The program is executed in the following manner:

The 60-character table, stored by the program in Locations 701-760, is expanded to a 240-character table in Locations 701-940. A Line Counter is then started at 832 and is used as an instruction to print 132 characters stored in Locations 701-832. The 832 in the Line Counter is then compared to 891 stored by the program in Locations 607-609. An unequal comparison allows execution of an instruction to add a "1" to the Line Counter, thus increasing it from 832 to 833, and a second line is printed with 132 characters stored in Locations 702-833, and so on, until the number in the Line Counter is 891. In the meantime, with Sense Switch "D" set to the OFF position, the result produced is a listing of 60 lines of printing a 60-character table in ripple fashion. Ripple printing may be continued indefinitely by setting Sense Switch "D" to the ON position.

NOTE: The program provides for printing 132 characters on each line, but only 100 characters will print on each line with a machine having 100 print positions.

Example of 60-character table ripple-printed:

AKT4 BLU5 CMV6 DNW7 EOX8 FPY9 GQZ0 HR+# I-,@ &$%1 .*/2 ¤JS3 AKT4 BLU5 DNW7 EOX8 etc.
KT4 BLU5 CMV6 DNW7 EOX8 FPY9 GQZ0 HR+# I-,@ &$%1 .*/2 ¤JS3 AKT4 BLU5 DNW7 EOX8 etc.
T4 BLU5 CMV6 DNW7 EOX8 FPY9 GQZ0 HR+# I-,@ &$%1 .*/2 ¤JS3 AKT4 BLU5 DNW7 EOX8 etc.
4 BLU5 CMV6 DNW7 EOX8 FPY9 GQZ0 HR+# I-,@ &$%1 .*/2 ¤JS3 AKT4 BLU5 DNW7 EOX8 etc.
BLU5 CMV6 DNW7 EOX8 FPY9 GQZ0 HR+# I-,@ &$%1 .*/2 ¤JS3 AKT4 BLU5 DNW7 EOX8 etc.
BLU5 CMV6 DNW7 EOX8 FPY9 GQZ0 HR+# I-,@ &$%1 .*/2 ¤JS3 AKT4 BLU5 DNW7 EOX8 etc.

Checking Procedure

Visually examine the list for print quality, and errors in rippling, printing, etc.