

DATE: 28 MARCH 1973
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SUBJECT: TURNKEY CONSOLE

NUMBER: S1002
CATEGORY: PROCESSOR OPTIONS
MODEL: 1200/800 CPU
FAMILY

The turnkey console is manufactured with the intent that the user only uses a device code and starting address that only has one bit true. At times, it is advantageous or desirable to bypass these restrictions. This TIB will explain how to do so.

The jumpers that need to be installed on the turnkey console to designate the program load device are W0 to W5 (Reference logic sheet 001-000-155, area B4). As long as the device code has only one bit true, a wire installed in the appropriate jumper is all that is needed. The following table will explain how to jumper.

<u>Program Load Device</u>	<u>Jumper</u>
1	W5
2	W3
4	W4
10	W1
20	W2
40	WØ

If the customer desires to load off a two digit device code device, such as the paper tape reader (device code 12), installing jumper wires in W1 and W3 will short two memory bits together, causing numerous computer problems. (The device will load but the machine will not run properly.) If this is necessary, use Schottky diodes (type, not brand name) instead of wires as jumpers. The negative terminal of the diode must be connected to IC U1 (common point of W0-W5).

