6. Detail Cards punched with selection codes (1248-&) in columns 63-68 to process or by-pass records as follows:

Sel. Codes	Process On	By-Pass On	Card No.
1248-&	Any machine		76-82
48-&	4K, 8K, 12K, or 16K	1.4K, and 2K	83-86
8-&	8K, 12K, or 16K	1.4K, 2K, and 4K	87-90
-&	12K, or 16K	1.4K, 2K, 4K, and 8K	91-94
&	16K	1.4K, 2K, 4K, 8K, and 12K	95-98

Four Sense Switches may be brought into play as follows:

Sense Switch B ON - permits scoping of the selected instruction for an individual card as often as desired.
Sense Switch C OFF - no printing for correct results.
ON - prints for correct results.
Sense Switch D ON - repeats the program for an individual card as often as desired.
Sense Switch E OFF - prints for error results.
ON - stops for error results.

The program is executed in the following manner:

First, the printout information is loaded into the print area. Second, the indexed instruction (different for each detail card) is loaded into the program. Third, the index factors are loaded into Index Locations 1 (087-089), 2 (092-094), and 3 (097-099).

The next instruction clears Location 000 to cause wrap-around to 15999, 11999, 7999, 3999, or 1999 to determine storage size of the machine being tested. The highest address is then transferred to Locations 801-803 by a Store B STAR instruction. Location 803 is then tested for Zones to determine whether storage size is 16K, 12K, or 8K. If none of these, a test is made for Zones in Location 801 to determine whether the machine being tested is 4K, 2K, or 1.4K. Having determined the storage size, the program then moves the proper instruction into Locations 500-507. This instruction, when executed, compares the d-character with the Selection Codes (1248-&) punched in columns 63-68 of the detail card. This comparison determines whether the detail card is to be by-passed or processed. For example, a detail card punched 1248-& will be processed on any machine, but a detail card punched 48-& will be by-passed on a 1.4 or 2K machine and processed on a 4K, 8K, 12K, or 16K machine. A card punched & can only be processed on a 16K machine.

If the detail card is to be processed, the program branches to Location 512 to execute the indexed instruction punched in columns 1-7 of the card by adding the Index Factors to the A and B addresses of the instruction and storing the result of A STAR in Locations 261-263 and the result of B STAR in Locations 266-268. These two results are then compared with the predetermined result punched in columns 41-43 and 46-48 and stored in Locations 241-243 and 246-248. For unequal conditions the program branches to the error print routine and prints the results with Sense Switch E OFF or stops the machine with the switch ON. For equal conditions printing can be obtained with Sense Switch C ON or by-passed with the switch OFF.