OPERATING INSTRUCTIONS FOR TELETYPE DEBUGGING FUNCTIONS

UNIVAC
FEDERAL SYSTEMS DIVISION

FUNCTION	UNIT 1	UNIT 2	UNIT 3	UNIT 4	UNIT 5
Select Computer	COMP	Computer No.***			
Display Core	CORE	Address	No.of Cells*	Adr.Increment*	
Display Register (Breakpoint)	A,Q, or B_n n=0, 1...7	Address			
Display Register with Core	A,Q, or B_n	Adr. of Brkpt	Adr. of Core	No. of Cells*	Adr. of Core Increment*
Clear All Breakpoints	CLR	Computer No.***			
Repeat Previous Function	RPT	Number of* Repeats	Time Between* Repeats (ms)		
Sequence (Repeat with address increment)	SEQ	Number of* Repeats	Adr. Increment		
Stop	STOP	Address			
Change Core	CHG	Address	UHW	LHW	
Compute Time from Address 1 to Address 2	TIME	Address 1	Address 2	Number of* Computations	
Clear Waiting Printouts	CLRPO				
Receiving Module Number for IMIC Message	RMN	Module No.			
IMIC Message**	MSG	UHW of wd1	LHW of wd1	UHW of wd2	LHW of wd2
Resend MSG	SEND				

After depressing the INPUT button, entries are made using the following format:

UNIT 1 . Fig. key . space . UNIT 2 . space . UNIT 3 . space ... UNIT n . H key where n=1, 2, ...11

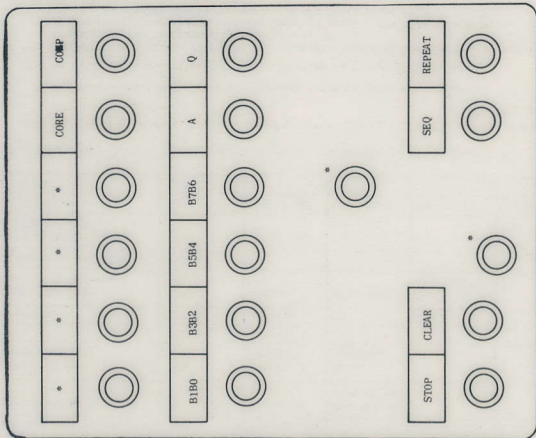* The unit is optional. When not entered, number entries are assumed 1.

** Up to 11 units are allowed for this function (a 5 word IMIC message).

*** Computer identifier - specifies the computer containing the Display Address Module responsible for the debugging functions to follow.
Normally: 1 = Computer containing teletype module, 2 = NTDS B Computer,
3 = CFU Master Computer, 4 = CFU Slave Computer.

Asterisked buttons are not implemented.

COMP	◯	Q	◯		REPEAT	◯
CORE	◯	A	◯		SEQ	◯
*	◯	B7B6	◯	* ◯		
*	◯	B5B4	◯			* ◯
*	◯	B3B2	◯		CLEAR	◯
*	◯	B1B0	◯		STOP	◯

NOTES

1. Debug mode is entered by selecting DISPLAY TEST and pushing ENTER MODE AND RADAR.
2. The purpose of each button is the same as noted for Teletype Functions (see reverse side) except that only one address (selected in Number Entry Dials) can be specified and no N, I, P, CHG, or TIME capabilities exist at a console.
3. COMPuter number is specified in left most NED and is defined the same as for teletype.
4. CLEAR needs no computer selection; it acts on the last computer entered with COMP.
5. SEQ repeats the last action (excluding COMP, CLEAR, SEQ, and REPEAT) at the next sequential address. Sequenced actions use successively higher addresses, that is the address is not simply NED + 1.
6. REPEAT repeats the last action at the same address. The address may be the one in the NED's or it could have been obtained from previous SEQ actions.

Five breakpoints are permitted in <u>each</u> CP-642A(or B) computer from all combinations of debug sources (5 from TTY; 4 from TTY, 1 from console; 1 from TTY, 4 from console(s), etc.). Any number of consoles can be in Debug Mode simultaneously but are subject to 5 breakpoint restriction. A breakpoint entered for a computer that already has 5 breakpoints in force is treated as follows: if this source (TTY or this specific console) originated any of the five existing breakpoints, one of them will be removed to make room for the new one; otherwise, the new breakpoint is ignored.