

TO USE BLOCK PUNCH

SWITCHES

START

SET ADDRESS SWITCHES AT

7640
7660
7670

PRESS START FOR

Preceding loader
Leader
End Code

Computer halts in 7540
Set first address in data switches
Press continue -- computer halts in 7543
Set last address in data switches
Press continue -- computer punches block format tape and halts in 7540

TO PUT A PROGRAM ON CASSETTE

By any method get object program and punch program in computer (a reading program starting at 7700 must be in the computer to be punched out as a "preceder" if one is desired.)

Set address switches at 7640
Start recorder with record lock depressed
After 10 seconds press start (preceder is stored on tape, computer halts in 7540) do not stop recorder.
While preceder is being punched (or before) set first address of object program in data switches.

Computer halts (in 7543) quickly set last address of object program in data switches and press continue again. While or after the program is being dumped onto magnetic tape set address switches to 7670 for end code. When computer halts (in 7540) press start.

PUNCH

Starting address 7540
Last address 7677

EDIT

Starting address 100
Last address