Four Sense Switches may be brought into play as follows:

Sense Switch B ON - permits looping of the Move Record operation 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:

After testing for a "1" in 852 to print or by-pass the title, the information punched in columns 1-10 of the detail card is transferred to two print areas - 201-210 labelled A-Field and 241-250 labelled Result Should Be. Two word marks are then inserted in the A-Field in the print area and one in the Result Is area (261-270).

Following this, the A-Field in the print area (with interspersed word marks) is transferred by a Move Record instruction (P) to the Result Is area. A test is then made to see that the word mark in the Result Is area (266) has not been affected. If the word mark has been removed, the program branches to the error print routine. If the word mark is present, it is removed by a Clear Word Mark instruction. The Result Is (261-270) is then compared with the Result Should Be (241-250). For unequal conditions the program branches to the error print routine and, depending upon the setting of Sense Switch E, either stops the machine to permit console checking or prints the results.

Checking Procedure

SENSE SWITCH E ON - Machine stops for errors.
1. Remove the last card in the stacker.
2. Visually check the A-Field in the card with Locations 201-210; then check Locations 201-210 with Locations 241-250 and 261-270.
3. Check B ≠ logic light. Should be OUT if the three fields are the same disregarding word marks; should be ON if not.

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

A Field	Result Should Be	Result Is	
1+1111111+E	1+1111111+	1+	ERROR
444+44444+E	444+44444+	444+	ERROR
8888+8888 E	8888+8888	8888+	ERROR