

IDENTIFICATION

Product Code: DEC-08-LHAA-D
Product Name: "HELP" LOADER
Date Created: April 1, 1967
Maintainer: Software Service Group

1. ABSTRACT

The "HELP" Loader loads the standard version of the RIM and BIN Loaders into the PDP-8, in less than 90 seconds, replacing manual procedures which required several minutes.

2. PRELIMINARY REQUIREMENTS

Teletype Model ASR33 a standard PDP-8 or 8/S

3. LOADING PROCEDURE

a. Load the following routine starting at Loc. 27:

27/	6031	GO,	KSF
	5027		JMP.-1
	6036		KRB
	7450		SNA
	5027		JMP 27
	7012		RTR
	7010		RAR
	3007		DCA 7
	2036		ISZ 36
	5027		JMP 27

b. Place "HELP" tape into ASR33 Reader

c. Set Reader switch to START

d. Load SWITCH REGISTER with 27

e. Depress LOAD ADDRESS switch

f. Depress START switch

4. STORAGE

Loader uses 26_{10} locations (5-36). These should be octal.

5. DETAILS OF STORAGE AND OPERATION

a. The source tape, called the "Help Generator," is a two part program and functions in a straight forward way. Part 1 punches out part 2 which becomes part of the load routine when read in. Behind this are the RIM and Binary Loaders.

b. Each of the first 21 lines on the "HELP" Bootstrap Tape becomes an instruction which will comprise a new loader which in turn loads the rest of the tape.

The 17th line loaded into the AC becomes a JMP 10 instruction which is loaded in location 27. Now, notice how control is switched from the program entered by the switches to the newly loaded program.

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37/ ISZ 36
40/ JMP 27

When the instruction JMP 27 in location 40 is executed, the PC goes to 10, which contains the first instruction of the newly loaded loader. This new loader now loads the rest of the tape in a format where a 12-bit word is contained on two lines of tape.

The first 12-bit word formed in the new format is 3407, this is loaded into location 23. Location 23 previously contained the instruction DCA 23. This means that our new loader has been modified so that the rest of the data to be loaded will be deposited indirectly through location 7.

At the moment, location 7 contains the number 6. The next two lines read contain the number 7402 which will then be deposited into location 6. This HLT instruction will be the one which halts the machine when loading is complete.

The new loader modifies location 7 to contain 7, which will be the address of the next 12-bit word. The number 7577 will then be loaded into location 7. This effectively switches the loading point to the starting address minus 1 of the binary loader.

When the modified program has loaded the first 23 lines, pertinent core locations look like this:

7/	5		
10/	KSF		
11/	JMP	10	
12/	KRB		
13/	RTL		
14/	RTL		
15/	RTL		
16/	DCA	5	
17/	KSF		
20/	JMP	17	
21/	KRB		
22/	TAD	5	
23/	DCA	23	/Used to load DCA 17
24/	ISZ	7	
25/	JMP	10	
26/	JMP	6	
27/	JMP	10	/Formerly a KSF
30/	JMP	27	
31/	KRB		
32/	SNA		
33/	JMP	27	

The rest of the bootstrap tape contains the RIM and BIN Loaders which are about to be loaded at this point.

When these two loaders are stored in the proper core positions, the content of location 7 reaches zero. When it reaches zero, the instruction 5301, i.e., JMP 7701, is loaded into core location 7777. This is the last instruction to be loaded and therefore the loading process halts.

When location 7 reaches zero the program skips the instruction following the ISZ 7 in location 24. From location 26, the program branches to location 6 which contains the HLT.

Core Space Required

The actual bootstrap loader takes up locations 5 through 36 (26_{10}) to load the RIM and BIN Loaders into the last page in memory.

Execution time is approximately 90 seconds.

c. To get the Bootstrap Loader tape from the HELP generator BIN object tape.

- (1) Using the BIN Loader, load the HELP GENERATOR program into core.
- (2) Turn on the punch on the ASR33.
- (3) Start the generator program at 7400.

NOTE: The RIM and BIN loaders punched on the Bootstrap Loader Tape are the ones currently in the machine.

6. LISTING

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/HELP PROGRAM
/NOTE: RIM AND BIN LOADER MUST BE IN CORE
/BEFORE USING THE SOURCE PROGRAM
/TO GENERATE THE BOOTSTRAP LOADER.

*7400
7400 7300 CLA CLL
7401 6046 TLS
7402 1253 TAD KOUNT
7403 3254 DCA KOWNT
7404 1250 TAD BGIN
7405 3256 DCA START /CONTAINS CONTENT OF FIRST
7406 1250 TAD BGIN /ADDRESS TO BE PUNCHED
7407 3251 DCA COUNT /CREATE SOME BLANK TAPE
7410 4242 JMS PUNCH
7411 2251 ISZ COUNT /DONE PUNCHING BLANK TAPE?
7412 5210 JMP .-2 /NO
7413 1656 LOOP, TAD I START
7414 4242 JMS PUNCH
7415 2256 ISZ START /MODIFY ADDRESS IN START
7416 2254 ISZ KOWNT /DONE WITH FIRST SECTION?
7417 5213 JMP LOOP /NO, GO BACK
7420 1656 LOADER, TAD I START /NOW START PUNCHING BINARY
7421 7012 RTR /CONTENT ON 2 LINES OF OUTPUT
7422 7012 RTR
7423 7012 RTR
7424 0252 AND MASK /SAVE LEFT HALF OF WORD
7425 4242 JMS PUNCH /PUNCH IT
7426 1656 TAD I START

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7427	0252		AND MASK	
7430	4242		JMS PUNCH	/PUNCH THE RIGHT HALF
7431	2256		ISZ START	/MODIFY ADDRESS
7432	5220		JMP LOADER	
7433	1250		TAD BGIN	
7434	3251		DCA COUNT	
7435	1255		TAD COD200	
7436	4242		JMS PUNCH	/PUNCH CHANNEL 8
7437	2251		ISZ COUNT	/DONE?
7440	5235		JMP .-3	/NO
7441	7402		HLT	
7442	0000	PUNCH,	0	
7443	6041		TSF	
7444	5243		JMP .-1	
7445	6046		TLS	
7446	7200		CLA	
7447	5642		JMP I PUNCH	
7450	7551	BGIN,	7551	/7551 IS USED AS A S.A. AND AS A COUNTER
7451	0000	COUNT,	0	
7452	0077	MASK,	77	
7453	7751	KOUNT,	-27	/NO. OF INST. FROM 7751 TO 7577
7454	0000	KOWNT,	0	
7455	0200	COD200,	200	
7456	0000	START,	0	
		*7551		
7551	0050		50	/5 (GETS PUT IN LOC. 7 AS 1ST INSTRUCTION'
7552	0317		317	/KSF OF NEW PROGRAM)
7553	0102		102	/JMP 10
7554	0367		367	/KRB
7555	0067		67	/RTL
7556	0067		67	/RTL
7557	0067		67	/RTL
7560	0051		51	/DCA 5
7561	0317		317	/KSF
7562	0172		172	/JMP 17
7563	0367		367	/KRB
7564	0054		54	/TAD 5
7565	0231		231	/DCA 23
7566	0075		75	/ISZ 7
7567	0106		106	/JMP 10
7570	0066		66	/JMP 6
7571	0102		102	/JMP 10 (TRANSFERS CONTROL TO NEW PRO)
7572	0034		34	
7573	0007		07	/3407 IS A DCA I 7
7574	0074		74	
7575	0002		02	/7402 IS AN HLT
7576	0075		75	
7577	0077		77	/7577 IS THE S.A. OF BIN LOADER-1
BGIN	7450			
COD200	7455			
COUNT	7451			

KOUNT 7453
KOWNT 7454
LOADER 7420
LOOP 7413
MASK 7452
PUNCH 7442
START 7456

