Three Sense Switches may be brought into play as follows:

Sense Switch C OFF - no printing for correct results.
ON - prints for correct results.
Sense Switch D ON - may be used only when this test is run separately. To repeat the test as often as desired the detail cards must be re-run.
Sense Switch E OFF - prints for error results as follows:
First Line - Card information, ERROR, and Card No.
Second Line- That portion of the stored table to which the card was compared.
ON - stops for error results.

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 "1" and incremented by "1" each time a detail card is processed. This card counter serves three purposes: 1) to print a card number in case of error print-out; 2) to compare with a constant "60" to continue the test (unequal) or terminate the test (equal); and 3) to increment a rippling counter. The purpose of the rippling counter, which is started at 779 and incremented by the card counter, is to modify the A portion of the compare instruction (Locations 493-495) so that the appropriate 80 characters may be selected from the 180-character stored table in ripple fashion and compared with the card. If the comparison between the card and the table is unequal, the program branches to the Error Print Routine. The position of Sense Switch E then determines whether the machine stops to permit console checking or prints the card with an "ERROR" indication and Card No. on the first line and the stored table to which it was compared on the second line.

Checking Procedure

SENSE SWITCH E ON - Machine stops for errors.
1. Remove the last card in the stacker.
2. Re-start the program in the Single-Cycle mode at Location 492 to execute the compare instruction. With each depression of the Start Key watch the B ≠ A logic light until it turns ON.
3. Display the character in the stored table and the character in the read area that caused the unequal comparison.
4. Check the character in the read area with the character punched in the card.

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

First Line Card Second Line Table

AKT4 BLU5 CMV6 DNW7 EOX8 FPY8 GQZ0 HR+# I-,@ &$%1&.*12 ¤JS7-AKT4 BLU5 CMV6 DNW7 ERROR 01
AKT4 BLU5 CMV6 DNW7 EOX8 FPY9 GQZ0 HR+# I-,@ &$%1&.*12 ¤JS3-AKT4 BLU5 CMV6 DNW7

NOTE: If "ERROR" is printed on the first line but the two lines agree, the error may be in any one of the 6 non-printable characters, namely, Group Mark, Delta, Tape Segment Mark, Tape Mark, Reset Add, and Reset Subtract.

SENSE SWITCH C ON - Machine prints correct results - card information and card number on the first line without the word "ERROR", and the stored table to which it was compared on the second line.