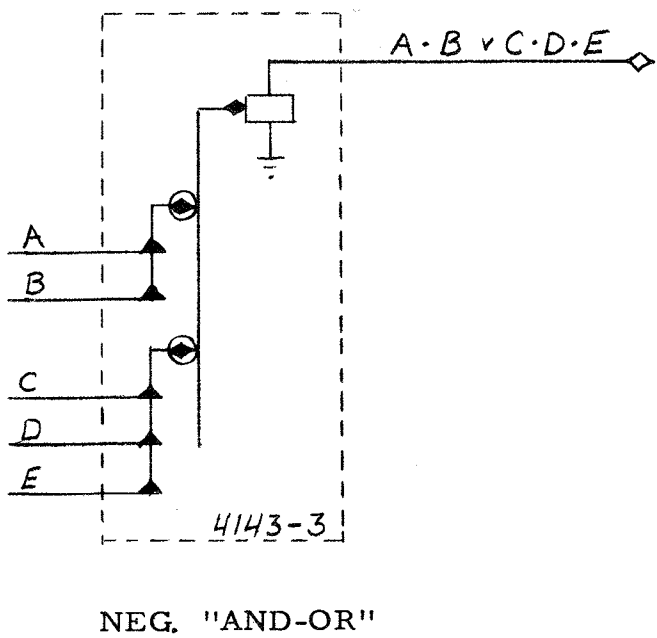
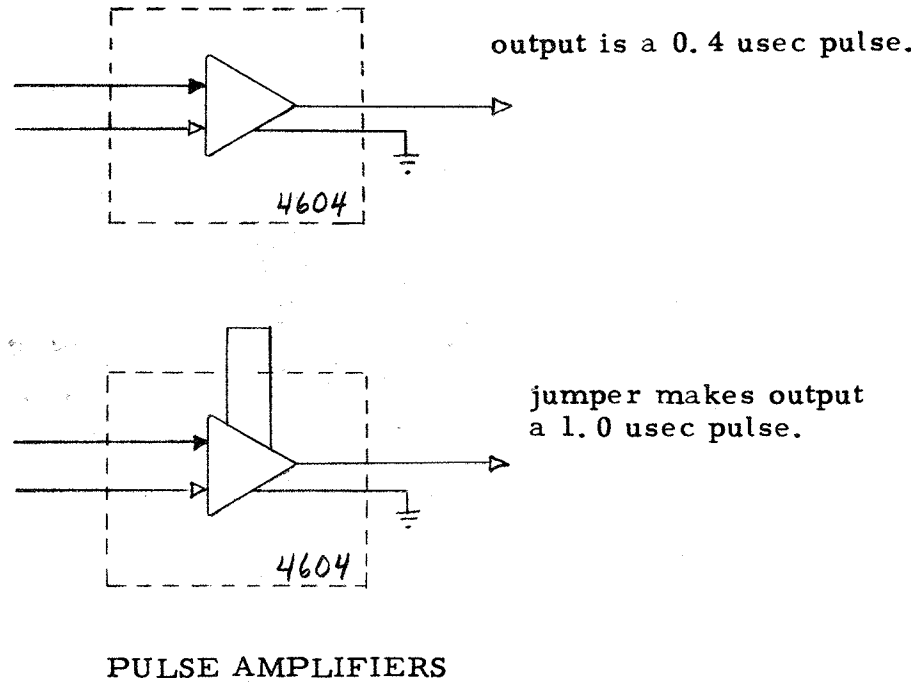
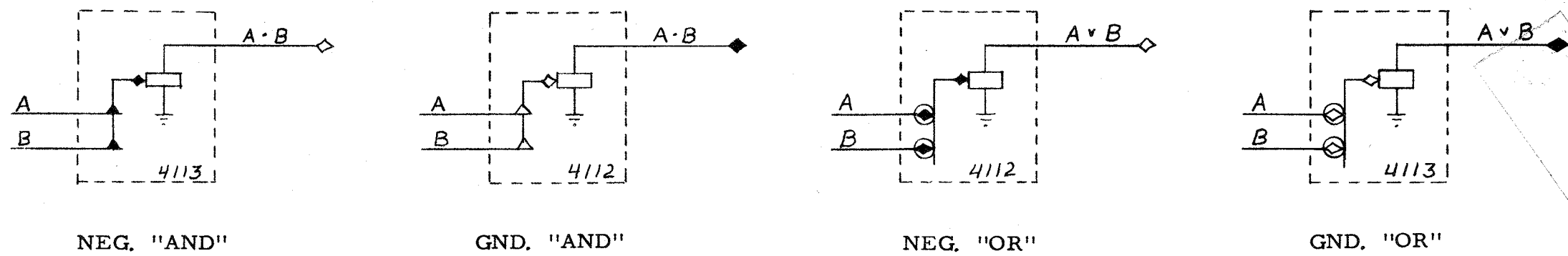


LOGIC DRAWINGS

The symbology used in the LINC logic drawings is very similar to that used by Digital Equipment Corporation (DEC) of Maynard, Massachusetts. For a general explanation of this symbology, see DEC manual C-100. This manual also contains a description of each of the DEC logic packages used in the LINC. Other logic packages used in the LINC are described in volume 2 of the LINC Manufacturing Description.

DEC packages are identified by type numbers such as 4113, 4204, 4141, etc. Some of these packages can be jumpered internally to satisfy different loading conditions or to perform different logic functions. Packages used in the LINC indicate their jumpering configuration through suffixes appended to their type number. The package 4204, for example, appears as a plain 4204, a jumpered 4204A, and a jumpered 4204AC. The jumpering configuration specified by a suffix can be looked up in volume 2 of the LINC Manufacturing Description.

A broken line encloses each logic package or piece thereof that appears on a LINC logic drawing. The package type is written just inside the broken line, the packages frame location is written just outside. Minor variation from DEC symbology can always be resolved by looking up a particular package in the DEC manual and checking out the pins in questions. Grosser departures from DEC symbology are explained to the right.



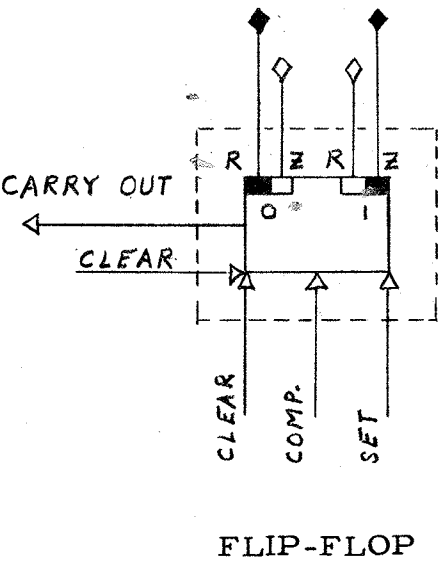
TIMING DIAGRAMS

Timing diagrams are used to show that occurrence and relationship of the various operations involved in the execution of an instruction. In this notation, each of the principal flip-flop registers is represented by a horizontal line. Time is measured along the line from left to right, and operations involving the register are marked at their proper time of occurrence. The registers R, L, and Z are shown only in those instructions that involve them. Registers B, C, P, S, and A are always shown. The operation of memory is indicated by a line marked "M." When this line is displaced upward, memory is in its read phase: when it's displaced downward, memory is in its write phase. A conditional operation of memory is indicated by a broken line.

Most operations occur at one of the standard event times marked along the top of the diagram by the numbers 0, 1, 2, and 3 (representing time pulses t_0 , t_1 , t_2 , and t_3). Some operations, however, occur at other times. The clearing of S, for example, occurs at the end of the memory write gate if memory is operated. Otherwise it occurs at time t_2 .

A vertical arrow indicates the modification of the contents of one register by the contents of another. The type of modification involved is specified to the right of the arrow head. All other operations are indicated by small vertical slash marks. If a slash mark indicates the clearing of a register, the register line will end at the slash mark. If the slash mark indicates anything else, the name of the operation is specified to its right.

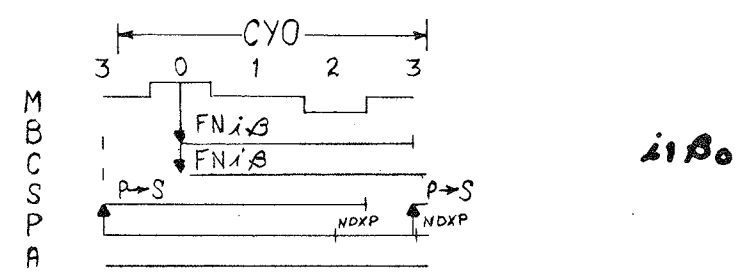
Parentheses around the name of an operation indicate it as being conditional. Notes to one side of the diagram will specify the condition. Parentheses around the head of an arrow or around a slash mark indicate that more than one kind of operation can occur. Notes to the side of the diagram will call out the different operations possible and will specify the conditions under which they occur.



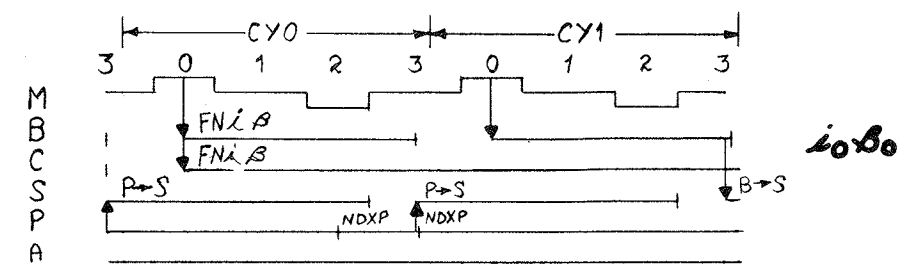
- Outputs:**
1. Output pins are shown twice, once for each side of the flip-flop. In this example, the output pins are R and Z. The example indicates that:
when the flip-flop is a "zero," pin R is negative and pin Z is gnd.
when the flip-flop is a "one," pin Z is negative and pin R is gnd.
- Inputs:**
1. AC coupled inputs are always drawn as though connected to a pulse source, even when the input signal is not a pulse.
 2. "Clear" inputs may be drawn in either of the two ways shown.

CHANGE LETTER	APP'D BY	DATE	CHANGES	
LINC			SYMBOLGY AND NOTATION	
ENG.				
DATE			1000	CH.

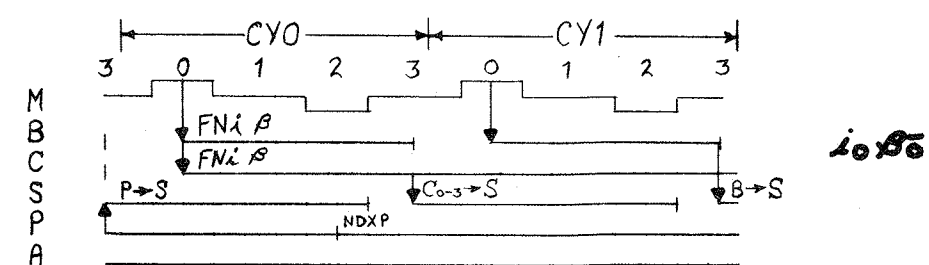
INDEX CLASS AND HALF WORD CLASS SET-UP CYCLES.



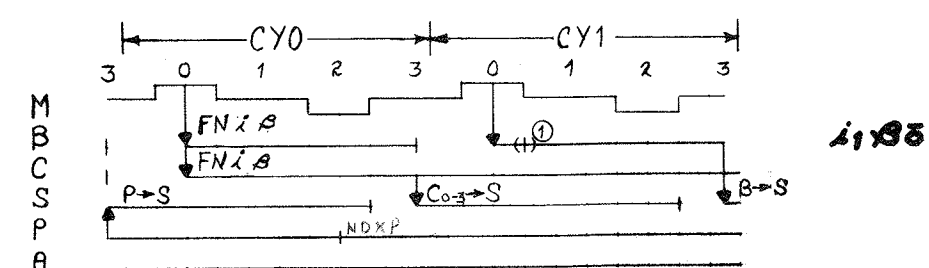
11 B0



10 B0



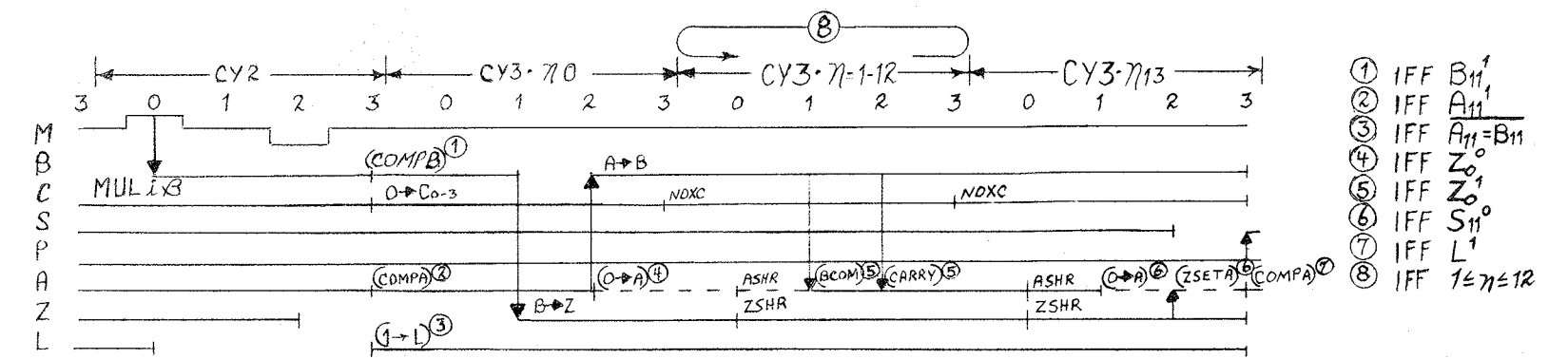
10 B0



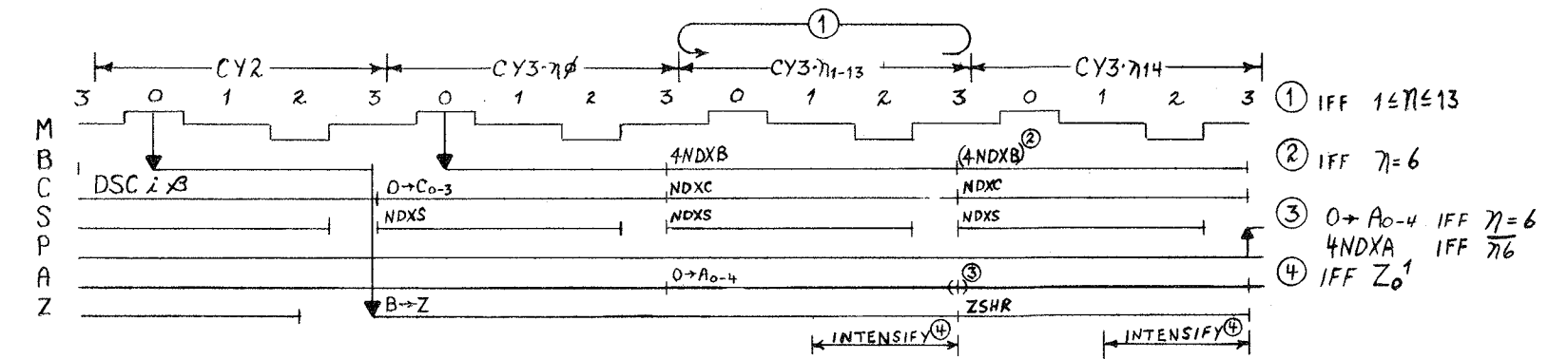
11 B0

① NDXB IFF (LDH+STH+SHD)
HALFNDXB IFF (LDH+STH+SHD)

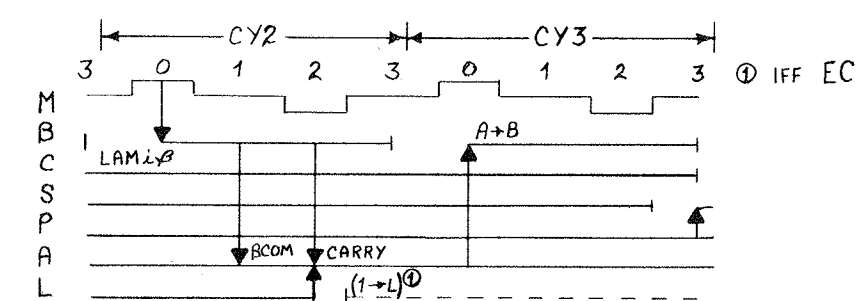
INDEX CLASS EXECUTION CYCLES.



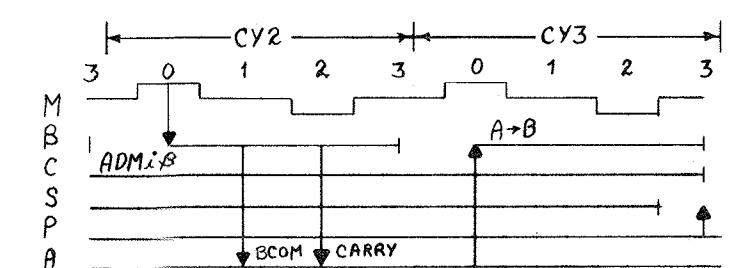
- ① IFF B₁₁¹
- ② IFF A₁₁¹
- ③ IFF A₁₁=B₁₁
- ④ IFF Z₀¹
- ⑤ IFF S₁₁⁰
- ⑥ IFF L₁¹
- ⑦ IFF L₁¹
- ⑧ IFF 7 ≤ 12



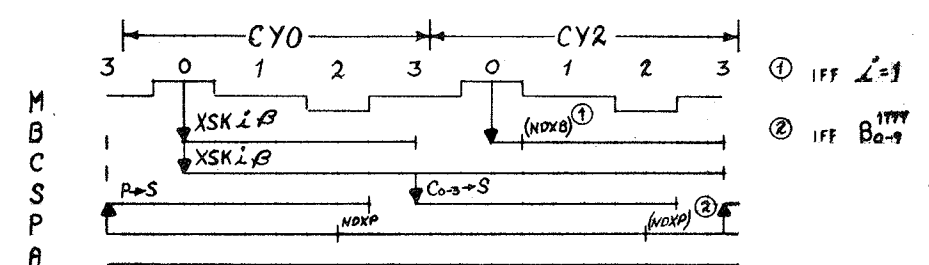
- ① IFF 1 ≤ 13
- ② IFF 7 = 6
- ③ 0 → A₀₋₄ IFF 7 = 6
- ④ IFF Z₀¹



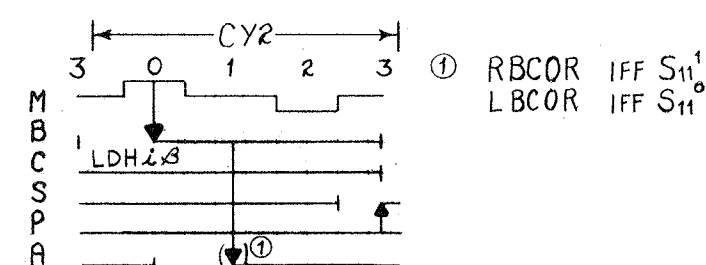
① IFF EC



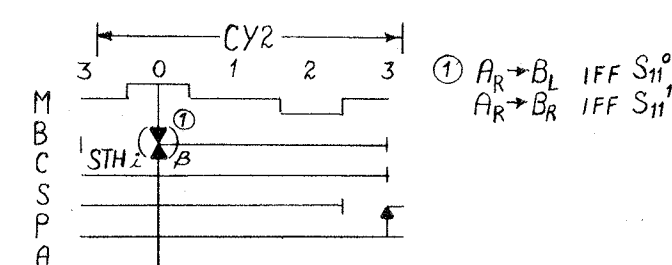
HALF WORD EXECUTION CYCLES.



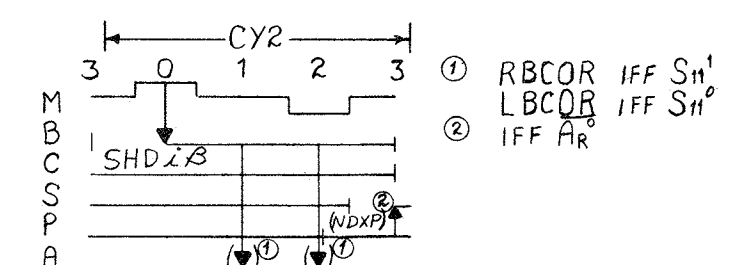
- ① IFF L₁¹
- ② IFF B₀₋₇¹



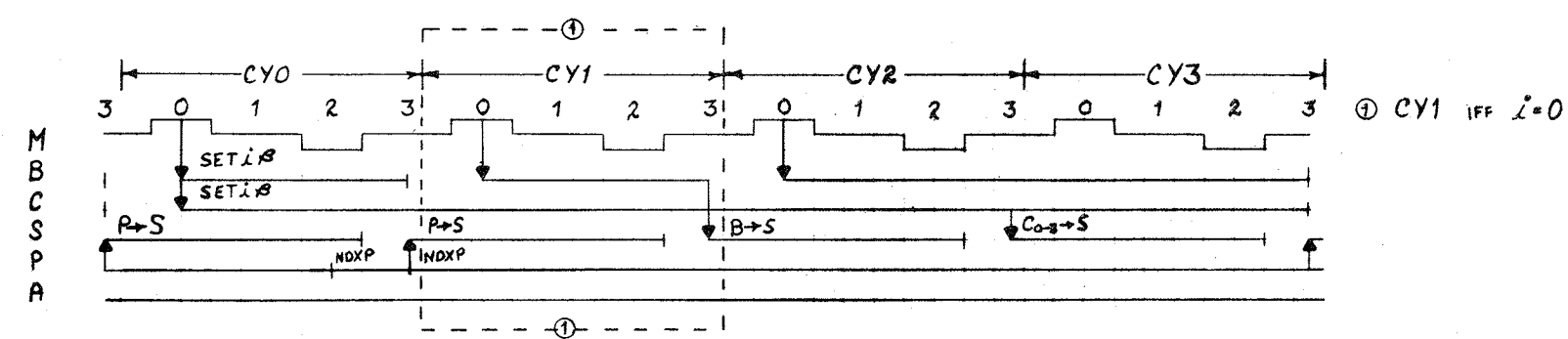
- ① RBCOR IFF S₁₁¹
- LBCOR IFF S₁₁¹



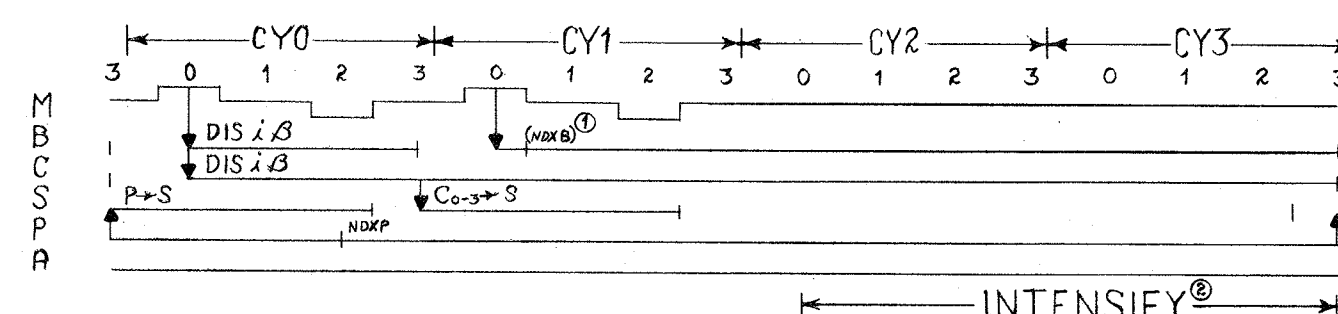
- ① A_R → B_L IFF S₁₁⁰
- A_R → B_R IFF S₁₁¹



- ① RBCOR IFF S₁₁¹
- LBCOR IFF S₁₁¹
- ② IFF A_R

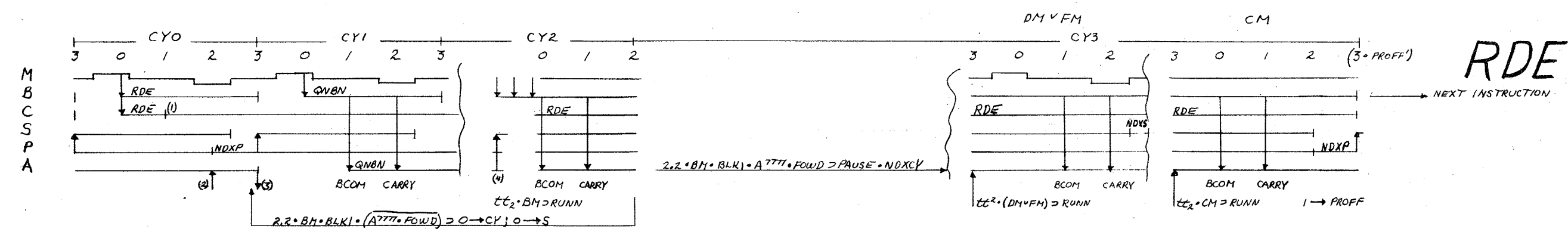
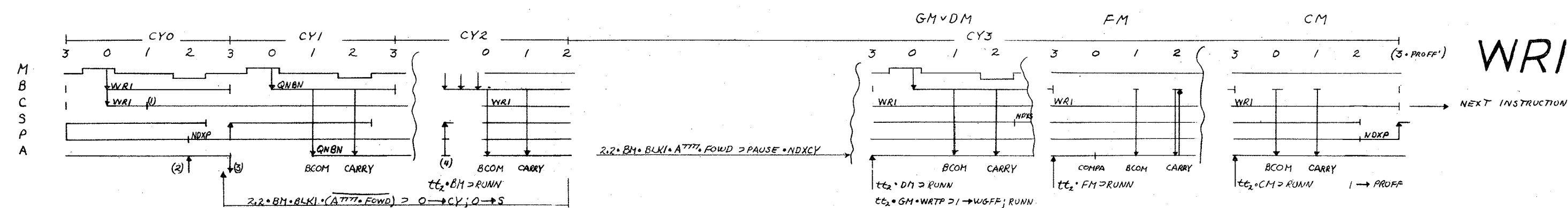
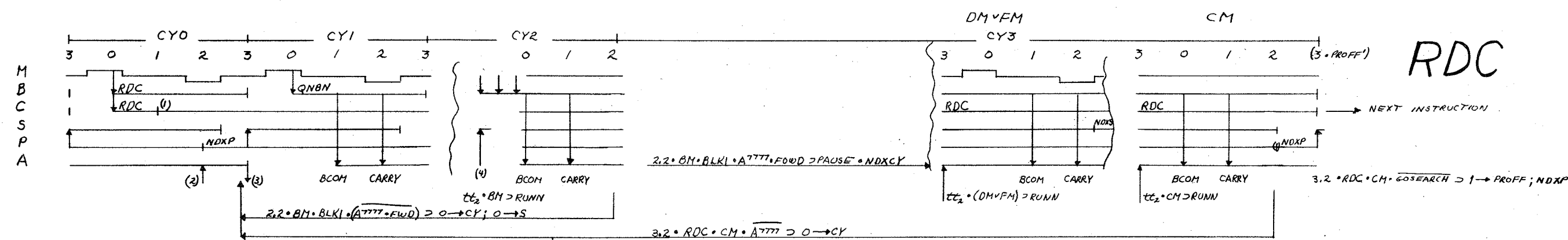
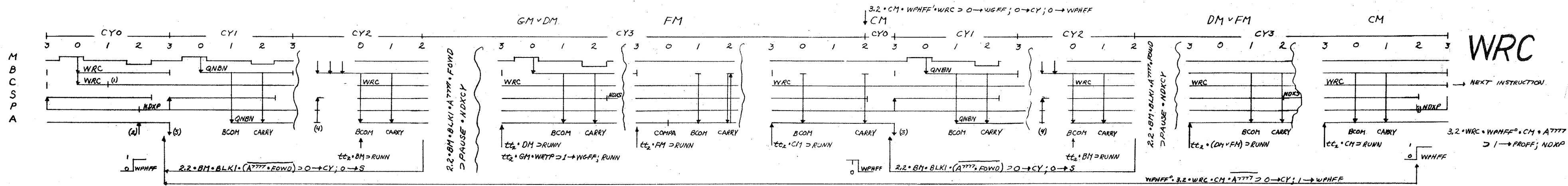


① CY1 IFF L₁⁰



- ① IFF L₁¹
- ② THE SCOPE INTENSIFIES ON RECEIPT OF AN ON INTENSIFY PULSE (ONINTP) AND TERMINATES ON RECEIPT OF AN OFF INTENSIFY PULSE (OFFINTP)

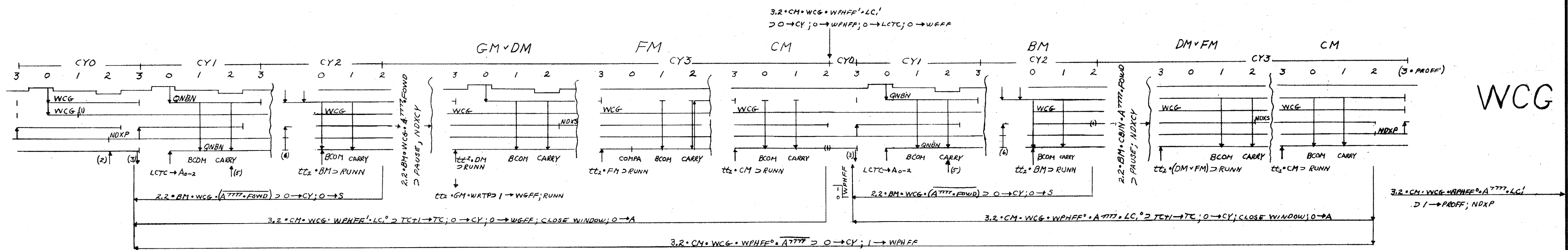
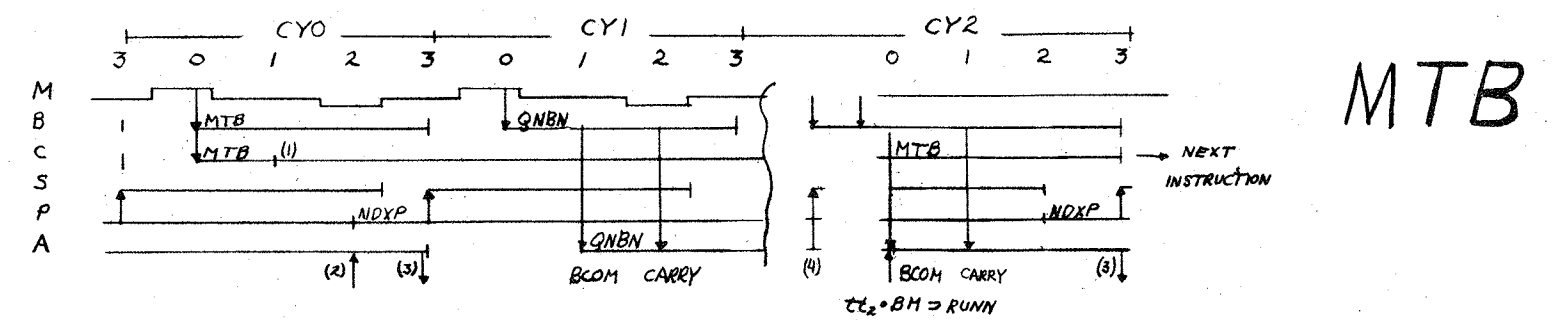
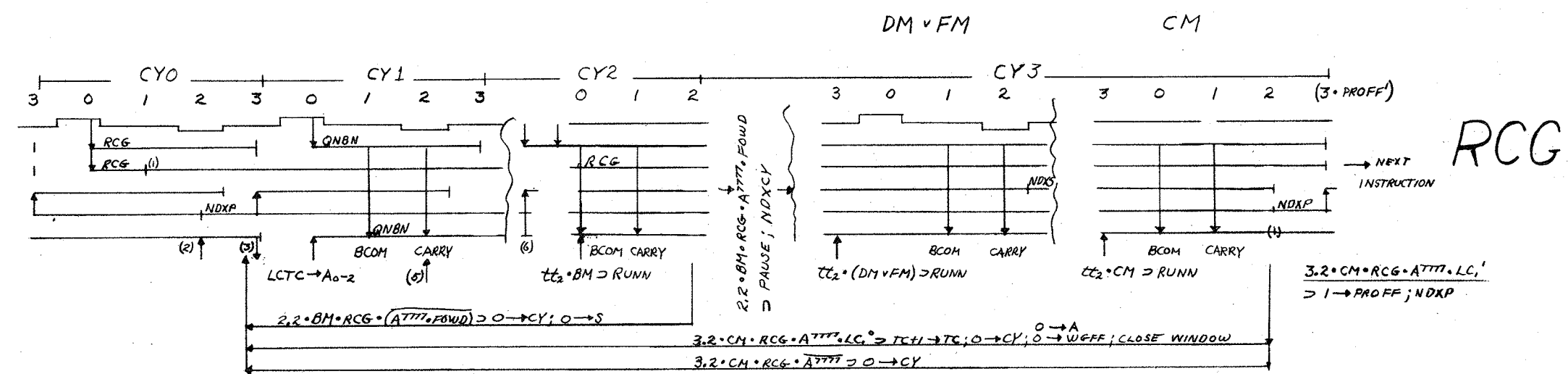
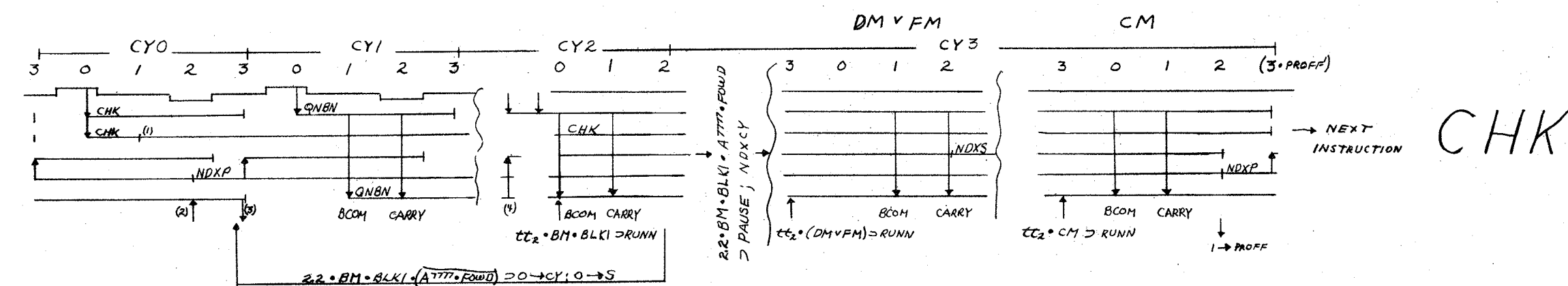
CHANGE LETTER	APP'D BY	DATE	CHANGES
LINC			INSTRUCTION TIMING SHEET #1
ENG.	DATE		CH.
	1001		



NOTES

- (1) SET UNIT
- (2) NOTN₀ → A₁₁; 0 → ECTC; 1 → WPHFF; 0 → PROFF
- (3) SET NOTION
- (4) FIXQ(0 → A₇₋₁₁); A₇₋₁₁ → S₈₋₁₀

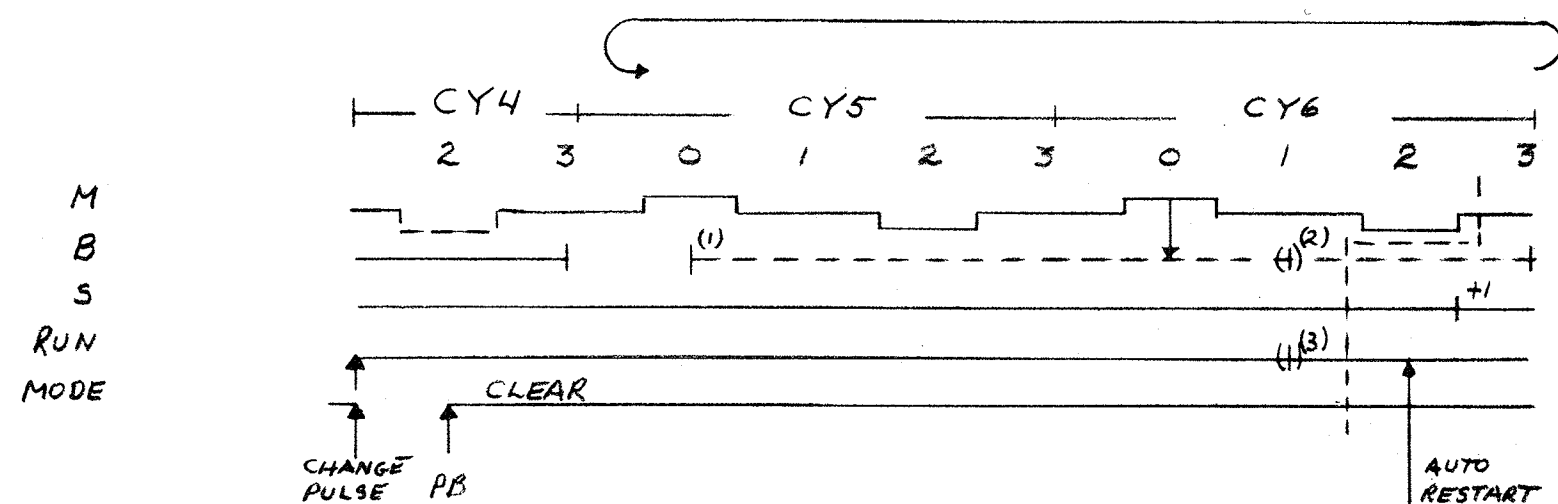
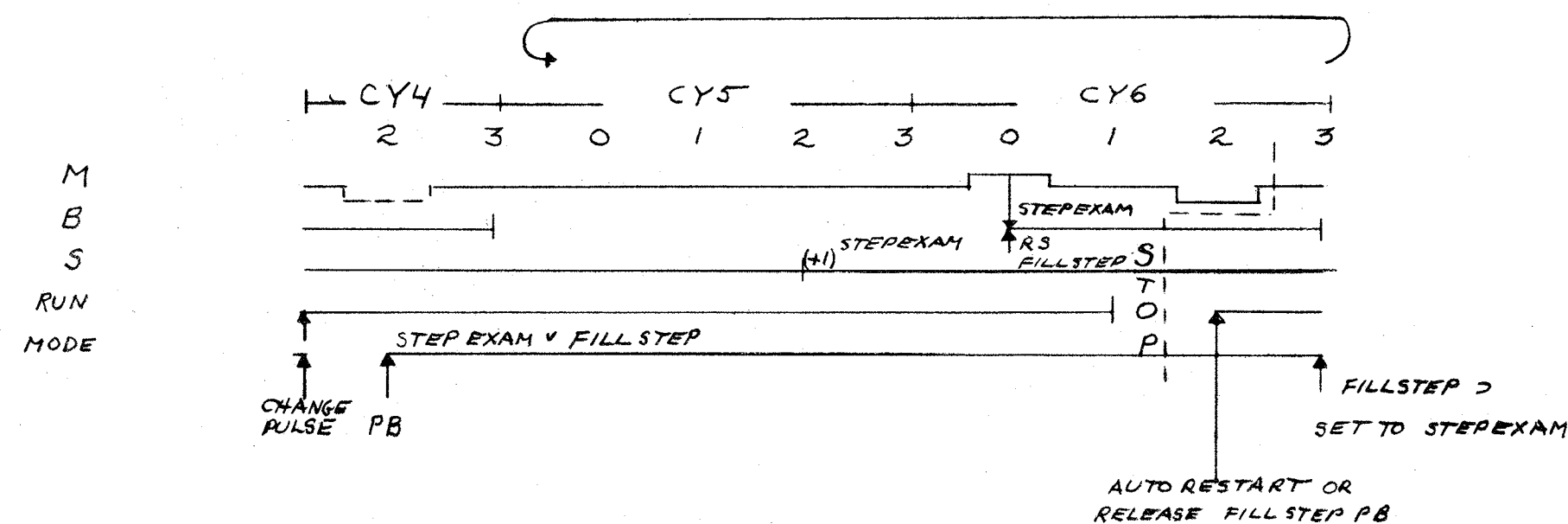
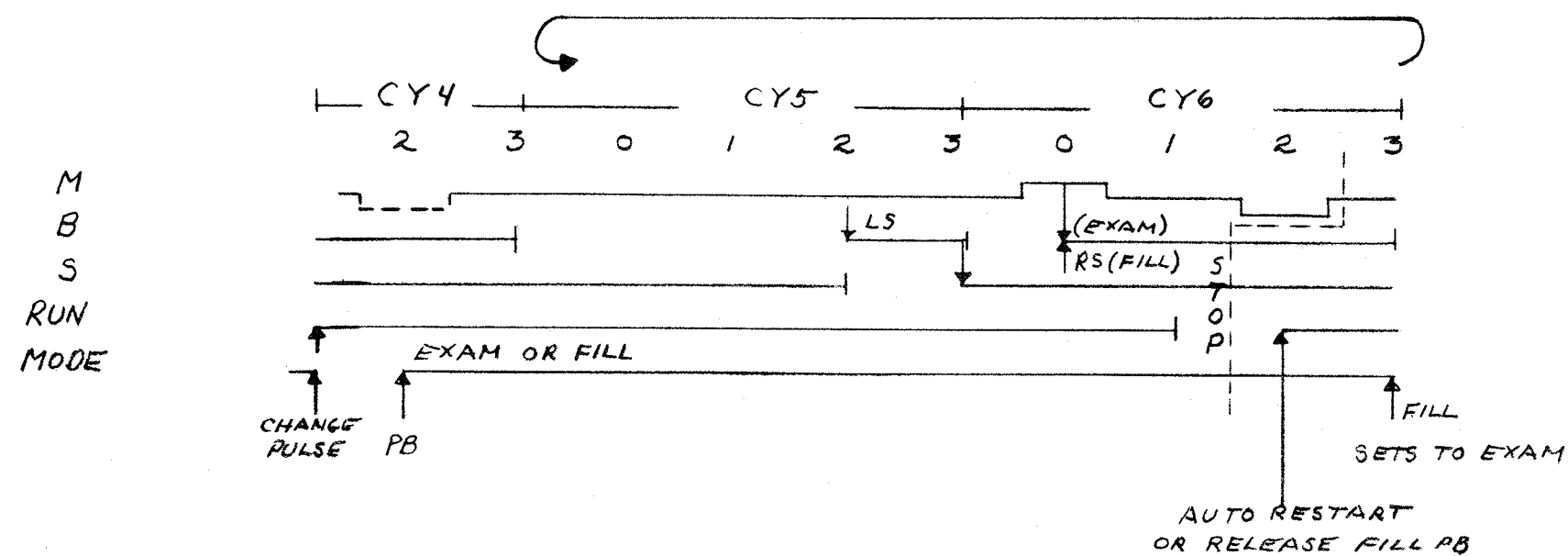
CHANGES	DATE	BY	DATE
LINC	1003		
INSTRUCTION TIMING SHEET 3			

M
B
C
S
P
AM
B
C
S
P
AM
B
C
S
P
A

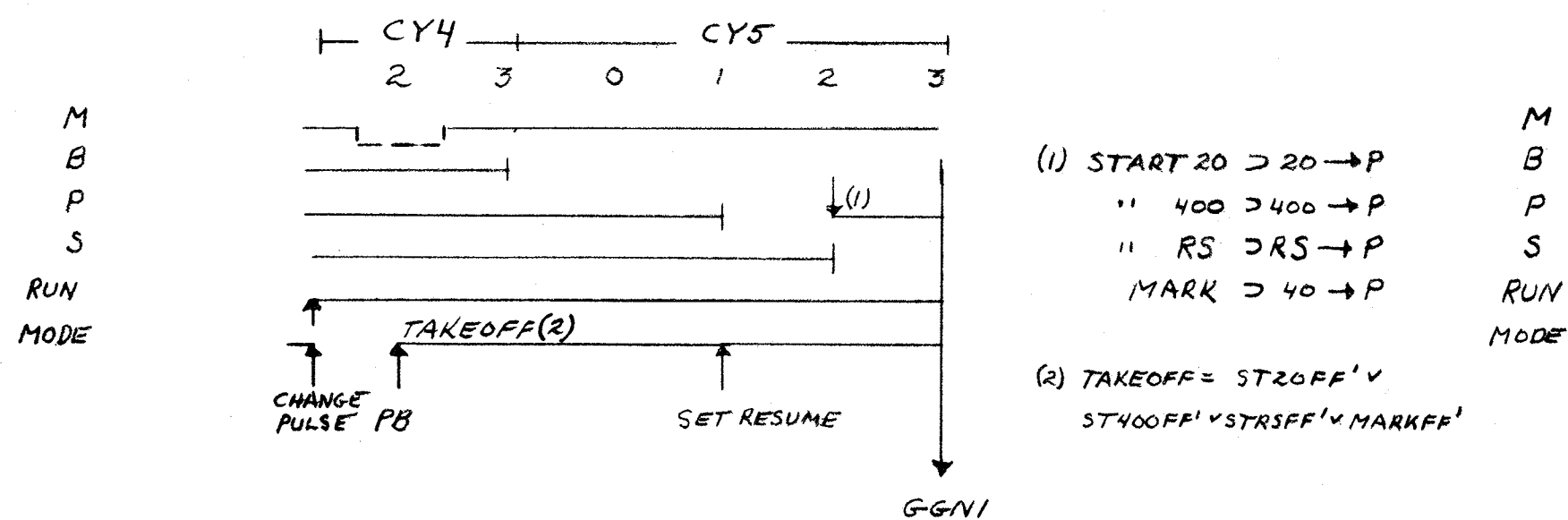
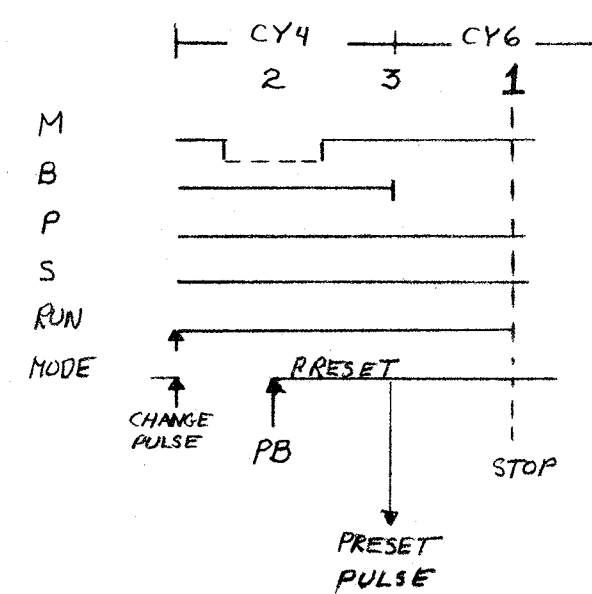
NOTES:

1. SET UNIT
2. MOTN₀ → A₁₁; 0 → LCTC; 1 → WPHFF; 0 → PROFF
3. SET MOTION
4. FIXQ (0 → A₉₋₁₁); A₉₋₁₁ → S₉₋₁₀
5. B₉₋₁₁ ≡ LCTC₀₋₂ → 1 → LC₁
6. FIXQR (0 → A₉₋₁₁); A₉₋₁₁ → S₉₋₁₀

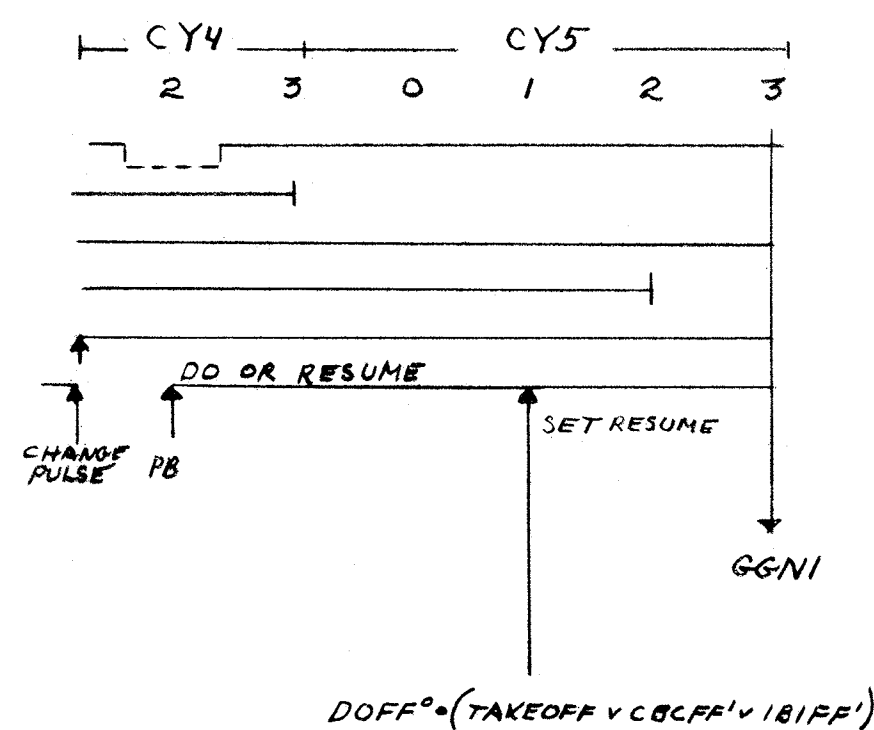
CHANGE LETTER	APP'D BY	DATE	CHANGES
LINC			INSTRUCTION TIMING
ENG.			SHEET 4
DATE		1004	CH.



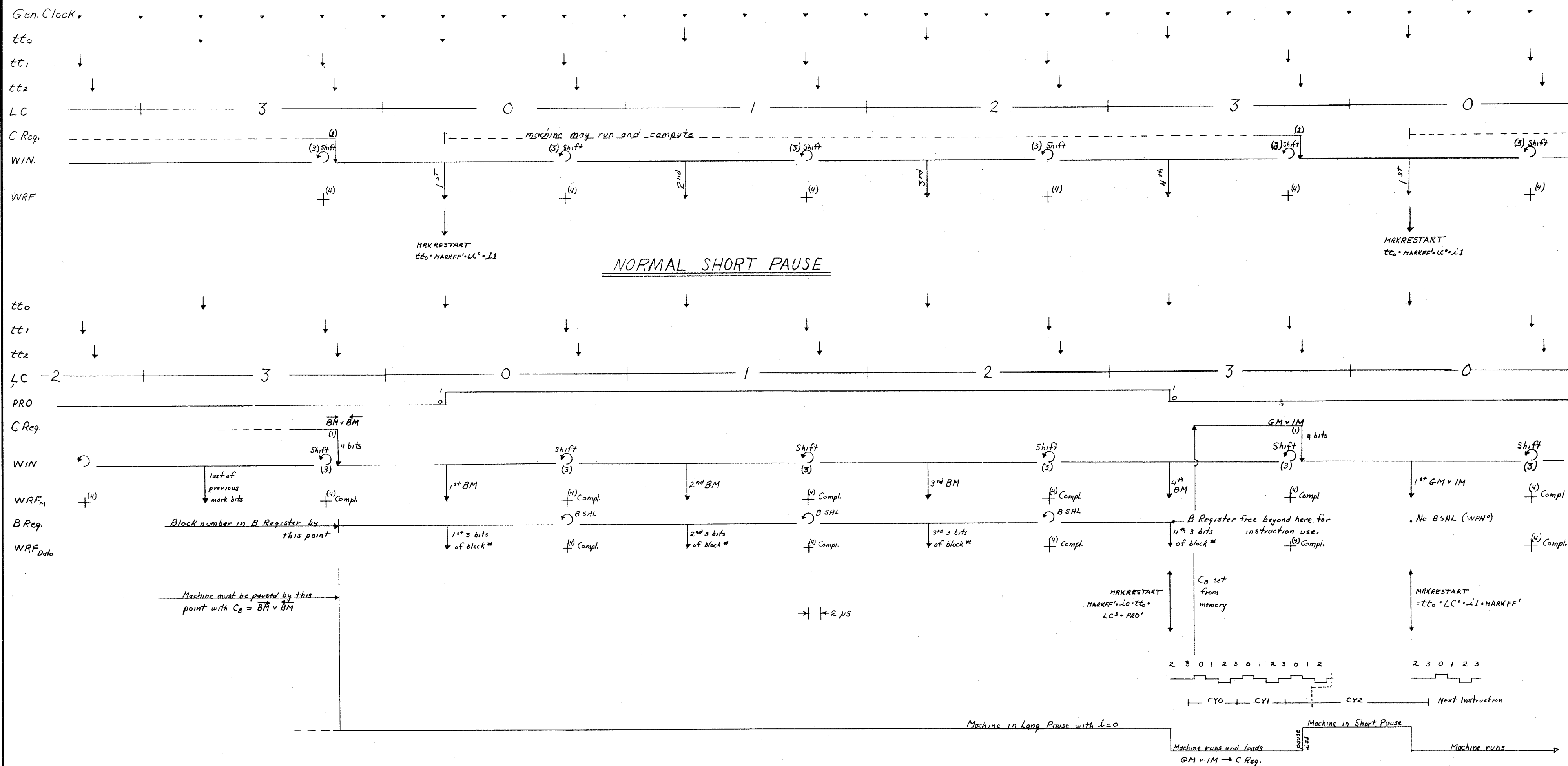
- (1) $S_{11}^1 \supset SET B$
 (2) $S_{11}^1 \cdot \overline{B}^0 \supset COMPB$
 (3) $\overline{B}^0 \cdot (S_{10}^0 \vee MEM1) \supset STOP$



- (1) START 20 $\supset 20 \rightarrow P$
 " 400 $\supset 400 \rightarrow P$
 " RS $\supset RS \rightarrow P$
 MARK $\supset 40 \rightarrow P$
 (2) TAKEOFF = ST2OFF' v
 ST400FF' v STRSFF' v MARKFF'



CHANGE LETTER	APP'D BY	DATE	CHANGES	
LINC			CONSOLE FUNCTION TIMING DIAGRAM	
ENG.				
DATE			1005	CH. E



Notes:
 (1) Machine must be paused by this time with next mark in $C_g \cdot tt_2 \cdot LC^3$ jams $C_g \rightarrow WIN$.

(3) Shift next bit for mark track into leftmost bit of WIN (WIN_3). Shift in zeros from right so cleared before load from C_g .
 (4) Complement WRF_M at tt_2 time; tt_0 's load it from WIN_3 .

LONG PAUSE

CHANGE LETTER	APP'D BY	DATE	CHANGES
LINC			TAPE MARKING TIMING DIAGRAM
ENG.			
DATE		1006	CH.

