

**HEWLETT-PACKARD 9810A CALCULATOR
MARKED CARD READER**

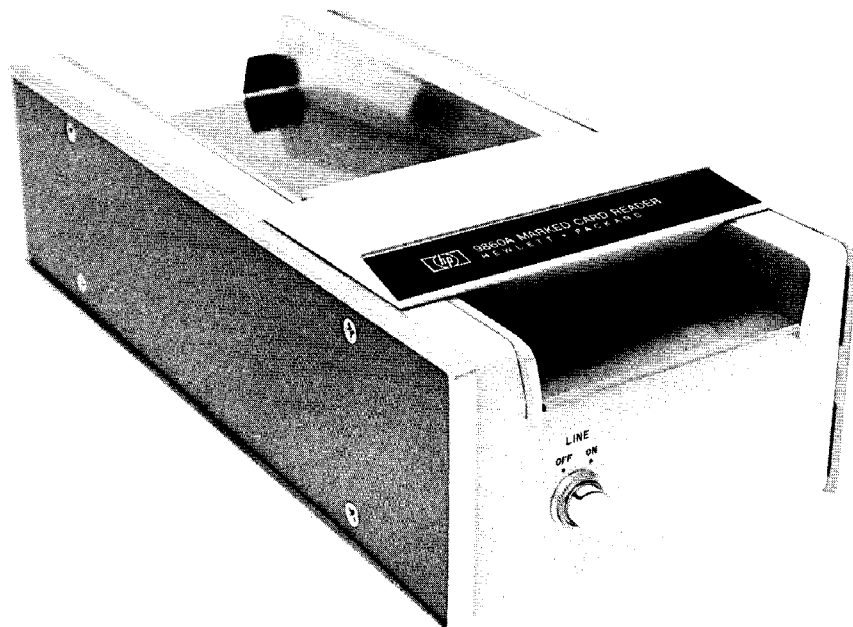
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OPERATING MANUAL

HEWLETT-PACKARD MODEL 9860A MARKED CARD READER



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FIGURES

1-0



NOTES

The Model 9860A Marked Card Reader increases the efficiency and convenience of your Hewlett-Packard Calculator System. With the Reader, data or programs, which are easily encoded in pencil on cards, are entered into the system in seconds. Time spent at the calculator keyboard is reduced to a minimum, making available more system time for program execution.

GENERAL DESCRIPTION

The accessories and equipment supplied with each Model 9860A are listed in Table 1.

ACCESSORIES EQUIPMENT SUPPLIED

Table 1. Accessories/Equipment Supplied

PART NO.	QUANTITY	DESCRIPTION
09860-90001	2	Operating Manual
09160-67901	1	*Spare Lamp
09860-90002	1	Card-Diagnostic
11200A	1	Interface Cable Assembly
8120-1575	1	Cable Assembly AC Power
9320-2085	100	Program Card

*Located in the instrument, under the right side cover (see Service Chapter).

Service contracts, which provide a fixed maintenance cost, are available for the Marked Card Reader. For further information, contact your local Hewlett-Packard Sales and Service Office.

SERVICE CONTRACTS

The Marked Card Reader was carefully inspected, both mechanically and electrically, before shipment. It should be physically free of marks or scratches and in perfect electrical order upon receipt. Carefully inspect the Marked Card Reader for physical damage caused in transit and check for the accessories listed in Table 1. Also, check the electrical performance of the Marked Card Reader as described under ELECTRICAL INSPECTION; however, do not make this check prior to completing the INSTALLATION procedure.

INITIAL INSPECTION

The Marked Card Reader requires either 120V or 240V ac, +5% -10%, 48 to 440 Hertz; maximum power requirements are 20VA. A slide switch, located on the rear of the Card Reader, selects either 120V or 240V operation.

POWER REQUIREMENTS

**POWER
REQUIREMENTS
(continued)**

The 9860A can be rewired to operate on either 100V or 220V +5% -10% line voltages. For further information, contact your nearest Hewlett-Packard Sales and Service Office.

**GROUNDING
REQUIREMENTS**

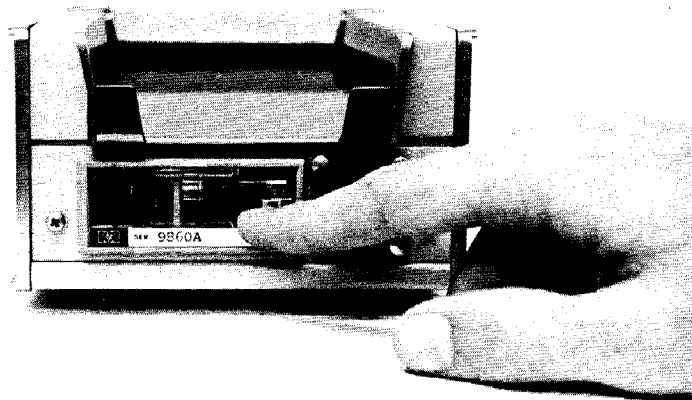
To protect operating personnel, the NATIONAL ELECTRICAL MANUFACTURER'S ASSOCIATION (NEMA) recommends that the Marked Card Reader cabinet be grounded. The Marked Card Reader is equipped with a three-conductor power cable which, when plugged into an appropriate receptacle, grounds the cabinet of the Marked Card Reader. The center pin on the power cable three-pronged connector is the ground connection.

CAUTION

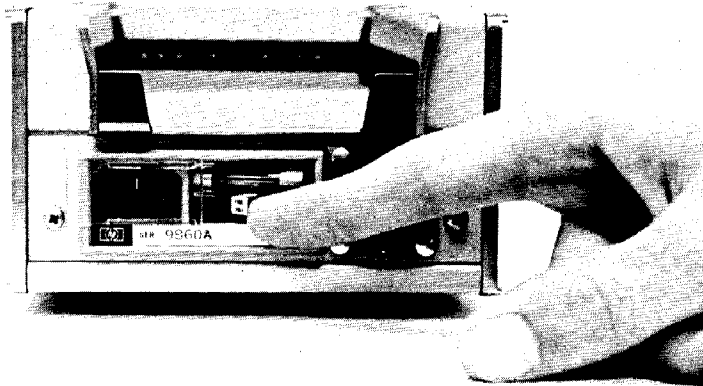
DO NOT APPLY OPERATING POWER TO THE MODEL 9860A MARKED CARD READER UNLESS THE LINE VOLTAGE SWITCH ON THE REAR PANEL IS IN THE PROPER POSITION, OTHERWISE, DAMAGE TO THE POWER TRANSFORMER MAY RESULT.

INSTALLATION

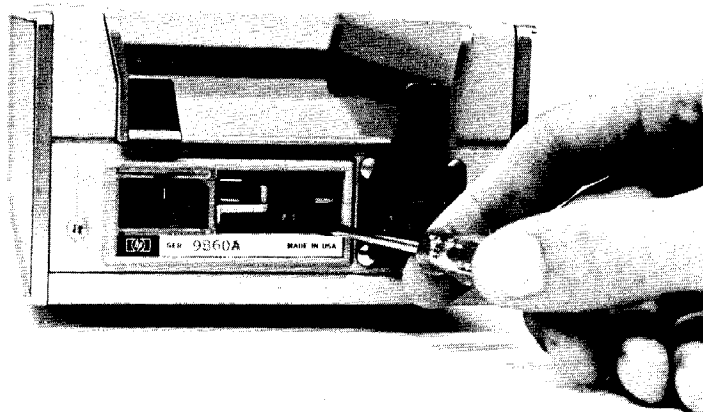
With the power cord removed from the Model 9860A, look through the clear plastic window of the power module located on the rear of the Card Reader. The small arrow switch should point to the line voltage (120 or 240) which will be used. If the switch is not set to the correct voltage, remove the fuse (simply pull the fuse lever and the fuse will be released from its holder) and position the switch so that the arrow points to the correct voltage to be used (120 or 240). Replace the fuse and connect the power cord to the rear of the Reader.



Remove the power cord, and move the window.



Pull the FUSE PULL lever to release the fuse.



← 240V / 120V →

Set the Line Voltage Switch to the proper position.

Next, connect the I/O Cable to the rear of the Card Reader. The cable is connected to the instrument by aligning the keys of the I/O Cable connector with the keyways on the instrument's connector. Once this is done, rotate the knurled barrel on the I/O connector clockwise. This will draw the two connectors together into full contact.

Turn the calculator OFF and connect the I/O Cable to the rear of the calculator. The connector is keyed and cannot be inserted incorrectly. It may be inserted into any one of the four I/O connectors on the rear of the calculator. Connect the Card Reader's power cord into one of the power receptacles on the rear of the calculator. Switch the calculator and Marked Card Reader ON. The Model 9860A is switched on by pressing the button on the front of the instrument. When power is applied, the button will light. Power is removed by pressing the button again.

ELECTRICAL
INSPECTION

A printed card containing an exerciser program is shipped with the Model 9860A Marked Card Reader. This card allows you to check your instrument for proper electrical and mechanical operation. The following procedure explains how to use the exerciser card.

First, verify proper operation of the calculator by running its exerciser program. (Instructions are contained in the calculator operating manual.) Also, **ensure that the calculator is not in keylog mode.**

Next, press STOP and enter the printed exerciser card into the Reader. The card is inserted printed side up as shown in Figure 1.

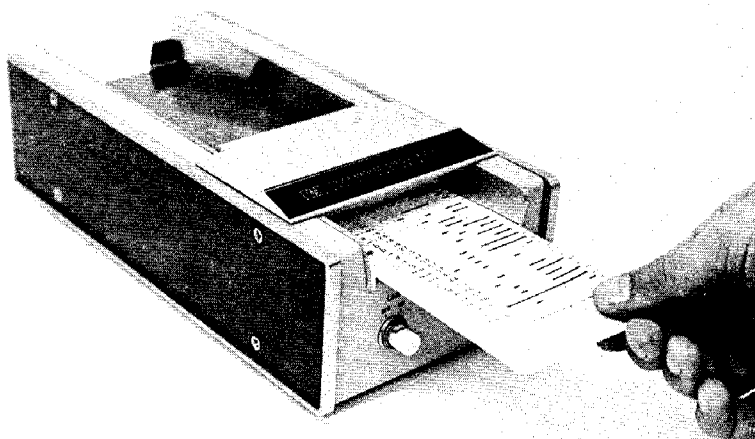


Figure 1. Inserting Cards into the Reader

Correct operation of the Model 9860A Marked Card Reader is indicated by a flashing calculator display. The display is shown below:

temporary z	1.0000
accumulator y	2.0000
keyboard x	3.0000

Should the Card Reader fail to operate correctly, carefully repeat the entire procedure to ensure that no error was made the first time. If the instrument still does not operate properly, check the bulb in the optical head (see SERVICE chapter). If the lamp is not defective, contact the nearest Hewlett-Packard Sales and Service office for assistance.

To stop the exerciser program press:

STOP

To resume operation, press:

CONTINUE

NOTE

For the remainder of this manual the Model 9860A Marked Card Reader will be referred to as the Model 60 Marked Card Reader.

HOW THE MODEL 60 READS A CARD

Inserting a card into the Model 60 will automatically start the motor, which will draw the card through the instrument. As the card is drawn through the instrument, it is viewed, across its width, by nine light sensitive photo cells located in the instrument's cover. The photo cells 'look' at the amount of light reflected from the card. Each photo cell views a different portion of the card width. To explain the portion of the card viewed by each photo cell, consider the Calculator Program Card (shown in Figure 2).

The Calculator Program Card has columns and rows of boxes, the columns are: SKIP, 100, 40, 20, 10, 4, 2 and 1. Each column is viewed by a photo cell. The remaining photo cell views the heavy black STROBE marks on the right edge of the card. As the card moves through the Model 60, each photo cell independently monitors the light reflected from its column. If a box is marked with a soft-graphite pencil, the light reflected from the card suddenly diminishes. The photo cell 'sees' this reduction in reflected light and remembers that a box has been marked. Thus, the card is read one frame (one row of boxes) at a time.

As the STROBE marks, located between the frames, pass under the STROBE photo cell, signals are generated which enable the calculator to accept the preceding frame of information and, after that, reset the photo cells so that they can accept the next frame of information from the card.

There are other columns on the Model 60 card; again, consider the Calculator Program Card, which has columns marked STEP and KEY. These columns have been provided for your use; the photo cells of the Card Reader, because of their location, do not see this portion of the card.

Encoding the Model 60 Calculator Program Card will be explained in the Program Mode Operation and Run Mode Operation sections; this section details some of the considerations concerning marking a card box, correcting an erroneously marked box and general care of a card.

Always use a blunt, soft-graphite pencil to mark a card. If the pencil is sharp, you may gouge the surface of the card, making any required corrections impossible. A felt tip or ball point pen should never be used; marks made with some of these devices dry with a shiny surface. The photo cells respond only to a dull finish.

MARKING THE MODEL 60 CARD

**MARKING THE
MODEL 60 CARD**
(continued)

It is not necessary for you to completely darken an entire box that you wish to mark. The photo cells can see a single mark as small as .5 mm (.02") in width. A single line drawn through the box with a blunt pencil will be seen. Be sure, however, that the line extends completely through the box and slightly extends through the vertical sides of the box.

If you wish to mark two or more adjacent boxes on the same row, simply draw one continuous line through the boxes. The photo cells do not view the area of the card between the boxes; therefore, only box marks will be seen.

Never mark between the STROBE marks because these marks will be read as STROBE marks and will cause incorrect operation.

Errors may be corrected by completely erasing incorrect marks. Use a soft eraser. Hard ink erasers may roughen the surface of the card. A rough card surface will reflect less light than a smooth card surface and may be seen by the photo cells as a mark.

Never use a card that has become soiled, curled, or creased. The photo cells are sensitive and could interpret a smudge or crease as a mark.

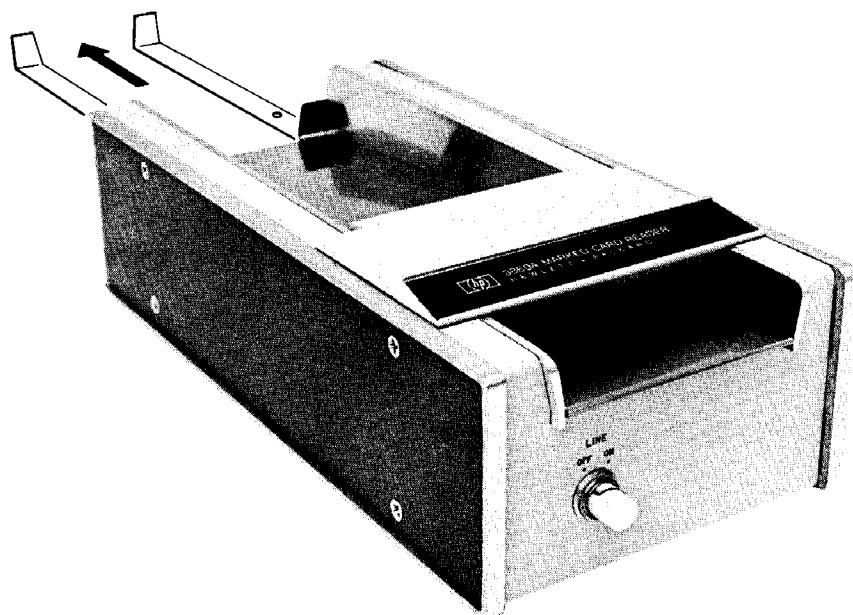
**OPTIONAL
MODEL 60 CARDS**

Both the Calculator Program Card (-hp- part number 9320-2085), shown in Figure 2, and the Calculator Data Card (-hp- part number 9320-2088), shown in Figure 4, are available in an optional format. The optional cards are similar to the standard cards except for length; the standard cards contain thirty frames, the optional format cards contain fifty frames. The part number of the Optional Calculator Program Card is 9320-2099. The part number of the Optional Calculator Data Card is 9320-2100. Standard and optional format cards can be ordered from your nearest Hewlett-Packard Sales and Service Office.

The Model 60 is equipped with an adjustable card stop. When the card stop is placed in its extended position, the Reader will accept the longer, optional cards. To extend the card stop, simply pull the stop into its extended position.

THE MODEL 60 CARD

2-3



3-0



NOTES



When the calculator is in the PROGRAM mode, the Card Reader can be used to input calculator programs directly into the calculator's memory, bypassing the calculator's keyboard and magnetic card reader. This chapter describes how this operation is accomplished.

INTRODUCTION

NOTE

The calculator must not be in the keylog mode of operation when cards are inserted into the Model 60. If the calculator is in the keylog mode of operation, some instructions on the Model 60 card will not be transferred to the calculator.

ENCODING THE
MODEL 60 CARD

CALCULATOR PROGRAM CARD

CARD NO. _____

STEP	KEY	CODE	SKIP	100	40	20	10	4	2	1
0										
1										
2										
3										
4										
5										
6										
7										
8										
9										
0										
1										
2										
3										
4										
5										
6										
7										
8										
9										
0										
1										
2										
3										
4										
5										
6										
7										
8										
9										

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

Part No. 9320-2088

Figure 2. The Calculator Program Card

The Calculator Program Card (see Figure 2) is used to enter calculator program steps into the calculator's memory from the Card Reader.

ENCODING THE MODEL 60 CARD (continued)

The Calculator Program Card has two columns marked STEP; they are used to record the calculator memory location in which you plan to place each instruction (row). Generally, programs will be stored in the calculator's memory starting at location 0000.

The two columns marked KEY and CODE are used to record an instruction (i.e. ROLL \uparrow) and its key code (i.e. 22). These are the same codes that are seen in the display registers of the calculator when STEP PRGM is pressed in the PROGRAM mode.

The columns marked 40, 20, 10, 4, 2 and 1 are for marking the key code for an instruction. These boxes are marked so that the value of the boxes marked on a row, when totaled, equals the key code of the desired instruction. For example, if the instruction was \uparrow (key code 27), you would mark the 20, 4, 2 and 1 boxes in that row ($20 + 4 + 2 + 1 = 27$). Figure 3 shows the key codes for your Model 9810A Calculator.

			DECIMAL		MODE		PROGRAM			
			* FLOAT 111	* FIX 1 110	* RUN 107	* PRGM 106	* KEY LOCK 105	* LIST 104	* LOAD 103	* RECORD 102
			STATUS							
A	F	K	π	$\frac{1}{x}$	x^2	\sqrt{x}	CHG SIGN	ENTER EXP	CLEAR X	
62	16	55	56	17	12	76	32	26	37	CLEAR 20
B	G	L	b	int x	\uparrow ROLL	\div	7	8	9	
66	15	72	14	64	22	35	07	10	11	
C	H	M	a	IN-DIRECT	\downarrow	x	4	5	6	
61	74	70	13	31	25	36	04	05	06	
D	I	N	$y \rightarrow ()$	$y \leftarrow ()$	$x \uparrow y$	-	1	2	3	
63	65	73	40	24	30	34	01	02	03	
E	J	O	$x \rightarrow ()$	$x \leftarrow ()$	\uparrow	+	0	.		
60	75	71	23	67	27	33	00	21		
									STOPPING	
									47	

Figure 3. Model 9810A Key Codes

The SKIP column, if marked, will cause the Model 60 to ignore any boxes that are marked on that row. Marking the SKIP column can be used as an alternative to erasing; should you make an error in marking a row, you may either erase the error and correct it or mark the SKIP column. Notice that marking the SKIP column will cause the STEP column to be incorrect for the remainder of the card. This should be kept in mind when encoding programs which include branching instructions.

In order to create an example of a correctly marked Calculator Program Card, assume you have just written the following small counting program and wish to use the card reader to enter the program into the calculator's memory.

*These keys are not programmable and are, therefore, not recommended for use in this mode of operation. They are shown in Figure 3 only to provide, in one location, the key codes for the entire calculator keyboard. Operating instructions for these keys are contained in the RUN MODE OPERATION chapter and Appendix A.

PROGRAM MODE OPERATION

3-3

STEP	KEY	KEY CODE
0000	CLEAR	20
0001	1	01
0002	+	33
0003	PAUSE	57
0004	PAUSE	57
0005	GO TO	44
0006	1	01
0007	END	46

Here is the program correctly marked on a Calculator Program Card:

CARD NO. 1

CALCULATOR PROGRAM CARD

STEP	KEY	CODE	SKIP	100	40	20	10	4	2	1
0	CLEAR	20								
1	1	01								
2	1	01								
3	+	33								
4	PAUSE	57								
5	PAUSE	57								
6	GO TO	44								
7	1	01								
8	END	46								
9										
0										
1										
2										
3										
4										
5										
6										
7										
8										
9										
0										
1										
2										
3										
4										
5										
6										
7										
8										
9										

DATE

COUNT

1. USE SOFT PENCIL

2. ERASE COMPLETELY

3. INSERT THIS SIDE UP

4. MARKING SKIP COLUMN CAUSES THAT ROW TO BE SKIPPED.

Part No. 9320-2085

Skip marked because an error was made in marking the code

Adjacent boxes may be marked with a single line.

Notice that the branch address does not agree with the STEP column; that is because the SKIP column was marked earlier.

SKIP 177

ENCODING THE MODEL 60 CARD (continued)

When this card is entered into the calculator's memory, (the starting address is 0000) the memory through 0028 will be changed (0029 if the one SKIP had not been marked). This program will occupy steps 0000 through 0007. Memory locations 0008 through 0028 will contain zeros because rows which are not marked will be read by the Model 60 as zeros.

The calculator does not recognize a row in which a SKIP has been marked and, therefore, the calculator's program counter is not advanced. In the example, the STEP column on the card agrees with the calculator's memory until step 1, when the SKIP was marked. Then, for the remainder of the card, the STEP column on the card and the calculator's memory disagree by one step. The END instruction at step 8 on the card was placed into the calculator's memory at location 0007.

Near the bottom of the card, there is a preprinted mark that intersects all of the channels on the card. This mark, SKIP 177, causes the reader to stop reading the card. When the SKIP 177 is seen by the reader, no instructions beyond that point on the card are transferred to the calculator and, the calculator's program counter is not further advanced by the reader. This prevents the possibility of any marks present near the bottom of the card (e.g. program remarks, etc.) being interpreted as instructions by the reader and transferred into the calculator memory.

The SKIP 177 may be marked anywhere on the card to stop the Model 60 from reading the remainder of the card. In the previous example, the SKIP 177 could have been marked in the row following the END instruction. If this had been done, the calculator's memory would have been unchanged in the area from 0007 through the remainder of the calculator memory. In the example, the calculator's program counter was advanced to location 0028. If the SKIP 177 had been marked in the row following the END instruction, the calculator's program counter would have been advanced only to location 0007. Because you must always mark the SKIP 177 immediately following the last instruction on a card that is entered into the reader when the calculator is in the RUN mode, we recommend that you also do this in PROGRAM mode operation.

ENTERING THE ENCODED CARD

To manually enter the encoded program card into the calculator's memory:

PRESS:

RUN

END

PRGM

ENTER CARD into the Card Reader.

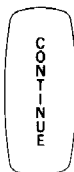
PRESS:

RUN

END

To run the example program:

PRESS:



Longer programs, occupying more than one card, are encoded in the same way as the example. The cards are then entered sequentially one at a time into the reader. Remember, if you mark a SKIP, the STEP column on all succeeding cards will be in error, one step for each SKIP marked.

The RUN, PROGRAM, END and CONTINUE keys pressed in the example can be marked on the Model 60 Card. This is explained in the RUN AND PROGRAM MODE chapter.

NOTE

Marking an undefined key code (i.e. a key code larger than 111_8) on a Model 60 card will cause the calculator keyboard, with the exception of the STOP key, to become deactivated. Key codes, marked on the card following the undefined key code, will not be entered in the calculator. Once deactivated, full operation can be restored to the keyboard by pressing the STOP key.

4-0

NOTES

When the calculator is in the RUN mode, the Card Reader can be used to input data into the calculator's X-register at STOP's in the calculator program and/or cause the calculator to execute certain keyboard instructions marked on the Calculator Data Card. For purposes of explanation in this chapter, these operations will first be covered individually then, as a composite.

INTRODUCTION

NOTE

The calculator must not be in the keylog mode of operation when cards are inserted in the Model 60. If the calculator is in the keylog mode of operation some instructions on the Model 60 card will not be transferred to the calculator.

DATA INPUT

THE CALCULATOR DATA CARD

[illegible]

Figure 4. The Calculator Data Card

THE CALCULATOR DATA CARD (continued)

DATA INPUT

The Calculator Data Card (See Figure 4) is used to input data into the calculator's X-register from the Card Reader at STOP's in the calculator program. This allows the variables for the program to be premarked on one or more Calculator Data Cards. These are entered into the Card Reader when the calculator program stops, allowing the calculator's keyboard to be bypassed for variable data entry.

The Calculator Data Card has two columns marked ENTRY; they are used to record the digit marked on a row and its key code. The following table lists the keyboard instructions used to input data into the calculator and their key codes.

KEY	KEY CODE	KEY	KEY CODE
0	0	8	10
1	1	9	11
2	2	.	21
3	3	ENTER EXP	26
4	4	CHG SIGN	32
5	5	π	56
6	6	CONTINUE	47
7	7		

The columns marked 10, 4, 2 and 1 are for marking the key code for a digit. The dotted boxes, 40 and 20 are used with the 10, 4, 2 and 1 boxes for encoding π , CHG SIGN, decimal point (.), CONTINUE, and ENTER EXP. (The 100 box is used to encode other instructions which are covered under KEYBOARD INSTRUCTION INPUT.) These boxes are marked so that the value of the boxes marked on a row, when totaled, equal the key code for the desired entry. For example, if the digit were 7 (key code 7) you would mark the 4, 2 and 1 boxes ($4 + 2 + 1 = 7$).

The SKIP column, if marked, will cause the Card Reader to ignore any boxes marked on that row. Marking the SKIP column can be used as an alternative to erasing; should you make an error in marking a row, you may either erase the error and correct it or mark the SKIP column.

DATA INPUT

In order to create an example of a correctly marked Calculator Data Card, assume you have just written the following calculator program which solves the equation:

$$C = \frac{(A \times B)}{(A + B)}$$

and you wish to use the Model 60 to enter the variables A and B at STOP's in the program.


ENCODING THE CALCULATOR DATA CARD

STEP	KEY	KEY CODE	DISPLAY			REMARKS
			X	Y	Z	
0000	CLEAR	20	0	0	0	
0001	STOP	41	A	0	0	9860 enters A and restarts program.
0002	ROLL ↑	22	0	A	0	
0003	STOP	41	B	A	0	9860 enters B and restarts program.
0004	×	36	B	(AB)	0	Compute (AB)
0005	$x \leftrightarrow y$	30	(AB)	B	0	
0006	↑	27	(AB)	(AB)	B	
0007	ROLL ↑	22	B	(AB)	(AB)	
0008	÷	35	B	A	(AB)	Recover B
0009	+	33	B	(A+B)	(AB)	Compute (A+B)
0010	ROLL ↑	22	(AB)	B	(A+B)	
0011	ROLL ↑	22	(A+B)	(AB)	B	
0012	÷	35	(A+B)	C	B	Compute C
0013	ROLL ↑	22	B	(A+B)	C	
0014	—	34	B	A	C	Recover A
0015	$x \leftrightarrow y$	30	A	B	C	
0016	END	46	A	B	C	Display

Key the example program into the calculator's memory starting with location 0000.

To demonstrate encoding the Calculator Data Card, assign values for A and B; let A = 1030.50709 and B = 2040.6080, these values will make C = 684.7223078.

DATA INPUT



CALCULATOR DATA CARD

CARD NO. **A**

ENTRY	BKP	100	40	20	10	4	2	1
1	01	03	03	03	03	03	03	03
2	02	03	03	03	03	03	03	03
3	03	03	03	03	03	03	03	03
4	04	03	03	03	03	03	03	03
5	05	03	03	03	03	03	03	03
6	06	03	03	03	03	03	03	03
7	07	03	03	03	03	03	03	03
8	08	03	03	03	03	03	03	03
9	09	03	03	03	03	03	03	03
10	10	03	03	03	03	03	03	03
11	11	03	03	03	03	03	03	03
12	12	03	03	03	03	03	03	03
13	13	03	03	03	03	03	03	03
14	14	03	03	03	03	03	03	03
15	15	03	03	03	03	03	03	03
16	16	03	03	03	03	03	03	03
17	17	03	03	03	03	03	03	03
18	18	03	03	03	03	03	03	03
19	19	03	03	03	03	03	03	03
20	20	03	03	03	03	03	03	03
21	21	03	03	03	03	03	03	03
22	22	03	03	03	03	03	03	03
23	23	03	03	03	03	03	03	03
24	24	03	03	03	03	03	03	03
25	25	03	03	03	03	03	03	03
26	26	03	03	03	03	03	03	03
27	27	03	03	03	03	03	03	03
28	28	03	03	03	03	03	03	03
29	29	03	03	03	03	03	03	03
30	30	03	03	03	03	03	03	03
31	31	03	03	03	03	03	03	03
32	32	03	03	03	03	03	03	03
33	33	03	03	03	03	03	03	03
34	34	03	03	03	03	03	03	03
35	35	03	03	03	03	03	03	03
36	36	03	03	03	03	03	03	03
37	37	03	03	03	03	03	03	03
38	38	03	03	03	03	03	03	03
39	39	03	03	03	03	03	03	03
40	40	03	03	03	03	03	03	03
41	41	03	03	03	03	03	03	03
42	42	03	03	03	03	03	03	03
43	43	03	03	03	03	03	03	03
44	44	03	03	03	03	03	03	03
45	45	03	03	03	03	03	03	03
46	46	03	03	03	03	03	03	03
47	47	03	03	03	03	03	03	03
48	48	03	03	03	03	03	03	03
49	49	03	03	03	03	03	03	03
50	50	03	03	03	03	03	03	03
51	51	03	03	03	03	03	03	03
52	52	03	03	03	03	03	03	03
53	53	03	03	03	03	03	03	03
54	54	03	03	03	03	03	03	03
55	55	03	03	03	03	03	03	03
56	56	03	03	03	0			

[illegible]

No marks — seen by
Model 60 as a zero.

Start program.

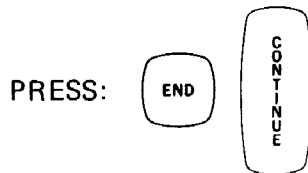
Notice the CONTINUE instruction marked on each of the cards immediately following the last digit on the card. The CONTINUE instruction will automatically restart the program. Immediately following the CONTINUE instruction a SKIP 177 has been marked. The SKIP 177 will prevent the possibility of marks present near the bottom of the card being interpreted as calculator instructions. The SKIP 177 must be marked on the card in the row immediately following the last instruction. If it is not, improper system operation may be experienced.

A SKIP 177 must be marked immediately following the last instruction on a card; otherwise, improper system operation may be experienced.

Near the bottom of the card there is a preprinted CONTINUE and SKIP 177 instruction. These instructions have been provided for the case when you might fill the card with instructions.

DATA INPUT

To enter the encoded Calculator Data Cards into the example program:



When the program stops, insert Card A into the Card Reader.

When the program stops the second time, insert card B into the Card Reader.

DISPLAY:

temporary z	6.847223078	02
accumulator y	2.040608000	03
keyboard x	1.030507090	03

KEYBOARD INSTRUCTION INPUT

The Model 60 Card Reader can be used to input, to the calculator, certain calculator keyboard instructions other than those previously discussed. In this mode of operation, the key codes of the instructions are marked on the Calculator Data Card, or Calculator Program Card, which is then fed into the Card Reader.

Special timing considerations must be given to some keyboard instructions that are to be marked on a card. To understand why this is so, we must discuss how the Card Reader transfers keyboard instructions to the calculator and how the calculator acts on these instructions.

The Card Reader transfers one instruction to the calculator every .03 seconds. Some time after the calculator receives the instruction (as much as .025 seconds later), it begins executing the instruction. While the calculator is executing an instruction, it ignores any input from the card reader.

Because of their complexity, some calculator keyboard instructions require more than .005 seconds of calculator execution time. If the Card Reader transfers an instruction that requires more than .005 seconds of execution time, then the calculator will miss the next instruction (or instructions) marked on the card.

INTRODUCTION (continued)

BASIC CALCULATOR INSTRUCTIONS THAT CAN BE USED

KEYBOARD INSTRUCTION INPUT

Instructions which require more than .005 seconds of calculator execution time can be marked on a card provided that a delaying technique is used. This can be done by marking the SKIP channel enough times to allow the calculator to complete a keyboard instruction before the Card Reader inputs the next. The following formula will allow you to determine the number of SKIP channel marks, if any, that are required following any calculator instruction. Use the formula only when the calculator execution time (ET) for an instruction is greater than .005 seconds.

$$\text{The integer value of } \left[\frac{\text{ET (in seconds)} + .025}{.03} \right] = \text{The number of SKIP channel marks required.}$$

for ET > .005

The following table lists the basic calculator keyboard instructions that are recommended for use in this mode of operation. Also included in the table are the number of SKIP channel marks (if any) that are required following the instruction on a card.

Although the Card Reader can, in this mode of operation, input to the calculator any instruction available on the calculator keyboard, some are not recommended for use as they are either meaningless or too awkward to use conveniently. These are not shown in Table 2; however, where the missing instructions are needed Appendix A provides the rules of operation.

Table 2. Keyboard Instructions for RUN mode operation.

KEY	KEY CODE	NUMBER OF SKIPS	KEY	KEY CODE	NUMBER OF SKIPS
x^2	12	2	CLEAR x	37	0
\bar{a}	13	0	$y \rightarrow ()$	40	0
b	14	0	GO TO	44	0
$1/x$	17	2	END	46	0
CLEAR	20	0	CONTINUE	47	0
ROLL \uparrow	22	0	SET FLAG	54	0
$x \rightarrow ()$	23	0	int x	64	0
$y \leftarrow ()$	24	0	$x \leftarrow ()$	67	0
\downarrow	25	0	\sqrt{x}	76	3
\uparrow	27	0	SUB / RETURN	77	0
$x \rightleftharpoons y$	30	0	PRGM	106	0
$+$ *	33	0	RUN	107	0
$-$ *	34	0	FIX ()	110	0
\div *	35	2	FLOAT	111	0
\times *	36	2			

*Display register operations only. See Appendix A for operations involving Data Storage Registers.

DATA AND KEYBOARD INSTRUCTION INPUT

Data and keyboard instructions combined on a card allow more than one data point to be marked on a card. This can easily be demonstrated using the example presented earlier under DATA INPUT. That example solved the problem:

$$C = \frac{(A \times B)}{(A + B)}$$

in which $A = 1030.50709$ and $B = 2040.6080$.

In this example, we will enter both A and B via the same card, and also store A and B in the *a* and *b* registers. Here is the card, properly marked, ready to enter into the calculator program which will be presented shortly.

INTRODUCTION

EXAMPLE

ENTRY		SKIP	100	40	20	10	4	2	1
CLEAR	20								
1	01								
0	00								
3	03								
0	00								
2	21								
5	05								
0	00								
7	07								
0	00								
9	11								
7	27								
2	02								
0	00								
4	04								
0	00								
2	21								
6	06								
0	00								
8	10								
0	00								
Y → ()	40								
a	19								
X → ()	23								
b	19								
CONT	47								
SKIP	19								

1. USE SOFT PENCIL
2. ERASE COMPLETELY

Part No. 9320-2088

1. = 21
8 = 10
9 = 11
Up = 27
Cnt = 47
Ent Exp = 26
Chg Sign = 32

Clear display, *a* and *b* registers.

Input A to the X-register.

Move A to the Y-register so that B can be entered in the X-register.

Input B to the X-register.

Store: $A \rightarrow a$
 $B \rightarrow b$

Start Calculator Program

DATA AND KEYBOARD INSTRUCTION INPUT


Once this card is read, A will be in the Y and *a* registers and B will be in the X and *b* registers. Realizing this, the calculator program can be written.

STEP	KEY	KEY CODE	DISPLAY			REMARKS
			X	Y	Z	
0000	X	36	B	(AB)	0	Compute (AB)
0001	↑	27	B	B	(AB)	
0002	<i>a</i>	13	A	B	(AB)	Recall A
0003	+	33	A	(A+B)	(AB)	Compute (A+B)
0004	↓	25	(A+B)	(AB)	(AB)	
0005	÷	35	(A+B)	C	(AB)	Compute C
0006	<i>b</i>	14	B	(A+B)	C	Recall B
0007	↑	27	B	B	C	
0008	<i>a</i>	13	A	B	C	Recall A
0009	END	46	A	B	C	Display

If A and B contain fewer digits, the entire operation can be marked on one card. To show this, assume A = 13.579 and B = 24.68, this will make C = 8.759500248. Here is a Calculator Data Card marked so as to enter the data points and solve for C.

Notice the SKIP channel marks following the multiply and divide instructions; they allow time for the calculator to complete the multiply and divide operations before the next instruction is transferred to the calculator. Notice also the SKIP 177 code marked following the last instruction on the card; it was marked on the card so that the Card Reader would not read the preprinted CONTINUE instruction near the bottom of the card.

DATA AND KEYBOARD INSTRUCTION INPUT



CALCULATOR DATA CARD

CARD NO. _____

ENTRY		SKIP	100	40	20	10	4	2	1	
DATE	CLEAR	20								← Clears display, <i>a</i> and <i>b</i> registers.
	1	01								
	3	03								
	.	21								} Enter A
	5	05								
	7	07								
	9	11								} Enter B
	†	37								
	2	02								
	4	04								} Enter B
	.	21								
	6	06								
	8	10								} Store A in <i>a</i> register.
	Y → ()	40								
	a	13								
	X	36								} Compute (AB). Mark 2 Skips to allow for execution time.
	SKIP									
SKIP										
†	27								} Compute (A + B)	
a	13									
+	33									
†	35								} Compute C. Mark 2 Skips to allow for execution time.	
÷	35									
SKIP										
SKIP									} Recover B	
†	27									
a	13									
-	34								← Skip 177 causes Card Reader to stop reading card. Preprinted CONTINUE at bottom of card will not be transferred to calculator.	
SKIP	177									

1. USE SOFT PENCIL

2. ERASE COMPLETELY

Part No. 9320-2088

. = 21
8 = 10
9 = 11
Up† = 27
Cnt = 47
Ent Exp = 26
Chg Sign = 32

NOTE

Marking an undefined key code (i.e. a key code larger than 111₈) on a Model 60 card will cause the calculator keyboard, with the exception of the STOP key, to become deactivated. Key codes, marked on the card following the undefined key code, will not be entered in the calculator. Once deactivated, full operation can be restored to the keyboard by pressing the STOP key.

5-0

NOTES

The Card Reader can set RUN and PROGRAM modes of operation in the calculator. Combining these two modes of operation provides the very best way of using the programmable keyboard instructions that are not recommended for use in the RUN mode.

INTRODUCTION

To illustrate combining the modes of operation, assume that you wished to type a heading on the Model 61 typewriter, or on the printer from a card. To do this, you would mark your card as follows:

EXAMPLE

HP CALCULATOR PROGRAM CARD

CARD NO. _____

STEP	KEY	CODE	SKIP	100	40	20	10	4	2	1
0	Run 107									
1	CLR 20									
2	END 46									
3	PRN 106									
4	FMT 42									
5	2 02									
6	FMT 42									
7										
8										
9										
0										
1										
2										
3										
4										
5										
6										
7										
8										
9										
0	FMT 42									
1	END 46									
2	Run 107									
3	END 46									
4	FMT 42									
5	SKIP 122									
6										
7										
8										
9										

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

Part No. 9320-2085

Ensure RUN mode.

Clears display, *a* and *b* registers.

Address program counter to the desired position.

Set PROGRAM mode.

Typewriter program.

Set RUN mode.

Address program counter to starting address.

Start program.

5-2 RUN AND PROGRAM MODE OPERATION

EXAMPLE
(continued)

CALCULATOR PROGRAM CARD

CARD NO. _____

STEP	KEY	CODE	SKIP	100	40	20	10	4	2	1
0	Run	107								
1	CLR	20								
2	END	46								
3	PAL	100								
4	FMT	42								
5	FMT	42								
6										
7										
8										
9										
0										
1										
2										
3										
4										
5										
6										
7	FMT	42								
8	END	46								
9	Run	107								
0	END	46								
1	CONT	47								
2	SKIP	122								
3										
4										
5										
6										
7										
8										
9										

DATE _____

YOUR MESSAGE _____

TITLE _____

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

Part No. 9320-2085

PRINTER PROGRAM

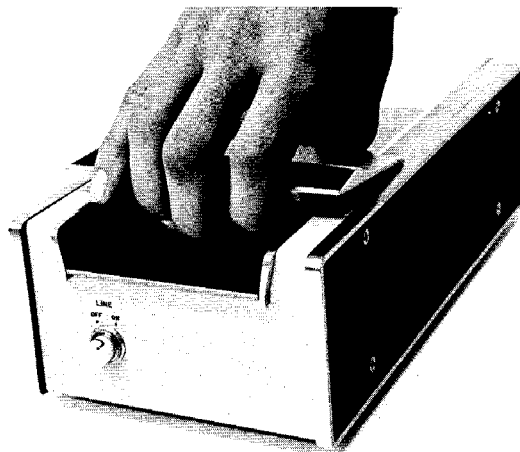
The basic principle is to enter the instructions, which were not recommended for use in the RUN mode, into the calculator's memory as a program. Then, when the program is executed, timing problems which may have been encountered in the RUN mode are solved by the calculator. This technique allows you to easily operate output devices (plotter, typewriter, etc.), which require the instructions not recommended for use in the RUN mode, from the Card Reader.

Occasionally the lamp which lights the 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 cards fail to feed properly. Light from a correctly functioning lamp can be seen when looking into the card slot with the calculator and Card Reader turned on.

CHANGING THE LAMP

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.

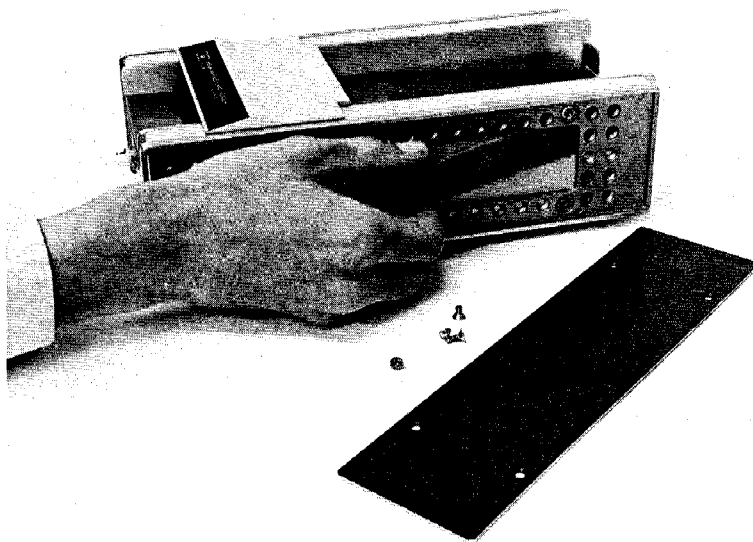


A replacement lamp is located inside the Card Reader behind the right side panel. Remove the sponge plastic cushion which protects the spare lamp.

**CHANGING
THE LAMP**
(continued)**CAUTION**

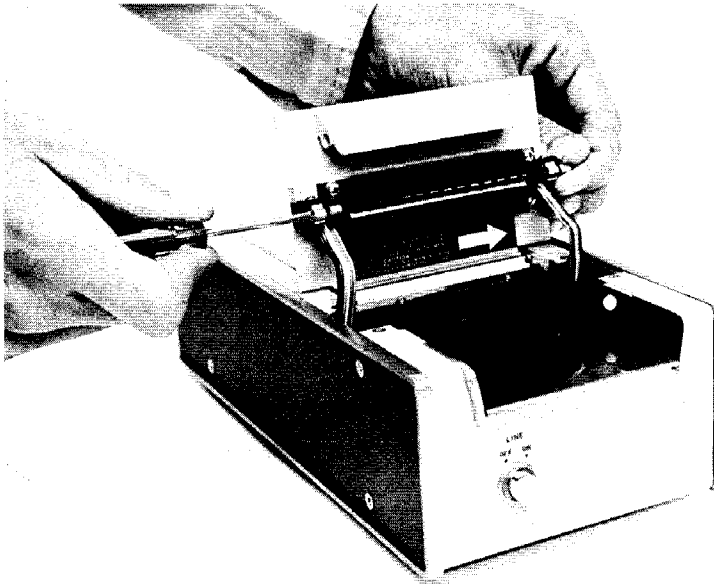
THE LAMP IS VERY FRAGILE. ONE SIDE OF THE CUSHION HAS A SLIT CONTAINING THE LAMP.

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.



Remove the lamp from the card reader assembly. To prevent breakage, do not grasp the lamp by the glass cylinder. Instead, using a screwdriver or similar instrument, placed against the lamp's left metal cap, push the lamp toward the right until both metal caps clear their spring clamps and the lamp is released.

To install the replacement lamp, position each metal cap over its spring clamp with the small spring in the glass cylinder to your left; then, simultaneously press both metal caps into the spring clamps. Do not press against the glass cylinder; that 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 lamp on hand.

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



APPENDIX A

This information is provided for the user who needs to use instructions that were not recommended for use in RUN mode.

KEYLOG

No SKIPS are required following a KEYLOG instruction on the card; however, any following instructions (so long as KEYLOG mode is maintained) will require, in addition to the SKIPS that may be normally required for the particular instruction, an additional 15 SKIPS marked on the card following the particular instruction to allow for printing time.

LIST-LOAD-RECORD

Must be the last instruction, other than SKIP 177, marked on a card. Do not insert another card into the reader until the operation has been completed.

IF FLAG — IF $X < Y$ — IF $X = Y$ — IF $X > Y$

If true (e.g. $X < Y$), the calculator's program counter will be addressed to the location specified by the four digits on the card following the "IF", instruction. If true, and operations (not digits) follow the "IF", then, the calculator will perform the operations. SKIPS that may be required for any of the operations must be marked on the card.

If false (e.g. $X \nless Y$), the calculator's program counter will be advanced four locations. Numbers located in the four frames following the "IF" will be entered in the X register. If false, and operations (not digits) follow the "IF", the calculator will perform them. SKIPS that may be required for any of the operations must be marked on the card.

PAUSE

A PAUSE, marked on a card will cause the next instruction on the card to be missed. If a PAUSE is desired, mark 8 SKIPS following the PAUSE on the card; then, the next following instruction will be read.

STOP

If the calculator is running a program, a STOP instruction on a card will STOP the program execution provided the STOP instruction is transferred to the calculator while the calculator is performing a PAUSE. In all other circumstances, a STOP marked on a card will have no effect on the calculator.

APPENDIX A

BACK STEP

BACK STEP will decrement the program counter.

STEP PRGM

STEP PRGM will increment the program counter's location. The instruction in that memory location will be executed. SKIPS may be required depending on the execution time required for that instruction.

FMT — PRINT

FMT and PRINT control other peripherals.

Controlling the printer from the Card Reader

15 SKIPS are required following: each PRINT, the 16th alphameric character in a string, each CR/LF and the terminating FMT of an alpha message.

Controlling the Model 61 Typewriter from the Card Reader.

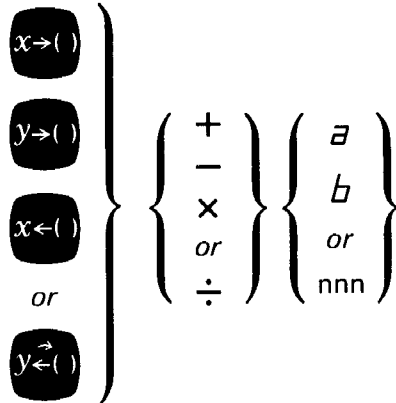
A FMT 2 *w.d* sequence requires no SKIP channel marks. Mark 5 SKIPS after each alpha character. PRINT and all typewriter functions (e.g. carriage return/line feed) must be the last instruction marked on a card.

Controlling the Model 62 Plotter from the Card Reader.

Plotter instructions (FMT ↑, FMT ↓) must be the last instruction marked on a card.

APPENDIX A

Data Storage Register Arithmetic



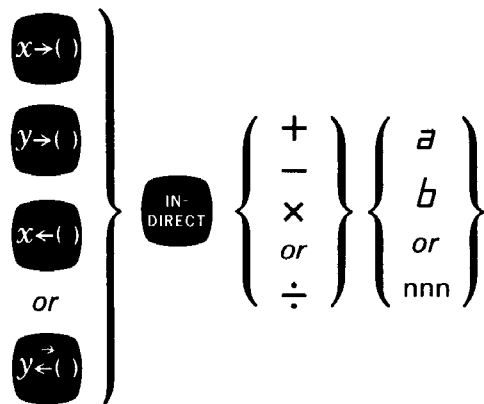
Place two SKIPS following the address on the card. DO NOT use short-form addressing.

Label Addressing



Place four SKIPS following a label 'any' on the card.

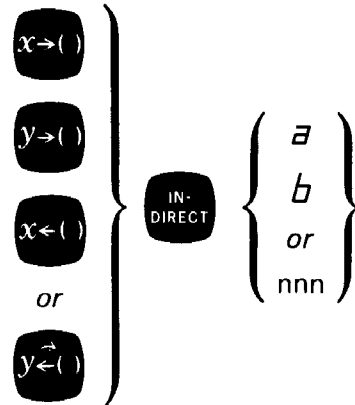
Indirect Arithmetic



Following the address, place two SKIPS for the mathematical operation and one SKIP for each INDIRECT instruction used in the instruction sequence. DO NOT use short-form addressing.

APPENDIX A

Indirect Addressing



Place one SKIP for each INDIRECT instruction used in the instruction sequence on the card, following the address. DO NOT use short-form addressing.



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