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FRONT-END DATA LINK  
USERS' MANUAL

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FRONT-END DATA LINK USERS' MANUAL

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# FRONT END DATA LINK USERS' MANUAL

Richard J. Lacasse

## 1.0 Introduction

This manual is intended to supplement Electronics Division Internal Report No. 239, FRONT-END DATA LINK (FEDAL). It includes sufficient detail for a user to tailor a FEDAL to his application. In particular, the procedure for changing the analog input voltage limits and default initial digital outputs is described in detail. Firmware listings are provided, along with memory maps and a description of the program flow to provide a basis for custom user firmware. Also, test documents for each card and the chassis are included. Finally, FEDAL chassis wiring is specified. The user should become somewhat familiar with EDIR No. 239 before trying to understand the details below.

## 2.0 System Firmware

This section details the program flow for the V1.0-RJL FEDAL firmware. A memory map is included as an aid to custom programming. Finally, firmware listings are included.

### 2.1 Program Flow

Four programs control the FEDAL. The first of these, INIT, is normally entered following power-on. It is followed by MAIN, and MAIN may be interrupted by LINT or UACINT.

The INIT program initializes FEDAL analog outputs to 0 V and digital outputs to default values specified in ROM. It then tests the RAM, ROM, and ACIA's, setting status bits, if appropriate. Finally, it initializes the RAM and ACIA's, enables interrupts, and jumps to MAIN.

MAIN simply calls a number of subroutines to accomplish the following tasks: pulsing the auto-reset circuit and monitoring the link data lines (LPMON), acquiring, testing, and transmitting data (SYNCTR, ANACTR, DIGINT, ENDTR), and displaying received data (DISPLY). The MAIN program loops indefinitely until interrupted.

The LINT program is entered whenever the link ACIA interrupts the microprocessor to signal that a data byte has been received. LINT accepts and, if necessary, stores the byte. It keeps track of where in the data frame it is, and calculates a check-sum to compare with the transmitted one. Upon detection of a complete, good data frame it updates the dedicated user outputs.

The UACINT program is entered by interrupt whenever the user ACIA receives a byte. Since no user interface is defined, the program simply resets the interrupt request by reading from the ACIA. This program is included to provide a "hook" for a custom user program.

### 3.0 Memory Map

The FEDAL address space is divided as shown in Table 1. The reason certain devices, like the LINK ACIA, occupy a large address space is that only the five most significant address bits are decoded to select these devices. Detailed RAM and ROM maps are shown in Tables 2 and 3, respectively.

TABLE 1

## Front-End Data Link Address Space

<u>Device</u>	<u>Address (Hex)</u>	<u>Description</u>
RAM	0000 to 03FF	
AUTORESET	10XX	
LINKACIA	18XX	00 - Control & Status Register 01 - R/W Data Buf
OISWITCH	20XX	Link Input MUX Control
UACIA	28XX	00 -- Control & Status Register 01 -- R/W Data Buf
ANALOG INPUT BOARD	48XX	00 -- MUX Latch 01 -- Start Convert 02 -- Status & 4 MSB's (+ 2 Monitors) 03 -- 8 LSB's
ANALOG OUTPUT SLOT 3	5000 : 5001 :- Analog Out 0 & 1 <u>5002</u> : 5003 : 5004 :- Analog Out 2 & 3 <u>5005</u> : 5006 : 5007 :- Analog Out 4 & 5 <u>5008</u> : 5009 : 500A :- Analog Out 6 & 7 <u>500B</u> : 500C : 500D :- Analog Out 8 & 9 <u>500E</u> : 500F : 5010 :- Analog Out 10 & 11 <u>5011</u> : 5012 :- Digital Outputs 0 to 7: 5013 :- Digital Outputs 8 to 15	MSB0 LSN-0, MSN-1 LSB1

Table 1 - Page 2

<u>Device</u>	<u>Address (Hex)</u>	<u>Description</u>
ANALOG OUTPUT SLOT 4		
	5800 :	
	01 :	Analog Output 12 & 13
	02 :	
	03 :	
	04 :	Analog Output 14 & 15
	05 :	
	06 :	
	07 :	Analog Output 16 & 17
	08 :	
	09 :	
	0A :	Analog Output 18 & 19
	0B :	
	0C :	
	0D :	Analog Output 20 & 21
	0E :	
	0F :	
	10 :	Analog Output 22 & 23
	11 :	
	12 :	Digital Output 16 to 23
	13 :	Digital Output 24 to 31
ANALOG OUTPUT SLOT 5		
	6000 :	
	01 :	Analog Output 24 & 25
	02 :	
	03 :	
	04 :	Analog Output 26 & 27
	05 :	
	06 :	
	07 :	Analog Output 28 & 29
	08 :	
	09 :	
	0A :	Analog Output 30 & 31
	0B :	
	0C :	Analog Output Monitor
	0D :	0 & 1 (Front Panel)
	0E :	
	0F :	Analog Output Monitor
	10 :	2 & 3 (Rear Panel)
	11 :	
	12 :	Internal Control Bits
	13 :	and Spares

Table 1 - Page 3

<u>Device</u>	<u>Address (Hex)</u>	<u>Description</u>
LOCAL DISPLAY (FRONT PANEL)	68XX	Local Display Latch
REMOTE DISPLAY (FRONT PANEL)	70XX	Remote Display Latch
DIGISWITCH 0	80XX	Controls AN.MON 0, Front Panel DVM
1	88XX	Controls AN.MON 1, Front Panel AVM
2	90XX	Controls AN.MON 2, User Monitor
3	98XX	Controls AN.MON 3, User Monitor
4	A0XX	MSB used to select limit or Digital Outputs
5	A8XX	Spare
TOGGLE SWITCH 0	B000	Digital Inputs 0 - 7
1	B001	Digital Inputs 8 - 15
2	B002	Digital Inputs 16 - 23
3	B003	Digital Inputs 24 - 31
ROM	F000 to FFFF	

---

TABLE 2

Memory (RAM) Detail  
(Addr 0000 to 03FF)

<u>Address</u> <u>(Hex)</u>	<u>Symbol</u>	<u>Description</u>
0000	Spare	
.	.	
.	.	
000F	Spare	
0010	NIRTBLS CH 0-7	One bit for each analog
0011	CH 8-15	input channel.
0012	CH 16-23	A "1" means not in range
0013	CH 24-31	specified.
0014	SPARE	
0015	MUXCT	Counter for Analog MUX.
0016	SPARE	
0017	STATUS	Local Status Word.
0018	SPARE	
0019	SPARE	
001A	SPARE	
001B	SYMOCT	LINT Sync Mode (Init. to 2).
001C	SPARE	
001D	HDRCT	LINT Header Byte Count
001E	SPARE	
001F	BYTECT	LINT Data Byte Count.
0020	RBUFØ	A buffer for received data.
0021	.	(Approx. 16 spare locations.)
.	.	
.	.	
006F	RBUFØ	
0070	RBUF1	A second buffer for received data.
.	.	
.	.	
.	.	
00BF	RBUF1	
00C0	SPARE	
00C1	RBUFSE	Flag to select one of above buffers.
00C2	SPARE	
00C3	CRCCOM	Computed CRC.
00C4	SPARE	
00C5	BFRACT	Bad frame counter.
00C6	SPARE	
00C7	FRRDY	"FRAME READY" flag.
00C8	SPARE	
00C9	REMSTA	Remote Status.
00CA	SPARE	
00CB	FSYNOK	First Sync OK.
00CC	SPARE	
00CD	BSYNCT	Bad sync word ctr.
00CE	SPARE	



Table 2 - Page 2

Address  
(Hex)

00CF	ATEMP1	Used for temporary storage of miscellaneous quantities. Transmitted CRC, generated by sending programs.
00D0	TIPLUS	
00D1	CRCLOC	
00D2	SPARE	Locally detected communication errors.
00D3	LCOMER	
00D4	SPARE	Display blanking byte.
00D5	BLKDIS	
00D6	SPARE	Flag first good data frame.
00D7	RCVDGD	
00D8	SPARE	Counter reset when Data -> user incremented once per program loop.
00D9	FROUT	
00DA	SPARE	
00DB	CHANI	Memory image of selected link channel.
00DC	SPARE	Flag to retest other link chain.
00DD	CKNEXT	
00DF	SPARE	Used to point to next addr when storing received data.
	RCVPTR	
00E1	SPARE	Channel 0 good flag.
	CH0GD	
00E2	CH0TST	Channel 0 tested flag.
00E3	CH1GD	Channel 1 good flag.
00E4	CH1TST	Channel 1 tested flag.
00E5	SPARE	
.	.	
.	.	
.	.	
02FF	SPARE	
0300	STACK	
.	.	
.	.	
.	.	
03FF	STACK	

---

TABLE 3

## ROM Memory Map

<u>Address</u>		<u>Routine or Data</u>
<u>From</u>	<u>To</u>	
F000	F131	INIT
F140	F153	MAIN
F170	F18A	DSWRD
F300	F303	UACINT
F500	F5AC	ANACTR
F7FD		CHECK SUM ADJUST WORD FOR 6A ROM.
F7FE	F7FF	6A ROM CHECK SUM.
F800	F87F	ANALOG LIMIT TABLE.
F880		CHECK SUM ADJUST WORD FOR 10A ROM.
F881	F882	10A ROM CHECK SUM.
F888	F88D	INITIAL DIGITAL OUTPUTS.
F890	F8CD	LIMCK
F8E0	F906	CONVRT
F910	FA39	LINT
FAE0	FAF8	LIMSET
FB00	FB1E	LXMIT
FB30	FB38	SYNCTR
FB40	FB53	DIGNIT
FB58	FB7F	ENDTR
FB88	FBCA	GET2
FCE0	FD99	DISPLY
FDE0	FDE7	AOUT
PDF0	FE24	UPDATE
FE60	FF16	LPMON
FFF0	FFFF	INTERRUPT VECTORS

---

#### 4.0 Data Communication Format

Table 4 depicts the format of the data stream on the link. The number of data bytes in the frame can be changed; however, the byte count (Byte #3) should be changed to reflect this. The LINT subroutine uses the byte count in accepting data, and so is flexible; however, certain programs that pick data out of the received frame and others which generate the frame are not so general. Care must be taken if changing the number or significance of the data bytes to change all affected subroutines.

TABLE 4

#### Data Communication Format

<u>Byte #</u>	<u>Contents (Hex)</u>	<u>Description</u>
0	7E	1st SYNC WORD
1	7E	2nd SYNC WORD
2	XX	STATUS
3	3B	# OF BYTES/FRAME (HEX) OF DATA
4	XX	ANOUT 0- 1 (TRANSMITTED ANALOG VOLTAGES)
5	XX	
6	XX	
7	.	ANOUT 2- 3
8	.	
9	.	
A		ANOUT 4- 5
B		
C		
D		ANOUT 6- 7
E		
F		
10		ANOUT 8- 9
1		
2		
3		ANOUT 10-11

Table 4 - Page 2

<u>Byte #</u>	<u>Contents (Hex)</u>	<u>Description</u>
14		
15		
16		ANOUT 12-13
17		
18		
19		ANOUT 14-15
1A		
1B		
1C		ANOUT 16-17
1D		
1E		
1F		ANOUT 18-19
20		
21		
22		ANOUT 20-21
23		
24		
25		ANOUT 22-23
26		
27		
28		ANOUT 24-25
29		
2A		
2B		ANOUT 26-27
1C		
2D		
2E	.	ANOUT 28-29
2F	.	
30	.	
31	XX	ANOUT 30-31
32	XX	
33	XX	
34	XX	DIGOUT MSB (TRANSMITTED DIGITAL INFO)
35	XX	DIGOUT
36	XX	DIGOUT
37	XX	DIGOUT LSB
38	XX	LIM 0-7
39	XX	LIM 8-15
3A	XX	LIM 16-23
3B	XX	LIM 24-31
3C	XX	COMERR
3D	XX	RESTERR
3E	XX	CRC CHECK (Sum, mod 256, bytes 2 through 3D).

## Table 4 - Page 3

Notes:

1. Each byte:           1 START BIT  
                           8 DATA BITS  
                           1 STOP BIT  
  
                           10 BITS TOTAL

BIT TIME               = 16 us

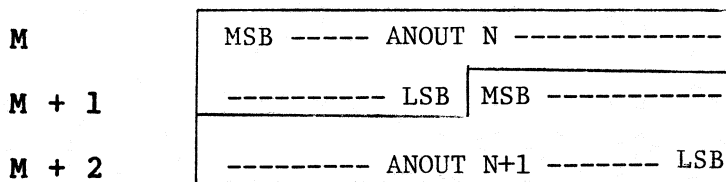
"BYTE" TIME           = 160 us

FRAME TIME            = 9.920 ms

(This max data rate will not be met due to time consuming interrupt and acquisition programming.)

2. Two analog voltages, 12 bits each, are formatted into three bytes as follows:

Byte #



## 5.0 Firmware Listings

This section contains listings of all the routines in the V1.0-RJL FEDAL system. Each listing contains a header with a program description, a symbol definition table, and the code with embedded comments. Thus, it is self-documenting. The code is written in American Automation's version of Motorola 6809 Assembly Language.

LISTINGS FOLLOW.

```

0001      *****
0002      *
0003      * ANACTR SUBROUTINE
0004      *
0005      * FUNCTION: TRANSMITS STATUS, NUMBER OF BYTES, AND
0006      *              32 ANALOG CHANNELS. CONTROLS THE ACQUI-
0007      *              SITION OF ANALOG INPUTS
0008      * INPUT:      STATUS WORD
0009      * OUTPUT:     STATUS, NUMBER OF BYTES, AND 32 ANALOG
0010      *              CHANNELS TO LINK UART.
0011      * CALLS:     LXMIT, CONVRT, LIMCK, LIMSET
0012      * USES:      D,U,X,Y,S-STACK
0013      *
0014      *****
0015      *
0016      *
0017      *****SYMBOL DEFINITIONS*****
0018      *
0019      *LIMCK IS A SUBROUTINE WHICH CHECKS THE LIMITS OF THE
0020      * ANALOG INPUTS.
0021      A 0000 0000FB90 LIMCK EQU $FB90
0022      *
0023      *LIMSET IS A SUBROUTINE WHICH SETS A LIMIT BIT
0024      A 0000 0000FAE0 LIMSET EQU $FAE0
0025      *
0026      *LXMIT IS A SUBROUTINE WHICH LOADS DATA TO THE LINK
0027      * TRANSMIT BUF FROM REG. A.
0028      A 0000 0000FB00 LXMIT EQU $FB00
0029      *
0030      *CONVRT IS A SUBROUTINE WHICH INITIATES AN A/D CONVER-
0031      * SION AND WAITS FOR A READY STATUS. A TIME OUT BY
0032      * CONVRT IS INDICATED TO ANACTR BY CARRY=1.
0033      A 0000 0000F8E0 CONVRT EQU $F8E0
0034      *
0035      *TEMP1 IS A TEMPORARY STORAGE LOCATION
0036      A 0000 000000CF TEMP1 EQU $CF
0037      *
0038      *MUXCT IS USED TO KEEP UP WITH THE CHANNEL TO CONVERT
0039      A 0000 00000015 MUXCT EQU $15
0040      *
0041      *MUXLT IS THE ADDRESS OF THE MUX LATCH

```

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```

0042 A 0000 00004000 MUXLT EQU $4000
0043 *
0044 *NUMBYT IS THE NUMBER OF BYTES TRANSMITTED IN THE FRAME
0045 A 0000 0000003B NUMBYT EQU $3B
0046 *
0047 *STATUS IS THE LOCAL STATUS WORD
0048 A 0000 00000017 STATUS EQU $17
0049 *
0050 *CRCLOC IS THE CRC GENERATED LOCALLY AS DATA IS XMITED
0051 A 0000 000000D1 CRCLOC EQU $D1
0052 *
0053 *CHMAX IS THE HIGHEST NUMBERED ANALOG CHANNEL
0054 A 0000 0000001F CHMAX EQU $1F
0055 *
0056 *****START OF PROGRAM*****
0057 *
0058 *
0059 A 0000 4F ANACTR CLRA
0060 A 0001 B74800 STA MUXLT 0 TO MUX LATCH
0061 A 0004 9715 STA MUXCT INIT MUXCT
0062 A 0006 9617 LDA STATUS XMIT STATUS
0063 A 0008 BDFB00 JSP LXMIT
0064 A 000B 97D1 STA CRCLOC
0065 A 000D 863B LDA #NUMBYT XMIT NUMBER OF BYTES
0066 A 000F BDFB00 JSR LXMIT
0067 A 0012 9BD1 ADDA CRCLOC
0068 A 0014 97D1 STA CRCLOC
0069 A 0016 8E0007 LDX #0007 WAIT FOR ANALOG SETTLING
0070 A 0019 301F WAIT0 LEAX -1,X
0071 A 001B 26FC BNE WAIT0
0072 A 001D BDF8E0 CONV0 JSR CONVRT CONVERT 0 CHANNEL
0073 A 0020 2D0C BLT TOUT0 TIMED OUT?
0074 A 0022 4F CLRA NO:
0075 A 0023 4C INCA
0076 A 0024 B74800 STA MUXLT INCREMENT MUX LATCH
0077 A 0027 BDF890 JSR LIMCK CHECK LIMITS ON PREVIOUS CONV.
0078 A 002A 0C15 INC MUXCT MUXCT+1 TO MUXCT
0079 A 002C 2011 BRA ACON0 SKIP OVER YES
0080 A 002E 4F TOUT0 CLRA YES:
0081 A 002F 4C INCA INCREMENTMUX LATCH
0082 A 0030 B74800 STA MUXLT
0083 A 0033 BDFAE0 JSR LIMSET SET LIMIT BIT

```



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0084	A 0036 0C15		INC	MUXCT	
0085	A 0038 8E0002		LDB	#0002	WAIT FOR ANALOG SETTling
0086	A 003B 301F	WAIT1	LEAX	-1,X	
0087	A 003D 26FC		BNE	WAIT1	
0088	A 003F 1F30	ACON0	TFR	U,D	SHIFT CONVERTED WORD
0089	A 0041 58		ASLB		
0090	A 0042 49		ROLA		
0091	A 0043 58		ASLB		
0092	A 0044 49		ROLA		
0093	A 0045 58		ASLB		
0094	A 0046 49		ROLA		
0095	A 0047 58		ASLB		
0096	A 0048 49		ROLA		
0097	A 0049 D7CF		STB	TEMP1	KEEP CONVERTED LSB'S
0098	A 004B BDFB00		JSR	LXMIT	TRANSMIT A DATA BYTE
0099	A 004E 9BD1		ADDA	CRCLC	
0100	A 0050 97D1		STA	CRCLC	
0101	A 0052 BDF8E0	CONV1	JSR	CONVRT	CONVERT NEXT CHANNEL
0102	A 0055 2D0D		BLT	TOUT1	TIMED OUT?
0103	A 0057 9615		LDA	MUXCT	NO:
0104	A 0059 4C		INCA	UPDATE	MUXLT
0105	A 005A B74800		STA	MUXLT	
0106	A 005D BDF890		JSR	LIMCK	CHECK LIMITS
0107	A 0060 0C15		INC	MUXCT	UPDATE MUXCT
0108	A 0062 200B		BRA	ACON1	SKIP 'YES'
0109	A 0064 9615	TOUT1	LDA	MUXCT	YES:
0110	A 0066 4C		INCA	UPDATE	MUXLT
0111	A 0067 B74800		STA	MUXLT	
0112	A 006A BDFAE0		JSR	LIMSET	SET LIMIT BIT
0113	A 006D 0C15		INC	MUXCT	UPDATE MUXCT
0114	A 006F 1F30	ACON1	TFR	U,D	
0115	A 0071 9ACF		ORA	TEMP1	
0116	A 0073 BDFB00		JSR	LXMIT	TRANSMIT A DATA BYTE
0117	A 0076 9BD1		ADDA	CRCLC	
0118	A 0078 97D1		STA	CRCLC	
0119	A 007A 1F30		TFR	U,D	
0120	A 007C 1F98		TFR	B,A	
0121	A 007E BDFB00		JSR	LXMIT	TRANSMIT ANOTHER DATA BYTE
0122	A 0081 9BD1		ADDA	CRCLC	
0123	A 0083 97D1		STA	CRCLC	
0124	A 0085 BDF8E0		JSR	CONVRT	CONVERT NEXT CHANNEL
0125	A 0088 2D13		BLT	TOUT2	TIMED OUT?

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0126	A 008A 9615		LDA	MUXCT	NO:
0127	A 008C 4C		INCA		
0128	A 008D B74800		STA	MUXLT	UPDATE MUX LATCH
0129	A 0090 811F		CMPA	#CHMAX	SEE IF DONE
0130	A 0092 2F01		BLE	ACON2	NO: SKIP
0131	A 0094 39		RTS	YES:	RETURN
0132	A 0095 BDF890	ACON2	JSR	LIMCK	CHECK LIMIT
0133	A 0098 0C15		INC	MUXCT	MUXCT+1 TO MUXCT
0134	A 009A 7E003F	A	JMP	ACON0	LOOP UNTIL DONE
0135	A 009D 9615	TOUT2	LDA	MUXCT	YES:
0136	A 009F 4C		INCA	INCREMENT	MUX LATCH
0137	A 00A0 B74800		STA	MUXLT	
0138	A 00A3 811F		CMPA	#CHMAX	SEE IF DONE
0139	A 00A5 2F01		BLE	ACON3	NO:SKIP
0140	A 00A7 39		RTS	YES:	RETURN
0141	A 00A8 BDFAE0	ACON3	JSR	LIMSET	SET LIMIT BIT
0142	A 00AB 0C15		INC	MUXCT	INCREMENT MUXCT
0143	A 00AD 7E003B	A	JMP	WAIT1	LOOP UNTIL DONE
0144			END		

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```

0001 *****
0002 *
0003 * ADUT SUBROUTINE *
0004 * *
0005 * FUNCTION: LOADS D/A LATCHES *
0006 * INPUT: START ADDR. OF LATCH IN Y *
0007 * START ADDR. OF DATA IN X *
0008 * NUMBER OF WORDS IN A *
0009 * OUTPUT: DATA TO LATCHES *
0010 * USES: A,Y,U,X *
0011 * *
0012 *****
0013 *
0014 *
0015 *****START OF PROGRAM*****
0016 *
0017 A 0000 EES1 ADUT LDU IX++ GET DATA FROM TABLE
0018 A 0002 EFA1 STU IY++ STORE TO LATCH
0019 A 0004 4A DECA
0020 A 0005 26F9 BNE ADUT LOOP UNTIL DONE
0021 A 0007 39 RTS
0022 END

```

```

0001 *****
0002 *
0003 * CONVERT SUBROUTINE
0004 *
0005 * FUNCTION: GETS THE ADC TO PERFORM A CONVERSION.
0006 *          TIMES OUT IN ABOUT 90 MICROSEC. IF ADC
0007 *          IS NOT READY. UPDATES THE ADC STATUS
0008 *          BIT IN THE STATUS WORD.
0009 * INPUT:NONE
0010 * OUTPUT:ADC OUTPUT;MASKED TO 12 BITS IN D;U;UPDATED
0011 *          STATUS WORD.
0012 * USES: D;U
0013 *
0014 *****
0015 *
0016 *
0017 A 0000 00004801 ADCST EQU 4801
0018 A 0000 00004802 ADCOUT EQU 4802
0019 A 0000 00000017 STATUS EQU 17
0020 *
0021 *
0022 A 0000 B74801 CONVRT STA ADCST START CONVERT
0023 A 0003 86FB LDA #FB ZERO STATUS BIT
0024 A 0005 9417 ANDA STATUS
0025 A 0007 9717 STA STATUS
0026 A 0009 CE0003 LDU #03 SET UP WAIT LOOP
0027 A 000C 335F WAITC LEAU -1,U WAIT
0028 A 000E 11830000 CMPI #0000
0029 A 0012 2F0A BLE TOUTC BRANCH IF TIMED OUT
0030 A 0014 FC4802 LDD ADCOUT GET ADC WORD
0031 A 0017 2CF3 BGE WAITC 0 MSBIT MEANS NOT READY
0032 A 0019 840F ANDA #0F MASK OUT TO 12 BITS
0033 A 001B 1F03 TFR D,U PUT RESULT IN U
0034 A 001D 39 RTS
0035 A 001E 8604 TOUTC LDA #04 PUT 1 IN STATUS BIT
0036 A 0020 9A17 ORA STATUS
0037 A 0022 9717 STA STATUS
0038 A 0024 8A80 ORA #80 FLAG TIME-OUT TO CALLER
0039 A 0026 39 RTS
0040 END

```

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```

0001 *****
0002 *
0003 * DIGINT SUBROUTINE
0004 *
0005 * FUNCTION: ACQUIRES AND TRANSMITS DIGITAL INPUTS
0006 * INPUTS: 32 BITS FROM USER
0007 * OUTPUTS: BITS TO LINK UART
0008 * USES: A,Y,LXMIT
0009 *
0010 *****
0011 *
0012 *
0013 *****SYMBOL DEFINITION*****
0014 *
0015 *LXMIT, A SUBROUTINE, INTERFACES WITH LINK UART
0016 A 0000 0000FB00 LXMIT EQU $FB00
0017 *
0018 *TSW0 IS THE ADDRESS OF USER BITS 0 - 7
0019 A 0000 0000B000 TSW0 EQU $B000
0020 *
0021 *TSW3 IS THE ADDRESS OF USER BITS 24 - 31
0022 A 0000 0000B003 TSW3 EQU $B003
0023 *
0024 *CRCLOC IS THE CRC TO BE TRANSMITTED
0025 A 0000 000000D1 CRCLOC EQU $D1
0026 *
0027 *
0028 *****START OF PROGRAM*****
0029 *
0030 A 0000 108E2000 DIGINT LDY #TSW0 INIT Y REG
0031 A 0004 A6A0 LOOP1 LDA #Y+ GET DIGITAL INPUTS
0032 A 0006 BDFE00 JSR LXMIT TRANSMIT DIGITAL INPUTS
0033 A 0009 9B01 ADDA CRCLOC UPDATE CRC
0034 A 000B 97D1 STA CRCLOC
0035 A 000D 108CB003 CMPY #TSW3 DONE ?
0036 A 0011 2FF1 BLE LOOP1 NO LOOP
0037 A 0013 39 RTS
0038 END

```

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```

0001 *****
0002 *
0003 * DISPLY SUBROUTINE *
0004 * FUNCTION: HANDLES FRONT PANEL AND USER ANALOG *
0005 * MONITOR DISPLAY. *
0006 * INPUT: FRONT PANEL ROTARY SWITCH, *
0007 * FRONT PANEL AND USER DIGISWITCHES *
0008 * OUTPUT: FRONT PANEL AND USER DISPLAYS *
0009 * USES: D(X,Y),GET2,DSWRD *
0010 *
0011 *****
0012 *
0013 *
0014 *****SYMBOL DEFINITION*****
0015 *
0016 *SELW IS THE ADDR. OF THE FRONT PANEL ROTARY SEL. SW.
0017 A 0000 0000B000 SELW EQU $B000
0018 *
0019 *LRSTER IS THE LOCAL RESET ERROR COUNTER
0020 A 0000 0000C000 LRSTER EQU $C000
0021 *
0022 *LLATCH IS THE LOCAL LED DISPLAY LATCH
0023 A 0000 00006800 LLATCH EQU $6800
0024 *
0025 *RLATCH IS THE REMOTE LED DISPLAY LATCH
0026 A 0000 00007000 RLATCH EQU $7000
0027 *
0028 *RSTER0 IS THE ADDRESS OF THE RESET ERROR IN RBUF0
0029 A 0000 00000059 RSTER0 EQU $59
0030 *
0031 *RSTER1 IS THE ADDRESS OF THE RESET ERROR IN RBUF1
0032 A 0000 000000A9 RSTER1 EQU $A9
0033 *
0034 *RBUFSE IS THE DATA BUF POINTER
0035 * IF RBUFSE=0, LINT SUBROUTINE IS USING RBUF0
0036 * IF RBUFSE=1, LINT SUBROUTINE IS USING RBUF1
0037 * THIS SUBROUTINE USES THE INACTIVE BUFFER
0038 A 0000 000000C1 RBUFSE EQU $C1
0039 *
0040 *LCOMER IS THE LOCALLY DETECTED COMMUNICATION ERROR COUNT
0041 A 0000 000000D3 LCOMER EQU $D3

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0042      *
0043      *COMER0 IS THE RBUF0 ADDR. OF COMM. ERROR
0044 A 0000 00000058 COMER0 EQU $58
0045      *
0046      *COMER1 IS THE RBUF1 ADDR. OF COMM. ERROR
0047 A 0000 000000A8 COMER1 EQU $A8
0048      *
0049      *STATUS IS THE LOCAL STATUS WORD
0050 A 0000 00000017 STATUS EQU $17
0051      *
0052      *REMSTA IS THE REMOTE STATUS WORD
0053 A 0000 000000C9 REMSTA EQU $C9
0054      *
0055      *BLKDIS IS USED TO KEEP UP WITH DISPLAY BLANKING
0056      * BIT 0 IS USED TO BLANK THE FRONT PAN. DVM
0057      * BIT 1 IS USED TO BLANK THE REMOTE LED STATUS DISPLAY
0058      * THE DVM DISPLAY IS BLINKED WHEN BIT=0
0059      * THE LED DISPLAY IS BLANKED WHEN BIT=1
0060 A 0000 000000D5 BLKDIS EQU $D5
0061      *
0062      *DOUT4 IS THE FOURTH DIGITAL OUTPUT BYTE
0063 A 0000 00000012 DOUT4 EQU $012
0064      *
0065      *RBUF0 IS THE FIRST ADDRESS IN A RECEIVED REMOTE
0066      * DATA BUFFER
0067 A 0000 00000020 RBUF0 EQU $20
0068      *
0069      *RBUF1 IS THE FIRST ADDRESS IN A RECEIVED REMOTE
0070      * DATA BUFFER
0071 A 0000 00000070 RBUF1 EQU $70
0072      *
0073      *DSW0 IS THE ADDRESS OF THE FRONT PANEL DIGISWITCH
0074      * ASSOCIATED WITH THE FRONT PAN. DVM
0075 A 0000 00000000 DSW0 EQU $0000
0076      *
0077      *DSW2 IS THE ADDRESS OF THE USER DIGISWITCH ASSOCIATED
0078      * WITH DSW2 ENABLE
0079 A 0000 00009000 DSW2 EQU $9000
0080      *
0081      *A029 IS THE LATCH CONTAINING THE LSB OF ANOUT 2-8 AND
0082      * THE MSB OF ANOUT 2-9
0083 A 0000 00006000 A029 EQU $6000

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0094          *
0095          *A028 IS THE LATCH CONTAINING THE MSB OF ANOUT 2-8
0096 A 0000 0000600C A028 EQU $600C
0097          *
0098          *A02B IS THE LATCH CONTAINING THE LSB OF ANOUT 2-10 AND
0099          * THE MSB OF ANOUT 2-11
0100 A 0000 00006010 A02B EQU $6010
0101          *
0102          *A02A IS THE LATCH CONTAINING THE MSB OF ANOUT 2-10
0103 A 0000 0000600F A02A EQU $600F
0104          *
0105          *RCVDGB FLAGS THE FIRST GOOD DATA FRAME
0106 A 0000 000000D7 RCVDGB EQU $D7
0107          *
0108          *GET2 IS A SUBROUTINE WHICH GETS TWO ANALOG VOLTAGES
0109 A 0000 0000FB88 GET2 EQU $FB88
0110          *
0111          *LIMOFF IS THE OFFSET OF THE LIMIT WORD IN THE
0112          * DATA TABLES.
0113 A 0000 00000034 LIMOFF EQU $34
0114          *
0115          *TEMP1 IS A TEMPORARY STORAGE LOCATION
0116 A 0000 000000CF TEMP1 EQU $CF
0117          *
0118          *DSWRD IS A SUBROUTINE WHICH RETURNS THE BINARY
0119          *VALUE OF THE DISSWITCH REQUESTED BY THE X REGISTER
0120 A 0000 0000F170 DSWRD EQU $F170
0121          *
0122          *****START OF PROGRAM*****
0123          *
0124 A 0000 8603 DISPLY LDA #03 READ ROTARY SEL. SW.
0125 A 0002 B4B300 ANDA SELSW
0126 A 0005 2738 BEQ DISSTA DISPLAY STATUS IF = 0
0127 A 0007 44 LSRA
0128 A 0008 271B BEQ DISCOM DISPLAY COMERR IF =1
0129 A 000A B63000 DISRST LDA LRSTER DISPLAY RESET ERR. IF = 2
0130 A 000D B76800 STA LLATCH
0131 A 0010 0DD7 TST RCVDGB ANY REMOTE DATA RECEIVED?
0132 A 0012 273B BEQ BLANKR IF NOT GO BLANK REMOTE DISP.
0133 A 0014 BE0059 LDY #RSTER0 IS SG FIND AND DISPLAY RSTERR
0134 A 0017 0DC1 TST RBUFSE

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0126	A 0019 2603		RNE	LOAD1	
0127	A 001B 8E00A9		LDX	#RSTER1	
0128	A 001E A684	LOAD1	LDA	0,X	
0129	A 0020 B77000		STA	RLATCH	
0130	A 0023 2004		BRA	CONT1	
0131	A 0025 96D3	DISCOM	LDA	LCOMER	DISPLAY LOCAL COMM. ERR.
0132	A 0027 B76800		STA	LLATCH	
0133	A 002A 0DD7		TST	RCVDGD	ANY REMOTE DATA RECEIVED?
0134	A 002C 2721		BEQ	BLANKR	IF NOT GO BLANK REMOTE DISPLAY
0135	A 002E 8E0058		LDX	#COMER0	
0136	A 0031 0DC1		TST	RBUFSE	IF SO, FIND AND DISPLAY REMOTE COM. ERR.
0137	A 0033 2603		BNE	LOAD2	
0138	A 0035 8E00A8		LDX	#COMER1	
0139	A 0038 A684	LOAD2	LDA	0,X	
0140	A 003A B77000		STA	RLATCH	
0141	A 003D 201A		BRA	CONT1	
0142	A 003F 9617	DISSTA	LDA	STATUS	DISPLAY STATUS
0143	A 0041 B76800		STA	LLATCH	
0144	A 0044 0DD7		TST	RCVDGD	
0145	A 0046 2707		BEQ	BLANKR	SEE IF ANY REMOTE DATA RECEIVED
0146	A 0048 96C9		LDA	REMSTA	IF SO, DISPLAY
0147	A 004A B77000		STA	RLATCH	
0148	A 004D 200A		BRA	CONT1	
0149					* IF NOT, BLANK REMOTE DISPLY AND UNBLINK DVM
0150	A 004F 8603	BLANKR	LDA	#03	
0151	A 0051 9AD5		ORA	BLKDIS	
0152	A 0053 97D5		STA	BLKDIS	
0153	A 0055 B76012		STA	DOUT4	
0154	A 0058 09		RTS		
0155	A 0059 86FD	CONT1	LDA	#FD	UNBLANK DISPLAY
0156	A 005B 9AD5		ANDA	BLKDIS	
0157	A 005D 97D5		STA	BLKDIS	
0158	A 005F B76012		STA	DOUT4	
0159	A 0062 108E0020	CONT3	LDY	#RBUF0	TABLE ADDR. TO Y
0160	A 0066 0DC1		TST	RBUFSE	
0161	A 0068 2604		BNE	CONT4	
0162	A 006A 108E0070		LDY	#RBUF1	
0163	A 006F 109FCF	CONT4	STY	TEMP1	SAVE RBUF VAL. FOR LATER
0164	A 0071 8E8000		LDX	#DSW0	DSW ADDR. TO X
0165	A 0074 BDF170		JSR	DSWRD	GET SW VALUE IN BINARY
0166	A 0077 1F89	CONT6	TFR	A,B	FIND LIMIT BIT
0167	A 0079 44		LSRA		

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0168 A 007A 44          LSRA
0169 A 007B 44          LSRA
0170 A 007D 8B34       ADDA    #LIMOFF
0171 A 007E 31A6       LEAY   A,Y    ADDR. OF LIM WORD TO Y
0172 A 0080 0407       ANDB   #07    FIND THE BIT WITHIN THE WORD
0173 A 0082 5C          INCB
0174 A 0083 4F          CLRA
0175 A 0084 1A01       ORCC   01
0176 A 0086 46          RORA   LOOP1
0177 A 0087 5A          DECB
0178 A 0088 26FC       BNE    LOOP1  LOOP TO POSITION BIT
0179 A 008A A5A4       BITA   0,Y
0180 A 008C 2706       BEQ    OK1    BRANCH IF WITHIN LIMITS
0181 A 008E 86FE       LDA    #0FE   TOOBIG
0182 A 0090 94D5       ANDA   BLKDIS OUT OF RANGE, BLINK DVM
0183 A 0092 2004       BRA    CONT7
0184 A 0094 2601       LDA    #001   OK1    IN RANGE, DON'T BLINK DVM
0185 A 0096 9ADE       ORA    BLKDIS
0186 A 0098 97D5       STA    BLKDIS CONT7
0187 A 009A B7012      STA    DOUT4
0188 A 009D 109ECF     LDY    TEMP1  RETRIEVE RBUF VALUE
0189 A 00A0 BDFB88     JSR    GET2
0190 A 00A3 FD600D     STD    A029   OUTPUT BOTH FRONT PAN. VOLTAGES
0191 A 00A6 96CF       LDA    TEMP1
0192 A 00A8 B7600C     STA    A028
0193 A 00AB 8E9000     LDY    #DSN2  USER DSW ADDR. TO X
0194 A 00AE BDFB88     JSR    GET2   GET REQUESTED VOLTAGES
0195 A 00B1 FD6010     STD    A02B   OUTPUT USER MONITOR VOLTAGES
0196 A 00B4 96CF       LDA    TEMP1
0197 A 00B6 B7600F     STA    A02A
0198 A 00B9 39         RTS
0199                  END

```

```

0001 *****
0002 * *
0003 * DSWRD SUBROUTINE *
0004 * *
0005 * FUNCTION: GETS INPUT FROM DIGISWITCH; CONVERTS IT *
0006 * TO BINARY; FORCES IT TO $1F IF NOT IN THE*
0007 * RANGE 0 TO 1F *
0008 * INPUT: DIGISWITCH ADDR, IN X *
0009 * DATA FROM SPECIFIED DIGISWITCH *
0010 * OUTPUT: DESIRED SWITCH READING IN A REG. *
0011 * USES : A,B,X *
0012 * CALLS: NONE *
0013 * CALLED BY GET2;DISPLY *
0014 * *
0015 *****
0016 *
0017 *
0018 *****SYMBOL DEFINITION*****
0019 *
0020 *TEN IS THE DECIMAL NUMBER TEN
0021 A 0000 0000000A TEN EQU 10
0022 *
0023 *MAXBCD IS THE HIGHEST BCD SWITCH VAL. PERMITTED
0024 A 0000 00000031 MAXBCD EQU $31
0025 *
0026 *MAXBIN IS THE HIGHEST BINARY VALUE PERMITTED
0027 A 0000 0000001F MAXBIN EQU $1F
0028 *
0029 A 0000 00000000 N ENT DSWRD
0030 *
0031 *
0032 *****START OF PROGRAM*****
0033 *
0034 A 0000 A084 DSWRD LDA 0,X INPUT DIGISWITCH
0035 A 0002 43 COMA UNCOMPLEMENT SWITCH
0036 A 0003 9131 CMPA #MAXBCD
0037 A 0005 2211 BHT OUT RETURN MAX VAL. IF OUT OF RANGE
0038 A 0007 1F89 TFR A,B BCD TO BINARY CONVERT
0039 A 0009 340F ANDA #$0F BY SUCCESSIVE ADDITION
0040 A 000E 54 LSRB GET MSD IN B
0041 A 000C 54 LSRB
0042 A 000D 54 LSRB
0043 A 000E 54 LSRB
0044 A 000F 2601 BNE LOOP1
0045 A 0011 09 RTS
0046 A 0012 8B0A LOOP1 ADDA #TEN DO SUCCESSIVE ADDS
0047 A 0014 5A DECB
0048 A 0015 26FB BNE LOOP1
0049 A 0017 09 RTS
0050 A 0018 861F OUT LDA #MAXBIN NO: SET A= MAX
0051 A 001A 09 RTS
0052 END

```

```

0001 *****
0002 *
0003 * ENDTR SUBROUTINE *
0004 *
0005 * FUNCTION: HANDLES THE TRANSMISSION OF THE MIS- *
0006 * CELLANEUS INFORMATION AT THE END OF THE *
0007 * DATA FRAME. THIS INCLUDES THE ANALOG *
0008 * LIMIT WORDS, THE COMMUNICATION ERROR *
0009 * COUNT, THE RESTART ERROR COUNT AND THE *
0010 * CRC WORD. *
0011 * INPUT: NIRTBL,LOMER,RSTERR,CRCLOC *
0012 * OUTPUT: ABOVE DATA TO LINK. LINK TIMEOUT CAN *
0013 * CHANGE STATUS WORD. *
0014 * USES: A,Y,LXMIT *
0015 *
0016 *****
0017 *
0018 *
0019 *****SYMBOL DEIFINTION*****
0020 *
0021 *NIRTBL IS THE ADDRESS OF THE FIRST ENTRY IN A 4 BYTE
0022 * TABLE CONTAINING ANALOG LIMIT BITS.
0023 A 0000 00000010 NIRTBL EQU $10
0024 *
0025 *NIREND IS THE ADDRESS IF THE LAST ENTRY IN THIS TABLE
0026 A 0000 00000013 NIREND EQU $13
0027 *
0028 *LOMER IS USED TO COUNT COMMUNICATION ERRORS
0029 A 0000 000000D3 LOMER EQU $D3
0030 *
0031 *RSTER IS A HARDWARE COUNTER TO COUNT RESTART ERRORS
0032 A 0000 00003000 RSTER EQU $3000
0033 *
0034 *CRCLOC IS THE LOGCALLY GENERATED TRANSMIT CRC
0035 A 0000 000000D1 CRCLOC EQU $D1
0036 *
0037 *LXMIT IS THE LINK TRANSMIT SUBROUTINE
0038 A 0000 0000FB00 LXMIT EQU $FB00
0039 *
0040 *
0041 *****START OF PROGRAM*****

```

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```

0042
0043 A 0000 108E0010 *
                                ENDTR LDV #NIRTBL INIT Y
0044 A 0004 A6A0                LOOP1 LDA >Y+  FETCH LIMIT WORDS
0045 A 0006 BDFB00                JSR LXMIT XMIT LIMIT WORDS
0046 A 0009 9BD1                  ADDA CRCLOC UPDATE CRC
0047 A 000B 97D1                  STA CRCLOC
0048 A 000D 108C0013             CMPY #NIREND DONE?
0049 A 0011 2FF1                  BLE LOOP1 NO: LOOP
0050 A 0013 96D3                  LDA LCOMER YES: CONTINUE
0051 A 0015 BDFB00                JSR LXMIT XMIT LCOMER
0052 A 0018 9BD1                  ADDA CRCLOC
0053 A 001A 97D1                  STA CRCLOC UPDATE CRC
0054 A 001C BAC000                LDA RSTER
0055 A 001F BDFB00                JSR LXMIT XMIT RSTER
0056 A 0022 9BD1                  ADDA CRCLOC UPDATE CRC
0057 A 0024 BDFB00                JSR LXMIT XMIT CRC
0058 A 0027 39                    RTS
0059                                END

```

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GET2 20 Dec 83

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```

0001 *****
0002 *
0003 * GET2 SUBROUTINE *
0004 *
0005 * FUNCTION: READS TWO CONSECUTIVE DIGISWITCHES AND *
0006 * FETCHES THE REQUESTED ANALOG VOLTAGES. *
0007 * INPUT: RECEIVED DATA TABLE ADDRESS, IN Y; *
0008 * DIGISWITCH ADDRESS IN X *
0009 * OUTPUT: FIRST BYTE IN TEMP1, SECOND AND THIRD *
0010 * BYTES IN D REG. *
0011 * USES: D,X,Y *
0012 *
0013 *****
0014 *
0015 *
0016 *****SYMBOL DEFINITION*****
0017 *
0018 *TEMP1 IS A TEMPORARY STORAGE LOCATION
0019 A 0000 000000CF TEMP1 EQU %CF
0020 *
0021 *DSWINC IS THE INCREMENT IN ADDRESS BETWEEN DIGISWITCHES
0022 A 0000 00000200 DSWINC EQU %0200
0023 *
0024 *T1PLUS IS A TEMPORARY STORAGE LOCATION IMMEDIATELY
0025 * FOLLOWING TEMP1.
0026 A 0000 000000D0 T1PLUS EQU %D0
0027 *
0028 *DSWRD IS A SUBROUTINE WHICH READS A DIGISWITCH AND
0029 * FORCES IT TO #1F IF IT IS NOT IN THE RANGE 00 TO
0030 * 31- DECIMAL.
0031 A 0000 0000F170 DSWRD EQU %F170
0032 *
0033 *****START OF PROGRAM*****
0034 *
0035 A 0000 BDF170 GET2 JSP DSWRD READ DIGISW INTO A
0036 A 0003 0603 EVENT1 LDB #03 UNPACK DATA
0037 A 0005 46 RORA SEE IF EVEN OR ODD
0038 A 0006 840F ANDA #0F
0039 *ABOVE MASKS IN CASE CARRY WAS SET BEFORE ROTATE
0040 *AND INSTRUCTION HAS NO EFFECT ON CARRY!
0041 A 0008 240E BCC EVEN1 BRANCH ON EVEN

```

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```

0042 A 0004 3D          MUL    6A+1    INTO D
0043                   *DON'T LOOK FOR CARRY INTO A SINCE PRODUCT MUST BE <=BB
0044 A 000B 5C          INCB   DON'T    LOOK FOR CARRY INTO A
0045 A 000C ECAB        LDD    D,Y     FETCH DATA
0046 A 000E 58          LSLB   LEFT     JUSTIFY
0047 A 000F 49          ROLA
0048 A 0010 58          LSLB
0049 A 0011 49          ROLA
0050 A 0012 58          LSLB
0051 A 0013 49          ROLA
0052 A 0014 58          LSLB
0053 A 0015 49          ROLA
0054 A 0016 2005        BRA    STMP     NOW GO STORE
0055 A 0018 3D          EVEN1  MUL    6A    INTO D
0056 A 0019 ECAB        LDD    D,Y     FETCH DATA
0057 A 001B C4F0        ANDB   #0F0    LEFT JUSTIFY
0058 A 001D D0CF        STMP   STD     TEMP1  STORE DATA
0059 A 001F 30890800    LEAX   DSWINC,X  FETCH NEXT DIGISW
0060 A 0023 EDF170        JSR    DSWRD    READ NEXT DIGISW.
0061 A 0026 C603        EVENT2 LDB    #03    SEE IF EVEN
0062 A 0028 46          RORA
0063 A 0029 840F        ANDA   #0F     MASK HI NIBBLE
0064 A 002B 2408        BCC    EVEN2   BRANCH ON EVEN
0065 A 002D 3D          MUL    6A+1    TO D
0066 A 002E 5C          INCB
0067                   *RESULT MUST BE <=BB, SO NO CARRY TO A
0068 A 002F ECAB        LDD    D,Y     GET DATA
0069 A 0031 840F        ANDA   #0F     RIGHT JUSTIFY
0070 A 0033 200B        BRA    CONT7
0071 A 0035 3D          EVEN2  MUL    6A    TO D
0072 A 0036 ECAB        LDD    D,Y     FETCH DATA
0073 A 0038 44          LSRA   RIGHT   JUSTIFY
0074 A 0039 56          RORB
0075 A 003A 44          LSRA
0076 A 003B 56          RORB
0077 A 003C 44          LSRA
0078 A 003D 56          RORB
0079 A 003E 44          LSRA
0080 A 003F 56          RORB
0081 A 0040 9AD0        CONT7  ORA     TIPLUS
0082                   *THE ABOVE INSTRUCTION PACKS THE DATA FOR OUTPUT
0083                   *TO THE DAC'S. FIRST BYTE IS LEFT IN TEMP1, AND
0084                   *THE SECOND AND THIRD ARE LEFT IN D
0084 A 0042 39          RTS
0085                   END
0086

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```

0001 *****
0002 *
0003 * INIT ROUTINE *
0004 *
0005 * FUNCTION: PERFORM SELF-TESTS,AND INITIALIZES FEDAL *
0006 * INPUT: VARIOUS, FROM UNITS TESTED *
0007 * OUTPUT: VARIOUS, TO UNITS TESTD AND INITIALIZED *
0008 * CALLS: NONE *
0009 * CALLED BY RESET INTERRUPT *
0010 *
0011 *****
0012 *
0013 *
0014 *****SYMBOL DEFINITION*****
0015 *
0016 *UACDN IS USER ACIA CONTROL REG.
0017 A 0000 00002800 UACDN EQU $2800
0018 *
0019 *UACIA IS USER ACIA R/W REG
0020 A 0000 00002801 UACIA EQU $2801
0021 *
0022 *LACDN IS LINK ACIA CONTROL REG.
0023 A 0000 00001800 LACDN EQU $1800
0024 *
0025 *LACIA IS LINK ACIA R/W REG.
0026 A 0000 00001801 LACIA EQU $1801
0027 *
0028 *RAMST IS THE RAM START ADDRESS
0029 A 0000 00000000 RAMST EQU $0000
0030 *
0031 *RAMLGT IS THE RAM LENGTH
0032 A 0000 00000400 RAMLGT EQU $400
0033 *
0034 *RAMSTA IS THE STATUS WORD'S MEMORY STATUS BIT
0035 A 0000 00000020 RAMSTA EQU $20
0036 *
0037 *STATUS IS THE LOCAL STATUS WORD
0038 A 0000 00000017 STATUS EQU $17
0039 *
0040 *ROMLGT IS THE ROM LENGTH
0041 A 0000 00001000 ROMLGT EQU $1000

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```

0042          *
0043          *ROMST IS THE ROM START ADDR.
0044 A 0000 0000F000 ROMST EQU $F000
0045          *
0046          *CKSUM IS THE STORED ROM CHECKSUM
0047 A 0000 00000000 CKSUM EQU $0000
0048          *
0049          *ROMSTA IS THE ROM STATUS BIT
0050 A 0000 00000040 ROMSTA EQU $40
0051          *
0052          *ADCT1 IS AN ADC TEST WORD
0053 A 0000 00000060 ADCT1 EQU $60
0054          *
0055          *ADCT2 IS AN ADC TEST WORD
0056 A 0000 00000040 ADCT2 EQU $40
0057          *
0058          *ADCT3 IS AN ADC TEST WORD
0059 A 0000 000000C0 ADCT3 EQU $C0
0060          *
0061          *MUXLT IS THE ADC MUX LATCH
0062 A 0000 00004800 MUXLT EQU $4800
0063          *
0064          *ADOUT1 IS THE FIRST ADC BYTE
0065 A 0000 00004502 ADOUT1 EQU $4502
0066          *
0067          *ADCSTA IS THE ADC STATUS BIT
0068 A 0000 00000004 ADCSTA EQU $4
0069          *
0070          *CR IS AN ASCII CARRIAGE RETURN
0071 A 0000 0000000D CR EQU $0D
0072          *
0073          *PROMPT IS AN ASCII >
0074 A 0000 0000003E PROMPT EQU $3E
0075          *
0076          *WAIT1 IS A WAIT COUNT OF ABOUT 5 MILLISECONDS
0077 A 0000 00000600 WAIT1 EQU $600
0078          *
0079          *WAIT2 IS A WAIT COUNT OF ABOUT 45 MICROSECONDS
0080 A 0000 00000003 WAIT2 EQU $3
0081          *
0082          *UARST IS THE UART RESET WORD
0083 A 0000 00000017 UARST EQU $17

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0084      *
0085      *ACIAS1 SETS UP THE ACIA FOR:
0086      * 8 BIT, NO PARITY, 1 STOP, NO INTERRUPTS, /16
0087      A 0000 00000015      ACIAS1 EQU  $15
0088      *
0089      *TBEMPT MASKS THE TRANSMIT BUF EMPTY BIT ON ACIA'S
0090      A 0000 00000002      TBEMPT EQU  $02
0091      *
0092      *UACSTA IS THE USER ACIA STATUS BIT
0093      A 0000 00000080      UACSTA EQU  $80
0094      *
0095      *LACSTA IS THE LINK ACIA STATUS BIT
0096      A 0000 00000008      LACSTA EQU  $08
0097      *
0098      *SYMOCT IS THE SYNC MODE COUNTER, INIT VALUE =2
0099      A 0000 0000001B      SYMOCT EQU  $1B
0100      *
0101      *DA0, DA1, DA2 AREA THE D/A CARD ADDRESSES
0102      A 0000 00005000      DA0 EQU  $5000
0103      A 0000 00005800      DA1 EQU  $5800
0104      A 0000 00006000      DA2 EQU  $6000
0105      *
0106      *DALPS IS THE NUMBER OF LOOPS REQ'D IN DAC INIT
0107      A 0000 00000006      DALPS EQU  $06
0108      *
0109      *TOSTAK IS THE INITIAL TOP OF STACK
0110      A 0000 000003FF      TOSTAK EQU  $3FF
0111      *
0112      *LINTEN SETS LINK ACIA FOR:
0113      * 8 BIT, NO PARITY, 1 STOP, /16
0114      A 0000 00000095      LINTEN EQU  $95
0115      *
0116      *UINTEN SETS USER ACIA FOR :
0117      * 8 BIT, NO PARITY, 1 STOP, /16
0118      A 0000 00000095      UINTEN EQU  $95
0119      *
0120      *DOFF IS THE OFFSET OF THE DIGITAL WORD IN THE DAC CARD
0121      A 0000 00000012      DOFF EQU  $12
0122      *
0123      *DWRD IS THE INITIAL DIGITAL WORD OUTPUT TABLE
0124      A 0000 0000F888      DWRD EQU  $F888
0125      *

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0126                                     *INSEL IS THE LINK INPUT CHAN SEL. FLOP
0127 A 0000 00002000 INSEL EQU  %2000
0128                                     *
0129                                     *MAIN IS START ADDR. OF MAIN PROG.
0130 A 0000 0000F140 MAIN EQU  %F140
0131                                     *
0132                                     *TEMP IS A TEMPORARY STORAGE LOCATION
0133 A 0000 000000CF TEMP EQU  %CF
0134                                     *
0135                                     *RICK IS THE LOCATION OF THE F000 ROM CHECKSUM
0136 A 0000 0000F7FE RICK EQU  %F7FE
0137                                     *
0138                                     *R2CK IS THE LOCATION OF THE F800 ROM CHECKSUM
0139 A 0000 0000F881 R2CK EQU  %F881
0140                                     *
0141                                     *FROUT IS USED TO COUNT PROGRAM LOOPS WITHOUT A
0142                                     * GOOD FRAME RECEIVED. INITIALIZED TO 1.
0143 A 0000 000000D9 FROUT EQU  %D9
0144                                     *
0145                                     *****START OF PROGRAM*****
0146                                     *
0147 A 0000 8617 INIT LDA #UARST DISABLE INTERRUPTS
0148 A 0002 B72800 STA UACON
0149 A 0005 B71800 STA LACON
0150 A 0008 108E0022 A DACINI LDY #DATAB INIT DAC'S
0151 A 000C CE7FF7 LDU #F7FF7 Y GETS DAC ADDR. TABLE
0152 A 000F C6FF LDB #8FF U&B GET 0 VOLTS BITS
0153 A 0011 AE44 LOOPA LDY 0,Y ADDR. OF DAC TO Y
0154 A 0013 2715 BEQ DTGINI IF ADDR. = 0, THEN DONE
0155 A 0015 8606 LDA #DALPS SET LOOP COUNTER
0156 A 0017 EF81 LOOPB STU ,X++ STORE TO DAC'S
0157 A 0019 E780 STB ,X+
0158 A 001B 4A DECA DEC . LOOP COUNTER
0159 A 001C 26F9 SNE LOOPB LOOP UNTIL = 0
0160 A 001E 3122 LEAY 2,Y WHEN 0, POINT TO NEXT DAC CARD
0161 A 0020 20EF BRA LOOPA AND LOOP
0162 A 0022 5020 DATAB FDB DA0 TABLE OF DAC ADDRESSES
0163 A 0024 5800 FDB DA1
0164 A 0026 6000 FDB DA2
0165 A 0028 0000 FDB $0000
0166 A 002A 8EF888 DTGINI LDY #DWRD DIGITAL BITS INIT
0167 A 0029 108E0022 A LDY #DATAB TABLE OF INIT. VALUES TO X

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0166 A 0031 EEA4          LOOPC   LDU      0,Y      DAC CARD ADDR TABLE TO Y
0169 A 0033 2709          BEQ      RAMTST   IF 0 TO U THE END OF DATAB
0170 A 0035 EC91          LDD      ,X++     GO TO NEXT TEST
0171 A 0037 EDC812        STD      000F,U   LOAD AND STORE INIT VALUES
0172 A 003A 3122          LEAY    2,Y      POINT TO NEXT ENTRY IN DATAB
0173 A 003C 20F3          BRA      LOOPC   AND KEEP LOOPING
0174                      *RAM TEST: STORE AND VERIFY TWO BIT PATTERNS
0175 A 003E CCAAAA        RAMTST   LDD      #3AAA   BIT PATTERN TO D
0176 A 0041 8E0000        LOOP1    LDX      #RAMST   RAM START ADDR. TO X
0177 A 0044 109E0400      LDY      #RAMLGT   RAM LENGTH TO Y
0178 A 0048 ED84          LOOP2    STD      0,X
0179 A 004A 10A381        CMPD    ,X++     STORE AND VERIFY
0180 A 004D 260E          ENE     RAMERR   FLAG ERROR IF NOT VERIFY
0181 A 004F 313E          LEAY    -2,Y
0182 A 0051 26F5          ENE     LOOP2   LOOP THRU ALL RAM
0183 A 0053 10835555      CMPD    #15555   DONE TWO PATTS. YET?
0184 A 0057 270A          BEQ     RAMOK    YES: FLAG RAM OK
0185 A 0059 44           LSRAL   NO:      DO SECOND PATTERN
0186 A 005A 54           LSRBR
0187 A 005B 20E4          BRA     LOOP1
0188 A 005D 8620          RAMERR  LDA      #RAMSTA  ON ERROR, SET STATUS BIT 5
0189 A 005F 9717          STA     STATUS
0190 A 0061 2003          BRA     RAMTST   GO TO NEXT TEST
0191 A 0063 4F           RAMOK   CLRA    NO       ERROR, CLEAR STATUS
0192 A 0064 9717          STA     STATUS
0193                      *ROM TEST: SEE IF SUM OF ALL LOCATIONS=0
0194 A 0066 FCF7FE        ROMTST  LDD      R1CK    GET F000 ROM CHECKSUM
0195 A 0069 F3F881        ADDD    R2CK    SUM WITH F000 ROM CHECKSUM
0196 A 006C DD0F          STD     TEMP    SAVE RESULT
0197 A 006E 109E1000      LDY     #ROMLGT  ROM LENGTH TO Y
0198 A 0072 8EF000        LDX     #ROMST   ROM START TO X
0199 A 0075 4F           CLRAL   SUM     ALL LOCATIONS
0200 A 0076 5F           CLRBR
0201 A 0077 EB90          LOOP3   ADDB    ,X+
0202 A 0079 2401          BCC     SKIP1   BRANCH IF NO CARRY
0203 A 007B 4C           INCAL
0204 A 007C 313F          SKIP1  LEAY    -1,Y
0205 A 007E 26F7          BNE     LOOP3   LOOP UNTIL DONE
0206 A 0080 1093CF        CMPD    TEMP    SEE IF SUM CHECKS
0207 A 0083 2706          BEQ     ANTST   IF OK GO TO NEXT TEST
0208 A 0085 8640          LDA     #ROMSTA  IF NOT OK SET ROM STATUS BIT
0209 A 0087 9A17          ORAL   STATUS

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0210  A 0089 9717          STA   STATUS
0211          *ADC BOARD TEST: SEE THAT 2 CONTROL BITS
0212          * GET IN AND OUT OF
0213  A 008E 4F           ANTSF  CLRA  STORE   0 IN CONTROL BITS
0214  A 008C B74800        STA   MUXLT
0215  A 008F 8660          LDA   #ADCT1  SEE IF THEY COME OUT OF
0216  A 0091 B44802        ANDA  ADOUT1  MASK BITS WE WANT TO SEE
0217  A 0094 8140          CMPA  #ADCT2  SEE IF GET CORRECT RESULT
0218  A 0096 260E          BNE   ADERR   IF ANTI FLAG ERROR
0219  A 0098 4F           CLRA  NOW     STORE ONES
0220  A 0099 43           COMA
0221  A 009A B74800        STA   MUXLT
0222  A 009D 8660          LDA   #ADCT1  MASK BITS
0223  A 009F B44802        ANDA  ADOUT1
0224  A 00A2 8120          CMPA  #ADCT3  SEE IF GET CORRECT RESULT
0225  A 00A4 2706          BEQ   UARTST  YES: GO TO NEXT TEST
0226  A 00A6 8604          ADERR  LDA   #ADCTA  NO:-FLAG ERROR
0227  A 00A8 9A17          CRA   STATUS
0228  A 00AA 9717          STA   STATUS
0229          *ADTATST: SEE IF TRANSMIT BUF GOES FULL
0230          * AND THEN EMPTY AFTER LOADING A CHARACTER
0231  A 00AC 8E0600        UARTST  LDX   #WAIT1  LOAD WAIT COUNT TO X
0232  A 00AF 8615          LDA   #ACIAS1  DISABLE ACIA INTERRUPTS
0233  A 00B1 B72800        STA   UACON
0234  A 00B4 B71800        STA   LACON
0235  A 00B7 C602          LDB   #TBEMPTY  TBUF EMPTY TEST WORD
0236  A 00B9 863E          LDA   #PROMPT  TEST: DATA TO SEND
0237  A 00BB B72801        STA   UACIA  STORE BYTE
0238  A 00BE F52800        BITE  UACON  TBUF FULL?
0239  A 00C1 2609          BNE  UACERR  NO: ERROR
0240  A 00C3 F52800        LOOPU  BITB  UACON  YES: WAIT FOR EMPTY
0241  A 00C6 260A          BNE  LACTST  ON EMPTY GO TEST LACIA
0242  A 00C8 301F          LEAX  -1,X   MANY TIME
0243  A 00CA 26F7          BNE  LOOPU  LOOP IF NO TIME OUT
0244  A 00CC 8620          UACERR  LDA  #UAI STA ON ERROR, SET STATUS BIT
0245  A 00CE 9A17          CRA   STATUS
0246  A 00D0 9717          STA   STATUS
0247          *LINK ACIA TEST
0248  A 00D2 8E0003        LACTST  LDX   #WAIT2  SET UP WAIT COUNT
0249  A 00D5 863E          LDA   #PROMPT  SEND PROMPT
0250  A 00D7 B71801        STA   LACIA
0251  A 00DA F51800        BITB  LACON  TBUF FULL?

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0252 A 00DD 2609          BNE    LACERR  NO: ERROR
0253 A 00DF F51800      LOOPL  BITB    LACON   YES: WAIT FOR EMPTY
0254 A 00E2 260A          BNE    RAMSET  ON EMPTY GO TEST RAM
0255 A 00E4 301F          LEAX   -1,X    MARK TIME
0256 A 00E6 26F7          BNE    LOOPL   LOOP IF NO TIME OUT
0257 A 00E8 8608      LACERR LDA    #LACSTA NOT OK: FLAG ERROR
0258 A 00EA 9A17          ORA    STATUS
0259 A 00EC 9717          STA    STATUS
0260                                     *INITIALIZE ALL MEMORY TO ZERO EXCEPT
0261                                     * FROUT WHICH GOES TO ONE, AND
0262                                     * SYMOCT WHICH GOES TO TWO AND
0263                                     * STATUS WHICH IS PRESERVED AS IS
0264 A 00EE 9617      RAMSET LDA    STATUS  PRESERVE STATUS
0265 A 00F0 1F03          TFR    D,U
0266 A 00F2 4F          CLRA   ZERO    TO D
0267 A 00F3 5F          CLRB
0268 A 00F4 8E0000        LDX    #RAMST
0269 A 00F7 108E0400      LDY    #RAMLGT
0270 A 00FB ED01      LOOP5  STD    ,X++  STORE ZEROES
0271 A 00FD 313E          LEAY  -2,Y    THROUGHOUT MEMORY
0272 A 00FF 26FA          BNE    LOOP5
0273 A 0101 8601          LDA    #01    FROUT TO 1
0274 A 0103 97D9          STA   FROUT
0275 A 0105 8602          LDA    #02    SYMOCT TO 2
0276 A 0107 971B          STA   SYMOCT
0277 A 0109 1F30          TFR    U,D
0278 A 010B 9717          STA   STATUS  RESTORE STATUS
0279 A 010D 4F      LCHINI CLRA   INITIALIZE LINK CHAN.
0280 A 010E B72000        STA   INSEL
0281 A 0111 8617      INTEN  LDA    #UARST  RESET ACIA'S
0282 A 0113 B71800        STA   LACON
0283 A 0116 B72900        STA   UACON
0284 A 0119 8601          LDA    #01    SIGNAL LOOKING FOR GOOD FRAME
0285 A 011B 9A17          ORA    STATUS
0286 A 011D 9717          STA   STATUS
0287 A 011F 8695          LDA    #LINTEN  READY LINK ACIA
0288 A 0121 B71800        STA   LACON
0289 A 0124 8695          LDA    #UINTEN  READY USER ACIA
0290 A 0126 B72800        STA   UACON
0291 A 0129 1CAF          ANDC  #AF    REMOVE INTERRUPT MASKS
0292 A 012B 10CE03FF      LDS   #TOSTAK  ENABLE NMI BY LDS
0293 A 012F 7EF140      JMP   MAIN

0294                                     END

```

```

0001 *****
0002 *
0003 * LIMCK SUBROUTINE *
0004 * CHECKS MIN/MAX LIMITS OF ANALOG VOLTAGES *
0005 * INPUT: *
0006 * U-REG FOR ANALOG VOLTAGE *
0007 * MUXCT (LOC 15) TO COMPUTE BIT TO UPDATE *
0008 * RANTBL:A TABLE, CONTAINING MIN/MAX VALUES *
0009 * OUTPUT: *
0010 * NIRTBL, A TABLE, GETS ONE BIT SET OR RESET *
0011 * ALSO USES: *
0012 * A,B,X,Y *
0013 * *
0014 *****
0015 *
0016 *
0017 A 0000 00000010 NIRTBL EQU $0010
0018 A 0000 00000015 MUXCT EQU $15
0019 A 0000 0000F800 RANTBL EQU $F800
0020 *
0021 *
0022 A 0000 108E0010 LIMCK LDY #NIRTBL STATUS TABLE ADDR. TO Y
0023 A 0004 4F CLR A CLRA CALCULATE ADDR IN RANTBL
0024 A 0005 D615 LDB MUXCT
0025 A 0007 58 ASLB
0026 A 0008 58 ASLB
0027 A 0009 C3F800 ADD #RANTBL
0028 A 000C 1F01 TFR D,X ADDR. IN RANTBL TO X
0029 A 000E 9615 LDA MUXCT FIND POSITION OF BIT TO UPDATE
0030 A 0010 8407 ANDA #07 KEEP ONLY 3 LSB'S
0031 A 0012 4C INCA
0032 A 0013 5F CLRB
0033 A 0014 1A01 ORCC 01 SHIFT A BIT FROM C THRU B
0034 A 0016 56 LIMSH RORB
0035 A 0017 4A DECA
0036 A 0018 26FC BNE LIMSH
0037 A 001A 43 COMA SEE IF LIMITS ARE PROGRAMMED
0038 A 001B A184 CMPA 0,X
0039 A 001D 270A BEQ IR BRANCH IF NOT
0040 A 001F 11A381 CMPI ,X++ CHECK LIMITS
0041 A 0022 2E10 BGT NIR

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0042	A 0024 11A354		CMPU	0,X	
0043	A 0027 2D0B		BLT	NIR	
0044	A 0029 9615	IR	LDA	MUXCT	WITHIN RANGE OR UNPROGRAMMED
0045	A 002B 44		LSRA	UPDATE	THE APPROPRIATE BIT
0046	A 002C 44		LSRA		
0047	A 002D 44		LSRA		
0048	A 002E 53		COMB		
0049	A 002F E4A6		ANDB	A,Y	
0050	A 0031 E7A6		STB	A,Y	
0051	A 0033 39		RTS		
0052	A 0034 9615	NIR	LDA	MUXCT	NOT WITHIN RANGE
0053	A 0036 44		LSRA	UPDATE	APPROPRIATE BIT
0054	A 0037 44		LSRA		
0055	A 0038 44		LSRA		
0056	A 0039 EAA6		ORB	A,Y	
0057	A 003B E7A6		STB	A,Y	
0058	A 003D 39		RTS		
0059			END		



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LIMSET 20 Dec 83

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```

0001 *****
0002 * *
0003 * LIMSET SUBROUTINE *
0004 * *
0005 * FUNCTION: SETS LIMIT BIT IN NIRTBL, PER MUXCT *
0006 * INPUT: MUXCT, SPECIFIES WHICH BIT TO SET *
0007 * OUTPUT: THE SPECIFIED BIT IS SET IN NIRTBL *
0008 * USES: A,B,X *
0009 * *
0010 *****
0011 *
0012 *
0013 *NIRTBL IS THE STARTING ADDRESS OF THE 'NOT IN RANGE' *
0014 * TABLE. *
0015 A 0000 00000010 NIRTBL EQU #10
0016 *
0017 *MUXCT IS USED TO KEEP TRACK OF THE CHANNEL TO CONVERT.*
0018 A 0000 00000015 MUXCT EQU #15
0019 *
0020 *
0021 *****START OF PROGRAM*****
0022 *
0023 *
0024 A 0000 8E0010 LIMSET LDX #NIRTBL STATUS TABLE ADDR. TO X
0025 A 0003 9615 LDA MUXCT POSITION BIT
0026 A 0005 8407 ANDA #07
0027 A 0007 4C INCA
0028 A 0008 5F CLRB
0029 A 0009 1A01 ORCC #1
0030 A 000B 56 LSSHFT RORB
0031 A 000C 4A DECA
0032 A 000D 26FC BNE LSSHFT
0033 A 000F 9615 LDA MUXCT STORE BIT
0034 A 0011 44 LSRA
0035 A 0012 44 LSRA
0036 A 0013 44 LSRA
0037 A 0014 EA86 ORB A,X
0038 A 0016 E786 STB A,X
0039 A 0018 39 RTS
0040 END

```

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LINT 20 Dec 83

PAGE 001

```

0001 *****
0002 *
0003 * LINT SUBROUTINE *
0004 *
0005 * FUNCTION: HANDLES RECEIVED DATA INTERRUPTS FROM *
0006 * LINK. *
0007 * INPUT: LINK RECEIVED DATA AND MISC. MEMORY *
0008 * LOCATIONS. *
0009 * OUTPUT: LINK DATA IN BUFFERS, REMOTE STATUS, AND *
0010 * MISC. MEMORY LOCATIONS. *
0011 * USES: A,B,X,S-STACK *
0012 *
0013 *****
0014 *
0015 *
0016 *****SYMBOL DEFINITIONS*****
0017 *
0018 *LINTCT IS USED TO TELL MAIN MEMORY AN INTERRUPT OCCURED
0019 A 0000 00000019 LINTCT EQU $19
0020 *
0021 *SYMDOCT IS USED TO DEFINE THE SYNC MODE
0022 * =3 MEANS IGNORE NEXT DATA BYTE
0023 * =2 MEANS LOOK FOR FIRST SYNC WORD
0024 * =1 MEANS LOOK FOR SECOND SYNC WORD
0025 * =0 MEANS IN SYNC
0026 A 0000 0000001B SYMDOCT EQU $1B
0027 *
0028 *SYNTBL IS THE ADDRESS OF A TABLE DEFINED BELOW
0029 *
0030 *RCVTBL IS THE ADDRESS OF A JUMP TABLE DEFINED BELOW
0031 *
0032 *HDRCT IS USED AS A POINTER IN THE DATA FRAME
0033 * =4 MEANS LOOK FOR FIRST SYNC WORD
0034 * =3 MEANS LOOK FOR SECOND SYNC WORD
0035 * =2 MEANS LOOK FOR STATUS WORD
0036 * =1 MEANS LOOK FOR BYTE COUNT
0037 * =0 MEANS LOOK FOR DATA OR CRC
0038 A 0000 0000001D HDRCT EQU $1D
0039 *
0040 *RCVDAT IS THE ADDRESS OF THE LINK UART DATA BUF
0041 A 0000 00001001 RCVDAT EQU $1001

```

```

0042
0043
0044 A 0000 0000001F
0045
0046
0047 A 0000 00000020
0048
0049 A 0000 00000070
0050
0051
0052 A 0000 000000C1
0053
0054
0055 A 0000 000000C3
0056
0057
0058 A 0000 000000C5
0059
0060
0061 A 0000 000000C9
0062
0063
0064 A 0000 000000CD
0065
0066
0067 A 0000 00000017
0068
0069
0070 A 0000 000000CD
0071
0072
0073
0074 A 0000 000000C7
0075
0076
0077 A 0000 000000D3
0078
0079
0080 A 0000 000000DF
0081
0082
0083

```

\*  
\*BYTECT IS THE DATA BYTE COUNTER  
BYTECT EQU \$1F  
\*  
\*RBUF0 IS THE STARTING ADDRESS OF A DATA BUF.  
RBUF0 EQU \$20  
\*RBUF1 IS THE STARTING ADDRESS OF A DATA BUF.  
RBUF1 EQU \$70  
\*  
\*RBUFSE IS A POINTER TO THE ACTIVE DATA BUFFER  
RBUFSE EQU \$C1  
\*  
\*CRCCOM IS USED TO STORE THE COMPUTED CRC  
CRCCOM EQU \$C3  
\*  
\*BCRCCT IS USED TO COUNT THE NUMBER OF BAD CRC'S  
BCRCCT EQU \$C5  
\*  
\*REMSTA IS USED TO STORE THE REMOTE STATUS  
REMSTA EQU \$C9  
\*  
\*FSYNOK IS USED TO FLAG A GOOD FIRST SYNC  
FSYNOK EQU \$CD  
\*  
\*STATUS IS USED TO STORE THE LOCAL STATUS  
STATUS EQU \$17  
\*  
\*BSYNCT IS USED TO COUNT THE BAD SYNC WORDS  
BSYNCT EQU \$CD  
\*  
\*FRRDY IS USED TO TELL THE MAIN PROGRAM THAT A  
\*COMPLETE, GOOD FRAME HAS BEEN RECEIVED.  
FRRDY EQU \$C7  
\*  
\*LOMER COUNTS COMMUNICATION ERRORS  
LOMER EQU \$D3  
\*  
\*RCVPTR IS AN INDEX USED IN STORING RECEIVED DATA  
RCVPTR EQU \$DF  
\*  
\*UPDATE IS A SUBROUTINE THAT UPDATES THE ANALOG AND  
\* DIGITAL OUTPUTS AFTER RECEIPT OF A GOOD FRAME.

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0084  A 0000 0000FDF0    UPDATE  EDU    $FDF0
0085                      *
0086                      *
0087                      *****START OF PROGRAM*****
0088                      *
0089                      *
0090  A 0000 001C        A SYNTBL  FDB    SYNC0
0091  A 0002 0024        A          FDB    SYNC1
0092  A 0004 0039        A          FDB    SYNC2
0093  A 0006 0045        A          FDB    SYNC3
0094  A 0008 004A        A RCVTBL  FDB    HDRCT0
0095  A 000A 00B8        A          FDB    HDRCT1
0096  A 000C 00CA        A          FDB    HDRCT2
0097  A 000E 00DE        A          FDB    HDRCT3
0098  A 0010 0100        A          FDB    HDRCT4
0099  A 0012 1450        LINT     ORCC   $50    MASK INTERRUPTS
0100  A 0014 961B        LDA      SYMOCT  JUMP PER SYNC MODE TABLE
0101  A 0016 48          ASLA
0102  A 0017 8E0000      A        LDX    #SYNTBL
0103  A 001A 6E96        JMP      [A,X]
0104  A 001C 8E0008      A SYNC0  LDX    #RCVTBL  JUMP PER RCV TABLE
0105  A 001F 961D        LDA      HDRCT
0106  A 0021 48          ASLA
0107  A 0022 6E96        JMP      [A,X]
0108  A 0024 B61301      SYNC1   LDA      RCVDAT  SECOND SYNC?
0109  A 0027 817E        CMPA    ##7E
0110  A 0029 2609        BNE     NOSYN2  BRANCH IF NOT
0111  A 002B 0A1B        DEC     SYMOCT  SYNC ACHIEVED
0112  A 002D 8602        LDA      #02    UPDATE COUNTERS
0113  A 002F 971D        STA     HDRCT
0114  A 0031 7E0127      A        JMP     OUT
0115  A 0034 0C1B        NOSYN2  INC     SYMOCT  GO LOOK FOR FIRST SYNC
0116  A 0036 7E0127      A        JMP     OUT
0117  A 0039 B61301      SYNC2   LDA      RCVDAT
0118  A 003C 817E        CMPA    ##7E
0119  A 003E 2602        BNE     NOSYN1  NO, KEEP LOOKING
0120  A 0040 0A1B        DEC     SYMOCT  YES, LOOK FOR SECOND
0121  A 0042 7E0127      A NOSYN1  JMP     OUT
0122  A 0045 0A1B        SYNC3   DEC     SYMOCT  SKIP THIS DATA BYTE
0123  A 0047 7E0127      A        JMP     OUT
0124  A 004A B61301      HDRCT0  LDA      RCVDAT  GET DATA
0125  A 004D 0D1F        TST     BYTECT  CRC?

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0126	A 004F 2719		BEQ	CRCTST	YES; GO TEST CRC
0127	A 0051 06DF		LDB	RCVPTR	RCV'D DATA STORE INDEX TO B
0128	A 0053 8E0020		LDX	#RBUF0	NO; SELECT BUF FOR DATA STORE
0129	A 0056 0DC1		TST	RBUFSE	
0130	A 0058 2703		BEQ	STRCV	
0131	A 005A 8E0070		LDX	#RBUF1	
0132	A 005D A785	STRCV	STA	B,X	STORE DATA
0133	A 005F 0CDF		INC	RCVPTR	INC THE INDEX
0134	A 0061 0A1F		DEC	BYTECT	UPDATE BYTECT
0135	A 0063 9BC3		ADDA	CRCCOM	UPDATE CRC
0136	A 0065 97C3		STA	CRCCOM	
0137	A 0067 7E0127	A	JMP	OUT	
0138	A 006A 91C3	CRCTST	CMPA	CRCCOM	RCV'D CRC=COMPUTED?
0139	A 006C 271C		BEQ	GCRC	YES BRANCH
0140	A 006E 8602	BCRC	LDA	#02	SEE IF <2 BAD
0141	A 0070 91C5		CMPA	BCRCCT	
0142	A 0072 2E0D		BGT	LT2BAD	YES BRANCH
0143	A 0074 8603		LDA	#03	NO; RESYNC
0144	A 0076 971B		STA	SYMCT	
0145	A 0078 8601		LDA	#01	SET STATUS BIT
0146	A 007A 9A17		ORA	STATUS	
0147	A 007C 9717		STA	STATUS	
0148	A 007E 7E0127	A	JMP	OUT	
0149	A 0081 0DC5	LT2BAD	INC	BCRCCT	UPDATE BAD CRC COUNT
0150	A 0083 8604		LDA	#04	SET UP TO RECEIVE SYNC
0151	A 0085 971D		STA	HDRCT	(DON'T FLAG DATA READY)
0152	A 0087 7E0127	A	JMP	OUT	
0153	A 008A 8604	GCRC	LDA	#04	GOOD CRC
0154	A 008C 971D		STA	HDRCT	UPDATE HDRCT
0155	A 008E 0FC5		CLR	BCRCCT	CLEAR BAD CRC COUNTER
0156	A 0090 9617		LDA	STATUS	
0157	A 0092 84FE		ANDA	#FE	CLEAR 'LOOKING FOR SYNC'
0158	A 0094 9717		STA	STATUS	STATUS BIT
0159	A 0096 0DC1		TST	RBUFSE	UPDATE BUFFER POINTER
0160	A 0098 270F		BEQ	SE0	
0161	A 009A 0FC1		CLR	RBUFSE	
0162	A 009C 0DCD		TST	BSYNCT	UPDATE DATA?
0163	A 009E 2606		BNE	NONEW1	NO; GO JUMP OUT
0164	A 00A0 8E0070		LDX	#RBUF1	YES; POINT TO DATA
0165	A 00A3 0DFDFA		JSR	UPDATE	GO UPDATE
0166	A 00A6 7E0127	A NONEW1	JMP	OUT	
0167	A 00A9 0CC1	SE0	INC	RBUFSE	

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0168	A 00AB 00CD		TST	BSYNCT UPDATE DATA?
0169	A 00AD 2606		BNE	NONNEW2
0170	A 00AF 8E0020		LDX	#RBUF0 YES: POINT TO DATA
0171	A 00B2 BDFDF0		JSR	UPDATE UPDATE
0172	A 00B5 7E0127	A NONNEW2	JMP	OUT
0173	A 00B8 B61801	HDRCT1	LDA	RCV DAT
0174	A 00BB 4A		DECA	STORE BYTE COUNT
0175	A 00BC 971F		STA	BYTECT
0176	A 00BE 4C		INCA	UPDATE CRC
0177	A 00BF 9BC3		ADDA	CRCCOM
0178	A 00C1 97C3		STA	CRCCOM
0179	A 00C3 0A1D		DEC	HDRCT UPDATE HDRCT
0180	A 00C5 0FDF		CLR	RCV PTR INITIALIZE RCV BUF POINTER
0181	A 00C7 7E0127	A	JMP	OUT
0182	A 00CA B61801	HDRCT2	LDA	RCV DAT RECEIVE STATUS
0183	A 00CD 97C9		STA	REMSTA
0184	A 00CF 0A1D		DEC	HDRCT UPDATE HDRCT
0185	A 00D1 97C3		STA	CRCCOM INIT CRC COUNT
0186	A 00D3 2052		BRA	OUT
0187	A 00D5 B61801	HDRCT3	LDA	RCV DAT SECOND SYNC?
0188	A 00D8 817E		CMFA	#7E
0189	A 00DA 260A		BNE	BSYNG NO BRANCH
0190	A 00DC 0A1D		DEC	HDRCT YES:
0191	A 00DE 00CD		TST	FSYNOK WAS FIRST SYNC OK?
0192	A 00E0 2602		BNE	FSYNBD NO BRANCH OUT
0193	A 00E2 0FCD		CLR	BSYNCT YES CLEAR BAD SYNC COUNTER
0194	A 00E4 2041	FSYNBD	BRA	OUT
0195	A 00E6 0CD3	BSYNG	INC	LOOMER
0196	A 00E8 8602		LDA	#02 SEE HOW MANY BAD SYNC
0197	A 00EA 91CD		CMFA	BSYNCT 2 OR MORE: RESYNC
0198	A 00EC 2F06		BLE	RESYNG
0199	A 00EE 00CD		INC	BSYNCT LESS THAN 2:
0200	A 00F0 0A1D		DEC	HDRCT JUST UPDATE COUNTERS
0201	A 00F2 2033		BRA	OUT
0202	A 00F4 8602	RESYNG	LDA	#02 SET SYNC MODE =2
0203	A 00F6 971B		STA	SYMCT
0204	A 00F8 8601		LDA	#01 SET STATUS BIT=1
0205	A 00FA 9A17		ORA	STATUS
0206	A 00FC 9717		STA	STATUS
0207	A 00FE 2027		BRA	OUT
0208	A 0100 B61801	HDRCT4	LDA	RCV DAT FIRST SYNC?
0209	A 0103 817E		CMFA	#7E

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0210	A	0105	2606		BNE	BSYN4	NO, BRANCH
0211	A	0107	0FCD		CLR	FSYNOK	YES, UPDATE COUNTERS
0212	A	0109	0A1D		DEC	HDRCT	
0213	A	010B	201A		BRA	OUT	
0214	A	010D	0CCD	BSYN4	INC	FSYNOK	FLAG BAD SYNC
0215	A	010F	0CD3		INC	LOOMER	INCREMENT COMMUNICATION ERRORS
0216	A	0111	8602		LDA	#02	MORE THAN 2 BAD SYNC?
0217	A	0113	91CD		CMPA	BSYNCT	
0218	A	0115	2F06		BLE	RESYN4	YES, RESYNC
0219	A	0117	0CDD		INC	BSYNCT	NO, UPDATE COUNTERS
0220	A	0119	0A1D		DEC	HDRCT	
0221	A	011B	200A		BRA	OUT	
0222	A	011D	8602	RESYN4	LDA	#02	SET SYNC MODE =2
0223	A	011F	971B		STA	SYMOCT	
0224	A	0121	9601		LDA	#01	SET STATUS BIT
0225	A	0123	9A17		ORA	STATUS	
0226	A	0125	9717		STA	STATUS	
0227	A	0127	1CAF	OUT	ANDC	%AF	ENABLE INTERRUPTS
0228	A	0129	3B		RTI		
0229					END		

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```

0001      ****
0002      *
0003      * LPMON1 SUBROUTINE
0004      *
0005      * FUNCTION: PULSES AUTO-RESET CIRCUIT TO PREVENT
0006      *           RESET, MONITOR AND CONTROLS RECEIVED
0007      *           DATA LINES.
0008      * INPUT:   FRONT: WHEN = 0 INDICATES A GOOD DATA
0009      *           FRAME HAS BEEN RECEIVED SINCE
0010      *           THE LAST TIME LPMON WAS EXECUTED.
0011      *           IT SERVES AS A COUNTER TO COUNT
0012      *           PROGRAM LOOPS WITHIN A GOOD FRAME.
0013      * OUTPUT:  CHANNEL STATUS WORDS: CH000-CH007.
0014      *           CH000-CH007.
0015      *           STATUS BIT 4 UPDATE (BAD CHAN. DETECTED).
0016      * USES:    A
0017      * CALLS:   NONE
0018      * CALLED BY MAIN
0019      *
0020      ****
0021      *
0022      *
0023      *****SYMBOL DEFINITION*****
0024      *
0025      *FRONT COUNTS MAIN PROGRAM LOOPS WITHOUT A GOOD FRAME
0026      A 0000 00000000? FRONT EQU $09
0027      *
0028      *STATUS IS THE LOCAL STATUS WORD
0029      A 0000 00000017 STATUS EQU $17
0030      *
0031      *CHAN1 IS A MEMORY IMAGE OF THE SELECTED LINK CHANNEL
0032      A 0000 0000000B CHAN1 EQU $0E
0033      *
0034      *INSEL IS THE LINK INPUT CHAN. SELECT FLOP
0035      A 0000 00002000 INSEL EQU $2000
0036      *
0037      *RST010 IS THE AUTO RESET ADDRESS
0038      A 0000 00001000 RST010 EQU $1000
0039      *
0040      *CH000 IS THE CHANNEL 0 GOOD FLAG
0041      A 0000 000000E1 CH000 EQU $E1

```



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```

0042      *
0043      *CH0TST IS THE CHANNEL 0 TESTED FLAG
0044  A 0000 000000E2  CH0TST EQU    #E2
0045      *
0046      *CH1GD IS THE CHAN 1 GOOD FLAG
0047  A 0000 000000E3  CH1GD EQU    #E3
0048      *
0049      *CH1TST IS THE CHANNEL 1 TESTED FLAG
0050  A 0000 000000E4  CH1TST EQU    #E4
0051      *
0052      *****START OF PROGRAM*****/*****
0053      *
0054  A 0000 B71000      STA    RSTD15  PULSE AUTO RESET
0055  A 0003 0009      TST    FROUT   FROUT = 0 ?
0056  A 0005 2705      BEQ    FROUT0   YES: BRANCH
0057  A 0007 2048      BLT    FROUTN   NO: FROUT >=128 ?
0058      *                               YES: BRANCH
0059  A 0009 00D9      INC    FROUT   NO: COUNT
0060  A 000B 39       RTS    RETURN
0061      *
0062  A 000C 00DB      FROUT0 TST    CHAN0   CHAN. 0 ON ?
0063  A 000E 2729      BEQ    CH0G01   YES:BRANCH
0064  A 0010 4F       CLR    NO:      SET CH1 GOOD, TESTED
0065  A 0011 4C       INCA
0066  A 0012 97E3      STA    CH1GD
0067  A 0014 97E4      STA    CH1TST
0068  A 0016 0DE2      TST    CH0TST   CHAN 0 TESTED ?
0069  A 0018 2609      BNE    CH0T1   YES: BRANCH
0070  A 001A 4F       CLR    NO:      TEST CH 0
0071  A 001E 97DE      STA    CHANI
0072  A 001D B72000      STA    INSEL
0073  A 0020 00D9      INC    FROUT
0074  A 0022 39       RTS
0075      *
0076  A 0023 0DE1      CH0T1 TST    CH0GD   CHANNEL 0 GOOD ?
0077  A 0025 2609      BNE    CH0G1   YES: BRANCH
0078  A 0027 8610      BOUT1 LDA    #10    NO: SET BAD CHAN STATUS
0079  A 0029 9A17      ORA    STATUS
0080  A 002B 9717      STA    STATUS
0081  A 002D 00D9      INC    FROUT   COUNT
0082  A 002F 39       RTS
0083      *

```

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```

0084 A 0030 86EF      CH001 LDA    #8EF    RESET BAD CHAN STATUS
0085 A 0032 9417      ANDA   STATUS
0086 A 0034 5717      STA   STATUS
0087 A 0036 0CD9      INC   FROUT    COUNT
0088 A 0038 39        RTE
0089 *
0090 A 0039 4F        CH00N1 CLRA   SET     CH 0 GOOD, TESTEL
0091 A 003A 4C        INCA
0092 A 003E 87E1      STA   CH000
0093 A 003D 97E2      STA   CH0T0T
0094 A 003F 0DE4      TST   CH1T0T   CHAN. 1 TESTED?
0095 A 0041 2608      BNE   CH1T1    YES: BRANCH
0096 A 0043 B72000    STA   INSEL    NO: TEST CHAN 1
0097 A 0046 97DB      STA   CHAN1
0098 A 0048 0CD9      INC   FROUT
0099 A 004A 39        RTE
0100 *
0101 A 004B 0DE3      CH1T1 TST   CH100   CHAN 1 GOOD?
0102 A 004D 26E1      BNE   CH001    YES: BRANCH
0103 A 004F 20D6      BRA   BOUT1    NO: SET BAD CHAN STATUS BIT
0104 *
0105 A 0051 0DD8      FROUTN TST   CHAN1   CHAN 0 ON ?
0106 A 0053 272A      BEQ   CH00N2   YES: BRANCH
0107 *
0108 A 0055 0DE2      TST   CH0T0T   CHAN 0 TESTED ?
0109 A 0057 260A      BNE   CH0T2    YES: BRANCH
0110 A 0059 4F        CLRA   NO:     SWITCH TO CH 0
0111 A 005A 97DB      STA   CHAN1
0112 A 005C B72000    STA   INSEL
0113 A 005F 4C        INCA
0114 A 0060 97D9      STA   FROUT    FROUT = 1
0115 A 0062 39        RTE
0116 *
0117 A 0063 0DE1      CH0T2 TST   CH000   CHAN 0 GOOD ?
0118 A 0065 2619      BNE   CH002    YES: BRANCH
0119 A 0067 4F        CLRA   NO:     SWITCH TO CHAN 0
0120 A 0068 97DB      STA   CHAN1
0121 A 006A B72000    STA   INSEL
0122 A 006D 97E1      BOUT2 STA   CH000   RESET ALL FLAGS
0123 A 006F 97E2      STA   CH0T0T
0124 A 0071 97E3      STA   CH100
0125 A 0073 97E4      STA   CH1T0T

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0126 A 0075 8601 LDA #01 SET FROUT=1
0127 A 0077 97D9 STA FROUT
0128 A 0079 8611 LDA #011 SET BAD CHAN AND LOOKING
0129 A 007B 9A17 ORA STATUS FOR SYNC STATUS BITS
0130 A 007D 9717 STA STATUS
0131 A 007F 39 RTS
0132 *
0133 A 0080 4F CH002 CLRA
0134 A 0081 97DB STA CHAN1 SWITCH TO CHAN 0
0135 A 0083 B72000 STA INSEL
0136 A 0086 97D9 STA FROUT SET UP FOR FROUT=1
0137 A 0088 97E3 STA CH100 INDICATE CH 1 BAD
0138 A 008A 4C INCA INDICATE CH 1 BAD
0139 A 008B 97E4 STA CH1TST
0140 A 008D 2098 BRA BOUT1 SET BAD CHAN STATUS
0141 *
0142 A 008F 0DE4 CH00N2 TST CH1TST CH 1 TESTED ?
0143 A 0091 260A BNE CH1T2 YES: BRANCH
0144 A 0093 4F CLRA NO: SWITCH TO CH 1
0145 A 0094 4C INCA
0146 A 0095 97DB STA CHAN1
0147 A 0097 B72000 STA INSEL
0148 A 009A 97D9 STA FROUT FROUT= 1
0149 A 009C 39 RTS
0150 *
0151 A 009D 0DE3 CH1T2 TST CH100 CHANNEL 1 GOOD ?
0152 A 009F 260A BNE CH102 YES: BRANCH
0153 A 00A1 4F CLRA NO:SWITCH TO CH 1
0154 A 00A2 4C INCA
0155 A 00A3 97DB STA CHAN1
0156 A 00A5 B72000 STA INSEL
0157 A 00A8 4F CLRA 00 RESET ALL FLAGS
0158 A 00A9 20C2 BRA BOUT2 AND SET BAD CHAN STATUS
0159 *
0160 A 00AB 4F CH102 CLRA SET UP FOR FROUT=1
0161 A 00AC 97D9 STA FROUT
0162 A 00AE 97E1 STA CH00D INDICATE CH 0 BAD
0163 A 00B0 4C INCA
0164 A 00B1 97E2 STA CH0TST SET CH 0 BAD
0165 A 00B3 97DB STA CHAN1 SWITCH TO CHAN 1
0166 A 00B5 B72000 STA INSEL
0167 A 00B8 16FF6C LBRA BOUT1 SET BAD CHAN STATUS
0168 END

```

```

0001 *****
0002 *
0003 * LXMIT SUBROUTINE
0004 *
0005 * FUNCTION: PUTS A BYTE IN THE LINK UART DATA BUF.
0006 *          TIMES OUT IF UART IS NOT READY SOON
0007 *          ENOUGH.  UPDATES STATUS BIT 3.
0008 * INPUT:   BYTE IN A REG.
0009 * OUTPUT:  BYTE INTO LINK UART DATA BUF, IF NO
0010 *          TIME-OUT; UPDATED STATUS BIT
0011 * USES:    B-X
0012 *
0013 *****
0014 *
0015 *
0016 *STATUS IS USED TO KEEP LOCAL STATUS INFO
0017 A 0000 00000017 STATUS EQU #17
0018 *
0019 *LUCON IS LINK UART CONTROL REG.
0020 A 0000 00001800 LUCON EQU #1800
0021 *
0022 *LUDAT IS LINK UART DATA REG.
0023 A 0000 00001801 LUDAT EQU #1801
0024 *
0025 *
0026 *****START OF PROGRAM*****
0027 *
0028 *
0029 A 0000 8E000A LXMIT LDX #000A SET UP TIME-OUT CTR.
0030 A 0003 C602 LDB #02 TEST LUART READY
0031 A 0005 F51800 XWAIT BITB LUCON
0032 A 0008 260E BNE SEND
0033 A 000A 301F LEAX -1,X BRANCH IF NOT READY
0034 A 000C 26F7 BNE XWAIT
0035 A 000E C608 XTOUT LDB #08 TIME-OUT STATUS UPDATE
0036 A 0010 DA17 ORB STATUS
0037 A 0012 D717 STB STATUS
0038 A 0014 39 RTS
0039 A 0015 E71801 SEND STA LUDAT SEND DATA
0040 A 0018 26F7 LDB #F7 UPDATE STATUS
0041 A 001A 0417 ANDB STATUS
0042 A 001C D717 STB STATUS
0043 A 001E 39 RTS
0044 END

```

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LTSTER 20 Dec 83

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```

0001 *****
0002 *
0003 * LTSTER SUBROUTINE
0004 *
0005 * FUNCTION: TESTS ALTERNATE LINK CHANNEL. IF DATA IS *
0006 * RECEIVED, AN SWI TO LINT SUBROUTINE IS *
0007 * EXECUTED TO PROCESS IT *
0008 * INPUT: CHANI, CONTAINING INPUT CHANNEL ACTIVE *
0009 * OUTPUT: CHANGES CHANI; GIVES DATA BYTE TO LINT IF *
0010 * ONE IS RECEIVED. INDICATES TIME-OUT TO *
0011 * CALLING PROGRAM WITH ZERO IN X-REG. *
0012 * USES: A,X *
0013 * CALLED BY LPMON *
0014 * CALLS: *
0015 *
0016 *****
0017 *
0018 *
0019 *****SYMBOL DEFINITION*****
0020 *
0021 *LINTEN ENABLES RECEIVE INTERRUPTS, 8 BIT, NO PARITY
0022 * 1 STOP BIT OPERATION OF ACIA
0023 A 0000 00000095 LINTEN EQU 95
0024 *
0025 *LINCON IS LINK ACIA CONTROL REG
0026 A 0000 00001800 LINCON EQU 1800
0027 *
0028 *CHANI IS MEMORY IMAGE OF CHANNEL SELECT BIT
0029 A 0000 000000DB CHANI EQU DB
0030 *
0031 *INSEL IS ADDRESS OF LINK CHAN. SEL. FLOP
0032 A 0000 00002000 INSEL EQU 2000
0033 *
0034 *WAIT IS A 30 MILLISECOND WAIT COUNT
0035 A 0000 00000753 WAIT EQU 753
0036 *
0037 *****START OF PROGRAM*****
0038 *
0039 A 0000 3617 LTSTER LDA #17 DISABLE LINK INTERRUPTS
0040 A 0002 D71860 STA LINCON
0041 A 0005 4F CLR SWITCH CHANNEL

```

AMERICAN AUTOMATION ASSEMBLER

LTSTER 20 Dec 83

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0042	A 0006 00DB		TST	CHANI	
0043	A 0008 2601		BNE	CONT1	
0044	A 000A 4C		INCA		
0045	A 000B 97DB	CONT1	STA	CHANI	STORE CHAN. IMAGE IN MEM.
0046	A 000D B72000		STA	INSEL	SWITCH CHAN SEL FLOP
0047	A 0010 8601		LDA	#01	SFT UP TEST
0048	A 0012 8E0753		LDX	#WAIT	
0049	A 0015 301F	LOOP1	LEAX	-1,X	CHECK TIME OUT
0050	A 0017 2706		BEQ	TOUT	
0051	A 0019 B51800		BITA	LINCON	DATA RECEIVED?
0052	A 001C 27F7		BEQ	LOOP1	IF NO, LOOP UNTIL TIME OUT
0053	A 001E 3F		SWI	IF	YES GO PROCESS
0054	A 001F 8695	TOUT	LDA	#LINTEN	ENABLE INTERRUPT IN LINK ACIA
0055	A 0021 B71800		STA	LINCON	
0056	A 0024 39		RTS		
0057			END		

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MAIN 20 Dec 83

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```

0001 *****
0002 *
0003 * MAIN ROUTINE
0004 *
0005 * FUNCTION:CONTROLS PROGRAM FLOW
0006 * INPUT: NONE
0007 * OUTPUT: NONE
0008 * USES: NONE
0009 * CALLS: LPMON,SYNCTR,ANACTR,DIGINT,ENDTR,DISPLY,
0010 * CALLED BY NONE (ENTRY FROM INIT ROUTINE)
0011 *
0012 *****
0013 *
0014 *
0015 *****SYMBOL DEFINITION*****
0016 *
0017 *LPMON IS A SUBROUTINE WHICH MONITORS VARIOUS PARAMETERS
0018 * ONCE THRU EACH MAIN PROGRAM LOOP
0019 A 0000 0000FE60 LPMON EQU $FE60
0020 *
0021 *SYNCTR IS A SUBROUTINE WHICH TRANSMITS THE SYNC WORDS
0022 A 0000 0000FB30 SYNCTR EQU $FB30
0023 *
0024 *ANACTR IS A SUBROUTINE WHICH TRANSMITS STATUS NUMBER
0025 * OF BYTES AND ANALOG VALUES, AS WELL AS CONTROLS
0026 * AND MONITORS ANALOG ACQUISITION
0027 A 0000 0000F500 ANACTR EQU $F500
0028 *
0029 *DIGINT IS A SUBROUTINE WHICH ACQUIRES AND TRANSMITS
0030 * THE DIGITAL INPUTS
0031 A 0000 0000FB40 DIGINT EQU $FB40
0032 *
0033 *ENDTR IS A SUBROUTINE WHICH TRANSMITS ALL THE STUFF
0034 * AT THE END OF THE DATA FRAME
0035 A 0000 0000FB50 ENDTR EQU $FB50
0036 *
0037 *DISPLY IS A SUBROUTINE WHICH UPDATES FRONT PANEL AND
0038 * USER MONITOR DISPLAYS
0039 A 0000 0000FCE0 DISPLY EQU $FCE0
0040 *
0041 *UPDATE IS A SUBROUTINE WHICH UPDATES USER OUTPUTS WHEN

```

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```
0042                                     * A VALID FRAME IS RECEIVED
0043 A 0000 0000FDF0 UPDATE EQU $FDF0
0044                                     *
0045                                     *****START OF PROGRAM*****
0046                                     *
0047 A 0000 BDFE60 MAIN JSR LPMON
0048 A 0003 BDFB30 JSR SYNCR
0049 A 0006 BDF500 JSR ANACTR
0050 A 0009 BDFB40 JSR DICINI
0051 A 000C BDFB58 JSR ENDTB
0052 A 000F BDFCE0 JSR DISPLV
0053 A 0012 20ED BRA MAIN
0054                                     END
```



```

0001 *****
0002 *
0003 * SYNCTR SUBROUTINE
0004 *
0005 * FUNCTION:TRANSMITS THE LINK SYNC BYTES
0006 * INPUT: NONE
0007 * OUTPUT: SYNC WORDS TO LINK UART
0008 * USES: A:LXMIT
0009 *
0010 *****
0011 *
0012 *
0013 *****SYMBOL DEFINITIONS*****
0014 *
0015 *SYNCWD IS THE LINK SYNC WORD
0016 A 0000 0000007E SYNCWD EQU 47E
0017 *
0018 *LXMIT IS THE LINK HANDLER SUBROUTINE
0019 A 0000 0000FB00 LXMIT EQU %FB00
0020 *
0021 *
0022 *****START OF PROGRAM*****
0023 *
0024 A 0000 867E SYNCTR LDA #SYNCWD
0025 A 0002 BDFB00 JSR LXMIT
0026 A 0005 BDFB00 JSR LXMIT LOAD AND TRANSMIT SYNC WORD
0027 A 0008 39 RTS
0028 END

```

AMERICAN AUTOMATION ASSEMBLER

UACINT 20 Dec 83

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```

0001 *****
0002 *
0003 * UACINT SUBROUTINE
0004 *
0005 * FUNCTION:HANDLES USER ACIA INTERRUPTS
0006 * INPUT: FROM USER ACIA
0007 * OUTPUT: NONE
0008 * USES : A
0009 * CALLS: NONE
0010 * CALLED BY NONE (ENTRY FROM USER ACIA INTERRUPT)
0011 *
0012 *****
0013 *
0014 *
0015 *****SYMBOL DEFINITION*****
0016 *
0017 *UACRB IS THE USER ACIA READ BUFFER
0018 A 0000 00002801 UACRB EQU $2801
0019 *
0020 *
0021 *****START OF PROGRAM*****
0022 *
0023 *READ USER INTERFACE TO CLEAR INTERRUPT
0024 A 0000 B62801 UACINT LDA UACRB
0025 A 0003 3B RTI
0026 END

```

```

0001      *****
0002      *
0003      * UPDATE SUBROUTINE
0004      *
0005      * FUNCTION: UPDATES USER ANALOG AND BINARY OUTPUTS
0006      * INPUTS: DATA IN A RECEIVED DATA BUFFER
0007      *          FRRDY FLAG TO SIGNAL DATA AVAILABLE
0008      *          DSWS TO SELECT BETWEEN DIGITAL OUTPUTS
0009      *          16 TO 31 AND LIMIT BITS 0 TO 15
0010      * OUTPUTS: 31 ANALOG SIGNALS
0011      *          DIGITAL OUTPUTS 0 TO 15
0012      *          DIGITAL OUTPUTS 16 TO 31 OR ANALOG LIMIT
0013      *          BITS 0 TO 15
0014      * USES: A,X,Y,U
0015      *
0016      *****
0017      *
0018      *
0019      *****SYMBOL DEFINITION*****
0020      *
0021      *FRRDY IS USED TO FLAG A COMPLETE READY FRAME
0022      A 0000 00000007 FRRDY EQU $07
0023      *
0024      *RCVDDG FLAGS THAT GOOD DATA HAS BEEN RECEIVED
0025      A 0000 00000007 RCVDDG EQU $07
0026      *
0027      *RBUF0 IS THE START ADDR. OF A RECEIVED DATA TABLE
0028      A 0000 00000020 RBUF0 EQU $20
0029      *
0030      *RBUF1 IS THE START ADDR. OF A RECEIVED DATA TABLE
0031      A 0000 00000070 RBUF1 EQU $70
0032      *
0033      *RBUFSE POINTS TO THE READY DATA BUFFER
0034      A 0000 00000001 RBUFSE EQU $01
0035      *
0036      *AOUT0 IS THE START ADDR. OF THE FIRST ANALOG OUT CARD
0037      A 0000 00005000 AOUT0 EQU $5000
0038      *
0039      *AOUT1 IS THE START ADDR. OF THE SECOND ANALOG OUT CARD
0040      A 0000 00005800 AOUT1 EQU $5800
0041      *

```

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```

0042                                     *ADUT2 IS THE START ADDR. OF THE THIRD ANALOG OUT CARD
0043 A 0000 00006000 ADUT2 EQU $6000
0044                                     *
0045                                     *ADUT IS THE START ADDR. OF THE SUBROUTINE WHICH LOADS
0046                                     * THE ANALOG OUTPUT LATCHES
0047 A 0000 0000FDE0 ADUT EQU $FDE0
0048                                     *
0049                                     *DOUTL IS THE ADDR. OF THE LATCHES FOR DOUT 0 - 15
0050 A 0000 00005012 DOUTL EQU $5012
0051                                     *
0052                                     *DOUTH IS THE ADDR. OF THE LATCHES FOR DOUT 16 - 31
0053 A 0000 00005812 DOUTH EQU $5812
0054                                     *
0055                                     *DSW4 IS THE ADDR. OF A USER CONTROL SWITCH
0056                                     * BIT 7 IS USED TO INDICATE LIMIT BIT OR DIGITAL OUTPUT
0057 A 0000 0000A000 DSW4 EQU $A000
0058                                     *
0059                                     *FROUT IS USED TO COUNT MAIN PROG. LOOPS WITHOUT
0060                                     *A GOOD FRAME OUTPUT , IT IS RESET BY THIS ROUTINE
0061                                     *IF THIS ROUTINE OUTPUTS A NEW FRAME
0062 A 0000 00000000 FROUT EQU $0
0063                                     *
0064                                     *DOFF IS THE OFFSET OF THE DIGITAL WORDS IN THE MEMORY
0065                                     * DAT BUFFER.
0066 A 0000 00000030 DOFF EQU $30
0067                                     *
0068                                     *
0069 *****START OF PROGRAM*****
0070                                     *
0071 A 0000 0007 UPDATE TST RCVDGD INC RCVDGD IF FIRST FRAME
0072 A 0002 2602 BNE CONT2
0073 A 0004 0007 INC RCVDGD
0074 A 0006 103E5000 CONT2 LDY #ADUT0 OUTPUT TO ANALOG CARD 0
0075 A 000A 8609 .DA #0? TELL HOW MANY WORDS TO OUTPUT
0076 A 000C BDFDE0 JSR ADUT
0077 A 000F 103E5800 LDY #ADUT1 OUTPUT TO ANALOG CARD 1
0078 A 0013 8609 .DA #0?
0079 A 0015 BDFDE0 JSR ADUT
0080 A 0018 103E6000 LDY #ADUT2 OUTPUT TO ANALOG CARD 2
0081 A 001C 8606 .DA #0?
0082 A 001E BDFDE0 JSR ADUT
0083 A 0021 EE81 LDU ,X++
0084 A 0023 FF5012 STU DOUTL
0085 A 0024 B6A000 LDA DSW4 WANT LIM BITS OR DOUT 15-31?
0086 A 0029 2D02 BLT CONT3 TEST DSW4 TO FIND OUT
0087 A 002E 3002 LEAX 2,X PDINT TO LIM BITS
0088 A 002D EE84 CONT3 LDU 0,X OUTPUT ONE OR THE OTHER
0089 A 002F FF5812 STU DOUTH
0090 A 0032 0FD9 CLR FROUT INDICATE A GOOD FRAME RCV'D
0091 A 0034 39 RTS
0092                                     END

```

## 6.0 How to Put in the Right Checksum

This section assumes the user is familiar with the use of a PROM programmer, and with hexadecimal notation. Access to a hexadecimal calculator such as Dwayne Schiebel's may be helpful.

Three locations in each ROM are saved for storing the ROM checksum and checksum adjust. Let A be the location for checksum adjust, B be the location for checksum MSB, and C be the location for the LSB.

Values to plug into A, B, and C are found as follows:

1. Get the ROM program into the programmer's RAM.
2. Set locations A, B, and C to zero (0080-0082 in 10A ROM, 07FD-07FF in 6A ROM).
3. Do a checksum on 0000 to 07FF.
4. Let the resulting two LSD's be called Z, and the next two LSD's be called Y; e.g., if the programmer gives 0467F2 as a checksum, Z = F2 and Y = 67.
5. If  $Y + Z = 0$ , then  $A = B = C = 00$ .

If  $0 < Y + Z \leq 100_H$ , then

$$B = Y + 1$$

$$C = Z$$

$$A = 100_H - (B + C)$$

else

$$B = Y + 2$$

$$C = Z$$

$$A = 200 - (B + C)$$

(All arithmetic done in hexadecimal.)

## 7.0 How to Enter Analog Limits

This section assumes the user is familiar with the use of a PROM programmer, and with hexadecimal notation. Access to a hexadecimal calculator such as Dwayne Schiebel's may be useful.

Minimum and maximum limits can be programmed into ROM 10A for each analog input. Input voltages that exceed these voltages cause a limit bit to be set. These limit bits, in turn, cause the front panel DVM to blink when the appropriate channel is selected; the limit bits for channels 0 to 15 can also be passed on to the user, instead of digital outputs 16 to 31.

These limits are programmed as follows. First, the appropriate value for the limit must be calculated. Assume it is V volts, where V is a decimal number between -10 and +9.996 volts. Calculate

$$N_D = ((V + 10)/20) \times 4096$$

Then change  $N_D$  to a hexadecimal number,  $N_H$  and round, if necessary, to an integer. (Dwayne Schiebel and others have calculators that will make this conversion at the touch of a button.) Let XYZ be the three character hex representation of  $N_H$ . It is programmed into two consecutive bytes of ROM as follows:

<u>Byte #</u>	<u>Contents</u>
N	Ø X
N + 1	Y Z

The byte to min/max channel mapping is specified in Table 5.

Once the min/max values are known they can be programmed by reading ROM 10A V1.0-RJL into the ROM programmer and changing the appropriate bytes. Then the checksum should be changed,

as described in Section 6.0. Finally, a new ROM can be programmed, or the old one erased and reprogrammed. A new and different label should be used to identify it.

TABLE 5

Analog Voltage Limit Locations in Rom 10A

<u>Byte #</u>	<u>Channel</u>	<u>Min</u>	<u>Max</u>
0, 1	0		X
2, 3	0	X	
4, 5	1		X
6, 7	1	X	
8, 9	2		X
A, B	2	X	
C, D	3		X
F, F	3	X	
10, 11	4		X
⋮	⋮	⋮	
⋮	⋮	⋮	
⋮	⋮	⋮	
7C, 7D	31		X
7E, 7F	31	X	

### 7.1 Example

Assume we want to change the default min and max values from the V1.0-RJL standard to -5 and +5 volts, respectively for channel 17. Calculate

$$((-5 + 10)/20) \times 4096 = 1024_{10} = 400_{16}$$

$$((+5 + 10)/20) \times 4096 = 3072_{10} = C00_{16}$$

Interpolating from Table 4, channel 17 max corresponds to bytes 44<sub>16</sub> and 45<sub>16</sub> and channel 17 min to bytes 46<sub>16</sub> to 47<sub>16</sub>.

Read ROM 10A V1.0-RJL into the PROM Programmer. Change the contents of the above-mentioned four locations as follows:

<u>Byte #</u> <u>(Hex)</u>	<u>Contents</u> <u>(Hex)</u>
44	0C
45	00
46	04
47	00

Find and enter the new checksum as described in Section 6.0 and program a new ROM.

### 8.0 Changing Default Power-On Digital Outputs

This section assumes the user is familiar with the use of a PROM programmer and with the hexadecimal number system.

The FEDAL Digital Outputs go to specified default values shortly after power-on. In V1.0-RJL firmware the default is all logic high. (Of course, after a good data frame is received these outputs are updated.) It is not too hard to conceive of applications in which certain switch settings are desirable immediately after power-on. This can be effected by modifying these default values.



The defaults are modified as follows. Table 6 specifies the default values table located in ROM 10A. Each output is assigned one bit in this table, and changing a bit is as easy as reprogramming the byte in which it resides, and then updating the checksum as described in Section 6.0.

### 8.1 Example

Suppose we want outputs 6, 12, and 30 to default to logic low and all the rest to logic high. We need to program

```

101111112 = BF16 into location 88
111011112 = FF16 into location 89
101111112 = BF16 into location 8B

```

of ROM 10A, and then update the ROM checksum.

TABLE 6

Default Digital Output Locations in ROM 10A.

Byte # (Hex)	Default Output # (decimal)							
	(MSB .....LSB)							
88	7	6	5	4	3	2	1	0
89	15	14	13	12	11	10	9	8
8A	23	22	21	20	19	18	17	16
8B	31	30	29	28	27	26	25	24

## 9.0 Test Procedures

This section includes test procedures for the three Front-End Data Link (FEDAL) boards and the chassis. Card schematics, parts lists, and layouts, however, are not included. These can be found on pages 26 to 62 of the FEDAL report, EDIR No. 239.

TEST PROCEDURES

FEDAL-In Card

FEDAL-MP Card

FEDAL Output Card Tests

FEDAL Chassis

TEST PROCEDURE FOR FEDAL-IN CARD

R. Lacasse

June 10, 1983

1. Remove all cards and power supply connections from the front end data tester.
2. Put the blank, wired, FEDAL-IN card in the input slot.
3. Test for shorts between the tester's supply inputs.
4. Verify continuity between:
  - A. +15 V supply input and: B34, C52, G17, G33, H16, H18, H24, J18, J30, J33, Z48, Z55.
  - B. 15 V RET input and: B38, B39, G12, G13, G28, G44, H19, H20, H26, J19, J20, L15, M12, M15, M17.
  - C. -15 V supply input and: B43, B53, E18, E34, H08, H21, H27, H29, H32, J21, Y48, Y55.
  - D. +5 V supply input and: B01, B12, B23, D01, D09, F02, H12, H13, H14, L07, L09.
  - E. 5 V RTN supply and: C10, C21, C32, E07, E15, F12, F13, G09, L10.
5. Remove the card and install all its components per the layout on page 4.
6. Connect supplies to the tester.
7. Turn on the supplies and measure the currents consumed by the tester with no cards inserted.
8. Plug in the card and measure the incremental currents, consumed by the card. The currents should be in the following ranges:

	<u>Minimum</u> (mA)	<u>Maximum</u> (mA)
+5 V	103	245
+15 V	44	72
-15 V	44	72

9. Install the "Test 6" ROM into location 10A of the FEDAL-MP board. Install the FEDAL-MP board and FEDAL-IN cards into their proper slots in the front end data link chassis. Remove the top of the chassis for easy access to the FEDAL-IN board.

10. Install "clothes-pins" on both MUX-16's, locations 3B and 3C. Remove the 240 ohm resistor between H31 and J31. Install one end of a 1 K $\Omega$ , 1/8 W, 5% resistor into J31; leave the other end of the resistor sticking up.
11. Turn the power on and verify the presence of low-going 0.75  $\mu$ sec pulses on 3A12, 3A13, 3A14, 3A15. Verify the presence of a TTL low on 2B06. Measure the width of the TTL-high part of the waveform at 2B01. It should be  $\leq 25 \mu$ sec, typically, 20  $\mu$ sec.
12. Trim the gain and offset of the ADC 80 as described in this section. The gain and offset pots are located as shown on the component layout, page 4. Use the voltage calibrator supply (Digitec, Model 311) to apply -9.9976 volts to channel zero of the MUX by connecting the positive supply output to 3B19 and the negative output to end of the 1 K $\Omega$  resistor that was left sticking up. (Use the "REVERSE" feature of the 311 to get the negative voltage.) The inverted ADC output is displayed on the FEDAL chassis' status display and the channel to be monitored is selected with the top digiswitch on the front panel. Select channel 00. Adjust the offset pot so that the display flickers between 0000 and 0001. Apply +9.9927V with the Digitec and adjust the gain pot so that the display flickers between 0FFE and 0FFF. Double check both pot settings and re-adjust if necessary. Verify that an input of 0.0000 V gives a reading of 0800  $\pm 1$ .
13. Verify the channel select logic as follows:
  - A. Select channel 00 with the digiswitch.
  - B. With no signal applied to 3B19, the display should not have a stable reading.
  - C. Then apply +5.000 V from the Digitec to 3B19. The display should become stable and read 0C00  $\pm 1$ .
  - D. Repeat this test for channels 1-31. Corresponding MUX pins are shown in Table 1 on page 3.
14. Measure the inter-channel isolation of the MUXes as follows:
  - A. Monitor channel zero with 3B19 connected to 3B12 with an EZ-hook. The display should read 0800  $\pm 1$ .
  - B. Apply +10 V from the Digitec to 3B20. The reading should change by, at most, 1.
  - C. Now apply -10 V. The reading should again change by, at most, 1. (Ideally, it should not change at all.)
  - D. Repeat this test for the MUX at 3C: connect 3C19 to 3C12; apply  $\pm 10$  V to 3C20 and verify the display change as above, monitoring channel 16.

TABLE 1

0	3B19	12	3B07	24	3C11
1	20	13	6	25	10
2	21	14	5	26	9
3	22	15	4	27	8
4	23	16	3C19	38	7
5	24	17	20	29	6
6	25	18	21	30	5
7	26	19	22	31	4
8	11	20	23		
9	10	21	24		
10	9	22	25		
11	8	23	26		

15. Measure the slew rate of the INA-101 amplifier. Using a signal generator, apply a square wave, that goes from +10 V to -10 V with frequency of about 1 kHz, to 3B19. Ground of the signal generator should be on the end of the 1 K $\Omega$  test resistor that was left sticking up. Select channel 00 with the digiswitch. Monitor PIN 14 on the ADC-80 with a scope. Verify that the settling time, including the ramp and ringing, on both transitions is less than 150  $\mu$ sec.
16. Replace the 240  $\Omega$  resistor.

TEST PROCEDURE FOR FEDAL-MP CARD

R. J. Lacasse

June 23, 1983

Revised: 7/18/83 and 8/23/83

1. Remove all cards and power supply connections from the front-end data link tester (FEDALT).
2. Put the blank, wired, FEDAL-MP card in the  $\mu$ P slot. (If discrete components are already inserted, they may be left in, with the exception of 3G and 8F.)
3. Test for shorts between the FEDALT's supply inputs.
4. Verify continuity between:

+5 V and    B 1, 33, 47  
                   C 42, 14  
                   D 1, 20, 24, 47  
                   E 33, 38, 42  
  
                   F 17, 29, 32, 34, 47  
                   G  
                   H 47  
                   J 38  
                   K 9, 11, 13, 23, 25, 27,  
                       47  
                   L 2, 5  
                   M 47  
                   N  
                   P  
                   R  
                   S 1, 10, 12, 21, 33, 41  
                   T 1, 9, 12, 20, 51  
                   U 2, 10, 14, 20, 33, 41  
                   V 12, 16, 17  
  
                   W 2, 5, 44  
                   X  
                   Y 29  
                   Z

5 V RTN and    B 2  
                   C 1, 10, 15, 39, 45, 54  
                   D 23, 27  
                   E 10, 36, 41, 45, 49,  
                       51, 54  
                   F 30, 31  
                   G 23, 43, 54  
                   H 2, 3, 16, 17, 41, 36, 32  
                   J 41, 45, 49, 51, 54, 30, 34  
                   K 2, 16  
  
                   L 54  
                   M  
                   N 13, 54  
                   P  
                   R  
                   S 9  
                   T 7, 10, 21, 39, 53  
                   U 13, 4, 22  
                   V 2, 9, 11, 15, 18, 27,  
                       39, 47, 52, 53, 54, 55, 25  
  
                   W  
                   X  
                   Y 13, 23, 55  
                   Z

+15 V and    B 14  
                   J 29

15 V RTN and B 15, 18

-15 V and    B 17  
                   J 33

5. Remove the card and install all its components per the layout on page 5. The 2716 ROM at location 6A should be labeled F000; the 2716 ROM at location 10A should be labeled TEST 7. Double check the component layout and orientation.
6. Connect supplies to the tester.
7. Turn on the supplies and measure the currents consumed by the tester with no cards inserted. Adjust the supply voltages if required to  $\pm 0.1$  V of nominal.
8. Current Consumption Test. Power off.

Plug the card into the MP slot. Power on. Measure the incremental currents consumed by the card. These should be in the following ranges:

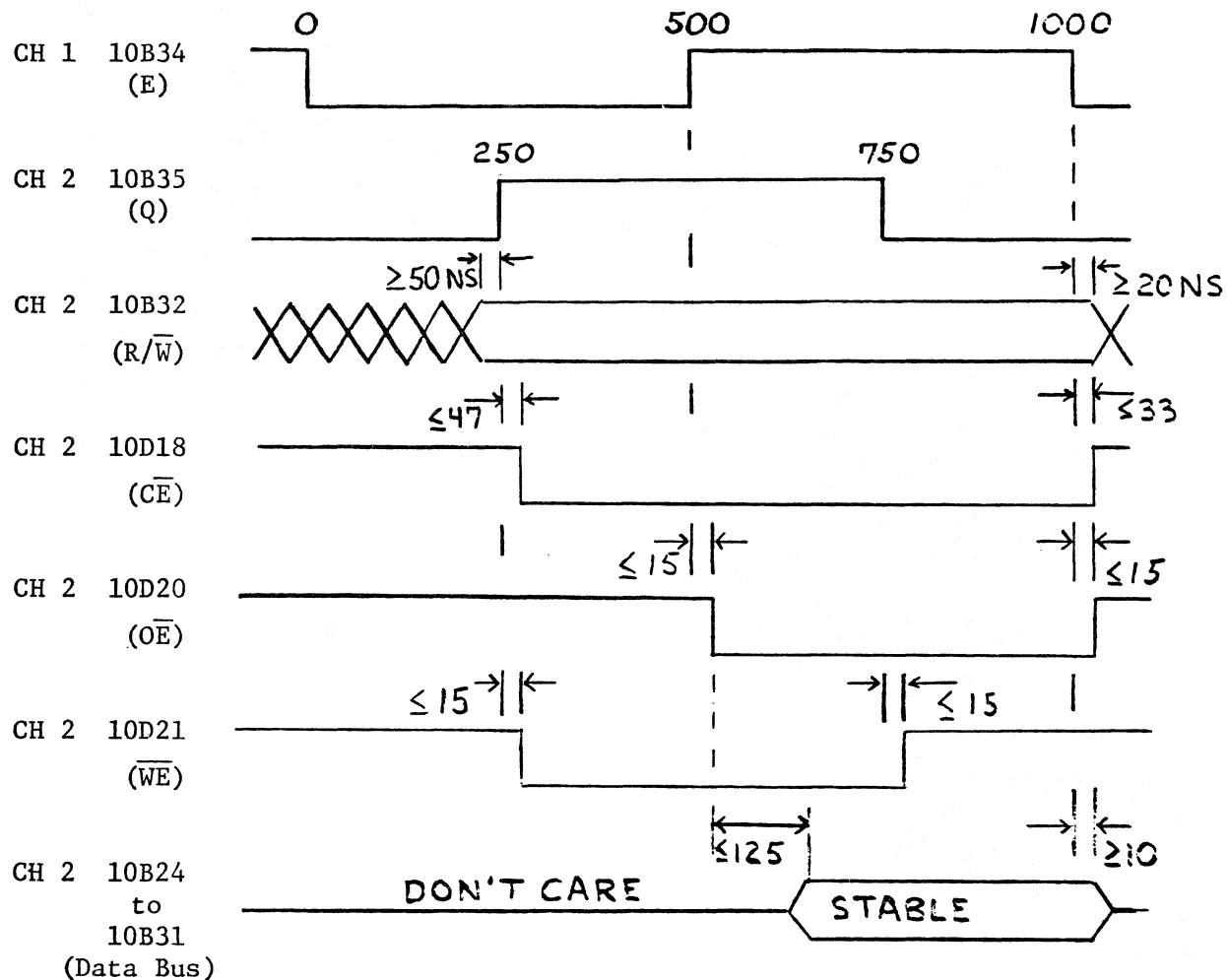
	<u>Minimum</u> (mA)	<u>Typ.</u> (mA)	<u>Maximum</u> (mA)
+5 V	600	800	1500
+15 V	5	7	15
-15 V	5	8	15

9. Power on Reset Test. Power off.  
 Replace the 0.22  $\mu$ F capacitor at 9B16 to 9B01 with a 15  $\mu$ F capacitor, plus side to pin 16. Monitor 9A13 with a scope set to 0.5 sec per horizontal division and 2 V per vertical division. When +5 V power is turned on, a  $1.0 \pm 0.2$  sec positive pulse should be seen on this pin. If not, reference schematic sheet 2. Replace the 0.22  $\mu$ F capacitor.
10. User Baud Rate Generator Test.  
 Verify a square wave with  $52.1 \pm 2$   $\mu$ sec period at 4B03 and 4B04. If not, see schematic sheet 10.
11. Twelve Volt Regulator Test  
 Verify +12 V DC  $\pm 1$  V at 4K08 (75150), and -12 V DC  $\pm 1$  V at 4K05. If not, see schematic sheet 11.
12. Three Volt Regulator Test.  
 Verify +3 V DC  $\pm 0.5$  V at 3G04 (100  $\Omega$ ). If not, see schematic sheet 12.
13. 1 MHz Clock Test.  
 Verify 1 MHz square wave at 10B34, 10B35. If not, see schematic sheet 1.
14. Signal Level and Timing Tests.  
 Remove all boards from the front-end data link chassis (FEDALC). Insert the board under test into the "MP" slot. Place select switch on the front panel to status. Power on. Verify a TTL logic high on 10B 2, 3, 4, 37. Verify reasonable TTL logic switching signals on 10B 8 through 23.



## 14. (Continued):

Place the select switch in Restart Errors position. Verify the following timing. (Times in nanoseconds, always trigger on scope channel 1.)



Reference schematic sheets 1, 8, 9, if necessary.

15. Enable Signal Test.

Place the select switch in Status.

Verify a  $0.75 \pm .02$   $\mu$ sec pulse on 5F07. Trigger on this waveform. Use the second scope channel to verify similar pulses, each occurring about 19  $\mu$ sec later than the previous one on:

5F 9, 10, 11, 12, 13, 14, 15  
 3F 7, 9, 10, 11, 12, 15  
 1F 7, 9, 10, 11, 12, 13, 14  
 2F 14, 13, 12

Reference schematic sheets 15 and 16 if necessary.

16. Digiswitch and Display Tests.

Verify that the value on the digiswitches associated with the front panel DVM is displayed on the "Remote" LED display. Try a few values and see that they are all displayed correctly. Do the same for the lower digiswitches, associated with the analog meter; they should be displayed on the "Local" LED display. If not, see schematic sheet 12.

17. Restart Error Counter Test.

Place LED display select switch in the restart error position. Turn power off. Replace the .47  $\mu$ F capacitor at 9B09-9B08 with a 15  $\mu$ F capacitor, with positive on capacitor to 9B09. Turn power on. The remote display should read 00. Turn power off. Replace the 200 K resistor at 9B07-9B10 with a 100 K resistor. Turn power on. The remote display should count cyclicly from 00 to FF. If not, see schematic sheet 2. Replace the .47  $\mu$ F capacitor and 200 K $\Omega$  resistor.

18. User UART Test.

Place LED display select switch in Communication Error position. Jumper pin 2 to pin 3 on the rear panel RS232 connector. Verify that the DVM digiswitches are displayed on the remote LED's. View the transmitted data on the jumpered pins. Verify a two level waveform, with the positive excursion  $\geq 6$  V and the negative excursion  $\leq 6$  V. If not, see schematic sheets 10, 11.

19. Link UART Tests. Turn power off.

Remove rear panel jumpers on the digital I/O Elco connector, if present. Install a FEDAL-OUT card on the bottom slot. Install the F800 ROM into 10A. Power on. Verify switching waveforms on the FEDAL-MP connector, pins 55, 56, 57, 58. Verify a roughly 1 Hz TTL switching waveform on 2E07 and 2F07 (6N137's). Verify that the remote status LED's are blanked. Power off. Reference schematic sheets 3 and 5 if required.

20. Link Receiver Tests.

Jumper A to C, B to D, E to J, and F to K on the rear panel digital I/O Elco connector. Power on. Verify a switching waveform on 2E06. Verify that both MV50's on the board light. Verify that with the select switch in any of the three positions, both remote and local displays read 00.

21. Auto-Reset Test.

Verify .75  $\mu$ sec pulses with  $20 \pm 2$  msec period on 9C01. Reference schematic sheet 2 if required.

TEST PROCEDURE FOR  
FRONT-END DATA LINK OUTPUT CARD TESTS

R. Lacasse

August 23, 1983

1. If connected to the supplies, disconnect the front-end data link tester from the supplies.
2. Separate digital wires on rows G and V from analog wires on rows H and W. Pins 17 and 20 on the DACs are especially sensitive.
3. Remove all cards from the FEDAL tester. Insert the FEDAL out card to be tested in output slot  $\emptyset$ , with component side oriented per labels on the tester.
4. Check for shorts between supplies.
5. Use an ohm meter or buzzer to verify the following supply connections:

+15 V to:

Row B:	Pin 41
Row H:	Pins 4, 18, 32, 46
Row L:	Pins 4, 18, 32, 46
Row W:	Pins 4, 18, 32, 46

-15 V, on version 1.2 boards (-15 V decoupling caps plugged in on component side):

Row B:	Pin 42
Row H:	Pins 3V, 12, 19V, 26, 35V, 40, 51V, 54
Row L:	Pins 12, 26, 40, 54
Row W:	Pins 3V, 12, 19V, 26, 35V, 40, 51V, 54

-15 V, on version 1.3 boards (-15 V decoupling caps wrapped on wire side):

Row B:	Pin 42
Row H:	Pins 12, 26, 40, 54
Row J:	Pins 9, 23, 37, 51
Row L:	Pins 12, 26, 40, 54
Row W:	Pins 12, 26, 40, 54

15 V RTN, on version 1.2 boards:

Row B:	Pins 38, 39
Row C:	Pins 41, 42
Row H:	Pins 5, 70, 19, 23G, 33, 39G, 47, 55G
Row L:	Pins 5, 19, 33, 47
Row P:	Pins 7G, 23G, 39G, 55G
Row W:	Pins 5, 7G, 19, 23G, 33, 39G, 47, 55G

15 V RTN, on version 1.3 boards:

Row B: Pins 38, 39  
 Row C: Pins 41, 42  
 Row H: Pins 5, 19, 33, 47  
 Row J: Pins 8, 22, 36, 50  
 Row L: Pins 5, 19, 33, 47  
 Row W: Pins 5, 19, 33, 47

+5 V to:

Row B: Pins 2, 11, 20, 29, 40, 45  
 Row D: Pins 1, 12, 23, 45  
 Row F: Pins 1, 12, 23, 34, 45  
 Row P: Pins 1, 12, 23, 34, 45  
 Row S: Pins 1, 12, 23, 34, 45  
 Row U: Pins 1, 12, 23, 45

5 V RTN to:

Row C: Pins 9, 18, 27, 36, 38, 39, 54  
 Row E: Pins 10, 21, 32, 54  
 Row G: Pins 10, 21, 32, 43, 54  
 Row R: Pins 10, 21, 32, 43, 54  
 Row T: Pins 10, 21, 32, 43, 54  
 Row V: Pins 10, 21, 32, 54

6. Remove the card from the tester. Connect the supplies. Turn the supplies on and verify that less than 50 milliamps are drawn by the tester with no cards plugged in.
7. Insert card under test, with no components inserted, into slot Out-Ø. Verify that supply current does not increase.
8. Remove the card and insert all discrete components. Plug the card back in, and verify that the currents do not change. If they do change, a polarized cap may be in backwards, or a capacitor may be shorted.
9. Turn power off, and install the remainder of the components. Remember to cut off pin 23 on the DAC 80's.
10. Turn power on and verify the following currents (above tester requirements):

+15 volts ..... 200 mA to 360 mA  
 -15 volts ..... 160 mA to 240 mA  
 +5 volts ..... 400 mA to 900 mA

If any of these are out of range, find the faulty component, or see if any components are plugged in backwards. Current consumption by chip is as follows:

## 10. Continued:

LS138	.....	6.3	typ. ...	10	max	(5 V only)
LS240	.....	20	typ. ...	44	max	(5 V only)
LS377	.....	20	typ. ...	35	max	(5 V only)
HS DAC80	...	0.0	typ. ...	0	max	(+5 V)
HS DAC80	...	30	typ. ...	36	max	(+15 V)
HS DAC80	...	18	typ. ...	24	max	(-15 V)

11. Turn power off. Insert "Test 3" ROM into the microprocessor board and plug this board into its socket. Turn power back on.
12. Connect scope channel 1 to FEDAL OUT board, pin C5. Trigger scope on channel 1. Verify the presence of 0.75 microsecond, low-going pulses on this pin. If not, see that it is present on FEDAL OUT pin A-39. If it is, FEDAL OUT wiring is at fault. If not, something is wrong with the microprocessor board.
13. Verify the presence of 0.5 microsecond pulses on:

Row B: Pins 4, 5, 6, 12, 13, 14, 15, 21,  
           22, 23, 24, 25, 26, 27, 30,  
           31, 32, 33, 34, 35, 36

Row C: Pins 26, 35

If not, check wiring and address bits A0 to A4 per sheet 1 of the schematic.

14. Verify that the LED's on the tester's test board, locations B7, 12, respond to the toggle switches at locations B8, 13. If not, check wiring per bottom half of sheet 1 of schematic.
15. Ground the scope probe on 15 V TRN, at pin B38. Verify the presence of smooth, negative going ramps that go from +10 V to -10 V in about 780 milliseconds, from each of the DAC's. These ramps can be found on the test board location B01. Pins 1 thru 12 correspond to ANAOUT-0 thru 11 on the schematic sheets 2 thru 7. If the ramps are not smooth, bits are getting lost between the input buffer at 1E (sheet 1) and the DAC's (sheets 2 thru 7), or the DAC's are faulty. With the scope set at a sweep rate of 0.1 sec per div., 5 V per div., internal rising edge triggered, and input DC coupled, the entire ramp can be viewed. Increasing the sweep rate to 200 microseconds per division, 10 millivolts per division, same trigger, and viewing the test points through a 1000 pF capacitor, allows viewing of the small steps in the ramp. Since they are viewed through a 1000 pF capacitor, they appear as small, positive going ramps. The step size should be about 4.9 millivolts in amplitude and 200 microseconds in duration. The "thick grass" hash around the ramps should not be more than 10 to 15 millivolts peak. If it is, digital wires may be coupling into analog wires and should be rearranged, or additional supply decoupling may be required. Large spikes at the transitions are expected; the grass we are concerned about is between the transitions only.

TEST PROCEDURE FOR  
FRONT-END DATA LINK CHASSIS

R. Lacasse

August 22, 1983

Introduction

This test procedure is to be used to debug Front-End Data Link Chassis using a set of cards that are known to be good. Thus, most problems should be attributable to wiring errors. A wiring list is included in Appendix A for reference.

1. Set-Up

- a. Locate the chassis to be tested on two 1" x 1" x 1' pieces of wood to allow air to circulate under the bottom cover.
- b. Connect the chassis to the Front-End Data Link Tester by means of the four multiconductor cables.
- c. Connect a 5 volt supply to the tester and power on. Verify that it supplies  $\leq 500$  mA.
- d. Connect the resistors at B26 and B27 on the tester to the 15 V Ret. binding post.
- e. Connect AC power to the chassis. Lower the chassis front panel. Power on and measure the supply voltages on the terminal board. Terminal assignments are shown on page A-9. Supplies should be within 10 millivolts of nominal. If not, adjust the supplies

2. Supply Bus Tests

Power off. Remove the part of the rear cover that protects the connector pins. Power on. Verify the presence of +5 V on pins 2 and 100, 0 V on pins 1, 99, and 69, +15 V on pin 61, and -15 V on pin 65 of each slot.

3. Supply Current Tests

Power off. Insert a tested set of cards into the card cage. Power on and verify the following supply currents on the terminal board, using a Simpson multimeter or equivalent:

<u>Supply</u>	<u>Typ (A)</u>	<u>Max (A)</u>
+5 V	2.7	4.0
+15 V	0.8	1.2
-15 V	0.5	0.8

#### 4. Link Continuity Tests

- a. Verify that, with the chassis' front panel select switch in STATUS position, both local and remote displays read 00.
- b. Power off. Remove the component carrier at A15 on the tester. Power on. The Status Display should read

Local .... 01  
Remote ... Blank

- for about one second. Then it should read all zeros.
- c. With power on, pull the component carrier at A6. The local display should read 01 in about 1 second.
  - d. Replace A6 and A15. The display should go to all zeros immediately.

#### 5. Digital I/O Test

Set Digi-Switch 4 on the TESTER to 70. Verify that the LED's in location B7, B12, B17 and B22 respond to the switches in locations B8, B13, B18, and B23. If not, check the wiring to the Digital I/O connector.

#### 6. Analog I/O Tests

Leave all analog inputs (B26 and B27) tied to 15 V RTN through the 10 K $\Omega$  resistors. Apply a 20 V p-p, 1 Hz, sinusoid directly (i.e., on the other side of the resistor) to each of the analog inputs in turn. Verify that the sampled version of the signal appears on the appropriate analog output and that the analog output goes to 0 V when the signal is applied to the next input channel. Analog I/O is summarized in Table 1.

#### 7. User Limit Tests

- a. Select channel 00 on the chassis front panel monitor with the digi-switch. Connect a variable DC supply, referenced to 15 V RTN, to Analog Input 0 (B2601). The front panel meter should read the supply voltage. When the supply voltage is turned up to  $\geq +9.98$  V,  $\pm .02$  V, the front panel meter should blink.
- b. Set switch 4 on the Tester to 80. Verify that the LED at B1708-B1709 is off when the front panel meter blinks, and on when it does not (i.e., as the DC input supply is adjusted over and under the limit). Verify the same for analog input channels 1-15. The mapping of channels to LED's is shown in Table 3.

#### 8. Chassis Temperature

After at least a 30 minute warmup period, measure the air temperature inside the chassis in between the cards and in the vicinity of the supplies. The temperature should be  $\leq 45^{\circ}\text{C}$ .

9. Burn the unit in for 4 to 7 days and repeat steps 1 through 8.

TABLE 1: Analog I/O Locations

<u>Channel</u>	<u>Analog Input</u>	<u>Analog Output</u>
0	B26-01	B01-01
1	-02	-02
2	-03	-03
3	-04	-04
4	-05	-05
5	-06	-06
6	-07	-07
7	-08	-08
8	-09	-09
9	-10	-10
10	-11	-11
11	-12	-12
12	-13	B02-01
13	-14	-02
14	-15	-03
15	-16	-04
16	B27-01	-05
17	-02	-06
18	-03	-07
19	-04	-08
20	-05	-09
21	-06	-10
22	-07	-11
23	-08	-12
24	-09	B03-01
25	-10	-02
26	-11	-03
27	-12	-04
28	-13	-05
29	-14	-06
30	-15	-07
31	-16	-08

TABLE 2: Tester Limit LED Locations vs. Analog Input

<u>Analog Input</u>	<u>Limit LED Location</u>
0	B17-08
1	-07
2	-06
3	-05
4	-04
5	-03
6	-02
7	-01
8	B22-08
9	-07
10	-06
11	-05
12	-04
13	-03
14	-02
15	-01



APPENDIX A

FRONT END DATA LINK CHASSIS WIRING

MEMBER NAME FEDALWI

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*****
*
*                               FRONT END DATA LINK
*                               CHASSIS WIRING
*
*                               REV.: 12-22-82
*****

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GENERAL INFORMATION:

1-CONNECTOR DESIGNATIONS:

S1 THROUGH S5: CARD CAGE WIRE WRAP 100 PIN CONNECTORS, WITH S1 AT TOP  
 TB: TERMINAL BOARD ON FLOOR OF CHASSIS  
 P1 THROUGH P5: REAR PANEL ELCC AND D CONNECTORS WITH P1 AT TOP  
 P6: FRONT PANEL TOP DIGISWITCH, MOST SIGNIFICANT DIGIT  
 P7: FRONT PANEL TOP DIGISWITCH, LEAST SIGNIFICANT DIGIT  
 P8: FRONT PANEL BOTTOM DIGISWITCH, MOST SIGNIFICANT DIGIT  
 P9: FRONT PANEL BOTTOM DIGISWITCH, LEAST SIGNIFICANT DIGIT  
 P10: FRONT PANEL DIGITAL PANEL METER CONNECTOR  
 P11: FRONT PANEL ANALOG PANEL METER CONNECTORS  
 D1: FRONT PANEL DISPLAY, LEFT-MOST DIGIT  
 D2: FRONT PANEL DISPLAY, SECOND DIGIT FROM LEFT  
 D3: FRONT PANEL DISPLAY, THIRD DIGIT FROM LEFT  
 D4: FRONT PANEL DISPLAY, RIGHT-MOST DIGIT  
 SW: FRONT PANEL DISPLAY SELECTOR SWITCH, PER SEPARATE SCHEMATIC.

2-INSTALL DIGDES ON FRONT PANEL DIGISWITCHES

3-INSTALL ALL BUS-BARS ON CARD CAGE, AND CHECK RESISTANCE BETWEEN BARS.

4-DO THE REST OF THE WIRING IN ANY CONVENIENT ORDER.

5-BUZZ OUT ALL WIRING.

6-KEEP ANALOG WIRING AWAY FROM DIGITAL WIRING. SIGNALS NAMES WHOSE FIRST LETTER IS 'A' ARE ANALOG SIGNALS.

MEMBER NAME FEDALWI

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*****
*
* CARD CAGE WIRING LIST
*
*****
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GENERAL INFORMATION

- 1-SLOTS ARE NUMBERED 1 THROUGH 5 FROM TOP TO BOTTOM.
- 2-PINS ARE CALLED OUT AS FOLLOWS: SX-YZ, WHERE X IS THE SLOT NUMBER, 1 THROUGH 5, AND YZ IS THE PIN NUMBER.  
FOR EXAMPLE S4-38 REFERS TO SLOT 4 PIN 38.
- 3-A "B" IN THE TO/FROM COLUMN MEANS THAT THE SIGNAL ON THAT PIN IS BUSSED VERTICALLY THROUGH THE CARD CAGE.  
FOR EXAMPLE, A "B" IN COLUMN 5 MEANS THAT ALL PINS 5 AND 6 IN THE CARD CAGE ARE BUSSED TOGETHER WITH A BUS BAR. PIN 6 IS INCLUDED BECAUSE IT IS OPPOSITE PIN 5 AND THERE IS NO WAY TO BUS PINS 5 TOGETHER WITHOUT ALSO INCLUDING PINS 6.
- 4-A "N1" IN THE TO/FROM COLUMN MEANS THAT THE SIGNAL ON THAT PIN IS BUSSED VERTICALLY THROUGH THE CARD CAGE, FROM THE ODD PINS OF SLOT 2 DOWNWARD, I.E., SLOT 1 AND THE EVEN PINS OF SLOT 1 ARE NOT INCLUDED IN THIS BUS.
- 5-A LOWER CASE LETTER IS INDICATED BY A "LESS THAN" SIGN, "<".  
FOR EXAMPLE LOWER CASE L IS PRINTED <L.

MEMBER NAME FEDALWI

\*\*\*\*\*  
 \* SLOT 1 WIRING SLCT NAME: ANIN \*  
 \*\*\*\*\*

NAME	PIN	TC/FRCM	NAME	PIN	TO/FROM
5V RET	1	RUNION GND BUS	+5V	2	RUNION VCC BUS
5V RET	3	RUNION GND BUS	+5V	4	RUNION VCC BUS
D7	5	B	D7-	6	B
D6	7	B	D6-	8	B
D5	9	B	D5-	10	B
D4	11	B	D4-	12	B
D3	13	B	D3-	14	B
D2	15	B	D2-	16	B
D1	17	B	D1-	18	B
D0	19	B	D0-	20	B
	21			22	
	23			24	
	25		ADCSEL-	26	S1-26
5V RET	27	RUNION GND BUS	5V RET	28	RUNION GND BUS
A1-	29	B	A1-	30	B
AC-	31	B	A0-	32	B
	33			34	
G-	35	B	G-	36	B
	37			38	
ANIN-0	39	P1-<L	ANIN-1	40	P1-<K
ANIN-2	41	P1-<J	ANIN-3	42	P1-<H
ANIN-4	43	P1-<F	ANIN-5	44	P1-<E
ANIN-6	45	P1-<C	ANIN-7	46	P1-<C
	47			48	
5V RET	49	RUNION GND BUS	5V RET	50	RUNION GND BUS
	51			52	
ANIN-8	53	P1-<B	ANIN-9	54	P1-<A
ANIN-10	55	P1-Z	ANIN-11	56	P1-Y
ANIN-12	57	P1-X	ANIN-13	58	P1-W
ANIN-14	59	P1-V	ANIN-15	60	P1-U
+15V	61	B	+15V	62	B
	63			64	
-15V	65	B	-15V	66	B
PSEUDO GND	67	J1-<M		68	
15V RET	69	B	15V RET	70	B
	71			72	
5V RET	73	RUNION GND BUS	5V RET	74	RUNION GND BUS
	75			76	
ANIN-16	77	P1-T	ANIN-17	78	P1-S
ANIN-18	79	P1-R	ANIN-19	80	P1-P
ANIN-20	81	P1-N	ANIN-21	82	P1-M
ANIN-22	83	P1-L	ANIN-23	84	P1-K
ANIN-24	85	P1-J	ANIN-25	86	P1-H
ANIN-26	87	P1-F	ANIN-27	88	P1-E
ANIN-28	89	P1-D	ANIN-29	90	P1-C
ANIN-30	91	P1-B	ANIN-31	92	P1-A
	93			94	
	95			96	
5V RET	97	RUNION GND BUS	+5V	98	RUNION VCC BUS
5V RET	99	RUNION GND BUS	+5V	100	RUNION VCC BUS

MEMBER NAME 'FEDALWI

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 \* SLOT 2 WIRING SLCT NAME: CONTROLLER \*  
 \*\*\*\*\*

NAME	PIN	TO/FROM	NAME	PIN	TO/FROM
5V RET	1	RUNION GND BUS	+5V	2	RUNION VCC BUS
5V RET	3	RUNION GND BUS	+5V	4	RUNION VCC BUS
D7	5	B	D7	6	B
D6	7	B	D6	8	B
D5	9	B	D5	10	B
D4	11	B	D4	12	B
D3	13	B	D3	14	B
D2	15	B	D2	16	B
D1	17	B	D1	18	B
D0	19	B	D0	20	B
A4-	21	N1		22	
A3-		N1		24	
A2-	25	N1	ADCSEL-	26	S1-26
C RET	27	RUNION GND BUS	5V RET	28	RUNION GND BUS
A1-	29	B	A1-	30	B
AC-	31	B	A0-	32	B
	33			34	
Q-	35	B	Q-	36	B
CUTSEL0-	37	S3-39		38	
CUTSEL1-	39	S4-39		40	
CUTSEL2-	41	S5-39		42	
LLATEN-	43	D1-5		44	
RLATEN-	45	D3-5		46	
RXC+	47	P3-A	RXC-	48	P3-B
5V RET	49	RUNION GND BUS	5V RET	50	RUNION GND BUS
RX1+	51	P3-E	RX1-	52	P3-F
	53			54	
TXC+	55	P3-C	TXC-	56	P3-D
TX1+	57	P3-J	TX1-	58	P3-K
	59			60	
+15V	61	B	+15V	62	B
	63			64	
-15V	65	B	-15V	66	B
	67			68	
15V RET	69	B	15V RET	70	B
DSR	71	P2-6	SEL0SWEN-	72	FRONT PAN. SEL. SW.
5V RET	73	GND BUS;P2-1;P2-7	5V RET	74	RUNION GND BUS
RS232IN+	75	P2-3	RS232IN-	76	S2-74
RS232OUT+	77	P2-2	DSW0SEL	78	P6-C;P7-C
RS232OUT-	79	NC CONNECTION	DS1SEL9	80	P8-C;P9-C
MSD-8	81	P3-H;P6-8;P8-8	DSW2SEL-	82	P3-U
MSD-4	83	P3-L;P6-4;P8-4	DSW3SEL-	84	P3-V
MSD-2	85	P3-M;P6-2;P8-2	DSW4SEL-	86	P3-W
MSD-1	87	P3-N;P6-1;P8-1	DSW5SEL-	88	P3-X
LSD-8	89	P3-P;P7-8;P9-8	TSW3SEL-	90	P3-Y
LSD-4	91	P3-R;P7-4;P9-4	TSW2SEL-	92	P3-Z
LSD-2	93	P3-S;P7-2;P9-2;SW	TSW1SEL-	94	P3-CA
LSD-1	95	P3-T;P7-1;P9-1;SW	TSW0SEL-	96	P3-CB
5V RET	97	RUNION GND BUS	+5V	98	RUNION VCC BUS
5V RET	99	RUNION GND BUS	+5V	100	RUNION VCC BUS

MEMBER NAME FEDALWI

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 \* SLOT 3 WIRING SLCT NAME: DUTC \*  
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NAME	PIN	TC/FRCM	NAME	PIN	TO FROM
5V RET	1	RUNION GND BUS	+5V	2	RUNION VCC BUS
5V RET	3	RUNION GND BUS	+5V	4	RUNION VCC BUS
D7	5	B	D7	6	B
D6	7	B	D6	8	B
D5	9	B	D5	10	B
D4	11	B	D4	12	B
D3	13	B	D3	14	B
D2	15	B	D2	16	B
D1	17	B	D1	18	B
D0	19	B	D0	20	B
A4-	21	N1	A4-	22	N1
A3-		N1	A3-	24	N1
A2-	25	N1	A2-	26	N1
5V RET	27	RUNION GND BUS	5V RET	28	RUNION GND BUS
A1-	29	B	A1-	30	B
AG-	31	B	AG-	32	B
	33			34	
Q-	35	B	Q-	36	B
	37			38	
CUTSELO-	39	S2-37		40	
CCUT15-0	41	P3-<W	CCUT14-C	42	P3-<X
CCUT13-0	43	P3-<Y	CCUT12-C	44	P3-<Z
CCUT11-0	45	P3-AA	CCUT-10	46	P3-BB
CCUT9-C	47	P3-CC	CCUT8-C	48	P3-DD
5V RET	49	RUNION GND BUS	5V RET	50	RUNION GND BUS
CCUT7-0	51	P3-EE	CCUT6-C	52	P3-FF
CCUT5-C	53	P3-HH	CCUT4-C	54	P3-JJ
CCUT3-C	55	P3-KK	CCUT2-C	56	P3-LL
CCUT1-C	57	P3-MM	CCUTO-C	58	P3-NN
	59			60	
+15V	61	B	+15V	62	B
	63			64	
-15V	65	B	-15V	66	B
	67			68	
15V RET	69	B	15V RET	70	B
ANCUT1-0	71	P4-A	15VRET	72	P4-B TWIST 71-72
5V RET	73	RUNION GND BUS	5V RET	74	RUNION GND BUS
ANCUT 1-C	75	P4-C	15VRETN-	76	P4-D TWIST 75-76
ANCUT2-0	77	P4-E	15VRETL	78	P4-F TWIST 77-78
ANCUT3-0	79	P4-J	15VRET	80	P4-K TWIST 79-80
ANCUT4-0	81	P4-L	15VRET	82	P4-M TWIST 81-82
ANCUT5-0	83	P4-N	15VRET	84	P4-P TWIST 83-84
ANCUT6-0	85	P4-R	15VRET	86	P4-S TWIST 85-86
ANCUT7-0	87	P4-U	15VRET	88	P4-V TWIST 87-88
ANCUT8-0	89	P4-W	15VRET	90	P4-X TWIST 89-90
ANCUT9-0	91	P4-Y	15VRET	92	P4-Z TWIST 91-92
ANCUT10-0	93	P4-<A	15VRET	94	P4-<B TWIST 93-94
ANCUT11-0	95	P4-<C	15VRET	96	P4-<D TWIST 95-96
5V RET	97	RUNION GND BUS	+5V	98	RUNION VCC BUS
5V RET	99	RUNION GND BUS	+5V	100	RUNION VCC BUS

MEMBER NAME FEDALWI

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 \* SLCT 4 WIRING SLCT NAME: OUT1 \*  
 \*\*\*\*\*

NAME	PIN	TC/FRCM	NAME	PIN	TO FRCM
5V RET	1	RUNION GND BUS	+5V	2	RUNION VCC BUS
5V RET	3	RUNION GND BUS	+5V	4	RUNION VCC BUS
D7	5	B	C7	6	B
D6	7	B	C6	8	B
D5	9	B	C5	10	B
D4	11	B	C4	12	B
D3	13	B	C3	14	B
D2	15	B	C2	16	B
D1	17	B	C1	18	B
D0	19	B	C0	20	B
A4-	21	N1	A4-	22	N1
A3-	23	N1	A3-	24	N1
A2-	25	N1	A2-	26	N1
5V RET	27	RUNION GND BUS	5V RET	28	RUNION GND BUS
A1-	29	B	A1-	30	B
AO-	31	B	AO-	32	B
	33			34	B
Q-	35	B	Q-	36	B
	37			38	
OUTSEL1-	39	S2-39		40	
DCUT15-1	41	P3-<C	DCUT14-1	42	P3-<D
DCUT13-1	43	P3-<E	DCUT12-1	44	P3-<F
DCUT11-1	45	P3-<H	DCUT10-1	46	P3-<J
DCUT9-1	47	P3-<K	DCUT8-1	48	P3-<L
5V RET	49	RUNION GND BUS	5V RET	50	RUNION GND BUS
DCUT7-1	51	P3-<M	DCUT6-1	52	P3-<N
DCUT5-1	53	P3-<P	DCUT4-1	54	P3-<R
DCUT3-1	55	P3-<S	DCUT2-1	56	P3-<T
DCUT1-1	57	P3-<U	DCUT0-1	58	P3-<V
	59			60	
+15V	61	B	+15V	62	B
	63			64	
-15V	65	B	-15V	66	B
	67			68	
15V RET	69	B	15V RET	70	B
ANOUT0-1	71	P4-<K	15VRET	72	P4-<L TWIST 71-72
5V RET	73	RUNION GND BUS	5V RET	74	RUNION GND BUS
ANOUT1-1	75	P4-<M	15VRET	76	P4-<N TWIST 75-76
ANOUT2-1	77	P4-<P	15VRET	78	P4-<R TWIST 77-78
ANOUT3-1	79	P4-<S	15VRET	80	P4-<T TWIST 79-80
ANOUT4-1	81	P5-A	15VRET	82	P5-B TWIST 81-82
ANOUT5-1	83	P5-C	15VRET	84	P5-D TWIST 83-84
ANOUT6-1	85	P5-E	15VRET	86	P5-F TWIST 85-86
ANOUT7-1	87	P5-J	15VRET	88	P5-K TWIST 87-88
ANOUT8-1	89	P5-L	15VRET	90	P5-M TWIST 89-90
ANOUT9-1	91	P5-N	15VRET	92	P5-P TWIST 91-92
ANOUT10-1	93	P5-R	15VRET	94	P5-S TWIST 93-94
ANOUT11-1	95	P5-U	15VRET	96	P5-V TWIST 95-96
5V RET	97	RUNION GND BUS	+5V	98	RUNION VCC BUS
5V RET	99	RUNION GND BUS	+5V	100	RUNION VCC BUS

MEMBER NAME FEDALWI

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 \* SLCT 5 WIRING SLCT NAME: CUT2 \*  
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NAME	PIN	TO/FRM	NAME	PIN	TO FROM
5V RET	1	RUNION GND BUS	+5V	2	RUNION VCC BUS
5V RET	3	RUNION GND BUS	+5V	4	RUNION VCC BUS
D7	5	B; D1-3	D7	6	B
D6	7	B; D1-2	D6	8	B
D5	9	B; D1-1	D5	10	B
D4	11	B; D1-8	D4	12	B
D3	13	B; D2-3	D3	14	B
D2	15	B; D2-2	D2	16	B
D1	17	B; D2-1	D1	18	B
DC	19	B; D2-8	D0	20	B
A4-	21	N1	A4-	22	N1
A3-	23	N1	A3-	24	N1
A2-	25	N1	A2-	26	N1
5V RET	27	RUNION GND BUS	5V RET	28	RUNION GND BUS
A1-	29	B	A1-	30	B
AO-	31	B	AO-	32	B
	33			34	
Q-	35	B	Q-	36	B
	37			38	
OUTSEL2-	39	S2-41		40	
DCOUT15-2	41		DCOUT14-2	42	
DCOUT13-2	43		DCOUT12-2	44	
DCOUT11-2	45		DCOUT10-2	46	
DCOUT9-2	47		DCOUT8-2	48	
5V RET	49	RUNION GND BUS	5V RET	50	RUNION GND BUS
DCOUT7-2	51		DCOUT6-2	52	
DCOUT5-2	53		DCOUT4-2	54	
DCOUT3-2	55		DCOUT2-2	56	
DCOUT1-2	57	D3-4	DCOUT0-2	58	P10-A6
	59			60	
+15V	61	B	+15V	62	B
	63			64	
-15V	65	B	-15V	66	B
	67			68	
15V RET	69	B	15V RET	70	B
ANCUT0-2	71	P5-W	15VRET	72	P5-X TWIST 71-72
5V RET	73	RUNION GND BUS	5V RET	74	RUNION GND BUS
ANCUT1-2	75	P5-Y	15VRET	76	P5-Z TWIST 75-76
ANCUT2-2	77	P5-CA	15VRET	78	P5-CB TWIST 77-78
ANCUT3-2	79	P5-CC	15VRET	80	P5-CD TWIST 79-80
ANCUT4-2	81	P5-CK	15VRET	82	P5-CL TWIST 81-82
ANCUT5-2	83	P5-CM	15VRET	84	P5-CN TWIST 83-84
ANCUT6-2	85	P5-CP	15VRET	86	P5-CR TWIST 85-86
ANCUT7-2	87	P5-CS	15VRET	88	P5-CT TWIST 87-88
ANCUT8-2	89	P10-A14	15VRET	90	P10-A15 TWIST 89-90
ANCUT9-2	91	P11+	15VRET	92	P11- TWIST 91-92
ANCUT10-2	93	P4-CZ	15VRET	94	P4-AA TWIST 93-94
ANCUT11-2	95	P4-BB	15VRET	96	P4-CC TWIST 95-96
5V RET	97	RUNION GND BUS	+5V	98	RUNION VCC BUS
5V RET	99	RUNION GND BUS	+5V	100	RUNION VCC BUS

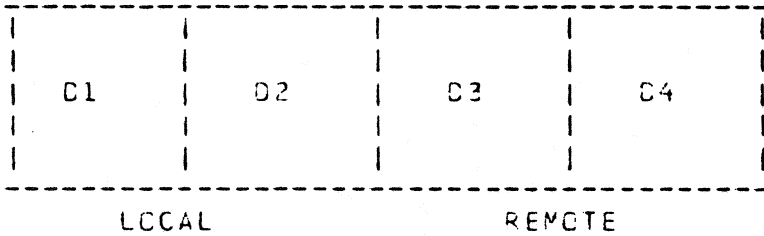


MEMBER NAME FEDALWI

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*****
*
*  LCCAL/REMOTE DISPLAY WIRING LIST
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*****
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DEFINITION OF SYMBOLS:

DIGIT NUMBERING AS VIEWED FROM OUTSIDE THE CHASSIS:



EXAMPLE: D3-4 REFERS TO PIN 4 ON THE THIRD DIGIT FROM THE LEFT

SIGNAL NAME	PIN	TO/FROM	COMMENTS
D5	D1-1	S5-9 ; D3-1	
D6	D1-2	S5-7 ; D3-2	
D7	D1-3	S5-5 ; D3-3	
BLANK1+	D1-4	D1-6	
BLANK2+	D2-4	D2-6	
BLANK3+	D3-4	D4-4 ; S5-57	
LLATEN-	D1-5	S2-43 ; D2-5	
5V RET	D1-6	TB-2 ; D2-6 ; D3-6 ; D4-6	USE STRANDED 22 AWG
+5V	D1-7	TB-4 ; D2-7 ; D3-7 ; D4-7	USE STRANDED 22 AWG
D4	D1-8	S5-11 ; D3-8	
D1	D2-1	S5-17 ; D4-1	
D2	D2-2	S5-15 ; D4-2	
D3	D2-3	S5-13 ; D4-3	
DC	D2-8	S5-19 ; D4-8	
RLATEN-	D3-5	S2-45 ; D4-5	

Terminal Board Wiring

<u>Signal Name</u>	<u>TB-</u>	<u>To/From</u>
Chassis Ground	1	TB-2
5 V Ret	2	TB-1; TB-3 5 V Supply Return DPM-A1 Card Cage 5 V Return Bus LED Displays, Pin 6
15 V Ret	3	TB-2 15 V Supply Return Card Cage 15 V Return Bus
+5 V	4	+5 V Supply DPM-A2 Card Cage +5 V Bus LED Displays, Pin 7
+15 V	5	+15 V Supply Card Cage +15 V Bus
-15 V	6	-15 V Supply Card Cage -15 V Bus
Spare	7	
AC Neutral	8	Front Panel Power Switch +5 V Supply ± 15 V Supply
AC Hot	9	Rear Panel AC Connector +5 V Supply ± 15 V Supply

P 10

Digital Panel Meter Connector Wiring

<u>Signal Name</u>	<u>DPM-</u>	<u>From/To</u>
5 V Ret	A1	TB-2
+5 V	A2	TB-4
Mon. - $\emptyset$	A14	Mon $\emptyset$ BNC; S5-89;
15 V Ret	A15	BNC Ret; S5-90
Decimal Pt.	B7	B10

: Twisted  
:  
:

--- Others Not Used ---

P 11

Analog Panel Meter Wiring

<u>Signal Name</u>	<u>APM</u>	<u>From/To</u>
Mon-1	+	S5-91; Mon 1 BNC
15 V Ret	-	S5-92; BNC Ret

Select Switch Wiring