

QUALITY SOFTWARE

DATE: November 1968  
ID CODE: BNP  
DRAWING: 390682 (Revision C)  
LABEL: RELOADB  
AUTHOR: JEFF  
SOURCE: SYM II  
OBJECT: ABSOLUTE

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### PURPOSE

RELOADB is used to load relocatable programs written in the SYM I programming language. Input is from paper tapes containing programs in relocatable object text.

This Basic Loader provides a convenient operating environment for loading and executing medium sized programs on a Raytheon 703 with 4K words of core and no system library facilities.

All programs loaded by this loader are relocated into the upper word page in memory. The XRAY EXEC monitor, I/O monitor, and RELOADB all reside in the lower word page in memory. Since the loader's entry names table (ENT) uses the space remaining in the lower word page, the entire upper word page is available for programs to be loaded and data areas they may require.

If more data area is needed, the space in the lower word page occupied by the loader can be used; however, if the loader is undisturbed it is re-executable and need not be reloaded between jobs.

Although this loader is designed to accept SYM I assembler output it will accept programs which have been written in SYM I but assembled on the SYM II assembler.

There are two restrictions on SYM II assemblies. First, the pseudo-ops DFLL, and LABL must not appear. Second, the program must have at least one reference to a relocatable address. This reference will ensure that the SYM II assembler will output 11 bit addresses for external strings rather than 15 bit addresses (RELOADB cannot process 15 bit external strings).

USAGE

All control of the relocating loader is exercised by issuing directives to the XRAY monitor which will in turn call RELOADB. There are no instructions given directly to the loader by the user.

Before any of these directives involving the relocating loader can be given, RELOADB must be loaded. This is done using the "AL" directive (absolute load).

RELOCATABLE LOADER DIRECTIVES TO XRAYInitialize Load

This directive is used to begin a relocatable loading operation. The directive input format is as follows:

IL

There are no input arguments for IL.

The operator places the text to be loaded in the BIN device, types the directive IL, and then turns the reader on. The loader clears the entry name table, resets the storage map and loads the text. As entry names are encountered in loading they are placed into the entry names table. Loading ceases when an END statement is detected in the text. If sense switch 0 is false the loader will load another program from BIN. If sense switch 0 is true control will be returned to X-RAY for further directives. (see section on TERMINATION OF LOADING)

Continued Load

This directive is used to continue loading relocatable programs without destroying the entry names table or programs already loaded.

The directive input format is as follows:

CL

There are no input arguments for CL

The operation and functions of the CL directive are identical to those of the IL directive with the exceptions that the entry names table is not cleared and the storage map is not reset.

Entry Names Table Printout (Storage Map)

This directive is used to print the contents of the entry names table which has been generated by the loading of programs.

The input format is as follows:

ET

There are no input arguments for ET.

Each entry name which has been encountered since the last IL directive will be listed along with its location in core.

Undefined names will be given a location of zero, and flagged by an arrow.

If a name is defined more than once the location value of the first encounter will be used to fill all references to that name. All subsequent definitions of that name will be printed, with their location, but flagged by a D.

Execute

This directive is used to execute a program which has been loaded into core using RELOADB.

The directive input format is as follows:

T ^

where ^ is a space

There are no input arguments for T.

The loader scans the entry names table (ENT) and prints all undefined or multiply defined entries. If there are any undefined values the loader will print "MS" (meaning missing) and halt.

At this time execution may be forced by setting sense switch 1 true (up) and depressing the 'RUN' button. Setting sense switch 1 false and depressing the 'RUN' button will cause the loader to return to XRAY.

If there are no undefined symbols (or if execution has been forced as above) the loader will check to see if an execution address has been specified. If not, it will type "NX" (meaning 'no execution address') and return to XRAY.

If an execution address has been specified execution of the program will begin. The program may be restarted at any time by using the XRAY "T" directive.

#### TERMINATION OF LOADING

The loading operation proceeds either automatically or under manual control. Each time an END statement is read from the text, i. e. at the end of each program module, sense switch 0 is examined. If it is true, control will be returned to XRAY, from which loading of the next module can be initiated by using directive CL. If the switch is false, loading will proceed to the next module, and will continue from module to module until the switch is set true, or until a record consisting of the single character BELL (ASCII 87), the end of file character, is read from the paper tape. This character may be manually punched at the end of a loadable tape. It must not be preceded by a line feed character. When the end-of-file is read, the loader will return unconditionally to XRAY, and other directives may be typed.

Error Messages

When errors are detected by the loader, one of the following error codes will be output:

| <u>Code</u> | <u>Error</u>  | <u>Action to be Taken</u>  |
|-------------|---|--|
| CK          | Checksum error, or non-loader text record.  | Re-position the tape in front of the record, if desired to re-attempt reading it, and push the 'RUN' button to continue. |
| LC          | An unrecognized loader code has been encountered  | No recovery  |
| MX          | Program being loaded is larger than available memory, or insufficient memory for the entry names table (approximately 100 symbols can be held in this table). | No recovery  |
| MS          | Undefined names in the entry names table.   | Load missing program using the CL directive.   |
| NX          | No execution address has been specified (no main line program has been loaded)  | Load main line using the CL directive  |

When any of these errors occur the loader will halt to allow the operator to turn off the reader before any messages are output. When the operator pushes the run button, the loader will continue.

## SUBROUTINE

TITLE: Relocating Loader

LABEL: RELOAD

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PURPOSE

Subroutine RELOAD is called by the loader to perform the function of loading one program from the system binary input (BIN) device.

Loading of more than one program is accomplished if RELOADB makes repeated calls to RELOAD.

CALLING SEQUENCE

JSX RELOAD  
Dummy  
Error Return  
Normal Return

The location following the JSX is unused in RELOADB, the basic version of the relocatable monitor.

In the event that an unrecoverable error occurs in trying to load a program RELOADB will return to word 3 of the calling sequence.

At the completion of a normal load return will be made to word 4 of the calling sequence.

It should be emphasized that RELOAD will load a single subprogram module at each call. A sustained loading function is implemented by a series of calls. In the event that an end-of-file status is detected on the device, RELOAD will make a normal return with a non-zero accumulator. For other returns the accumulator is zero.

SUBROUTINES USED BY RELOAD

RELOAD uses the following subroutines:

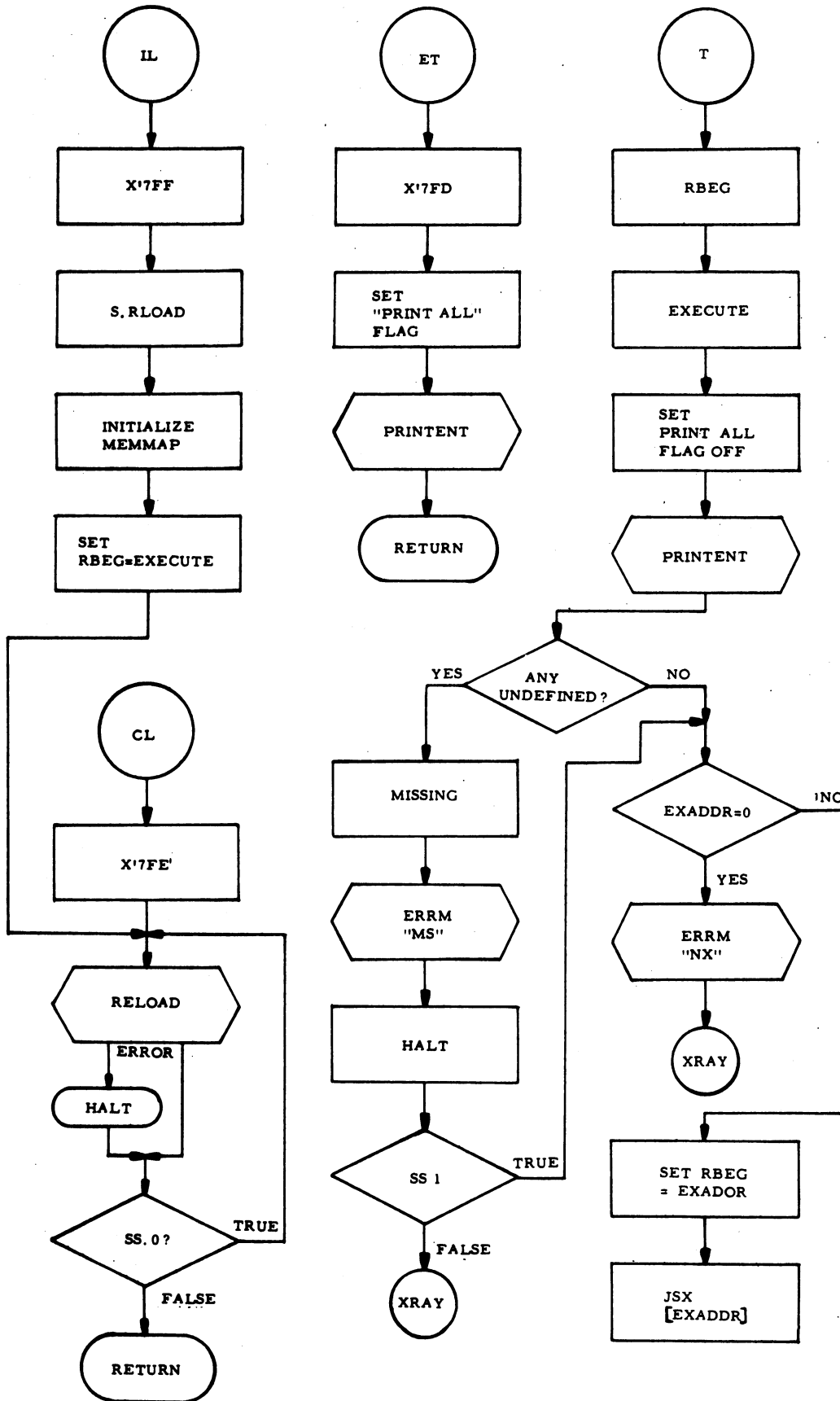
|          |   |
|----------|---|
| ALLOCATE | assigns memory for loading  |
| CHEKSUM  | computes and verifies the checksum of a binary record.  |
| GETBYTE  | this is the loader's input routine. It keeps the input buffers filled and returns one sequential byte each time GETBYTE is called.                                |
| GETNAME  | gets an 8 character name from the input stream and stores it in array NAME.   |
| GETVAL   | gets a single data word from the text stream  |
| GETWORD  | gets a single data word from the text stream  |
| RELO11   | performs relocation of an 11 bit address  |
| SERCHENT | searches the entry names table for the name stored in NAME and returns the value of the symbol and sets a pointer, ENTPPOINT, to the entry if it is in the table. |
| STORE    | stores a program word into memory and increments the store position   |
| STORENT  | stores the contents of NAME and NAME+1 into the ENT (entry names table) and stores the accumulator as its value, thereby creating an ENT entry.                   |
| STRING11 | follows and fills, if desired, and 11 bit string  |

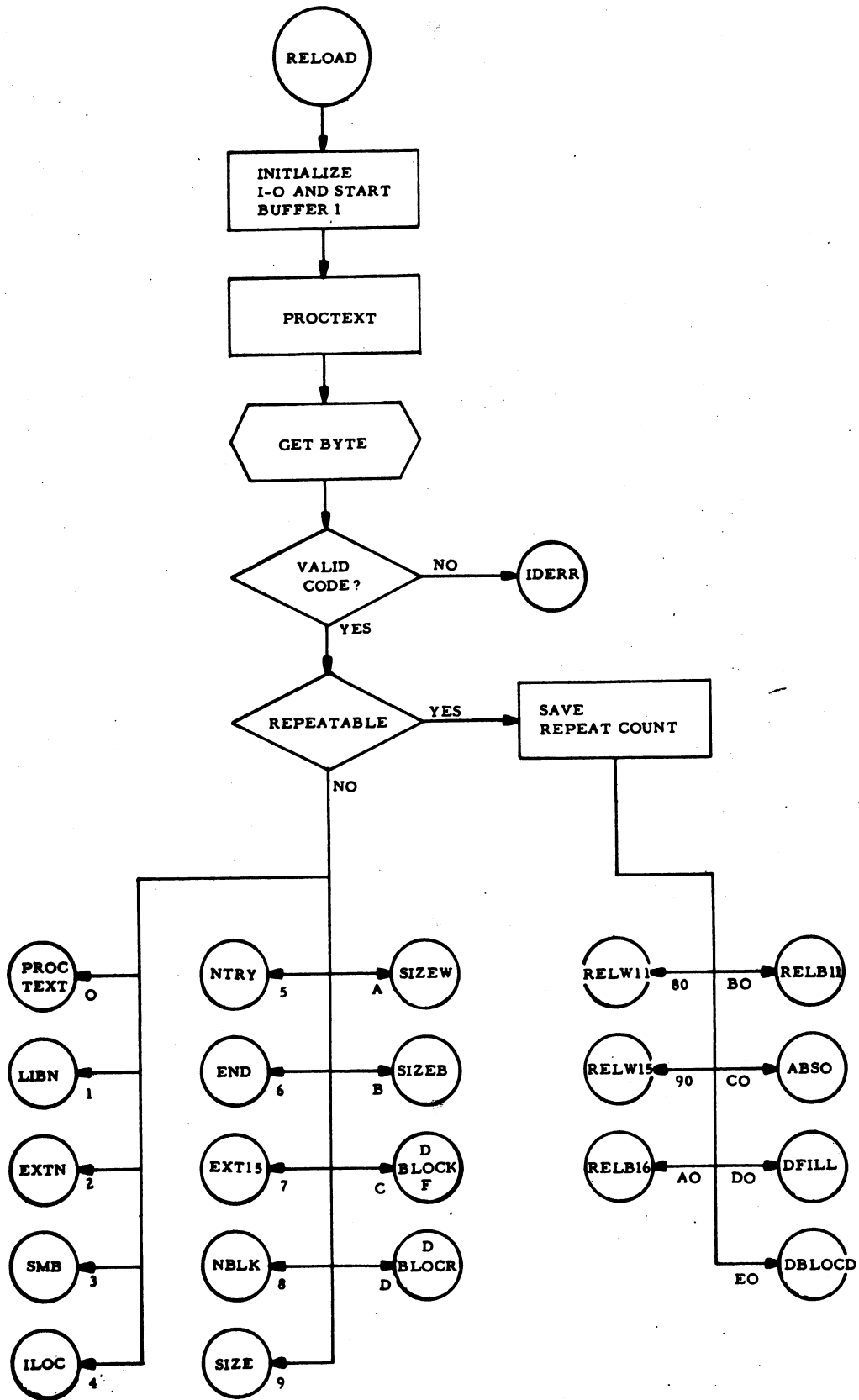
LABELED ITEMS

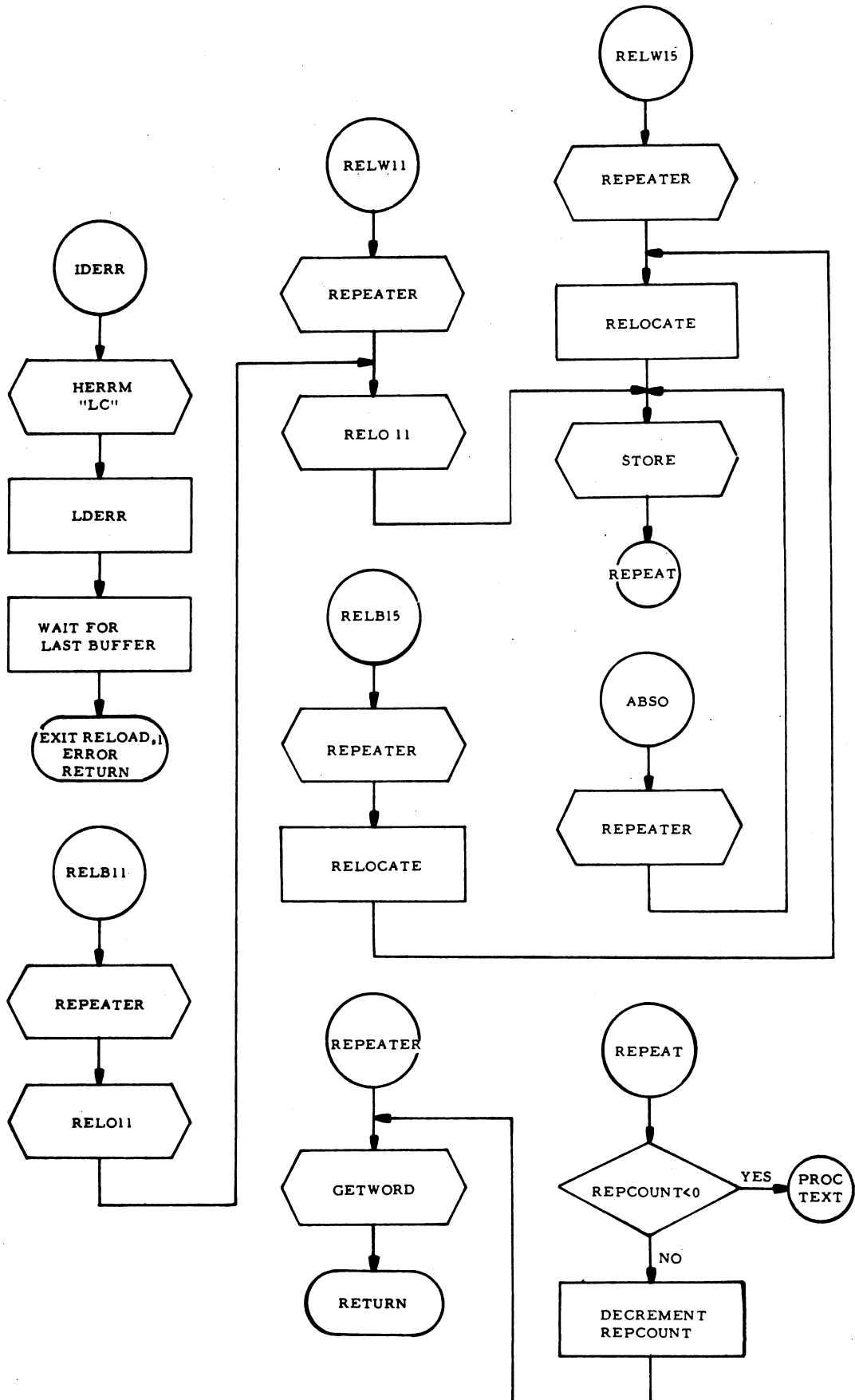
Certain items used by RELOAD are defined here:

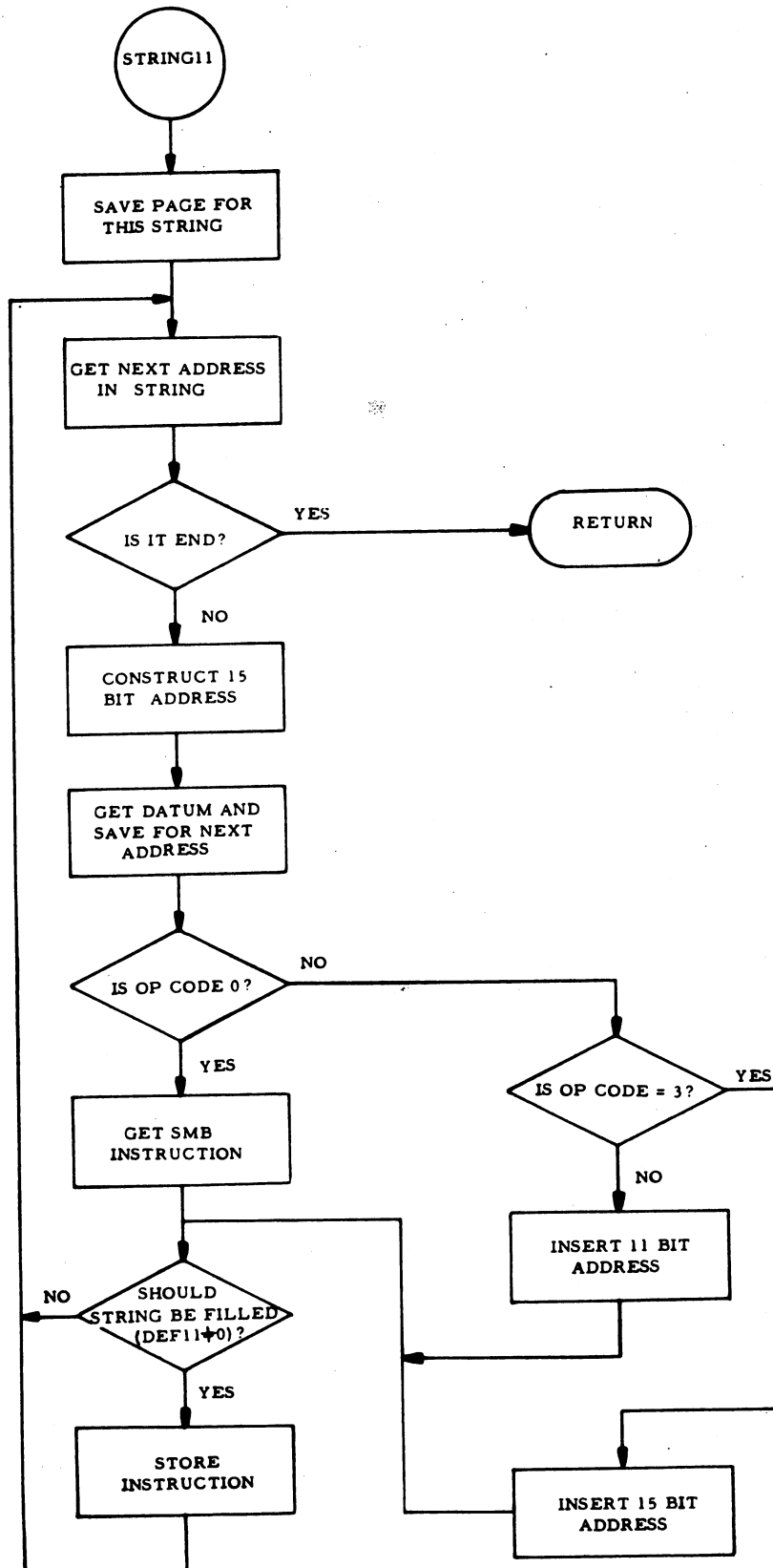
|          |   |
|----------|---|
| BASE     | the current value of the relocation base  |
| DEF11    | an address in 11 bit form   |
| DEF15    | the 15 bit form of the address in DEF11   |
| ENTBASE  | the base of lowest address of the ENT   |
| ENTLIMIT | one greater than the highest address currently occupied by the ENT  |
| ENTPOINT | pointer to the first word after the name for the ENT entry found by SERCHENT  |
| LOWLOC   | the lowest location used by the loader. Supplies the upper limit for the ENT  |
| NAME     | the first of two locations containing a name. Serves as a name accumulator for the ENT management routines              |
| SMBDEF   | either an SMU or SML instruction, whichever is necessary to set the extension register to point to the address in DEF15 |

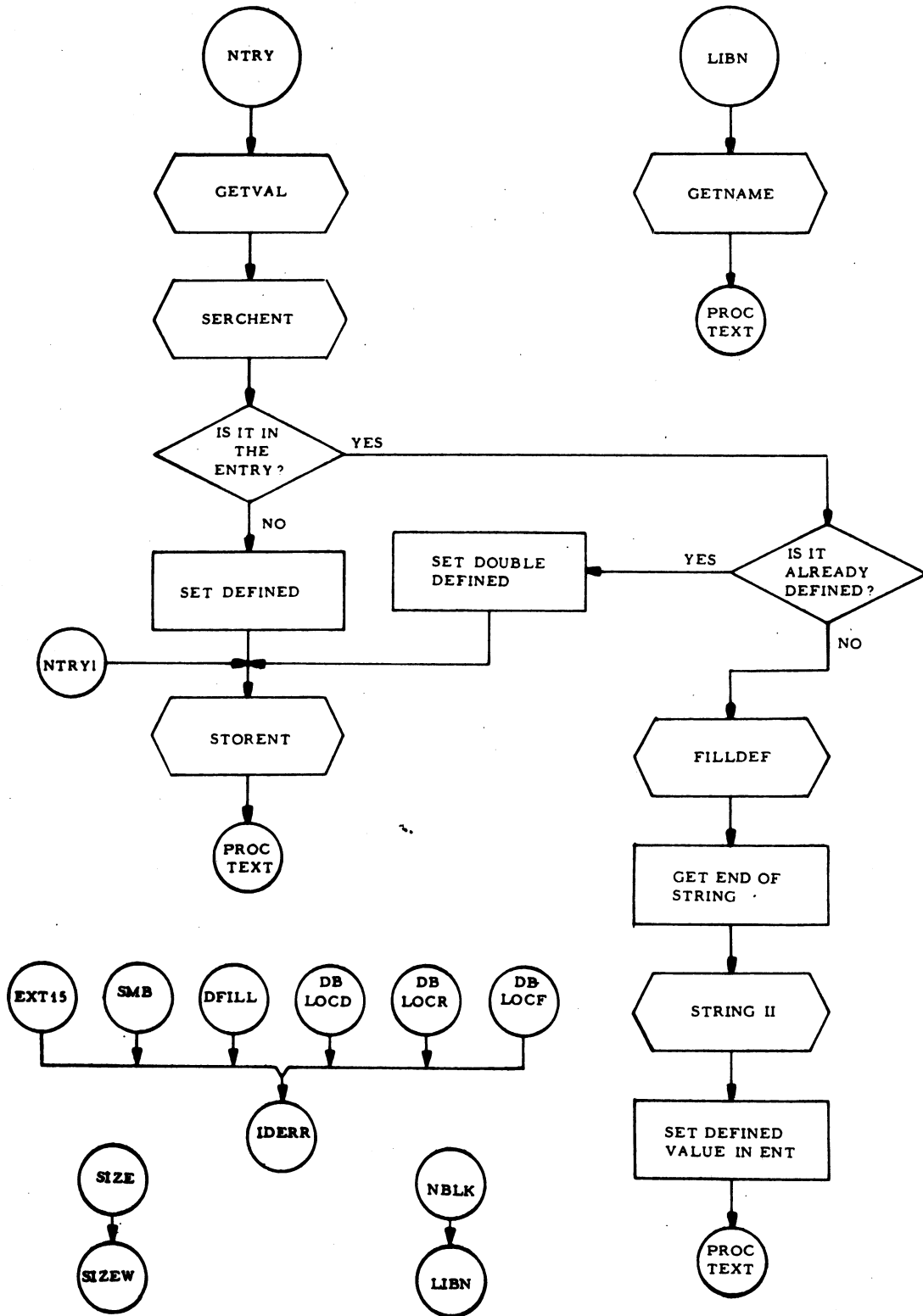


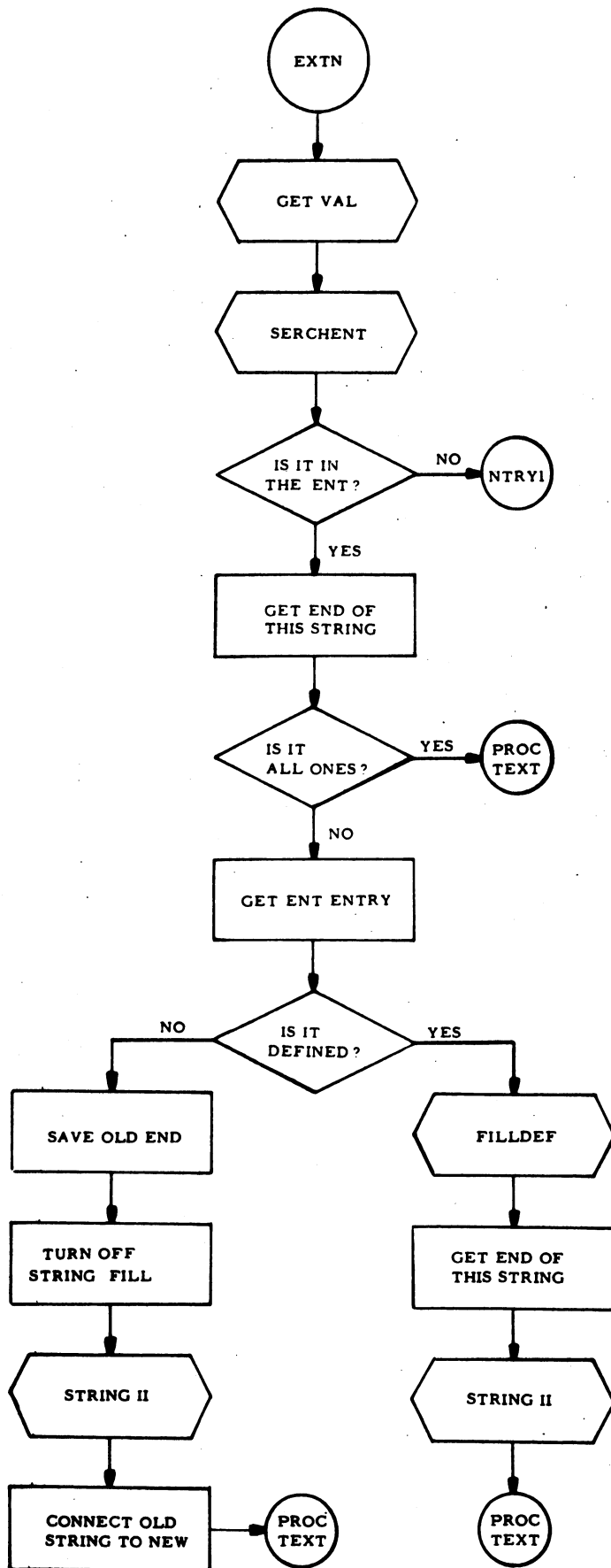


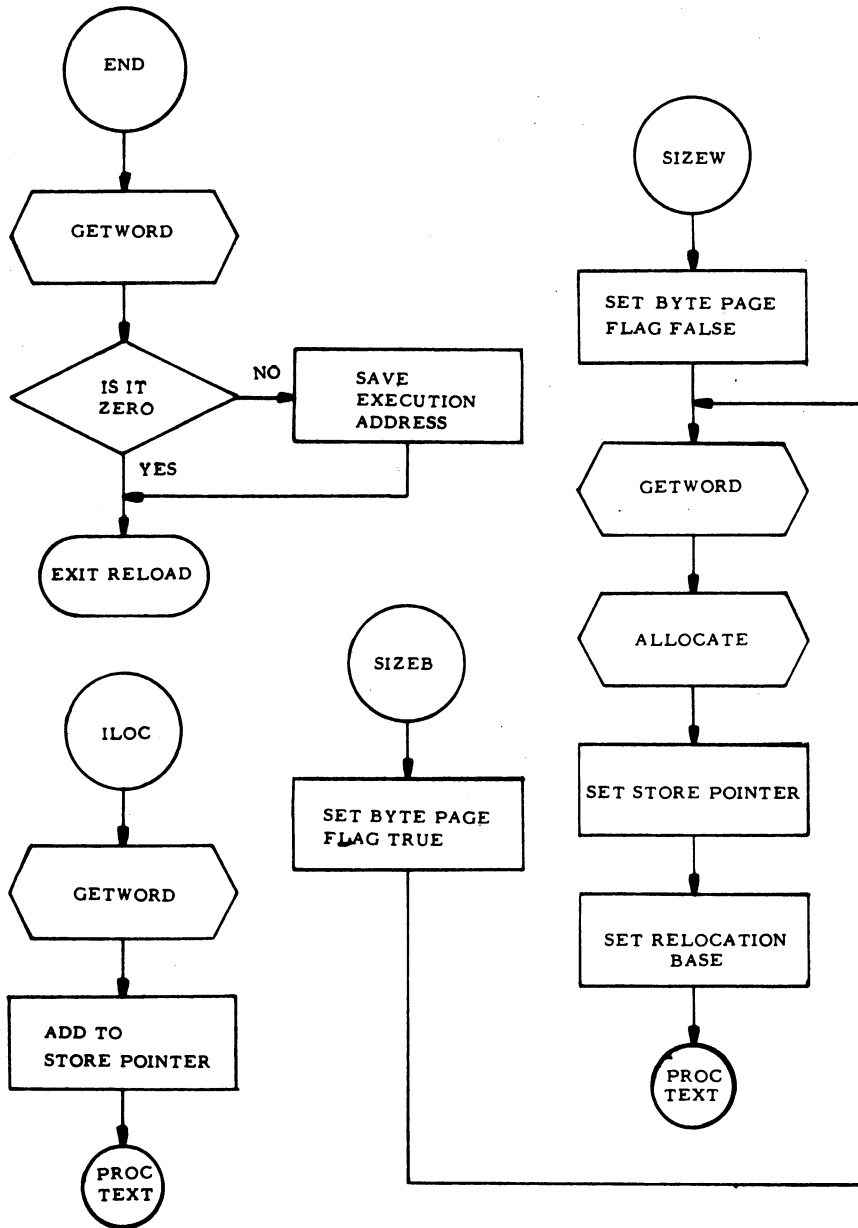


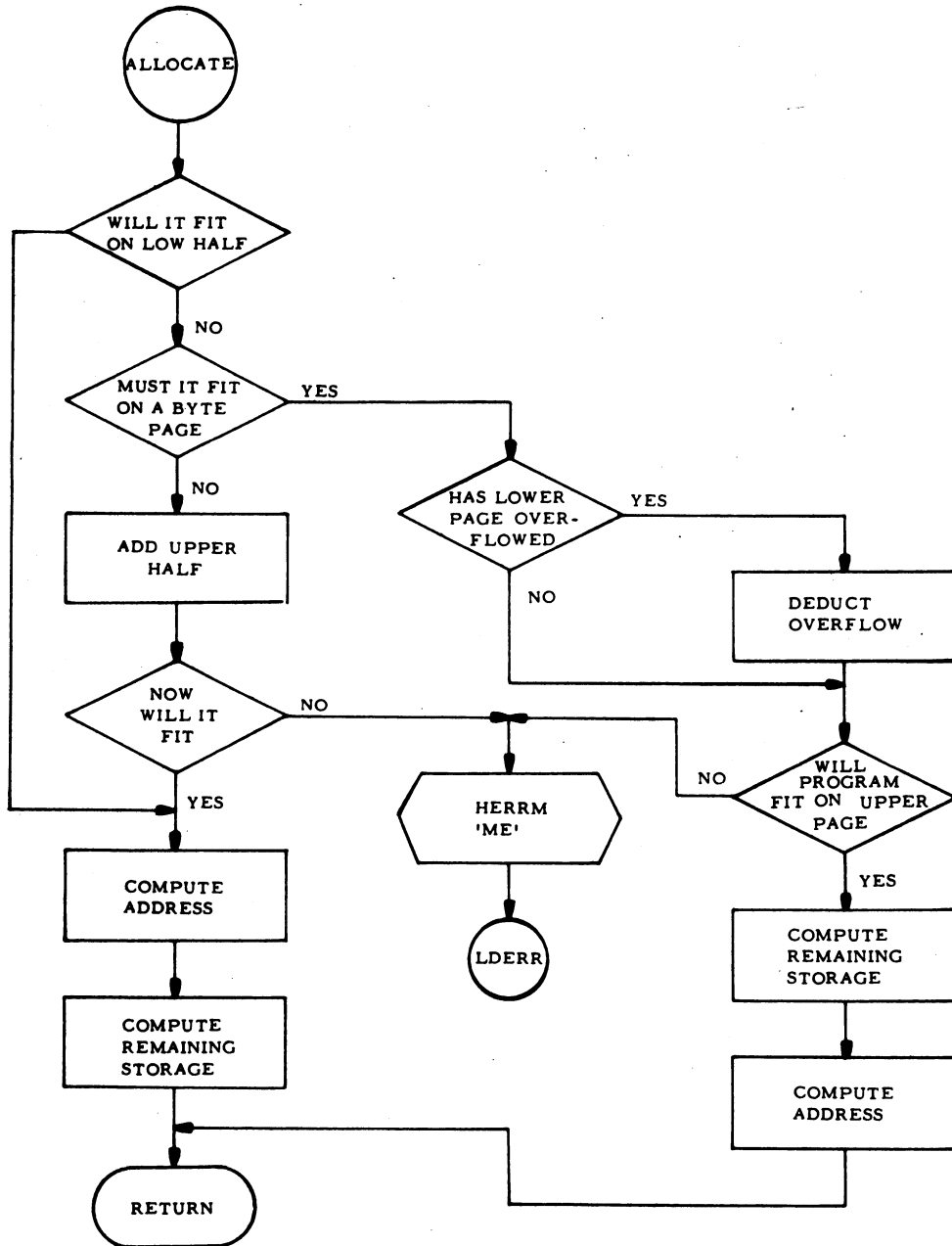




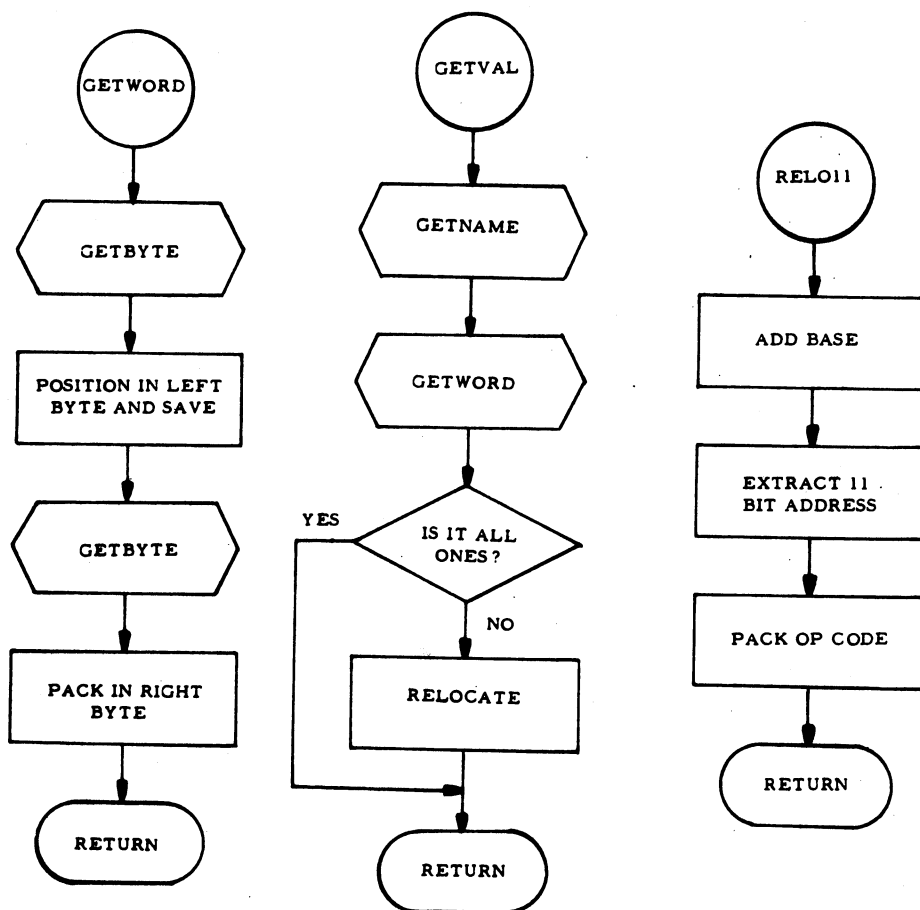


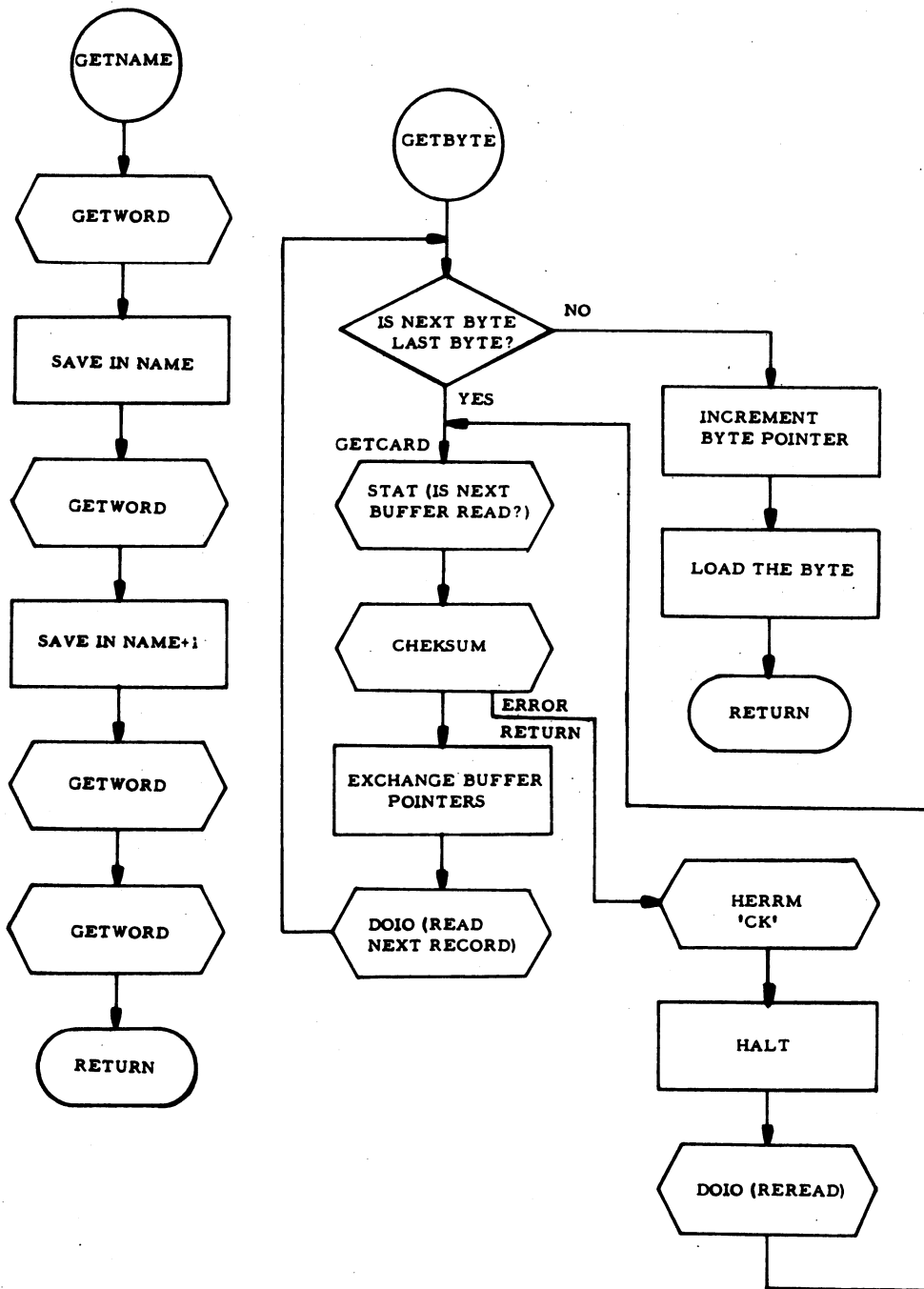


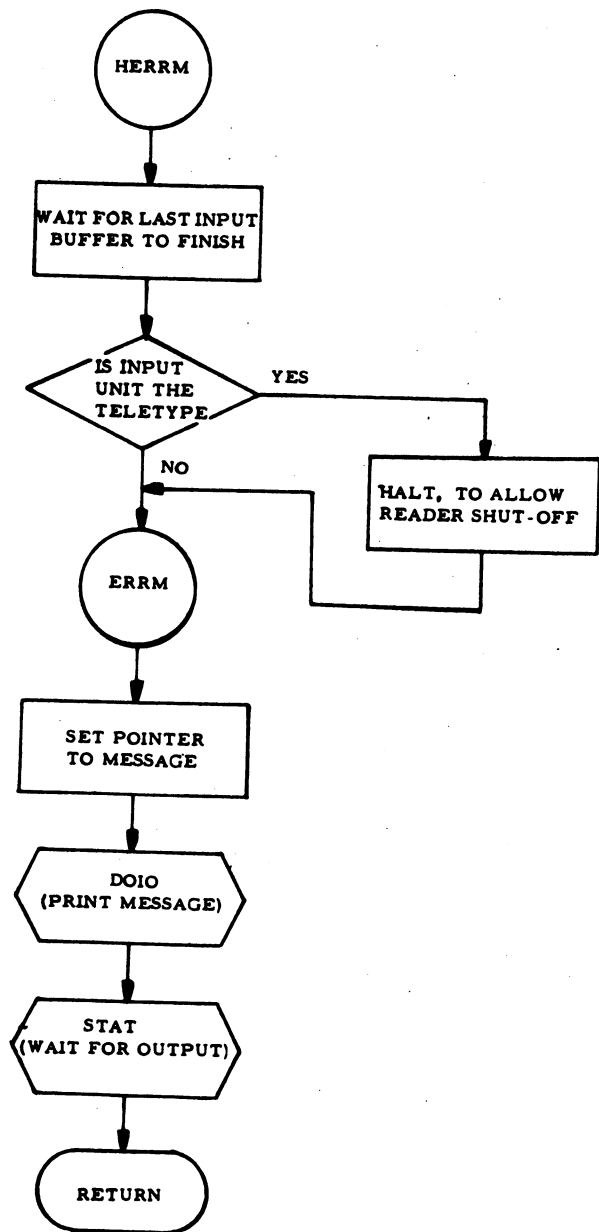


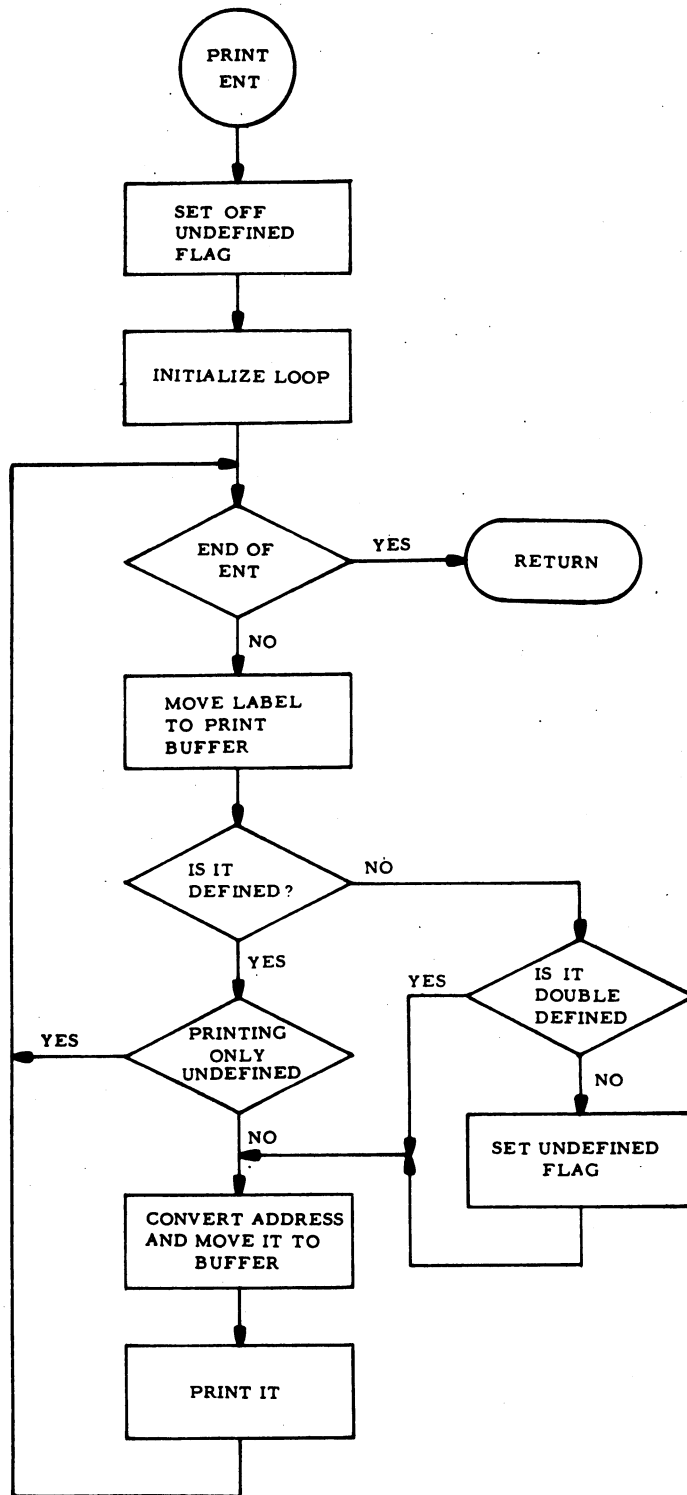




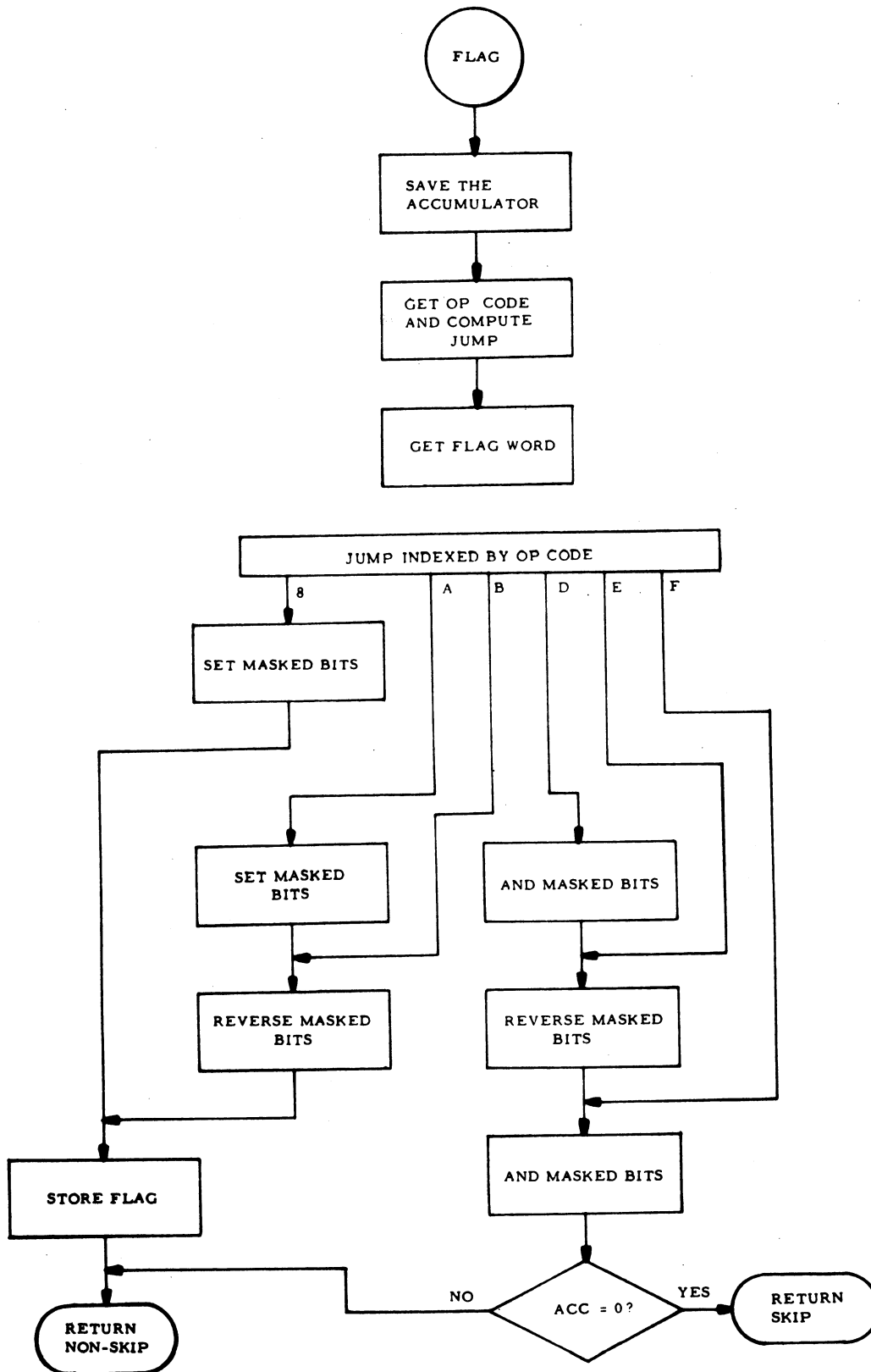








FLAG TEST SUBROUTINE





RAYTHEON

700 PROGRAMMING SYSTEMS

RELOCATING LOADER - BASIC

QUALITY SOFTWARE

APPENDIX A

ASSEMBLY LISTING

of

RELOCATING LOADER - BASIC

Drawing No.

390682 (Revision C)

ID Code

BNP





```

91      0 545 0 0545 0545
92      0 546 0 007F 007F
93      0 547 0 0009 0009
94      0 548 0 0000 0000
95      0 549 0 0000 0000
96      0 54A 0 0000 0000
97      0 54B 0 0000 0000
98      0 54C 0 0000 0000
99      0 54D 0 0000 0000
100     0 54E 0 002F 002F
101     0 54F 0 0000 0000
102     0 550 0 854E 854E
103     0 551 0 0049 0049
104     0 552 0 0000 0000
105     0 553 0 0000 0000
106     0 554 0 003E 003E
107     0 555 0 0000 0000
108     0 55A 0 0000 0000
109     0 55F 0 0000 0000
110     0 58E 0 0000 0000
111     0 58D 0 0000 0000
112     0 58F 0 A0A0 A0A0
113     0 5C0 0 0000 0000
114     0 5C2 0 A0A0 A0A0
115
116
117
118
119     0 5C3 0 0006 0006
120     0 5C4 0 0400 0400
121     0 5C5 0 0080 0080
122     0 5C6 0 07FF 07FF
123     0 5C7 0 F800 F800
124     0 5C8 0 055F 055F
125     0 5C9 0 058E 058E
126     0 5CA 0 8000 8000
127     0 5CB 0 05E0 05E0
128
129     0 5CC 0 0545 0545
130
131
132
133
134
135
136
137
138
139     0 5CD 0 0C00 0C00
140     0 5CE 0 0400 0400
141     0 5CF 0 0400 0400
142     0 5D0 0 0054 0054
143
144
145
146
147
148
149

```

\* CONSTANTS AND TEMPS  
 \* FOLLOWING TEMPS ARE ASSEMBLED TO LOOK LIKE F10T FOR DISK LOADER  
 BASE D  
 BIAS D X'7F'  
 BYTEPNT D 9  
 DEF11 D 0  
 DEF15 D 0  
 SHRDEF D 0  
 ENTPNT D 0  
 OTHERBUF D 0  
 EXADDR D 0  
 WCT D  
 LOADF10T D  
 UNIT D X'8000'+WCT BINARY  
 X'49' READ, UNIT 4  
 RES 5  
 PRINFIOT RES 2 X'3E' WRITE, UNIT 3  
 RES 5  
 BUF1 RES RCRDSIZE  
 BUF2 RES RCRDSIZE  
 BUF3 RES NAMESIZE  
 BLBL D  
 RES 2  
 BUF3END D  
 \* SURROGATE LITERAL POOL  
 \*  
 \*  
 BUF3CT D BUF3END-BUF3+1  
 D1024 D 1024  
 X80 D X'80'  
 X7FF D X'7FF'  
 XF800 D X'F800'  
 ABUF1 D BUF1  
 ABUF2 D BUF2  
 X1 EQU D1  
 X8000 D X'8000'  
 L0CXC D EXECUTE  
 TRUE LOADER=RASIC  
 LOWLOC D START  
 ENDC  
 FALS LOADER=BASIC  
 ENDC  
 TRUE LOADER=BASIC  
 D3072 D 3072  
 MEMMAP D 1024,1024  
 ENDBASE EQU ENDA

NP 00881  
 NP 00885  
 NP 00890  
 NP 00900  
 NP 00920  
 NP 00930  
 NP 00940  
 NP 00950  
 NP 00960  
 NP 00980  
 NP 00990  
 NP 01000  
 NP 01010  
 NP 01020  
 NP 01030  
 NP 01040  
 NP 01050  
 NP 01060  
 NP 01070  
 NP 01080  
 NP 01090  
 NP 01100  
 NP 01110  
 NP 01120  
 NP 01130  
 NP 01140  
 NP 01150  
 NP 01160  
 NP 01170  
 NP 01180  
 NP 01190  
 NP 01200  
 NP 01210  
 NP 01220  
 NP 01230  
 NP 01240  
 NP 01250  
 NP 01260  
 NP 01261  
 NP 01262  
 NP 01263  
 NP 01270  
 NP 01\*30  
 NP 01\*40  
 NP 01\*50  
 NP 01\*60  
 NP 01\*70

```

150          0 5D0 0 85C4 8 0 5C4
151          0 5D1 0 75CE 7 0 5CE
152          0 5D2 0 85F3 8 0 5F3
153          0 5D3 0 75CF 7 0 5CF
154          0 5D4 0 85C8 8 0 5C8
155          0 5D5 0 7095 7 0 095
156          0 5D6 0 8054 8 0 054
157          0 5D7 0 76F4 7 0 6F4
158          0 5D8 0 2638 2 0 638
159          0 5D9 0 0000 0000
160          0 5DA 0 000F 000F
161          0 5DB 0 0800 0800
162          0 5DC 0 15DE 1 0 5DE
163          0 5DD 0 08C0 08C0
164          0 5DE 0 2040 2 0 040
165          0 5DF 0 15D8 1 0 5D8
166
167
168
169
239
240
286
287
347

S,RLOAD          BASIC LOADER FRONT END
LDW D1024
STW MEMMAP
SUB D1
STW MEMMAP+1
LDW LOCXC
STW RBEG
LDW ENTRASE
STW ENTLIMIT
JSX RELOAD
D 0
D X'F'
SAZ
JMP FINI
SS0
JSX XRAY
JMP S,LLLOAD
ENDC
FALS
ENDC
TRUE
ENDC
TRUE
ENDC

D X'F'
SAZ
JMP FINI
SS0
JSX XRAY
JMP S,LLLOAD
ENDC
FALS
ENDC
TRUE
ENDC
TRUE
ENDC

LOADER=STANDARD
LOADER=DISK

CONSTANT DOUBLES AS HALT
IS IT END OF FILE
YES, DEPART
CONTINUE LOADING

THROW AWAY LAST CELL

GET ADDRESS OF EXECUTE ROUTINE

NP 01480
NP 01490
NP 01500
NP 01510
NP 01520
NP 01530
NP 01540
NP 01550
NP 01560
NP 01570
NP 01580
NP 01590
NP 01600
NP 01610
NP 01620
NP 01630
NP 01640
NP 01650
NP 01660
NP 02192
NP 02200
NP 02670
NP 02680
NP 03280

```

|         |      |         |     |              |                                 |          |
|---------|------|---------|-----|--------------|---------------------------------|----------|
| 0 5E0 0 | 27E6 | 2 0 7E6 | JSX | FLAG,X'8800' | SET TO PRINT UNDEF ONLY         | NP 03290 |
| 0 5E1 0 | 8800 | 8800    | JSX | FLAG,X'A010' | TURN OFF UNCONDITIONAL NO-PRINT | NP 03300 |
| 0 5E2 0 | 27E6 | 2 0 7E6 | JSX | PRINTENT     | FIND UNDEFINED                  | NP 03310 |
| 0 5E3 0 | A010 | A010    | JSX | FLAG,X'F400' | CHECK UNDEFINED                 | NP 03350 |
| 0 5E4 0 | 25FE | 2 0 5FE | JSX | MISSING      |                                 | NP 03440 |
| 0 5E5 0 | 27E6 | 2 0 7E6 | JSX | ERRM,'NX'    | NO,COMPLAIN                     | NP 03450 |
| 0 5E6 0 | F400 | F400    | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03550 |
| 0 5E7 0 | 25F1 | 2 0 5F1 | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03590 |
|         | 05E8 | 05E8    | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03600 |
| 0 5E8 0 | 854D | 8 0 54D | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03610 |
| 0 5E9 0 | 0800 | 0800    | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03620 |
| 0 5EA 0 | 15EE | 1 0 5EE | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03630 |
| 0 5EB 0 | 27DD | 2 0 7DD | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03640 |
| 0 5EC 0 | CED8 | CED8    | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03650 |
| 0 5ED 0 | 15F6 | 1 0 5F6 | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03660 |
| 0 5EE 0 | 7055 | 7 0 055 | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03680 |
| 0 5EF 0 | 0130 | 0130    | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03690 |
| 0 5F0 0 | 2800 | 2 1 000 | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03700 |
| 0 5F1 0 | 27DD | 2 0 7DD | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03710 |
| 0 5F2 0 | CDD3 | CDD3    | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03720 |
| 0 5F3 0 | 0001 | 0001    | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03730 |
| 0 5F4 0 | 0800 | 0800    | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03740 |
| 0 5F5 0 | 15E8 | 1 0 5E8 | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03750 |
| 0 5F6 0 | 2040 | 2 0 040 | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03760 |
| 0 5F7 0 | 0000 | 0000    | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03770 |
| 0 5F8 0 | 65F7 | 6 0 5F7 | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03780 |
| 0 5F9 0 | 27E6 | 2 0 7E6 | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03790 |
| 0 5FA 0 | A810 | A810    | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03800 |
| 0 5FB 0 | 25FE | 2 0 5FE | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03810 |
| 0 5FC 0 | 95F7 | 9 0 5F7 | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03820 |
| 0 5FD 0 | 2800 | 2 1 000 | JSX | ERRM,'MS'    | AND BEGIN                       | NP 03830 |

|   |     |   |      |      |    |     |   |  |  |  |    |       |
|---|-----|---|------|------|----|-----|---|--|--|--|----|-------|
| 0 | 5FE | 0 | 6711 | 6    | 0  | 711 |   |  |  |  | NP | 03750 |
| 0 | 5FF | 0 | 27E6 | 2    | 0  | 7E6 |   |  |  |  | NP | 03760 |
| 0 | 600 | 0 | A400 | A400 |    |     |   |  |  |  | NP | 03770 |
| 0 | 601 | 0 | 0100 | 0100 |    |     |   |  |  |  | NP | 03780 |
| 0 | 602 | 0 | 7557 | 7    | 0  | 557 |   |  |  |  | NP | 03790 |
| 0 | 603 | 0 | 8054 | 8    | 0  | 054 |   |  |  |  | NP | 03800 |
| 0 | 604 | 0 | 7548 | 7    | 0  | 548 |   |  |  |  | NP | 03810 |
| 0 | 605 | 0 | 8548 | 8    | 0  | 548 |   |  |  |  | NP | 03820 |
| 0 | 606 | 0 | F6F4 | F    | 0  | 6F4 |   |  |  |  | NP | 03830 |
| 0 | 607 | 0 | 0840 | 0840 |    |     |   |  |  |  | NP | 03840 |
| 0 | 608 | 0 | 170F | 1    | 0  | 70F |   |  |  |  | NP | 03850 |
| 0 | 609 | 0 | 0130 | 0130 |    |     |   |  |  |  | NP | 03860 |
| 0 | 60A | 0 | 06A0 | 06   | A0 |     |   |  |  |  | NP | 03870 |
| 0 | 60B | 0 | 3385 | 3    | 0  | 1C2 | 1 |  |  |  | NP | 03880 |
| 0 | 60C | 0 | 8800 | 8    | 1  | 000 |   |  |  |  | NP | 03890 |
| 0 | 60D | 0 | 758D | 7    | 0  | 58D |   |  |  |  | NP | 03900 |
| 0 | 60E | 0 | 06C4 | 06   | C4 |     |   |  |  |  | NP | 03910 |
| 0 | 60F | 0 | 0820 | 0820 |    |     |   |  |  |  | NP | 03920 |
| 0 | 610 | 0 | 3385 | 3    | 0  | 1C2 | 1 |  |  |  | NP | 03930 |
| 0 | 611 | 0 | 8801 | 8    | 1  | 001 |   |  |  |  | NP | 03940 |
| 0 | 612 | 0 | 75BE | 7    | 0  | 5BE |   |  |  |  | NP | 03950 |
| 0 | 613 | 0 | 0402 | 04   | 02 |     |   |  |  |  | NP | 03960 |
| 0 | 614 | 0 | 7FFF | 7FFF |    |     |   |  |  |  | NP | 03970 |
| 0 | 615 | 0 | 8800 | 8    | 1  | 000 |   |  |  |  | NP | 04060 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04070 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04080 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04110 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04120 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04150 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04160 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04170 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04180 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04190 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04250 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04260 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04270 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04280 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04330 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04340 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04350 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04360 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04370 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04380 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04400 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04410 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04420 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04430 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04440 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04450 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04460 |
|   |     |   |      |      |    |     |   |  |  |  | NP | 04470 |

```

394 . PRINT THE ENT
395 PRINTENT STX JSX FLAG,X'A400' SET OFF UNDEFINED FLAG
396
397 CLR
398 STW
399 LDW
400 STM
401 ENTPOINT
402 CMW
403 SLS
404 JMP
405 CAX
406 LLB
407 STB
408 LDW *
409 STW
410 LLB
411 SAM
412 STB
413 TRUE
414 LDW *
415 STW
416 FALS
425 ENDC
426 ENDC
427 TRUE
430 ENDC
431 TRUE
434 ENDC
435 IXS
436 D
437 LDW *
438 FALS
440 ENDC
441 IXS
442 TEMP2
443
448
449
450
451
452
453
455
456
457
458
459
460
461
462

```

```

PRINLOOP
PRINTENT STX JSX FLAG,X'A400' SET OFF UNDEFINED FLAG
SET IT NOT BUSY
END OF ENT YET
BUG OUT
NO, POINTER TO X REG
SET NOTHING SPECIAL
GET DATUM
DOUBLE DEFINED FLAG
WAS IT A DOUBLE DEFINED
YES, MARK IT SO
LOADER=BASIC
NAMESIZE>2
NAMESIZE>3
NAMESIZE
X7FFF
LOADER=BASIC
IXS
D
TEMP2
PRINT
PRINT2
BASIC - IS IT DEFINED?
REMEMBER POINTER
NOYDEF
FLAG,X'F810' IS PRINT-OUT TURNED OFF
PRINLOOP
AND X7FFF
STW TEMP
LDX DM4
SLM
NO
DITCH SIGN BIT

```

|         |      |           |     |        |      |                              |                          |          |
|---------|------|-----------|-----|--------|------|------------------------------|--------------------------|----------|
| 0 622 0 | 878D | 8 0 78D   | 463 | ADDR1  | LDW  | TEMP                         |                          | NP 04480 |
| 0 623 0 | 0A54 | 0A5 4     | 464 |        | SLC  | 4                            |                          | NP 04490 |
| 0 624 0 | 778D | 7 0 78D   | 465 |        | STM  | TEMP                         |                          | NP 04500 |
| 0 625 0 | E5DA | E 0 5DA   | 466 |        | AND  | XF                           |                          | NP 04510 |
| 0 626 0 | C70C | C 0 70C   | 467 |        | ORI  | X80                          | COMPLETE ASCII CHARACTER | NP 04520 |
| 0 627 0 | 07B9 | 07 B9     | 468 |        | CLB  | X'89'                        | A OR GREATER?            | NP 04530 |
| 0 628 0 | 0890 | 0890      | 469 |        | SLE  | D7                           | YES, MAKE IT A TO F      | NP 04540 |
| 0 629 0 | A7D2 | A 0 7D2   | 470 |        | ADD  | D7                           |                          | NP 04550 |
| 0 62A 0 | 3884 | 3 1 1C2 0 | 471 |        | STB  | * BUF3+NAME SIZE+NAME SIZE+6 |                          | NP 04560 |
| 0 62B 0 | 0401 | 04 01     | 472 |        | IXS  | 1                            |                          | NP 04570 |
| 0 62C 0 | 1622 | 1 0 622   | 473 |        | JMP  | ADDR1                        |                          | NP 04580 |
| 0 62D 0 | 2044 | 2 0 044   | 474 |        | JSX  | DOJO,PRINFIOT,BUF3,BUF3CT    |                          | NP 04590 |
| 0 62E 0 | 0557 | 0557      |     |        |      |                              |                          |          |
| 0 630 0 | 058D | 058D      |     |        |      |                              |                          |          |
| 0 631 0 | 85C3 | 85C3      |     |        |      |                              |                          |          |
| 0 632 0 | 2046 | 2 0 046   | 475 |        | JSX  | STAT,PRINFIOT                |                          | NP 04600 |
| 0 633 0 | 8557 | 8557      |     |        |      |                              |                          |          |
| 0 634 0 | 1605 | 1 0 605   | 476 |        | JMP  | PRINLOOP                     |                          | NP 04610 |
| 0 635 0 | 27E6 | 2 0 7E6   | 477 | NOTDEF | JSX  | FLAG,X'8400'                 | SET UNDEFINED            | NP 04620 |
| 0 636 0 | 8400 | 8400      |     |        |      |                              |                          |          |
| 0 637 0 | 06DF | 06 DF     | 478 |        | LLB  | X'DF'                        | GET ARROW                | NP 04630 |
| 0 638 0 | 3385 | 3 0 1C2 1 | 479 |        | STB  | BUF3END+1                    | SET IT                   | NP 04640 |
| 0 639 0 | 0100 | 0100      | 480 |        | CLR  | LOADER=BASIC                 | PRINT 0 FOR UNDEFINEDS   | NP 04650 |
|         |      |           | 481 |        | FALS |                              |                          | NP 04660 |
|         |      |           | 484 |        | ENDC |                              |                          | NP 04690 |
| 0 639 0 | 161E | 1 0 61E   | 485 |        | JMP  | PRIN3                        | YES, PRINT IT            | NP 04700 |

```

486 * RELOCATING LOADER, A SUBROUTINE
487 * CALLING SEQUENCE
488 * JSX RELOAD
489 * D LOADBIAS
490 * ERROR RETURN, IF UNRECOVERABLE LOAD ERROR
491 * NORMAL RETURN, IF ALL WENT WELL
492 * LOADBIAS IS THE LITERAL VALUE OF THE AMOUNT BY WHICH
493 * THE PROGRAM SHOULD BE SHIFTED IN ACTUAL CORE, FOR A NORMAL
494 * EXECUTABLE LOAD THIS MUST BE ZERO.
495 *
496 *
497 *
498 *
RELOAD SUBR * 0
0 63A 0 0000 0000
0 63B 0 663A 6 0 63A
0 63C 0 8800 8 1 000
0 63D 0 7546 7 0 546
0 63E 0 85C8 8 0 5C8
0 63F 0 754F 7 0 54F
0 640 0 85C9 8 0 5C9
0 641 0 754C 7 0 54C
0 642 0 27E6 2 0 7E6
0 643 0 AE1C AE1C
0 644 0 0100 0100
0 645 0 7547 7 0 547
0 646 0 77C1 7 0 7C1
0 647 0 7557 7 0 557
0 648 0 0649 06 49
0 649 0 27E6 2 0 7E6
0 64A 0 F100 F100
0 64B 0 0609 06 09
0 64C 0 7551 7 0 551
0 64D 0 2044 2 0 044
0 64E 0 854F 854F
0 64F 0 2799 2 0 799
0 650 0 0130 0130
0 651 0 070C 07 0C
0 652 0 0840 0840
0 653 0 1671 1 0 671
0 654 0 0700 07 00
0 655 0 0040 0040
0 656 0 0840 0840
0 657 0 2E65 2 1 665
0 658 0 E5DA E 0 5DA
0 659 0 7680 7 0 680
0 65A 0 0100 0100
0 65B 0 0A24 0A2 4
0 65C 0 2E55 2 1 655
0 65D 0 1681 1 0 681
0 65E 0 1684 1 0 684
0 65F 0 1688 1 0 688
0 660 0 168B 1 0 68B
0 661 0 168E 1 0 68E
0 662 0 1671 1 0 671

NEXTCARD CLR
506
507
508
509
510
511
512
513
514
515
516
517
518
519
520
521
522
523
524
525
526
527
528
529
530
531
532
533
534

SUBR * 0
LDM * 0
STM BIAS
LDM ABUF1
STM LOADFIOT
LDM ABUF2
STM OTHERBUF
JSX FLAG,X'AF1C'

GET BIAS
SAVE IT

INITIALIZE
INITIALIZE BUFFER SWITCH
DOUSE ALL BUT INPUT FLAGS

BYTEPNT
LASTBYTE
PRINFIOT
X'49'
FLAG,X'F100'

LLB X'09'
STM UNIT
JSX D010,LOADFIOT

YES, SO READ SYSF INSTEAD
SELECT IO DEVICE
READ FIRST RECORD

FETCH A BYTE
FOR LATER

IS IT A LEGAL CODE
NO
LOOKING FOR - BYTE
FOR RELATIVE JUMP
IS IT REPEATABLE
SETS GLOBAL MODE TOO
GET REPEAT COUNT

SO IT WONT SHIFT INTO X
SHIFT TO INDEX IT
-A SUBTRACTS LEAD BIT
REPEATABLE CODES- 8
9
A
B
C
SCATTER LOAD

PROCTEXT JSX GETBYTE
CAX
CLB
SLS
JMP IDERR
CLB 0
SLM
SLS * JMPTAB+8
AND XF
STM REPCOUNT
CLR
SRL D 4
JSX * JMPTAB-8
JMP RELW11
JMP RELW15
JMP RELB16
JMP RELB11
JMP ABSO
JMP DFILL

JMPTAB
JMP RELW11
JMP RELW15
JMP RELB16
JMP RELB11
JMP ABSO
JMP DFILL

```

```

NP 04710
NP 04720
NP 04730
NP 04740
NP 04750
NP 04760
NP 04770
NP 04780
NP 04790
NP 04800
NP 04810
NP 04820

NP 04830
NP 04840
NP 04850
NP 04860
NP 04870
NP 04880
NP 04890
NP 04900

NP 04910
NP 04920
NP 04930
NP 04940
NP 04950
NP 04960

NP 04970
NP 04980
NP 04990

NP 05000
NP 05010
NP 05020
NP 05030
NP 05040
NP 05050
NP 05060
NP 05070
NP 05080
NP 05090
NP 05100
NP 05110
NP 05120
NP 05130
NP 05140
NP 05150
NP 05160
NP 05170
NP 05180
NP 05190

```

RELOCATING LOADER, A SUBROUTINE

```

0 663 0 1671 1 0 671 535
0 664 0 1671 1 0 671 536
0 665 0 164F 1 0 64F 537
0 666 0 1690 1 0 690 538
0 667 0 1692 1 0 692 539
0 668 0 1680 1 0 680 540
0 669 0 1686 1 0 686 541
0 66A 0 168F 1 0 68F 542
0 66B 0 16D6 1 0 6D6 543
0 66C 0 1671 1 0 671 544
0 66D 0 1690 1 0 690 545
0 66E 0 16E1 1 0 6E1 546
0 66F 0 16E1 1 0 6E1 547
0 670 0 16E4 1 0 6E4 548
0 671 0 671 549
552
553
0671 0671
JTEND
EQU 5

```

JMP DRL0CF  
 JMP IDERR  
 JMP PROCTEXT  
 JMP LIBR  
 JMP EXTN  
 JMP SMB  
 JMP ILOC  
 JMP NTRY  
 JMP END  
 JMP EXTN15  
 JMP NBLK  
 JMP SIZE  
 JMP SIZEE  
 JMP SIZEB  
 FALS  
 ENDC  
 EQU 5

JTSTART

DATA BLOCK DATA FILL  
 F NOT USED  
 ZERO IGNORED  
 LIBRARY NAME  
 EXTERNAL  
 SMB  
 INCREMENT LOC  
 ENTRY NAME  
 END CODE  
 15 BIT STRING  
 NAMED BLOCK  
 PROGRAM SIZE  
 PR SIZE (WORD PAGE)  
 PR SIZE (BYTE PAGE)  
 LOADER=RASIC

NP 05200  
 NP 05210  
 NP 05220  
 NP 05230  
 NP 05240  
 NP 05250  
 NP 05260  
 NP 05270  
 NP 05280  
 NP 05290  
 NP 05300  
 NP 05310  
 NP 05320  
 NP 05330  
 NP 05340  
 NP 05370  
 NP 05380

|       |   |      |         |     |  |          |
|-------|---|------|---------|-----|--|----------|
| 0 671 | 0 | 27D6 | 2 0 7D6 | 1   | TEXT PROCESSORS  | NP 05390 |
| 0 672 | 0 | CCC3 | CCC3    | 555 | IDERR JSX HERRM,LC                                     | NP 05400 |
| 0 673 | 0 | 963A | 9 0 63A | 556 | LDERR EXIT RELOAD,1 AND MAKE ERROR EXIT                | NP 05410 |
| 0 674 | 0 | 2801 | 2 1 001 | 557 | * REPEATER SUBROUTINE SERVICES REPEATABLE LOADER CODES | NP 05420 |
| 0 675 | 0 | 0000 | 0000    | 558 | * * * *  | NP 05430 |
| 0 676 | 0 | 6675 | 6 0 675 | 559 | REPEATER SUBR GETWORD GET NEXT DATA WORD               | NP 05450 |
| 0 677 | 0 | 2785 | 2 0 785 | 560 | REPOUT EXIT REPEATER RETURN AGAIN                      | NP 05460 |
| 0 678 | 0 | 9675 | 9 0 675 | 561 | REPEAT LDX REPCOUNT GET COUNT                          | NP 05470 |
| 0 679 | 0 | 2800 | 2 1 000 | 562 | REPEAT DXS 1 BUMP SAME                                 | NP 05480 |
| 0 67A | 0 | 9680 | 9 0 680 | 563 | REPEAT JMP \$+2 MORE TO COME                           | NP 05490 |
| 0 67B | 0 | 0501 | 05 01   | 564 | REPEAT JMP PROCTXT DONE                                | NP 05510 |
| 0 67C | 0 | 167E | 1 0 67E | 565 | REPEAT STX REPCOUNT KEEP COUNT                         | NP 05520 |
| 0 67D | 0 | 164F | 1 0 64F | 566 | REPEAT JMP REPOUT RETURN AGAIN                         | NP 05530 |
| 0 67E | 0 | 6680 | 6 0 680 | 567 | REPCOUNT D 0   | NP 05540 |
| 0 67F | 0 | 1677 | 1 0 677 | 568 | * * * *  | NP 05550 |
| 0 680 | 0 | 0000 | 0000    | 569 | * * * *  | NP 05560 |
| 0 681 | 0 | 2676 | 2 0 676 | 570 | * RELW11 - 11 BIT RELO WORD ADDRESSES                  | NP 05570 |
| 0 682 | 0 | 2745 | 2 0 745 | 571 | * * * *  | NP 05580 |
| 0 683 | 0 | 1686 | 1 0 686 | 572 | RELW11 JSX REPEATER SET-UP                             | NP 05590 |
| 0 684 | 0 | 2676 | 2 0 676 | 573 | REL11A JSX RELO11 RELOCATE WORD                        | NP 05600 |
| 0 685 | 0 | A545 | A 0 545 | 574 | REL15A JMP REL15A GO STORE IT                          | NP 05610 |
| 0 686 | 0 | 274D | 2 0 74D | 575 | * * * *  | NP 05620 |
| 0 687 | 0 | 167A | 1 0 67A | 576 | * RELW15 - 15 BIT RELO WORD ADDRESSES                  | NP 05630 |
| 0 688 | 0 | 2676 | 2 0 676 | 577 | * * * *  | NP 05640 |
| 0 689 | 0 | A545 | A 0 545 | 578 | RELW15 JSX REPEATER SET-UP                             | NP 05650 |
| 0 68A | 0 | 1685 | 1 0 685 | 579 | REL15B ADD BASE RELOCATE WORD                          | NP 05660 |
| 0 68B | 0 | 274D | 2 0 74D | 580 | REL15A JSX STORE STORE RESULT                          | NP 05670 |
| 0 68C | 0 | 167A | 1 0 67A | 581 | REL15A JMP REPEAT                                      | NP 05680 |
| 0 68D | 0 | 1682 | 1 0 682 | 582 | * * * *  | NP 05690 |
| 0 68E | 0 | 2676 | 2 0 676 | 583 | * RELR16 - 16 BIT RELO BYTE ADDRESS                    | NP 05700 |
| 0 68F | 0 | 1686 | 1 0 686 | 584 | * * * *  | NP 05710 |
| 0 690 | 0 | 2676 | 2 0 676 | 585 | RELB16 JSX REPEATER RELOCATE ONCE                      | NP 05720 |
| 0 691 | 0 | A545 | A 0 545 | 586 | RELB16 ADD BASE RELOCATE AGAIN                         | NP 05730 |
| 0 692 | 0 | 1682 | 1 0 682 | 587 | * * * *  | NP 05740 |
| 0 693 | 0 | 2745 | 2 0 745 | 588 | * RELB11 - 11 BIT RELO BYTE ADDRESS                    | NP 05750 |
| 0 694 | 0 | 1682 | 1 0 682 | 589 | * * * *  | NP 05760 |
| 0 695 | 0 | 2676 | 2 0 676 | 590 | RELB11 JSX REPEATER SET-UP                             | NP 05770 |
| 0 696 | 0 | 2745 | 2 0 745 | 591 | RELB11 JSX RELO11 RELOCATE ONCE                        | NP 05780 |
| 0 697 | 0 | 1682 | 1 0 682 | 592 | JMP REL11A RELOCATE AGAIN                              | NP 05790 |
| 0 698 | 0 | 2676 | 2 0 676 | 593 | * * * *  | NP 05800 |
| 0 699 | 0 | 1686 | 1 0 686 | 594 | * ABS0 - ABSOLUTE PROGRAM WORD                         | NP 05810 |
| 0 69A | 0 | 2676 | 2 0 676 | 595 | * * * *  | NP 05820 |
| 0 69B | 0 | 1686 | 1 0 686 | 596 | * * * *  | NP 05830 |
| 0 69C | 0 | 2676 | 2 0 676 | 597 | ABS0 JSX REPEATER GO STORE IT                          | NP 05840 |
| 0 69D | 0 | 1686 | 1 0 686 | 598 | JMP REL15A   | NP 05850 |
| 0 69E | 0 | 2676 | 2 0 676 | 599 | * * * *  | NP 05860 |
| 0 69F | 0 | 1686 | 1 0 686 | 600 | FALS LOADER=BASIC                                      | NP 06030 |
| 0 690 | 0 | 2676 | 2 0 676 | 601 | ENDC   |          |
| 0 691 | 0 | 1686 | 1 0 686 | 618 |  |          |







```

0 6D8 0 754D 7 0 54D
0 6DC 0 2046 2 0 046
0 6DD 0 854F 854F
0 6DE 0 0100 0100
0 6DF 0 963A 9 0 63A
0 6E0 0 2802 2 1 002

813
814 LOADEXIT JSX EXADDR AND REMEMER IT
      STAT,LOADFIOT DELAY FOR LAST HUFFER
815 CLR NOT ERF EXIT
816 EQU $
817 EXIT RELOAD,2

*
* EXTN15 - 15 BIT EXTERNAL STRING
819
820
821 FALS LOADER=BASIC
822 ENDC
*
* SIZEW - WORD PAGE SIZE DECLARATION
883
884
885
886 SIZEW JSX FLAG,X'A200' DON'T NEED A BYTE PAGE
      JMP SIZECOM
887
888
889 * SIZEB - BYTE PAGE SIZE DECLARATION
890
891 SIZEB JSX FLAG,X'8200' DO NEED A BYTE PAGE
      JSX GETWORD
892 SIZECOM TRUE LOADER=STANDARD
893 ENDC
897
898
899 JSX ALLOCATE GET THE STORAGE
      STM POINTER SET THE STORE POINTER
900 ADD BIAS
901 STM BASE SET THE RELOCATION BASE
902 JMP PROCTEXT
903 FALS LOADER=BASIC
931 ENDC
932 TRUE LOADER=BASIC
933 EQU IDERR
934 EQU LIRR
935 EQU SIZEW
936 EQU IDERR
937 EQU IDERR
938 EQU IDERR
939 EQU BASE
940 ENDC

EXTN15
NBLK
SIZE
DFILL
DBLOCD
DBLOCF
TEMP3

0 671 0 0671
0 690 0 0690
0 6E1 0 06E1
0 671 0 0671
0 671 0 0671
0 671 0 0671
0 545 0 0545

      IGNORES BLOCK DIRECTIVE
      JUST DEFINE THE SYMBOL

```

```

NP 07900
NP 07910
NP 07920
NP 07930
NP 07940
NP 07950
NP 07960
NP 07970
NP 07980
NP 08590
NP 08600
NP 08610
NP 08620
NP 08630
NP 08640
NP 08650
NP 08660
NP 08670
NP 08680
NP 08690
NP 08700
NP 08740
NP 08750
NP 08760
NP 08770
NP 08780
NP 08790
NP 08800
NP 09070
NP 09080
NP 09090
NP 09100
NP 09110
NP 09120
NP 09130
NP 09131
NP 09132
NP 09140

```

```

0 6EC 0 6711 6 0 711
0 6ED 0 96F4 9 0 6F4
0 6EE 0 7802 7 1 002
0 6EF 0 8796 8 0 796
0 6F0 0 7800 7 1 000
0 6F1 0 8797 8 0 797
0 6F2 0 7801 7 1 001

0 6F3 0 0403 04 03
0 6F4 0 0000 0000
0 6F5 0 0140 0140
0 6F6 0 76F4 7 0 6F4
0 6F7 0 26F9 2 0 6F9
0 6F8 0 170F 1 0 70F

0 6F9 0 F5CC F 0 5CC
0 6FA 0 0840 0840
0 6FB 0 1775 1 0 775

0 6FC 0 1800 1 1 000

```

```

941 STORENT, PUSHOUT, AND PUSHNEXT - ENT STORAGE PROCESSORS
942 STORENT STX RETSAVE
943 LDX ENTLIMIT
944 STW * NAMEIZE
945 LDM NAME
946 STW * 0
947 TRUE NAMEIZE>1
948 LDM NAME+1
949 STW * 1
950 ENDC
951 TRUE NAMEIZE>2
952 ENDC
953 TRUE NAMEIZE>3
954 ENDC
955
956
957
958
959 IXS NAMEIZE+1
960 ENTLIMIT D 0
961 STORENT1 CXA
962 STW ENTLIMIT
963 JSX CHEKLOW
964 JMP RETURNER
965
966 * CHECKLOW ROUTINE CHECKS FOR LOW END OVERLAPS AND SELECT'S BOKLIM
967 *
968 CHEKLOW EQU $
969 FALS LOADER=BASIC
970 ENDC
971 CMW LOWLOC
972 SLS
973 JMP NOBLOK
974 FALS LOADER=BASIC
975 ENDC
976 JMP * 0
977 FALS LOADER=BASIC
978 ENDC
979 FALS LOADER=BASIC
980 ENDC
1035

```

```

STORE A NAME IN THE ENT
STORE DATA WORD
MOVE NAME IN'G ENT
WORD IS SKIPPED
TO A TO CHECK
IT DIDN'T
DOES THIS OVERLAP LOWEST USED
YES, DISASTER
RETURN

```

NP 09150  
NP 09160  
NP 09170  
NP 09180  
NP 09190  
NP 09200  
NP 09210  
NP 09220  
NP 09230  
NP 09240  
NP 09250  
NP 09280  
NP 09290  
NP 09320  
NP 09330  
NP 09340  
NP 09350  
NP 09360  
NP 09370  
NP 09380  
NP 09390  
NP 09400  
NP 09410  
NP 09420  
NP 09430  
NP 09470  
NP 09480  
NP 09490  
NP 09500  
NP 09501  
NP 09511  
NP 09512  
NP 09520  
NP 09980



```

1087 * STRING11 - FOLLOW AND PERHAPS FILL AN 11 BIT STRING
1088 * STRING IS FILLED UNLESS DEF11 =0. CALL WITH START OF
1089 * STRING IN ACC. RETURNS WITH END OF STRING IN ACC.
1090 *
1091 STRING11 STX RETSAVE
1092 STW TEMP1
1093 AND X7800
1094 STW TEMP2
1095 LDW TEMP1
1096 AND X7FF
1097 CMW X7FF
1098 SNE
1099 JMP ST11D
1100 ORI TEMP2
1101 SUB BIAS
1102 CAX * 0
1103 LDW * TEMP1
1104 AND XF800
1105 SAZ
1106 JMP ST11B
1107 LDW SMBDEF
1108 STW TEMP
1109 ST11C
1110 CLR
1111 CMW DEF15
1112 LDW TEMP
1113 SEQ
1114 STW * 0
1115 JMP ST11A
1116 SLC 4
1117 CLB 3
1118 SEQ
1119 JMP ST11E
1120 LLB 0
1121 ORI DEF15
1122 JMP ST11C
1123 SRC 4
1124 ORI DEF11
1125 JMP ST11C
1126 ST11D
1127 JMP RETURNER
1128 * FILLDEF
1129 AND X7FFF
1130 STW DEF15
1131 AND X7FF
1132 STW DEF11
1133 LDW DEF15
1134 SRL 10
1135 ORI X80
1136 STW SMBDEF
1137 JMP * 0
1138 FALS LOADER=BASIC
1139 ENDC
1163

0 717 0 6711 6 0 711
0 718 0 77CF 7 0 7CF
0 719 0 E72E E 0 72E
0 71A 0 7617 7 0 617
0 71B 0 87CF 8 0 7CF
0 71C 0 E5C6 E 0 5C6
0 71D 0 F5C6 F 0 5C6
0 71E 0 0870 0870
0 71F 0 173A 1 0 73A
0 720 0 C617 C 0 617
0 721 0 8546 8 0 546
0 722 0 0130 0130
0 723 0 8800 8 1 000
0 724 0 77CF 7 0 7CF
0 725 0 E5C7 E 0 5C7
0 726 0 0800 0800
0 727 0 1730 1 0 730
0 728 0 854A 8 0 54A
0 729 0 778D 7 0 78D
0 72A 0 0100 0100
0 72B 0 F549 F 0 549
0 72C 0 878D 8 0 78D
0 72D 0 0860 0860
0 72E 0 7800 7 1 000
0 72F 0 171B 1 0 71B
0 730 0 0A54 0A5 4
0 731 0 0703 07 03
0 732 0 0860 0860
0 733 0 1737 1 0 737
0 734 0 0600 06 00
0 735 0 C549 C 0 549
0 736 0 1729 1 0 729
0 737 0 0A44 0A4 4
0 738 0 C548 C 0 548
0 739 0 1729 1 0 729
0 73A 0 0140 0140
0 73B 0 170F 1 0 70F
0 73C 0 E614 E 0 614
0 73D 0 7549 7 0 549
0 73E 0 E5C6 E 0 5C6
0 73F 0 7548 7 0 548
0 740 0 8549 8 0 549
0 741 0 0A0A 0A0 A
0 742 0 C5C5 C 0 5C5
0 743 0 754A 7 0 54A
0 744 0 1800 1 1 000

```

```

SAVE
EXTRACT BLOCK
SAVE IT
GET NEXT ADDRESS
MASK COMPARE ADDRESS
IS IT END OF STRING
YES
NO, BUILD ADDRESS
RELOCATE TO ACTUAL CORE
GET ITEM
SAVE FOR ADDRESS
IS IT SMB
NO
AM I TURNED ON?
GET INSTRUCTION
FILL IT
YES INSTRUCTION IS ALSO CONSTANT
NO
PUT X BIT IN SIGN
IS IT BYTE INSTRUCTION
WHICH MEANS 15 BIT ADDRESS
NO
YES, BLANK OP-CODE
PACK DEFINITION WITH SIGN
PUT OP CODE BACK
PACK 11 BIT DEFINITION
GO STORE IT
END OF STRING TO ACC

```

```

NP 10500
NP 10510
NP 10520
NP 10530
NP 10540
NP 10550
NP 10560
NP 10570
NP 10580
NP 10590
NP 10600
NP 10610
NP 10620
NP 10630
NP 10640
NP 10650
NP 10660
NP 10670
NP 10680
NP 10690
NP 10700
NP 10710
NP 10720
NP 10730
NP 10740
NP 10750
NP 10760
NP 10770
NP 10780
NP 10790
NP 10800
NP 10810
NP 10820
NP 10830
NP 10840
NP 10850
NP 10860
NP 10870
NP 10880
NP 10890
NP 10900
NP 10910
NP 10920
NP 10930
NP 10940
NP 10950
NP 10960
NP 10970
NP 10980
NP 10990
NP 11000
NP 11010
NP 11260

```

SMB

LOADER=BASIC

```

0 745 0 77CF 7 0 7CF
0 746 0 A545 A 0 545
0 747 0 E5C6 E 0 5C6
0 748 0 7617 7 0 617
0 749 0 87CF 8 0 7CF
0 74A 0 E5C7 E 0 5C7
0 74B 0 C617 C 0 617
0 74C 0 1800 1 1 000

1164 ' 11 BIT RELOCATION AND STORE SUBROUTINES
1165 RELO11 STW TEMP1 SAVE IT
1166 ADD BASE RELOCATE
1167 AND X7FF MASK ADDRESS
1168 STW TEMP2 SAVE ADDRESS
1169 LDW TEMP1 GET THE DATA
1170 AND XF800 MASK OP-CODE
1171 ORI TEMP2
1172 JMP * 0
1173 FALS LOADER=BASIC
1174 ENDC
1204 TRUE LOADER=BASIC
1206 * SIMPLIFIED STORE FOR BASIC LOADER
1207 STORE STX RETSAVE
1208 LDX POINTER
1209 STW * 0 STORE DATUM
1210 IXS 1 NEXT LOCATION
1211 POINTER D 0 SKIPPED
1212 STX POINTER SET FOR NEXT WORD
1213 JMP RETURNER
1214 ENDC
NP 11270
NP 11280
NP 11290
NP 11300
NP 11310
NP 11320
NP 11330
NP 11340
NP 11350
NP 11360
NP 11670
NP 11680
NP 11690
NP 11700
NP 11710
NP 11720
NP 11730
NP 11740
NP 11750
NP 11760
NP 11770

```





RELOADD DATA FETCH ROUTINES - GETVAL, GETVALR, GETHEX

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|         |      |         |      |        |        |   |          |
|---------|------|---------|------|--------|--------|---|----------|
| 0 778 0 | 0000 | 0000    | 0000 | 1429   | GETVAL | DATA FETCH ROUTINES - GETVAL, GETVALB, GETHEX | NP 13840 |
| 0 779 0 | 6778 | 6 0 778 | 0000 | 1430   | GETVAL |   |          |
| 0 77A 0 | 278E | 2 0 78E | 1431 | GETVAL | JSX    | GETNAME                                       | NP 13850 |
| 0 77B 0 | 2785 | 2 0 785 | 1432 | GETVAL | JSX    | GETWORD                                       | NP 13860 |
| 0 77C 0 | 0120 | 0120    | 1433 | GETVAL | INV    |   | NP 13870 |
| 0 77D 0 | 0800 | 0800    | 1434 | GETVAL | SAZ    |   | NP 13880 |
| 0 77E 0 | 8545 | 8 0 545 | 1435 | GETVAL | LDM    | BASE  | NP 13890 |
| 0 77F 0 | A78D | A 0 78D | 1436 | GETVAL | ADD    | TEMP  | NP 13900 |
| 0 780 0 | E614 | E 0 614 | 1437 | GETVAL | AND    | X7FFF   | NP 13910 |
| 0 781 0 | 778D | 7 0 78D | 1438 | GETVAL | STW    | TEMP  | NP 13920 |
| 0 782 0 | 9778 | 9 0 778 | 1439 | GETVAL | EXIT   | GETVAL  | NP 13930 |
| 0 783 0 | 2800 | 2 1 000 | 1440 | GETVAL | FALS   | LOADER=RASIC                                  | NP 13940 |
|         |      |         | 1519 | GETVAL | ENDC   |   | NP 14780 |

GET THE LABEL  
 GET ITS VALUE  
 IF IT WAS ALL ONES  
 NOW IT IS ALL ZEROS  
 RELOCATE CONDITIONALLY  
 OR ELSE GET ALL ONES BACK  
 MASK SIGN BIT  
 AND SAVE IT

```

1520 ! DATA FETCH SURROUTINES - GETWORD AND GETNAME
1521 *
1522 * GETWORD - INPUTS AND CONCATENATES 2 BYTES FROM INPUT STREAM
1523 *
1524
1525 GETWORD SUBR JSX GETBYTE
1526 STB TEMP SAVE LEFT BYTE
1527 JSX GETBYTE SET RIGHT BYTE
1528 STB TEMP+1 FETCH RESULT
1529 LDW TEMP
1530 EXIT GETWORD
1531 TEMP D 0
1532 *
1533 *
1534 GETNAME STX RETSAVE
1535 JSX GETWORD GET A NAME
1536 STW NAME GET FIRST TWO CHARACTERS
1537 JSX GETWORD
1538 TRUE NAME SIZE>1
1539 STW NAME+1
1540 ENDC
1541 JSX GETWORD
1542 TRUE NAME SIZE>2
1543 ENDC
1544 JSX GETWORD
1545 TRUE NAME SIZE>3
1546 ENDC
1547 JMP RETURNER
1548 RES
1549 NAME
1550
0 784 0 0000 0000
0 785 0 6784 6 0 784
0 786 0 2799 2 0 799
0 787 0 371A 3 0 58D 0
0 788 0 2799 2 0 799
0 789 0 3718 3 0 38D 1
0 78A 0 878D 8 0 78D
0 78B 0 9784 9 0 784
0 78C 0 2800 2 1 000
0 78D 0 0000 0000
0 78E 0 6711 6 0 711
0 78F 0 2785 2 0 785
0 790 0 7796 7 0 796
0 791 0 2785 2 0 785
0 792 0 7797 7 0 797
0 793 0 2785 2 0 785
0 794 0 2785 2 0 785
0 795 0 170F 1 0 70F
0 796 0 0000 0000

```

```

NP 14790
NP 14800
NP 14810
NP 14820
NP 14830
NP 14840
NP 14850
NP 14860
NP 14870
NP 14880
NP 14890
NP 14900
NP 14910
NP 14920
NP 14930
NP 14940
NP 14950
NP 14960
NP 14970
NP 14980
NP 14990
NP 15000
NP 15010
NP 15030
NP 15040
NP 15050
NP 15070
NP 15080
NP 15090

```





1709 ' ERROR MESSAGE PRINT

1710 HERRM EQU \$

1711 TRUE LOADER=BASIC

1712 LDW LOADFIOT

1713 SAP S\*2

1714 JMP S\*2

1715 LDW LOADFIOT+2

1716 CLB X'D9,

1717 SNE UNIT 1D IS ULTRA UNLIKELY

1718 D 8

1719 ENDC

1720 STX MBUFA

1721 JSX D010,PRINFIOT,0,X1

1722 MBUFA EQU '2

1723 JSX STAT,PRINFIOT

1724 LDX MRUFA

1725 JSX \* 1

1726 FALS LOADER=BASIC

1729 ENDC

1730 TRUE LOADER=BASIC

1730

0 7D6 0 07D6 07D6

0 7D7 0 854F 8 0 54F

0 7D8 0 0810 0810

0 7D9 0 17D6 1 0 7D6

0 7DA 0 8551 8 0 551

0 7DB 0 07D9 07 D9

0 7DC 0 0008 0008

0 7DD 0 67E0 6 0 7E0

0 7DE 0 2044 2 0 044

0 7DF 0 0557 0557

0 7E0 0 0000 0000

0 7E1 0 85F3 85F3

0 7E2 0 07E0 07E0

0 7E3 0 2046 2 0 046

0 7E4 0 8557 8557

0 7E5 0 97E0 9 0 7E0

0 7E6 0 2801 2 1 001

0 7E7 0 2801 2 1 001

IS IT STILL BUSY?

YES, WAIT TO FINISH

GET UNIT NUMBER

IS IT MOST LIKELY THE ITTY

UNIT 1D IS ULTRA UNLIKELY

CONSTANT SERVES AS HALT

POINTS TO BUFFER

IT'S THE RETURN TOO

RETURN

1

NP 16820

NP 16830

NP 16840

NP 16870

NP 16880

1731 \* STANDARD FLAG TEST SUBROUTINE  
 1732 \* FLAGS ARE STORED IN A WORD LABELED FLAGWORD  
 1733 \* FLAG TEST SUBROUTINE CALLING SEQUENCE  
 1734 \*  
 1735 \* FLAG X'0000'  
 1736 \*  
 1737 \* 0 IS THE CODE FOR THE DESIRED OPERATION  
 1738 \* MMH IS THE 12 BIT MASK WHICH SELECTS THE BITS  
 1739 \* FUNCTION CODES  
 1740 \* 8 SET MASKED BITS  
 1741 \* 9 NO-OPERATION  
 1742 \* A RESET MASKED BITS  
 1743 \* B REVERSE MASKED BITS  
 1744 \* C NO-OPERATION  
 1745 \* D NO OPERATION  
 1746 \* E SKIP IF ALL MASKED BITS ARE TRUE  
 1747 \* F SKIP IF ALL MASKED BITS ARE FALSE  
 1748 \*  
 1749 \* FLAG STW FLAGA  
 1750 \* LDW \* 0  
 1751 \* SRL 12  
 1752 \* ADD FLAGJMPI  
 1753 \* STW FLAGJUMP  
 1754 \* LDW FLAGWORD  
 1755 \* FLAGJUMP JMP \$+1  
 1756 \* ORI \* 0  
 1757 \* JMP FLAGSTOR  
 1758 \* ORI \* 0  
 1759 \* ORI \* 0  
 1760 \* FLAGSTOR STW FLAGWORD  
 1761 \* JMP NONSKIP  
 1762 \* ORI \* 0  
 1763 \* AND \* 0  
 1764 \* SLL 4  
 1765 \* SAZ  
 1766 \* NONSKIP DXS 1  
 1767 \* LDW FLAGA  
 1768 \* JMP \* 2  
 1769 \* FLAGJMPI JMP FLAGJUMP-7  
 1770 \* FLAGWORD D 0  
 1771 \* FLAGA D 0

0 7E6 0 77FC 7 0 7FC  
 0 7E7 0 8000 8 1 000  
 0 7E8 0 0A0C 0A0 C  
 0 7E9 0 A7FA A 0 7FA  
 0 7EA 0 77EC 7 0 7EC  
 0 7EB 0 87FB 8 0 7FB  
 0 7EC 0 17ED 1 0 7ED  
 0 7ED 0 C800 C 1 000  
 0 7EE 0 17F1 1 0 7F1  
 0 7EF 0 C800 C 1 000  
 0 7F0 0 D800 D 1 000  
 0 7F1 0 77FB 7 0 7FB  
 0 7F2 0 17F7 1 0 7F7  
 0 7F3 0 D800 D 1 000  
 0 7F4 0 E800 E 1 000  
 0 7F5 0 0A14 0A1 4  
 0 7F6 0 0800 080 0  
 0 7F7 0 0501 05 01  
 0 7F8 0 87FC 8 0 7FC  
 0 7F9 0 1802 1 1 002  
 0 7FA 0 17E5 1 0 7E5  
 0 7FB 0 0000 0000 0  
 0 7FC 0 0000 0000 0

SAVE A  
 GET OP CODE  
 POSITION IT  
 COMPUTE JUMP  
 SET JUMP  
 GET FLAG  
 VARIABLE JUMP  
 SET (OP 0)  
 OP 1 IS NO-OP  
 SET,SO REV RESETS(OP 2)  
 REVERSE (OP 3)

REVERSE FOR ALL TRUE (OP 6)  
 MASK FOR TEST ALL FALSE(OP 7)  
 MASK OP CODE AND SIGN BIT  
 TEST  
 NOT MET, NON-SKIP  
 RESTORE A  
 RETURN

NP 16890  
 NP 16900  
 NP 16910  
 NP 16920  
 NP 16930  
 NP 16940  
 NP 16950  
 NP 16960  
 NP 16970  
 NP 16980  
 NP 16990  
 NP 17000  
 NP 17010  
 NP 17020  
 NP 17030  
 NP 17040  
 NP 17050  
 NP 17060  
 NP 17070  
 NP 17080  
 NP 17090  
 NP 17100  
 NP 17110  
 NP 17120  
 NP 17130  
 NP 17140  
 NP 17150  
 NP 17160  
 NP 17170  
 NP 17180  
 NP 17190  
 NP 17200  
 NP 17210  
 NP 17220  
 NP 17230  
 NP 17240  
 NP 17250  
 NP 17260  
 NP 17290  
 NP 17300  
 NP 17310

RELOADD    LOADER LINK POINTS

|         |      |         |
|---------|------|---------|
| 0 7FD 0 | 15F8 | 1 0 5F8 |
| 0 7FE 0 | 15D8 | 1 0 5D8 |
| 0 7FF 0 | 15D0 | 1 0 5D0 |
|         |      |         |
|         | 0800 | 0800    |

|      |   |                    |
|------|---|--------------------|
| 1772 | * | LOADER LINK POINTS |
| 1773 |   | JMP S.MAP          |
| 1774 |   | JMP S.LLOAD        |
| 1775 |   | ORIG X7FF,         |
| 1776 |   | JMP S.RLOAD        |
| 1777 |   | ENDC               |
| 1778 |   | FALS               |
| 1783 |   | ENDC               |
| 1784 |   | ENDLOAD EQU \$     |
|      |   | LOADER=BRASIC      |

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|    |       |
|----|-------|
| NP | 17320 |
| NP | 17330 |
| NP | 17340 |
| NP | 17350 |
| NP | 17360 |
| NP | 17370 |
| NP | 17371 |
| NP | 17376 |
| NP | 17380 |







|         |           |         |         |         |         |         |         |         |
|---------|-----------|---------|---------|---------|---------|---------|---------|---------|
| 0 5CC 0 | LOWLOC    | 0 6F9 0 | 0 7E2 0 | 0 750 0 | 0 761 0 | 0 763 0 | 0 765 0 | 0 767 0 |
| 0 7E0 0 | MAUFA     | 0 5DD 0 | 0 5D3 0 | 0 7E4 0 | 0 756 0 | 0 770 0 |         |         |
| 0 5CE 0 | MEMMAP    | 0 76A 0 | 0 76E 0 | 0 770 0 |         |         |         |         |
| 0 5F1 0 | MISSING   | 0 5E7 0 | 0 6D4 0 | 0 6EF 0 | 0 704 0 | 0 708 0 | 0 790 0 | 0 792 0 |
| 0 796 0 | NAME      | 0 5D5 0 | 0 58D 0 | 0 611 0 | 0 613 0 | 0 613 0 | 0 62A 0 | 0 62A 0 |
| 0002    | NAMESIZE  | 0 6EE 0 | 0 6F1 0 | 0 6F3 0 | 0 6F3 0 | 0 707 0 | 0 708 0 | 0 708 0 |
|         |           | 0 708 0 | 0 712 0 | 0 792 0 | 0 795 0 | 0 796 0 |         |         |
| 0 690 0 | NBLK      | 0 66D 0 | 0 6EC 0 | 0 792 0 | 0 795 0 | 0 796 0 |         |         |
| 0 700 0 | NBR       | 0 786 0 | 0 7D2 0 | 0 786 0 |         |         |         |         |
| 0 644 0 | NEXTCARD  | 0 6F8 0 | 0 754 0 | 0 754 0 | 0 760 0 |         |         |         |
| 0 775 0 | NOBLOK    | 0 754 0 | 0 75F 0 | 0 75F 0 |         |         |         |         |
| 0 7F7 0 | NOFIT     | 0 7F2 0 |         |         |         |         |         |         |
| 0 634 0 | NONSKIP   | 0 61A 0 |         |         |         |         |         |         |
| 0 712 0 | NOTDEF    | 0 706 0 | 0 70A 0 |         |         |         |         |         |
| 0 715 0 | NOTENTRY  | 0 702 0 |         |         |         |         |         |         |
| 0 68F 0 | NOTINENT  | 0 66A 0 |         |         |         |         |         |         |
| 0 6C3 0 | NTRY      | 0 696 0 |         |         |         |         |         |         |
| 0 6C2 0 | NTRY1     | 0 6D5 0 |         |         |         |         |         |         |
| 0 54C 0 | NTRY2     | 0 641 0 | 0 7C9 0 | 0 7CA 0 |         |         |         |         |
| 0 751 0 | OTHERBUF  | 0 6E8 0 | 0 74E 0 | 0 752 0 |         |         |         |         |
| 0 557 0 | POINTER   | 0 602 0 | 0 62E 0 | 0 632 0 | 0 647 0 | 0 7DF 0 | 0 7E3 0 |         |
| 0 605 0 | PRINFLIOT | 0 61D 0 | 0 633 0 |         |         |         |         |         |
| 0 5FE 0 | PRINTLOOP | 0 5E4 0 | 0 5FB 0 |         |         |         |         |         |
| 0 616 0 | PRINTENT  |         |         |         |         |         |         |         |
| 0 618 0 | PRINI     |         |         |         |         |         |         |         |
| 0 61E 0 | PRIN2     |         |         |         |         |         |         |         |
| 0 64F 0 | PRIN3     | 0 639 0 | 0 67D 0 | 0 69A 0 | 0 6A2 0 | 0 6AF 0 | 0 6B5 0 | 0 689 0 |
|         | PROCTEXT  | 0 665 0 | 0 6D1 0 | 0 691 0 | 0 6A2 0 | 0 6AF 0 | 0 6B5 0 | 0 689 0 |
| 0055    | RBEQ      | 0 6C5 0 | 0 5D5 0 | 0 6E8 0 |         |         |         |         |
| 002F    | RCRDSIZE  | 0 545 0 | 0 54E 0 | 0 5EE 0 |         |         |         |         |
| 0 688 0 | RELB11    | 0 660 0 | 0 54E 0 | 0 55F 0 |         |         |         |         |
| 0 638 0 | RELB16    | 0 5D8 0 | 0 673 0 | 0 6DF 0 |         |         |         |         |
| 0 745 0 | RELOAD    | 0 682 0 | 0 68C 0 |         |         |         |         |         |
| 0 681 0 | RELO11    | 0 65D 0 |         |         |         |         |         |         |
| 0 684 0 | RELW11    | 0 65E 0 |         |         |         |         |         |         |
| 0 682 0 | RELW15    | 0 68D 0 |         |         |         |         |         |         |
| 0 686 0 | REL11A    | 0 683 0 |         |         |         |         |         |         |
| 0 685 0 | REL15A    | 0 68A 0 | 0 68F 0 |         |         |         |         |         |
| 0 680 0 | REL15B    | 0 659 0 | 0 67A 0 | 0 67E 0 |         |         |         |         |
| 0 67A 0 | REPCOUNT  | 0 687 0 | 0 681 0 | 0 684 0 | 0 688 0 | 0 68E 0 |         |         |
| 0 676 0 | REPEAT    | 0 678 0 | 0 681 0 | 0 684 0 | 0 688 0 | 0 68E 0 |         |         |
| 0 677 0 | REPEATER  | 0 67F 0 | 0 6EC 0 |         |         |         |         |         |
| 0 711 0 | REPOUT    | 0 5FE 0 | 0 6FD 0 | 0 712 0 | 0 717 0 | 0 74D 0 | 0 754 0 | 0 78E 0 |
| 0 712 0 | RETSAVE   | 0 70F 0 | 0 712 0 | 0 715 0 | 0 717 0 | 0 74D 0 | 0 754 0 | 0 78E 0 |
| 0 70F 0 | RETURN    | 0 608 0 | 0 6F8 0 | 0 738 0 | 0 753 0 | 0 774 0 | 0 795 0 |         |
| 004E    | RETURNER  | 0 608 0 | 0 6F8 0 | 0 738 0 | 0 753 0 | 0 774 0 | 0 795 0 |         |
| 0 5D8 0 | RWND      | 0 5DF 0 | 0 7FE 0 |         |         |         |         |         |
| 0 5F8 0 | S.LLOAD   | 0 5FC 0 | 0 7FD 0 |         |         |         |         |         |
| 0 5D0 0 | S.MAP     | 0 7FF 0 |         |         |         |         |         |         |
|         | S.RLOAD   |         |         |         |         |         |         |         |



