

Purpose: To overlap the operator's manipulation of paper tape readers and punches with Intermediate Input Version A.

- Operation:
1. Read in Intermediate Input.
 2. Insert Primary Supervisor tape (loop) in reader 0.
 3. Enter octal input with h.s. = 5.5 and read in P.S.

Intermediate Input is entered to read in the program at the next "control desk" which is ready to go.

The primary Supervisor occupies words 0 - 75 of the Subsidiary Store so will normally be overwritten by each program. Repeat 3 for the next program, etc.

Details: When the Primary Supervisor is entered the following events should occur :-

1. Punches "UC NL NL (Reader number)
(Punch number) SP SP TIME (hours). (minutes). (seconds). SP"
on the end of the output of the program just completed.
(This output is omitted if the punch used has been disengaged).
2. Examines the readers in turn (desk 1, 2, 3, 1, 2, 3...)
until it finds a desk with the reader engaged.
3. Displays the current desk number in bits 4-3 of b120.
4. If the punch at this control desk is engaged this is used for the output; if this punch is disengaged, punch 0 is used (whether it is or is not engaged at this instant).
5. Punches (a) 100 UC's
(b) Reader, Punch, Time (as above)
6. Enters Intermediate Input.

Notes for Operators:

1. Disengage the tape reader at the end of the input of the a program. (If the tape reader is left engaged the remainder of the tape may be read as the next program).
2. A punch must not be left in the 'started' condition. (To stop it, disengage and engage again). To stop a program during output press the disengage button on the punch first before the Primary Supervisor is called in to begin the next job.