The program is executed in the following manner:

The 60-character table, stored by the program in Locations 701-760, is expanded to a 180-character table in Locations 701-880. A Card Counter is then started at 780 and is used in an instruction to move 80 characters stored in Locations 701-780 into the punch area. A test is next made for No-Zone in Location 101. If Zone in 101 the program proceeds to punch the table. If No-Zone the program branches to a Punch and Branch instruction. A failure to branch will stop the machine.

The 780 in the Card Counter is then compared with 839 stored by the program in Locations 609-611. An unequal comparison allows execution of an instruction to add a "1" to the Card Counter, thus increasing it from 780 to 781, and a second card is punched with 80 characters stored in Locations 702-781, and so on, until the number in the Card Counter is 839. In the meantime, with Sense Switch "D" set to the OFF position, the 60 cards will be punched with the 60-character table in ripple fashion. Ripple punching may be continued indefinitely by setting Sense Switch "D" to the ON position.

Example of 60-character table ripple-punched:

AKT4 BLU5≢CMV6 DNW7△EOX8 FPY9$\overset{s}{m}$GQZ0 HR+#$\overset{+}{m}$1-,@ &$%1$\overset{+}{o}$.*/2 ¤JS3δAKT4 BLU5≢CMV6 DNW7 etc.

KT4 BLU5≢CMV6 DNW7△EOX8 FPY9$\overset{s}{m}$GQZ0 HR+#$\overset{+}{m}$1-,@ &$%1$\overset{+}{o}$.*/2 ¤JS3δAKT4 BLU5≢CMV6 DNW7 etc.

T4 BLU5≢CMV6 DNW7△EOX8 FPY9$\overset{s}{m}$GQZ0 HR+#$\overset{+}{m}$1-,@ &$%1$\overset{+}{o}$.*/2 ¤JS3δAKT4 BLU5≢CMV6 DNW7 etc.

4 BLU5≢CMV6 DNW7△EOX8 FPY9$\overset{s}{m}$GQZ0 HR+#$\overset{+}{m}$1-,@ &$%1$\overset{+}{o}$.*/2 ¤JS3δAKT4 BLU5≢CMV6 DNW7 etc.

BLU5≢CMV6 DNW7△EOX8 FPY9$\overset{s}{m}$GQZ0 HR+#$\overset{+}{m}$1-,@ &$%1$\overset{+}{o}$.*/2 ¤JS3δAKT4 BLU5≢CMV6 DNW7 etc.

The following special characters in the above table are punchable but not printable:

- ≢ Group Mark (12-7-8)
- △ Delta (11-7-8)
- $\overset{s}{m}$ Tape Segment Mark (0-7-8)
- $\overset{+}{m}$ Tape Mark (7-8)
- $\overset{+}{o}$ Reset Add (12-0) --- This prints as an"&"
- δ Reset Subtract (11-0) --- This prints as a"-"

Checking Procedure

If desired the 60 cards punched in this test may be checked by the 1401 by using them as detail cards for the Ripple Read Test (Block No. 1040) in lieu of those normally supplied with that test.

NOTE: If these cards are used with Block No. 1040, it is very important that they be kept in the same order as they are punched; otherwise the rippling pattern will not be maintained, thus resulting in error print-outs.