POINT4.NOT

POINT 4 SERVICE NOTES

1. Initial Program Load (IPL) Installation & Congig. p. 2-40
    Turn on Master Terminal.
    Power up CPU and tape drives.
    Should receive a prompt to <RETURN>. If not, press P on the
        master terminal (P27 on Mark 5/8). This should gener-
        ate the prompt.
    Type date/time group, then hit ESC.
    Type MANAGER.
    Install LU/5 (0.1) then other drives as required. (Install
        Fast will speed it up.) Only one logical unit of a
        particular number may be used at a time. A logical
        unit is removed by: REMOVE LUn/.

2. Shutdown system
    Insure that all terminals are logged off.
    From Master Terminal, log in as MANAGER.
    At the prompt, type SHUTDOWN <CTRL>E X <CTRL>E.

3. Disc Service Processor (DSP) I & C manual p. 2-24
    Log on as MANAGER
    At the prompt, type DSP <CTRL>E X <CTRL>E.
    Use Ffilename for find, Eaddress to change a series of con-
        secutive address, or x:v to insert value v at address
        x. Other commands found in Table 2-5 beginning on page
        2-25.
    To exit DSP, use <CTRL>C in order to come back to the same
        place, or X to leave permanently.

4. DiscUtility I & C manual p. 2-34
    Insure all terminals are logged off, then from the Master
        Terminal, enter SHUTDOWN <CTRL>E X <CTRL>E DISCUTILITY.
    Follow instructions on screen.
    Press H for help menu if needed.

5. Read Port Definition Table (PDT) I & C manual p. 5-50
    Go into DSP
    Enter F$MMUX (find filename)
    Enter D33200 (dump memory starting at address 33200)
    All numbers are in Octal. Word explanation on 5-50.

6. Change PDT
    Go into DSP.
    Display PDT to verify address to be changed.
    Type address:new value to change the value of a specific
        address, or type Eaddress<RETURN> to change a number
        of consecutive addresses. Enter <RETURN> after each
        new entry.
    When all changes have been made, end the PDT with 177777 at
        the next address ending with zero. (Any intervening
        addresses must be entered back in with their current
        values.)
    IPL the system to load new values in core memory.

7. BACKUP DATA
    If system is up, ensure that all ports are off (Sign on as
        manager, then #PORT ALL MONITOR(CR). This will show
        any active ports. To sign them off, #PORT ^EX^EALL EVICT.)
    Type #SHUTDOWN ^EX^EDISCUTILITY(CR)
    Enter program name (C for copy)
    Follow the menu of instructions. Type drive is CDC 96. Type H
    for help at any point.

8. MANIP COMMANDS (stored from 77000 to 77777)
    Manip is entered by pressing the reset button. The numbers
    shown are the contents of the Program Counter, Accumulators
    0-3, and the status of the carry flip-flop at the time reset
    was pushed.

    A   Reads the Pc, Accumulators, and Carry at entry time.

    Dx   Dumps memory from address x until stopped.

    F   Boots from floppy disk.

    H   Boots from Tape.
            H46 reads 20MB tape on 45MB Archive.
            H111 reads 20MB tape on 45MB Cipher.

    P   Boots from Disk.
            P27 boots Lotus controller from disk.
            P42 boots Lotus controller from tape.
            P52 boots Mark 3 PIB from disk.

    R   Boots from Cassette Tape Unit.

    Jx   Jumps to x after storing accumulators.

    Kx,y,z Stores z in locations x through y. A good test for
            memory. When CPU is powered up without disk access, all
            memory locations contain their address. Use this
            followed by Dx to write and read various bit patterns.

    Mx,y,z Moves memory locations x through y to area starting
            at z. Areas may overlap.

    T   Runs self-test.

9. MAIL PROGRAM

    At the # type MAIL n(for port number) and message. Do not
    exceed one line length.

10. PIB BAUD RATE SWITCH

    The wiring for the baud rate switch is as follows:
        Position 1...........Red
        Position 2..........Orange
        Position 3..........Blue
        Position 4..........White
        Position 5..........Black
        Ground..............Green

11. DEBUG (How to call up discutility in debug)

1. At PRESS RETURN, 3 (Return)
2. G1 (Return) (Get 1, meaning header block address 1)
3. D200 (Return) Read contents of address 200.
4. Gx (Return) (where x = contents of address 200)
5. D (Return) Let screen fill, then stop. Read disc address
6. Ox (Return) (where x = disc address. An ASCII readout of
   program names will be shown. Search for name wanted.
   Discutility normally resides at 230.)
7. Dx (Return) (where x = disc address of desired file.
   Read word 7 on that line, which contains the header
   block address of that file.)
8. Gx,72400 (Return) (where x = file header block address.)
9. GF (Return) (Get File)
10. J2 (Return) brings up Discutility.