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## LOADING THE PDS-1

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A bootstrap loader is either toggled or hard wired between forty and seventy-seven. The only function of this program is to read a block reading program into the last 100<sub>8</sub> addresses in memory (7700-7777 in a 4K computer).

The bootstrap reader jumps to the start of the block reader immediately after the latter is completely read into memory. As a standard practice the block loader precedes the "object program" on the paper tape, magnetic tape, disk, or whatever. Thus one who is using an auto load sequence need never become aware that two reading programs are used. It seems as though the bootstrap loader is adequate for entering the "object program" into memory.

Many programs will have an "auto start" feature. In this case, a patch of information will follow the object program, which will be read over a portion of the block reader causing it to jump to the start of the object program. This patch destroys that portion of the block reader, but of course, leaves the bootstrap intact.

#### FOUR DIFFERENT SEQUENCES

1. The fastest way to load the PDS-1 is by means of a photo-electric tape reader. In this sequence the bootstrap reader looks at the PETR only. The block reader thus entered is also receptive to PETR only.
2. Our TTY sequence is structured the same as the PETR sequence, but it ignores the PETR and looks for input from the TTY. Information coming from a remote computer through an acoustical coupler and information stored on magnetic tape can be loaded into the PDS-1 by means of this loading sequence.
3. Reception to the same inputs or series #2 is our "Special Time Sharing" loader. However, it is receptive to a somewhat different format. See "Special TTY Reader for Loading PDS-1 via Time-Sharing".
4. The serial bit bootstrap and block loader read information from a cassette recorder/player at about 1000 baud. The program cassette still consists of a block loader followed by the program in block format.

\* USE A BOOTSTRAP WHICH IS COMPATIBLE WITH THE PROGRAM TO BE LOADED

IF THE BOOTSTRAP IS NOT HARD WIRED, TOGGLE IT IN.

WHEN LOADING AN AUTO START DISPLAY PROGRAM, BIT 0 OF DATA SWITCHES SHOULD BE ON.

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PHOTOELECTRIC TAPE READER - PUT THE TAPE IN THE PETR, PUT THE PETR ON RUN, AND START THE COMPUTER AT 40 (PETR BOOTSTRAP).

TELETYPE OR MAGNETIC TAPE - START THE COMPUTER AT 40 (TTY BOOTSTRAP), START TTY LOADER OR MAGNETIC TAPE DRIVE.

SPECIAL TTY LOADER - START THE COMPUTER AT 40 (SPECIAL T. S. BOOTSTRAP), RECEIVE ON LINE INFORMATION.

SERIAL BIT LOADER-INSERT PROGRAM CASSETTE IN PLAYER-START PLAYER-WAIT ABOUT 5 SECONDS-START PDS-1 AT 40.

## PTR BOOTSTRAP

## TTY BOOTSTRAP

## SPECIAL TTY BOOTSTRAP

## SERIAL BIT BOOTSTRAP

060077	LAC	7	40	060077	LAC	77	40	001032	RCF		40	060077	LAC	77
020010	DAC	1	41	020010	DAC	10	41	104101	LWC	101	41	020010	DAC	10
104076	LWC	7	42	104076	LWC	76	42	020010	DAC	10	42	104076	LWC	76
020020	DAC	2	43	020020	DAC	20	43	020020	DAC	20	43	020020	DAC	20
001061	HON		44	001032	RCF		44	104004	LWC	4	44	001014	IOT	14
100011	CAL		45	100011	CAL		45	020021	DAC	21	45	010044	JMP	44
002400	HSF		46	002040	RSF		46	100011	CAL		46	001024	IOT	24
010046	JMP	4	47	010046	JMP	46	47	020022	DAC	22	47	010044	JMP	44
001051	HRB		50	001031	RRB		50	100011	CAL		50	104020	LWC	20
074075	SAM	7	51	074075	SAM	75	51	002040	RSF		51	020021	DAC	21
010045	JMP	4	52	010044	JMP	44	52	010051	JMP	51	52	100011	CAL	
002400	HSF		53	002040	RSF		53	001033	RRC		53	020022	DAC	22
010053	JMP	5	54	010053	JMP	53	54	020023	DAC	23	54	001014	IOT	14
001051	HRB		55	001033	RRC		55	044075	AND	75	55	010054	JMP	54
003003	RAL	3	56	003003	RAL	3	56	074076	SAM	76	56	060022	LAC	22
003003	RAL	3	57	003003	RAL	3	57	010050	JMP	50	57	003001	RAL	1
003002	RAL	2	60	003002	RAL	2	60	060023	LAC	23	60	001024	IOT	24
102400	HSN		61	002040	RSF		61	044077	AND	77	61	010063	JMP	63
010061	JMP	61	62	010061	JMP	61	62	024022	XAM	22	62	100004	IAC	
002400	HSF		63	001033	RRC		63	003003	RAL	3	63	020022	DAC	22
010063	JMP	63	64	120010	I DAC	10	64	003001	RAL	1	64	030021	ISZ	21
001051	HRB		65	100011	CAL		65	050022	I OR	22	65	010054	JMP	54
120010	I DAC	10	66	030020	ISZ	20	66	020022	DAC	22	66	120010	I DAC	10
102400	HSN		67	010053	JMP	53	67	030021	ISZ	21	67	030020	ISZ	20
010067	JMP	67	70	110076	I JMP	76	70	010050	JMP	50	70	010050	JMP	50
100011	CAL		71	000000			71	120010	I DAC	10	71	110076	I JMP	76
030020	ISZ	20	72	000000			72	030020	ISZ	20	72	000000		
010053	JMP	53	73	000000			73	010044	JMP	44	73	000000		
110076	I JMP	76	74	000000			74	110000	I JMP	0	74	000000		
000002			75	000002			75	000160			75	000000		
037700			76	037700			76	000100			76	037700		
037677			77	037677			77	000017			77	037677		

## BOOTSTRAP PRECEDER

The information on bootstrap preceder tape is coded as first contents, second contents, ...,  $76(8)^{\text{th}}$  contents ( $101(8)^{\text{th}}$  contents for special TTY bootstrap). Each of these sets of contents uses two tape frames. The first non-zero frame of preceder tape is assumed, by the bootstrap in 40, to be the first frame of the first contents.

The information on a preceder tape is the block format loader and is automatically read into the last  $100(8)$  registers of memory.

## BLOCK FORMAT TAPE

The information on block format is coded as word count, starting address, contents of first address, contents of next memory location, ..., last contents, sumcheck.

The word count uses only one frame and is the number of sets of contents of the block. The starting address uses two frames as do the contents and sumcheck word. The sumcheck word is the sum of all the contents modulo 7777. The left portions of all two frame quantities are punched first.

### BLOCK FORMAT TAPE FOR:

<u>address</u>	<u>contents</u>
7700	001061
7701	100011
7702	023775
7703	037765

