

Digital Equipment Corporation
Maynard, Massachusetts

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Maintenance Manual

DS10 SINGLE SYNCHRONOUS LINE UNIT

decsystem10

DS10 SINGLE SYNCHRONOUS LINE UNIT MAINTENANCE MANUAL

NOTE

Changes to the text since the first edition are indicated by change bars located in the left-hand margins.

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Foreword

The *DS10 Single Synchronous Line Unit Maintenance Manual* comprises the following:

- Chapter 1 – presents the purpose and general description of the DS10; its data format and specifications
- Chapter 2 – presents the installation and interface requirements
- Chapter 3 – describes the DS10 indicator panel and applicable PDP-10 I/O instructions
- Chapter 4 – describes the control, receive, and transmit logic in a typical sequence of operation
- Chapter 5 – presents preventive maintenance and troubleshooting procedures for the DS10
- Chapter 6 – contains a complete set of DS10 engineering drawings for reference purposes by maintenance personnel

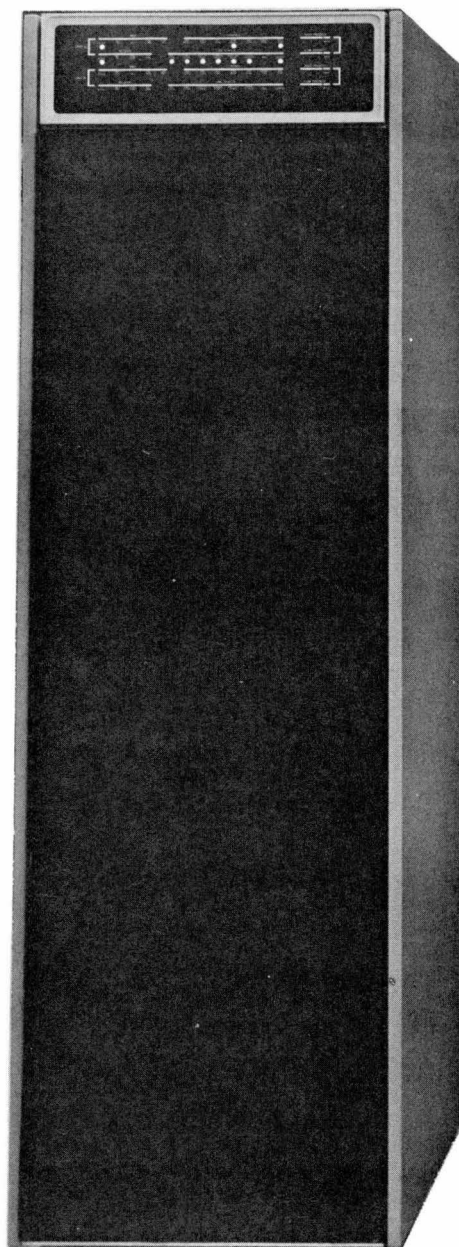
NOTE

A prior knowledge of both the PDP-10 Central Processor and communication modems is essential to the understanding of this manual.

REFERENCE DOCUMENTS

For further information relevant to the DS10, consult the following related publications:

Title	Number
<i>PDP-10 System Reference Manual</i>	DEC-10-HGAC-D
<i>PDP-10 Interface Manual</i>	DEC-10-HIFB-D
<i>PDP-10 Site Preparation Guide</i>	DEC-10-HAAB-D
<i>KA-10 Central Processor Maintenance Manual</i>	DEC-10-HMAB-D
Electronic Industries Association (EIA) Standard RS-232-C	
Bell System Technical Reference Manual for Type 201A and 201B Data Sets	



Chapter 1

Introduction

1.1 SCOPE

This manual contains general information; installation, operating, programming, technical reference, and maintenance data for the DS10 Single Synchronous Line Unit.

1.2 GENERAL DESCRIPTION

The DS10 (see Figure 1-1) is an interface between a PDP-10 I/O Bus and one full-duplex or half-duplex serial-synchronous modem communication link having characteristics compatible with Electronics Industries Association (EIA) Standard RS-232-B (or C). The concept of this interface is to take parallel information from the PDP-10 CP and transmit it in bit-synchronous serial form to the modem, or to take a serial bit stream from the modem and deliver it in parallel to the PDP-10. These two operations can occur either separately or simultaneously, depending upon whether the mode of operation is half-duplex or full-duplex.

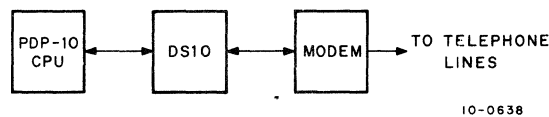


Figure 1-1 DS10 Configuration

The DS10 is capable of controlling most of the common leads associated with an RS-232-B(C)-type modem. In addition, the DS10 can answer and terminate incoming calls. Up to two DS10 units can be used with each PDP-10 CP. The second DS10 is housed in the same cabinet with the first DS10. The DS10 can be operated at either 50 Hz or 60 Hz; four configurations are available:

DS10-A	A single DS10 unit for 60 Hz operation
DS10-B	A single DS10 unit for 50 Hz operation
DS10-C	A second DS10 unit for 60 Hz operation
DS10-D	A second DS10 unit for 50 Hz operation

1.3 FUNCTIONAL DESCRIPTION

The DS10 (see Figure 1-2) consists of a transmit channel and a receive channel controlled by programmed instructions from the PDP-10 CP, and synchronized by timing pulses from the associated modem.

In the transmit mode a full word, containing either four or six characters, is transferred in parallel from the PDP-10 to a buffer register. One character at a time is then transferred to the shift register, which shifts data serially to the data set terminal. When a word is shifted out, the PDP-10 transfers another word to the buffer register and transmission continues in the same manner as above. Facilities for detecting a sync character, determining the character length, maintaining a character count, etc., are provided by the control section.

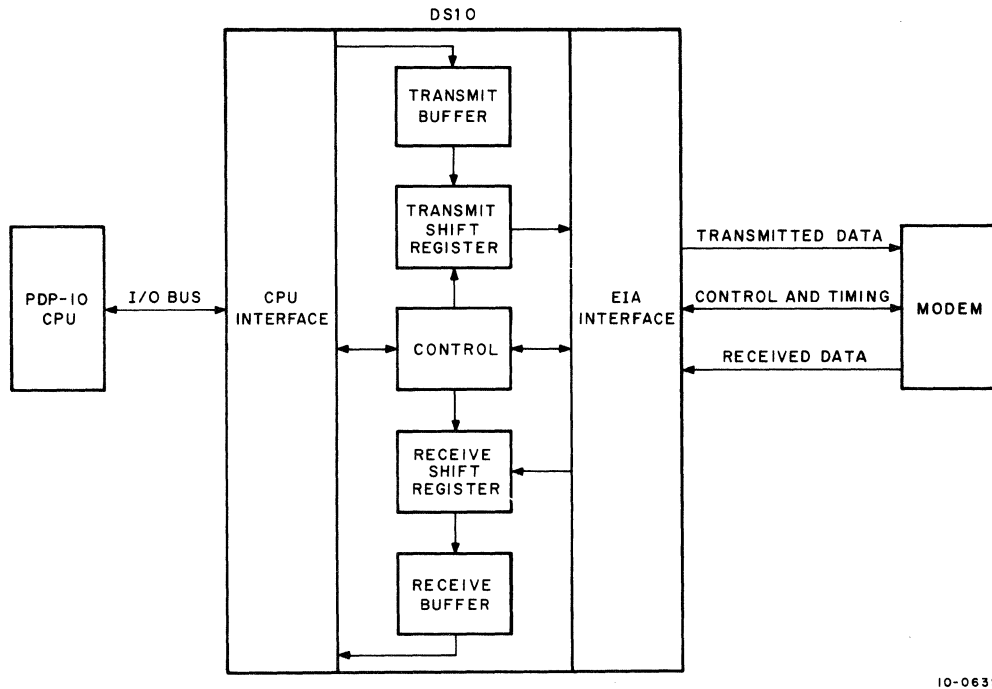


Figure 1-2 Simplified Block Diagram

An additional feature of the transmit mode is the ability to idle after a message has been transmitted instead of turning off the connections to the modem. The idle mode effectively keeps the line open between messages, thus eliminating the need to re-establish contact with the modem.

In the receive mode, input characters from the data set are shifted serially into a register, then transferred to a buffer register. When the buffer is full (with either four or six characters), a priority interrupt is generated and the contents of the buffer are sent to the PDP-10 via the I/O Bus lines. The control section provides for sync character detection, character counting, end-of-transmission detection, and other associated circuitry.

1.4 DATA FORMAT

Serial data is transmitted and received continuously once synchronization is achieved. The transmission format consists of sync characters (one is sufficient) followed by the characters that make up the text of the message. Character lengths may be either 6 or 8 bits; this is a programmable function of the hardware. Because a PDP-10 word contains 36 bits, there are either six 6-bit characters or four 8-bit characters per word (see Figure 1-3).

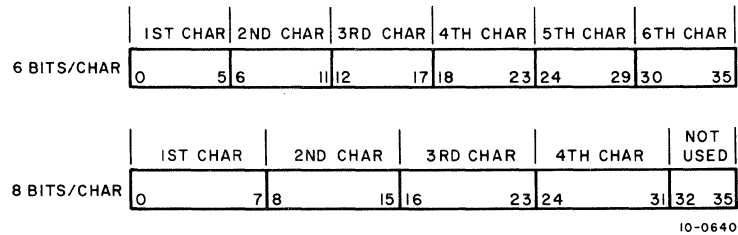


Figure 1-3 Characters Per Word

Sync characters provide a time reference at the start of every message. Once a sync character is detected, the receiving terminal assembles every 6 or 8 bits in a buffer. Sync characters are selected by the user through use of a jumper board. A brief message using 6-bit characters with a sync code of 26₈ is illustrated in Figure 1-4. (The least significant bit is sent first.)

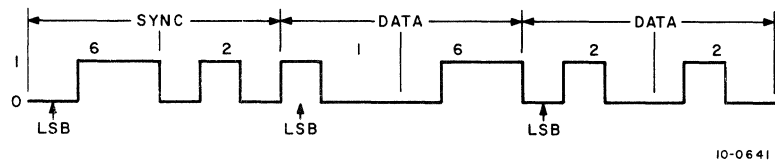


Figure 1-4 DS10 Serial Message Format for 6-Bit Characters

1.5 SPECIFICATIONS

Type of Channel	Serial-synchronous, half- or full-duplex	
Speed	20,000 bps maximum	
Interface	Conforms to EIA Standard RS-232-C	
Data Format	6- or 8-bit characters; unique sync character code for each character length	
Compatible Data Sets	Type	Speed (Baud)
	Bell 201A	2000
	Bell 201B	2400
	Bell 205	600, 1200, 2400
	Any other modem that meets EIA Standard RS-232-B(C) Specifications	
Operating Environment	Limited only by PDP-10 operating conditions	
60 Hz ac Power	115V +10%, 60 Hz +2%	
50 Hz ac Power	230V +10%, 50 Hz +2%	
Power/Heat Dissipation	450W	

1.5 SPECIFICATIONS (Cont)

Height	69 in.
Width	22 in.
Depth	29 in.
Weight	300 lb

Chapter 2

Installation and Interface

This chapter contains general information on installation and interface requirements for the DS10. Included also is a description of the applicable Electronic Industries Association (EIA) circuits utilized by the DS10.

2.1 MOUNTING

The DS10 is contained in three DEC1943 Flip-Chip mounting panels which are housed in a standard DEC 19-in. cabinet. Also included in the cabinet are an 844 power control unit and two 728 power supplies. This equipment is shown in Figures 2-1 and 2-2. If a second DS10 unit is employed, it is housed in the same cabinet with the first DS10 and shares the same power supplies and indicator panel.

The modem and its associated power supplies mount in an external cabinet or rack.

2.2 CABLING

2.2.1 PDP-10 to DS10

The PDP-10 I/O Bus is the only connection between the PDP-10 CP and the DS10. The physical configuration of the I/O Bus is comprised of two coaxial cable sets which terminate in two W851 Flip-Chip Connector Assemblies. The length of the cables is dependent on the proximity of the cabinetry and the configuration of the system (maximum I/O cable length is 150 ft). See DEC drawing DS10-0-IOB for I/O cable pin assignments.

2.2.2 DS10 to Modem

A 25-ft cable is provided for connection between the DS10 and the modem. The socket on the modem is a 25-pin receptacle (Cannon DB-19604-433 or equivalent). The plug on the modem end of the cable is a Cannon DB-19604-432 or equivalent. The other end of the cable, which connects to the DS10, is equipped with an M957 Cable Connector. The entire cable assembly is designated BC01R-25. Other cables may be used, but must comply with the specifications in EIA Standard RS-232-B(C).

2.2.3 DS10 Logic to Indicator Panel

Ribbon cables are provided for connection between the DS10 logic and the indicator panel (Figure 2-2, Rear View). If a second DS10 unit is used, additional ribbon cables are provided that connect to the bottom two rows of connectors on the indicator panel.

2.3 INTERFACE CIRCUITS

This section contains material from the Electronic Industries Association Standard RS-232-C concerning communications interface circuits. The standard defines a means of exchanging control signals and binary serialized data

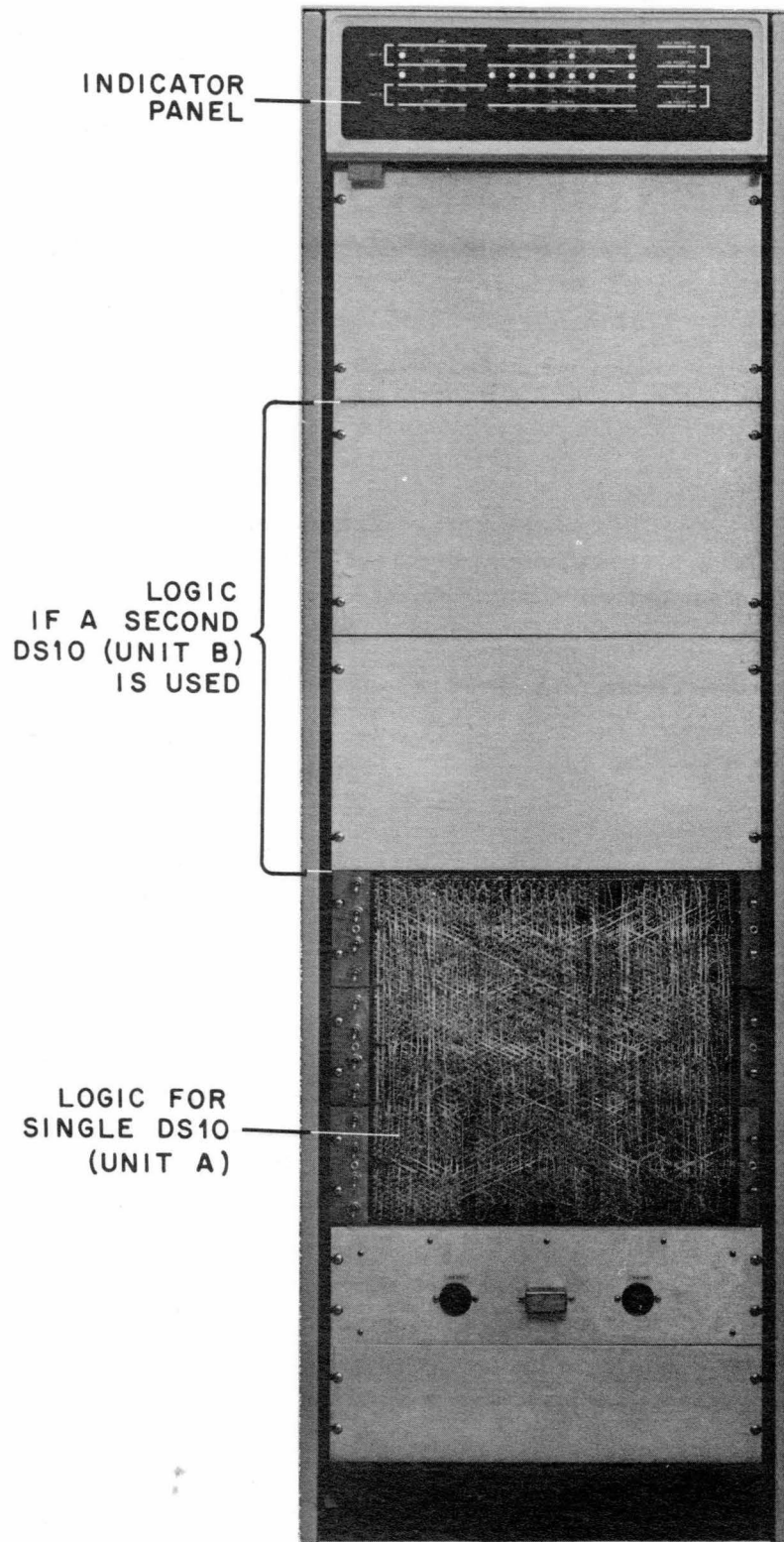


Figure 2-1 DS10 Cabinet, Front View

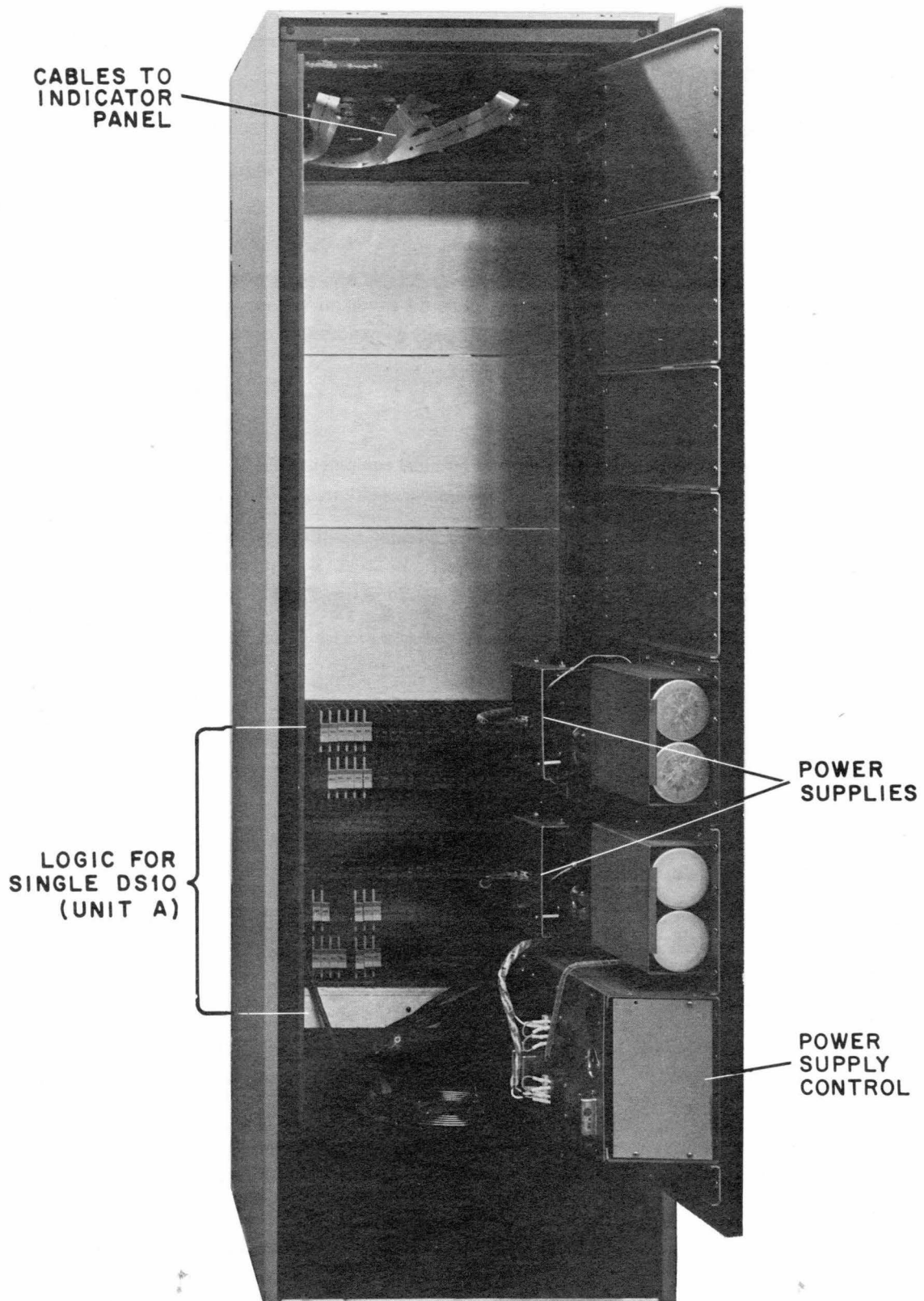


Figure 2-2 DS10 Cabinet, Rear View

signals between data processing terminal equipment and data communication equipment. Drawing DS10-0-RS in Chapter 6 shows the cable and pin assignments for the RS-232-C interface.

2.3.1 Circuit AA – Protective Ground

This conductor is electrically bonded to the machine or equipment frame. It may also be connected to external grounds as required by applicable regulations.

2.3.2 Circuit AB – Signal Ground

This conductor establishes the common ground reference potential for all interchange circuits except circuit AA. In the data set, circuit AB is brought to one point; this point can be connected to circuit AA by means of a wire strap.

2.3.3 Circuit BA – Transmitted Data

Signals on this circuit are generated by the data processing terminal equipment (DS10) and are transferred to the transmitting signal converter for transmission to remote data processing terminal equipment.

The data processing terminal equipment holds Circuit BA in a marking condition during time intervals between characters or words, and at all times when no signals are being transmitted. Data processing terminal equipment designed for receive-only service holds this circuit in marking condition (i.e., the 1 state) at all times.

The marking or spacing signal condition is held for the total duration of each signal element.

2.3.4 Circuit BB – Received Data

Signals on this circuit are generated by the receiving signal converter in response to data signals received from remote data processing terminal equipment.

In half-duplex service, the receiving data set holds marking condition on Circuit BB when the remote data processing terminal equipment has its Circuit CA in the OFF condition. While in half-duplex service, the Received Data circuit may be used to monitor transmitted signals.

A data set equipped for transmit-only service holds Circuit BB in the marking condition at all times, and the marking or spacing signal condition is held for the total duration of each signal element.

2.3.5 Circuit CA – Request-to-Send

Signals on this circuit are generated by the data processing terminal equipment to condition the local data set to transmit. For example, if the data set contains a modulator, the carrier signal is transmitted during the ON condition of Circuit CA.

The ON condition is maintained whenever the data processing terminal equipment is transmitting information or has information ready for transmission. The signal converter transmits all data on Circuit BA while the ON condition is maintained on Circuit CA, Circuit CB, and Circuit CC.

In half-duplex service, the OFF condition holds the data set in the receive-data condition, and the ON condition holds the data set in the transmit-data condition. The above condition is established independent of signals on Circuits BA and BB. Data processing terminal equipment designed for receive-only service holds Circuit CA in the OFF condition at all times.

Data processing terminal equipment designed for either transmit-only or full-duplex service may hold Circuit CA in the ON condition at all times. Similarly, data communication equipment used for transmit-only or full-duplex service may be placed in the transmit condition at all times, regardless of the signal condition on Circuit CA.

2.3.6 Circuit CB – Clear-to-Send

Signals on the circuit are generated by the data communication equipment to indicate that the data set is prepared to transmit data. The ON condition is a response to the ON condition on Circuit CA and indicates to the data terminal equipment that signals presented on Circuit BA (Transmitted Data) will be transmitted to the communication channel. When Circuit CA is turned OFF, Circuit CB is also turned OFF.

In receive-only service, the data set holds Circuit CB OFF at all times.

In transmit-only or full-duplex service, when the data communication equipment is in transmit condition at all times, Circuit CB is held in the ON condition at all times.

2.3.7 Circuit CC – Data Set Ready

Signals on this circuit are generated by the local data set to indicate that it is ready to operate.

The OFF condition is used to indicate:

- a.* An abnormal or test condition which disables or impairs a normal function associated with the service calls
- b.* That the communication channel is switched to an alternate means of communication (e.g., alternate voice telephone)
- c.* That the local data set is not connected to a communication channel.

The ON condition appears at all other times.

Circuit CC is used only to indicate the status of the local data set. The ON condition indicates neither that a communication channel has been established to a remote station, nor the status of any remote station or equipment.

2.3.8 Circuit CD – Data Terminal Ready

Signals on this circuit are used to control switching of the signal converter to the communication channel. The ON condition causes the signal converter to be connected to the communication channel. However, if the station is equipped only for call origination by means external to this interface (e.g., manually or an automatic call origination unit), the ON condition serves only to maintain the connection established by these external means.

When the station is equipped for automatic answering of received calls, connection to the line may be arranged to occur only in response to a ringing signal. The OFF condition removes the signal converter from the communication channel, for such reasons as:

- a.* Freeing the line for alternate use (e.g., voice or use by other terminal stations)
- b.* Permitting use of the data processing terminal equipment for an alternate function (e.g., off-line operation)
- c.* Terminating a call

The OFF condition does not disable the operation of Circuit CE.

2.3.9 Circuit CE – Ring Indicator

Signals on this circuit indicate that a ringing signal is being received from a remote station; this circuit may be required for automatic answering of received calls.

The ON condition indicates that a ringing signal is being received; the OFF condition is maintained at all other times. Operation of this circuit is not disabled by the OFF condition on Circuit CD.

2.3.10 Circuit CF – Data Carrier Detector

Signals on this circuit provide an indication that the data carrier is being received. When the data carrier is lost because the transmitting signal converter is turned OFF due to a fault condition, the OFF condition follows after an appropriate guard time delay.

In half-duplex service, where the signal converter is arranged for local copy, Circuit CF may respond to carrier signals from either the local or remote transmitting signal converter.

The ON condition indicates reception of the data carrier. The OFF condition provides an indication of the end of present transmission activity or a fault condition.

2.3.11 Circuit DA – Transmitter Signal Element Timing

Signals on this circuit provide the transmitting signal converter with signal element timing information.

The waveform is normally ON and OFF for equal periods of time, and a transition from ON to OFF normally indicates the center of each signal element on Circuit BA. (This is LOCAL TIMING.)

2.3.12 Circuit DB – Transmitter Signal Element Timing

Signals on this circuit provide the data processing terminal with signal element timing information.

The waveform is normally ON and OFF for equal periods of time. The data processing terminal equipment provides a data signal on Circuit BA. The transitions of this data signal nominally occur at the time of the transitions from OFF to ON condition of the signal on Circuit DB. (This is SERIAL CLOCK TRANSMIT.)

2.3.13 Circuit DD – Receiver Signal Element Timing

Signals on this circuit provide the data processing terminal equipment with signal element timing information.

The waveform is normally ON and OFF for equal periods of time, and the transition from ON to OFF condition nominally indicates the center of each signal element on Circuit BB. (This is SERIAL CLOCK RECEIVE.)

The electrical characteristics of these interchange signals are as follows:

- a. The maximum open-circuit voltage to Circuit AA or Circuit AB on any interchange circuit does not exceed 25V, and the maximum short-circuit current flow between any two conductors (including grounds) does not exceed 0.5A.
- b. Any circuitry used to generate a signal voltage on an interchange circuit is protected from damage by either an open circuit condition or a short circuit in either Circuit AA or AB. Any circuitry used to receive signals from an interchange circuit is designed for continuous operation with any input signal within the maximum voltage limits specified.

- c. For Circuits BA and BB, the signal is considered in the marking condition when the voltage on the circuit is more negative than -3V with respect to signal ground, and the signal is considered in the spacing condition when the voltage is more positive than 3V with respect to signal ground. During transmission of data, the marking condition is used to denote the binary state ONE, and the spacing condition is used to denote the binary state ZERO. Note that marking is the normal condition on a data circuit when no signals are present.

2.3.14 Summary of Data Circuits

Binary State	ONE	ZERO
Signal Condition	Marking	Spacing
Voltage	Negative	Positive
Paper Tape	Hole	No Hole

For all control circuits included in this discussion, the control function is considered ON when the voltage on the circuit is more positive than +3V with respect to signal ground, and is considered OFF when the voltage on the circuit is more negative than 3V with respect to signal ground.

2.3.15 Summary of Control Circuits

Control Function	OFF	ON
Voltage	Negative	Positive

NOTE

The condition in which the voltage of a data circuit or a control circuit is between $\pm 3V$ is not mentioned in this discussion. This area is undefined by RS-232-C; therefore, this region or its effect on DEC logic is not defined.

Chapter 3

Operation and Programming

This chapter provides information on the DS10 indicator panel and a description of the PDP-10 I/O instructions as they apply to the DS10.

3.1 OPERATION

The DS10 has no operating controls; operation is under automatic control of the PDP-10 program and timing signals from the data set. The indicator panel at the top of the DS10 cabinet allows the operator to monitor the status of various conditions in the system. Figure 3-1 shows the indicator panel, and Table 3-1 defines the functions of each indicator.

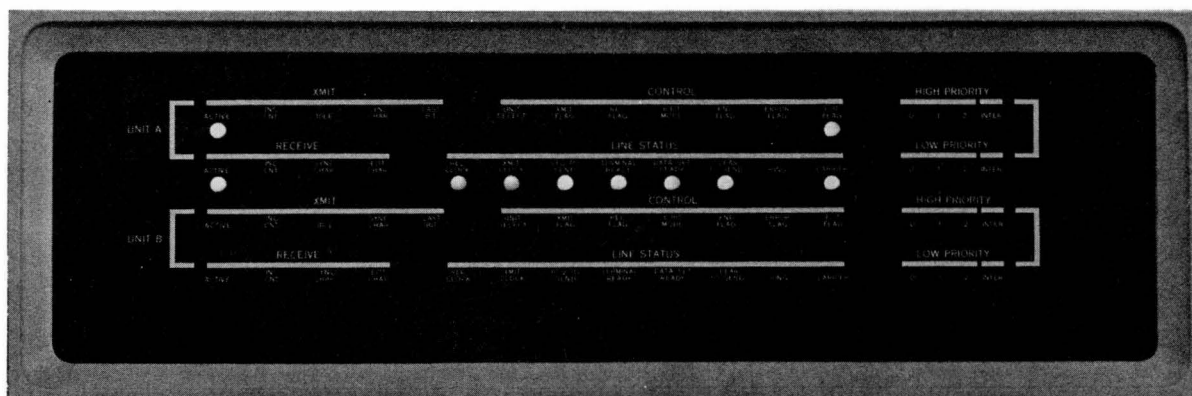


Figure 3-1 DS10 Indicator Panel

The indicator panel consists of two identical sets of indicator lamps. When a single DS10 is mounted in the cabinet, only the top two rows, designated UNIT A, are used. When a second DS10 is installed in the system, the top two rows indicate the status of one unit (UNIT A) and the bottom two rows indicate the status of the second unit (UNIT B).

Table 3-1
Indicator Panel Description

Group	Indicator	Function
XMIT	ACTIVE	Indicates the DS10 is currently in the transmit mode.
	INC CNT	Indicates the transmit character counter is being incremented.
	IDLE	Indicates that IDLE flip-flop is set. Idle mode allows the DS10 to maintain contact with a modem after the last character of a message is transmitted.
	SYNC CHAR	Indicates the first character in the transmit word is a sync character.
	LAST BIT	Indicates that one more bit of a character is to be transmitted to the modem.
RECEIVE	ACTIVE	Indicates the DS10 is currently in the receive mode.
	INC CNT	Indicates the receive character counter is being incremented.
	SYNC CHAR	Indicates a sync character is in the RB shift register.
	EOT CHAR	Indicates an end-of-transmission character is in the RB shift register, which eventually causes the receive logic to be disabled.
CONTROL	UNIT SELECT	Indicates the DS10 has been selected by the PDP-10 CP through a 460 ₈ or 464 ₈ I/O instruction.
	XMIT FLAG	Indicates that the Transmit Flag flip-flop is set. The XMIT FLAG is set when there is only one character in each word left to be transmitted. This causes a high priority interrupt to be generated.
	REC FLAG	Indicates that the Receive Flag flip-flop is set. The REC FLAG is set when a full word has been received by the DS10. This causes a high priority interrupt to be generated.
	6-BIT MODE	Indicates the message format consists of six bits per character. When the indicator is not lit, the format is eight bits per character.
	END FLAG	Indicates END FLAG flip-flop is set. The END FLAG is set either when the clock pulses from the data set have stopped before an EOT character is received, or on the transition from on to off of the signal carrier.

Table 3-1 (Cont)
Indicator Panel Description

Group	Indicator	Function
CONTROL (Cont)	ERROR FLAG	Indicates the PDP-10 CP failed to respond to the interrupt generated by Receive Flag (1).
	EOT FLAG	Indicates that the EOT FLAG is set, which means an EOT character has been received.
LINE STATUS (EIA Interface)	REC CLOCK	Indicates that the Receive Clock pulses, supplied by the data set, are active.
	XMIT CLOCK	Indicates that the Transmit Clock pulses, supplied by the data set, are active.
	REQ TO SEND	Indicates the Request-to-Send lead on the EIA Interface is active.
	TERMINAL READY	Indicates the DS10 is ready to begin operation.
	DATA SET READY	Indicates the modem is ready for operation.
	CLEAR TO SEND	Indicates the DS10 can start sending messages.
	RING	Indicates a ringing signal is being received from a data set.
HIGH PRIORITY	CARRIER	Indicates information is being received at the local modem.
	0, 1, 2	Indicates the octal program-interrupt channel number.
LOW PRIORITY	INTER	Indicates that the Interrupt flip-flop is set.
	0, 1, 2	Indicates the octal program-interrupt channel number.
LOW PRIORITY	INTER	Indicates that the Interrupt flip-flop is set.

3.2 PROGRAMMING

The DS10 is designed to respond to the standard PDP-10 input/output instructions in the same manner as any other peripheral unit: the DS10 shares the I/O Bus along with other peripherals, and must be selected by a unique device code. The I/O Bus consists of 36 two-way lines that serve to carry data and control information between the DS10 and a PDP-10 CP.

Two device codes (460 and 464) are used to select and condition a DS10 to accept the following four instructions from the PDP-10 CP. (A second set of device codes, 470 and 474, are used when a second DS10 unit is utilized.)

- a. CONO (Conditions Out) – accept control information from the CP
- b. CONI (Conditions In) – send status information to the CP
- c. DATAO (Data Out) – accept data from the CP
- d. DATAI (Data In) – send data to the CP

Table 3-2 lists the CONO and CONI instructions for both device select codes and the function of each bit in the instruction. Following the table are detailed descriptions of each bit assignment.

Table 3-2
Bit Assignments

Bit	CONI 460 (470)	CONO 460 (470)	CONI 464 (474)	CONO 464 (474)
18	Character Length	Character Length		
19	Diagnostic	Diagnostic		
20	Idle Enabled	Idle Enabled		
21	Idle			
22	Transmit-Active			
23	Receive-Active	Receive-Active		
24	Receive-Inhibit	Receive-Inhibit		
25	Clear-to-Send			
26	Data Terminal Ready	Data Terminal Ready		
27	Ring Enabled	Ring Enabled		
28	Data Set Ready			
29				
30	Ring Flag*	Ring Flag	Low Priority 2	Low Priority 2
31	End Flag*	End Flag	Low Priority 1	Low Priority 1
32	Error Flag*	Error Flag	Low Priority 0	Low Priority 0
33	Transmit Flag**		High Priority 2	High Priority 2
34	EOT Flag	EOT Flag	High Priority 1	High Priority 1
35	Receive Flag**		High Priority 0	High Priority 0
* causes low priority interrupt ** causes high priority interrupt				

3.2.1 Status Register (device code = 460 or 470)

The CONO instruction sets or clears the Status Register in the DS10 if the I/O bit associated with the function is set or reset at the time the instruction is issued. All the status bits are reset by IOB RESET (initialization) except Clear-to-Send and Data Set Ready, which are controlled solely by the modem.

Bit 18 (Character Length) – This bit is set and reset by the CONO instruction (bit 18=1,0 respectively). When Character Length is set, both the transmit and receive sides of the DS10 will be operating in the 8-bit mode. The DS10 will be in 6-bit mode when Character Length is reset.

Bit 19 (Diagnostic) – This bit is set or reset by a CONO instruction (bit 19=1,0 respectively) to place the DS10 in and out of diagnostic mode. In the diagnostic mode, an internal clock is used to clock the data and the modem control functions are looped back to simulate various modem operations.

Bit 20 (Idle Enabled) – This bit is set or reset by the CONO instruction to enable or disable the DS10's idle mode operation. After the current word is transmitted, the DS10 enters the idle mode and transmits the first character of the next word repeatedly as long as Idle Enabled is set.

Bit 21 (Idle) – This bit is set when the DS10 has transmitted the last character of a transmit word, provided bit 20 (Idle Enabled) is set. When Idle is set, the DS10 will transmit the first character of the next word repeatedly without interrupting the processor until Idle Enabled is reset by a CONO instruction.

Bit 22 (Transmit-Active) – This bit is set if the first character in the transmit word is decoded to be a synchronous character by the DS10 and bit 25 (Clear-to-Send) is set. This bit is reset after the DS10 has transmitted the last character of a message. Transmit-Active signifies that the transmit logic is in operation and is actively transmitting data to the modem.

Bit 23 (Receive-Active) – This bit is set if a synchronous character is received from the modem. Receive-Active can be reset either by a CONO instruction (with bit 23=1), or when a loss of receive clock is detected. This bit, when set, signifies that the receive logic is actively receiving data from the modem.

Bit 24 (Receive Inhibit) – This bit is set by the programmer to inhibit the echoing back of information that usually occurs during half-duplex operation. The bit is set and reset by a CONO instruction (bit 24 = 1,0 respectively).

Bit 25 (Clear-to-Send) – Data cannot be transmitted over the communication link if Clear-to-Send is reset. This bit will be set when the communication link is established.

Bit 26 (Data Terminal Ready) – This bit is set and reset by a CONO instruction (bit 26=1,0 respectively). When this bit is set, either an attempt is being made to establish a data link, or the link is already in operation.

Bit 27 (Ring Enabled) – This bit is reset and set by a CONO instruction (bit 27=0,1 respectively). When this bit is set, the Ring signal from the modem will be allowed to cause a low priority interrupt.

Bit 28 (Data Set Ready) – Data Set Ready will be set when the modem is ready for normal operation. Data Set Ready will be reset if the modem is not operable or is in test mode.

Bit 29 – not used

Bit 30 (Ring Flag) – This bit is set by the Ring signal from the modem, provided Ring Enabled (bit 27) is set. When this bit is set, a low priority interrupt will be generated. This bit is reset by a CONO instruction (bit 30=1).

Bit 31 (End Flag) – This bit is set if the Receive Clock from the modem had stopped before the EOT flag (bit 34) is set. This bit can be used to distinguish legitimate ends from those that are caused by failures in the communication link. A low priority interrupt will be generated when this bit is set. This bit is reset by a CONO instruction (bit 31=1).

Bit 32 (Error Flag) – This bit is set if the Receive Flag (bit 35) is not answered by the CP by the time another full character is received. When this happens, the character just received will be lost. The characters already assembled in the Data Buffer are not affected. A low priority interrupt is generated if this bit is set. Error Flag is reset by a CONO instruction (bit 32=1).

Bit 33 (Transmit Flag) – This bit is set if there is only one character left to be transmitted to the modem. A high priority interrupt will be generated if this bit is set. Transmit Flag is reset by a DATAO instruction.

Bit 34 (EOT Flag) – This bit is set if an End-of-Transmission character is received from the modem and is reset by a CONO instruction (bit 34=1).

Bit 35 (Receive Flag) – This bit is set when a full word has been received and assembled in the DS10. This bit is reset by a DATAI instruction. A high priority interrupt is generated when Receive Flag is set. The processor has one full character time to respond to this interrupt without losing data.

3.2.2 Status Register (device code = 464 or 474)

Table 3-2 shows the status bit arrangements. Six flip-flops are used to store the high and low interrupt channel numbers. These flip-flops will be reset by the IOB Reset pulse.

Bits 18 through 29 – not used

Bits 30 through 32 (Low Priority Interrupt) – These bits are used to store the low interrupt channel number when a CONO instruction is issued. The following conditions will cause a low priority interrupt to be generated:

- a. Ring Flag (bit 30)
- b. End Flag (bit 31)
- c. Error Flag (bit 32)

Bits 33 through 35 (High Priority Interrupt) – These three bits are used to store the high interrupt channel number when a CONO instruction is issued. The following conditions will cause high priority interrupt to be generated:

- a. Receive Flag (bit 35)
- b. Transmit Flag (bit 33)

3.2.3 Data Register (device code = 460 or 470)

The DATAO will move a full 36-bit word from PDP-10 memory to the Transmit Data Buffer of the DS10. The DATAI will deliver a full 36-bit word from the Receive Data Buffer of the DS10 to the PDP-10 via the I/O Bus. The DS10 will assemble/disassemble 8- or 6-bit data characters to/from two 36-bit data buffers, each containing 4 or 6 characters. The individual characters of a word are left-justified. Figure 1-3 shows the breakdown of the 36-bit word using 6- and 8-bit characters.

Chapter 4

Principles of Operation

This chapter contains a description of the control, receive, and transmit logic, followed by a description of a typical receive-and-transmit sequence of operation.

The DEC engineering drawings referenced in this chapter are contained in Chapter 6. Each drawing reference consists of the drawing number and, when necessary, the alphanumeric coordinate location of specific logic on the drawing. For example, the origination of the signal CL INIA is referenced as drawing DS10-0-CL1, B2. It should also be pointed out that each signal is prefixed with the alpha portion of the drawing number from which it originates. For example, TB LOAD 03 is developed on drawing DS10-0-TB1, RL SHIFT RB is developed on drawing DS10-0-RL1, etc.

4.1 CONTROL LOGIC

The control logic consists of selection logic, I/O instruction decoding, status conditions, and priority interrupts. The logic for these functions is shown on drawings DS10-0-CL1 and DS10-0-CL2.

4.1.1 DS10 Selection Logic

Each peripheral unit that shares the PDP-10 I/O Bus requires a unique device selection code in order to respond to commands from the CP. The DS10 device code number, received from the PDP-10 instruction register, appears at the W851 Connector located at EF07 (see dwg. DS10-0-IOB) on seven pairs of complementary lines (IOS3 through IOS9). When only one DS10 is used in the system, the device code is 460₈ and 464₈. Two device numbers are required because of the large amount of status information that must be carried between the DS10 and the PDP-10. If a second DS10 unit is used in the system, the device code is 470₈, 474₈.

The IOS lines are connected to a W991 Jumper Board (see dwg. DS10-0-JB) that is prewired to recognize the 460₈ or 464₈ codes. When a code is detected, the levels JB IOS 03 through JB IOS 09 become active. (If other device codes are to be used, the W991 Jumper Board can easily be changed to detect the codes.)

4.1.2 I/O Instruction Decoding

The JB IOS 03 through JB IOS 09 levels are combined to produce the signals CL SELECT A and CL SELECT B (see dwg. DS10-0-CL1). The CL SELECT signals are gated with various processor outputs to produce the command signals such as CL DATAO SET A and CL CONI B. The functions of each command are discussed in the sequence of operation (refer to Paragraphs 4.3 and 4.5).

4.1.3 Status Condition

The flip-flops located in the lower left-hand corner of drawing DS10-0-CL2 allow the program to determine the status of various conditions in the system. These status flip-flops are set, cleared, and read by the I/O commands with certain bits enabled.

4.1.4 Priority Interrupts

Whenever the DS10 requires service from the PDP-10, a priority interrupt must be generated and issued to the CP before the DS10 can be acknowledged. The priority interrupts used in the DS10 unit are shown generated on drawing DS10-0-CL2. A specific priority interrupt line is activated by signals CL HI PI or CL LO PI, combined with the states of CL HI PI 0 through CL HI PI 3, or CL LO PI 0 through CL LO PI 3, flip-flops. CL HI PI is generated when either TL XMIT FLG or RL REC FLG is set. The CL LO PI signal is generated when either CL RING FLG, CL END FLG, or CL ERR FLG is set. Flip-flops CL HI (LO) PI 0 through 3 are set by a CONO instruction to activate one of the seven interrupt channels assigned to the DS10 by the programmer.

4.2 RECEIVE LOGIC

This section contains an operating description of the main segments of the receive logic: the buffer register, shift register, character counter, sync character detector, and EOT detector.

4.2.1 Receive Buffer Register (Dwg. DS10-0-RCW)

The receive buffer register (RCW0 through RCW35) stores successive characters formed by the RB shift register until a full word (four 8-bit characters or six 6-bit characters) is assembled. The complete word is then sent in parallel via the IOB Bus Lines to the PDP-10 processor. Each character is jam-transferred into the RCW buffer register by the RL LD RCB 00 or RL LD RCB 18 pulse.

4.2.2 Receive Shift Register (Dwg. DS10-0-RB)

The RB receive shift register continually assembles a stream of incoming data bits into characters for eventual transfer to the RCW buffer register. (Characters actually go through an intermediate buffer stage designated RB RCB 0 through 35.) When a sync character is detected and transferred to the RCW register, the RL1 IN pulse presets the most significant bit (either RB8 or RB6) to a 1. This 1 bit is designated the sentinel bit. Pulse RL SHIFT RB then shifts the data in, least significant bit first, and shifting continues until the sentinel bit is present in stage RB1. After one more shift, a fully assembled character is transferred to the RCW register and the preceding operation starts again for the next character. The character length flip-flop (CL LNT 06 or CL LNT 08) determines whether the RB1 through RB6 stages or the RB1 through RB8 stages are to be used.

Once a character is formed in the shift register, it is jam-transferred into the correct location in the buffer register. For example, in 6-bit mode with the character counter at zero, RB6 through RB1 is jam-transferred into RCW0 through RCW5; however, with the character counter at two (third character), RB6 through RB1 is gated into RCW12 through RCW17 (see Figure 4-1).

4.2.3 Receive Character Counter (Dwg. DS10-0-RL1, RL2)

The receive character counter (RL RCL 00 through 02) is a typical binary up-counter that enables successive characters assembled in the shift register to be loaded into the correct locations in the RCW buffer register. When a 6- or 8-bit character is assembled in the shift register, the character counter outputs (signals RL RCNT 00 through 05) determine where in the RCW register the character is to be loaded (see dwg. DS10-0-RL1).

Signal RL RCNT 00 is asserted when the counter is at zero. If the mode of operation is 6-bits-per-character, the level CL LNT 06 is true, and is combined with RL RCNT 00 to produce RL LOAD 10 (see dwg. DS10-0-RL1, B5). Signal RB LOAD 10 is gated with shift register bits RB 06 through RB 01 to generate RB RCB 00 through 05, which in turn is loaded into the RCW buffer register locations RCW00 through RCW05 (see Figure 4-1). The counter is then incremented, producing RL RCNT 01, which enables the next character in the shift register to be loaded into RCW06 through RCW11. In this 6-bit example, the counter is incremented until it reaches

RL RCNT 05. At this time the RCW buffer register is full; the counter is therefore cleared in preparation for the next word. If the mode of operation is 8-bits-per-character, the counter is cleared after it has reached RL RCNT 03. The preceding example of 6-bits-per-character operation with counter at zero is illustrated in Figure 4-2.

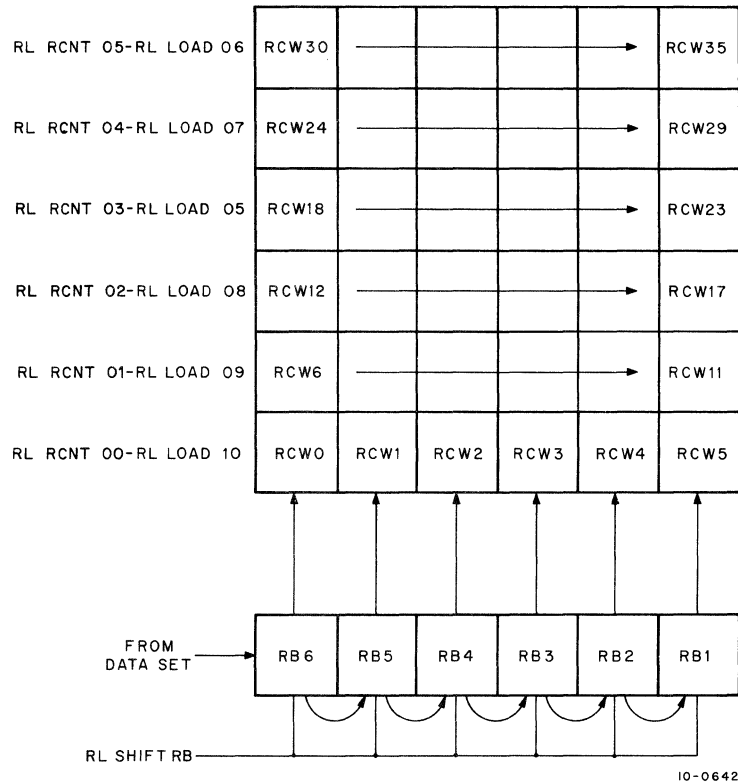


Figure 4-1 Shift Register Operation for Six-Bit Character

4.2.4 Receive Sync Character Detector

The receive sync character detector (see dwg. DS10-0-RL1, C3) monitors the contents of the RB shift register in search of a 26_8 code for 6-bit characters or a 226_8 code for 8-bit characters. Sync character detection operates as follows for a 6-bits-per-character mode. Shift register bits RB02 through RB06 are connected at module location AB24 to a W991 Jumper Board that is shown prewired to detect a 26_8 code (see dwg. DS10-0-JB). When bits RB06 through RB02 reflect a $10\ 110_2$, the signals JB REC SYNC 01 through 05 are activated and produce the RL RB EQ SYNC signal (see dwg. DS10-0-RL1). If 8-bits-per-character mode is used, signals JB REC SYNC 01 through 07, ANDed with the set state of the length flip-flop, would produce RL RB EQ SYNC.

At this point, however, it is not known if the incoming character is actually a sync code until one more data bit is checked. Therefore, the DS10 logic "looks ahead" at the next incoming bit, which is represented by RL RED 00 or RL RED 01. If this bit is a zero, then the character is indeed a sync character, and signal JB REC SYNC 08A (6-bit) or JB REC SYNC 08B (8-bit) is activated. Signal JB REC SYNC 08A(B) is combined with RL RB EQ SYNC to set the RL REC ACT flip-flop (see dwg. DS10-0-RL2, D6). With the receive logic

active, the character in the shift register is shifted one more time to bring in the last bit of the sync character. The assembled character is then transferred to the receive buffer register.

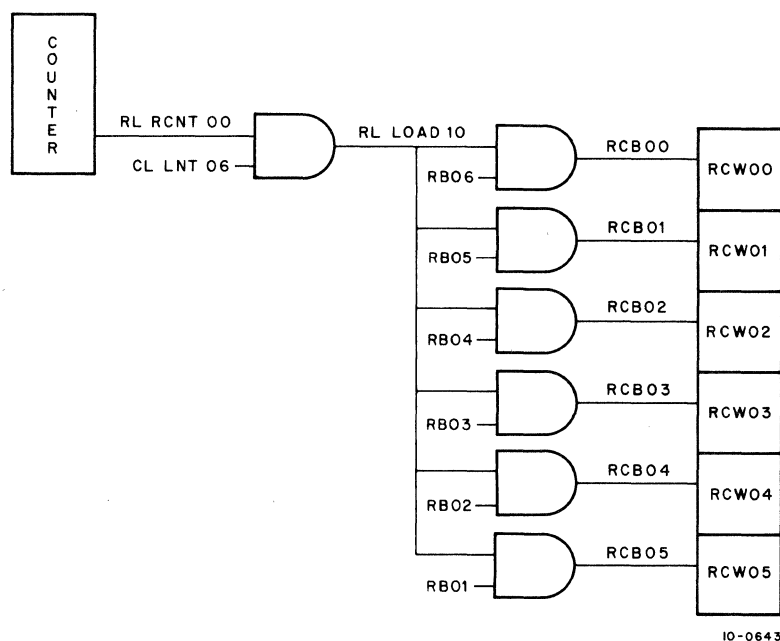


Figure 4-2 Receive Character Counter, 6-Bits Operation (First Character)

The above description uses a 26_g code for sync character detection. Other codes can be used by the customer simply by changing the wires on the W991 Jumper Board at location AB24.

4.2.5 Receive End-of-Transmission Detector

While the receive mode is in operation, the contents of the RB shift register are monitored by a W991 Jumper Board at module location AB26 (see dwg. DS10-0-JB). The jumper board is prewired to detect a code of 04_g for 6-bit mode and 204_g for 8-bit mode. When either of these codes is recognized, levels JB EOT BIT 01 through 06 (6-bit mode) or levels JB EOT BIT 01 through 08 (8-bit mode) are activated and applied to a NAND gate to produce RL RB EQ EOT (see dwg. DS10-0-RL1, C1).

Signal RL RB EQ EOT sets the CL EOT FLG when the EOT character is loaded into the buffer register (see dwg. DS10-0-CL2). The EOT code may be changed by the user simply by configuring the wires on the W991 Jumper Board at location AB26.

4.3 RECEIVE SEQUENCE OF OPERATION

This section describes in detail the sequence of operation for the receive mode (previously discussed in Section 4.2).

4.3.1 Overview

Serial data on the RECEIVE DATA line is continually assembled in a shift register under control of the trailing edge of the SERIAL CLOCK RECEIVE pulse stream from the data set. A sync character is required at the start of each message to activate the receive logic; any data sent to the DS10 before a sync character is detected is lost. Once a sync character is recognized, a sentinel bit is set in the most significant bit of the receive shift register. (Prior to this, the character length (6 or 8 bits) is set by means of a CONO instruction.) The next incoming character is assembled when the sentinel bit is shifted out of the least significant stage.

Assembled characters are transferred to the receive data buffer until the buffer contains a word (either four 8-bit characters or six 6-bit characters). At this point a program interrupt is generated and answered by the CP, with a DATAI instruction that loads the assembled word into the processor via the I/O Bus lines.

4.3.2 Initialization

Whenever IOB RESET or a power failure occurs, signals designated CL INI A and CL INI B are generated (see dwg. DS10-0-CL1, B2); this signal clears all status flip-flops to prepare them for a receive operation. The IOB RESET signal is sent to the DS10 via the I/O Bus under the following conditions:

- a. When KA10 power is first turned on
- b. When READ-IN button on processor console is pushed
- c. When RESET button on processor console is pushed

If a power failure occurs, a signal designated CROBAR is developed by the 844 Power Control Unit; this signal clamps the outputs of the CL LO PI and CL HI PI flip-flops, thereby preventing any interrupt requests (see dwg. DS10-0-CL2, C7). The CL INI A and CL INI B pulses that clear the DS10 status flip-flops are also generated by CROBAR during a power failure: the R303 Integrating-One-Shot (see dwg. DS10-0-CL2, B4) is direct-set by CROBAR and, after a preset time, returns to zero. This ground output pulse is applied to an amplifier that produces CL INI A and CL INI B. (The delay in the R303 allows the current cycle to be completed before CL INI A and CL INI B are generated.)

Once the DS10 is initialized, events are under control of the data set clock pulses.

4.3.3 Establishing a Link Between DS10 and Modem

In the type of link that utilizes the dial-up facilities of the Bell System, the calling station dials (either manually or automatically) the phone number assigned to the data access equipment. The RING INDICATOR lead (EIA Interface) goes active and sets the CL RING FLG flip-flop (see dwg. DS10-0-CL2), provided CL RING ENBL is previously set by a 460_g CONO instruction with IOB 27 = 1. With CL RING FLG (1), a low priority (CL LO PI) interrupt is generated. The program issues a 460_g CONI instruction to find the cause of interrupt and, with IOB 30 (1), determines the CL RING FLG is set, indicating a data set has information to be sent to the processor.

At this time the program issues a 460_g CONO instruction to reset CL RING ENBL (IOB 27 = 0), reset CL RING FLG (IOB 30 = 1), and set CL TERM RDY (IOB 26 = 1). By resetting CL RING ENBL, all future interrupts caused by a ringing signal will be inhibited. Flip-flop CL TERM RDY (1) produces RS DTR Data Term Ready (DS10-0-RS), which causes the data set to start sending information and Serial Clock pulses. The receive logic, however, remains inactive until a sync character is detected. Any data sent prior to a sync character is lost.

4.3.4 Receive Active (Figure 4-3)

Timing pulses from the data set enter the DS10 EIA Interface (see dwg. DS10-0-RS) as SERIAL CLK RECEIVE (SCR). These RS SCR signals are converted to standard DEC levels (0V and -3V) by a W511 module to produce

RS REC TME. Pulse RS REC TME, in turn, generates RL SHIFT RB for 6-bit characters and RL SHIFT RB08 for 8-bit characters (see dwg. DS10-0-RL1, D3, D4).

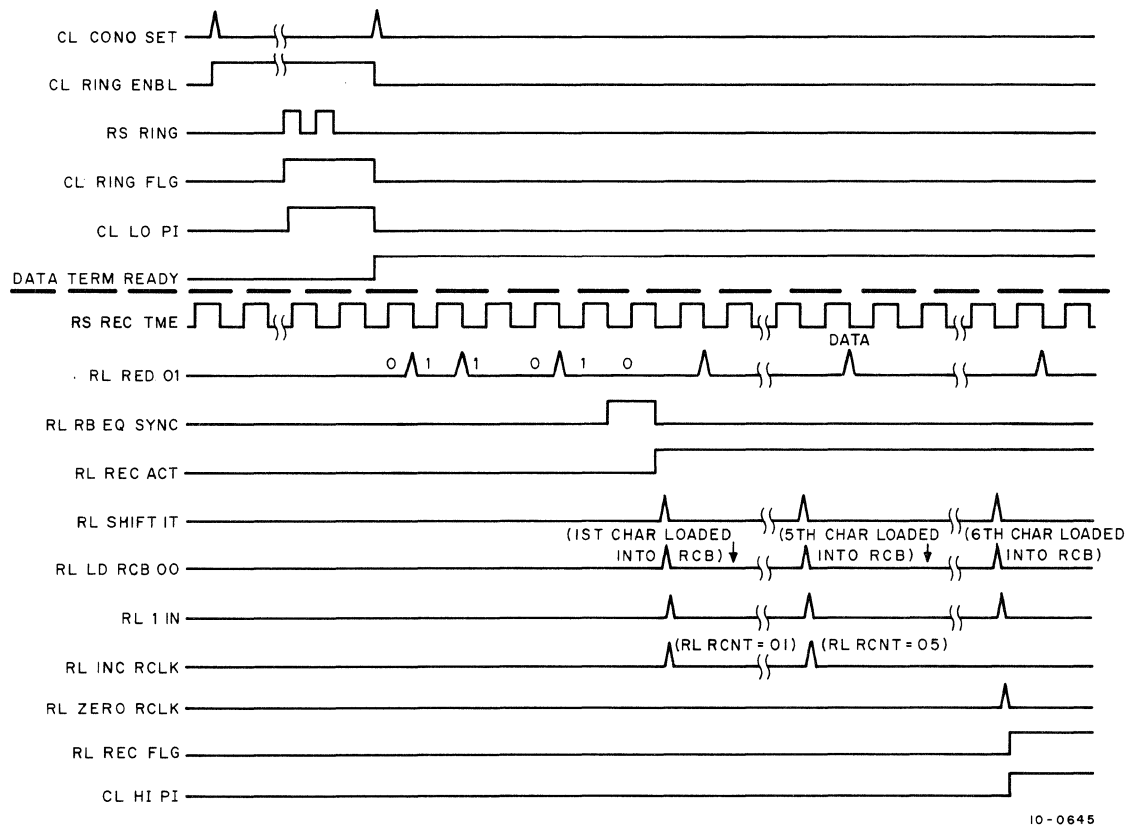


Figure 4-3 Receive Timing Diagram

Data enters the DS10 EIA Interface as RS REC DATA and is converted to DEC levels by a W511 module, the output of which is designated RS DATA (see dwg. DS10-0-RS, D5). Each RS DATA pulse represents one bit of information and is first applied to the W991 Jumper Board at AB26 (see dwg. DS10-0-JB), which is shown jumpered for conventional polarity modems. The W991 output, designated JB DATA IN, generates pulse RS DATA BUF (see dwg. DS10-0-RS, A5). If RS DATA BUF represents a 0, it is ANDed with RL SHIFT RB to produce RL RED 00 (see dwg. DS10-0-RL2). If the data bit is a 1, RS DATA BUF is ANDed with RL SHIFT RB to produce RL RED 01.

Each RL RED 01 or RL RED 00 pulse is applied to either stage RB08 or RB06 (depending on the predetermined character length) and shifted through the RB shift register by RL SHIFT RB pulses. As the data moves through the shift register, the sync character detector is constantly looking for a code of 26g for 6-bit characters or 026g for 8-bit characters.

When a sync character is detected, the signal RL RB EQ SYNC is issued. At the next RS REC TME, a RL SHIFT RB pulse is generated as usual but, with RL RB EQ SYNC true, flip-flop RL REC ACT is set (see dwg. DS10-0-RL2, D6).

4.3.5 First Character

With RL REC ACT (1), the first character (sync character) is completely assembled in the RB shift register with the least significant bit in RB01. The 0 side of RL REC ACT initiates a RL SHIFT IT pulse (see dwg.

DS10-0-RL2, C5) that triggers a 1.5 μ s delay. After the delay times out, pulses RL LD RCB 00 and RL LD RCB 18 are generated; these pulses enable the character in the RB shift register to be loaded into the RCW receive buffer register. Because the RL RCL character counter was set to zero (RL RCNT 00) by the CL INI B pulse, the contents of the shift register are loaded into the first character position (RCW0 through 5) of the receive buffer register (see Figure 4-2). An RL CLR RB pulse is also generated at the end of the 1.5 μ s delay to clear the RB shift register in preparation for the next character.

4.3.6 Successive Characters

In addition to the RL LD RCB and RL CLR RB pulses generated at the end of the 1.5 μ s delay, a 1 μ s delay is triggered. When the 1 μ s delay times out, it produces a pulse designated RL 1 IN. The RL 1 IN pulse is applied to the set side of either stage RB08 or RB06, depending on the character length. This preset 1 condition acts as a sentinel bit; a complete character will be present in the RB shift register when this bit is shifted out of RB01. The RL 1 IN pulse also initiates the RL INC RCLK pulse that increments the RL RCL character counter.

On the next RL SHIFT RB pulse, the sentinel bit is shifted right one place and the least significant bit of the second character is loaded into either stage RB08 or RB06. This shifting continues until the sentinel bit is present in stage RB01. On the next RL SHIFT RB pulse, the least significant bit of the second character is shifted into stage RB01 (flip-flop RL REC ACT is still set). After the 1.5 μ s delay times out, the RL LD RCB pulse is issued and the second character is loaded into locations RCW6 through 11. The RB shift register is cleared by the RL CLR RB pulse. One μ s later, the RL 1 IN pulse clocks the RL RCL 00 flip-flop, thus causing the RL RCL 01 flip-flop to be incremented and allowing the gates for the third character to be enabled.

The RL 1 IN pulse again sets the most significant bit of the RB shift register and the third character starts coming in. Operation proceeds as before for the remaining characters of the word.

4.3.7 Last Character of the Word

In 8-bits-per-character mode, the fourth character (last) is shifted in and loaded into RCW24 through 31. Pulse RL 1 IN is generated as usual but levels RL CNT 03 and CL LNT 08 are asserted, thereby preventing the character counter from being incremented. Instead, pulse RL ZERO RCLK (see dwg. DS-0-RL2, B4), which serves to clear the character counter to zero, is asserted. At the same time, with RL REC ACT (1), pulse RL ZERO RCLK sets the RL REC FLG, causing a high priority interrupt to be generated (see dwg. DS10-0-CL2, C7).

The high priority interrupt indicates to the PDP-10 that there is a complete word in the RCW buffer register. The processor answers this interrupt with a DATAI instruction. If the processor fails to answer the interrupt prior to the time the least significant bit of the next character is shifted into RB01, status flip-flop CL ERR FLG is set. With the error flag set, all future characters are inhibited from being loaded into the RCW buffer register. However, the characters stored in the RCW prior to the interrupt are retained and can be read in by a DATAI instruction.

If the mode is 6-bits-per-character, the character counter is incremented until level RL RCNT 05 is active. At this time the signal RL ZERO RCLK is asserted and causes an interrupt in the same manner as above.

As long as flip-flop RL REC ACT is set, subsequent data characters are shifted in, stored in the RCW buffer register until it is full, and finally sent on to the PDP-10. This procedure continues until an end-of-message code is detected.

4.3.8 End-of-Transmission (EOT) Character

While data is being shifted in, the W991 character detector monitors the contents of the RB shift register. When an EOT character is detected, signal RL RB EQ EOT is asserted, causing status flip-flop CL EOT FLG to be set. The EOT flag in the set state does not cause an interrupt, but will be read as bit IOB 34 (1) by a 310 CONI instruction.

It is up to the program to determine whether the EOT character is a legitimate end-of-message code, or just a character that has the same binary configuration (the latter can occur if the message is being received in transparent mode). If the character is a legal EOT character, a CONO instruction is issued to reset flip-flop RL REC ACT (bit IOB 23 set). At this point, with RL REC ACT (0), another sync character is required to enable the receive logic.

For certain types of modems, the modem serial receive clock (SCR) pulses will stop occurring when there is no data on the Receive Data lead. When this happens, pulse RS CARRIER is developed and triggers an R303 Integrating-One-Shot (see dwg. DS10-0-RS, B2). After 1.5 bit lengths (approx. 600 μ s), signal RS REND is produced and generates RL PAEND (see dwg. DS10-0-RL2, D6). RL PAEND resets RL REC ACT and sets CL END FLG (see dwg. DS10-0-CL2) if EOT FLG is not already set. A low priority interrupt is generated when CL END FLG (1); the End Flag is reset by a CONO with IOB 31 (1).

4.4 TRANSMIT LOGIC

This section contains a description of the major elements in the transmit logic.

4.4.1 Transmit Data Buffer and Gating

The transmit data buffer register (DB0 through 35) stores, in parallel, a 36-bit word sent from the PDP-10 CP. One character at a time is then jam-transferred from this data buffer register into the transmit shift register. When either four or six characters (8- or 6-bits per character respectively) have been transmitted, the buffer register is cleared to accept another word from the PDP-10.

The input gating preceding the transmit buffer register employs six W107 Bus Receiver Modules (see dwg. DS10-0-IO1). Each module contains six identical non-inverting receiver circuits for buffering signals from the I/O Bus.

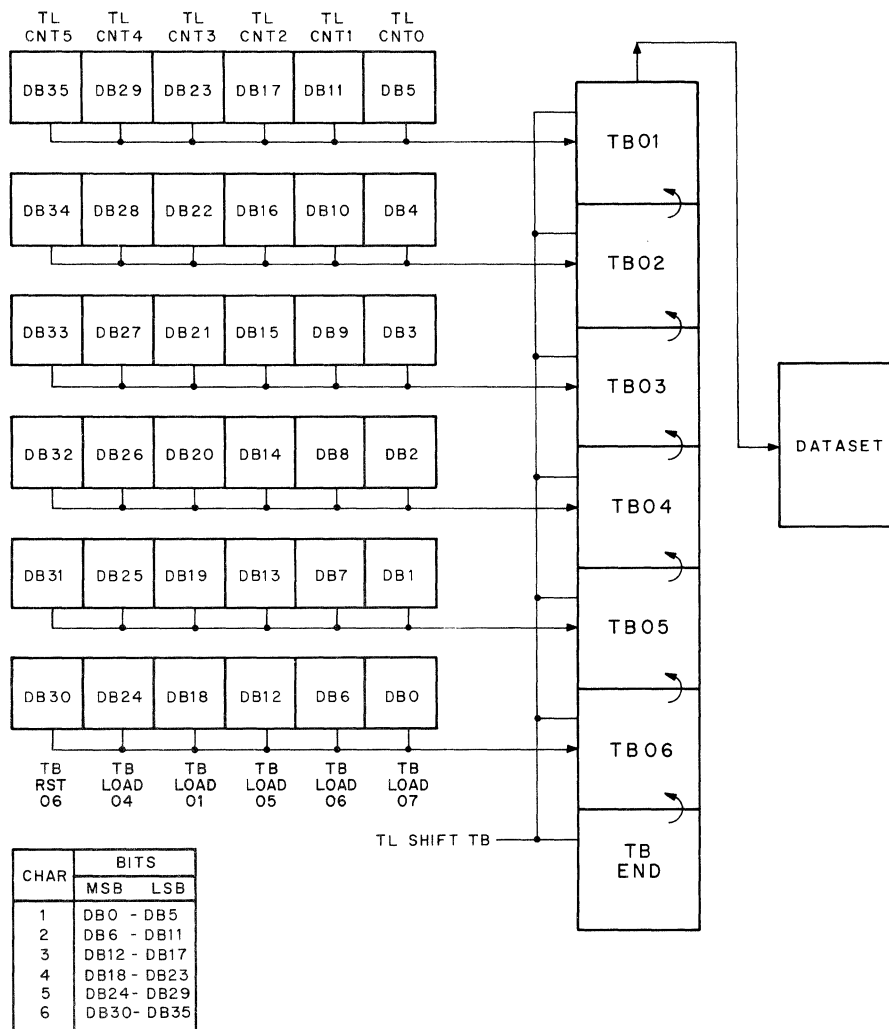
4.4.2 Transmit Shift Register

The transmit shift register (see dwg. DS10-0-TB1, D1–D7) is a variable length (6- or 8-bits) register that shifts characters serially to the data set. Figure 4-4 illustrates the general flow of operation for a 6-bit character. Each character is jam-transferred in from the transmit data buffer register with the least significant bit gated into TB1. At the same time, a ONE is set into the TB END stage. As each TL SHIFT TB pulse occurs, the character is shifted one place towards TB1 and out to the data set until the TB END bit is detected, indicating the character in the TB has been sent.

As the character is shifted toward TB1, zeros are loaded into the vacated bit positions. The TL CNT0 through 5 signals determine which character is to be loaded into the TB.

4.4.3 Transmit Sync Character Detector

A sync character is required to activate the transmit logic portion of the DS10. Because the sync character detector monitors only bits DB00 through 05 (or DB00 through 07), the sync character must be in the first character location of the word sent from the PDP-10 (see dwg. DS10-0-JB). When a sync code is detected, signals JB XMIT SYNC 00 through 05 (or JB XMIT SYNC 00 through 07) are asserted and, combined with the state of the length flip-flop, generate TL CW EQ SYNC (see dwg. DS10-0-TL1, D5–D8).



10-0644

Figure 4-4 Six-Bit Character Operation Through the Shift Register

4.4.4 Last Bit Detector

The last bit detector monitors the contents of the TB shift register and generates the TL LAST BIT signal when TB03 through 08 and the TB END bit are all zeros. This condition occurs when the TB END bit has been shifted to TB02, indicating the most significant bit of the character is in TB01.

4.4.5 Transmit Character Counter

The transmit character counter (TL XCL 00 through 02, dwg. DS10-0-TL2) operates as a typical binary up-counter that enables successive characters of a word to be loaded into the TB shift register from the DB buffer register. Figure 4-4 shows the respective counter outputs as they affect the DB register; for example, TL CNT 0 (and TB LOAD 07) enables bits DB0 through DB5 to be loaded into the TB register. The signal TL CHAR TO TB initiates the actual loading of the TB, but the character counter determines which six or eight bits should be loaded.

4.5 TRANSMIT SEQUENCE OF OPERATION

This section describes a typical transmit sequence of operation and expands upon the discussions in 4.4 (see Figure 4-5).

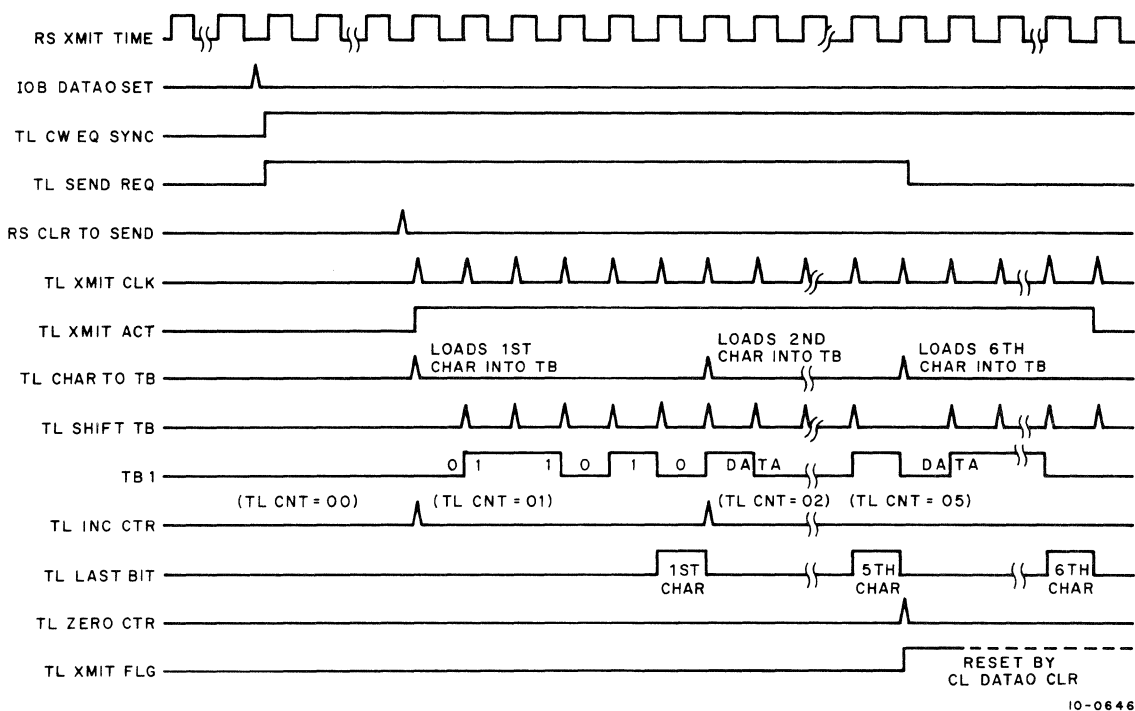


Figure 4-5 Transmit Timing Diagram

4.5.1 Transmit Active

A transmit operation begins when the program issues a DATAO instruction that enables the data on the IOB lines to be loaded into the DB register (see dwg. DS10-0-DB). For the transmit logic to be activated, however, a sync character must be detected. As mentioned in Section 4.4.3, the sync character must be in locations DB00 through 05 (or DB00 through 07 for 8-bit characters). When a sync character is recognized, the signal TL CW EQ SYNC is generated, causing the TL SEND REQ flip-flop to be set. TL SEND REQ (1) allows the RS RTS Request-to-Send lead on the modem to turn on (see dwg. DS10-0-RS). Approximately 50–500 ms later, the modem responds with RS CTS Clear-to-Send (which produces RS CLR TO SND) and sometime later, RS SCT serial clock transmit (produces RS XMIT TIME). Signal RS CLR TO SND forces the TL XMIT ACT flip-flop to remain reset until the RS XMIT TIME pulses arrive. The RS XMIT TIME pulse is then ANDed with RS CLR TO SND to produce TL XMIT CLK (see dwg. DS10-0-TL2, C3).

At this point, TL CW EQ SYNC and TL XMIT CLK are ANDed to set the TL XMIT ACT flip-flop (see dwg. DS10-0-TL1, B2). With TL XMIT ACT (1), synchronization is established.

4.5.2 First Character

Up until now the sync character has been detected and the TL XMIT ACT flip-flop has been set. To transfer the first character (sync character) from the DB buffer register to the TB shift register, a signal designated TL CHAR TO TB is developed (see dwg. DS10-0-TL2, C3). To initially generate TL CHAR TO TB, the signals TL XMIT ACT (0) and TL CW EQ SYNC must be coincident with signal TL XMIT CLK (see dwg. DS10-0-TL2). Because the character counter was reset by the CL INI A pulse at the start of the operation, counter level TL CNT 00 is true. If the DS10 is operating in 6-bit mode, TL CNT 00 is ANDed with CL LNT 06 to produce TB LOAD 07 (see dwg. DS10-0-TB1, B5). Note that TB LOAD 07 enables bits DB 00 through 05 to generate TB BIT 06 SET through TB BIT 01 SET, respectively (see dwg. DS10-0-TB2). Thus the first character is loaded in parallel into the TB shift register with the least significant bit in TB01. The TL CHAR TO TB also sets the END flip-flop. (If the DS10 is operating in 8-bit mode, with TL CNT 00 true, signal TB LOAD 03 would be generated, enabling bits DB00 through 07.) At the same time the TL CHAR TO TB is generated, a TL INC CTR pulse is generated that increments the character counter in preparation for the next character.

On the next TL XMIT CLK pulse, a signal (TL SHIFT TB) is generated that shifts the TB one place towards RB01 (see dwg. DS10-0-TB1) and out to the data set. Each TL SHIFT TB pulse causes each TB stage to assume the state of the preceding stage. Eventually the TB END bit arrives at TB02. When this occurs, and the other TB flip-flops of higher order are all zeros, TL LAST BIT is generated, indicating the most significant bit of the first character is in TB01. On the next TL XMIT CLK pulse, TL SHIFT TB is not generated. However, TL CHAR TO TB is generated to jam-transfer the second character of the word into the TB register. TL CHAR TO TB also increments the counter again in preparation for the third character.

4.5.3 Successive Characters

When the second character is ready to be transferred to the TB register, counter level TL CNT 01 is asserted. If 6-bit mode is selected, TL CNT 01 is combined with CL LNT 06 to produce TB LOAD 06. If 8-bit mode is selected, TL CNT 01 is combined with CL LNT 08 to produce TB LOAD 02 (see dwg. DS10-0-TB1).

The second character is shifted through the TB in the same manner as the first character until the last bit is detected. The TL CHAR TO TB signal is generated, again causing the third character to be jam-transferred into the TB and incrementing the counter to produce TL CNT 03. In a similar manner, the third character is shifted through the TB, a last bit is detected, and the fourth character is loaded into the TB register.

At this point, if 8-bit mode is selected, the fourth character is shifted through as usual but with TL CNT 03 and CL LNT 08 true, a signal designated TB RST 08 is produced (see dwg. DS10-0-TB1). On the next TL CHAR TO TB generated, instead of incrementing the counter, TB RST 08 causes TL ZERO CTR to be generated (see dwg. DS10-0-TL2, D1). Signal TL ZERO CTR sets the TL XMIT FLG (see dwg. DS10-0-TL1), generating a high priority interrupt (see dwg. DS10-0-CL2). The PDP-10 program responds to the interrupt with a 460₈ DATAO instruction containing another word for transmission. The DATAO instruction clears the TL XMIT FLG and removes the interrupt from the IOB lines.

If the mode is 6-bits-per-character, two more characters are transferred before the TL XMIT FLG is set. With CL LNT 06 true, the counter is incremented until it reaches TL CNT 05, at which time signal TB RST 06 is generated (see dwg. DS10-0-TB1, C7). TB RST 06 and TL CHAR TO TB combine to generate the TL ZERO CTR (DS10-0-TL2) pulse, which sets the TL XMIT FLG flip-flop. Again the program responds to the interrupt with a DATAO instruction that loads another word into the DB register. In either the 6- or 8-bit mode, the least significant bit of the first character of the succeeding word follows the last bit of the word shifted out. This procedure continues until the last character in the message is transmitted.

4.5.4 Last Character of Message

When the last character of the message is placed in the TB, the TL XMIT FLG is set, generating a high priority interrupt. However, the program does not respond with another DATAO that normally clears the TL XMIT FLG. As the last character is shifted out, signal TL LAST BIT is activated and, with TL XMIT FLG (1), generates TL XMIT OK (see dwg. DS10-0-TL1, B2). On the next clock pulse TL XMIT OK resets TL XMIT ACT, which causes TL XMIT FLG to be cleared. Signal TL XMIT OK also clears the TL SEND REQ flip-flop, causing the Request-to-Send lead to the modem to turn off.

4.5.5 Idle Mode Operation

An additional feature contained within the transmit logic is the ability to idle the Send Data lead to the modem without actually removing the Request-to-Send lead. This mode is useful when there is a small pause between messages, because the time to establish a link is bypassed. The idle mode is entered when the TL IDLE flip-flop is set by CL IDLE ENBL (1).

With the logic in the idle mode, the first character of the next word in the DB buffer register is repeatedly sent to the modem. This occurs because the character counter is never incremented; TL IDLE (1) keeps generating TL ZERO CTR (see dwg. DS10-0-TL2). The idle mode is exited by issuing a CONO instruction with IOB 20 (0) to reset Idle Enable. When this process is completed, the remaining characters in the DB buffer register can be transmitted. These remaining characters can constitute the beginning of the next message.

4.6 DIAGNOSTIC MODE

The diagnostic mode simulates the modem receive and transmit clock to aid in DS10 maintenance. All of the logic for the diagnostic mode is shown on drawing DS10-0-RS. Transmit data is fed back to the Receive Data lead and the other modem control functions are also looped back to simulate the modem operations. The diagnostic mode is entered when a CONO instruction is issued with IOB 19 (1) to set the RS DIAG flip-flop. The RS DIAG flip-flop is reset either by a CONO instruction with IOB 19 (0), or during DS10 power-up (by the CROBAR circuit). The modem cable does not have to be removed for diagnostic operation.

Chapter 5

Maintenance

5.1 SCOPE

Maintenance of the DS10 consists of preventive maintenance procedures that are performed periodically, and troubleshooting procedures that are performed in the event of equipment malfunction. For maintenance information on the KA10 CP and the data sets, refer to the Foreword of this manual for a list of applicable maintenance documents.

5.2 PREVENTIVE MAINTENANCE

Preventive maintenance consists of tasks performed prior to the initial operation of the DS10, and tasks performed periodically during its operating life to ensure satisfactory operating condition. Faithful performance of these tasks forestalls possible future failure by correcting minor damage and discovering progressive deterioration at an early stage. A log book used to record data found during the performance of each preventive maintenance task will indicate the rate of circuit deterioration and provide information enabling maintenance personnel to determine when components should be replaced to prevent failure of the equipment. These tasks consist of the following checks: mechanical checks which include cleaning and visual inspections; power supplies checks; and delay module timing checks and adjustments.

All preventive maintenance tasks should be performed as a function of conditions at the installation site and the down-time limitations of equipment use. Perform the mechanical checks at least once each month, or as often as required to maintain efficient functioning of the equipment. All other tasks should be performed on a regular schedule, at an interval determined by the reliability requirements of the system. For a typical application, a schedule of every four months or 1000 equipment operating hours, whichever occurs first, is suggested.

5.2.1 Mechanical Checks

The following steps should be performed during a mechanical check; the indicated corrective action should be performed if a substandard condition is located.

<u>Step</u>	<u>Procedure</u>
1	Clean the exterior and the interior of the equipment cabinet housing the DS10 by using a vacuum cleaner or clean cloths moistened in nonflammable, nonconductive solvent. Be sure the solvent is not harmful to paint.
2	Clean dirt from the blower assemblies; be careful not to damage cable assemblies or modules.
3	Visually inspect the equipment for completeness and general condition. Repaint any scratched or corroded areas.

<u>Step</u>	<u>Procedure</u>
4	Inspect all wiring and cables for cuts, breaks, fraying, deterioration, kinks, strain; check mechanical security. Tape, solder, or replace any defective wiring.
5	Inspect each row of modules to assure that each module is securely seated in its connector.
6	Verify that the proper I/O Bus cables and all other interconnecting cables are firmly seated in their respective connectors.
7	Inspect power supply capacitors for leaks, bulges, or discolorations. Replace any capacitors indicating signs of malfunction.

5.2.2 Power Supply Check

The 728 (728A) Power Supplies provide -10 Vdc and -15 Vdc to the DEC logic. These voltages are not adjustable; therefore, if the output voltages or ripple content is not within specified tolerances, the power supply is defective and troubleshooting procedures should be performed. All measurements should be made at the logic racks.

Measure the +10 Vdc power supply and ensure that the voltage output is between +9.5 Vdc and +11.0 Vdc with less than 800 mV rms ripple. Measure the -15 Vdc supply and ensure that its output is between -14.5 Vdc and -16.0 Vdc, with less than 100 mV rms ripple.

5.2.3 Delay Adjustments

This section presents an off-line procedure for setting up the delay-one-shots and integrating-one-shots in the DS10.

5.2.3.1 Test Equipment – The following equipment is necessary for the procedure described in this section:

Oscilloscope, Tektronix Type 453 or equivalent.
Oscilloscope probes provided with ground leads.
Jumper leads, two 4-in. red jumpers.

5.2.3.2 Preliminary Connections – Before initiating the Delay Adjustment procedure, perform the following preliminary connections:

<u>Step</u>	<u>Procedure</u>
1	Connect pin D25H (RL REC ACT (1) H) to GROUND and pin F14U to GROUND.
2	Connect pin F16V (RS DIAG CLOCK) to pin F16E (CL DATAI A).
3	Remove the R613 module from location D24.
4	Remove the R302 modules from locations F16 and F25. Adjust the lower potentiometer on each module clockwise to its maximum setting, then re-install the two modules in their respective locations.
5	Power up the DS10, then ground pin E17H (RS DIAG (1) H) to set the RS DIAG flip-flop. Initiate the RS DIAG CLOCK pulses.
6	Set oscilloscope to trigger internally from channel 1, select a vertical sensitivity of 1V per div, and sync negative.

5.2.3.3 Delay Adjustment Procedure – To set up the delay-one-shots and integrating-one-shots in the DS10, perform the following:

Step	Procedure
1	Connect channel 1 to pin E31D (RS REND). Adjust potentiometer of R303 module in location E31 for 650 μ s negative level on channel 1.
2	Connect channel 1 to pin F16V (RS DIAG CLOCK). Adjust lower potentiometer of R302 module in location F16 for 300 μ s negative level on channel 1.
3	Connect channel 1 to pin F25V (RS DIAG ENB). Adjust lower potentiometer of R302 module in location F25 for 100 μ s negative level on channel 1.
4	Connect channel 1 to pin D23M (RL CLR RB). Adjust upper potentiometer of R302 module in location D23 for 1.5 μ s negative pulse on channel 1.
5	Connect channel 1 to pin D23V (RL 1 IN). Adjust lower potentiometer of R302 module in location D23 for 1 μ s negative pulse on channel 1.
6	Connect channel 1 to pin F16M (CL DATAI CLR). Adjust upper potentiometer of R302 module in location F16 for 2.5 μ s pulse on channel 1.
7	To adjust the R303 module in location F20, turn its potentiometer fully CCW, then 10 turns CW. Ground pin F20U and connect pin F16V to F20T. Connect scope to F20D and adjust for 300 ms pulse.
8	Remove the following jumpers: F14U to GROUND D25H to GROUND E17H to GROUND F16V to F16E F20U to GROUND

Re-install the R613 module in location D24.

Table 5-1
Summary of DS10 Delay Settings

Signal	Print	Module	Location	Setting
RL CLR RB	RL	R302	D23M	1.5 μ s
RL 1 IN	RL	R302	D23V	1 μ s
CL DATAI CLR	CL	R302	F16M	2.5 μ s
RS DIAG CLOCK	RS	R302	F16V	300 μ s
F25M*	RS	R302	F25M	100 μ s
RS DIAG ENB	RS	R302	F25V	100 μ s
RS REND	RS	R303	E31D	650 μ s
F20D	CL	R303	F20E	300 ms
* Set up on-line as described in Step 9.				

5.3 TROUBLESHOOTING

Begin troubleshooting by repeating the operation during which the malfunction was initially observed, using the same conditions. Thoroughly check the operating conditions for proper control settings, and note the operation

of all indicators before and at the time of malfunction. Careful checks should be performed to assure that the system is actually at fault before continuing the corrective maintenance procedures. Loose or faulty cable connections can often give indications very similar to those caused by internal malfunctions; faulty ground connections between pieces of equipment are a common source of trouble. If the malfunction is determined to lie within the DS10, but cannot be localized to a specific logic function, perform the diagnostic program procedure.

5.4 DIAGNOSTIC MODE

The two diagnostic programs listed below provide the most efficient way of checking out the DS10 operation:

MAINDEC-10-D2KB	Paper tape or DECTape, write-up, and listing
MAINDEC-10-D2LA	Paper tape or DECTape, write-up, and listing

Program D2KB is designed to check out one DS10 at a time for full-duplex operation. This program is always run, regardless of whether there is one or two DS10 units in the system. Prior to running D2KB, however, the adjustments in Section 5.2.3 should be performed. If two DS10 units are employed, program D2LA is used to check out the half-duplex operation after program D2KB has been run. In both cases, refer to the diagnostic write-up for operating instructions.

The diagnostic printout is generally self-explanatory, as indicated by the D2KB samples below:

```
DS-10 DATAPHONE INTERFACE TEST
THIS PROGRAM IS CODED FOR DEVICE CODES MIC=420 AND MPL=424.
DO YOU WISH TO CHANGE THESE?
Y OR N - Y
DEVICE CODE FOR MIC= 310
DEVICE CODE FOR MPL= 314

DO YOU WISH TO CHANGE THE SIX AND EIGHT BIT SYNCH CHARACTERS FROM
26 AND 226?
Y OR N - N

DO YOU WISH TO CHANGE THE SIX AND EIGHT BIT EOT CHARACTERS FROM 04
AND 004?
Y OR N - N

TEST PASS COUNT = 2
PC= 012701
ERROR IN ALTERNATING BIT PATTERN - COMPARISON ERROR
CORRECT: 525252 525240
ACTUAL: 001777 777760
DISCREP: 524525 252520

ADDRESS OF INCORRECT WORD = 013535

TEST PASS COUNT = 7
PC= 006474
ERROR IN TRANSMIT FLAG TEST -
TEST 50 -FLAG DID NOT SET
CHECK FLOP OR ZERO CTR OR IDLE<0> OR BUSS XMITTER FOR BIT 33

DS-10 DATAPHONE INTERFACE TEST

TEST PASS COUNT = 1
PC= 004163
ERROR IN BASIC SELECTION TEST -
TEST01-DS-10 FAILED TO RESPOND TO CONO MIC COMMAND
MAYBE DS-10 IS NOT POWERED UP OR IS DEAD OR DOES NOT EXIST
```

Chapter 6

Engineering Drawings

6.1 GENERAL

This chapter contains a complete set of DS10 engineering drawings for reference purposes. During actual maintenance, refer to the current prints supplied with the equipment.

6.2 ENGINEERING DRAWING LIST

Table 6-1
DS10 Engineering Drawings*

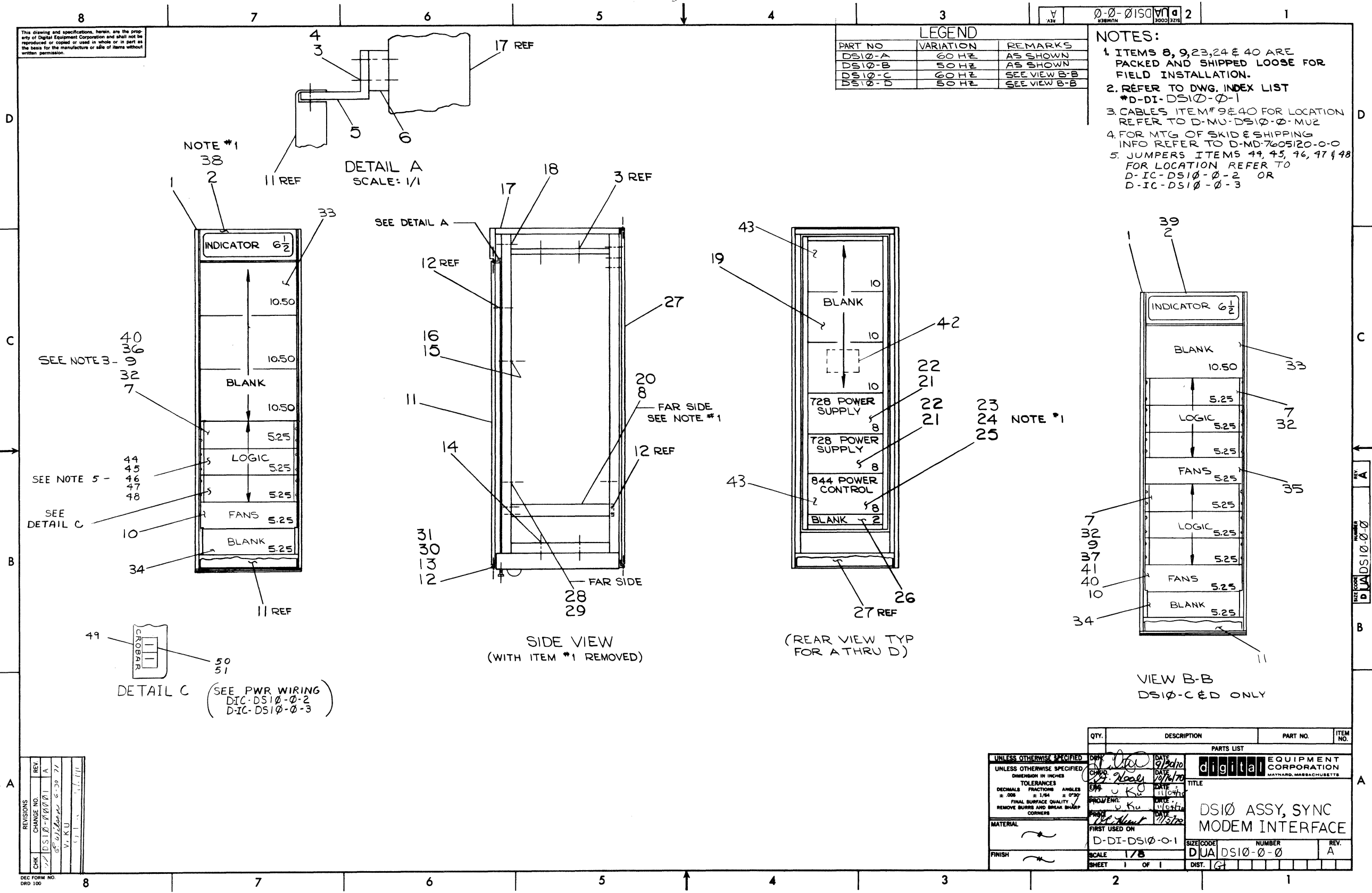
Dwg. No.	Title	Page
D-DI-DS10-0-1	Drawing Index List (2 sheets)	6-3
D-UA-DS10-0-0	DS10 Unit Assembly (1 sheet)	6-7
A-PL-DS10-0-0	DS10 Unit Assembly Parts List (2 sheets)	6-9
D-BS-DS10-0-CL1	Control Logic (1 sheet)	6-11
D-BS-DS10-0-CL2	Control Logic (1 sheet)	6-13
D-BS-DS10-0-DB	Data Buffer (1 sheet)	6-15
D-BS-DS10-0-IO1	I/O Bus Interface (1 sheet)	6-17
D-BS-DS10-0-IO2	I/O Bus Interface (1 sheet)	6-19
D-BS-DS10-0-INDC	Indicators (1 sheet)	6-21
D-BS-DS10-0-JB	Jumper Boards (1 sheet)	6-23
D-BS-DS10-0-RB	Receive Buffer (1 sheet)	6-25
D-BS-DS10-0-RCW	Rec Bit Pack (1 sheet)	6-27
D-BS-DS10-0-RL1	Rec Logic (1 sheet)	6-29
D-BS-DS10-0-RL2	Rec Logic (1 sheet)	6-31
D-BS-DS10-0-RS	RS-232-C Interface (1 sheet)	6-33
D-BS-DS10-0-TB1	Transmit Buffer (1 sheet)	6-35
D-BS-DS10-0-TB2	Transmit Buffer (1 sheet)	6-37
D-BS-DS10-0-TL1	Transmit Logic (1 sheet)	6-39
D-BS-DS10-0-TL2	Transmit Logic (1 sheet)	6-41
D-MU-DS10-0-MU	Module Utilization Drawing (2 sheets)	6-43
A-PL-DS10-0-MU	Module Utilization Parts List (2 sheets)	6-47
D-IC-DS10-0-IOB	I/O Bus Interface (1 sheet)	6-51
D-IC-DS10-0-2	AC/DC Power Wiring, DS10A (B) (1 sheet)	6-53
D-IC-DS10-0-3	AC/DC Power Wiring, DS10C (D) (1 sheet)	6-55
*For additional drawing information, refer to the <i>DS10 Master Drawing Lists</i> .		

[illegible]

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LEGEND		
PART NO.	VARIATION	REMARKS
DS10-A	60 HZ	AS SHOWN
DS10-B	50 HZ	AS SHOWN
DS10-C	60 HZ	SEE VIEW B-B
DS10-D	50 HZ	SEE VIEW B-B

- NOTES:**
- ITEMS 8, 9, 23, 24 & 40 ARE PACKED AND SHIPPED LOOSE FOR FIELD INSTALLATION.
 - REFER TO DWG. INDEX LIST *D-DI-DS10-0-1
 - CABLES ITEM #9 & 40 FOR LOCATION REFER TO D-MU-DS10-0-MU2
 - FOR MTG OF SKID & SHIPPING INFO REFER TO D-MD-7605120-0-0
 - JUMPERS ITEMS 49, 45, 46, 47 & 48 FOR LOCATION REFER TO D-IC-DS10-0-2 OR D-IC-DS10-0-3



REV.	CHANGE NO.	DATE
1	1	11/1/70
2	2	11/1/70
3	3	11/1/70
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5	5	11/1/70
6	6	11/1/70
7	7	11/1/70
8	8	11/1/70

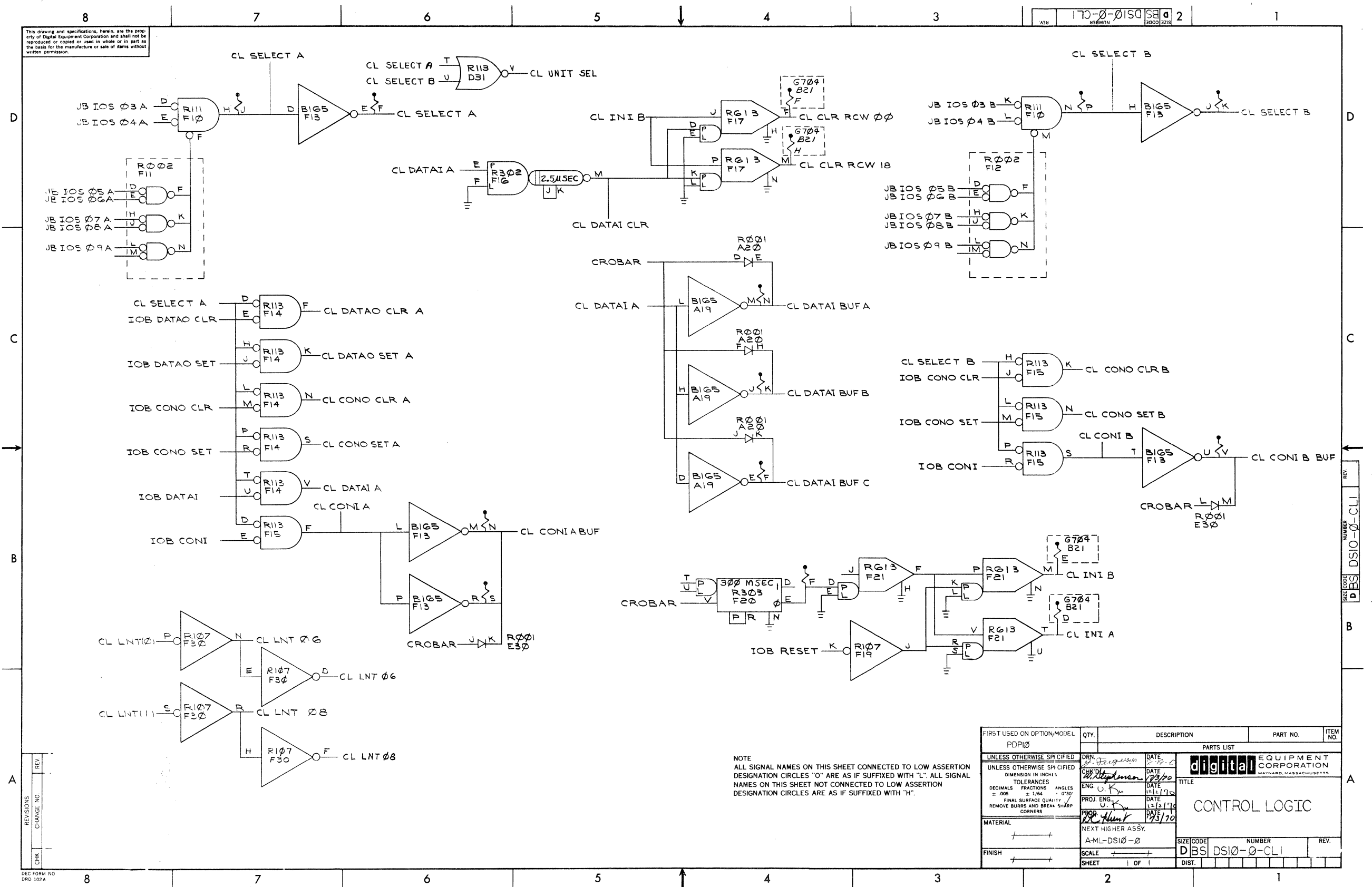
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FINAL SURFACE QUALITY		REMOVE BURRS AND BREAK SHARP CORNERS			
MATERIAL		FINISH			
FIRST USED ON		SCALE			
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SHEET		OF			
1		1			

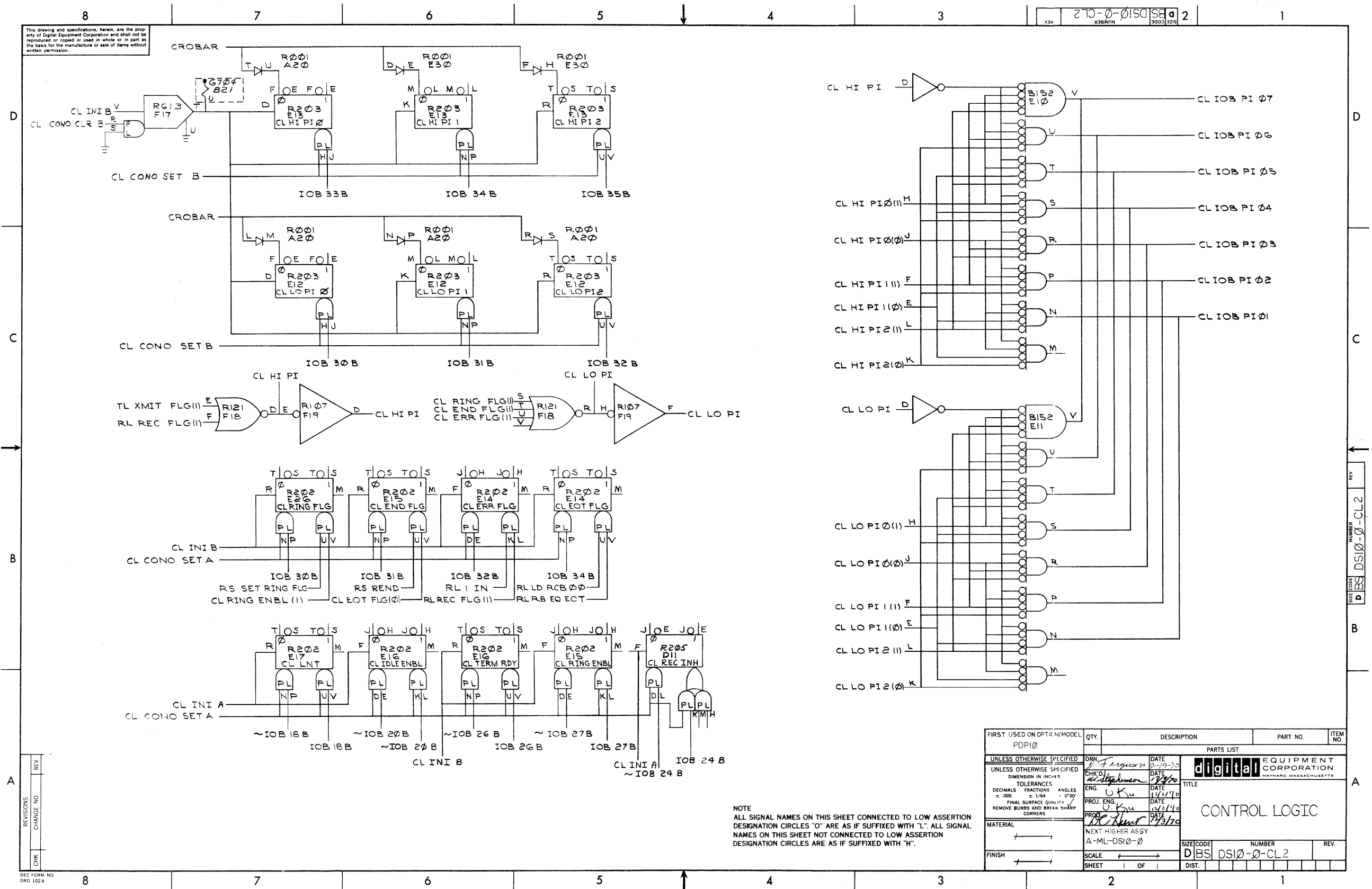
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DATE 11/04/70		DATE 11/5/70																	
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1	E-IA-7405092-0-0	PANEL, END				2	2	2	2										
2	D-AD-7007098-0-0	ASSY BEZEL				1	1	1	1										
3	9006350	SCR SOC HD CAP #10-32 x 1 LG				6	6	6	6										
4	9007651	WASH LOCK EXT TOOTH #10				96	96	96	96										
5	B-MD-7405861-0-0	BRACKET (DOOR PIVOT)				1	1	1	1										
6	A-MD-7405860-0-0	SPACER				1	1	1	1										
7	C-AD-7007136-0-0	LOGIC FRAME, ASSY (DSL0)				1	1	2	2										
8	C-UA-BC10B-25-0	RMTE CONT MARGIN CHK CABLE				1	1	1	1										
9	D-UA-BC10A-0-0	CABLE BC10A (LGTH SPEC BY ENG)				2	2	2	2										
10	E-AD-7005474-0-0	FAN HOUSING ASSY				1	1	1	1										
11	D-AD-7005361-2-0	FRONT DOOR R.H. (ASSY)				1	1	1	1										
12	9006074-3	SCR PHL HD TRUSS #10-32 x .62 SST				94	94	94	94										
13	D-MD-7405862-0-0	TRIM STRIP (BOTTOM)				1	1	1	1										
14	9006346	SCR SOC HD CAP #10-32 x .50 SST				4	4	4	4										
15	9007772-0	CABLE CLAMP #2C1-100 DAKOTA				4	4	4	4										
16	9006075-2	SCR PHL HD FLAT #10-32 x .750 SST				4	4	4	4										
17	E-IA-7406273-0-0	CABINET FRAME (REWORK)				1	1	1	1										
18	9006083-1	SCR PHL HD PAN #10-32 x 2.50 SST				2	2	2	2										
19	B-5111	CHASSIS (7402037)				3	3	2	2										
20	D-AD-7005467-0-0	BRACKET POWER CONN. ASSY				1	1	1	1										
21	D-MA-728-0-1	728 POWER SUPPLY				2	0	2	0										
22	D-MA-728A-0-1	728A POWER SUPPLY				0	2	0	2										
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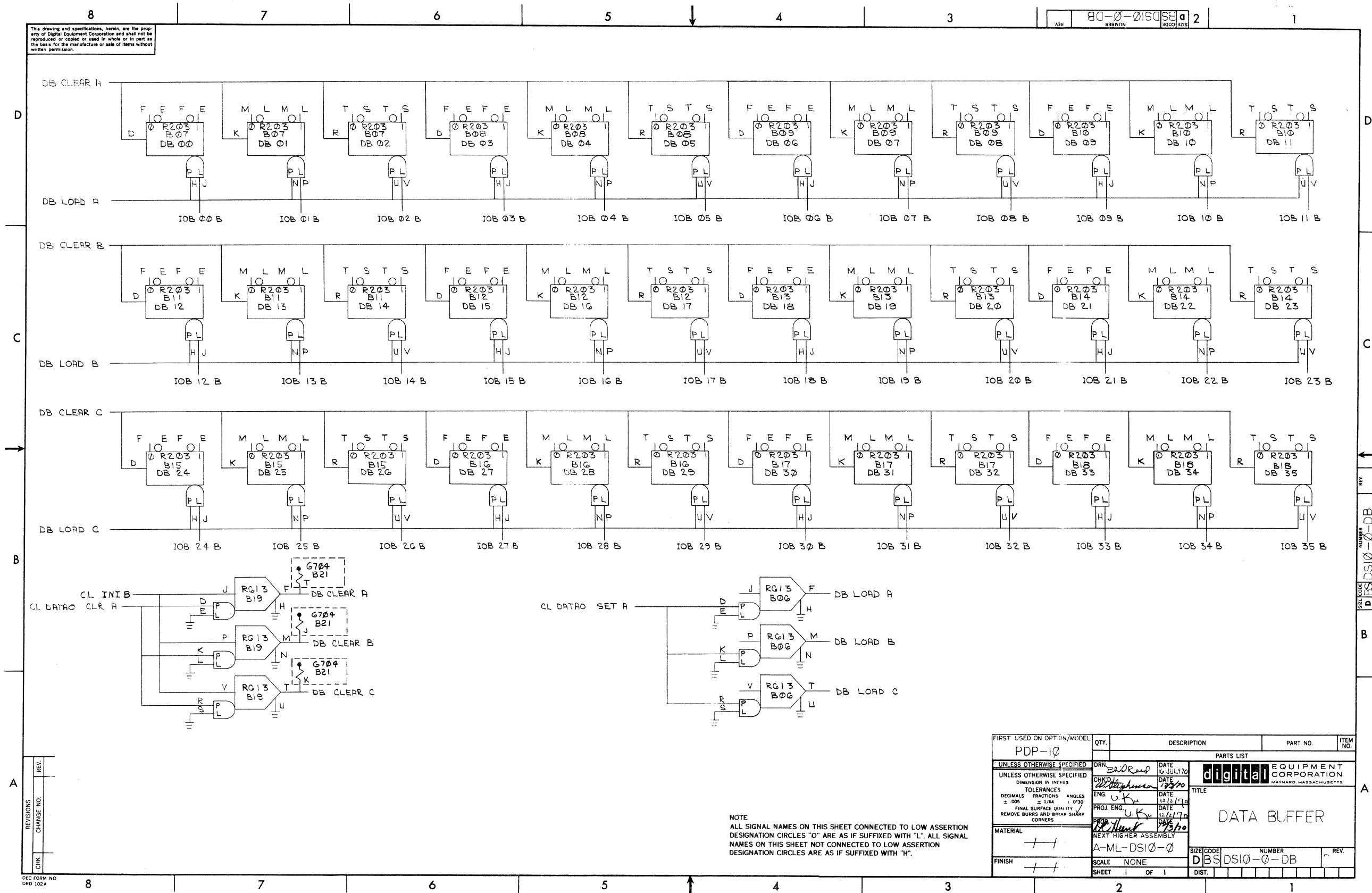
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DATE 11/04/70		DATE 11/5/70																	
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23	1202980	CORD, EXT 25 FEET				1	1	1	1										
24	7005128	25' POWER CORD				1	1	1	1										
25	D-UA-844-0-0	644 POWER (CONTROL)				1	1	1	1										
26	B-MD-5111	CHASSIS (7402033)				1	1	1	1										
27	D-AD-7005358-2-0	FULL DOOR R.H. ASSY 19 .750 CAB				1	1	1	1										
28	9007082	CLAMP #NPC -5 HOLOB IND				5	5	5	5										
29	9006073-1	SCR PHL HD # 10-32 x .500 LG SST				5	5	5	5										
30	9006020-1	SCR PHL HD PAN #6-32 x .250 LG SST				4	4	4	4										
31	9007649	WASHER EXT. TOOTH #6				4	4	4	4										
32	D-MU-DSL0-0-MU	MODULE UTILIZATION (DSL0)				REF	REF	REF	REF										
33	B-MD-5100	BLANK PANEL (7402027)				3	3	1	1										
34	B-MD-5100	BLANK PANEL (7402016)				1	1	1	1										
35	E-MA-100285-1	FAN HSG ASSY (7404880-0)				0	0	1	1										
36	D-IC-DSL0-0-2	WIRING AC DC (DSL0 aA&B)				REF	REF	-	-										
37	D-IC- DSL0-0-3	WIRING AC DC (DSL0 C&D				-	-	REF	REF										
38	D-AD-7007148-1-0	CABLE SET (DSL0 -A&B)				1	1	0	0										
39	D-AD-7007148-2-0	CABLE SET (DSL0-C&D)				0	0	1	1										
40	D-UA-BC01R-25-0	CABLE CARD ASSY (BC01R)				1	1	2	2										
41	D-UA-BC10A-5-0	CABLE BC10A 5 FT LONG				0	0	2	2										
42	A-DC-7408551-0-0	DECAL (CABLE)				1	1	1	1										
43	5309249	DECAL DSL0				2	2	2	2										
44	7403357	JUMPER RED				2	2	5	5										
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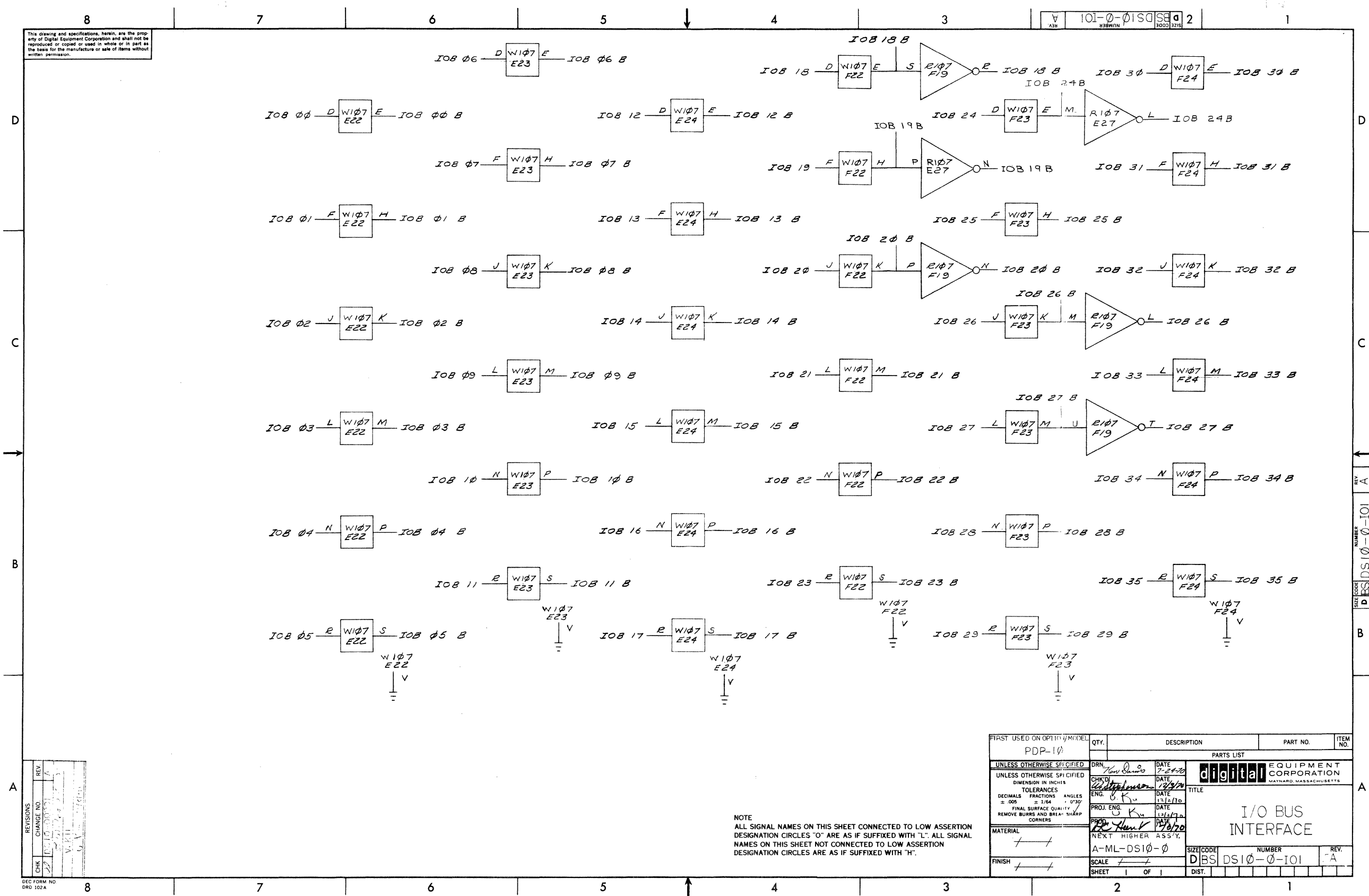
DEC FORM NO.16-1031
DRA 110





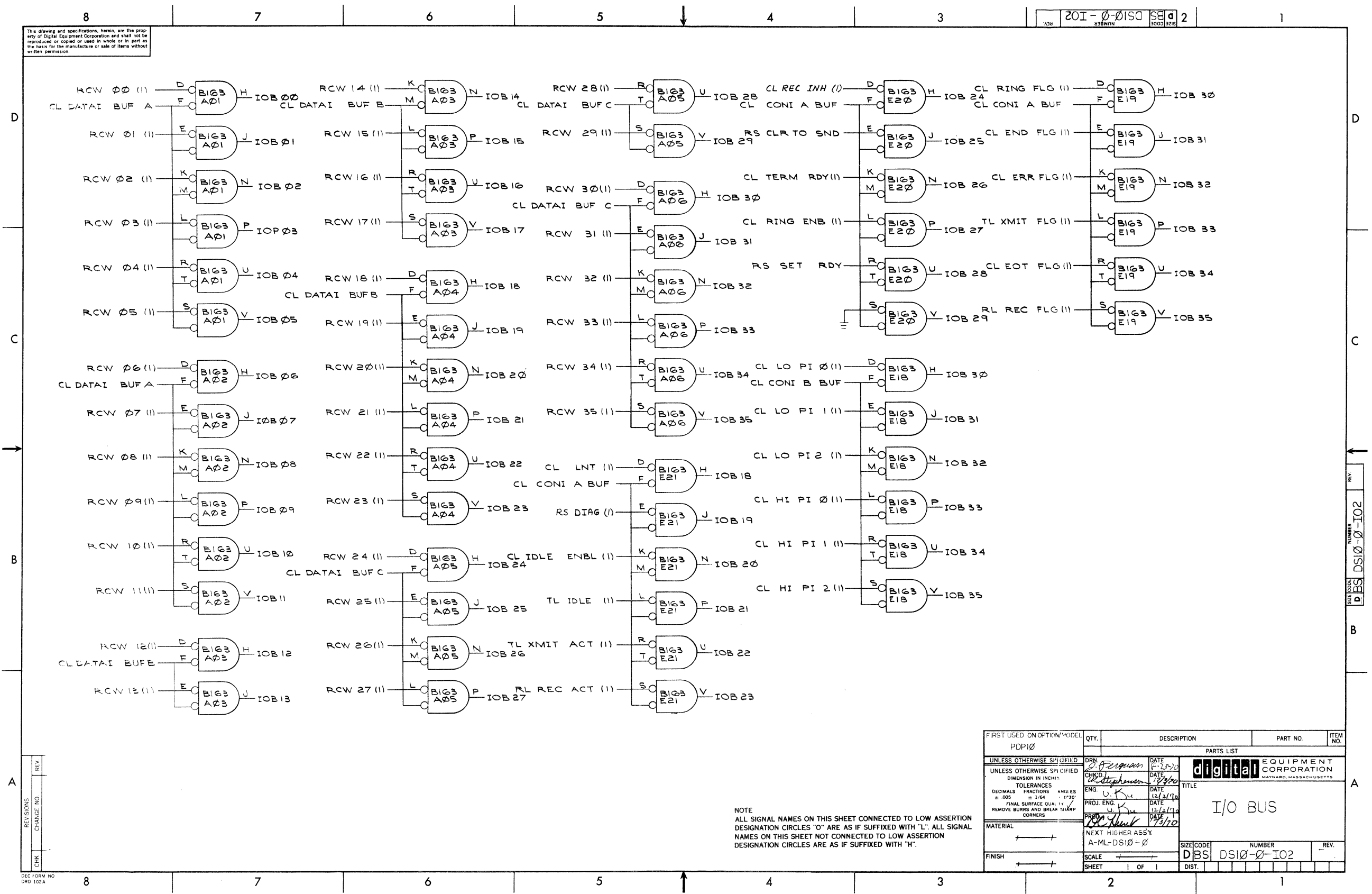


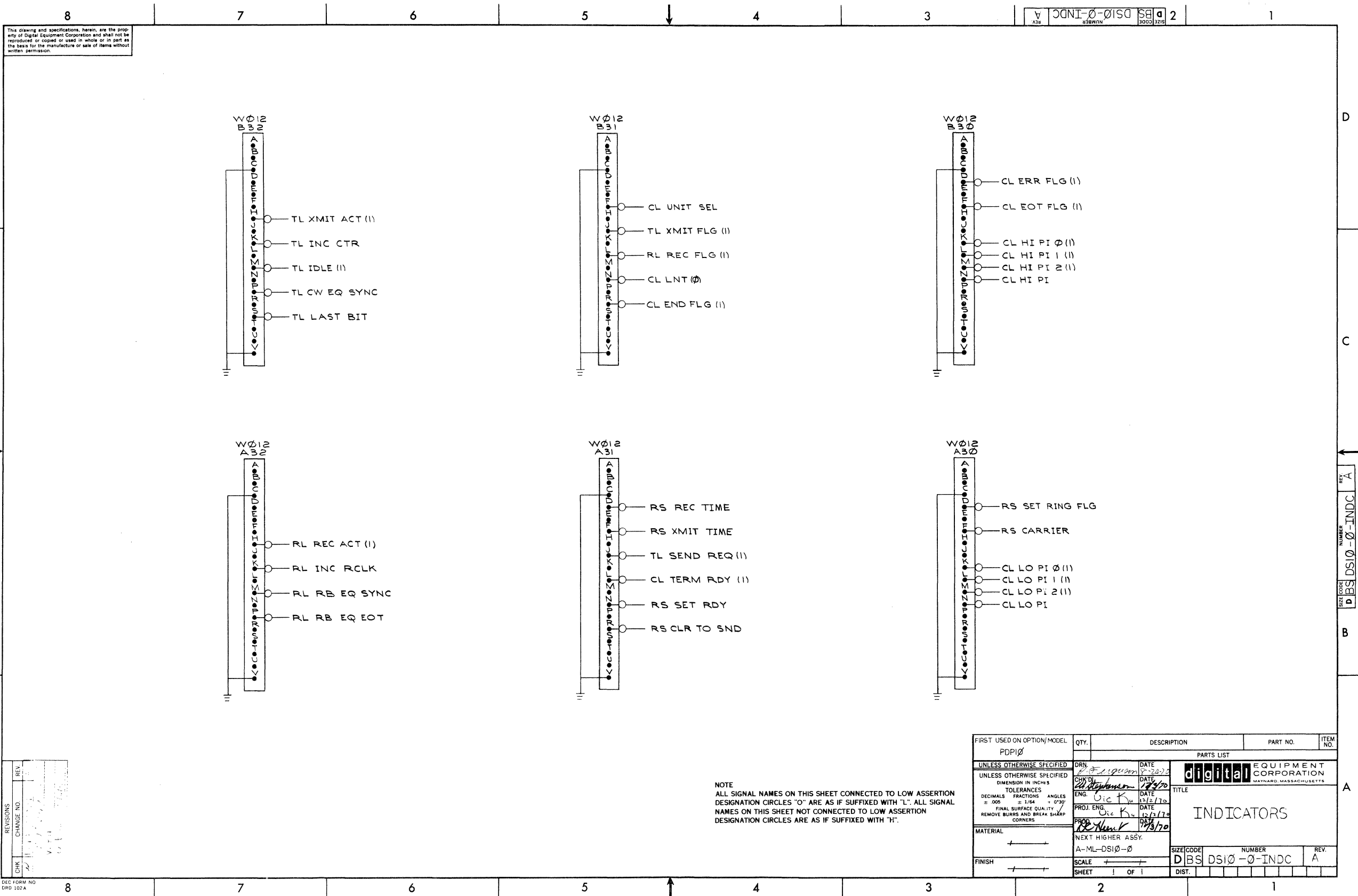
FIRST USED ON OPTION/MODEL	QTY.	DESCRIPTION	PART NO.	ITEM NO.
PDP-10				
UNLESS OTHERWISE SPECIFIED				
DIMENSION IN INCHES				
TOLERANCES				
DECIMALS	FRACTIONS	ANGLES		
± .005	± 1/64	± 0°30'		
FINAL SURFACE QUALITY				
REMOVE BURRS AND BREAK SHARP CORNERS				
MATERIAL				
FINISH				
NEXT HIGHER ASSEMBLY				
A-ML-DS10-0				
SCALE NONE				
SHEET 1 OF 1				
PARTS LIST				
digital EQUIPMENT CORPORATION				
MAYNARD, MASSACHUSETTS				
TITLE				
DATA BUFFER				
SIZE CODE				
NUMBER				
REV.				
DIST.				

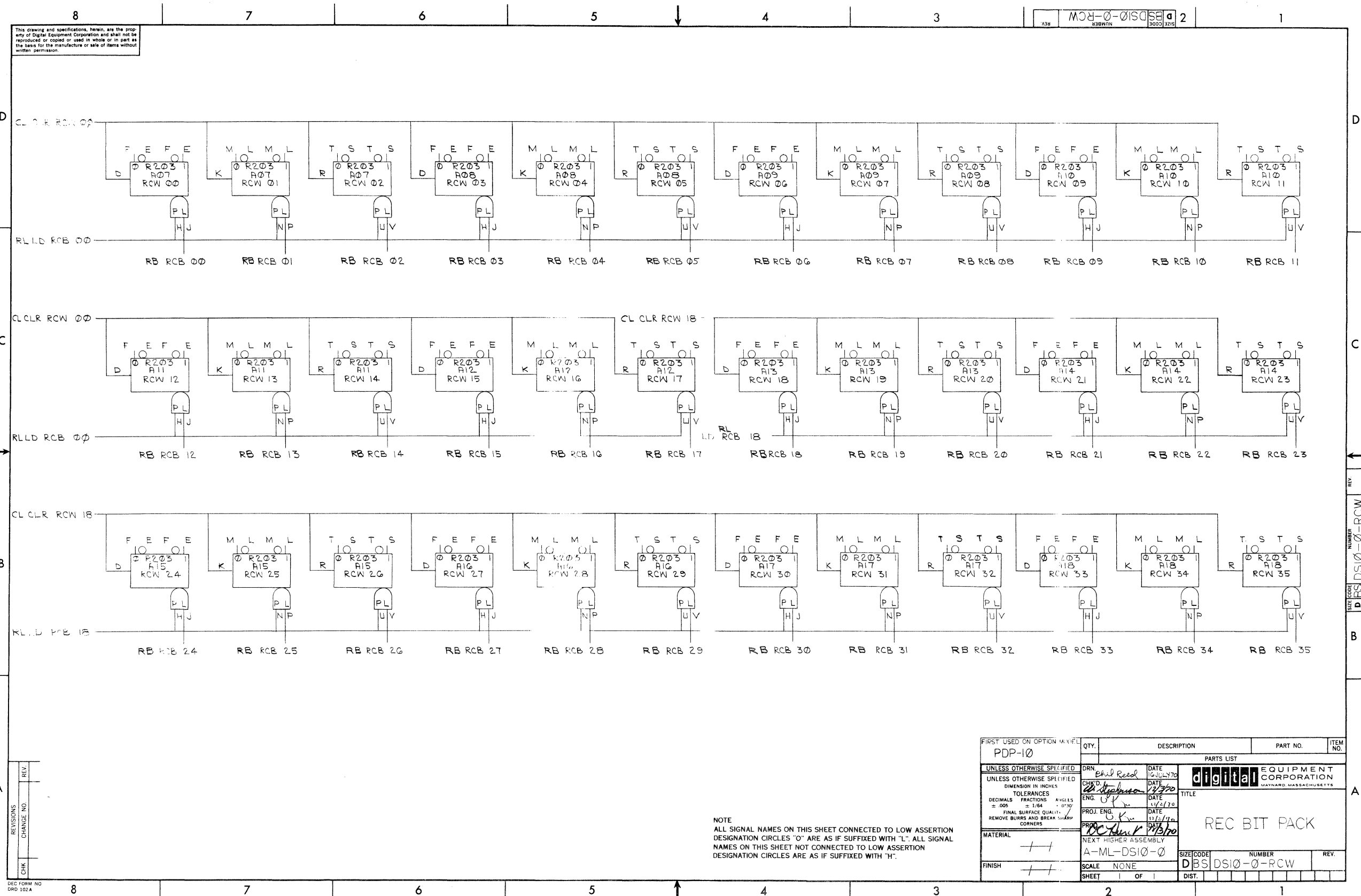


REVISIONS	
CHK	CHANGE NO.
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20	10000000
19	10000000
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14	10000000
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11	10000000
10	10000000
9	10000000
8	10000000
7	10000000
6	10000000
5	10000000
4	10000000
3	10000000
2	10000000
1	10000000

FIRST USED ON OPT 10 / MODEL PDP-10	QTY.	DESCRIPTION	PART NO.	ITEM NO.
PARTS LIST				
UNLESS OTHERWISE SPECIFIED	DRN. <i>Tom Davis</i>	DATE <i>7-24-70</i>	digital EQUIPMENT CORPORATION MAYNARD, MASSACHUSETTS	
UNLESS OTHERWISE SPECIFIED	CHK'D <i>W. J. ...</i>	DATE <i>7-24-70</i>	TITLE	
DIMENSION IN INCHES	ENG. <i>W. J. ...</i>	DATE <i>7-24-70</i>	I/O BUS INTERFACE	
TOLERANCES	PROJ. ENG. <i>W. J. ...</i>	DATE <i>7-24-70</i>	REV.	
DECIMALS FRACTIONS ANGLES	PROD. <i>W. J. ...</i>	DATE <i>7-24-70</i>	A-ML-DS10-0	
± .005 ± 1/64 ± 0°30'	NEXT HIGHER ASSY.		SCALE	
FINAL SURFACE QUALITY			SHEET 1 OF 1	
REMOVE BURRS AND BREAK SHARP CORNERS			DIST.	
MATERIAL			REV.	
FINISH			DS10-0-101	







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UNLESS OTHERWISE SPECIFIED
DIMENSION IN INCHES
TOLERANCES
DECIMALS FRACTIONS ANGLES
± .005 ± 1/64 ± .030°
FINAL SURFACE QUALITY
REMOVE BURRS AND BREAK SHARP CORNERS

DRN: *W. J. Stephens*
CHK'D: *W. J. Stephens*
ENG: *W. J. Stephens*
PROJ. ENG: *W. J. Stephens*
MATERIAL: *— / —*

DATE: 9-15-70
DATE: 12/3/70
DATE: 12/3/70
DATE: 12/3/70

digital EQUIPMENT CORPORATION
MAYNARD, MASSACHUSETTS

TITLE: MODULE UTILIZATION

SCALE: NONE
SHEET: 1 OF 2

SIZE CODE: D MU
NUMBER: DSI0-0-MU
REV: A

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UNLESS OTHERWISE SPECIFIED
DIMENSION IN INCHES
TOLERANCES
DECIMALS FRACTIONS ANGLES
± .005 ± 1/64 ± .030°
FINAL SURFACE QUALITY
REMOVE BURRS AND BREAK SHARP CORNERS

DRN: *W. J. Stephens*
CHK'D: *W. J. Stephens*
ENG: *W. J. Stephens*
PROJ. ENG: *W. J. Stephens*
MATERIAL: *— / —*

DATE: 9-15-70
DATE: 12/3/70
DATE: 12/3/70
DATE: 12/3/70

digital EQUIPMENT CORPORATION
MAYNARD, MASSACHUSETTS

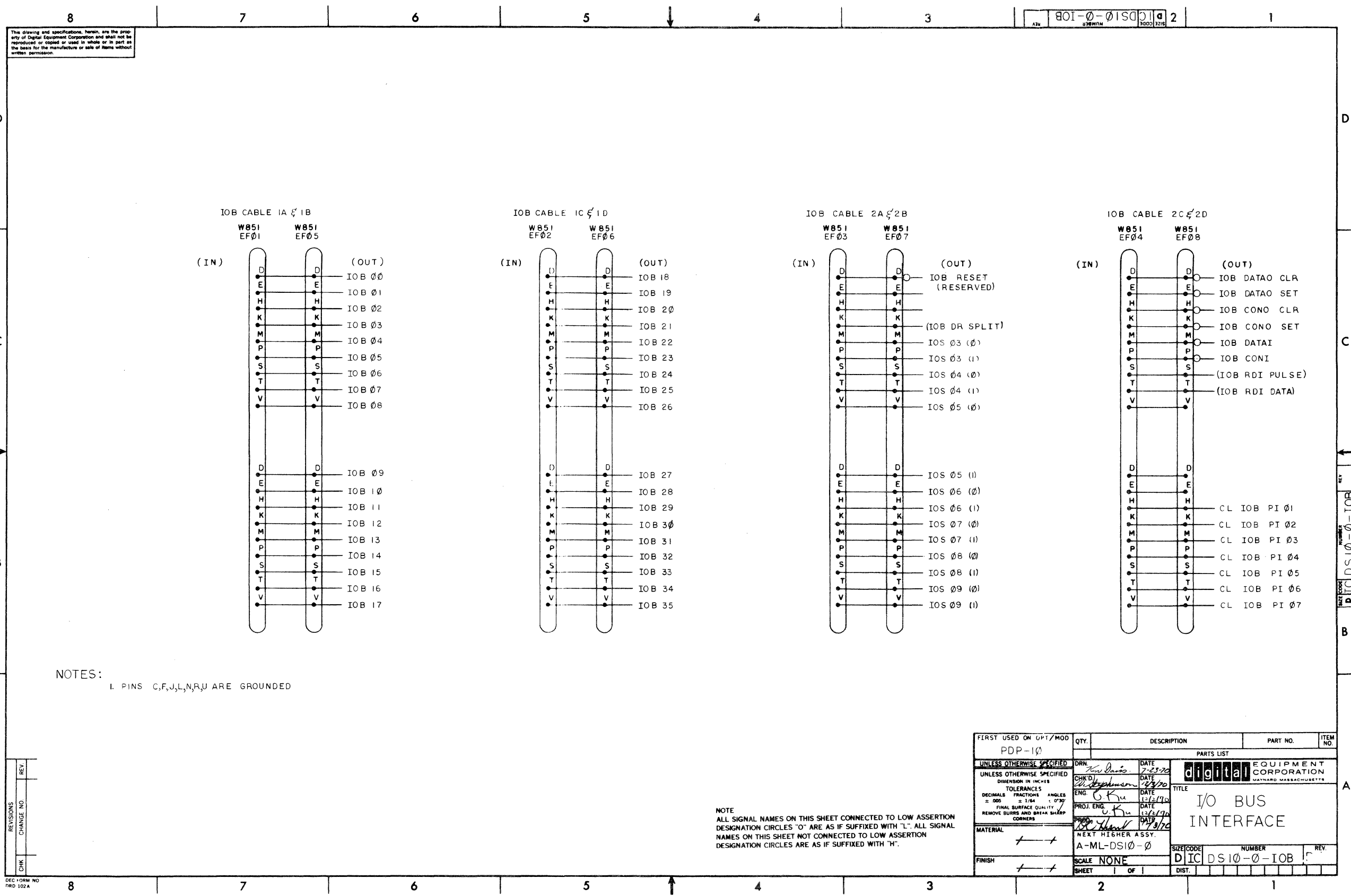
TITLE: MODULE UTILIZATION

SCALE: NONE
SHEET: 1 OF 2

SIZE CODE: D MU
NUMBER: DSI0-0-MU
REV: A

6-47

DIGITAL EQUIPMENT CORPORATION MAYNARD, MASSACHUSETTS					QUANTITY / VARIATION														
PARTS LIST																			
MADE BY A. KIBORT			CHECKED		12/3/70		SECTION												
DATE 9/15/70			DATE		<i>W. Stephenson</i>		ISSUED SECT.												
ENG <i>W. K. K.</i>			PROD																
DATE 12/2/70			DATE		<i>W. K. K.</i>														
ITEM NO.	DWG NO. / PART NO.		DESCRIPTION																
	B115		NAND/NOR GATE		1														
	B117		NAND/NOR GATE		3														
	B152		BINARY TO OCTAL DECODER		2														
	B163		DIODE GATE		19														
	B165		DIODE INVERTER		2														
	B167		ADDER GATE		2														
					1														
	R001		DIODE NETWORK		2														
	R002		DIODE NETWORK		2														
	R107		INVERTER		11														
	R111		EXPANDABLE NAND/NOR GATE		1														
	R113		NAND/NOR GATE		18														
	R121		NAND/NOR GATE		1														
	R141		AND/NOR GATE		6														
	R151		BINARY-TO-OCTAL DECODER		2														
	R201		FLIP-FLOP		4														
	R202		DUAL FLIP-FLOP		13														
	R203		TRIPLE FLIP-FLOP		26														
	R205		DUAL FLIP-FLOP		4														
	R302		DUAL DELAY MULTIVIBRATOR		3														
	R303		INTEGRATING ONE SHOT		2														
	R602		PULSE AMPLIFIER		4														
TITLE			ASSY NO.		SIZE	CODE	NUMBER			REV.		ECO NO.							
MODULE UTILIZATION PARTS LIST			D-MU-DS10-0-MU		A	PL	DS10-0-MU												
SHEET 1 OF 2					DIST.														



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NOTES:
1. PINS C, F, J, L, N, R, U ARE GROUNDED

NOTE
ALL SIGNAL NAMES ON THIS SHEET CONNECTED TO LOW ASSERTION DESIGNATION CIRCLES "O" ARE AS IF SUFFIXED WITH "L". ALL SIGNAL NAMES ON THIS SHEET NOT CONNECTED TO LOW ASSERTION DESIGNATION CIRCLES ARE AS IF SUFFIXED WITH "H".

REV	CHG	NO

FIRST USED ON QPT/ MOD PDP-10		QTY.	DESCRIPTION	PART NO.	ITEM NO.
UNLESS OTHERWISE SPECIFIED DIMENSION IN INCHES TOLERANCES DECIMALS FRACTIONS ANGLES ± .005 ± 1/64 ± .030 FINAL SURFACE QUALITY REMOVE BURRS AND BREAK SHARP CORNERS		DRN. <i>K. Davis</i> DATE 7-23-70	PARTS LIST digital EQUIPMENT CORPORATION MAYNARD, MASSACHUSETTS		
MATERIAL + +		ENG. <i>G. Ku</i> DATE 12/2/70	TITLE I/O BUS INTERFACE		
FINISH + +		PROJ. ENG. <i>G. Ku</i> DATE 12/2/70	NEXT HIGHER ASSY. A-ML-DS10-0		
SCALE NONE		SHEET 1 OF 1	SIZE CODE D I C	NUMBER DS10-0-IOB	REV.

READER'S COMMENTS

**DS10 SINGLE SYNCHRONOUS LINE UNIT
MAINTENANCE MANUAL
DEC-10-HDSB-D**

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What is your general reaction to this manual? In your judgement is it complete, accurate, well organized, well written, etc? Is it easy to use? _____

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Does it satisfy *your* needs? _____ Why? _____

Would you please indicate any factual errors you have found. _____

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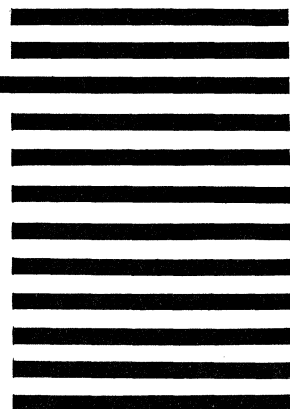
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