# **MSU FREND Hardware Interface**

This is a collection of documents describing the Michigan State University's hardware interface between our Control Data 6000 mainframe and the attached Interdata 7/32 front-end minicomputer. The 7/32 ran a proprietary MSU-written operating system called FREND.

The hardware interface was designed in 1974 - 1976 by Dr. Lewis Greenberg, who retired as Director of the MSU Computer Laboratory in 2002. The interface was constructed and debugged by MSU engineer Peter Chen, who still works for the Computer Lab as of this writing.

These documents were lent to me by Tim Childs, a colleague of Peter Chen. They came in several folders, most notably two folders named "7/32 Front-End (A)" and "7/32 Front-End (B)". I don't know what the difference is between (A) and (B).

#### Contents

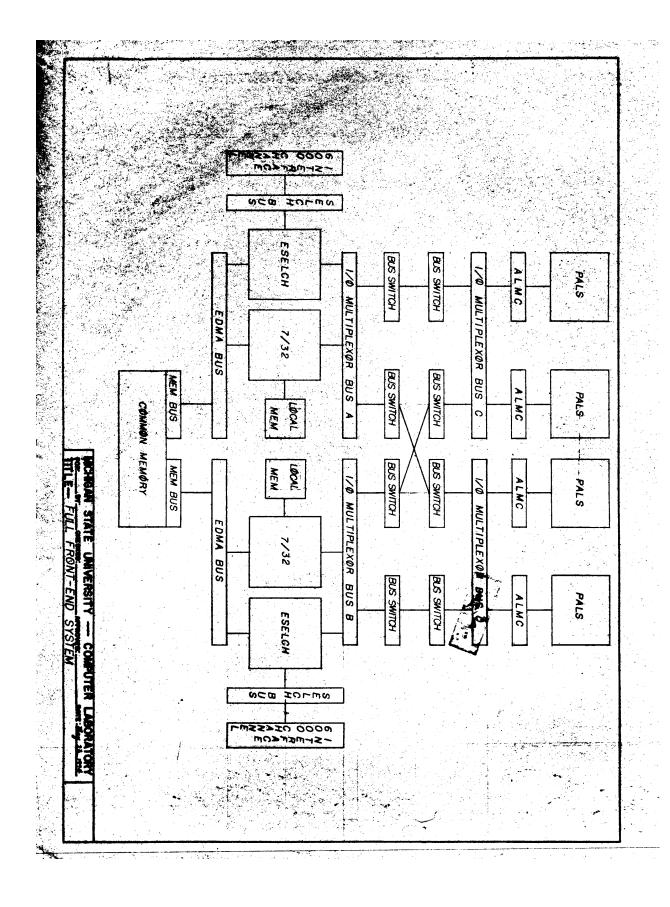
- Schematic: Full Front-End System
- Cyber 750 Front-End Block Diagram
- 7/32 Front End Interface 10 pages describing the interface, focusing on flag bits. This was in the Front-End (A) document
- FEI 5 pages describing the function codes. This was in the (B) folder.
- 750 Front-End Devices 7-page 1986 listing
- 23 pages of flow charts and boolean equations describing status bits. From Front-End (A).
- 15 pages of detailed, gate-by-gate diagrams with IC part numbers. Photoreduced and difficult to read. From (A).
- 16 pages of flow charts, possibly from (B).
- DAA Board Layout (For Vadic Coupler).
- 6 pages of handwritten tables on lined paper describing chassis layout, connectors, and "PALS", including phone number assignments.
- Phone Line[s] for VADIC Coupler

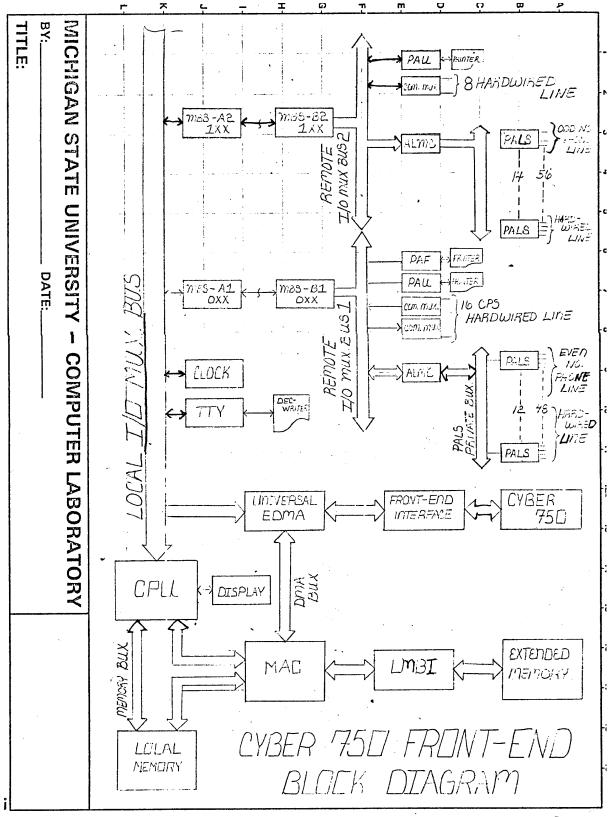
Although this documentation is so detailed that it would seem to leave little to the imagination, in fact I have omitted most of the extremely detailed documentation. The omitted material includes:

- A lengthy computer printout that seems to include IC part numbers and their relationships to each other.
- A great deal of other material which did not seem interesting to me. (This list is not complete, because I did not bring these omitted items home with me from MSU.)

Also see the "6SM" software documentation, to be made available separately.

Mark Riordan mrr at msu.edu December 2003





## 7/32 Front End Interface

#### INTRODUCTION

The front end interface between the CDC 6000 peripheral processor (PP) and the Interdata 7/32 has been designed to allow maximum flexibility in communication and data transfer between the two computers.

The interface allows the 6000 PP to effectively deadstart the 7/32, to issue interrupts to the 7/32, and to read status information from the 7/32. It provides for data transfer using either (1) the high speed direct memory access (DMA) capabilities of the 7/32 selector channel (SELCH) or (2) normal, lower speed I/O operations of the 7/32 I/O multiplexor bus.

Information is sent and received by the 6000 PP via the 6000 channel. The interface appears as a single piece of equipment on the 6000 channel and all communications information (interrupts, status, etc.) and data is transferred through the one port.

The 7/32 communicates with the 6000 PP by setting and reading status bits, receiving and acknowledging interrupts, and by setting bits in the SP-BITS (system program bits) register (which can be read by the PP). The normal read and write data instructions (RD, WD, etc.) are used for transferring data to or from the interface. High speed (DMA) access is available since the 7/32 interface is connected to the selector channel (SELCH).

The interface appears as two separate devices on the 7/32 I/O bus. Both devices are connected to the 7/32 via the selector channel (SELCH). By using the SELCH connection data can be transferred using one of two methods; the 7/32 may use the high speed direct memory access (DMA) feature by sending start, stop, and address commands to the SELCH, or the 7/32 can use the SELCH as a simple extension of the I/O multiplexor bus. The two device connections from the interface have device numbers nnnnnn0 and nnnnnnnl. The seven most significant bits of the device numbers are the same and are set upon installation of the interface. Device nnnnnn0 is responsible for data transfer between the 7/32 and the PP and for interrupts caused by data transfer (described later). Device nnnnnnnl handles interrupts originated by the PP and their associated communication. Figure 1 shows a block diagram of the basic connections.

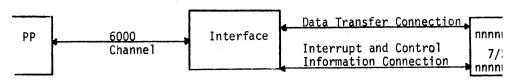


Figure 1

#### DATA TRANSFER

There are six "mode" flags (flip-flops) associated with data transfer. Each of these can be set or reset only by using the 7/32 output command instruction. The state of each of the "mode" flags can be determined by the PP through a status request. A description of these flags follows:

MODE - MODE2 Flags

These flags signal the format to be used when transferring data between the PP and 7/32. The "MODE" flag signals how many PP bits are to be used.

MODE = 0 => use whole PP word

MODE = 1 => use PP word as 2 six bit bytes.

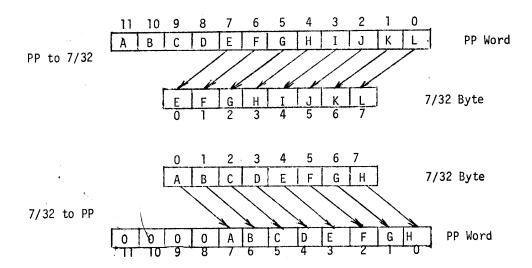
The "MODE2" flag signals whether byte or halfword mode is to be used by the 7/32.

 $MODE2 = 0 \Rightarrow use 7/32 byte mode$ 

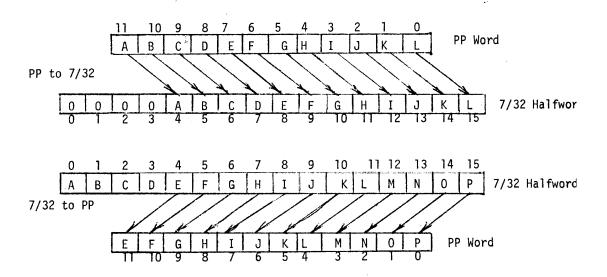
 $MODE2 = 1 \Rightarrow use 7/32 halfword mode.$ 

Thus there are four possible data formats as follows:

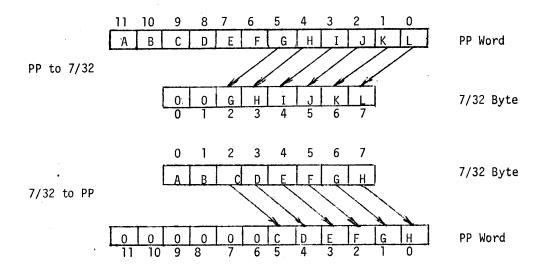
# MODE = 0, MODE2 = 0



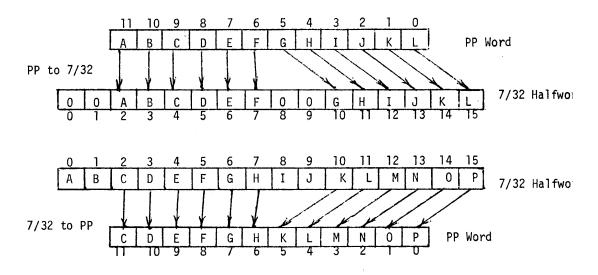
# MODE = 0, MODE2 = 1



# MODE = 1, MODE2 = 0



# MODE = 1 MODE2 = 1



#### IN-MODE - OUT-MODE Flags

These flags signal the current direction of data flow through the interface as shown in the table below.

•	OUT-MODE=0	OUT-MODE=1
IN-MODE=0	o Data Transmission xpected	Data is <b>e</b> xpected from 7/32 to PP
IN-MODE=1	ata is expected from P to 7/32	Illegal Cannot be Set

When the IN-MODE flag is set the interface expects to receive data from the PP. Associated with the input circuitry is a 12 bit holding register INPUT-65 and its corresponding full flag IN-65. When a full is received from the PP channel (data is on the channel) and the holding register INPUT-65 is free (IN-65 is reset) the data is transferred to INPUT-65 and IN-65 is set. An empty signal is then returned to the PP channel. If IN-65 is already set when the full is received from the channel the channel will hang until IN-65 is cleared. IN-65 is cleared by a 7/32 read request (or a DMA read request) to device nnnnnnn0. The form of the data received by the 7/32 depends on the setting of the MODE and MODE2 flags.

When the OUT-MODE flag is set the interface expects to send data to the PP channel. Associated with the output circuitry is a 16 bit holding register OUTPUT-32 and its corresponding full flag OUT-32. When the channel is active and OUT-32 is set data is sent to the PP from OUTPUT-32. The format of the data sent is dependent upon the setting of the MODE and MODE2 flags. When a empty is received from the PP, OUT-32 is cleared. OUT-32 is set by a 7/32 write request to device nnnnnnno. If a 7/32 write request is issued when OUT-32 is set (data is already in OUT-32) the 7/32 will hang until OUT-32 is cleared. If the PP tries to input data from the interface and OUT-32 is not set the PP channel will hang until data becomes available (OUT-32 becomes set).

#### RT Flag

When the RT flag is set an interrupt is sent to the 7/32 by device nnnnnnn0 whenever one of the following conditions occurs.

- IN-MODE=1, IN-65=1
   That is, there is data available for the 7/32.
- 2) OUT-MODE=1, OUT-32=0 That is, data from the 7/32 is needed by the interface.

When the RT flag is reset no interrupts will occur on device nnnnnnn0.

When the ST-32 flag is set the IN-MODE and OUT-MODE flags are ignored. Instead of providing I/O operations the interface provides 16 bits of general status on device nnnnnn0 whenever a halfword is read by the 7/32. Resetting the ST-32 flag returns the interface to normal operation. The bits returned by the read in status mode are as follows.

1	2	3	· 4	5	6	7	. 8	9	10	11	12	13	14	15	
		ST-65	IN MODE	OUT MODE	MODE	MODE2	ACT-65	IN-65	0UT-32	ΙP	BUSY	RT		DACT	

	WHERE:	BIT
	undefined	0
· ·	undefined	1
•	undefined	2
	5T-65=1 if PP is in status mode	3
	IN-MODE=1 if IN-MODE is set	4
	OUT-MODE=1 if OUT-MODE is set	5
	MODE=1 if MODE flag is set	6
	MODE2=1 if MODE 2 flag is set	7
	ACT-65 = 1 if 6000 channel not acitve	8 .
	$\overline{1N-65}$ = 1 if input buffer empty	9
	$\overline{0UT-32}$ = 1 if out put buffer empty	10
	<pre>IP = 1 if IP flag set</pre>	11
	BUSY = 1 if IN MODE set and no data available or if OUT-MODE set and no room for next data word	
	<pre>RT = 1 if RT flag set     unassigned</pre>	13 14
	DACT = 1 if 6000 channel de-activated and no data available if IN-MODE was set	15

# PROGRAMMING (6000 PP Side)

There are three functions which the 6000 PP may issue to the interface. Their format is:

11	10	9	8	7	6	5	4	3	2	1_	0
Е	Ε	Ε	HL	I/S	$c_{6}$	C <sub>5</sub>	C4	C3	C <sub>2</sub>	C <sub>1</sub>	$c_0$

Where:

is the equipment number

is the halt load bit HL

is the interrupt/status function bit I/S

 $C_6, C_5, \dots C_0$  are communication bits

## Halt Load Function (HL=1)

The Halt Load Function is signaled, by setting the HL bit to 1. When the interface receives this function it causes the 7/32 to master clear and then to load and execute the program from its loader storage unit (LSU). This is similar to a "deadstart" on the 6500. The steps taken by the PP after issuing the Halt Load Function are dependent upon the LSU program.

Interrupt Function (HL=0, I/S=1)

The Interrupt function is specified by setting HL to 0 and I/S to 1. When this function is received by the interface and no previous interrupt is pending (IP flag is not set), the following occurs:

1. The IP flag is set.

The channel is de-activated.
 Bits C6, C5...C0 are placed in SP bits SP-1 to SP-7.

4. An interrupt is requested on device nnnnnnnl of the 7/32.

When the interrupt is acknowledged by the 7/32 it should issue a read request on device nnnnnnnl. This will supply the contents of the SP-BITS and IP flag to the 7/32 and will then clear the IP flag and SP-BITS in the interface. The form of the data returned by the read is:

г								
	ΙP	C <sub>6</sub>	C <sub>5</sub>	C4	$c_3$	C <sub>2</sub>	Cl	co

If an interrupt is pending (IP is set) when this function is issued no de-activation will occur until IP is cleared (the 7/32 issues a read). In the case the PP may decide to de-activate the channel (use bit  $2^5$  in channel num to avoid hangs) in which case the interrupt request is aborted (ignored).

It is good programming practice to monitor the progress of the interrupt function by issuing a status function after each interrupt request. The status function can also be used to see if a previous interrupt  ${\bf re}$ quest is pending before issuing another interrupt.

# Status Function (HL=0, I/S=0)

The Status Function is specified by setting HL to 0 and I/S to 0. After receiving a status function the interface will go into status mode (set the ST-65 flip-flop) and will make the channel inactive. When the channel again becomes active (the PP inputs data) the interface sends one of two 12 bit status words depending on the setting of Co when the function was issued. Each time a word is read by the PP and an empty is returned to the interface, the channel will again become full with an updated copy of the selected status word. Sending a DCN to the interface will clear the status mode. The status reply words are as follows:

	_11	10	9	8,	7	6	5	4	3	2	1	0	
c <sub>0</sub> =0	IP		IN MODE	OUT MODE	SP <sub>0</sub>	SP1	SP <sub>2</sub>	SP <sub>3</sub>	SP <sub>4</sub>	SP <sub>5</sub>	SP6	SP <sub>7</sub>	
IN-MO OUT-M	IP fla l if p DE = 1 ODE = P7 = S	ower l of l l if	fai IN-MO OUT=	l on : DE f =MODE	7/32 lag fla	is s	et						BIT (11) (10) ( 9) ( 8) (7-0)

	11	10	9	88	7	6	5	4	3	2	1	0
C <sub>0</sub> =1		PF	ST 32	RT₩	DCN 65	RT	ACK2	ACK	0UT 32	IN 65	MODE2	MODE

Where:	undefined	(11)
	PF = 1 if power fail on 7/32	(10)
	ST-32 = 1 if 7/32 is in general status mode	( 9)
	RTW = 1 if 7/32 data interrupt pending	(8)
	DCN-65 = 1 if 6000 sent DCN	( 7)
	RT = 1 if RT flag set	. ( 6 )
	ACK2 = 1 if IP interrupt acknowledged	( 5)
	ACK = 1 RT (data) interrupt acknowledged	( 4)
	OUT-32 = OUT-32 flag	( 3)
	IN-65 = IN-65 flag	(2)
	MODE2 = MODE2 flag	(1)
	MODE = MODE flag	( 0 )

## PROGRAMMING (7/32 Side)

The interface appears as two separate devices to the 7/32. Thus there are two devices to program and each is significantly different.

#### Device nnnnnnn0

This device handles all data transfers and controls the format of data transfer used. The following instructions are allowed:

# 1) Command (OC or OCR)

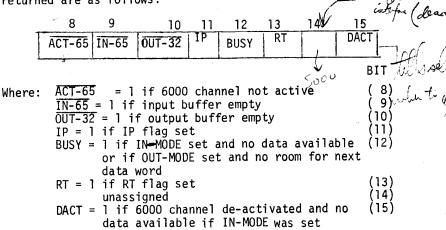
The command instruction causes the interface to change its mode of operation. The bit assignment for the command instruction are as follows:

				1	1.7	L-	1	1						
	8	9	10	11	12	13	14	15						
		DCN	ST 32	IN MODE	OUT MODE	RŤ	MODE2	MODE						
where:	unassig DCN = 1 ST-32 =	if to				0 to	clear	BIT (8) (9) (10)						
	ST-32 = 1 to set status mode, 0 to clear IN-MODE = 1 to set IN-MODE, 0 to clear OUT-MODE = 1 to set OUT-MODE, 0 to clear RT = 1 to set RT MODE, 0 to clear MODE2 = 1 to set MODE2, 0 to clear													
	MODE =	1 to s	et MOI	DE, 0	to cle	ear		(15)						

If both bits 11 and 12 are set only bits 9 and 10 have meaning. For a description of each of the 'mode' flags and their meanings, see the DATA TRANSFER section.

# 2) Status (SS or SSR)

The Status instruction reads an 8 bit status from the interface. This instruction may be used at any time. The status bits returned are as follows:



3) Read Byte (s) (RD, RDR, RB, RBR, AL, DMA access)

Read data in byte mode, the instruction should only be used when IN-MODE and IN-65 are set and MODE2 and ST-32 are clear, otherwise the 7/32 will time out. (V

4) Read Halfword (RH, RHR, DMA access)

Read a halfword of data. These instructions should only be used when IN-MODE, IN-65, and MODE2 are set. Otherwise, the 7/32

will time out. If ST-32 is set when the read is issued 16 bits of general status is returned instead of data (see DATA TRANSFER sectio

5) Write Byte (s) (WD, WDR, WB, WBR, DMA access)

Send data in byte mode. These instructions should only be used when OUT-MODE is set and OUT-32 and MODE2 are clear. Otherwise, the 7/32 will time out.

6) Write Halfword (WH, WHR, DMA access)

Send a halfword of data. These instruction should only be used when OUT-MODE and MODE2 are set and OUT-32 is clear. Otherwise, the 7/32 will time out.

## Device nnnnnnnl

This device handles all interrupts from the interface caused by PP functions. When an interrupt occurs from this device a byte type read should be done. This reads up the IP flag the SP-bits as follows.

ΙP	SP <sub>1</sub>	SP <sub>2</sub>	SP3	SP⊿	SP5	SP <sub>6</sub>	SP <sub>7</sub>	
			ر	4	) )	U	/ . 3	Ł

The IP flag and SP-BIT register in the interface are cleared by the read.

The command instruction (OC, OCR) can be used to place 8 bits of data in the SP-bits register as long as IP is not set. These bits can then be examined by the PP through the PP status function.

The status and write instructions are not defined for this device.

#### Function

The following is a list of the allowable functions which may be sent to the FEI by a PPU.  $\frac{1}{2} \frac{1}{2} \frac$ 

SELECT 1400 010 100 XXXXXXX\* (SEL)

Connect the FEI to the 6000 channel. Once this function is issued the connection remains in effect until a DESELECT is issued. While selected no functions or data received by the FEI will be passed on to other 6000 devices which are connected past this device on the channel daisy chain.

DESELECT 2410 010 100 YYYYYY\* (DES)

Disconnect the FEI from the 6000 channel thereby allowing the pass-on network to function in the normal CDC manner.

The two functions described above are similar to the way a CDC 6684 operates.

\*These six bits are strapable to any combination of 0's and 1's but XXXXXX must differ in exactly 1 bit position from YYYYYY.

ADDRESS UPPER 001 000 000 WWW (SAU) /000

This function sets the upper 3 bits (WWW) of the 19 bit address from which the first read or write will take place.

ADDRSS MIDDLE 201 1WWWWWWW (SAL) 1400

The function sets - bits  $2^8$   $2^{15}$  (W's) of the 19 bit address from which the first read or write will take place.

HALT LOAD 011 adddddddd d = don't care (HL) 3 0 00

Cause the 7/32 to initialize and then read up to 16 bytes of data from device 5 on the multiplexer bus.

INTERRUPT 011 ddddddddd d = don't care (INT)

Causes an interrupt from device 5 on the Interdata multiplexer bus.

LOAD PROGRAM 110 ddddddddd d = don't care (LP)

Prepare to accept 8 bit bytes of data from the PPU which will be placed in a 16 byte memory starting at location 0. This memory is used by the 7/32 whenever it attempts to read from device 5.

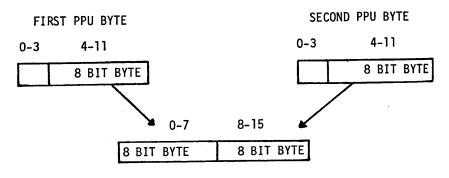
# Modes

There are two modes for date transfer, MODE nad MODE 1.

# MODE 1

1) WRITE - data from the PPU to the 7/32.

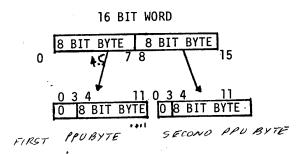
Two consecutive 12 bit bytes are used to create a single 16 bit word to be stored in the 7/32 memory. Only the bottom 8 bits of each 12 bit PPU byte is utilized. The 8 bit byte devised from the first PPU byte is always placed in bits 0-7 of the 16 bit word. The next 8 bit byte derived is always stored in bits 8-15 of the 16 bit word. If after receiving the first 8 bit byte a DCN is received the lower 8 bits (8-15) will be set to 0.



16 BIT WORD

2) READ - data from the 7/32 to a PPU

Each 16 bit word from Interdata memory is divided into two 8 bit bytes. Each byte is packed into the lower 8 bits (4-11) of a 12 bit PPU byte and sent to the PPU. The top 8 bit byte (bits 0-7) is always sent first followed by the lower byte (bits 8-15).

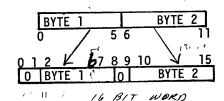


## Mode 0

1) WRITE - data from the PPU to the 7/32

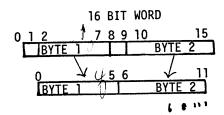
A 12 bit PPU word is considered to contain two 6 bit bytes. Byte 1 is bits 0-5, byte 2 is bits 6-11. These two 6 bit bytes are placed in 8 bit bytes of a 16 bit word with the undefined bits (0-1 and 8-9) being set to 0.

#### PPU BYTE



2) READ - data from the 7/32 to the PPU

A 16 bit word from Interdata memory is assumed to contain two 6 bit bytes as sub-bytes of its normal 8 bit bytes. These two 6 bit bytes are packed into one 12 bit PPU byte.



PPU BYTE

The following functions are MODE dependent. In each case the mode is determined by the value of M. The value of aaaaaaaa\* is used as the lower (bits  $2^7 - 2^0$ ) 8 bits of the address from which the first read or write will take place.

READ 100 Maaaaaaaa (RM)

When this function is issued the FEI begins reading data from the 7/32 memory. Each time a word is read from memory the address is incremented by 1. Since there are two 16 bit buffers in the FEI, the interface will almost always be two words ahead of the channel. When the channel becomes active consecutive bytes of data (depending on mode) will be transmitted to the PPU. When the PPU sends a DCN to the FEI all data transmission will halt and the current function (READ) will be cleared. Any data left in the interface will be lost.

\* NOTE ALL ADDRESS VALUES ARE HALF WORD ADDRESSES

If an error condition (parity error or read from non-existant memory) should arise this information will move with the corresponding data through the FEI. If the PPU attempts to read the bogus data (accepts it by sending an empty reply) the FEI will DCN the channel when it receives the empty signal. In this case the current function is not cleared and the type of error can be found by doing a STATUS function (see status). Issuing any other function will clear the error condition and resume normal operation.

READ AND SET

101 daaaaaaaa

d = don't care (RSM) 5 test

This function prepares the FEI to do a at and set type read from a single location in the 7/32 common memory. The MODE is always forced to 1 so that exactly 2 bytes of data will be received by the PPU. After the second byte has been received the channel remains empty until the transfer is terminated by the PPU with a DCN. Note that the address register is not changed by this function.

WRITE

111 Maaaaaaaa

7400

This function allows the PPU to write data into the 7/32 memory. When the channel becomes full the FEI will accept the data and return an empty to the channel. This process will continue until the PPU sends DCN or an error has occured. The only error that can occur on a write is a reference to a non-existant memory location. When this happens the FEI will DCN the channel and set the corresponding status bit. Since the FEI double buffers the data an unhangable DCN instruction should be used to protect against channel hangs.

STATUS

bbbbbbb 0000

d = don't care (ST) 0000

This function allows the reading of status information by the PPU. When the channel becomes active the 12 bit status byte is sent to the PPU. Each time the PPU accepts a status byte a new updated status byte is sent to the PPU. The process is terminated when the PPU DCN's the channel.

# 0 1 2 3 4 5 6 7 8 9 10 11 ABCDEFGHIUUU 10011/00041

STATUS BYTE

Where:

A = set to 1 whenever the 7/32 is initialized

B = set to 1 when an attempt is made to write to a non-existant

memory location in the 7/32

CD = a two bit status detailing the condition of the last byte accepted by the PPU on a read.

> no error data is valid 00

01 parity error

memory malfunction 10

read from non-existant 11

E = value of the mode bit when error occured when F = set to 1 if a read was in progress ehr an error occured

G = set to 1 if a write was in progress ehr an error occured

H = a Halt Load function is in progress

I = an Interrupt request is pending

U = undefined at this time

d = don't care CLEAR INITIALIZE 0001 dddddddd

This function allows the PPU to clear the Initialize flag in the status register.

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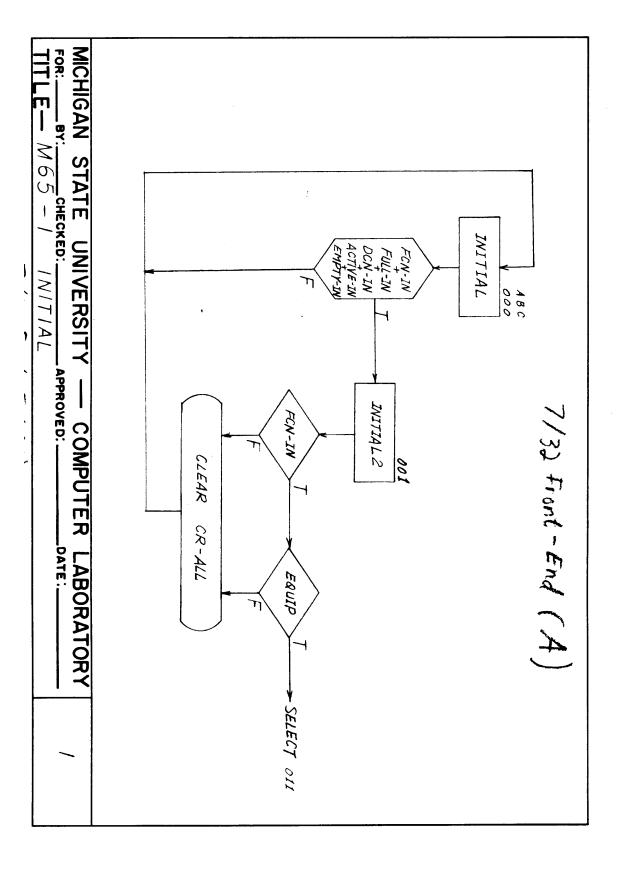
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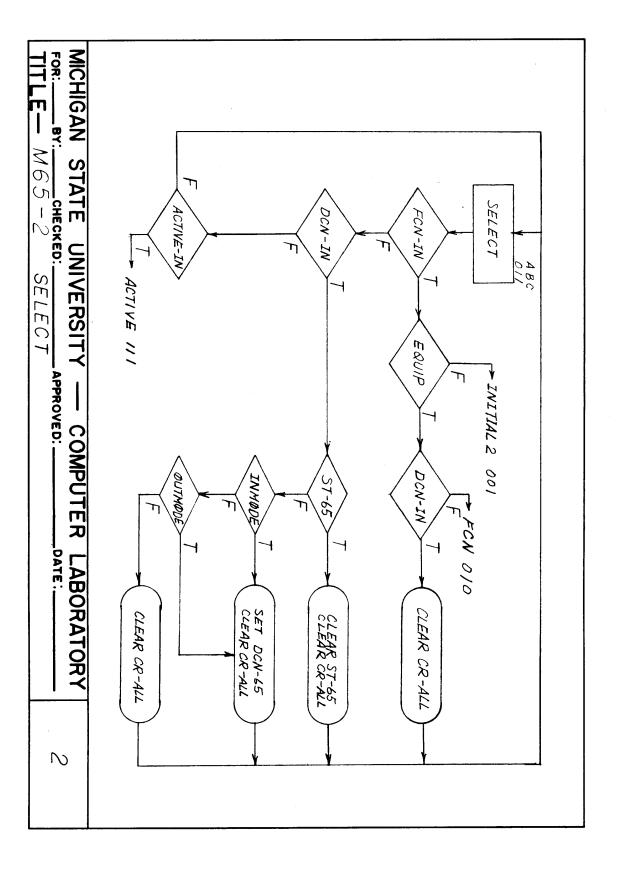
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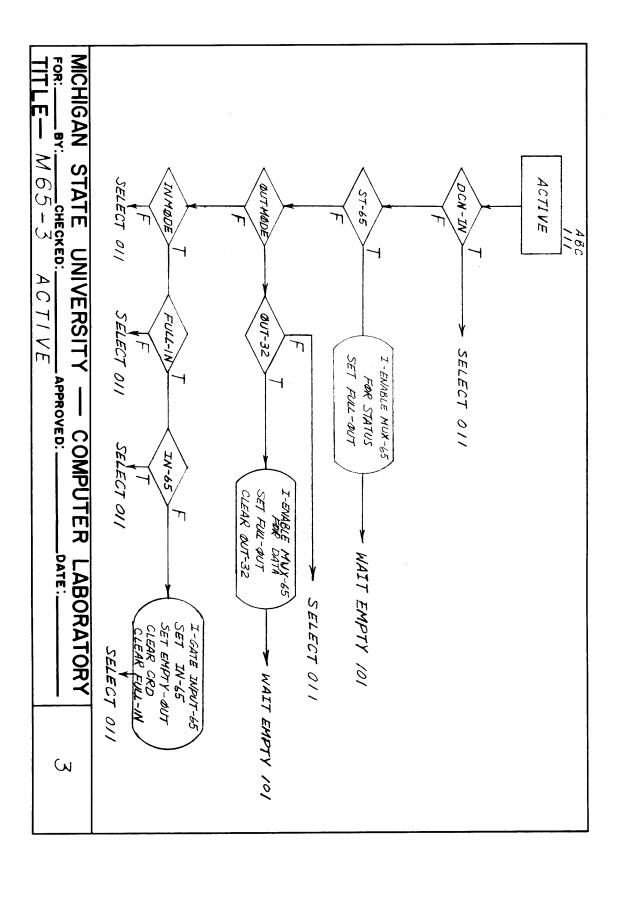
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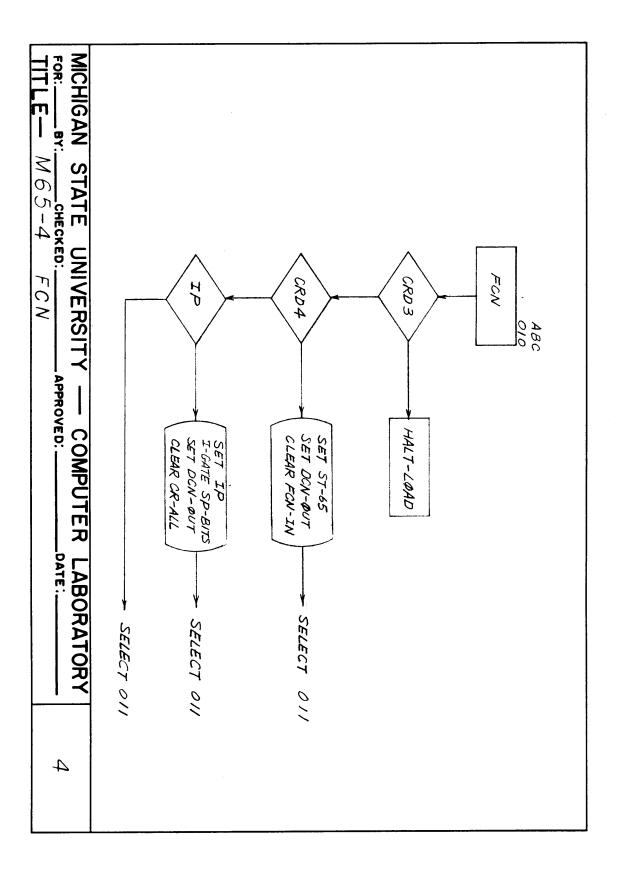
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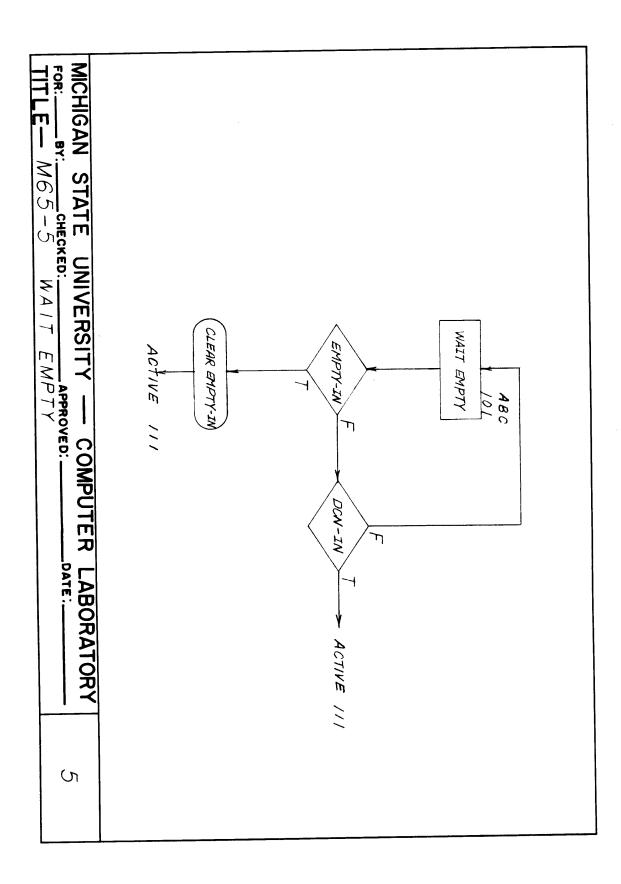
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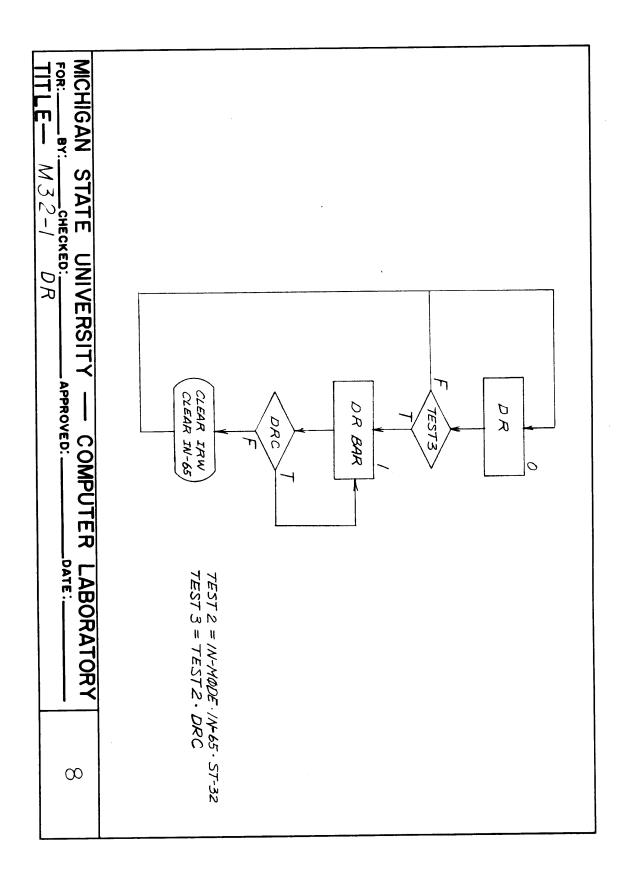


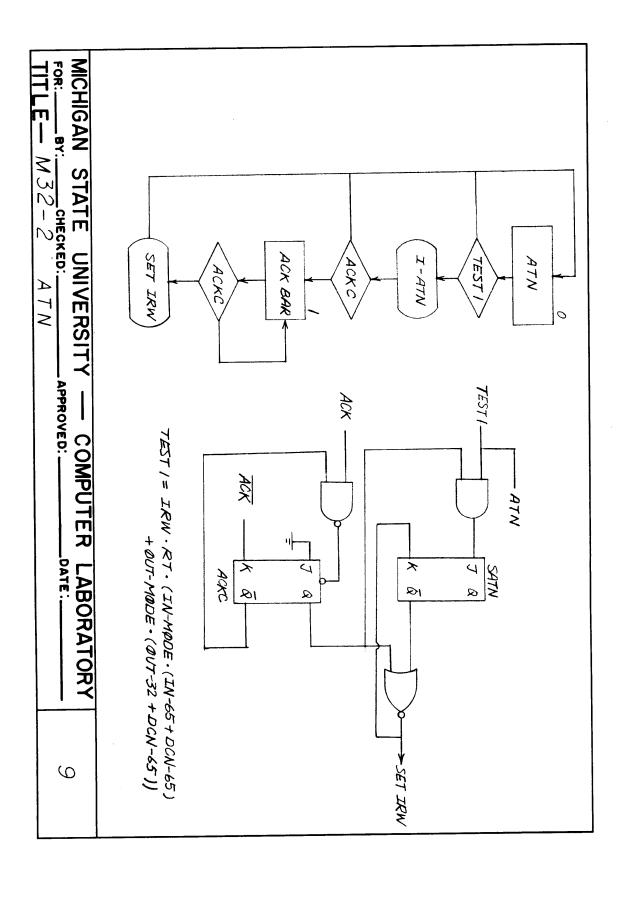


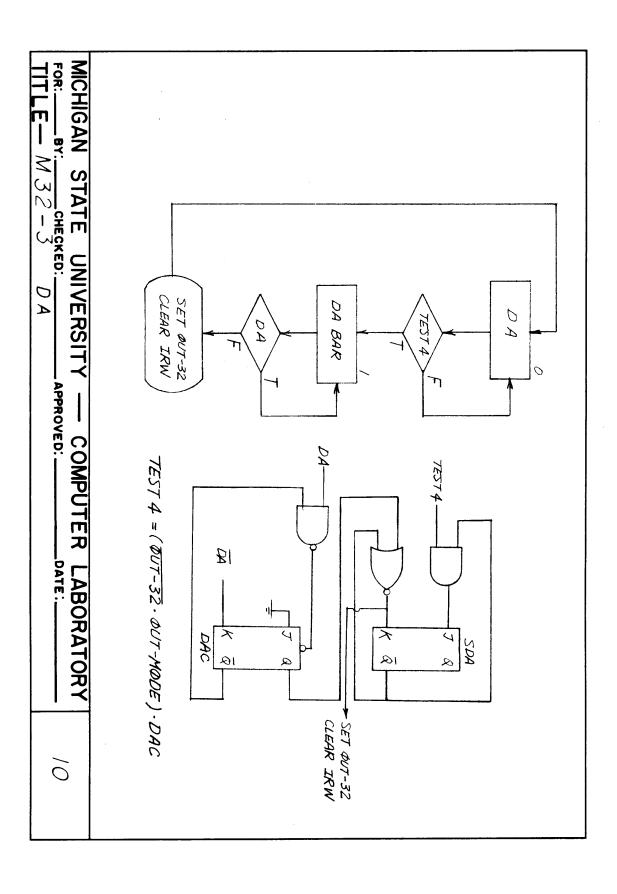


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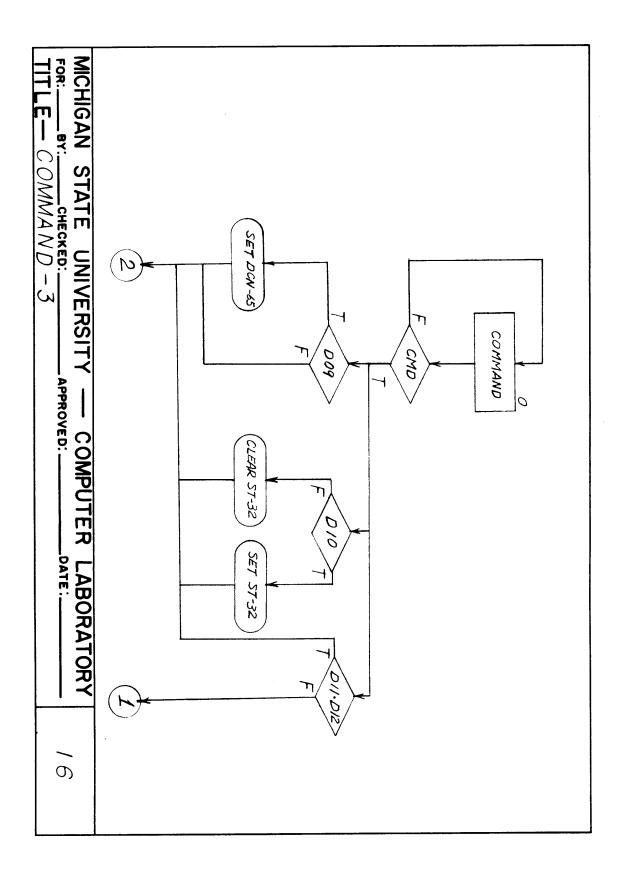
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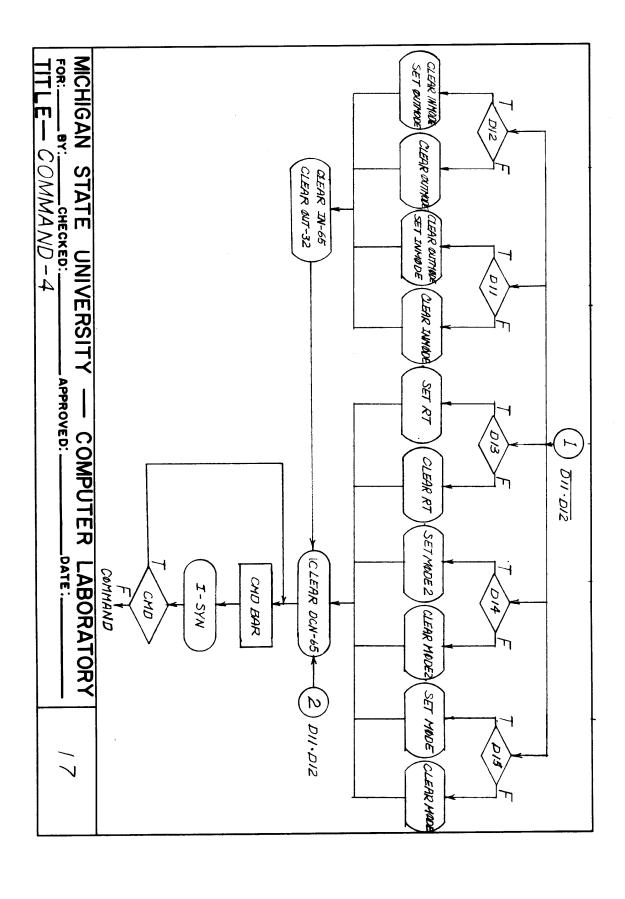
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	TE UN		р03	0		CRD1	0		And a second	
i			р04	0		CRD2	CRD0			
	Æ		D05	0	:	CRD3	CRD1			
	RS		р06	0		CRD4	CRD2			
	UNIVERSITY		<b>D</b> 07	0		CRD5	CRD3	0	0	0
;		_	р08	ISO		0	CRD4	DAO	DAO	IP
	<b>8</b>		D09	IS1		0	CRD5	DA1	DAl	SPl
-	APPROVED:		D10	182		CRD6	CRD6	DA2	DA2	SP2
	<b>1</b>		D11	IS#		CRD7	CRD7	DA3	DA3	SP3
	COMPUTER		D12	BSY		CRD8	CRD8	DA5	DA5	SP4
	H		D13	EX		CRD9	CRD9	D <b>A5</b>	DA6	SP5
	א		D14	EOM		CRD10	CRD10	DA6	DA6	SP6
	2 C		D15	9T	ST15	CRD11	CRD11	0	1	SP7
	LABORATORY									
	12									

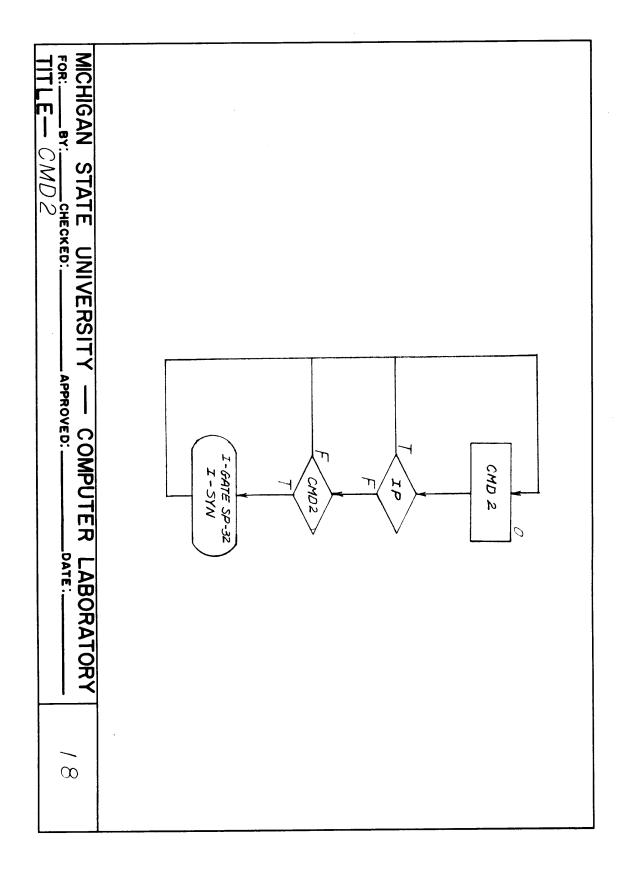
MICHIGAN STATE UNIVERSITY FOR: \_\_\_\_\_BY: \_\_\_\_\_\_CHECKED: \_\_\_\_\_\_TITLE-- MUX-65 CRD11-MODE I-ENABLE MUX-65 FOR STATUS
I-ENABLE MUX-65 FOR DATA APPROVED: \_ - COMPUTER LABORATORY \_DATE:\_ /3

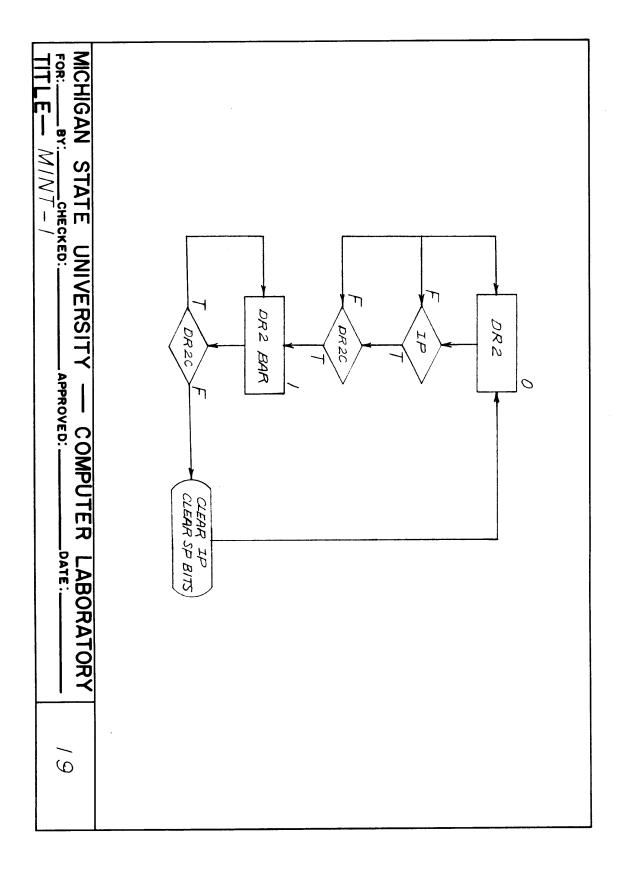
MICHIGAN FOR:BY TITLE—			*
lOi.		SR STATU	S BITS
STATE OMMA		BIT	
SHE F		0	ACN-IN
Z CX E		1	IN-65
		2	OUT-32
ED:		3	IP
7		4	IN-MODE.IN-65+OUT-MODE.OUT-32
		5	RT
		6	
<del>2</del>		7	DCN-65. (IN-MODE. IN-65+OUT-MODE)
APPROVED:			
2	<u> </u>		
	_]		
DATE:			
ع ا			
PATE:			
4	€		
14			

Tor. MC		70
띮읦		
HEY:	COMMAND	BITS
ST	,	
STATE	BIT	FUNCTION
A H M	р08	_
Sã ⊂	р09	SET DCN-OUT
Y: COMMAND -2	<b>D10</b>	STATUS
UNIVERSITY	D11	IN-MODE 7 BOTH=1, IGNORE  REMMINDER OF COMMAND.
<del>Z</del> Z	D12	OUT-MODE
	D13	RT
	D14	MODE2
APPROVED:	D15	MODE
OVE (		
COMPUTER		` <u> </u>
9		
LABORATORY		
BO		
×		
4		
~		
15		









OUT-MUX  1. DCN-65 (6500SETDCN)  2. SET BY: Ā(65).B(65).C(65).(FCN-IN.DCN-IN.ST-65.(IN-MODE+OUT-MO  CLEARED: BY: COMMAND  2. ST-65  SET BY: Ā(65).B(65).C(65).(CRD3.CRD4)  CLEARED BY: Ā(65).B(65).C(65).(FCN-IN.DCN-IN.ST-65)  5. IP  SET BY: Ā(65).B(65).C(65).(CRD3.CRD4)  CLEARED BY: Ā(65).B(65).C(65).(CRD3.CRD4)  CLEARED BY: DR3.BAR.(DR2C)  4. EMELWARYT  N  SET BY: A(65).B(65).C(65).(DCN-IN.ST-65.IN-MODE.FULL-IN.IN-65)	$\sim$
2. SET BY: A(65).B(65).C(65).(FCN-IN.DCN-IN.SI-65.(IN-HODE+OUI-HOO  CLEARED: BY: COMMAND  2. ST-65  SET BY: A(65).B(65).C(65).(CRD3.CRD4)  CLEARED BY: A(65).B(65).C(65).(FCN-IN.DCN-IN.ST-65)	`\
2. ST-65  SET BY: A(65).B(65).C(65).(CRD3.CRD4)  CLEARED BY: A(65).B(65).C(65).(FCN-IN.DCN-IN.ST-65)	DE)
CLEARED BY: A(65).B(65).C(65).(FCN-IN.DCN-IN.ST-65)	
CLEARED BY: A(65).B(65).C(65).(FCN-IN.DCN-IN.ST-65)	
CLEARED BY: A(65).B(65).C(65).(FCN-IN.DCN-IN.ST-65)	
* IP  SET BY: \$\overline{A}(65).B(65).\overline{C}(65).(\overline{C}RD3.CRD4)}	
SET BY: $\overline{A}(65)$ , $\overline{B}(65)$ , $\overline{C}(65)$ , $\overline{C}(\overline{CRD3}$ , $\overline{CRD4}$ )	
l	
CLEARED BY: DRG.BAR. (DR2C)	
4. EVETYONYT N	
<b>S</b> ET BY: A(65).B(65).C(65).( <del>DCN-IN.ST-65.IN-MODE.FULL-IN.IN-65</del> )	
CLEARED BY:	
CLEARED BY:  5. EMBLYOUT  SET BY: A(65).B(65).C(65).(DCN-IN.ST-65+OUT-MODE.OUT-32)	
SET BY: A(65).B(65).C(65).(DCN-IN.ST-65+OUT-MODE.OUT-32)	
CLEARED BY:	
6. IN-65	
SET BY: A(65).B(65).C(65).(DCN-IN.ST-65+OUT-MODE.OUT-32)  CLEARED BY:  6. IN-65  SET BY: A(65)B(65)C(65).(DCN-IN.ST-65.IN-MODE.FULL-IN)  CLEARED BY: DR BAR.(DRC)	
7. OUT-32	
SEI BI: DA BAR. (DAC)	
CLEARED BY: A(65)BE(65)CC(65), (DCN-IN.ST-65, OUT-MODE)	
8. DCN-OUT  SET BY: A(65).B(65).C(65).(CRD3.(CRD4-IP))+COMMAND(D09)	
CLEARED BY:	
9. IRW Y	
SET BY: ACK BAR. (ACKC)  CLEARED BY: DA BAR. (DAC) + DR BAR. (DRC)	
CLEARED BY: DA BAR. (DAC) + DR BAR. (DRC)	

TIT	FOR:	MICH			OUT-MUX	12
			10.	MODE	Y	
	1 84	IGAN		SET BY: COMMAND.(D15.(D11.D12))		
	ì	S		CLEARED BY: COMMAND. (D15. (D11.D12))		
		TAT	11.	MODE2	<b>y</b>	
	CHE	TE		SET BY: COMMAND. (D14. (B11.D12))		
	CHECKED	_		CLEARED BY: COMMAND. (D14. (D11.D12))		
	Ö	Z	12.		Y	
		KE		SET BY: COMMAND. (D13. (D11.D12))		
		RS		CLEARED BY: COMMAND. (D13. (D11. D12))		
	l	UNIVERSITY	13.	OUT-MODE	Y	
	Į ₽	•		SET BY: COMMAND. (D12.D11)		
	APPROVED:			CLEARED BY: COMMAND. (D12)		
	VE D	ဂ		IN-MODE	Y	
	Ï	COMPUTER		SET BT: COMMAND. (D11. D12)		
		<b>P</b>		CLEARED BY: COMMAND. (D11)		
	١	TE	15.	ST-32	Ä	
	l	Z		SET BY: COMMAND. (D10)		
	,UAIE.		,,,	CLEARED BY: COMMAND. (D10)	Y	
	ï	ABC	10.	PF	-	
	١	×		SET BY: CLR07 CLEARED BY: CLEAR		
	١	77(		CLEARED BI. CHERK		
	l	ATORY				
$\vdash$	<u> </u>		<u>'</u>			
			,			
	٦	V				
		_				
L			1			

ACTIVE = S(111)-= ABC

Ka = ABC.DCN-IN+ABC.DCN-IN.ST-65.(OUT-MODE+OUT-32)

**LA** = ABC. DCN-IN. ST-65+ABC. DCN-IN. ST-65. OUT-MODE. OUT-32

MUX 65-ST= ABC. DCN-IN. ST-65

FULL-OUT\_ABC.DCN-IN.ST-65+ABC.DCN-IN.ST-65.OUT-MODE.OUT-32

INPUT-65-= ABC. DCN-IN. ST-65. IN-MODE. FULL-IN. IN-65

IN-65 = ABC. DCN-IN. ST-65. IN-MODE. FULL-IN. IN-65

EMPTY-OUT = ABC. DCN-IN. ST-65. IN-MODE. FULL-IN. IN-65

CLEARED CRD = ABC. DCN-IN. ST-65. IN-MODE. FULL-IN. IN-65

CLEARED FULLIM-ABC. DCN-IN. ST-65. IN-MODE. FULL-IN. IN-65

CLEARED OUT-32 = ABC. DCN+IN. ST-65. OUT-MODE. OUT-32

 $FCN = S(010) = \overline{\overline{A}B\overline{C}}$ 

 $Ja = \overline{A}B\overline{C}.CRD3$ 

ST-65 = ABC. CRD3. CRD4

DCN-OUT = ABC. CRD3. CRD4+ABC. CRD3. CRD4. IP

CLEAREDEN-IN = ABC. CRD3. CRD4

 $Jc = \overline{ABC} \cdot \overline{CRD3}$ 

IP-=ABC, CRD3, CRD4, IP

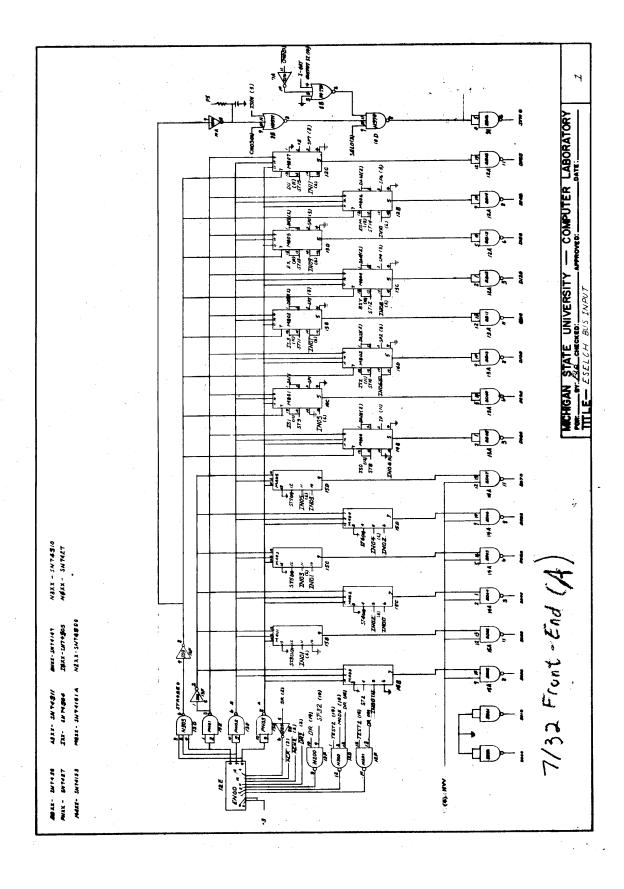
CLEAR CR-ALL = ABC. CRD3.CRD4.IP

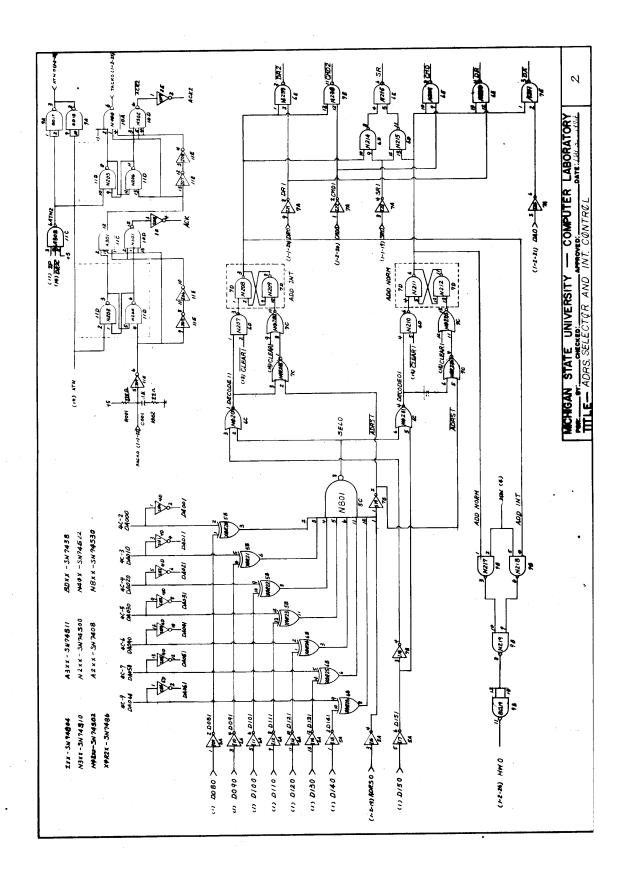
SP-BITS = ABC. CRD3. CRD4. IP

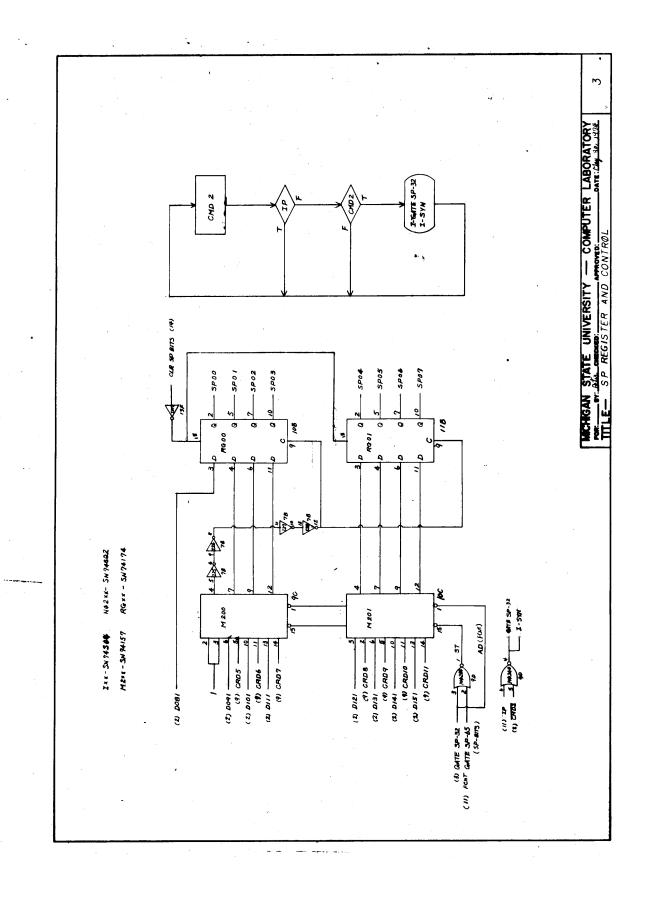
WAIT EMPTY =  $S(101) = \overline{ABC}$ 

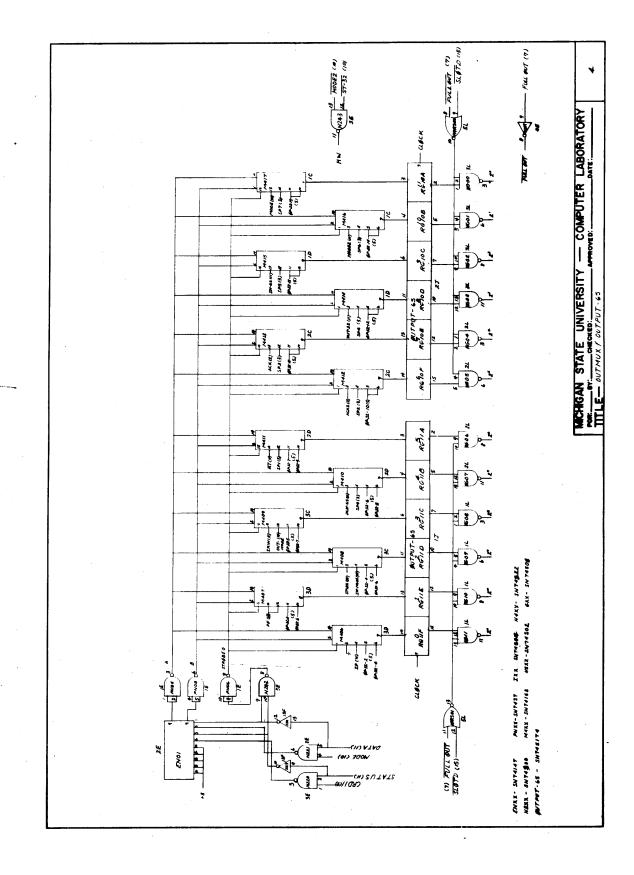
 $J_B = (\overline{ABC}.EMPTY-IN)+(\overline{ABC}.DCN-IN)$ 

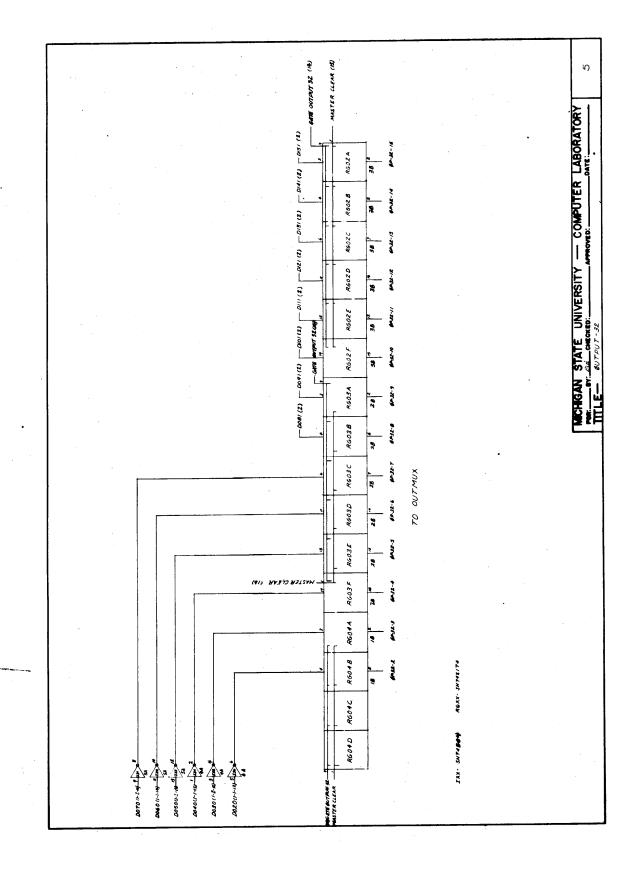
CLEAR EMPTY-IN-= ABC. EMPTY-IN

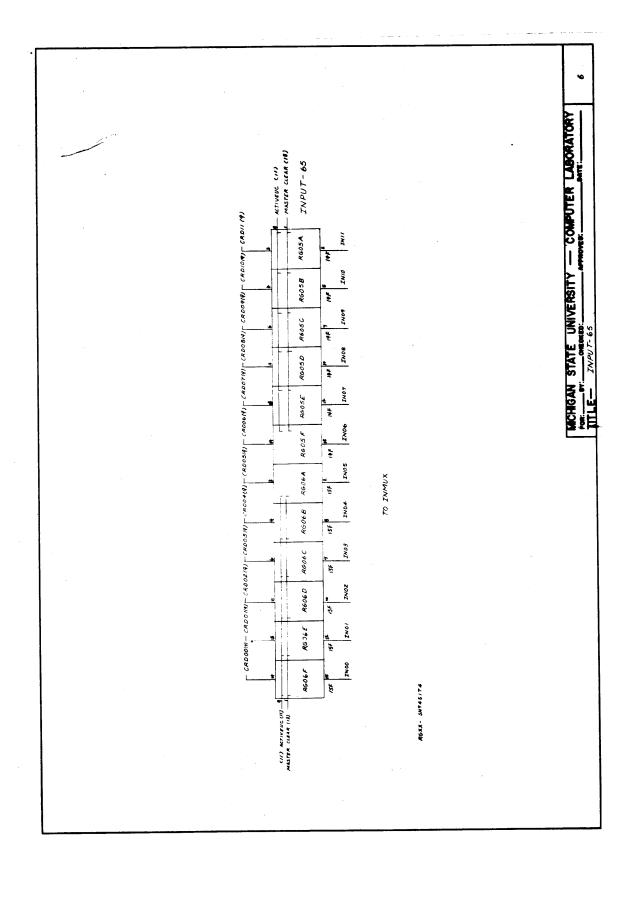


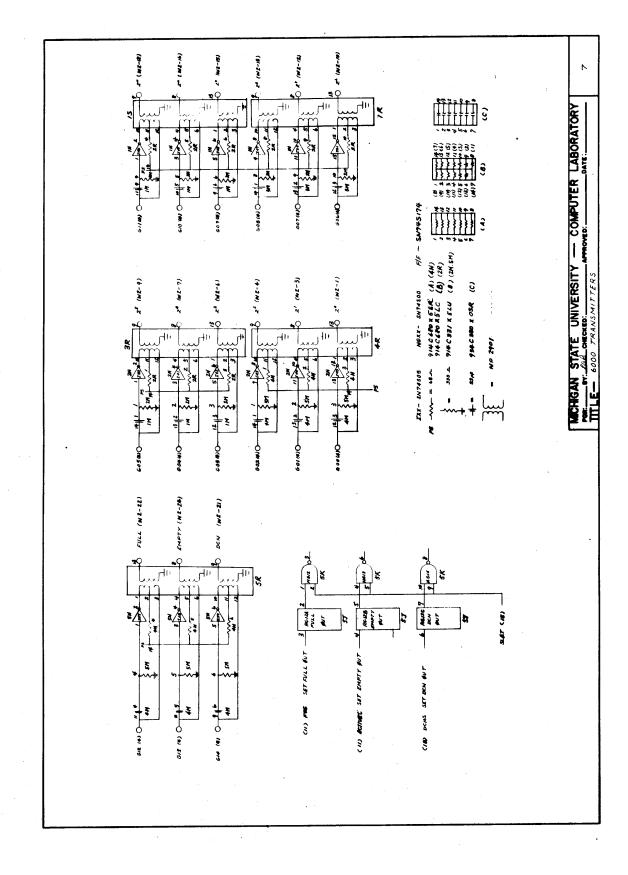


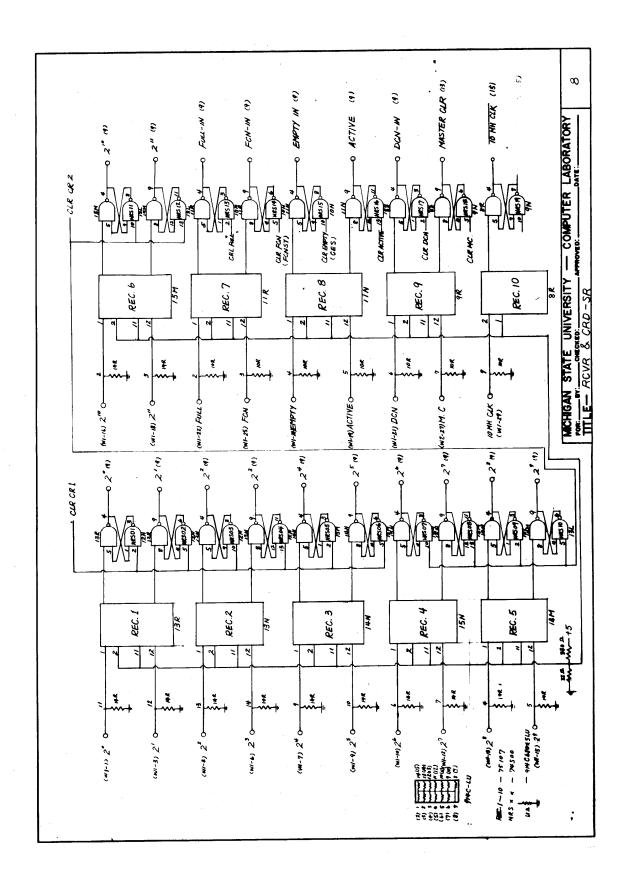


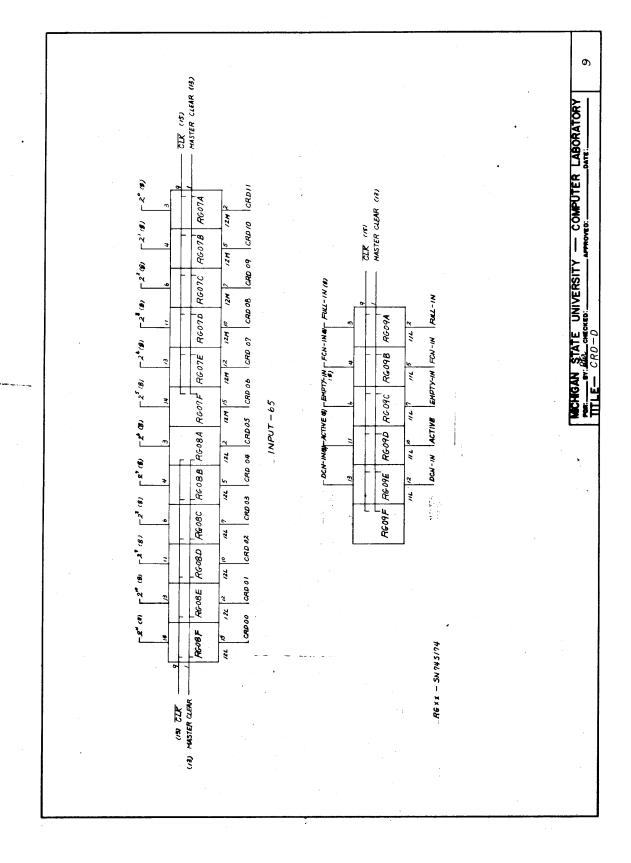


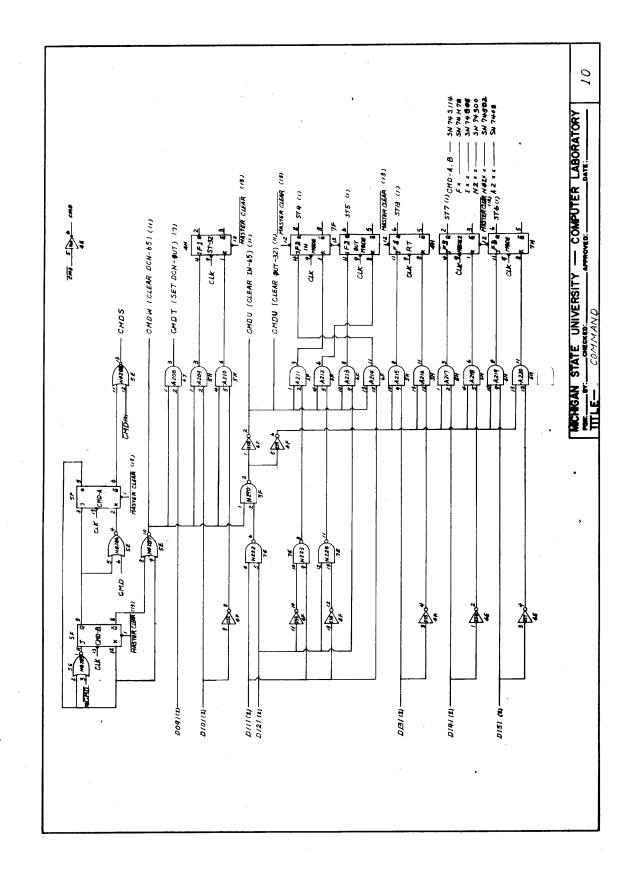


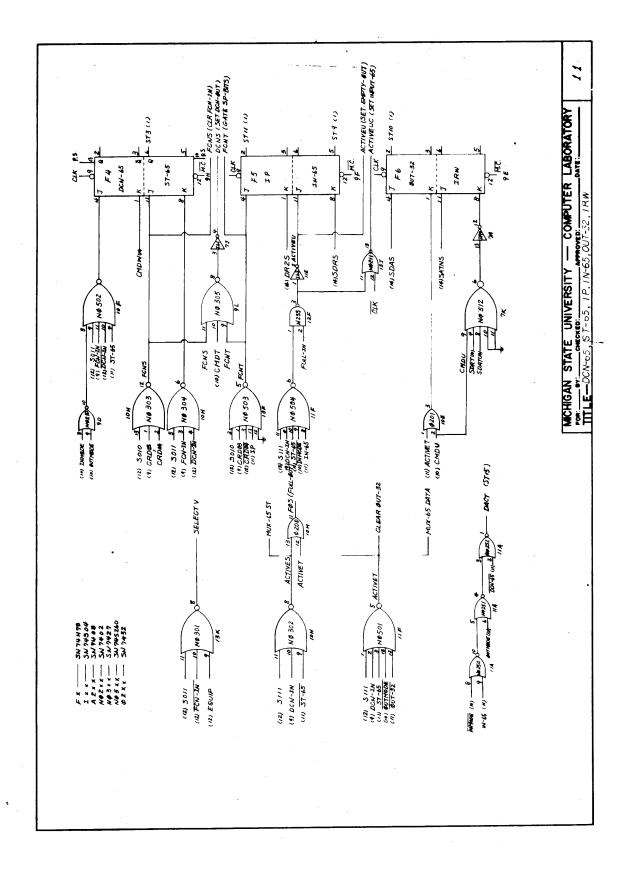


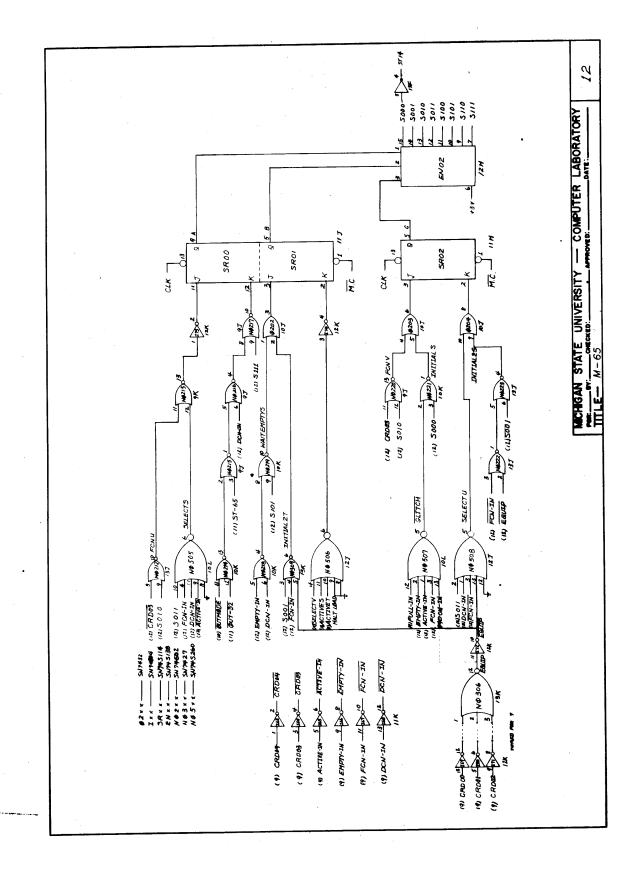


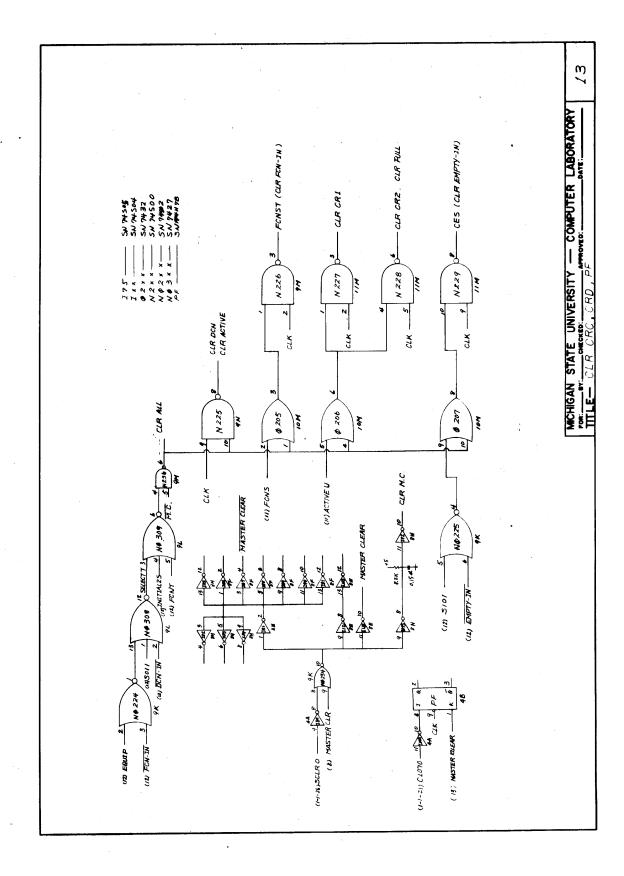


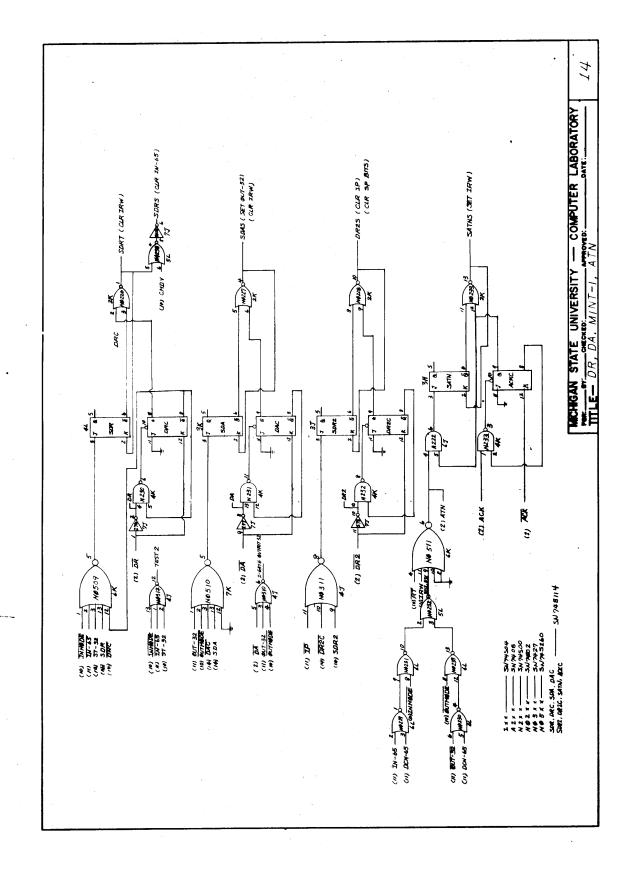


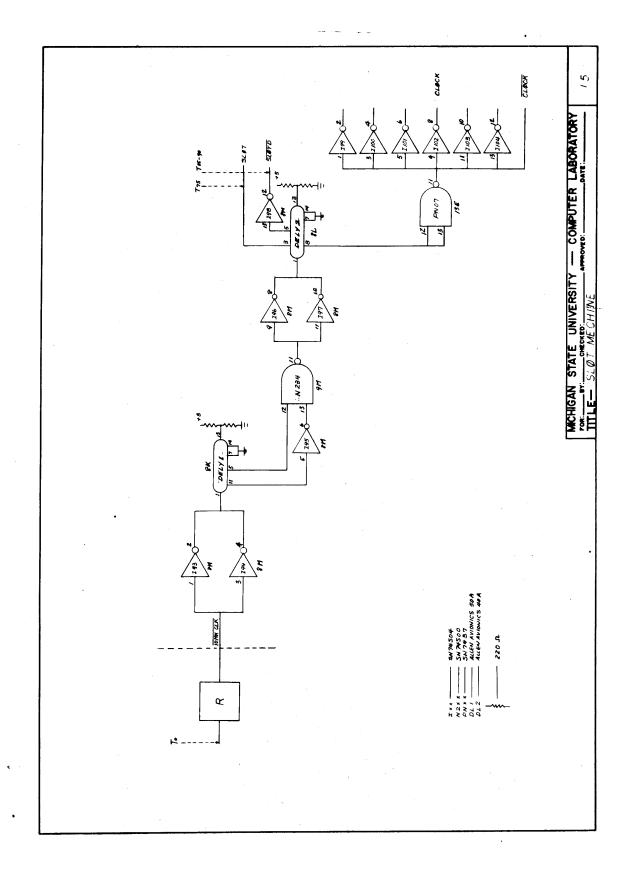


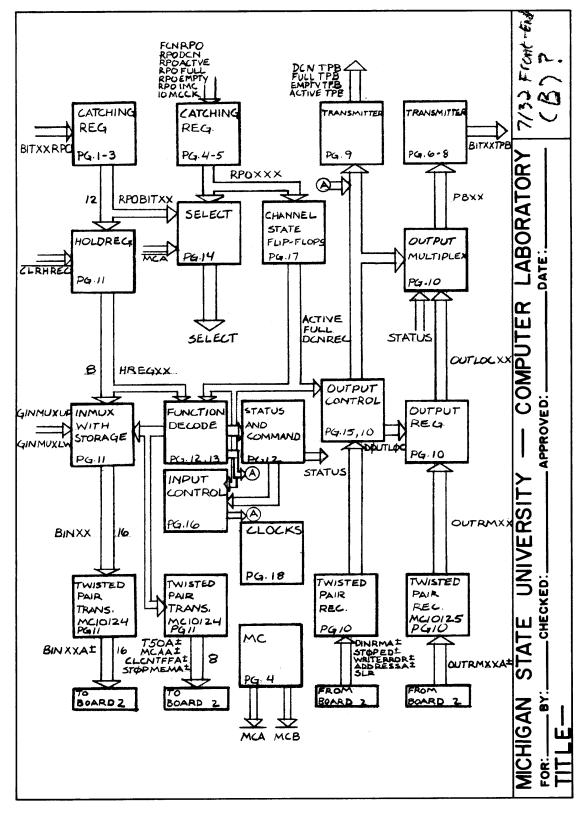










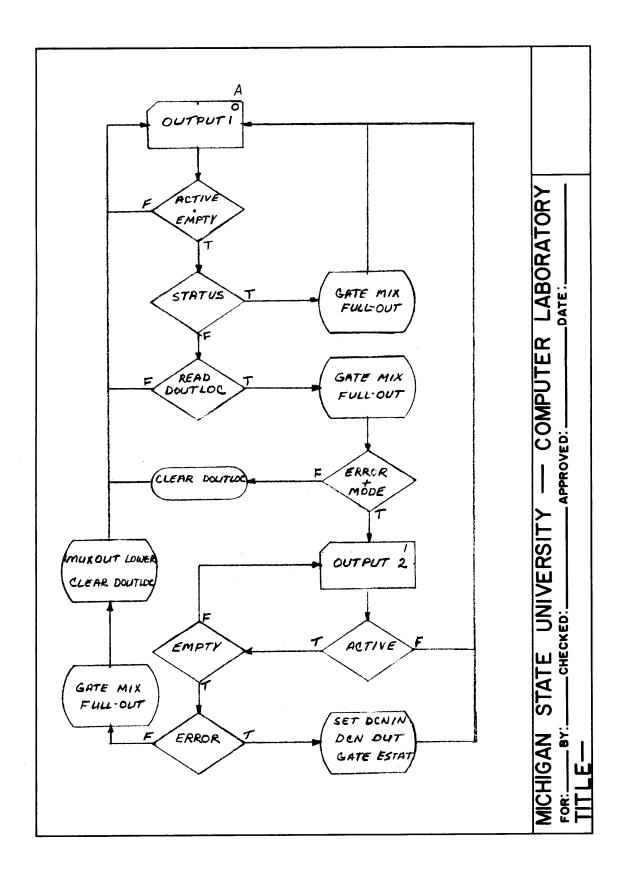


(OUTPUT A & STATUS) & OUTPUT OUTPUT H = READ & DOUT LOC OUTPUT A ACTIVE & EMPTY OUTPUTB = ERROR & MODE OUTPUT C = OUTPUT D = OUTPUTA COUTPUT B JOUTPUT ACTIVE . EMPTY READ DOUTLOC ·(ERROR+MODE) = OUTPUT D LOUTPUT C DUTPUTE OUTPUT DIOUTPUT OUTPUT & ERROR OUTPUT F OUTPUTE & OUTPUTF OUTPUTG = ACTIVE . EMPTY . READ DOUTLOC KDOUTLOC = \*OUTPUT· (ERROR + MODE) + OUTPUT. ACTIVE. EMPTY · ERROR (OUTPUTC + OUTPUTE) + OUTPUTG OUTPUT ACTIVE EMPTY (STATUS GATEMUXOUT= +READ-DOUTLOC)+OUTPUT-ACTIVE 'EMPTY · ERROR (OUTPUT BAOUTPUTH) TOUTPUTG GATE MUX OUT FULLOUT ACTIVE & EMPTY KOUT PUT OUTPUT. ACTIVE. EMPTY. ERROR MUXOUTLOW = = OUTPUTG ACTIVE EMPTY ERROR OUTPUT DCNOUTA OUTPUT BY OUTPUT 1 ERROR DCNOUT SETDONIN

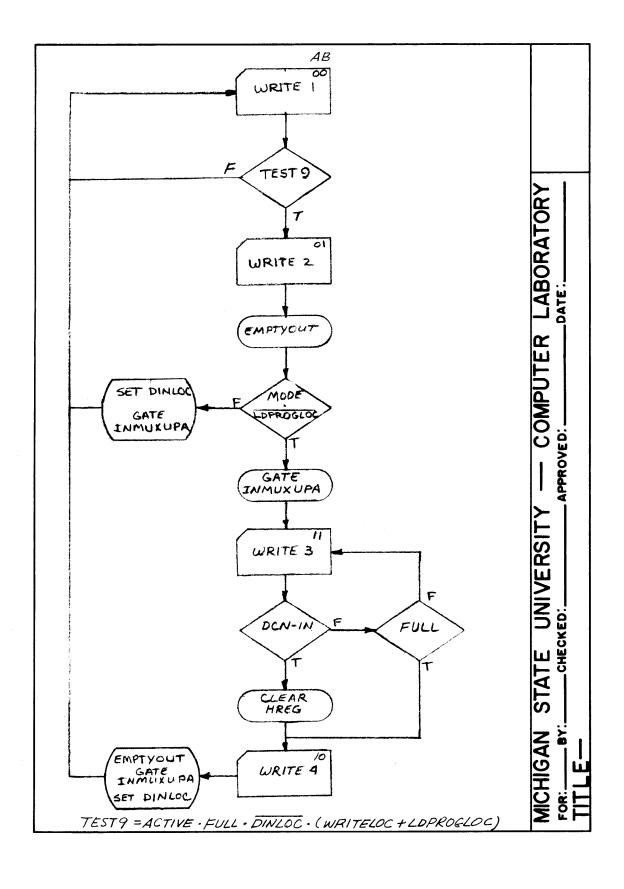
LABORATOR

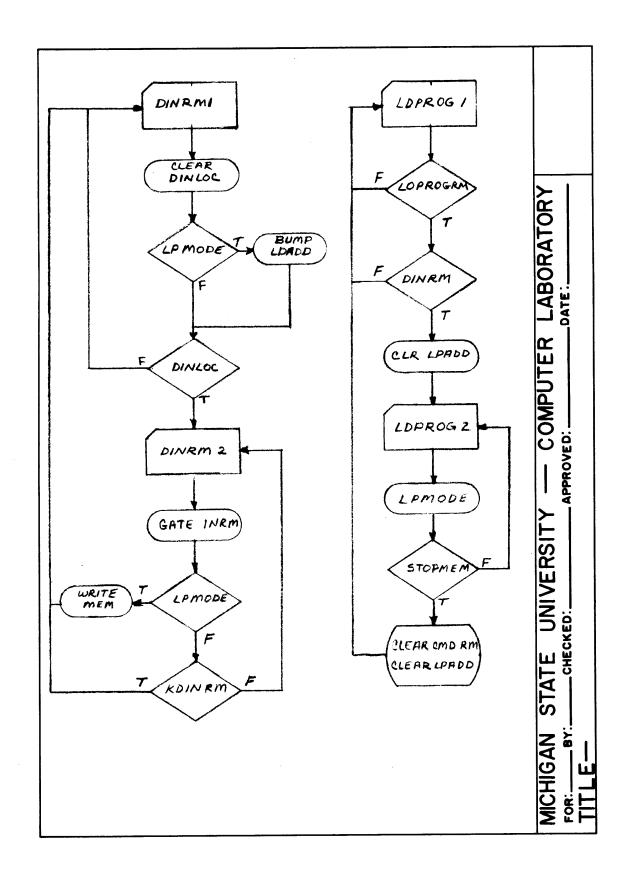
STATE

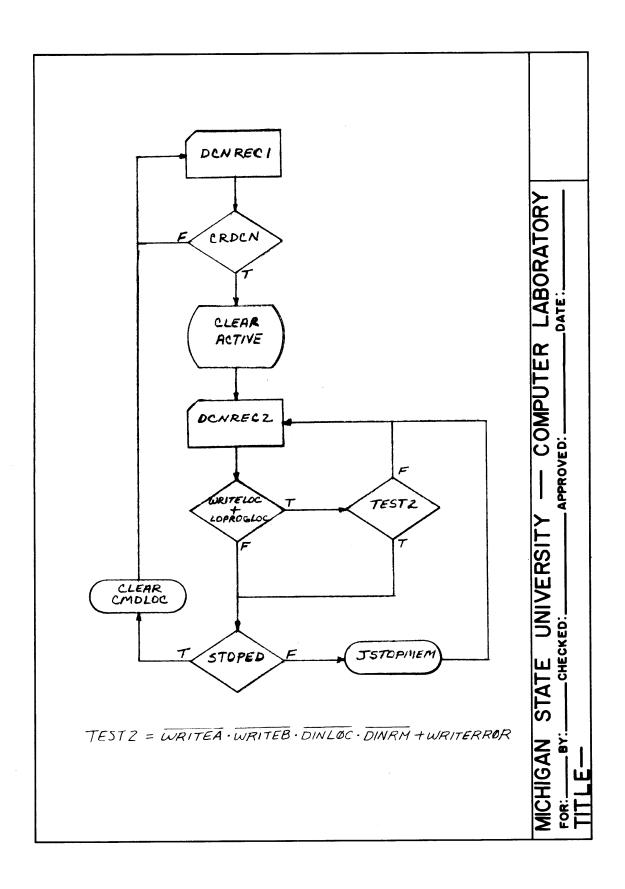
MICHIGAN



WRITE	· E	=	WRITEAT WRITE B		
WRITE	c	=	WRITEAL WRITE B		
WRITE	D	-	LDPROGLOC & MODE		
JWRIT	EA	ecolor terre,	WRITEA . WRITEB . LDPROGLOC		$\dashv$
			·MODE	OR	
		=	WRITEC A WRITED	AT(	
KWRIT	EA	=	WRITEB	JR/	
JWRIT	TEB		WRITE A. ACTIVE . FULL	<b>1</b> B(	
			· DINLUC · (WRITELOC V	7	
			LDPROGLOC)	<b>~</b>	
		=	WRITEA & ACTIVE V FULLY	JTE	
			DINLOC V (WRITELOC V LDPROGLOC)	Æ	
GINMU	XALL		WRITEA. WRITE B. (MODE+LOPROGLOC)		!
			WRITE C & WRITE D		
KWRIT	EB	=	GINMUXALL + WRITEA. WRITE B		
			·(DCNIN+FULL)	<b>&gt;</b>	
		gate.	GINMUXALLA (WRITEAN (DENINA FULL))	Ti:	
EMPTY	DUT		WRITEA · WRITE B+NRITE A · WRITEB	R	
		and the second	WRITEC + WRITEE	<u>&gt;</u>	
JDINLO	٢	=	WRITEA. WRITEB. (MODE+LOPROGLOC)	SE	
			+ WRITE A. WRITEB	2	
		=	BINMUKALLA WRITEE	NE STE	
GINMU	XUP	=	WRITE A. WRITE BYMODE: LDPROGLUC)	STA	
		=	JWRITEA	١.	!
CLHRE	EG	=	WRITEA·WRITEB·DONIN	GAN	֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓
		6	WRITEAT WRITEB A DONIN	Ħ	
GINMU	XLW	=	WRITEA. WRITEB = WRITEE	MIC	目
					لـــٰــا







STOPED = MEMCONT & STOPMEM

RDERROR = NONEXISTM 1 (STOPMEM )

MEMCONT) + (READRM + DOUTRM)

JMEMCONT= (NON EXISM + (STOPMEM )

MEMCONT)) & ((READRM &

DOUTEM ) Y (WRITERMY DINRM))

MEMGO = JMEMCONT VCKIDONS

CLCMDRB = MEMCONTO + READSET +

(READRM & DOUTRM)

MEMCONTC = MEMCONT + MEMDONE

MEMIDONE = REQFF & SELL

KMEMCONT = MEMCONT V ((READRM V

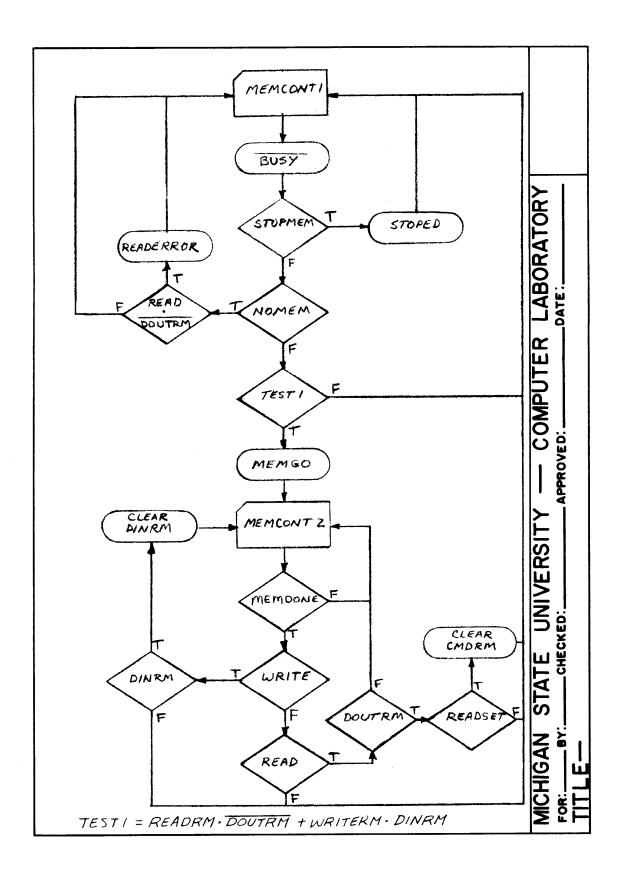
DOUTRM) & (WRITERMAY

DINRM) + (READRM + WRITERM))

CLCMDRMB = (MEMCONTC+WRITERM+

DINRM)

BY: CHECKED:



JSELA = SELB + DESELT

DCNOUTD = SELAT SELBT PAUSE

KSELA = (SELBTSELT)TOCNOUTD

JSELB = SELT & SELA

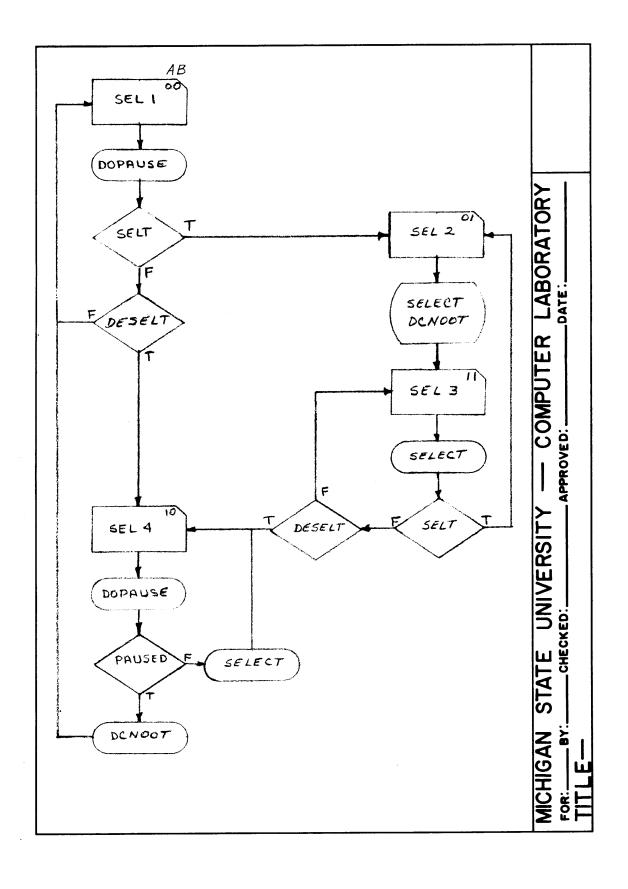
KSELB = SELA + DESELT

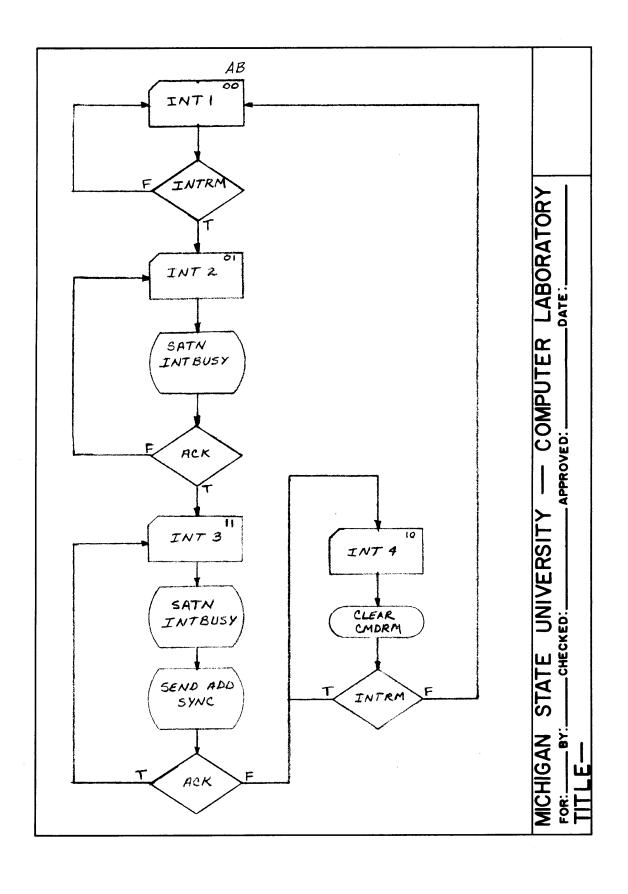
DCNOUTE = SELA 1 SELB

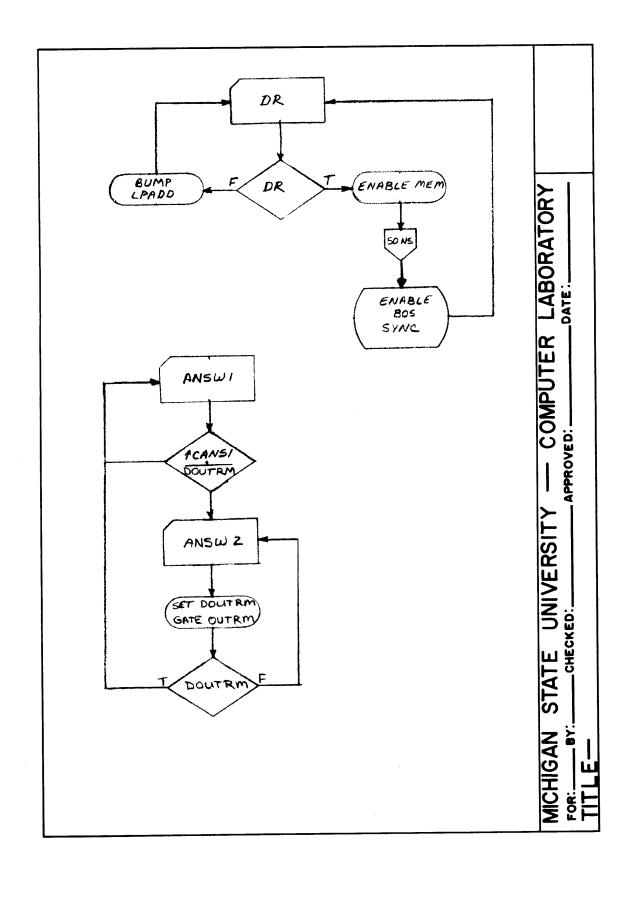
SELECT = (SELATPAUSE) TSELB

DOPAUSE = SELB

- COMPUTER LABORATORY







APPROVED:

= CRDEN + FUNCA FUNCE = CRFUNC.A JFUNC B = DEC 2+DEC3 = DECZ VDEC 3 TEST 5 = 785T5 & CRDCN & FUNCA & FUNCB FUNCD CLCONTEF = FUNCA. FUNCB = FUNCAA FUNCB = FUNCA · FUNCB · (CRDCN+TESTS) KFUNCB +FUNCA. FUNCB FUNCE A FUNCOACLCONTEF = (DEC / + DEC 4+ DEC 5+ DEC 6+ TEST 6A DEC 7 + DEC 3) HREG2 1 HREGO = TESTGATDONRECTORDONTFUNCB FUNCG = CRDCN.TEST 6. STOPED. FUNCB JFUNCA = FUNCG VSTOPED JSTOPMEM = CROCN. TEST 6. STOPED. FUNCA FUNCB FUNCOUSTOPED & FUNCA = FUNCB GHREG SIMMUXENC = FUNICB = FUNCA + FUNCB = FUNCATFUNCB ENB DEC GCMDLOC = FUNCA·FUNCB = CLRCONTEF = FUNCAT FUNCB FUNCG = CRDCN · TESTS · FUNCA · FUNCB DCNOUTB FUNCD DCNOUTC = FUNCA. FUNCB = FUNCG

LOCMDRM = FUNCA · FUNCB = FUNCA · FUNCB

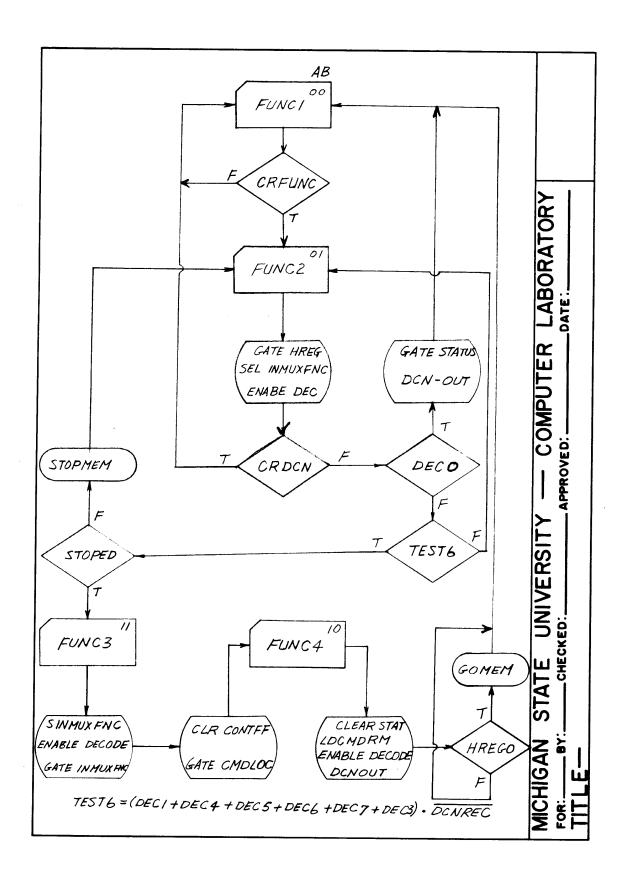
KSTOPMEM = DCNOUTC + AREGO

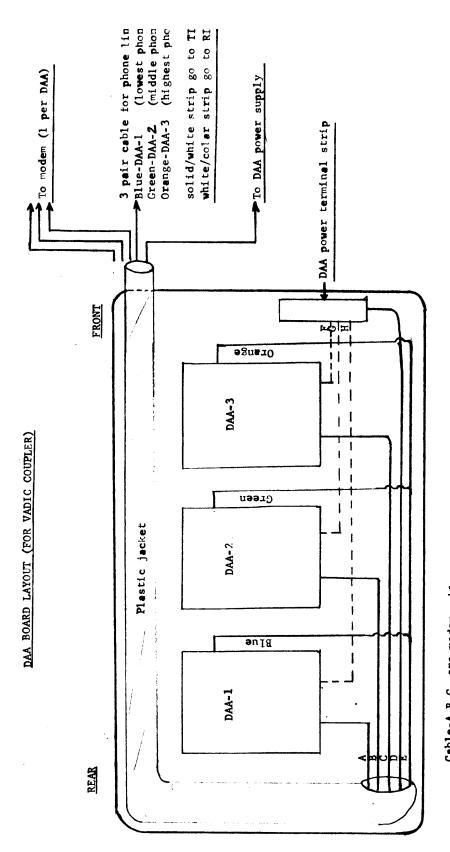
KFUNCA FUNCB

FUNCD JSAT

LOCMDRM KSTAT =

APPROVED: \_





Cable-A, B, C, are modem cable. go to VADIC coupler. Cable-D is DAA power cable from DAA power supply. Cable-E is phone line cabel.
Cable-F, G, H, are DAA power cable go to DAA.

11/15/1976 From Peter Chen

7/32 Front-End (B) ?

	,, , ,				·	j	T	
		1	2	3	4	5	6	7
	~	7 4	. 0		<u> </u>	00	0 8	
1 2 9 3		VADIC-3A	MPIC-3B		DA8-34	8E-48a	EI 200 LINE PRIVER	
AMPARE : EFFICIENCY : LINE No. 4636 6 8 2 9 5 5			1945-2	CHASIS-2A	CHASS1S-2B	CHASSIS-2C	× ,	
9 10 11		VAPIC- ZA	9 Z-31481		*	PAA-2.A	1	
12 13 14 15			PALS-1	CHASSIS-1A	CHASSIS-118	CHASS 15-1C	,	
16 17 18 19		VADIC- 1A	VAD1C-18		£11 - 1182	DAA-18	PUBLIC TERM LINE DRIVER	
20 21 22 23								
24 25 26 27			CYBER 750	<u>LMB1</u> CHASSIS-A CHASSIS-B	CPV-B CHASSIS-A CHASSIS-B	JH8815-C		
28 29 30 31			6500	CPU-A CHASSS-A CHASSIS-E	LMBI CHASSIS-F CHASSIS-E	HO-576d	7	

CYBER 750 (CPU)

				C/ 1021		- ( )				
_			1	2	3	4	5	6	7	
	1	1 CPU-A								
so.	2	6 CPU-B 5 CPU-C								
463										
ģ		4 MAC								
EN EN		3 MEMORY 1					:			
ON SMEAS - EFFICIENCY C. LINE NO. 4636		2 MEMORY Z								
ICE	7	I MEMORY 3								[
	8 -	D MEMORY 4								
OMPAD D	9	7								
	10	6 CLOCK	TTY							
	11	5 BUS SWITCH								
	12	4 EDMA								
	13	3								
	14	2								
	15	1								
	16	0								ļ
	17	7 FRONT-END								
	18	6								
	19	5								
	20	4								
	21	3								
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	30	III TIETION								
	31	MEMORY		-						
		O MEMORY 8	<u> </u>	1			1		1	ــــــــــــــــــــــــــــــــــــــ

PALS-1 (OXX).

								6	7	
			1	2	3	4	5	•		
						-				
	1	B SWT (0××)								
	2									
4636	3									
4	4				'					
Z H	5	PRINTER (PAF EL	)					PALKE	,	
- ⊑	6	PRINTER (PAU E8					l	PANNEL		
EFFICIENCY LINE	7	COM MUX (AO-A)	F) LPSOO	CPS 01	CP5 02	CPS 03	CPS 04	CPS 05	CPS 06	CPSL
EFFIC	8	COM MUX (BO-B)	CPSOB	CP509	CPS/0	CPS 11	CPS 12	SPS 13	CPS 14	CPSI
AMPAD.	9	ALMC						CK CONA	1	1
Pě	10	1	DPERATOR	00	02	04		1A1-01	1	
		PALS 2 (38-3)	· [ •	08	10	* 1	I	145-05		1
		PALS 3 (40-4	11	16	18			149-01		1
	1	PALS4 (48-4)			!	1		1A13-13	1	
		PALS 5 (50-5	_	32	50		1	181-17	1	I
		PALS 6 (58-5)	.I	56	58		1	185-21		1
		PALS 7 (60-6	1 - 1	64	66	1	П	189-25	1	1
		PALS 8 (68-67		72	74			2A5-19		
		PALS 9 (10-1	Ī	1	1	E .		2B5-01		1
		PALS 10 (78-71	.1	1	3-4850	· ·	11	ZC5 -0\$	1 :	
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11	PALS 2 (38-31	1	09	11	13	3A4-04	3A5-05	3A6-06	3A7-07
12	PALS 3 (40-4)	1) 15	17	19	21	3A8-08	349-09	3910-10	3A11-11
	PALS 4 148-41	23	25	z7	29	3A12-12	3A13-13	3A14-14	3A15-15
	PALS 5 (50-5	1	33	51		3A16-16			
15	PALS 6 (58-51	55	57	59	61	384-20	385-21	386-22	387-23
16	PALS 7 160-67	63	65	67	69	3BB-24	389-25	3810-26	3811-27
17	PALS 8 (68-6)	71	73	75	77	2A3-00	ZA7-01.	2A11-02	ZA15-03
18	PALS9 (70-7	7) 79	81	83	85	283-04	ZB7-05	2811-06	2815-01
19	PALS 10 (18-71	87	89	3-1779	PT9	263-08	207-09	3816-10	P79-11
20	PALS 11 (80-8"	1) PTI	PT2	PT3	PT4	PT1-12	PTZ-13	PT3-14	PTX-15
21	PALS 12 (88-8)	F) PT5	PT6	PT7	PT8	PT5-16	PT6-17	PT9-18	118-19
22	PALS 13 (90-9	1) ADS 1	ADS2	ADS3	CHEM.	ADS1-20	AD52-21	AD53-22	CHEM-23
23	PALS 14 198-91	STATUS	=		I/OCRT			26	, .
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