

MANUAL CHANGES

MODEL 9160A
CARD READER
Manual Part No. 09160-90001

Instrument Serial Number	Make Manual Changes	Instrument Serial Number	Make Manual Changes
941	1, 3, 4, 5, and 6		
978	ALL		

Change 1 - Page 2

ADD THESE SPECIFICATIONS:

Line Width: Minimum 0.020 inch pencil mark required for reliable sensing.

Reading Rate: 20 milliseconds per character. Inserting card starts motor which pulls card through reader.

Codes: Column weights of marked columns are added to total the calculator key code.

Weight: Net 4.5 lbs., shipping 5.5 lbs.

Power: Takes power from -hp- 9100 Calculator. (Idle 2.5 watts, running 3.5 watts.)

Dimensions: 3 1/2" high by 5 1/3" wide by 11 1/4" deep.

Change 2 - Page 7

ADD AFTER FIRST PARAGRAPH UNDER SKIP

Code "Skip 77" (marking all seven blocks across the card) causes the 9160A to cease reading the balance of the marked card. This can be used to terminate card reading in the middle of a card, and in these cases, it obviates the need for marking skip channels on every line.

To correct an erroneous SUB-RETURN command when operating with a 9100B, one must erase rather than skip. Attempting to skip a SUB-RETURN marked in error will cause the balance of the instructions on that card to be ignored.

Change 3 - Page 11

PARAGRAPH 1

Eliminate GO TO as a command which can be used with the 9100A Calculator in the run mode.

ADD NEW PARAGRAPH

FMT and PRT will not operate from the 9160A Card Reader with either the 9100A or 9100B in the run mode.

Change 4 - Page 12

ADD NEW PARAGRAPH

Special care is necessary in the run mode when attempting to PRINT or operate the plotter or extended memory with FMT commands on marked cards. It is not possible to use PRT or FMT commands on the card itself in the run mode. Instead, store STP, PSE, PRT or STP, PSE, FMT in the calculator memory, and mark CONTINUE, 47 on the card. The PAUSE will allow sufficient time for the marked card to clear the reader before executing peripheral commands.

Change 5 - Page 14

FIRST PARAGRAPH, ADD:

Pull the cushion toward the front of the Card Reader at a very shallow angle. Pulling the cushion at right angles to the side frame will break the lamp.

THIRD PARAGRAPH, THIRD SENTENCE, REPLACE SENTENCE STARTING, "Insert the point ...", WITH:

Push the lamp toward the right until the brass ferrils clear the spring clamps and the lamp falls free.

Change 6 - Page 15

FIRST PARAGRAPH, LAST SENTENCE:

Change the lamp part number from 2140-0031 to 09160-67901.

INSTALLATION AND OPERATION

HEWLETT-PACKARD 9160A CARD READER

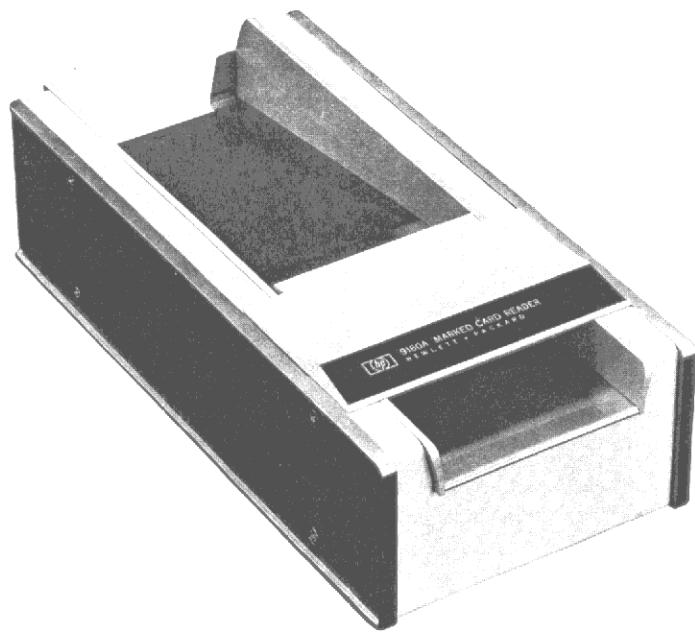


TABLE OF CONTENTS

GENERAL INFORMATION	3
INSTALLATION	3
GENERAL OPERATION	5
OPERATION IN THE PROGRAM MODE	5
OPERATION IN THE RUN MODE	11
SERVICE	13

The Model 9160A is an optical mark sense card reader. It detects pencil marks in boxes on the standard card and transmits this coded information to the Model 9100 Calculator. It can be used to load programs into the calculator and also to load data into the calculator.

Basically, the card reader senses the difference between the un-marked card and locations with a lead pencil mark.

Inserting a card into the 9160A starts a motor which draws the card past the reader's optical assembly and deposits it in the card hopper. Cards are manually inserted one at a time.

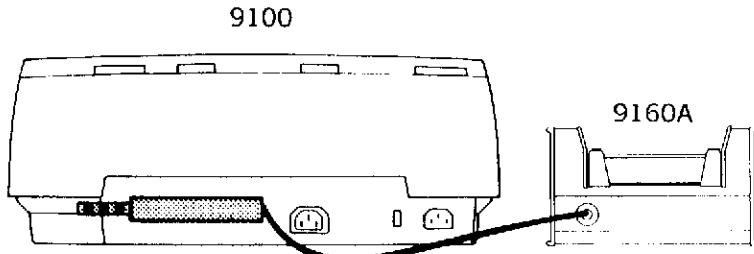
GENERAL DESCRIPTION

Your Card Reader was carefully inspected both mechanically and electrically before shipment. It should be physically free of mars or scratches and in perfect electrical order. To confirm this, the reader should be inspected for physical damage in transit, then tested electrically with the calculator.

INITIAL INSPECTION

The 9160A takes its power directly from the Model 9100 Calculator. The only connection required is to insert the 9160A plug into the connector at the rear of the calculator. This connector is keyed so there is only one way to insert it. If it does not plug in easily, rotate the connector 180° and try again.

INSTALLATION



When using other peripherals, such as the 9125A Plotter, in conjunction with the Card Reader always plug the 9160A signal connector directly into the 9100A Calculator. Insert signal connector from second peripheral device into the back of the 9160A connector.

The three coaxial fittings which are located on the calculator end of the connecting cable are outputs for the Model 9150A Classroom Display. These outputs are not required for use with the 9160A Card Reader.

INSTALLATION

DIAGNOSTIC PROGRAM

NOTE

IT IS GOOD PRACTICE TO CHECK THAT THE 9100 POWER SWITCH IS **OFF** BEFORE INSTALLING THE 9160A PLUG.

Your 9160A Card Reader is shipped with a printed diagnostic card. This card allows you to check for correct electrical and mechanical operation of your card reader. Use the 9160A Diagnostic as follows:

(1) Operate the 9100 Magnetic Card Diagnostic following the directions in the 9100 instruction manual.

(2) Assuming satisfactory operation of the basic desktop computer, run the card reader diagnostic.

(3) Switch to  RUN

(4) PRESS:  

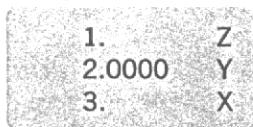
(5) Switch to  PROGRAM

(6) Insert the 9160A diagnostic card in the card reader

(7) Switch to  RUN

(8) PRESS:  

(9) A flashing display of



indicates correct operation of your card reader. (Note that the card reader diagnostic will flash at a faster rate than the computer diagnostic).

Note that it is not necessary to completely fill in the box. Nor is it necessary to refrain from marking outside the box. A single straight line through the box is all that is required. You may mark outside the boxes; many times this is a fast and convenient way of marking two adjacent locations. Be careful, however, that no marks are left in any part of a box which you wish left blank.

It is important that you use a blunt pencil to mark the boxes **on** the mark sense card. A very sharp pencil may gouge the card, creating a groove in the soft paper. This may cause erratic operation of the optical sensing circuit used by the 9160A. A thin pencil mark in the bottom of a deep groove (such as might be made with a very sharp pencil) will not be detected as a mark.

MARKS

Errors may be corrected by completely erasing the incorrect mark. A soft eraser will do the best job. Hard ink erasers will rough up the surface of the card. A very rough surface texture may be detected by the 9160A as if it were a pencil mark.

ERASURE

Operation with the Calculator in the PROGRAM MODE loads programs from the program cards into the Calculator. The two columns marked "step" are for recording the Calculator memory location in which you intend to load each program step. You must supply the first digit which will remain unchanged for each group of fourteen instructions. They will be loaded into a single Calculator register. Ordinarily, of course, your programs will start at location 0 - 0.

OPERATION IN THE PROGRAM MODE

OPERATION IN THE PROGRAM MODE

The two columns marked "key" are for recording the instruction mnemonic and its octal key code. These are the same codes which are summarized on the plastic instruction card under your Calculator. These codes are also listed in Figure 1.

The six right hand columns are for marking the key codes in a way that the Card Reader can recognize. Program steps are coded in the octal key code by adding the column weights to total the digits of the key code. The example below shows how the value of each marked box is added to form the key code.

		CARD NO. 1								
		CALCULATOR PROGRAM CARD								
DATE	CLASS	STEP	KEY	SKIP	40	20	10	4	2	1
		0	CLR	20	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	/	01	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
2	+	33	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	PSE	57	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	PSE	57	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	GT	44	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	0	00	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	Z	02	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	END	46	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
0			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
b			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
d			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

1. USE SOFT PENCIL
2. ERASE COMPLETELY
3. INSERT THIS SIDE UP
4. MARKING SKIP COLUMN CAUSES THAT ROW TO BE SKIPPED

Part No. 9320-1182

OPERATION IN THE PROGRAM MODE

The exact sequence of operations for loading a program into the Calculator from the Card Reader is:

- (1) Switch to  RUN
- (2) Press:  , Starting Address.
- (3) Switch to PROGRAM. 
- (4) Enter program cards face up into the 9160A sequentially starting with the card containing the first steps of your program.
- (5) Switch to  RUN.
- (6) Press:  , Starting Address.
- (7) Follow operating instructions for your program.

Errors may also be eliminated by using the skip channel. Marks in this column of boxes cause the card reader to ignore that line of coding. Using the skip channel will cause addresses of the following instructions to be off by one place. For example, if step 0 - 4 on the card is skipped, the instruction labeled 0 - 5 on your card will be loaded into location 0 - 4 in the Calculator. Many times it is convenient to relabel the step column after using the skip feature.

SKIP

A set of dotted boxes is provided at the end of the card for adding an extra instruction. This will allow you to get a full 28 instructions on one card even when you have eliminated one row with the skip column. Be sure to fill in the dark black mark on the right hand edge of the card when using this extra location. Failure to mark here will cause the Card Reader to ignore your extra step.

OPERATION IN THE PROGRAM MODE

LOOP ADDRESSES

Having your steps correctly labeled is important when writing programs with loops. You must have the correct address for the branching instruction. Using the extra 29th step all of the instructions on following cards will be accurately labeled. In the following example the instructions beginning on the second card are correctly labeled 2-0. Note, however, the incorrect destination for the branch at 1-3.

CALCULATOR PROGRAM CARD									
STEP	KEY	SKIP	40	20	-10	14	2	1	
0	CLR 20	0	0	0	0	0	0	0	
1	STP 41	0	0	0	0	0	0	0	
2	R↑ 22	0	0	0	0	0	0	0	
3	÷ 35	0	0	0	0	0	0	0	
4	R↑ 22	0	0	0	0	0	0	0	
5	KEY 30	0	0	0	0	0	0	0	
6	÷ 35	0	0	0	0	0	0	0	
7	2 02	0	0	0	0	0	0	0	
8	CHS 32	0	0	0	0	0	0	0	
9	÷ 36	0	0	0	0	0	0	0	
0	↓ 25	0	0	0	0	0	0	0	
1	↑ 21	0	0	0	0	0	0	0	
2	X 36	0	0	0	0	0	0	0	
3	R↑ 31	0	0	0	0	0	0	0	
4	KEY 30	0	0	0	0	0	0	0	
5	— 34	0	0	0	0	0	0	0	
6	CHS 37	0	0	0	0	0	0	0	
7	X=Y 50	0	0	0	0	0	0	0	
8	3 03	0	0	0	0	0	0	0	
9	5 05	0	0	0	0	0	0	0	
a	↓ 25	0	0	0	0	0	0	0	
b	✓ 76	0	0	0	0	0	0	0	
c	↑ 21	0	0	0	0	0	0	0	
d	CHS 32	0	0	0	0	0	0	0	
	R↑ 22	0	0	0	0	0	0	0	
1. USE SOFT PENCIL 2. ERASE COMPLETELY 3. INSERT THIS SIDE UP 4. MARKING SKIP COLUMN CAUSES THAT ROW TO BE SKIPPED									
Part No. 9320-1182									

OPERATION IN THE PROGRAM MODE

The  instruction at location 3-5 on card #2 is loaded into location 3-4 in the Calculator because one line was skipped. The program will not operate properly because the address for the branching instruction on card #1 is incorrect.

CARD NO. 2							
(hp) CALCULATOR PROGRAM CARD							
STEP.	KEY	SKIP	40	20	10	4	2
2	0 + 33	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	R1 22	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	+ 33	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	CLX 37	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	R1 31	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	STP 41	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	GT 44	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	0 00	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	0 00	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	↓ 25	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	CHS 32	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
b	CHS 32	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	√x 16	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
d	↑ 17	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	0 CHS 92	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	R1 42	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	GT 44	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	z 02	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	s 05	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	↓ 25	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	CLX 37	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	R↓ 31	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	GT 44	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	z 02	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	s 05	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
b	END 46	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
d		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

1. USE SOFT PENCIL
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Part No. 9320-1182

OPERATION IN THE PROGRAM MODE

END

Unlike the magnetic card reader, the 9160A does not recognize the END statement as anything special. It is a good idea to finish your programs with END since they can then be recorded with no trouble on magnetic cards when desired.

There is a simple way to test for correct loading of your program. The program location counter displayed after each card has been read by the 9160A will be higher by the exact number of steps on the card. If your program starts in location 0-0 and you have twenty-eight instructions on the card with no skips, the display will read 1-d at the completion of reading that card. Inserting another full card will cause the program counter to advance to 3-d. Cards which have rows skipped will advance the counter by less than twenty-eight locations. Note that blanks on the card at the end of your program will be loaded into the 9100 as zeros; they will be read into the Calculator even though the last instruction on the card is END.

Switch:  RUN

Press:  CLEAR

Press:  END

Switch: PROGRAM 

Display

0.	00	Z
0.	00	Y
0.	00	X

Insert 9160A card

Display

0.	00	Z
0.	00	Y
1.d	xx	X

Insert second 9160A card (one row skipped)

Display

0.	00	Z
0.	00	Y
3.c	xx	X

It takes 0.02 seconds (20 milliseconds) for the 9160A to read a key code from the card. If the Calculator is in the RUN mode, it will perform the coded operation before reading the next line on the 9160A card—provided the operation takes less than 20 milliseconds. Since all of the data entry keys have operation times of less than 20 milliseconds, this is a useful method of data entry. The storage commands, the GO TO, and the CONTINUE also take less than 20 milliseconds and it is possible to enter data into the X register, store it in any other register, direct the Calculator to any program address, and commence automatic program operation.

Keys requiring over 20 milliseconds may be used by marking enough skip blocks following the instruction to take up the time (20 milliseconds per skip) required for the Calculator to complete its cycle. See Figure 2 for the operation time associated with each key.

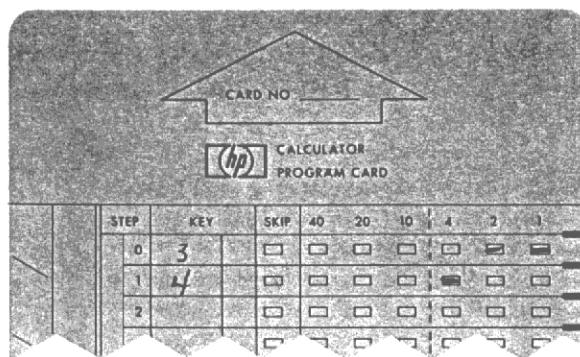
It is necessary to place a decimal point in your data, even if it is an integer. Failure to specifically place the decimal point will cause all the blank portions of the card to be added as significant places after the last digit coded on the card.

For example:

Before Display

0.	Z
0.	Y
0.	X

Z
Y
X



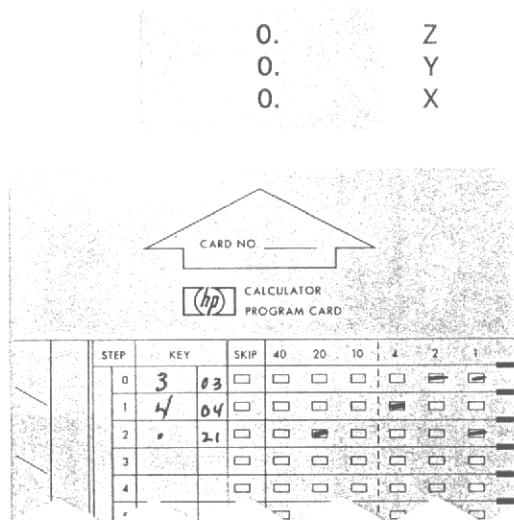
After Display

0.	Z	
0.	Y	
3.4	27	X

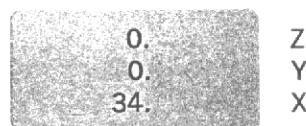
Z
Y
3.4
27
X

OPERATION IN THE RUN MODE

Before Display

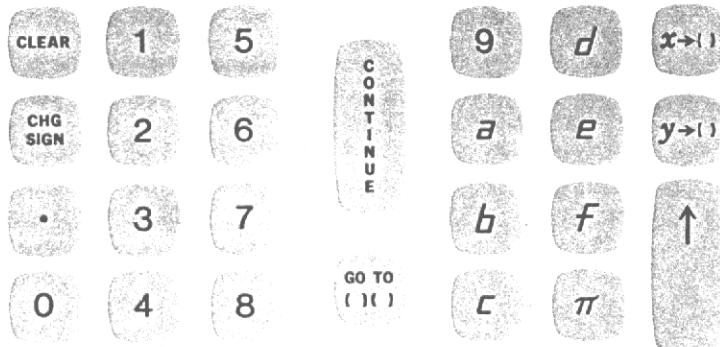


After Display



Each digit in your data will require a separate line on the 9160A card. Digits are recorded from most significant to least significant; i.e., the left most digit is coded first on the card, followed by the next digit to the right, etc., until you reach the decimal point. Fractional parts are recorded after coding octal 21 for the decimal.

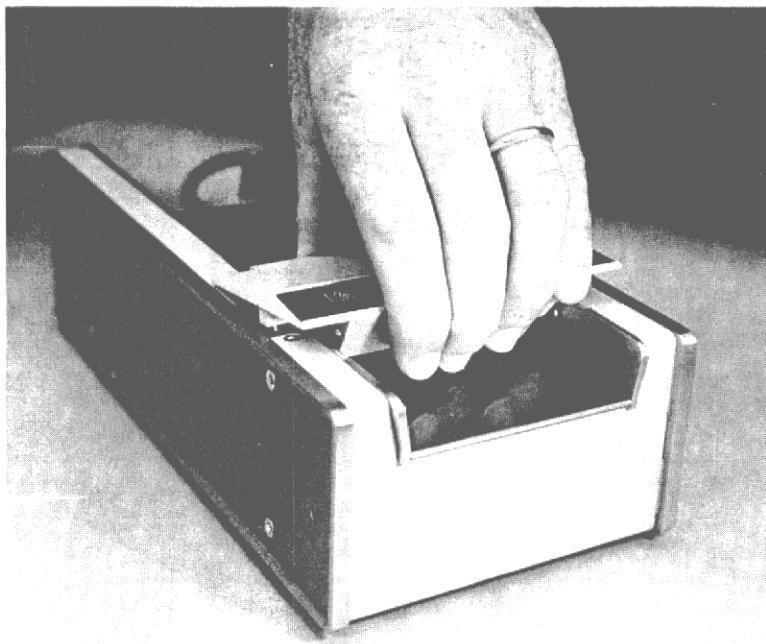
COMMANDS COMMONLY USED IN RUN MODE



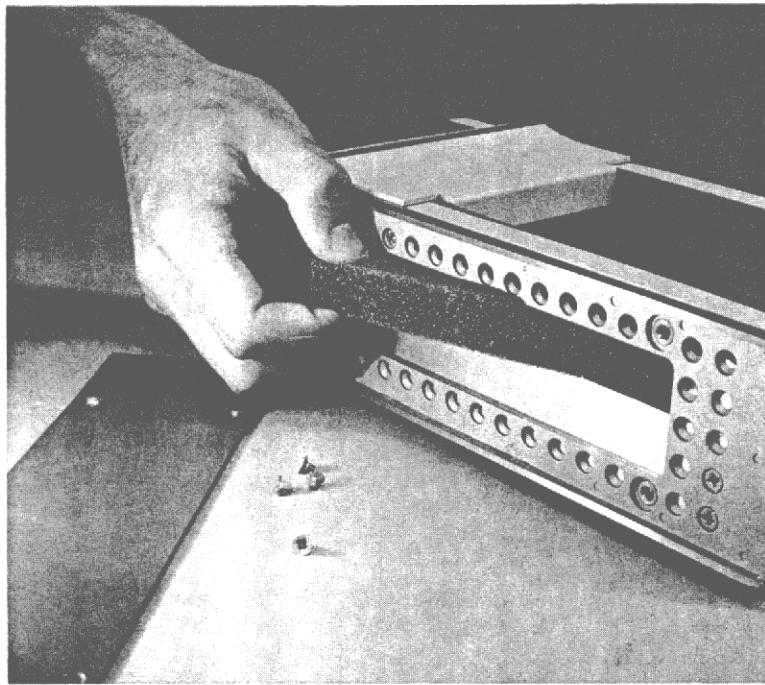
Occasionally the lamp which lights the program card will require replacing. A defective lamp will prevent the motor, which draws the card through the Card Reader, from operating. Always check first for a burned out lamp when program cards fail to feed properly. Light from a correctly functioning lamp can be seen when looking into the card slot with the 9100 turned on.

If the card fails to feed and the lamp glow is not visible in the card slot, replace the lamp by following these instructions.

Access to the lamp in the card reading assembly is obtained by grasping the top of the card slot with your hand and pulling upward. The top of the Card Reader is hinged and will pivot up to reveal the lamp.

CHANGING THE LAMP**CAUTION**

THE LAMP IS VERY FRAGILE.



A replacement lamp is located inside the Card Reader behind the right side panel. Remove the sponge plastic cushion which protects the spare lamp.

CAUTION

**THE LAMP IS VERY FRAGILE. ONE SIDE
OF THE CUSHION HAS A SLIT CONTAIN-
ING THE LAMP.**

Notice that there is a small spring inside the glass bulb on the left hand side.

Remove the lamp from the card reading assembly. To prevent breakage do not grab this lamp by the glass cylinder; rather follow these directions for safe removal. Insert the point of a screwdriver, or other similar tool, under the lamp and pry upward. Insert the replacement, spring toward the left, by pushing down with your thumbs on the metal ferrils at each end of the glass tube. Do not press against the glass itself as this may break the new lamp!

Return the top cover to its original position by pushing down. Replace the cushion, the side cover and the four retaining

screws. You will probably want to order a new lamp at this time from your local Hewlett-Packard office. Then you will always have a spare on hand. The lamp is part number 2140-0031.

After replacing the lamp run the Card Reader diagnostic to verify proper operation.

In some areas of the world the AC line voltage commonly fluctuates outside the nominal limits of 115 volts $\pm 10\%$ which have been established for the Calculator. Adding the Card Reader may cause erratic operation of your 9100 under these conditions. Your local Hewlett-Packard Sales and Service Office can install a modification which will allow normal operation under low line voltage conditions.

LINE VOLTAGE

Service contracts providing preventative maintenance and on site service and repair of any problems are available. For further information contact your local Hewlett-Packard Sales and Service Office.

SERVICE CONTRACTS

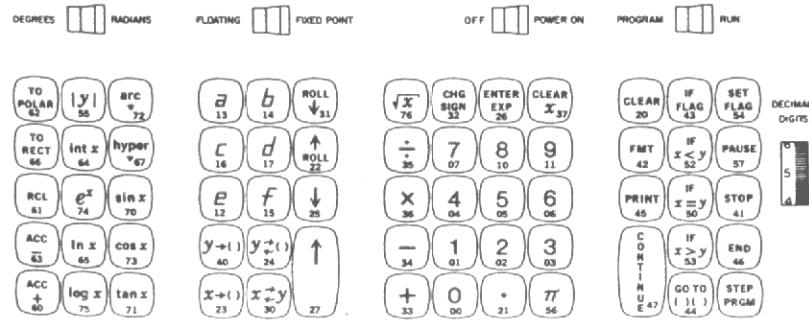


FIGURE 1

**KEY CODES AND
MAXIMUM EXECUTION
TIMES**

Key	Octal Code	Max Time MS	Key	Octal Code	Max Time MS
.	21	.03	EXP	74	130
+	33	2	f	15	.25
-	34	2	FMT	42	.02
÷	35	27	GTO	44	.03
x	36	22	HYP	67	.03
0	00	.03	IFL	43	3
1	01	.03	INT	64	.06
2	02	.03	LN	65	.70
3	03	.03	LOG	75	.90
4	04	.03	PI	56	.1
5	05	.03	PNT	45	.03
6	06	.03	POL	62	400
7	07	.03	PSE	57	150
8	10	.03	RCL	61	.5
9	11	.03	RCT	66	400
a	13	.25	RDN	31	.45
ABS	55	.03	RUP	22	.45
ACC+	60	5	SFL	54	.03
ACC-	63	5	SIN	70	200
ARC	72	.03	SQT	76	.30
b	14	.25	STEP	51	.
c	16	.25	STP	41	.03
CHS	32	.03	TAN	71	200
CLR	20	1	UP	27	.3
CLX	37	.12	X=Y	50	.3
CNT	47	.05	X<Y	52	.3
COS	73	200	X>Y	53	.3
d	17	.25	XEY	30	.25
DN	25	.3	XTO	23	.03
e	12	.25	YE	24	.03
EEX	26	.03	YTO	40	.03
END	46	.2			

FIGURE 2

Each operation requires 0.2 ms more when executed in a program.

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