

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).

Data General does not stock these diodes, so purchase by the customer is necessary. Do not use any of our standard diodes, as operation may be intermittent. The problem with our standard diodes is that the typical voltage drop across them is too high. A Schottky is a relatively new designed diode with a lower voltage drop.

In the case of the starting address, the same rules hold true. Below is the table for starting addresses.

<u>Start Add</u>	<u>Jumper</u>
2	W6
4	W9
10	W8
20	W7

The customer cannot use a starting add that is ODD and if he desires any address different than the above, Schottky diodes must be used as jumpers. The highest address available is 36. Again, the negative terminal of the diode must be connected to IC U1 (common point of W6-W9).