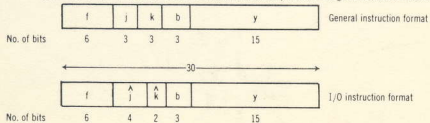


MEMORY TYPE	MEMORY ADDRESS	FUNCTION
MAGNETIC CORE	0000	Fault Entrance
	00001-00015	Not Assigned
	00016	Address Out Of Range/ Parity Error Interrupt Entrance
	00017	Memory Resume Time-Out Interrupt Entrance
	00020-00037	External Interrupt Entrance
	00040-00057	Input Monitor Interrupt Entrance
	00060-00077	Output Monitor Interrupt Entrance
IC CONTROL MEMORY	00100-00117	Input Buffer Control Registers
	00120-00137	Output Buffer Control Registers
	00140-00157	External Function Buffer Control Registers
	00160	Real-Time Clock
	00161-00167	B1 Through B7 Index Registers
00170-00177	Not Assigned	
MAGNETIC CORE	00200-00277	Not Assigned
IC IN EAM MODE MAGNETIC CORE OTHERWISE	00300-00317	I/O Base Registers (IR <sub>0</sub> - IR <sub>7</sub> )
	00320-00327	Operand & Instr. Base Registers (R <sub>0</sub> - R <sub>7</sub> )
	00330	Common Access Register (CAR)
	00331	Limit Register (LIM)
	00332-00336	Not Used
00337	Footprint Control/Access	
MAGNETIC CORE	00340-00477	Not Assigned
MAGNETIC CORE	00500-00517	External Function Monitor Interrupt Entrance
	00520-00537	External Interrupt Code Storage
ROM	00540-00577	NDRO Bootstrap Prog. I and II
MAGNETIC CORE	00600-00617	Intercomputer Time-Out Interrupt Entrance
	00620 and up	Not Assigned

29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ADDRESS											ADDRESS																		
NOT USED											FOOTPRINT ADDRESS																		
											0 → ADD ≥ LIM 1 → ADD ≤ LIM																		
											0 1 1 INT, LOCKOUT 1 0 0 INSTRUCTION 1 1 0 REPEAT MODE 1 1 1 OPERAND																		

FOOTPRINT REGISTER - ADDRESS 337

Two forms of instruction words are interpreted by the computer and contain either the f (6 bits), j (3 bits), k (3 bits), b (3 bits) and y (15 bits) or the f (6 bits), j (4 bits), k (2 bits), b (3 bits) and y (15 bits) designators as shown below.



# UNIVAC CP-642B COMPUTER

## REPertoire OF INSTRUCTIONS

NORMAL  
I-DESIGNATORS

J	(Not applicable on 1 or 1)	SKIP Code
0	(no skip)	1 SKIP
2		2 Q POS
3		3 Q NEG
4		4 A ZERO
5	A NOT Zero	5 LX
6	A POS	6 UX
7	A NEG	7 A

NORMAL  
W-DESIGNATORS

k	READ			STORE			REPLACE		
	Code	Origin	Dest.	Code	Dest.	Code	Origin	Dest.	
0	blank	U <sub>i</sub>	Q	Q	'not used'	—	—	—	
1	L	M <sub>i</sub>	L	M <sub>i</sub>	L	M <sub>i</sub>	M <sub>i</sub>	M <sub>i</sub>	
2	U	M <sub>u</sub>	U	M <sub>u</sub>	U	M <sub>u</sub>	M <sub>u</sub>	M <sub>u</sub>	
3	W	M	W	M	W	M	M	M	
4	X	XU <sub>i</sub>	A	A	'not used'	—	—	—	
5	LX	XM <sub>i</sub>	CPL	Cpl M <sub>i</sub>	LX	XM <sub>i</sub>	M <sub>i</sub>	M <sub>i</sub>	
6	UX	XM <sub>u</sub>	CPU	Cpl M <sub>u</sub>	UX	XM <sub>u</sub>	M <sub>u</sub>	M <sub>u</sub>	
7	A	CPW	Cpl M	'not used'	—	—	—	—	

## LEGEND

M—Memory word (30 bits)  
 M<sub>u</sub>—Lower half memory word  
 M<sub>i</sub>—Upper half memory word  
 X—Sign bit extended  
 Cpl—Complement  
 A—A register  
 Q—Q register  
 U<sub>i</sub>—U register, lower half

## SPECIAL I-DESIGNATORS

J	SKIP CONDITIONS					ADDRESS MODIFICATIONS		
	COMA, Q, AQ 104	DIV 123	ADD-Q, SUB-Q 126	ENT-L, RPL-LP 140	SORT 144	RPT 170		
0	(no skip)	(no skip)	(no skip)	(no skip)	(no skip)	(no mod.) : Y of NE = Y		
1	(unconditional skip)	SKIP	SKIP	SKIP	SKIP	ADV	: Y of NE = Y-1	
2	Y LESS : Y<0	NO Over Flow	A POS	EVEN parity	'not used'	BACK	: Y of NE = Y-1	
3	Y MORE : Y>0	Over Flow	A NEG	ODD parity	'not used'	ADD B	: Y of NE = Y+B	
4	Y IN : (Q)≥Y and Y-(A)	A ZERO	Q ZERO	A ZERO	NO REM	RPL inc.	: Y of NE = Y-B <sup>†</sup>	
5	Y OUT : (Q)≤Y or Y-(A)	A NOT Zero	A NOT Zero	A NOT Zero	REM	ADV R	: Y of NE = Y-1+B <sup>†</sup>	
6	Y LESS : Y<A	SKIP	Q POS	A POS	'not used'	BACK R	: Y of NE = Y-1+B <sup>†</sup>	
7	Y MORE : Y>A	no skip	Q NEG	A NEG	'not used'	ADD BR	: Y of NE = Y+B <sup>†</sup>	

† If NI is RPL class, B<sup>†</sup> increments Y address for the store portion of the replace.  
 NE—Next execution.

## NORMAL W-DESIGNATOR

b=0: Do not modify y  
 b=1: Add (B1) to y  
 b=2: Add (B2) to y  
 b=3: Add (B3) to y  
 b=4: Add (B4) to y  
 b=5: Add (B5) to y  
 b=6: Add (B6) to y  
 b=7: Add (B7) to y

## I-DESIGNATORS

150, 61, 64, 65

k=0, 4 Jump to Y  
 k=1, 3, 5 Jump to (Y)L  
 k=2, 6 Jump to (Y)U  
 k=7 Jump to the Address in A.

JP & RJP  
I-DESIGNATORS

A	JP 150	RJP 151	RJP 155
0	(No Jump)	(Uncond. Jump)	KEY 1
1	(Uncond. Jump)		KEY 2
2	Q POS		KEY 3
3	Q NEG		STOP
4	A ZERO		STOP
5	A NOT Zero		STOP 5
6	A POS		STOP 6
7	A NEG		STOP 7
†	52	†	63

†60 Clears interrupt & bootstrap modes.

## CP-642B COMPUTER REPERTOIRE OF INSTRUCTIONS

Code (Octal)	Instruction	Description
01	Right Shift-Q	Shift (Q) Right by Y
02	Right Shift-A	Shift (A) Right by Y
03	Right Shift-AQ	Shift (AQ) Right by Y
*04	COMpare-A-Q, ←AQ	Sense (j), A, ←A;
05	Left Shift-Q	Shift (Q) Left by Y
06	Left Shift-A	Shift (A) Left by Y
07	Left Shift-AQ	Shift (AQ) Left by Y
10	ENTer-Q	Y → Q
10	CleaR-Q	Y ← 0, Y → Q
11	ENTer-A	Y → A
11	CleaR-A	Y ← 0, Y → A
12	ENTer-B*	Y → B
12	CleaR-B*	Y ← 0, Y → B*
12	NO-Operation	Enter B* with 0 (do nothing operation)
^13k0	EXternal-COMmand-C*,W(Y),MONITOR	(Y) → C; (interrupt at 0050 + j)
^13k1	EXcom-COMmand-C*,W(Y),MONFORCE	(Y) → C; (interrupt at 0050 + j)
^13k2	EXternal-COMmand-C*,W(Y)	(Y) → C
^13k3	EXternal-COMmand-C*,W(Y),FORCE	(Y) → C
14	SToRe-Q	(Q) → Y
14k0	COMplement-Q	When Y is Q; then Q' → Q
15	SToRe-A	(A) → Y
16	SToRe-B*	(B) → Y
^17k0	JUmP-Y,C*,COMACTIVE	Jump to Y if external function buffer active
^17k1	JUmP-L(Y),C*,COMACTIVE	Jump to L(Y) if external function buffer active
^17k2	SToRe-C*,W(Y),FORCE	Force (C) → Y (abnormal test mode)
^17k3	SToRe-C*,W(Y)	(0050 + j) → Y
20	ADD-A	(A) + Y → A
21	SUBtract-A	(A) - Y → A
22	MULTIPLY	(Q) Y → AQ
*23	DIVide	(AQ) Y → Q; R → A
*23k7	SQure Root	√ IQ → Q; remainder → A
24	RePLace-A, Y	(A) + (Y) → Y&A
25	RePLace-A, Y	(A) - (Y) → Y&A
*26	ADD-Q	(Q) + Y → Q
*27	SUBtract-Q	(Q) - Y → Q
30	ENTer-Y, Q	Y + Q → A
31	ENTer-Y, Q	Y - Q → A
32	SToRe-A-Q	(A) - (Q) → Y&A
33	SToRe-A, Q	(A) - (Q) → Y&A
34	RePLace-Y, Q	(Y) - (Q) → Y&A
35	RePLace-Y, Q	(Y) - (Q) → Y&A
36	RePLace-Y, 1	(Y) - 1 → Y&A
37	RePLace-Y, 1	(Y) - 1 → Y&A
40	ENTer-LP	L(Y)(Q) → A
41	ADD-LP	L(Y)(Q) + (A) → A
42	SUBtract-LP	(A) - L(Y)(Q) → A

## UNIVAC CP-642B COMPUTER REPERTOIRE OF INSTRUCTIONS

Code (Octal)	Instruction	Description
43	COMpare-MASK	(A) - L(Y)(Q) sense (j); A + L(Y)(Q); (A) - (A); L(Y)(Q) → Y&A
44	RePLace-LP	(A) - L(Y)(Q) → Y&A
45	RePLace-A+LP	(A) - L(Y)(Q) → Y&A
46	RePLace-A-LP	(A) - L(Y)(Q) → Y&A
47	SToRe-LP	L(A)(Q) → Y; (A) - (A)
50	SElective-SET	Set (A), for Y <sub>s</sub> = 1
51	SElective-COMplement	Complement (A), for Y <sub>s</sub> = 1
51k4	COMplement-A	When Y is 7777, then A' → A
52	SElective-Clear	Clear (A), for Y <sub>s</sub> = 1
53	SElective-SUBstitute	Y <sub>s</sub> → (A), for (Q) = 1
54	RePLace SElective-SET	Set (A), for (Y) <sub>s</sub> = 1, → Y&A
55	RePLace SElective-CP	Complement (A), for (Y) <sub>s</sub> = 1, → Y&A
56	RePLace SElective-CL	Clear (A), for (Y) <sub>s</sub> = 1, → Y&A
57	RePLace SElective-SU	(Y) <sub>s</sub> → (A), for (Q) <sub>s</sub> = 1, → Y
*60	JUmP (arithmetic)	Jump to Y if jump j-condition is satisfied
60j0	Remove Interrupt Lockout	RIL on all internal channels and all external channels not locked out by SIL-EX
60j1	Remove Interrupt Lockout JUmP-Y	RIL; jump to Y
*61	JUmP (manual)	Jump to Y if C; jump j-condition is satisfied
*62	JUmP (if-C* has ACTIVE INput buffer)	Jump to Y if C; input buffer active
*63	JUmP (if-C* has ACTIVE OUTput buffer)	Jump to Y if C; output buffer active
*64	Return JUmP (arithmetic)	Jump to Y <sub>s</sub> = 1 and P <sub>s</sub> = 1 → Y if j-condition is satisfied (see JP and RJP j-designators)
*65	Return JUmP (manual)	Terminates input buffer on C
*66	TERMinate-C*,INPUT	Terminates output buffer on C
*66k1b0	Remove Interrupt Lockout-ALL	RIL on all internal channels and all external channels not locked out by SIL-EX
*66k2b0	Remove Interrupt Lockout-EXternal-ALL	RIL for external interrupts on all channels
*66k3b0	Remove Interrupt Lockout-EXternal-C*	RIL for external interrupts on C
*66k1b0	Set Interrupt Lockout-ALL	Sets external and internal lockout on all channels
*66k2b0	Set Interrupt Lockout-External-ALL	Sets external interrupt lockout on all channels
*66k3b0	Set Interrupt Lockout-External-C*	Sets external interrupt lockout on C
*67	TERMinate-C*,OUTPUT	Terminates output buffer on C
*67k1	TERMinate-C*,COMmand	Terminates all buffers
*67k2	TERMinate-ALL	Execute NI Y times
*70	RePeat	(B) - Y, skip NI and clear (B); (B) ≠ Y, advance B and read NI
71	BSKip-B*	(B) = 0, read NI; (B) ≠ 0, (B) - 1 and jump to address Y
72	BJUmP-B*	(B) = 0, read NI; (B) ≠ 0, (B) - 1 and jump to address Y
^73	INput-C* (without monitor mode)	Buffer in on C; buffer control word → 00100 + j
^74	OUTput-C* (without monitor mode)	Buffer out on C; buffer control word → 00120 + j
^74k2	EXternal-COMmand MultiWord-C*,W(Y)	Buffer in on C; (Y) → 00100 + j
^75	INput-C* (with-MONITOR mode)	Buffer in on C with monitor; buffer control word → 00100 + j; (interrupt address 00040 + j)
^76	OUTput-C* (with MONITOR mode)	Buffer out on C with monitor; buffer control word → 00120 + j; (interrupt address 00060 + j)
^76k2	EXternal-COMmand MultiWord-C*,W(Y),MONITOR	Buffer out on C; (interrupt at 00500 + j)
7744	Test and Set Flag	(Y) <sub>29</sub> ≠ 0, Execute NI; (Y) <sub>29</sub> = 0, skip NI and set (Y) <sub>29</sub>

^ j Special and k designators j, i, j or k  
 Y — the operand; Y, (Y) or (A)