IDENTIFICATION

SPS1 Disassembler. MU DSMB
IBM 1401 Program
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PURPOSE

To punch out symbolic cards from an SPS-1 assembled object deck.

RESTRICTIONS

This program is written for an IBM 1401 system which includes 1.4K core memory or more and a 1402 card read-punch unit.

USAGE

The first three cards of the assembled deck are merely read and selected to stacker 1. Consequently, no cards should be removed from the object deck. For all other cards the columns from 56 through 75 are blanked out. In addition the count columns 6 and 7 are blanked out if the instruction operation code is neither a DC nor a DCW. The symbolic cards are punched and dropped in the normal punch stacker.

This program utilizes the "last card switch A" and its should be in the on position. When the last card has been processed the program halts at 410. Additional programs may be disassembled by placing them in the card hopper and depressing the START button.

CODING INFORMATION

Storage used: Locations 333 through 431 are used, plus the read and punch areas. The program begins at 333.

Timing: Symbolic cards are punched at the rate of 250 per minute.

DISCLAIMER
Although this program has been carefully tested by its contributor, no guarantee is made of its correct functioning under all conditions, and no responsibility is taken by him in case of possible failure.

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LEAR STORAGE 1     ,008015,022026,030034,041,045,053,049057/I89,073)0491026
LEAR STORAGE 2     L072116,110106,105117B101/H99,027A074028)027B0010270B026/0991,001/00111710
OOTSTRAP CARD      ,008015,022029,056063/056029                                  ,0240671056

G LIN  CT  LABEL   OP    A OPERAND       B OPERAND       D       LOC   INSTRUCTION COMMENTS   DISMB

1 010              CTL   331
1 020              ORG   0333
1 030   7  START   SW    0014            0001                    0333  , 014 001
1 031   1          R                                             0340  1
1 032   2          SS                                    1       0341  K 1
1 033   1          R                                             0343  1
1 034   2          SS                                    1       0344  K 1
1 035   1          R                                             0346  1
1 036   2          SS                                    1       0347  K 1
1 040   5  REPEAT  B     END                           A       0349  B 399 A
1 050   1          R                                             0354  1
1 055   2          SS                                    1       0355  K 1
1 065   7          MCW   ASSEMB          0075                    0357  M 429 075
1 075   7          C     KDC             0015                    0364  C 431 015
1 085   5          B     MOVE                          /       0371  B 388 /
1 100   7  PUNCH   LCA   0080            0180                    0376  L 080 180
1 101   1          LCA                                           0383  L
1 102   4          P     REPEAT                                  0384  4 349
1 103   7  MOVE    MCW   ASSEMB- 18      0007                    0388  M 411 007
1 104   4          B     PUNCH                                   0395  B 376
1 110   4  END     CS    0199                                    0399  / 199
1 120   1          P                                             0403  4
1 130   2          SS                                    8       0404  K 8
1 140   4          H     START                                   0406  . 333
1 150  20  ASSEMB  DCW   *                                       0429
1 160   2  KDC     DCW   *                                   DC  0431
1 170              END   START                                         / 333 080
```