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08.00.00 CONFIGURATION PROGRAM: (PROGRAM ID = 38F0)

READ THIS DESCRIPTION TO UNDERSTAND THE CONFIGURATION PROGRAM AND THE CONFIGURATION TABLE.

PURPOSE:

THE CONFIGURATION PROGRAM HAS THREE BASIC FUNCTION(S):

1. FIRST CONFIGURATION (SEE THIS MAP, SECTION 08.01.00).
THE CONFIGURATION PROGRAM ASSEMBLES THE CONFIGURATION TABLE ON THE BASIC DIAGNOSTIC DISKETTE.
2. VERIFY THE CONFIGURATION TABLE AS READ FROM THE DISKETTE.
(SEE THIS MAP, SECTION 08.01.01)
THE CONFIGURATION TABLE AS READ FROM DISKETTE DESCRIBES THE SYSTEM HARDWARE TO THE MDI/DIAGNOSTIC.

NOTE: AN MDI/DIAGNOSTIC WILL NOT RUN ON A DEVICE THAT HAS NO ENTRY IN THE CONFIGURATION TABLE.

3. AN ADD, DELETE OR CHANGE TO THE CONFIGURATION TABLE.
(SEE THIS MAP, SECTION 08.01.02)
THE CONFIGURATION PROGRAM MAINTAINS THE CONFIGURATION TABLE ON THE DIAGNOSTIC DISKETTE(S).

IF YOUR SYSTEM HAS A SUPPORTED ALTERNATE CONSOLE WITH A KEYBOARD:

GO TO MAP 3881, ENTRY POINT A.
DO THE CONFIGURATION WITH THE CONSOLE FUNCTION ASSIGNED TO A DEVICE WITH A KEYBOARD.

IF YOUR SYSTEM HAS A SUPPORTED ALTERNATE CONSOLE WITHOUT A KEYBOARD:

GO TO MAP 3883, ENTRY POINT A.
DO THE CONFIGURATION WITH THE CONSOLE FUNCTION ASSIGNED TO A PRINTER WITHOUT A KEYBOARD, USING THE PROGRAMMER OR C E CONSOLE AS THE INPUT DEVICE.

IF YOUR SYSTEM HAS A PROGRAMMER OR C E CONSOLE ONLY INSTALLED:

GO TO MAP 3882, ENTRY POINT A.
DO THE CONFIGURATION USING A PROGRAMMER OR C E CONSOLE AS THE INPUT DEVICE.

IF THE 'BASIC' DISKETTE P/N 1635001, IS CONFIGURED, WRITE THE CONFIGURATION TABLE (38F1) TO THE DIAGNOSTIC, SYSTEM TEST AND RPG DISKETTE(S) WITH THE SYSTEM.
USE THE CONFIGURATION PROGRAM 38F0, FUNCTION 'OD'.
(SEE THIS MAP, SECTION 08.01.03).

NOTE: AFTER A CHANGE TO THE PHYSICAL SYSTEM CONFIGURATION, VERIFY THE OVER CURRENT FOR THE POWER SUPPLY(S).

08.01.00 FIRST CONFIGURATION: (ENTRY 00, BYTE 03, BIT 07=0)

THIS IS THE FIRST CONFIGURATION FOR THIS DISKETTE.

IPL THE DISKETTE P/N 1635001 PER THE SYSTEM ENTRY MAP 0020.

HALT 3820 IS IN THE DATA LAMPS.

IF HALT 3800 OR ANY HALT 3821-384F IS IN THE DATA LAMPS, THE DISKETTE HAS BEEN CONFIGURED. GO TO THIS MAP, SECTION 08.01.01.

AT HALT 3820, THE CONFIGURATION PROGRAM HAS READ I D'S TO ALL ADDRESSES AND ASSEMBLED A SUMMARY CONFIGURATION TABLE IN STORAGE. IF YOUR CONFIGURATION INCLUDES A DEVICE OF A TYPE SUPPORTED BY DCP AS AN ALTERNATE CONSOLE, (SEE 08.01.05), ENTER ITS ADDRESS AND TYPE:

ENTER ON THE PROGRAMMER OR C E CONSOLE:

```

-----
(B) IF      (I)
(B) AATT =  (I) (I)
      AA =   DEVICE ADDRESS
      TT =   TYPE CODE - SEE MAP 0010, SECTION 07.01.00.
    
```

THE CONFIGURATION PROGRAM WILL DO A READ ID TO THAT ADDRESS. IT WILL BE ASSIGNED AS THE ALTERNATE CONSOLE. THE CONFIGURATION PROGRAM WILL SORT THE ENTRIES THAT IT ASSEMBLED FROM THE READ'S, WRITE THE CONFIGURATION TABLE TO DISKETTE AND TERMINATE.

IPL.

IF YOU HAVE A DISKETTE WITH A CONFIGURATION TABLE THAT IS CORRECT FOR THIS SYSTEM: USE PROGRAM 38F0, FUNCTION 00, TO WRITE THE TABLE TO THIS DISKETTE. (SEE THIS MAP, SECTION 08.01.03). IF NOT, CONTINUE.

IF THE CONSOLE FUNCTION WAS ASSIGNED TO A 4978 DISPLAY:
 GO TO MAP 0020, ENTRY POINT A.
 DO THE 'KEYBOARD DESCRIPTION' (SEE MAP 0010, SECTION 07.00.00)
 IF THE KEYBOARD DESCRIPTION IS DONE, CONTINUE HERE.

IF THE CONSOLE FUNCTION WAS ASSIGNED TO A CONSOLE WITH A KEYBOARD, GO TO MAP 3881, ENTRY POINT A.

IF THE CONSOLE FUNCTION WAS ASSIGNED TO A PROGRAMMER OR C E CONSOLE, GO TO MAP 3882, ENTRY POINT A.

IF THE CONSOLE FUNCTION WAS ASSIGNED TO A PRINTER WITHOUT A KEYBOARD, GO TO MAP 3883, ENTRY POINT A.

DISPLAY THE CONFIGURATION TABLE AND VERIFY ALL ENTRIES. THEN GO TO THIS MAP, SECTION 08.01.02 TO ADD DEVICE DATA, ENTRIES FOR DEVICE TYPE CODE(S) 3D, A3, A4, AND/OR TYPE CODE(S) FOR RPQ ENTRIES.

08.01.01 DISKETTE HAS BEEN CONFIGURED.

WHEN THE CONFIGURATION PROGRAM IS LOADED, IT WILL READ THE CONFIGURATION TABLE FROM DISKETTE AND CHECK ENTRY '00' FOR:
'HAS BEEN CONFIGURED' (BYTE 03, BIT 07).
ALTERNATE CONSOLE ASSIGNED (BYTE(S) 08-09).

IF AN ALTERNATE CONSOLE IS INDICATED IN ENTRY 00, THE CONFIGURATION WILL DO A READ ID TO THE ADDRESS AND CHECK THE ID WORD WITH THE ID'S OF THE SUPPORTED CONSOLE(S).
IF THE RESULT OF THE READ ID MATCH THE READ ID WORD OF A SUPPORTED ALTERNATE CONSOLE, THAT DEVICE IS ASSIGNED THE CONSOLE FUNCTION AND ANY CONFIGURATION MESSAGE(S) WILL BE DISPLAYED TO IT.

CONFIGURATION WILL DO A READ ID TO ALL ADDRESSES (00-FF), COMPARE THE RESULT TO THE CONFIGURATION TABLE AS IT WAS READ FROM THE DISKETTE, AND CHECK THAT THE DEVICE TYPE (BYTE 01) IS VALID FOR THE ID WORD (BYTE(S) 0E-0F).

IF DIFFERENCES ARE FOUND, GO TO THIS MAP, SECTION 08.01.02.

IF NO DIFFERENCES ARE FOUND:

(1) IF CONFIGURATION WAS LOADED BY A 'C' OR 'B' COMMAND IT WILL DISPLAY:

'OPTION TABLE'
CHANGE(S) CAN BE MADE TO THE CONFIGURATION TABLE.

(2) IF THE CONFIGURATION PROGRAM WAS LOADED AT IPL IT WILL TERMINATE AND 'READY ENTER' WILL BE DISPLAYED.

NOTE: THE CONFIGURATION PROGRAM DOES NOT CHECK DEVICE DATA. IF MDI/DIAGNOSTIC FAILURES OCCUR ON A DEVICE THAT HAS JUST BEEN CONFIGURED ALWAYS CHECK THE CONFIGURATION ENTRY FOR CORRECT OPTIONS.

08.01.02 CHANGE THE CONFIGURATION TABLE:

THE ALTERNATE CONSOLE IS ASSIGNED TO A KEYBOARD CONSOLE.

THE DISKETTE HAS BEEN CONFIGURED BUT THE SYSTEM HAS CHANGED (DEVICE(S) ADDED/DELETED, ADDRESS(ES) CHANGED), OR THE FIRST CONFIGURATION IS DONE AND DEVICE DATA MUST BE ADDED. (SEE THIS MAP, SECTION 08.01.04)

AT THE MESSAGE:

CONFIGURATION ERROR (DATA LAMPS = 3822)
 01=TERMINATE
 02=PRINT ALL ERRORS
 03=PRINT OPTIONS
 04=BYPASS TWO CHANNEL SWITCH ERRORS
 ENTER

USE COMMAND 'F' TO ENTER '02'. THE CONFIGURATION PROGRAM WILL DISPLAY ALL ERRORS, LIST THE FUNCTION(S), AND PROMPT:
 'ENTER'

IF CHANGE(S) HAVE BEEN MADE, ENTER FUNCTION '01'. CONFIGURATION WILL PRINT OR DISPLAY THE ENTRIES BY DEVICE TYPE AND ADDRESS AND PROMPT 'ENTER'.

IF THE TABLE IS CORRECT AS PRINTED OR DISPLAYED, ENTER '0D' AND THE CONFIGURATION PROGRAM WILL WRITE THE TABLE TO DISKETTE.
 SEE THIS MAP, SECTION 08.01.03, FUNCTION 0D.

USE FUNCTION '0D' TO WRITE THE NEW CONFIGURATION TABLE TO ALL OTHER DISKETTE(S) WITH THE SYSTEM.

NOTE: THIS MAINTAINS THE DATA OF THE CONFIGURATION TABLE ON IPL DISKETTE (P/N 1635001).

IF THE CONFIGURATION TABLE ON ONE OF THE NO IPL DISKETTE(S) IS NOT CORRECT:

USE DCP COMMAND 'B' (LOAD PROGRAM) TO LOAD THE CONFIGURATION PROGRAM (38F0) FROM THE IPL DISKETTE (P/N 1635001).
 AT THE 'OPTION TABLE' MESSAGE ENTER '01' TO PRINT OR DISPLAY THE CONFIGURATION TABLE ON THE BASIC DISKETTE.

ENSURE THE TABLE IS CORRECT.

AT THE 'OPTION TABLE' MESSAGE, REMOVE THE IPL DISKETTE AND INSERT THE DISKETTE THAT IS TO BE WRITTEN.
 ENTER '0D' (WRITE DISKETTE) AND THE CONFIGURATION TABLE FROM THE BASIC DISKETTE WILL BE WRITTEN ON THE DISKETTE INSERTED IN THE DISKETTE UNIT.

08.01.03 CONFIGURATION PROGRAM OPTION TABLE:

DIFFERENCES BETWEEN THE CONFIGURATION TABLE FROM DISKETTE AND THE RESULT OF THE READ ID'S TO ALL ADDRESSES WILL RESULT IN THE FOLLOWING ERROR MESSAGE:

CONFIGURATION ERROR (DATA LAMPS = 3822)
 01=TERMINATE
 02=PRINT ALL ERRORS
 03=PRINT OPTIONS
 04=BYPASS TWO CHANNEL SWITCH ERRORS
 ENTER

ENTER ON THE KEYBOARD CONSOLE:		OR	PROGRAMMER CONSOLE:	
-----			-----	
F02	ENTER OR RETURN		(B) 1F	(I)
02	= PRINT ALL ERROR(S)		(B) 0200	(I) (I)

ALL CONFIGURATION ERROR(S) WILL PRINT OR DISPLAY.

TO ADD, DELETE OR CHANGE THE TABLE YOU MUST ENTER '02' OR '03'.
 A REPLY OF '01' WILL CAUSE THE CONFIGURATION PROGRAM TO TERMINATE AND DCP WILL PROMPT 'ENTER'.

A REPLY OF '02' WILL CAUSE THE CONFIGURATION PROGRAM TO PRINT OR DISPLAY THE ERRORS AND THE CONFIGURATION PROGRAM FUNCTION(S).

A REPLY OF '03' WILL PRINT OR DISPLAY THE FUNCTION(S) WITHOUT THE CONFIGURATION TABLE OR CONFIGURATION ERRORS.

AFTER THE OPTION TABLE IS PRINTED OR DISPLAYED:

ENTER ON THE KEYBOARD CONSOLE:		OR	PROGRAMMER CONSOLE:	
-----			-----	
F01	ENTER OR RETURN		(B) 1F	(I)
01	= PRINT TABLE		(B) 0100	(I) (I)

THE CONFIGURATION TABLE, AS READ FROM THE DISKETTE, AND THE CONFIGURATION PROGRAM OPTION TABLE WILL BE PRINTED OR DISPLAYED AS FOLLOWS:

OPTION TABLE

 01 = PRINT TABLE
 02 = DELETE
 03 = CHANGE
 04 = ALTERNATE CONSOLE
 05 = TERMINATE
 06 = PROCESSING UNIT TYPE
 07 = TWO CHANNEL SWITCH
 08 = STORAGE SIZE
 09 = PRINT SYSTEM EQUIPMENT
 0A = ADD
 0B = BYPASS OPTION TABLE
 0C = CONFIGURE SYSTEM
 0D = DISKETTE WRITE
 0E = OEMI
 0F = FLOATING POINT
 10 = COMBINE
 ENTER

THE 'OPTION TABLE' FUNCTION(S) ARE AS FOLLOWS:

FUNCTION 00 -- NOT VALID.

FUNCTION 01 -- PRINT OR DISPLAY THE CONFIGURATION TABLE:

THE CONFIGURATION TABLE FROM STORAGE IS PRINTED OR DISPLAYED.

ENTER ON THE KEYBOARD CONSOLE:

 F01 ENTER OR RETURN
 01 = PRINT TABLE

NOTE: DO NOT USE THIS FUNCTION IF A PROGRAMMER OR C E CONSOLE IS THE INPUT/OUTPUT DEVICE.

TO DISPLAY THE CONFIGURATION TABLE USING THE PROGRAMMER OR C E CONSOLE, STORAGE MUST BE DISPLAYED, STARTING AT LOCATION 'X3000'.
 SEE THIS MAP, SECTION 08.04.01.

FUNCTION 02 -- DELETE:

AT CONFIGURATION SORT TIME THE ENTRY WILL BE DELETED. THE ENTRY NUMBER (ENTRY 00 BYTE 02) WILL BE ONE (1) LESS.

FUNCTION
ENTER

ENTER ON THE KEYBOARD CONSOLE: OR		PROGRAMMER CONSOLE:	
-----		-----	
F02	ENTER OR RETURN	{B}	IF {I}
02	= DELETE	{B}	0200 {I} (I)

ENTRY NUMBER
ENTER

ENTER ON THE KEYBOARD CONSOLE: OR		PROGRAMMER CONSOLE:	
-----		-----	
F05	ENTER OR RETURN	{B}	IF {I}
05	= ENTRY NUMBER	{B}	0500 {I} (I)

ENTRY 05 IS DELETED FROM THE CONFIGURATION TABLE IN STORAGE.

FUNCTION 03 -- CHANGE:

WILL LET YOU CHANGE AN ENTRY.
THE CONFIGURATION PROGRAM WILL REQUEST THE ENTRY NUMBER.
ENTER THE NUMBER OF THE ENTRY YOU WANT TO CHANGE.

THE CONFIGURATION PROGRAM WILL DISPLAY THE PRESENT ENTRY.
ENTER THE DATA FOR THE NEW ENTRY UNDER THE OLD ENTRY IN THE SAME PRINT COLUMN UP TO THE
CHANGED WORD ONLY.
THE REMAINDER OF THE ENTRY NEED NOT BE ENTERED BY YOU.
IT WILL REMAIN THE SAME.

FUNCTION
ENTER

ENTER ON THE KEYBOARD CONSOLE: OR		PROGRAMMER CONSOLE:	
-----		-----	
F03	ENTER OR RETURN	{B}	IF {I}
03	= CHANGE	{B}	0300 {I} (I)

CHANGE
ENTRY NUMBER
ENTER

ENTER ON THE KEYBOARD CONSOLE: OR		PROGRAMMER CONSOLE:	
-----		-----	
F04	ENTER OR RETURN	{B}	IF {I}
04	= ENTRY 04	{B}	0400 {I} (I)

ENTRY 04
0778 0000 0000 0000 0000 0000 0000 00AA (OLD ENTRY).
ENTER

ENTER ON THE KEYBOARD CONSOLE: OR		PROGRAMMER CONSOLE:	
-----		-----	
F0678	ENTER OR RETURN	{B}	IF {I}
0678	= YOUR CHANGE	{B}	0678 {I} (I)

ENTRY 04 IS CHANGED IN THE CONFIGURATION TABLE IN STORAGE TO:
0678 0000 0000 0000 0000 0000 0000 00AA (NEW ENTRY).

NOTE: THE REMAINDER OF THE ENTRY WAS NOT ENTERED BY YOU, AND DID NOT CHANGE.

FUNCTION 04 - - ALTERNATE CONSOLE:

ENTER THE ALTERNATE CONSOLE DEVICE ADDRESS AND DEVICE TYPE IN BYTE(S) 08 AND 09 OF ENTRY 00 OF THE CONFIGURATION TABLE.

AFTER THE CONFIGURATION TABLE IS WRITTEN TO THE DISKETTE, IF YOU IPL AGAIN, THE NEW CONSOLE WILL BE THE ALTERNATE CONSOLE TO USE.

NOTE: AN ENTRY OF F000 WILL DELETE THE ALTERNATE CONSOLE FROM THE CONFIGURATION TABLE ON DISKETTE. AT THE NEXT IPL, THE CONSOLE FUNCTION WILL BE ASSIGNED TO THE PROGRAMMER OR C E CONSOLE.

FUNCTION
ENTER

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F04 = ENTER OR RETURN		(B) IF (I)
04 = ALTERNATE CONSOLE		(B) 0400 (I) (I)

ALTERNATE CONSOLE DEVICE ADDRESS AND TYPE

ENTER
THE ASSIGNED ALTERNATE CONSOLE WILL BE DEVICE TYPE 40 (TTY) AT ADDRESS 00.

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F0040 = ENTER OR RETURN		(B) IF (I)
40 = TYPE ASSIGNED		(B) 0040 (I) (I)
00 = ADDRESS ASSIGNED		

A TTY AT DEVICE ADDRESS 00 IS THE ASSIGNED ALTERNATE CONSOLE.

FUNCTION 05 -- TERMINATE.

IF FUNCTION '05' IS SELECTED AFTER USING FUNCTION(S) 01, 09 OR 08:
THESE FUNCTION(S) DO NOT CHANGE THE CONFIGURATION TABLE.
THE CONFIGURATION PROGRAM WILL TERMINATE AND DCP WILL PROMPT 'ENTER'.
IF ANY OTHER FUNCTION HAS BEEN USED, FUNCTION 05 WILL PROMPT THIS MESSAGE:

CHANGE NOT WRITTEN. 0D=WRITE DISKETTE, 05=TERMINATE

A CHANGE WAS MADE TO THE CONFIGURATION TABLE AND YOU INFORMED THE PROGRAM TO TERMINATE WITHOUT WRITING THE CHANGE.
IF YOU DO NOT WANT TO WRITE THE ADD(S), DELETE(S) AND CHANGE(S).

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F05 = ENTER OR RETURN		(B) IF (I)
05 = TERMINATE		(B) 0500 (I) (I)

THE CONFIGURATION PROGRAM WILL TERMINATE.
THE CHANGE(S), DELETE(S) AND ADD(S) WILL NOT BE WRITTEN.

IF YOU WANT TO WRITE THE ADD(S), DELETE(S) AND CHANGE(S),

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F0D = ENTER OR RETURN		(B) IF (I)
0D = WRITE DISKETTE		(B) 0D00 (I) (I)

SEE FUNCTION '0D', THIS MAP.

FUNCTION 06 -- PROCESSING UNIT TYPE

THE CONFIGURATION PROGRAM WILL ENTER THE PROCESSING UNIT TYPE CODE IN BYTE 05 OF ENTRY 00.

2X = 495X

NOTE: AFTER WRITING TO DISKETTE, IPL TO INFORM DCP OF THE NEW PROCESSING UNIT TYPE.

FUNCTION
ENTER

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F06	ENTER OR RETURN	(B) 1F (I)
06	= PROCESSING UNIT FUNCTION	(B) 0600 (I) (I)

ENTER TYPE

2X=495X

ENTER

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F2X	ENTER OR RETURN	(B) 1F (I)
0X	= 495X PROCESSING UNIT TYPE	(B) 2X00 (I) (I)

THE PROCESSING UNIT TYPE IS CHANGED IN THE CONFIGURATION TABLE IN STORAGE.

FUNCTION 07 -- TWO CHANNEL SWITCH ENTRY:

NOTE THE ATTACHMENT(S) OR DEVICE(S) INSTALLED AS 'COMMON I/O'.
THE TWO CHANNEL SWITCH IS NOT PART OF THE 'COMMON I/O' UNLESS A MORE THAN ONE TWO CHANNEL SWITCH CONFIGURATION IS INSTALLED.

ALL 'COMMON I/O' MUST HAVE BYTE 02 BIT 06 SET TO A 'ONE' (1).
THE CONFIGURATION PROGRAM THEN SEES THE DIFFERENCE BETWEEN A CONFIGURATION ERROR AND AN ERROR MADE WHEN THE TWO CHANNEL SWITCH IS SWITCHED TO THE 'OTHER' PROCESSING UNIT.

FUNCTION
ENTER

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F07	ENTER OR RETURN	(B) 1F (I)
07	= TWO CHANNEL SWITCH FUNCTION	(B) 0700 (I) (I)

TWO CHANNEL SWITCH

ENTRY NUMBER

ENTER

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

FXX	ENTER OR RETURN	(B) 1F (I)
XX	= TABLE ENTRY NUMBER	(B) XX00 (I) (I)

BYTE 02 BIT 06 IS SET TO A '1' IN THE SELECTED TABLE ENTRY.

FUNCTION 08 -- WRITE STORAGE SIZE:

THE CONFIGURATION PROGRAM WILL GET THE STORAGE SIZE AND ADDRESS TRANSLATOR INFORMATION FROM YOU AND ENTER THIS IN BYTE(S) 06 AND 07 OF ENTRY 00.

FUNCTION
ENTER

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F08 = ENTER OR RETURN		(B) 1F (I)
08 = STORAGE FUNCTION		(B) 0800 (I) (I)

AT THE MESSAGE:
INNER STORAGE SIZE
03=16K, 07=32K, 0B=48K, 0F=64K
ENTER

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

FOX = ENTER OR RETURN		(B) 1F (I)
03 = 16K INNER STORAGE		(B) 0X00 (I) (I)
07 = 32K INNER STORAGE		
0B = 48K INNER STORAGE		
0F = 64K INNER STORAGE		

AT THE MESSAGE:
ADDRESS TRANSLATOR? 00 = NO, 01 = YES
ENTER

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

FOX = ENTER OR RETURN		(B) 1F (I)
00 = NO		(B) 0X00 (I) (I)
01 = YES		

AT THE MESSAGE:
000X = NUMBER OF 16K BLOCKS OF OUTER STORAGE
ENTER

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

FOXXX = ENTER OR RETURN		(B) 1F (I)
0001 = 16K OUTER STORAGE		(B) 0XXX (I) (I)
0002 = 32K OUTER STORAGE		
0003 = 48K OUTER STORAGE		
0004 = 64K OUTER STORAGE		

THIS IS A HEXADECIMAL NUMBER.
THE STORAGE SIZE IS IN THE CONFIGURATION TABLE IN STORAGE. THE STORAGE SIZE MUST BE WRITTEN ON THE DISKETTE. YOU MUST IPL THE SYSTEM WHEN THIS IS DONE, OR THERE WILL ERRORS IN SOME DIAGNOSTICS.

FUNCTION 09 -- PRINT OR DISPLAY SYSTEM EQUIPMENT:

THE CONFIGURATION PROGRAM WILL PRINT OR DISPLAY A CONFIGURATION LIST THAT IS READ BY THE CONFIGURATION PROGRAM.

FUNCTION
ENTER

ENTER ON THE KEYBOARD CONSOLE:		OR	PROGRAMMER CONSOLE:	
-----			-----	
F09	ENTER OR RETURN		(B) 1F	(I)
09	= PRINT OR DISPLAY TABLE		(B) 0900	(I) (I)

49XX
ADD DT RID NAME
00 40 0010 TTY
02 44 0406 DISPLAY
06 48 0106 DISKETTE
07 78 00A2 DISK

ADD = ADDRESS
DT = DEVICE TYPE
RID = READ ID
NAME = NAME

NOTE: DO NOT USE FUNCTION 09 IF A PROGRAMMER OR C E CONSOLE IS THE INPUT/OUTPUT DEVICE.

FUNCTION 0A -- ADD:

ADD AN ENTRY AT THE END OF THE CONFIGURATION TABLE AND ADD ONE TO THE NUMBER OF ENTRIES.

A DUMMY ENTRY WILL BE DISPLAYED AS A GUIDE. ENTER THE NEW ENTRY DIRECTLY BELOW THE DUMMY ENTRY, USING THE SAME PRINT COLUMN(S), AS FOLLOWS:

FUNCTION
ENTER

ENTER ON THE KEYBOARD CONSOLE:		OR	PROGRAMMER CONSOLE:	
-----			-----	
FOA	ENTER OR RETURN		(B) 1F	(I)
0A	= ADD		(B) 0A00	(I) (I)

ADD
AATT 0203 0405 0607 0809 0000 0000 IDID (DUMMY ENTRY).
F XXXX X0XX XXXX XXXX XXXX 0000 0000 XXXX (YOUR ENTRY).
AA TT = DEVICE ADDRESS
= DEVICE TYPE
02 = SEE 08.01.05
= CONTROL BYTE
= SEE 08.01.04
03 - THROUGH - 09 SEE THIS MAP, SECTION 08.01.05
= DEVICE DATA
0000 0000 = NOT USED
IDID = DEVICE ID WORD

FUNCTION 0B -- BYPASS THE FUNCTION TABLE:

SELECT IF THE 'FUNCTION TABLE' WILL PRINT OR DISPLAY.

FUNCTION
ENTER

ENTER ON THE KEYBOARD CONSOLE:		OR	PROGRAMMER CONSOLE:	
-----			-----	
FOB	ENTER OR RETURN		(B) 1F	(I)
0B	= BYPASS FUNCTION TABLE		(B) 0B00	(I) (I)

THE 'FUNCTION TABLE' WILL NOT PRINT OR DISPLAY.
IF THIS FUNCTION IS SELECTED AGAIN, THE 'FUNCTION TABLE' WILL PRINT OR DISPLAY.

FUNCTION 0C -- CONFIGURE THE SYSTEM:

FUNCTION
ENTER

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F0C = ENTER OR RETURN		(B) 1F (I)
0C = CONFIGURE THE SYSTEM		(B) 0C00 (I) (I)

ALTERNATE CONSOLE DEVICE ADDRESS AND TYPE
ENTER

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

FAATT = ENTER OR RETURN		(B) 1F (I)
TT = DEVICE TYPE		(B) AATT (I) (I)
AA = DEVICE ADDRESS		

THE FOLLOWING MESSAGE IS PRINTED OR DISPLAYED IF A TWO CHANNEL SWITCH CARD IS INSTALLED ON THE SYSTEM.
IS CUSTOMER USING COMMON I/O?
00 = NO, 01 = YES (TERMINATE)

SEE IF THE CUSTOMER IS USING THE TWO CHANNEL SWITCH WITH THE OTHER PROCESSING UNIT.
IF THE CUSTOMER IS USING THE TWO CHANNEL SWITCH WITH THE OTHER PROCESSING UNIT, TERMINATE THE CONFIGURATION PROGRAM.
IF THE CUSTOMER IS NOT USING THE TWO CHANNEL SWITCH WITH THE OTHER PROCESSING UNIT, ANSWER THE QUESTION 'NO'.

IF NO TWO CHANNEL SWITCH IS INSTALLED, THE MESSAGE WILL BE:

OEMI?YES=01, NO=00
ENTER

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F0X = ENTER OR RETURN		(B) 1F (I)
0X = YES OR NO		(B) 0X00 (I) (I)

FLOATING POINT?YES=01, NO=00
ENTER

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F0X = ENTER OR RETURN		(B) 1F (I)
0X = YES OR NO		(B) 0X00 (I) (I)

WRITE CONFIGURATION TABLE ON OTHER DISKETTE
0D=WRITE DISKETTE, 05=TERMINATE

IF YOU WANT TO WRITE THE NEW CONFIGURATION TABLE ON A DISKETTE,
ENTER ON THE KEYBOARD CONSOLE: OR PROGRAMMER CONSOLE:

F0D = ENTER OR RETURN		(B) 1F (I)
0D = WRITE DISKETTE		(B) 0D00 (I) (I)

IF YOU WANT TO TERMINATE THE CONFIGURATION PROGRAM:

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F05 = ENTER OR RETURN		(B) 1F (I)
05 = TERMINATE		(B) 0500 (I) (I)

FUNCTION 0D -- WRITE DISKETTE:

CHANGE(S) TO THE CONFIGURATION TABLE MUST BE WRITTEN ON THE BASIC DISKETTE. THE TABLE MUST BE WRITTEN TO ALL DISKETTE(S) WITH THIS SYSTEM.

FUNCTION
ENTER

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:
-----		-----
F0D ENTER OR RETURN		(B) 1F (I)
0D = WRITE DISKETTE		(B) 0D00 (I) (I)

WRITE CONFIGURATION TABLE ON OTHER DISKETTE
OD=WRITE DISKETTE, O5=TERMINATE
TO WRITE THE NEW CONFIGURATION TABLE ON A DISKETTE:

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:
-----		-----
F0D ENTER OR RETURN		(B) 1F (I)
0D = WRITE DISKETTE		(B) 0D00 (I) (I)

IF ALL DISKETTE(S) WITH THE SYSTEM HAVE THE 'NEW' CONFIGURATION TABLE WRITTEN:

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:
-----		-----
F05 ENTER OR RETURN		(B) 1F (I)
05 = TERMINATE		(B) 0500 (I) (I)

FUNCTION 0E -- OEMI ENTRY:

OEMI DEVICE TYPE IS 'A3'.

FUNCTION
ENTER

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:
-----		-----
F0E ENTER OR RETURN		(B) 1F (I)
0E = OEMI		(B) 0E00 (I) (I)

ADDRESS
ENTER

ENTER THE ADDRESS OF THE OEMI ATTACHMENT CARD.
ENTER ON THE KEYBOARD CONSOLE: OR PROGRAMMER CONSOLE:

-----		-----
FXX ENTER OR RETURN		(B) 1F (I)
XX = OEMI ADDRESS		(B) XX00 (I) (I)

THE OEMI ENTRY IS IN THE CONFIGURATION TABLE AS FOLLOWS:

1AAIA3|00|00|00|00|00|00|00|00|00|00|00|00|00|00|00|00|

FUNCTION OF -- FLOATING POINT ENTRY:

FLOATING POINT DEVICE TYPE IS '3D'.

FUNCTION
ENTER

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F0F = ENTER OR RETURN		(B) 1F (I)
OF = FLOATING POINT		(B) 0F00 (I) (I)

THE FLOATING POINT ENTRY IS IN THE CONFIGURATION TABLE AS FOLLOWS:

10013D1001001001001001001001001001001001001001001001

FUNCTION 10 -- COMBINE:

YOU CAN COMBINE A CONFIGURATION TABLE FROM A DISKETTE WITH THE CONFIGURATION TABLE ON THE BASIC DISKETTE.

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F10 = ENTER OR RETURN		(B) 1F (I)
10 = COMBINE TABLE(S)		(B) 1000 (I) (I)

AT MESSAGE:
COMBINE CONFIGURATION TABLES

ENTER 01 WHEN FROM DISKETTE IS LOADED DATA LEDS = 383D		
ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F01 = ENTER OR RETURN		(B) 1F (I)
01 = FROM DISKETTE LOADED		(B) 0100 (I) (I)

AT MESSAGE:
ENTER 01 WHEN BASIC DISKETTE IS LOADED DATA LEDS = 383E

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F01 = ENTER OR RETURN		(B) 1F (I)
01 = BASIC DISKETTE LOADED		(B) 0100 (I) (I)

THE CONFIGURATION TABLE(S) WILL COMBINE ON THE BASIC DISKETTE.

FUNCTION 20 -- PRINT OR DISPLAY THE CONFIGURATION TABLE ON A DIAGNOSTIC DISKETTE:

YOU CAN PRINT OR DISPLAY A CONFIGURATION TABLE FROM ANY DIAGNOSTIC DISKETTE USING THE CONFIGURATION PROGRAM ON THE BASIC DISKETTE.

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F20 = ENTER OR RETURN		(B) 1F (I)
20 = PRINT OR DISPLAY		(B) 2000 (I) (I)

AT MESSAGE:
ENTER 01 WHEN FROM DISKETTE IS LOADED DATA LEDS = 383D

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F01 = ENTER OR RETURN		(B) 1F (I)
01 = FROM DISKETTE LOADED		(B) 0100 (I) (I)

THE CONFIGURATION TABLE WILL PRINT OR DISPLAY.

AT MESSAGE:
ENTER 01 WHEN BASIC DISKETTE IS LOADED DATA LEDS = 383E

ENTER ON THE KEYBOARD CONSOLE:	OR	PROGRAMMER CONSOLE:

F01 = ENTER OR RETURN		(B) 1F (I)
01 = BASIC DISKETTE LOADED		(B) 0100 (I) (I)

08.01.04 ASSEMBLING A CONFIGURATION TABLE ENTRY:

NOTE
 *** FOR CONFIGURATION INFORMATION ON ANY RPQ DEVICE, OR ANY PROGRAM DEVICE
 ANNOUNCED AFTER 1 SEPTEMBER 77, SEE THE DEVICE MAPS PROLOG PARAGRAPH 5.1.

THE CONFIGURATION TABLE HAS AN ENTRY 00 (SYSTEM INFORMATION), AND ONE ENTRY FOR EACH ADDRESS USED. IF A 4982 SENSOR I/O ATTACHMENT IS INSTALLED, AN ENTRY IS NECESSARY (DEVICE TYPE = A4) TO DESCRIBE THE 4982. THE FLOATING POINT FEATURE, FEATURE NUMBER 3920, MUST HAVE AN ENTRY (DEVICE TYPE = 3D).

SEE BELOW FOR AN EXAMPLE OF A CONFIGURATION TABLE IN STORAGE:

NOTE: THE CONFIGURATION TABLE WILL BE IN STORAGE ONLY AT CONFIGURATION PROGRAM EXECUTION.

ENTRY#	<---	STORAGE	LOCATION	X3000	01	00	00	00	00	00	00	01	01
00	00	00	01	00	25	F8	01	00	40	01	00	00	00
01	40	00	00	00	00	00	00	00	00	00	00	00	00
02	A4	00	00	00	00	00	00	00	00	00	00	00	00
03	A8	40	00	00	00	00	00	00	00	00	00	00	00
04	A8	40	00	00	00	00	00	00	00	00	00	00	00
05	A8	40	00	00	00	00	00	00	00	00	00	00	00
06	A8	40	00	00	00	00	00	00	00	00	00	00	00
07	A8	40	00	00	00	00	00	00	00	00	00	00	00
08	A8	40	00	00	00	00	00	00	00	00	00	00	00
09	A8	40	00	00	00	00	00	00	00	00	00	00	00
0A	A8	40	00	00	00	00	00	00	00	00	00	00	00
0B	A8	40	00	00	00	00	00	00	00	00	00	00	00
0C	A8	40	00	00	00	00	00	00	00	00	00	00	00
0D	A8	40	00	00	00	00	00	00	00	00	00	00	00

CONFIGURATION
TABLE
IN
STORAGE

<--- HEXADECIMAL 3220 WHERE ZZ = THE ENTRY NUMBER OF THE LAST ENTRY.

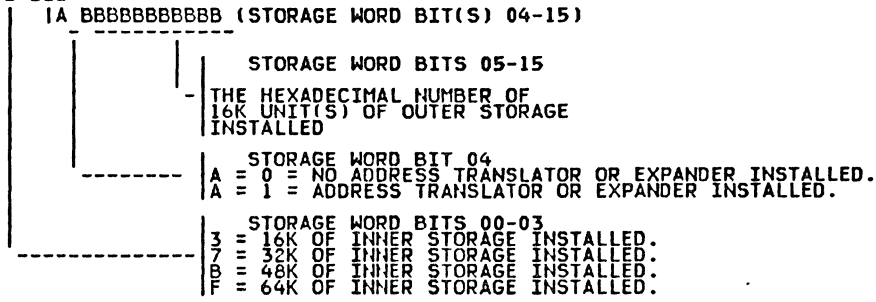
USE THIS TABLE TO ASSEMBLE A CONFIGURATION TABLE FOR YOUR SYSTEM. SEE THE ENTRY DESCRIPTIONS FOLLOWING.

STORAGE	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	<BYTE
3000	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3010	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3020	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3030	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3040	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3050	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3060	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3070	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3080	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3090	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
30A0	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
30B0	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
30C0	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
30D0	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
30E0	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
30F0	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3100	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3110	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3120	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3130	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3140	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3150	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3160	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3170	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3180	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
3190	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
31A0	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
31B0	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

ENTRY 00 (SYSTEM ENTRY):

```

  BYTE 00      = CONSTANT 00
  01      = CONSTANT 00
  02      = ENTRY NUMBER OF LAST ENTRY IN TABLE
  03      = CONFIGURATION FLAGS
  BIT 00-06  = 00 RESERVED
  BIT 07      = 0 DISKETTE HAS NOT BEEN CONFIGURED
              = 1 DISKETTE HAS BEEN CONFIGURED
  04      = NOT USED
  05      = PROCESSING UNIT TYPE
  06-07 = X 2X 495X 'STORAGE WORD'.
  
```



NOTE: STORAGE WORD = F803 WOULD INDICATE 112K OF STORAGE INSTALLED.
 IF BBBBBBBBBB > 0, THEN A = 1 AND AN ADDRESS TRANSLATOR OR EXPANDER IS INSTALLED.
 INNER STORAGE IS THE STORAGE WHICH CAN BE ADDRESSED BY A STORAGE ADDRESS REGISTER.
 OUTER STORAGE CAN ONLY BE ADDRESSED BY THE ADDRESS TRANSLATOR OR EXPANDER FEATURE.
 STORAGE WORD = 7802 INDICATES ONE 32K CARD OR TWO 16K CARD(S) IN INNER STORAGE POSITION(S), ONE 32K CARD OR TWO 16K CARD(S) IN THE OUTER STORAGE POSITION(S) AND AN ADDRESS TRANSLATOR OR EXPANDER INSTALLED.

```

  08-09      = ALTERNATE CONSOLE ADDRESS AND TYPE (AATT).
  0A         = ADDITIONAL ALTERNATE CONSOLE INFORMATION, IF NEEDED.
  0B-0E     = NOT USED
  0F         = LEVEL OF THIS CONFIGURATION TABLE.
  
```

***** SEVERAL DEVICE MDIS MEASURE TIME. *****
 INSTRUCTION EXECUTION TIME IS INDICATED TO THE MDIS BY 'PROCESSING UNIT TYPE'.
 THE WRONG PROCESSING UNIT TYPE CODE WILL CAUSE MDI FAILURES.

NOTE: CHANGE ONLY BYTE(S) 05-09 IN ENTRY 00, USING FUNCTIONS 04, 06 OR 08. ALL OTHER INFORMATION IS ENTERED BY THE CONFIGURATION PROGRAM.

ENTRIES 01-XX (DEVICE ENTRIES):

- BYTE 00 = DEVICE ADDRESS
- 01 = DEVICE TYPE. SEE 02.01.00 AND 08.01.05, THIS DOCUMENT, OR ATTACHMENT OR DEVICE PROLOG.
- 02 = FLAG BYTE
 - BIT 0 = 1 DCP GIVES THE DEVICE ENTRY TO THE DIAGNOSTIC.
 - 1 = 1 THIS ENTRY IS CHAINED TO THE NEXT ENTRY
 - 2 = 1 THE LAST ENTRY IN THE AREA RESERVED FOR THE CONFIGURATION TABLE.
 - 3 = 1 THE LAST ENTRY IN THIS SECTOR
 - 4 = 1 THE DEVICE IS CONNECTED TO THE DIAGNOSTIC.
(CONNECT INTERRUPT CONTROL BLOCK)
 - 5 = 1 RETURN ALL INTERRUPTS TO THE DIAGNOSTIC PROGRAM.
 - 6 = 0 IF TWO CHANNEL SWITCH IS NOT INSTALLED.
= 1 IF AN ATTACHMENT OR FEATURE IS INSTALLED AS COMMON I/O IF A TWO CHANNEL SWITCH CARD IS INSTALLED.
SEE THE TWO CHANNEL SWITCH PROLOG 3E00.
 - 7 = 1 LAST ENTRY IN THE CONFIGURATION TABLE.
- NOTE: IGNORE BIT(S) 2,3,7 IF DOING ADD(S) OR CHANGES.
THE CONFIGURATION PROGRAM WILL DO THEM FOR YOU.
- 03-09 = DEVICE DATA
- 0A-0D = RESERVED
- 0E-0F = DEVICE ID WORD.

NOTE: DEVICE DATA DESCRIBES THE DEVICE TO ITS MDI/DIAGNOSTIC. IF WRONG, THERE WILL BE FAILURES. WHEN THE CONFIGURATION PROGRAM IS LOADED, IT DOES NOT CHECK DEVICE DATA.

THE CHAIN BIT (BYTE 02 BIT 1) IS USED TO PASS TWO OR MORE ENTRIES TO AN MDI PROGRAM/DIAGNOSTIC. THE WRONG USE OF THE CHAIN BIT CAN CAUSE MDI FAILURES. FOR EXAMPLE: A MISSING CHAIN BIT CAUSES NEEDED INFORMATION NOT TO BE USED BY MDI. MORE CHAIN BITS CAN CAUSE MDIS TO BE BYPASSED DURING AN AUTO RUN.

NOTE
**** | FOR CONFIGURATION INFORMATION ON ANY RPQ DEVICE, OR ANY PROGRAM DEVICE
ANNOUNCED AFTER 1 SEPTEMBER 77, SEE THE DEVICE MAPS PROLOG PARAGRAPH 5.1. |

FLOATING POINT PROCESSING UNIT FEATURE NUMBER 3920, DEVICE TYPE 3D

BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
|DA13D|X0|00|00|00|00|00|00|00|00|00|00|00|00|00|00|

DEVICE DATA = NONE
ID WORD = NONE
DEVICE ADDRESS = NONE

TTY FEATURE NUMBER 7845, DEVICE TYPE 40

BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
|DA140|X0|00|00|00|00|00|00|00|00|00|00|00|00|00|10|

BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
DEVICE DATA: = NONE

4979 DISPLAY STATION, DEVICE TYPE 44

BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
|DA144|X0|00|00|00|00|00|00|00|00|00|00|00|00|04|06|

BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
DEVICE DATA: = NONE

4978 DISPLAY STATION, DEVICE TYPE 45

BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
|DA145|X0|00|00|00|00|00|00|00|00|00|00|00|00|04|0E|

BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
DEVICE DATA: = NONE

4964 DISKETTE, DEVICE TYPE 48

BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
|DA148|X0|00|00|00|00|00|00|00|00|00|00|00|00|01|06|

BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
DEVICE DATA: = NONE

NOTE: ONE ENTRY IS NEEDED FOR EACH 4964, AND EACH DISKETTE
DRIVE IN A 4962, MODEL 02.

TIMER FEATURE NUMBER 7840, DEVICE TYPE 50

BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
|DA150|40|00|00|00|00|00|00|00|00|00|00|00|00|00|28|
|DA150|00|00|00|00|00|00|00|00|00|00|00|00|00|00|28|

BYTE 02 = FLAG BYTE
BIT 1 = 1 FOR THE FIRST TIMER ENTRY. THIS IS THE CHAIN BIT.
BIT 6 = 1 IN BOTH ENTRIES IF THE TIMER FEATURE CARD
IS INSTALLED IN THE COMMON I/O.
SEE THE TWO CHANNEL SWITCH PROLOG 3E00

NOTE: TWO ENTRIES PER FEATURE.
DEVICE DATA: = NONE

4974 PRINTER, DEVICE TYPE 64

BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
|DA164|X0|00|00|00|00|00|00|00|00|00|00|00|00|02|06|

BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
DEVICE DATA: = NONE

4973 LINE PRINTER, DEVICE TYPE 68

BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
|DA168|X0|00|00|00|00|00|00|00|00|00|00|00|00|03|06|

BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
DEVICE DATA: = NONE

4962 DISK, DEVICE TYPE 78

 BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
 |DA|78|X0|00|00|XX|00|00|00|00|00|00|00|00|00|XX|

BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
 BOTH POSITION(S): XX = AA IF 9.3 MB, NO FIXED HEADS.
 XX = BA IF 9.3 MB, WITH FIXED HEADS.
 XX = CA IF 13.8 MB.

IF 9.3 MB AND FIXED HEAD(S) ARE INSTALLED, ENTRY WOULD BE:
 |DA|78|00|00|00|BA|00|00|00|00|00|00|00|00|00|BA|

NOTE: 4962 MODEL(S) 2 AND 2F INCLUDE A DISKETTE DRIVE. TO TEST THE
 DISKETTE DRIVE YOU MUST INCLUDE AN ENTRY FOR DEVICE TYPE '48'.
 SEE 4964 DISKETTE DEVICE TYPE '48' ABOVE.

4962 DISK, DEVICE TYPE 79

 BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
 |DA|79|X0|00|00|XX|00|00|00|00|00|00|00|00|00|XX|

BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
 BOTH POSITION(S): XX = A2 IF 9.3 MB, NO FIXED HEADS.
 XX = B2 IF 9.3 MB, WITH FIXED HEADS.

IF A 9.3 MB, W/O FIXED HEAD(S) IS INSTALLED, THE ENTRY WOULD BE:
 |DA|79|00|00|00|A2|00|00|00|00|00|00|00|00|00|A2|

ANY RPQ DEVICE, TYPE 8X OR 9X

 BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
 |DA|8X|XX|XX|XX|XX|XX|XX|XX|XX|XX|00|00|00|00|XX|XX|

BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
 SEE THE RPQ DEVICE MAP PROLOG PARAGRAPH 5.1 FOR CONFIGURATION INFORMATION.

IDIDO FEATURE NUMBER 1560, DEVICE TYPE A0

 BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
DA	A0	40	00	00	00	00	00	00	00	00	00	00	00	C0	10
DA	A0	40	00	00	00	00	00	00	00	00	00	00	00	C0	10
DA	A0	40	00	00	00	00	00	00	00	00	00	00	00	C0	18
DA	A0	00	00	00	00	00	00	00	00	00	00	00	00	C0	18

BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
 NOTE: FEATURE #1560 (INTEGRATED DI DO) INCLUDES TWO DI AND TWO DO.

USE FOUR CONFIGURATION TABLE ENTRIES FOR THE FOUR ADDRESSES.
 THE TWO DI ARE AT BASE ADDRESS AND BASE ADDRESS +1.
 THE TWO DO ARE AT BASE ADDRESS +2 AND BASE ADDRESS +3.
 SET THE CHAIN BIT (BYTE 2 BIT 1)=1 FOR ALL ENTRIES EXCEPT THE DO AT THE BASE ADDRESS +3.
 SEE THE EXAMPLES ABOVE.

OEM DIRECT PROGRAM CONTROL FEATURE NUMBER 5430, DEVICE TYPE A3

 BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
 |DA|A3|X0|00|0X|00|00|00|00|00|00|00|00|00|00|00|

BYTE 00 = BASE ADDRESS
 BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
 03 = 00

BIT(S) 0-3 = 0000
 4 = 1 IF A PARITY CHECK/GENERATE JUMPER IS INSTALLED.
 5-6 = 10 EIGHT (8) DEVICE ADDRESSES RESERVED.
 01 FOUR (4) DEVICE ADDRESSES RESERVED.
 BIT 7 = 00 NO JUMPER INSTALLED, SIXTEEN ADDRESSES RESERVED.
 1 DIAGNOSTIC INTERRUPT MASK JUMPER INSTALLED
 05-0F 00 (ZEROES)

NOTE: THE ID WORD FOR ALL ADDRESSES IS NOT GOOD. THEREFORE, ONLY ONE
 ENTRY IS USED, WITH DA = THE BASE ADDRESS AND THE ID WORD = 0000.

NOTE *****
 |-----
 | FOR CONFIGURATION INFORMATION ON ANY RPQ DEVICE, OR ANY PROGRAM DEVICE
ANNOUNCED AFTER 1 SEPTEMBER 77, SEE THE DEVICE MAPS PROLOG PARAGRAPH 5.1.

4982 SENSOR I/O SUBSYSTEM ATTACHMENT, DEVICE TYPE A4

 BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
 IDAIA4IX010010X10010DI10Y10010Y1001001001001001001

- NOTE: 1. THE FIRST ENTRY MUST BE FOR THE 4982 ATTACHMENT, EVEN IF NO FEATURES ARE INSTALLED.
 2. THERE MUST BE ONE ENTRY FOR EACH FEATURE INSTALLED IN THE 4982.
 3. ENTER ATTACHMENT ENTRY, THEN AI, AO, DI AND DO, IF ANY.

BYTE 00 = BASE ADDRESS (THE LOWEST ADDRESS IN THIS SUBSYSTEM).
 BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
 03 = 00
 04 = 00
 BIT(S) 0-3 = 0000
 4 = 1 JUMPER ALWAYS INSTALLED.
 5 = 1 PARITY CHECK GENERATE OPTION
 6 = 1 EIGHT (8) DEVICE ADDRESSES RESERVED.
 7 = 1 FOUR (4) DEVICE ADDRESSES RESERVED.
 8 = 1 JUMPER ALWAYS INSTALLED
 9 = 1 DIAGNOSTIC INTERRUPT MASK
 BYTE 05 = 00
 06 = THE ADDRESS OF THE FIRST DI, IF ANY, IN THIS SUBSYSTEM.
 07 = 00 IF DI IS NOT PRESENT
 08 = 01 IF DI IS PRESENT
 09 = THE ADDRESS OF THE FIRST DO, IF ANY, IN THIS SUBSYSTEM.
 0A-0F = 00 IF DO IS NOT PRESENT
 = 01 IF DO IS PRESENT
 0A-0F = 00

AI WITHOUT INSTRUMENTATION AMPLIFIER FEATURE NUMBER 1060, DEVICE TYPE A8

 BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
 IDAIA8IX01001001001001001001001001001001001001801201

- NOTE: 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
 SET CHAIN BIT (BYTE 02 BIT 1) = 1 FOR ALL AI ENTRIES EXCEPT THE LAST ENTRY, (HIGHEST AI DEVICE ADDRESS) FOR EACH 4982.

BYTE(S) 03-0D = 00

AI WITH INSTRUMENTATION AMPLIFIER FEATURE NUMBER 1070, DEVICE TYPE A8

 BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
 IDAIA8IX01001001001001001001001001001001001001801281

- NOTE: 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
 SET CHAIN BIT (BYTE 02 BIT 1) = 1 FOR ALL AI ENTRIES EXCEPT THE LAST ENTRY, (HIGHEST AI DEVICE ADDRESS) FOR EACH 4982.

BYTE(S) 03-0D = 00

AI RELAY MULTIPLEXOR FEATURE NUMBER 4940, DEVICE TYPE A8

 BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
 IDAIA8IX01001001001001001001001001001001001001801301

- NOTE: 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
 SET CHAIN BIT (BYTE 02 BIT 1) = 1 FOR ALL AI ENTRIES EXCEPT THE LAST ENTRY, (HIGHEST AI DEVICE ADDRESS) FOR EACH 4982.

BYTE(S) 03-0D = 00

AI SOLID MULTIPLEXOR FEATURE NUMBER 4950, DEVICE TYPE A8

 BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
 IDAIA8IX01001001011001001001001001001001001001801381

- NOTE: 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
 SET CHAIN BIT (BYTE 02 BIT 1) = 1 FOR ALL AI ENTRIES EXCEPT THE LAST ENTRY, (HIGHEST AI DEVICE ADDRESS) FOR EACH 4982.

BYTE(S) 03-04 = 00
 BYTE 05 = 01
 BYTE(S) 06-0D = 00

AO FEATURE NUMBER 1065, DEVICE TYPE A9

BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
|DA|A9|X0|00|00|00|00|00|00|00|00|00|00|00|00|80|40|

BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
BYTE(S) 03-0D = 00

DI ISOLATED FEATURE NUMBER 3530, DEVICE TYPE B0

BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
|DA|B0|X0|08|00|08|00|00|00|00|00|00|00|00|00|80|08|

BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
BYTE(S) 06-0B = 00.

DI NOT ISOLATED FEATURE NUMBER 3525, DEVICE TYPE B0

BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
|DA|B0|X0|10|00|10|00|00|00|00|00|00|00|00|00|80|10|

BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
BYTE(S) 06-0B = 00.

DO FEATURE NUMBER 3535, DEVICE TYPE B4

BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
|DA|B4|X0|18|00|18|00|00|00|00|00|00|00|00|00|80|18|

BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
BYTE(S) 06-0B = 00.

ACCA ONE LINE FEATURE NUMBER 1610, DEVICE TYPE E8

BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
|DA|E8|X0|XX|00|00|00|XX|X0|XX|00|00|00|00|10|0E|

BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
BYTE 03 BIT 0 = 2 000 (ZEROS)
3 = 1 DIRECT CONNECT (NO MODEM)
4 = 1 FULL DUPLEX, 0 = HALF DUPLEX
5 = 1 LEASED LINE, 0 = SWITCHED LINE
6 = 7 00 (ZEROS)

BYTE 04 - 06 = 000000 (ZEROS)
BYTE 07 = TERMINAL BIT RATE IN HEXADECIMAL:
TO CALCULATE HEXADECIMAL RATE: COMMON BIT RATES

H S JUMPER INSTALLED:	H S JUMPER	L S JUMPER
	BPS RATE	BPS RATE
76800 (HEXADECEMAL)	300 FF	75 7F
----- - 1 = CONSTANT	600 7F	110 56
BPS	1200 3F	135 46
CHANGE THE CONSTANT	2400 1F	150 3F
TO HEXADECEMAL	4800 0F	300 1F
	9600 07	600 0F
		1200 07

L S JUMPER INSTALLED:
9600
----- - 1 = CONSTANT (CHANGE CONSTANT TO HEXADECEMAL)
BPS

BYTE 08 BIT 0 = 1 CARRIER DETECT JUMPER INSTALLED
1-7 RESERVED (MUST BE 0)
BYTE 09 BIT 0 = 1 DATA TERMINAL READY JUMPER INSTALLED
1 = 1 REQUEST TO SEND JUMPER INSTALLED
2 = 4 000 (ZEROS)
5 = 0 LOW SPEED, 1 = HIGH SPEED JUMPER INSTALLED
6 = 0 TERMINAL DATA CODE
7 = 0 TERMINAL DATA CODE
= 00 EIGHT BIT DATA CODE, 01 = CORRESPONDENCE CODE
= 10 EBCDIC

BYTE 0A-0D = 00
SEE THE COMMUNICATION THEORY MANUAL, SY34-0059, JUMPER INFORMATION.

ACCA MULTI-LINE ADAPTER FEATURE NUMBER 2092/2091, DEVICE TYPE E9

 BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
 |DAIE9|X0|XX|0X|100|100|XX|X0|XX|100|100|100|100|2X|0E|

NOTE: ONE ENTRY FOR EACH ADDRESS, AND WITH THE CHAIN BIT
 (BYTE 02 BIT 1) = 1 FOR ALL ENTRIES BUT THE LAST
 (HIGHEST DEVICE ADDRESS RESERVED BY THIS CONTROLLER).

BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
 BYTE 03 = 1 IF BYPASS TESTING THIS LINE.
 BIT 0-2 = 1 DIRECT CONNECT (NO MODEM)
 2 = 0 FULL DUPLEX
 3 = 0 HALF DUPLEX
 4 = 0 LEASED LINE
 5 = 0 SWITCHED LINE
 6-7 = 0 RESERVED (MUST BE 0)

BYTE 04 BIT 0-5 = 00 EIGHT (8) ADDRESSES RESERVED.
 6-7 = 01 TWO (2) ADDRESSES RESERVED.
 = 10 FOUR (4) ADDRESSES RESERVED.
 = 11 SIX (6) ADDRESSES RESERVED.

BYTE 05 - 06 = 000000

BYTE 07 = TERMINAL BIT RATE IN HEXADECIMAL:
 TO CALCULATE HEXADECIMAL RATE: COMMON BIT RATES
 H S JUMPER INSTALLED: H S JUMPER INSTALLED: L S JUMPER INSTALLED:
 BPS RATE BPS RATE BPS RATE
 76800 (HEXADECIMAL) 300 7F 1200 0F
 ----- - 1 = CONSTANT 200 4F 1200 07
 BPS 1200 4F 1200 07
 CHANGE THE CONSTANT 2400 1F 1200 0F
 TO HEXADECIMAL. 1200 07

L S JUMPER INSTALLED:
 9600
 ----- - 1 = CONSTANT (CHANGE THE CONSTANT TO HEXADECIMAL)
 BPS

BYTE 08 BIT 0 = 1 CARRIER DETECT JUMPER INSTALLED
 1-7 = 0 RESERVED (MUST BE 0)
 BYTE 09 BIT 0 = 1 DATA TERMINAL READY JUMPER INSTALLED
 1 = 1 REQUEST TO SEND JUMPER INSTALLED
 2-4 = 0 RESERVED (MUST BE 0)
 5 = 1 HIGH SPEED JUMPER INSTALLED
 = 0 LOW SPEED JUMPER INSTALLED
 6-7 = 00 TERMINAL DATA CODE
 = 01 EIGHT BIT DATA CODE
 = 10 CORRESPONDENCE CODE
 = 00 EBCDIC
 BYTE 0A-0D = 00

NOTE: ID WORD = 2X0E:
 X = 0: EIGHT (8) ADDRESSES RESERVED.
 X = 1: TWO (2) ADDRESSES RESERVED.
 X = 2: FOUR (4) ADDRESSES RESERVED.
 X = 3: SIX (6) ADDRESSES RESERVED.

NOTE: THE MULTI-LINE AUTO MDIS ASSUME THAT ALL RESERVED ADDRESSES HAVE MODEM(S) OR
 TERMINAL(S) (IF DIRECT CONNECT) CONNECTED. IF YOU HAVE AN ADDRESS(S) WITH NO MODEM (OR
 TERMINAL WITH DIRECT CONNECT) INSTALLED, A DUMMY CONFIGURATION TABLE ENTRY IS NEEDED.
 ASSUME THE CONTROLLER IS JUMPED FOR A BASE ADDRESS OF X60 WITH 4 ADDRESSES RESERVED (BYTE
 04 = 02). ONLY 2 LINE(S) ARE USED.

IF THE 2 LINE(S) ARE AT DEVICE ADDRESS X60 AND X62, ADD ENTRIES:

61 | E9 | 20 | 1F | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 2X | 0E |
 63 | E9 | 00 | 1F | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 2X | 0E |

THE 1F IN BYTE 03 SIGNALS THE AUTO MDIS TO BYPASS TESTING OF THE LINE(S) AT ADDRESSES 61
 AND 63.

SEE THE COMMUNICATION THEORY MANUAL, SY34-0059, JUMPING INFORMATION.

BSCA ONE LINE FEATURE NUMBER 2074/2075, DEVICE TYPE F0

BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
 |DA|F0|X0|00|0X|XX|X0|00|X0|00|00|00|00|00|10|06|

DEVICE DATA:

BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.

BYTE 03 = 00

BYTE 04 BIT 0 = 0 RESERVED (MUST BE 0)
 BIT 1 = 0 RESERVED (MUST BE 0)
 BIT 2 = 0 RESERVED (MUST BE 0)
 BIT 3 = 0 RESERVED (MUST BE 0)
 BIT 4 = 0 RESERVED (MUST BE 0)
 BIT 5 = 1 ANSWER TONE JUMPER INSTALLED
 BIT 6 = 1 MULTIPOINT JUMPER INSTALLED
 BIT 7 = 1 INTERNAL CLOCK JUMPER INSTALLED

BYTE 05 BIT 0 = 1 MULTIPOINT ADDRESS BIT 0
 (ALSO 'ENABLE REMOTE IPL')
 BIT 1 = 0 MULTIPOINT ADDRESS BIT 1
 BIT 2 = 0 MUST BE ZERO
 BIT 3 = 0 MULTIPOINT ADDRESS BIT 3
 BIT 4 = 0 MULTIPOINT ADDRESS BIT 4
 BIT 5 = 0 MULTIPOINT ADDRESS BIT 5
 BIT 6 = 0 MULTIPOINT ADDRESS BIT 6
 BIT 7 = 0 MULTIPOINT ADDRESS BIT 7

NOTE: IF THIS IS NOT A MULTIPOINT,
 (BYTE 04 BIT 06 = 0), THEN THIS BIT
 (BYTE 05 BIT 07) IS USED FOR LINE TYPE:
 BIT 7 = 0 LEASED LINE
 = 1 SWITCHED LINE.

NOTE: A MULTIPOINT ADDRESS CANNOT BE
 ANY BSCA CONTROL CHARACTER OR EXCEPTIONS MAY
 OCCUR DURING TEXT TRANSMISSIONS.

BYTE 06 BIT 0 = 1 DATA TERMINAL READY JUMPER INSTALLED
 BIT 1 = 0 RESERVED (MUST BE 0)
 BIT 2 = 1 REQUEST TO SEND JUMPER INSTALLED
 BIT 3-7 = 0 RESERVED (MUST BE 0)

BYTE 07 = 00

BYTE 08 BIT 0 = 0 MEDIUM SPEED BSCA
 BIT 1 = 1 HIGH SPEED BSCA
 BIT 2 = 0 V.35 MODEM TYPE
 BIT 3 = 0 303 MODEM TYPE
 BIT 4 = 1 'NO RING' JUMPER INSTALLED
 BIT 5 = 0 'NO RING' JUMPER NOT INSTALLED
 BIT 6 = 1 TX/RX CLOCK PRESENT DURING WRAP. MUST BE 1 IF
 CABLE P/N 2722052 (LARGE MODEM CONNECTOR WITH
 TEST/OPERATE SWITCH) IS USED.
 BIT 7 = 1 SWITCHED LINE
 BIT 8 = 0 LEASED LINE
 BIT 9-7 = 0

BYTE 09-0D = 00

BYTE 0E-0F = 1006 (BSCA ONE LINE DEVICE ID).

SEE THE COMMUNICATION THEORY MANUAL, SY34-0059, JUMPING INFORMATION.

BSCA MULTILINE ADAPTER, FEATURE NUMBER 2094, DEVICE TYPE F1

 BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
 IDAIF1X010010X1XXIX01001X010X10010010010012X1061

ONE ENTRY FOR EACH ADDRESS IS NECESSARY WITH THE CHAIN BIT (BYTE 02 BIT 1) = 1 FOR ALL ENTRIES BUT THE LAST (HIGHEST DEVICE ADDRESS RESERVED BY THIS CONTROLLER).

- DEVICE DATA:
 BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.
 BYTE 03 = 00
 BYTE 04 BIT(S) 0-4 = RESERVED (MUST BE 0)
 5 1 = ANSWER TONE JUMPER INSTALLED
 6 1 = MULTIPOINT JUMPER INSTALLED
 7 1 = INTERNAL CLOCK JUMPER INSTALLED
 NOTE: IF THIS BIT IS SET TO A 1, THEN BYTE 08 BIT 03 MUST ALSO BE SET TO A 1.
 BYTE 05 BIT 0 1 = MULTIPOINT ADDRESS BIT 0
 1 1 = MULTIPOINT ADDRESS BIT 1
 2 0 = MUST BE ZERO
 3 1 = MULTIPOINT ADDRESS BIT 3
 4 1 = MULTIPOINT ADDRESS BIT 4
 5 1 = MULTIPOINT ADDRESS BIT 5
 6 1 = MULTIPOINT ADDRESS BIT 6
 7 1 = MULTIPOINT ADDRESS BIT 7
 NOTE: IF NOT A MULTIPOINT, (BYTE 04 BIT 06 = 0), BIT 07 IS USED FOR LINE TYPE.
 BIT 7 0 = LEASED LINE.
 1 = SWITCHED LINE.
 NOTE: A MULTIPOINT ADDRESS CANNOT BE A BSCA CONTROL CHARACTER OR EXCEPTIONS MAY OCCUR DURING TEXT TRANSMISSIONS.
 BYTE 06 BIT 0 1 = FF (BYPASS TESTING THIS LINE).
 1 1 = DATA TERMINAL READY JUMPER INSTALLED
 3-15 0 = REQUEST TO SEND JUMPER INSTALLED
 0
 BYTE 07 = 00
 BYTE 08 BIT 0 = 0 RESERVED.
 BIT 1 = 0 RESERVED.
 2 = 0 'NO RING' JUMPER NOT INSTALLED
 3 = 1 'NO RING' JUMPER INSTALLED
 4 = 1 TX/RX CLOCK PRESENT DURING WRAP. MUST BE 1 IF CABLE P/N 2722052 LARGE MODEM CONNECTOR WITH TEST - OPERATE SWITCH IS USED.
 5 = 0 LEASED LINE
 6 = 1 SWITCHED LINE
 7 = 0 RESERVED (MUST BE 0)
 00 8 LINE(S) RESERVED BY THIS CONTROLLER
 01 2 LINE(S) RESERVED BY THIS CONTROLLER
 10 4 LINE(S) RESERVED BY THIS CONTROLLER
 11 6 LINE(S) RESERVED BY THIS CONTROLLER
 BYTE 09-0D = 00
 BYTE 0E-0F = 2X06
 X = 0 EIGHT (8) ADDRESSES RESERVED
 X = 1 TWO (2) ADDRESSES RESERVED
 X = 2 FOUR (4) ADDRESSES RESERVED
 X = 3 SIX (6) ADDRESSES RESERVED

NOTE: THE MULTI-LINE AUTO MDIS ASSUME THAT ALL RESERVED ADDRESSES HAVE MODEMS (OR TERMINALS IF DIRECT CONNECT) CONNECTED. IF YOU HAVE AN ADDRESS WITH NO MODEM (OR TERMINAL IF DIRECT CONNECT) INSTALLED, A DUMMY CONFIGURATION TABLE ENTRY IS NEEDED. ASSUME THE CONTROLLER IS JUMPERED FOR A BASE ADDRESS OF X60 WITH FOUR (4) ADDRESSES RESERVED (BYTE 08 = X2). ONLY 2 LINES ARE USED. IF THE TWO (2) LINES ARE AT DEVICE ADDRESS X60 AND X62, ADD ENTRIES:

61 F1 40 00 00 00 FF 00 00 00 00 00 00 00 2X 06
 63 F1 00 00 00 00 FF 00 00 00 00 00 00 00 2X 06

THE 'FF' IN BYTE 06 SIGNALS THE AUTO MDIS TO BYPASS TESTING OF THE LINE AT DEVICE ADDRESSES 61 AND 63.

SEE THE COMMUNICATION THEORY MANUAL, SY34-0059, JUMPERING INFORMATION.

SDLC LINE FEATURE NUMBER 2090, DEVICE TYPE F8

BYTE 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
IDAIF810010X1XX1XX100100100100100100100100101161

DEVICE DATA:
BYTE 02 = SEE ENTRY 00-XX, (DEVICE ENTRIES), THIS DOCUMENT.

BYTE 03
BIT(S) 0-4 = 0
5 1 = INTERNAL CLOCK JUMPER INSTALLED.
(MACHINE CLOCK JUMPERED).
6 1 = GENERATE ANSWER TONE JUMPER INSTALLED
7 1 = MODEM DELAY JUMPER INSTALLED

BYTE 04
BIT 0 1 = DATA TERMINAL READY JUMPER INSTALLED
1 1 = REQUEST TO SEND JUMPER INSTALLED
2 0 = RESERVED
3 0 = RESERVED
4 0 = RESERVED
5 0 = LEASED LINE OPERATION
6 1 = SWITCHED LINE OPERATION
7 1 = MODEM CABLE HAS INTERNAL WRAP (LARGE MODEM CONNECTOR WITH TEST/OPERATE SWITCH P/N 2722052).
= 0

BYTE 05 = STATION ADDRESS IN HEXADECIMAL

BYTE 06-0D = 00

BYTE 0E-0F = 1016 SDLC DEVICE ID.

SEE THE COMMUNICATION THEORY MANUAL, SY34-0059, JUMPERING INFORMATION.

NOTE
**** | FOR CONFIGURATION INFORMATION ON ANY RPQ DEVICE, OR ANY PROGRAM DEVICE
ANNOUNCED AFTER 1 SEPTEMBER 77, SEE THE DEVICE MAPS PROLOG PARAGRAPH 5.1. |

08.01.05 DEVICE TYPE AND ID WORD TABLE:

FEATURE NAME	DEVICE		DEVICE OR FEATURE DESCRIPTION	FIRST DEVICE RECOMMENDED ADDRESS
	TYPE	ID		
	3D	NONE	FLOATING POINT ATTACHMENT	NO ADDRESS
+ 3920	3E	0030	TWO CHANNEL SWITCH ATTACHMENT	23
+ 7900	40	0010	TTY ATTACHMENT	00
* 7845	41	320E	SERIES/1 LINK ATTACHMENT	50 - 52
+ 1400	44	0406	DISPLAY STATION	04
* 4979	45	040E	DISPLAY STATION	24
* 4978	48	0106	DISKETTE	02
4964	4A	0126	DISKETTE	22
4966	4B	5212	DISKETTE AND 4952 MODEL C	44, 45
4965	50	0028	TIMER	40 - 41
7840	58	3X86	MAGNETIC TAPE UNIT	48
+ 4969	64	0206	MATRIX PRINTER	01
+ 4974	68	0306	LINE PRINTER	21
* 4973	78	00XX	DISK UNIT	03
& 4962	79	00XX	DISK UNIT	03
4963	7A	00XX	DISK UNIT	48
* 3101	81	0416	DISPLAY	60
+ RPQ	8X	XXXX	ANY RPQ DEVICE	
+ RPQ	9X	XXXX	ANY RPQ DEVICE	
1560	A0	C010	INTEGRATED DIGITAL IN (DI)	48 - 49
1560	A0	C018	INTEGRATED DIGITAL OUT (DO)	4A - 4B
5430	A3	XXXX	CUSTOMER OEMI ATTACHMENT	90
⊙ 4982	A4	80XX	SENSOR I/O ATTACHMENT	60
* 1060	A8	8020	BASIC AI WITHOUT AMPLIFIER	
1070	A8	8028	BASIC AI WITH AMPLIFIER	
4940	A8	8030	AI RELAY MULTIPLEXOR	
4950	A8	8038	AI SOLID MULTIPLEXOR	
1065	A9	8040	ANALOG OUT (AO)	
3530	B0	8008	DIGITAL IN (DI) ISOLATED	
3525	B0	8010	DIGITAL OUT (DI) NON ISOLATED	
3535	B4	8018	DIGITAL OUT (DO)	
1200	D8	4002	370 CHANNEL ATTACHMENT	20
+ 1300	E0	2X1E	4987 COMMUNICATION SUBSYSTEM	C0
* 1210	E4	0416	5251 INFORMATION DISPLAY SYSTEM	05
* 1310	E6	3X36	MULTI-FUNCTION ATTACHMENT	58, 5C
1610	E8	100E	ACCA ONE LINE ADAPTER	08
2092	E9	2X0E	ACCA MULTILINE ADAPTER	
+ 2096	EA	2X16	FEATURE PROGRAMMABLE MULTILINE COMMUNICATION	68
7880	EB	2X12	TELEPHONE COMMUNICATION CONTROL	60
2074	F0	1006	BSCA MEDIUM SPEED	09
2075	F0	1006	BSCA HIGH SPEED	09
2094	F1	2X06	BSCA MULTILINE ADAPTER	
2090	F8	1016	SDLC MEDIUM SPEED	0A
+ 2080	FC	5042	SYNCHRONOUS COMMUNICATION (SCSLC)	09

* SUPPORTED BY DCP AS AN ALTERNATE CONSOLE.

& IF MODEL 02, TWO CONFIGURATION ENTRIES ARE NECESSARY.

+ SEE MAPS PROLOG FOR MORE INFORMATION.

⊙ ID WORD RECEIVED FROM AN OTHER EQUIPMENT MANUFACTURE (OEMI). DIRECT PROGRAM CONTROL ATTACHMENT (IF ANY) IS NOT GOOD. IT IS DETERMINED BY THE CUSTOMER DEVICE LOGIC.

THE ID WORD RECEIVED (IF ANY), WILL BE THAT OF THE FEATURE CARD INSTALLED AT THIS ADDRESS.

NOTE +
 *** | FOR CONFIGURATION INFORMATION ON ANY RPQ DEVICE, OR ANY PROGRAM DEVICE
 | ANNOUNCED AFTER 1 SEPTEMBER 77, SEE THE DEVICE MAPS PROLOG PARAGRAPH 5.1.
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