Checking Procedure

SENSE SWITCH E ON - Machine stops for errors.

1. Remove the last card in the stacker.
2. If card number 48-67, visually check A Field, B Field, and Result Should Be Field with Locations 201-202, 221-222, and 241-242 respectively. Then check Locations 241-242 with 261-262.
   If card number 68-76, visually check A Field, B Field, and Result Should Be Field with Locations 201, 241, and 261 respectively. Then check Locations 241 with 261.
3. Check B ≠ A logic light. Should be OUT if Result Should Be and Result Is Fields are the same; should be ON if not.

SENSE SWITCH E OFF - Machine prints error results. Examples of error print-out:

A Field	B Field	Result Should Be	Result Is	
40	40	80	40	ERROR
Z0	R0	80	I0	ERROR
M0	M0	80	Q0	ERROR
9	9	8	Y	ERROR
M	M	Q	8	ERROR

SENSE SWITCH C ON - Machine prints correct results. Examples:

40	40	80	80
Z0	R0	80	80
M0	M0	80	80
9	9	8	8
M	M	Q	Q

In addition to the detail cards furnished with the test deck, you may use other detail cards with different combinations of high-order characters in Fields A, B, and Result Should Be. The high-order character in the Result Should Be field may be determined as follows:

1. Convert the high-order character in Fields A and B to their numerical equivalents.
2. Add the two figures.
3. Subtract 40 if the total is more than 39.
4. Convert the result to an alphabetic or special character.

	Field	High-Order Character	Numerical Equivalent
EXAMPLE 1:	A	L →	23
	B	S →	12
	Result Should Be	E ←	35
EXAMPLE 2:	A	F →	36
	B	T →	13
			49
			−40
	Result Should Be	9 ←	9