STANFORD ARTIFICIAL INTELLIGENCE LABORATORY OPERATING NOTE NO. 29 August 29, 1967

PRELIMINARY DESCRIPTION OF THE DISPLAY PROCESSOR

by William Weiher

ABSTRACT: This is a preliminary description of the display processor. It describes the programming of the display processor and its interface to the PDP-6. It does not describe the use of the display from the time-sharing system.

This project is sponsored in part by the Advanced Research Project Agency of the Office of the Secretary of Defense and a grant from the National Science Foundation.

STANFORD ARTIFICIAL INTELLIGENCE LABORATORY OPERATING NOTE NO. 29 August 29, 1967

PRELIMINARY DESCRIPTION OF THE DISPLAY PROCESSOR

by William Weiher

ABSTRACT: This is a preliminary description of the display processor. It describes the programming of the display processor and its interface to the PDP-6. It does not describe the use of the display from the time-sharing system.

This project is sponsored in part by the Advanced Research Project Agency of the Office of the Secretary of Defense and a grant from the National Science Foundation.

PRELIMINARY DESCRIPTION OF THE DISPLAY PROCESSOR

by William Weiher

1. DISPLAY INSTRUCTIONS

Test, Set and Skip

0.7	8 15	16 23	 31	32 34	35
Reset	Set	Test	Ι	ıøı	ø

A skip condition is generated if any of the eight flags is on and the corresponding bit in the TEST field is on. If the exclusive or if the skip condition and bit 31 is true, the next instruction is skipped. The flags are then set or reset according to the set and reset field. If both a set and reset bit are on, the corresponding flag is complemented. The flags are as follows:

BITS FLAG

- 0,8,16 Control bit. This bit may be set, reset, and tested but has no other meaning to the processor.
- 1,9,17 Light pen flag. Bit is set if the light pen is seen.
- 2,10,18 Edge overflow flag. Bit is set if the beam is ever positioned off screen by any means.
- 3,11,19 Wrap-around flag. Bit is set if overflow occurs in incremental vector mode.
- 4,12,20 Not running mask. If this bit is on, the processor will interrupt if a halt is executed.
- 5,13,21 Light pen mask. If this bit is on, the processor will interrupt if the light pen is seen.

6,14,22 Edge overflow mask. If this bit is on, the processor will interrupt if the edge overflow flag comes on.

7,15,23 Wrap-around mask. If this bit is on, the processor will interrupt if wrap-around occurs.

Long Vector Word

0 10	11 21	22 24	25 27	28	29	30 31	32 34	35
Х	Y	BRT	SIZE		М	Т	Øll	ø

The long vector word draws one vector with mode, type, and brightness as specified by the M, T, and BRT fields respectively. A O in the BRT field indicates no change in brightness. 1 is the dimmest intensity and 7 the brightest. The brightness affects all vectors and characters until reset by another long vector word.

Mode- O indicates relative mode and 1 absolute. In absolute mode, the new position is given by the X and Y components taken relative to the center of the screen. In relative mode the components are added to the current position to give the new position.

Type-

O-visible

1-end point

2-invisible

3-undefined--currently end point

A visible vector is drawn from the current position to the new position; the invisible vector moves the beam to the new position without displaying; the end point vector moves the beam to the new position and then displays a point.

A postar technic product and material data to be obtained and a second of the second of

The size fields sets the character size. The selected size is used for all characters until reset by another long vector word. The sizes are:

een

Short Vector Word

0 6	7 13	14 15	16 22	23 29	30 31	32 34	35
Δx _l	AY ₁	Tl	AX ₂	Δ¥2	T ₂	ØØl	ø
1	6	2					

The short vector word always draws two vectors in relative mode. The type of each vector is specified by the corresponding T field. The high order bits of the AX and AY fields are spread left to give ll-bit quantities.

Character Word

0 6	7 13	3 14 2	20 21	27	28	34 35
Chl	Ch2	Ch3		Ch4	Ch5	1

The characters are displayed in order from left to right with automatic spacing. All characters are displayed as printed on the line printer with the following exceptions:

CODE	PRINTS AS
011	ignored
013	
014	÷
177	- -

Jump or Halt

0	17	31	32 34	35
А		H	ØØØ	ø

If H = 1, control is transferred to location A. If H = 0, the processor stops with the MA pointing to the location following the HALT.

Jump to Subroutine

0	1	7 32	34	35
	A	لم	.ø	ø

The following information is written into A and A+1:

	0 1	7 18 22	31	32 34 35
A:	MA	CPC	1	øøø ø

CPC: The contents of the CPC buffer register. This register is loaded whenever the processor discovers an interrupt condition while processing a character word or short vector word. It is set to the number of the character being displayed (0-4) or the number of the vector of the short vector word (0-1). It is reset by a CONO 430, with the clear flags bit.

	0 1	.0 11	21	22	24	25	27	28	-	35
A+1	X		Y	BRT		SIZE		FI	LAGS	

The following are the flag bits:

bit 28-control bit bit 29-light pen flag bit 30-edge overflow flag bit 31-wrap around flag

bit 32-not running mask (will be wrap around mask) bit 33-light pen mask bit 34-edge overflow mask bit 35-wrap around mask (will eventually be 1)

Control is then transfered to A+2.

Note that A is in the form of a jump instruction. This permits subroutine exit to be done by jumping to A.

Restore

0 1	7 30	0 7	31	32	34	35
В		P	F	шø		ø

The contents of location B are assumed to be in the format of the word stored in location A+l by a Jump to subroutine. If bit 30 is a l, the X and Y position registers and the size and brightness registers are reloaded from the corresponding fields of this word; if bit 31 is a l, the flags are restored.

Select

0	11	12	23	32	34	35	
Set		Reset		ıøø		ø	

If any of bits 0-ll are 1, the corresponding consoles are selected. If any of bits 12-23 are 1, the consoles are deselected. If both the select and deselect bits are on the state of selection of that console it will be complemented.

2. PDP-6 CONTROL OF DISPLAY PROCESSOR

18 21 22 25			29	30	31	32	33	35
Reset	Set		F	Cont	Stop	S	PI	

The not running (18,22), edge overflow (19,23), wrap-around (20,24), and light pen (21,25) mask bits are set and/or reset as indicated by the bits of the set and reset fields. If both set and reset bits are on, the mask bits are complemented. If bit 29 is a 1 the edge overflow, datao ink, wrap-around, the light pen flags are cleared. The CPC buffer register is also reset. If bit 32 is 0, the PI channel is set from bits 33-35.

If the STOP DP bit (31) is 1, the processor will halt at the end of the current instruction. (This will cause an interrupt if the not running mask is set.)

If the CONT DP bit is on (30), the processor will begin executing instructions at the location indicated by its MA.

CONI 430, X

0	11	18 24	33	35
X:	Consoles	Flags	PI	Ī

A l bit in the console field (0-11) indicates that the corresponding console is selected. The flags in bits 18-24 are:

18-Not running. Processor is halted
19-Edge overflow flag
20-Wrap-around flag
21-Light pen flag
22-Control bit
23-DATAO INK. PDP-6 gave a DATAO to the processor while it was running.
24-Interrupt condition. The processor has requested an interrupt.

```
DATAO 430, X
```

w.			A second s	
A	Anv	DP	Command	
3			C CHARGER C	

ż

The Halt mask is turned off, the indicated instruction executed, and the processor halted. This may set the DATAO INK flag.

3. KEYBOARD SCANNER

CONO 434,

29	32	33	. 35
F	S	PI	

If Bit 32 is a 1, the PI channel will be loaded from bits 33-35. If bit 29 is a 1, the scanner flags will be cleared allowing it to continue scanning.

CONI 434,X

If bit 30 is a 1, the keyboard is waiting for interrupt service. "Console" is the number of the console at which the scanner is looking. The scanner is not released by execution of the CONI. A DATAI must be executed before the scanner will continue after a key has been typed.

DATAI 434, X

	0	3	9	10	11	12	17	
X:	Cons	ole	CTL2	CTL1	Shift	DA	ΓA	

After the DATAI the scanner will resume scanning.