

CHASSIS 16.

"Y" and "Z" Flip-flops.

<u>Pin Nos.</u>				<u>Designation.</u>			
<u>Input.</u>		<u>Outputs.</u>		<u>Chassis Number.</u>			
<u>Set 0</u>	<u>Set 1</u>	<u>+</u>	<u>-</u>	<u>Neon</u>	<u>1.</u>	<u>2.</u>	<u>3.</u>
49	55	43	37	31	Z1	Z7	Y1
50	56	44	38	32	Z2	Z8	Y2
51	57	45	39	33	Z3	Z9	Y3
52	58	46	40	34	Z4	Z10	Y4
53	59	47	41	35	Z5	Z11	
54	60	48	42	36	Z6		
30							

Set Discriminator Bias.

Y1 and Y3 are of miscellaneous use.

Y2 is the overflow flip-flop and is zero unless overflow has occurred.

Y4 is of general use ~~xxxxxx~~ except in the modifier orders 64-95 when it remembers the selected modifier.

Y4 - 0 for "s" register.

Y4 - 1 for "t" register.

Y flip-flops are only used for controlling a route through the Matrix, and are set and reset by the Matrix.

Z flip-flops are used to control arithmetic and similar operations, They are set and reset by the Matrix.

Z1 Arithmetic input carry.

Z2 Control input carry.

Z3 Sector Memory Free / Wired.

Z4 Auxiliary Memory

Z5 Select input to "X" w / F

Z6 Select output from "X" ~~0 / X~~ 0 / X

Z7 Magnetic Control Gap / Record

Z8

Z9 Magnetic Control Stop / Start

Z10 Magnetic Control Inactive / Active

Z11 Input / Output Selection Punched Tape / Miscellaneous.

