MACIMP is a PDP-6 program which can load from DECTape to core memory, dump core onto DECTape, or verify a previously dumped file against memory. Normally, just before it loads, it clears all of memory to $ (except itself and locations $ through 37); and, in general, it does not dump locations containing $. (It also does not dump itself, or locations $ through 37.) In this way, a short program uses only a few blocks on tape. MACIMP uses the MAC PDP-6 file structure and directory scheme, and writes files in mode 1.

To start MACIMP, put the tape MACIMP SYSTEM on unit 1 and press READ IN with TA = $. If this has no effect, try TA = 1 or 2. If these fail, put the paper tape MACIMP in the reader and START, TA = 2$. If the loader at 2$ is absent, load the MACIMP paper tape like the BIN Loader.

To tell MACIMP which tape unit to use, type the unit number followed by ALT MODE. The ALT MODE will be echoed as $. Initially MACIMP is set to use the DECTape it was loaded off; the tape number need be specified only to change it.

To load a program off the currently selected tape, the following commands are available: ( is a space,  is a carriage return, and $ is an ALT MODE.) Just before loading, all load commands set location 42 to $.

SUBM1 SUBM2 $ clears core, loads program SUBM1 SUBM2, goes to starting address of program loaded.

SUBM1 SUBM2 $ clears core, loads program, sets starting address, stays in MACIMP.

SUBM1 SUBM2 $ does not clear core, loads program, sets starting address, stays in MACIMP.

SUBM1 SUBM2 $ SBIT 34$ should be in core when this command is given; the program SUBM1 SUBM2 should be in SBIT mode. Core is cleared except for SBIT, the program is loaded, the symbols for the program are added to SBIT's symbol table, and control goes to SBIT.

SUBM1 SUBM2 $ Same as SUBM1 SUBM2 but does not clear any core.

To set the starting address, type it as an octal number followed by ALT MODE. The starting address must be greater than 7. To go to the current
starting address, type O. To dump core, type D(SUBNM1, SUBNM2). If another SUBNM1 SUBNM2 exists on that tape, it is deleted. The new file will be in DUMP mode. The current starting address is written as the starting address of the dumped program.

The command K(SUBNM1, SUBNM2) deletes SUBNM1 SUBNM2 from the file directory, but does not write the modified directory onto tape. That is accomplished by dumping.

The command P causes a printout of the file directory of the current tape. The first column is the mode, according to the following table; the second column is the first subname; and the third column is the second subname.

<table>
<thead>
<tr>
<th>MODE</th>
<th>CHARACTER</th>
<th>PRINTED</th>
</tr>
</thead>
<tbody>
<tr>
<td>ASCII</td>
<td>^</td>
<td></td>
</tr>
<tr>
<td>DUMP</td>
<td>!</td>
<td></td>
</tr>
<tr>
<td>SELK</td>
<td>&quot;</td>
<td></td>
</tr>
<tr>
<td>RELOG</td>
<td>§</td>
<td></td>
</tr>
</tbody>
</table>

To check for agreement between memory and a file on tape, type X(SUBNM1, SUBNM2). A bell will be typed if they disagree.

In general, MACIMP will type out a bell for any error it detects: other than 1 unit of the selected number; checksum error on reading; disagreement on X; no symbols found for T; file not in directory for read; not enough room on tape or in file directory for dump.

The program uses 37176 through 37377 for temporary storage (including file directory) and sits in 37400 through 37757. The entry point is 37400. MACIMP leaves § in 37176.