

IDENTIFICATION

Product Code: MAINDEC-9A-D0DB-D

Product Name: JMP-Self Test

Date: September 6, 1967

Maintainer: Diagnostic Group

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1. ABSTRACT

JMP-Self Test checks the PDP-9 to ensure that the JMP . instruction can be executed properly. The computer is held in a JMP to the current location instruction for a definite time interval. If, during this interval, the JMP instruction fails, the error will be indicated to the operator. If the JMP instruction does not fail, it is moved elsewhere and the check is repeated. All memory locations not occupied by the program are tested.

2. REQUIREMENTS

2.1 Equipment

Standard PDP-9 Computer

2.2 Storage

The program uses all of 8K memory for the program or as a test area. The program occupies memory from location 17500 to 17762 and tests all memory location below 17500.

2.3 Preliminary Programs

Instruction Test - Parts 1 and 2 (MAINDEC-9A-D01A-D and MAINDEC-9A-D02A-D)

3. LOADING PROCEDURE

3.1 Method

- a. Put HRI tape of program in reader
- b. Set ADDRESS SWITCHES to 17500
- c. Depress and release KEY READ-IN key

4. STARTING PROCEDURE

4.1 Control Switch Settings

The following is a table of accumulator switch settings and their action on the program:

CONTROL SWITCH SETTINGS

AC Switch	Set As	Action
0	1	Halt on error
	0	Don't halt on error
1	1	Don't print errors
	0	Print errors
2	1	Ring bell on error
	0	Ring bell after N passes
3	1	Loop on current location
	0	Don't loop on current location
4	1	Repeat whole test (all locations)
	0	Don't repeat whole test.

N is an arbitrary number (initially 400₍₈₎) which is controlled by the LAW-N instruction in location 17500 and may be changed at the operator's discretion.

4.2 Starting Address

The starting address of the program is 17500.

4.3 Program and/or Operator Action

- a. Set ADDRESS SWITCHES to 17500.
- b. Set ACCUMULATOR SWITCHES to desired positions (see section 4.1). Normal setting is 520000.
- c. Depress I/O RESET. Assure clock can be enabled.
- d. Depress START.

5. OPERATING PROCEDURE

5.1 Operational Switch Settings.

(see section 4.1)

5.2 Subroutine Abstracts

(None)

5.3 Program and/or Operator Action

To put the program in the in SCOPE mode, the ACCUMULATOR SWITCH REGISTER should be set to 240000 (don't halt, don't print, bell after N passes, loop on current location).

The length of time for the execution of a JMP . instruction is controlled by the clock. It is arbitrarily set to 16.6 msec by the CLALCMA instruction in location 17512. To change the length of time for the execution of a JMP . , store the appropriate LAW-N instruction in location 17512.

6. ERRORS

Unless AC switch 1 is a 1, all errors will be printed on the teleprinter.

6.1 Error Halts and Description

There is only one error halt in the program at location 17605. This error halt will occur if the JMP . instruction drops a bit and CAL's out. The computer will halt in location 17551 if the whole test is not repeated.

6.2 Error Recovery

If AC switch 0 is a 1, the computer will halt on an error. To recover and repeat the failure, reset AC switches 0 to 3 as necessary (see section 4.1) and then depress CONTINUE.

To test a particular location below 17500, store the address to be tested in location 17756 (POINT). Restart the program at location 17506 (HERE + 1) with AC switch 3 a 1.

6.3 Error Typeout Example

```
JMP . TEST
JMP AT CAL FROM
001234 001230
```

The above typeout shows that the JMP . at location 1234 dropped bit 15 and CALed from location 1230.

7. RESTRICTIONS

7.1 Starting Restrictions

(None)

7.2 Operating Restrictions

(None)

8. MISCELLANEOUS

8.1 Execution Time

Approximately 10 minutes to test from 0 to 17477₍₈₎.

9. PROGRAM DESCRIPTION

- a. The first function that is performed is that of initialization. A register to count loops and a location to assure typeout of the error message header are initialized, and the program is synchronized with the clock.
- b. Then a location in the program, which indicates where the present JMP . is to be, is set to zero.
- c. All of memory is then cleared, locations 1 and 21 are initialized and the JMP . instruction is formed and stored in the appropriate memory location.
- d. Location 7 (the clock) is then set and started with all flags cleared. The interrupt system is then turned on and control is transferred to the JMP . instruction.
- e. After the clock has timed out, assuming no error (see h.) control is returned to the program via the program interrupt facility. A check is made to see if the current JMP . should be repeated (switch 3). If so, then the program returns to c. except that memory is not cleared again.
- f. If the current JMP . is not repeated, a check is made about ringing the bell (switch 2) and then the number in the internal JMP . pointer is incremented and checked to see that it is not 1, 7, 21, or the first address in the program. If it is 1, 7, or 21, it is incremented again. The program then returns to c.
- g. After testing all memory locations, a check is made to see if the test should be repeated (switch 4). If so, the program returns to a. If not, the program halts.
- h. If an error occurs, it is expected that the computer will CAL. When this takes place, control is transferred to an error reporting routine which turns off the interrupt facility, rings the bell (if appropriate), prints the error (if appropriate), stops (if appropriate) and returns to e.

10. LISTING

```

        .TITLE JMP .
/
/JMP SELF TEST
/
        .FULL
        .LOC 17500
17500
17500 777400
17501 057747
17502 117705
17503 217746
17504 057567
/
BEGIN   LAW 17400      /SET UP TO COUNT
        DAC COUNT     /LOOPS
        JMS SYNC      /SYNCHRONIZE THE CLOCK
        LAC CON4      /
        DAC CHANGE    /SET CHANGE TO LAW MESS1
/
HERE1   OZM POINT     /ZERO POINTER
        JMS CLEAR     /CLEAR MEMORY
        LAC POINT     /GET LOCATION OF JUMP.
        XOR JMPCON    /FORM JMP. INSTRUCTION
        DAC* POINT    /STORE INSTRUCTION IN MEMORY
        CLA!CMA       /THEN START THE CLOCK
        CAF
        CLON
        DAC 7
        CLA!CLL
        ION           /TURN ON INTERRUPT
        JMP* POINT    /EXECUTE JMP .
/
RETURN  LAS
        AND MASK1
        SZA           /LOOP ON CURRENT LOCATION
        JMP HERE1+2   /YES
        LAS
        RTL
        SMA           /RING BELL?
        JMS BELL      /YES
        ISZ POINT     /NO, INCREMENT POINT FOR NEXT LOCATION
        LAC POINT
        SAD LOC1      /IS IT 1?
        JMP .+10      /YES
        SAD LOC2      /IS IT 21?
        JMP .+6       /YES
        SAD SEVEN     /IS IT 7?
        JMP .+4       /YES
        SAD UPLIM1    /IS IT THE UPPER LIMIT?
        JMP .+4       /YES
        JMP HERE1+1   /NO
        ISZ POINT     /INCREMENT POINT
        JMP HERE1+1   /GO BACK
        LAS
        AND MASK2
        SNA           /REPEAT WHOLE TEST
        XX            /STOP
        JMP REGIN     /REPEAT
        .EJECT

```

```

/ERROR REPORTING ROUTINE
/
17553 700102 ERROR1 IOF /TURN OFF INTERRUPT
17554 750104 LAS
17555 742110 RTL
17556 740100 SMA /BELL ON ERROR?
17557 617562 JMP .+3 /NO
17560 760207 LAW 207
17561 117621 JMS TYPE
17562 750004 LAS
17563 740010 RAL
17564 741100 SPA /PRINT ERRORS?
17565 617603 JMP HALT /NO
17566 117714 JMS CRLF /CR-LF

/
17567 777722 CHANGE LAW MESS1
17570 117664 JMS TYPOUT /TYPE OUT HEADER
17571 217745 LAC CON3 /CHANGE INSTRUCTION
17572 057567 DAC CHANGE /IN CHANGE
17573 217756 LAC POINT
17574 117627 JMS PRINT /PRINT LOCATION OF JMP,
17575 760240 LAW 240
17576 117621 JMS TYPE /1 SPACE
17577 750001 CLA!CMA
17600 340020 TAD 20
17601 117627 JMS PRINT /LOCATION OF CAL
17602 117714 JMS CRLF

/
17603 750004 HALT LAS
17604 741100 SPA /HALT ON ERROR?
17605 740040 XX /YES
17606 117705 JMS SYNC
17607 617521 JMP RETURN /SEE ABOUT OTHER STUFF
.EJECT

```

		/USEFUL SUBROUTINES	
		/	
17610	000000	BELL	0
17611	457747		ISZ COUNT
17612	637610		JMP* BELL
17613	417500		XCT BEGIN
17614	057747		DAC COUNT
17615	760207		LAW 207
17616	117621		JMS TYPE
17617	117705		JMS SYNC
17620	637610		JMP* BELL
		/	
17621	000000	TYPE	0
17622	517757		AND RUBOUT
17623	700406		TLS
17624	700401		TSF
17625	617624		JMP .-1
17626	637621		JMP* TYPE
		/	
17627	000000	PRINT	0
17630	057761		DAC TEMP
17631	777772		LAW 17772
17632	057742		DAC CNTR
17633	217761		LAC TEMP
17634	740010		RAL
17635	740010		RAL
17636	742010		RTL
17637	057761		DAC TEMP
17640	517760		AND SEVEN
17641	257741		XOR ASKII
17642	117621		JMS TYPE
17643	217761		LAC TEMP
17644	457742		ISZ CNTR
17645	617635		JMP .-10
17646	637627		JMP* PRINT
			.EJECT

↑↑↑↑

```

/SUBROUTINE TO CLEAR MEMORY
/
CLEAR      0
17647      000000
17650      157755
17651      177755
17652      457755
17653      217755
17654      557762
17655      741000
17656      617651
17657      217743
17660      040001
17661      217744
17662      040021
17663      637647

/
TYP0UT    0
17664      000000
17665      057755
17666      237755
17667      740020
17670      742020
17671      742020
17672      742020
17673      742020
17674      117621
17675      557757
17676      637664
17677      237755
17700      117621
17701      557757
17702      637664
17703      457755
17704      617666

/
SYNC      0
17705      000000
17706      750001
17707      700044
17710      040007
17711      700001
17712      617711
17713      637705

/
CRLF      0
17714      000000
17715      760215
17716      117621
17717      760212
17720      117621
17721      637714

0ZM PNTR
0ZM* PNTR
ISZ PNTR
LAC PNTR
SAD UPLIM1
SKP
JMP CLEAR+2
LAC CON1
DAC 1
LAC CON2
DAC 21
JMP* CLEAR

DAC PNTR
LAC* PNTR
RAR
RTR
RTR
RTR
RTR
JMS TYPE
SAD RUBOUT
JMP* TYP0UT
LAC* PNTR
JMS TYPE
SAD RUBOUT
JMP* TYP0UT
ISZ PNTR
JMP TYP0UT+2

CLA!CMA
CLON
DAC 7
CLSF
JMP .-1
JMP* SYNC

LAW 215
JMS TYPE
LAW 212
JMS TYPE
JMP* CRLF
.EJECT

```

++++

17722	312315	/ERROR MESSAGE	
17723	320240	/	
17724	256240	MESS1	312315
17725	324305		320240
17726	323324		256240
17727	215212		324305
17730	312315		323324
17731	320240		215212
17732	301324		312315
17733	240303		320240
17734	301314		301324
17735	240306		240303
17736	322317		301314
17737	315215		240306
17740	212377		322317
			315215
			212377

/J,M
/P,SP
/.,SP
/T,E
/S,T
/CR,LF
/J,M
/P,SP
/A,T
/SP,C
/A,L
/SP,F
/R,O
/M,CR
/LF,RO

/CONSTANTS AND VARIABLES

17741	000260	ASKII	260
17742	000000	CNTR	0
17743	617521	CON1	JMP RETURN
17744	617553	CON2	JMP ERROR1
17745	617573	CON3	JMP CHANGE+4
17746	777722	CON4	LAW MESS1
17747	000000	COUNT	0
17750	600000	JMPCON	JMP
17751	000001	LOC1	1
17752	000021	LOC2	21
17753	040000	MASK1	40000
17754	020000	MASK2	20000
17755	000000	PNTR	0
17756	000000	POINT	0
17757	000377	RUROUT	377
17760	000007	SEVEN	7
17761	000000	TEMP	0
17762	017500	UPLIM1	BEGIN
	000000		.END

ASKII 17741
BEGIN 17500
BELL 17610
CHANGE 17567
CLEAR 17647
CNTR 17742
CON1 17743
CON2 17744
CON3 17745
CON4 17746
COUNT 17747
CRLF 17714
ERROR1 17553
HALT 17603
HERE1 17505
JMPCON 17750
LOC1 17751
LOC2 17752
MASK1 17753
MASK2 17754
MESS1 17722
PNTR 17755
POINT 17756
PRINT 17627
RETURN 17521
RUROUT 17757
SEVEN 17760
SYNC 17705
TEMP 17761
TYPE 17621
TYPOUT 17664
UPLIM1 17762

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BEGIN	17500
HERE1	17505
RETURN	17521
ERROR1	17553
CHANGE	17567
HALT	17603
BELL	17610
TYPE	17621
PRINT	17627
CLEAR	17647
TYPOUT	17664
SYNC	17705
CRLF	17714
MESS1	17722
ASK11	17741
CNTR	17742
CON1	17743
CON2	17744
CON3	17745
CON4	17746
COUNT	17747
JMPCON	17750
LOC1	17751
LOC2	17752
MASK1	17753
MASK2	17754
PNTR	17755
POINT	17756
RUROUT	17757
SEVEN	17760
TEMP	17761
UPLIM1	17762

