C. PROGRAM CONTROL

1. CHECKING PROCEDURE

A. MACHINE STOPS FOR ERROR AT 690 BEFORE THE CARD IS PUNCHED.

B. LIFT THE CARDS IN THE PUNCH FEED HOPPER AND DO A NON-PROCESS RUN-OUT. THE CARD NEXT TO THE LAST CARD IN PUNCH STACKER 4 IS THE CARD THAT STOPPED THE MACHINE.

C. RE-START THE PROGRAM IN THE SINGLE-CYCLE MODE AT LOCATION 531 TO EXECUTE THE COMPARE INSTRUCTION. WITH EACH DEPRESSION OF THE START KEY WATCH THE B ≠ A LOGIC LIGHT UNTIL IT TURNS ON. AT THIS TIME THE CHARACTER IN THE STORED TABLE IS DISPLAYED IN THE A-REGISTER AND THE CHARACTER IN THE READ AREA THAT CAUSED THE UNEQUAL COMPARISON IS DISPLAYED IN THE B-REGISTER.

D. CHECK THE CHARACTER IN THE READ AREA WITH THE CHARACTER PUNCHED IN THE CORRESPONDING COLUMN OF THE CARD.

2. SENSE SWITCHES.

SENSE SWITCH C ON - CORRECT PRINT

SENSE SWITCH D ON - PERMITS PROCESSING OF MULTIPLE DETAIL SETS.

NOTE: USE ONLY WHEN TEST IS RUN SEPARATELY

SENSE SWITCH E ON - STOPS ON ERROR

SENSE SWITCH E OFF - PRINTS ERROR

D. TEST PROCEDURE:

AFTER TESTING FOR A "1" IN S52 TO PRINT OR BY-PASS THE TITLE, THE 80-CHARACTER TABLE, STORED BY THE PROGRAM IN LOCATIONS 701-780, IS EXPANDED TO A 160-CHARACTER TABLE IN LOCATIONS 701-860. THE CHARACTERS IN 701-780 ARE THEN MOVED TO THE PUNCH AREA AND A CARD IS PUNCHED AND SELECTED IN STACKER 4. A "1" IS THEN ADDED TO THE A-ADDRESS OF THE MOVE INSTRUCTION INCREASING IT FROM 780 TO 781, AND ANOTHER CARD IS PUNCHED, THIS TIME WITH CHARACTERS STORED IN LOCATIONS 702-781. THIS LOOP IS REPEATED UNTIL THE A-ADDRESS OF THE MOVE INSTRUCTION STANDS AT 860, INDICATING THAT THE LAST CARD OF THE THE SET HAS BEEN RIPPLE PUNCHED. WITH SENSE SWITCH D NORMALLY OFF, A BLANK CARD IS THEN PUNCHED IN ORDER TO SELECT THE 80TH CARD OF THE SET IN STACKER 4. FOLLOWING THIS, THE MACHINE STOPS AT LOCATION 499 (STAR AT 500).

AFTER THE PUNCHED CARDS FOLLOWED BY AT LEAST FOUR BLANK CARDS HAVE BEEN PLACED IN THE PUNCH HOPPER AND THE START KEY IS DEPRESSED, THE PROGRAM STARTS AT 500.