# IDENTIFICATION Digital-8-20-U-Sym Character String Typeout October 22, 1965



# 2. ABSTRACT

A basic subroutine to type messages stored internally as a string of coded characters. All ASR-33 characters are legal.

- 3. REQUIREMENTS
- 3.1 Storage

This subroutine uses 59 (decimal) core memory locations.

3.3 EQUIPMENT

Basic PDP-8

- 4. USAGE
- 4.1 Loading

This subroutine may be placed in core through the use of the Binary Loader, which is completely described in Digital-8-2-Rim. The library tape supplied is symbolic.

## 4.2 Calling Sequence

Call with a JMS with the starting address of the character string in the AC. Return will be to the instruction following the calling JMS.

- 5. **RESTRICTIONS** (Not Applicable)
- 6. DESCRIPTION
- 6.1 Discussion

The ASCII character set breaks naturally into two major groupings: characters represented by codes 240 through 277; and characters represented by codes 301 through 337. Characters with these codes may readily be handled by representing them internally as stripped 6-bit codes. See Digital -8-18-U-Sym and Digital-8-19-U-Sym for a complete discussion of how this is done.

The following are special characters:

Character	Code
EOT	204
WRU	205
RU	206
BELL	207
Line Feed	212
Return	215
@	300
ACK	374
ALT MODE	375
RUBOUT	377

These special characters are represented by codes which conflict with the groupings from 240 to 277 and 301 to 337. Consequently when these characters must be output, they are treated as exceptions and

Digital-8-20-U-Sym Page 2

developed by special methods as described in Digital-8-18-U-Sym and Digital-8-19-U-Sym. Neither of these programs permits the development of all the codes listed above. This program does.

# 7. METHODS

# 7.1 Discussion

Internally characters are represented as 6-bit stripped characters and are packed two to a word. The stripped character 00 is used to indicate that the <u>following</u> character is a special character. For example, @ may be developed by packing 0000.

Since the appearance of 00 indicates that the next 6-bit group is to receive special treatment, 64 special characters are possible. This is many more than necessary to accommodate the ten special characters listed above that are required for ASCII typeout. The 6-bit group 000001 is therefore used to indicate the end of a given character string since it is not needed for regular ASCII output.

The method is straightforward. The first message word is picked up and the two trimmed codes masked out. Two jumps to the subroutine tagged TSCC2 are made in order to type the two characters. TSCC2 tests first to determine if the special character flag is set indicating that the current character is special. If so, a JMP to TYPSP is executed. If not, a test is made to see if the current code is 00. If so, the special character flag is set but no typeout ensues. If not, a regular character is being processed and is typed.

The TYPSP section of coding processes special characters. The special characters may be classified as:

Special Character	Comments	
300	Logically the lowest element of extended group 301 through 337.	
374,375,377	Least significant two digits similar to those in group 240 to 277.	
204,205,206 207,212,215	Least significant two digits similar to those in group 301 through 337.	

In order to develop the correct output, TYPSP changes the SPA command in SWITCH to a SMA command for all special characters but 300.

8. FORMAT

8.4 Miscellaneous

Refer to Digital-8-18-U-Sym and Digital-8-19-U-Sym for further format and code description.

9. EXECUTION TIME (Not applicable)

# 10. PROGRAM

10.4 Program Listing

/DIGITAL 8-20-U /CHARACTER STRING TYPE-OUT /CALL WITH STRING ADDRESS IN /C(AC); ALL CODES MAY BE DEVELOPED /RETURN FOLLOWING THE JMS

1200 1201 1202 1203 1203 1204 10205 10206	0000 3262 3264 1662 7012 7012 7012	TYPSTG, TSCCI,	DCA DCA TAD TAD T R T R T R T R T R	TEMQ FLAG I TEMQ	/STORE INITIAL ADDRESS /CLEAR FLAG /PICK UP DATA /ROTATE 6 BITS RIGHT
Ø207 Ø210 Ø211 Ø212 Ø213	4214 1662 4214 2262 5203		JMS 1 TAD 1 JMS 1 ISZ 1 JMP 1	ISCC2 I TEMQ ISCC2 IEMQ ISCC1	/TYPE FIRST CHARACTER /PICK UP DATA /TYPE SECOND CHARACTER /INCREMENT STORAGE ADDRESS /GO BACK FOR MORE
2214 9215 9216 9217 9229 9229	0000 0265 3263 1264 7640 5231	TSCC2,	Ø AND DCA TAD SZA JMP	K77 TEMR FLAG CLA TYPSP	/MASK OFF 6 BITS /SAVE CHARACTER /TEST "SPECIAL" FLAG /SET: TYPE SPECIAL
Ø222 Ø223 Ø224 Ø225	1263 7450 5227 4250	TYPAT.	TAD 1 SNA JMP	IEMR +3 PRINT	/NO: REGULAR CHARACTER /IS IT ZERO? /YES: SET FLAG /NO: PRINT IT
Ø226 Ø227 Ø23Ø	5614 2264 5614	- · · · · · <b>· ,</b>	JMP 1 ISZ F JMP 1	I TSCC2 FLAG I TSCC2	/RETURN /SET "SPECIAL" FLAG /EXIT
Ø231 Ø232 Ø233 Ø234	3264 1263 7041 7450	TYPSP,	DCA F TAD 1 CIA SNA	FLAG TEMR	/CLEAR "SPECIAL" FLAG /TEST FOR "Ø"
Ø235 Ø236 Ø237	5225 7001 7650		JMP 1 IAC SNA (	TYPAT CLA	/Ø: TYPE "@" /Test for Ø1
Ø24Ø Ø241	5600 1271		JMP 1 TAD 2	I TYPSTG / Skipma	YES: EXIT CODE /ALTER INSTRUCTION
Ø242 Ø243 Ø244	3252 1263 4250		TAD 1 JMS F	SWIICH IEMR PRINT	TYPE CHARACTER
0245 0246 0247	1272 3252 5614		TAD S DCA S JMP 1	SKIPPA Switch I TSCC2	/ALTER INSTRUCTION /TO BE "SPA" /RETURN
0250 0251	0000 1266	PRINT,	Ø Tad N	M4Ø	COMPARE WITH 40
6272	1510	SWITCH,	SPA		/UR SMA FOR SPECIAL CODES

Digital-8-20-U-Sym Page 4

J253	1267	TAD CIØØ
J254	1270	TAD C240
v255	6046	TLS
Ø256	6041	TSF
3257	5256	JMP1
J261	7200	CLA
Ø261	5650	JMP I PRINT
		CONCTANTE AND TEMPODAL

		/CONSTAN	IS AND	TEMPORARY	REGISTERS
Ø262	0000	TEMQ,	0		/CONTAINS STRING ADDRESS
0263	0000	TEMR,	ø		/CONTAINS 6 BIT CHARACTER
6264	0000	FLAG,	Ø		/"SPECIAL" FLAG
2265	0077	K77,	77		
2266	774Ø	M40,	-40		
0267	0100	C100,	100		
0270	0240	C240,	240		
Ø271	7500	SKIPMA,	SMA		
<i>3</i> 272	751Ø	SKIPPA,	SPA		

0267
0270
Ø264
0265
W266
0250
8278
0271
0272
0252
0262
0263
0203
0214
0225
0231
0200

- 11. DIAGRAMS (Not Applicable)
- 12. REFERENCES
- 12.1 Other Library Programs

Digital-8-18-U-Sym and Digital-8-19-U-Sym