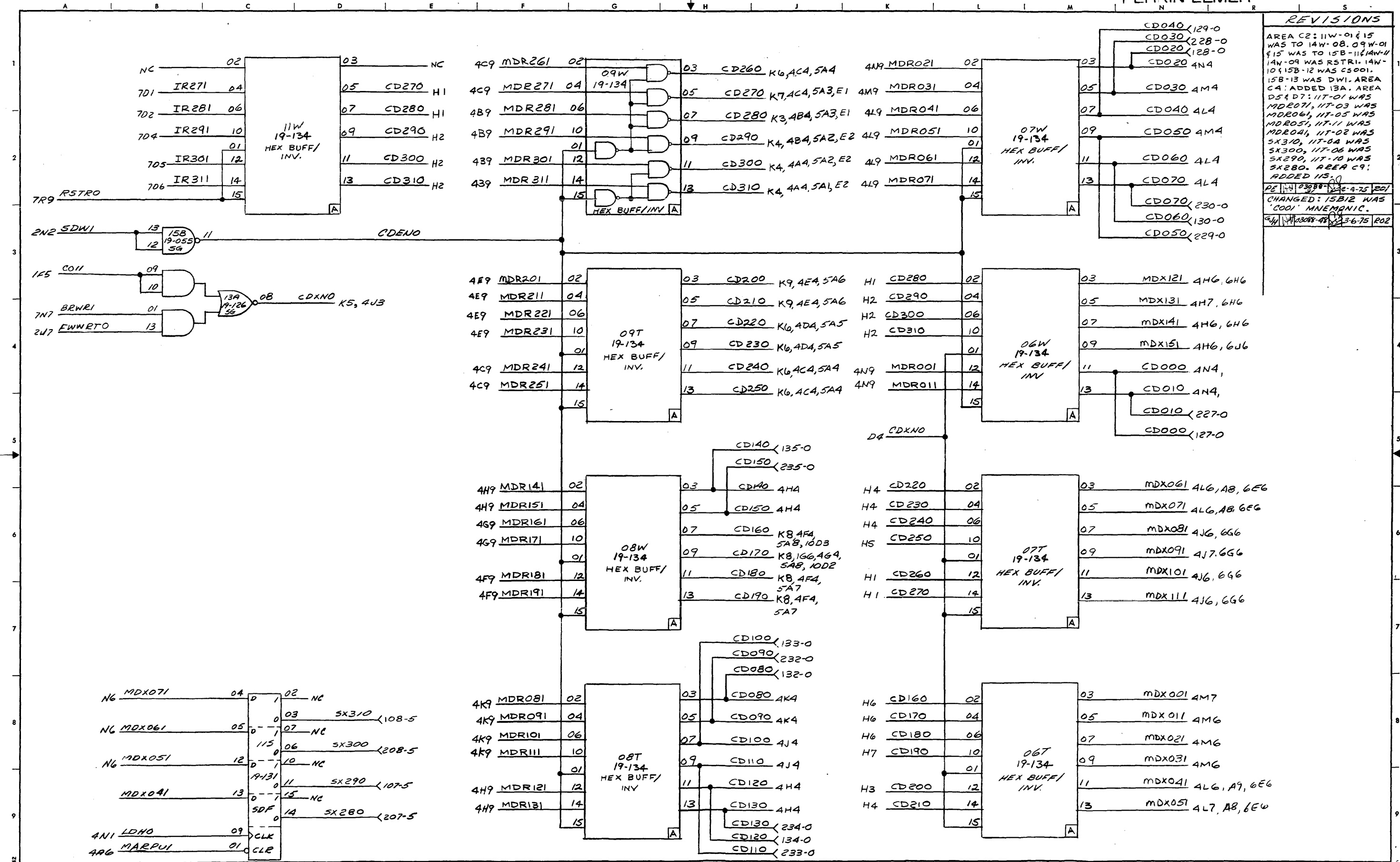
NAME	TITLE	DATE	TITLE FUNC.	SCHEMATIC
G. MELTON	DRAFT	6-28-74	8/32	CFA
	CHK			
	ENGR			
	DIR ENG			

TASK NO.	SHEET OF
03088	10-13
35-536 RJS DOR	

REVISIONS

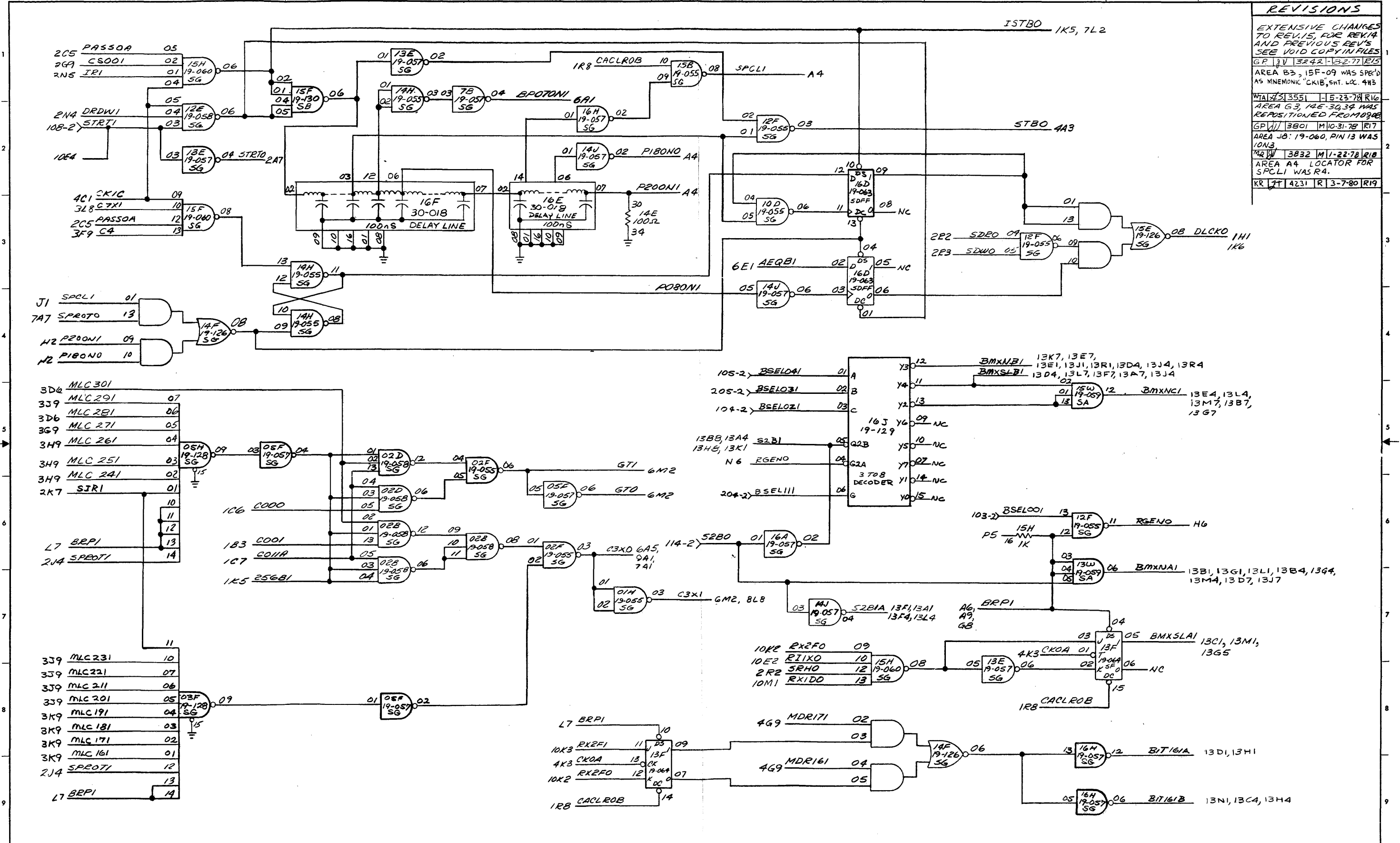
AREA C2: 11W-01 & 15 WAS TO 14W-08. 09W-01 & 15 WAS TO 15B-11. 14W-10 & 15B-12 WAS CS001. 15B-13 WAS DWI. AREA C4: ADDED 13A. AREA D5 & D7: 11T-01 WAS MDR071, 11T-03 WAS MDR061, 11T-05 WAS MDR051, 11T-11 WAS MDR041, 11T-02 WAS SX310, 11T-04 WAS SX300, 11T-06 WAS SX290, 11T-10 WAS SX280. AREA C9: ADDED 11S.

AS 11/10/88 12:45 201
 CHANGED: 15B12 WAS 'COO1' MNEMONIC.
 9/4/88 13:08 48 336-75 R02



REVISIONS

EXTENSIVE CHANGES TO REV. 15, FOR REV. 14 AND PREVIOUS REV'S SEE VOID COPY IN FILE
 GP 111 3842 1-2-77 R15
 AREA B3, 15F-09 WAS SPEC'D AS MNEMONIC 'CKIB', SHT. LOC. 4H3
 WHA 111 3351 5-23-78 R16
 AREA G3, 14E-30, 34 WAS REPOSITIONED FROM 1090E
 GP 111 3801 M10-31-78 R17
 AREA J8: 19-060, PIN 13 WAS 10N3
 142 111 3832 M11-22-78 R18
 AREA A4 LOCATOR FOR SPCL1 WAS R4.
 KR 111 4231 R 3-7-80 R19

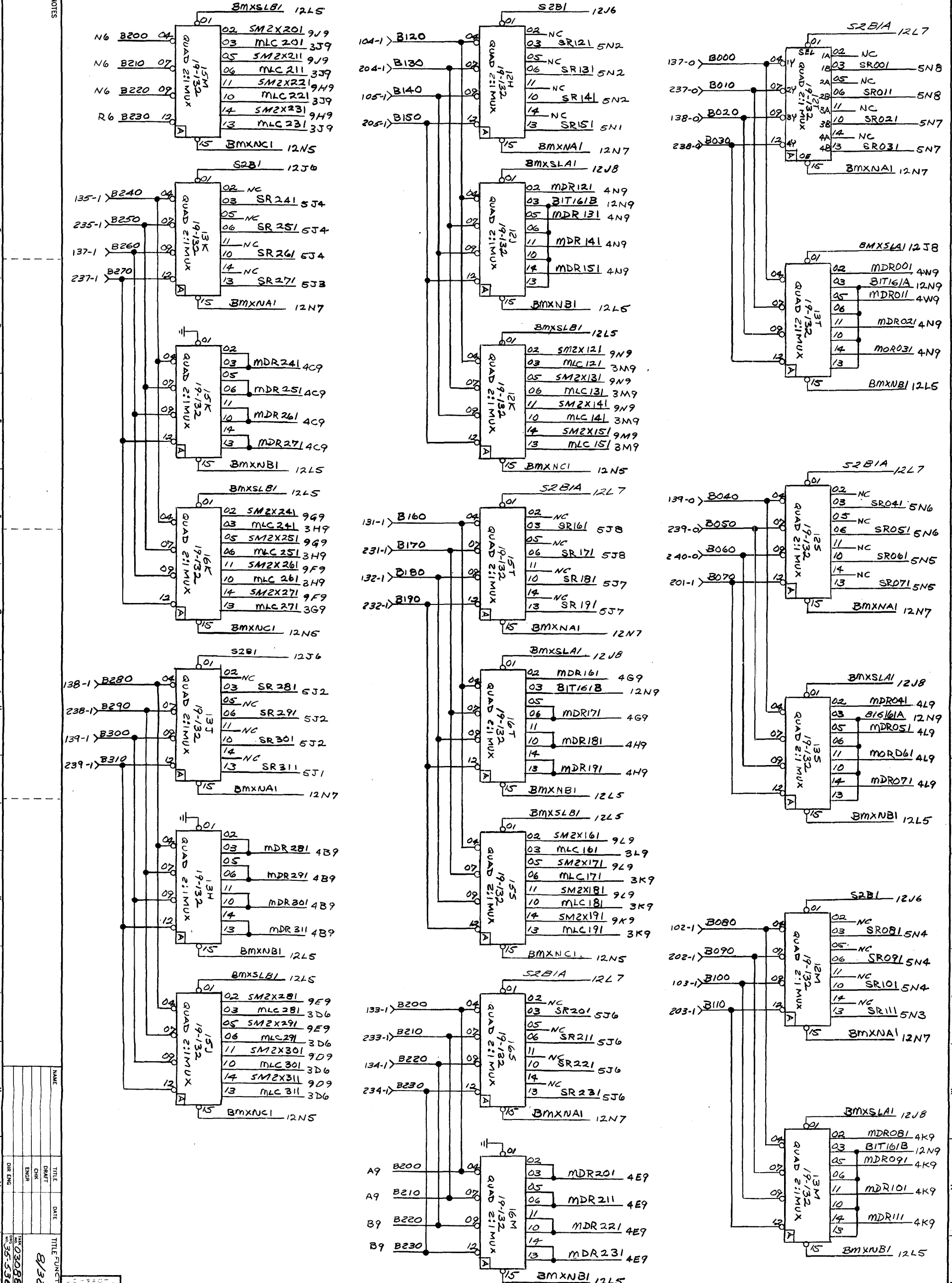


NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
	DRAFT		8/82 CPA
	CHK		
	ENGR		
	DIR ENG		

NOTES	
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TASK NO. 03088	SHEET OF 12-13
NO. 35-536R19 DOB	

BRUNING 44-231 1604Z



NOTES

NAME	TITLE	DATE
	8/32 CPA	
DRG		
CHK		
ENGR		
DIR ENGR		
DATE		
NO.	35-536(E02)208	
PAGE	13	
TOTAL	13	

TITLE: FUNCTIONAL SCHEMATIC

DATE: 8/32 CPA

NO. 35-536(E02)208

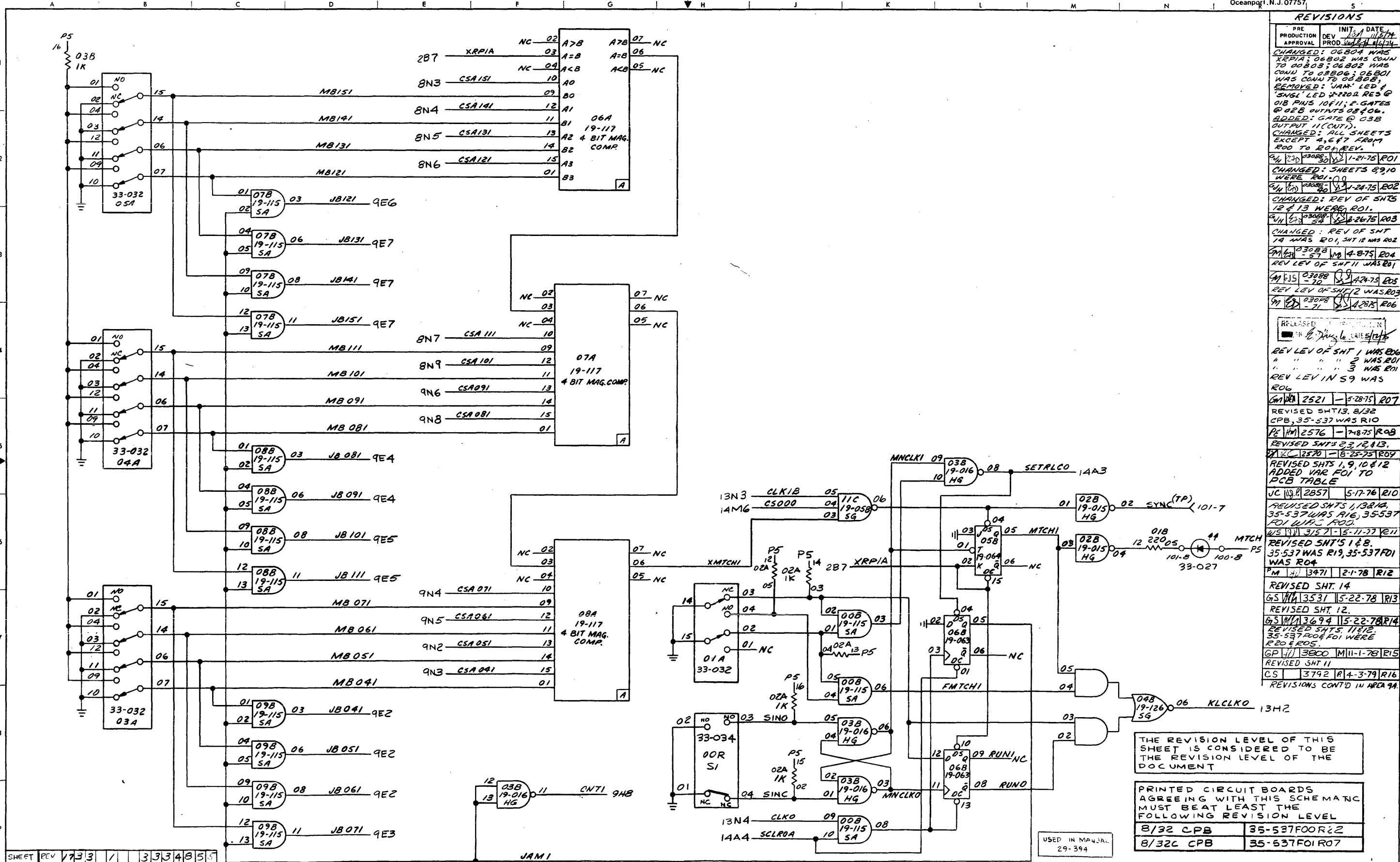
PAGE 13

TOTAL 13

REVISIONS

NO.	DATE	DESCRIPTION
1	8-25-52	AREA E1, S2B/A, 12L7
2	8-25-52	AREA 14, S2B/A, 12L7
3	8-25-52	AREA 14, S2B/A, 12L7
4	8-25-52	AREA 14, S2B/A, 12L7
5	8-25-52	AREA 14, S2B/A, 12L7
6	8-25-52	AREA 14, S2B/A, 12L7
7	8-25-52	AREA 14, S2B/A, 12L7
8	8-25-52	AREA 14, S2B/A, 12L7
9	8-25-52	AREA 14, S2B/A, 12L7
10	8-25-52	AREA 14, S2B/A, 12L7
11	8-25-52	AREA 14, S2B/A, 12L7
12	8-25-52	AREA 14, S2B/A, 12L7
13	8-25-52	AREA 14, S2B/A, 12L7
14	8-25-52	AREA 14, S2B/A, 12L7
15	8-25-52	AREA 14, S2B/A, 12L7
16	8-25-52	AREA 14, S2B/A, 12L7
17	8-25-52	AREA 14, S2B/A, 12L7
18	8-25-52	AREA 14, S2B/A, 12L7
19	8-25-52	AREA 14, S2B/A, 12L7
20	8-25-52	AREA 14, S2B/A, 12L7
21	8-25-52	AREA 14, S2B/A, 12L7
22	8-25-52	AREA 14, S2B/A, 12L7
23	8-25-52	AREA 14, S2B/A, 12L7
24	8-25-52	AREA 14, S2B/A, 12L7
25	8-25-52	AREA 14, S2B/A, 12L7
26	8-25-52	AREA 14, S2B/A, 12L7
27	8-25-52	AREA 14, S2B/A, 12L7
28	8-25-52	AREA 14, S2B/A, 12L7
29	8-25-52	AREA 14, S2B/A, 12L7
30	8-25-52	AREA 14, S2B/A, 12L7

PERKIN ELMER



REVISIONS		
PRE PRODUCTION APPROVAL	INIT. DATE	DATE
		11-15-74
		11-17-74
CHANGED: 06B04 WAS XRP1A; 06B02 WAS CHNG TO 00B03; 06B02 WAS CHNG TO 00B06; 06B01 WAS CHNG TO 00B05; REMOVED: 'VAN' LED & 'SNGL' LED & 220R RES @ 01B PLUS 10F11; 2 GATES @ 02B OUTPUTS 03 & 06. ADDED: GATE @ 03B OUTPUT 11 (CONT).		
CHANGED: ALL SHEETS EXCEPT 4, 6 & 7 FROM R00 TO R01 REV.		
04	03088	1-21-75 R01
CHANGED: SHEETS 8, 9, 10 WERE R01.		
04	03088	1-24-75 R02
CHANGED: REV OF SHTS 12 & 13 WERE R01.		
04	03088	1-26-75 R03
CHANGED: REV OF SHT 14 WAS R01, SHT 18 WAS R02		
04	03088	4-8-75 R04
REV LEV OF SHT 11 WAS R01		
04	03088	4-24-75 R05
REV LEV OF SHT 12 WAS R03		
04	03088	4-28-75 R06
REV LEV OF SHT 1 WAS R06		
" " " " 2 WAS R01		
" " " " 3 WAS R01		
REV LEV IN S9 WAS R06		
04	2521	5-28-75 R07
REVISED SHTS 8, 132 CPB, 35-537 WAS R10		
04	2576	7-18-75 R08
REVISED SHTS 2, 3, 12, 13.		
04	2570	8-25-75 R09
REVISED SHTS 1, 9, 10 & 12 ADDED VAR FOI TO PCB TABLE		
JC	2857	5-17-76 R10
REVISED SHTS 1, 13 & 14. 35-537 WAS R16, 35-537 FOI W/PC R00.		
04	3152	5-11-77 R11
REVISED SHT'S 1 & 8. 35-537 WAS R19, 35-537 FOI WAS R04		
04	3471	2-1-78 R12
REVISED SHT. 14		
04	3531	5-22-78 R13
REVISED SHT. 12.		
04	3694	5-22-78 R14
REVISED SHTS 11 & 12. 35-537 R04 FOI WERE R20 & R05.		
04	3800	11-1-78 R15
REVISED SHT 11		
04	3792	4-3-79 R16
REVISIONS CONT'D IN AREA 9A		

THE REVISION LEVEL OF THIS SHEET IS CONSIDERED TO BE THE REVISION LEVEL OF THE DOCUMENT

PRINTED CIRCUIT BOARDS AGREEING WITH THIS SCHEMATIC MUST BEAT LEAST THE FOLLOWING REVISION LEVEL

8/32 CPB	35-537FOOR22
8/32C CPB	35-537FOI R07

USED IN MANUAL 29-394

SHEET	REV	1	2	3	4	5
INDEX	SHTS	1	2	3	4	5

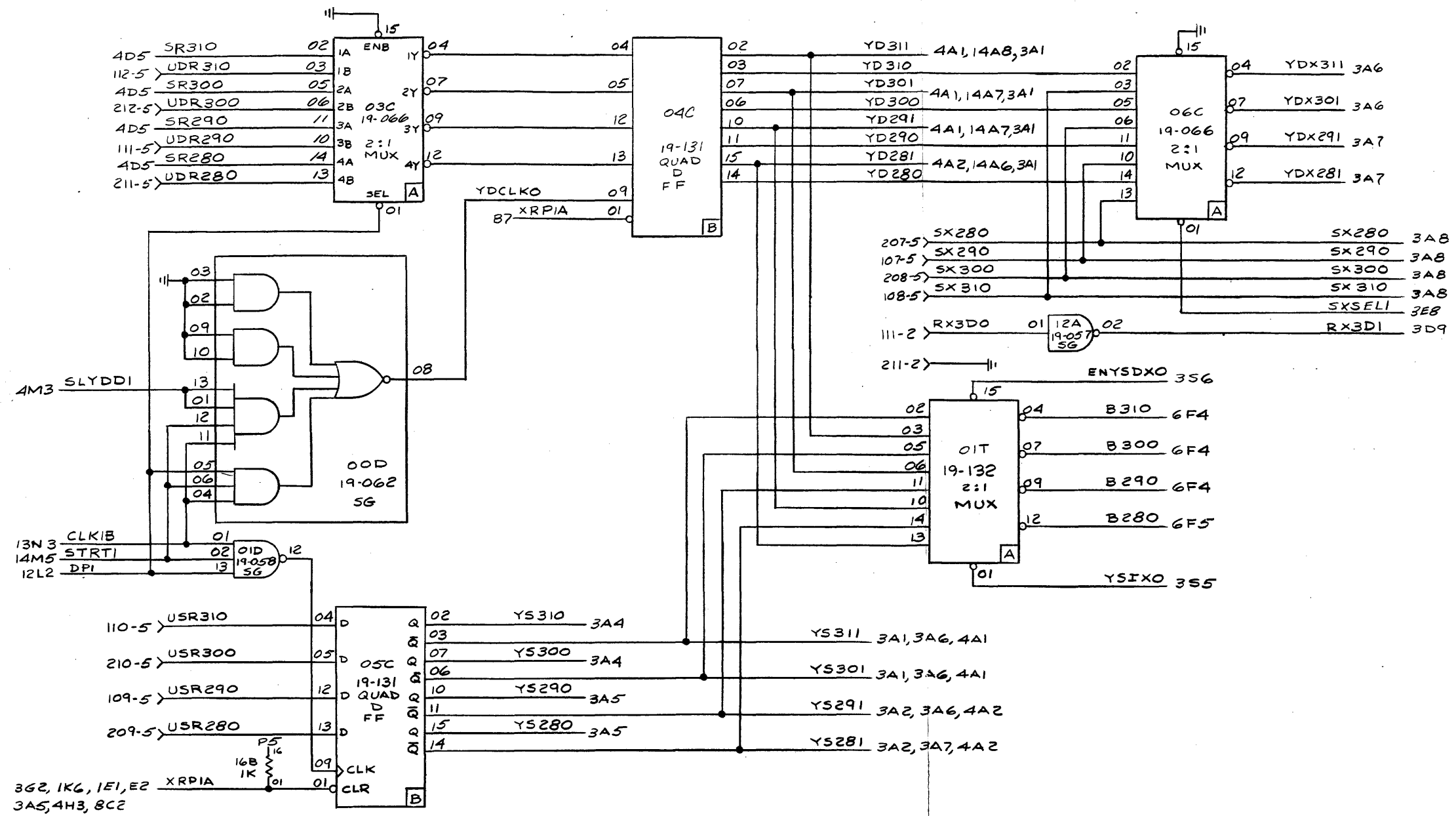
REVISED SHTS 1919.

KP 4231 R 3-7-80 R17

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NAME	J. R. BIELSKIE	TITLE	FUNCTIONAL SCHEMATIC
CHK	G. J. HOMEFIELD	DATE	10-10-74
ENGR	D. ANK	DATE	11-5-74
MGR	S. MESSINA	DATE	03088
		SHEET OF	1-14

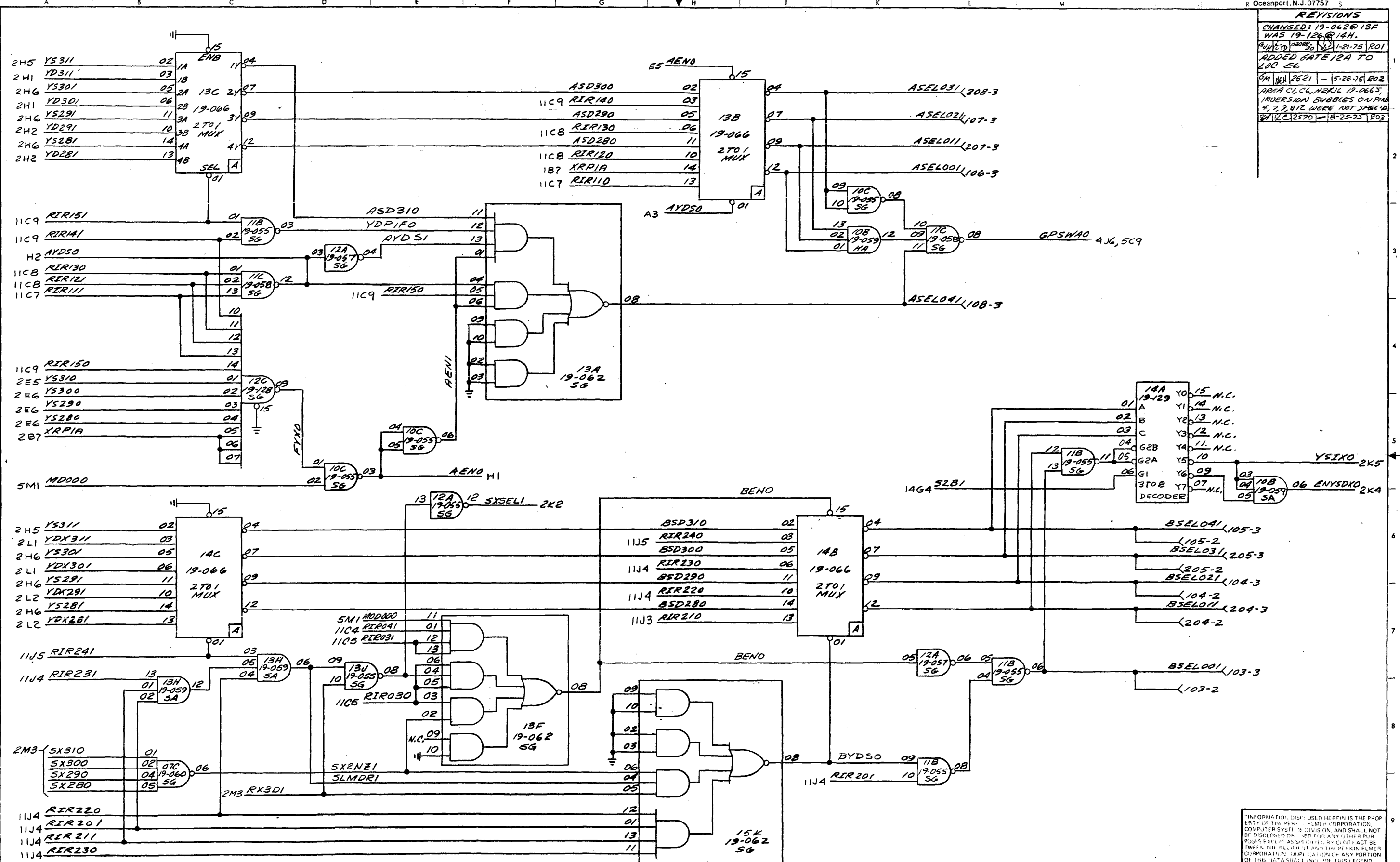
REVISION	
CHANGED:	'DPI' LEAD @ LOC AS WAS 'DI'.
QUANT:	10000
DATE:	11-21-75 R01
06C01 WENT TO 12A02 'SXSELI' WAS NOT SPEC	
QM:	2521 - 5-28-75 R02
AREA D2 & K2, 19-066 S INVERSION BUBBLES ON PINS 9, 7, 9, 11, 12 WERE NOT SPEC'D.	
AREA M9, 19-132 INVERSION BUBBLES ON PINS 9, 7, 9, 11, 12 WERE NOT SPEC'D.	
QUANT:	10000
DATE:	8-25-75 R03



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REVISIONS

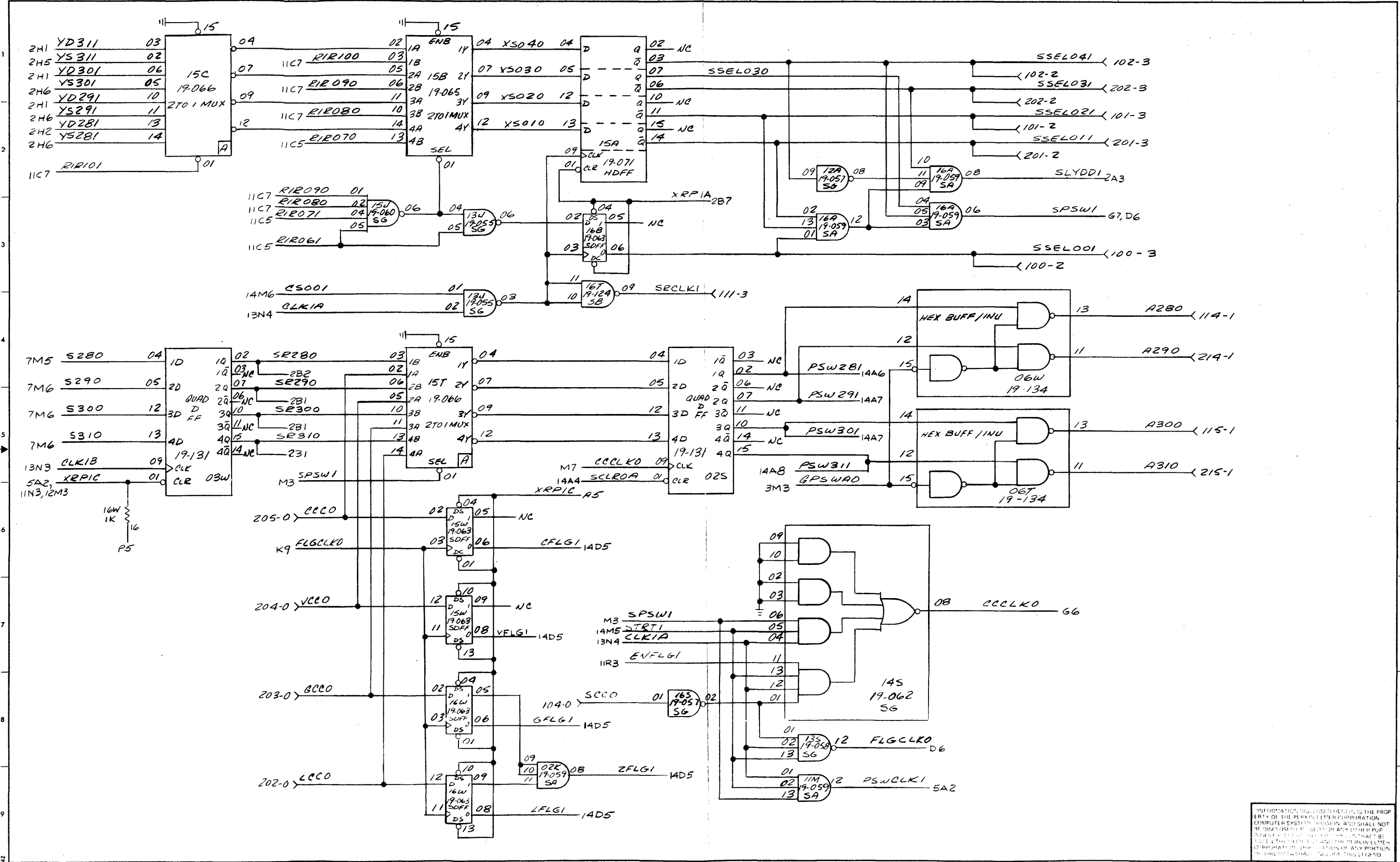
CHANGED: 19-0626 13F
WAS 19-1266 14H.
ADD'D GATE 12A TO LOC E6
AREA C, C6, H2K6 19-0665, INVERSION BUBBLES ON PINS 4, 7, 9, 12 WERE NOT SPEC'D
12C 2370 18-2575 R03
12E 2521 5-28-75 E02



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NOTES

NAME E. ROE	TITLE CPB	DATE 10-11-74	TITLE FUNCTIONAL SCHEMATIC
DRAWN	CHKD	ENGR	
			03088 35-537R0308
			3 - 1A

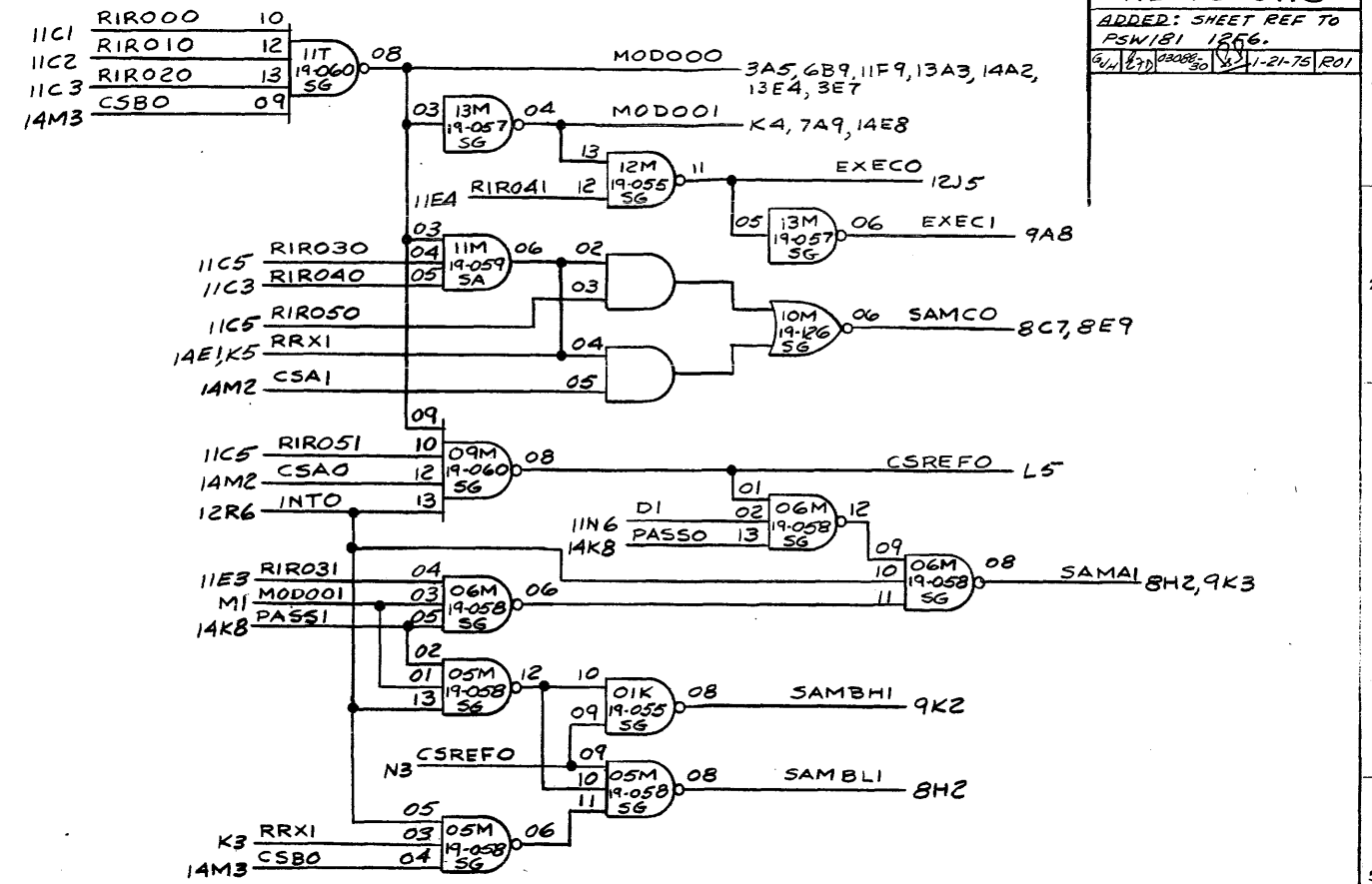
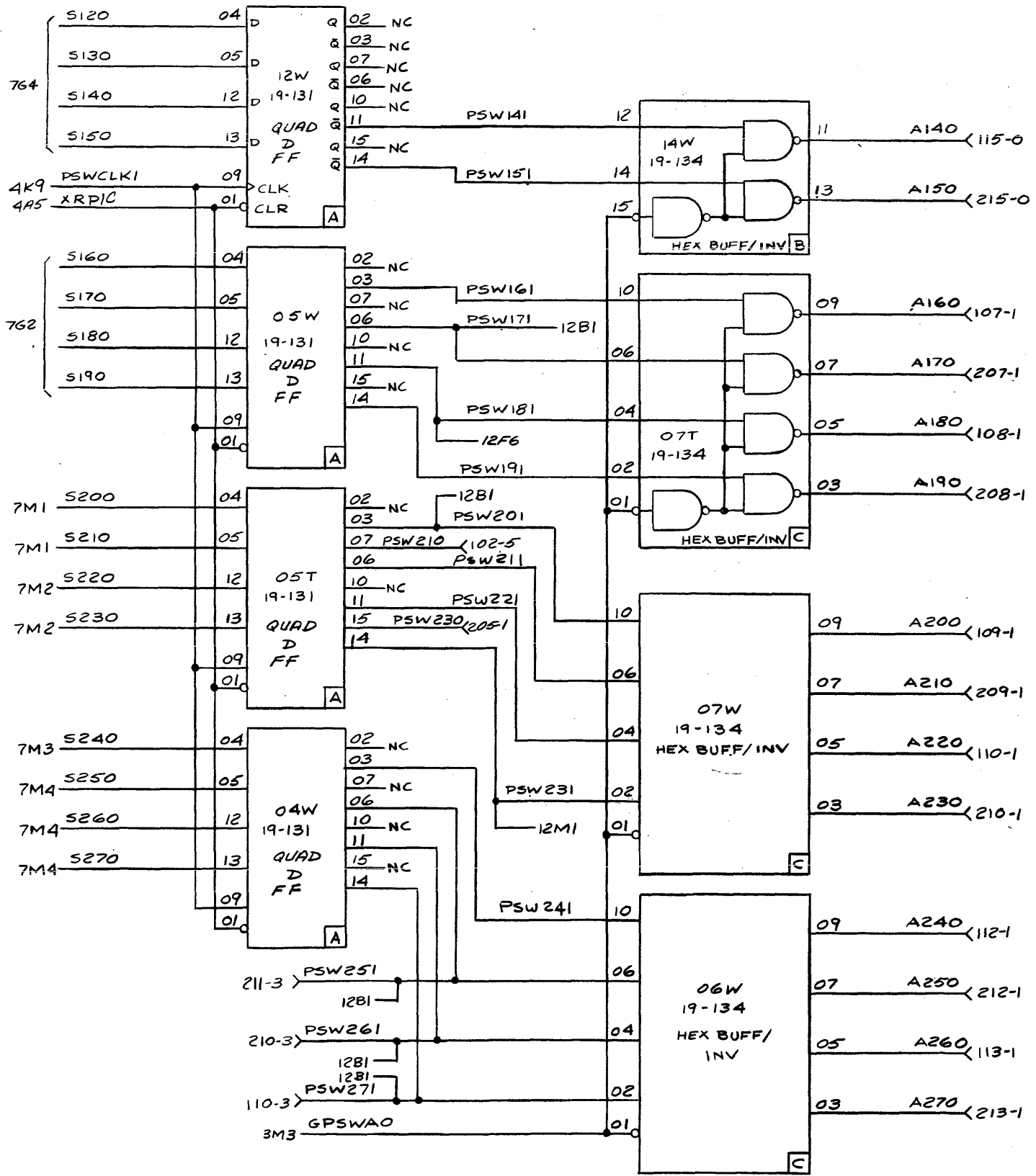


NOTES	DATE	FILE	TITLE
	CHK	ENR	M-8/32 CPB
	100	03088	SHEET OF
	35-537	DOS 4-14	

BRUNING 44-231 1604Z

REVISIONS

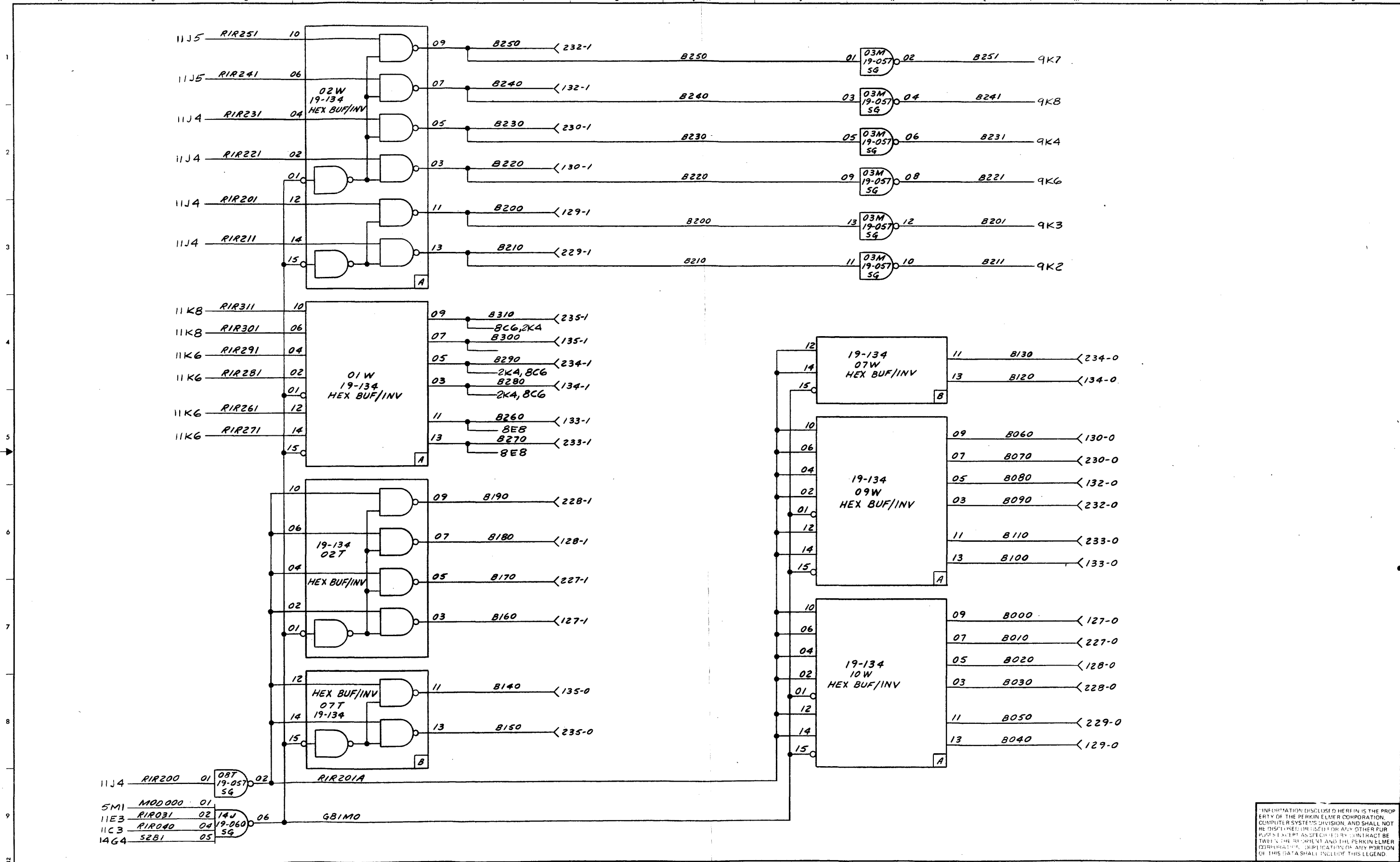
ADDED: SHEET REF TO
PSW181 1256.
11-21-75 R01



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FUNCTIONAL SCHEMATIC
8/32 CPB

03088
35-537 R01 DOB 5 14



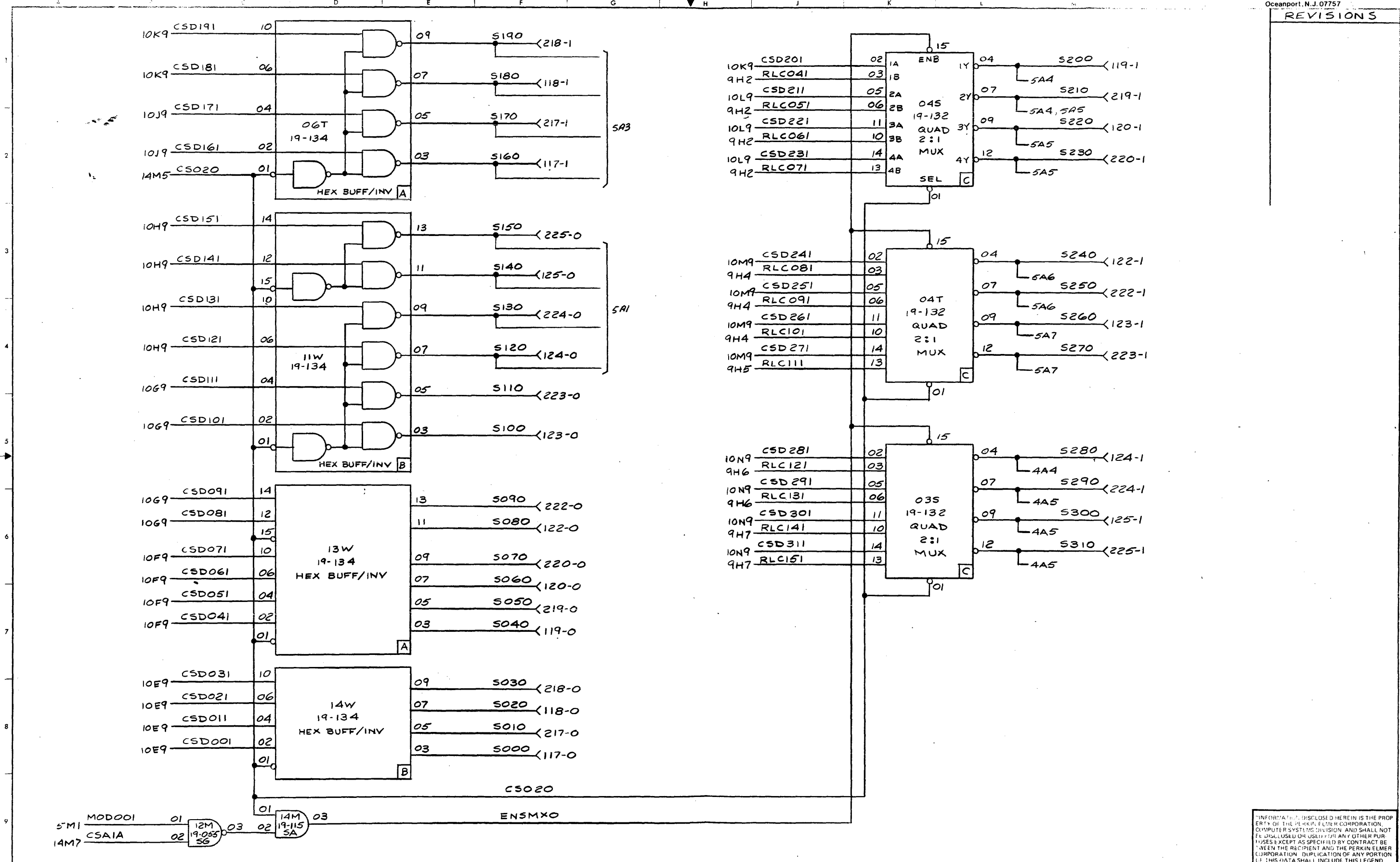
11J4 RIR200 01 08T 19-057 SG 02
 5M1 MOD000 01
 11E3 RIR031 02 14W 19-060 SG 06
 11C3 RIR040 04
 14G4 52B1 05

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NOTES	NAME J.R. BIELSKIE	DATE 10-11-74	TITLE FUNCTIONAL SCHEMATIC 8/32 CPB
			03088 35-537 D08 6-14

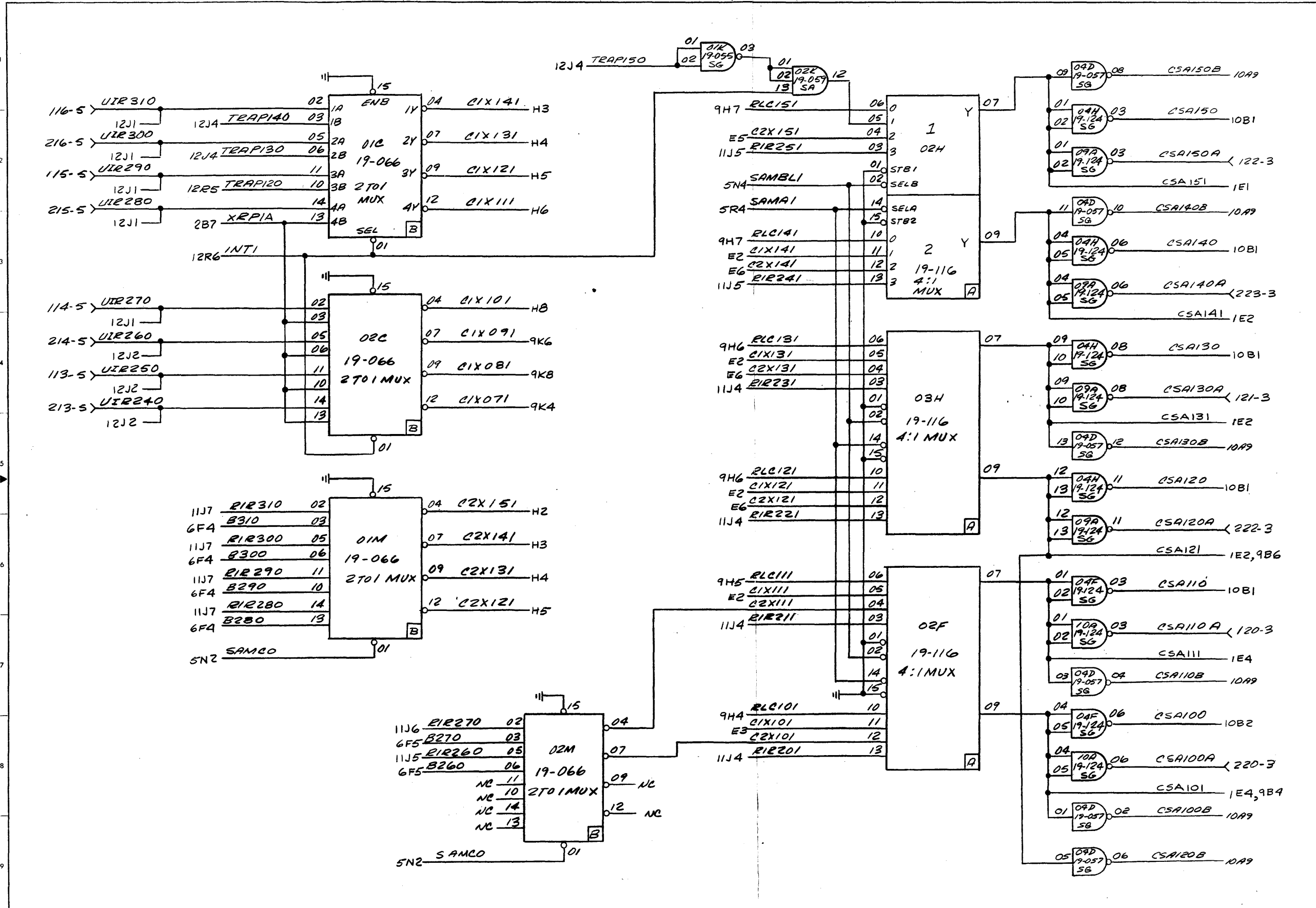
BRUNING 44-231 16042

REVISIONS



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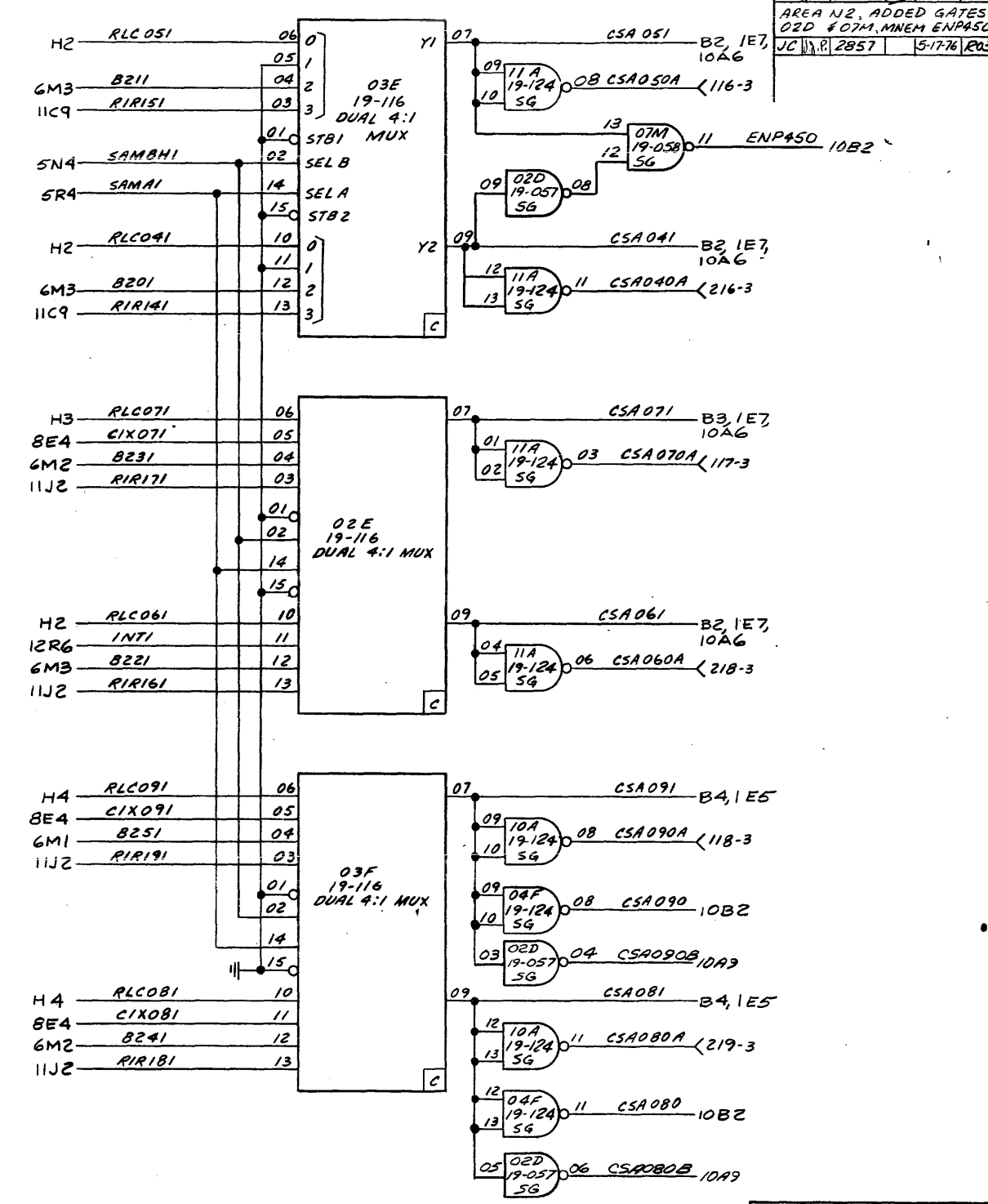
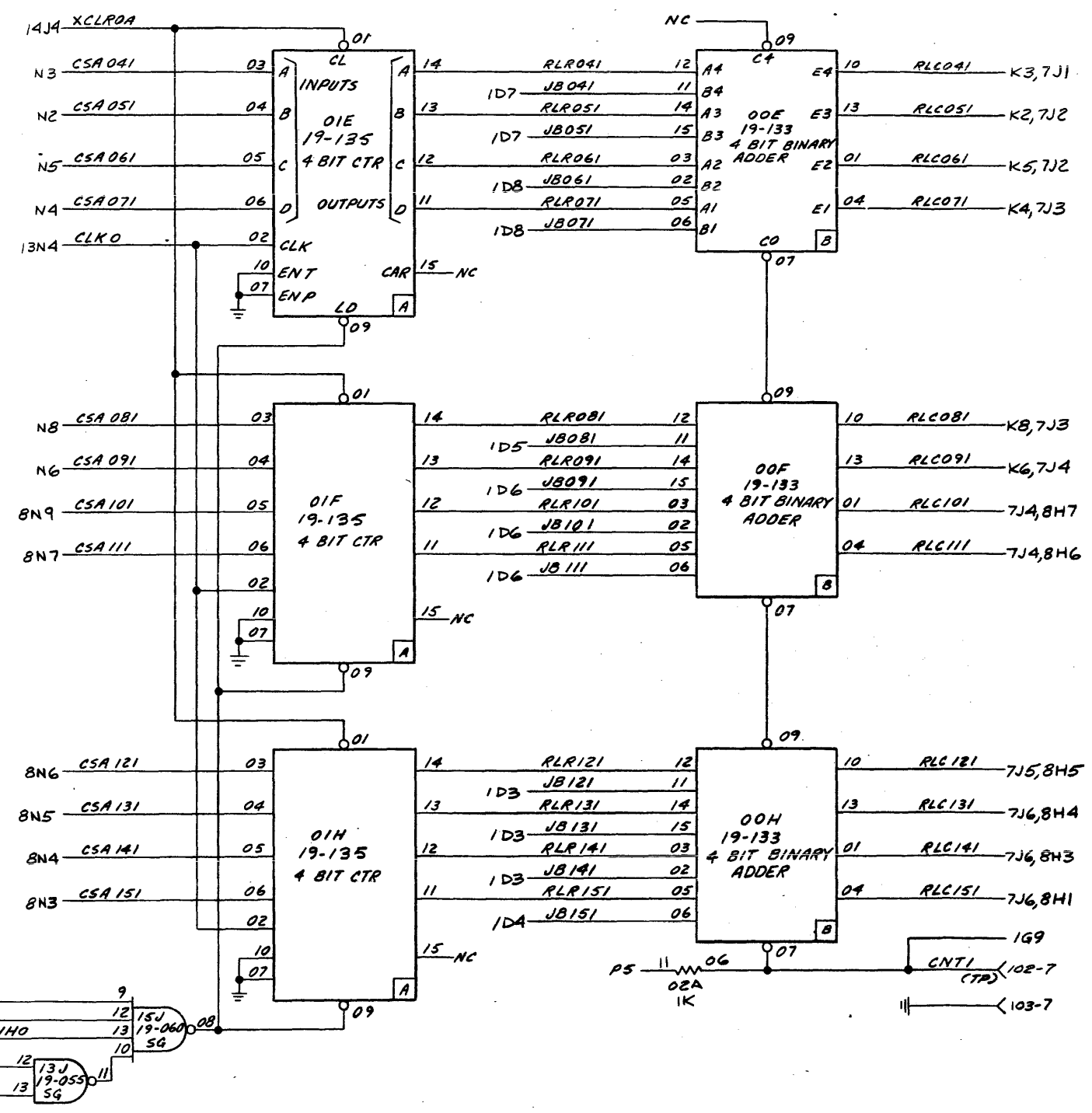
REVISIONS			
CHANGED: SHEET REF ON TRAP130 WAS 12J8; TRAP120 WAS TRAP120.			
ADDED: 19-057 @ 04D. OUTPUTS ARE CSA100B, THRU CSA150B.			
AREA C4, 02C PINS 06, 10 AND 13 WERE NO CONN.			
M J 3471	2-1-78	R03	



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REVISIONS

CHANGED: CNT1 (TP) WAS ON PIN 10A-7;
ADDED: SHEET REF TO CNT1 OF 168
ADD: GATE @ 02D-OUTPUT 'CSA090B', GATE @ 02D OUTPUT 'CSA080B'.
AREA N12, ADDED GATES 02D #07M, MNEM ENP450



NOTES

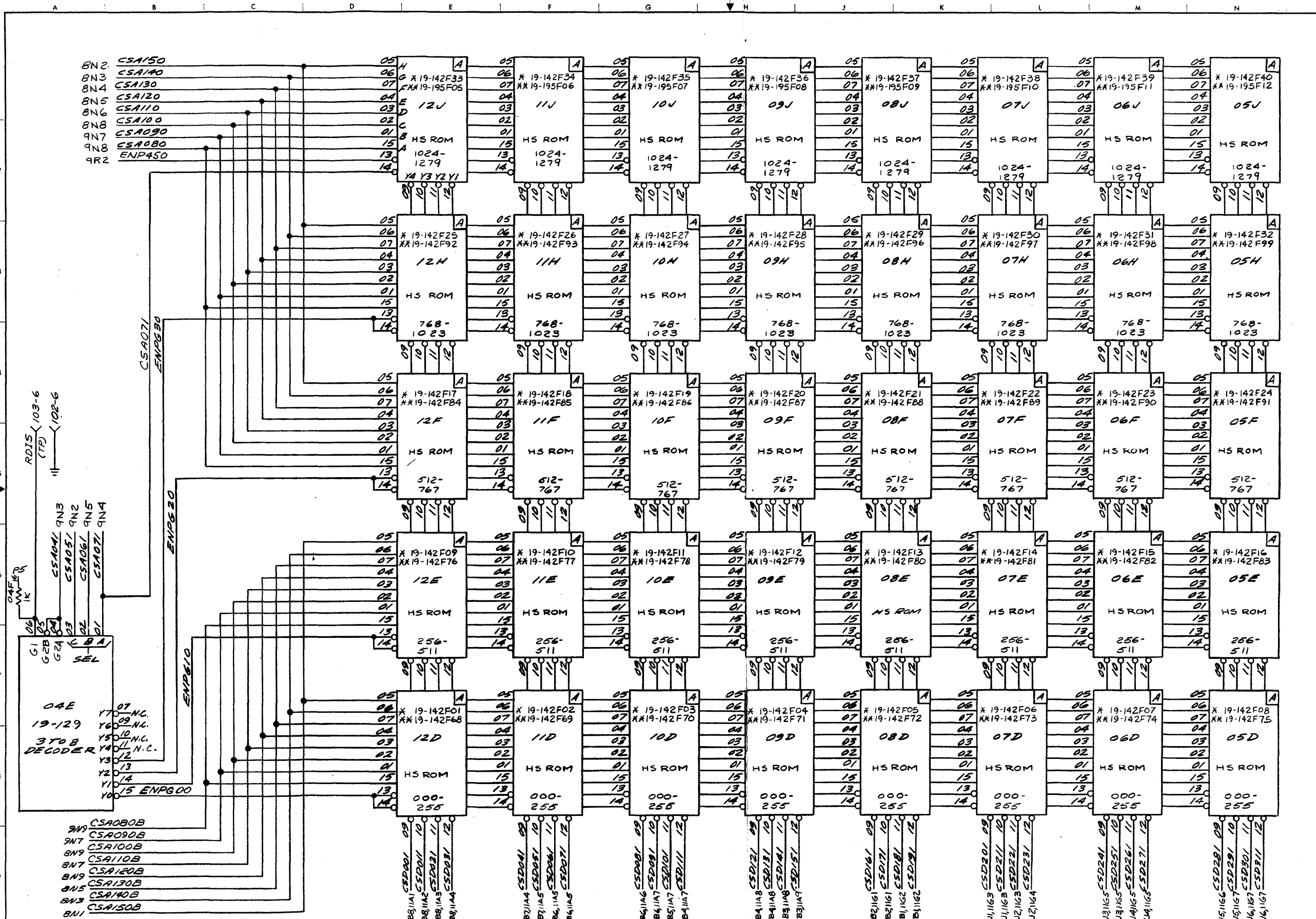
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NAME	TITLE	DATE	TITLE
J. R. BIELSKIE	FUNCTIONAL SCHEMATIC	10-11-74	8/32 CPB
DRIFT	CHK		
ENGR			
DR ENG			

BRUNING 44-231 16042

REVISIONS

ADDED: 'RDIS' MNEM. TO (TP) 103-6 & 1550C. GND FIN 102-6.	2-27-76 R01
ADDED: 'CSA080B' THEN 'CSA150B' LEADS.	2-27-76 R02
ADDED: FOI VARIATION TO ROM SYMBOLS (40) AND NOTE.	
CHANGED: 04E-11, 12J-13 #12J-14 WERE MNEM ENPG40. ADDED 12J-14 TO MNEM CSA071 ADDED 12J-13 TO MNEM ENP450	
VC # 2857	5-17-76 R03



NOTES
 * DENOTES ROM CHIPS USED ON 35-537F00
 ** DENOTES ROM CHIPS USED ON 35-537F01

NAME E. ROE	TITLE FUNCTIONAL SCHEMATIC	DATE 10-13-74
DRG	CHK	
ENGR		
DWG ENGR		
	SHEET OF 10-14	

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REVISIONS

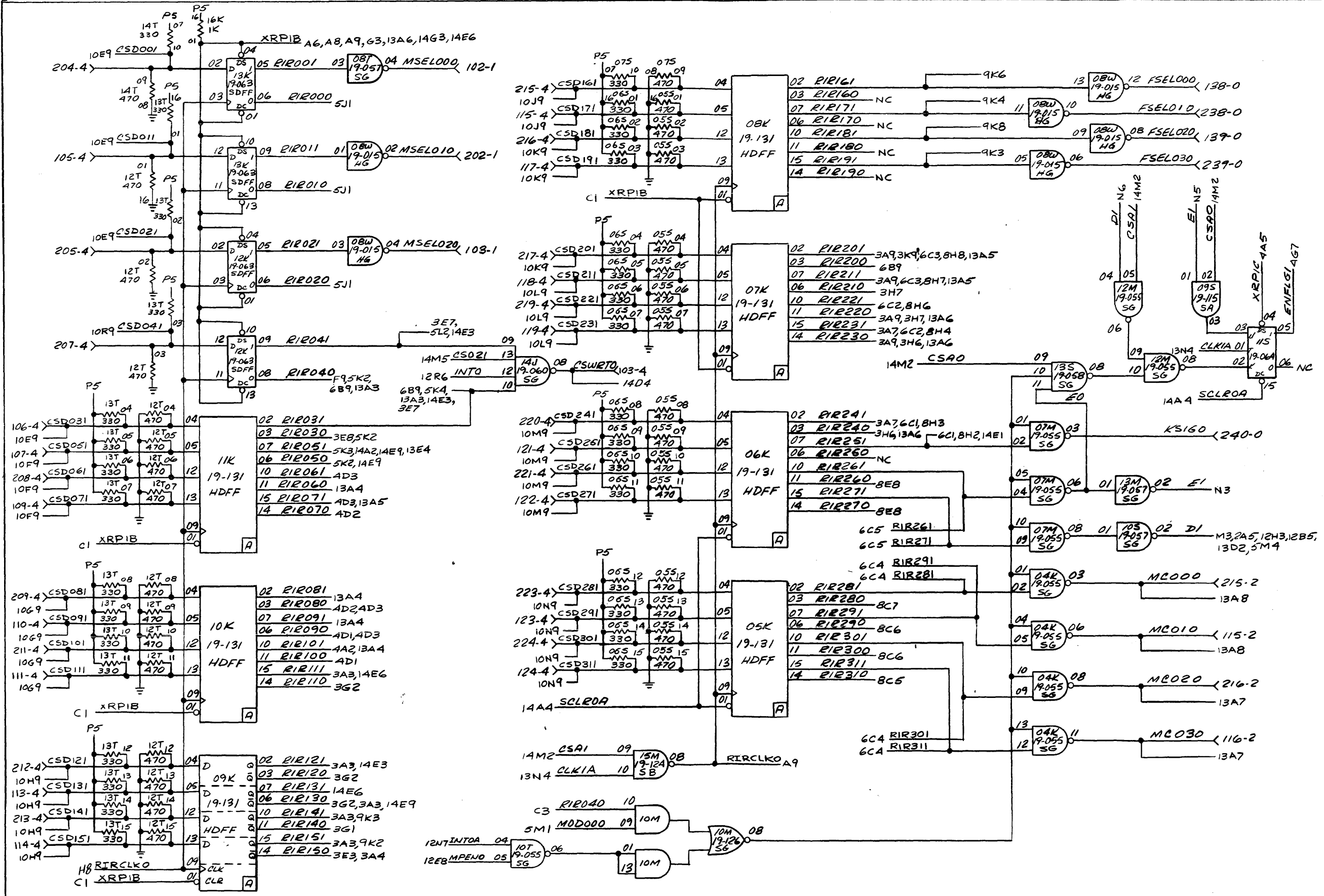
ADDED: SHEET REF. TO
CSWRT0-14D4; RIR041 &
RIR051-3ET, 0

GATES 08V WERE 17-057
CSWRT0-14D4; RIR041 &
RIR051-3ET, 0

AREA F9 ADDED
19-055-04, 05, 06
CSWRT0-14D4; RIR041 &
RIR051-3ET, 0

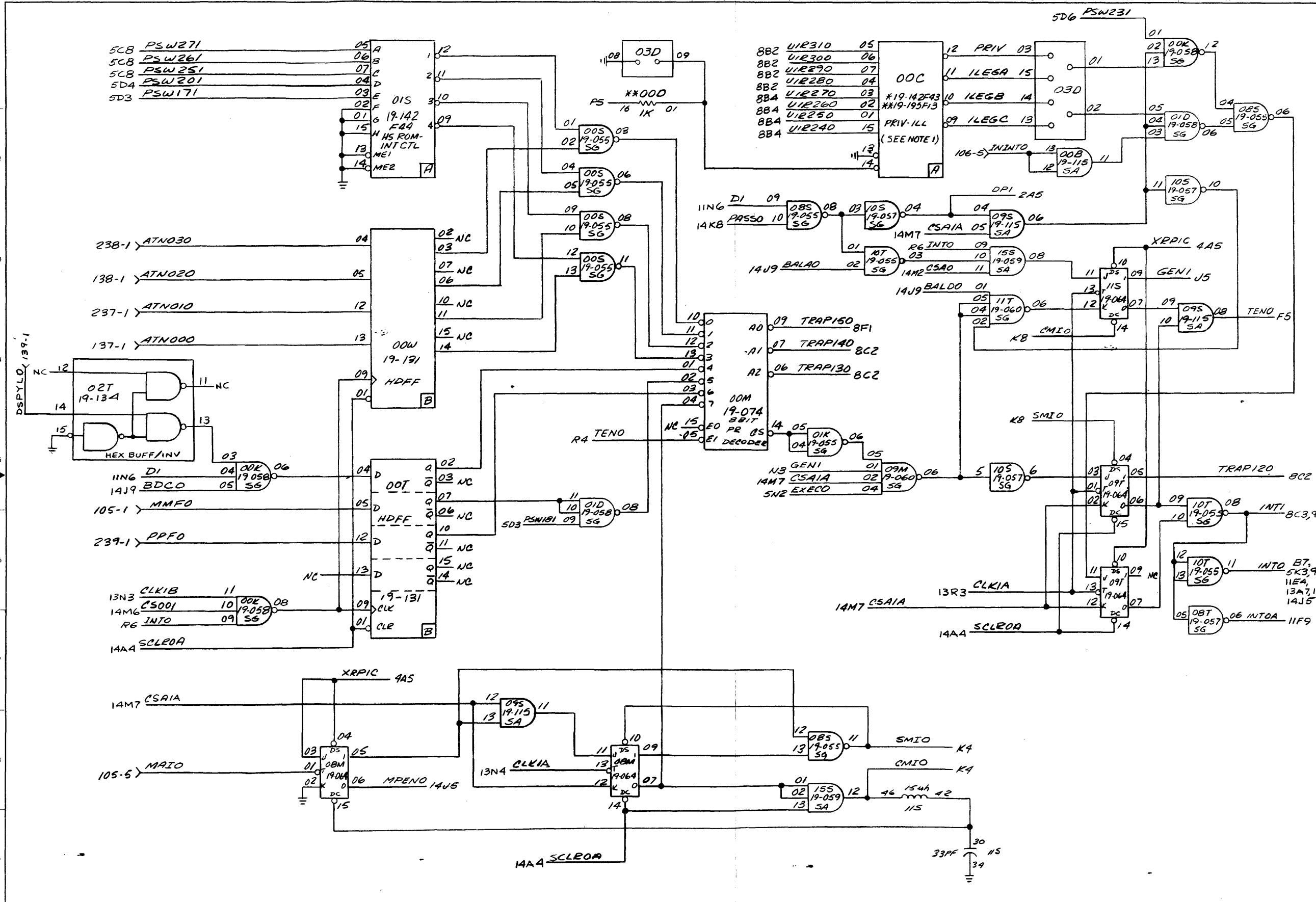
ALL 55 RESISTOR PACKS
WERE 6S AND ALL 6S
WERE 5S

CS 3792R+4-79, 004



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		M832 - CPB
		03088
		35-537 R04.008 11 1A

REVISIONS	
CHANGED: PER MARKED PRINT IN ECR.	
ADDED: 19-059 @ SMT LOC Z3, BD, LOC 155.	1-21-75 R01
ADDED: 19-059 @ SMT LOC UB, BD LOC 155.	3-26-75 R02
ADDED: 19-059 @ SMT LOC UB, BD LOC 155.	4-9-75 R03
EXTENSIVE CHANGES SEE ECR	
AREA E2, K2, 17-087'S INVERSION BUBBLES ON PINS 2, 10, 11, & 12 WERE NOT SPEC'D	4-25-75 R04
AREA G1: ADDED 03D AND 00D TO DOC-19. OOC-14 WAS GROUND. ADDED VAR FOI TO OOC. AREA DI, O15 WAS 19-084 F77, AREA KI, OOC (19-142) WAS 19-084 F76. ADDED VARIATION NOTE	5-17-76 R06
AREA A9E K2 NOTE 1 WAS NOT SPEC'D	
AREA N7, 19-057, 05, 06 WAS ADDED. AREA N6 LOCATOR 13A2 WAS DELETED FROM 19-055. AREA N6 LOCATOR 11F9 WAS DELETED FROM INTI. AREA EB LOCATOR 11F9 WAS DELETED FROM MPEND.	5-22-78 R07
	6-11-78 R08



NOTES -
* DENOTES COMPONENTS USED ON 35-537F00
** DENOTES COMPONENTS USED ON 35-537F01
NOTE 1: WCS OPTION M8/32 USES 19-142 F64 IN

LOC. OOC (SEE 02-440). M8/32 (C ORD) USES 19-195F14 IN LOC. OOC (SEE 02-540).

NAME	DATE	REV	TITLE	FUNCT.	SCHEMATIC
G. MELTON	1-14-71		M-8/32	CPB	
			03-088		
			35-537 P88D08		K-14

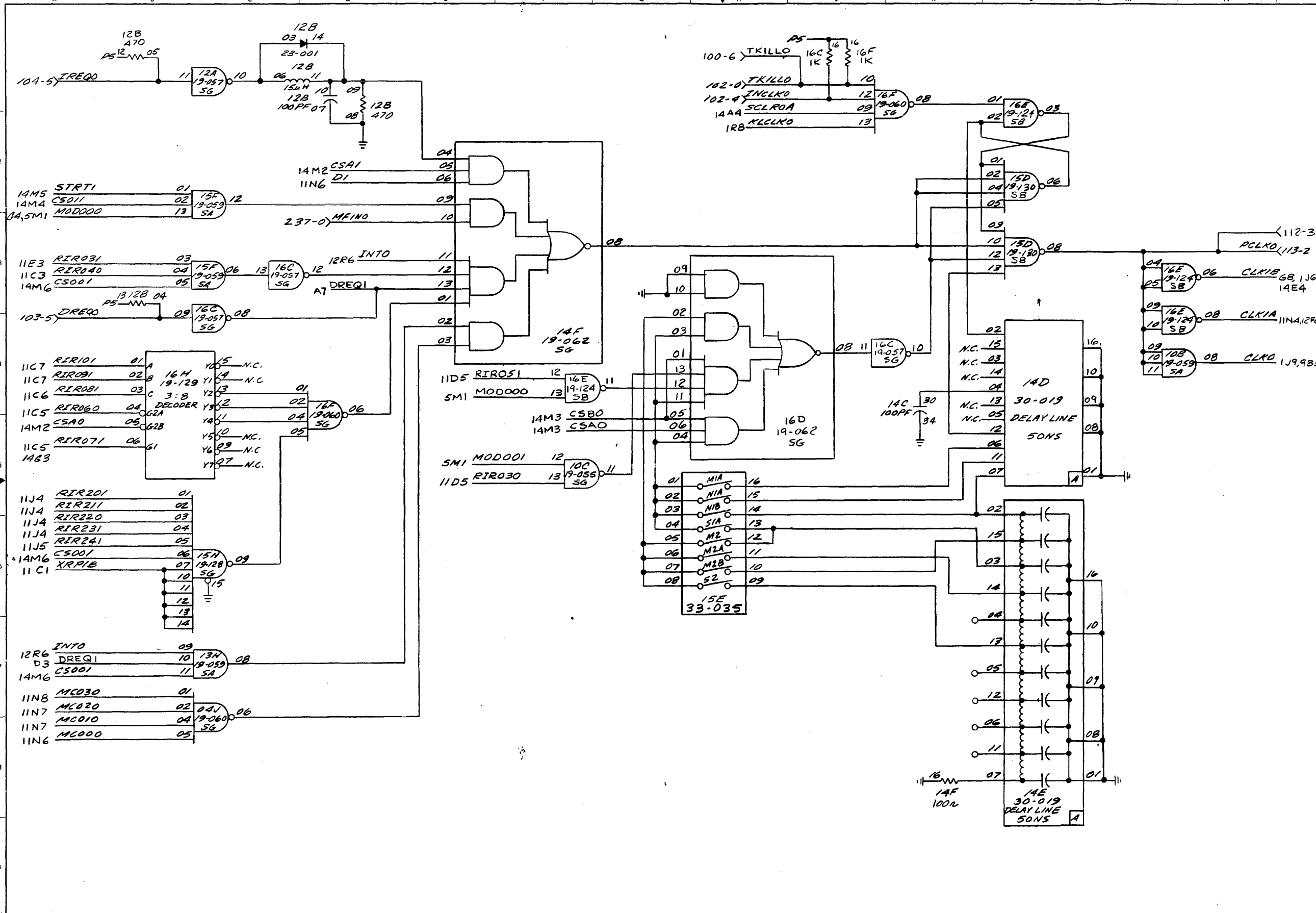
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REVISIONS

ADDED: DIODE @ 12B
PINS 03 & 14, GATE @
LOC C3 IN LINE FROM
15F06 TO 14F12, GATE
@ SMT LOC F5 TO PIN
13 ON 16D.
CHANGED: 15F01 WAS
INTO, 15H04 WAS
RIR230, 15H05 WAS
RIR240.
CHANGED: CAP. @ 12B
WAS 220PF, 15E16
WAS CONNECTED TO
15D13.
ADDED: 100PF CAP.
@ LOC 14C.
AREA L6: 15E-13 WAS TO
14E-15
PE #M 2576 - 7-18-75 R23

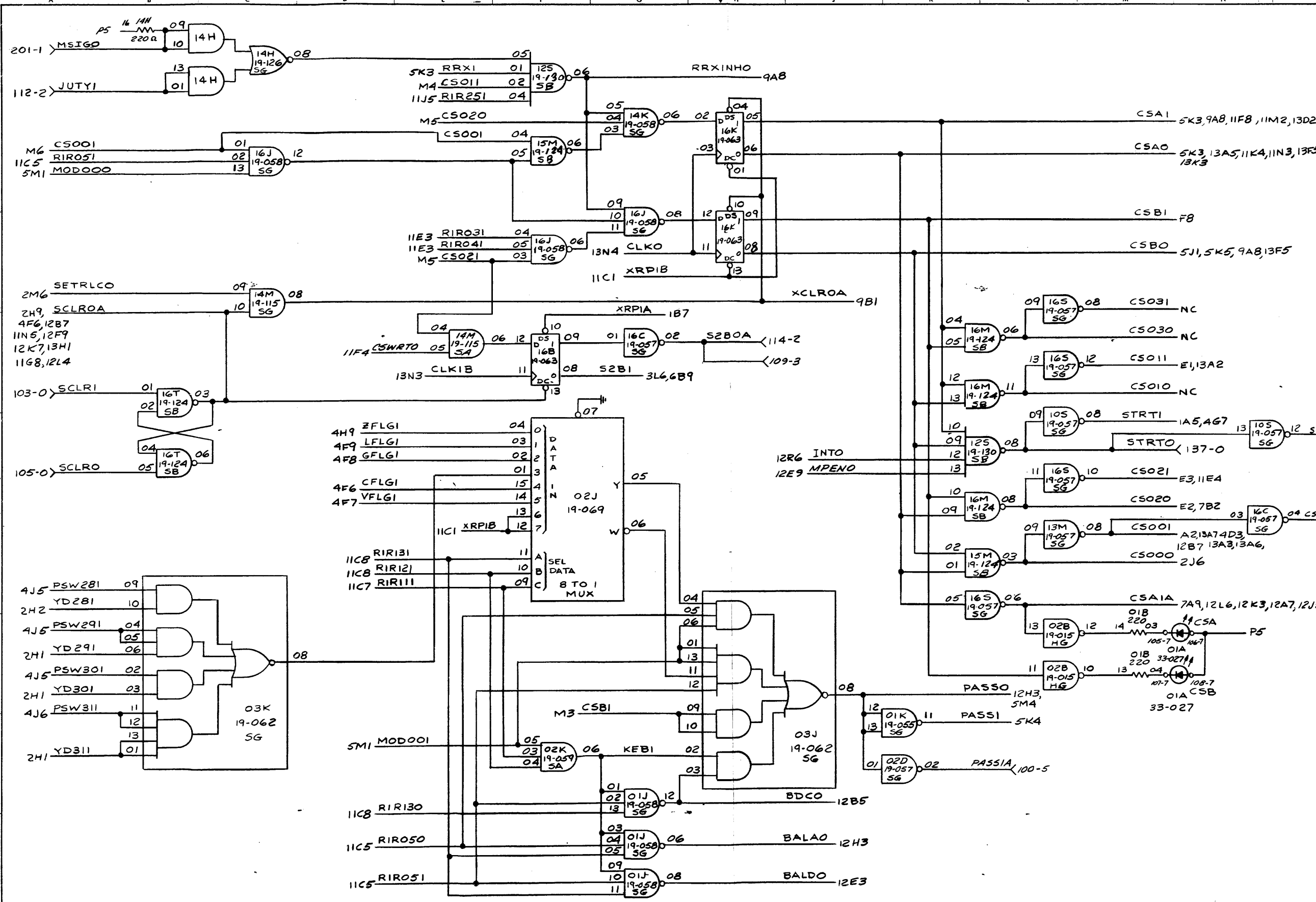
AREA C9: 17-129 INVERSION
BUBBLES ON PINS 7, 20-15
WERE NOT SPEC'ED.
AREA D2: 14F-05 WAS
TO HAVE CS011, CROSS-
REF TO 14M4.
14-20-75/3-5-75

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NAME	TITLE	DATE	TITLE
E. ROE	DRAFT	10-12-74	FUNCTIONAL SCHEMATIC
	CHK		8/32
	ENGR		CPB
	DR ENGR		03088
			35-537 P0SD0813-14

BRINING 04 7 11 16042



REVISIONS

ADDED: 19-118 @ 14M, 5HT, LOC E4, 109-3 CONN TO SEBOA NET, 19-057 @ 02D-5HT LOC KB; CHANGED: MPENO WAS TRAP/20

ADDED RESISTOR AT LOC. B1

AREA M2: ADDED 13DE TO MVE. CSA1, AREA M4: DELETED 13DE & 13E7 FROM CS011.

AREA G5: DELETED INVERTING BUBBLE FROM PIN 05 OF 02J.

AREA A7 & A8 SIGNALS YD 281, YD 291, YD 301, & YD 311 CROSS REF 242 WAS 1H2.

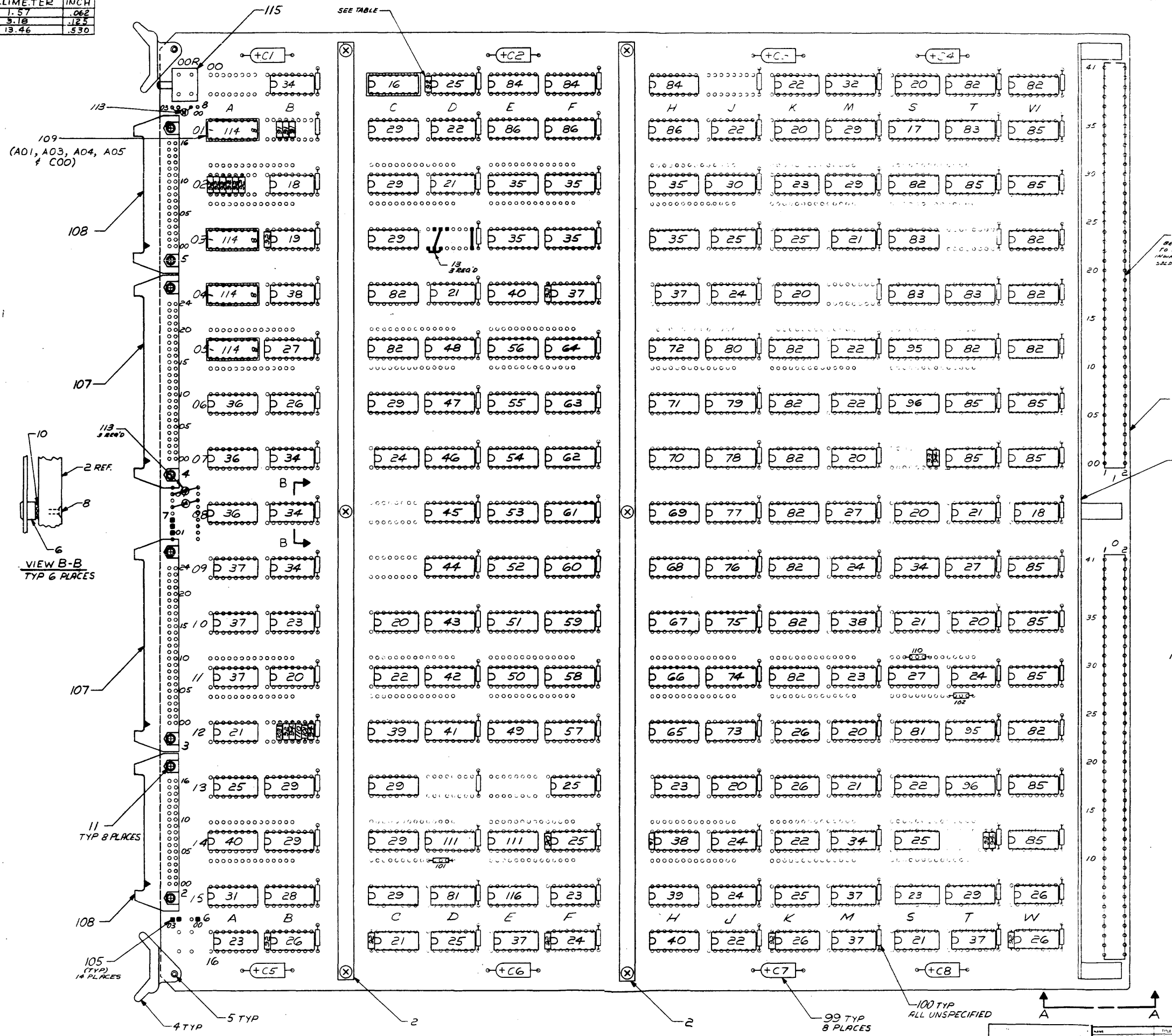
NOTES

NAME	TITLE	DATE	TITLE
PEDWARDS	DRAFT		8/32 CPB
	CHK		
	ENGR		
	DIR ENGR		

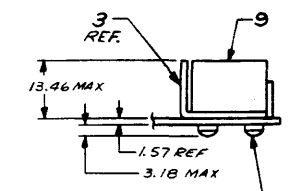
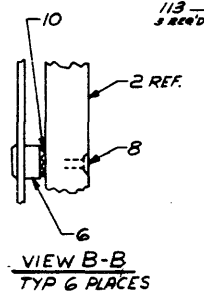
35-537 R0508 14-14

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MILLIMETER	INCH
1.57	.062
3.18	.125
13.46	.530



(A01, A03, A04, A05 & C00)

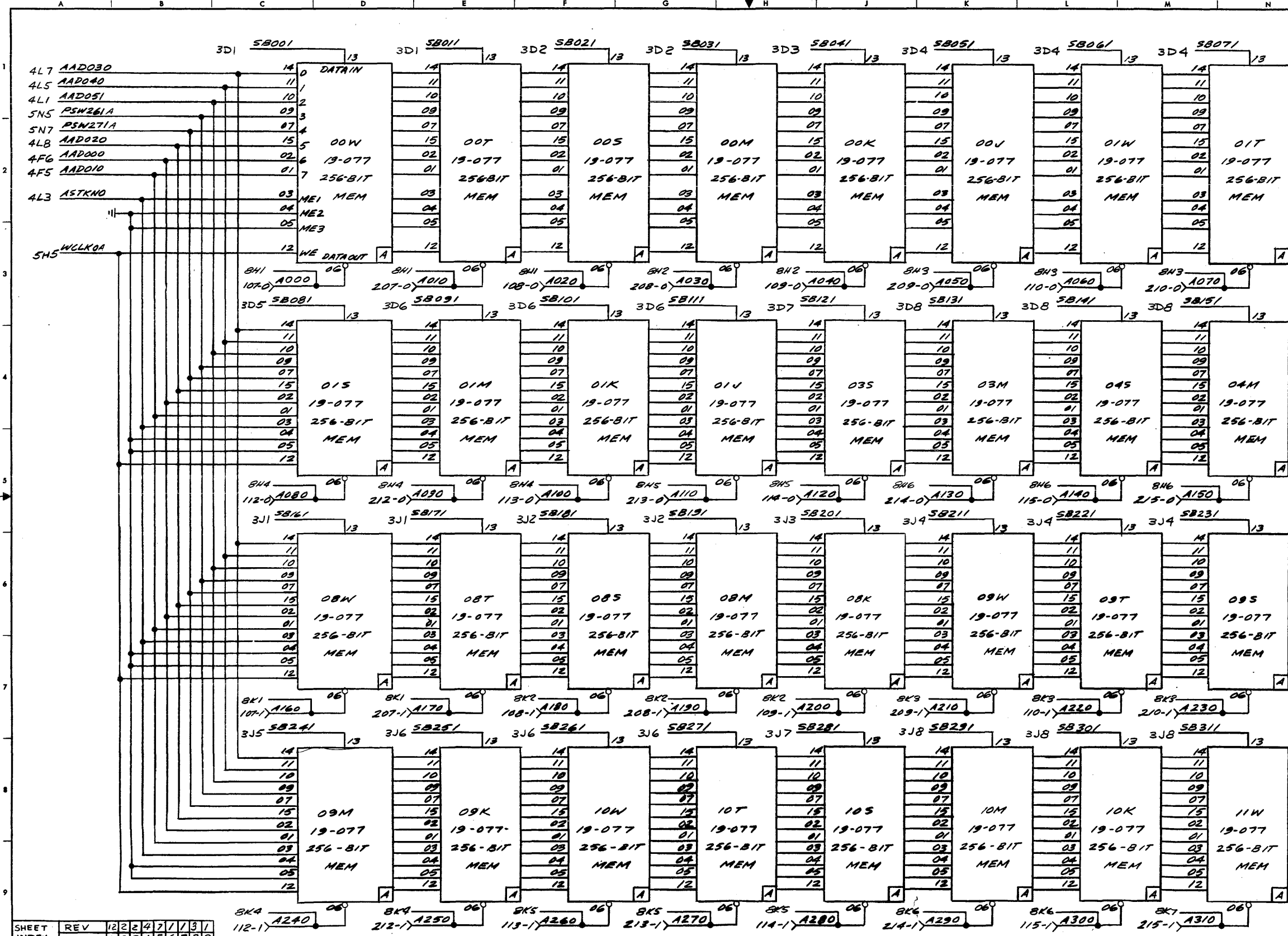


REV	DATE	BY	APP'D	DESCRIPTION
1	12/15/77	J. WESS		ADDED: ITEM 109 TO POS 01A, 03A, 04A, 05A; ITEM 21 POS 02D; ITEM 25 POS 13F; ITEM 113 POS CONN 7 & CONN 8; ITEM 105 POS 12B PLUS 23 & 14 DELETED: 2- ITEM 91 & POS 01B PLUS 611, 7101
2	12/22/77	J. WESS		ADDED ITEM 81 TO LOCATION C8D
3	12/22/77	J. WESS		ADDED: ITEM 83 @ LOC 15B; ITEM 101 @ LOC 15C
4	12/22/77	J. WESS		ADDED RESISTOR TO LOC 14B-C 14H1
5	12/22/77	J. WESS		ADDED STRAP FROM POS 20A TO 20B @ 03D & TO 03D'4
6	12/22/77	J. WESS		NEW WAS ITEM 81
7	12/22/77	J. WESS		ADDED STRAP AND SOCKET TO U15.
8	12/22/77	J. WESS		RELEASED FOR PRODUCTION
9	12/22/77	J. WESS		053 WAS ITEM 96
10	12/22/77	J. WESS		053 WAS ITEM 85
11	12/22/77	J. WESS		LED NEAR IC SOCKET A1 WAS AS FOLLOWS
12	12/22/77	J. WESS		03 00 98 8
13	12/22/77	J. WESS		113-010
14	12/22/77	J. WESS		ADDED: ITEM 105'S TO LOCATION 03D
15	12/22/77	J. WESS		ADD STRAP BETWEEN 03D-08 & 02D-09
16	12/22/77	J. WESS		LOC 00G, ADDED IC SOCKET ITEM 104
17	12/22/77	J. WESS		METRIC DIM VIEW A-A & TABLE ADDED
18	12/22/77	J. WESS		DELETED ITEM 104 FROM LOC 00C. ADDED PICTURE OF ITEM 109 TO 2C C00, A01, A03-A05

FOI	ASSEMBLY AS SHOWN
FOO	ASSEMBLY AS SHOWN LESS ITEM 92 IN LOCATION C8D
VARIATION	DESCRIPTION

COMPONENT	REF	DESIGNATION

REV	DATE	BY	APP'D	TITLE
1	12/15/77	J. WESS		ASSEMBLY PRINTED CIRCUIT MOD #118 C00
2	12/22/77	J. WESS		



REVISIONS	
PRE PRODUCTION APPROVAL	INIT DATE
1	10-15-74
CHANGED: SHEETS 3, 4, 5 WERE R00 REV.	
ADDED: SHEETS 6-9; REF TO SHT 8 ON '000' THRU 'A30' LEADS.	
CHANGED: SHEETS 4 & 5 WERE R01 REV.	
CHANGED: SHEETS 4 & 5 WERE R02 REV.	
RELEASED FOR PRODUCTION	
REV. OF SHT 5 WAS R03 REV. OF DCS CPC 59 WAS R00, REV. OF DCS CPC WAS R06	
ENTIRE SHT 19-077'S INVERTED SUBSTITUTION WAS NOT SPEC'D. REVISED SHTS 12, 6, 7.	
REVISED SHT 9	
REVISED SHTS 11 & 8 ADDED MANUAL REF. THIS SHT. AREA 7.	
REVISED SHTS 14, 5, AREA 59, 35-535 WAS R08, 35-535 FOI WAS R04.	
REVISED SHTS 1, 2, 4, 5, 19, AREA A1 PSW 261A W/LOCATOR SNS WAS PSW 260A W/LOCATOR SNS. AREA A2 PSW 271A W/LOCATOR SNS WAS PSW 270A W/LOCATOR SNS.	

USED IN MANUAL-
29-394

THE REVISION LEVEL OF THIS SHEET IS CONSIDERED TO BE THE REVISION LEVEL OF THE DOCUMENT

PRINTED CIRCUIT BOARDS AGREEING WITH THIS SCHEMATIC MUST BE AT LEAST THE FOLLOWING REVISION LEVEL

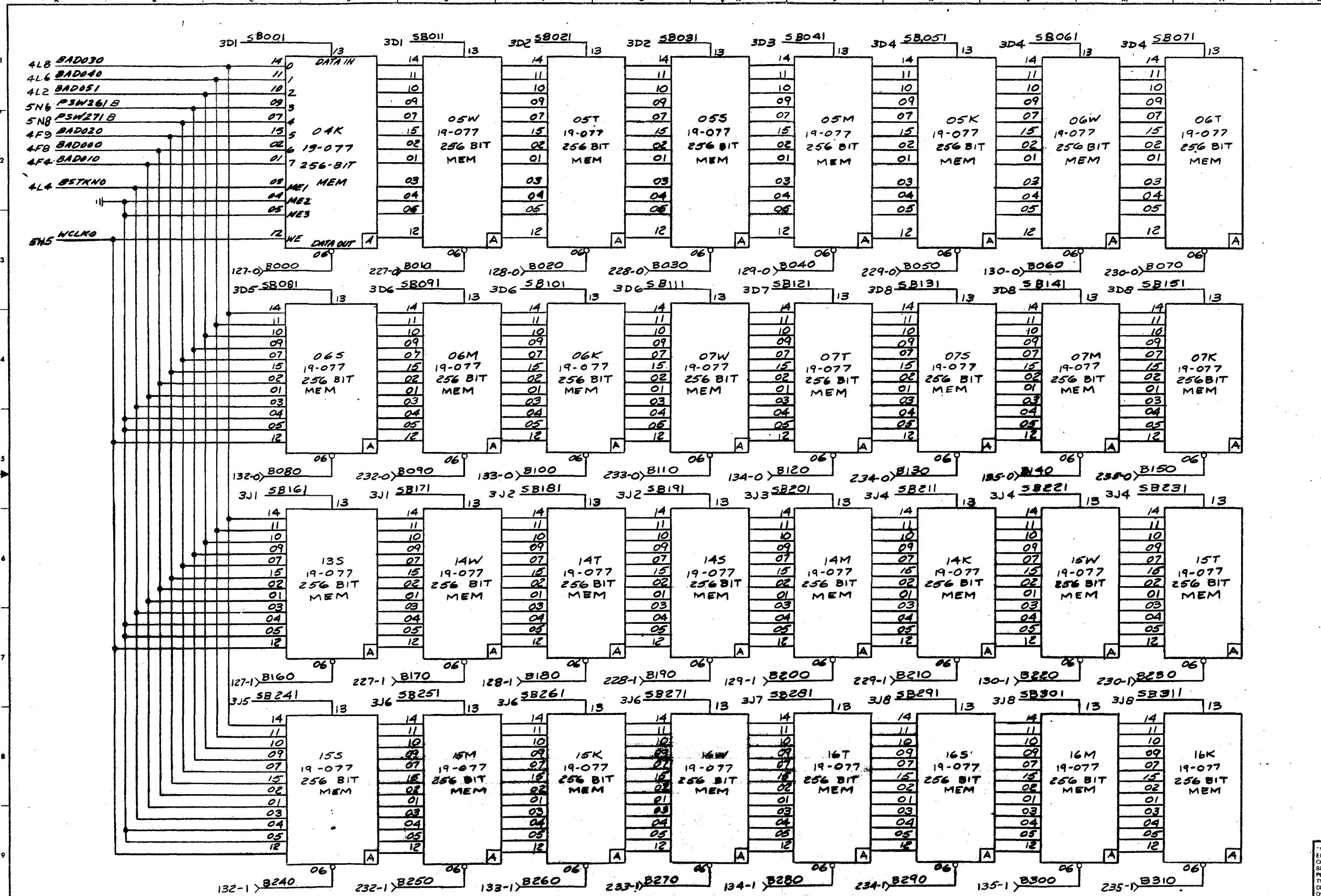
8132 CPC	35-555R11
8132 CPC/DCS	35-555R12 R09

SHEET INDEX	REV	1	2	3	4	5	6	7	8	9
	SHT NO.	1	2	3	4	5	6	7	8	9

NOTES

NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
G. MELTON	DRAFT	10-15-74	8/32 CPC
G.V. HOMEFIELD	CHK	1-23-75	
E. DEANGELO	ENGR		
R. BARKER	QA		
R.E. JONES	DIR ENG		

REVISIONS	
ENTIRE SUT. 19-077'S	
INDENTATION BUBBLE ON	
PIN 6, WAS NOT SPEC'D.	
12570	8-25-75 R01
AREA A1 PSW261B WAS	
PSW260B, AREA A2	
PSW271B WAS PSW270B	
AREA M9 LOCATOR 235-1	
WAS 236-1.	
KR1714231 R	3-7-80 R02

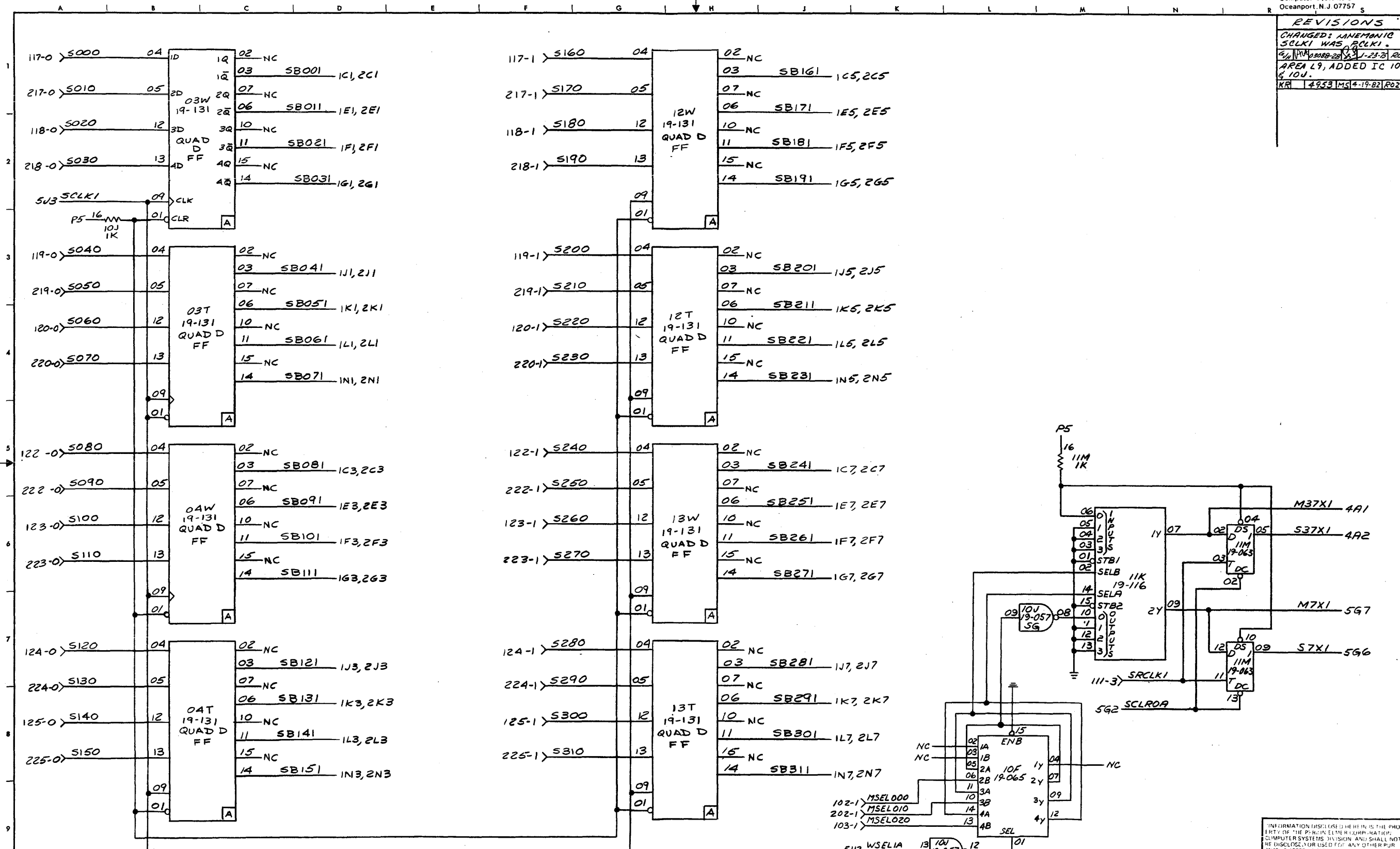


NOTES

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NAME	TITLE	DATE	TIME/FUNCTIONAL SCHEMATIC
	DRAWN		8/32 CPC
	CHK		
	ENGR		
	DESIGN		
			35-555702D08 2 9

REVISIONS	
CHANGED: JANEMANIC SCLK1 WAS 0CLK1.	
4/11/73 0308B-23 1-23-73 R01	
AREA L9, ADDED IC 10F 5 10U.	
KR 4953 MS 4-19-82 P02 X	



BRUNING 44-231 16042

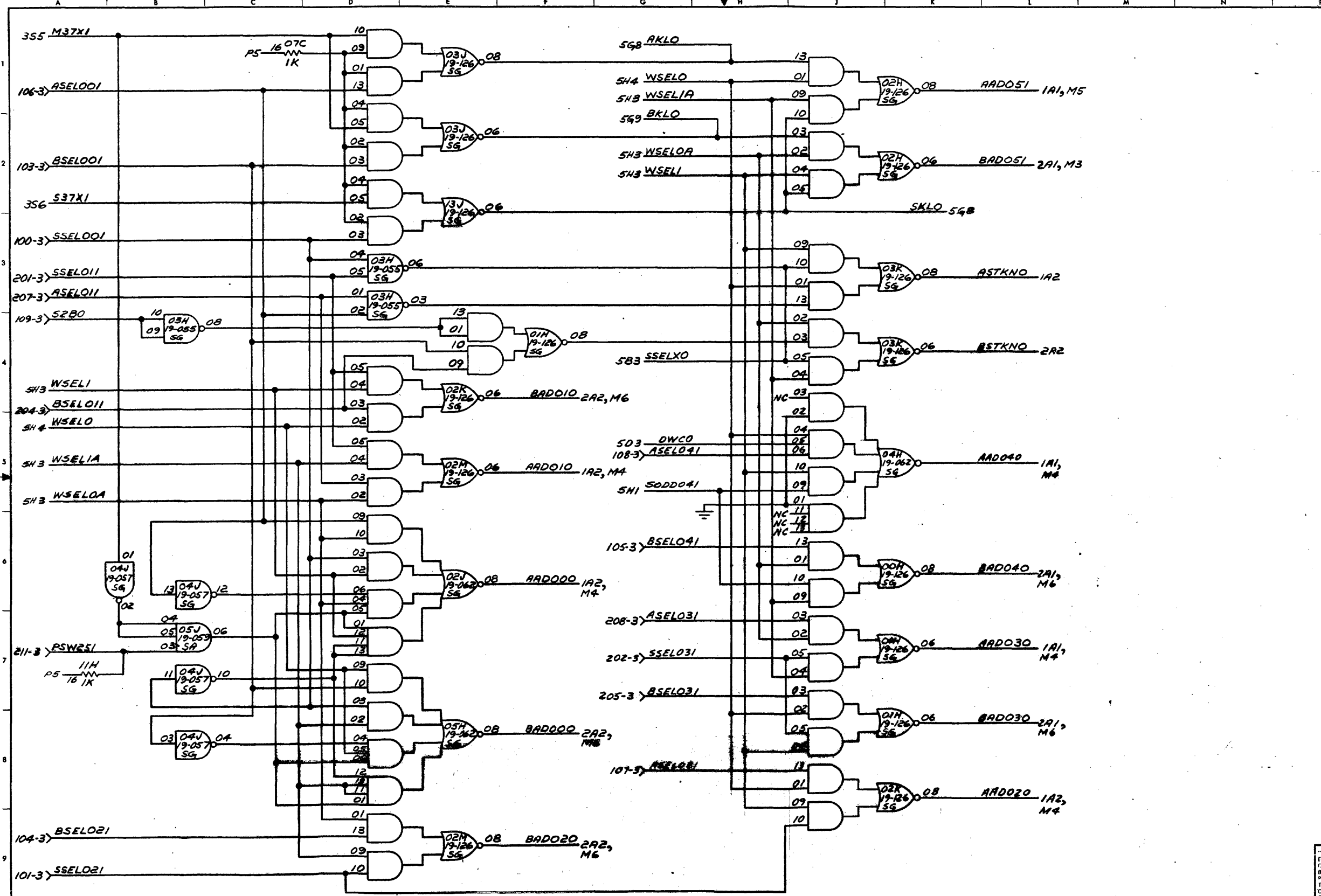
NOTES

NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
	DRAFT		8/32 CPC
	CHK		
	ENGR		
	DIR ENG		
	TASK NO. 0308B		SHEET OF 3-9
	ENC NO. 35-535 R02 D08		

INFORMATION DISCLOSED HEREIN IS THE PROPERTY OF THE PERKIN ELMER CORPORATION. COMPUTER SYSTEMS DIVISION AND SHALL NOT BE DISCLOSED OR USED FOR ANY OTHER PURPOSES EXCEPT AS SPECIFIED BY CONTRACT BE GIVEN THE REQUIREMENT AND THE PERKIN ELMER CORPORATION. DUPLICATION OF ANY PORTION OF THIS DATA SHALL INCLUDE THIS LEGEND

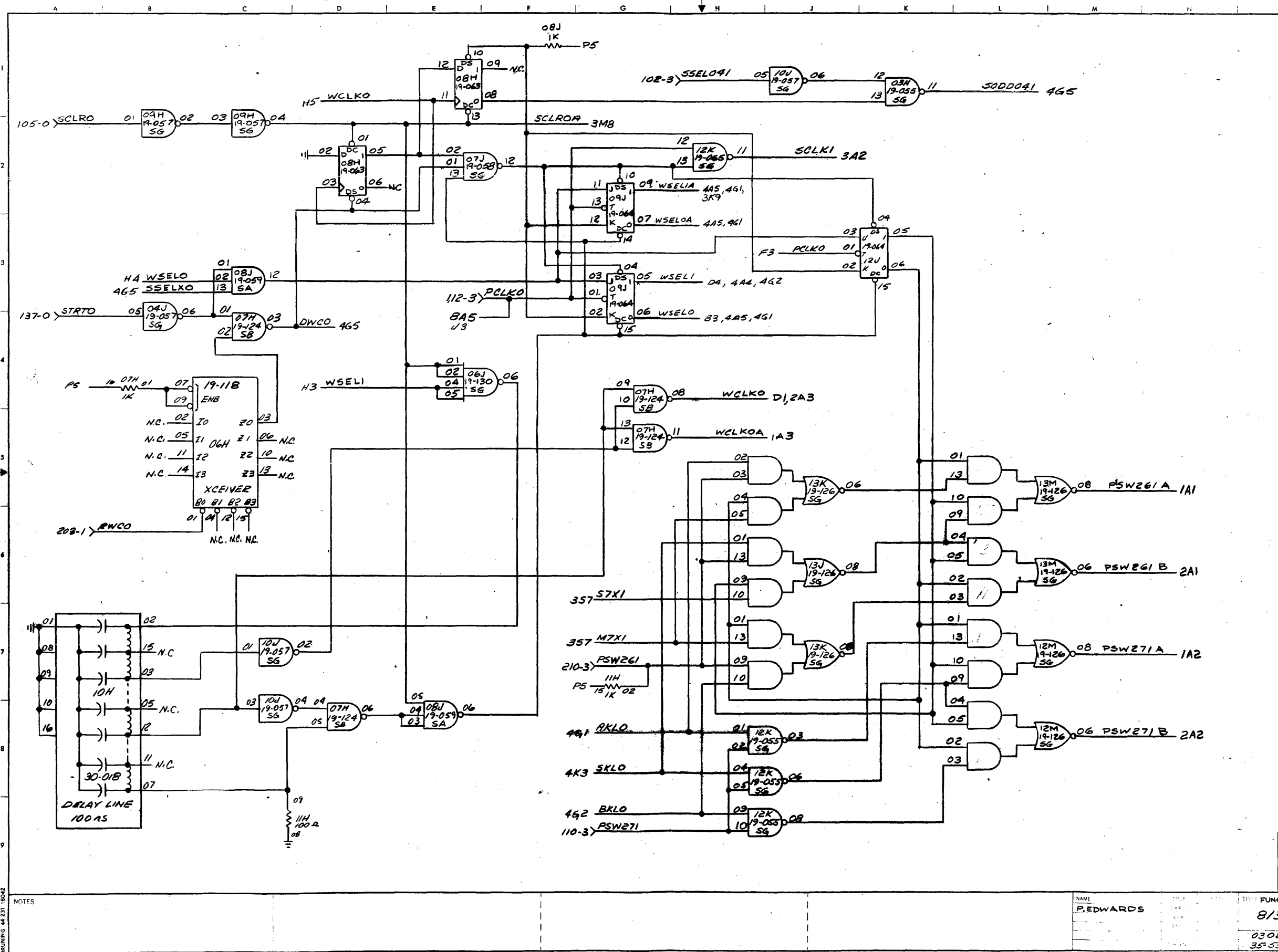
REVISIONS

CHANGED: MNEMONIC 'SODDO41' WAS 'SSELO41';
 ADDED: GATE @ SNT LOC BA-19-065 @ 03H; 19-126 @ 01H SNT LOC FA;
 DELETED: 2-33-235 SWITCHES @ 16A & 16B
 ADDED: RES ON 'PSWESI' LEAD @ 11H. PINS OF 16.
 WSELO WENT TO 5L4 WSELIA, WSELOA & WSELI WENT TO 5L3
 AREA L1 LOCATOR 1A1 WAS 2A1, AREA L2 LOCATOR 2A1 WAS 1A1, AREA L4 01H-09 501H10 WERE REVERSED.



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NAME	TITLE	DATE	TITLE
	DRAFT		FUNCTIONAL SCHEMATIC
	CHK		8/32 CPC
	ENGR		
	DIR ENG		
NOTES			0308B 35-555 R04D08
			SHEET OF 4-9



REVISIONS:

CHANGED: 13K10 WAS
CONN TO M7X1 NET; 13K13
WAS CONN TO BKLO NET,
DELETED: 19-057 GATE ON
'PCLKO' NET,
ADDED: GATE @ LOC 12K
19-055; GATE @ LOC 10J
19-057; GATE @ LOC 03H
19-055.

ADD: 1K PULL-UP @
LOC 11H ON PSW260.
ADD: 1K PULL-UP @
LOC 11H ON PSW260.

DELETED IC 09H, 19-057
ADDED: 12U, 19-064
ADD: 12U, 19-064

ADDED 08J IN LOC
E8, 07H02 WENT TO 10H03
10J04 WENT TO 07H15, 07H15
WENT TO 07H09 & 07H13
07H04 WENT TO SELCOA,
06H WAS SHOWN THUS

ADD: 1K PULL-UP @
LOC 11H ON PSW260.

AREA B8 10H15 WAS CON
NECTED 10J01, 10H05
WAS CONNECTED TO 10J03
10H03 & 10H12 WERE NC.

AREA N5 PSW261A WAS
PSW260A, AREA N6 RSW
261B WAS PSW260B.
AREA N7 PSW271A WAS
PSW270A, AREA N8 PSW
271B WAS PSW270B.
AREA G7 PSW261 WAS
PSW260, AREA G9 PSW
271 WAS PSW270.

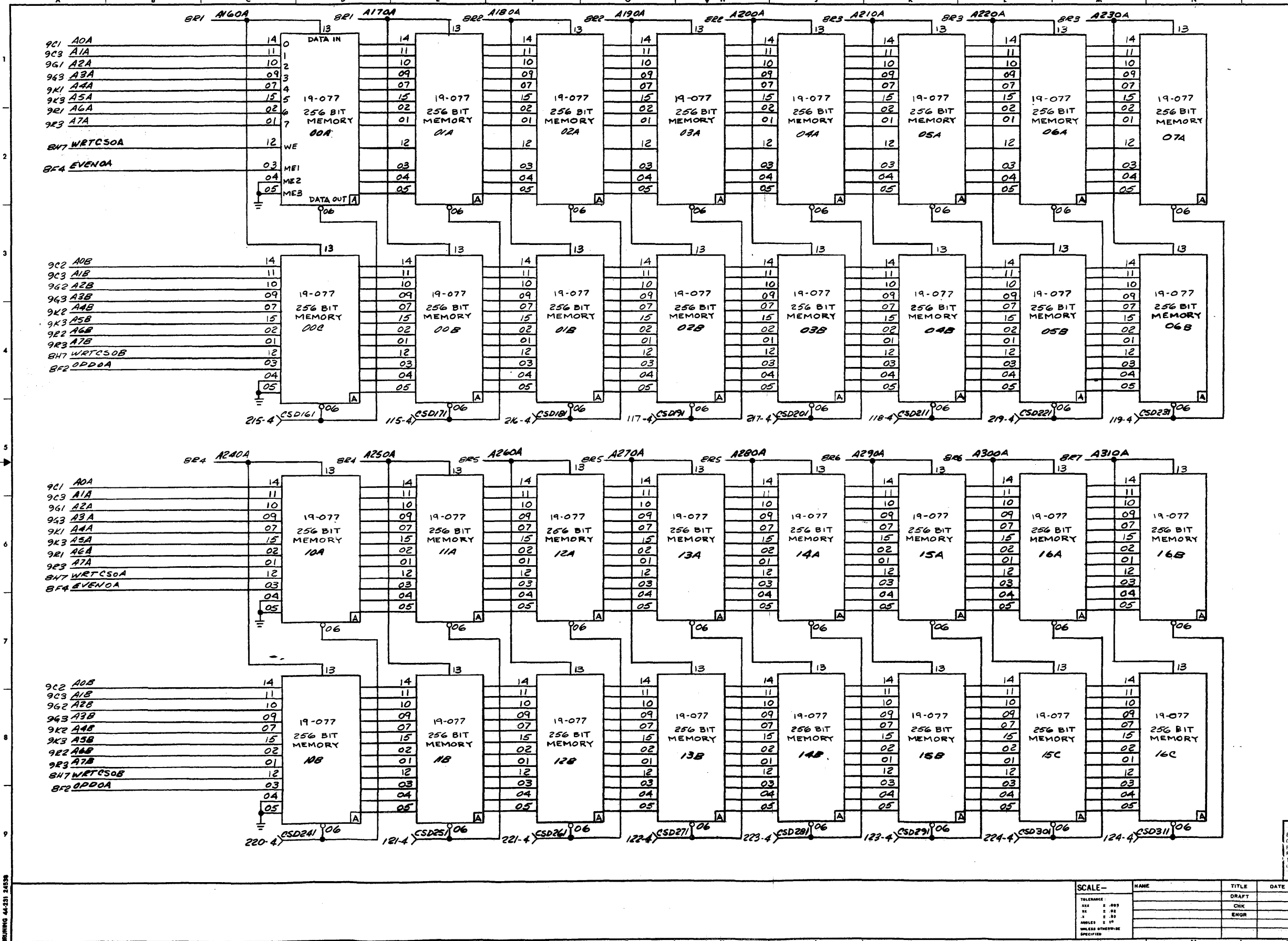
AREA H2 ADDED 3K9
TO WSEL1A.

NOTES

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ERTY OF THE PERKIN ELMER CORPORATION,
COMPUTER SYSTEMS DIVISION, AND SHALL NOT
BE DISCLOSED OR USED FOR ANY OTHER PUR
POSES EXCEPT AS SPECIFIED BY CONTRACT BE
TWEEN THE RECIPIENT AND THE PERKIN ELMER
CORPORATION. DUPLICATION OF ANY PORTION
OF THIS DATA SHALL INCLUDE THIS LEGEND

NAME	DATE	REV	DESCRIPTION
PEDWARDS			FUNCTIONAL SCHEMATIC
			8132 CPC
			03088
			36-555R07008 5 9

REVISIONS



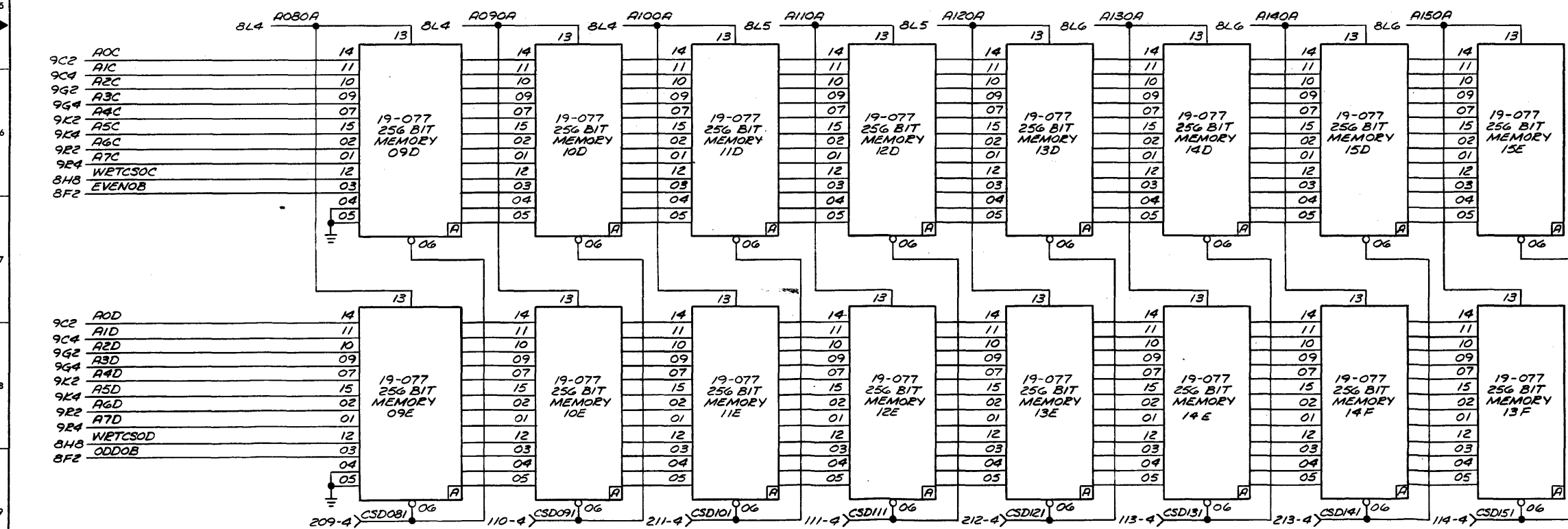
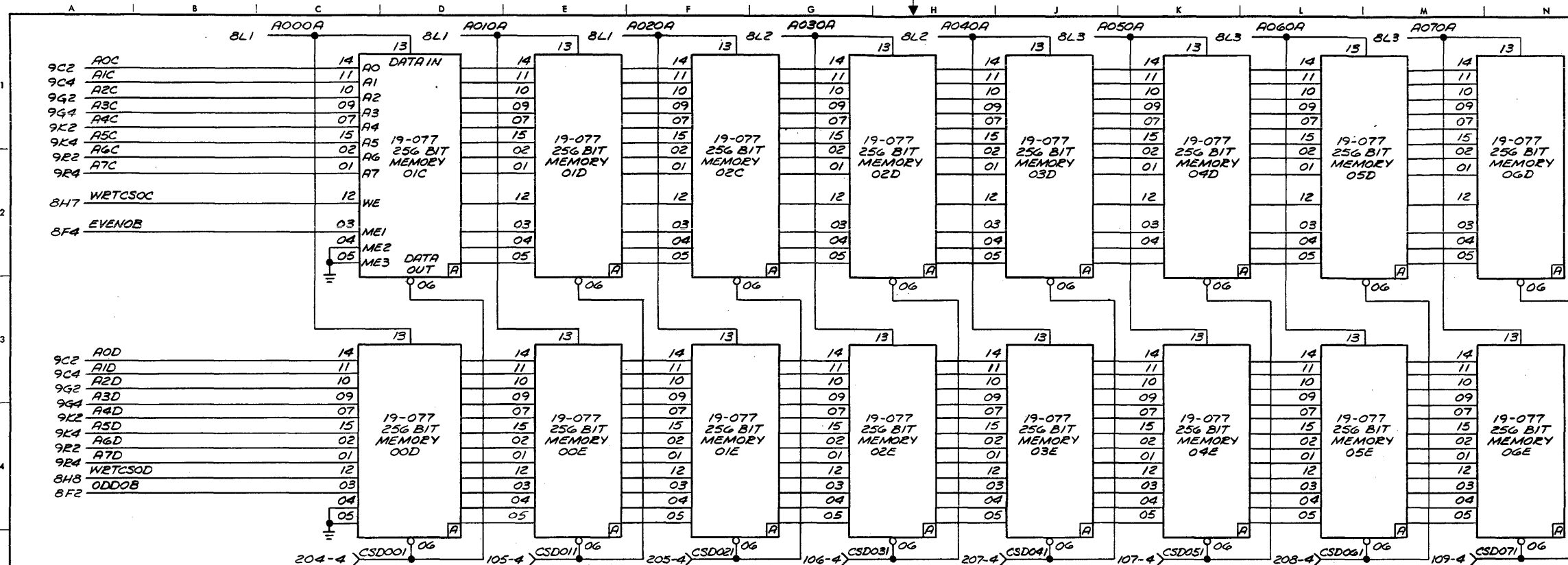
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SCALE	NAME	TITLE	DATE	TITLE
SCALE - SIZE 2.000 IN 2.00 4 2.00 ANGLES 2 1/4 UNLESS OTHERWISE SPECIFIED		DRAFT		FUNCTIONAL SCHEMATIC
		CHK		MB/32 CPC
		ENGR		(DCS OPTION)
				DATE 03088
				REV. 95-555 D08 6-9

DRAWING 44-251 24598

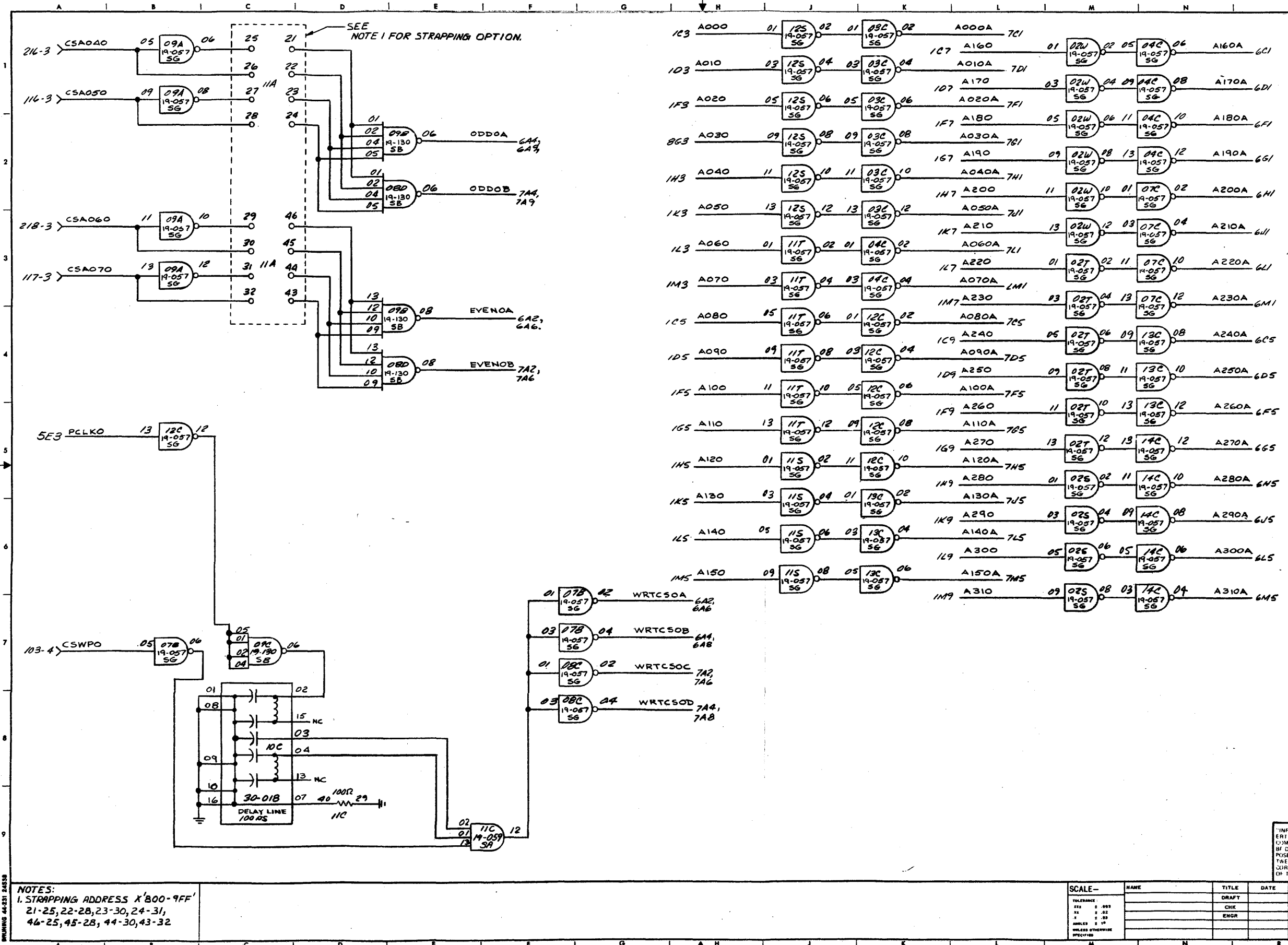
REVISIONS

ENTIRE SHT 19-077'S
INVERSION BUBBLE ON PIN
6 WAS NOT SPEC'D
8/18/77 2570 - 18-25-75/207



ALL INFORMATION CONTAINED HEREIN IS UNCLASSIFIED
DATE 12-22-2001 BY 60322 UCBAW/SJS/KAC/STP
EXCEPT WHERE SHOWN OTHERWISE, THIS DOCUMENT IS UNCLASSIFIED
DATE 12-22-2001 BY 60322 UCBAW/SJS/KAC/STP
UNLESS OTHERWISE SPECIFIED

SCALE-	NAME	TITLE	DATE	TITLE
TOLERANCE DIM 1: .005 DIM 2: .010 DIM 3: .015 DIM 4: .020 DIM 5: .030 DIM 6: .040 DIM 7: .050 DIM 8: .060 DIM 9: .070 DIM 10: .080 DIM 11: .090 DIM 12: .100 DIM 13: .120 DIM 14: .150 DIM 15: .200 DIM 16: .250 DIM 17: .300 DIM 18: .400 DIM 19: .500 DIM 20: .600 DIM 21: .700 DIM 22: .800 DIM 23: 1.000 DIM 24: 1.200 DIM 25: 1.500 DIM 26: 2.000 DIM 27: 2.500 DIM 28: 3.000 DIM 29: 4.000 DIM 30: 5.000 DIM 31: 6.000 DIM 32: 8.000 DIM 33: 10.000 DIM 34: 12.000 DIM 35: 15.000 DIM 36: 20.000 DIM 37: 25.000 DIM 38: 30.000 DIM 39: 40.000 DIM 40: 50.000 DIM 41: 60.000 DIM 42: 80.000 DIM 43: 100.000 DIM 44: 120.000 DIM 45: 150.000 DIM 46: 200.000 DIM 47: 250.000 DIM 48: 300.000 DIM 49: 400.000 DIM 50: 500.000 DIM 51: 600.000 DIM 52: 800.000 DIM 53: 1000.000 DIM 54: 1200.000 DIM 55: 1500.000 DIM 56: 2000.000 DIM 57: 2500.000 DIM 58: 3000.000 DIM 59: 4000.000 DIM 60: 5000.000 DIM 61: 6000.000 DIM 62: 8000.000 DIM 63: 10000.000 DIM 64: 12000.000 DIM 65: 15000.000 DIM 66: 20000.000 DIM 67: 25000.000 DIM 68: 30000.000 DIM 69: 40000.000 DIM 70: 50000.000 DIM 71: 60000.000 DIM 72: 80000.000 DIM 73: 100000.000 DIM 74: 120000.000 DIM 75: 150000.000 DIM 76: 200000.000 DIM 77: 250000.000 DIM 78: 300000.000 DIM 79: 400000.000 DIM 80: 500000.000 DIM 81: 600000.000 DIM 82: 800000.000 DIM 83: 1000000.000 DIM 84: 1200000.000 DIM 85: 1500000.000 DIM 86: 2000000.000 DIM 87: 2500000.000 DIM 88: 3000000.000 DIM 89: 4000000.000 DIM 90: 5000000.000 DIM 91: 6000000.000 DIM 92: 8000000.000 DIM 93: 10000000.000 DIM 94: 12000000.000 DIM 95: 15000000.000 DIM 96: 20000000.000 DIM 97: 25000000.000 DIM 98: 30000000.000 DIM 99: 40000000.000 DIM 100: 50000000.000 DIM 101: 60000000.000 DIM 102: 80000000.000 DIM 103: 100000000.000 DIM 104: 120000000.000 DIM 105: 150000000.000 DIM 106: 200000000.000 DIM 107: 250000000.000 DIM 108: 300000000.000 DIM 109: 400000000.000 DIM 110: 500000000.000 DIM 111: 600000000.000 DIM 112: 800000000.000 DIM 113: 1000000000.000 DIM 114: 1200000000.000 DIM 115: 1500000000.000 DIM 116: 2000000000.000 DIM 117: 2500000000.000 DIM 118: 3000000000.000 DIM 119: 4000000000.000 DIM 120: 5000000000.000 DIM 121: 6000000000.000 DIM 122: 8000000000.000 DIM 123: 10000000000.000 DIM 124: 12000000000.000 DIM 125: 15000000000.000 DIM 126: 20000000000.000 DIM 127: 25000000000.000 DIM 128: 30000000000.000 DIM 129: 40000000000.000 DIM 130: 50000000000.000 DIM 131: 60000000000.000 DIM 132: 80000000000.000 DIM 133: 100000000000.000 DIM 134: 120000000000.000 DIM 135: 150000000000.000 DIM 136: 200000000000.000 DIM 137: 250000000000.000 DIM 138: 300000000000.000 DIM 139: 400000000000.000 DIM 140: 500000000000.000 DIM 141: 600000000000.000 DIM 142: 800000000000.000 DIM 143: 1000000000000.000 DIM 144: 1200000000000.000 DIM 145: 1500000000000.000 DIM 146: 2000000000000.000 DIM 147: 2500000000000.000 DIM 148: 3000000000000.000 DIM 149: 4000000000000.000 DIM 150: 5000000000000.000 DIM 151: 6000000000000.000 DIM 152: 8000000000000.000 DIM 153: 10000000000000.000 DIM 154: 12000000000000.000 DIM 155: 15000000000000.000 DIM 156: 20000000000000.000 DIM 157: 25000000000000.000 DIM 158: 30000000000000.000 DIM 159: 40000000000000.000 DIM 160: 50000000000000.000 DIM 161: 60000000000000.000 DIM 162: 80000000000000.000 DIM 163: 100000000000000.000 DIM 164: 120000000000000.000 DIM 165: 150000000000000.000 DIM 166: 200000000000000.000 DIM 167: 250000000000000.000 DIM 168: 300000000000000.000 DIM 169: 400000000000000.000 DIM 170: 500000000000000.000 DIM 171: 600000000000000.000 DIM 172: 800000000000000.000 DIM 173: 1000000000000000.000 DIM 174: 1200000000000000.000 DIM 175: 1500000000000000.000 DIM 176: 2000000000000000.000 DIM 177: 2500000000000000.000 DIM 178: 3000000000000000.000 DIM 179: 4000000000000000.000 DIM 180: 5000000000000000.000 DIM 181: 6000000000000000.000 DIM 182: 8000000000000000.000 DIM 183: 10000000000000000.000 DIM 184: 12000000000000000.000 DIM 185: 15000000000000000.000 DIM 186: 20000000000000000.000 DIM 187: 25000000000000000.000 DIM 188: 30000000000000000.000 DIM 189: 40000000000000000.000 DIM 190: 50000000000000000.000 DIM 191: 60000000000000000.000 DIM 192: 80000000000000000.000 DIM 193: 100000000000000000.000 DIM 194: 120000000000000000.000 DIM 195: 150000000000000000.000 DIM 196: 200000000000000000.000 DIM 197: 250000000000000000.000 DIM 198: 300000000000000000.000 DIM 199: 400000000000000000.000 DIM 200: 500000000000000000.000	03088	7-9		



REVISIONS

FOR PREVIOUS INFO. SEE VOIDED COPY 35-555 R00 D08

35-555 R00 D08 12-12-75 R00

AREA C1-C4: STRAPPING OPTION BRACKET WAS NOT SPEC'D. AREA A9: NOTE 1 WAS NOT SPEC'D

35-555 R00 D08 12-12-75 R00

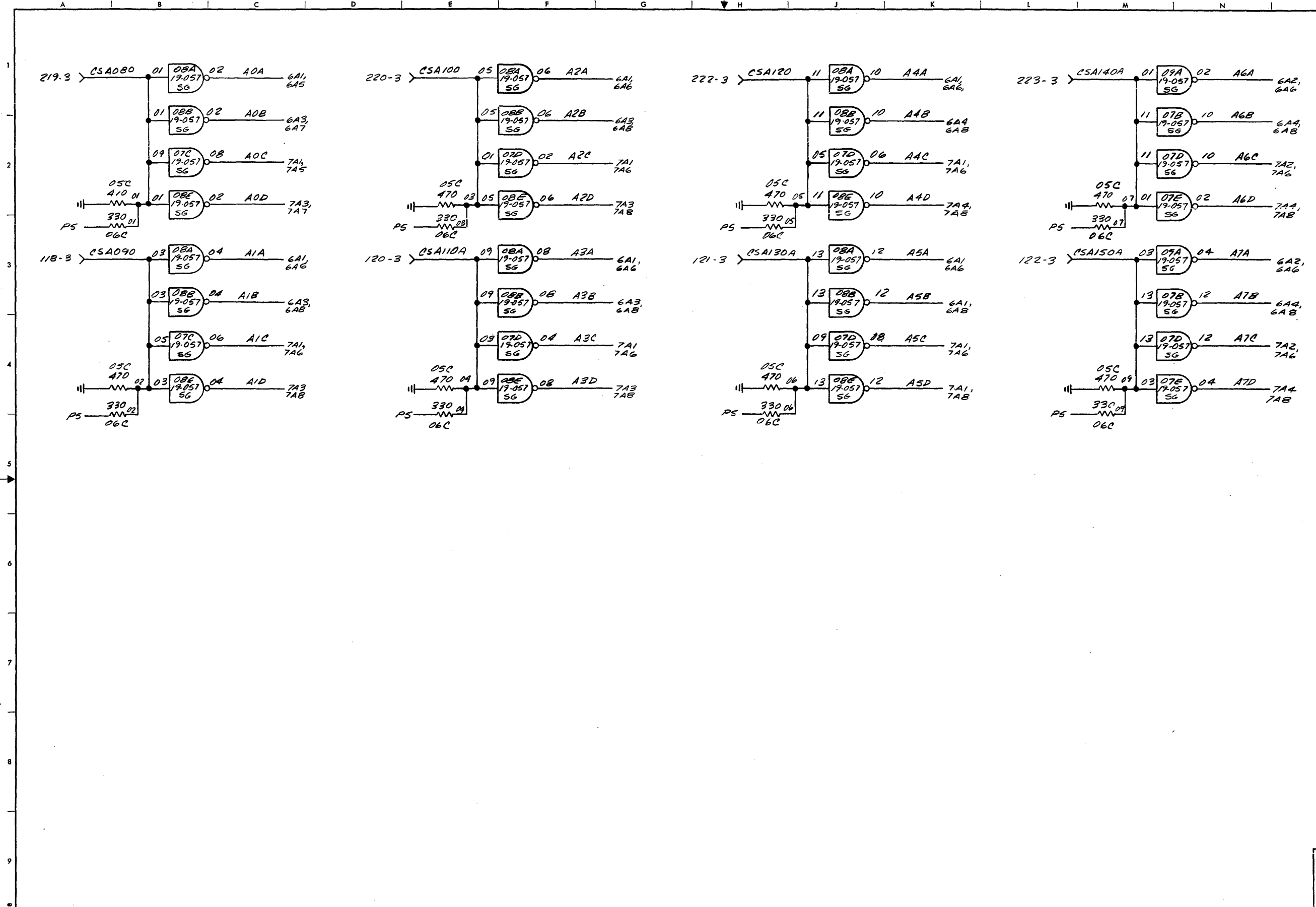
AREA E2-E4 ALL ORD. 609B GATES WERE 19-060 (4 PLCS)

35-555 R00 D08 12-12-75 R00

NOTES:
1. STRAPPING ADDRESS X'800-9FF'
21-25, 22-28, 23-30, 24-31,
46-25, 45-28, 44-30, 43-32

SCALE-	NAME	TITLE	DATE	TITLE
				FUNCTIONAL SCHEMATIC
				MB/32 CPC
				(DCS OPTION)
				35-555 R00 D08
				SHEET 8-9

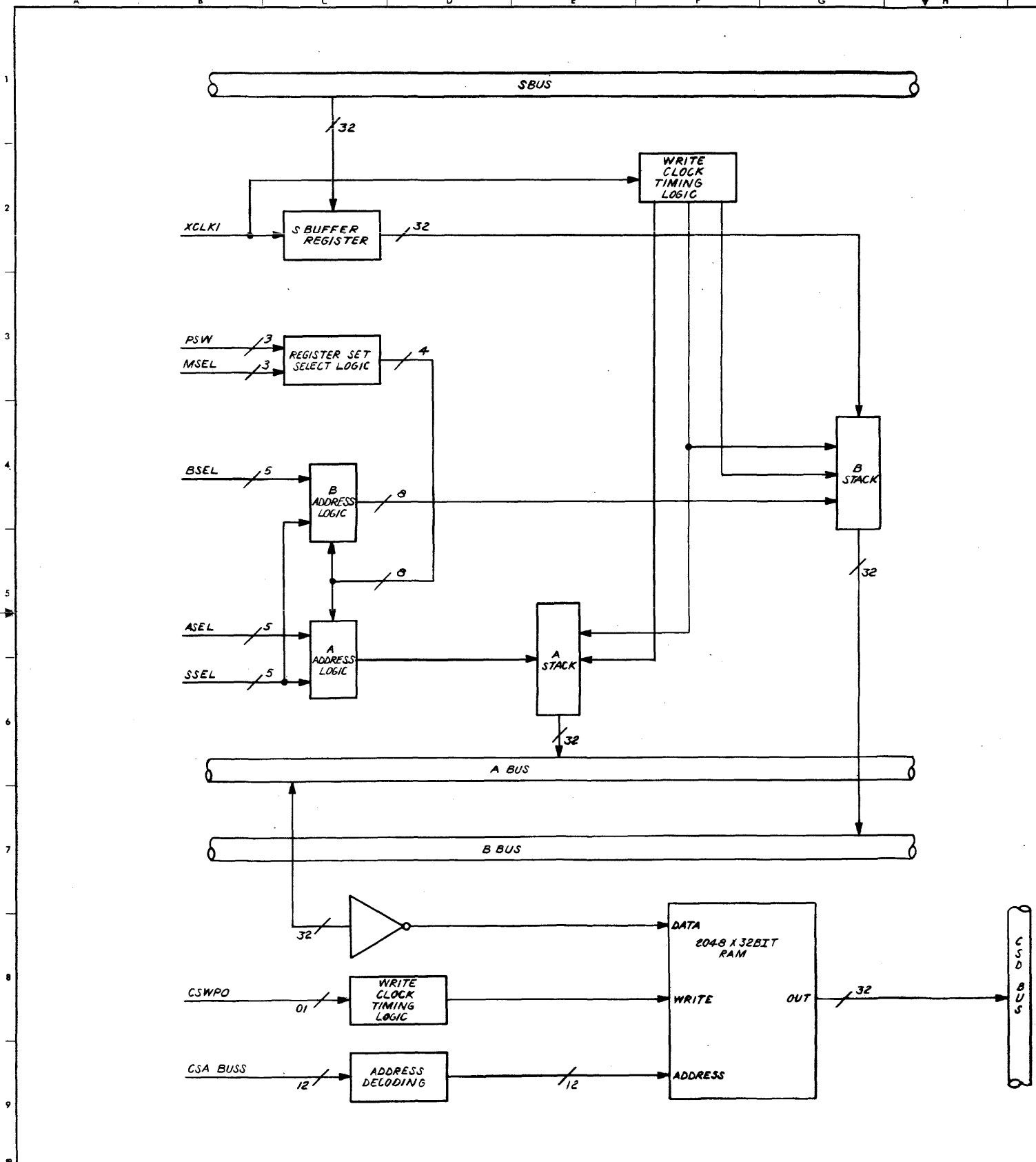
REVISIONS	
AREA E3 CSA110A WAS CSA110. AREA H3 CSA130A WAS CSA130. AREA M3 CSA150A WAS CSA150. AREA L1 CSA140A WAS CSA140.	
KR/7	4231 R 3-10-80 RD/



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BRUNING 44-231 24538

SCALE -	NAME	TITLE	DATE	TITLE
TOLERANCE XXX ± .005 XX ± .02 X ± .03 ANGLES ± 10° UNLESS OTHERWISE SPECIFIED		DRAFT		FUNCTIONAL SCHEMATIC M8132 CPC (DCS OPTION)
		CHK		TASK NO. 03088
		ENGR		DWG. NO. 35-555-RO1 D08
				SHEET OF 9-9



TERM. NO.	CABLE CONNECTOR MAP		BACK PANEL MAP		TERM. NO.
	2	1	1	2	
18			P5	P5	41
15			GRD		40
14					39
13					38
12					37
11			GRD	GRD	36
10			B300	B310	35
09			B280	B290	34
08			B260	B270	33
07			B240	B250	32
06					31
05			B220	B230	30
04			B200	B210	29
03			B180	B190	28
02			B160	B170	27
01			GRD	GRD	26
00			S300	S310	25
			S280	S290	24
			S260	S270	23
			S240	S250	22
24	CSD301	CSD311			21
23	CSD281	CSD291			20
22	GRD	CSD271	S220	S230	19
21	CSD261	CSD251	S200	S210	18
20	CSD241	GRD	S180	S190	17
19	CSD221	CSD231	S160	S170	16
18	GRD	CSD211	GRD	GRD	15
17	CSD201	CSD191	A300	A310	14
16	CSD181	GRD	A280	A290	13
15	CSD161	CSD171	A260	A270	12
14	GRD	CSD151	A240	A250	11
13	CSD141	CSD131	GRD	GRD	10
12	CSD121	GRD	A220	A230	09
11	CSD101	CSD111	A200	A210	08
10	GRD	CSD091	A180	A190	07
09	CSD081	CSD071	A160	A170	06
08	CSD061	GRD	GRD	GRD	05
07	CSD041	CSD051			04
06	GRD	CSD031	MSELO20	RWCO	03
05	CSD021	CSD011	MSELO00	MSELO10	02
04	CSD001	GRD	GRD		01
03	GRD	CSWPO	P5	P5	00
02	GRD	GRD			
01	GRD	GRD	P5	P5	41
00	GRD	GRD	GRD		40
					39
					38
					37
			STRTO	GRD	36
24	GRD	GRD	B140	B150	35
23	CSA140	GRD	B120	B130	34
22	CSA120	CSA150	B100	B110	33
21	GRD	CSA130	B080	B090	32
20	CSA100	CSA110	GRD	GRD	31
19	CSA080	GRD	B060	B070	30
18	CSA060	CSA090	B040	B050	29
17	GRD	CSA070	B020	B030	28
16	CSA040	CSA050	B000	B010	27
15	GRD	GRD	GRD	GRD	26
14	GRD	GRD	S140	S150	25
13	GRD	GRD	S120	S130	24
12	GRD	PCLRO	S100	S110	23
11	PSW251	SRCLKI	S080	S090	22
10	PSW261	PSW271	GRD	GRD	21
09	GRD	S280	S060	S070	20
08	ASEL031	ASEL041	S040	S050	19
07	ASEL011	ASEL021	S020	S030	18
06	GRD	ASEL001	S000	S010	17
05	BSEL031	BSEL041			16
04	BSEL011	BSEL021	A140	A150	15
03	GRD	BSEL001	A120	A130	14
02	SSEL031	SSEL041	A100	A110	13
01	SSEL011	SSEL021	A080	A090	12
00	GRD	SSEL001	A060	A070	11
			A040	A050	10
16			A020	A030	09
15			A000	A010	08
14			GRD	GRD	07
13			SCLRO		06
12					05
11					04
10					03
09					02
08			GRD		01
07			P5	P5	00

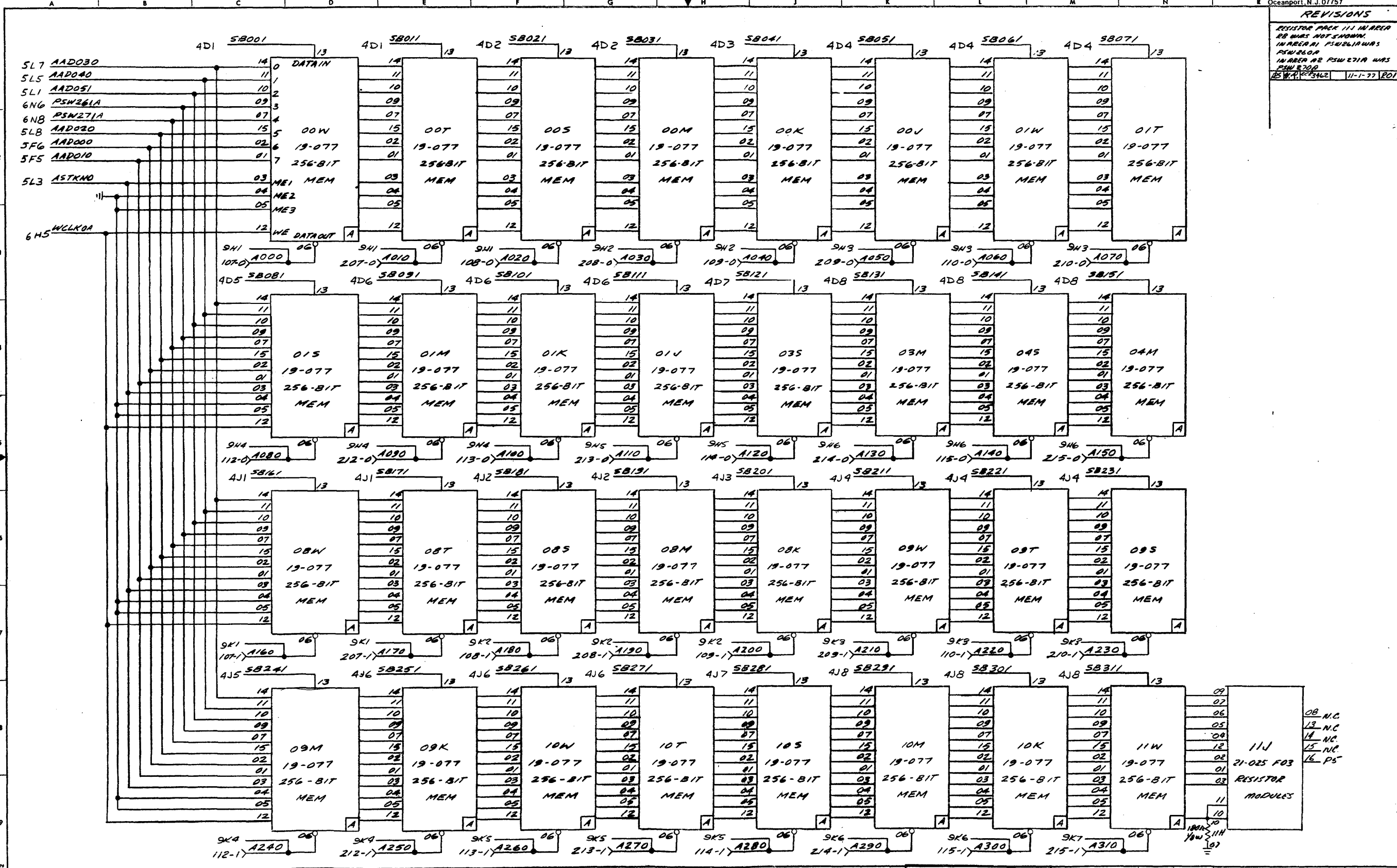
REVISIONS		
PRE PRODUCTION APPROVAL	DEV	DATE
	P.H.	8/11/77
SHTS. 1-10 HAVE BEEN REVISED. WALS WERE DCS ON ALL SHTS. PS ARE ROW 1/2 WERE NOT SHOWN PSW 261 WERE PSW 260 PSW 271 WERE PSW 270		
RELEASED FOR PRODUCTION		
PROJ. ENG. 68	DATE	2/24/78
REVISED SHTS 196 AREA S9 35-663 WAS RO1		
KR 4279 MS 2-28-80 RO2		
AREA S9, 35-663 WAS RO4, REVISED SHTS 1, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41		
KR 14933 MS 4-19-80 RO3		

REVISION	3	1	2	1	3	1	1	1	1	
SHEET	1	2	3	4	5	6	7	8	9	10

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			C. MICHAELS	DRAFT	7/20/77	FUNCTIONAL SCHEMATIC
			W. LIMPERT	CHK	7/22/77	8/32 CPC W/CK WCS
			B. HAGERMAN	ENGR	8/24/78	
			R.A. BARKER	Q.C.	8/24/78	
			N. LEMONDE	MGR.	8/24/78	
						35-663 RO6
						BOARD REV LEVEL
						BOARDS AGREEING WITH THIS SCHEMATIC MUST BE AT LEAST THE FOLLOWING REVISION LEVEL.
						03898
						35-663R03 DOB -10

REVISIONS

RESISTOR PACK 11J IN AREA
08 WAS NOT SHOWN.
IN AREA 01 PSW 271A WAS
PSW 260A
IN AREA 02 PSW 271A WAS
PSW 270A
PSW 260A
11-1-77 R01

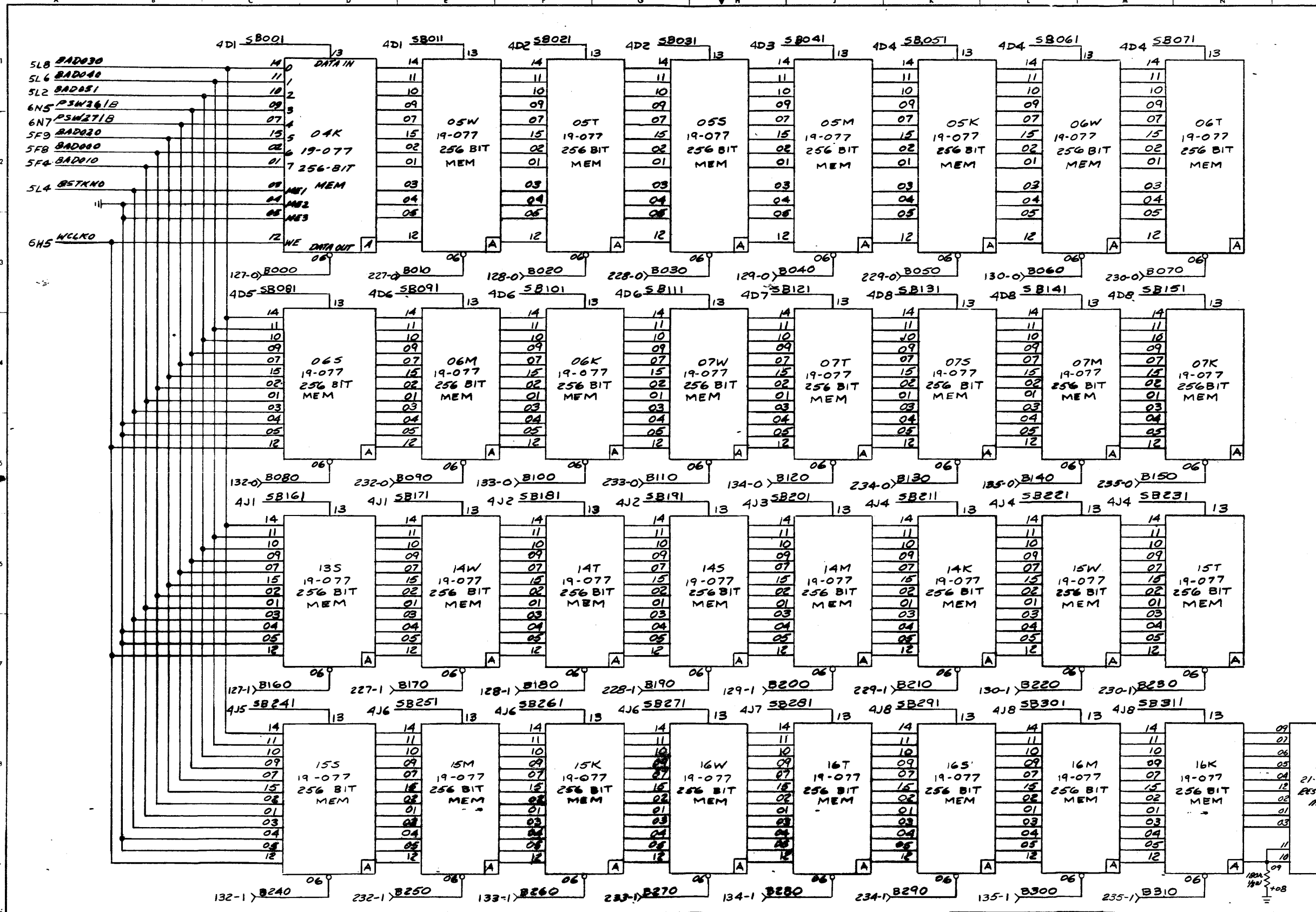


NOTES	INFORMATION DISCLOSED HEREIN IS THE PROPERTY OF THE PERKIN ELMER CORPORATION, COMPUTER SYSTEMS DIVISION, AND SHALL NOT BE DISCLOSED OR USED FOR ANY OTHER PURPOSES EXCEPT AS SPECIFIED BY CONTRACT BETWEEN THE BUYER AND THE PERKIN ELMER CORPORATION. DUPLICATION OF ANY PORTION OF THIS DATA SHALL INCLUDE THIS LEGEND.	NAME P. CARD	TITLE DRAFT	DATE 7-8-77	TITLE FUNCTIONAL SCHEMATIC 8/32 CPC W/2K WCS
					TASK NO. 0-5828
					SHEET OF 35-663R01 DOB 2-10

BRUNING 44-231 1604Z

REVISIONS

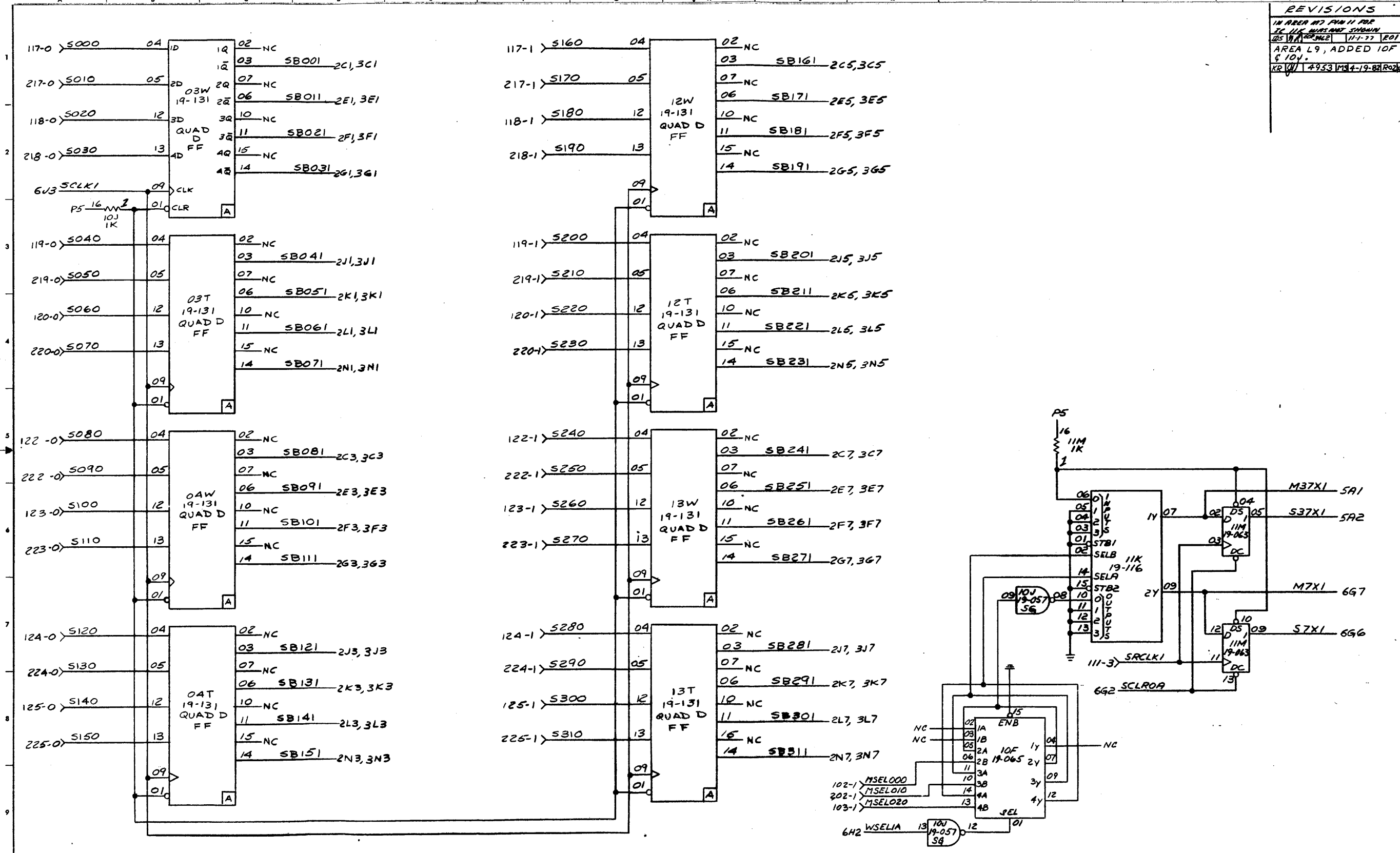
RESISTOR PACK IN AREA 2B
WAS NOT SHOWN
IN AREA 01 PER 2618 WRS
PCW 2608
IN AREA 02 PER 2718 WRS
PCW 2708
25 WRS 342 V-1-77 E01



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NAME	DATE	DESCRIPTION
F. CARD	7/8/77	FUNCTIONAL SCHEMATIC
		8132 CPC
		W12K WCS
		03898
		35-663R01 DOB
		SHEET OF 3-10

REVISIONS			
10	AREA 47, PIN 11 FOR 25 11K RESISTOR SHOWN		
25	AREA 47, PIN 11 FOR 25 11K RESISTOR SHOWN	11-1-77	EOI
	AREA L9, ADDED 10F 5 10V.		
KR	4953 MS 4-19-88 ROK		

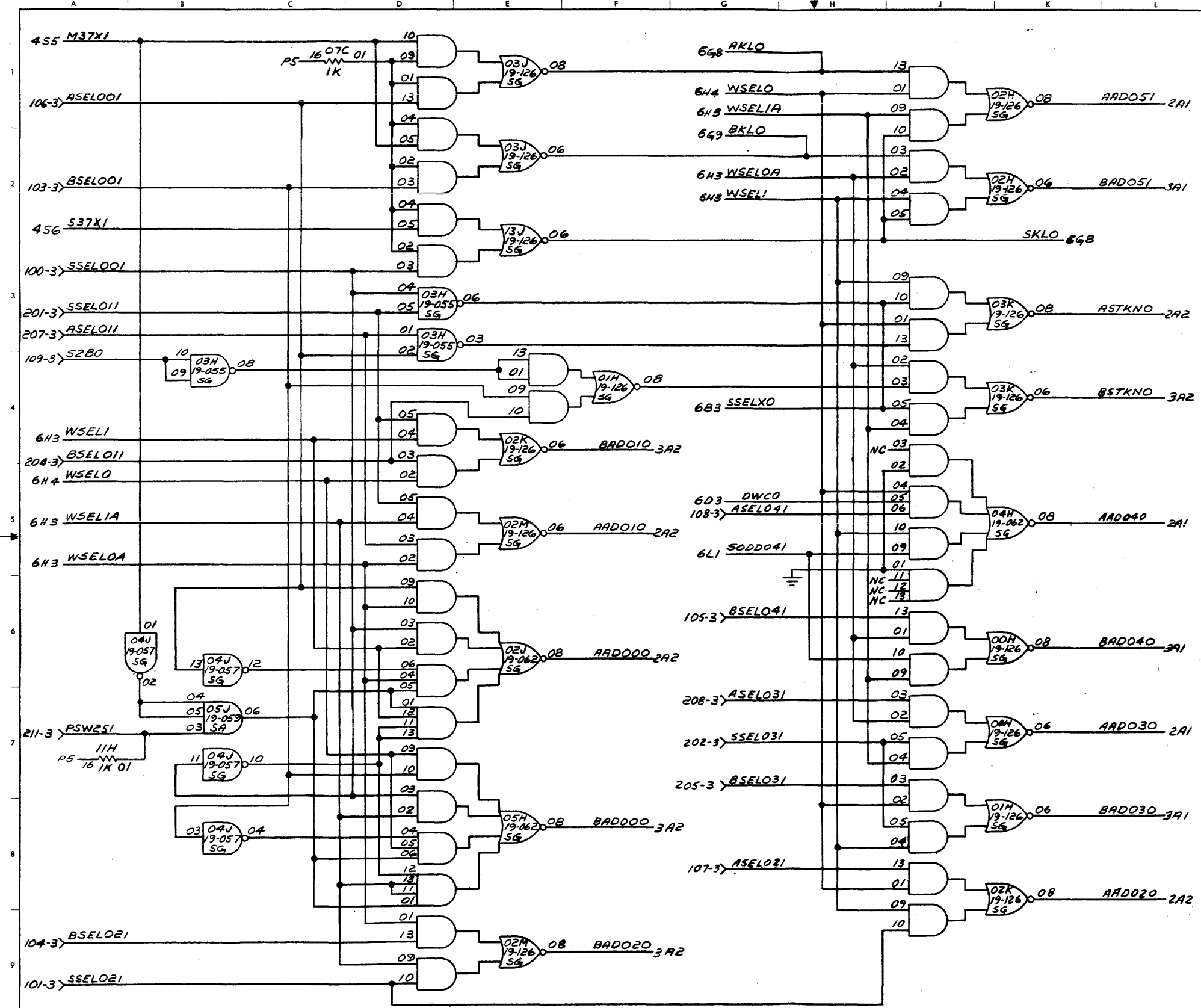


NOTES	NAME	TITLE	DATE	TITLE
	P. CARD	DRAFT	7/8/77	FUNCTIONAL SCHEMATIC
		CHK		8/32 CPC
		ENGR		W/2K WCS
		DIR ENG		03898
				35-663R02 D08
				SHEET OF 4-10

BRUNING 44-231 166242

REVISIONS

DESIGNATION FOR AAD051 WAS 3A1.
DESIGNATION FOR BADO51 WAS 2A1.
2A1
25 1/11/77 1/1-1-77 1/1



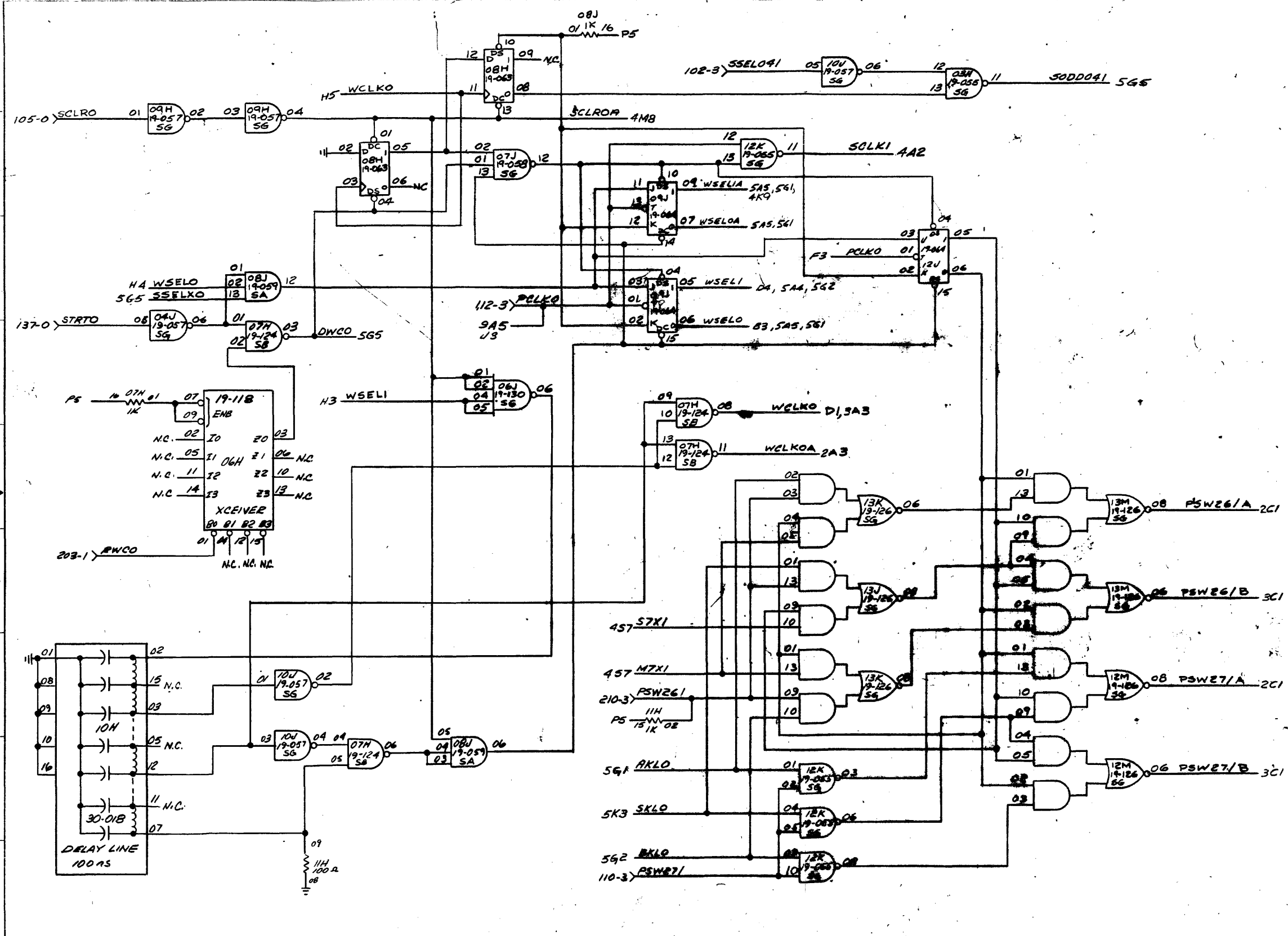
NOTES

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REVISIONS

IN AREA 66 PSW261 WAS PSW260
IN AREA 67 PSW271 WAS PSW270
IN AREA 68 PSW281 WAS PSW280
IN AREA 69 PSW291 WAS PSW290
IN AREA 70 PSW301 WAS PSW300
IN AREA 71 PSW311 WAS PSW310
IN AREA 72 PSW321 WAS PSW320
IN AREA 73 PSW331 WAS PSW330
IN AREA 74 PSW341 WAS PSW340
IN AREA 75 PSW351 WAS PSW350
IN AREA 76 PSW361 WAS PSW360
IN AREA 77 PSW371 WAS PSW370
IN AREA 78 PSW381 WAS PSW380
IN AREA 79 PSW391 WAS PSW390
IN AREA 80 PSW401 WAS PSW400
IN AREA 81 PSW411 WAS PSW410
IN AREA 82 PSW421 WAS PSW420
IN AREA 83 PSW431 WAS PSW430
IN AREA 84 PSW441 WAS PSW440
IN AREA 85 PSW451 WAS PSW450
IN AREA 86 PSW461 WAS PSW460
IN AREA 87 PSW471 WAS PSW470
IN AREA 88 PSW481 WAS PSW480
IN AREA 89 PSW491 WAS PSW490
IN AREA 90 PSW501 WAS PSW500

AREA BB 10H15 WAS CONNECTED TO 10J01. 10H05 WAS CONNECTED TO 10J03. 10H03 & 10H12 WERE N.C.
KR 4279 MS 2-28-60 R02
AREA H2 ADDED 4K9 TO WSELIA.
KR 4953 P4-19-62 R03

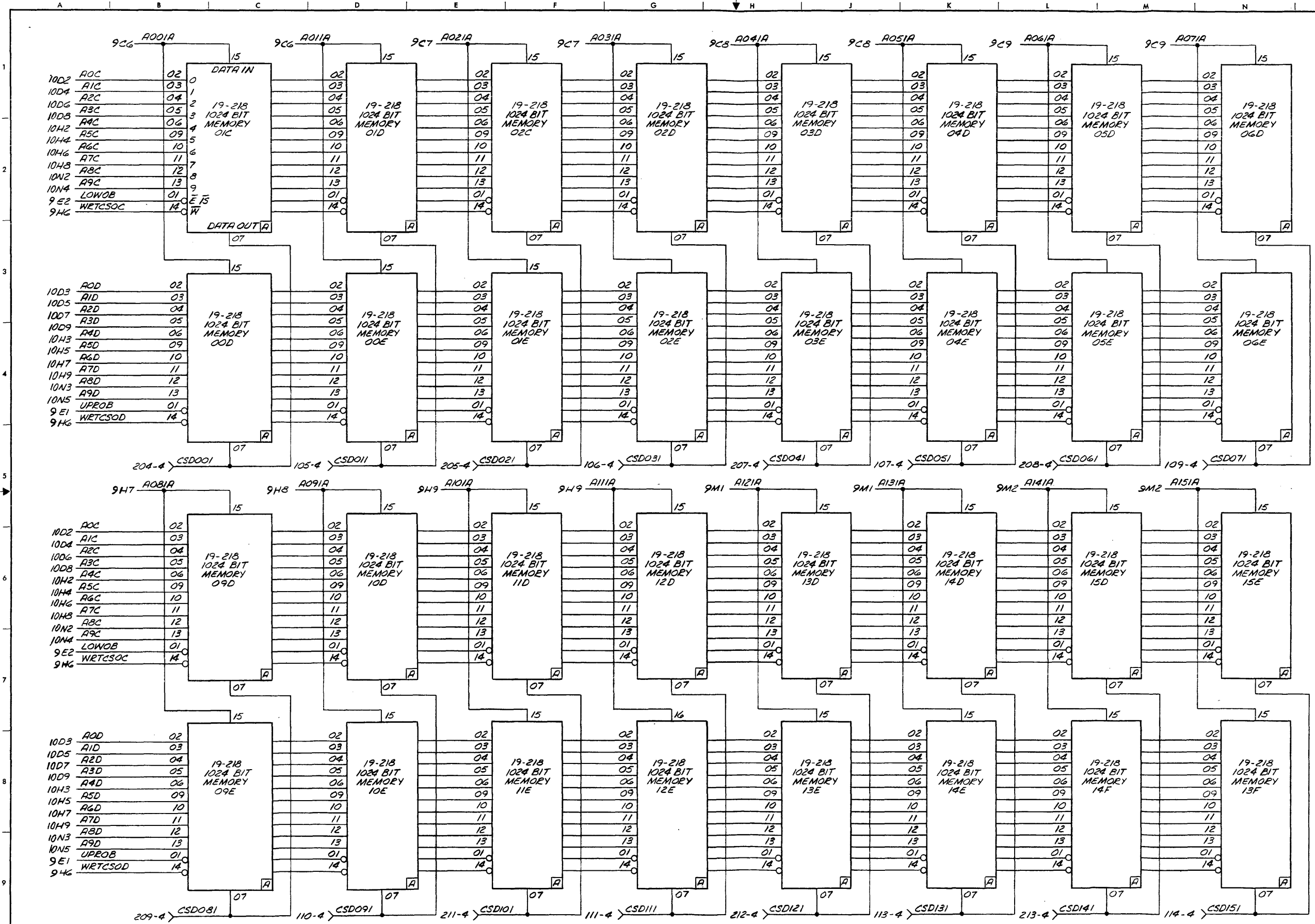


NOTES

NAME PEARL	TITLE FUNCTIONAL SCHEMATIC
DATE 7/8/77	REV 0/32 CPC
	W/EK WCS
	03898
	35-663R03 D08 6-10

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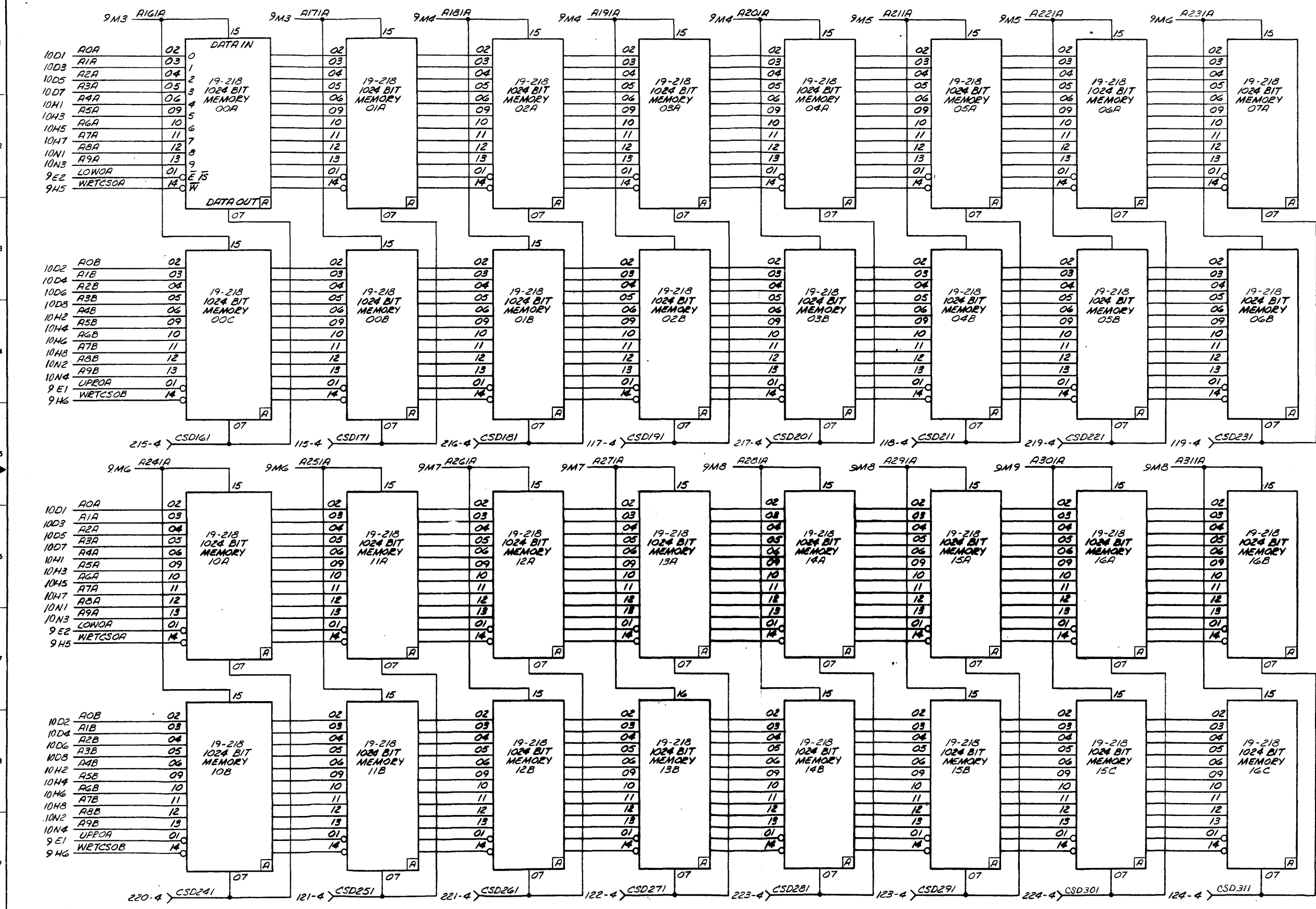
REVISIONS	
TITLE	WCS WAS DCS
NO.	DATE
1	11-77
2	1-77



SCALE	NAME	TITLE	DATE
	P. CARD	DRAFT	7/8/77
		CHK	
		ENGR	

TITLE	TASK NO.	SHEET OF
FUNCTIONAL SCHEMATIC 8132 CPC W/2K WCS	03898	7-10
	35-62301	DOB

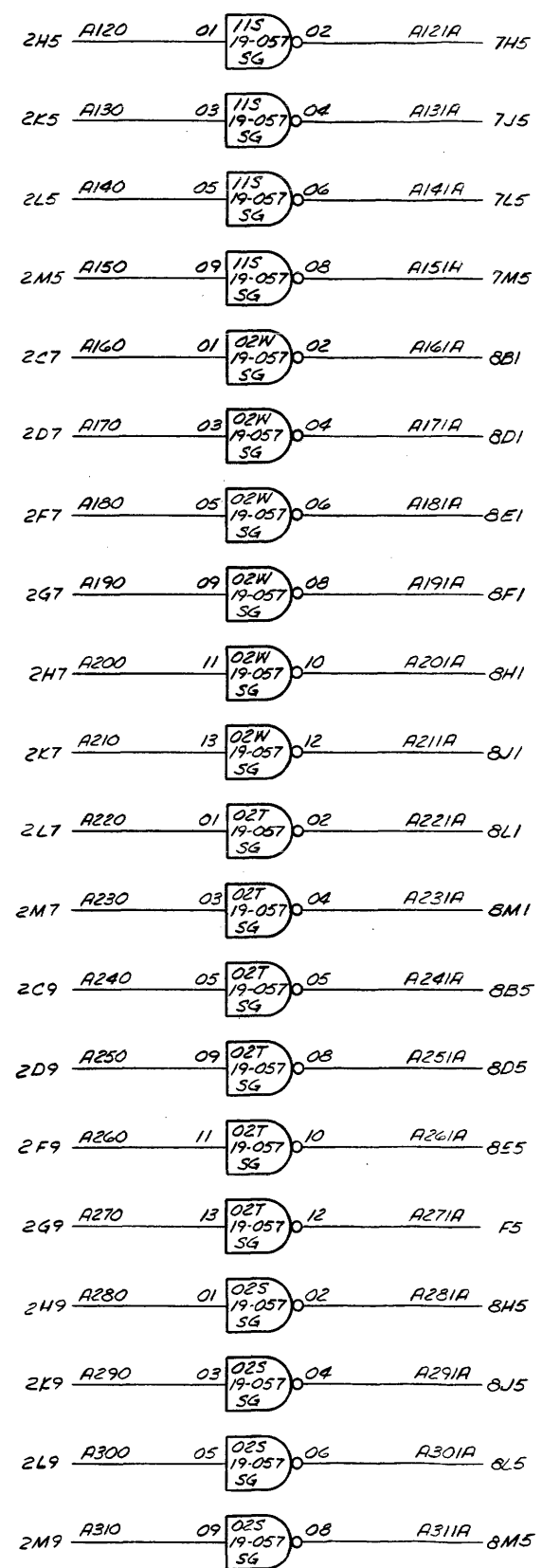
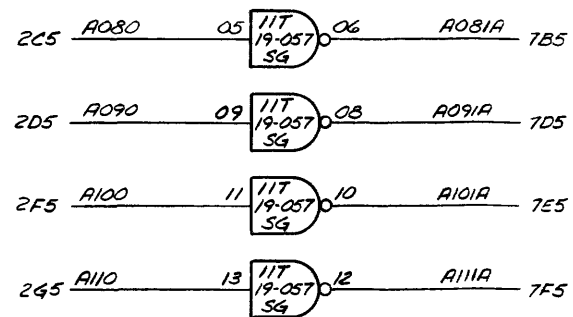
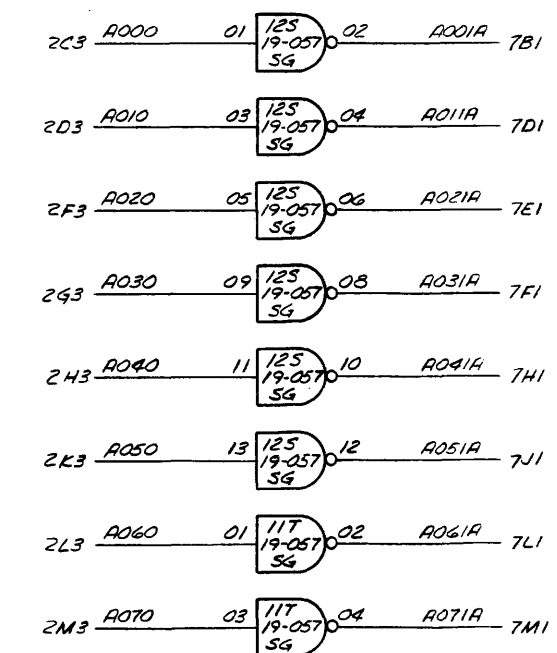
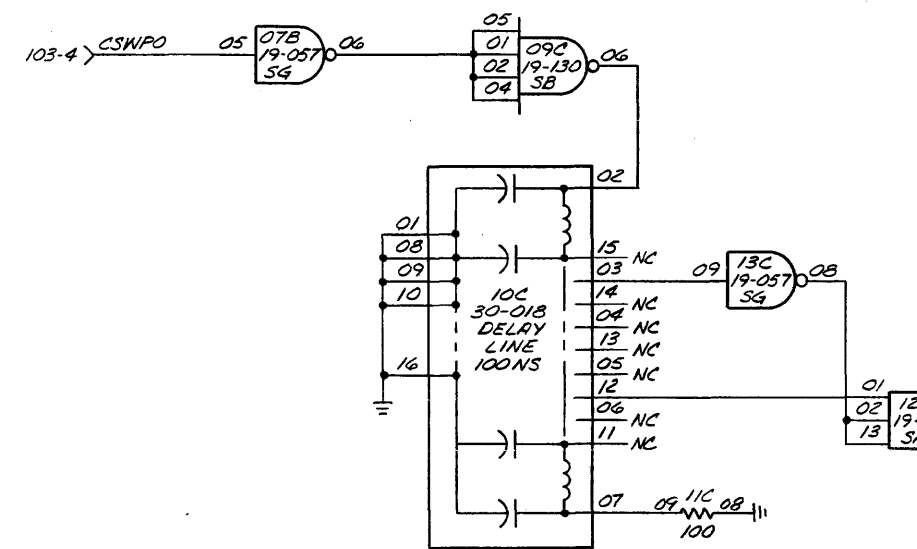
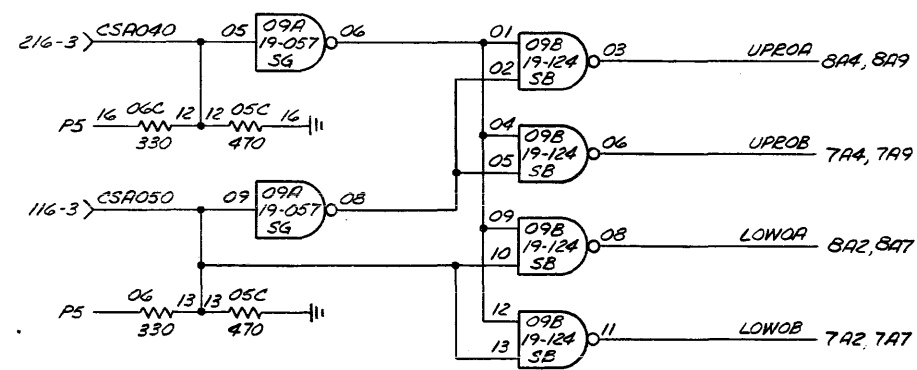
REVISIONS		
NO.	DESCRIPTION	DATE
1	INITIAL WCS WAS DCS	
2	REVISED	11-1-77
3	REVISED	201



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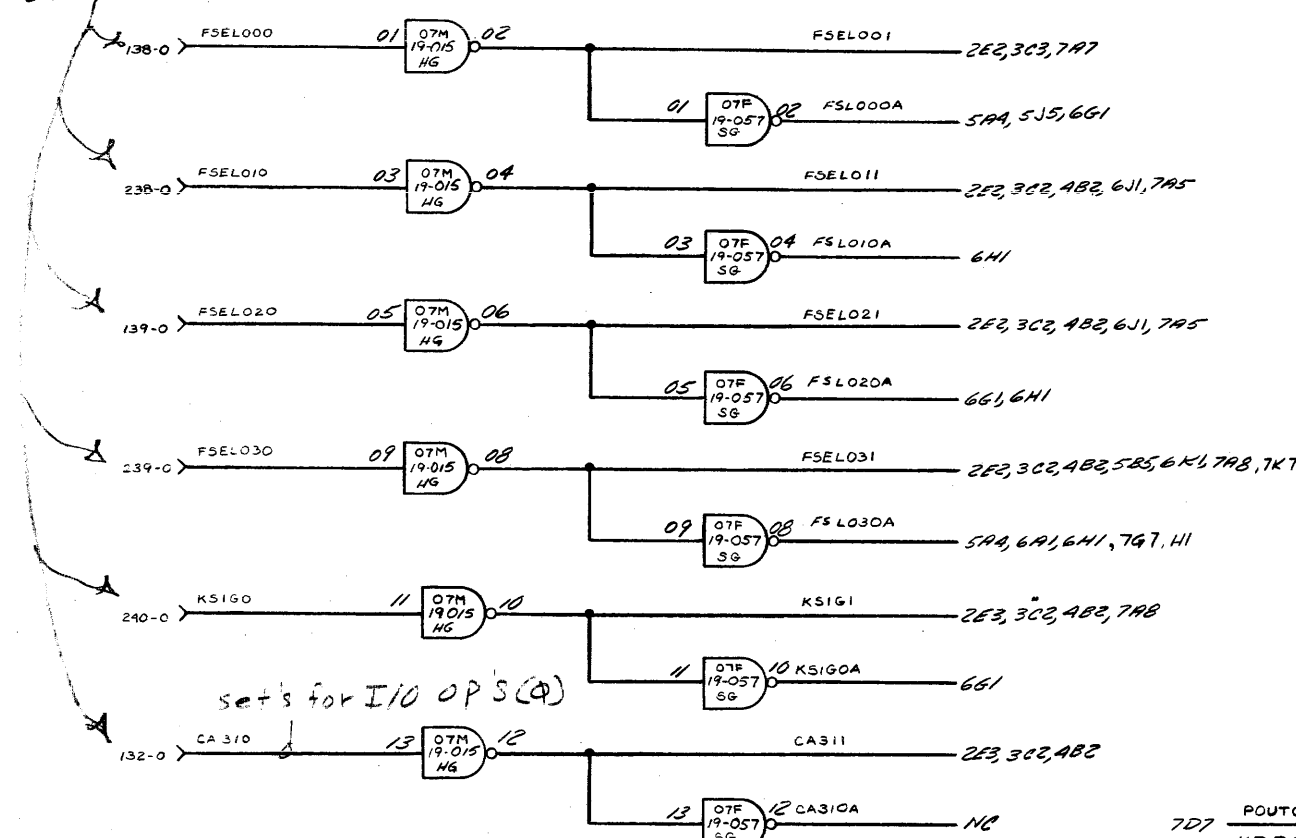
SCALE-	NAME	TITLE	DATE	TITLE
TOLERANCE XXX ± 0.008 XX ± 0.02 X ± 0.05 UNLESS OTHERWISE SPECIFIED	P. CARD	DRAFT	7/8/77	FUNCTIONAL SCHEMATIC 8132CPC WIZK WCS
		ENGR		REV 03898
				35-663Ro 1 D08 8-10

REVISIONS		
IN AREA DA PINS 09, 10 WERE		
22 OF 07 RESPECTIVELY		
25 WA 1962	11-1-77	BOI



SCALE	NAME	TITLE	DATE	TITLE
	P. CARD	DRAFT	7/8/77	FUNCTIONAL SCHEMATIC
		CHK		8132 CPC WIZK WCS
		ENGR		
TOLERANCE				TASK NO. 03838
XXX ± .005				DWG NO. 85-663R01 D08
XX ± .02				SHEET OF 9-10
X ± .03				
ANGLES ± 10				
UNLESS OTHERWISE SPECIFIED				

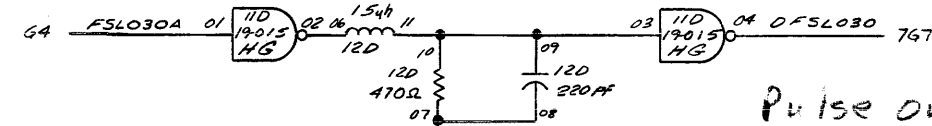
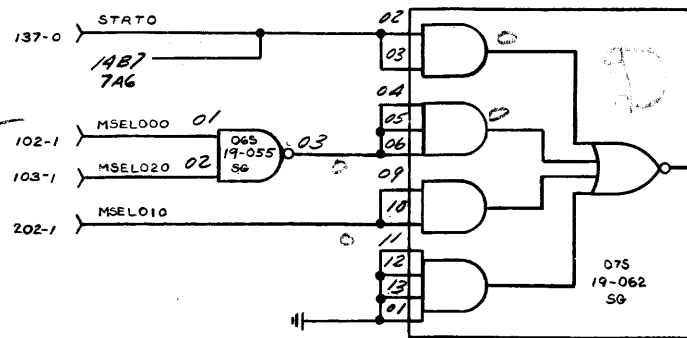
Function select Lines from CPU



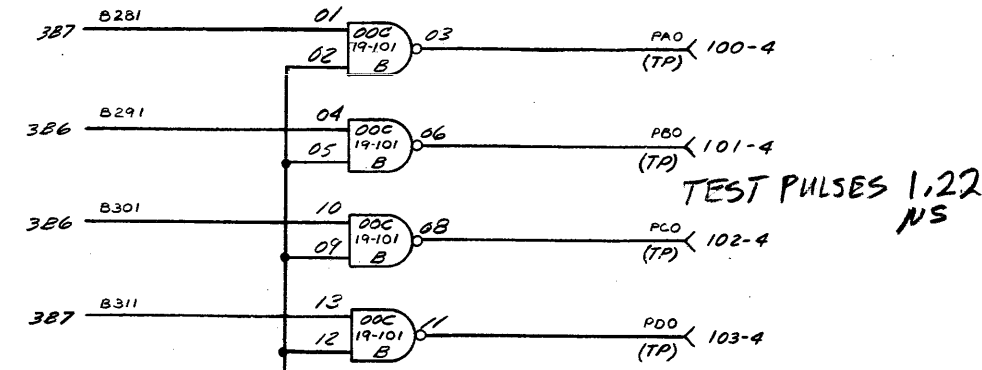
sets for I/O OP'S (Q)

Handwritten notes: 012, 101, 212, 314

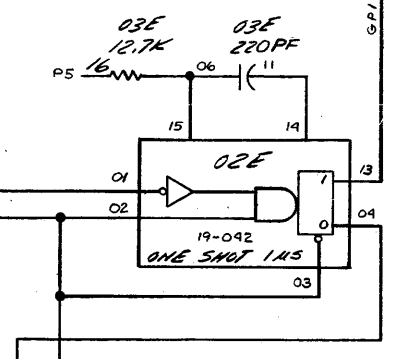
Module select Lines from CPU



Pulse output Lines



TEST PULSES 1, 2, 2 NS



- IOU GND 104-4
- 112-4
- 118-4
- SCATNO 105-4
- MMEPFO 107-4
- EXBO 104-1
- EXBO 108-4
- KTM 109-4
- STPIA 110-4
- GSTPI 111-4
- LSU 113-4
- X1 114-4
- X2 115-4
- X3 116-4
- X4 117-4
- KAL 119-4
- KBI 120-4
- KDI 121-4

REVISIONS table with columns for PRE PRODUCTION APPROVAL, UNIT DEV, and DATE.

REVISIONS log containing detailed change descriptions for various sheets and components, including dates and revision levels.

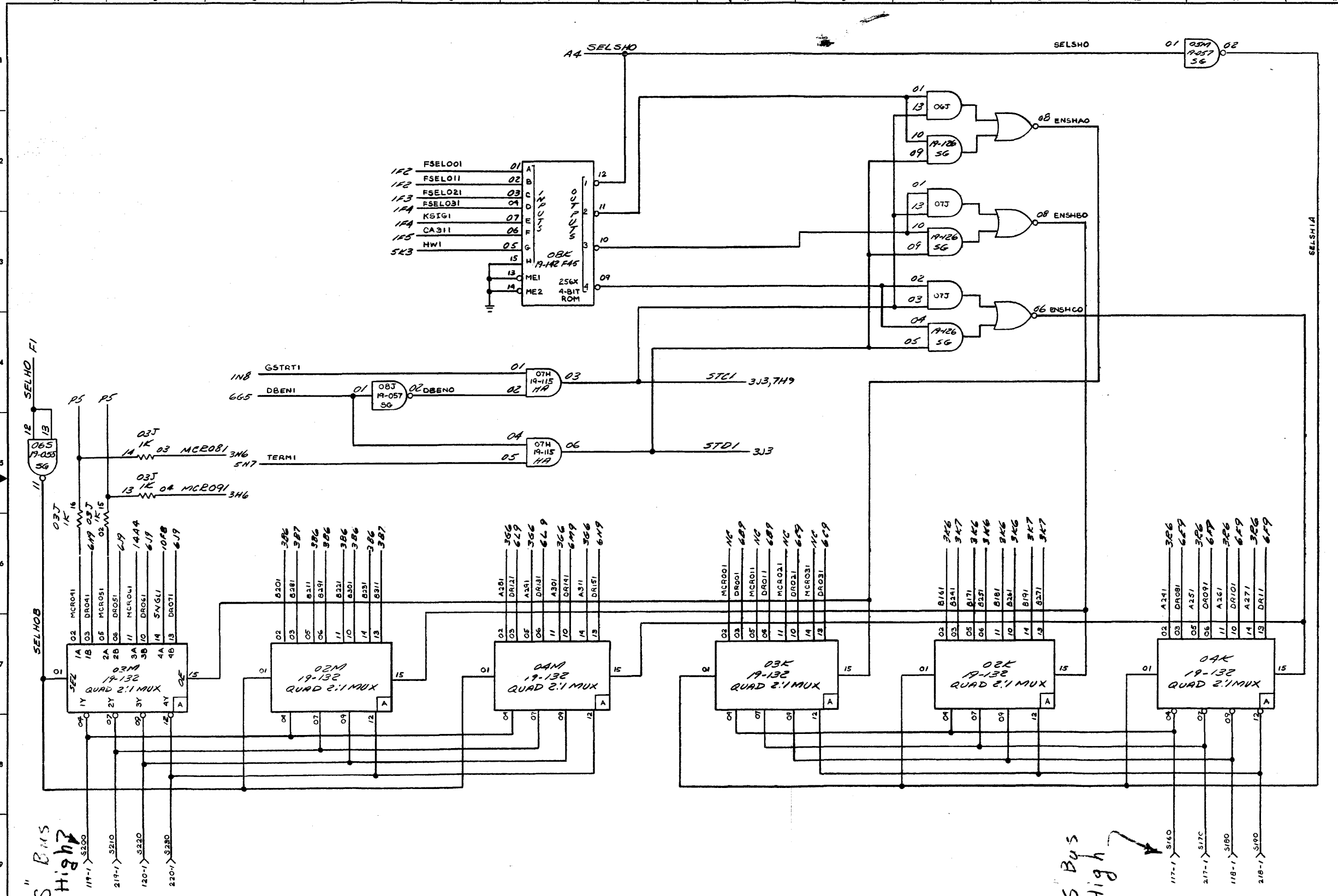
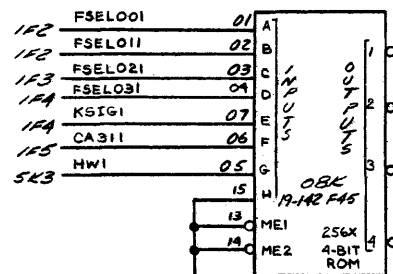
RELEASED FOR PRODUCTION

THE REVISION LEVEL OF THIS SHEET IS CONSIDERED TO BE THE REVISION LEVEL OF THE DOCUMENT. PRINTED CIRCUIT BOARDS AGREEING WITH THIS SCHEMATIC MUST BE AT LEAST THE FOLLOWING REVISION LEVEL.

Bottom section of the page containing a revision index table, a detailed revision log with descriptions and dates, and a project information table with fields for name, title, date, and functional schematic.

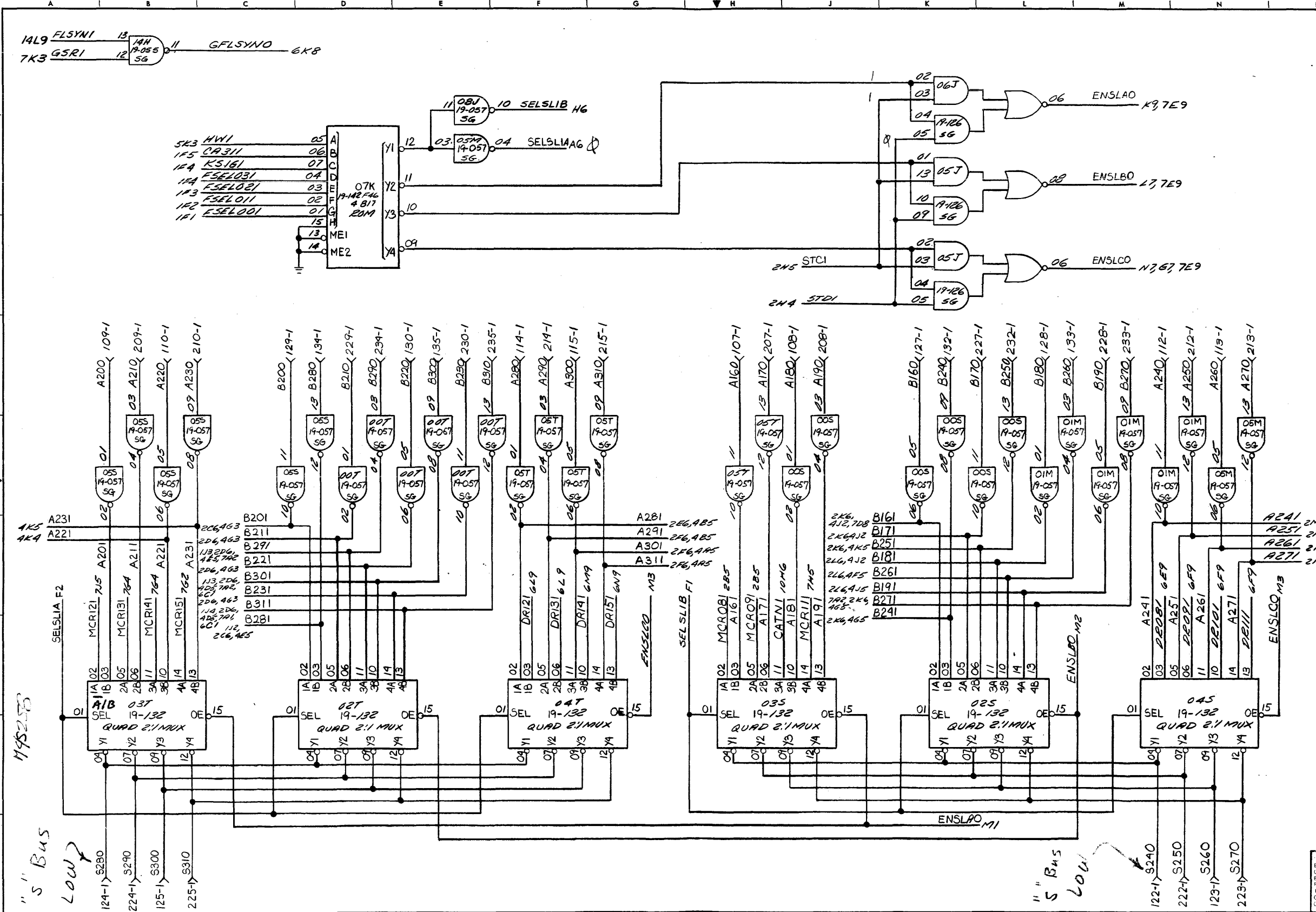
REVISIONS

NO.	DATE	BY	DESCRIPTION
1	03088-18	JG	ADDED SHEET COORDINATE IN AREA A5
2	061274	POI	ADDED GATE AREA AS 19-055 IN 065.
3	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
4	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
5	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
6	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
7	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
8	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
9	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
10	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
11	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
12	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
13	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
14	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
15	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
16	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
17	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
18	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
19	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
20	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
21	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
22	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
23	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
24	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
25	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
26	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
27	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
28	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
29	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.
30	03088-32	WJ	AREA 8A, 18N, 19-132'S INVERSION SUBBLES ON PINS 9, 7, 9, 12 WERE NOT SPEC'D.



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		C. CUTLER	DRAFT	8-7-74	M8/32-10U
			CHK		
			ENGR		
			DIR ENG		
					YEAR 03088 SHEET OF 35-539 R06 D08 2-16

A164: A314 - "A" Bus Cont
 B164: B314 - "B" Bus Cont



REVISIONS	
ADDED: NEW SHEET LOCATIONS IN AREA M2	
03088 -18	24-12-74 R01
ADDED: 19-134 TO AREA D1	
03088 -24	1-7-74 R02
ADDED: 19-057 GATE DBU, LOC E11	
03088 -32	12-14-75 R03
ADDED: GATE 19-055 @ SH7 LOC B1, BOARD LOC 14H.	
03088 -38	11-27-75 R04
RM # WAS 19-05779	
03088 -65	11-15-75 R05
AREA D1: DELETED GATES AT 125. DELETED 1K RESISTOR AT 1050/116. FOR PREV. REV INFO SEE VOIDED MI-FILM COPY 35-539 008, SH7, R05.	
11-11-77	1-3-77 R06

NOTES

NAME	TITLE	DATE	TITLE
COUTLER	DRAFT	8-12-74	FUNCTIONAL SCHEMATIC
	CHK		M8/32-10U
	ENGR		
	DIR ENG		

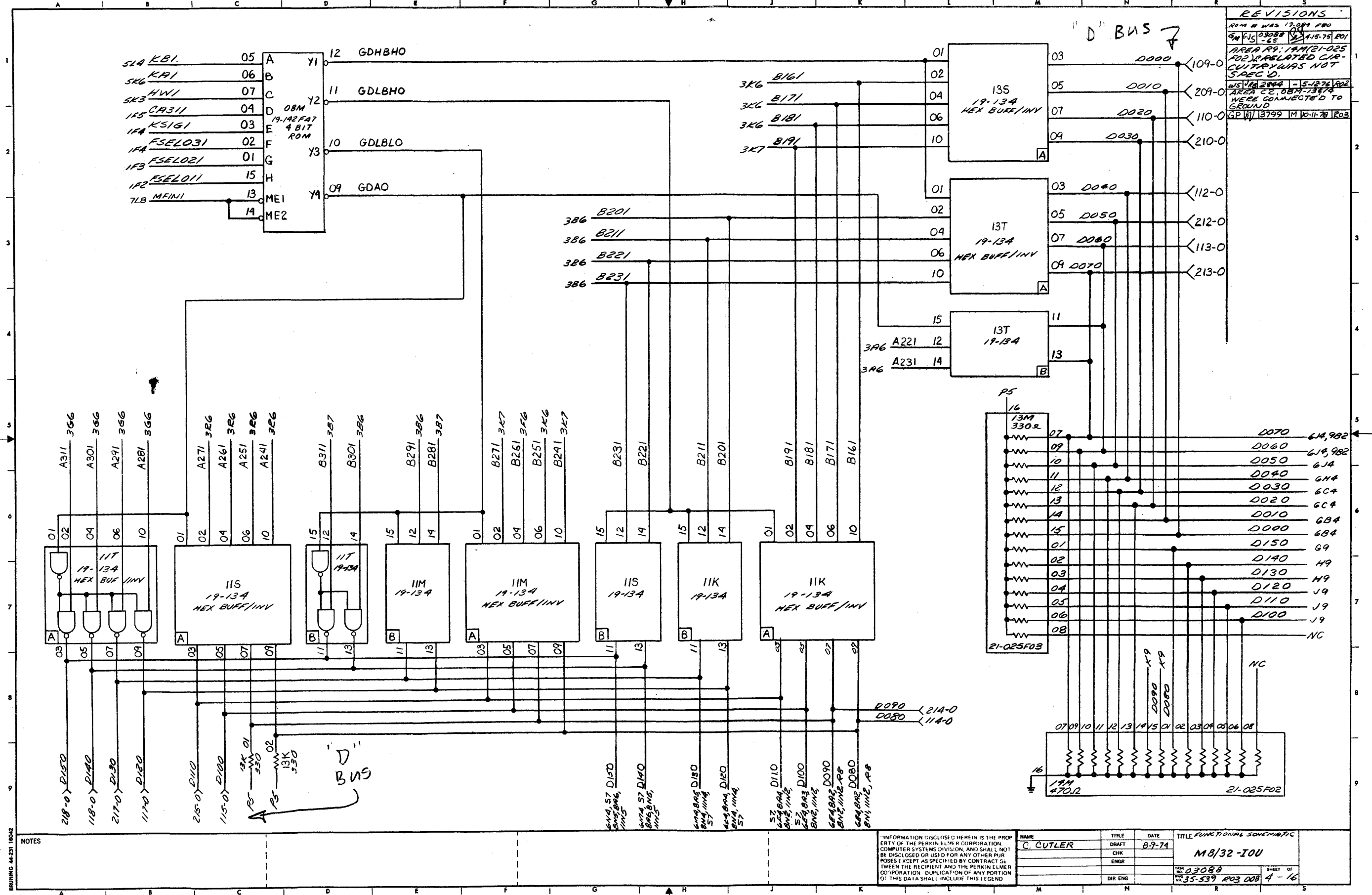
03088
 35-539 R06 008
 SHEET OF 3-16

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REVISIONS

REV	DATE	DESCRIPTION
1	12-11-74	REVISED FOR 19-134
2	1-15-75	REVISED FOR 19-134
3	5-12-76	REVISED FOR 19-134
4	10-11-78	REVISED FOR 19-134

AREA 19: 19-134 (21-025 F02) RELATED CIRCUITRY WAS NOT SPEC' D.
 AREA 22: 08M-7374 WERE CONNECTED TO GROUND
 GP #1 13799 M 10-11-78 R03



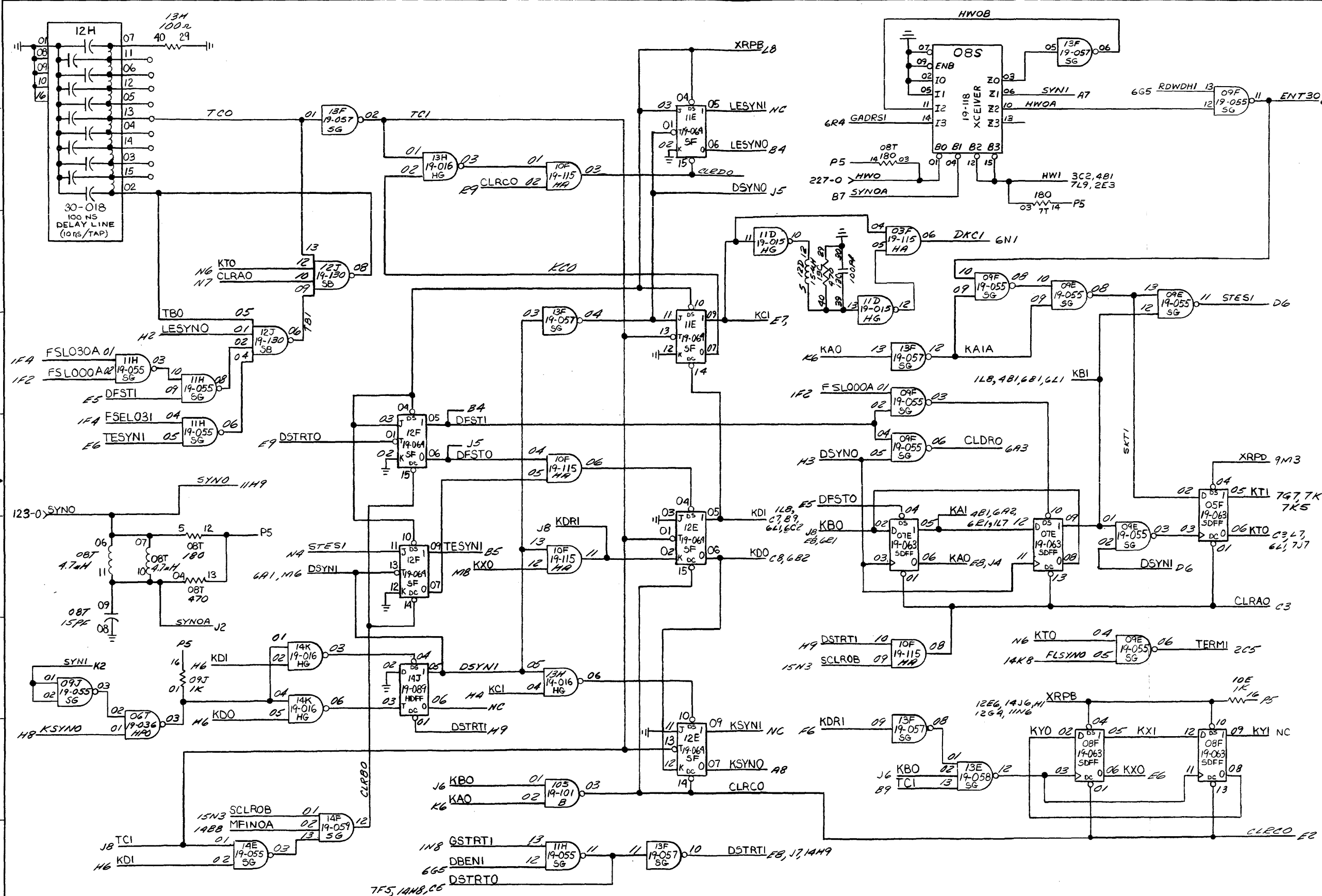
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NAME	TITLE	DATE	TITLE
C. CUTLER	DRAFT	8-9-74	FUNCTIONAL SCHEMATIC
	CHK		M8/32-100
	ENGR		
	DIR ENGR		

TASK NO. 03088 SHEET OF 4-16
 NO. 35-539 F03 008



REVISIONS

CHANGED PER MARKED PRINTS.

6/16/54 03088 19-057-74 R02
 7K7 WAS 7K3 ON KPI, N5. XEPE WAS FLSYNO, 14K9 COORDINATE

6/16/54 03088 19-057-74 R03
 CHANGED: 19-130 IN POS 12U WAS 19-061.

6/16/54 03088 19-057-74 R04
 AREA 4, 3, 4, 3, CIRCUITRY BETWEEN 11E-09, 10F-06 WAS NOT SHOWN

AREA 5: DELETED 06T 01, 02, 03 WHICH WERE TO MAKE SYNO & XSYNI. AREA 4A: ADDED 09J, 06T, 1K RESISTOR BETWEEN 09J-01, 16 & RELATED CIRCUITRY.

AREA 3 & 2: 08S WAS SPEC'D AS A 19-118 SG.

AREA 6B: 12E-07 WAS NC, 12E-09 WAS TO AS.

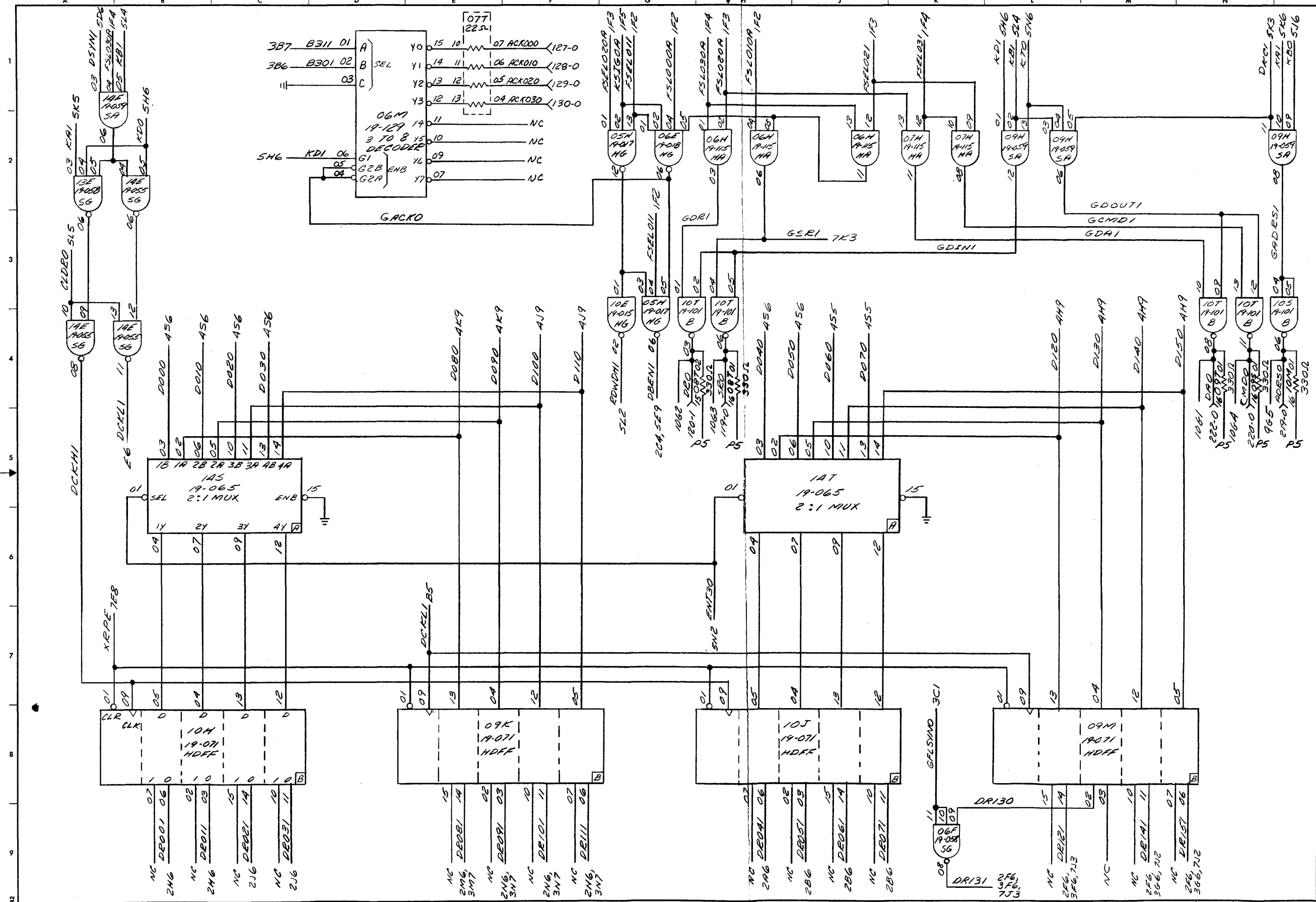
AREA 6C: RESISTOR AT 08T WAS 180Ω.

WS 10/13/57 H-3-2-77 R06
 AREA 1: 09E-05 WAS TO MAKE, 1K PE, CROSS-REF TO 7E8.

WS 10/13/57 H-3-2-77 R07
 EXTENSIVE CHANGES IN AREAS K2 & B7 FOR PREVIOUS REV LEVELS. SEE ROT MICROFILM VT 4543 MS 12-19-81 R08

NOTES	NAME	TITLE	DATE	TITLE
	C. CUTLER	DRAFT	8-14-74	FUNCTIONAL SCHEMATIC
		CHK		M8/32-10U
		ENGR		
		DIR ENGR		

TASK NO. 03088	SHEET OF 5-16
NO. 35-539 R08 D08	



REVISIONS			
AREA D2, 19-129 WAS SHOWN REVERSED.	1	1	1
AREA N1, DR1 WAS KCI. CORINSKS WAS SE7.	2	2	2
AREAS C9, HAE J4. REVISED CROSS-REF. TO REFLECT NEW LOCATIONS ON SMT# 1316. 2894 13-12-76 R03	3	3	3
AREA L9. ADDED GATE 06F. RELATED CIRCUITRY. 09M03 WAS TO DR131. CROSS REF. TO 2F6, 3F6, & 7J3.	4	4	4
AREA H5. ADDED 2 330 R RESISTORS BETWEEN 09F02, 15E08F. 011G. AREA N5. ADDED 3 330 R RESISTORS BETWEEN 09F01, 16, 09S01, 16 & 10M. 011G.	5	5	5

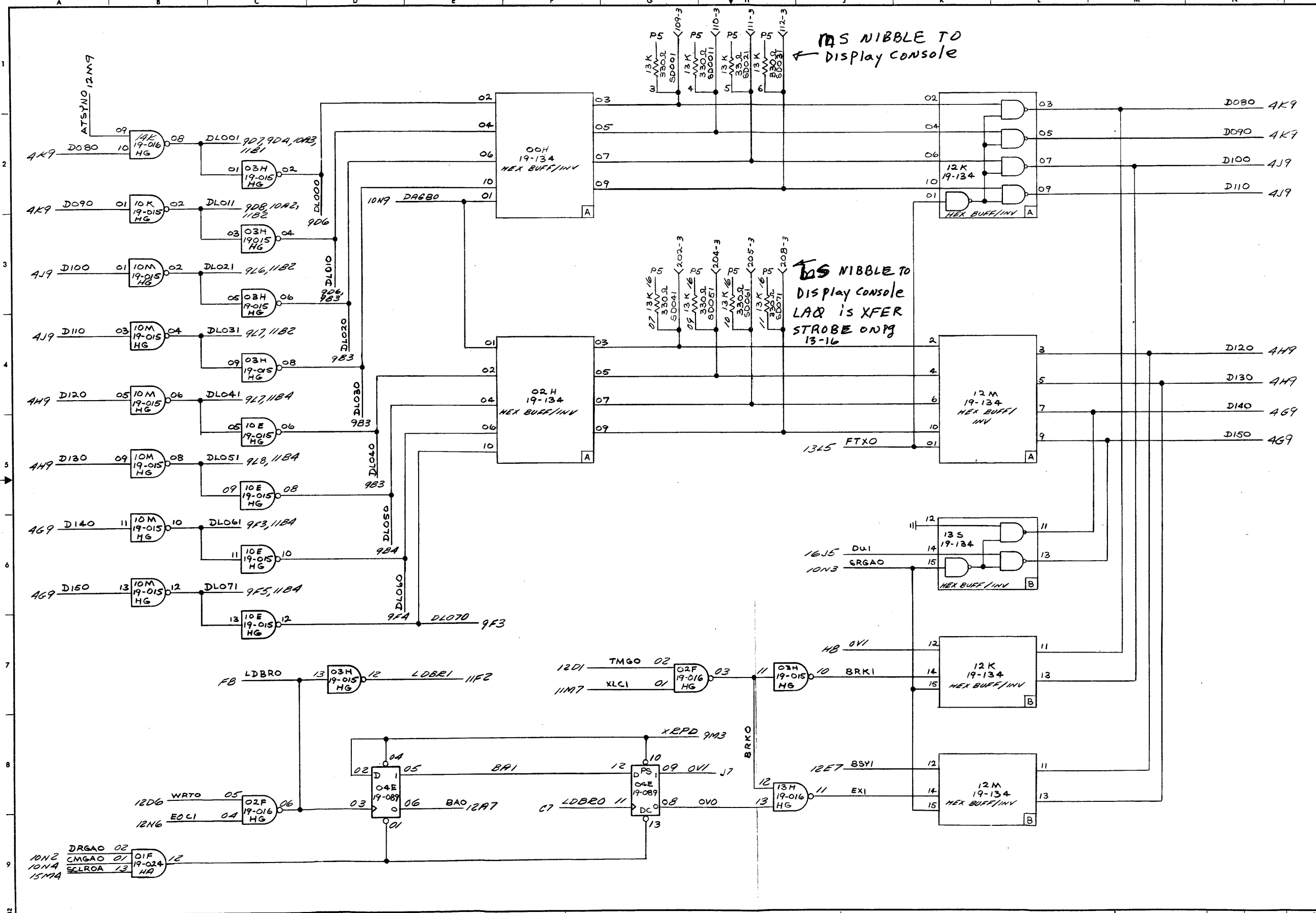
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NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
G. MELTON	DRAFT		M8/32-10U
	CHK		
	ENGR		
	DIR ENG		

TASK NO 03088 SHEET OF 6-16
 DWG NO 35-539 P25008



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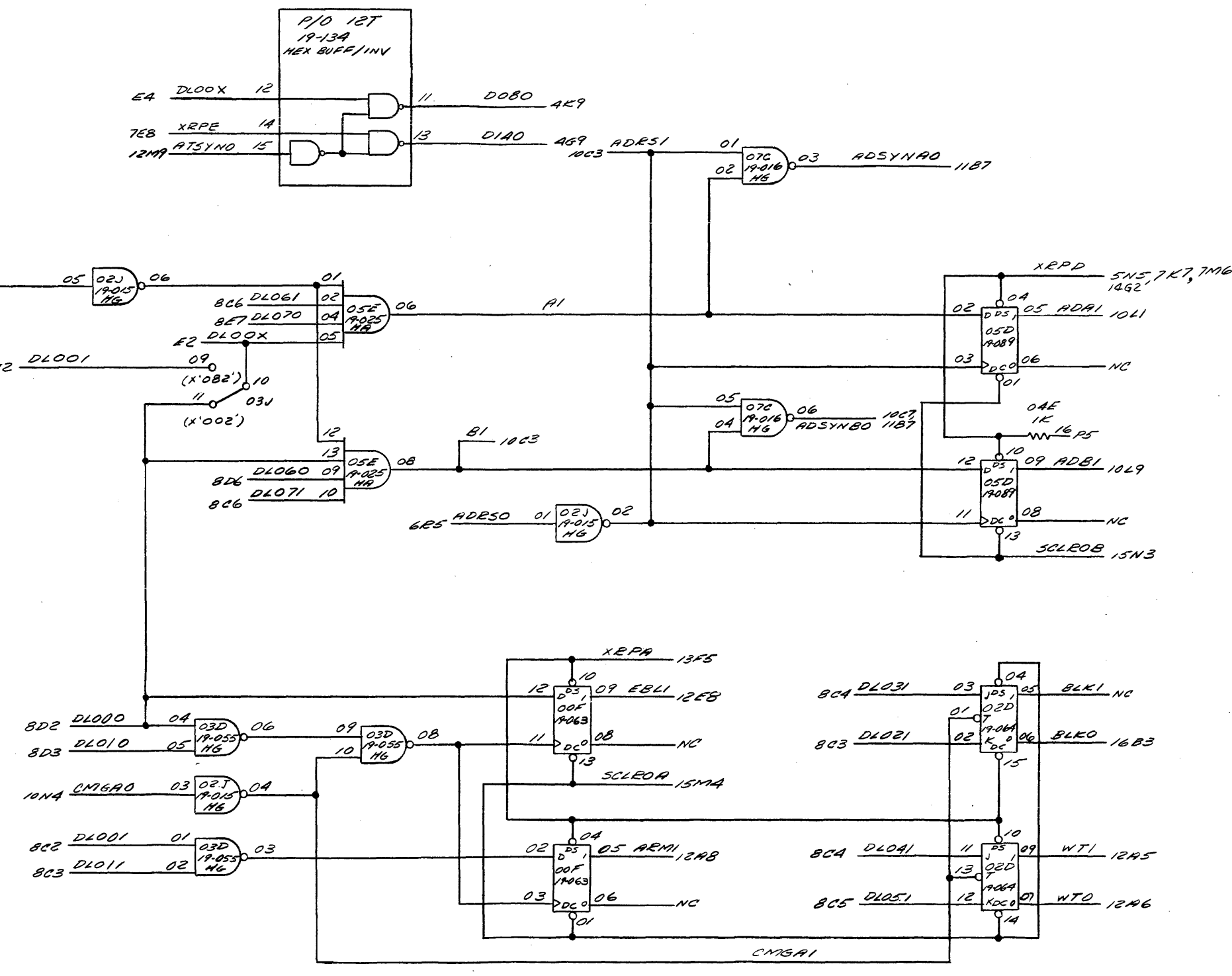
NOTES

NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
	DRAFT		M 8/32 - IOU
	CHK		
	ENGR		
	DIR ENG		
TASK NO. 030BB	SHEET OF 8	008	8-16
DWG NO. 35-539			

REVISIONS

CHANGED PER MARKED PRINTS		
03088	18-12-74	R01
GATES 03D PIN WAS 19-016. FLIPFLOPS AT 08B & 00F PIN WAS 19-089.		
03088	17-10-75	R02
AREA B2: MNEMONICS 0060 & 0070 WERE CROSS-REF. TO 4RG		
03088	15-13-76	R03
AREA B3: ADDED 14G2 TO 'XRPD'		
03088	11-23-79	R04

456	D060	01
456	D070	02
8D3	DLO10	03
8D4	DLO20	04
8D5	DLO30	05
8D5	DLO40	06
		12
8D6	DLO50	11



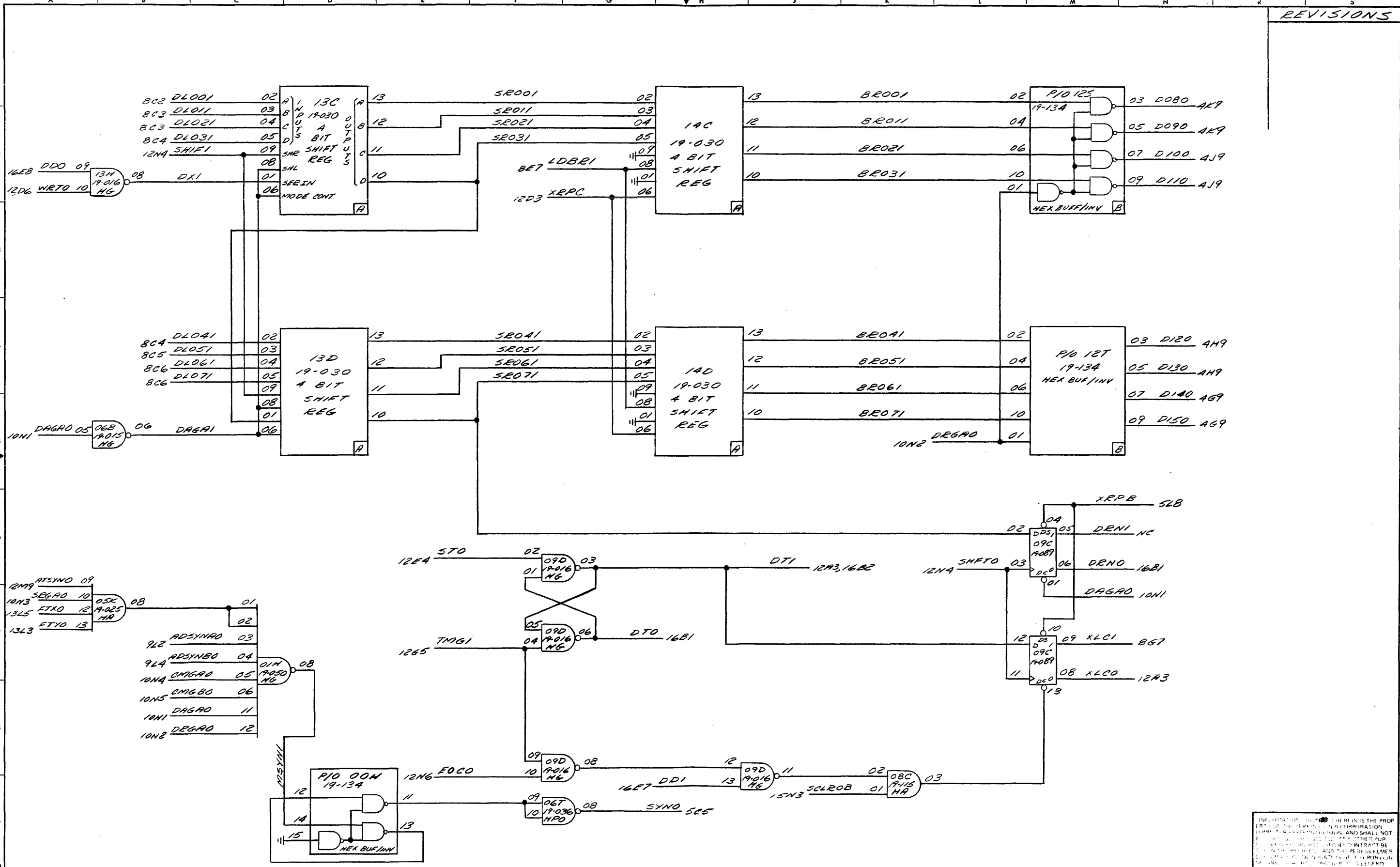
BRUNING 44-231 18042

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NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
	DRAFT		M8132-10U
	CHK		TASK NO. 03088
	ENGR		SHEET OF 9-16
	DIR ENG		DOC NO. 35-539 R04 008

REVISIONS



BRUNING 44-231 16042

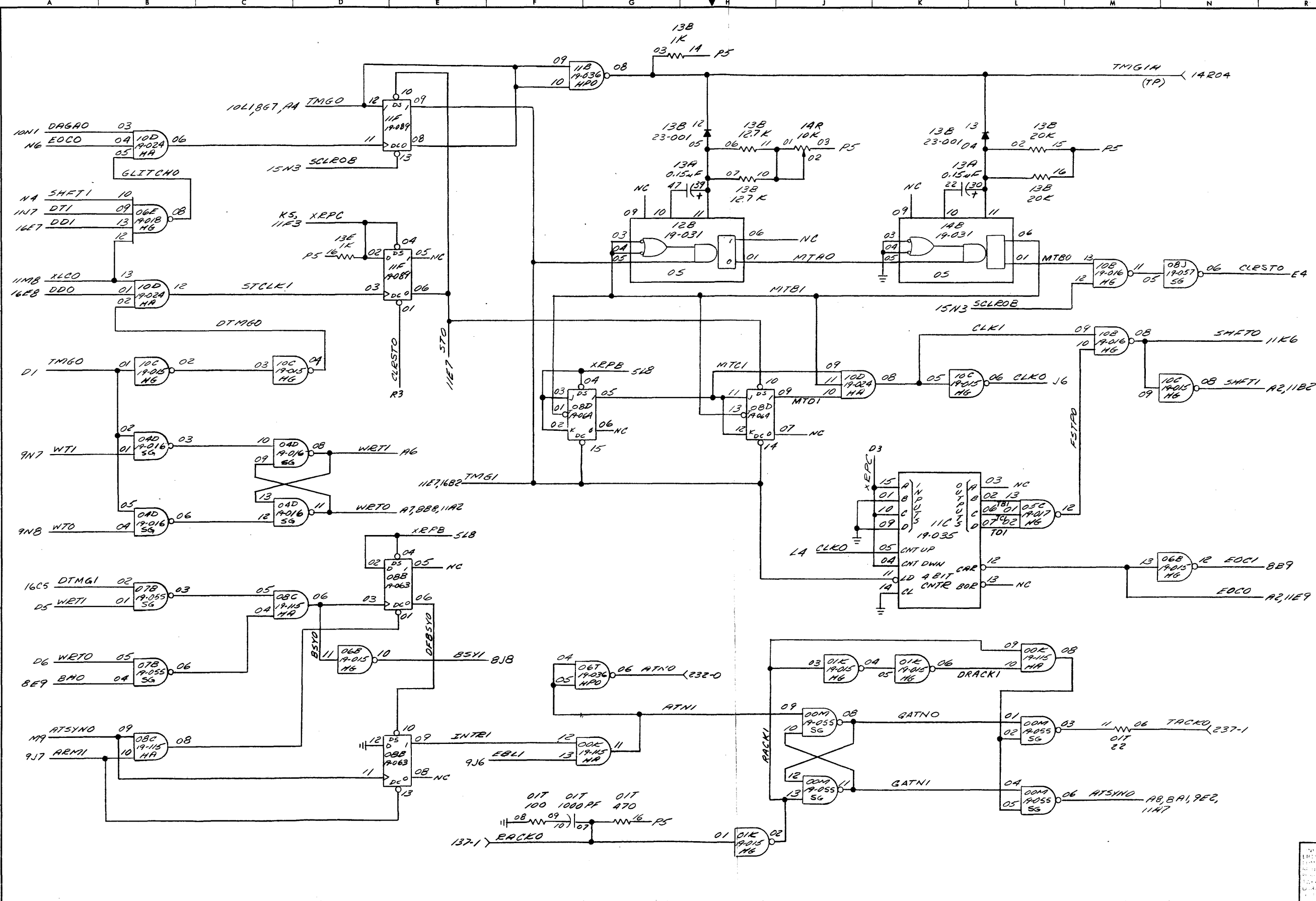
NOTES

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NAME	TITLE	DATE	TITLE
	DRAFT		FUNCTIONAL SCHEMATIC
	CHK		M8/32-IOU
	ENGR		
	DIR ENG		

TASK NO. 03088 SHEET OF 11-16
 Dwg No. 35-539 DOB

REVISIONS	
CHANGED PER MARKED PRINTS	
G. FIS 03088 12-12-74 R01	
CHANGED 07B02 TO DTMG1, 07D GATES WERE 19-016, 07B GATES WERE 19-016	
G. FIS 03088 11-18-74 R02	
FLIP-FLOPS AT 08B PIN WAS 19-089, GATES 08D PIN WAS 19-055.	
W. C. 2572 7-10-75 R03	

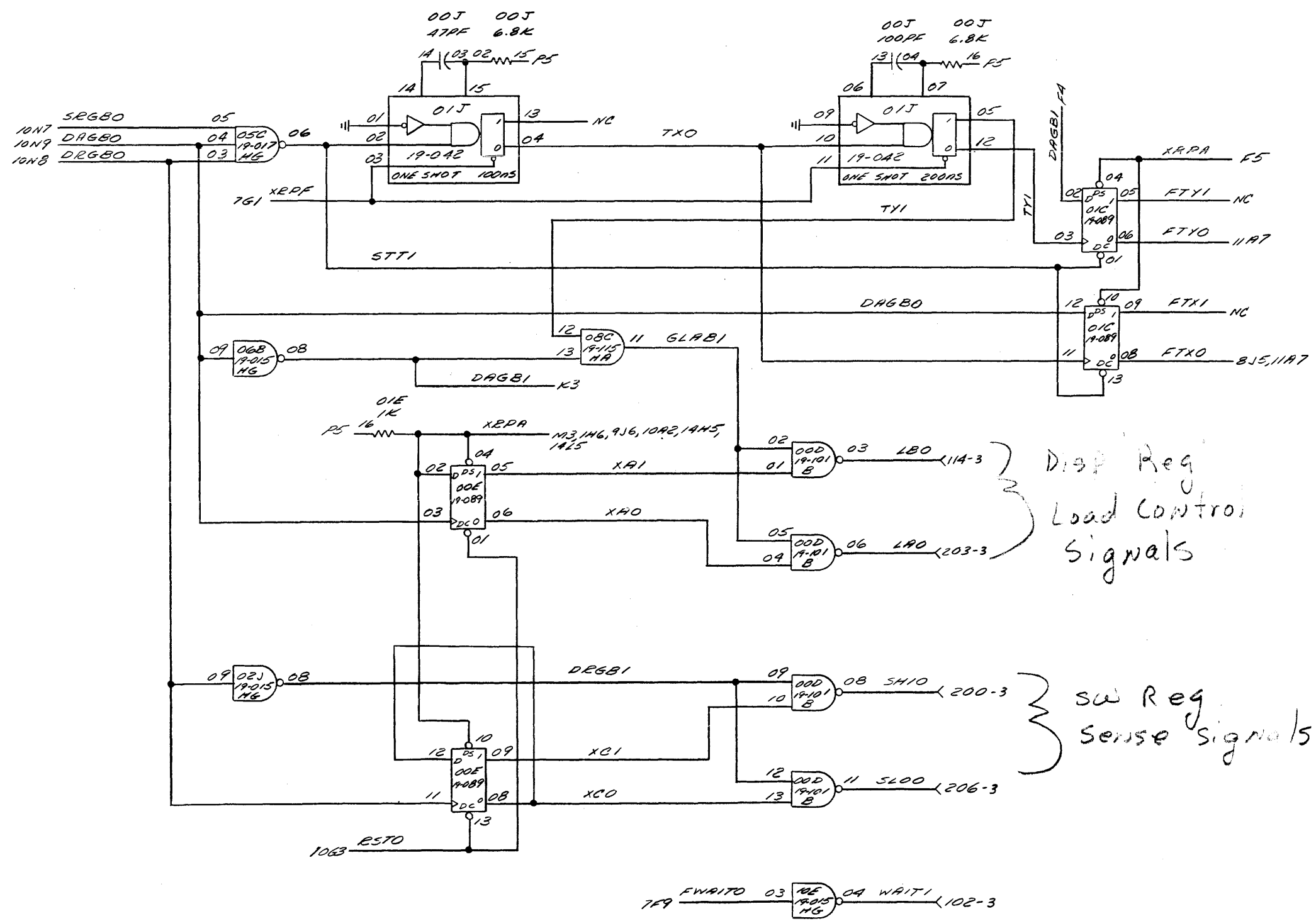


NOTES		NAME	TITLE	DATE	TITLE
					FUNCTIONAL SCHEMATIC
					M8/32-10U
					TASK NO. 03088 SHEET OF 12-16
					DRG NO. 35-539 R03 008

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BRUNING 44231 1604Z

REVISIONS	
00E12 WAS GOING TO 00E10	
03088	10
-65	11-18-75
	R02



Disp Reg
Load Control
Signals

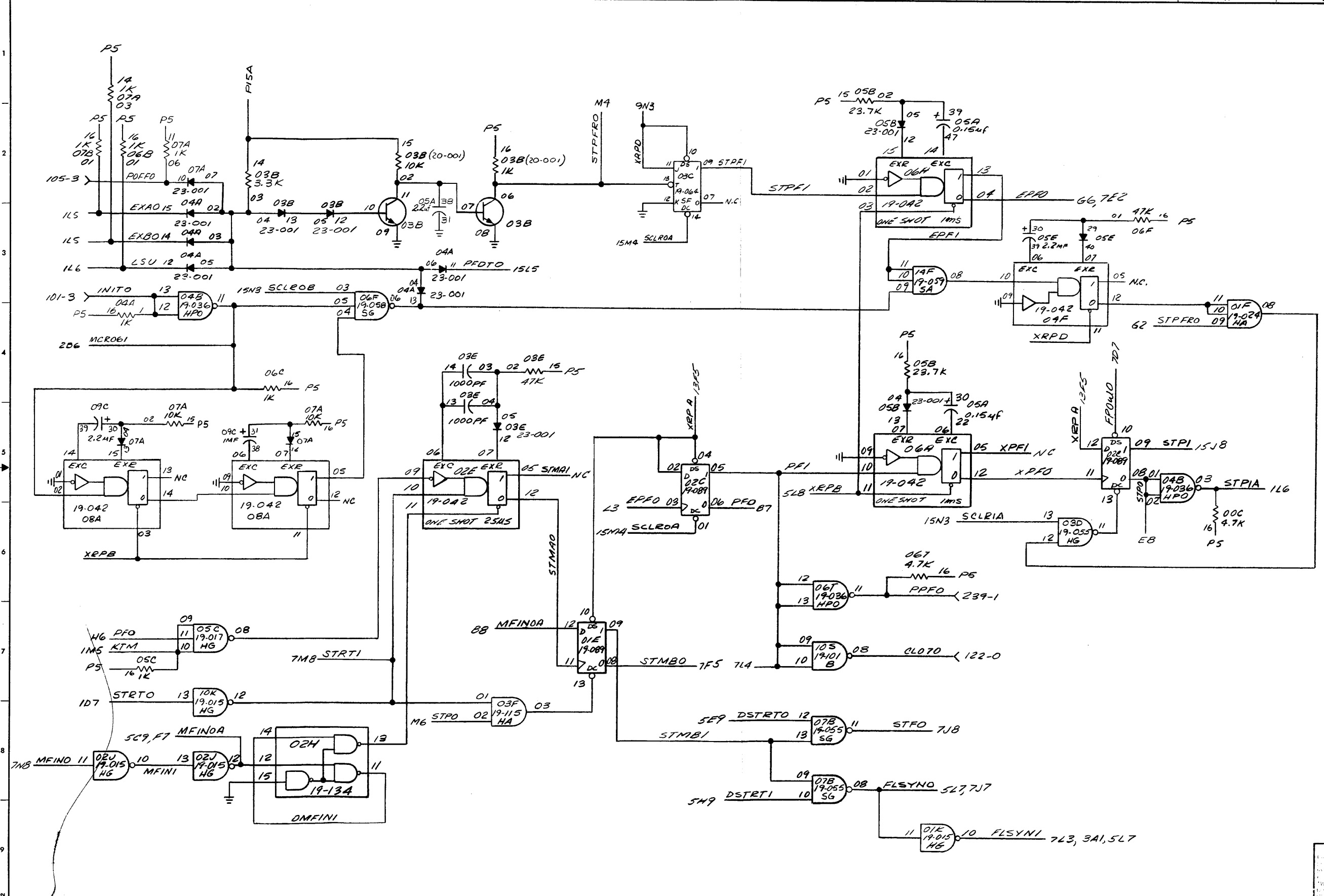
sw Reg
sense signals

BRUNING 44-231 16042

NOTES

NAME	TITLE	DATE	TITLE
	DRAFT		FUNCTIONAL SCHEMATIC
	CHK		M8/32-IOU
	ENGR		
	DIR ENG		
	TASK NO. 03048		SHEET OF 13-16
	CHK NO. 35-539 R02 008		

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REVISIONS			
CHANGED PER MARKED PRINTS			
G.K.S.	03088	18-12-74	R01
M	-19		
ADDED 3C1 TO FLSYNI			
G.M.S.	03088	1-7-75	R02
M	-29		
ADDED 7L4 TO DEF1			
04B12 WAS POFPO			
ADDED 07A TO LOC. B2			
04C AT LOC. 14 WERE 19-016			
G.M.S.	03088	1-15-75	R03
M	-25		
GATES 07B WERE 19-016			
G.M.S.	03088	1-15-75	R04
M	-25		
ADDED DIODE TO 08A07			
CHANGED VALUE OF CAP AT 08A06 TO 1MF			
DELETED STPFO FROM 05C09			
ADDED 04F AT 13			
ADDED 14F AT K3			
10F AT M4			
G.M.S.	03088	1-22-75	R05
M	-25		
ADDED: SHT LOC ET			
19-115 @ POS 03F.			
G.M.S.	03088	7-13-75	R06
M	-25		
SAFE 03D PIN WAS			
19-016			
G.M.S.	03088	7-10-75	R07
M	-25		
AREA A* - ADDED OFF PAGE MINIM			
MCRO61 TO EXISTING CIRCUIT.			
G.M.S.	03088	7-14-76	R08
M	-25		
AREA A2: ADDED 3			
1K RESISTORS & RE-			
LATED CIRCUITRY.			
G.M.S.	03088	1-3-77	R09
M	-25		
AREA K8: ADDED CROSS-			
REF TO FLSYNI FROM			
5L7.			
G.M.S.	03088	1-3-77	R10
M	-25		
AREA C2: RESISTOR			
03B WAS 47K.			
AREA B2: RESISTOR			
07A WAS ADDED TO P5.			
AREA E3: RESISTOR			
04A WAS ADDED TO P5.			
AREA E2: CAPACITOR			
05A WAS ADDED TO GND.			
G.P.	03267	11-12-77	R11
M	-25		
AREA G2: 19-064 WAS 19-124			
AREA NG: REMOVED BUBBLE			
FROM 01F-08			
G.M.S.	03088	1-23-79	R12
M	-25		
AREA E3 ADDED 20-001			
TO 03B TWO PLACES.			
K.R.	4231	3-10-80	R13

NOTES

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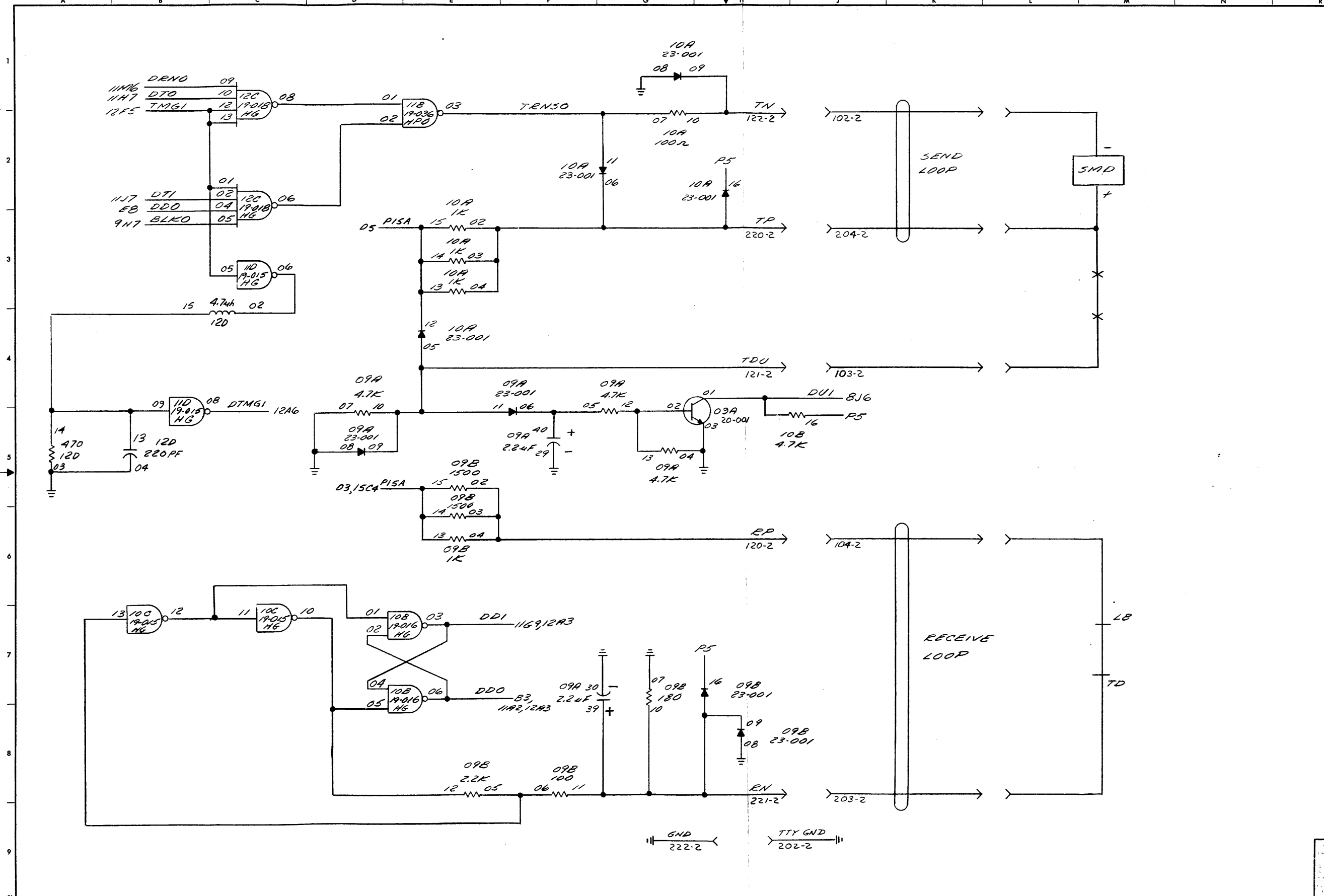
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NAME	TITLE	DATE	TITLE
			FUNCTIONAL SCHEMATIC
			M 8/32-IOU
			TASK NO. 03088
			DRW. NO. 35-539 E/13 008
			SHEET OF 14-16

BRUNING 44-231 16042

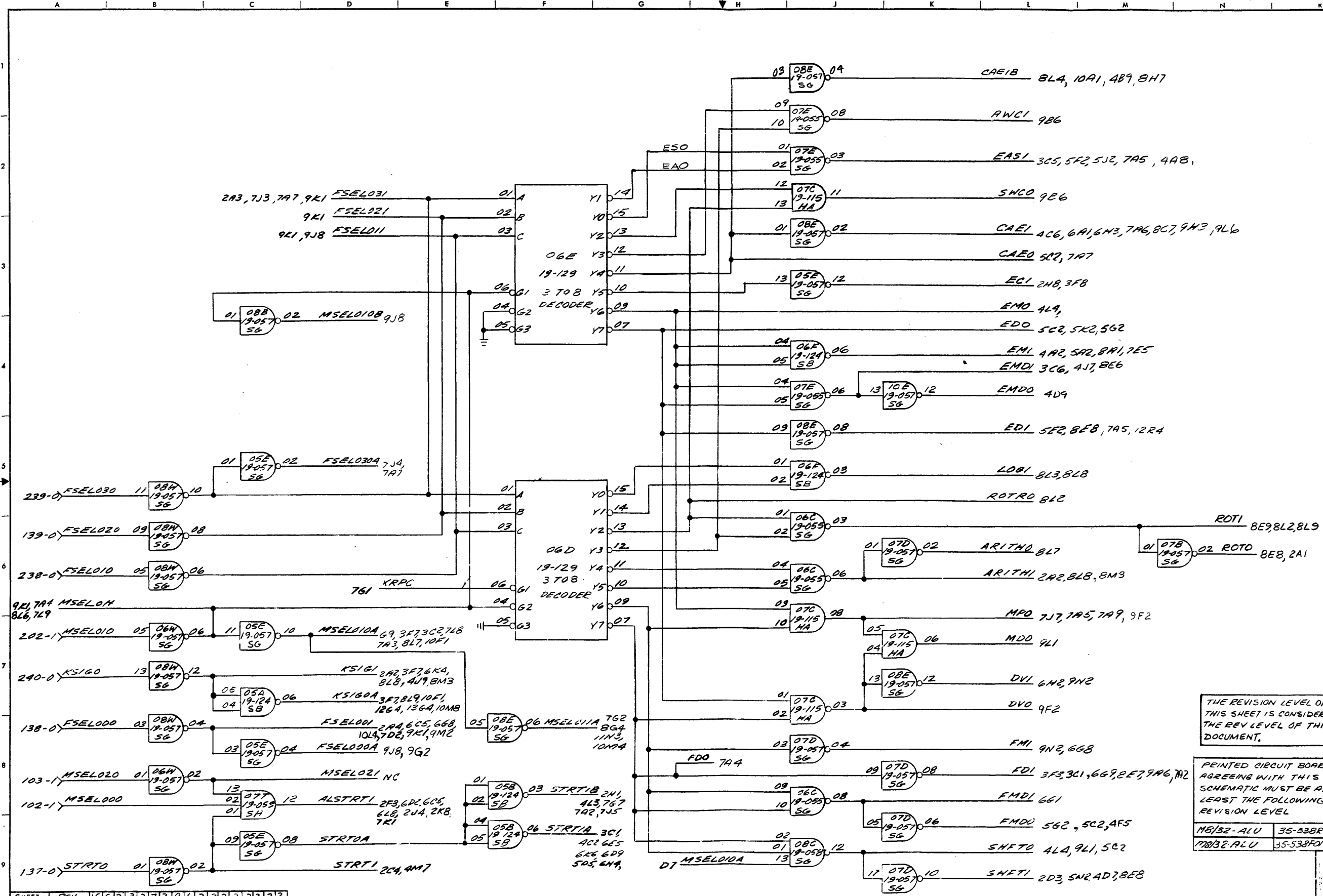
REVISIONS	
CHANGED PER MARKED PRINTS	
03088	18-12-74 R01
ADDED ALL OF THE CIRCUITRY COMING OFF OF TMG1	
03088	11-18-75 R02
AREA C3 & B5, 110 WAS SPECIFIED AS 19-057.	
02605	9-2-75 R03
EXTENSIVE CHANGES FOR R03 SEE MICRO-FILM COPY.	
4231 R	3-10-80 R04



NOTES		TITLE: FUNCTIONAL SCHEMATIC	
		M8/32-IOU	
		TAK: 03088	
		SHEET OF 16-16	
		DIR ENG: 35-539 R04.008	

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BRUNING 44-231 16042



REV	DATE	BY	CHK
1	11-5-74	E. ROE	G. J. MESSING
2	11-5-74	S. MESSING	R.A. ELLER
3	11-5-74	R.A. ELLER	R.E. JONES

REVISIONS

KS160A AT D7 WAS GOING TO 05E06. ADDED 762 TO MSEL01A AT G8 ADDED BMS TO ARITH1 LG.

CHANGED: SHT 6 WAS RO1 REV.

CHANGED SHTS 2, 4 & 8 TO RO2, SHT 6 TO RO3

REV. LEVEL OF SHT 9 WAS RO1

REV. LEVEL OF SHT 14 WAS RO1

REVISED SHTS 2 & 9. 832 ALU, 35-538 WAS ROT REV. LEVEL OF M8/32-ALU & M8/32-ALU (FCI) WAS RO5 & RO5 RESP.

REVISED SHT 2

REV. LEVEL OF M8/32-ALU & M8/32-ALU (FCI) WAS RO5 & RO5 RESP.

AREA 85 ADDED MANUAL TABLE. AREA R9 35-538 WAS RID & 35-538 FOI WAS RO6 REVISED SHTS 4 & 10 THRU 17.

REVISED SHT 6, AREA R9 35-538 & 35-538 FOI WERE R11 & ROT RESP.

REVISED SHT 9

AREA M7 ADDED 9F2 TO MPO

AREA N9 35-538 & 35-538 FOI WERE R12 & R04

AREA DB SIGNAL FSEL000A CROSS REF WERE 9UB, 7A2, 9G2

AREA R9 35-538 WAS R14, 35-538 FOI WAS R10. REVISED SHT 9. AREA DB ADDED 10L4 TO FSEL001

AREA G9 LOCATOR 6H9 WASNT CLEARLY WRITTEN. REVISED SHTS 1, 3, 6, 7, 15, 17

PRINTED CIRCUIT BOARDS AGREEING WITH THIS SCHEMATIC MUST BE AT LEAST THE FOLLOWING REVISION LEVEL

M8/32-ALU 35-538 R1G

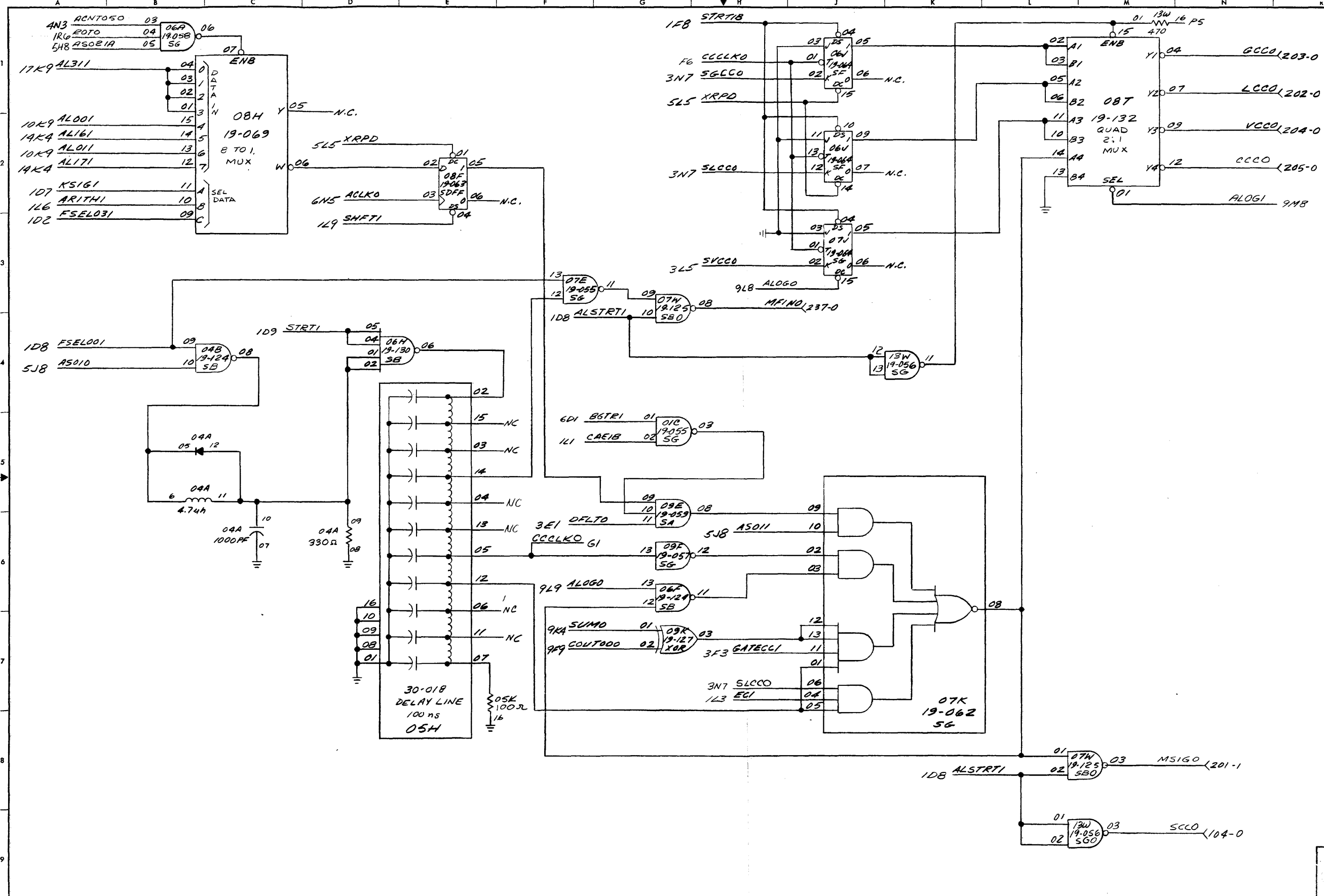
M8/32-ALU 35-538 FOI R12

SHEET	REV	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
INDEX	SHT NO.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

NOTES

NAME	TITLE	DATE	TITLE/FUNCTIONAL SCHEMATIC
E. ROE	DRAFT	9-16-74	M8/32 - ALU
G. J. MESSING	CHK	11-5-74	
S. MESSING	ENGR		
R.A. ELLER	DIR		
R.E. JONES	DIR		

BRUNING 44-231 1604E



REVISIONS

ADDED DIODE RESISTOR CAPACITOR & COIL TO 09B08 & 06N01 FOR IN AREA 50. CCCLKO WAS GOING TO 07B, 07J15 WAS GOING TO 06J15. 07K06 WAS GOING TO GATE 07C1 3F7. 07K01/05 WERE GOING TO 05H12. 09F13 WAS GOING TO 07E12/05H05. 05H06 & 04 WERE N.C. 07E10 WAS GOING TO 05T10 & 02. 07E02 WAS CCCLKO. ALL GOING TO 09E10

07M 19-056 56

07N 19-056 56

07O 19-056 56

07P 19-056 56

07Q 19-056 56

07R 19-056 56

07S 19-056 56

07T 19-056 56

07U 19-056 56

07V 19-056 56

07W 19-056 56

07X 19-056 56

07Y 19-056 56

07Z 19-056 56

CCCO WAS MS10
MS10 WAS CCCO
07W WAS 19-056
07E12 WENT TO 05H04
05H12 WENT TO CCCLKO
05H06 WENT TO 07K05

AREA C6: CAP 04A WAS 100 PF.

AREA M2: 08T-03, 06, 10, 13 WERE N.C. 08T-01 WAS TO GND

AREA F5: ADDED 05H, 100PF 30-01B, 04 WAS N.C.

AREA F6: 30-01B, 13 WAS N.C. 30-01B, 05 WENT TO 09F-13. 30-01B, 12 WENT TO 07K-05

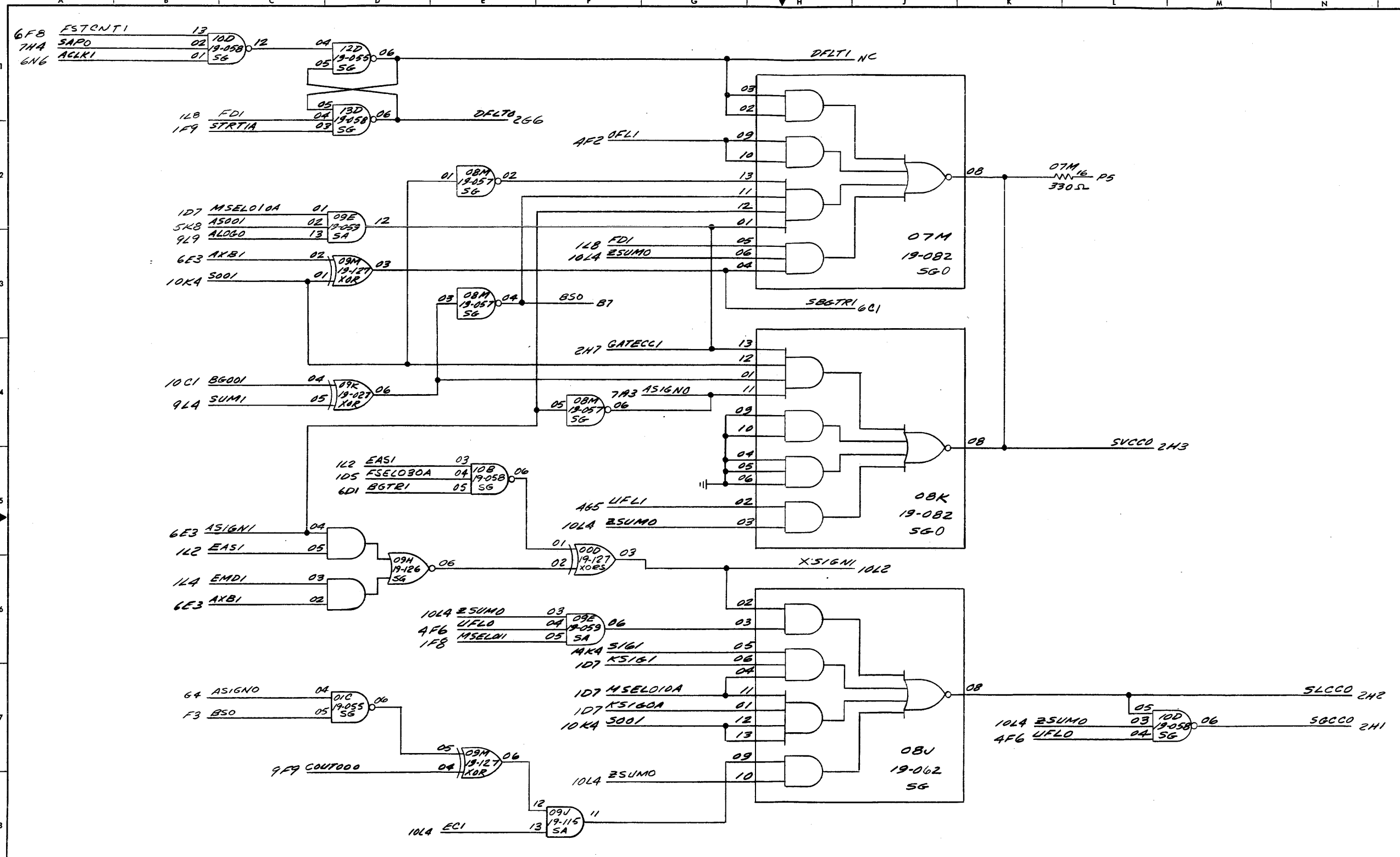
AREA E6: 05H 04 DELETED CAP 05H 100PF. 05H13 WAS CONNECTED TO 09F 13. 05H 05 WAS CONNECTED TO 07K 05. 05H 12 WAS N.C.

NAME	TITLE	DATE	TITLE
E. ROE	DRAFT	9-18-74	FUNCTIONAL SCHEMATIC
	CHK		MB/32 ALU
	ENGR		
	DIR ENG		

TASK NO. 02088	SHEET OF 2-17
PROJ. NO. 35-538 R06 DOB	

BRUNING 44-231 16042

REVISIONS	
ADDED B50 TO OBM04	
DELETE IC 19-057 09F IN AREA F6, ADD 19-127 IN SAME SPOT F ADD 19-058 AT E5, 09M05 WAS GOING TO 09H02, ADD GATE 01C AT D7, 09J09 WENT TO 09M06 AND GATE EC1 24B, 09J10 WAS EC1 1L3 ADDED GATE 19-115 TO F8.	
CHKD 03088	1-24-74 EOI
AREA J7 OBJ WAS 19-082 SGO.	
KR/T 4231	R 3-10-80 R02



NOTES

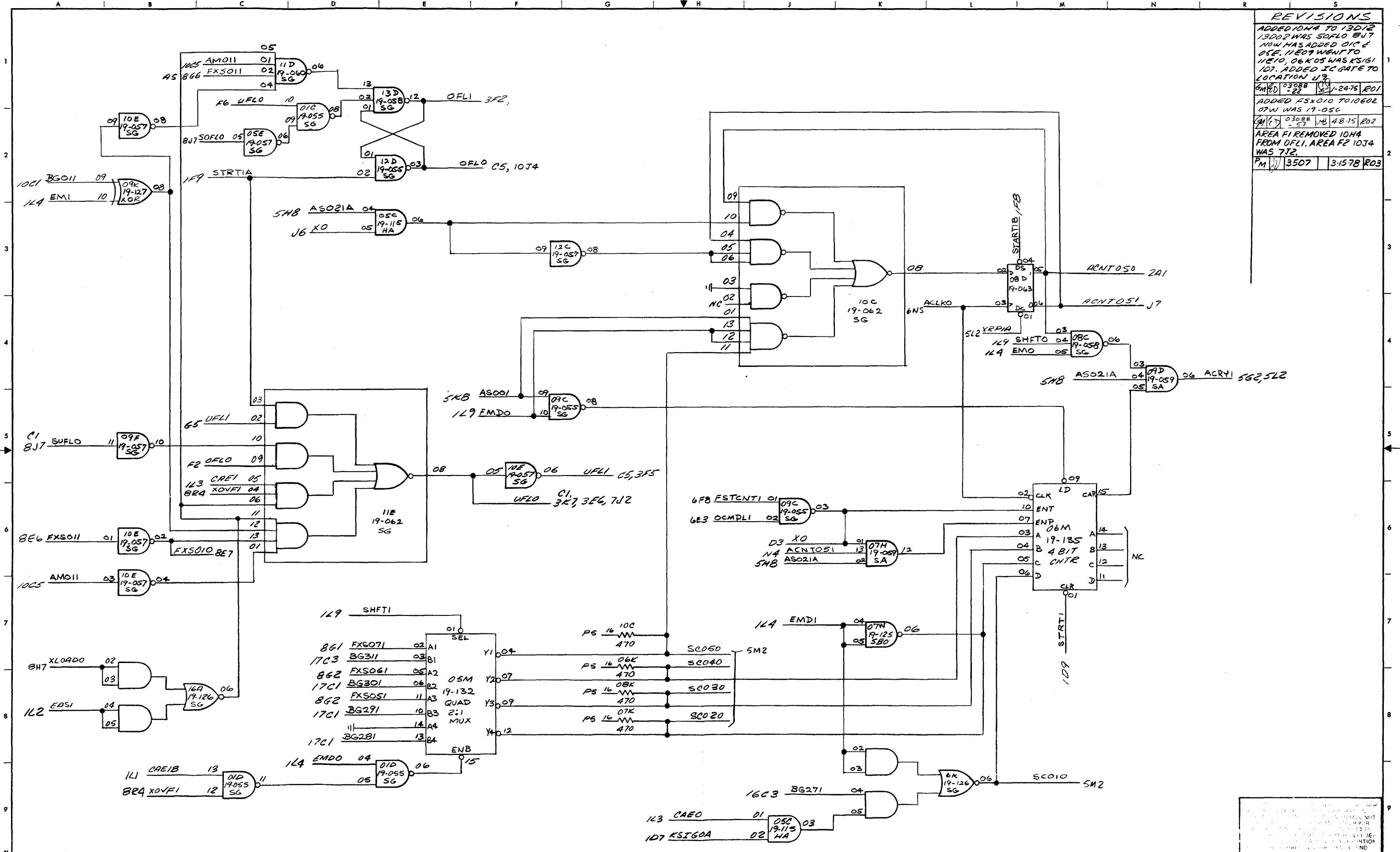
NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
E. ROE	DRAFT	9-14-74	M8/32 ALU
	CHK		
	ENGR		
	DIR ENG		

TASK NO. 03088	SHEET OF 3-17
ENG. NO. 35-538 R02 D08	

BRUNING 44-231 8042

REVISIONS

ADDED 10H4 TO 13D12
13D02 WAS SOPLO BUT
NOW HAS ADDED OIC &
OSE. 11E09 WENT TO
11E10. 06K05 WAS KSIG1
107. ADDED IC GATE TO
LOCATION J3
5M2 03088 1-24-75 R01
ADDED FSX010 TO 10E02
07W WAS 19-05C
5M2 03088 J4 4-8-75 R02
AREA F1 REMOVED 10H4
FROM OFL1. AREA F2 10J4
WAS 7I2.
5M2 03507 3-15-78 R03



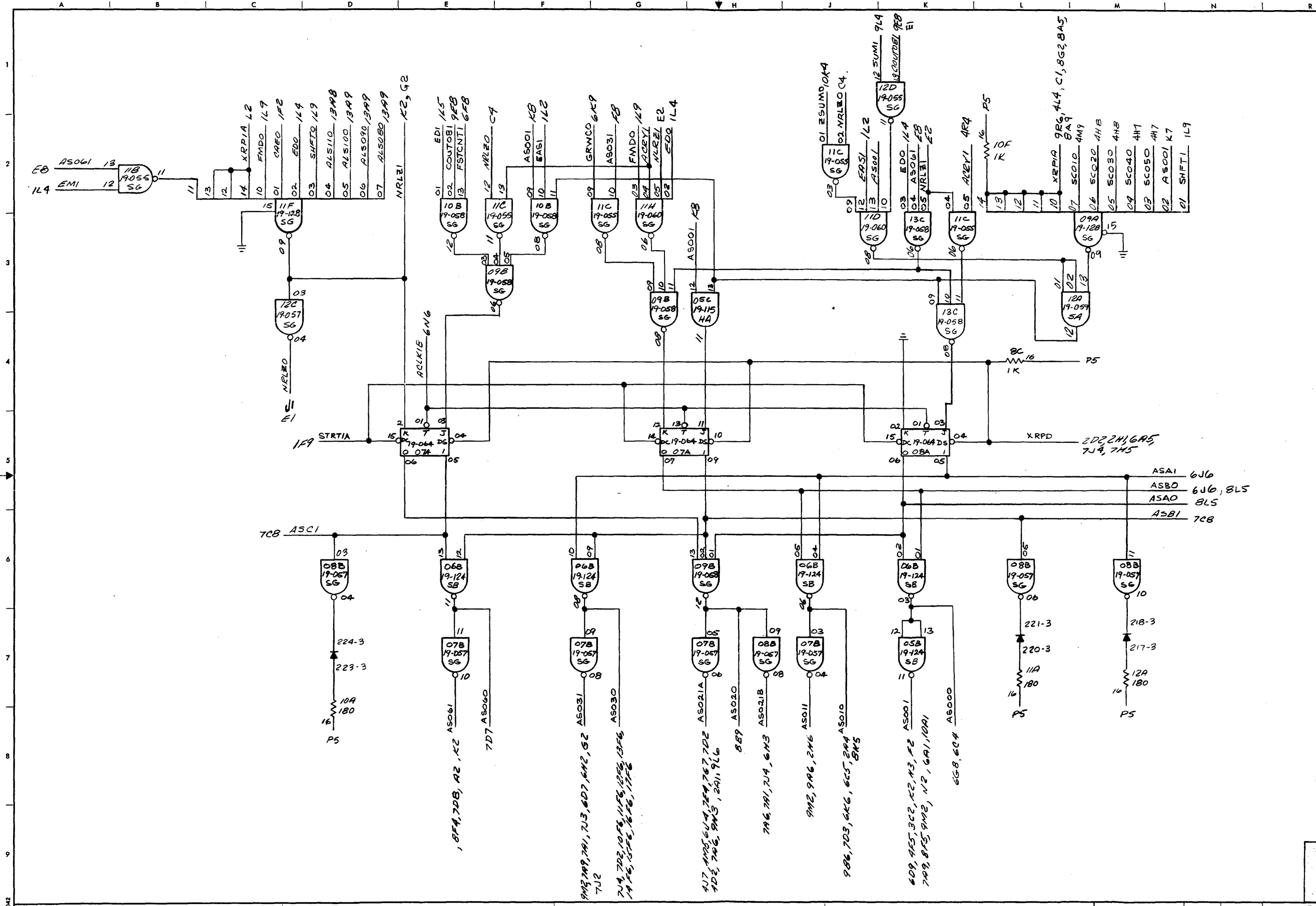
BRUNING 44-231 18042

NOTES

NAME	TITLE	DATE	TITLE
	DRAFT		M8/32 ALU
	CHK		
	ENGR		
	DIR ENG		

TASK NO. 03088 SHEET OF 7-17
 FILE NO. 35-538 R03 DOB

REVISIONS			
IC GATE 110 AT 200.			
21 WAS 13C, 19-ASE.			
3M 60	03088	8	1-24-75 P01
07A05 ADDED AS C1 TO SMT 7CB, 07A09 ADDED AS B1 TO 7CB.			
3M 60	2522	-	5-23-75 P02



BRUNING 44-231 16042

NOTES

NAME	TITLE	DATE
	FUNCTIONAL SCHEMATIC	
	MB/32 ALU	
	CHK	
	ENGR	
	DIR ENG	

TASK NO. 03088	SHEET OF 5-17
DOC NO. 35-538 ERD08	

REVISIONS

ADDED STRAP BETWEEN PINS 100-7 & 101-7 AT 5C PINS " " WERE ADDED 16C14 WENT TO 16C15

DELETE R15A 09-08, R14B 12A09, 12A09, 10-F11 AND 15A09 WERE CONNECTED TO GATE 15B WAS ADDED BETWEEN 14A08 & 14D04 14A08 & 11 WERE NC. ADD TAP 103-6 TO 12A09

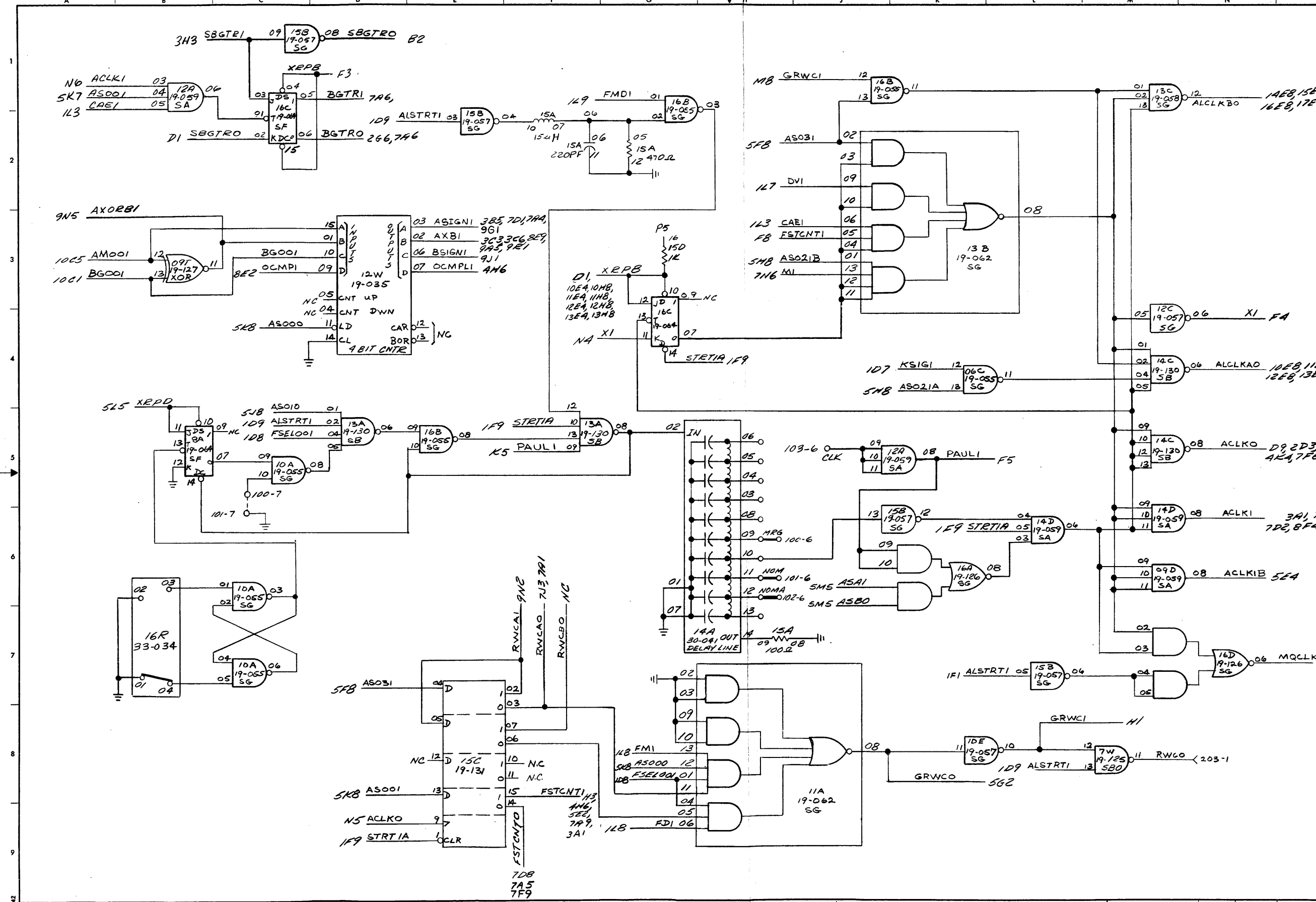
CHANGED: DEL. LINE @ 100K RES ON PIN 14A WAS 51K.

07W WAS 19-056, ADDED NOMA TO 14A12.

AREA H5 14A-08 WAS CONNECTED TO 15B-13.

AREA E3 ADDED 9G1 TO ASIGNI

AREA E3 SIGNAL ASIGNI LOOKED LIKE AGIGNI. AREA F9 LOCATOR 7F9 WAS NOT SPEC'D ON SIGNAL FSTCNTD.



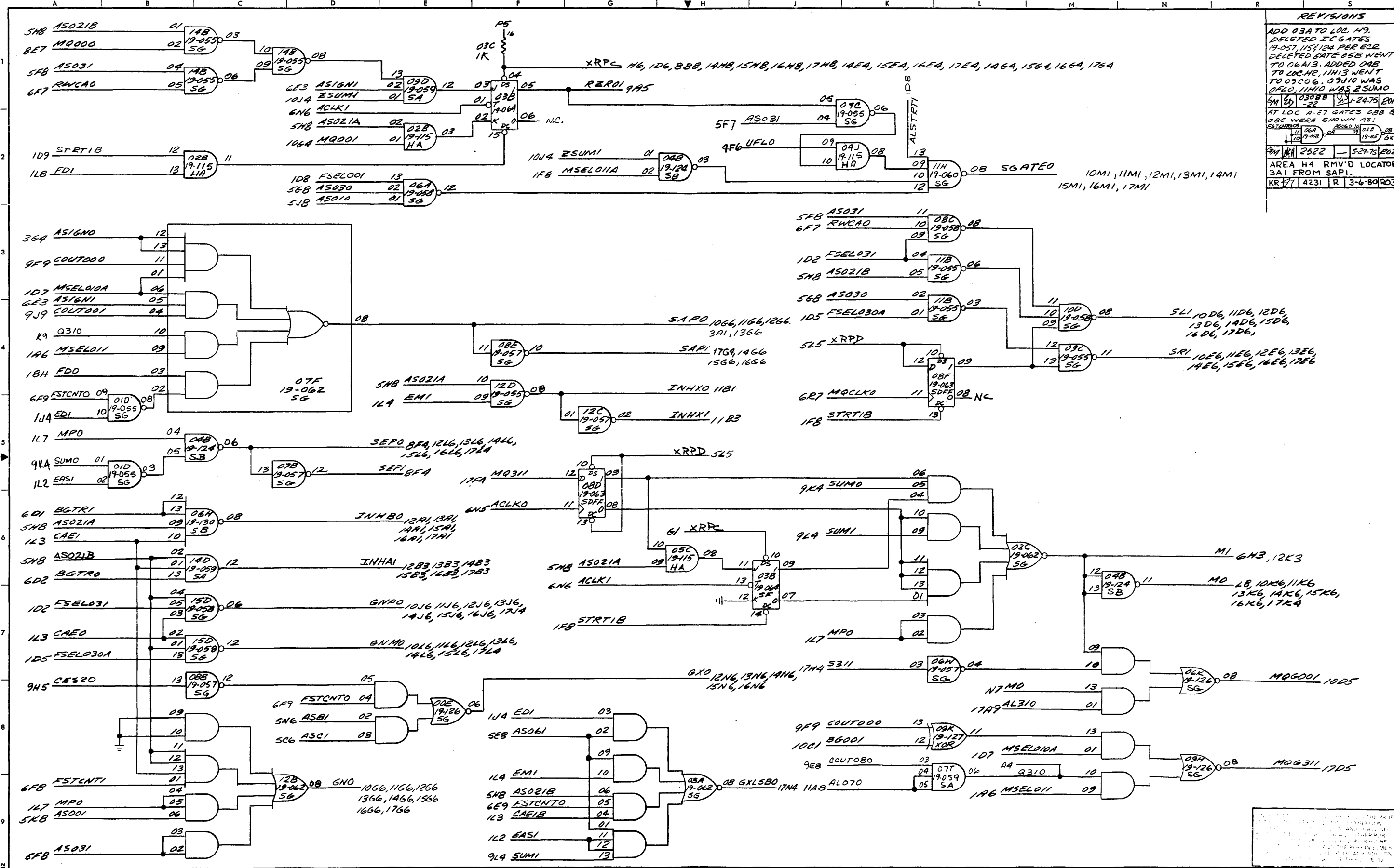
NOTES

NAME	TITLE	DATE	TITLE/FUNCTIONAL SCHEMATIC
	DRAFT		M8/32 ALU
	CHK		
	ENGR		
	DIR ENG		

TASK NO. 02088
SHEET OF 6-17

BRUNING 44-231 16042

REVISIONS			
ADD 03A TO LOC. H9, DELETED I/C GATES 19-057, 115/124 PER EC2			
DELETED GATE 05B WENT TO 06A/13. ADDED 04B TO LOC. H2, 11H/13 WENT TO 09C/06. 09J/10 WAS 09L/0, 11H/10 WAS 2SUM0			
SM	10	03088	1-2475 EW
AT LOC A-E7 GATES 08B & 08E WERE SHOWN AS: ESTABLISHED			
SM	11	2522	5-29-75 E02
AREA H4 RMV'D LOCATOR 3A1 FROM SAPI.			
KR	17	A231	R 3-6-80 R03

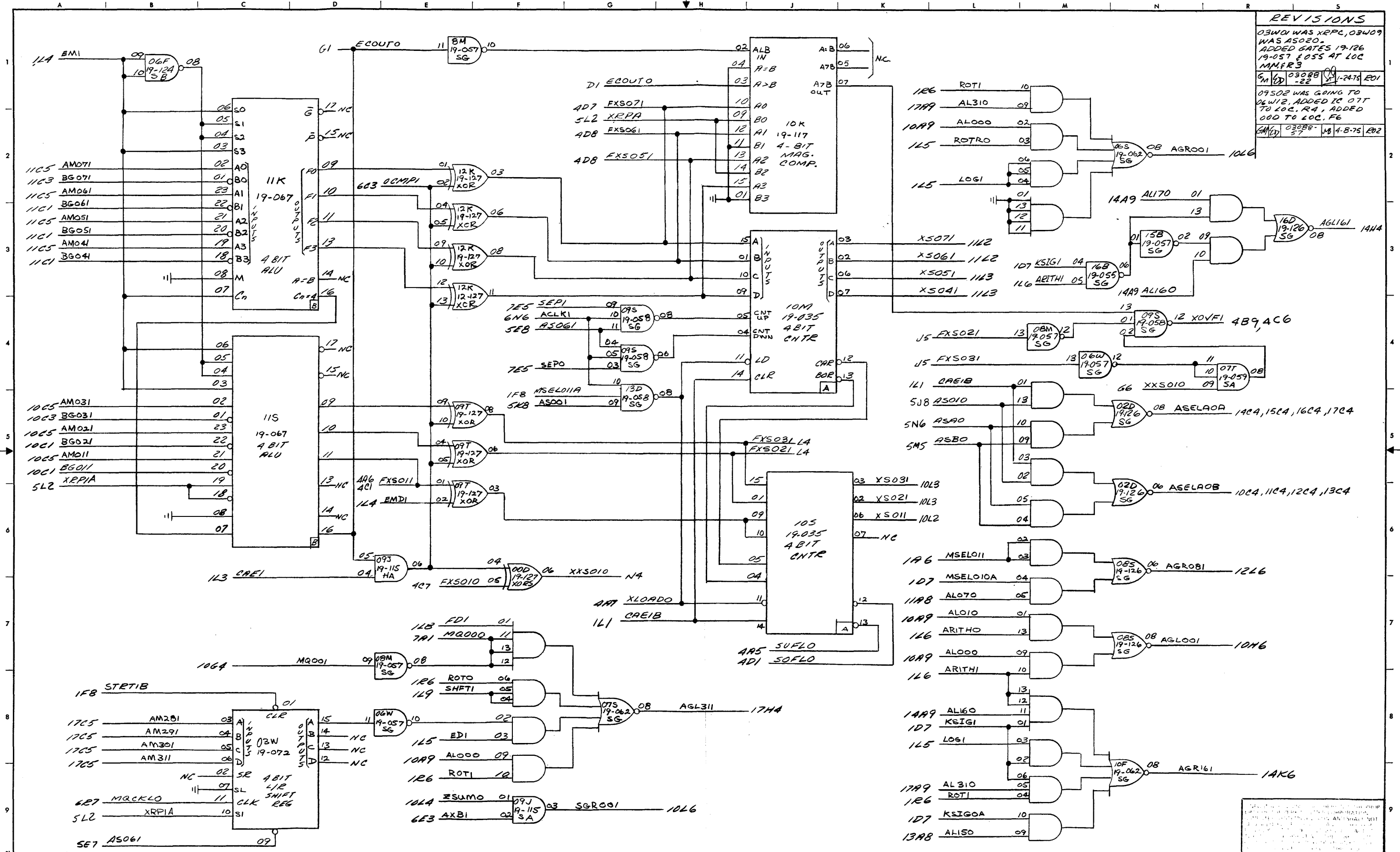


NAME	TITLE	DATE	TITLE/FUNCTIONAL SCHEMATIC
E. ROE	DRAFT	9-18-74	MB/32 ALU
	CHK		
	ENGR		
	DIR ENG		

REV	NO	DESCRIPTION	DATE
03088			
35-538	E03	DOB	7-17

BRUNING 44-231 1604Z

REVISIONS	
03W01 WAS XRPL, 03W09 WAS ASO20. ADDED GATES 19-126 19-057 & 055 AT LOC MMFR3	
SM(12)	03088-22 1-24-75 ED1
09502 WAS GOING TO 06W12, ADDED IC 07T TO LOC. R4, ADDED 000 TO LOC. F6	
SM(12)	03088-57 4-8-75 ED2



NOTES

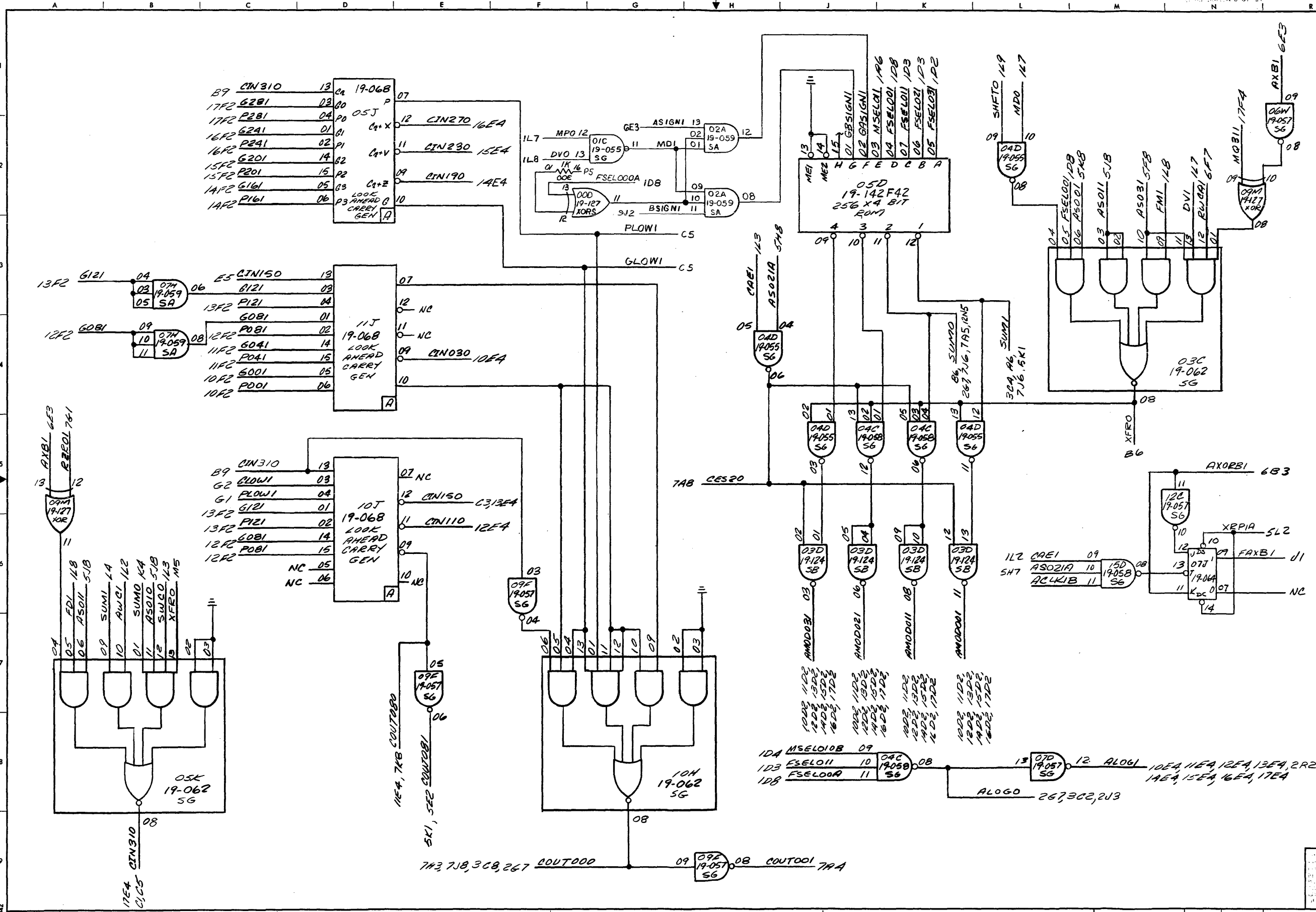
NAME	TITLE	DATE	TITLE/FUNCTIONAL SCHEMATIC
	DRAFT		M8132 ALU
	CHK		
	ENGR		
	DIR ENG		

TEST NO. 03088
 DWG NO. 35-538 R02 D08
 SHEET OF 3-17

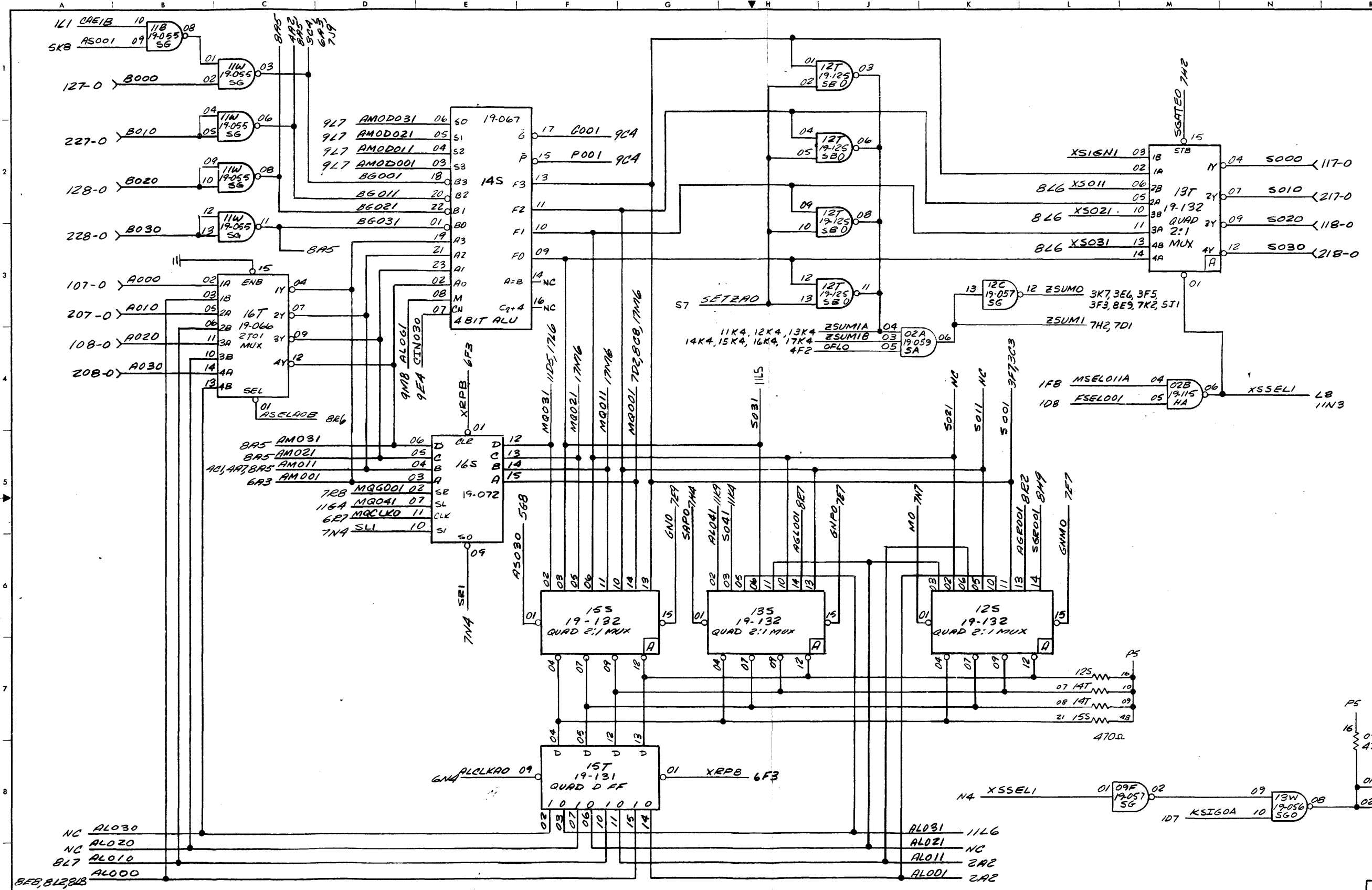
BRUNING 44-231 16042

REVISIONS

ADDED 213 ON TO ALOGO
GM 03088 - 22
ADDED TO 04D06 CES20
GM 2522 - 5-29-75
AREA M8: ADDED 2R2 TO ALOG1.
US 73019 - 10-14-76
AREA J3, OSD WAS 15-087.
G.P.M. 3769 R 10-16-78
AREA J2, OSD-01 WAS BSIGNI (TERMINATED AT GE3. OSD-02 WAS ASIGNI (TERMINATED AT GE3. AREA 62 GATES O1C, O2A, ASSOC'D CONNECTIONS WERE NOT SPEC'D.
BP 4713932 M 5-23-79
AREA FG42 ADDED CHIP 00D TO 02A-10 WHICH WAS CONN TO 02A-01402. 4 02A-09
KR 4132 M 8-30-79



REVISIONS	
1	DELETED R AT J1, DELETED GATE 19-115 AT G1, SETZAO WENT TO 1164. ADDED R'S TO L7 ADDED GATE 13W AND RESISTORS 12T, 11T TO LOC JA. 13T01 WENT TO MSEL011A. ADDED GATE 02B TO MA. ADDED 1C 19-057, 19-056, 19-124 AT LOC MN, RB. ADDED RESISTOR AT RB, 1C3 WERE 19-056 AT LOC 11, 2, 3
2	EXTENSIVE CHG'S MADE FOR CHG'S SEE ROI MICRO-FILM
3	
4	
5	
6	
7	
8	
9	



BRUNING 44-231 16042

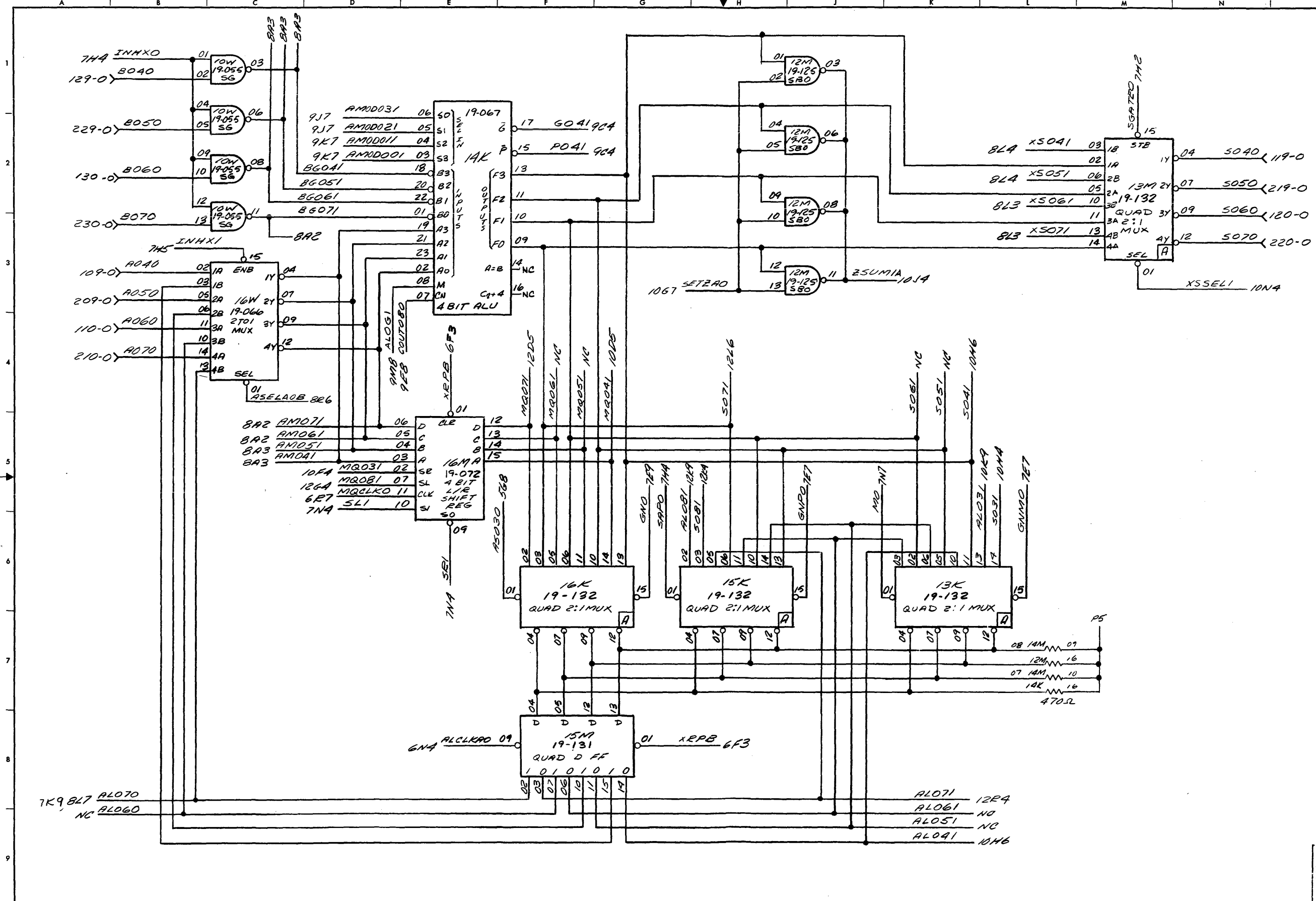
NAME	TITLE	DATE	TITLE
	DRAFT		FUNCT. SCHEMATIC
	CHK		M8/32 ALU
	ENGR		
	DIR ENGR		

ISSN	03088	SHEET OF	
NO.	35-53802208	NO.	10-17

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REVISIONS

ADDED RESISTORS AT
L7, 13AND1 WAS M5ECL01A
SETZAO WENT TO 1064
ZC'S AT LOC 11, 2, 4, 3
WERE 19-056
SW 03088 11-24-75 R01
AREA RA MNEMONIC ZSUMIA
WAS ZSUMI.
PM 3507 3-15-78 R02
AREA DZ AM10031 WAS AM10031
AM10032 WAS AM10031 AM10001
WAS AM10031 AM10001 WAS AM10001
JAT 4652 MS 4-6-81 R03



BRUNING 44-231 16642

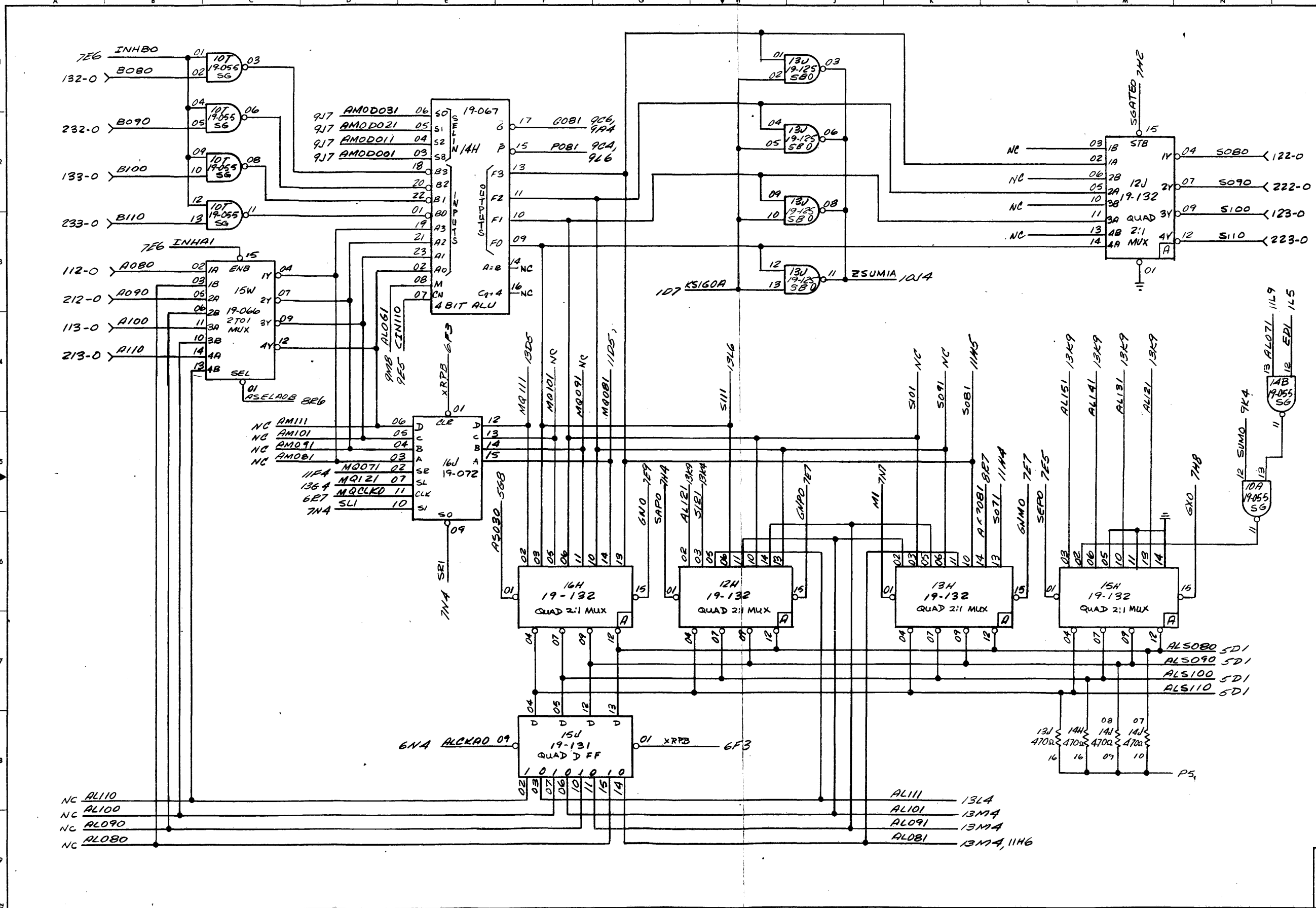
NOTES

NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
	DRAFT		M8/32 ALU
	CHK		
	ENGR		
	DIR ENG		

TASK NO. 03088 SHEET OF 11-17
DOC NO. 35-538 R03 DOB 11-17

REVISIONS

IC'S AT LOC. J1, 2 & 3 WERE 19-056. ADDED RESISTORS AT M8	
DATE	BY
03088-22	2475/201
AREA K4 MNEMONIC ZSUMIA WAS ZSUMI	
PM	3507
DATE	3-15-78
BY	RO2

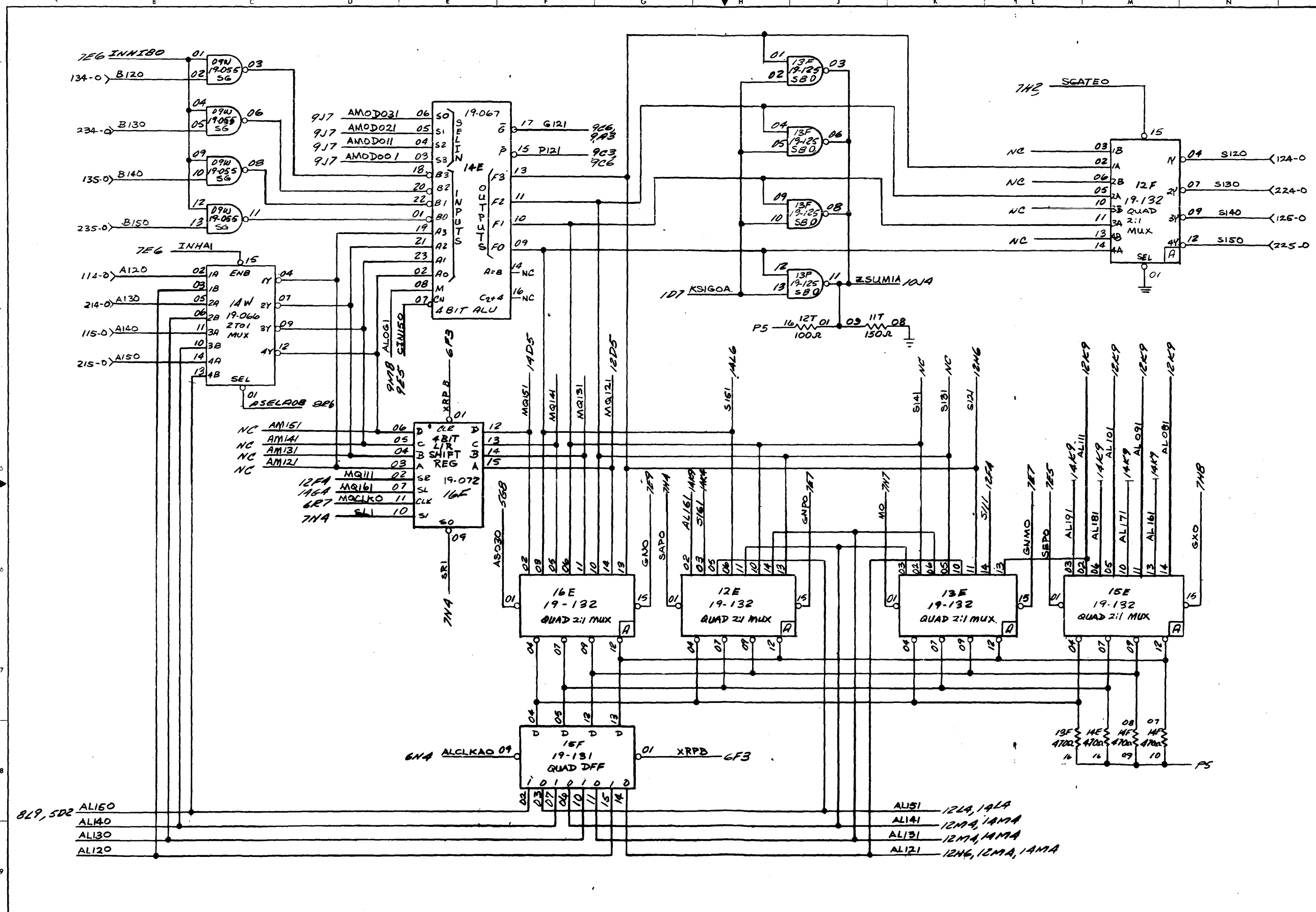


NOTES	NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
		DRAFT		M8/32 ALU
		CHK		
		ENGR		
		DIR ENG		
				FORM NO. 03088
				SHEET OF 35-538 RO2 DOB 12-17

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BRUNING 44-231 18042

REVISIONS
 ICS AT LOC. 11, 2F3
 WERE 19-056. ADDED
 RESISTORS AT MB
 CM 07 03088 12 12475 ED
 AREA K4 MNEMONIC ZSUMIA
 WAS ZSUMIA. AREA K4
 ADDED RES 11 & 12
 PM 17 3507 3-15-78 R02
 AREA D2 AMOD001 WAS AMOD007
 JAT 17 46521 MS 4-6-81 E08



BRUNING 44 231 16042

NOTES

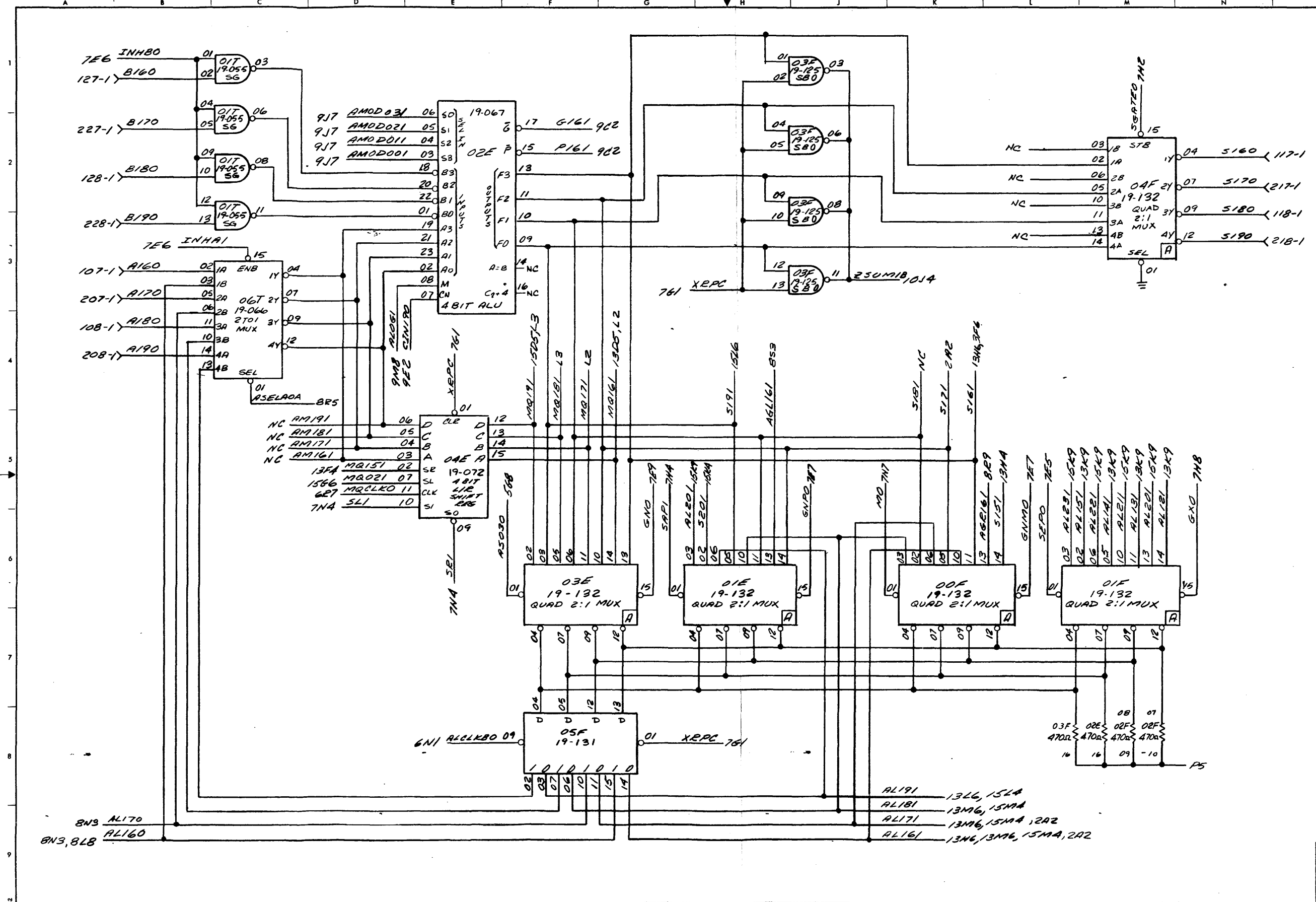
NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
	DRAFT		MB32 ALU
	CHK		
	ENGR		
	DWR ENG		

TASK NO 03088 SHEET OF 13-17
 35-538 R03 D08

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REVISIONS

ICs AT LOC J1,2,F3
WERE 19-056, ADD'D
RESISTORS TO AREA
MB. DIE13 WENT TO
AL71.
PM 03088 12-24-75 E01
RESISTOR 03F 470Ω IN AREA
MB WAS 00E 470Ω.
PM 2934 - 9-7-76 R02
AREA K4 MNEMONIC ZSUMIB
WAS ZSUMI
PM 3507 3-15-78 R03



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BRUNING 44-231 16042

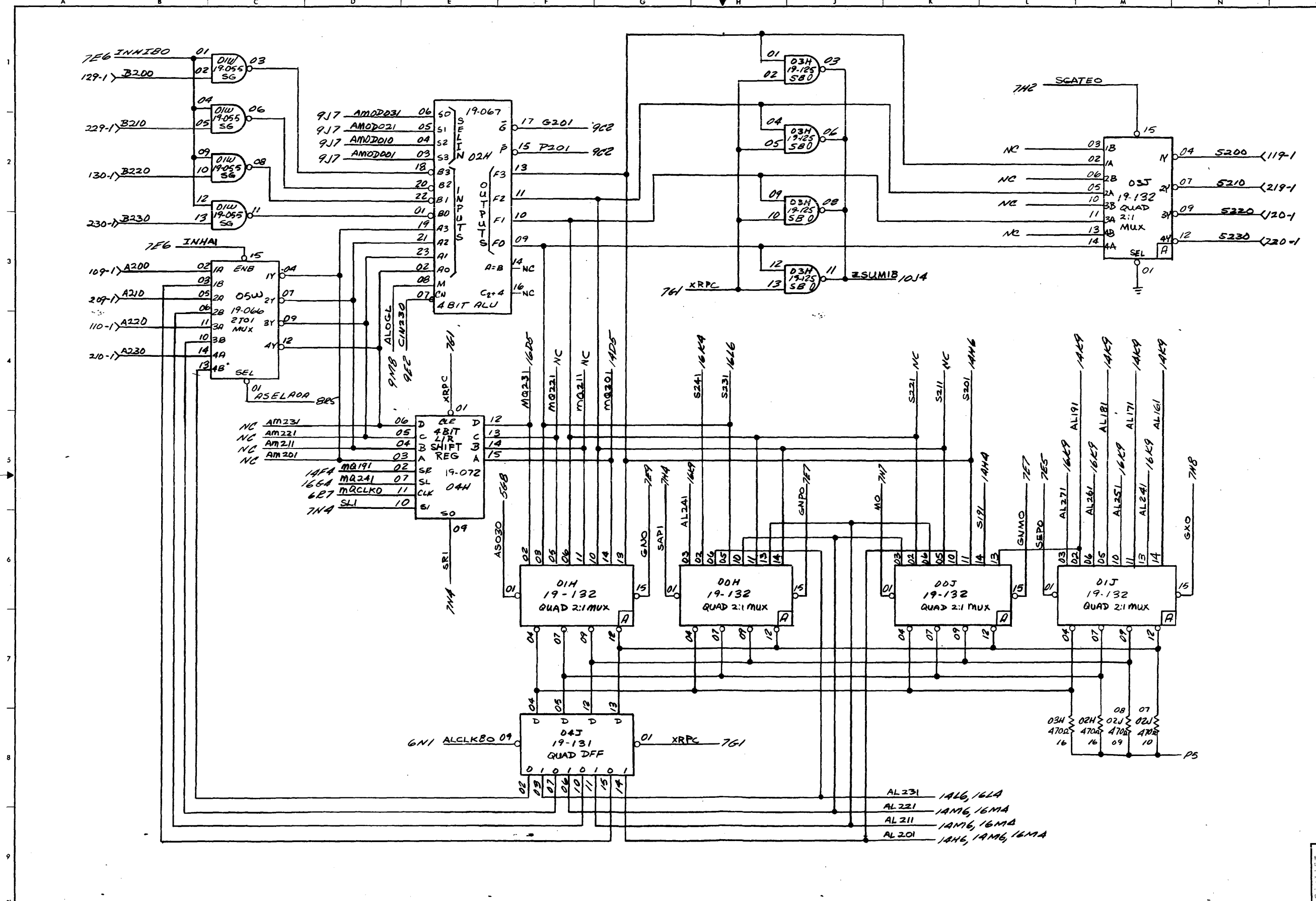
NOTES

NAME	TITLE	DATE	TITLE
	DRAFT		FUNCTIONAL SCHEMATIC
	CHK		MB/32 ALU
	ENGR		
	DIR ENG		

03088
 35-538-03D-08 14-17

REVISIONS

ADDED RESISTORS IN LOC MB, IC5 IN LOC U1, 2 & 3 WERE 19-056
 PM 0308 12-24-75 R01
 AREA K4 MNEMONIC ZSUMIB WAS ZSUMI
 PM 03507 3-15-78 R02
 AREA E6 RMV'D BUBBLE FROM 04H-09.
 KR 4231 R 3-10-80 R03



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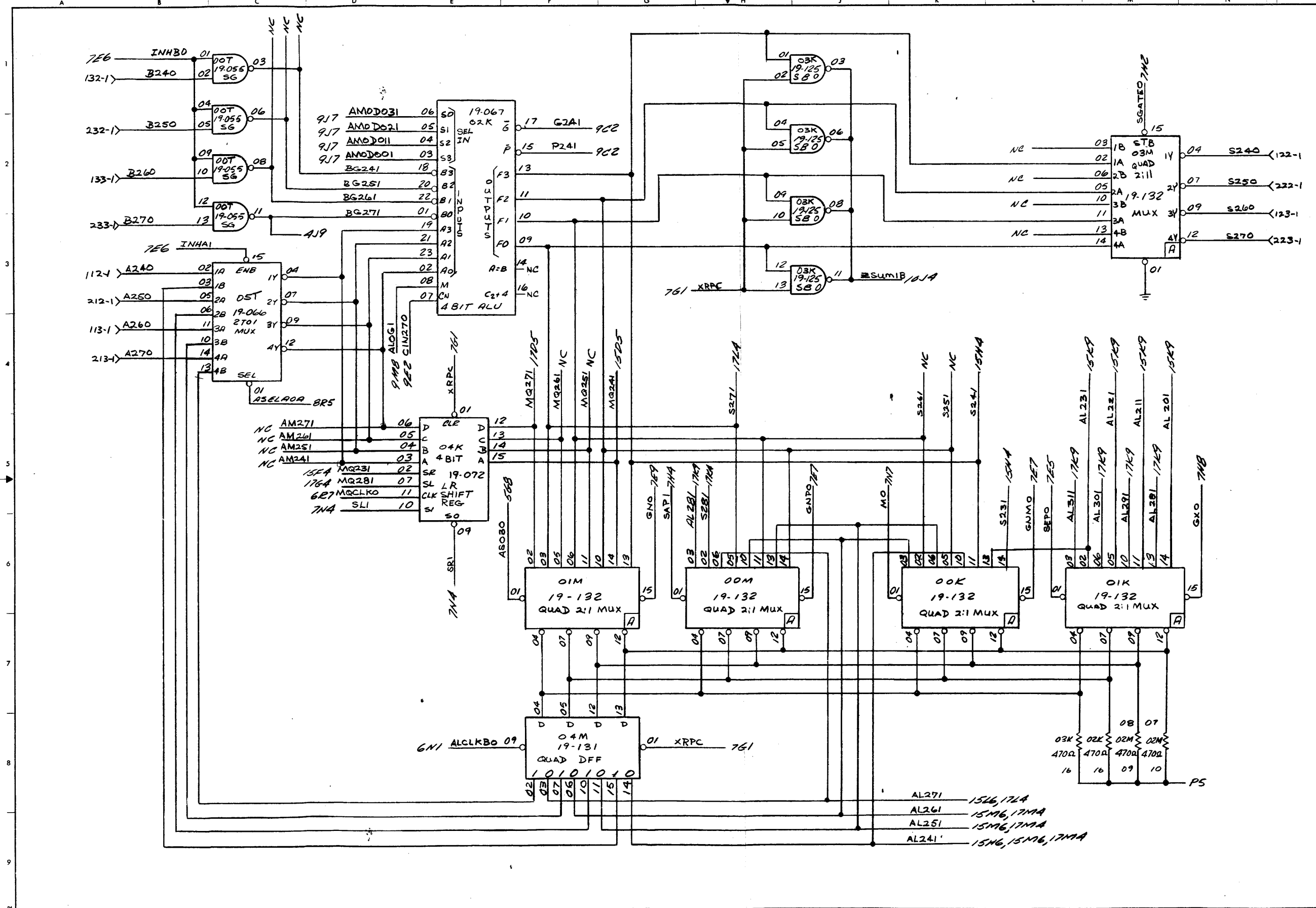
BRUNING 44 231 16042

NOTES

NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
CHR	DRAFT		MB/32 ALU
ENGR	CHR		
DIR ENG	ENGR		

NO 03088 SHEET OF 35-53803DOB 15-17

REVISIONS			
IC'S AT LOC. 1, 2 & 3 WERE 19-056, RESISTORS ADDED AT MR.			
PM 03088	11-24-75	201	
AREA K4 MNEMONIC ZSUMIB WAS ZSUMI.			
PM 3507	3-15-78	RO2	



- NC AM271
- NC AM261
- NC AM251
- NC AM241
- 154A MQ231
- 176A MQ281
- 6E7 MQCLKO
- 7N4 SLI

- AL271 15N6, 17L4
- AL261 15M6, 17MA
- AL251 15M6, 17MA
- AL241 15N6, 15M6, 17MA

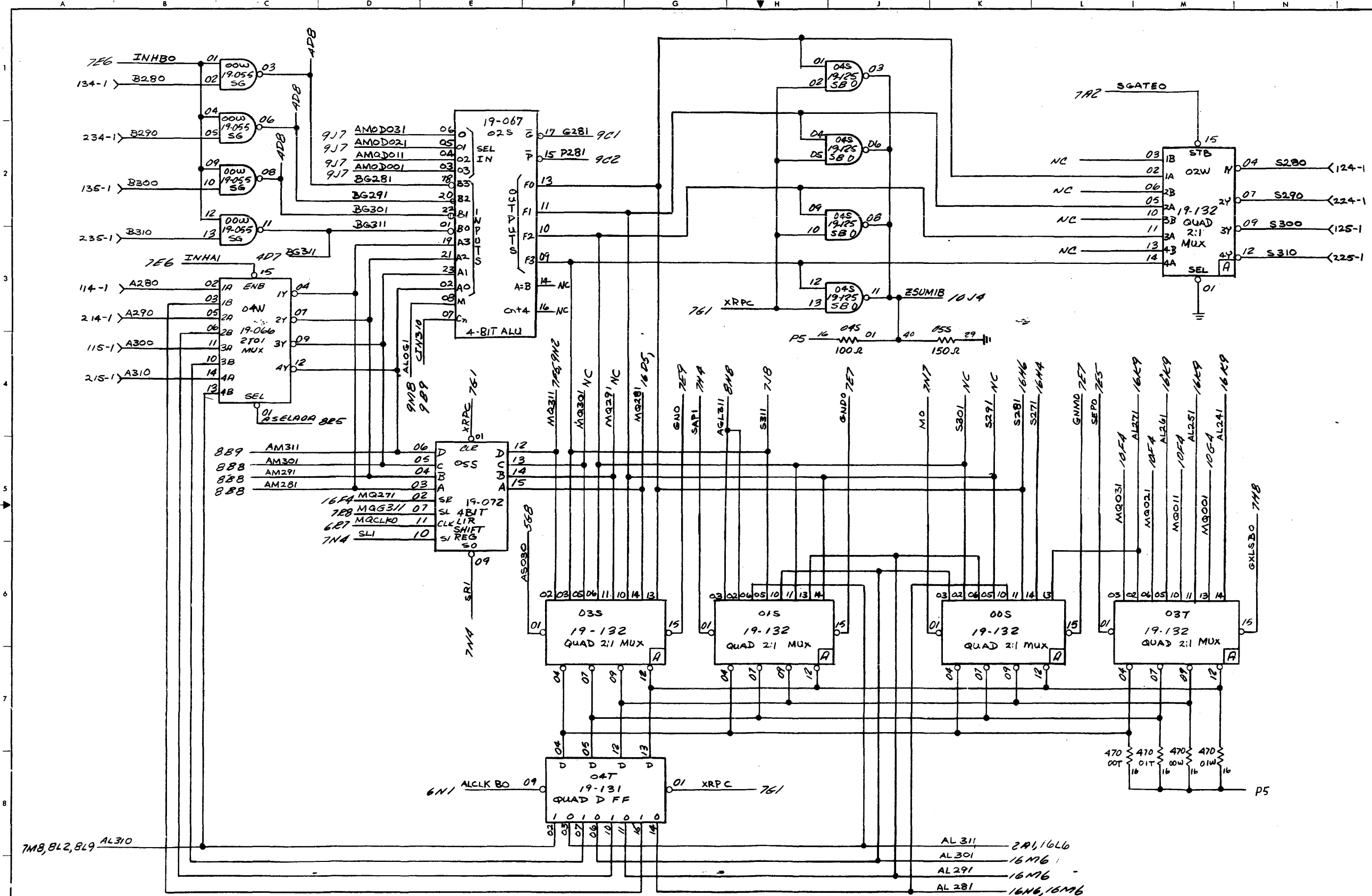
BRUNING 44-231 1604Z

NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
	DRAFT		MB/32 ALU
	CHK		
	ENGR		
	DIR ENG		

03088	SHEET OF
35-53B R02 DOB/67	

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REVISIONS	
IC'S AT J1, 2 & 3 WERE	
19-059, ADDED 2	
RESISTORS AT J4	
M 03088 -22	2475 ED1
AREA K4 MNEMONIC ZSUMIB	
WAS ZSUM1, 045 WAS 180R,	
& 055 WAS 220R.	
M 3507	3-15-78 RO2
AREA K8 RMV'D LOCATOR	
7L8 FROM SIGNAL AL311.	
KR 4231	R 3-6-80 RO3



7M8, B12, B19 AL310

- AL 311 — 2A1, 16L6
- AL 301 — 16M6
- AL 291 — 16M6
- AL 281 — 16N6, 16M6

NOTES

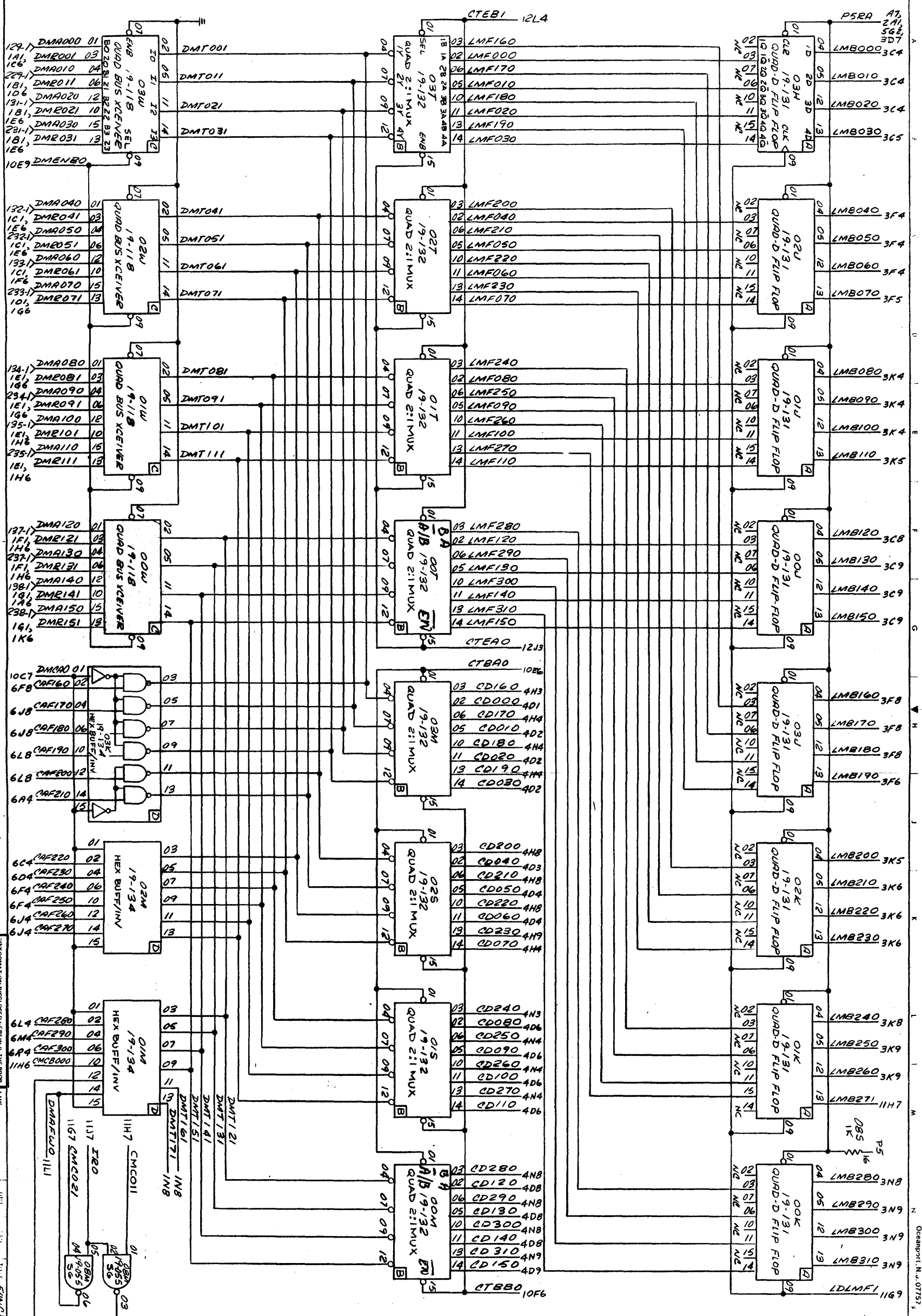
NAME	TITLE	DATE	TITLE
	FUNCTIONAL SCHEMATIC		MB/32 ALU
	DRAFT		
	CHK		
	ENGR		
	DIR ENG		

JOB NO. 03088
 35-53803D08 / 7-17

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DRAWING 44-231-16042

NOTES

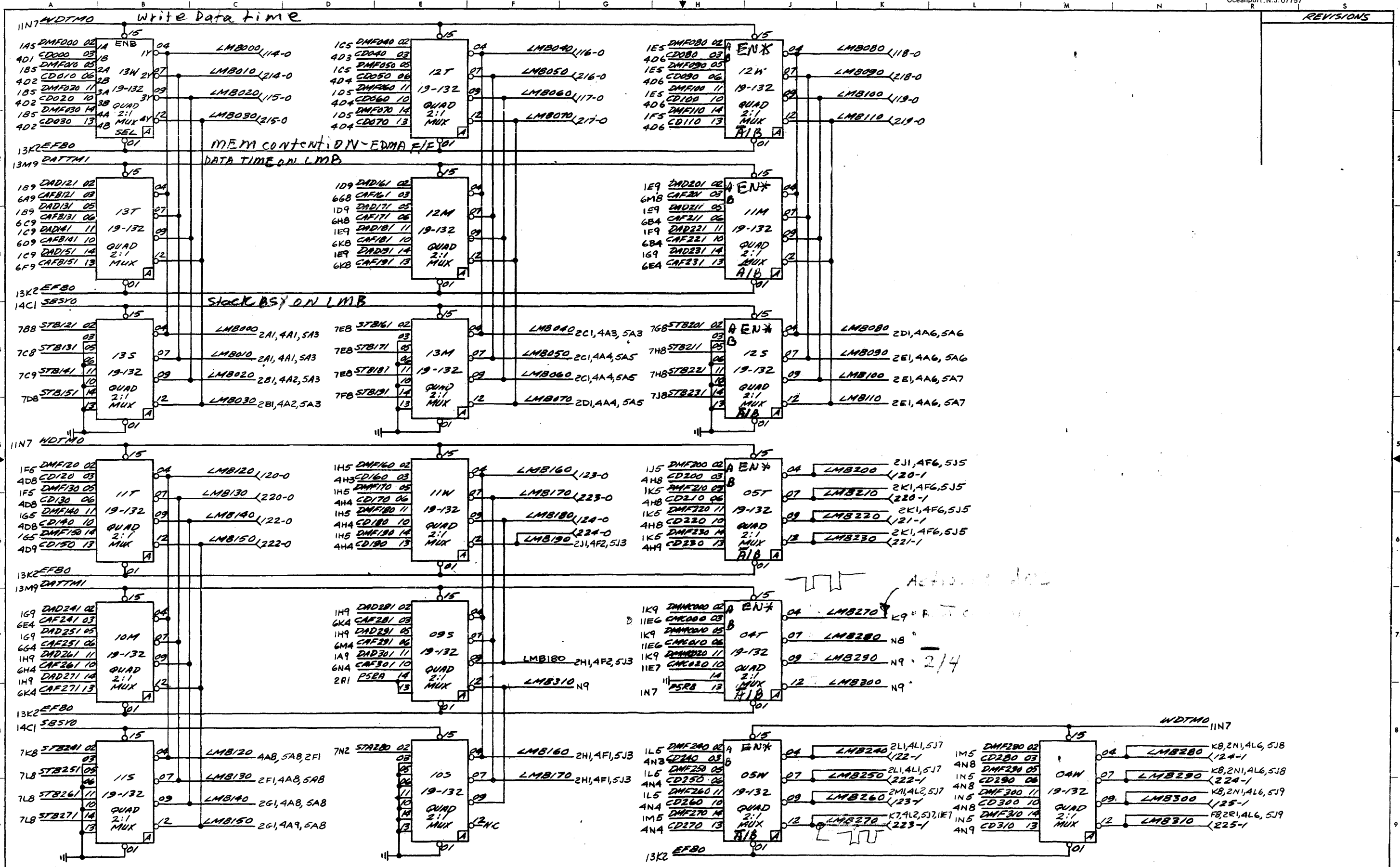


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DATE: 8/32 MBC
 DRAWN BY: 03088
 CHECKED BY: 35-535-201/008
 SHEET: 2 14

PERKIN ELMER
 Computer Systems Division
 Oceansport, N. J. 07757

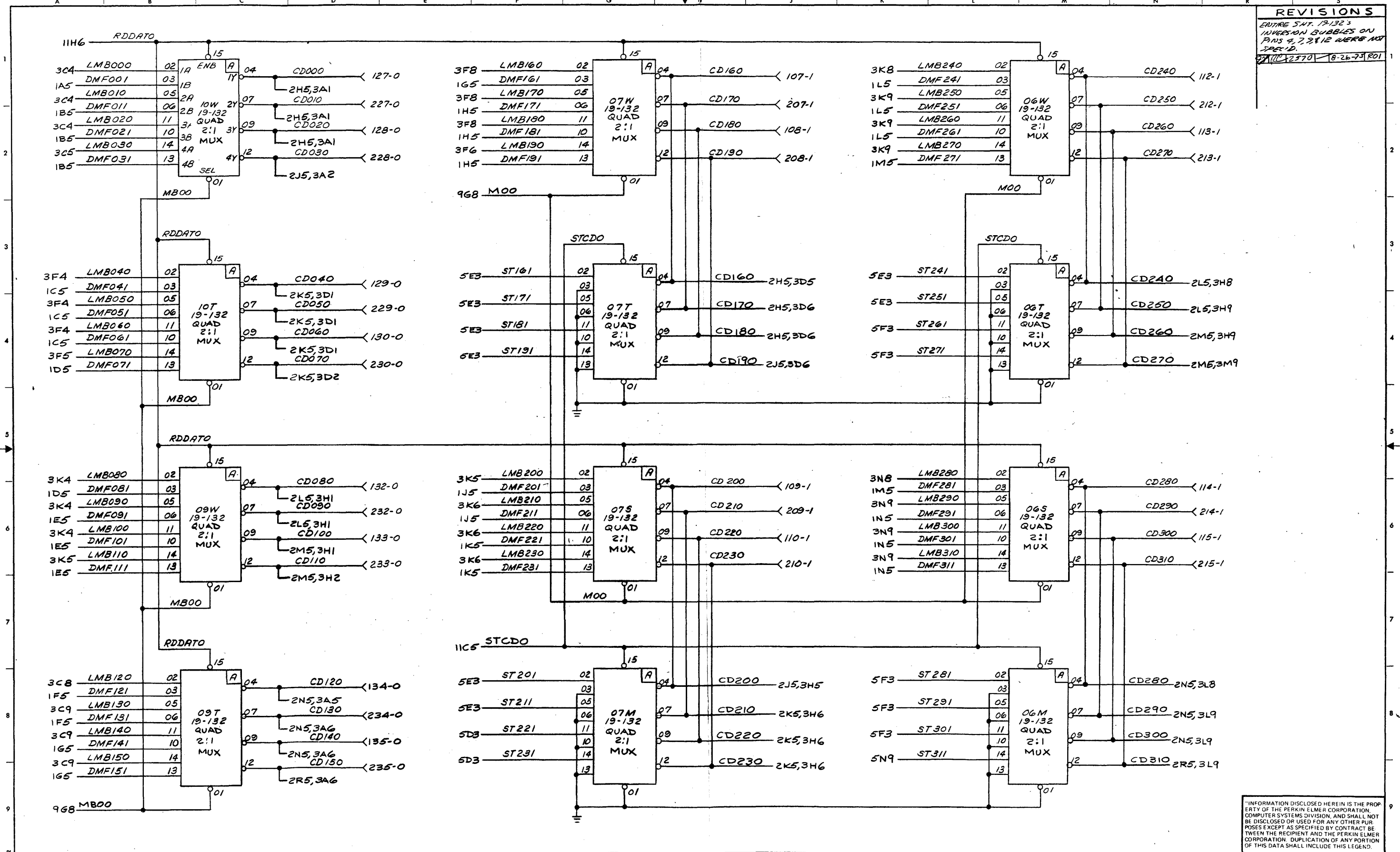
REVISIONS
 CHANGED BY: 01/10 MMS
 CHECKED BY: MMS/01/10
 DATE: 1/10/75



REVISIONS	

REVISIONS

ENTIRE SH. 19-132
INVERSION BUBBLES ON
PINS 4, 7, 12 WERE NOT
SPEC'D.
2711012570 18-26-75 RO1



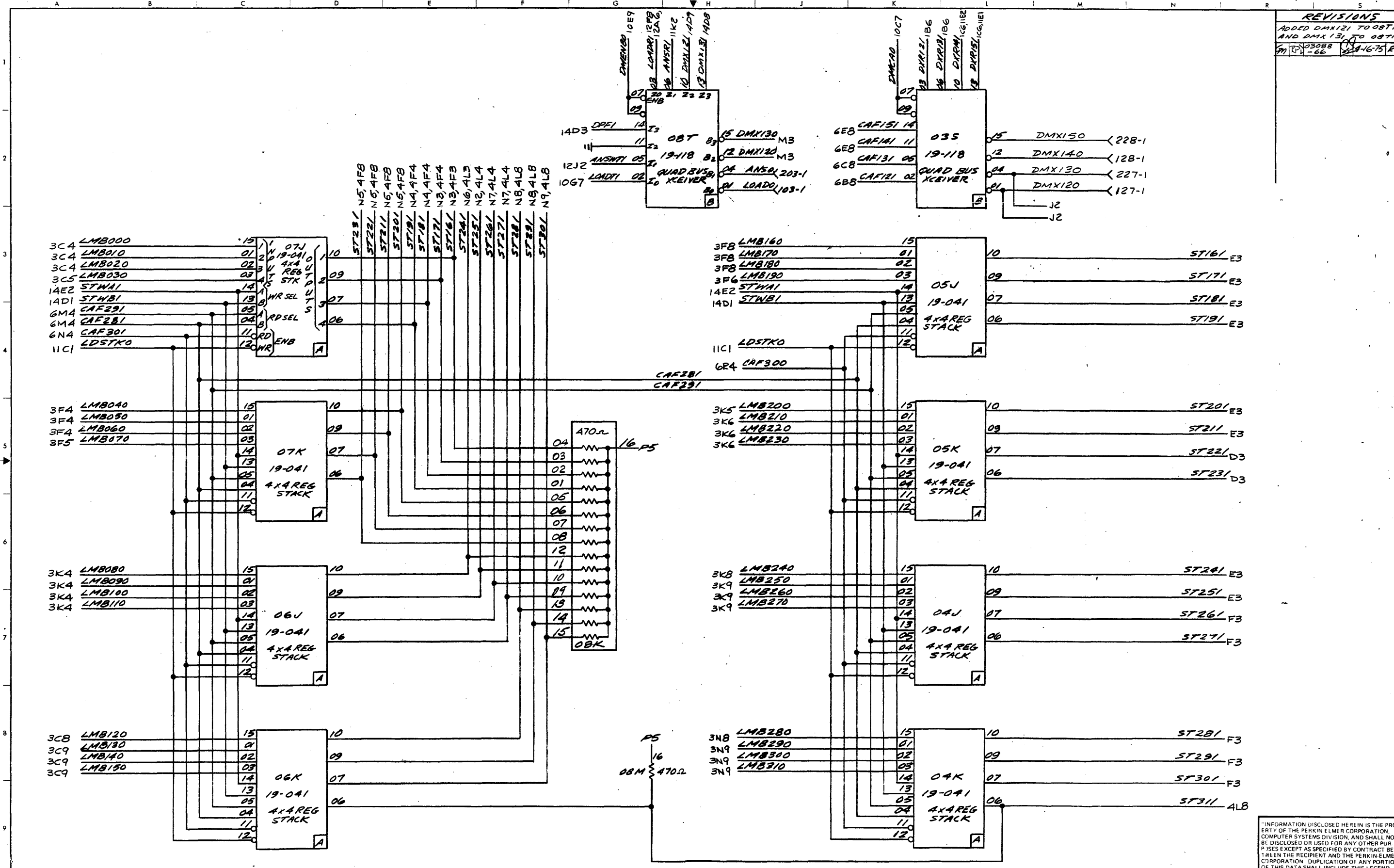
BRUNING 44-231 16042

NOTES

NAME	TERRY PINGITORE	TITLE	DATE	TITLE	FUNC. SCHEMATIC
CHK		CHK	10-15-74		M 8/32 MBC
ENGR		ENGR			
DIR ENG		DIR ENG		TASK NO.	35-535 R1008
				SHEET OF	4-14

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REVISIONS		
ADDED DMX121 TO 08T10 AND DMX131 TO 08T13		
71	03088	8-16-75 EOI



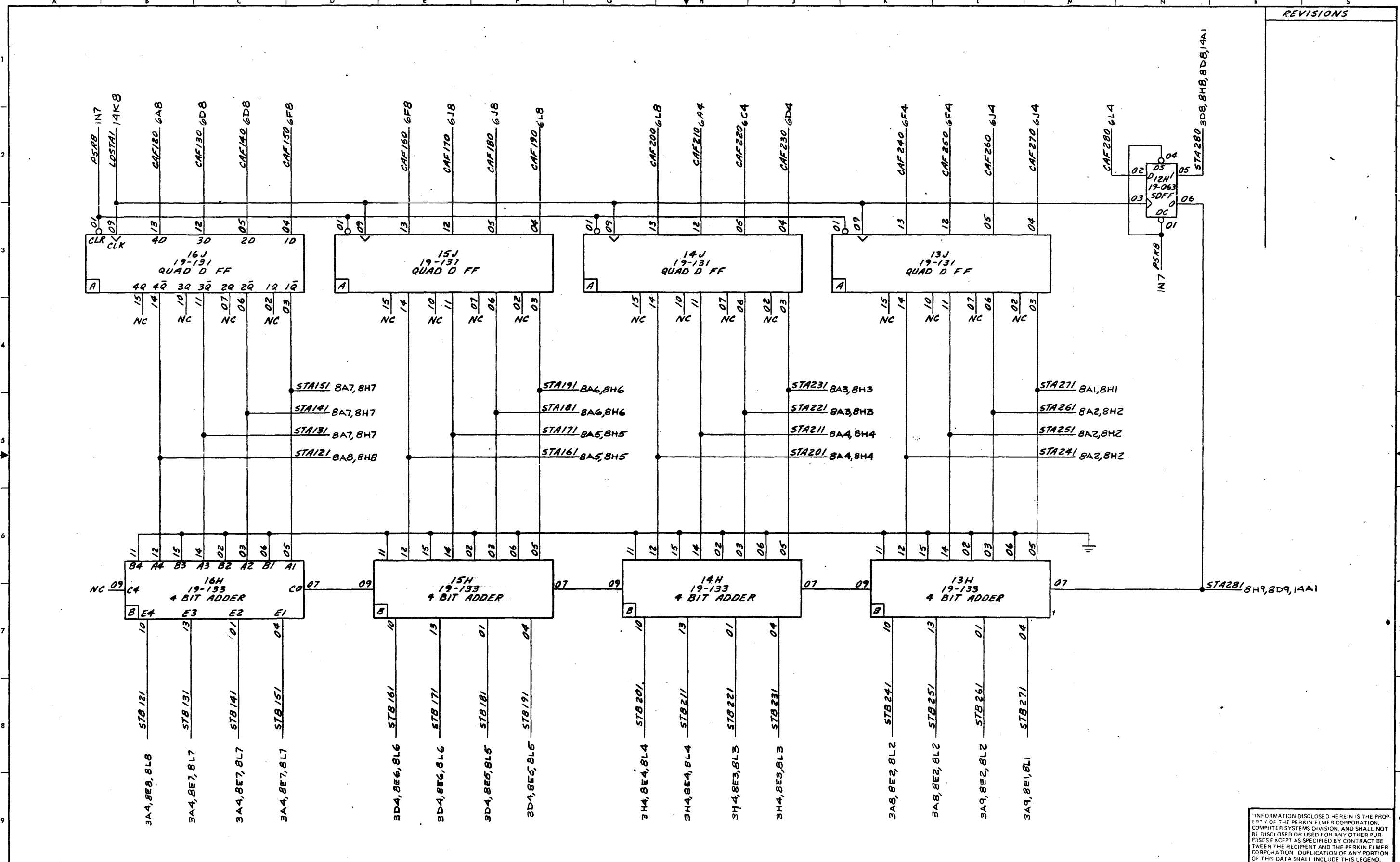
NOTES

NAME E. ROE	TITLE FUNCTIONAL SCHEMATIC
DATE 8/32	DATE 10-14-74
DESIGNED BY MBC	DRAWN BY 5 14
CHECKED BY	APPROVED BY
ENGR.	
DR ENL.	

03088 35-535 R01 DOB

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REVISIONS



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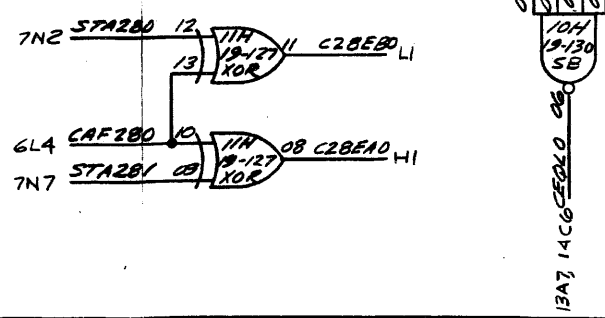
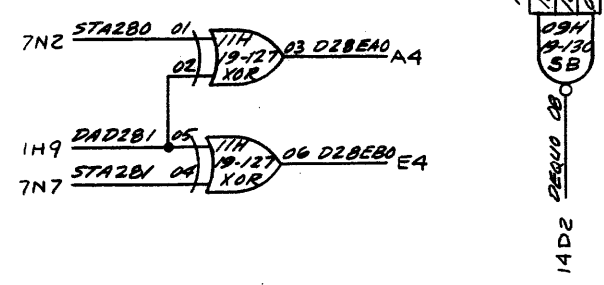
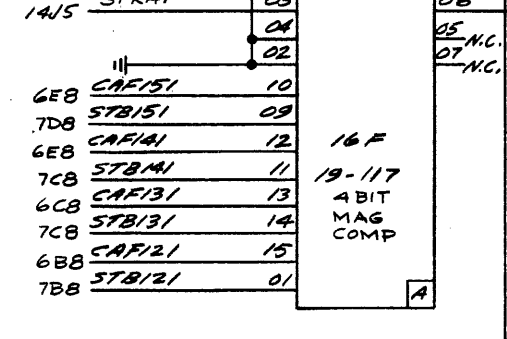
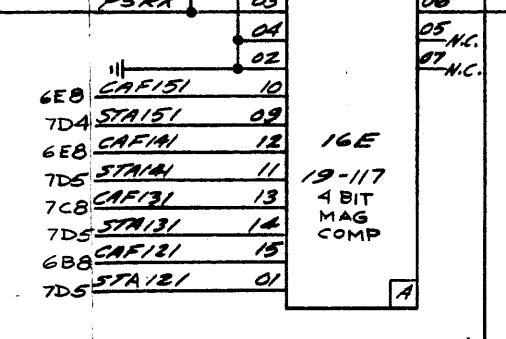
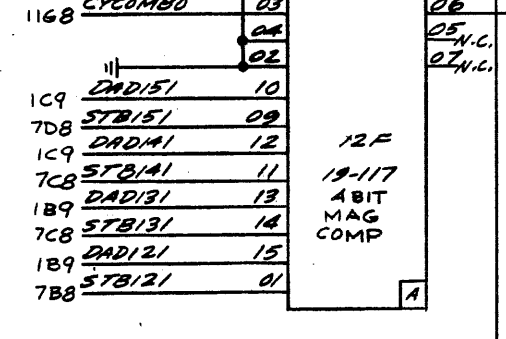
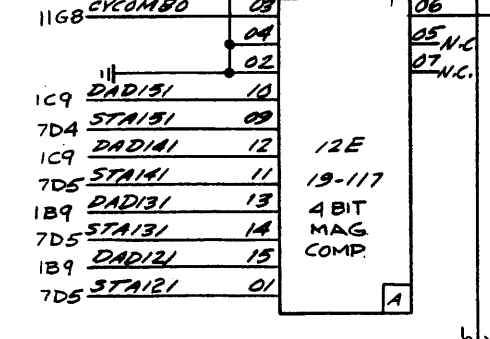
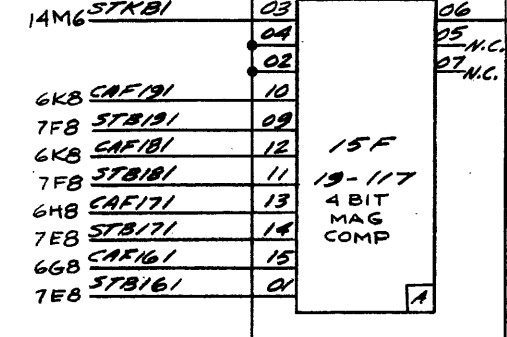
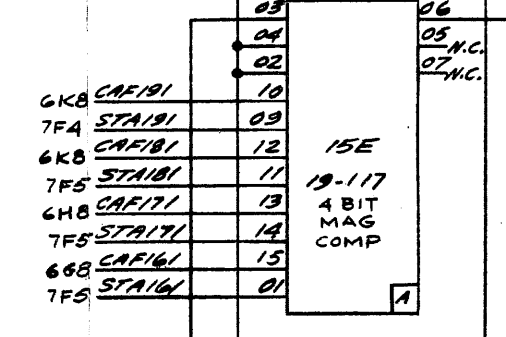
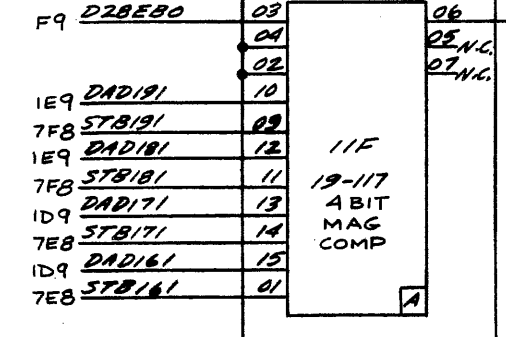
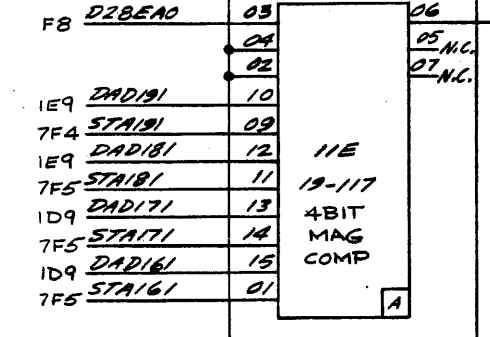
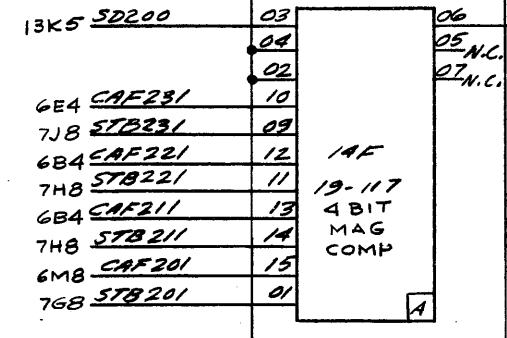
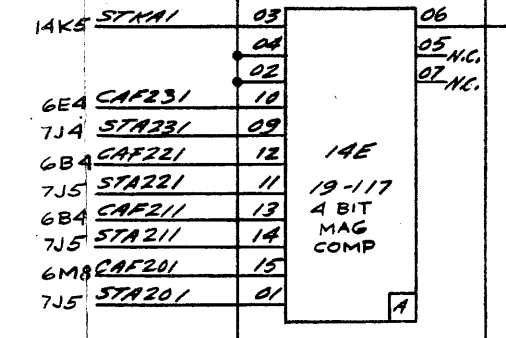
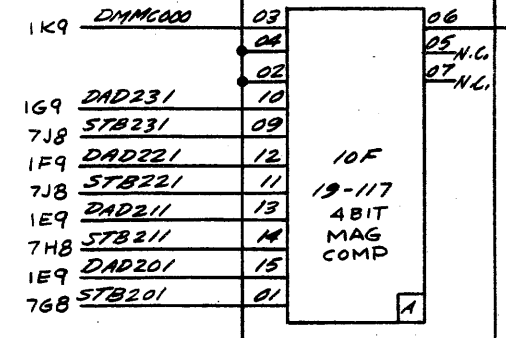
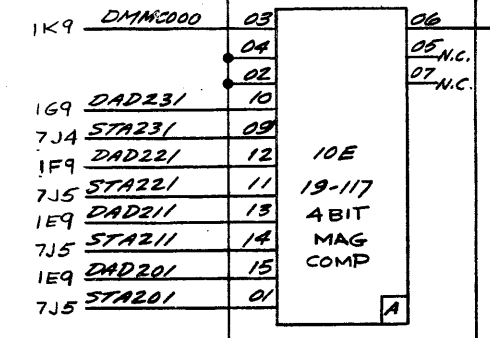
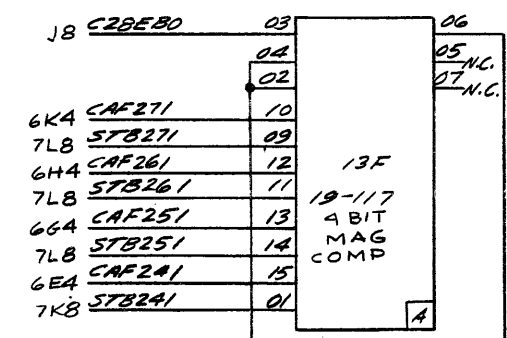
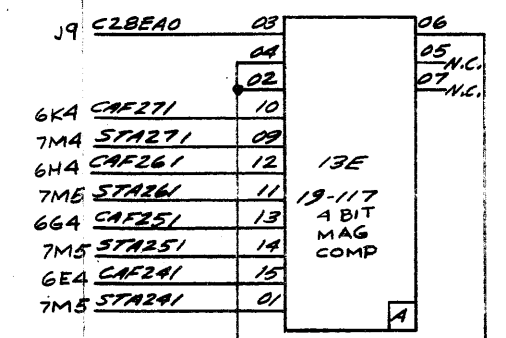
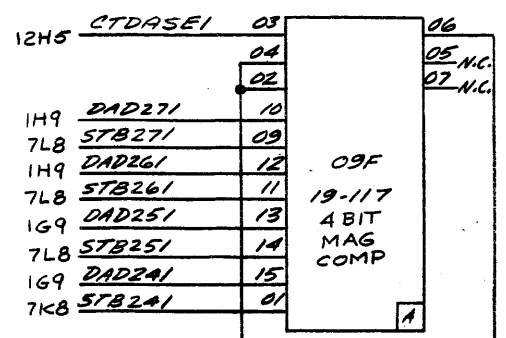
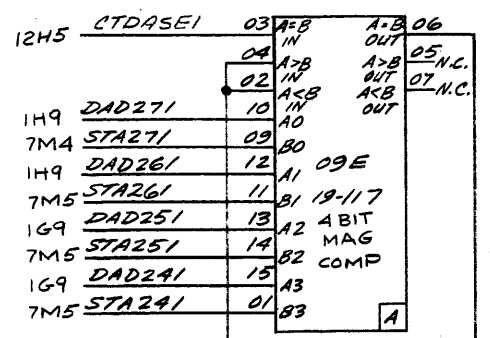
BRUNING 44-231 16042

NOTES

NAME	TITLE	DATE	TITLE
J.R. BIELSKIE	DRAFT	10-15-74	FUNCTIONAL SCHEMATIC
CHK			8/32 MBC
ENGR			
DIR ENG			
	35-535	008	SHEET OF 7-14

REVISIONS

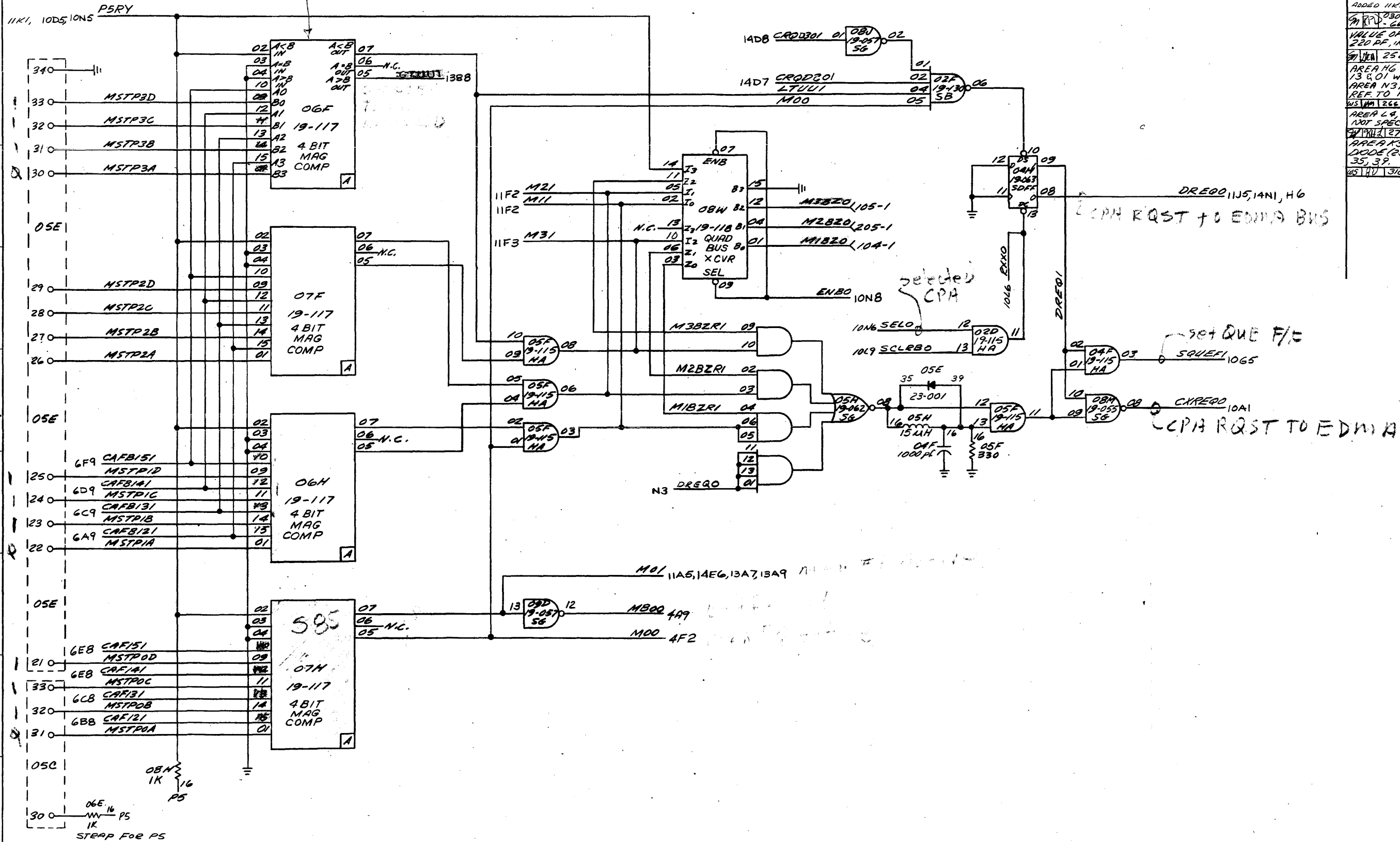
ADDED PINS 35 TO P5RX
F 34 TO 6RD, 11 LOC 66.
3088 - 27 2-1-75 E01
16 F03 WAS P5RX
3088 - 27 2-7-75 R02
EXTENSIVE REVISION
FOR R02 SEE MICRO-
FILM.
GP 17 13420 12-17-78 R03



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E. ROE
10-14-74
FUNCTIONAL SCHEMATIC
8/32
MBC
03088
35-535R03D08 8 14

Local Memory Range Limit Comparators



REVISIONS	
REMOVED SELO FROM 04H3 AND 04D11	
03088 27	1-27-75 E01
IN LOC. G3, ON 1941B PIN 10 WAS 11 AND PIN 11 WAS 10 ADDED 11K1 TO P5RY	
03088 27	4-16-75 R02
VALUE OF CAP 04F WAS 220 PF, IN LOC K6	
2526	5-30-75 E03
AREA H6 05H-ANS 11, 12, 13 & O1 WERE TO SELI. AREA N3 ADDED CROSS-REF TO H6	
2662	10-30-75 R04
AREA L4, MMEM. RXXO WAS NOT SPEC'D.	
2727	2-29-76 R05
AREA K5. ADDED A DIODE (23-001) TO 05E-35, 39.	
3107	1-3-5-77 R06

BRUNING 44231 16042

NOTES

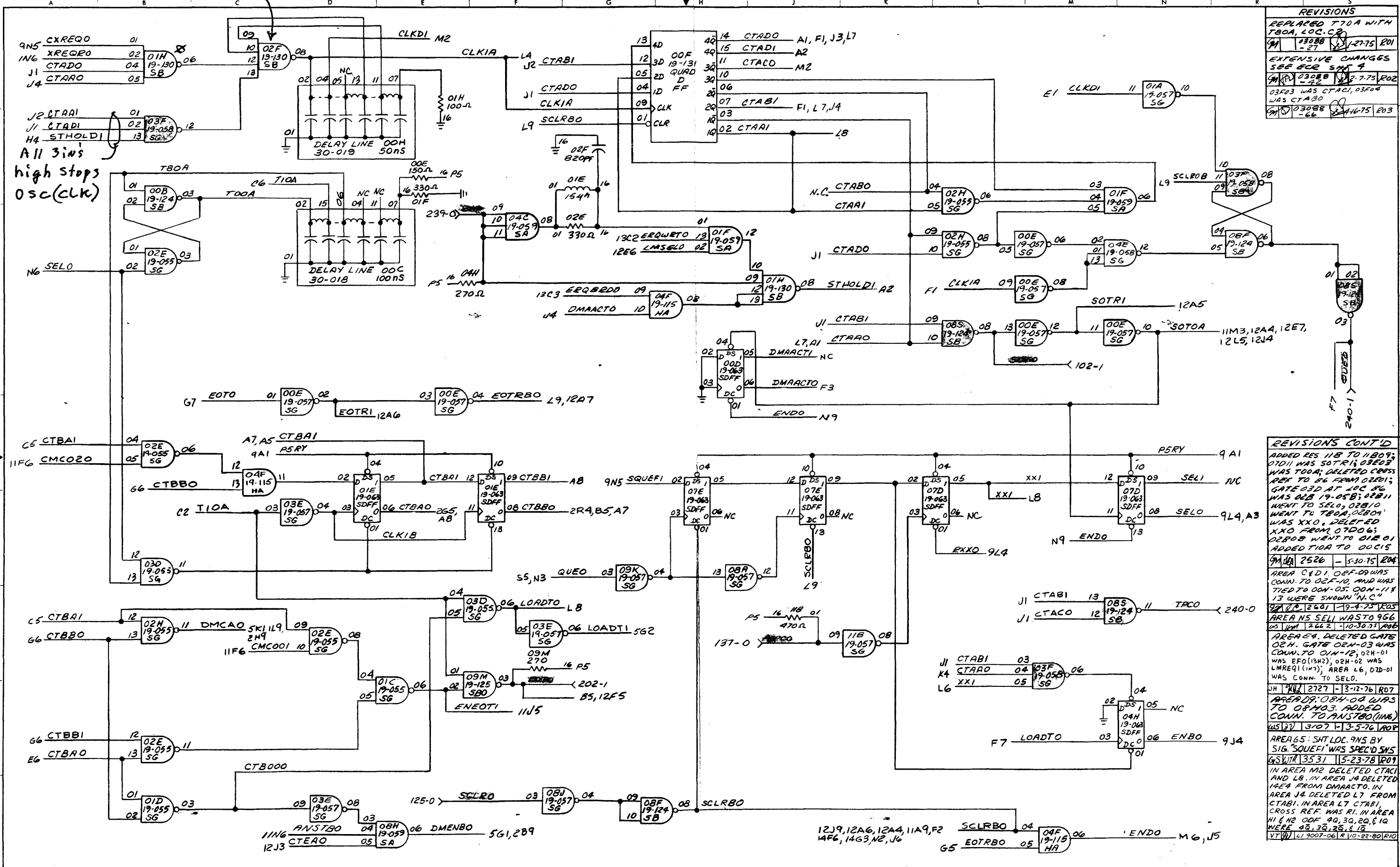
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NAME	E. ROE	TITLE	FUNCTIONAL SCHEMATIC
DATE	10-15-74	DATE	8/32
CHK		ENGR	MBC
DIR ENG		NO	03088
		SHEET OF	35-535 R06 D08 9-14

All 3's high stops
Osc(CLK)

REVISIONS

1	REPLACED T70A WITH T80A, LOC. C2
2	2308B -27 1-27-75 R01
3	EXTENSIVE CHANGES SEE ECR SMT 9
4	2308B -42 2-7-75 R02
5	03F03 WAS CTAC1, 03F04 WAS CTAB0
6	2308B -66 2-16-75 R03



REVISIONS CONT'D

7	ADDED RES 11B TO 11B09; 07D11 WAS SOTR1; 08E03 WAS TOO0; DELETED CROSS REF TO 86 FROM 02E01; GATE 03D AT LOC 86 WAS 02B 19-05B; 08B11 WENT TO SELO; 02B10 WENT TO T80A; 02B04 WAS XX0, DELETED XX0 FROM 07D06; 02B08 WENT TO 01E 01
8	ADDED T10A TO 00C15
9	2526 - 5-30-75 R04
10	AREA C4D1, 02F-09 WAS CONN. TO 02F-10, AND WAS TIED TO 004-05. 004-11 & 13 WERE SHOWN 'N.C.'
11	2601 - 19-4-73 R05
12	AREA NS SEL1 WAS TO 966
13	2662 - 10-30-75 R06
14	AREA 4, DELETED GATE 02H. GATE 02H-03 WAS CONN. TO 01H-12; 02H-01 WAS EFO (132); 02H-02 WAS LMREQ1 (147); AREA L6, 02D-01 WAS CONN. TO SELO.
15	2727 - 3-12-76 R07
16	AREA 19, 084-04 WAS TO 08403. ADDED CONN. TO ANSTBO (116)
17	3107 - 3-5-76 R08
18	AREA 65: SHT LOC. 9NS BY SIG. 'SQUEFI' WAS SPEC'D 5NS
19	3531 - 5-23-78 R09
20	IN AREA M2 DELETED CTAC1 AND L8. IN AREA J4 DELETED 12E4 FROM DMACTO. IN AREA J4 DELETED L7 FROM CTAB1. IN AREA L7 CTAB1, CROSS REF. WAS RI. IN AREA H1 & H2 ODF 40, 30, 20, & 10 WERE 48, 38, 28, & 18
21	3007-061 R10-22-80 R10

REVISIONS

19-057 IC GATES WERE ADDED TO 66C (9K 118) 118 19-057 WAS ADDED TO 68B 5MAYO WENT TO 1A45, 06P 1MAYO WENT TO 1A45, 06P 00B08 WENT TO 1MEDI80 05B15, 03, 13, F05 WERE M.C. 04C05, 05B04 WENT TO 04B1, 05B07 WENT TO 06C 04

03088 - 27 2-27-75 R01

DELETED CROSS REF 12M9 FROM CYCOMO AND ADDED 4F7 TO STCDD

03088 - 42 2-27-75 R02

ADDED 14D AT LOC. 11 09E03 WAS M11, 04E11 WAS M21, ADDED RESISTOR 055 AT LOC. F6 F7 DELAY LINE WAS 30-019 01D05 WAS CM000 ADDED J5 F 2M9 TO CM000. DELETED FROM CM000 16, J5, 1426, 1401 8M9, DELETED FROM CM010 AND CM020 14D1. ADDED CROSS REF 14C9, LD00 AND LMD 14C9, 101 TO 14M9

03088 - 66 1-16-75 R03

0B1 WAS GOING TO 05 A13, DA B00 WAS DA700

03088 - 74 2-5-75 R04

AREA 02 04E PIN 05 WAS TO 04E PIN 10 & 03E PIN 12

US 1441 2663 - 10-30-75 R05

AREA F9, MNEM, CYCOMO WAS SPEC'D AS CYCOMO.

211412 2727 - 12-29-76 R06

AREA F9, MNEM, ERSTO WAS SPEC'D AS CYCOMO.

211412 2727 - 12-29-76 R07

AREA C7, MNEM 50600 WAS CONNECTED TO 5MAYO (AREA B6)

JC 1441 2840 - 5-10-76 R08

AREA M7, 06A-04 WAS TO HAVE LMSCL, CROSS-REF TO 12E5. AREA B8, 08A-01 WAS TO 07A-09 (ERSTO) CROSS-REF TO 13B3. AREA 16: ADDED CROSS-REF 10D9 TO ANSTBO

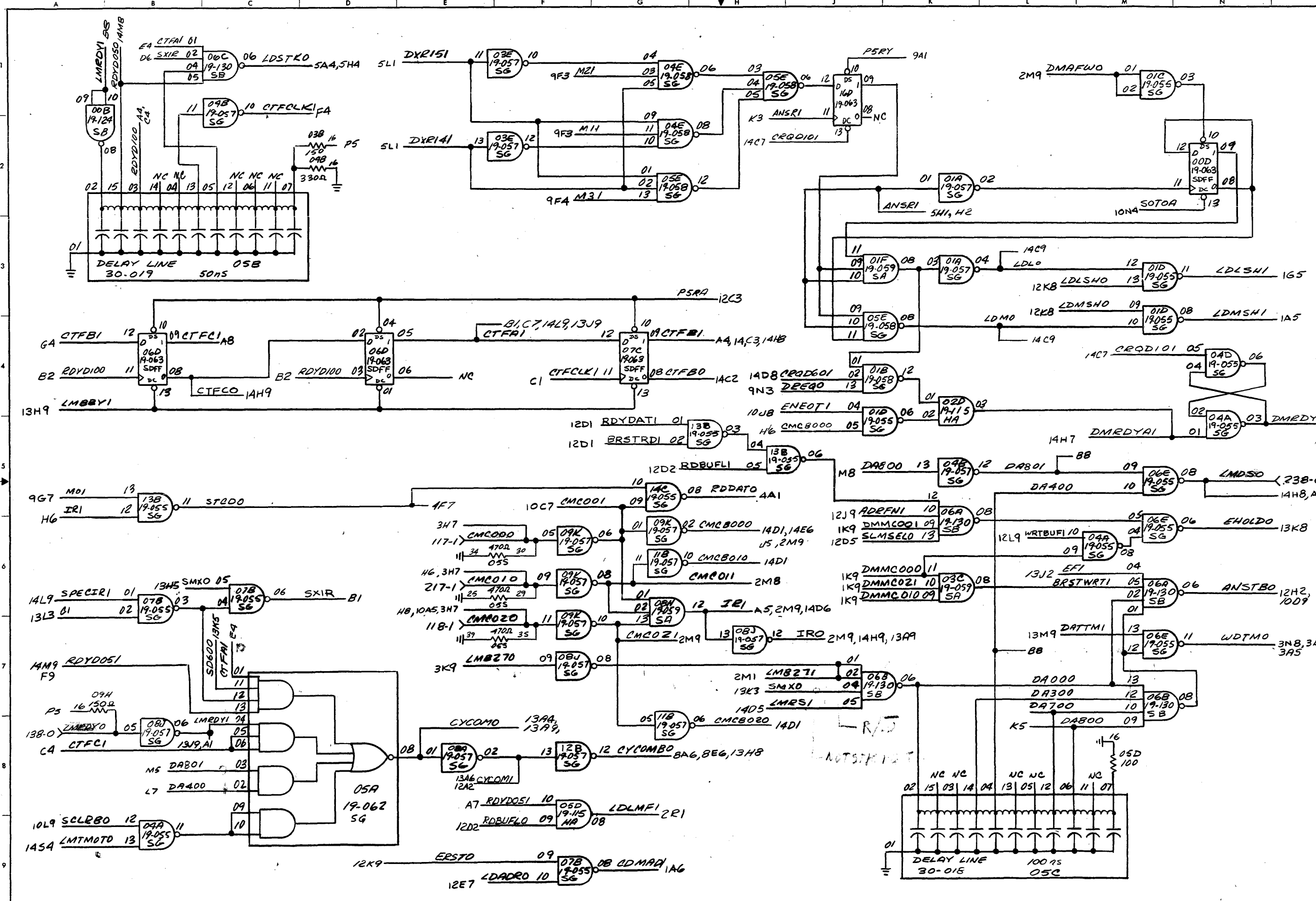
US 1441 3102 - 1-25-77 R09

AREA 11A: ADDED 13J9 TO CTFBI, AREA 1C8, ADDED 13J9 TO TO LMDYD1, AREA 18: CYCOMO WAS REF TO 1312.

US 1441 3172 - 5-10-77 R10

AREA F9: "RDYD051" A7 WAS "CYCOM" 13A6, 12A2. "RDBUFLO" 12D2 WAS "EF1" 13K1.

GS 1441 3476 - 11-22-77 R11

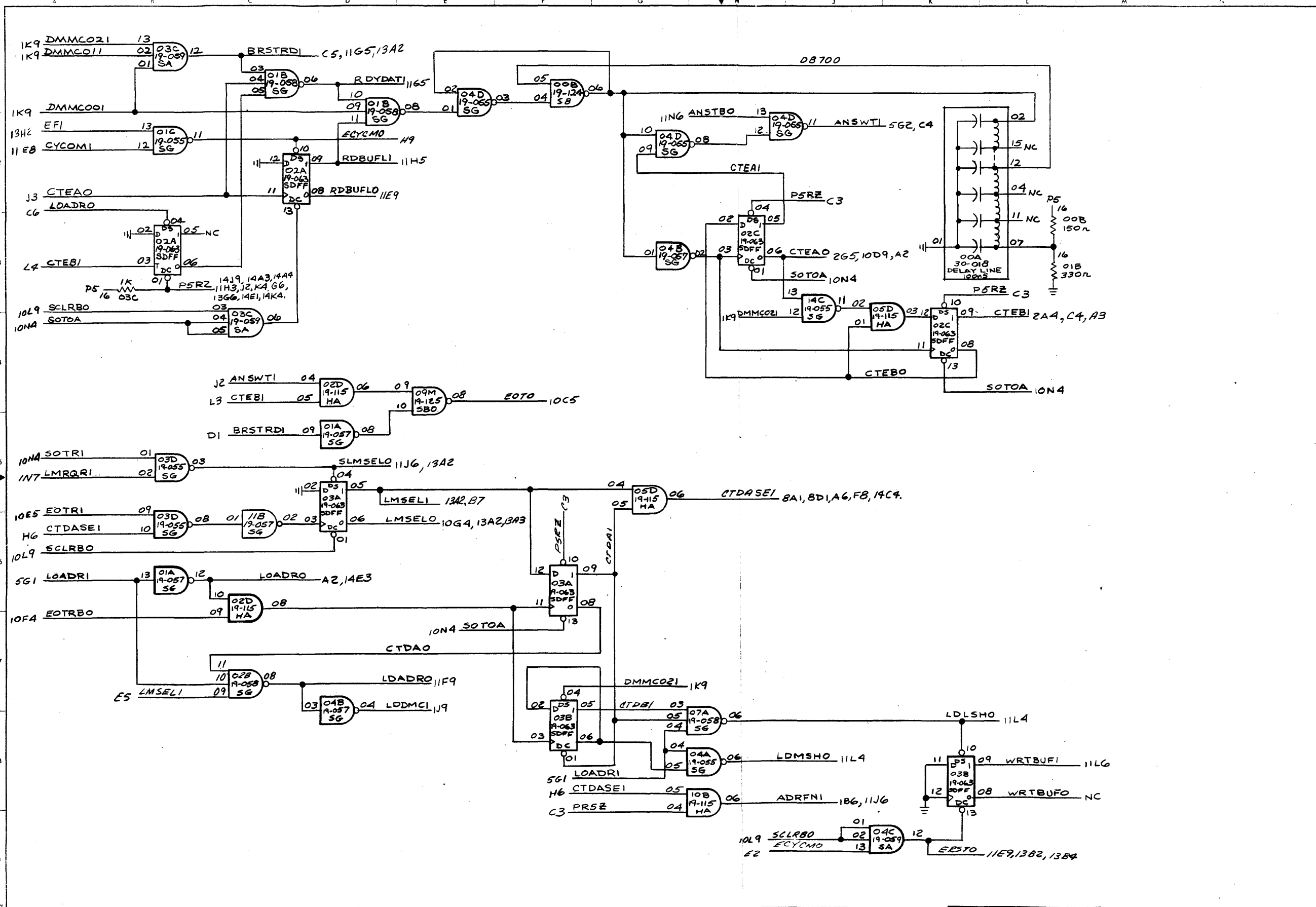


NOTES

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NAME	TITLE	DATE	TITLE
			FUNCTIONAL SCHEMATIC
			8/32 MBC
			TASK NO 03088
			SHEET OF 35-535 R11 008 11-14
			DIR ENG

BRUNING 44-231 16042



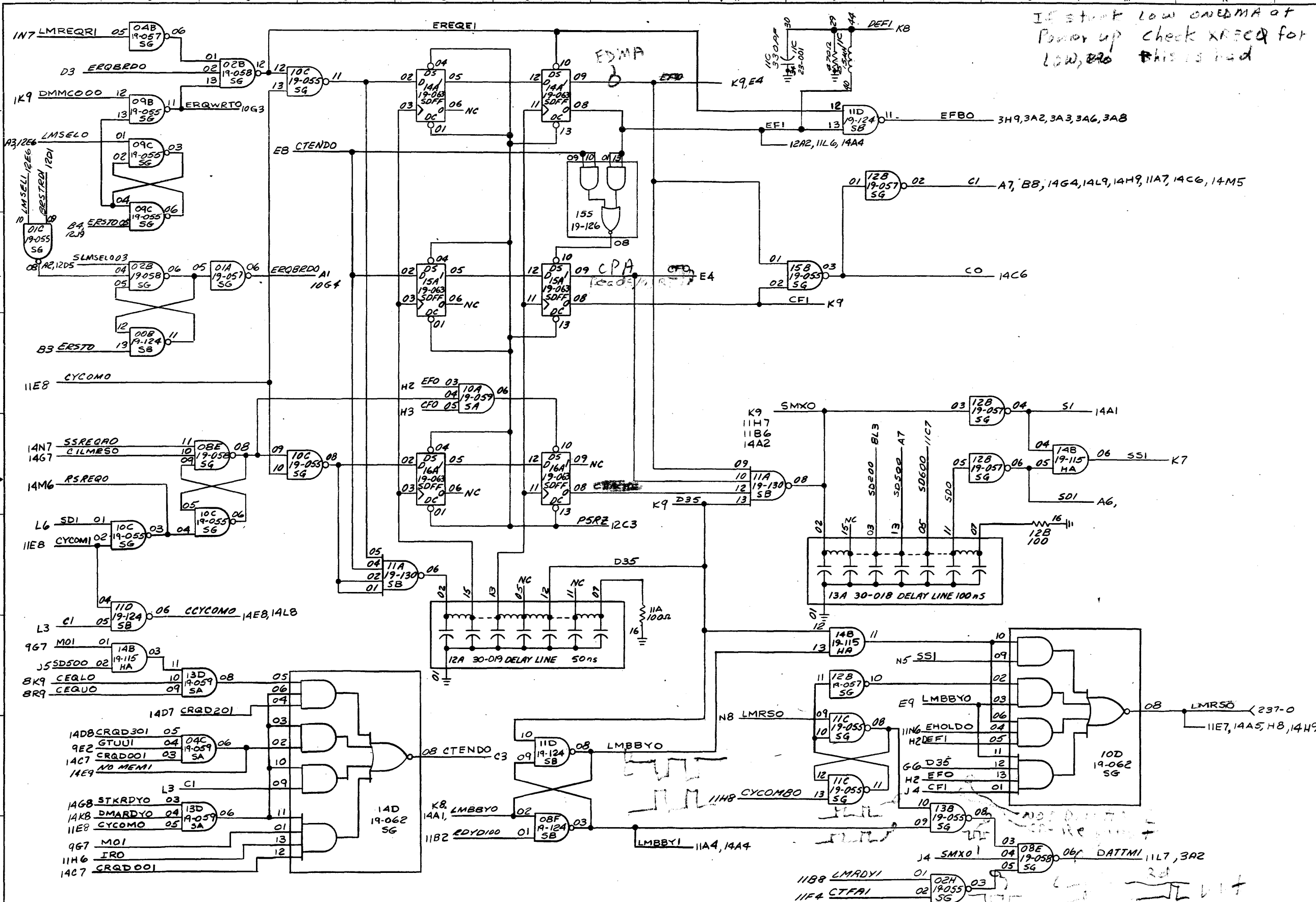
REVISIONS	
LMSELO AND LMSELI NOW GO TO 13A2	
1	03088 2-27-75 R01
D1C13 WAS LMSELI, D1C11 IS NOW ECYCMD, GATE D1A WAS BETWEEN 03A03 AND 03D08, 03A10 WAS GOING TO 03A12, 03A12 NOW GOES TO LMSELI ADDED 16C19, LMRP1	
2	03288 2-27-75 R02
ADDED: 19-057 @ SHT LOC C6 14A18.	
3	03088 2-10-75 R03
CTADO WENT TO 03D12 LOADR0 WENT TO 03D13 LOADR0 WENT TO 03D11 ADDED 02B IN PLACE OF 03D LOC. C7	
4	2526 5-30-75 R04
AREA A3 CTEB1 WAS SPEC'D AS CTEA1.	
5	2727 12-22-76 R05
AREA J9, 04C-01 WAS CONN. TO MNEM. SOTOA. AREA J9, MNEM. ERSTO WAS NOT SPEC'D.	
6	03258 2-29-76 R06
AREAS 5: DELETED REF TO LMSELI FROM 11M6	
7	307 3-7-77 R07
AREA C3, PSRZ ADDED 14A4. AREA H5, CTDASE1, ADDED 14CA.	
8	3176 4-21-77 R08
AREA D2: "RDBUFLO" WAS SPEC'D NC.	
9	3476 12-22-77 R09

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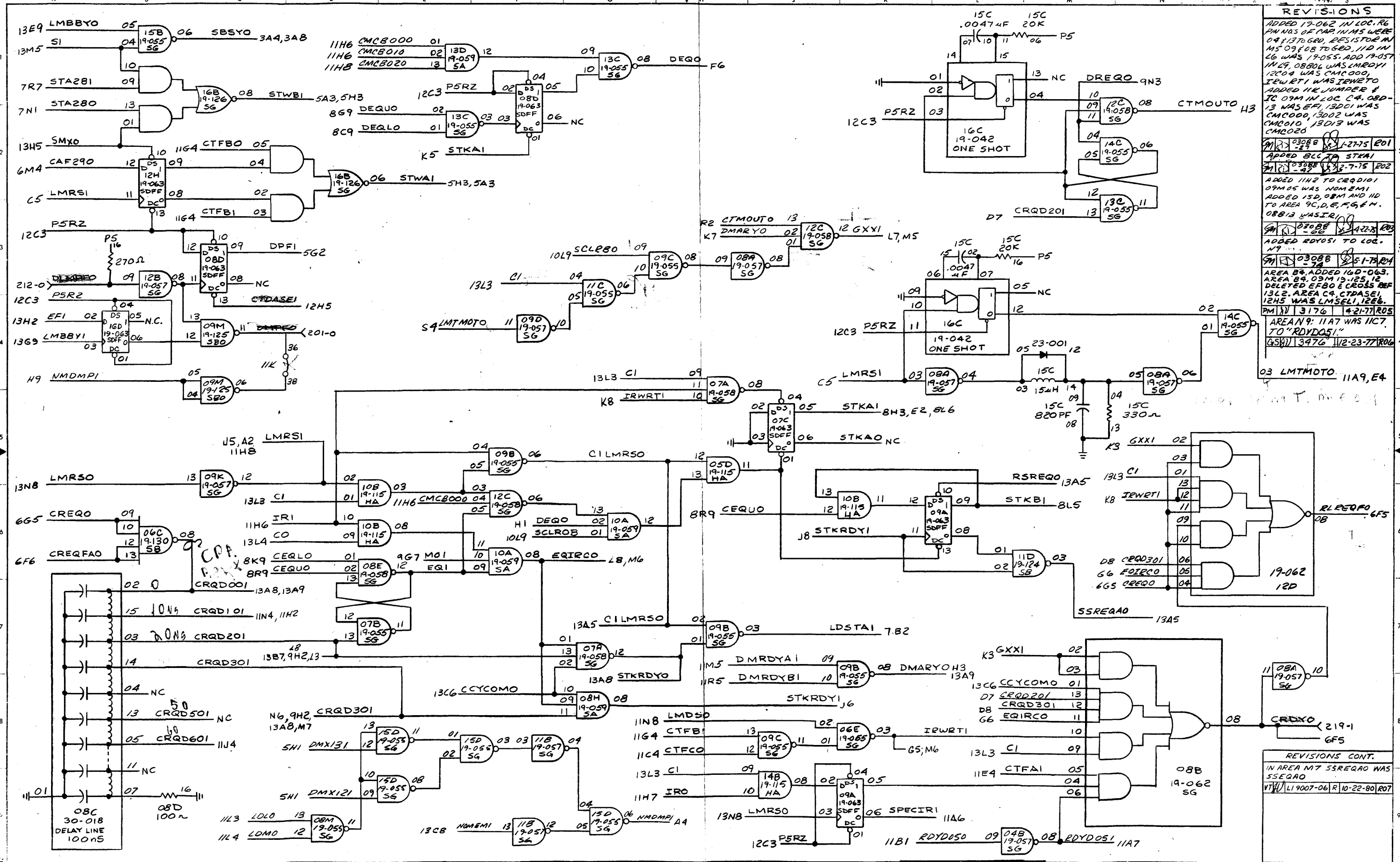
FUNCTIONAL SCHEMATIC
8/32 MBC
03088
35-535 R09.D08 12 14

Memory Counter Logic

IC stuck Low caused MA at
Power up check XREF for
LOW, etc this is bad



REVISIONS		
IC GATE 11D IN LOC J2 WAS 19-055, 12A WAS 30-018, 11C/3 WENT TO CYCOMB, 08F02 WENT TO LMRDYO, 08F01 WENT TO LMBBYO, 04C06 NOW GOES TO NO MEM1, ADDED IC GATES 01C, 00E, 01A AND 02B IN LOC. B3F4 + C3, 02B02 WENT TO LMSLO, 09C05 WENT TO CYCOMD.	03088	1-27-75 R01
ADD 1E2 TO LMRQRO REMOVE 1A4 FROM EFI ADD 12A? TO EFI ADD 10C4 TO ERQBRDO 02B03 WENT TO 08B06	03089	2-27-75 R02
NONE-11 WAS 14B4 13A03 WAS SD200, 13A13 WAS SD500	0308A	4-22-75 R03
AREA E2, 19-057 WAS SHOWN THUS:		
CTENDO 12B 10 TO 15A-10 11 19A97		
AREA J 7, GATE 12B WAS OBJ. ADDED 155.		
AREA B3, B5B, MNEM, ECYCOMD WAS SPEC'D AS CYCOMD. AREA L8, MNEM DEF1 WAS SPEC'D AS EFI. AREA J1, 11D COMD WAS NOT SPEC'D. EFO DELETED		
AREA B3, B9, MNEM, ERSTO WAS SPEC'D AS ECYCOMD.		
AREA J1: RESISTOR LOC. BTWN. 11C29 + 11C25 WAS 330Ω. CAP. BTWN. 11C30 + 11C3A (GND) WAS 100 PF. 11C10-CAPTIONS WERE 11D (4) PLACED AS 11C 280Ω - 4-8-76 R07		
AREA K6, ADDED MNEM SD600 AND 13A-5 AND CAPACITOR		
AREA K1: ADDED 11G TO EFI. AREA B3: DELETED 11C9 FROM ERSTO. AREA K9, 08E-05 WAS TO 11E9		
AREA H2, EFI, ADDED 14A4.		
AREA G9, LMBBYO, ADDED 14A4.		
AREA L2, EFBO, DELETED 14A4.		
AREA K9: ADDED GATE 02H & RELATED CIRCUITRY. AREA J1 DELETED 01-ODE (23-001) AT 11C-39, 35. RESISTOR (170Ω) AT 11C-29, 25 WAS TO 11D-13. FOR PREV. REV. INFO SEE VOIDED COPY 35-535 D08, S/N 13, R/10		
ON IC. 155, PIN 09 WAS 03, ALSO REMOVED BUBBLES.		
AREA J2: DELETED 11E9 FROM "EFI"		

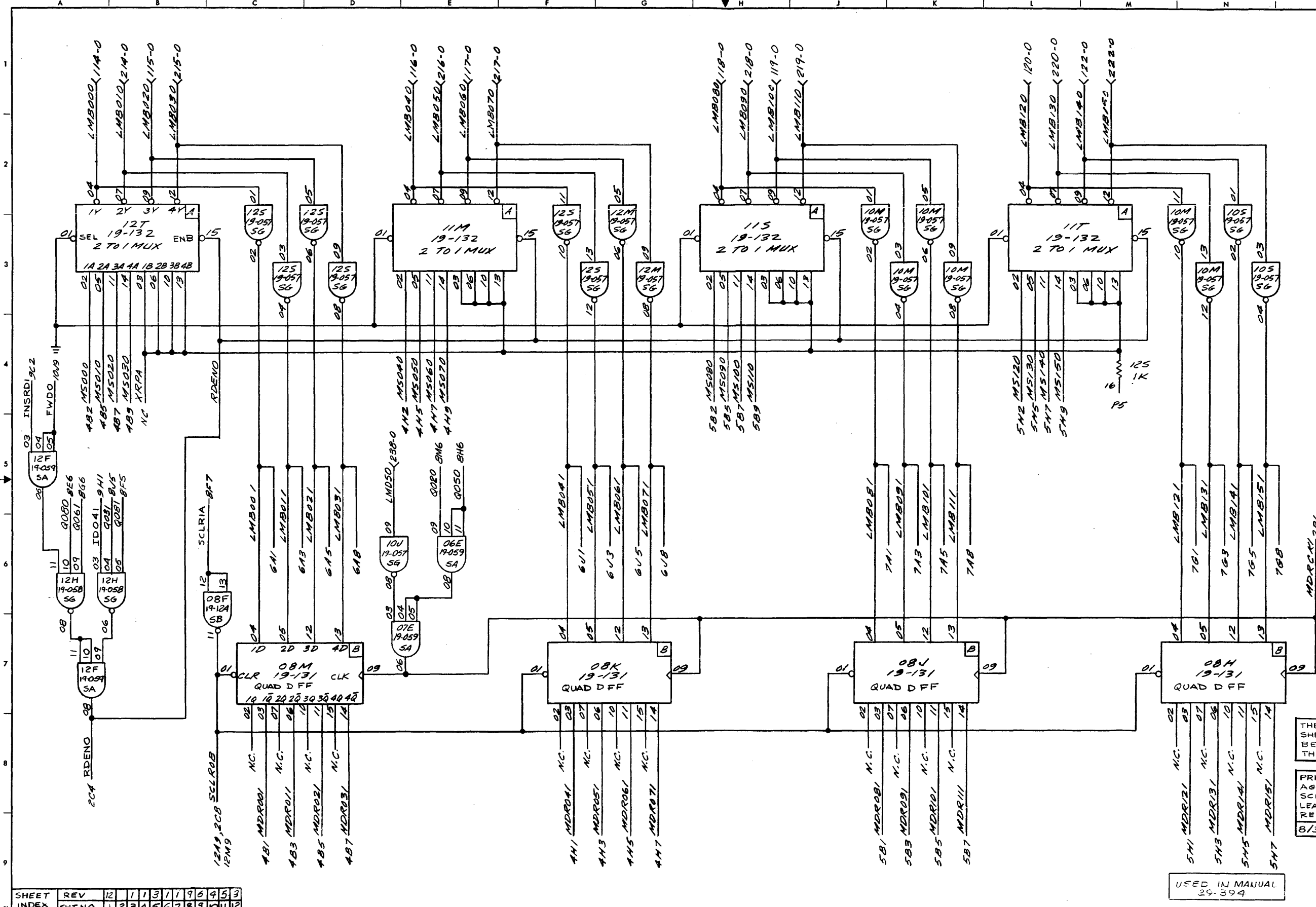


REVISIONS	
1	ADDED 19-062 IN LOC. R6 PIN NOS OF PAR IN M5 WERE 04 & 13 TO 60. RESISTOR IN M5 09 F08 TO 60D. 11D IN L6 WAS 19-055. ADD 19-057 IN L9. 08806 WAS LMRDYL 12004 WAS CMC000, 12007 WAS LMRDYL ADDED 11L JUMPER & 12 09M IN LOC. C4. 08D- 13 WAS EFI, 13D01 WAS CMC000, 13D02 WAS CMC010, 13D13 WAS CMC020
2	ADDED 11H2 TO CRQD10 09M05 WAS N0M0M1 ADDED 15D, 08M AND 10 TO AREA 9C, D, E, F, G, H. 08B12 WAS IRWRTI
3	ADDED R0Y051 TO LOC. M7
4	AREA B4, ADDED 16D-063. AREA 9, 09M 13, 12, 13 DELETED EF80 & CEGAS DEF 13L2. AREA C9, CTBASE1, 12H5 WAS LMSL1, 12E6. AREA 9: 11A7 WAS 11C7 TO "RDYD051"

REVISIONS CONT.	
5	IN AREA M7 S5REQAO WAS S5REQAO

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FUNCTIONAL SCHEMATIC
8/32 MBC
03088
35-535R07D08 14 14



REVISIONS

PRE APPROVAL	DEV	DATE
		11/14/74
		11/14/74
REVISED SHEETS 1,3 THRU 12 PER MARKED PRINTS		
03088-17		11-27-74 R01
SHEET 8 WAS R01 REV.		
03088-25		11-16-75 R02
SHEET 8 WAS R02 REV. SHEETS 9&11 WERE R01 REV. CHANGED: MNEMONICS Q010, Q011, Q031, Q071 WERE Q10, Q11, Q31, Q71, R02 SHEETS 5, 10, 11, & 12 WERE R01.		
03088-33		11-16-75 R03
SHEET 8 WAS R03 REV. SHEET 9 WAS R02 REV.		
03088-35		11-16-75 R04
CHANGED: AREA A5 Q080 WAS Q011, Q061 WAS Q071 & Q081 WAS Q010 SHEET REV WERE: SHT.5 WAS R02, SHT.8 WAS R03, SHT. 11 WAS R02.		
ADDED: 19-059 GATES @ SHT. 100. D7 & E6, P05 O7E & O6E.		
03088-41		3-17-75 R05
CHANGED SHT 12 WAS R02, SHT 8 WAS R05		
03088-43		3-11-75 R06
RELEASED TO PRODUCTION		
REVISED SHEETS 8 & 9 8/32 LMI 35-534 WAS R07		
2841		5-11-76 R07
REVISED SHTS 1, 9, 10, 11, 35-534 WAS R09		
3179		1-5-77 R08
REVISED SHTS 9, 10, 35-534 WAS R11 MANUAL TABLE ADDED		
3537		3-16-78 R09
REVISED SHTS 19, 11, AREA S9 35-534 WAS R13.		
4250 MS		2-14-79 R12
REVISE SHT'S 19, 8.		
4231 R		3-7-80 R11
AREA S9: 35-534 WAS R14 REVISED SHTS 1, 4, 8		
4637		11-3-81 R12

THE REVISION LEVEL OF THIS SHEET IS CONSIDERED TO BE THE REVISION LEVEL OF THE DOCUMENT

PRINTED CIRCUIT BOARDS AGREEING WITH THIS SCHEMATIC MUST BE AT LEAST THE FOLLOWING REVISION LEVEL
8/32 LMI 35-534 R15

USED IN MANUAL 29-394

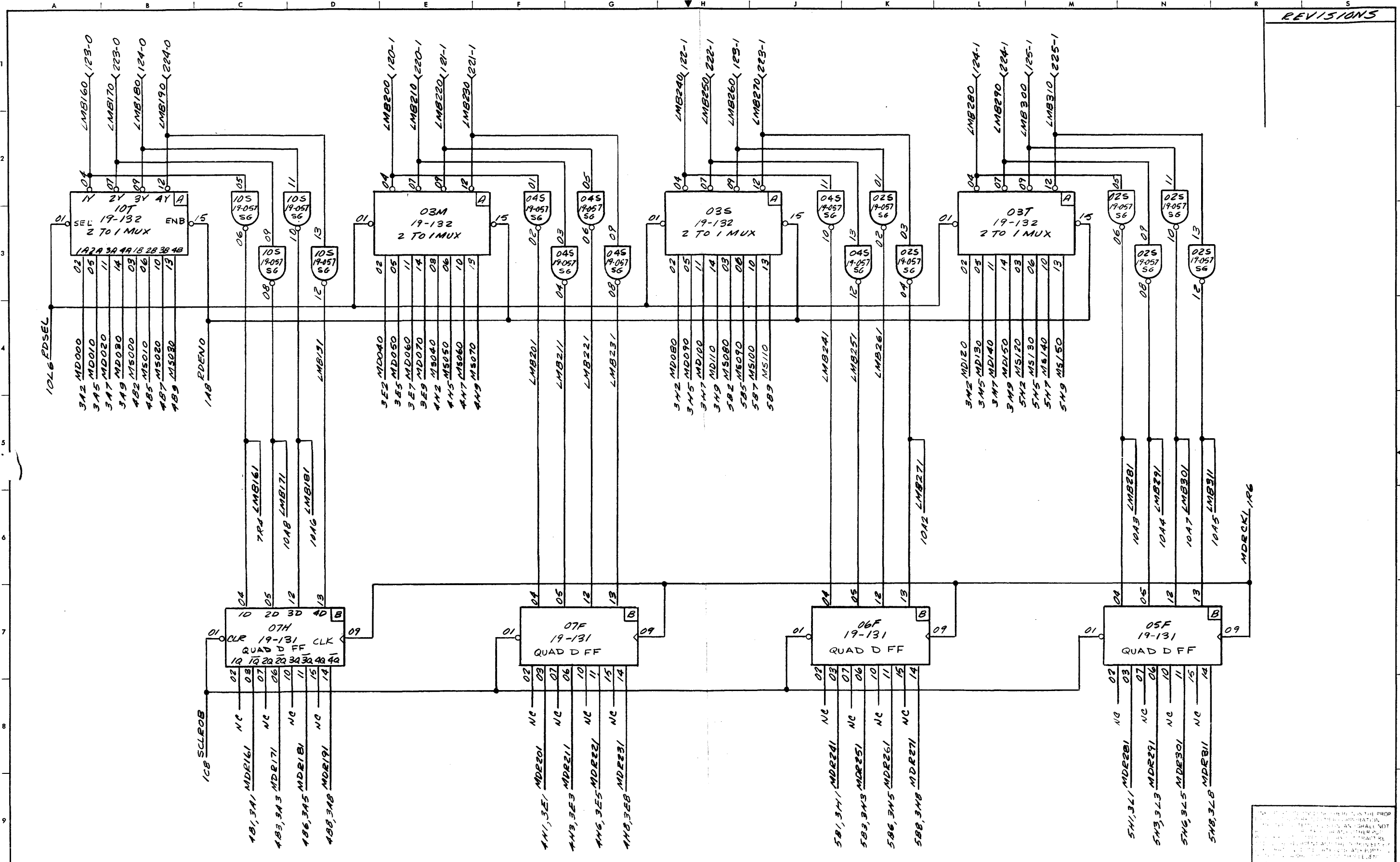
SHEET INDEX	REV	12	11	10	9	8	7	6	5	4	3

NOTES

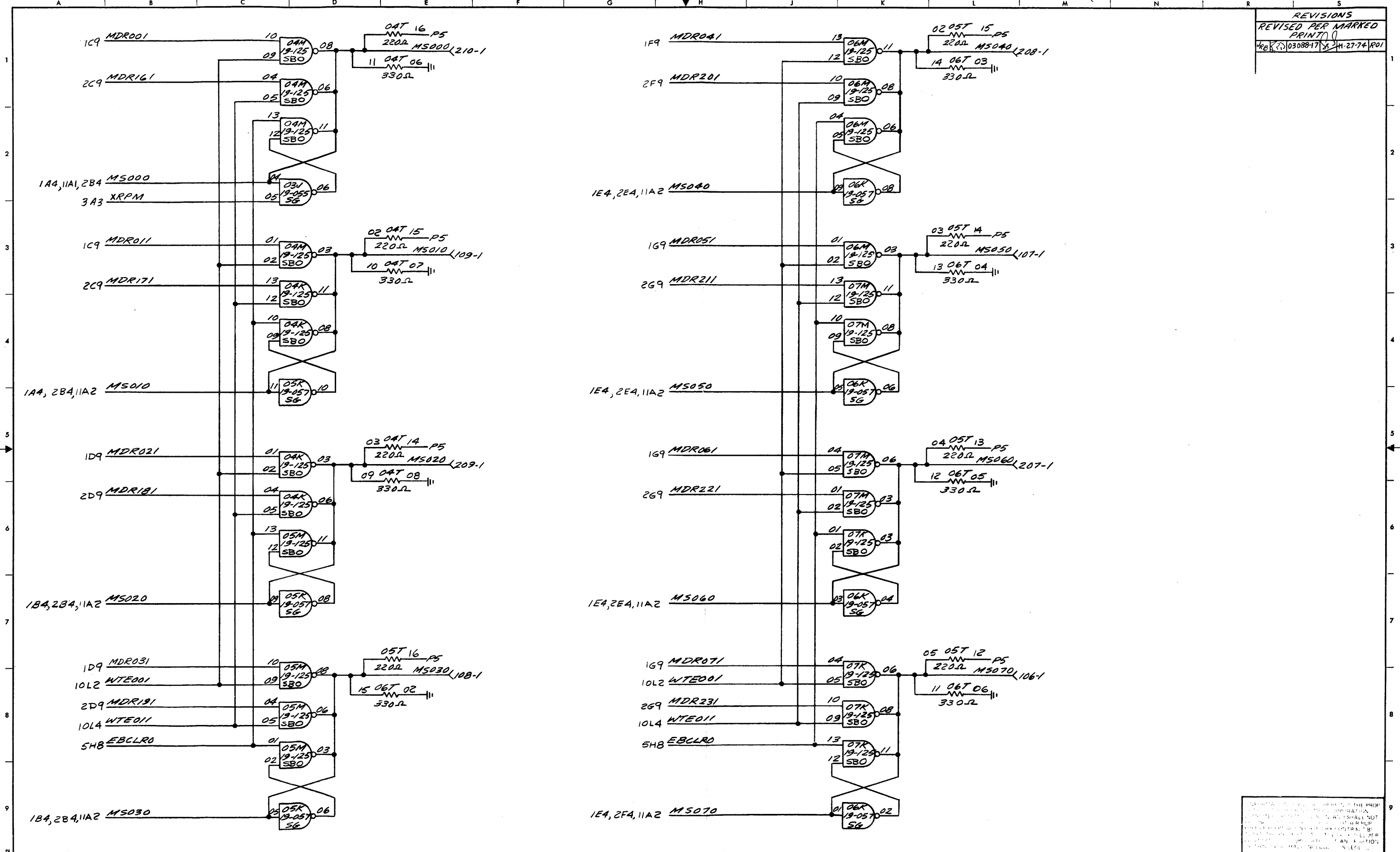
NAME	TITLE	DATE	TITLE/FUNCTIONAL SCHEMATIC
E. ROE	DRAFT	9-21-74	8/32 LMI
G.J. HOMEFIELD	CHK	12-1-74	
R. DONNELLY	ENGR		
R. BARKER	G.A.		
S. MESSINA	DIR ENG		

TASK NO 03088 SHEET OF 1-12
NO 35-534 R12 D08

BRUNING 44-231 16042



REVISIONS	
REVISED PER MARKED PRINT	
03088-17	24-74

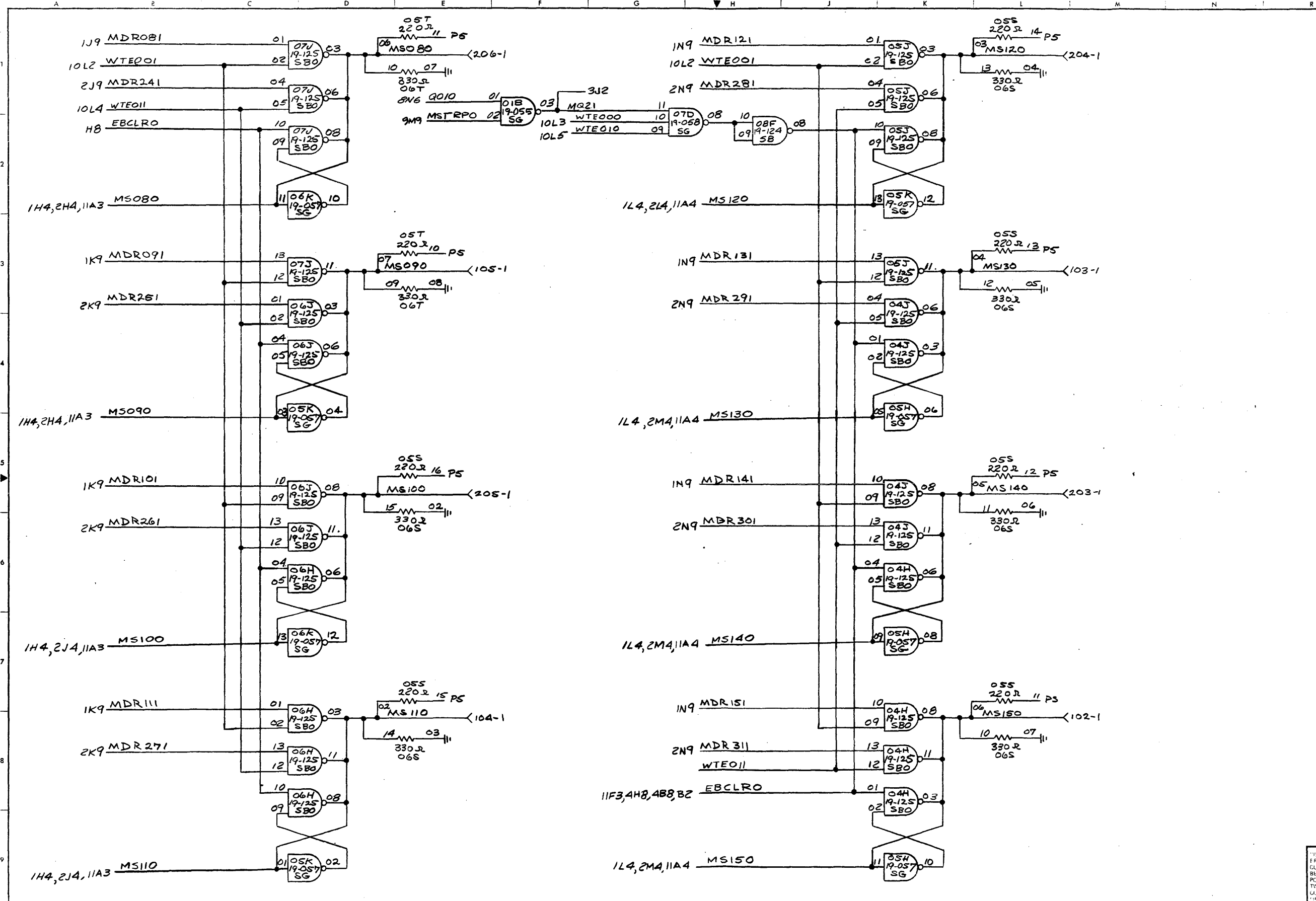


NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
E. ROE	DRAFT	9-26-74	8/32 LMI
	CHK		
	ENGR		
	DIR ENG		
TAM NO. 03088			SHEET OF 4-12
SRC NO. 35-53401D08			

NOTES

REVISIONS
REVISED PER MARKED PRINT
03088-17 24-74

REVISIONS	
REVISED PER MARKED PRINT	
JR	03088-17 11-27-74 R01
CHANGED: MNEMONIC GO20 WAS G50	
RH	03088-33 1-16-75 R02
CHANGED: 01B01 WAS G020 MNEMONIC.	
RH	03088-44 3-17-75 R03



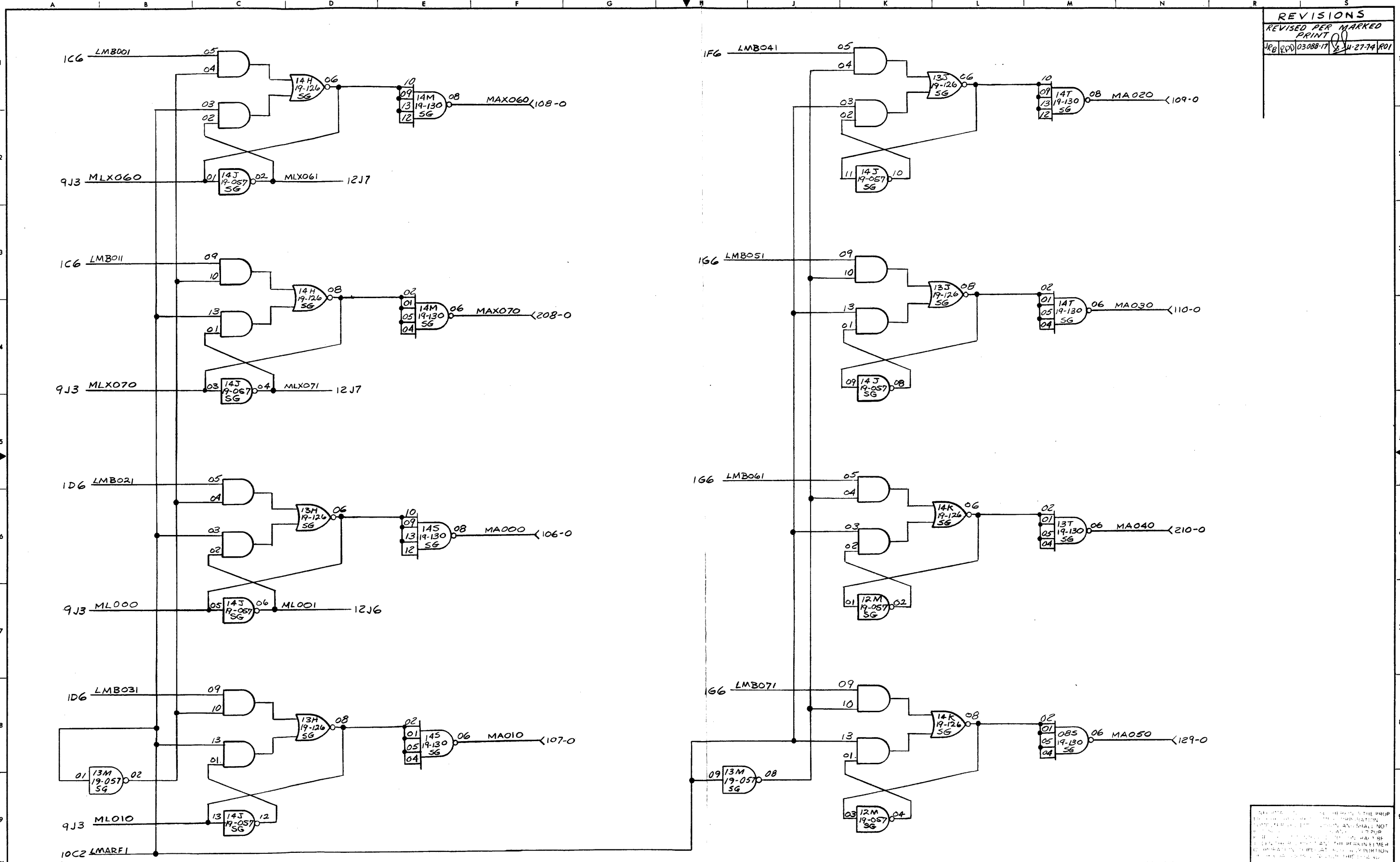
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FUNCTIONAL SCHEMATIC

8/32 LMI

03088
35-534R03 DOB 5 12

REVISIONS			
REVISED PER MARKED PRINT			
1	03088-17	24-27-74	R01

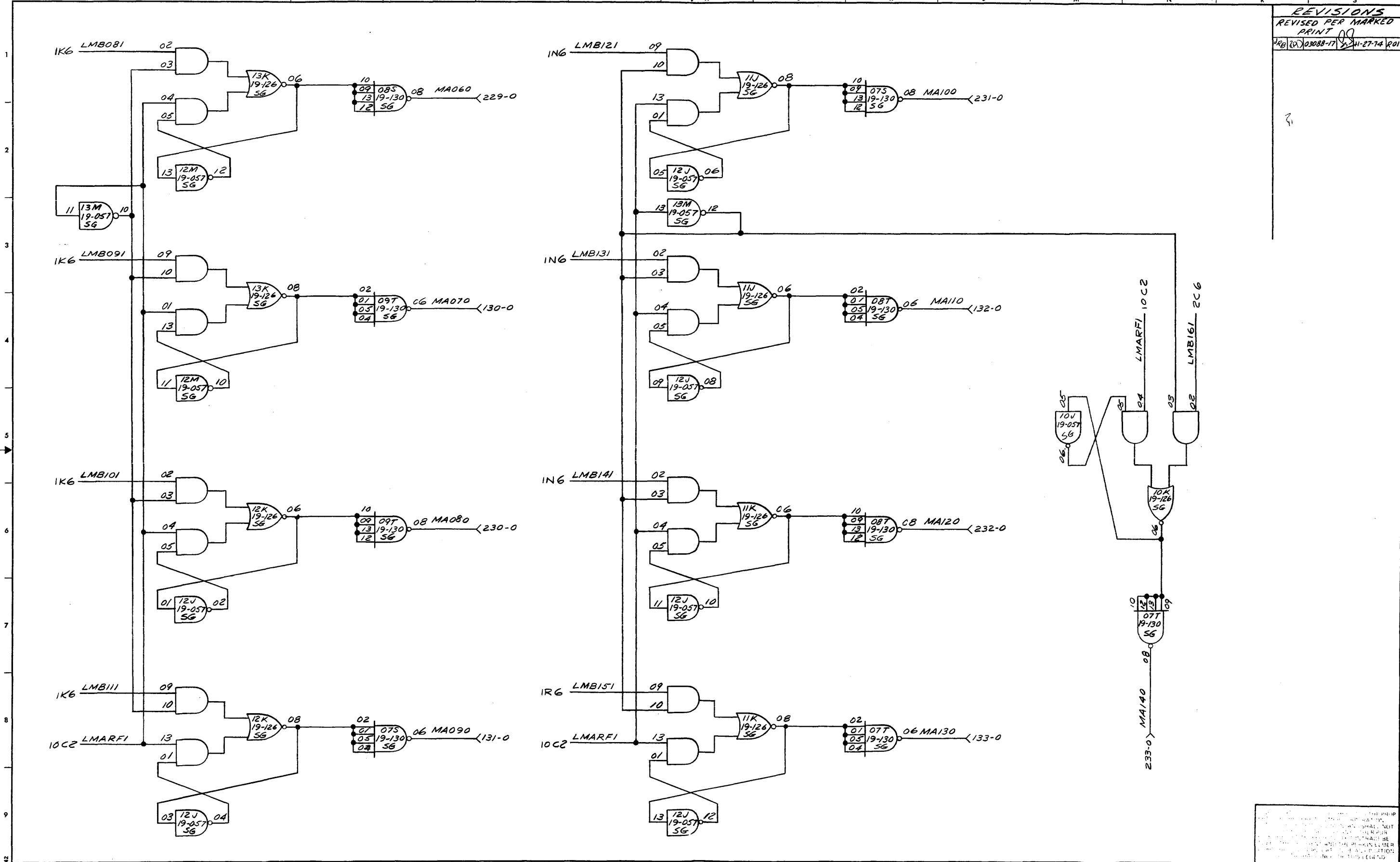


NOTES				TITLE FUNCTIONAL SCHEMATIC			
				NAME	TITLE	DATE	8/32 LMI
					DRAFT		
					CHK		
					ENGR		
				TASK NO.	03088	SHEET OF	6-12
				DIR ENG	35-534R01DOB		

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BRUNING 44-231 16042

REVISIONS	
REVISED PER MARKED PRINT	
PKB (PK) 03088-17	11-27-74 R01

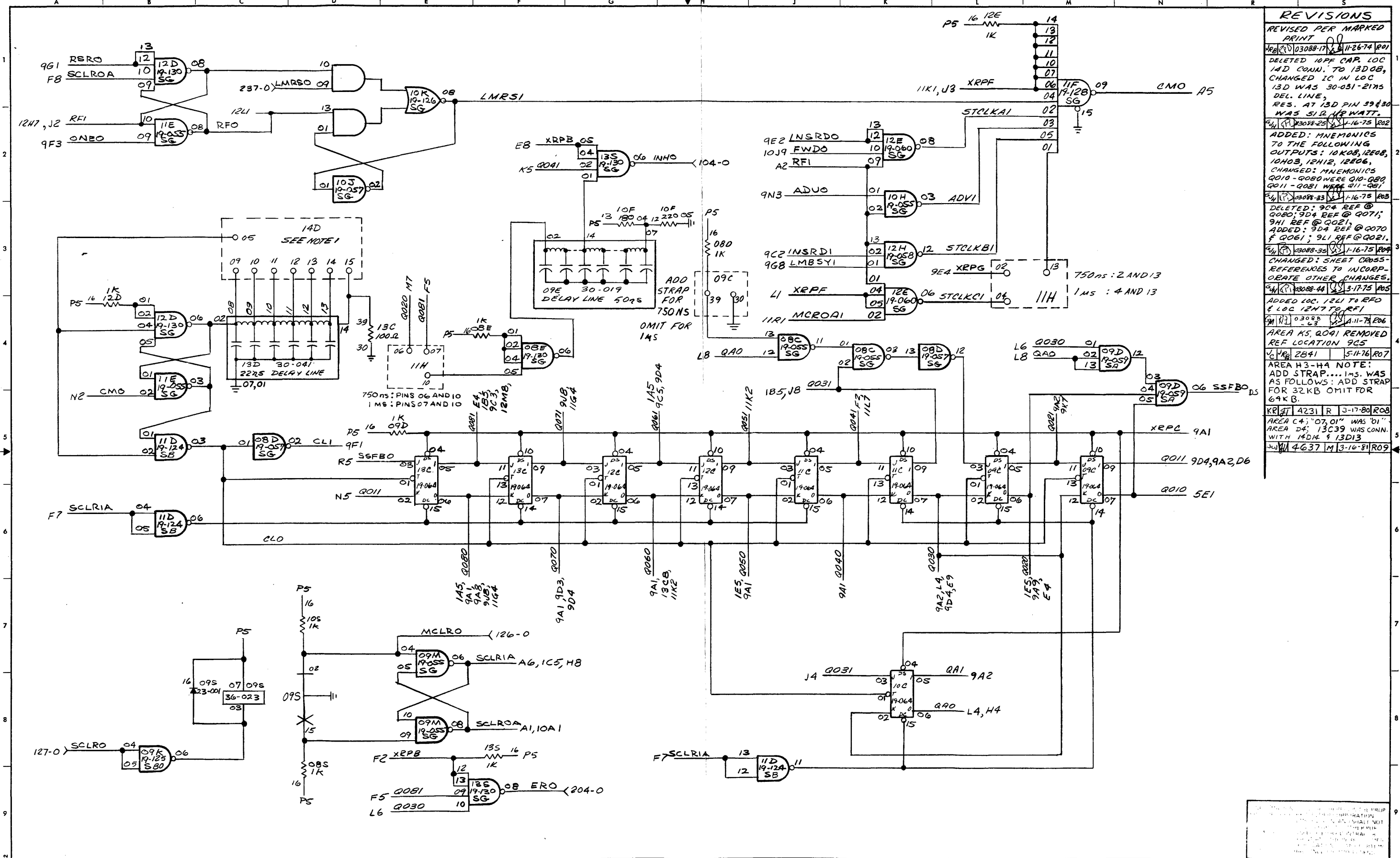


NOTES ADRS IS 0 ASSERTED ON LMB

NAME	B GRAY	TITLE	FUNCTIONAL SCHEMATIC
		DATE	8/32 LMI
		DRAFT	9-25-74
		CHK	
		ENGR	
		DIR ENG	
TASK NO.	03088	SHEET OF	7-12
DWG NO.	35-53A R01 D08		

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BRUNING 44-231 16042



REVISIONS

REVISED PER MARKED PRINT

03088-17 11-26-74 R01
 DELETED 10PF CAP. LOC 14D CONN. TO 13D08, CHANGED IC IN LOC 13D WAS 30-031-21MS DEL. LINE, RES. AT 13D PIN 39 & 30 WAS 51R 1/2 WATT.

03088-25 11-16-75 R02
 ADDED: MNEMONICS TO THE FOLLOWING OUTPUTS: 10K08, 12E08, 10N03, 12H12, 12E06, CHANGED: MNEMONICS Q010-Q080 WERE Q10-Q80, Q011-Q081 WERE Q11-Q81.

03088-33 11-16-75 R03
 DELETED: 9C4 REF @ Q080, 9D4 REF @ Q071, 9H1 REF @ Q021, ADDED: 9D4 REF @ Q070 & Q061, 9L1 REF @ Q021.

03088-32 11-16-75 R04
 CHANGED: SHEET CROSS-REFERENCES TO INCORPORATE OTHER CHANGES.

03088-44 11-17-75 R05
 ADDED LOC. 12L1 TO RFD & LOC 12H7 TO RFI

03088-63 11-11-74 R06
 AREA K5, Q091 REMOVED REF LOCATION 9C5

03088-74 11-14-76 R07
 AREA H3-H4 NOTE: ADD STRAP... 1ms. WAS AS FOLLOWS: ADD STRAP FOR 32KB OMIT FOR 64KB.

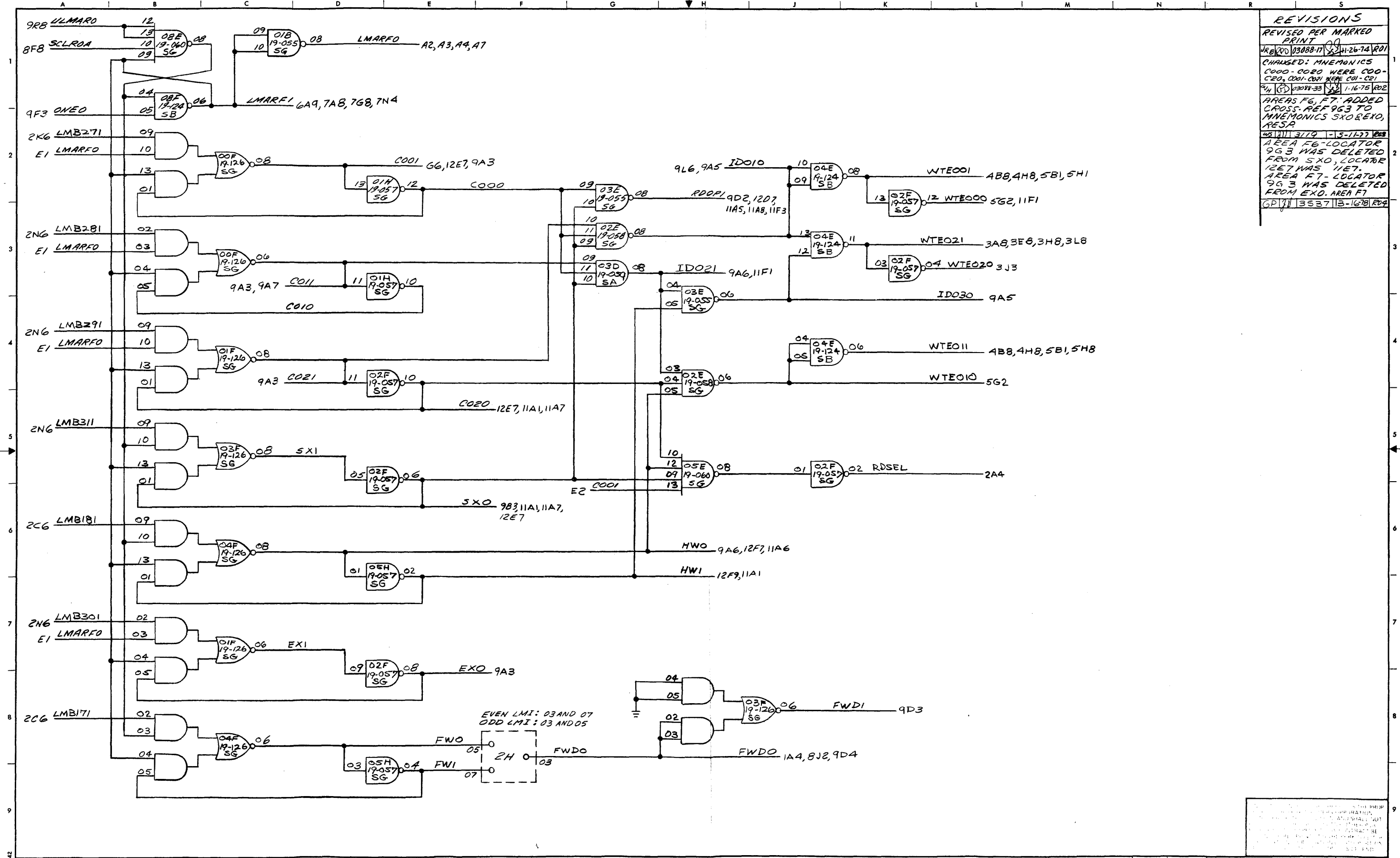
4231 R 3-17-80 R08
 AREA C4; "07, 01" WAS "01" AREA D4; 13C39 WAS CONN. WITH 14D4 & 13D13

4637 M 3-16-81 R09

NOTES
 1. NOMINAL STRAPPING PINS 05 TO 14. FINAL STRAPPING TO BE DETERMINED IN TEST.

NAME	TITLE	DATE	TITLE/FUNCT	SCHEMATIC
	DRAFT		8/32	LMI
	CHK			
	ENGR			
DIR ENG			TASK NO. 03088	SHEET OF 5-12
			DOC NO. 35-534 P09 D08	

BRUNING 44-231 16042



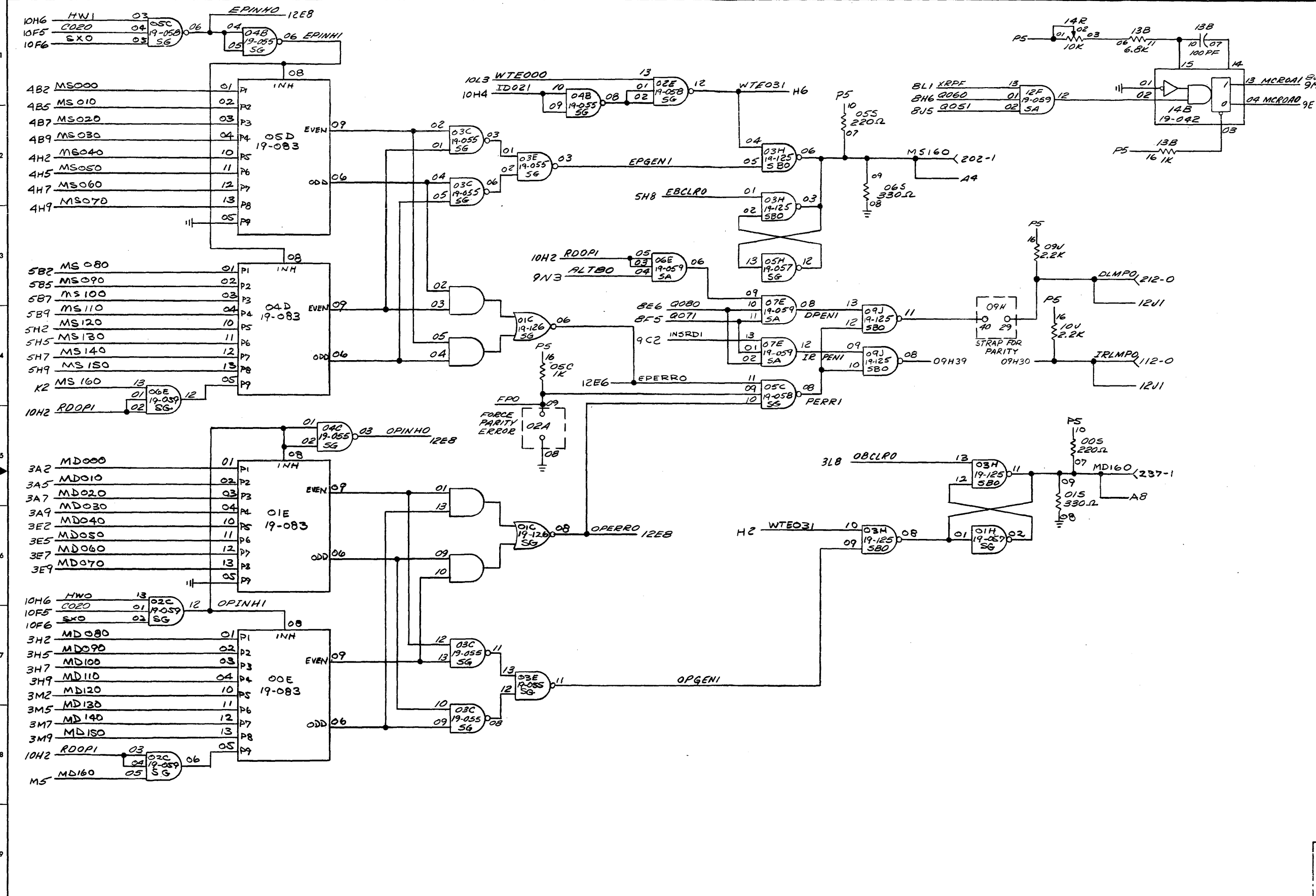
REVISIONS	
REVISED PER MARKED PRINT	
4RB 100 103088-17	11-26-74 R01
CHANGED: MNEMONICS C000-C020 WERE C00-C20, C001-C021 WERE C01-C21	
AREAS F6, F7 ADDED CROSS-REF 9G3 TO MNEMONICS SXO&EXO, KES2	
AREA F6-LOCATOR 9G3 WAS DELETED FROM SXO, LOCATOR 12E7 WAS 11E7. AREA F7-LOCATOR 9G3 WAS DELETED FROM EXO, AREA F7	
GP 1 13537 13-16-78 R04	

NOTES	NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
		DRAFT		8/32 LMI
		CHK		
	ENGR			
	DIR ENG			
	TASK NO 03088	SHEET OF 10-12		
	NO 35534 RA008			

BRUNING 44-231 16042

REVISIONS

REVISED PER	MARKED	BY	DATE	DESCRIPTION
JKP	03088-17	JB	11-26-74	R01
ADDED: MNEMONICS TO THE FOLLOWING OUTPUTS; 02C12, 05C08, 07E12, 07E08.				
CHANGED: MNEMONICS; Q020, Q081, Q011, Q060, Q051 WERE Q22, Q81, Q11, Q60 RESP.				
JKP	03088-33	JB	1-16-75	R02
CHANGED: SHT LOC G4; Q080 WAS Q081, Q071 WAS Q011.				
JKP	03088-44	JB	3-17-75	R03
LOC. G3: 06E-04 WAS TO HAVE INSRDD, CROSS-REF. TO 9F8.				
JKP	03088-44	JB	5-10-77	R04
AREA L4 WAS AS SHOWN BELOW:				
KR	4250	ME	2-74-80	R05

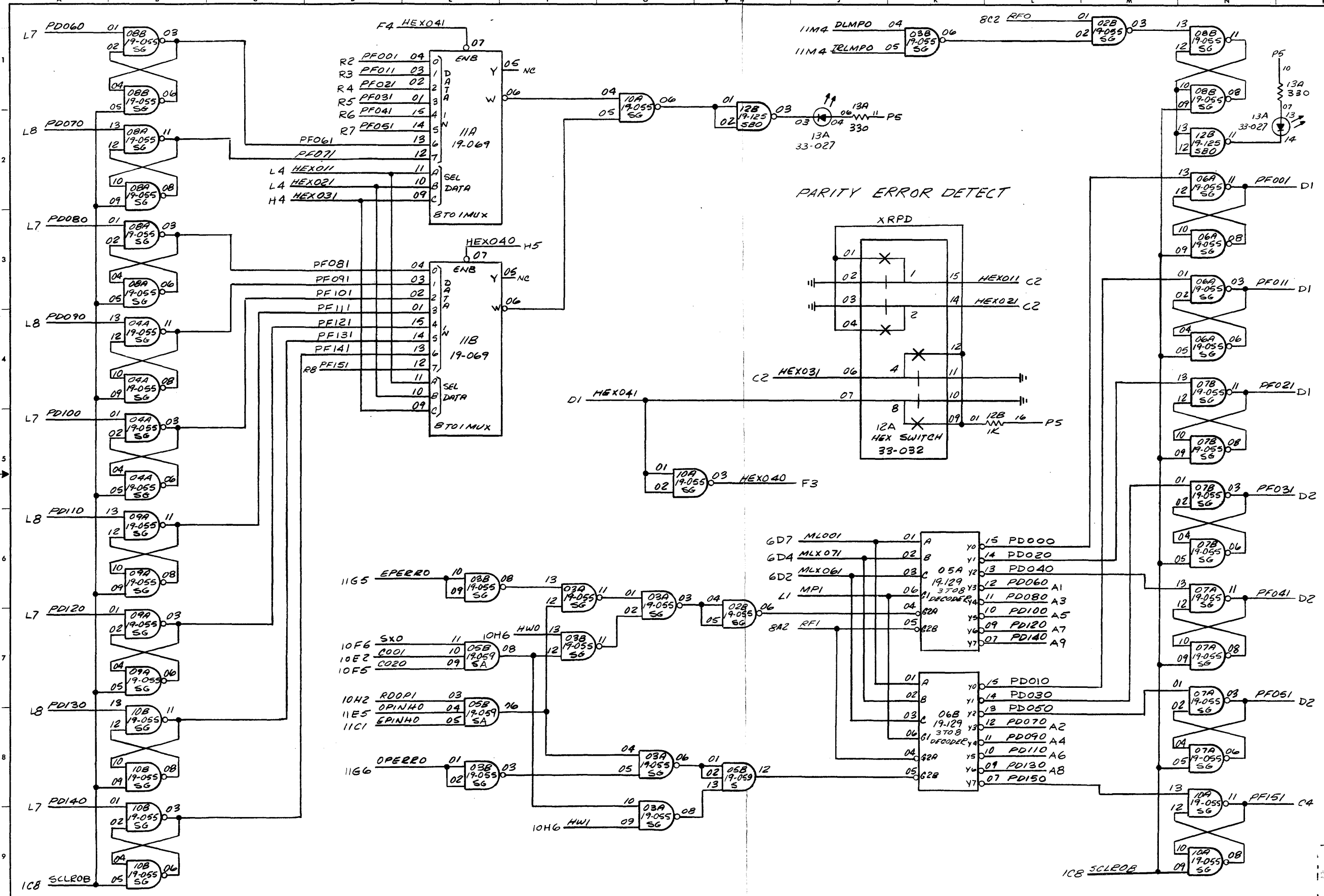


NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
	DRAFT		8/32 LMI
	CHK		
	ENGR		
	DIR ENG		

TASK NO. 03088	SHEET OF 11-12
DOC NO. 35-534 R05 D08	

BRUNING 44-231 10042

REVISIONS	
REVISED PER MARKED PRINT	
03088-17 JB 11-26-74 R01	
CHANGED: MNEMONICS; C001, C020 WERE C01 & C20 RESP.	
03088-53 JB 1-16-75 R02	
05A05 F04 WERE C01 & C20 06B05 F04	
03088-63 JB 4-11-75 R03	



NOTES

NAME	TITLE	DATE	TITLE
	DRAFT		FUNCTIONAL SCHEMATIC
	CHK		8/32 LMI
	ENGR		
	DIR ENG		
TASK NO. 03088	SHEET OF 12-12		
REV. NO. 35-534 R03 D08			

BRUNING 44-231 1604Z

MILLIMETER	INCH
1.57	.062
3.18	.125
13.46	.530

REVISIONS

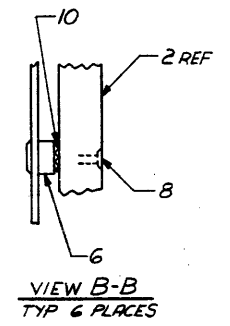
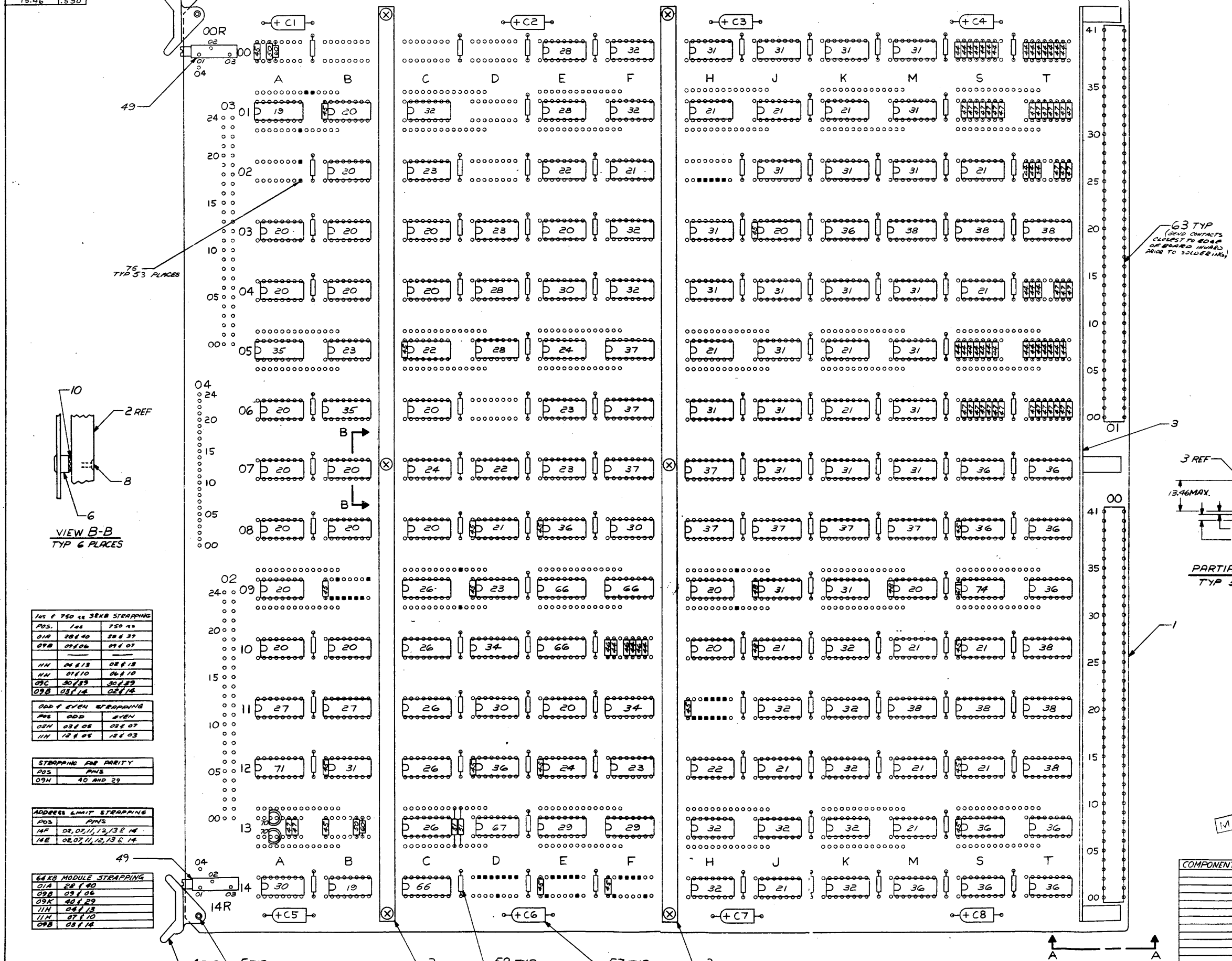
NO	DATE	BY	APP	DESCRIPTION
1	11-24-67	W.L.		ADDED: 13M ITEM 21, ITEM 45 @ 04D, 04M, 04S, DELETED: ITEM 44 @ 04D, ITEM 43 @ 01D, ITEM 24 @ 06D, ITEM 25 @ 01D, ITEM 33 @ 02D.
2	12-4-74	W.L.		DELETED: ITEM 23 CAP, IN LOC. 14 ADDRESS OF BOARD. (SEE 11-24-67)
3	11-18-74	W.L.		ADDED: ITEM 20 ITEM 46 @ 04C, ITEM 51 @ 13C, PLUS 20 @ 40.
4	11-24-74	W.L.		RESISTOR AT 47V, L25, ITEM 44.
5	12-23-74	W.L.		

RELEASED FOR PRODUCTION
MFG. INC. 12-11-74

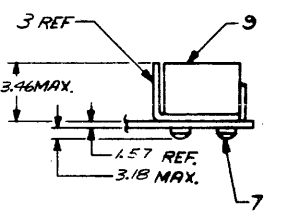
ITEM 73 (7354 PLACES) WAS NOT SPEC'D. DELETED FROM STRAPP. AND CHART STRAPP. ARE NOT IN STRAPP. ARE 07502 TO 07502. 1982 198 RESP.

ITEM 75 (1735 PLACES) AREA 14E PIN 06 STAKE WAS DELETED. CALLOUT ITEM 75 WAS TYP. 56 PLACES. METRIC DIM. VIEW A-A AND TABLE WERE ADDED.

REMOVED HEADER PIN CONNECTOR FROM LOCATION 09D @ 01K9, FROM STRAPPING FOR PARTT. REMOVED PINS 31 & 30. ITEM 75 WAS TYP. 55 PLACES.



63 TYP
(GRID CONTACTS CLIP TO EDGE OF BOARD W/ WIRE TO SOLDERING)



PARTIAL VIEW A-A
TYP 3 PLACES

INS. # 750 44 38KB STRAPPING

POS.	102	750 43
DIA	28 & 40	28 & 37
Q7B	04 & 06	04 & 07
HN	04 & 13	02 & 13
HN	07 & 10	06 & 10
Q7C	30 & 33	30 & 33
Q7E	03 & 14	02 & 14

ODD & EVEN STRAPPING

POS	ODD	EVEN
Q7H	03 & 05	02 & 07
HN	12 & 05	12 & 03

STRAPPING FOR PARITY

POS	PINS
Q9N	40 AND 29

ADDRESS LIMIT STRAPPING

POS	PINS
14F	02, 07, 11, 13, 13 & 14
14E	02, 07, 11, 13 & 14

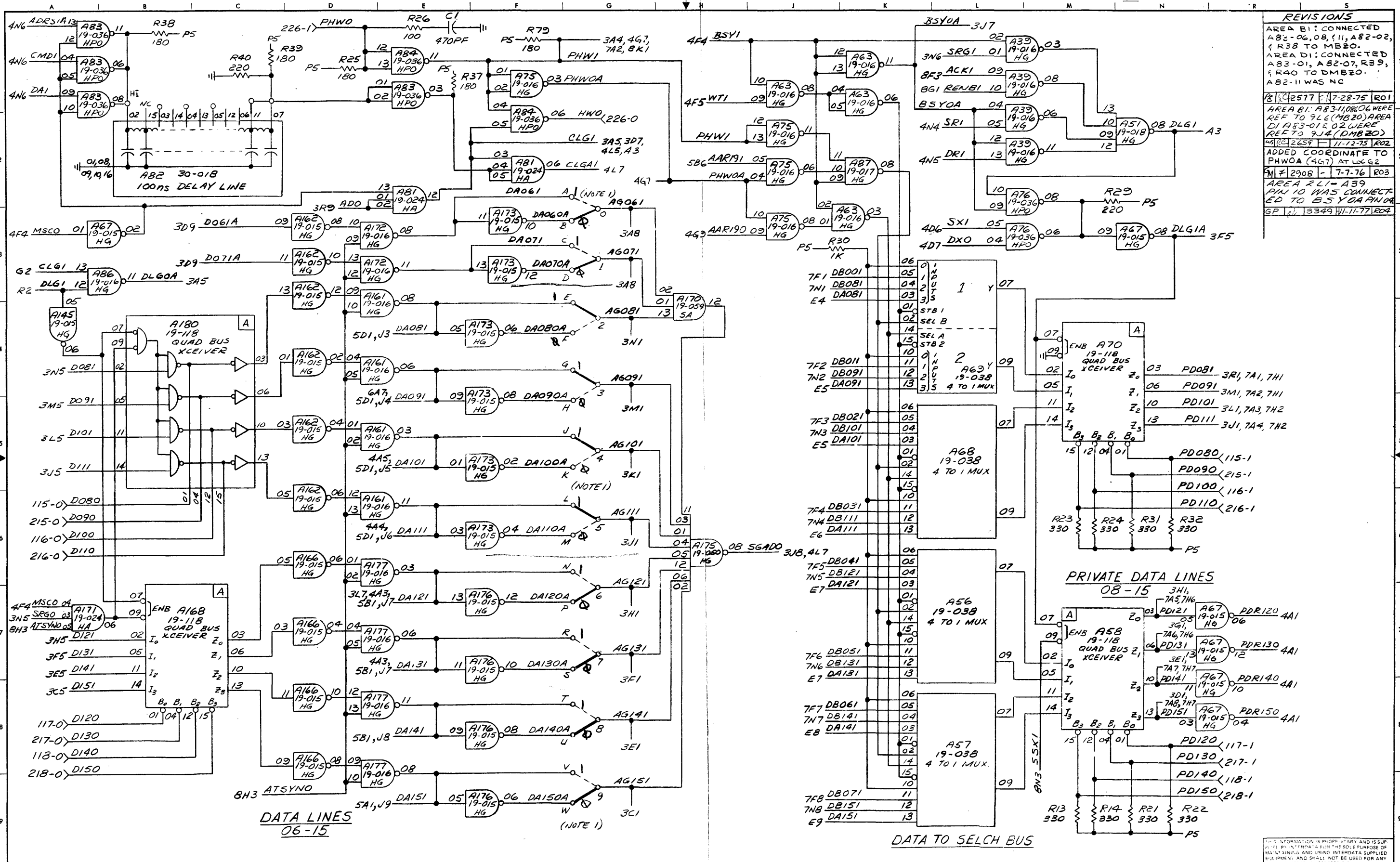
64KB MODULE STRAPPING

Q1A	28 & 40
Q9B	03 & 06
Q9K	40 & 29
11H	04 & 13
11N	07 & 10
Q9B	03 & 14

METRIC

COMPONENT	REF DESIGNATION

NAME	DATE	TITLE
W. LIMPART	11-24-67	ASSEMBLY PRINTED CIRCUIT MOD B/32 LMI
G. HOMFIELD	12-6-74	
S. DANIELLY		
C. J. BARBERE	9-6	
S. MESSINA	5-74	



REVISIONS

AREA B1: CONNECTED
A82-06, 08, 11, A82-02,
R38 TO MB20.

AREA D1: CONNECTED
A83-01, A82-07, R39,
R40 TO DMB20.
A82-11 WAS NC

2577 17-28-75 R01

AREA B1: A83-11, 08, 06 WERE
REF TO 9L6 (MB20) AREA
D1 A83-01, 02 WERE
REF TO 9J4 (DMB20)

2659 11-12-75 R02

ADDED COORDINATE TO
PHWOA (4G7) AT LOC G2

2908 7-7-76 R03

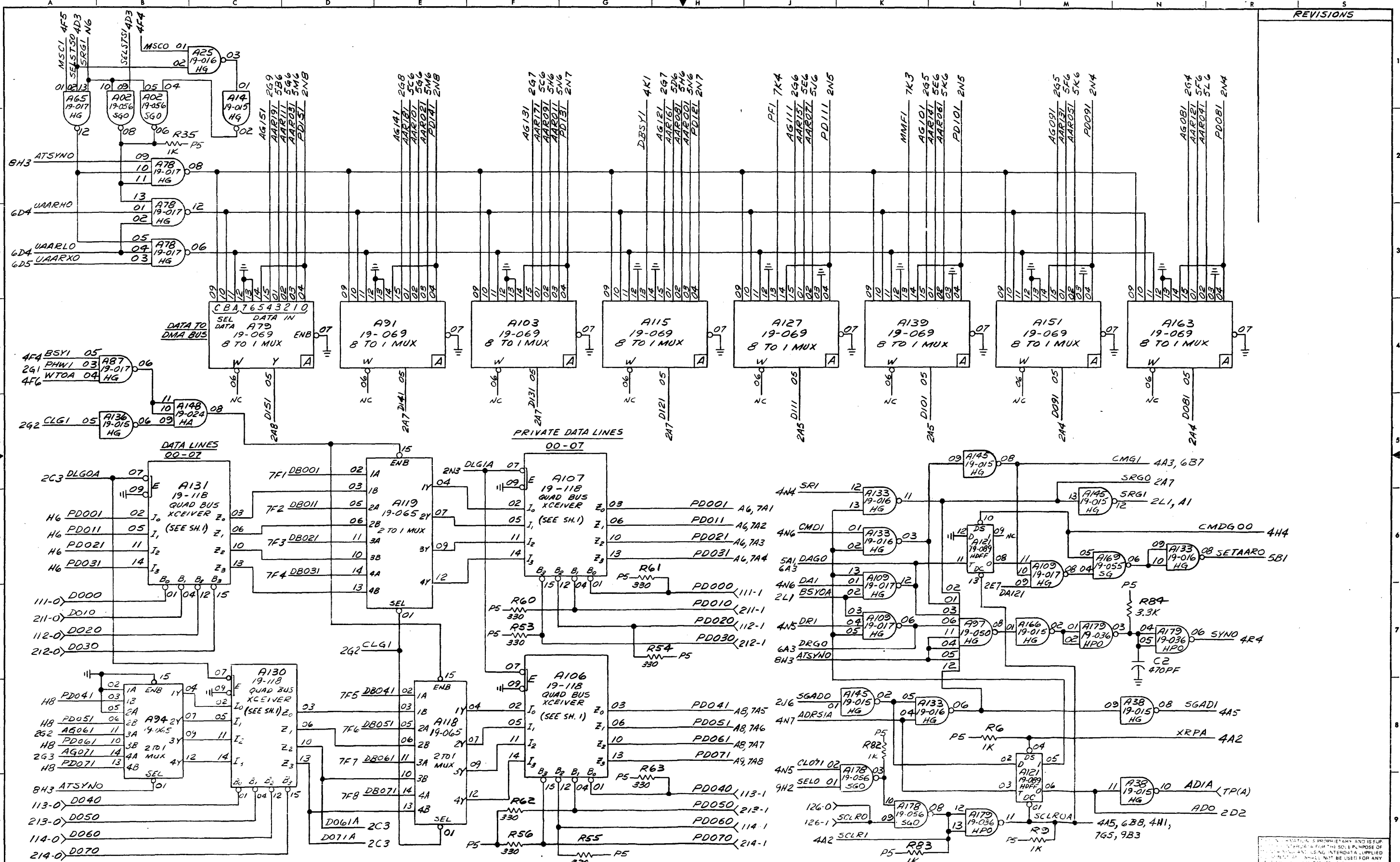
AREA 2L1- A59
PIN 10 WAS CONNECT
ED TO B5Y0A PIN 04

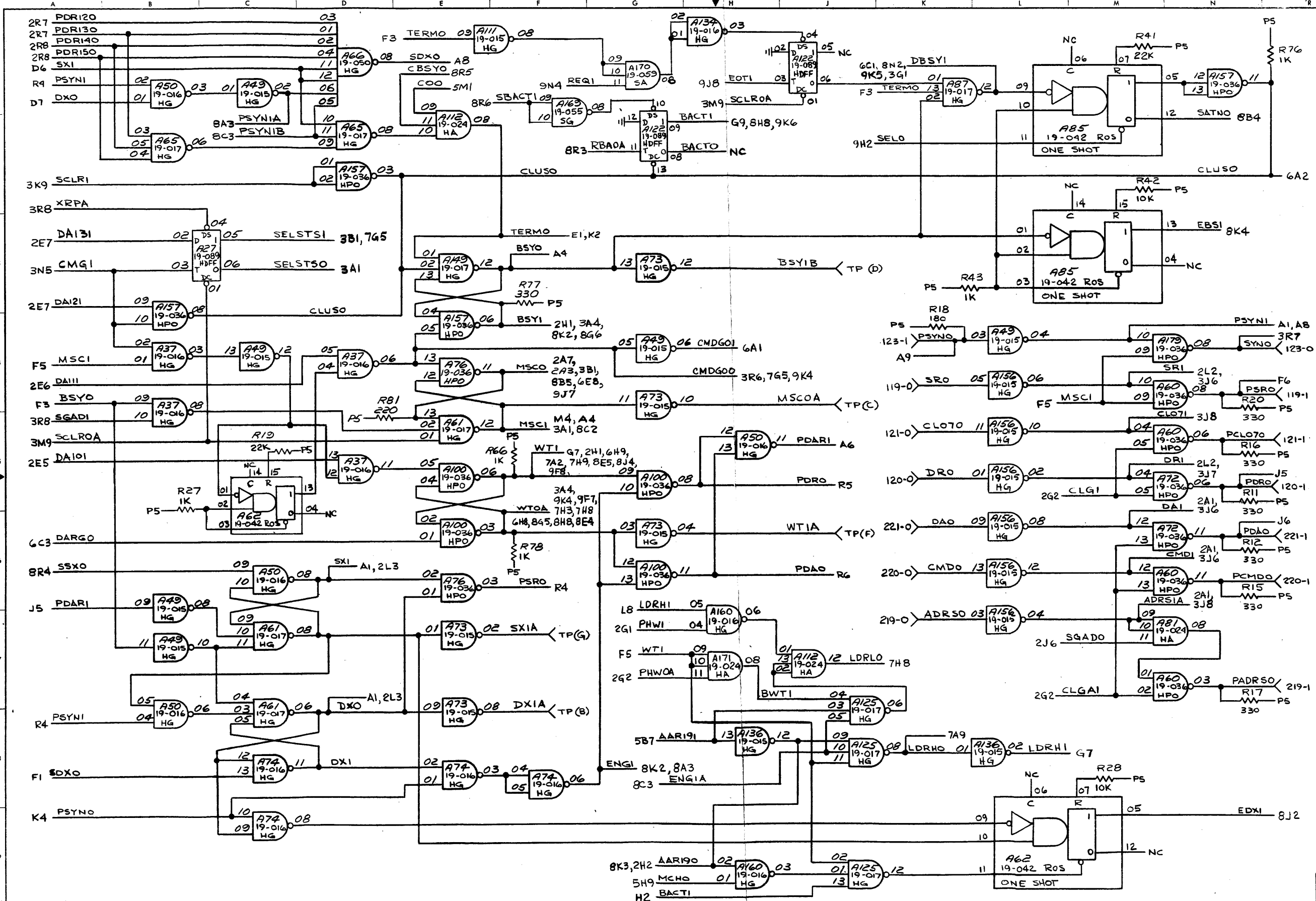
3349 11-11-77 R04

NOTES
1. PREFERRED ADDRESS 'FO'.

NAME	TITLE	DATE	TITLE
	DRAFT		EXTENDED SELECTOR CHANNEL
	CHK		
	ENGR		
	DIR ENG		TASK NO. 03055
			DWG NO. 02-328M1R04DOE
			SHEET OF 2-9

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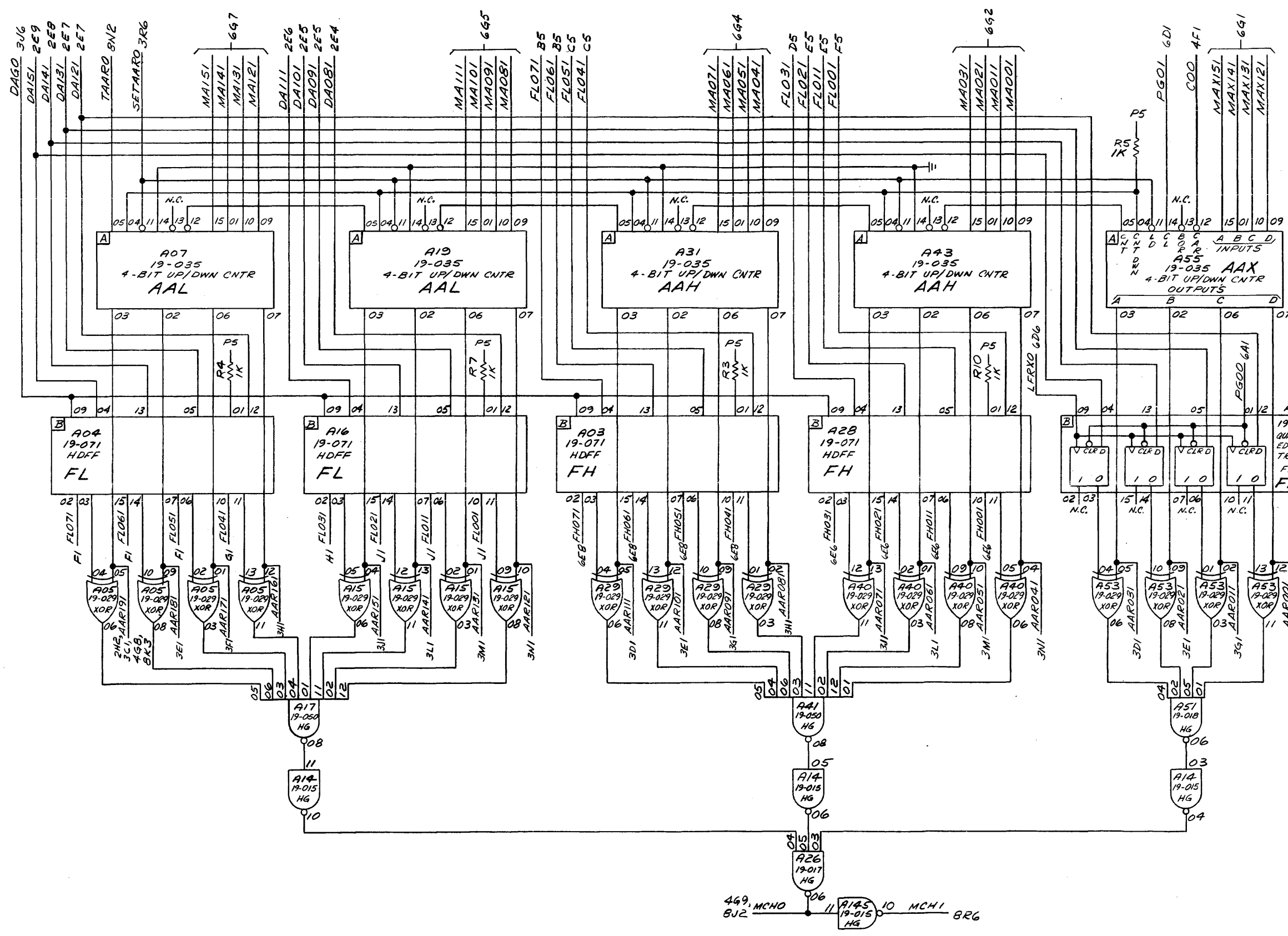


REVISIONS	
AREA E1: A111-09 WAS CBSYO. A111-08 WAS TO A134-01. AREA G1: ADDED A170. AREA K1: A87-03 WAS CBSYO.	
Q11 2577 7-28-75 E01	
A125-04 WAS WTI, ADDED GATE A171 AT LOC. H7.	
Q11 2908 - 7-7-76 R02	
Q11 2879 - 7-9-76 R03	
A66-05 WENT TO PSYNTA	
Q11 2909 - 7-9-76 R04	

NOTES

NAME	CHRIS JENSEN
TITLE	EXTENDED SELECTOR CHANNEL
DATE	03055
REV	02-32841A04D08 4-9

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AUXILIARY ADDRESS REGISTER

FINAL ADDRESS REGISTER

MATCH CIRCUIT

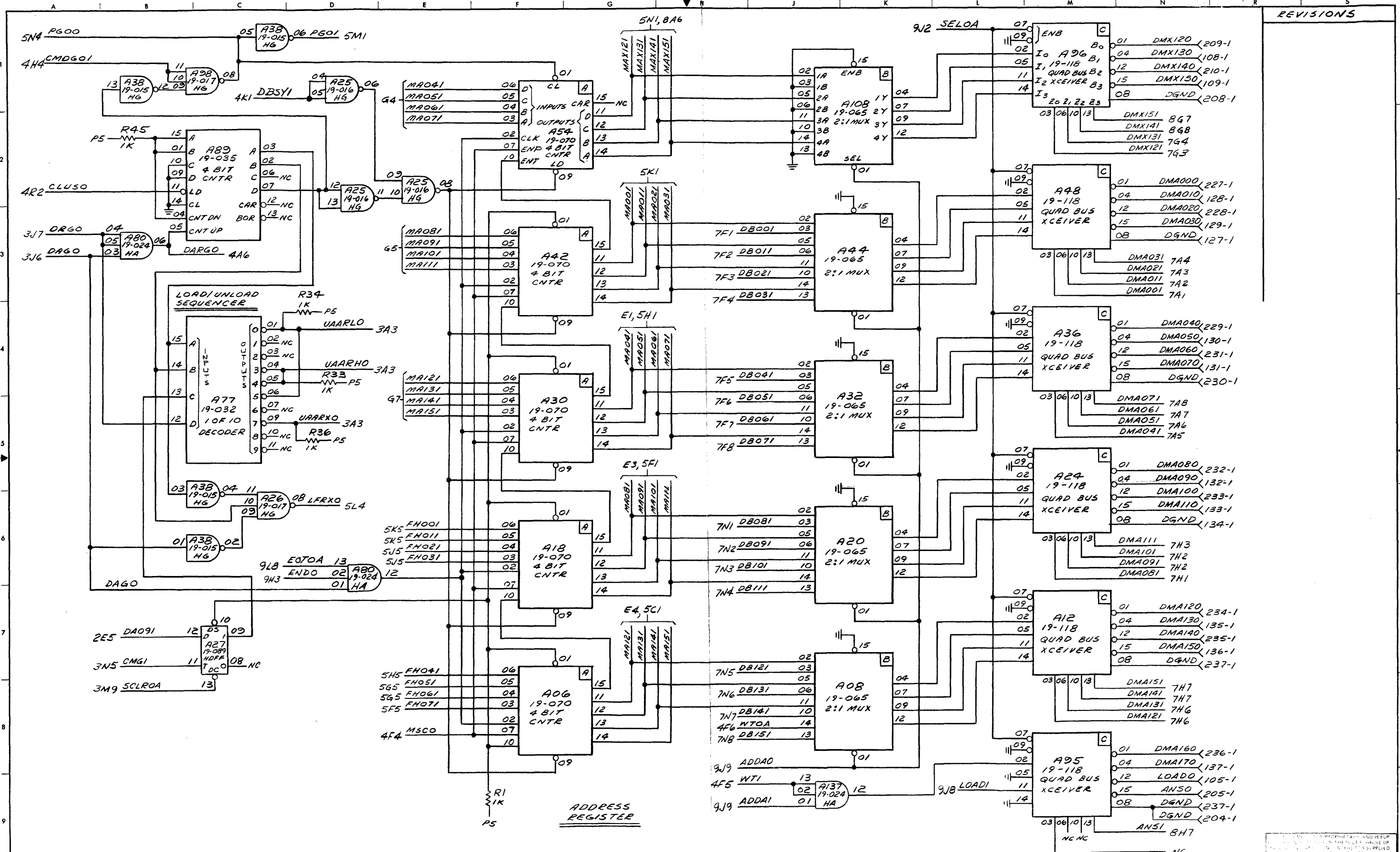
BRUNING 44-231 16042

NOTES

NAME	TITLE	DATE	TITLE
	DRAFT		EXTENDED SELECTOR CHANNEL
	ENGR		
	DIR ENG		

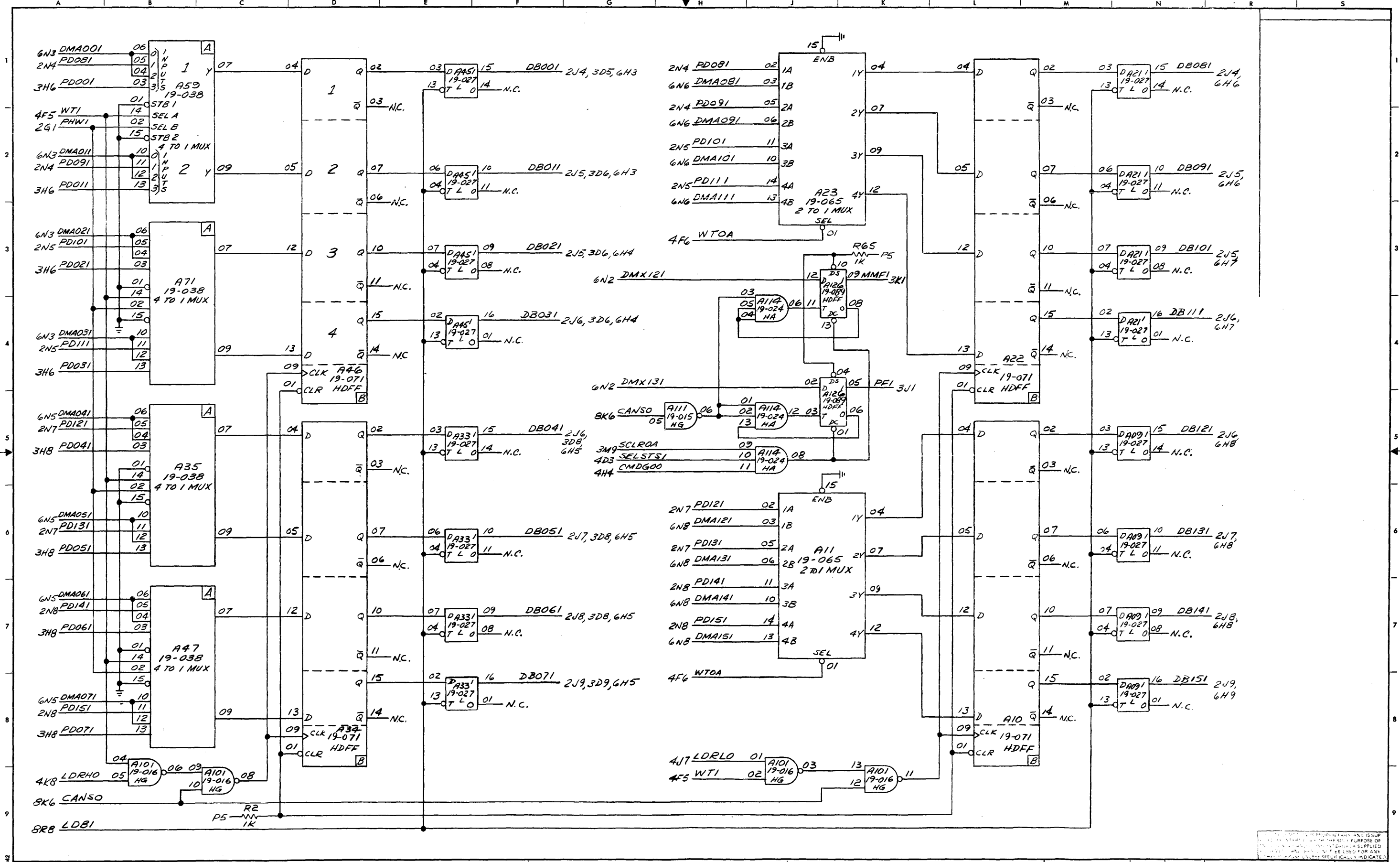
TASK NO. 05055
SHEET OF 5-9
NO. 02-328MOI DOB

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REVISIONS

NO.	DESCRIPTION	DATE
01	DMX120	209-1
02	DMX130	108-1
03	DMX140	210-1
04	DMX150	109-1
05	DGND	208-1
06	DMX151	897
07	DMX141	898
08	DMX131	764
09	DMX121	763
10	DMA000	227-1
11	DMA010	128-1
12	DMA020	228-1
13	DMA030	129-1
14	DGND	127-1
15	DMA031	744
16	DMA021	743
17	DMA011	742
18	DMA001	741
19	DMA040	229-1
20	DMA050	130-1
21	DMA060	231-1
22	DMA070	131-1
23	DGND	230-1
24	DMA071	748
25	DMA061	747
26	DMA051	746
27	DMA041	745
28	DMA080	232-1
29	DMA090	132-1
30	DMA100	233-1
31	DMA110	133-1
32	DGND	134-1
33	DMA111	743
34	DMA101	742
35	DMA091	742
36	DMA081	741
37	DMA120	234-1
38	DMA130	135-1
39	DMA140	235-1
40	DMA150	136-1
41	DGND	237-1
42	DMA151	747
43	DMA141	747
44	DMA131	746
45	DMA121	746
46	DMA160	236-1
47	DMA170	137-1
48	LOAD0	105-1
49	ANS0	205-1
50	DGND	237-1
51	DGND	204-1
52	ANS1	847
53	NC	



BRUNING 44-231 16042

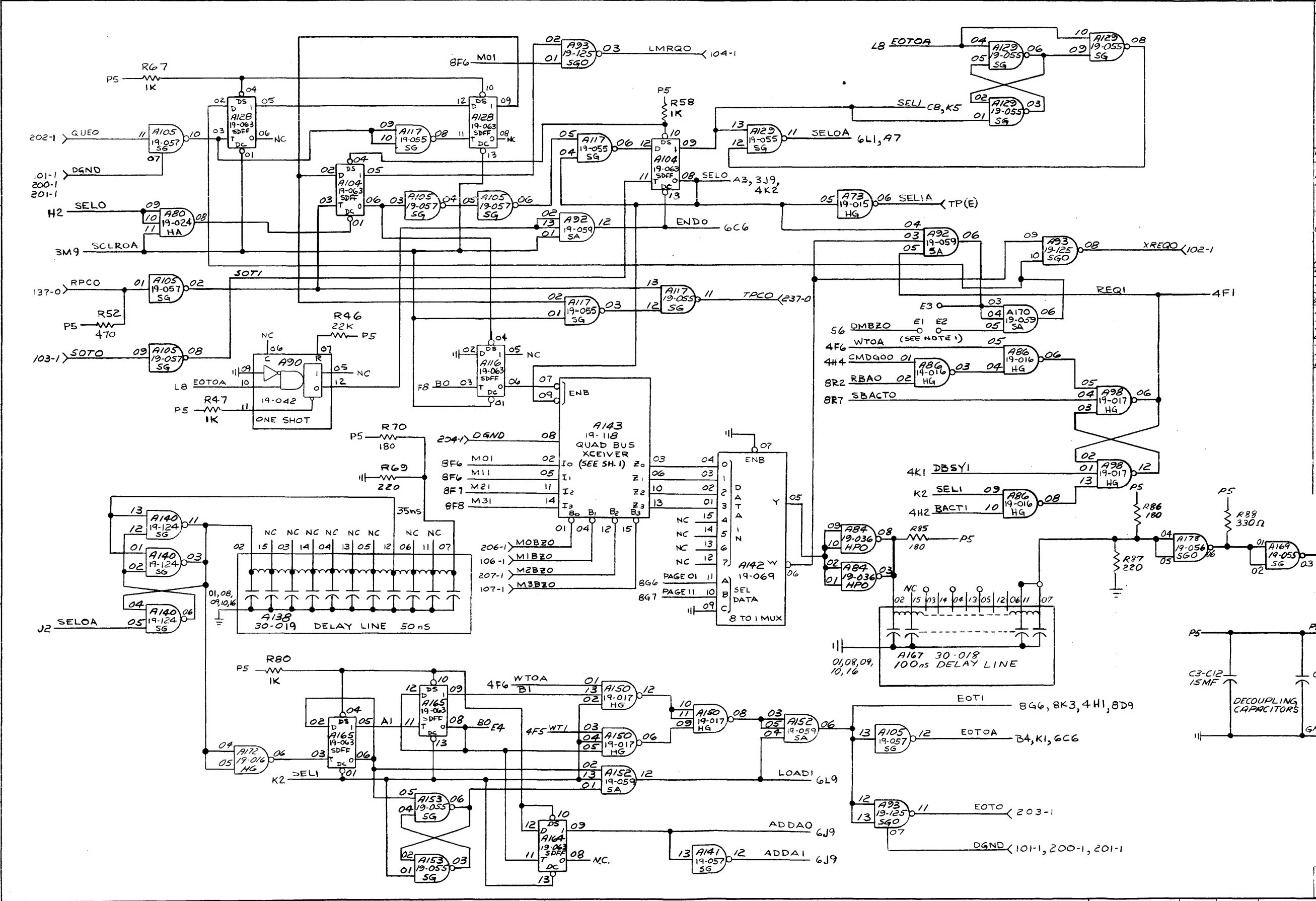
NOTES

NAME	TITLE	DATE	TITLE
	DRAFT		EXTENDED SELECTOR CHANNEL
	CHK		
	ENGR		
	DIR ENG		
LAW NO. 03055			SHEET OF 7-9
DWC NO. 02-328M01 D08			

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REVISIONS

AREA L7: A84-03 F08 WAS TO R85 & A167-02. REMOVED R85, R86, R87 & A167. A167-07 WAS DMBZ0 TO R86 (PF) & R87 (GND).
 AREA K3: A92-03 WAS TO E2. A92-06 WAS TO A93-10. ADDED A170.
 AREA J6: A142 WAS TO A84-01, 02, 09 & 10. CONNECTED A84-02109 TO MSCO. ADDED NOTE 1.
 AREA L3: A92-06 WAS TO A128-02, CONNECTED A110-06 TO A128-02. AREA JA DMBZ0 WAS REF TO 2D1. AREA H6 A142-05 WAS TO A84-01, 10, A84-02. COF WERE REF TO AFA (MSCO). AREA L6: A167, A170, A169, R85, R86, R87 & R88 WERE NOT SPEC'D. A84-0308 WERE TO M8Z0 (REF TO 2D1).
 AREA B6: A140 WAS SPEC'D AS 19-055.
 AREA B6: DELETED A152. A152-08 WAS TO A165-03, A152-09 TO A165-03, A152-09 TO A165-03. A152-11 WAS TO A140-01. A152-11 WAS NOT SPEC'D.



NOTES
 1. STRAP OPTION:
 E2 TO E3 FOR 7/32
 E2 TO E1 FOR 8/32

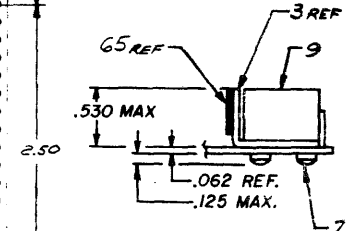
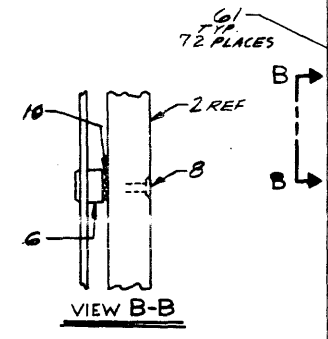
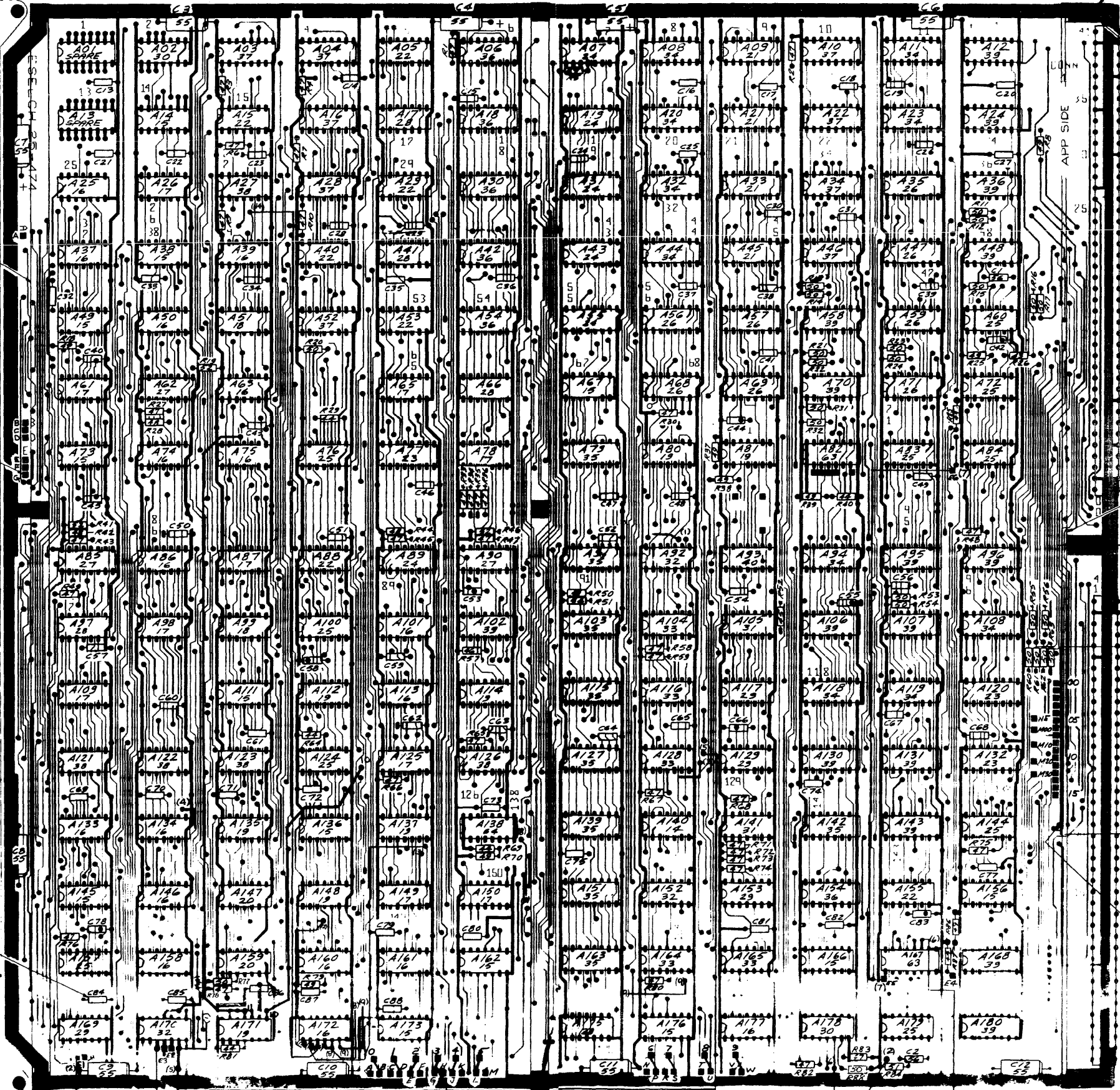
NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
FEDWARDS	DRAFT		EXTENDED SELECTOR CHANNEL
	CHK		
	ENGR		
	DIR ENG		

REV: 03055
 SHEET OF 9-9
 02-328M01RC4D08

BRUING 44-231 1604Z

REVISIONS

NO.	DATE	DESCRIPTION
1	1-15-64	RELEASED FOR PRODUCTION
2	1-15-64	REMOVED R08 (NEAR A12) ITEM 43, R06 (NEAR A16) ITEM 49 (44 RES. AND A16 ITEM 63) REMOVED STRAPS FROM E1 TO E4 (E6 TO E9. ADDED STRAPS (1) THRU (4) REVIS'D TO SHOW R08 COOPER.
3	1-17-64	REMOVED STRAP 2 ADDED STRAPS 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000



NOTES:
 1. HEADER STIFFENER (ITEM 3) TO BE SOLDERED TO GND BUS AT 2 ENDS AND CENTER (APP. SIDE).
 2. CONTACTS CLOSEST TO EDGE OF BOARD TO BE INWARD PRIOR TO SOLDERING.
 3. ADD TAPE AS SHOWN & WRAP EDGES AROUND STIFFENER

COMPONENT	REF DESIGNATION
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DATE	BY	CHKD	APP'D	FILE
1-15-64	J. H. B.	J. H. B.	J. H. B.	100-110-1000

57 TYP. 76 PLACES C13 THRU C80 N.L. UNSPECIFIED

11 TYP. PLACES

SEE NOTE 1

GO SEE NOTE 2

61 TYP. 72 PLACES

1.38

2.50

PARTIAL VIEW A-A

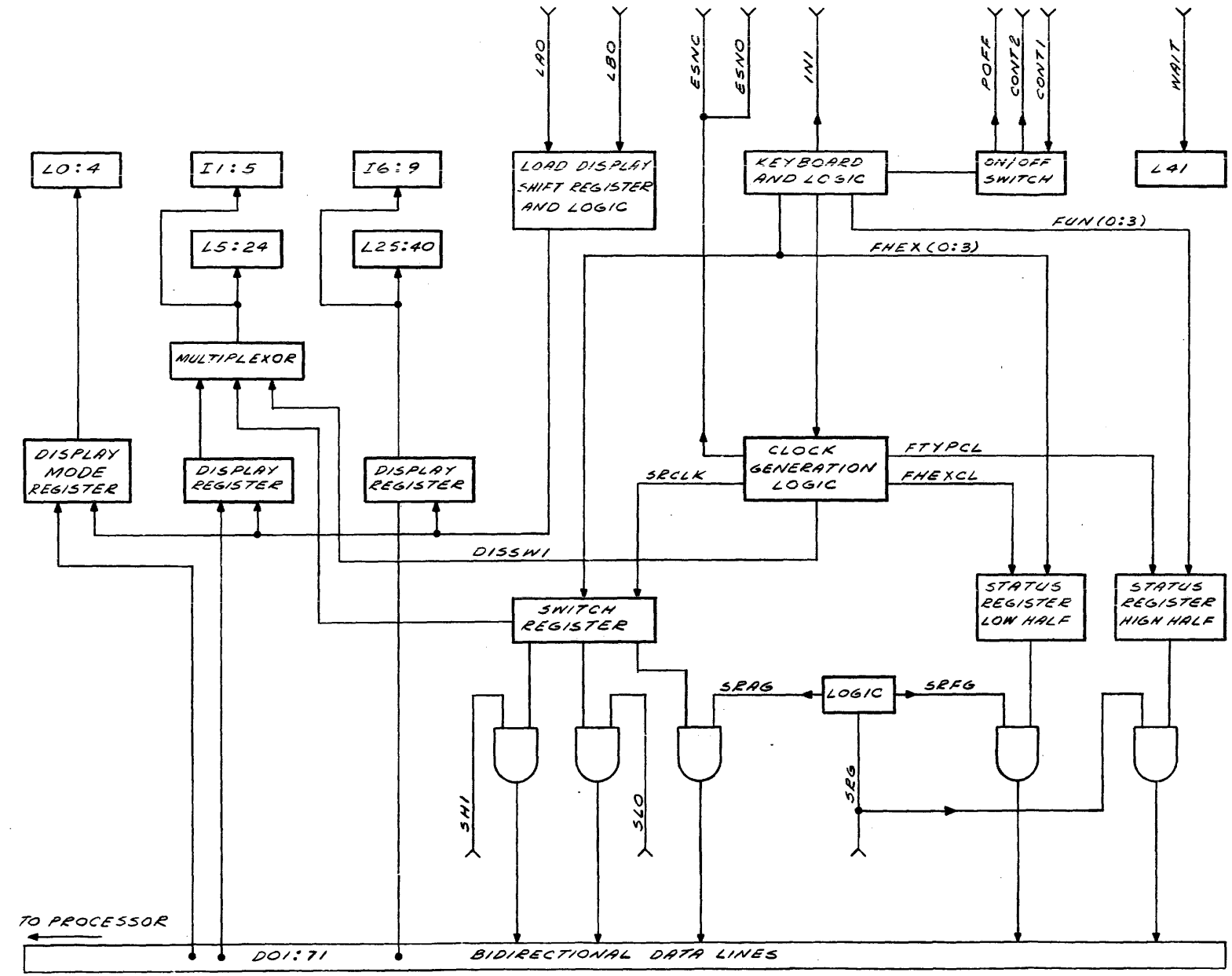
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STRAPS 14 REQ'D

REVISIONS

RELEASED FOR PRODUCTION
 MFG ENGR: *[Signature]* DATE: 2/1/79

REVISED SHTS	2 3
2323	1-31-75 RO1
2323	1-31-75 RO1
1263 S	12-10-75 RO2
REVISED SHT 2	
GP 1	13590 12-15-78 RO3



CONN-3

TERM	ROW 1	ROW 2
00	GND	SH10
01	INIT0	GND
02	WAIT1	D41
03	ESNCO	L90
04	ESNOO	D51
05	POFF0	D61
06	SSGL1	SLOO
07	SCLRO	
08	GND	D71
09	DO1	
10	D11	
11	D21	
12	D31	GND
13	SRG0	CONT3
14	L80	

BLOCK DIAGRAM

REVISION LEVEL OF THIS SHEET IS CONSIDERED THE REVISION LEVEL OF THE DOCUMENT

35-519F02 R06 HEXADECIMAL DISPLAY

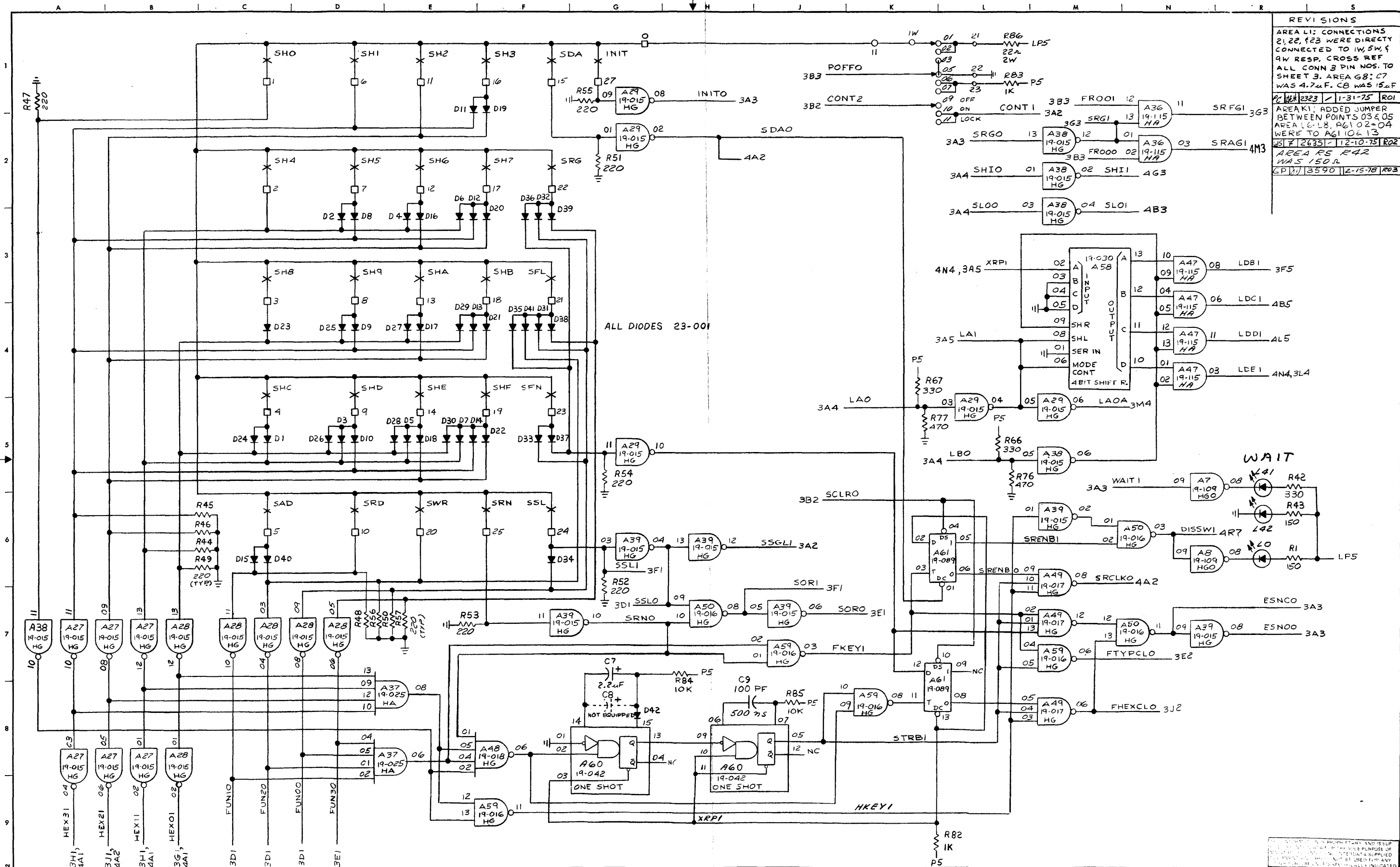
SHEET	REV	3	2	0
INDEX	SHT	2	3	4

BRUNING 44-231 16042

NOTES

NAME	TITLE	DATE	TITLE
H. MATTER	DRAFT	1-26-79	FUNCTIONAL SCHEMATIC
H. MATTER	CHK	1-28-79	HEXADECIMAL DISPLAY
S. MESSINA	ENGR	-31-79	
L. JOHANNI	TEST	1-31-79	
DIR ENGR			

TASK NO: 03081
 NO: 09-065 R03 DOB
 SHEET OF 1-4



REVISIONS			
AREA L1: CONNECTIONS 21, 22, 423 WERE DIRECTLY CONNECTED TO 1W, SW, 9W RESP. CROSS REF ALL CONN 3 PIN NOS. TO SHEET 3. AREA G8: C7 WAS 4.7uF. C8 WAS 15uF			
REV	DATE	BY	APP
1	1-31-75	ROI	
AREA K1: ADDED JUMPER BETWEEN POINTS 03 & 05			
AREA L6: L8, R61 02 & 04 WERE TO A61 10 & 13			
2	12-10-75	RO2	
AREA F5: R42 WAS 150Ω			
3	12-15-78	RO3	

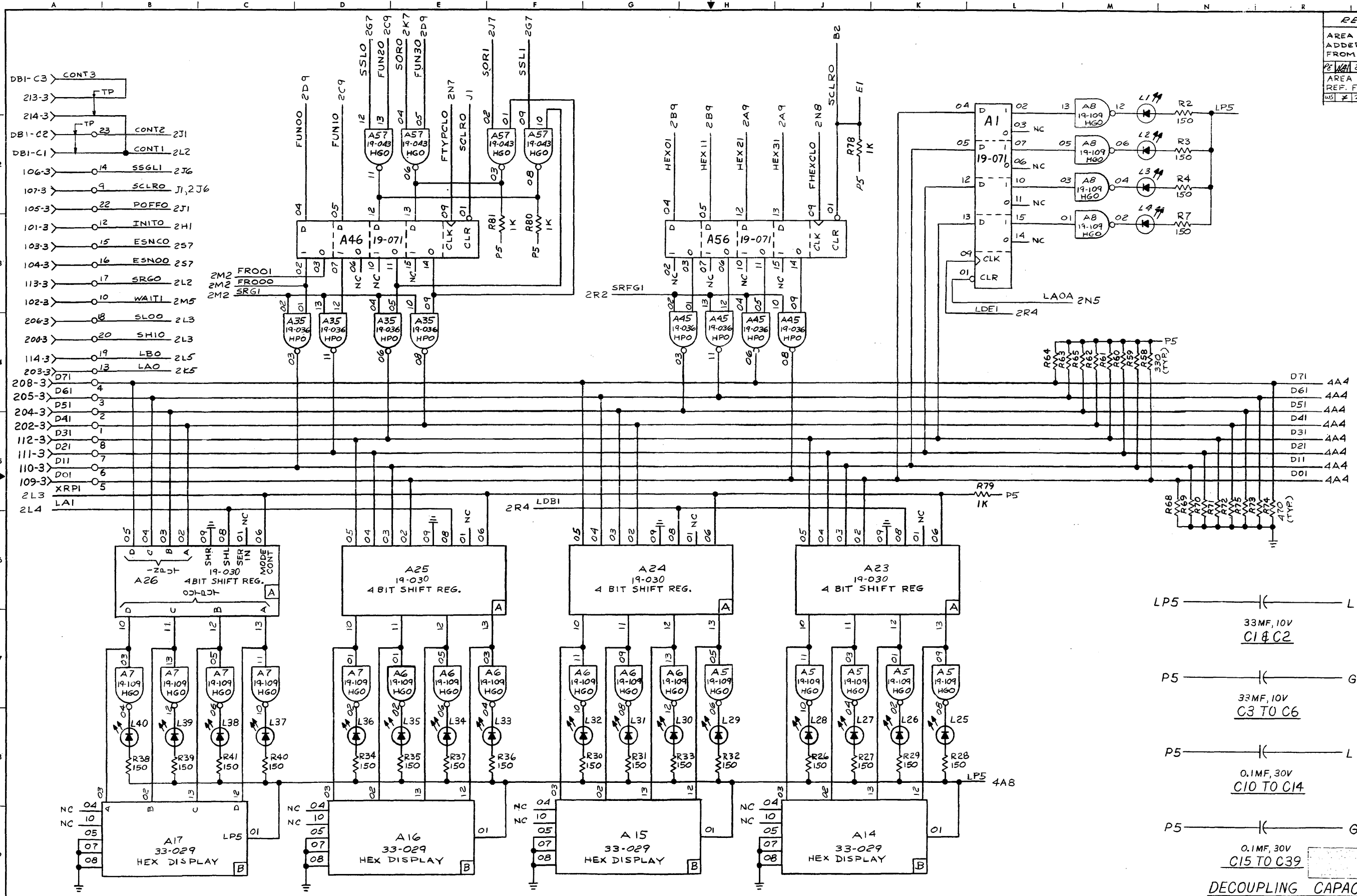
NOTES
1. L0 THRU L42 ARE 33-027

NAME	TITLE	DATE	TITLE/FUNCTIONAL SCHEMATIC
P. EDWARDS	DRAFT	12-5-73	HEXADECIMAL DISPLAY
	CHK		
	ENGR		
	DIR ENG		

TASK NO. 03081	SHEET OF 2-4
FILE NO. 09-065R3D08	

BRUNING 44-231 16042

REVISIONS	
AREA A1-A4, B1-B4: ADDED CROSS REF. FROM SHT. 2.	
2323 - 1-31-75	KOT
AREA B2, ADDED SCLRO REF. FROM SHT. 2	
2635 - 12-11-75	ROZ



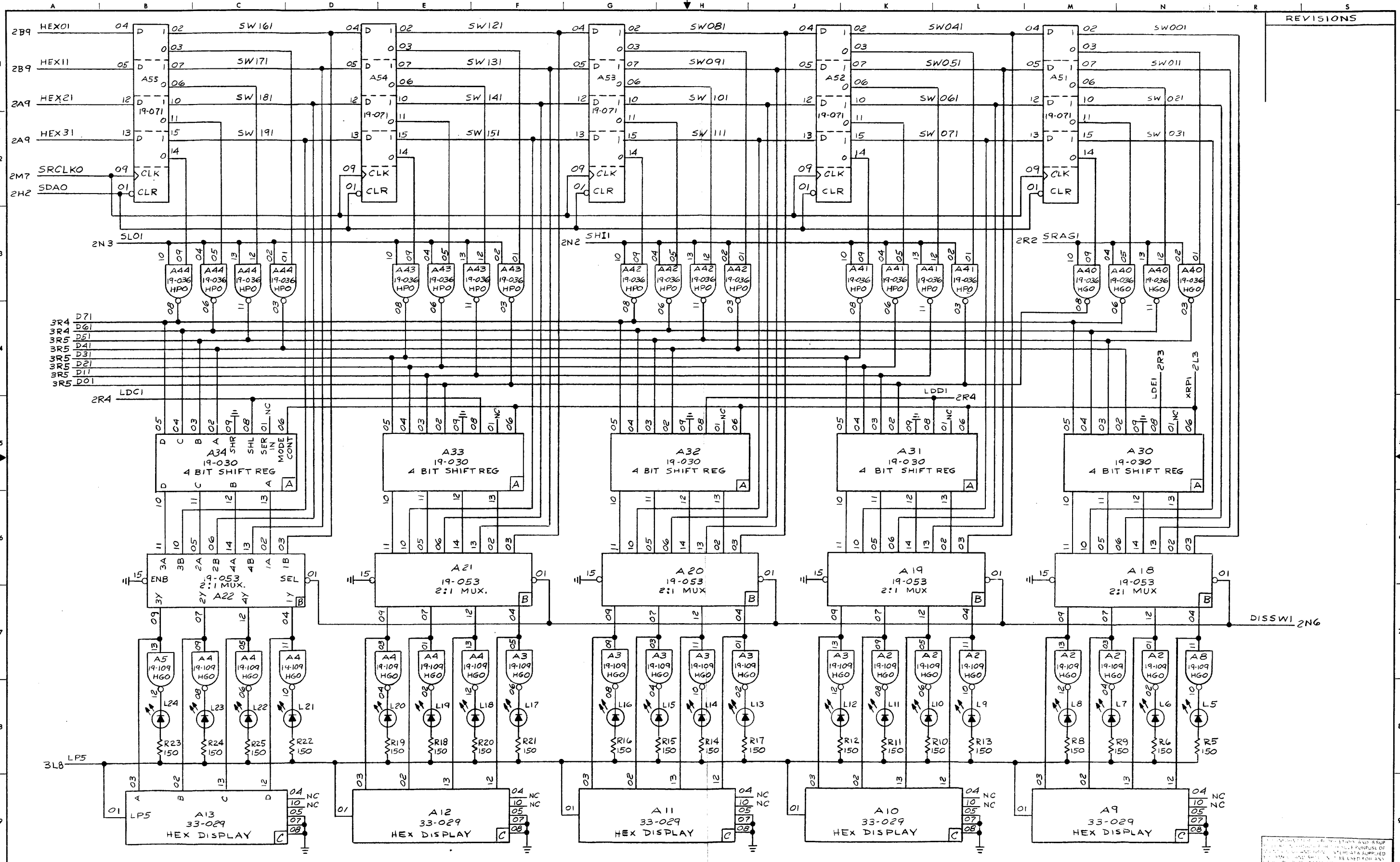
BRUNING 44-231 16042

NOTES

NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
P EDWARDS	DRAFT	12-3-73	HEXADECIMAL DISPLAY
	CHK		
	ENGR		
	DIR ENG		
TASK NO. 03081		SHEET OF 3-4	
DRAWING NO. 09-065R02 DOB			

DECOUPLING CAPACITORS

- LP5 ———— L GND
33MF, 10V
C1 & C2
- P5 ———— GND
33MF, 10V
C3 TO C6
- P5 ———— L GND
0.1MF, 30V
C10 TO C14
- P5 ———— GND
0.1MF, 30V
C15 TO C39



REVISIONS

NO.	DESCRIPTION	DATE
1	INITIAL DESIGN	12-3-73
2	REVISED TO ADD...	
3	REVISED TO ADD...	
4	REVISED TO ADD...	
5	REVISED TO ADD...	
6	REVISED TO ADD...	
7	REVISED TO ADD...	
8	REVISED TO ADD...	
9	REVISED TO ADD...	

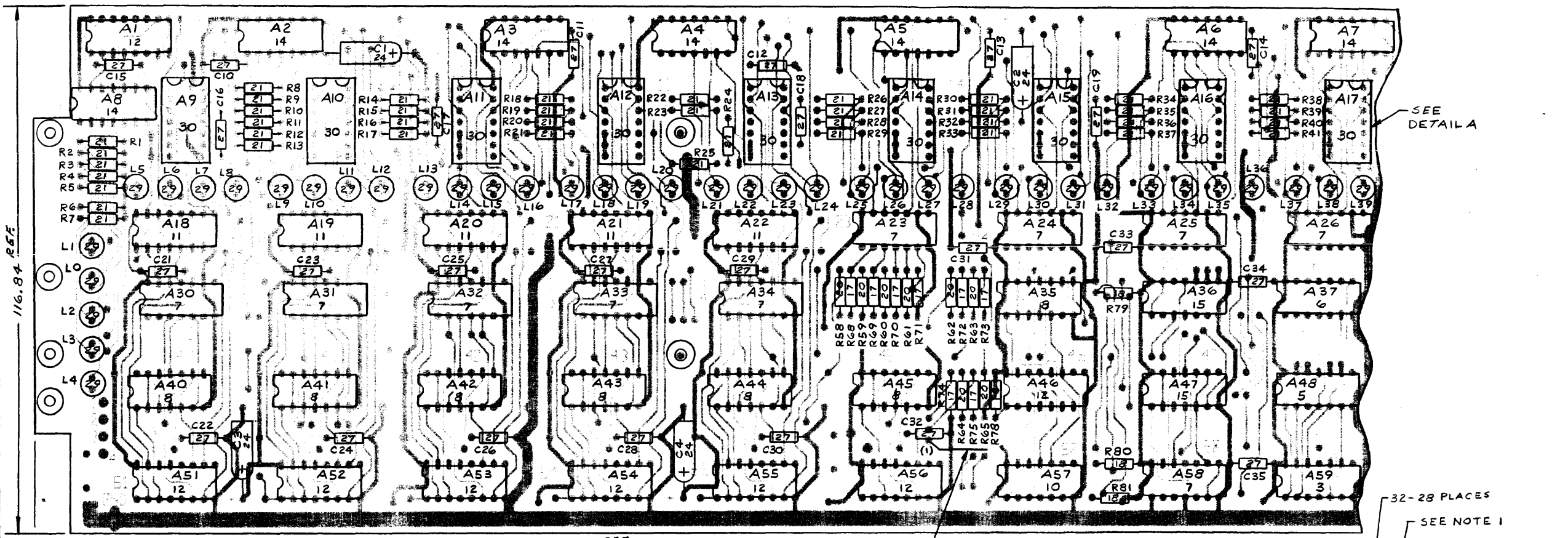
BRUNNIG 44231 16042

NOTES

NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
P. EDWARDS	DRAFT	12-3-73	HEXADECIMAL DISPLAY
	CHK		
	ENGR		
	DIR ENGR		

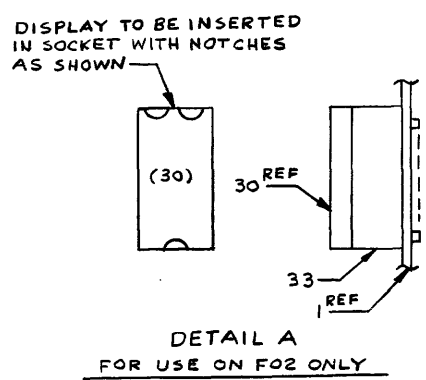
PART NO. 03081	SHEET OF 4-4
REV. NO. 09-065	DOB

REVISIONS			
RELEASED FOR PRODUCTION			
MFG. ENG.	MB	DATE	3-20-74
REVISED TO REFLECT RO2 COPPER			
PE GEN	2152	4-15-74	RO1
CHANGED ORIENTATION NOTE FOR LEDs, DID NOT SPEC. PLAT. SPEC.			
GM GEN	2074	5-28-74	RO2
REVISED R86, WAS IN HORIZONTAL POSITION AREA - A27			
SA GEN	2261	1-19-74	RO3
REVISED CIRCUITRY TO REFLECT NEW COPPER STRAP #1 WAS NOT SPEC'D.			
WS/FF	2635	1-12-75	RO4
REVISED CIRCUITRY TO REFLECT RO5 COPPER, R82 WAS 17CM 21, 150 Ω.			
GP JV	3590	2-16-78	RO5
CHANGED TO METRIC 4-28-78 G.S.			



SEE DETAIL A

32-28 PLACES
SEE NOTE 1



MILLIMETER	INCH
116.84	4.60
443.74	17.47

F02	AS SHOWN
F01	LESS ITEMS 30 & 33
VARIATION INFORMATION	

COLORED DOT OR FLAT SIDE OF LED INDICATES CATHODE END (TYPICAL)

BASE OF LEDs MUST BE PARALLEL TO P.C. BOARD TO ACHIEVE PERPENDICULARITY BEFORE & DURING FLOW SOLDER

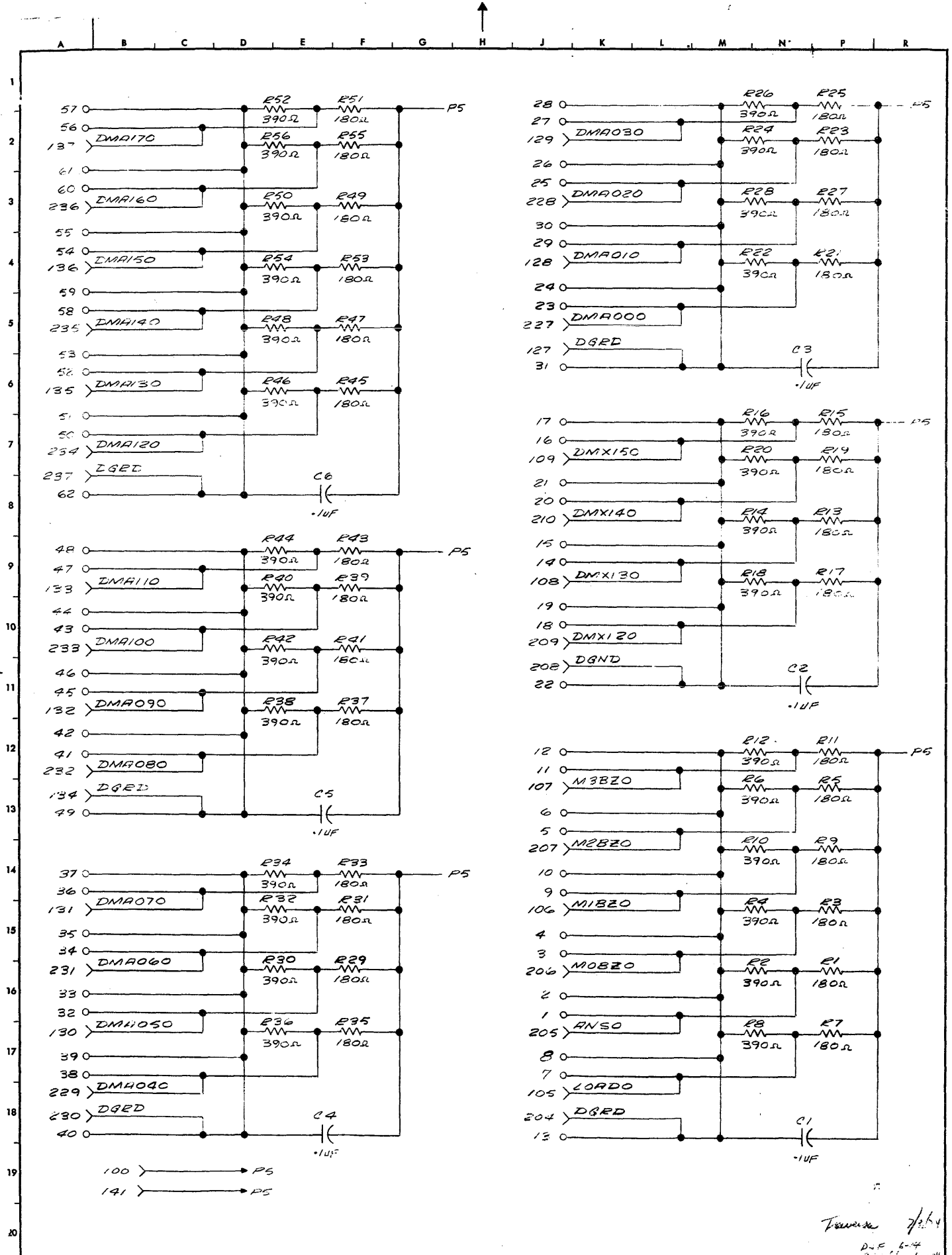
SLEEVING (THIS END)

31 TYP. 10 PLACES

METRIC

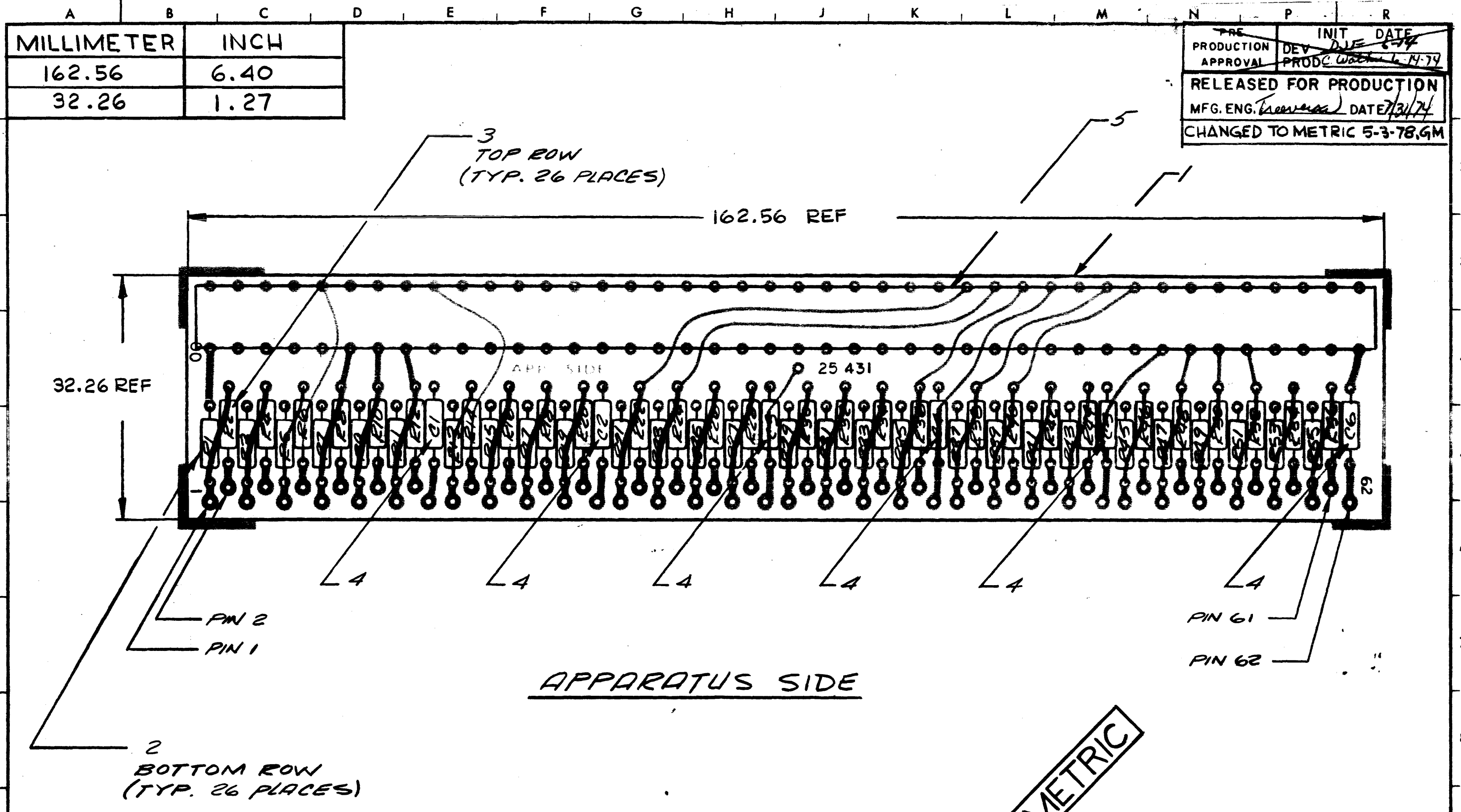
NOTES:
1. UNSPECIFIED COMPONENTS ARE ITEM 28.

NAME	DRFT	DATE	ASSEMBLY, PRT. CKT.
REDWARDS	DRFT	1-16-74	ASSEMBLY, PRT. CKT.
H. MATTER	CHK	14 FEB 74	HEXI DECIMAL
S. MESSINA	ENG	2-15-74	DISPLAY
			03081
S. MESSINA	MGR	2-15-74	35-519 RO5 DO3 1-1



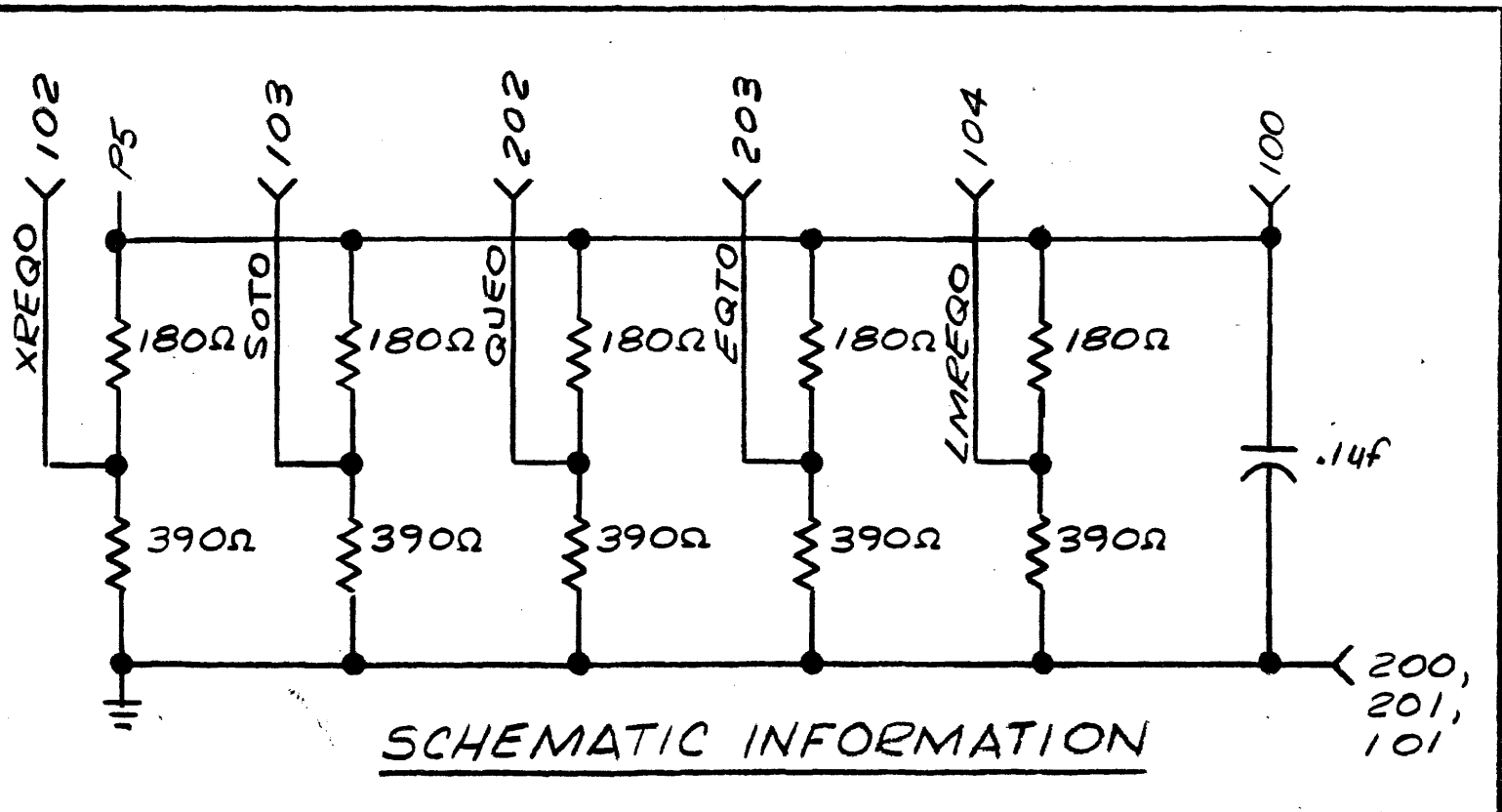
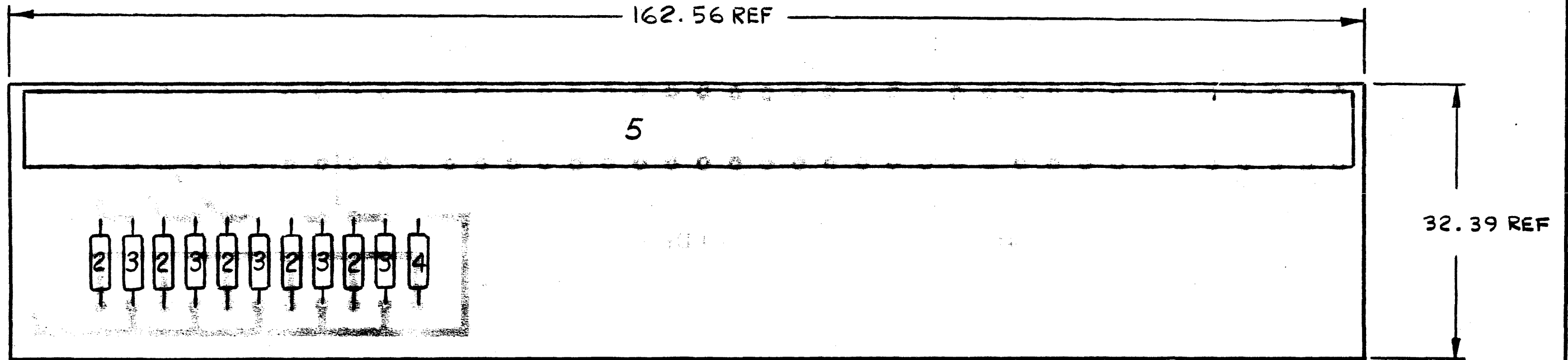
NAME	TITLE	DATE	TITLE/FUNCT. SCHEMATIC
J. MECTON	DRAFT	2-12-74	DMA TERMINATION BUS SIDE
RE CEO	CHK	2-14-74	
PE'S KALLA'S	ENG	2-31-74	DMA TERMINATION BUS SIDE
H. DU JES	QC	2-31-74	
FRANCOIS	MG	2-31-74	33-548-008

SHEET OF 1-1
 D.E. 6-4
 2/26/74



THIS INFORMATION IS PROPRIETARY AND IS SUPPLIED BY INTERDATA FOR THE SOLE PURPOSE OF MAINTAINING AND USING INTERDATA SUPPLIED EQUIPMENT AND SHALL NOT BE USED FOR ANY OTHER PURPOSE UNLESS SPECIFICALLY INDICATED.

NAME	TITLE	DATE	TITLE	P.C. ASSEMBLY
G. MELTON	DRAFT	6-6-74	DMA TERM	
P.F. CERO	CHK	6-14-74	BUS SIDE	
P. BALAS PD	ENGR	7-31-74		
H ROSS	Q.C.	7-31-74	TASK NO. 03047	SHEET OF
D. FRANKENBERGER	MGR	7-31-74	DWG. NO. 35-548 803	1-1



MILLIMETER	INCH
162.56	6.40
32.39	1.275

METRIC

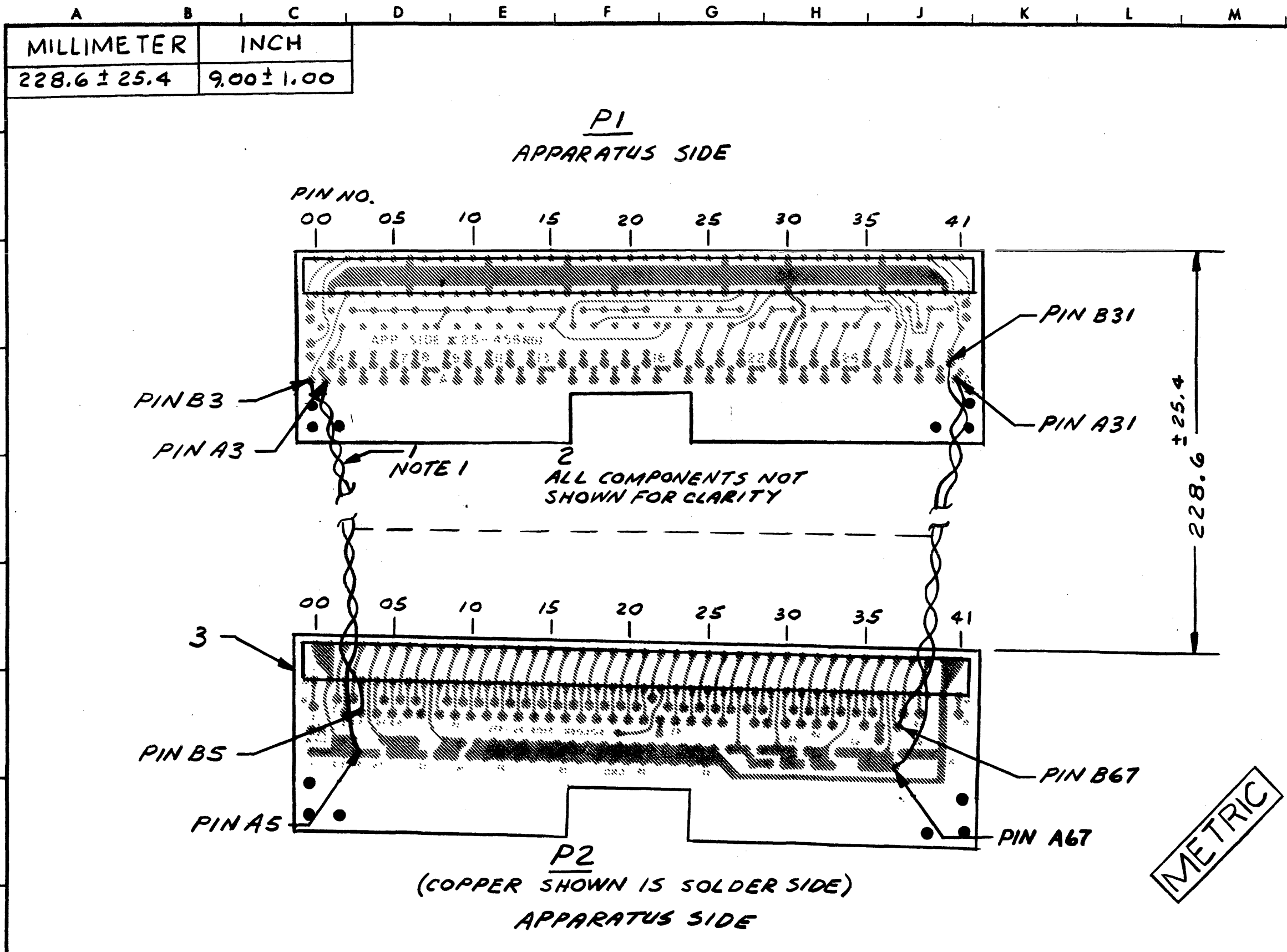
THIS INFORMATION IS PROPRIETARY AND IS SUPPLIED BY INTERDATA FOR THE SOLE PURPOSE OF MAINTAINING AND USING INTERDATA SUPPLIED EQUIPMENT AND SHALL NOT BE USED FOR ANY OTHER PURPOSE UNLESS SPECIFICALLY INDICATED.

REVISIONS		
PRE	INIT	DATE
PRODUCTION	DEV	1-30-75
APPROVAL	PROD	12-20-74
RELEASED FOR PRODUCTION		
MFG. ENG. <i>E. Perry</i>		DATE 3-5-75

CHANGED TO METRIC
5-3-78, GM.

NOTES:

NAME	TITLE	DATE	TITLE PC. ASSEMBLY	SHEET OF
G. MELTON	DRAFT	11-12-74	TERMINATOR BOARD 7/32	1 - 1
H. MATTER	CHK	12-20-74		
D. FRANKENBERGER	ENGR	3-5-75		
R. A. BARKER	QC	3-5-75	TASK NO. 03132	
	DIR ENG		DWG NO. 35-572	803



MILLIMETER	INCH
228.6 ± 25.4	9.00 ± 1.00

REVISIONS	
PRE PRODUCTION APPROVAL	INIT DATE DEV T.A. FYFE PROD V. GUPTA

RELEASED FOR PRODUCTION
MFG. ENG. V. GUPTA DATE 5-2-75

CHANGE TO METRIC
5-3-78 GM

EXTENSIVE CHANGES FOR ROD
SEE PREVIOUS MICRO-FILM
COPY.

KR	4009	R	10-4-79	ROI
----	------	---	---------	-----

NOTES
1. MAINTAIN 3 TWISTS PER INCH (MIN) ON ALL TIP WIRES. INSULATION PORTION OF ALL WIRES MUST ENTER TURRET HOLE & NOT EXTEND BEYOND SOLDER SIDE OF P.C. BOARD.

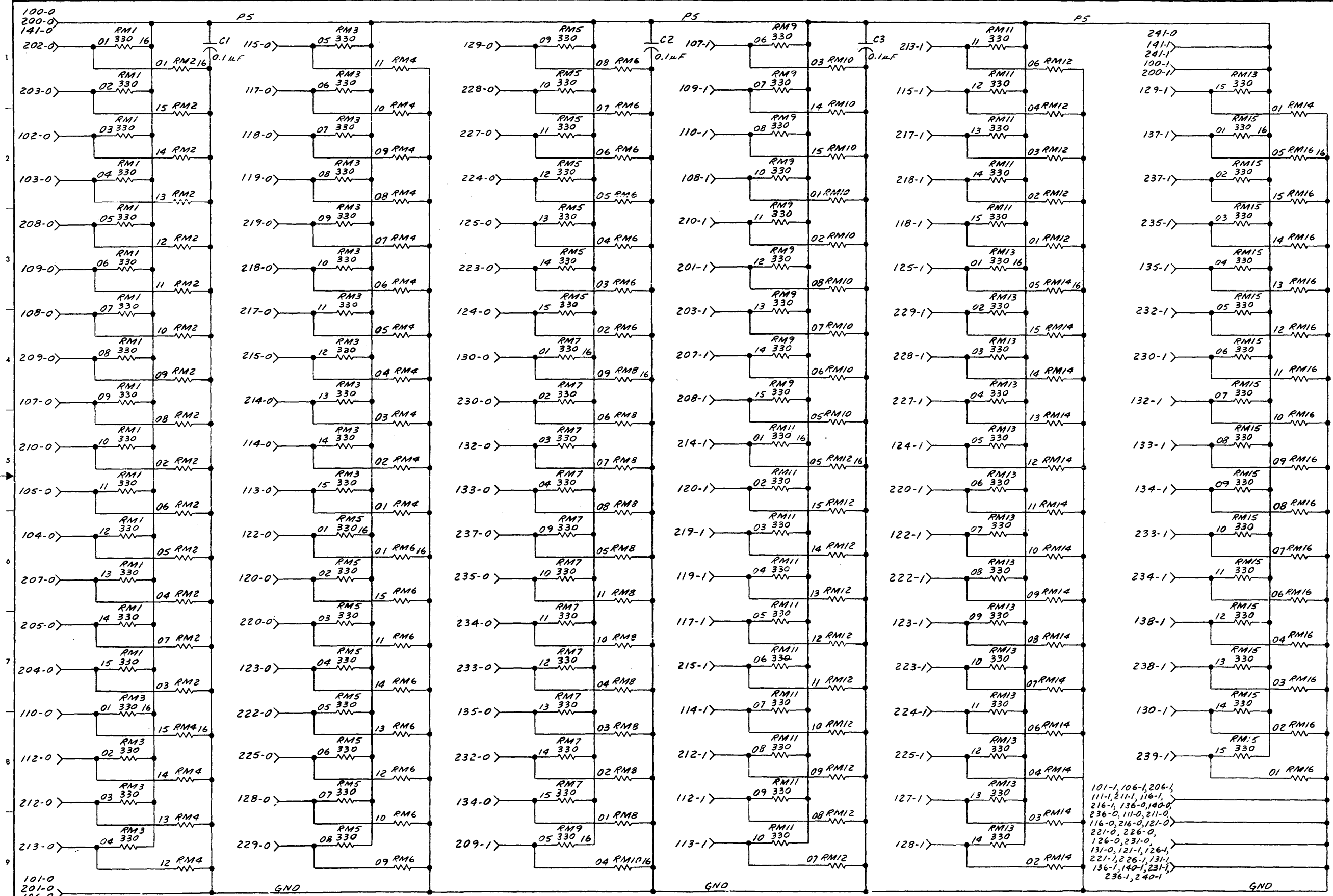
SCALE-
TOLERANCE:
.XXX ± .005
.XX ± .02
.X ± .03
ANGLES ± 1°
UNLESS OTHERWISE SPECIFIED

NAME	TITLE	DATE
J. R. BIELSKIE	DRAFT	9-25-74
G. HOMEFIELD	CHK	2-3-75
T. FYFE	ENGR	5-2-75
R. A. BARKER	QC	5-2-75
S. MESSINA	AGR	5-2-75

TITLE	CABLE ASSEMBLY DMA/MBC
TASK NO.	03088
DWG. NO.	17-336 ROI 803
SHEET OF	1-1

REVISIONS		
PRE	UNIT	DATE
PRODUCTION	DEV	11/26/74
APPROVAL	PROD	11/26/74

RELEASED FOR PRODUCTION



101-1, 106-1, 206-1,
111-1, 211-1, 116-1,
216-1, 136-0, 140-0,
236-0, 111-0, 211-0,
116-0, 216-0, 121-0,
221-0, 226-0,
126-0, 231-0,
131-0, 121-1, 126-1,
221-1, 226-1, 131-1,
136-1, 140-1, 231-1,
236-1, 240-1

NOTES:
1. UNLESS OTHERWISE SPECIFIED RESISTOR VALUES ARE 470Ω.

SCALE	NAME	TITLE	DATE
1:1	J.R. BIELSKIE	DRAFT	11-11-74
1:1	G.J. HOMEFIELD	CHK	
1:1	G. SYROVY	ENGR	
1:1	P.A. BARBER	QC	
1:1	S. MESSINA	MGR	

TITLE FUNCTIONAL SCHEMATIC TERMINATOR BOARD

M8132

TASK NO. 03088

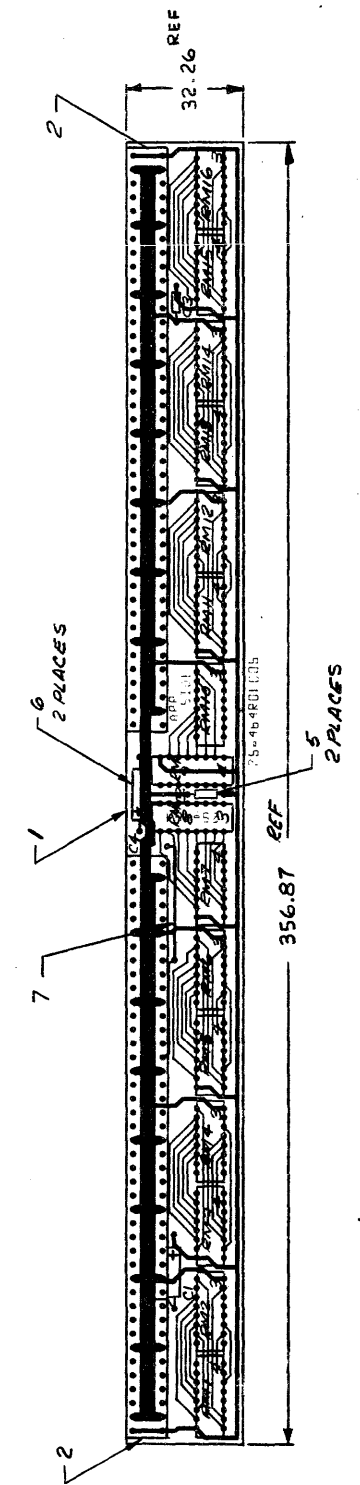
DWG NO. 35-569 008

SHEET 1-1

BRUNING 44-231 24538

REVISIONS
 REDRAWN FOR REDESIGN
 SEE VOIDED COPY
 03088 20-75 R01
 RELEASED FOR PRODUCTION
 MFG. ENG. DATE
 CHANGED TO METRIC
 5-3-78 G.M.

MILLIMETER	INCH
32.26	1.27
356.87	14.05



METRIC

TOLERANCE
 .XX ± .005
 .X ± .02
 .X ± .03
 ANGLES ± 1°
 UNLESS OTHERWISE SPECIFIED

NAME	TITLE	DATE	TITLE	SHEET OF
G. MELTON	DRAFT	1-20-75	PRINTED CIRCUIT ASSY	1 - 1
G.J. HOMEFIELD	CHK	2-4-75	TERMINATOR BOARD	
G. SYROVY	ENGR	5-2-75	M8/32	
R. R. BARKEE	QC	5-2-75	03088	
S. MESSINA	DIR ENG	6-2-75	38-569 EN C03	

MILLIMETER	INCH
32.51	1.28
356.87	14.05

REVISIONS			
REVISED PER ROI COPPER			
2720	-	6-23-76	ROI
CHANGED TO METRIC			
5-3-78, GM.			

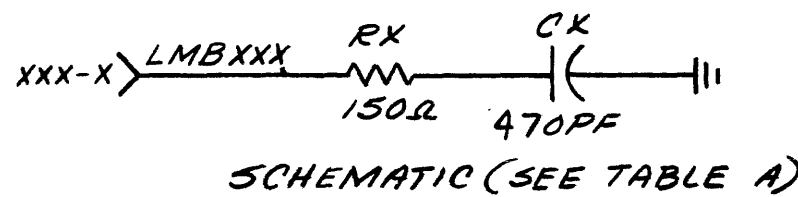
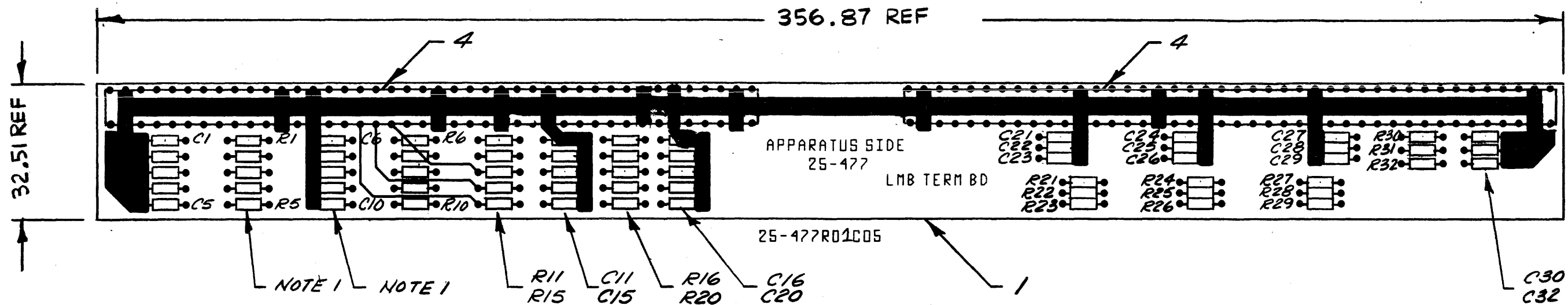


TABLE A

MNEMONIC	PIN NO.	R(X)	C(X)
LMB000	114-0	R5	C5
LMB010	214-0	R1	C1
LMB020	115-0	R10	C10
LMB030	215-0	R2	C2
LMB040	116-0	R15	C15
LMB050	216-0	R3	C3
LMB060	117-0	R14	C14
LMB070	217-0	R4	C4
LMB080	118-0	R13	C13
LMB090	218-0	R9	C9
LMB100	119-0	R8	C8
LMB110	219-0	R7	C7
LMB120	120-0	R6	C6
LMB130	220-0	R19	C19
LMB140	122-0	R12	C12
LMB150	222-0	R18	C18

TABLE A (CONT.)

MNEMONIC	PIN NO.	R(X)	C(X)
LMB160	123-0	R11	C11
LMB170	223-0	R17	C17
LMB180	124-0	R20	C20
LMB190	224-0	R16	C16
LMB200	120-1	R24	C24
LMB210	220-1	R21	C21
LMB220	121-1	R25	C25
LMB230	221-1	R22	C22
LMB240	122-1	R26	C26
LMB250	222-1	R23	C23
LMB260	123-1	R29	C29
LMB270	223-1	R32	C32
LMB280	124-1	R28	C28
LMB290	224-1	R31	C31
LMB300	125-1	R27	C27
LMB310	225-1	R30	C30

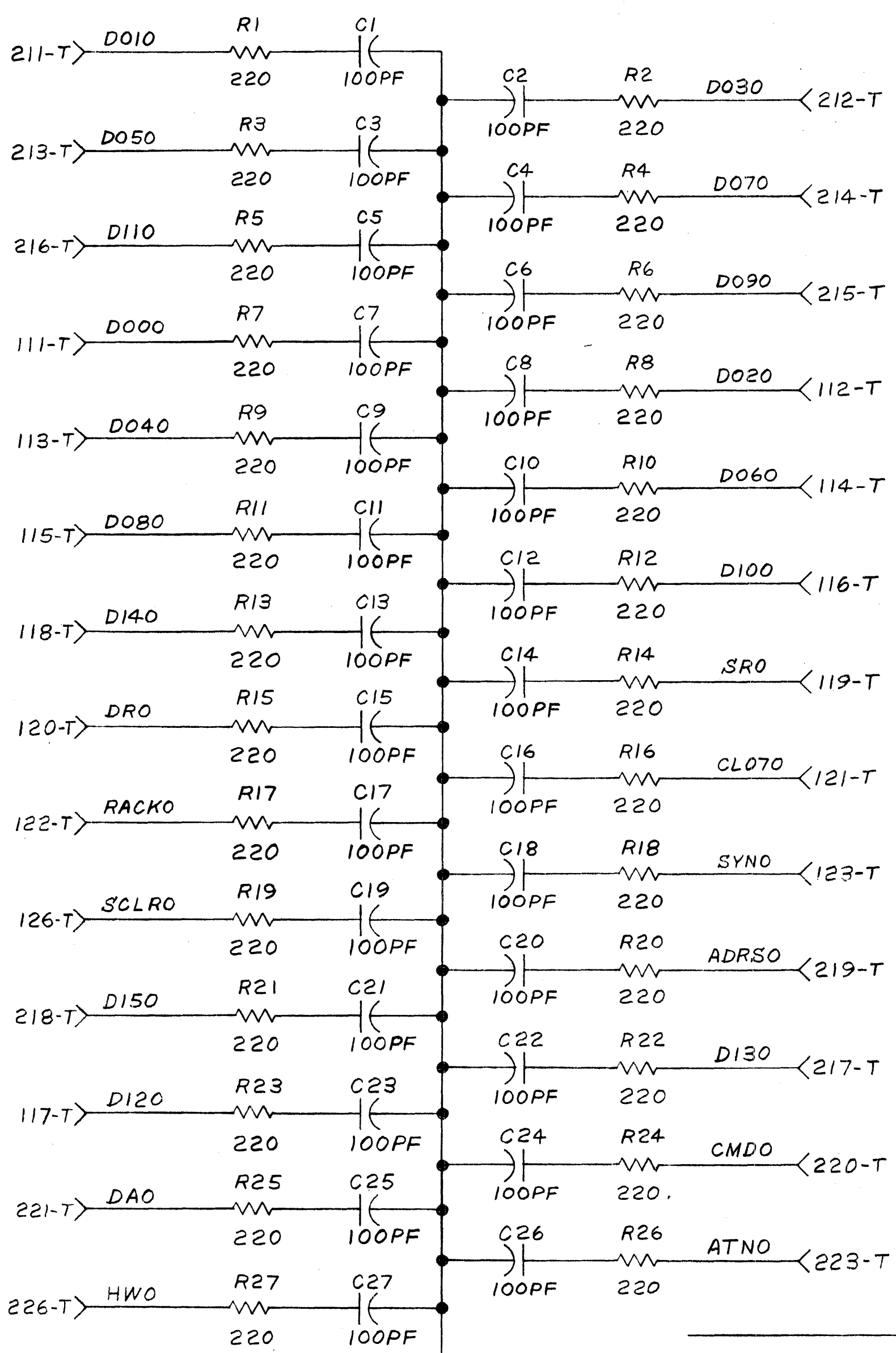
PRE PRODUCTION APPROVAL	INIT DATE
	3/14
DEV	3/19
PROD	

RELEASED FOR PRODUCTION
MFG. ENG. *[Signature]* DATE 5/17/75

METRIC

NOTES:
1. ALL "R" DESIGNATED COMPONENTS ARE ITEM 2 AND "C" DESIGNATED COMPONENTS ARE ITEM 3.

NAME	TITLE	DATE	TITLE
-	DRAFT	3-13-75	ASSY, PRINTED CKT
G. J. HOMEFIELD	CHK	3-13-75	LMB TERMINATOR
R. DONNELLY	ENGR		
	DIR ENG		
TASK NO. 03088	SHEET OF 1-1		
DWG NO. 35-578R01 B03			



NOTES

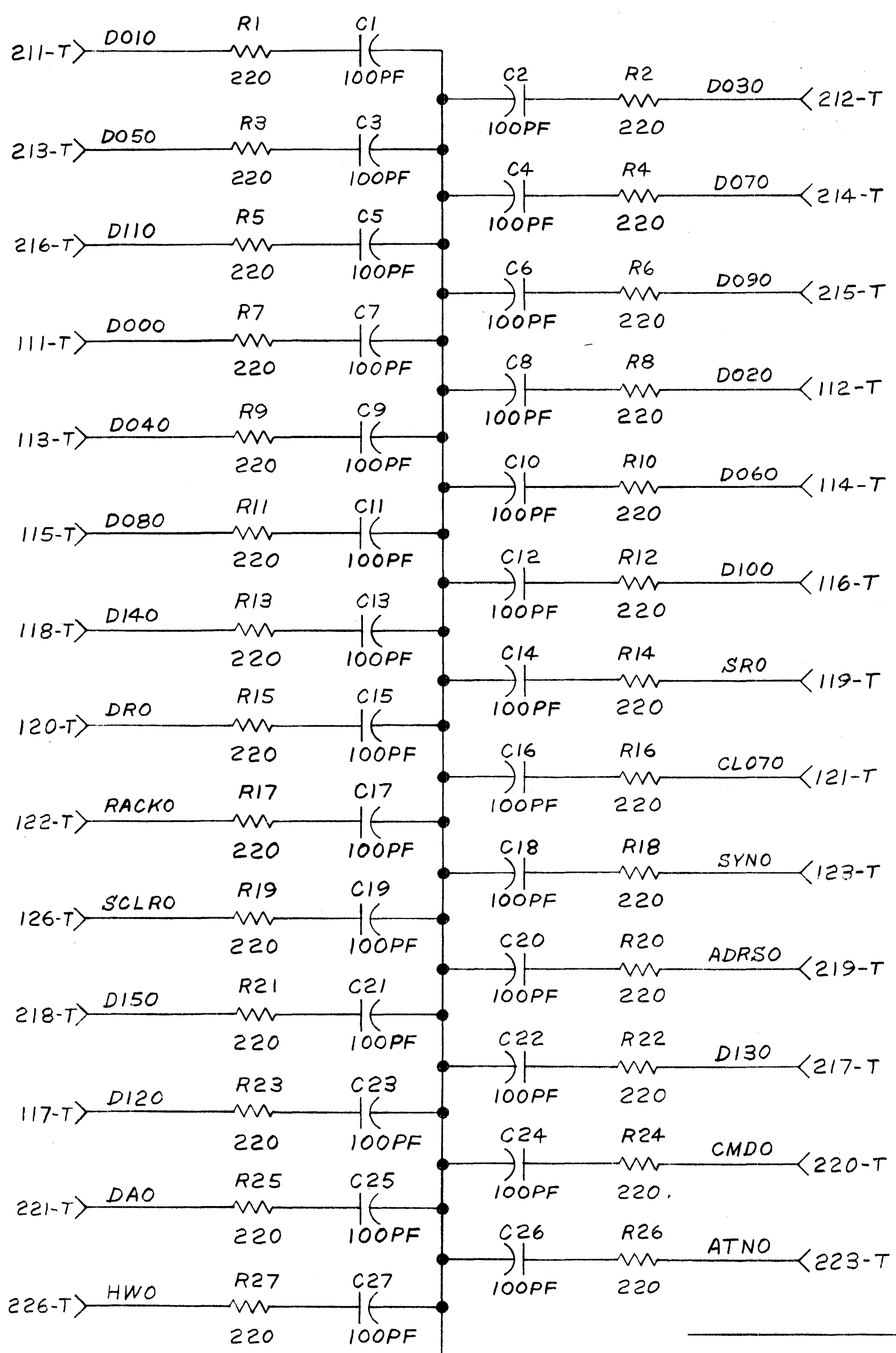
NAME	TITLE	DATE
K. LAFFERTY	DRAFT	9-12-73
H. MATTER	CHK	9-21-73
D. FRANKENBERGER	ENG	9-25-73
N. MASI	SYS TEST	9-26-73
D. FRANKENBERGER	MGR	9-29-73

TASK NO.	TITLE
03095	TERMINATOR BOARD
15	15" CHASSIS

DWG. NO.	SHEET	OF
35-433	1	1

REVISIONS

DLF 9-21-73
 JWB 9-20-73
 11/20/73



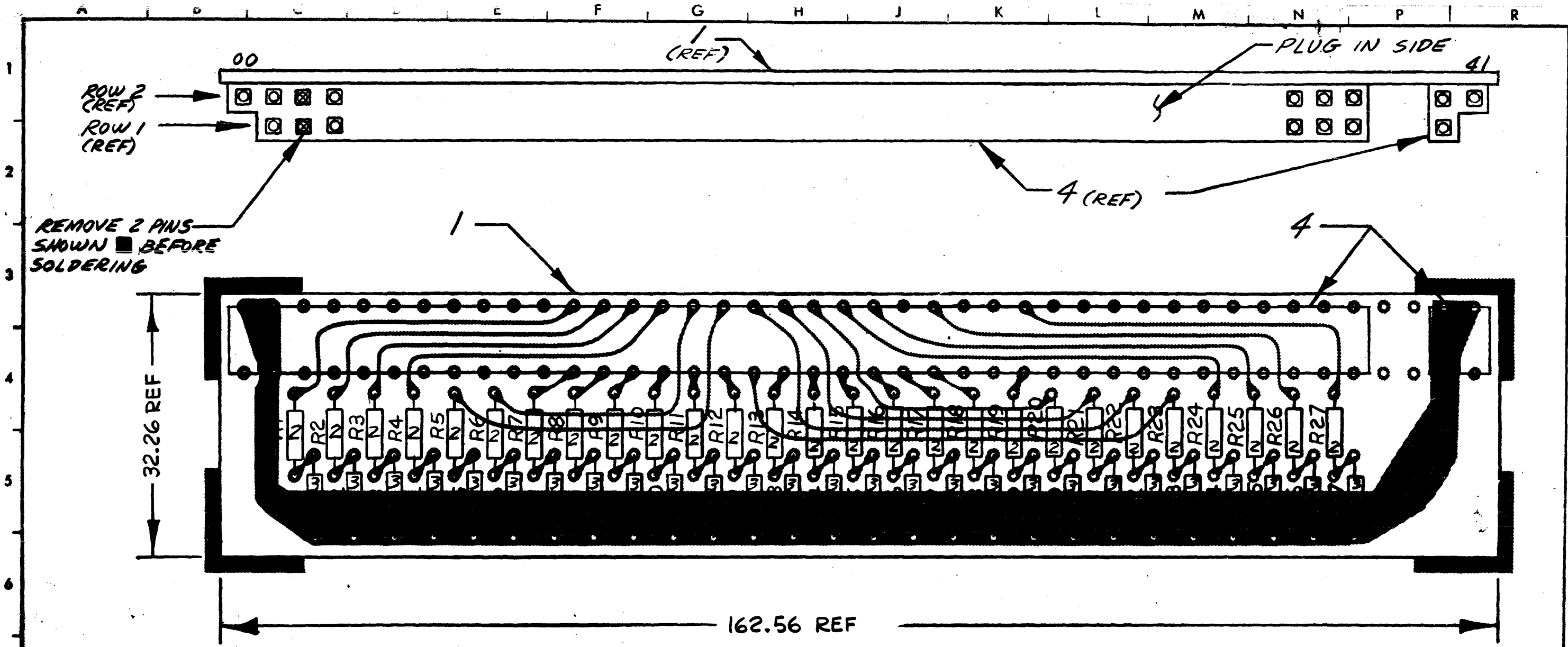
NOTES

NAME	TITLE	DATE	TITLE
K. LAFFERTY	DRAFT	9-12-73	FUNCTIONAL SCHEMATIC TERMINATOR BOARD 15" CHASSIS
H. MATTER	CHK	9-21-73	
D. FRANKENBERGER	ENG	9-25-73	
N. MASI	SYS TEST	9-26-73	
D. FRANKENBERGER	MGR	9-29-73	

TASK NO. 03095	DWG. NO. 35-433	SHEET 1-1
----------------	-----------------	-----------

REVISIONS

DLF 9-21-73
 JWB 9-20-73
 11/20/73



MILLIMETER	INCH
32.26	1.27
162.56	6.40

APPARATUS SIDE
(COPPER SHOWN IS FAR SIDE-REF)

DO NOT MANUFACTURE W/O AUTH.
SUPERSEDED
BY PART NO. 35-433M01B03
PER ECN NO. 2762
PC DATE 4-14-76

METRIC

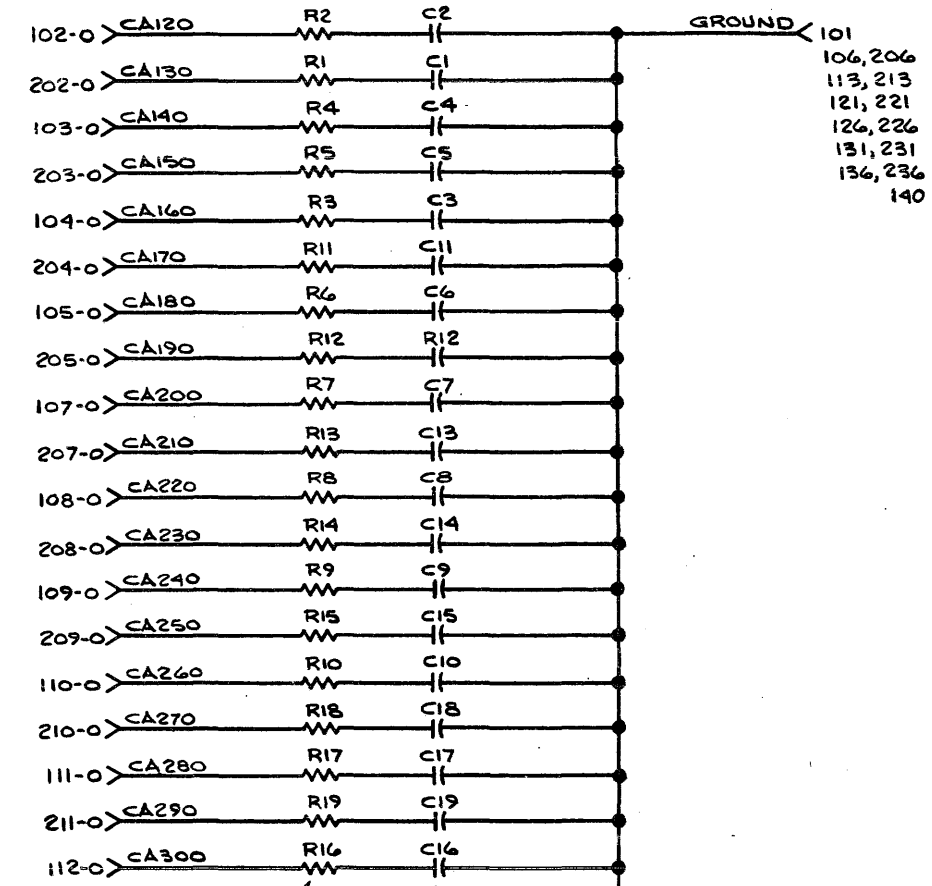
RELEASED FOR PRODUCTION
MFG. ENG. [Signature] DATE 11/20/77

REVISIONS			
PRE	INIT.	DATE	
PRODUCTION	DEV <u>[Signature]</u>	<u>17 Aug 72</u>	
APPROVAL	PROD <u>M3</u>	<u>8-17-72</u>	
CHANGED: ERROR ON DWG PINS 101 & 201 WERE SHOWN REMOVED, IS NOW AND SHOULD BE 102 & 202			
DB	<u>[Signature]</u>	<u>8-23-72</u>	<u>R01</u>
ADDED DESIG. R1-R27, C1-C27			
KL	<u>[Signature]</u>	<u>9-20-73</u>	<u>R02</u>
SUPERSEDED BY MOI			
PC	<u>[Signature]</u>	<u>4-14-76</u>	<u>R03</u>

NOTES
CHANGED TO METRIC 5-3-78, GM.

NAME	TITLE	DATE	TITLE	TASK NO.	SHEET	OF
<u>[Signature]</u>	DRAFT		ASSY, PRINTED CIRCUIT			
<u>D. BARKER</u>	CHK	<u>8-8-72</u>	TERMINATOR BOARD			
<u>G. WELLY</u>	ENGR	<u>10-16-73</u>	15" CHASSIS SCALE, 7/1			
<u>H. ROSS</u>	Q.C.	<u>10-18-73</u>		<u>03095</u>		
<u>D. FRANKENBERGER</u>	MGR	<u>10-22-73</u>		<u>35-433R03B03</u>	<u>1</u>	<u>1</u>

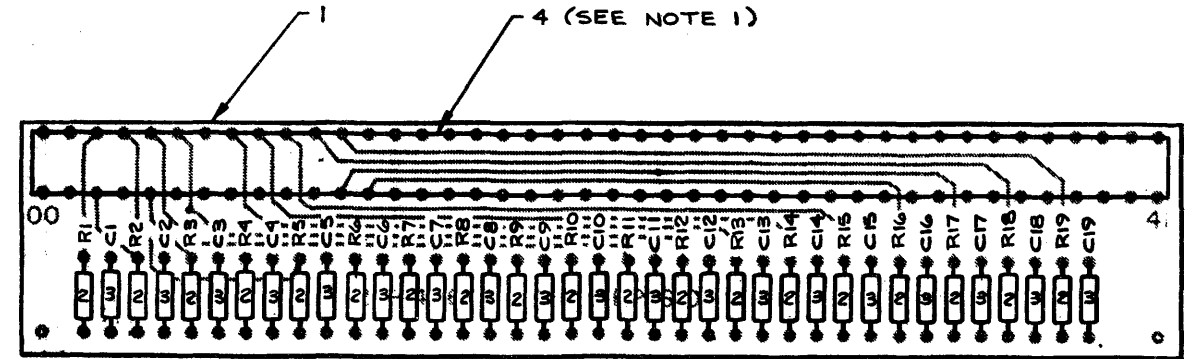
REVISIONS			
PRE PRODUCTION APPROVAL	DEV	DATE	
	10/22/75	10/22/75	
AREA L4: PIN # 240 WAS 241			
DATE	2969	9-28-76	ROI
RELEASED FOR PRODUCTION			
MFG. ENG.		DATE	7/78



106, 206
 113, 213
 121, 221
 126, 226
 131, 231
 136, 236
 140

ALL RESISTORS
 150Ω, ±5%, 1/4W

ALL CAPACITORS
 220 PF, 50V



NOTES:
 1. BEND PINS CLOSEST TO EDGE OF BOARD INWARD PRIOR TO SOLDERING.

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SCALE - 2:1	NAME	TITLE	DATE	TITLE
TOLERANCE: XXX 2.000 XX 0.02 X 0.00 UNLESS OTHERWISE SPECIFIED	C. JENSEN	DRAFT	30JUL75	ASSEMBLY
	H. MATTER	CHK		PRINTED CIRCUIT BD.
	R. DONNELLY	ENGR	10-22-75	EXTENDER TERM. (CA)
	R.A. BARKER	G.C.	9-22-76	TAK 03045
	S. MESSINA	DIR. ENGR	9-22-76	35-596, ROI COB 1-1

M83 SERIES MODEL 8/32, 8/32C, AND 8/32D PROCESSORS

MAINTENANCE MANUAL

Consists of:

GENERAL DESCRIPTION	
General Description	29-394R03A12
PROCESSOR	
Maintenance Specification	01-078R09A21
WRITABLE CONTROL STORE	
Installation Specification	35-555F01A20
Maintenance Specification	35-555F01R01A21
2K WRITABLE CONTROL STORE	
Installation Specification	35-663R01A20
Maintenance Specification	35-663A21
MEMORY	
Main Memory System Maintenance Specification	35-535R02A21
EXTENDED SELECTOR CHANNEL	
Installation Specification	02-328R04A20
Maintenance Specification	02-328R03A21
DISPLAY PANEL	
Hexadecimal Display Panel Specification	09-065R03A12
DRAWINGS	
Model 8/32 Backpanel Map	01-078R04D08
Model 8/32C Backpanel Map (with DFU)	01-098R03D08
Model 8/32D Backpanel Map (with DFU)	01-103R00D08
Processor CPU-A Schematic	35-536R30D08
Processor CPU-A Assembly	35-536R20E03
Processor CPU-B Schematic	35-537R17D08
Processor CPU-B Assembly	35-537R13E03
Processor CPU-C Schematic	35-555R10D08
Processor CPU-C Assembly	35-555R06E03
Processor CPU-C Schematic W/2K WCS	35-663R02D08
Processor CPU-C Assembly W/2K WCS	35-663R01E03
Processor IOU Schematic	35-539R27D08
Processor IOU Assembly	35-539R19E03
Processor ALU Schematic	35-538R16D08
Processor ALU Assembly	35-538R11E03
Memory Bus Controller (MBC) Schematic	35-535R23D08
Memory Bus Controller (MBC) Assembly	35-535R10E03
Local Memory Interface (LMI) Schematic	35-534R12D08
Local Memory Interface (LMI) Assembly	35-534R08E03
Extended Selector Channel Schematic	02-328M01R08D08
Extended Selector Channel Assembly	35-508M01R08E03
Hexadecimal Display Panel Schematic	09-065R03D08
Hexadecimal Display Panel Assembly	35-519R05D03
DMA Terminator Schematic	35-548C08
DMA Terminator Assembly	35-548B03
DMA Terminator Assembly	35-572B03
DMA Terminator Assembly	17-336R01B03
Processor Bus Terminator Schematic	35-569D08
Processor Bus Terminator Assembly	35-569R01C03
LMB Terminator Assembly	35-578R01B03
I/O Bus Terminator Schematic	35-433B08
I/O Bus Terminator Assembly	35-433R03B03
8/32 Backpanel Terminator	35-596R01C03

PERKIN-ELMER

Computer Systems Division
2 Crescent Place
Oceanport, N. J. 07757

BACK PANEL MAP

CON N.	TITLE BD.LOC. TERM.	LMM A07 ROW		LMI NOTE 2 A06 ROW		LMM A05 ROW		LMM A04 ROW		CON N.	TITLE BD.LOC. TERM.	CON N.	LMI (NOTE 2) A03 ROW		LMM A02 ROW		MBC A01 ROW		CPA A00 ROW		TITLE BD.LOC. TERM.	CON N.
		1	2	1	2	1	2	1	2				1	2	1	2	1	2	1	2		
41	PS	GND	GND	PS	PS	PS	GND	PS	GND	41	PS	PS	PS	GND	PS	PS	PS	PS	PS	PS	41	
40	GND	GND	GND	GND	GND	GND	GND	GND	GND	40	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	40	
39	P15	P15	P15	P15	P15	P15	P15	P15	P15	39	P15	P15	P15	P15	P15	P15	P15	P15	P15	P15	39	
38	N15	N15	N15	N15	N15	N15	N15	N15	N15	38	N15	N15	N15	N15	N15	N15	N15	N15	N15	N15	38	
37	MD150	MD160	MD150	MD160	MD150	MD160	MD150	MD160	MD150	37	MD150	MD160	MD150	MD160	MD150	MD160	MD150	MD160	MD150	MD160	37	
36	MD130	MD140	MD130	MD140	MD130	MD140	MD130	MD140	MD130	36	MD130	MD140	MD130	MD140	MD130	MD140	MD130	MD140	MD130	MD140	36	
35	MD110	MD120	MD110	MD120	MD110	MD120	MD110	MD120	MD110	35	MD110	MD120	MD110	MD120	MD110	MD120	MD110	MD120	MD110	MD120	35	
34	MD090	MD100	MD090	MD100	MD090	MD100	MD090	MD100	MD090	34	MD090	MD100	MD090	MD100	MD090	MD100	MD090	MD100	MD090	MD100	34	
33	MD070	MD080	MD070	MD080	MD070	MD080	MD070	MD080	MD070	33	MD070	MD080	MD070	MD080	MD070	MD080	MD070	MD080	MD070	MD080	33	
32	MD050	MD060	MD050	MD060	MD050	MD060	MD050	MD060	MD050	32	MD050	MD060	MD050	MD060	MD050	MD060	MD050	MD060	MD050	MD060	32	
31	MD030	MD040	MD030	MD040	MD030	MD040	MD030	MD040	MD030	31	MD030	MD040	MD030	MD040	MD030	MD040	MD030	MD040	MD030	MD040	31	
30	MD010	MD020	MD010	MD020	MD010	MD020	MD010	MD020	MD010	30	MD010	MD020	MD010	MD020	MD010	MD020	MD010	MD020	MD010	MD020	30	
29	GND	MD000	GND	MD000	GND	MD000	GND	MD000	GND	29	GND	MD000	GND	MD000	GND	MD000	GND	MD000	GND	MD000	29	
28	TEMPA	VT	TEMPA	VT	TEMPA	VT	TEMPA	VT	TEMPA	28	TEMPA	VT	TEMPA	VT	TEMPA	VT	TEMPA	VT	TEMPA	VT	28	
27	WRTO	TEMP B	WRTO	TEMP B	WRTO	TEMP B	WRTO	TEMP B	WRTO	27	WRTO	TEMP B	WRTO	TEMP B	WRTO	TEMP B	WRTO	TEMP B	WRTO	TEMP B	27	
26	GND	GND	GND	GND	GND	GND	GND	GND	GND	26	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	26	
25	LMB300	LMB310	LMB300	LMB310	LMB300	LMB310	LMB300	LMB310	LMB300	25	LMB300	LMB310	LMB300	LMB310	LMB300	LMB310	LMB300	LMB310	LMB300	LMB310	25	
24	LMB280	LMB290	LMB280	LMB290	LMB280	LMB290	LMB280	LMB290	LMB280	24	LMB280	LMB290	LMB280	LMB290	LMB280	LMB290	LMB280	LMB290	LMB280	LMB290	24	
23	LMB260	LMB270	LMB260	LMB270	LMB260	LMB270	LMB260	LMB270	LMB260	23	LMB260	LMB270	LMB260	LMB270	LMB260	LMB270	LMB260	LMB270	LMB260	LMB270	23	
22	LMB240	LMB250	LMB240	LMB250	LMB240	LMB250	LMB240	LMB250	LMB240	22	LMB240	LMB250	LMB240	LMB250	LMB240	LMB250	LMB240	LMB250	LMB240	LMB250	22	
21	LMB220	LMB230	LMB220	LMB230	LMB220	LMB230	LMB220	LMB230	LMB220	21	LMB220	LMB230	LMB220	LMB230	LMB220	LMB230	LMB220	LMB230	LMB220	LMB230	21	
20	LMB200	LMB210	LMB200	LMB210	LMB200	LMB210	LMB200	LMB210	LMB200	20	LMB200	LMB210	LMB200	LMB210	LMB200	LMB210	LMB200	LMB210	LMB200	LMB210	20	
19	GND	GND	GND	GND	GND	GND	GND	GND	GND	19	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	19	
18	GND	GND	GND	GND	GND	GND	GND	GND	GND	18	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	18	
17	GND	GND	GND	GND	GND	GND	GND	GND	GND	17	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	17	
16	GND	GND	GND	GND	GND	GND	GND	GND	GND	16	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	16	
15	GND	GND	GND	GND	GND	GND	GND	GND	GND	15	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	15	
14	GND	GND	GND	GND	GND	GND	GND	GND	GND	14	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	14	
13	GND	GND	GND	GND	GND	GND	GND	GND	GND	13	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	13	
12	GND	GND	GND	GND	GND	GND	GND	GND	GND	12	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	12	
11	GND	GND	GND	GND	GND	GND	GND	GND	GND	11	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	11	
10	MS010	MS020	MS010	MS020	MS010	MS020	MS010	MS020	MS010	10	MS010	MS020	MS010	MS020	MS010	MS020	MS010	MS020	MS010	MS020	10	
09	MS030	MS040	MS030	MS040	MS030	MS040	MS030	MS040	MS030	09	MS030	MS040	MS030	MS040	MS030	MS040	MS030	MS040	MS030	MS040	09	
08	MS050	MS060	MS050	MS060	MS050	MS060	MS050	MS060	MS050	08	MS050	MS060	MS050	MS060	MS050	MS060	MS050	MS060	MS050	MS060	08	
07	MS070	MS080	MS070	MS080	MS070	MS080	MS070	MS080	MS070	07	MS070	MS080	MS070	MS080	MS070	MS080	MS070	MS080	MS070	MS080	07	
06	MS090	MS100	MS090	MS100	MS090	MS100	MS090	MS100	MS090	06	MS090	MS100	MS090	MS100	MS090	MS100	MS090	MS100	MS090	MS100	06	
05	MS110	MS120	MS110	MS120	MS110	MS120	MS110	MS120	MS110	05	MS110	MS120	MS110	MS120	MS110	MS120	MS110	MS120	MS110	MS120	05	
04	MS130	MS140	MS130	MS140	MS130	MS140	MS130	MS140	MS130	04	MS130	MS140	MS130	MS140	MS130	MS140	MS130	MS140	MS130	MS140	04	
03	MS150	MS160	MS150	MS160	MS150	MS160	MS150	MS160	MS150	03	MS150	MS160	MS150	MS160	MS150	MS160	MS150	MS160	MS150	MS160	03	
02	GND	GND	GND	GND	GND	GND	GND	GND	GND	02	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	02	
01	PS	PS	PS	PS	PS	PS	PS	PS	PS	01	PS	PS	PS	PS	PS	PS	PS	PS	PS	PS	01	
00	GND	GND	GND	GND	GND	GND	GND	GND	GND	00	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	00	
41	PS	GND	PS	PS	F	GND	PS	GND	PS	41	PS	PS	PS	GND	PS	PS	PS	PS	PS	PS	41	
40	GND	GND	GND	GND	GND	GND	GND	GND	GND	40	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	40	
39	LMB540	LMB550	LMB540	LMB550	LMB540	LMB550	LMB540	LMB550	LMB540	39	LMB540	LMB550	LMB540	LMB550	LMB540	LMB550	LMB540	LMB550	LMB540	LMB550	39	
38	LMB520	LMB530	LMB520	LMB530	LMB520	LMB530	LMB520	LMB530	LMB520	38	LMB520	LMB530	LMB520	LMB530	LMB520	LMB530	LMB520	LMB530	LMB520	LMB530	38	
37	LMB500	LMB510	LMB500	LMB510	LMB500	LMB510	LMB500	LMB510	LMB500	37	LMB500	LMB510	LMB500	LMB510	LMB500	LMB510	LMB500	LMB510	LMB500	LMB510	37	
36	GND	GND	GND	GND	GND	GND	GND	GND	GND	36	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	36	
35	DURO	MB20	DURO	MB20	DURO	MB20	DURO	MB20	DURO	35	DURO	MB20	DURO	MB20	DURO	MB20	DURO	MB20	DURO	MB20	35	
34	GND	GND	GND	GND	GND	GND	GND	GND	GND	34	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	34	
33	MA130	MA140	MA130	MA140	MA130	MA140	MA130	MA140	MA130	33	MA130	MA140	MA130	MA140	MA130	MA140	MA130	MA140	MA130	MA140	33	
32	MA110	MA120	MA110	MA120	MA110	MA120	MA110	MA120	MA110	32	MA110	MA120	MA110	MA120	MA110	MA120	MA110	MA120	MA110	MA120	32	
31	MA090	MA100	MA090	MA100	MA090	MA100	MA090	MA100	MA090	31	MA090	MA100	MA090	MA100	MA090	MA100	MA090	MA100	MA090	MA100	31	
30	MA070	MA080	MA070	MA080	MA070	MA080	MA070	MA080	MA070	30	MA070	MA080	MA070	MA080	MA070	MA080	MA070	MA080	MA070	MA080	30	
29	MA050	MA060	MA050	MA060	MA050	MA060	MA050	MA060	MA050	29	MA050	MA060	MA050	MA060	MA050	MA060	MA050	MA060	MA050	MA060	29	
28	GND	GND	GND	GND	GND	GND	GND	GND	GND	28	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	28	
27	SCLRO	SCLRO	SCLRO	SCLRO	SCLRO	SCLRO	SCLRO	SCLRO	SCLRO	27	SCLRO	SCLRO	SCLRO	SCLRO	SCLRO	SCLRO	SCLRO	SCLRO	SCLRO	SCLRO	27	
26	MCLRO	GND	MCLRO	GND	MCLRO	GND	MCLRO	GND	MCLRO	26	MCLRO	GND	MCLRO	GND	MCLRO	GND	MCLRO	GND	MCLRO	GND	26	
25	GND	GND	GND	GND	GND	GND	GND	GND	GND	25	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	25	
24	LMB180	LMB190	LMB180	LMB190	LMB180	LMB190	LMB180	LMB190	LMB180	24	LMB180	LMB190	LMB180	LMB190	LMB180	LMB190	LMB180	LMB190	LMB180	LMB190	24	
23	LMB160	LMB170	LMB160	LMB170	LMB160	LMB170	LMB160	LMB170	LMB160	23	LMB160	LMB170	LMB160	LMB170	LMB160	LMB170	LMB160	LMB170	LMB160	LMB170	23	
22	LMB140	LMB150	LMB140	LMB150	LMB140	LMB150	LMB140	LMB150	LMB140	22	LMB140	LMB150	LMB140	LMB150	LMB140	LMB150	LMB140	LMB150	LMB140	LMB150	22	
21	GND	GND	GND	GND	GND	GND	GND	GND	GND	21	GND	GND	GND	GND	GND	GND	GND	GND	GND	GND	21	
20	LMB120	LMB130	LMB120	LMB130	LMB120	LMB130	LMB120	LMB130	LMB120	20	LMB120	LMB130	LMB120	LMB130	LMB120	LMB130	LMB120	LMB130	LMB120	LMB130	20	
19	LMB100	LMB110	LMB100	LMB110	LMB100	LMB110	LMB100	LMB110	LMB100	19	LMB100	LMB110	LMB100	LMB110	LMB100	LMB110	LMB100	LMB110	LMB100	LMB110	19	
18	LMB080	LMB090	LMB080	LMB090	LMB080	LMB090	LMB080	LMB090	LMB080	18	LMB080	LMB090	LMB080	LMB090	LMB080	LMB090	LMB080	LMB090	LMB080	LMB090	18	
17	LMB060	LMB070	LMB060	LMB070	LMB060	LMB070	LMB060	LMB070	LMB060	17	LMB060	LMB070	LMB060	LMB070	LMB060	LMB070	LMB060	LMB070	LMB060	LMB070	17	
16	LMB040	LMB050	LMB040	LMB050	LMB040	LMB050	LMB040	LMB050	LMB040	16	LMB040	LMB050	LMB040	LMB050	LMB040	LMB050	LMB040	LMB050	LMB040	LMB050	16	
15	LMB020	LMB030																				

BACK PANEL MAP

CON N.	TITLE	LMM		LMM		LMM		LMM		CON N.	TITLE	CON N.	LMM		LMM		LMM		LMM		TITLE	CON N.					
		BD.LOC.	ROW	ROW	ROW	ROW	ROW	ROW	ROW				ROW	ROW	ROW	ROW	ROW	ROW	ROW	ROW			ROW	ROW	ROW	BD.LOC.	TERM. NO.
		NO.	1	2	1	2	1	2	1				2	1	2	1	2	1	2	1			2	1	2	NO.	NO.
41	PS		GND							41	PS		GND							41	PS		GND				
40	GND		GND							40	GND		GND							40	GND		GND				
39	PIS		PIS							39	PIS		PIS							39	PIS		PIS				
38	NIS		NIS							38	NIS		NIS							38	NIS		NIS				
37	MD150		MD160							37	MD150		MD160							37	MD150		MD160				
36	MD130		MD140							36	MD130		MD140							36	MD130		MD140				
35	MD110		MD120							35	MD110		MD120							35	MD110		MD120				
34	MD090		MD100							34	MD090		MD100							34	MD090		MD100				
33	MD070		MD080							33	MD070		MD080							33	MD070		MD080				
32	MD050		MD060							32	MD050		MD060							32	MD050		MD060				
31	MD030		MD040							31	MD030		MD040							31	MD030		MD040				
30	MD010		MD020							30	MD010		MD020							30	MD010		MD020				
29			MD000							29			MD000							29			MD000				
28	TEMPA		VT							28	TEMPA		VT							28	TEMPA		VT				
27	WRTO		TEMPB							27	WRTO		TEMPB							27	WRTO		TEMPB				
26	GND		GND							26	GND		GND							26	GND		GND				
25	LMB300		LMB310							25	LMB300		LMB310							25	LMB300		LMB310				
24	LMB280		LMB290							24	LMB280		LMB290							24	LMB280		LMB290				
23	LMB260		LMB270							23	LMB260		LMB270							23	LMB260		LMB270				
22	LMB240		LMB250							22	LMB240		LMB250							22	LMB240		LMB250				
21	LMB220		LMB230							21	LMB220		LMB230							21	LMB220		LMB230				
20	LMB200		LMB210							20	LMB200		LMB210							20	LMB200		LMB210				
19	GND		GND							19	GND		GND							19	GND		GND				
18										18										18							
17										17										17							
16	GND		GND							16	GND		GND							16	GND		GND				
15										15										15							
14										14										14							
13										13										13							
12										12										12							
11	GND		GND							11	GND		GND							11	GND		GND				
10			MS000							10			MS000							10			MS000				
09	MS010		MS020							09	MS010		MS020							09	MS010		MS020				
08	MS030		MS040							08	MS030		MS040							08	MS030		MS040				
07	MS050		MS060							07	MS050		MS060							07	MS050		MS060				
06	MS070		MS080							06	MS070		MS080							06	MS070		MS080				
05	MS090		MS100							05	MS090		MS100							05	MS090		MS100				
04	MS110		MS120							04	MS110		MS120							04	MS110		MS120				
03	MS130		MS140							03	MS130		MS140							03	MS130		MS140				
02	MS150		MS160							02	MS150		MS160							02	MS150		MS160				
01	GND		GND							01	GND		GND							01	GND		GND				
00	PS		GND							00	PS		GND							00	PS		GND				
41	PS		GND							41	PS		GND							41	PS		GND				
40	GND		GND							40	GND		GND							40	GND		GND				
39										39										39							
38	LMRDY0		LMD50							38	LMRDY0		LMD50							38	LMRDY0		LMD50				
37	LMB5Y0		LMB50							37	LMB5Y0		LMB50							37	LMB5Y0		LMB50				
36	GND		GND							36	GND		GND							36	GND		GND				
35	DUA0		MB20							35	DUA0		MB20							35	DUA0		MB20				
34	GND		GND							34	GND		GND							34	GND		GND				
33	MA130		MA140							33	MA130		MA140							33	MA130		MA140				
32	MA110		MA120							32	MA110		MA120							32	MA110		MA120				
31	MA090		MA100							31	MA090		MA100							31	MA090		MA100				
30	MA070		MA080							30	MA070		MA080							30	MA070		MA080				
29	MA050		MA060							29	MA050		MA060							29	MA050		MA060				
28	GND		GND							28	GND		GND							28	GND		GND				
27	SCLR0									27	SCLR0									27	SCLR0						
26	MCLR0		GND							26	MCLR0		GND							26	MCLR0		GND				
25	GND		GND							25	GND		GND							25	GND		GND				
24	LMB180		LMB190							24	LMB180		LMB190							24	LMB180		LMB190				
23	LMB160		LMB170							23	LMB160		LMB170							23	LMB160		LMB170				
22	LMB140		LMB150							22	LMB140		LMB150							22	LMB140		LMB150				
21	GND		GND							21	GND		GND							21	GND		GND				
20	LMB120		LMB130							20	LMB120		LMB130							20	LMB120		LMB130				
19	LMB100		LMB110							19	LMB100		LMB110							19	LMB100		LMB110				
18	LMB080		LMB090							18	LMB080		LMB090							18	LMB080		LMB090				
17	LMB060		LMB070							17	LMB060		LMB070							17	LMB060		LMB070				
16	LMB040		LMB050							16	LMB040		LMB050							16	LMB040		LMB050				
15	LMB020		LMB030							15	LMB020		LMB030							15	LMB020		LMB030				
14	LMB000		LMB010							14	LMB000		LMB010							14	LMB000		LMB010				
13	GND		GND							13	GND		GND							13	GND		GND				
12			LMP0							12			LMP0							12			LMP0				
11	GND		GND							11	GND		GND							11	GND		GND				
10	MA030		MA040							10	MA030		MA040							10	MA030		MA040				
09	MA020									09	MA020									09	MA020						
08	MAX060		MAX070							08	MAX060		MAX070							08	MAX060		MAX070				
07	MA010									07	MA010									07	MA010						
06	MA000									06	MA000									06	MA000						
05	PAR0									05	PAR0									05	PAR0						
04	INNO		ERO							04	INNO		ERO							04	INNO		ERO				
03										03										03							
02	PIS		NIS							02	PIS		NIS							02	PIS		NIS				
01	GND		GND							01	GND		GND							01	GND		GND				
00	PS		GND							00	PS		GND							00	PS		GND				

NOTES
1. BACKPANEL - 35-542

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NAME	TITLE	DATE	TITLE
	DRAFT		8/32
	CHK		BACKPANEL
	ENGR		MEMORY EXP.
	DIR ENG		TASK NO. 03053
			SHEET OF 3-4
			01-078 R03 D08

REVISIONS

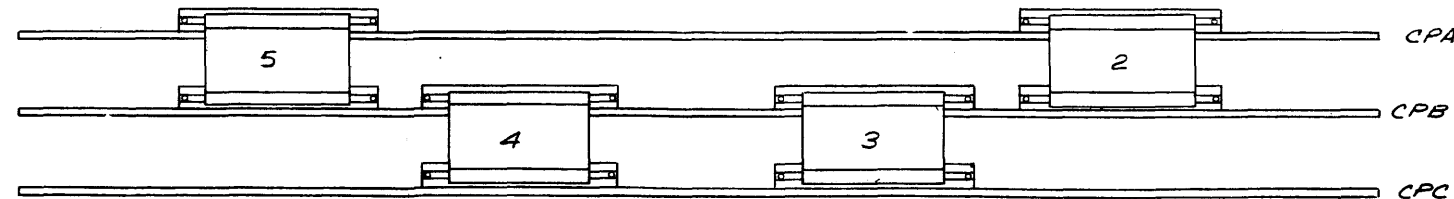
ADDED: "MS160" ON SHT. 2 TO CPA PIN E40-1.
 (RT) 29 (S) 3-24-75 RO4
 ADDED: SHT. 1 "ARPCO" MNEMONIC TO PIN 128-0 F228-0 SLOTS 00 THRU 02. SHT. 2 "LMB5YAO" TO PIN 139-0 SLOTS 02 THRU 07. "LMB5YCO" TO PIN 239-0 SLOTS 02 THRU 07.
 CHANGED: PIN 137-0 SLOT 01 WAS "LMB5Y0"; PIN 137-0 SLOTS 02 THRU 07 WERE "LMB5Y0".
 (RT) 29 (S) 3-24-75 RO4
 ADDED: SHEET 4.
 (RT) 32 (S) 3-24-76 RO4
 CONN 2 ROW 1 PIN 08 STRTIA WAS SRTI.
 CONN 3 ROW 2 PIN 16 CSA040 WAS CSA041.
 CONN 3 ROW 1 PIN 16 CSA050 WAS CSA051.
 REVISED SHTS 154.
 KR 771 4231 R 3-4-80 RO4

CONN 5		
2	1	
16	UIR300	UIR310
15	UIR280	UIR290
14	UIR260	UIR270
13	UIR240	UIR250
12	YD300	YD310
11	YD280	YD290
10	YS300	YS310
09	YS280	YS290
08	SX300	SX310
07	SX280	SX290
06	GND	ININTO
05	GND	MAIO
04	GND	IREQO
03	GND	DEEQO
02	GND	PSW210
01	GND	GND
00	GND	PASSIA

CONN 3		
2	1	
24	GND	GND
23	CSAD141	GND
22	CSAD121	CSAD151
21	GND	CSAD131
20	CSAD101	CSAD111
19	CSAD081	GND
18	CSAD061	CSAD091
17	GND	CSAD071
16	CSA040	CSA050
15	GND	GND
14	GND	GND
13	GND	SPARE
12	GND	PCLKO
11	PSW251	SECLKI
10	PSW260	PSW270
09	GND	SEBO
08	ASELO31	ASELO41
07	ASELO11	ASELO21
06	GND	ASELO01
05	BSELO31	BSELO41
04	BSELO11	BSELO21
03	GND	BSELO01
02	SSELO31	SSELO41
01	SSELO11	SSELO21
00	GND	SSELO01

CONN 4		
2	1	
24	CSD301	CSD311
23	CSD281	CSD291
22	GND	CSD271
21	CSD261	CSD251
20	CSD241	GND
19	CSD221	CSD231
18	GND	CSD211
17	CSD201	CSD191
16	CSD181	GND
15	CSD161	CSD171
14	GND	CSD151
13	CSD141	CSD131
12	CSD121	GND
11	CSD101	CSD111
10	GND	CSD091
09	CSD081	CSD071
08	CSD061	GND
07	CSD041	CSD051
06	GND	CSD031
05	CSD021	CSD011
04	CSD001	GND
03	GND	CSWPO
02	GND	INCLKO
01	GND	CLKO
00	GND	GND

CONN 2		
2	1	
16	MCO20	MCO30
15	MCO00	MCO10
14	GND	SEBO
13	GND	PCLKO
12	GND	JUTY1
11	GND	RX3DO
10	GND	SPARE
09	GND	CS000
08	GND	STRTIA
07	GND	GND
06	GND	GND
05	BSELO31	BSELO41
04	BSELO11	BSELO21
03	GND	BSELO01
02	SSELO31	SSELO41
01	SSELO11	SSELO21
00	GND	SSELO01



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SCALE-	NAME	TITLE	DATE
TOLERANCE HOLE 0.002 SHAFT 0.002 HOLE 0.002 SHAFT 0.002 UNLESS OTHERWISE SPECIFIED	G. MELTON	CPA/CPB, CPB/CPC FRONT END CABLING	DRAFT 2-18-75 CHK 2-18-75 ENGR APP
			03088 01-078 RO4 DOB 4-4

BACK PANEL MAP

Main table with columns for TITLE, BD. LOC., TERM. NO., and various board types (LMM, LMI, MBC, CPA) with their respective row and column assignments.

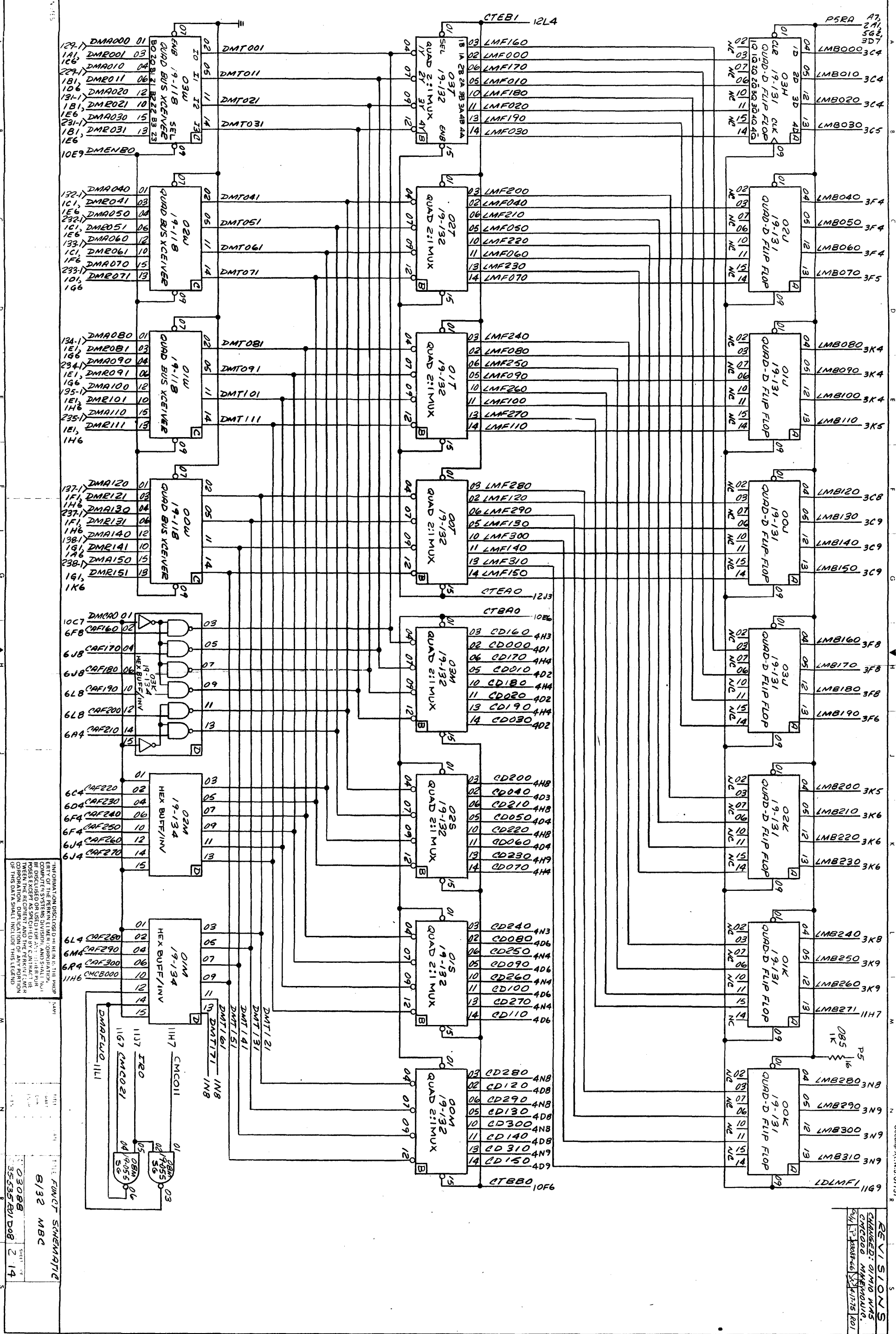
NOTES
1. BACKPANEL - 35-540
2. SLOT ASSIGNMENTS SHOWN FOR THE BASIC 128 KB MEMORY SYSTEM

THE LMI BOARDS ARE RE-ASSIGNED WHEN THE SYSTEM IS EXPANDED WITH CORRESPONDING CHANGES IN MA, MD, & MS STRAPPING OPTIONS

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REVISIONS

Table with columns for REVISIONS, NAME, TITLE, DATE, and SHEET OF.

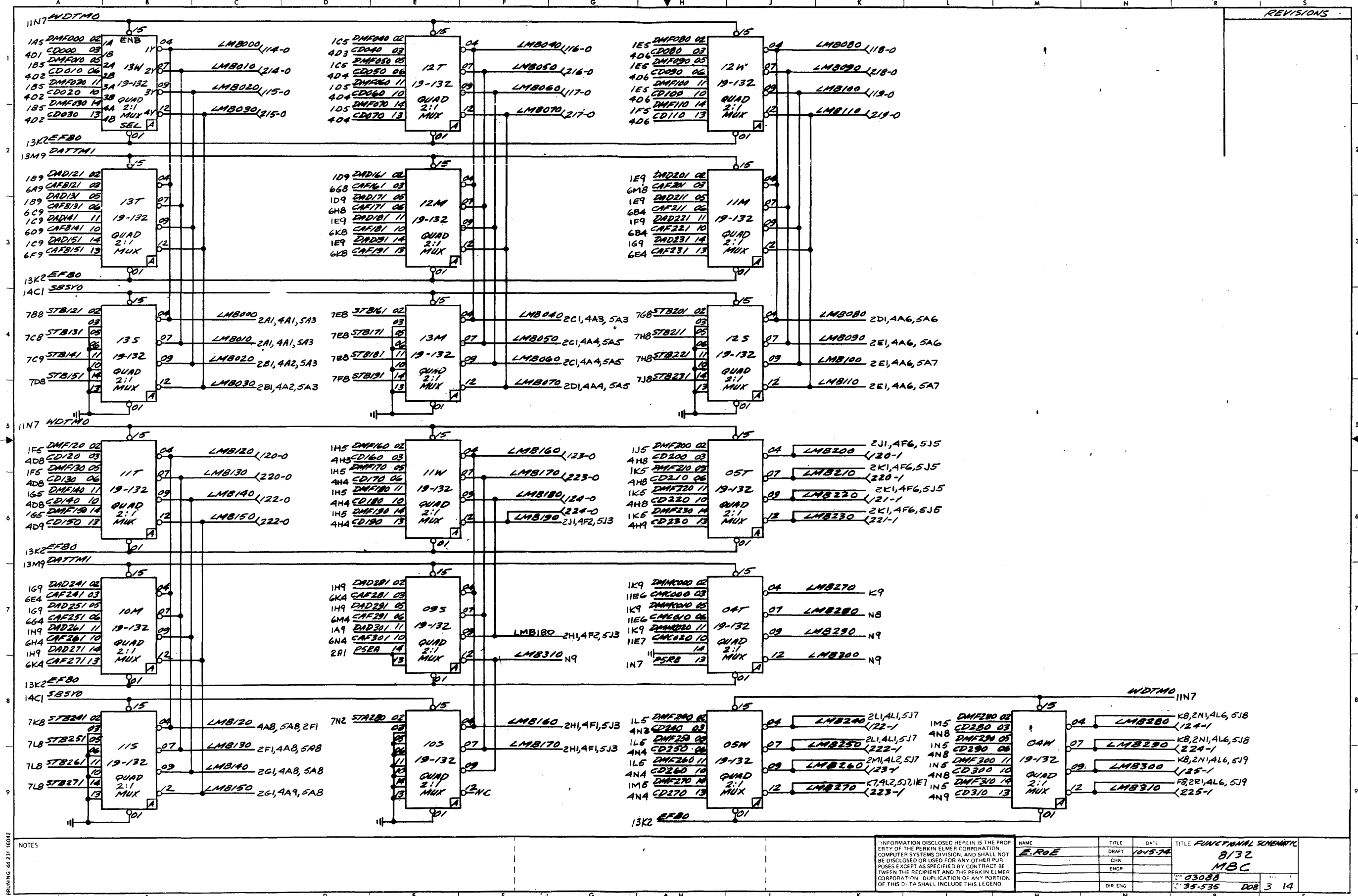


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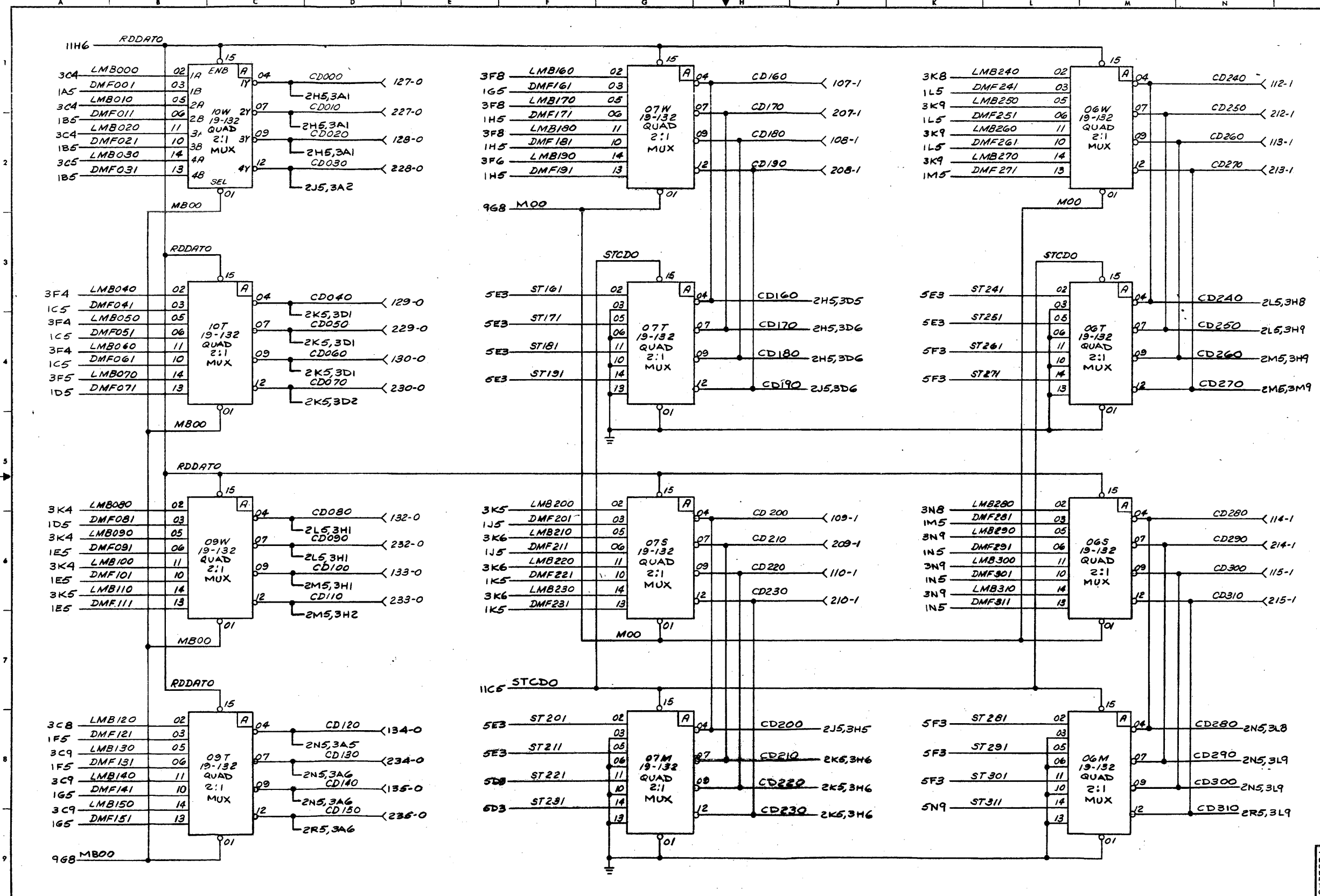
DATE: 8/32 MBC
 03088
 3555/21/08 2 14

REVISIONS
 CHANGED: DIMO WAS
 CHANGED TO MEMORIAL
 5/11/75
 3555/21/08 2 14

REVISIONS



REVISIONS	
ENTIRE SMT. 19-132-3	
INVERSION BUBBLES ON PINS 9, 7, 2, 12 WERE NOT SPEC'D.	
27	18-26-73 R01



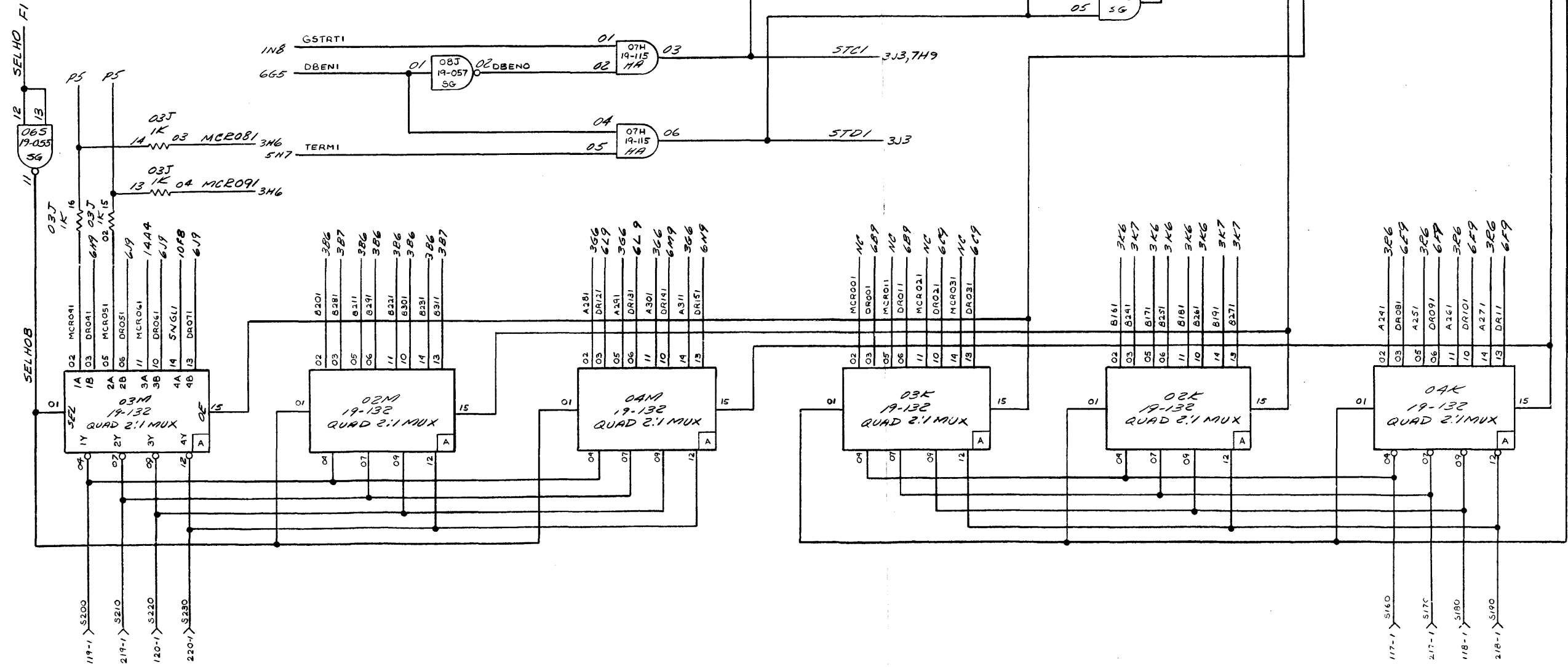
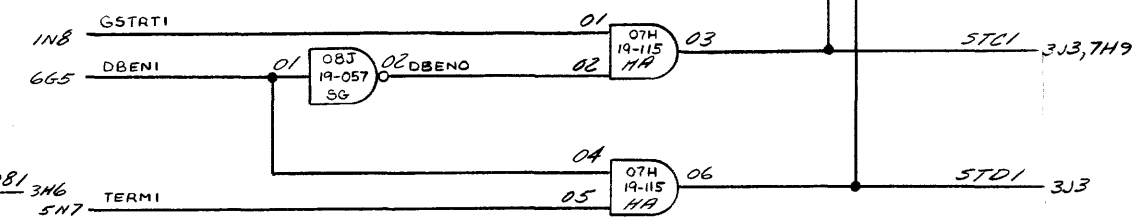
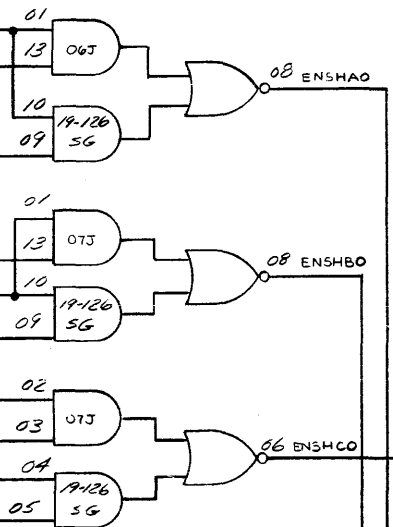
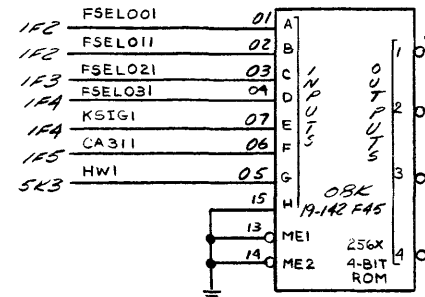
NOTES

NAME	TITLE	DATE	TITLE
TERRY PINGITORE	DRIFT	10-15-74	FUNCTIONAL SCHEMATIC
	CHK		M 8/32 M8C
	ENGR		
	DIR ENGR		

03088
35-535/10/08 4-14

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REVISIONS			
ADDED SHEET COORDINATE IN AREA H5			
G	M	03088	09 24-12-74 R01
ADDED GATE AREA AS 19-055 IN 065.			
H	K	142088-32	11-14-75 R02
ROM # WAS 17089 F78			
G	M	03088	09 24-12-74 R03
AREA BA, 48A, 19-132'S INVERSION BUBBLES ON PINS 9, 7, 9, 8, 12 WERE NOT SPEC'D.			
H	K	2570	18-25-75 R04
03M-11 WAS NC AREA A7			
H	K	2752	17-14-76 R05
AREA F6: DR131 WAS CROSS-REF TO 6M9			
H	K	2980	13-3-77 R06



NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
C. CUTLER	DRAFT	8-7-74	M 8/32-10U
	CHK		
	ENGR		
	DIR ENG		

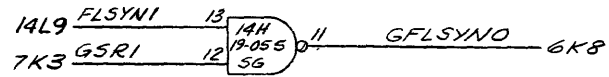
TASK NO. 02088	SHEET OF 2-16
DOC NO. 35-539 R06 008	

NOTES

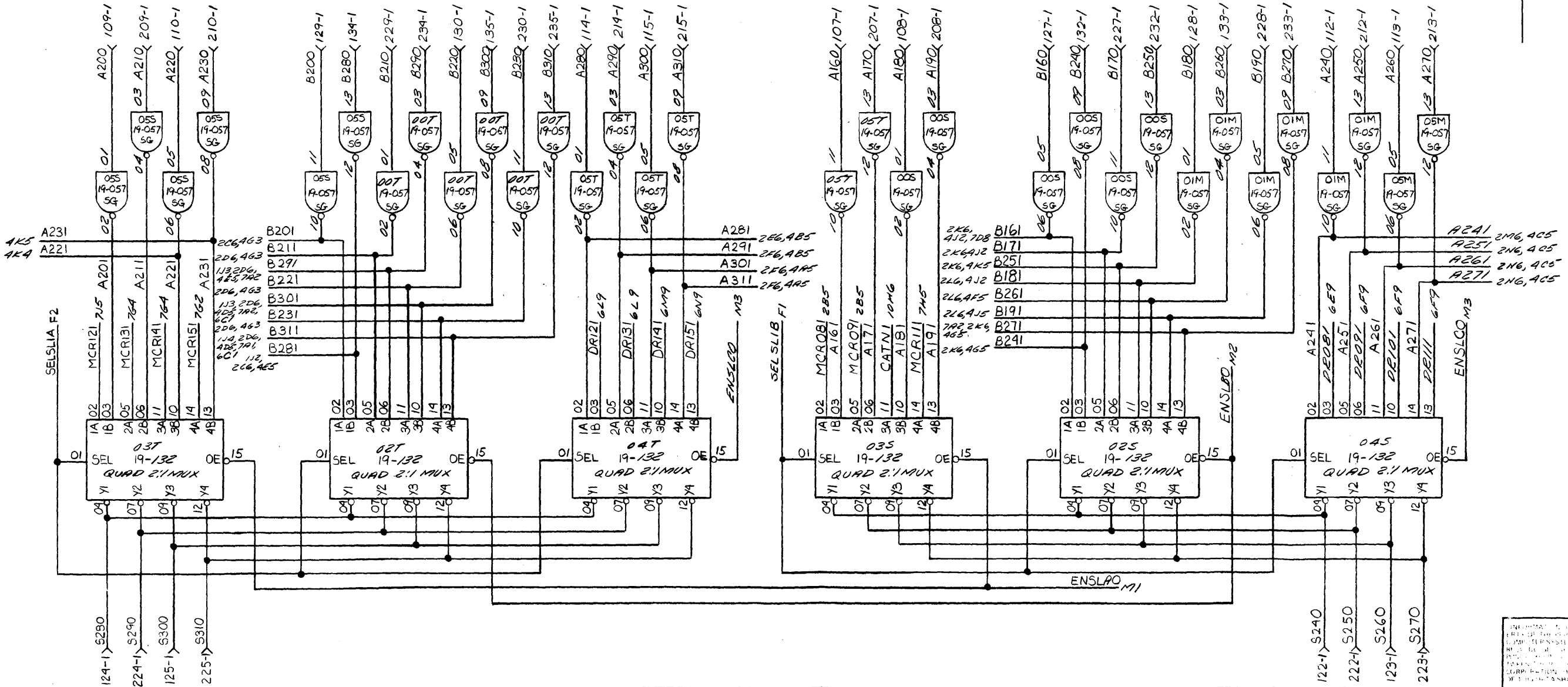
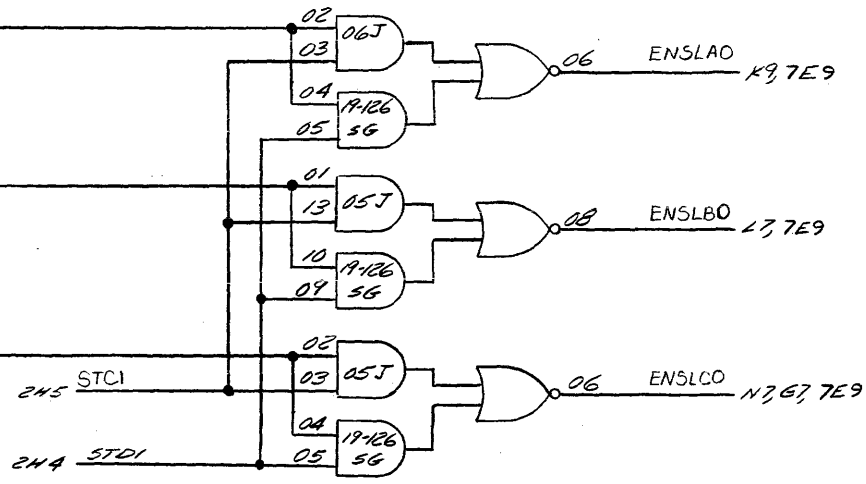
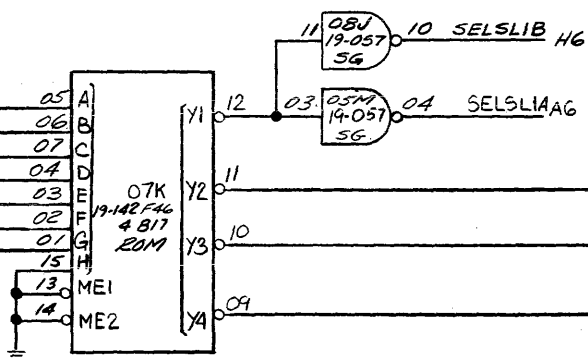
BRUNING 44-231 1604Z

REVISIONS

ADDED: NEW SHEET LOCATIONS IN AREA M2		
6.1.15	03088	24.12.74 R01
ADDED: 19-134 TO AREA D1		
4M.6.15	03088	29.9.74 R02
ADDED: 19-057 GATE 08U, LOC E11		
4M.6.15	03088	29.9.74 R03
ADDED: GATE 19-055 @ SMT LOC B1, BOARD LOC 14H.		
4M.6.15	03088	29.9.74 R04
RUM # WAS 19-08479		
4M.6.15	03088	29.9.74 R05
AREA D1: DELETED GATES AT 125. DELETED 1K RESISTOR AT 1050/16. FOR PREV. REV INFO SEE VOIDED MI-FILM COPY 35-539 008, SMT 3, R05.		
4M.6.15	03088	29.9.74 R06



- 5K3 HWI
- 1F5 CR311
- 1F4 KS161
- 1F4 FSEL031
- 1F3 FSEL021
- 1F2 FSEL011
- 1F1 FSEL001

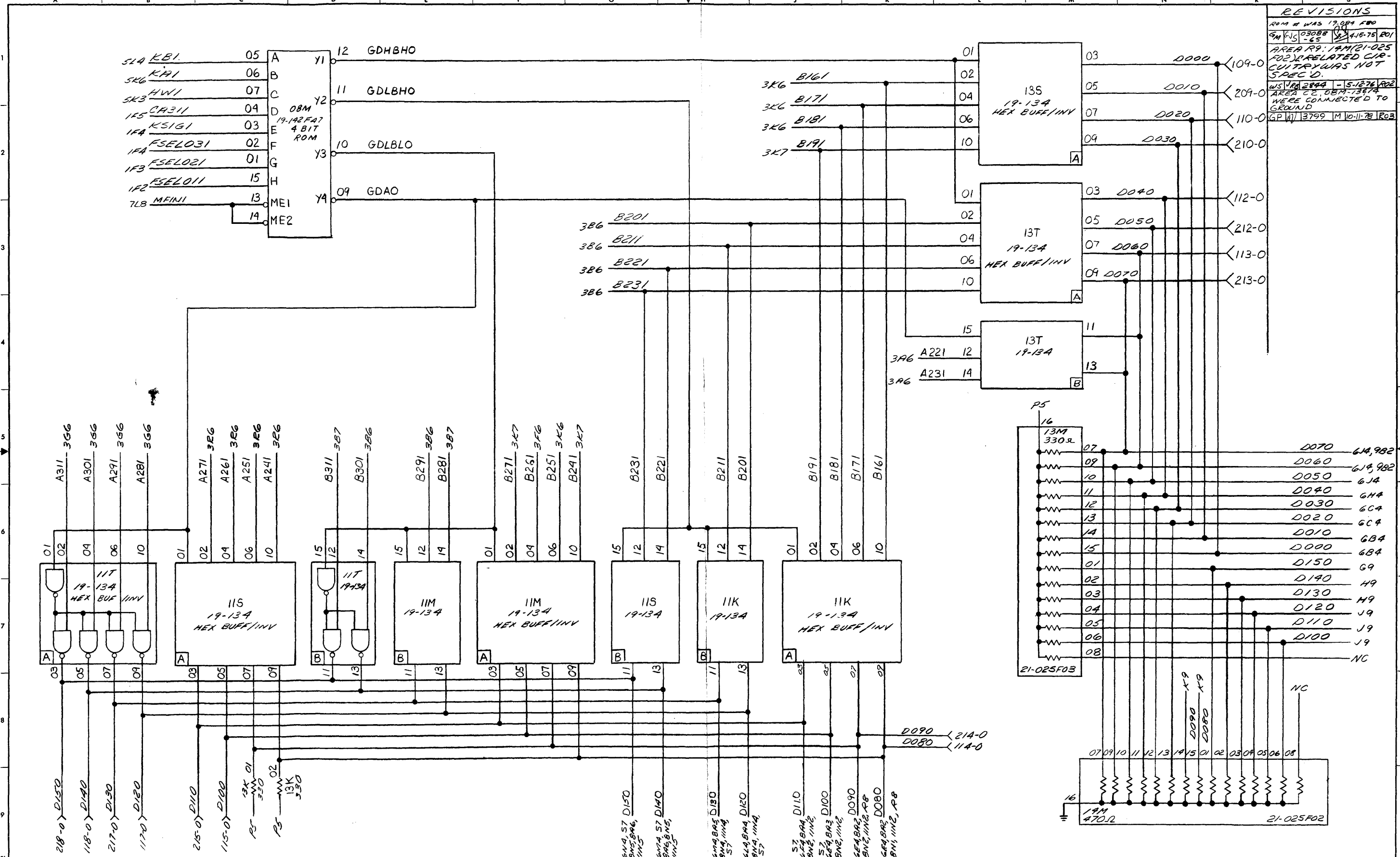


BRUNING 44-231 16042

NOTES

NAME	TITLE	DATE	TITLE
C. OUTLER	DRAFT	8-12-74	FUNCTIONAL SCHEMATIC
	CHK		M8/32-10U
	ENGR		
	DIR ENG		

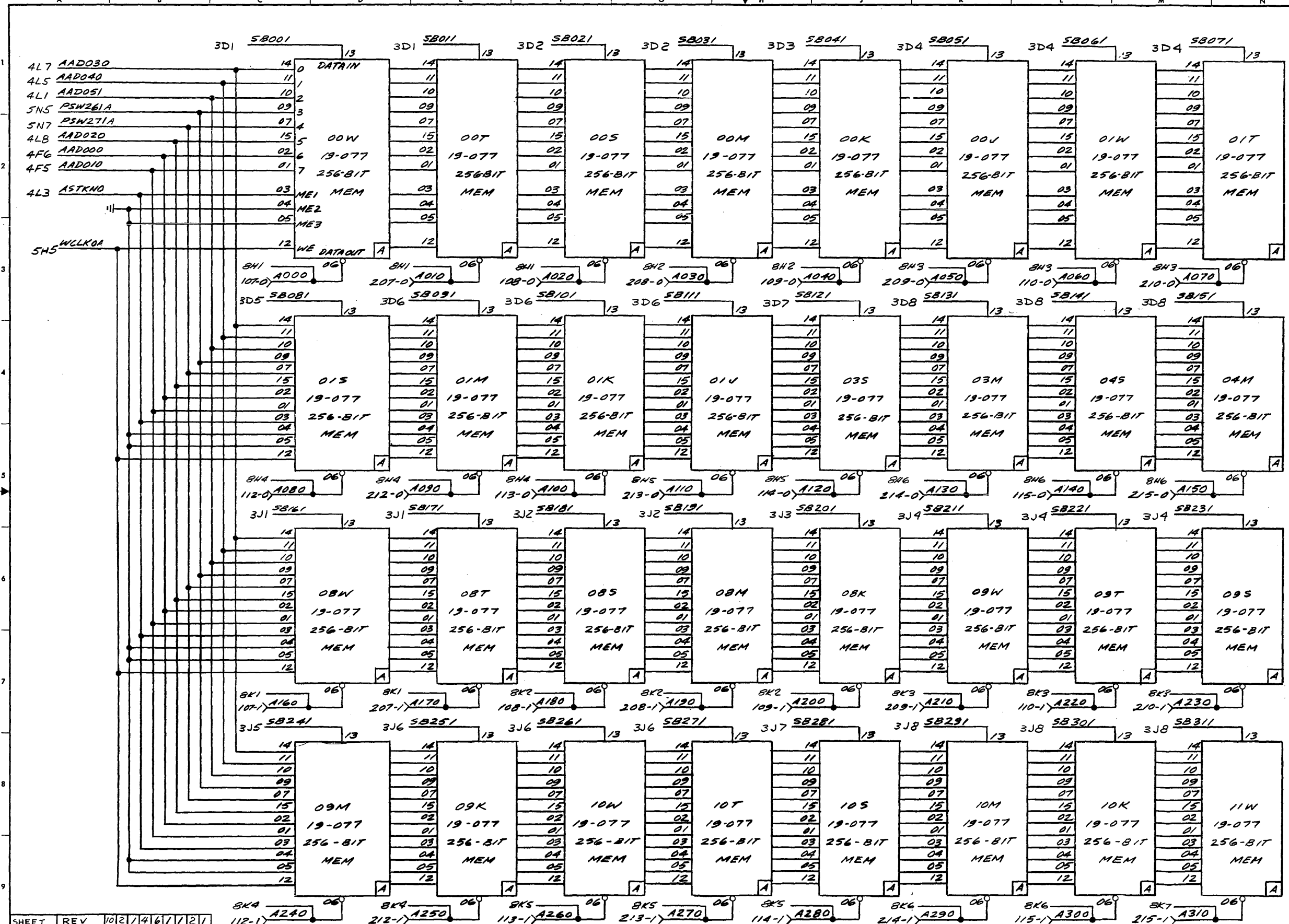
REVISIONS	
ROM # WAS 19-084 F80	
SM 415 03088 -65	415-75 R01
AREA R9: 19M(21-025 F02) RELATED CIRCUITRY WAS NOT SPEC'D.	
WS 108 2894 -5-12-76 R02	
AREA C2: 08M-13874 WERE CONNECTED TO GROUND	
(GP W) 13799 M 10-11-78 R03	



NAME	TITLE	DATE	TITLE
C. CUTLER	DRAFT	8-9-74	FUNCTIONAL SCHEMATIC
	CHK		M 8/32-10U
	ENGR		
	DIR ENGR		

TASK NO.	SHEET OF
03088	4 - 16
35-539 R03 D08	

BRUNING 44-231 1604Z



REVISIONS			
PRE PRODUCTION APPROVAL	DEV	INIT	DATE
			NOV 2 1977
CHANGED: SHEETS 3, 4, 5 WERE ROO REV.			
ADDED: SHEETS 6-9; REF TO SHT 8 ON 'A000' THRU 'A310' LEADS.			
CHANGED: SHEETS 4 & 5 WERE RO1 REV.			
CHANGED: SHEETS 4 & 5 WERE RO2 REV.			
CHANGED: SHEETS 4 & 5 WERE RO3 REV.			
RELEASED FOR PRODUCTION			
ENG. DATE 10/14/77			
REV LEV OF SHT 5 WAS RO3			
REV LEV OF DC5 LOC 59 WAS RO0, REV LEV OF CPC WAS RO6			
ENTIRE SHT 19-077'S INVERSION BUBBLES PIN 6, WAS NOT SPEC'D. REVISED SHTS 1, 2, 6 & 7.			
REVISED SHT. 8			
REVISED SHTS 1 & 8 ADDED MANUAL REF. THIS SHT. AREA 7.			
REVISED SHTS 14, 5, 9, 35-555 WAS RO8. 35-555 FOI WAS RO4.			
REVISED SHTS 1, 2, 4, 5, 9, AREA A1 PSW261A W/LOCATOR 5N5 WAS PSW260A W/LOCATOR 5N6. AREA A2 PSW271A W/LOCATOR 5N7 WAS PSW270A W/LOCATOR 5N8.			

USED IN MANUAL
29-394

THE REVISION LEVEL OF THIS SHEET IS CONSIDERED TO BE THE REVISION LEVEL OF THE DOCUMENT

PRINTED CIRCUIT BOARDS AGREEING WITH THIS SCHEMATIC MUST BE AT LEAST THE FOLLOWING REVISION LEVEL

8132 CPC	35-555R09
8132 CPC/DCS	35-555 FOI R07

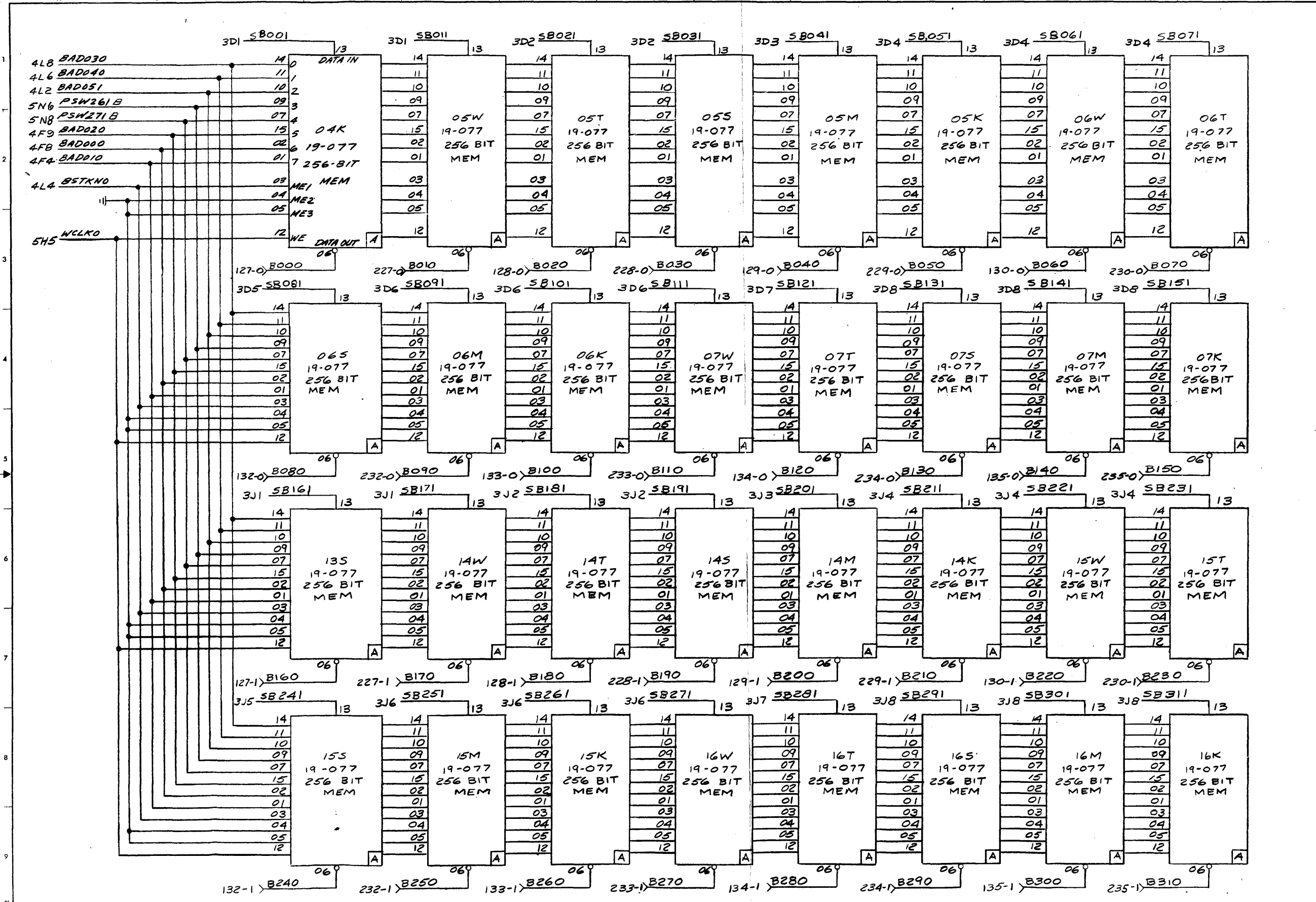
SHEET INDEX	REV	10	2	4	6	7	8	9
NOTES	SHT NO.	1	2	3	4	5	6	7

NAME	TITLE	DATE	TITLE
G. MELTON	DRAFT	10/15/74	8/32 CPC
G.U. HOMEFIELD	CHK	1-23-75	
E. DEANGELO	ENGR		
R. BARKER	ENGR		
R.E. JONES	DIR ENGR		

BRUNING 44-231 10042

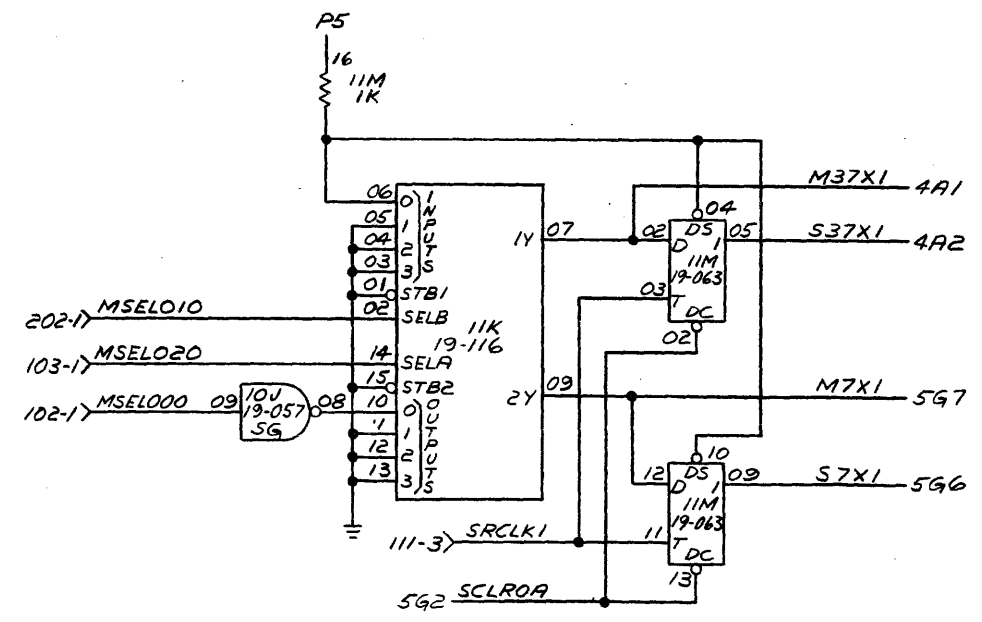
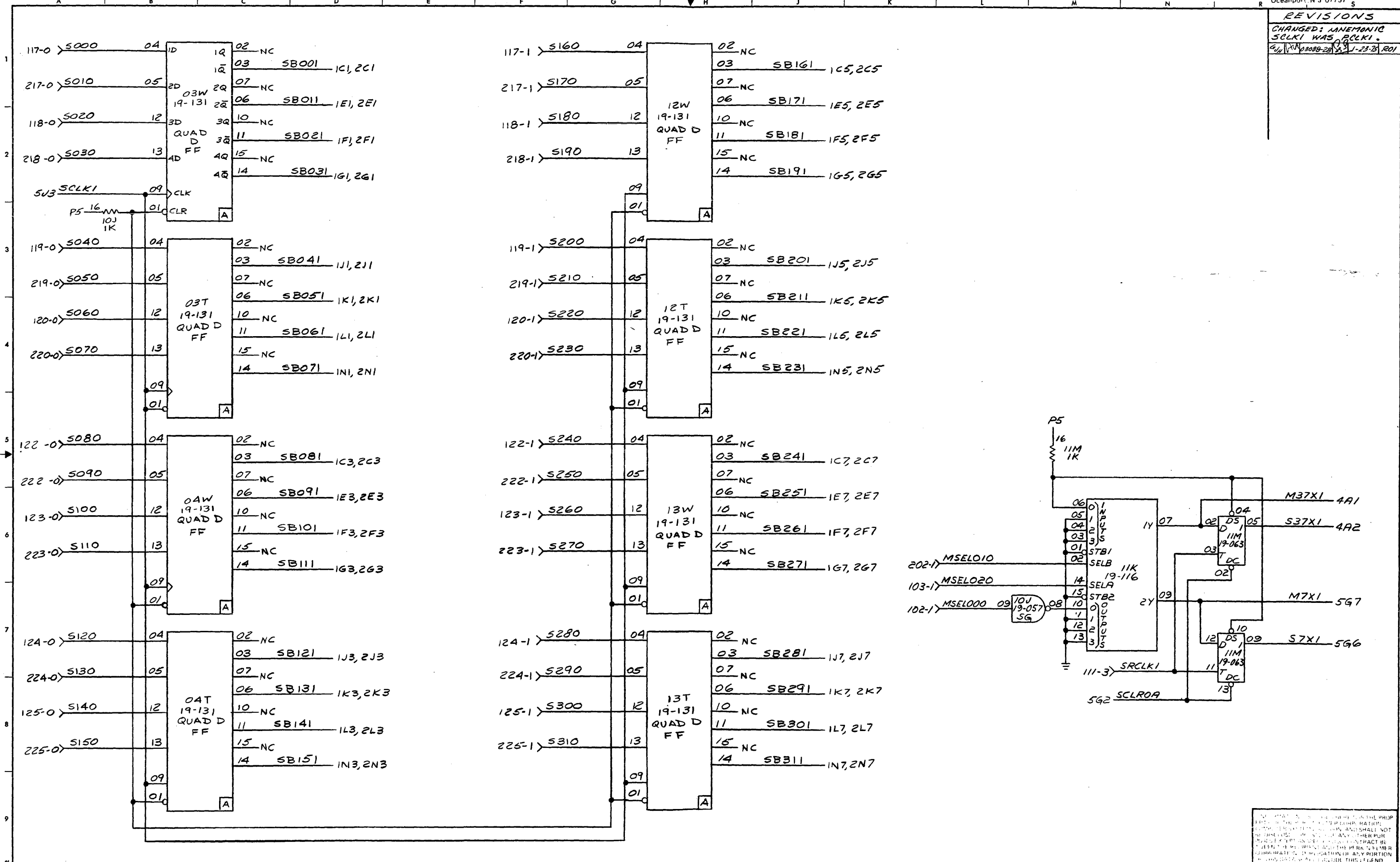
REVISIONS

ENTIRE SMT. 19-077'S
INVERSION BUBBLE ON
PIN 6, WAS NOT SPEC'D.
2/11/78 235-1 18-25-25 101
AREA A1 PSW261B WAS
PSW260B. AREA A2
PSW271B WAS PSW270B
AREA M9 LOCATOR 235-1
WAS 236-1.
KR-77 4231 R 3-7-80 102



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REVISIONS	
CHANGED: MANEMONIC SCLK1 WAS PCLK1.	
6/11/73 10308-28 1-23-24, 201	



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NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
	DRAFT		8/32 CPC
	CHK		
	ENGR		
	DIR ENG		

TASK NO. 03088	SHEET OF 3-9
CHK NO. 35-535 R01 D08	

BRUNING 44-231 18042

REVISIONS

CHANGED: 13K10 WAS
CON'D TO 'M7X1 NET; 13K13
WAS CON'D TO BKLO NET;
DELETED: 19-057 GATE ON
'POLKO' NET;
ADDED: GATE @ LOC 12K
19-055; GATE @ LOC 10J
19-057; GATE @ LOC 03H
19-056.

ADDED: 1K PULL-UP @
LOC 11H ON PSW260.

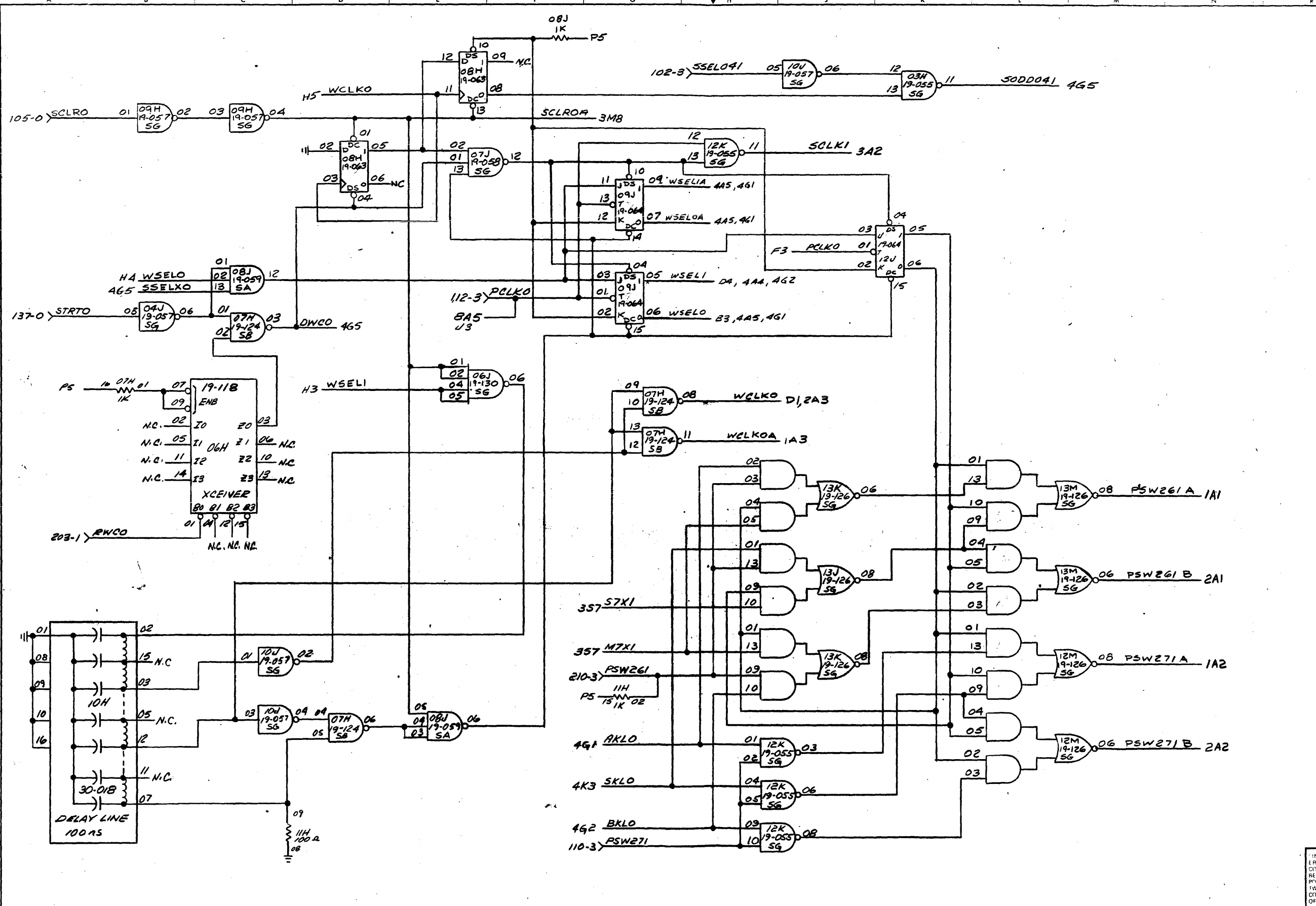
DELETED IC 09H, 19-057
ADDED: 12J, 19-064

ADDED: 03-020 @ 12-10-75 R03

ADDED 08J IN LOC
E8. 07H WENT TO 10M3
10J04 WENT TO 07H15; 07H15
WENT TO 07H09 & 07H13
07H04 WENT TO SSEL0A;
06H WAS SHOWN THIS

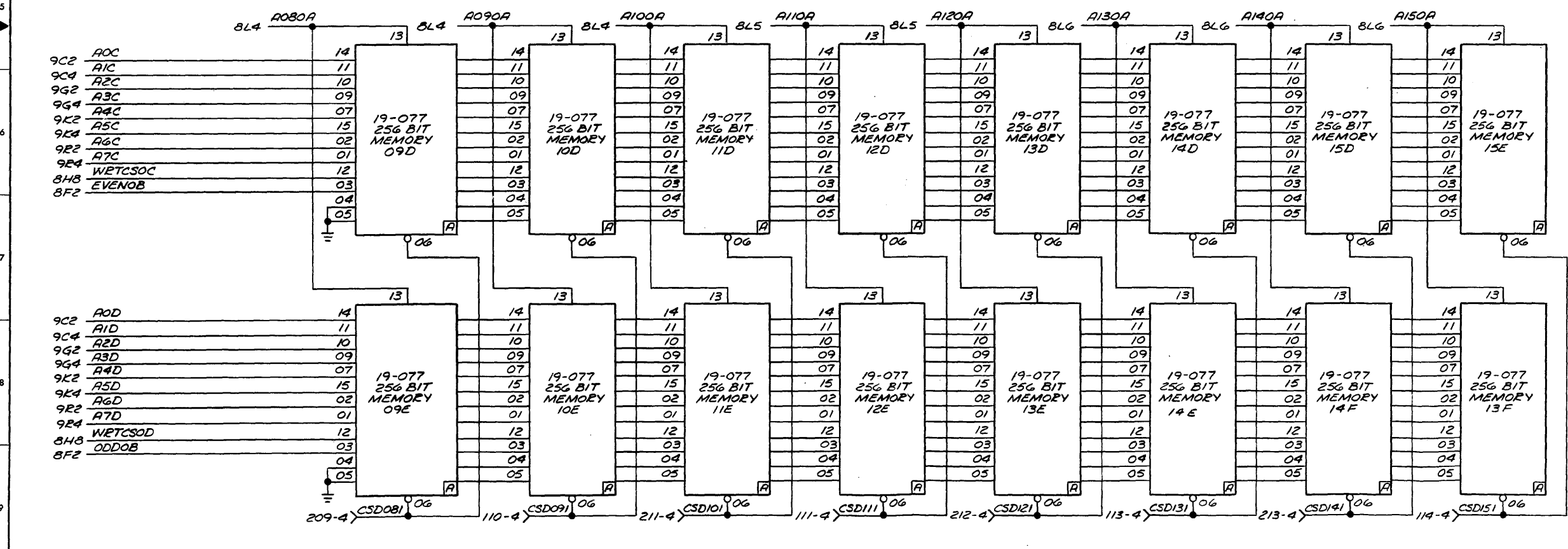
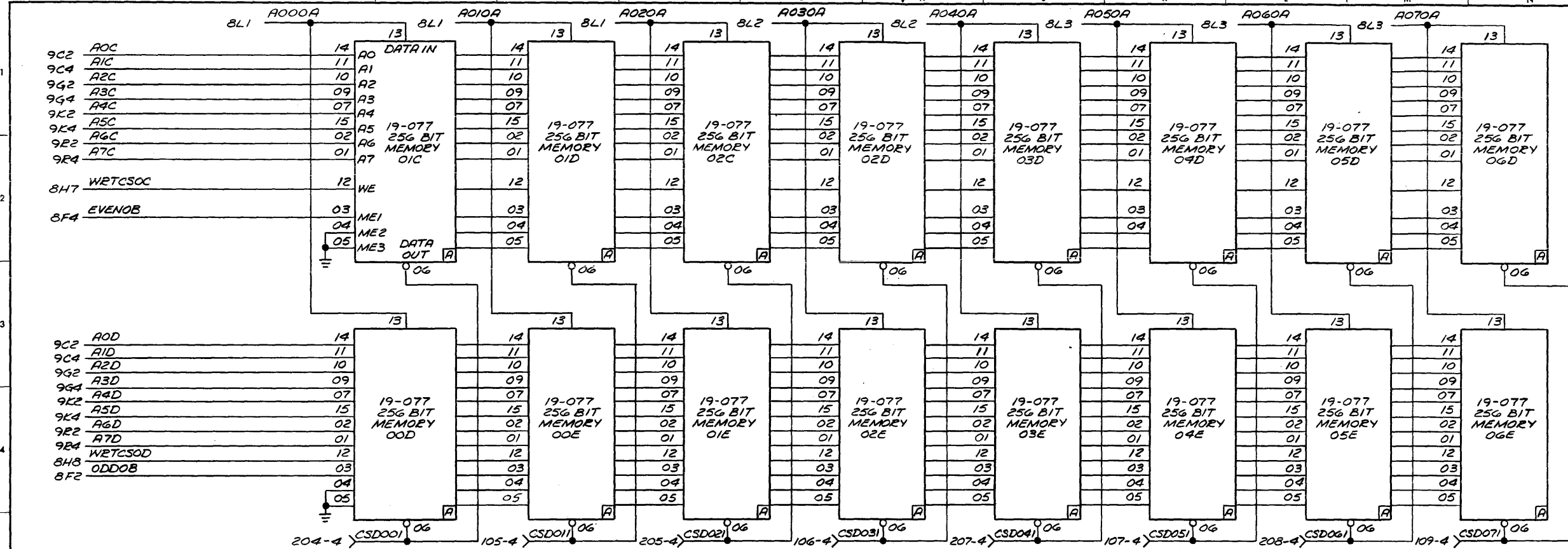
AREA B8 10H15 WAS CON-
NECTED 10J01. 10H05
WAS CONNECTED TO 10J03
10H03 & 10H12 WERE NC.

AREA N5 PSW261A WAS
PSW260A. AREA N6 PSW
261B WAS PSW260B.
AREA N7 PSW 271A WAS
PSW 270A. AREA N 8 PSW
271B WAS PSW270B.
AREA G7 PSW261 WAS
PSW260. AREA G9 PSW
271 WAS PSW 270.



DRAWING 44 231 16042

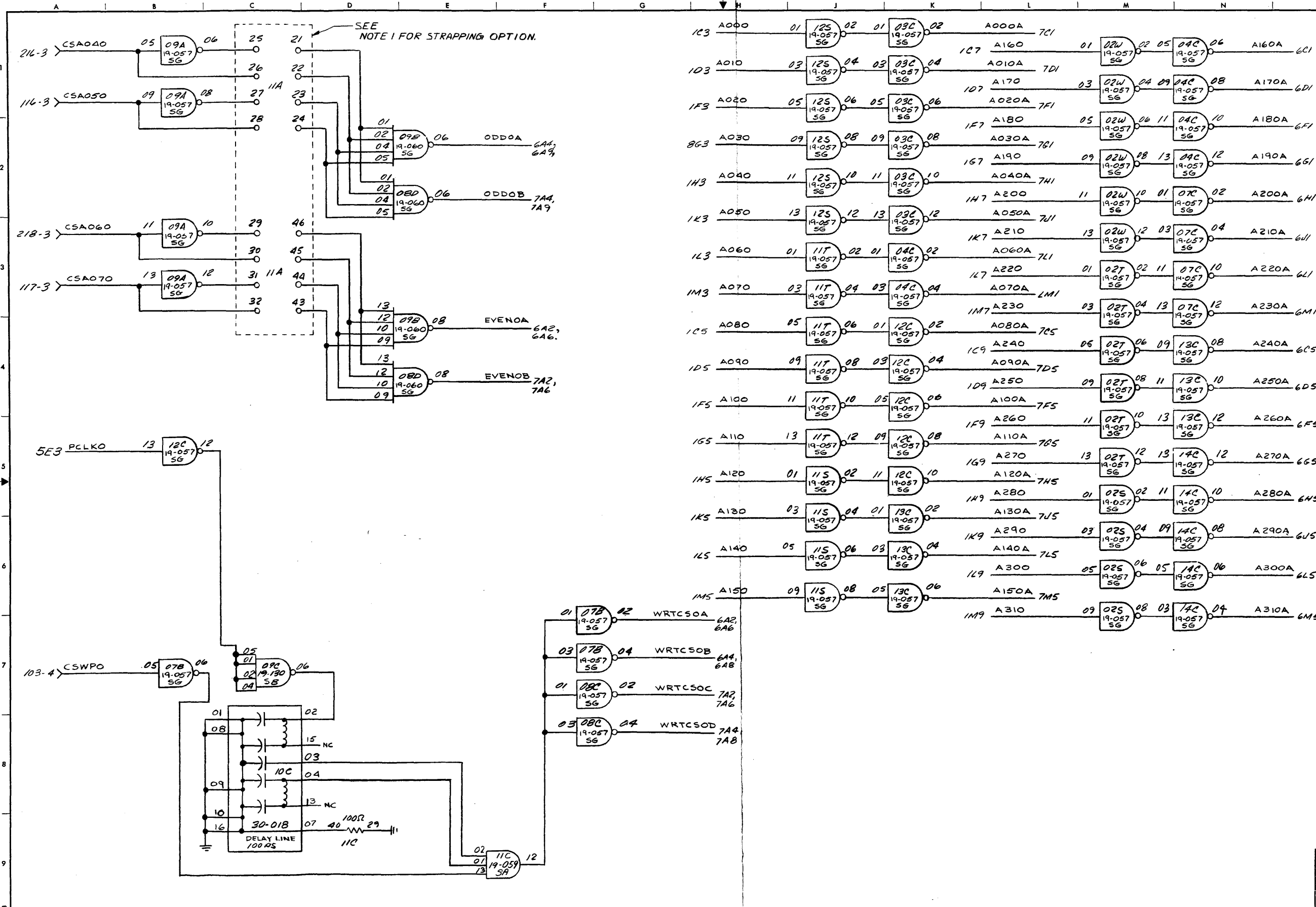
REVISIONS	
ENTIRE SHIT 19-077'S	
INVERSION BUBBLE ON PIN	
6 WAS NOT SPEC'D	
8/28/75	18-25-75/201



SCALE-	NAME	TITLE	DATE	TITLE
TOLERANCE XXX ± .005 XX ± .02 X ± .05 ANGLES ± 1° UNLESS OTHERWISE SPECIFIED		DRAFT		FUNCTIONAL SCHEMATIC M8/32 CPC (DCS OPTION)
		CHK		TASK NO. 03088
		ENGR		DRG NO. 35-555 201 D08
				SHEET OF 7 - 9

REVISIONS

FOR PREVIOUS INFO. SEE VOIDED COPY 35-555 R00 D08			
35-555 R00 D08	12-12-78	ROD	
AREA C1-L4; STRAPPING OPTION BRACKET WAS NOT SPEC'D. AREA A9; NOTE 1 WAS NOT SPEC'D.			
GSW 3587	5-23-78	ROD	

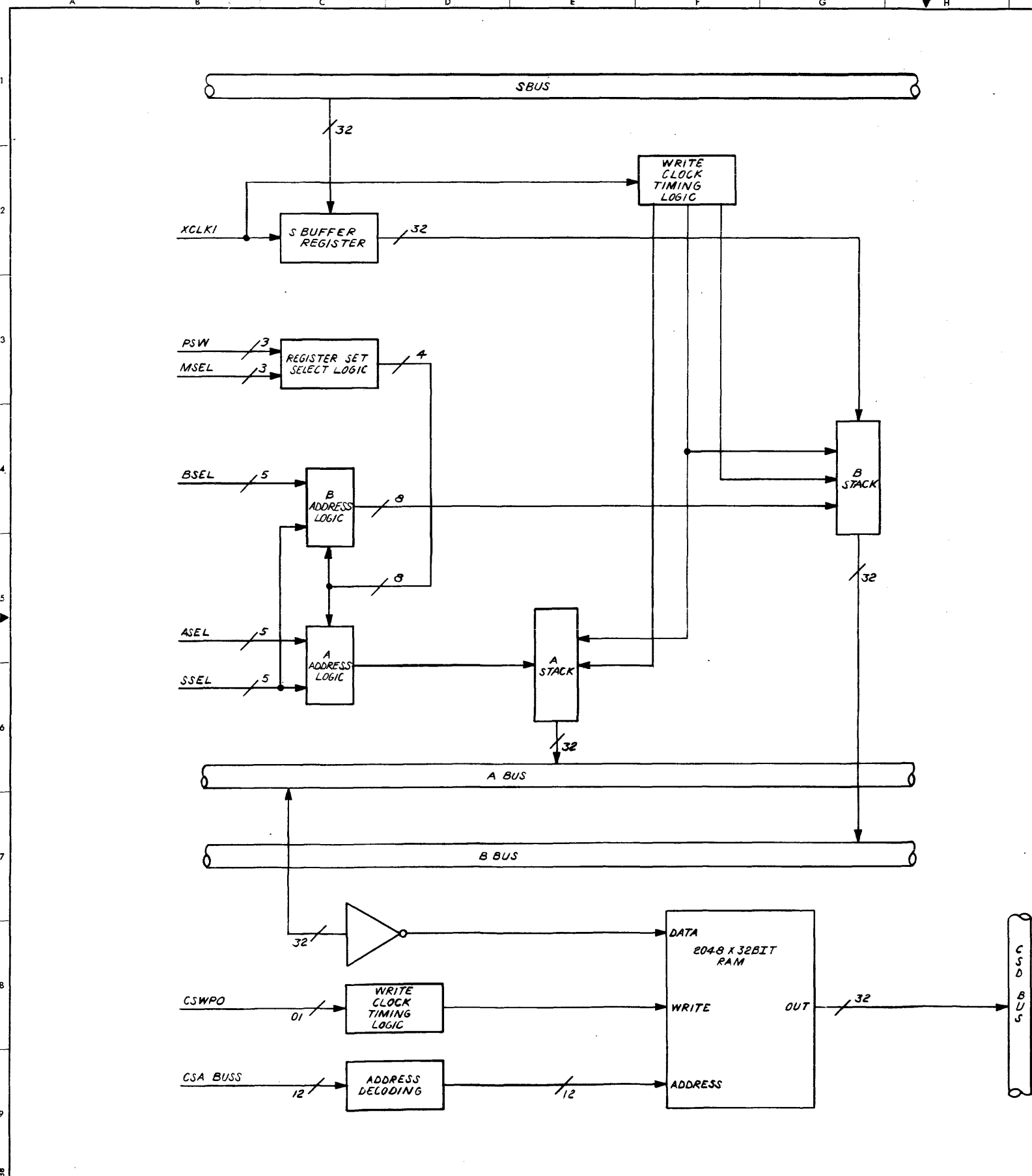


NOTES:
1. STRAPPING ADDRESS X'800-9FF'
21-25, 22-28, 23-30, 24-31,
46-25, 45-28, 44-30, 43-32

SCALE-	NAME	TITLE	DATE	TITLE
TOLERANCE XXX ± 0.09 XX ± 0.2 X ± 0.3 ANGLES ± 10° UNLESS OTHERWISE SPECIFIED		DRAFT		FUNCTIONAL SCHEMATIC MB/32 CPC (DCS OPTION)
		CHK		TASK NO. 0308B
		ENGR		DWG NO. 35-555 R02 D08
				SHEET OF 8-9

INFORMATION ON THIS SHEET IS THE PROPERTY OF THE PERKINS ENGINE CORPORATION AND IS TO BE KEPT IN CONFIDENCE. IT IS TO BE USED ONLY FOR THE PURPOSES SPECIFIED IN THE CONTRACT. IT IS TO BE RETURNED TO THE PERKINS ENGINE CORPORATION UPON COMPLETION OF THE PROJECT. THIS DATA SHALL INCLUDE THIS LEGEND.

BRUNING 44231 2455B



TERM. NO.	CABLE CONNECTOR MAP		BACK PANEL MAP		TERM. NO.
	2	1	1	2	
16			P5	P5	41
15			GRD		40
14					39
13					38
12					37
11			GRD	GRD	36
10			B300	B310	35
09			B280	B290	34
08			B260	B270	33
07			B240	B250	32
06					31
05			B220	B230	30
04			B200	B210	29
03			B180	B190	28
02			B160	B170	27
01			GRD	GRD	26
00			S300	S310	25
			S280	S290	24
			S260	S270	23
			S240	S250	22
24	CSD301	CSD311	S220	S230	21
23	CSD281	CSD291	S200	S210	20
22	GRD	CSD271	S180	S190	19
21	CSD261	CSD251	S160	S170	18
20	CSD241	GRD	GRD	GRD	17
19	CSD221	CSD231	A300	A310	16
18	GRD	CSD211	A280	A290	15
17	CSD201	CSD191	A260	A270	14
16	CSD181	GRD	A240	A250	13
15	CSD161	CSD171	GRD	GRD	12
14	GRD	CSD151	A220	A230	11
13	CSD141	CSD131	A200	A210	10
12	CSD121	GRD	A180	A190	09
11	CSD101	CSD111	A160	A170	08
10	GRD	CSD091	GRD	GRD	07
09	CSD081	CSD071	GRD	GRD	06
08	CSD061	GRD	GRD	GRD	05
07	CSD041	CSD051	MSEL020	RWCO	04
06	GRD	CSD031	MSEL000	MSEL010	03
05	CSD021	CSD011	GRD	GRD	02
04	CSD001	GRD	GRD	GRD	01
03	GRD	CSWPO	P5	P5	00
02	GRD	GRD			
01	GRD	GRD			
00	GRD	GRD			
			STRTO	GRD	37
24	GRD	GRD	GRD	GRD	36
23	CSA140	GRD	B140	B150	35
22	CSA120	CSA150	B120	B130	34
21	GRD	CSA130	B100	B110	33
20	CSA100	CSA110	B080	B090	32
19	CSA080	GRD	GRD	GRD	31
18	CSA060	CSA090	B060	B070	30
17	GRD	CSA070	B040	B050	29
16	CSA040	CSA050	B020	B030	28
15	GRD	GRD	B000	B010	27
14	GRD	GRD	GRD	GRD	26
13	GRD	GRD	S140	S150	25
12	GRD	PCLKO	S120	S130	24
11	PSW251	SRCLKI	S100	S110	23
10	PSW261	PSW271	S080	S090	22
09	GRD	S2B0	GRD	GRD	21
08	ASEL091	ASEL041	S060	S070	20
07	ASEL011	ASEL021	S040	S050	19
06	GRD	ASEL001	S020	S030	18
05	BSEL031	BSEL041	S000	S010	17
04	BSEL011	BSEL021			16
03	GRD	BSEL001	A140	A150	15
02	SSEL031	SSEL041	A120	A130	14
01	SSEL011	SSEL021	A100	A110	13
00	GRD	SSEL001	A080	A090	12
			A060	A070	11
16			A040	A050	09
15			A020	A030	08
14			A000	A010	07
13			GRD	GRD	06
12			SCLRO		05
11					04
10					03
09					02
08			GRD		01
07			P5	P5	00

REVISIONS			
PRE PRODUCTION APPROVAL	DEV	INIT	DATE
			8/11/77
SHTS 1-10 HAVE BEEN REVISED.			
P.S. W/RS DCS ON ALL SHTS.			
P5 FOR ROW 1 & 2 WERE NOT SHOWN			
PANEL 24 W/RS ROW 260			
ROW 271 W/RS P5 270			
P5 FOR ROW 1 & 2 WERE NOT SHOWN			
11-1-77 R01			
RELEASED FOR PRODUCTION			
PROJ. ENG. DATE 2/24/78			
REVISED SHTS 1 & 6 AREA			
S9 35-663 WAS R01			
KR 4279 MS 2-28-80 R02			

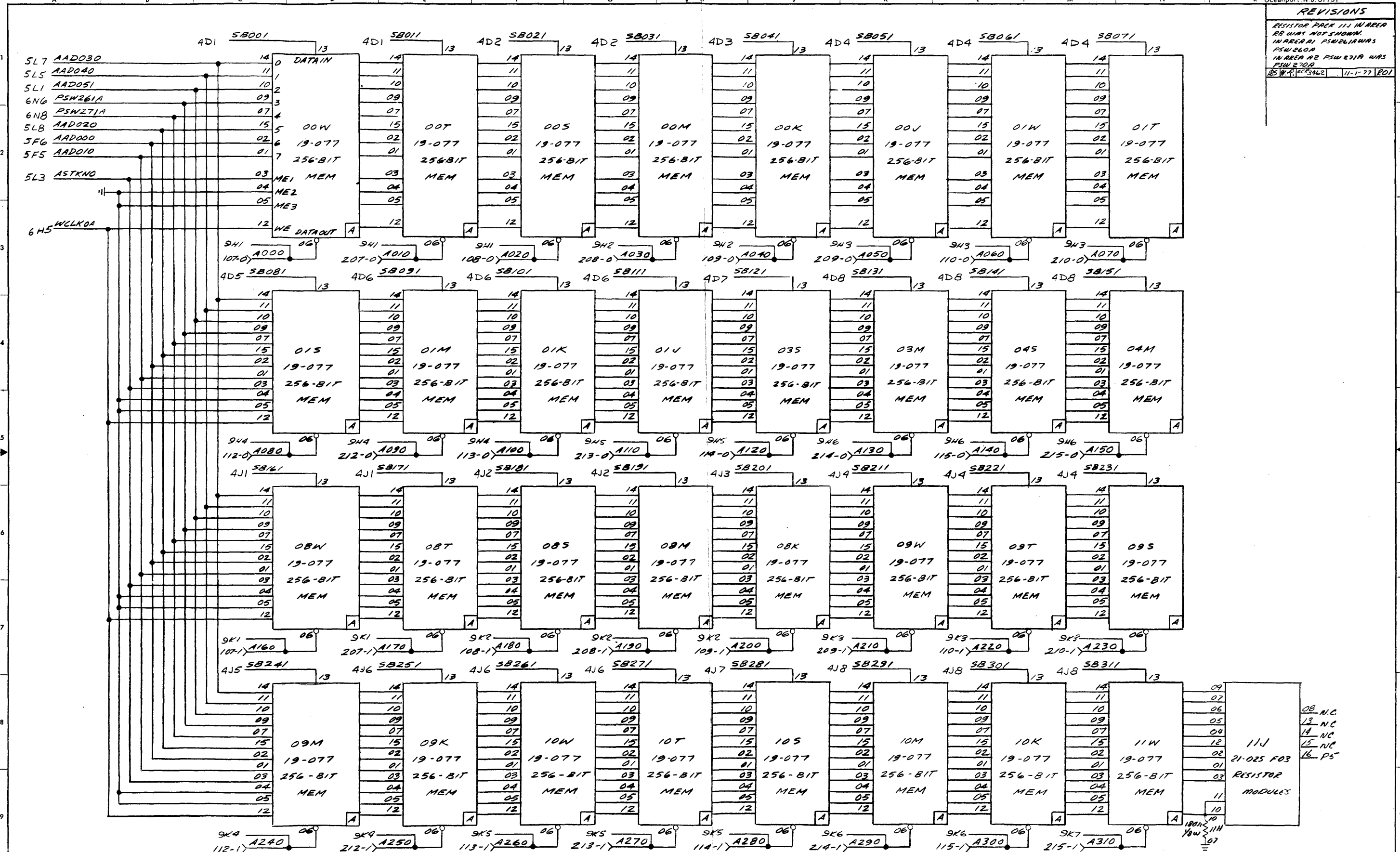
REVISION	2	1	1	1	2	1	1	1	1	
SHEET	1	2	3	4	5	6	7	8	9	10

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SCALE	NAME	T-TITLE	DATE	TITLE
	W. MICHAELS	DRAFT	7/20/77	FUNCTIONAL SCHEMATIC 8/32 CPC W/RS WCS
	G. LIMPERT	CHK	7/29/77	
	B. HAGERMAN	ENGR	8/24/78	
	R.A. BARKER	Q.C.	2/24/78	
	N. LEMONDE	MGR.	2/24/78	
				0389 B
				35-663R02 DOB
				SHEET OF 1-10

BRUNING 44-231 24538

REVISIONS
RESISTOR PACK 11J IN AREA
R2 WAS NOT SHOWN.
IN AREA A1 PSW 261A WRS
PSW 260A
IN AREA A2 PSW 271A WAS
PSW 270A
R25 W/A, C25462 11-1-77 P01

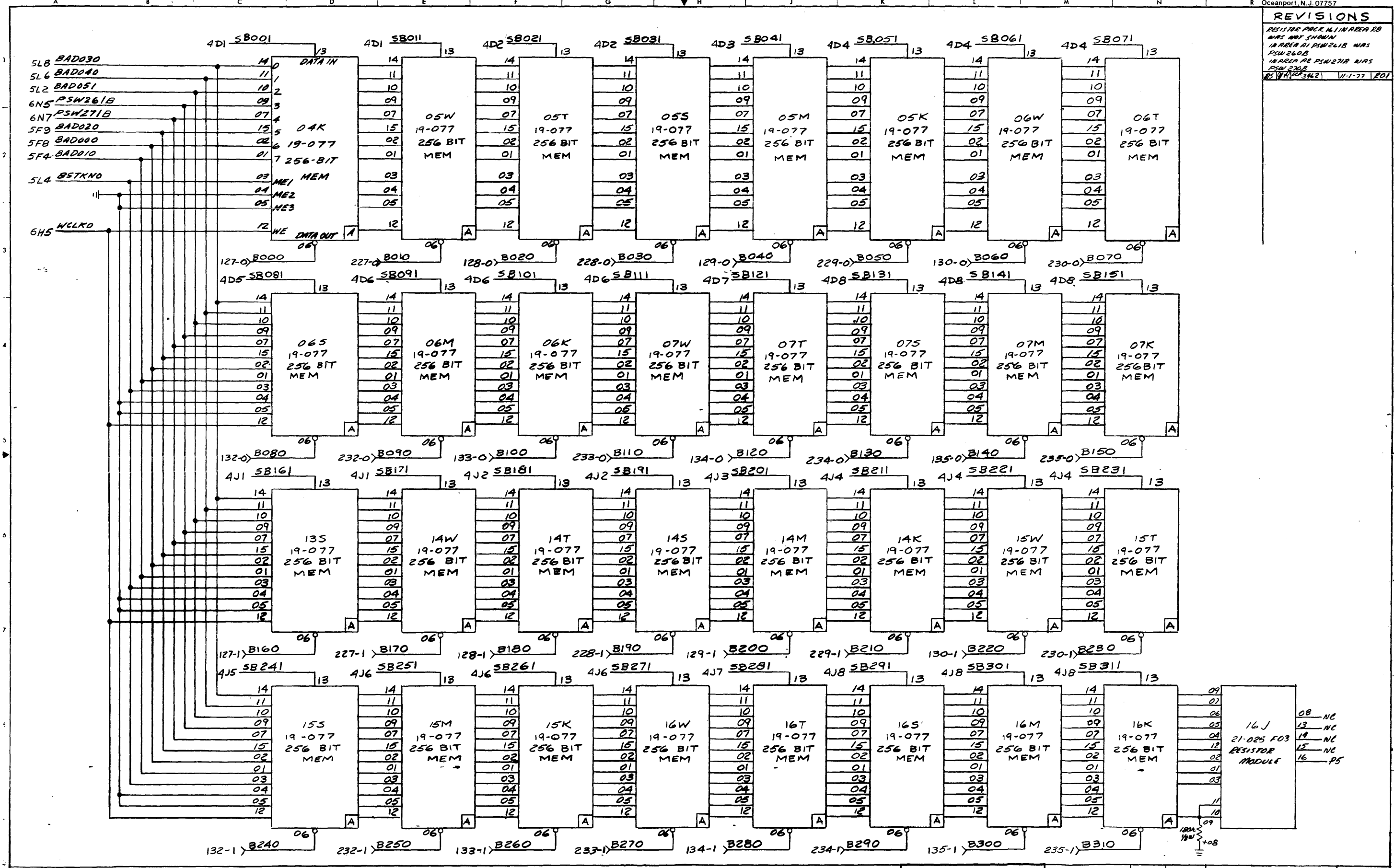


NOTES	NAME	P. CARD	DATE	7-8-77	TITLE	FUNCTIONAL SCHEMATIC
	TITLE		DRAFT		8/32 CPC	
	CHK		ENGR		W/ZK WCS	
	DIR ENG					
					TASK NO.	2228
					DOC NO.	35-663R01 DOB
					SHEET	2 - 10

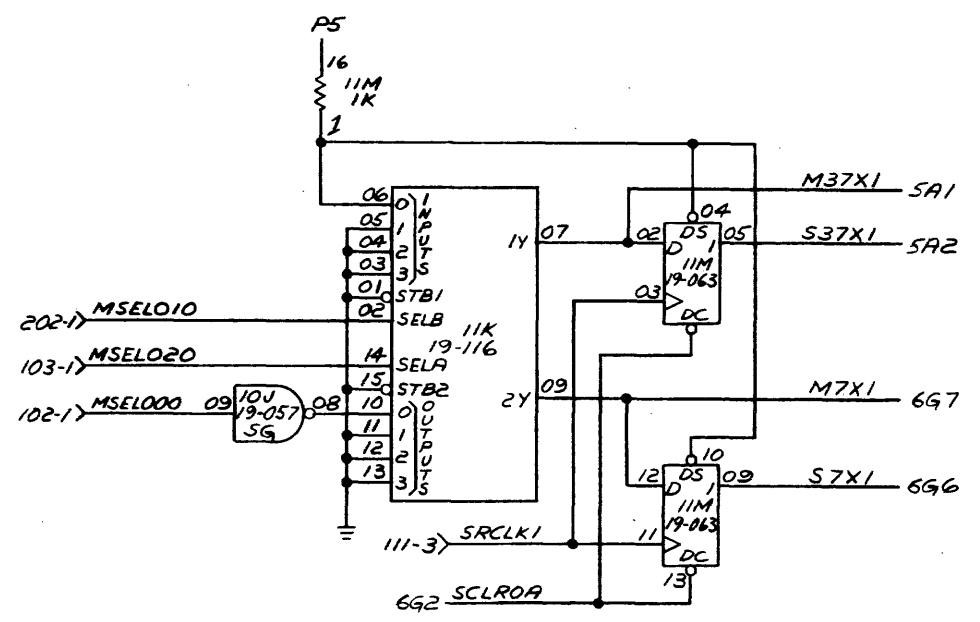
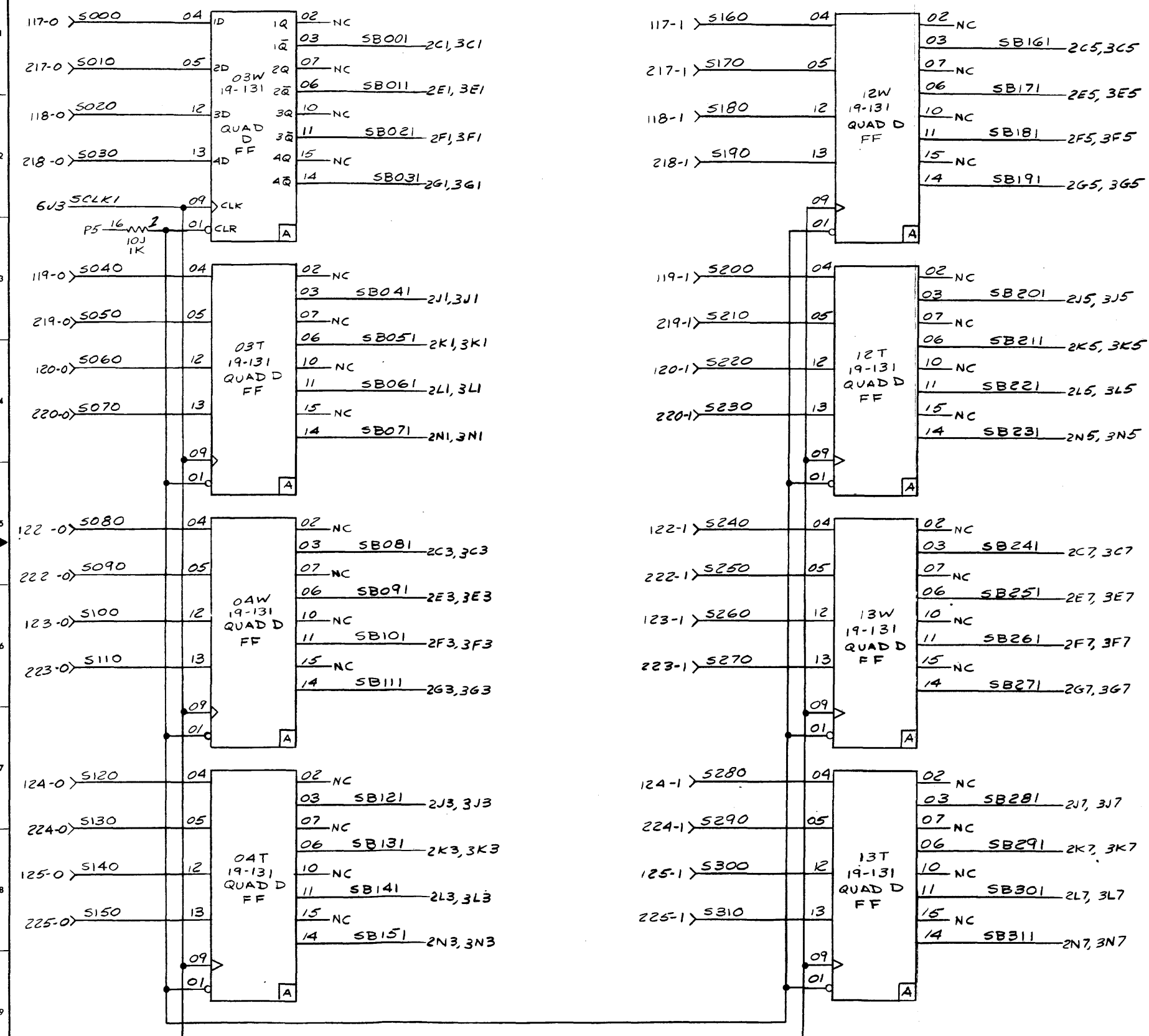
BRUNING 44-231 1604Z

REVISIONS

RESISTOR PACK #11 IN AREA B8
WAS NOT SHOWN
IN AREA D1 PSW2618 WAS
PSW2608
IN AREA DE PSW2718 WAS
PSW2708
RES W/PC-3421 W-1-77 201



REVISIONS			
IN AREA 107 FOR 11 FOR			
IC 11K WAS NOT SHOWN			
05	11-7-77	201	



NOTES

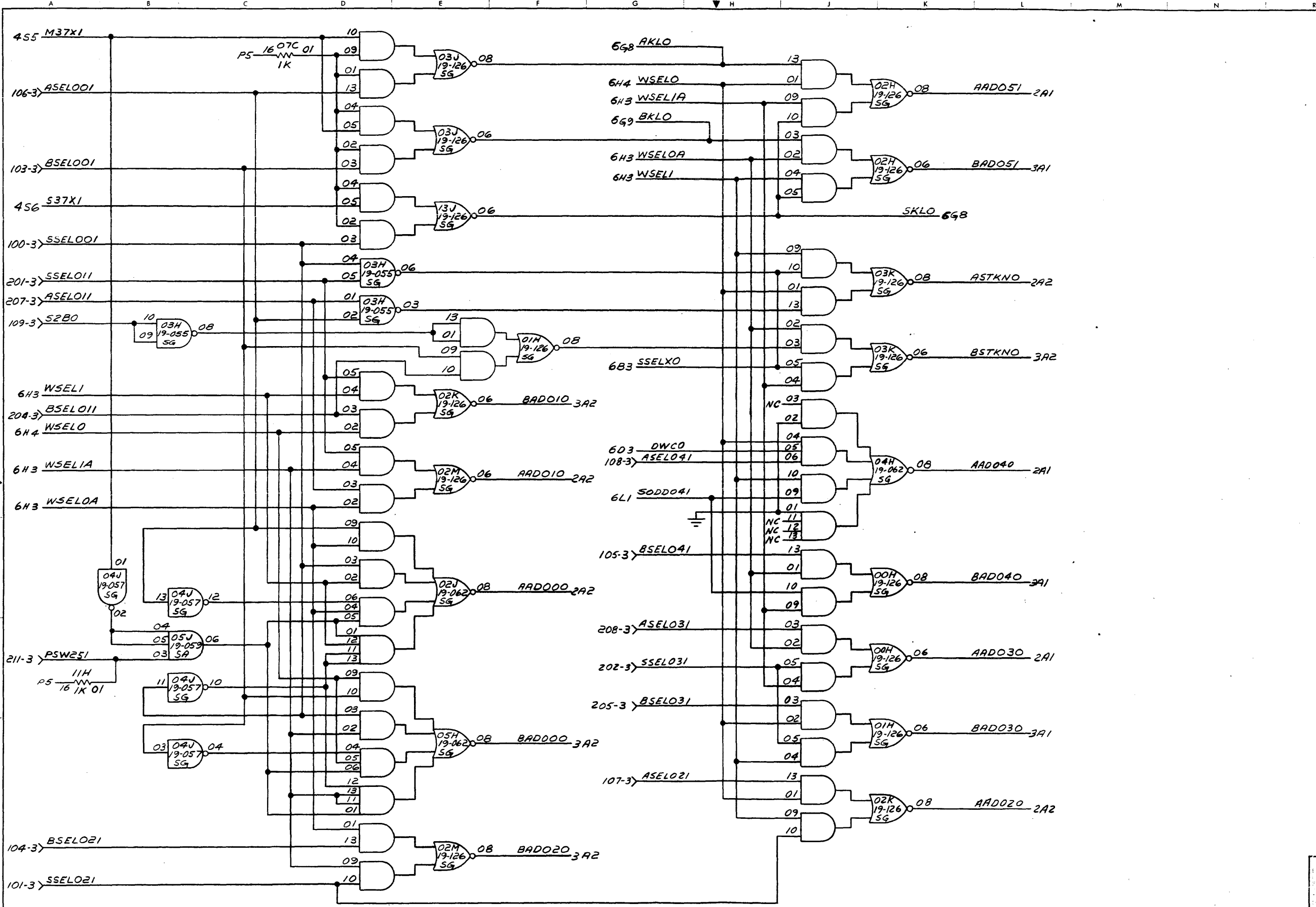
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NAME	TITLE	DATE	TITLE
P. CARD	DRAFT	7/8/77	FUNCTIONAL SCHEMATIC
	CHK		8/32 CPC
	ENGR		W/2K WCS
	DR ENG		TASK NO. 03898
			DWG NO. 35-663R01 D08
			SHEET OF 4-10

BRUNING 44-231 16042

REVISIONS

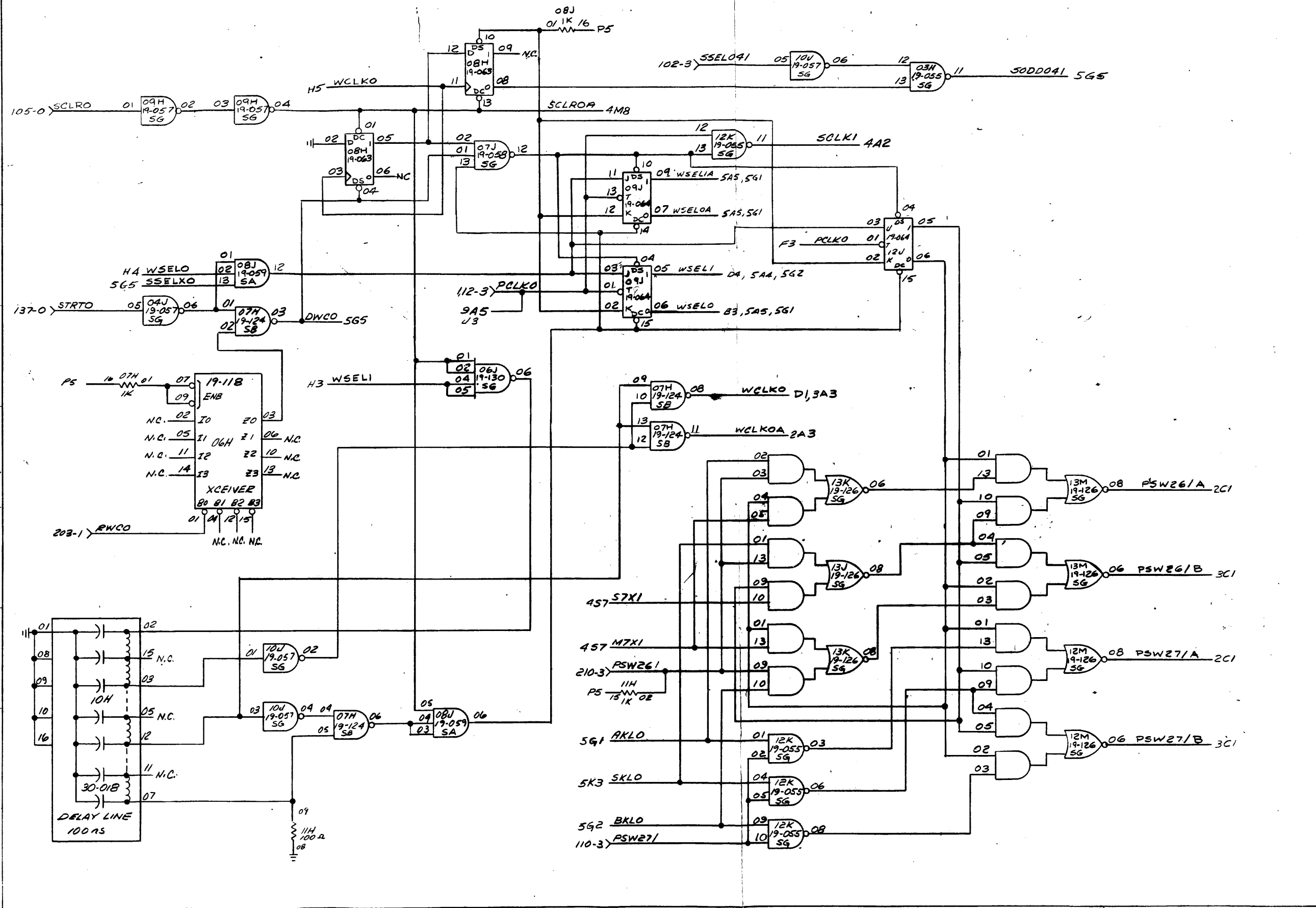
DESIGNATION FOR AAD051 WAS 3A1.
DESIGNATION FOR BAD051 WAS 2A1.
2A1
11-1-77



THIS DOCUMENT IS UNCLASSIFIED
DATE 08-14-2013 BY 60322 UCBAW/SJS
REASON: EXECUTIVE ORDER 13526, WHICH
EXEMPTS FROM AUTOMATIC DOWNGRADING AND
DECLASSIFICATION INFORMATION THAT IS
NECESSARY TO THE NATIONAL DEFENSE
OR THE NATIONAL ECONOMIC INTERESTS
OF THE UNITED STATES OF AMERICA.

REVISIONS

IN AREA 44 PSW241 WAS PSW260
IN AREA 45 PSW271 WAS PSW270
IN AREA 05 PSW211A WAS PSW200A
IN AREA 06 PSW211B WAS PSW200B
IN AREA 07 PSW271A WAS PSW200A
IN AREA 08 PSW211C WAS PSW200B
11-1-77 1201
AREA 08 10H15 WAS CONNECTED TO 10J01, 10H05 WAS CONNECTED TO 10J03, 10H03 & 10H12 WERE N.C.
KR 27 4279 MS 2-28-80 R02



BRUNING 44-231-10642

REV. P. CARD
7/8/77 FUNCTIONAL SCHEMATIC
W12K WCS
3828
35-665R02 DOB 6-10

