One set of detail cards (56-61) is identified by a "blank" in column 41 to test for Equal Bits; another set (62-75) is identified by "no blank" (letter "U") to test for Unequal Bits.

The program to test for equal bits is executed in the following manner:

The character in column 1 (print position 201) is moved into Location 498 to operate as a d modifier to the Branch If Bit Equal instruction. This instruction will compare column 1 with column 23 (print positions 201 and 223 respectively). If equal, branch occurs, the operation was executed correctly, and programming proceeds with the next record. If unequal, no branch occurs, an error is indicated, and the program branches to the Error Print Routine.

The program to test for unequal bits is executed in the following manner:

The character in column 1 (print position 201) is moved into Location 472 to operate as a d modifier to the Branch If Bit Equal instruction. This instruction will compare column 1 with columns 23, 22, 21 (print positions 223, 222, 221) in chain fashion. If column 1 is unequal to all three characters in columns 23, 22, 21, no branch occurs, the operation was executed correctly, and programming proceeds with the next record. If column 1 is not unequal to any one of the bits in columns 23, 22, 21, a branch occurs, an error is indicated, and the program branches to the Error Print Routine the first time the error occurs.

For error results the position of Sense Switch E determines whether the machine stops to permit console checking or prints the results with an "ERROR" indication.

Checking Procedure

SENSE SWITCH E ON - Machine stops for errors.

1. Remove the last card in the stacker.

2. Visually check column 1 and columns 21-23 with Locations 201 and 221-223 respectively; also check column 41 with Location 041.

3. Restart the program at Location 450 in the Single-Cycle mode. During Single-Cycle Process console indicating lights will display the contents of the OP, I Address, B Address, A and B Registers, and the logic unit.

   When Location 450 has a "blank", the program should branch to Location 484.

   When Location 450 has a "U", the program should continue with Location 458.