

TSV05 Tape Transport Subsystem

User's Guide

Prepared by Computer Special Systems
of
Digital Equipment Corporation

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CONTENTS

Page

PREFACE

CHAPTER 1 INTRODUCTION

1.1	GENERAL DESCRIPTION	1-1
1.1.1	Features and Capabilities	1-3
1.1.2	Functional Overview	1-6
1.1.3	Controls and Indicators	1-6
1.2	PHYSICAL DESCRIPTION	1-9
1.2.1	Mechanical Characteristics	1-9
1.2.2	Electrical Requirements	1-9
1.2.3	Environmental Considerations	1-10
1.2.3.1	Operating Conditions	1-10
1.2.3.2	Nonoperating Conditions	1-11
1.2.3.3	Emissions	1-11
1.3	RELATED DOCUMENTS	1-12
1.3.1	Customer Ordering	1-12
1.3.2	DIGITAL™ Field Service Ordering	1-13

CHAPTER 2 INSTALLATION

2.1	SITE PREPARATION	2-1
2.1.1	Accessibility	2-2
2.1.2	Power Receptacles	2-2
2.1.3	Cooling	2-2
2.1.4	Air Purity	2-4
2.2	UNPACKING AND INSPECTION	2-4
2.2.1	Tools and Working Space	2-4
2.2.2	Unpacking the Cabinet	2-4
2.2.3	Deskidding the Cabinet	2-7
2.2.4	Unpacking the Smaller Cartons	2-9
2.3	TAPE TRANSPORT CABINET INSTALLATION	2-9
2.3.1	Tools Required	2-11
2.3.2	Moving the Side Panel	2-11
2.3.3	Connecting the H9642 Cabinets	2-14
2.3.4	Removing Shipping Foam	2-17
2.3.4.1	Removing the Top Foam Pieces	2-17
2.3.4.2	Removing the Bottom Foam Pieces	2-21
2.3.5	Connecting Line Power	2-24
2.4	TAPE TRANSPORT CHECKOUT	2-24
2.4.1	Power-Up Test	2-24
2.4.2	Tape Loading Test	2-25
2.4.3	Tape Movement Test	2-27
2.4.4	Tape Unloading Test	2-28
2.5	BUS INTERFACE/CONTROLLER MODULE INSTALLATION	2-28
2.6	CABLE INSTALLATION	2-29

CONTENTS (Cont)

		Page
2.6.1	M7196 Module and Tape Transport Interconnection	2-29
2.6.2	Power Controller Interconnection (Supplied with TSV05-B Models Only)	2-31
2.7	TSV05 SUBSYSTEM CHECKOUT	2-32
2.7.1	Power-Up Checks	2-32
2.7.2	System Setup	2-33
2.7.3	TSV05 Logic Test	2-33
2.7.4	Advanced Logic Test	2-35
2.7.5	Tape Transport Test	2-35
2.7.6	Advanced Tape Transport Test	2-36
2.7.7	Data Reliability Test	2-36
2.7.8	Additional Testing	2-37
CHAPTER 3 MICRO CPU INSTALLATION INSTRUCTIONS		
3.1	PEDESTAL (BA23A ENCLOSURE)	3-2
3.1.1	TSV05 Filter Connector Installation Instructions	3-2
3.1.1.1	Without DECnet Installed	3-2
3.1.1.2	DECnet Installed	3-2
3.2	H3490 REAR I/O DISTRIBUTION PANEL CONFIGURATION, H9642 DEEP CABINET	3-5
3.2.1	TSV05 Filter Connector Installation Instructions	3-5
3.3	WORLD BOX (BA123A ENCLOSURE)	3-6
3.3.1	TSV05 Filter Connector Mounting	3-6
3.4	TSV05 CONTROLLER M7196 INSTALLATION AND CABLE CONNECTION INSTRUCTIONS	3-7
3.4.1	M7196 TSV05 Controller and Cables	3-7
3.4.2	Installation of Cables and Controller Board ...	3-7
3.5	CUSTOM CONFIGURATION TSV05 WITH A BA23 IN THE TSV05 CSS CABINET	3-10
3.5.1	Installation Instructions	3-10
3.6	CONFIGURING THE TSV05 WITH A MicroVAX II IN THE DEEP CABINET WITH AN H3490 I/O PANEL	3-11
3.6.1	Top Cover Assembly and Installation Instructions	3-11
3.6.2	TSV05 Mounting Instructions	3-11

CONTENTS (Cont)

	Page
CHAPTER 4	MicroVAX II WITH TSV05 MDM DIAGNOSTICS
4.1	PREREQUISITES AND REQUIREMENTS 4-1
4.1.1	Prerequisites 4-1
4.1.2	Hardware Requirements 4-1
4.1.3	Software Requirements 4-1
4.2	LOADING MicroVAX MAINTENANCE SOFTWARE 4-1
4.3	RUNNING THE MicroVAX MAINTENANCE SOFTWARE 4-1
4.3.1	Sample Error Messages 4-2
4.4	PROGRAM FUNCTIONAL DESCRIPTION 4-2
4.4.1	Verify Mode - Functional Environment 4-2
4.4.2	Verify Mode - Exerciser Environment 4-2
4.4.3	Service Mode - Functional Environment 4-2
4.4.4	Service Mode - Exerciser Environment 4-3
4.4.5	Utility Environment 4-3
4.4.6	Program Run Times 4-3
4.4.7	Program Size 4-3
4.5	VERIFY TESTS - FUNCTIONAL/EXERCISE ENVIRONMENT .. 4-3
4.5.1	Test 1 - Write Characteristics Test (FV1) 4-3
4.5.1.1	Test Requirements 4-3
4.5.2	Test 2 - Basic Packet Protocol 4-3
4.5.2.1	Test Requirements 4-4
4.6	SERVICE TESTS - FUNCTIONAL ENVIRONMENT 4-4
4.6.1	Test 1 - Write Characteristics Test 4-4
4.6.1.1	Test Requirements 4-4
4.6.2	Test 2 - Basic Packet Protocol 4-4
4.6.2.1	Test Requirements 4-4
4.6.3	Test 3 - Basic Write Data Test 4-4
4.6.3.1	Test Requirements 4-4
4.6.4	Test 4 - Basic Read Data Test 4-4
4.6.4.1	Test Requirements 4-5
4.6.5	Test 5 - Space Records Test 4-5
4.6.5.1	Test Requirements 4-5
4.6.6	Test 6 - Write/Read Tape Marks Test 4-5
4.6.6.1	Test Requirements 4-5
4.7	SERVICE TESTS - EXERCISER ENVIRONMENT 4-5
4.7.1	Test 1 - Write Characteristics Tests 4-5
4.7.1.1	Test Requirements 4-6
4.7.2	Test 2 - Basic Packet Protocol 4-6
4.7.2.1	Test Requirements 4-6
4.7.3	Test 3 - Reliability Test 4-6
4.7.3.1	Test Requirements 4-6
4.8	UTILITY ENVIRONMENT TESTS 4-6
4.8.1	Test 1 - Write Lock Test 4-6

CONTENTS (Cont)

	Page
CHAPTER 5	OPERATION
5.1	ROUTINE OPERATING PROCEDURES 5-1
5.1.1	Power Up 5-1
5.1.2	Loading the Tape 5-1
5.1.3	Rewinding the Tape 5-2
5.1.4	Unloading the Tape 5-3
5.1.5	Restarting the Tape Transport 5-3
5.1.5.1	Power Failure 5-3
5.1.5.2	Hard Errors 5-4
5.1.6	Operator Troubleshooting 5-4
5.1.7	Confidence Checks 5-5
5.1.8	Customer Care 5-5
5.1.8.1	Care of Magnetic Tape 5-5
5.1.8.2	Preventive Maintenance 5-6
5.2	TSV05 OPERATIONS 5-11
5.3	PROGRAMMING 5-11
5.3.1	Overview 5-11
5.3.2	Registers 5-16
5.3.2.1	Bus Address Register (TSBA) 5-16
5.3.2.2	Data Buffer Register (TSDB) 5-18
5.3.2.3	Status Register (TSSR) 5-19
5.3.2.4	Extended Data Buffer Register (TSDBX) 5-23
5.3.2.5	Extended Status Register 0 (XST0) 5-24
5.3.2.6	Extended Status Register 1 (XST1) 5-27
5.3.2.7	Extended Status Register 2 (XST2) 5-29
5.3.2.8	Extended Status Register 3 (XST3) 5-30
5.3.2.9	Extended Status Register 4 (XST4) 5-32
5.3.2.10	Summary of Registers 5-33
5.3.3	Packet Processing 5-36
5.3.3.1	Buffer Ownership and Control 5-37
5.3.3.2	Buffer Control on Attentions 5-39
5.3.3.3	Message Packet Format 5-40
5.3.3.4	General Status Handling Information 5-44
5.3.4	COMMANDS 5-49
5.3.4.1	Command Packet Definitions 5-50
5.3.4.2	Get Status Command 5-56
5.3.4.3	Read Command 5-56
5.3.4.4	Write Characteristics Command 5-58
5.3.4.5	Write Command 5-63
5.3.4.6	Position Command 5-65
5.3.4.7	Format Command 5-66
5.3.4.8	Control Command 5-67
5.3.4.9	Initialize Command 5-69

CONTENTS (Cont)

		Page
5.3.4.10	Write Subsystem Memory Command	5-69
5.3.5	Record Buffering	5-69
5.3.5.1	Read Buffering	5-70
5.3.5.2	Write Buffering	5-72

APPENDIX A CONFIGURATION DATA

APPENDIX B MANUAL LOADING

APPENDIX C SUMMARY OF KNOWN DIFFERENCES

FIGURES

Figure No.	Title	Page
1-1	TSV05 Subsystem Components	1-2
1-2	Operator Front Panel	1-7
2-1	Cabinet Access Requirements	2-3
2-2	Cabinet Carton Removal	2-5
2-3	Cabinet Shipping Brackets	2-6
2-4	Raising Leveling Feet	2-6
2-5	Deskidding the Cabinet	2-7
2-6	Opening Cabinet Door	2-8
2-7	H9642 Tape Transport Cabinet Connection.....	2-10
2-8	Removing Side Panel	2-12
2-9	Mounting the Side Panel	2-13
2-10	Cabinet Alignment	2-15
2-11	H9642 Cabinet Interconnection Hardware	2-16
2-12	Cabinet Top Cover	2-18
2-13	Tape Transport Top Cover	2-19
2-14	Tachometer and Takeup Hub	2-20
2-15	Service Access Position (Sandcast Unit)	2-22
2-16	Service Access Position (Diecast Unit)	2-23
2-17	Front Panel Controls and Indicators	2-25
2-18	Inserting Tape	2-26
2-19	Cabling the M7196 Module	2-30
2-20	Cabling the Tape Transport	2-30
2-21	Remote Power Control Connections	2-31
3-1	BA23A I/O Distribution Panel	3-3
3-2	BA23A with TSV05 Filter Connector Mounting without DECnet	3-3
3-3	TSV05 Filter Connector Mounting with DECnet	3-4

FIGURES (Cont)

Figure No.	Title	Page
3-4	TSV05 Filter Connector Mounting, Deep Cabinet ...	3-5
3-5	TSV05 Filter Connector Mounting BA123	3-6
3-6	TSV05 Cable Configuration	3-8
3-7	Configuration TSV05 with the BA23A Pedestal	3-9
3-8	Configuration TSV05 with the BA123A World Box ...	3-9
3-9	TSV05 Cabinet with BA23	3-10
3-10	TSV05 Mounted in a Deep Cabinet	3-11
5-1	Opening the Front Door Panel	5-3
5-2	Accessing the Tape Path Area	5-9
5-3	Tape Path and Related Parts	5-10
5-4	Command Packet Types	5-15
5-5	TSBA Register Format	5-16
5-6	TSDB Register Format	5-18
5-7	TSSR Register Format	5-20
5-8	TSDBX Register Format	5-24
5-9	XST0 Register Format	5-24
5-10	XST1 Register Format	5-28
5-11	XST2 Register Format	5-29
5-12	XST3 Register Format	5-30
5-13	XST4 Register Format	5-32
5-14	TSV05 Hardware Device Registers	5-34
5-15	TSV05 Extended Status Registers	5-35
5-16	TSV05 Command Register Format	5-36
5-17	Message Packet Format	5-41
5-18	Command Packet Header Word	5-50
5-19	Memory/Tape Data Byte Positioning	5-54
5-20	Get Status Command Packet	5-56
5-21	Read Command Packet	5-57
5-22	Write Characteristics Command Format	5-59
5-23	Write Command Packet	5-64
5-24	Position Command Packet	5-65
5-25	Format Command Packet	5-67
5-26	Control Command Packet	5-68
5-27	Initialize Command Packet	5-69
A-1	M7196 Switch and Jumper Identification	A-1
A-2	M7196 Vector and Address Switches	A-2
A-3	Transport Switch and Terminator Identification	A-3
B-1	Accessing the Tape Path Area	B-2
B-2	Tape Threading Path	B-3

TABLES

Table No.	Title	Page
1-1	Controls and Indicators	1-7
2-1	Power Line Connections	2-2
2-2	TSV05 Subsystem Diagnostics	2-32
3-1	CK Kits and Parts List	3-1
3-2	Cabinet Accessories	3-10
5-1	Suggested Preventive Maintenance	5-7
5-2	TSV05 Assigned Command Modes	5-12
5-3	TSBA Register Bit Definitions	5-17
5-4	TSDB Register Bit Definitions	5-19
5-5	TSSR Register Bit Definitions	5-20
5-6	TSDBX Register Bit Definitions	5-24
5-7	XST0 Register Bit Definitions	5-25
5-8	XST1 Register Bit Definitions	5-28
5-9	XST2 Register Bit Definitions	5-30
5-10	XST3 Register Bit Definitions	5-31
5-11	XST4 Register Bit Definitions	5-32
5-12	Buffer Ownership Transfers	5-37
5-13	Message Packet Field Definitions	5-42
5-14	Termination Class/Message Type Relationship	5-45
5-15	Command Packet Header Word Bit Definitions	5-51
5-16	Command Code and Mode Field Definitions	5-53
5-17	Characteristics Mode Data Word Bit Definitions	5-60
5-18	Extended Characteristics Data Word Bit Definitions	5-61

1.1 GENERAL DESCRIPTION

The TSV05 Tape Transport Subsystem provides magnetic tape storage capabilities to computer systems using quad-sized LSI-11 Bus backplanes. The subsystem reads or writes up to 160,000 bytes per second in ANSI standard format. Data is recorded by phase encoding 1600 bits per inch on nine-track tape. Reading and writing are performed at either 25 or 100 inches per second.* The TSV05 subsystem is hardware compatible with 18 and 22 bit addressing versions of the LSI-11 Bus quad backplane. It is software compatible with system and application programs written for the TS11 Tape Transport Subsystem (as long as such programs use the DIGITAL™ supplied device handler). Tape formatting, error detection and correction, and self-test diagnostics are included as integral components of the TSV05 subsystem. The subsystem is available in either the TSV05-A model or the TSV05-B model.

The TSV05-A model consists of the following hardware.

- A TS05 tape transport
- An M7196 LSI-11 Bus interface/controller module
- One pair of 7016855 bus cables for connecting tape transport input and output to the interface/controller module.

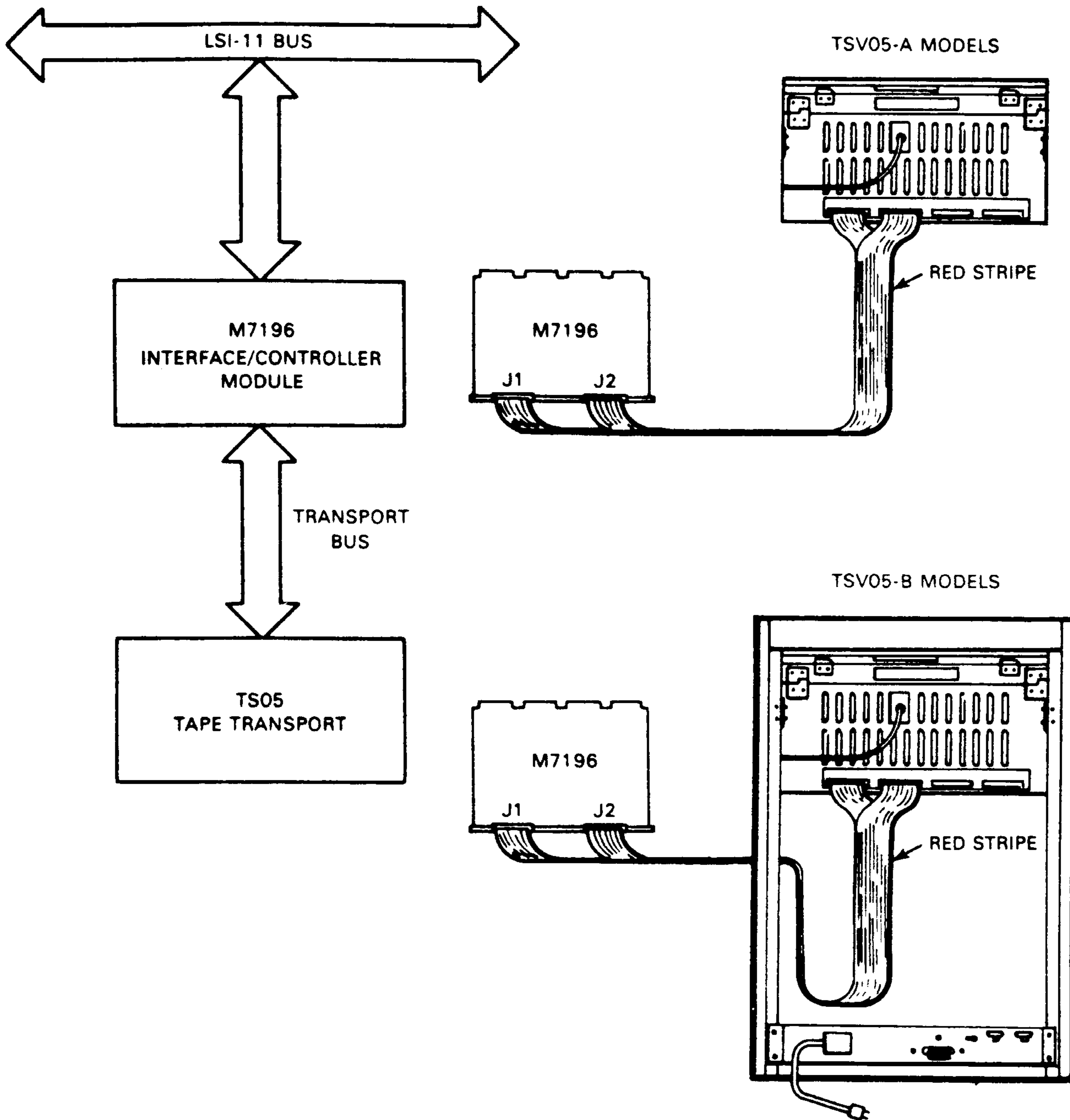
The TSV05-B model includes these three items and also an H9642 series cabinet with an 874 power controller and a remote power control cable.

There are two TSV05 variations: Sandcast unit and Diecast unit. Each variation can be recognized in the following way. The Sandcast unit has a sandcasted top plate which is painted black, while the diecasted top plate has the appearance of a plain aluminum surface.

The interface/controller module plugs into the LSI-11 Bus (see Figure 1-1). The two cables connect the module with the TS05 tape transport.

* 100 inches per second operating speed requires enabling special features and the appropriate software.

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Figure 1-1 TSV05 Subsystem Components

1.1.1 Features and Capabilities

The TSV05 Tape Transport Subsystem offers the following.

- Bidirectional reading capability
- 3.5K bytes of Random Access Memory (RAM) in controller for buffering tape data
- Streaming or reel-to-reel technology (that is the tape is not required to stop in the interrecord gap)
- Automatic tape loading (threading)
- Microprocessor control in both the controller and the tape transport
- Microcoded diagnostic and maintenance features
- Tape formatting and error detection conforming to ANSI X 3.39-1973 standard
- Both ANSI and IBM tape mark detection
- Industry standard bus between controller and tape transport
- On-line diagnostics that verify data path integrity during idle periods
- Uses media conforming to ANSI X 3.40 1976 standard
- Automatic read after write verification
- Small form factor with low power consumptions.

The tape handling characteristics and parameters are as follows.

Tape Characteristics

Type:	Mylar™ base, iron-oxide coated
Length:	731 m (2400 ft) maximum
Width	1.3 cm (0.5 in)
Thickness:	1.5 mil (industry compatible)
Reel Diameter:	26.7 cm (10.5 in) - 2400 ft length 21.6 cm (8.5 in) - 1200 ft length 17.8 cm (7.0 in) - 600 ft length
Capacity/Tape Reel:	46 million bytes (10.5 in reel, unformatted)

Mylar™ is a trademark of DuPont de Nemours & Co., Inc.

Tape Motion

Handling: Bidirectional reel-to-reel, with compliance arm

Tape Tension: 212.6 g (7.5 oz) nominal

Read/Write Speed: 64 cm/sec (25 in/sec) (using TS11 software)

64 or 254 cm/sec (25 or 100 in/sec) (program selectable using special software)

Rewind Speed: 330 to 457 cm/sec (130 to 180 in/sec) (nominal), depending on reel size

457 cm/sec (180 in/sec) (average), using 26.7 cm (10.5 in) reel

Rewind Time:

Reel Size	Minutes (maximum)
17.8 cm (7.0 in)	0.9
21.6 cm (8.5 in)	1.6
26.7 cm (10.5 in)	2.8

Auto Loading

Reliability: An average of 96% of attempted loads will be successful with automatic retries assuming a properly maintained transport and tape library exists.

Retries: Three automatically provided.

Times: 30 seconds typical with no retry
30 seconds maximum for each additional retry

Unloading

Time: 15 seconds maximum with tape located at beginning of tape (BOT)

Tape Speed Variation

Long Term: $\pm 1\%$ of nominal

Instantaneous: $\pm 4\%$ of long term

Data Access Times

	64 cm/sec (25 in/sec)	254 cm/sec (100 in/sec)
Tape at Rest:	40 ms	260 ms
Worst Case:	140 ms	1040 ms
Data Transfer Rate:	40K bytes/seconds at 64 cm/sec (25 in/sec)	160K bytes/seconds at 254 cm/sec (100 in/sec)

Data Organization

Number of Tracks:	Nine (eight data; one parity)	
Recording Density:	1600 bits/in (nonselectable)	
Interrecord Gap:	1.3 cm (0.5 in) minimum, 1.65 cm (0.65 in) typical at 64 cm/s (25 in/sec)	
Recording Method:	Phase encoded (PE)	
Error Rates:	Recoverable write:	1 error in 10^8 bits transferred
	Recoverable read:	1 error in 10^9 bits transferred
	Unrecoverable read:	1 error in 10^{10} bits transferred

The LSI-11 Bus interface characteristics are as follows.

Address Space Required:	772520/772522	1st	unit
	772524/772526	2nd	unit
	772530/772532	3rd	unit
	772534/772536	4th	unit
Vectors Required:	224	1st	unit
	*	2nd	unit
	*	3rd	unit
	*	4th	unit

* Rank of 37 in the floating vector area starting at 300.

1.1.2 Functional Overview

Tape loading is automatic. There are no vacuum columns retaining clips, or multiple tension arms. When the tape transport is powered up, sets of internal diagnostics are run by the microprocessors in the tape transport electronics package and the interface/controller module. The subsystem is then ready for loading. Once the tape has been inserted and the door closed, the tape transport automatically seats and locks the tape reel on the spindle and threads the tape through the correct path to the takeup reel. The threading operation is accomplished by precisely directed air flows that blow the tape along the path to the takeup reel. When this power up and load sequence is complete, control of the tape transport switches to the interface/controller module.

The TSV05 subsystem operates under the control of a microprocessor on the interface/controller module. The module is a Direct Memory Access (DMA) device in that it transfers data directly into or out of the LSI-11 memory without requiring the control of the LSI-11 CPU. To perform a data transaction with the TSV05 subsystem, the LSI-11 first builds a packet of command words in main memory. Next, it passes the starting address of the command packet to the interface/controller module. Using this address, the module performs a DMA transfer to bring the command packet out to the controller memory. The command packet tells the controller what type of operation is to be performed and where the data is to come from or go to. The module then controls the movement of data from LSI-11 memory to the tape, or from tape to memory. It buffers this data so that DMA transfers can be handled independently of the mechanical movements of the tape. Additionally, it generates interrupts when necessary to provide the LSI-11 with status information.

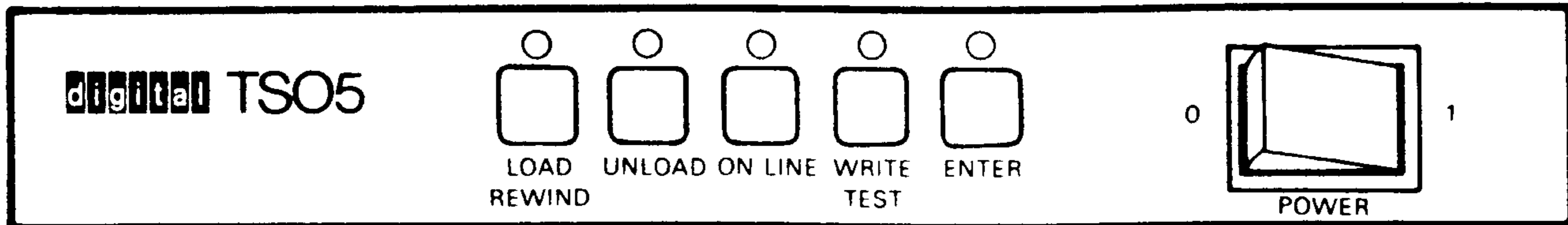
The tape transport has an internal formatter that controls tape motion, formatting and writing of data on tape, reading of data from tape, and tape transport status monitoring. Commands from the interface/controller module are latched into registers and then processed by a microprocessor in the formatter electronics. The formatter creates the identification (ID) burst, preamble, postamble, and file mark during a write operation, and it interprets these during a read operation. The formatter also oversees the handling of error conditions.

1.1.3 Controls and Indicators

The interface/controller module has jumpers, switchpacks, and Light-Emitting Diode (LED) indicators. The jumpers and switchpacks are preset to the normal configuration and do not need to be changed unless there is an address conflict with an existing device. The LED indicators are provided as maintainability features, and are not exposed to view during normal operation.

The tape transport has an ON/OFF (1/0) POWER switch and five tactile switches, each with an LED indicator (refer to Figure 1-2). The functions of these controls and indicators are described in Table 1-1. The tape transport also has internal switches for

selecting tape units and enabling certain features, but these are preset and normally not changed. It also has an LED fault indicator. This LED is not exposed to view during normal operation.



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Figure 1-2 Operator Front Panel

Table 1-1 Controls and Indicators

Control/ Indicator	Type	Function
POWER	ON/OFF rocker switch and indicator	Switches line power ON and OFF.
LOAD/ REWIND	Tactile switch and indicator	<p>Blinks when the tape drive is executing a load or rewind sequence.</p> <p>Lit continuously when the BOT marker is sensed.</p> <p>Pressing the switch:</p> <ol style="list-style-type: none"> 1. Initiates load sequence and advances tape to load point. 2. Rewinds the tape to load point.
UNLOAD	Tactile switch and indicator	<p>Pressing the switch unloads the tape regardless of tape position.</p> <p>Blinks when the tape drive is executing an unload sequence.</p> <p>Lit continuously when the tape drive has completed its unload sequence and the front access door is unlocked. At</p>

Table 1-1 Controls and Indicators (Cont)

Control/ Indicator	Type	Function
UNLOAD (Cont)		<p>this time, the tape may be removed and another tape inserted into the drive.</p> <p>Lit continuously after a successful power up, indicating a tape may be loaded.</p>
ON LINE	Tactile switch and indicator	<p>Lit when drive is ready and on-line.</p> <p>Pressing the switch:</p> <ol style="list-style-type: none"> 1. Takes the tape drive off-line and extinguishes the indicator. 2. Puts the tape drive on-line and lights the indicator.
<p>NOTE</p> <p>Pressing the switch during a load sequence puts the tape drive on-line when the BOT marker is sensed.</p>		
WRITE TEST	Tactile switch	Operational only in the test mode. Selects alternative operational mode for other switches.
WRITE TEST	Indicator	<p>Lit when the write ring is installed and data may be written on tape.</p> <p>When indicator is off write ring is not installed and tape is file protected.</p>
ENTER	Tactile switch	This control is used for manual loading, and controlling the test mode.

1.2 PHYSICAL DESCRIPTION

1.2.1 Mechanical Characteristics

	Tape Transport Cabinet (TSV05-B)	Tape Transport (TSV05-A)
Height:	111.13 cm (43.75 in)	22.23 cm (8.75 in)
Width:	59.69 cm (23.50 in)	48.26 cm (19.00 in)
Depth:	83.82 cm (33.00 in)	61.60 cm (24.25 in)
Weight:	121 kg (265 lb)	36 kg (80 lb)

M7196 Bus Interface/Controller Module

Length:	(From contact fingers to handles): 228.6 mm (9.0 in)
Width:	266.7 mm (10.5 in)
Thickness:	12.7 mm (0.5 in)
Weight:	0.51 kg (1.13 lb)

Formatter Bus Cables

Connectors: 50-pin, right-angle, flat cable header connectors at controller end; industry standard formatter connectors at tape transport end.

Length: 2.4 m (8.0 ft)

1.2.2 Electrical Requirements

	Tape Transport	Cabinet Power Control
Power Consumption:	220 W average 270 W maximum	16.5 W maximum

ac Voltage (+7% or -15%):

	Nominal	Low Limit	High Limit
TSV05-AA, -BA	120	102	128
TSV05-AB, -BB	240	204	256
TSV05-AC	100	85	107
TSV05-AD, -BD	220	187	235

Frequency: ± 1 Hz

Nominal, Hz	Low Limit, Hz	High Limit, Hz
50 or 60	49	61

Frequency Rate of Change: 1.5 Hz/s maximum

M7196 Bus Interface/Controller Module

Power Consumption: 5 Vdc $\pm 5\%$ at 6.5 A (maximum)

LSI-11 Bus Loading: dc: One load
ac: Three loads (maximum)

1.2.3 Environmental Considerations

Specifications presented in this section apply to the TSV05-B model. Specifications for the TSV05-A model may be affected by the cabinetry in which it is installed.

1.2.3.1 Operating Conditions -- The TSV05-B subsystem is designed to operate under the following conditions.

Temperature

15°C to 32°C (59°F to 90°F)

Temperature Shock: 20°C (68°F) change/hr maximum

Relative Humidity

20% to 80% noncondensing

Altitude

Sea level to 3 km (10,000 ft)

Vibration

Frequency Range: 5 to 500 Hz

Peak Acceleration: 0.25 g, 22 to 500 Hz,
0.01 in DA5-22 Hz

Application: Each of three orthogonal axes

Shock

+10 g peak, 1/2 sine, 10 ms

Pollutants

Atmospheric Particulates: 60 mg/1000 cu ft air by weight of
particle (5 micron diameter)

Electrostatic Discharge

10 kV through 100 ohms from 350 pF

1.2.3.2 Nonoperating Conditions -- The TSV05-B subsystem is designed to withstand the following conditions during nonoperating periods (for example, shipping).

Temperature

-40°C to 66°C

Relative Humidity

95% maximum, noncondensing

Altitude

Sea level to 15 km (49,000 ft)

NOTE

Magtape media typically has more restricting nonoperating environmental considerations.

Vibration (in shipping container)

Frequency Range: 10 to 300 Hz

Peak Acceleration: 1.4 g rms vertical axis

0.68 g rms longitudinal and lateral axis
200 Hz maximum

Shock (in shipping container)

Peak Acceleration: 20 g

Duration: 30 ± 10 ms

Waveshape: 1/2 sine

1.2.3.3 Emissions -- During normal operation, the TSV05-B subsystem is designed to emit no more than the following levels.

Heat

1100 Btu/hr maximum

Acoustic Noise

Standby (blower on): 57 dB A scale

Operating Conditions: 60 dB A scale

Electromagnetic Interference (EMI)

The TSV05-B complies with FCC Part 15, Subpart J, Class A, and is designed to comply with VDE 0871 B requirements.

NOTE

The TSV05-B subsystem has been designed and tested to meet DIGITAL™ standards including FCC requirements. The specifications in this chapter are based on this testing. DIGITAL™ cannot guarantee the TSV05-B subsystem will meet these specifications if nontested equipment is installed into the TSV05-B cabinet or if the TSV05-B cabinet is installed in nontested configurations. It is the responsibility of the end manufacturer to verify that TSV05-A configurations conform to the required safety and performance standards. The TSV05-Z provides an FCC compliant installation in an H9642 "deep cab" configuration.

1.3 RELATED DOCUMENTS

Additional information regarding the purpose, use, configuration, operation, and maintenance of the TSV05 Tape Transport Subsystem is available in the documents listed in the Preface of this manual. Other related information can be found in the following documents.

Title	Document No.
<u>TSV05 Tape Transport Subsystem Installation Manual</u>	EK-TSV05-IN
<u>TSV05 Tape Transport Subsystem User's Guide</u>	EK-TSV05-UG
<u>XXDP User Guide</u>	AC-90931-MC
<u>DEC/X11 User Document</u>	AC-8240Z-MC
<u>Microcomputers and Memories Handbook</u>	EB-18451-20
<u>Microcomputer Interfaces Handbook</u>	EB-17723-20

1.3.1 Customer Ordering

Publications, accessories, and supplies may be ordered from the following distribution centers.

Digital Equipment Corporation
Accessories and Supplies Group
Cotton Road
Nashua, New Hampshire 03060

Digital Equipment Corporation
Accessories and Supplies Group
1050 East Remington Road
Schaumburg, Illinois 60195

Digital Equipment Corporation
Accessories and Supplies Group
Moffett Park Warehouse
632 East Caribbean Drive
Sunnyvale, California 94086

Telephone Orders

Contact your local sales office or call DIGITAL™ Direct Catalog Sales toll-free 800-258-1710 from 8:30 a.m. to 5:00 p.m. Eastern Standard Time (U.S. customers only). New Hampshire, Alaska, and Hawaii customers should dial 603-884-6660.

1.3.2 DIGITAL™ Field Service Ordering

Additional copies of this document and the documents listed above and in the Preface can be obtained from the following address.

Digital Equipment Corporation
444 Whitney Street
Northboro, Massachusetts 01532

ATTN: Printing and Circulation Service (NR2/M15)
Customer Services Section

This chapter explains the TSV05 Tape Transport Subsystem installation. A section is devoted to each of the following.

1. Site preparation
2. Unpacking and inspection
3. Installing the tape transport cabinet
4. Checking out the tape transport
5. Installing the bus interface/controller module (see Appendix A for switch settings)
6. Installing the interconnecting cables
7. Checking out the TSV05 subsystem

NOTE

Before you unpack the cartons, inspect for signs of shipping damage. If the shipment has been damaged, call the dealer from whom the equipment was purchased. If the equipment is covered under "DIGITAL™ Transit Insurance", the DIGITAL™ representative will estimate the damage and put in a claim. If the equipment is not insured by "DIGITAL™ Transit Insurance", contact the carrier who handled the equipment and your own insurance company. DIGITAL™ Field Service is available on a per-call basis to make estimates of damage for any resulting insurance claims.

2.1 SITE PREPARATION

The TSV05-B Tape Transport Subsystem mounts to the left side of the existing computer cabinet. It requires a 59.7 cm (23.5 in) wide by 83.8 cm (33.0 in) deep area of floor space that is capable of supporting a minimum of 121 kg (265 lbs). The cabinet is capable of supporting up to 205 kg (450 lbs). Refer to Appendix D for TSV05-A rack mounting guidelines.

Beyond this mounting space, the TSV05 subsystem also requires room for access to the cabinet, the correct power receptacle, and an adequate flow of cooling air.

2.1.1 Accessibility

The cabinet requires sufficient space behind it for opening the rear door. If any expansion is anticipated, room in front of the cabinet will be required to allow future equipment to be pulled out of the cabinet for maintenance. Refer to Figure 2-1 for required dimensions.

2.1.2 Power Receptacles

Ensure that the correct power receptacle is available (refer to Table 2-1). It should be capable of handling at least the 270 watts required by the tape transport.

Table 2-1 Power Line Connections

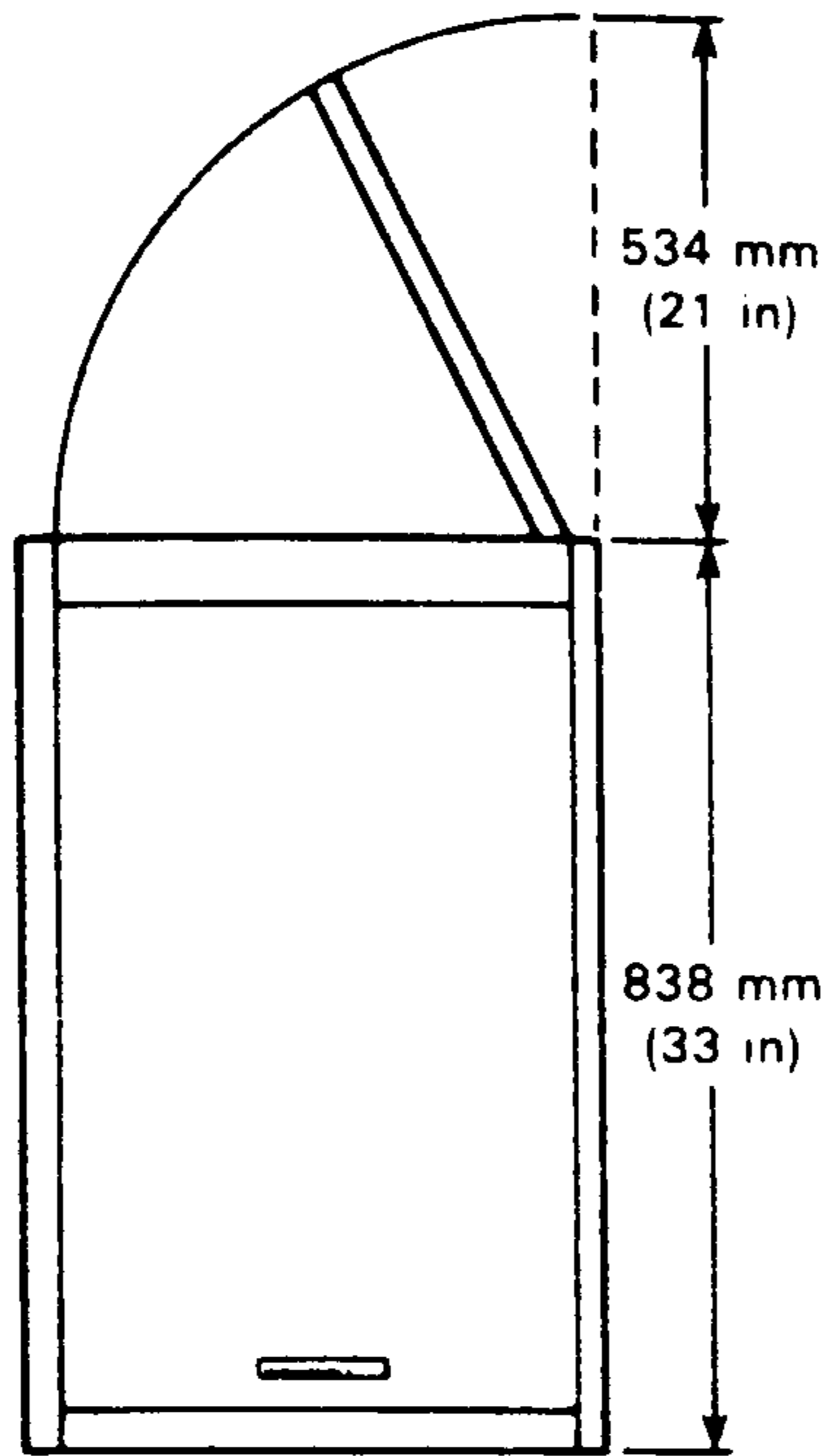
MODEL	PLUG	RECEPTACLE	CIRCUIT RATING
TSV05-BA	<p>SILVER BRASS NEMA #L5-30P DEC #12-11193</p>	<p>L5-30R 12-11194</p>	120 V 24 A
TSV05-AB -AD TSV05-BB -BD	<p>BRASS 2 BRASS 1 NEMA #6-15P DEC #90-08853</p>	<p>6-15R 12-11204</p>	220/240 V 12A
TSV05-AA -AC TSV05-BA	<p>SILVER BRASS NEMA #5-15P DEC #90-08938</p>	<p>5-15R 90-08939</p>	100/120V 12A

Power Cord Color Code		Pin Connection		
Color	Function	L5-30P	6-15P	5-15P
Brown	Hot	Brass	Brass 1	Brass
Blue	Neutral	Silver	Brass 2	Silver
Green/yellow	Ground	Ground	Ground	Ground

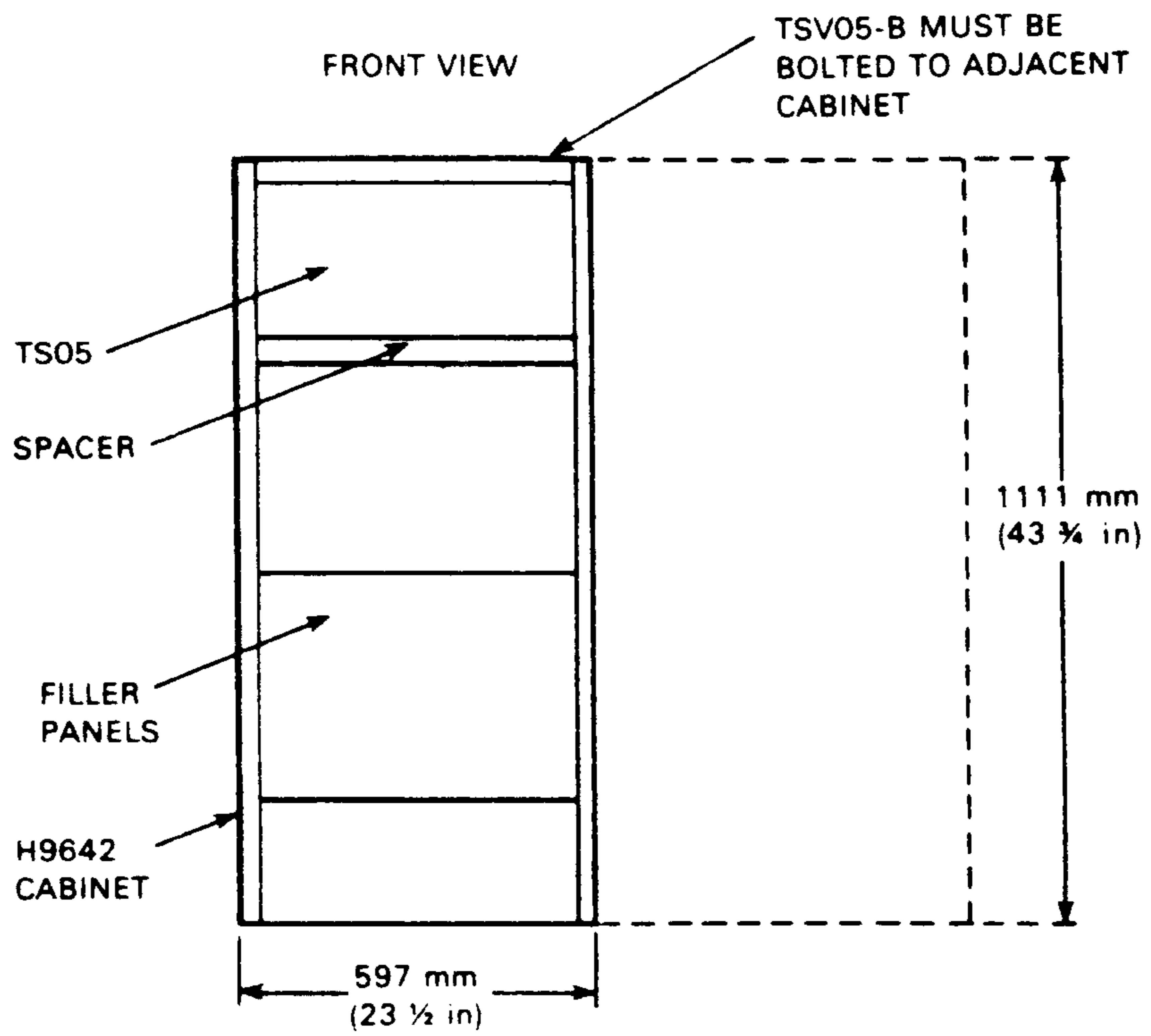
2.1.3 Cooling

The TSV05 subsystem requires 1100 Btu per hour of cooling to be provided by the movement of room air through the cabinet.

TOP VIEW



FRONT VIEW



CS-2430

Figure 2 1 Cabinet Access Requirements

2.1.4 Air Purity

The tape transport is equipped with internal filters to prevent dust from accumulating on the tape and tape heads. Nevertheless, it is good practice to avoid placing the cabinet in the path of a dust-laden current of air (such as beside a door).

2.2 UNPACKING AND INSPECTION

The TSV05-A is shipped in one large carton and one or more small cartons. Refer to Appendix D for TSV05-A rack mounting guidelines.

The TSV05-B is shipped as one skid-mounted carton and one or more smaller cartons. The carton on the skid contains the TS05 tape transport cabinet. The smaller carton(s) contains the M7196 interface/controller module, the documentation and accessories, and two individually packaged cables. These smaller items may be shipped in one carton or two, depending on shipping requirements. Check the shipping documents to ensure that the correct model has been shipped. If anything is missing, damaged, or incorrect, contact the dealer from whom the equipment was ordered.

2.2.1 Tools and Working Space

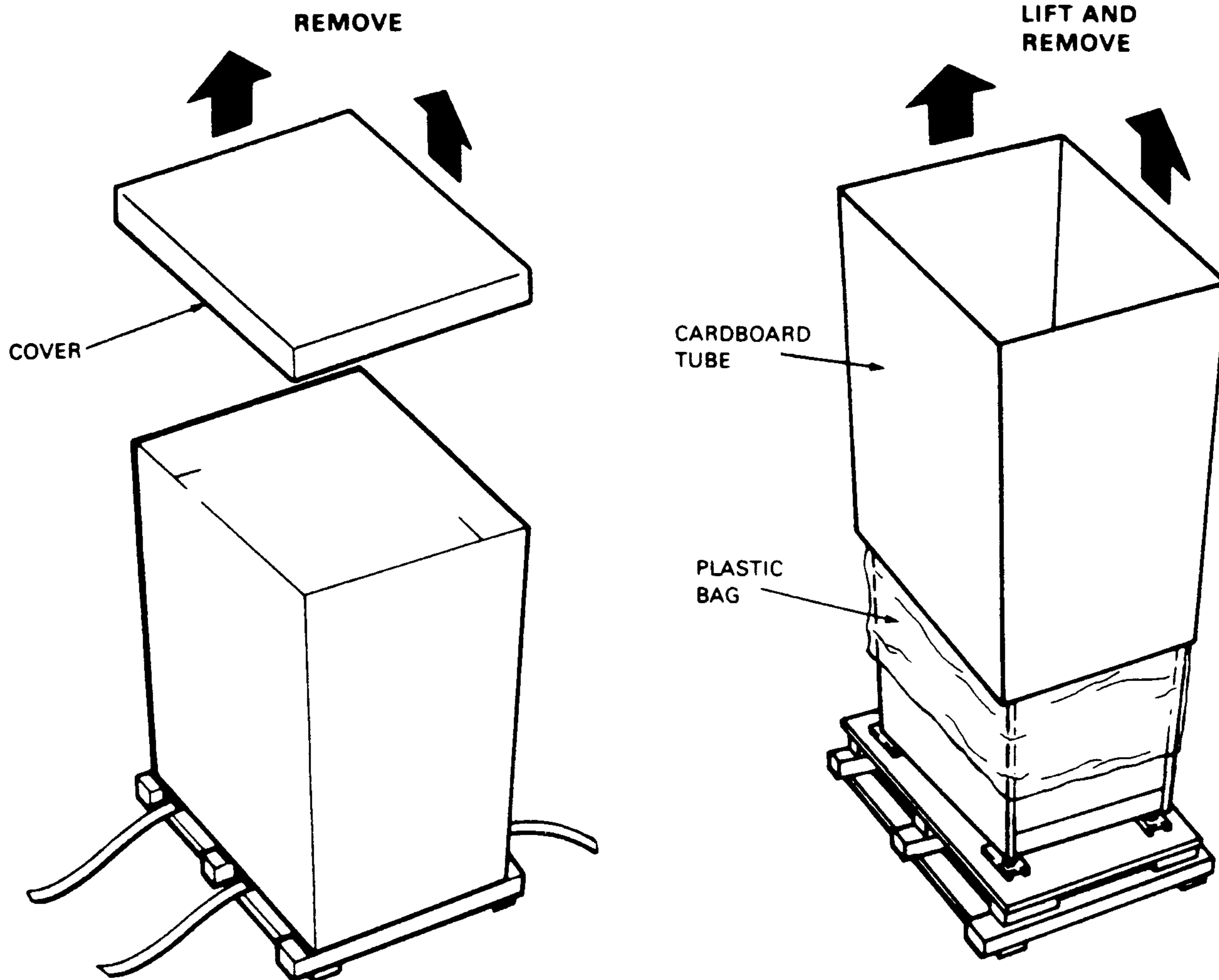
The following tools are required for unpacking the TSV05 subsystem:

1. Scissors
2. 9/16 inch wrench
3. 11/16 inch wrench
4. 3/4 inch wrench
5. 5/32 inch hex key

Also, a space of approximately 3 meters (10 feet) square is required for moving the cabinet off the shipping skid.

2.2.2 Unpacking the Cabinet

1. Cut the nylon straps and remove the cardboard tube as shown in Figure 2-2. Remove the plastic bag.
2. Using a 9/16 inch wrench, remove the four shipping bolts that hold the cabinet to the skid (Figure 2-3).
3. Remove the metal hold-down brackets.
4. Using an 11/16 inch wrench, loosen the leveling feet locking nuts (Figure 2-4).
5. Using a 9/16 inch wrench, screw the leveling feet up into the cabinet base all the way.

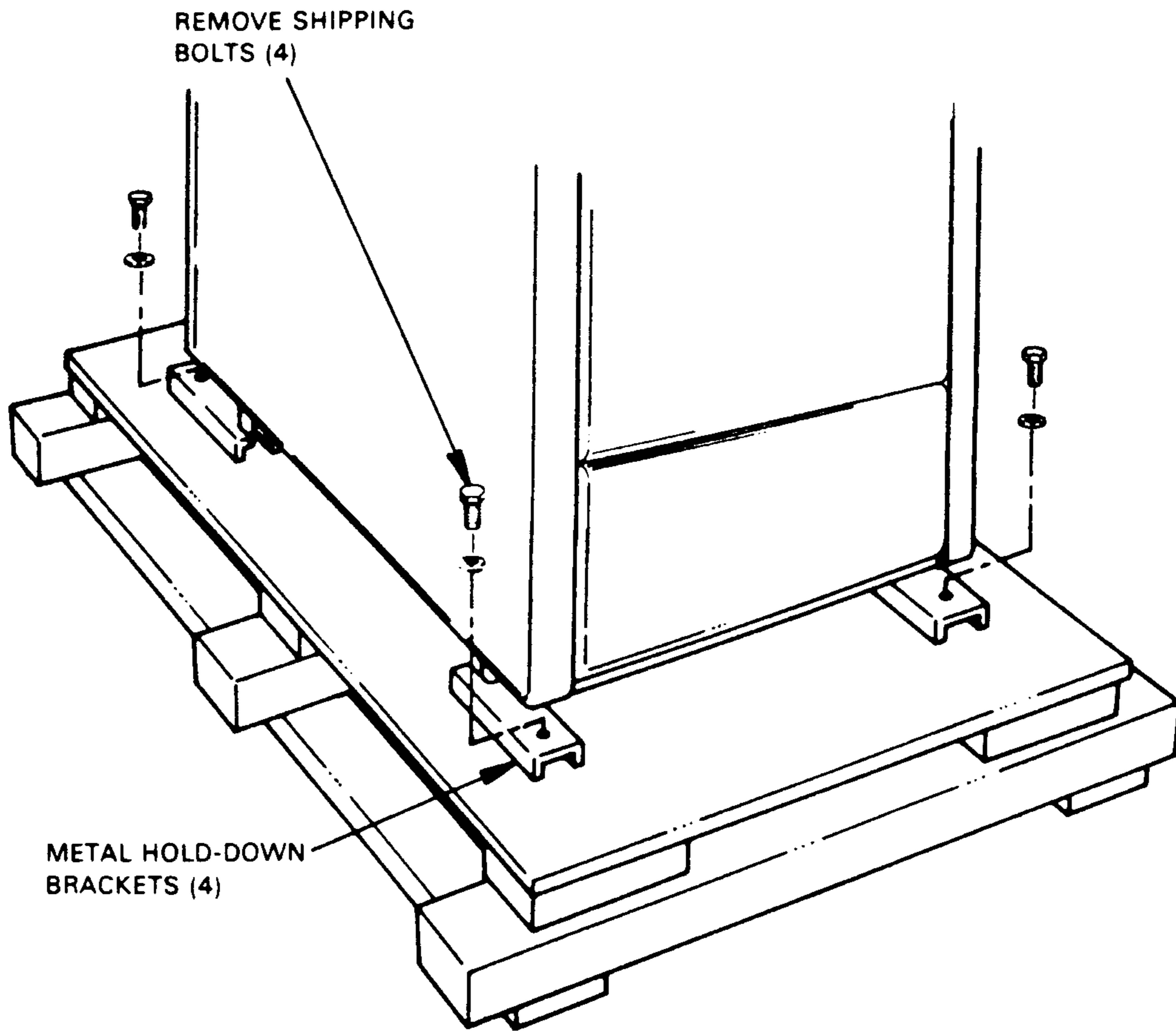


CS-2432

Figure 2-2 Cabinet Carton Removal

CAUTION

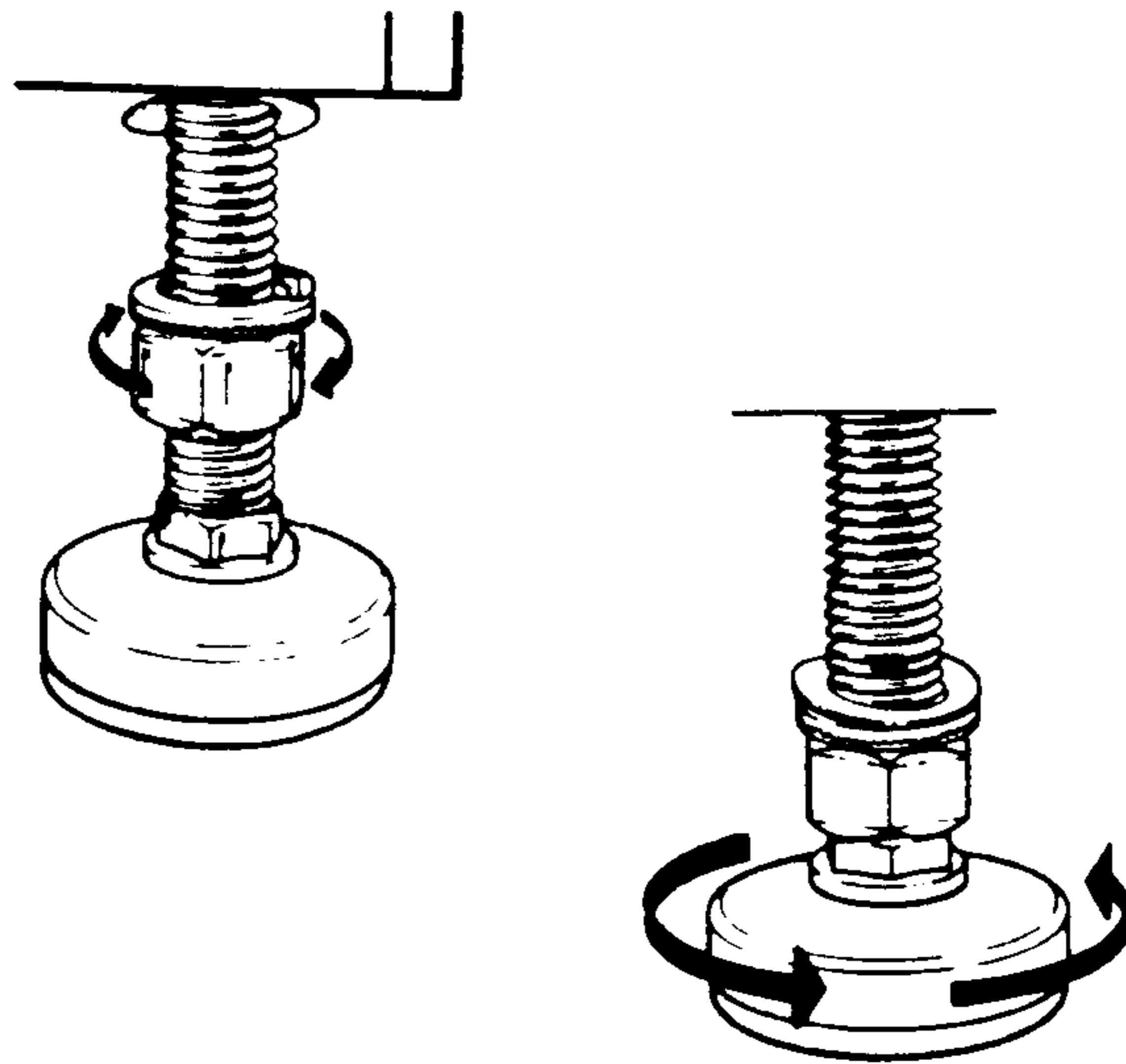
Once the leveling feet are raised, the cabinet is free to roll on its casters. The cabinet is top-heavy and must be handled with care.



CS-2433

Figure 2-3 Cabinet Shipping Brackets

1. TURN NUT DOWN TO BOTTOM.
2. SCREW FOOT INTO CABINET FAR ENOUGH TO PERMIT CABINET TO BE ROLLED ON ITS CASTERS.



CS-2840

Figure 2-4 Raising Leveling Feet

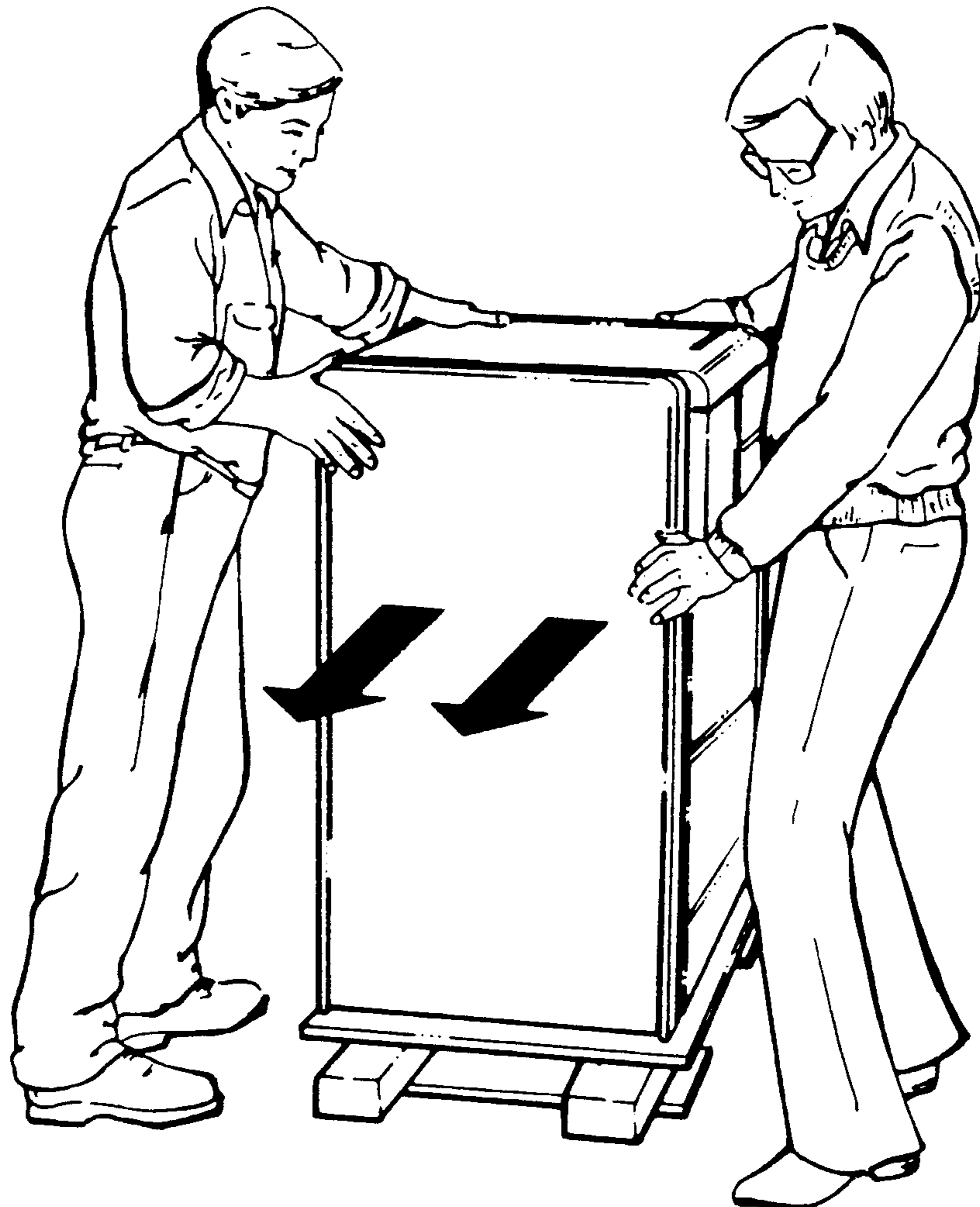
2.2.3 Deskidding the Cabinet

WARNING

Two people are required for moving the cabinet off the skid.

The recommended procedure for removing the tape transport cabinet from the skid is as follows.

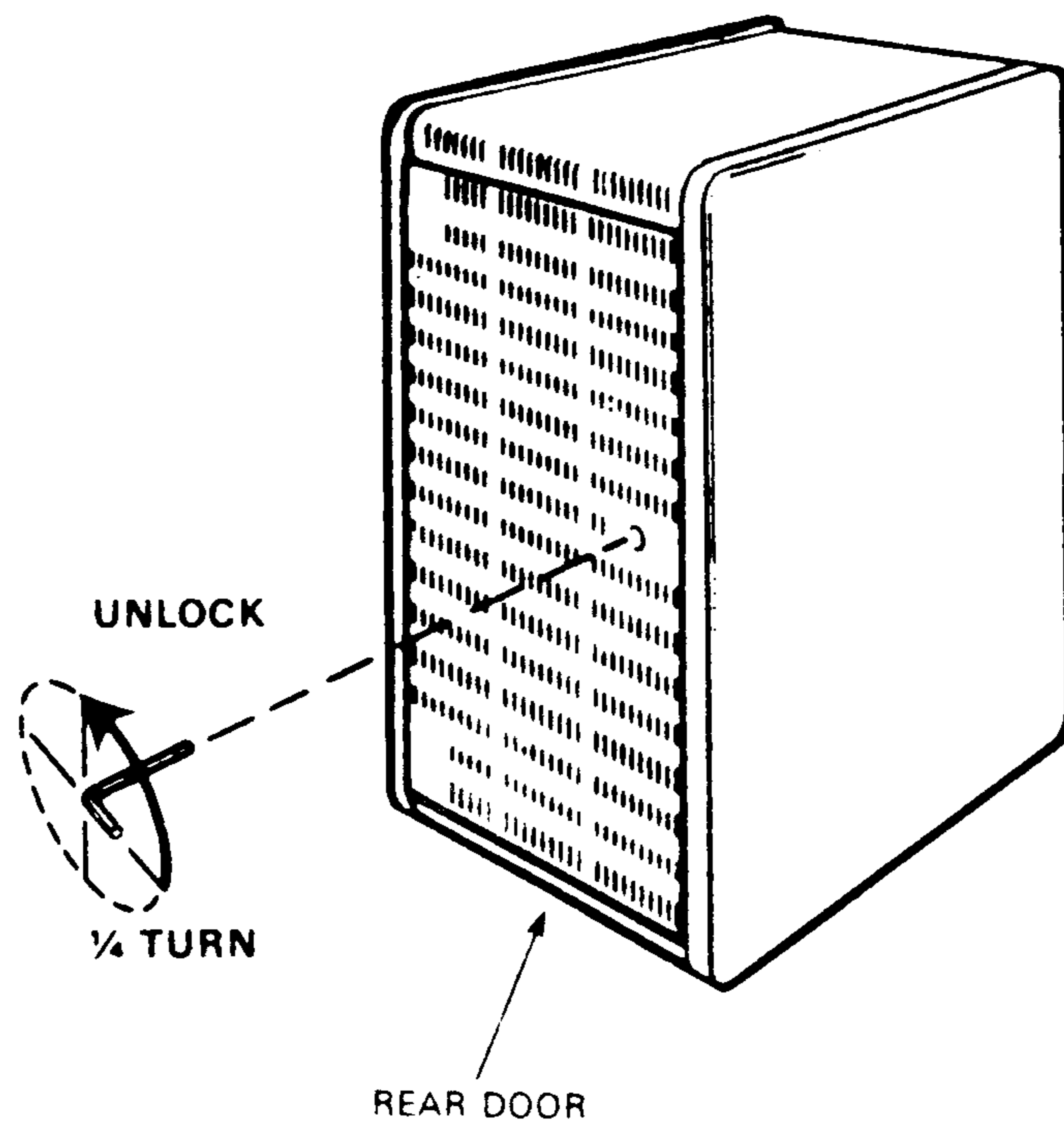
1. One person stands in front of the cabinet while the other person stands behind it.
2. Grasp the cabinet by right top and by the left center, as shown in Figure 2-5.



CS-2435

Figure 2-5 Deskidding the Cabinet

3. Roll the cabinet off the side of the skid, taking care to prevent it from toppling over.
4. When the casters on the left side of the cabinet are on the floor, push the skid out from under the right side of the cabinet. Take care to prevent the cabinet from hitting the floor hard or toppling.
5. Open the rear door using a 5/32 inch hex key (see Figure 2-6) and verify that the envelope taped to the bottom of the cabinet contains:
 - a. Remote cable (70-08288-8F)
 - b. Intercabinet hardware (74-22224/74-22225)
 - c. Four 1/4-20 x 2.75 inch bolts
 - d. Twelve 1/4-20 self-retaining nuts.



CS 2841

Figure 2-6 Opening Cabinet Door

2.2.4 Unpacking the Smaller Cartons

Open the smaller cartons and check that they contain the following.

1. M7196 bus interface/controller module
2. Two interconnection cables (part number 70-16855 08)
3. TSV05 Tape Transport Installation Manual (EK-TSV05-IN)
4. TSV05 Tape Transport User's Guide (EK-TSV05-UG)
5. TSV05 Pocket Service Guide (EK-TSV05-PS)
6. 26.7 centimeter (10.5 inch) magtape number 30 18709 08
7. Tape cleaning kit part number TUC02
8. TSV05 Field Maintenance Print Set (MP-01157).

Inspect each item. If any item is damaged, missing, or incorrect, contact the dealer from whom the system was purchased.

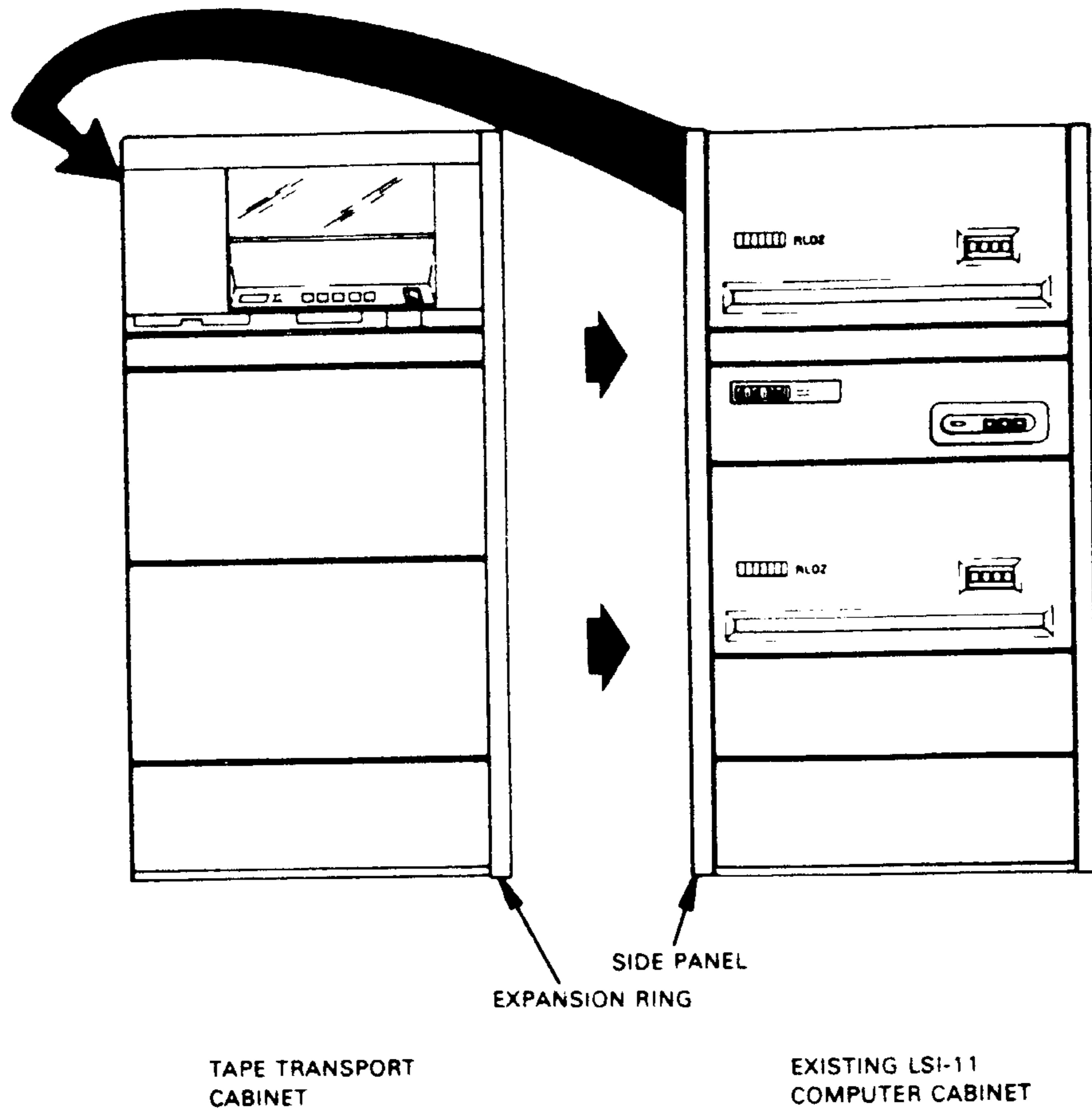
2.3 TAPE TRANSPORT CABINET INSTALLATION

In TSV05-A models, the tape transport is intended to be mounted in a user-supplied or separately-purchased cabinet. Refer to Appendix D for TSV05-A rack mounting guidelines.

In the TSV05-B model, the tape transport is shipped mounted in an H9642 cabinet that has no side panels but has an expansion ring on the right side. This cabinet is intended to be connected to the left side of an H9642 cabinet containing a PDP-11/23 or PDP-11/23+ computer (Figure 2-7).

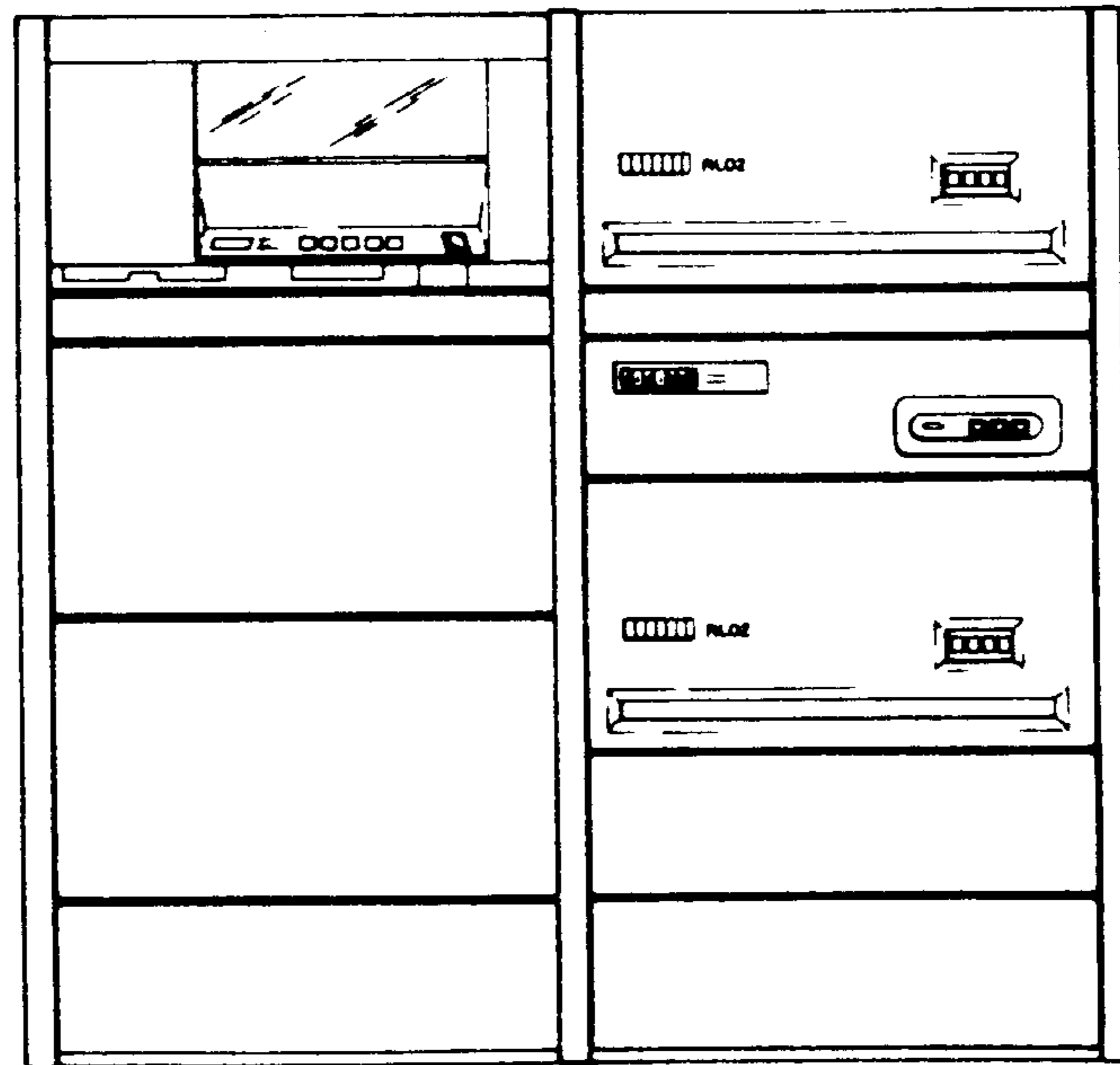
The TSV05-B subsystem can also be connected to earlier LSI-11 computer systems that use H9612 cabinets. (Refer to Appendix E for H9612/H9642 cabinet interconnection procedures.) Note, however, that older systems were not tested for compliance with current FCC rules. Installing the TSV05-A or TSV05-B subsystems in cabinets other than the H9642 cabinet may result in higher levels of EMI radiation.

The TSV05-B tape transport cabinet is installed by moving the left side panel of the computer cabinet to the left side of the tape transport cabinet and then bolting the right side of the tape transport cabinet to the left side of the computer cabinet (Figure 2-7). This installation is described in the sections that follow.



Tape Transport Cabinet

Existing LSI-11 Computer Cabinet



Expanded System

CS-2436

Figure 2-7 H9642 Tape Transport Cabinet Connection

2.3.1 Tools Required

Cabinet installation requires the following tools.

1. 9/16 and 11/16 inch wrenches (for leveling feet)
2. 5/32 inch hex key (for door)
3. 7/16 inch wrench (for bolting cabinet together)
4. Screwdriver or nut driver, as applicable, for connecting ground cable.

2.3.2 Moving the Side Panel

Remove the left side panel from the computer cabinet and mount it on the TSV05 tape transport cabinet as follows:

1. Open the rear doors of the tape transport cabinet and computer cabinets. Typically, this requires inserting the hex key into the latch and turning it one-quarter turn counterclockwise (see Figure 2-6).
2. Remove the locking bracket located at the rear bottom, right-hand side (as viewed from the rear) of both cabinets. Each bracket is held by two bolts. Loosen but DO NOT remove the bolts (see Figure 2-8).
3. Lift the side panel straight up and remove it from the CPU cabinet left side (see Figure 2-8). Disconnect the side panel ground wire from the cabinet frame.
4. Place the side panel removed in step 3 next to the tape transport cabinet left side. Connect the side panel ground strap to the tape transport cabinet using the hardware supplied on the left rear cabinet rail.
5. Position the side panel against the tape transport cabinet such that the slots align with the pins (refer to Figure 2-9). Hold the side panel a few inches above its mounted position until it is even with the front and rear of the cabinet. Slide the panel straight down such that the four pins engage the four slots.
6. Reinstall and tighten the bracket located on the tape transport cabinet at the rear bottom right side. This was one of the brackets removed in step 2.

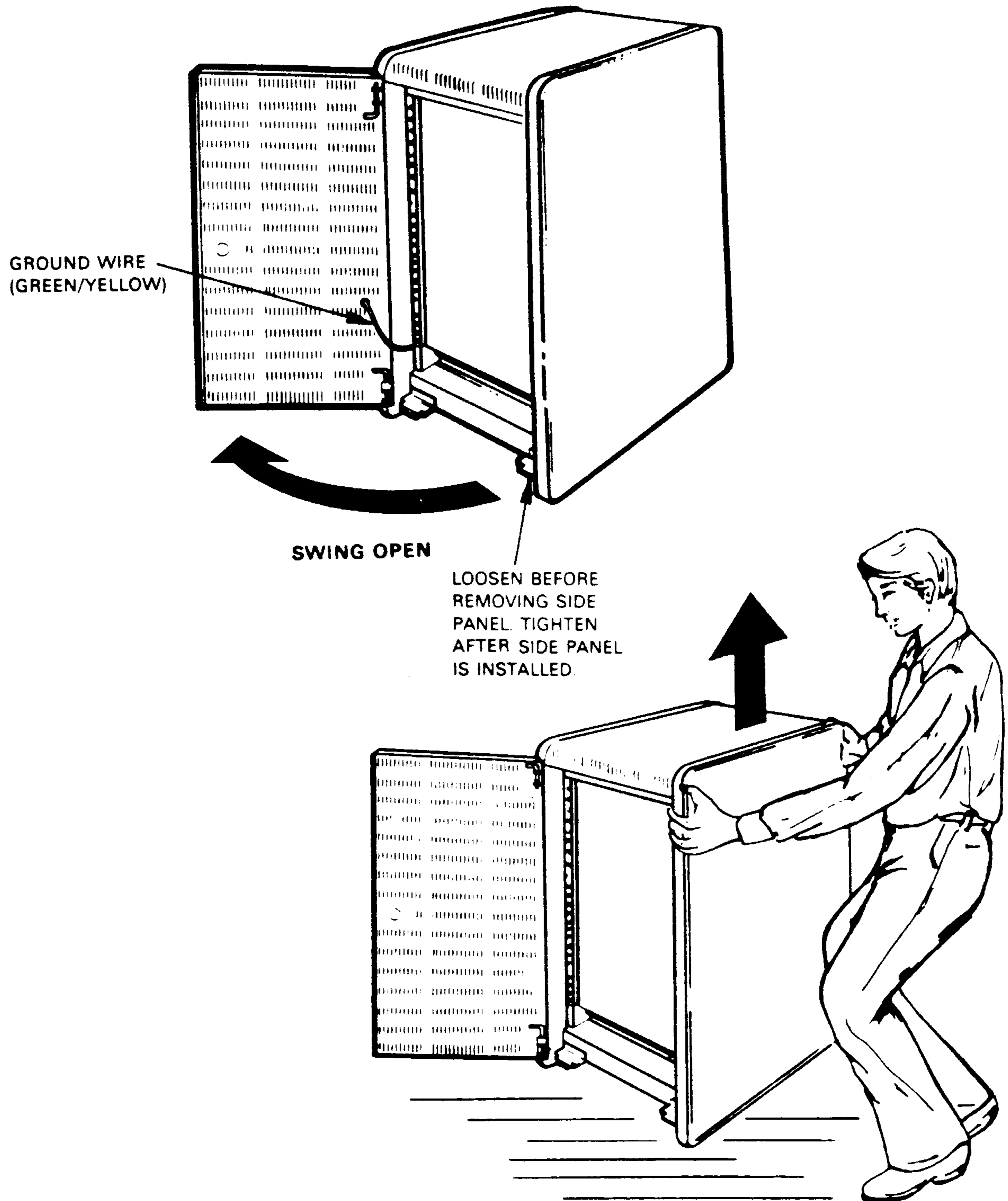
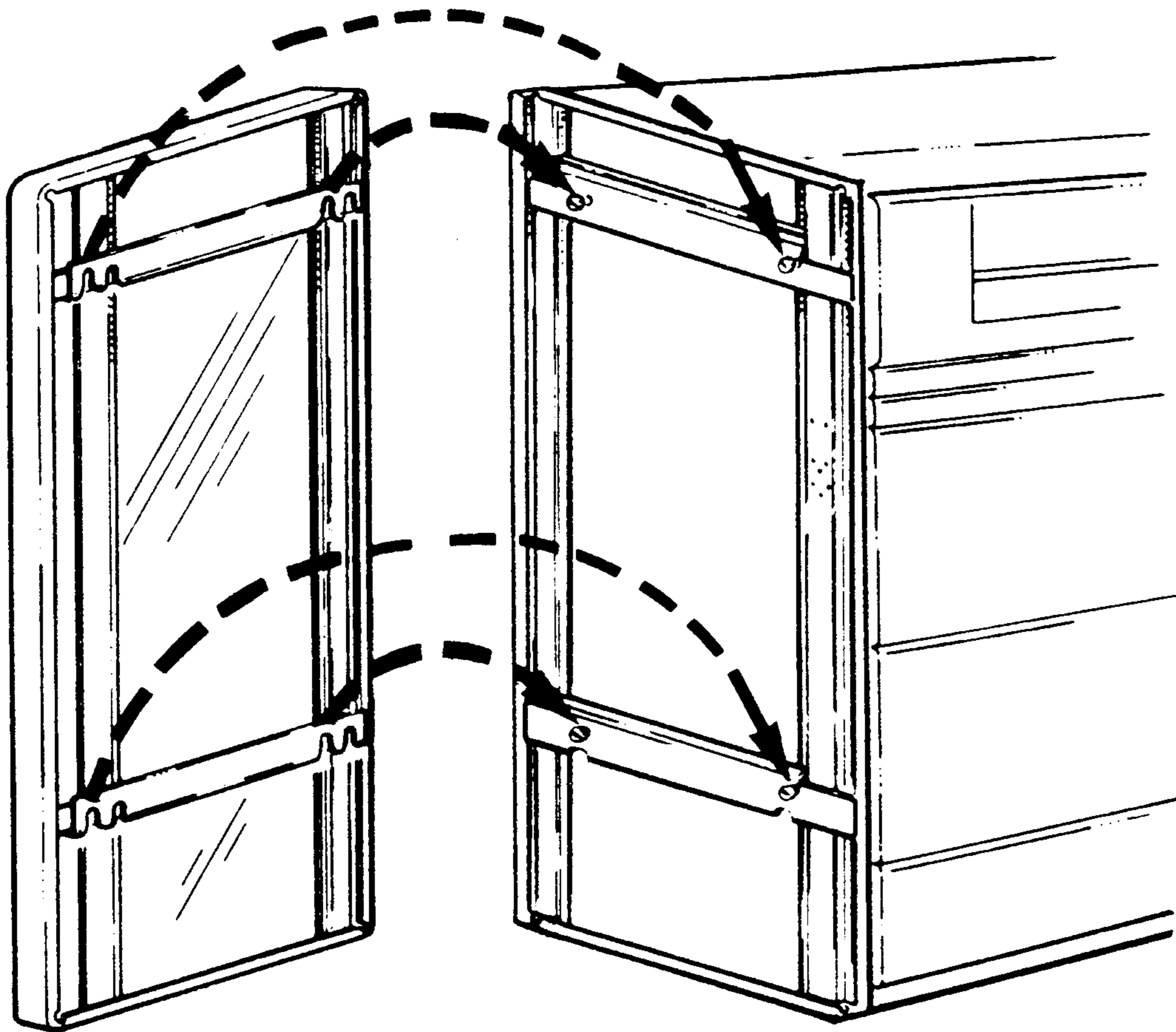
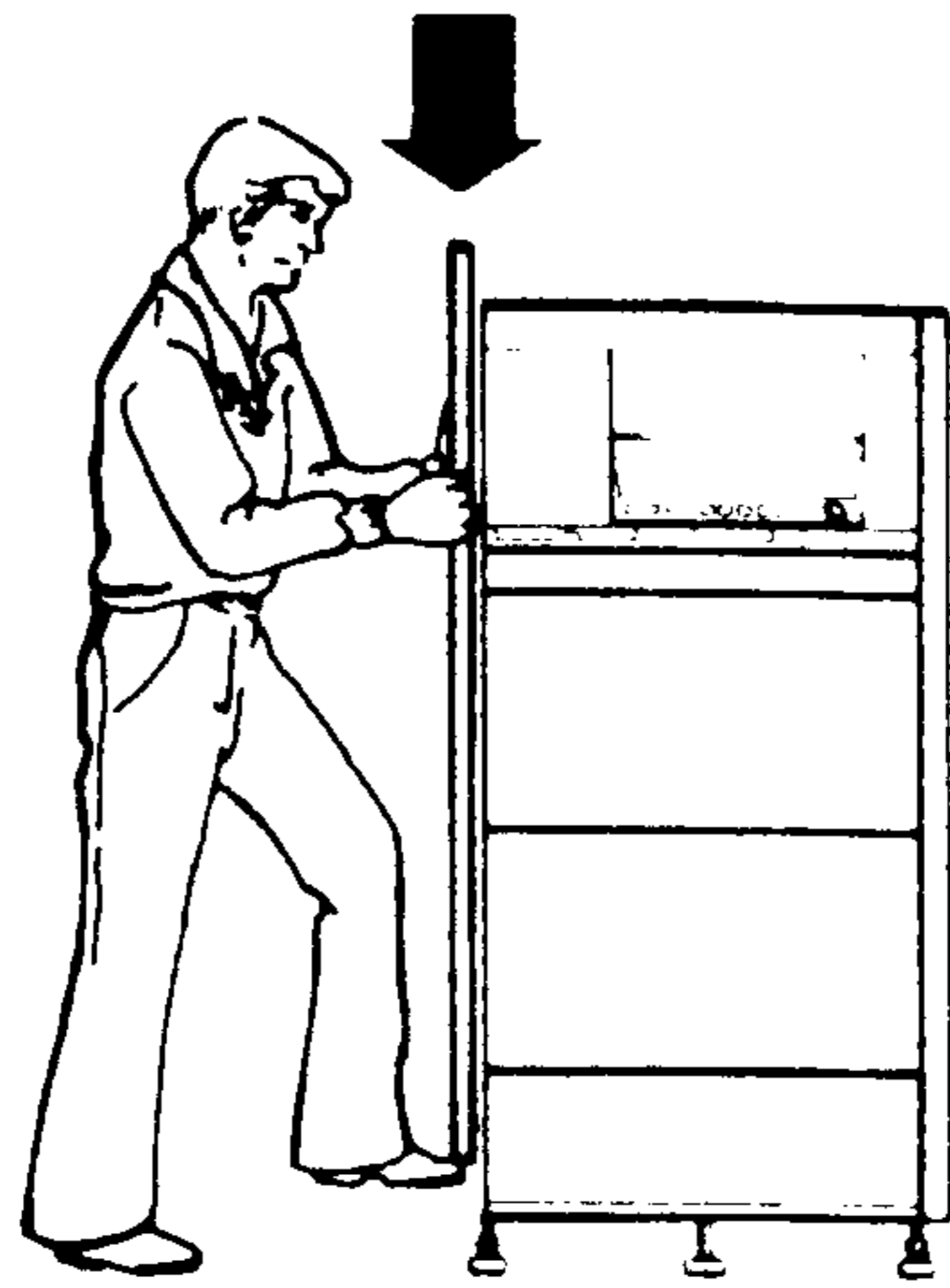


Figure 2-8 Removing Side Panel



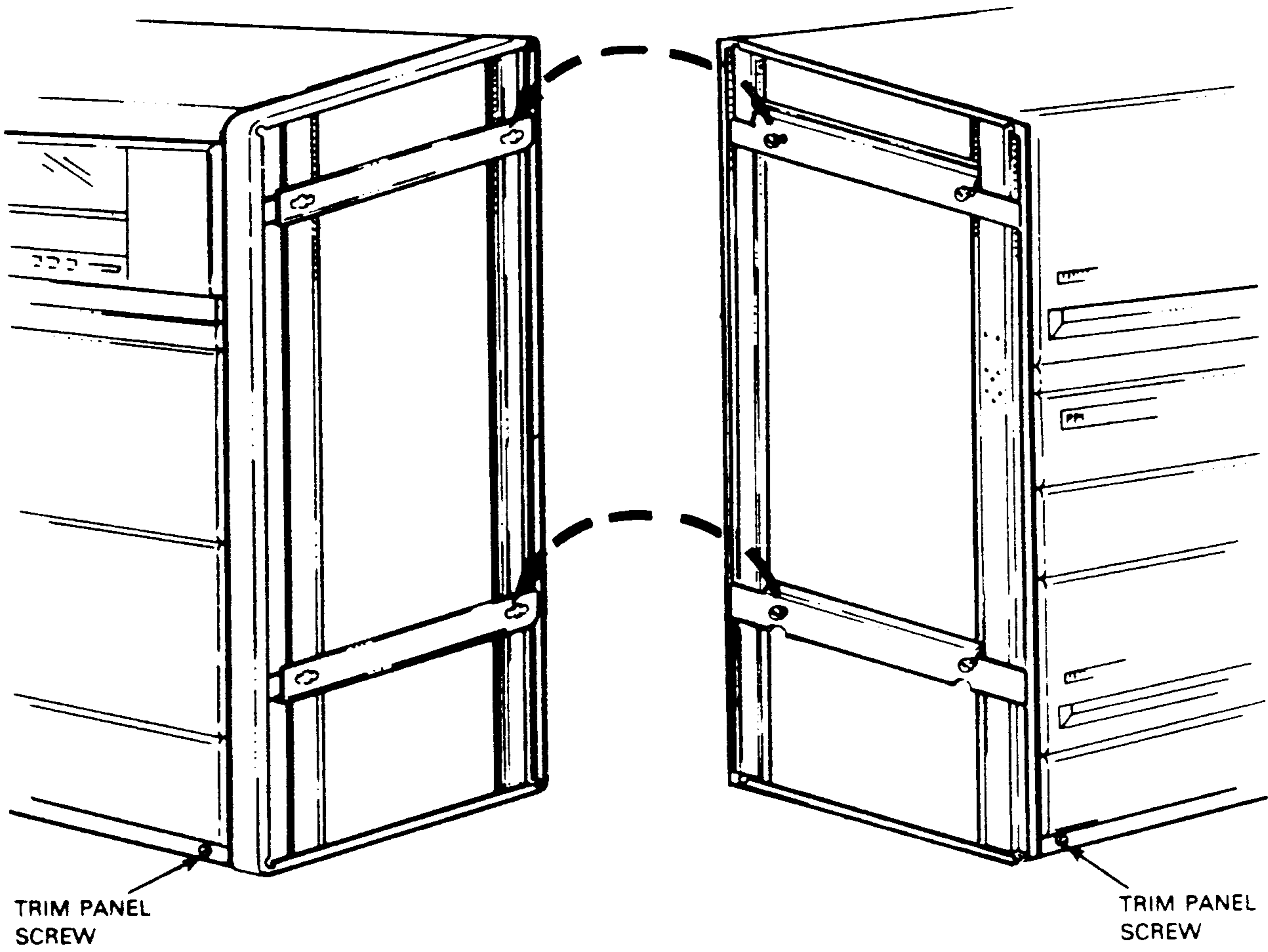
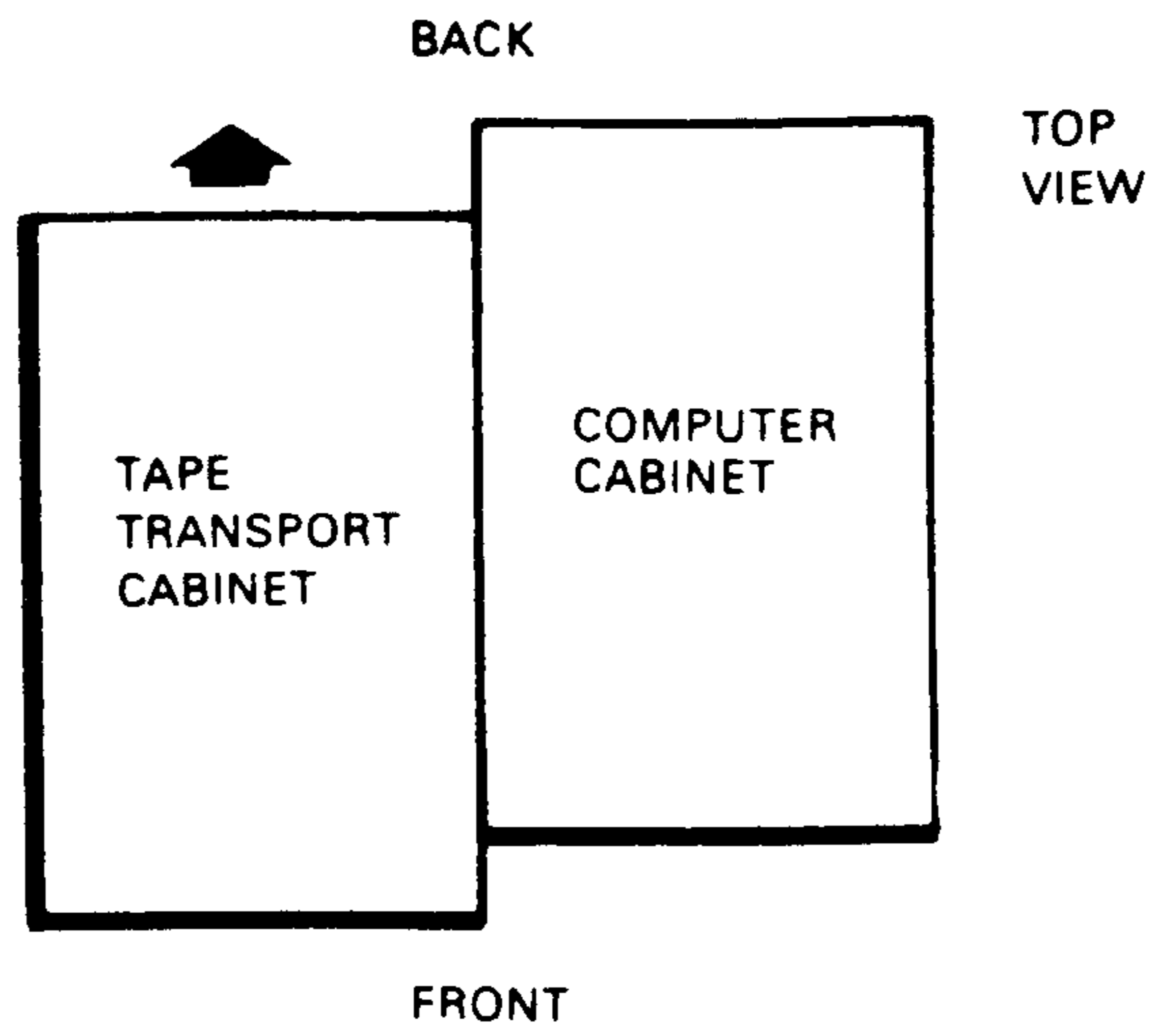
CS-2442

Figure 2-9 Mounting the Side Panel

2.3.3 Connecting the H9642 Cabinets

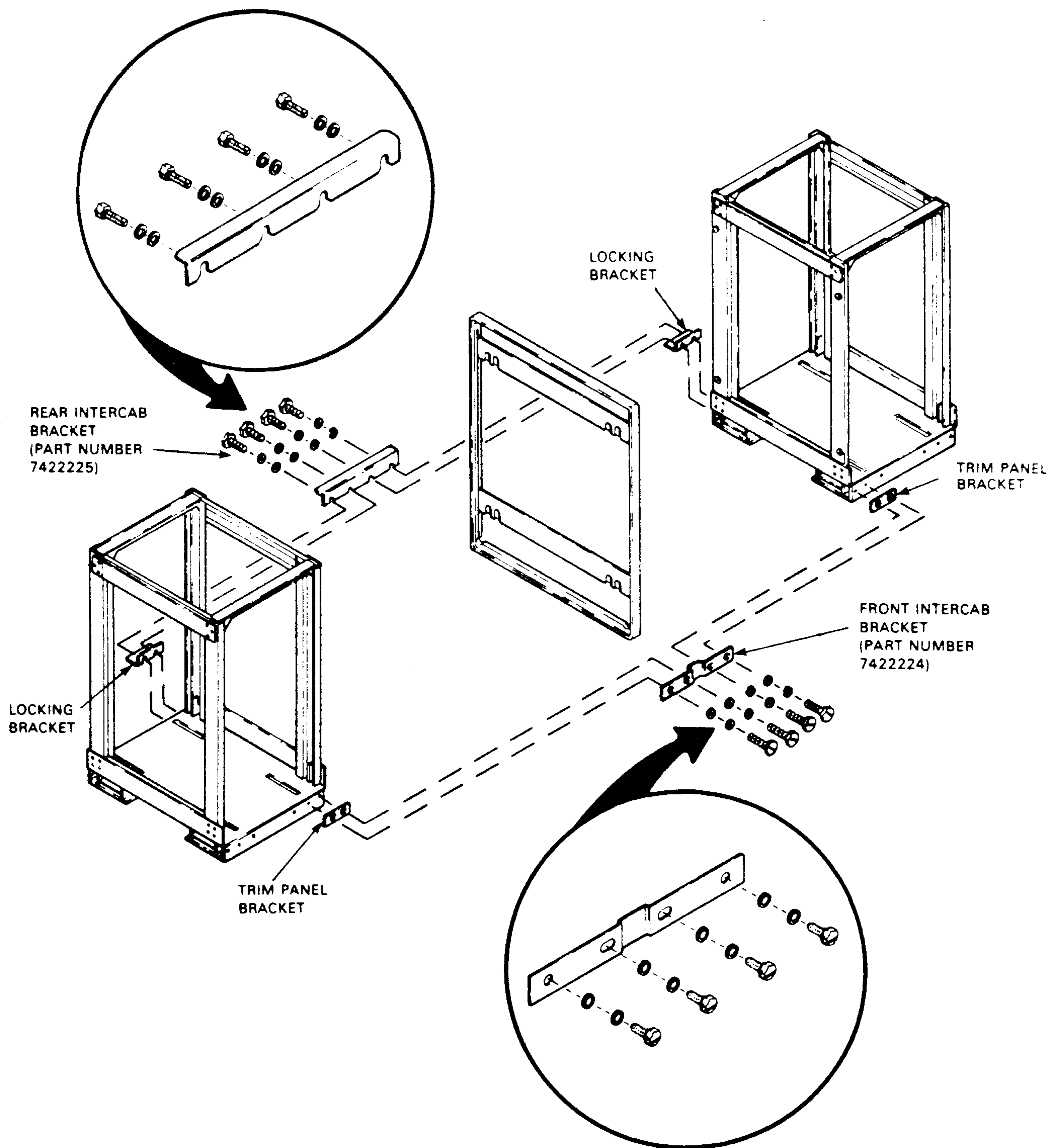
The two cabinets must be connected together both mechanically and electrically. The mechanical connection is made as follows.

1. Roll the tape transport cabinet, with side panel attached, next to the computer cabinet left side. Place the tape transport cabinet 2.5 cm (1.0 in) forward of the computer cabinet such that the pins in the computer cabinet align with the cutouts in the expansion ring. To obtain this alignment, adjust the tape transport cabinet leveling feet until the top of the tape transport cabinet is level with the top of the computer cabinet.
2. Push the tape transport cabinet sideways so that it is against the computer cabinet. Push the tape transport cabinet backwards until it is even with the computer cabinet. Check that all the pins are engaged properly into the trim panel (refer to Figure 2-10).
3. Reinstall the second locking bracket that was removed in Section 2.3.2, step 2. Do not tighten it. This bracket is located on the computer cabinet bottom rear, right-hand side (refer to Figure 2-11).
4. Loosen, but DO NOT REMOVE, the locking bracket that holds the tape transport cabinet rear door bottom pivot pin. This is easier if you partially remove the rear door by pushing down on the top pivot pin and raising the rear door out of the bottom pivot hole.
5. Install the rear intercabinet bracket as shown in Figure 2-11. Tighten the four screws, ensuring all brackets are fully down. Reinstall the rear door if it was removed in step 4.
6. Remove the bottom trim panels located on the tape transport and computer cabinets. Typically, these panels are held in place by two Phillips head screws.
7. Remove the four centermost bolts and two centermost trim panel brackets from the cabinetry.
8. Refer to Figure 2-11 and install the front intercabinet bracket. Reinstall the two trim panel brackets and tighten the four bolts, and then reinstall both bottom trim panels.
9. Recheck the cabinetry leveling. Adjust the leveling feet of both cabinets, if necessary, to ensure that the system is properly leveled and all leveling feet are properly supporting the system.



CS-2437

Figure 2-10 Cabinet Alignment



CS-2440

Figure 2-11 H9642 Cabinet Interconnection Hardware

NOTE

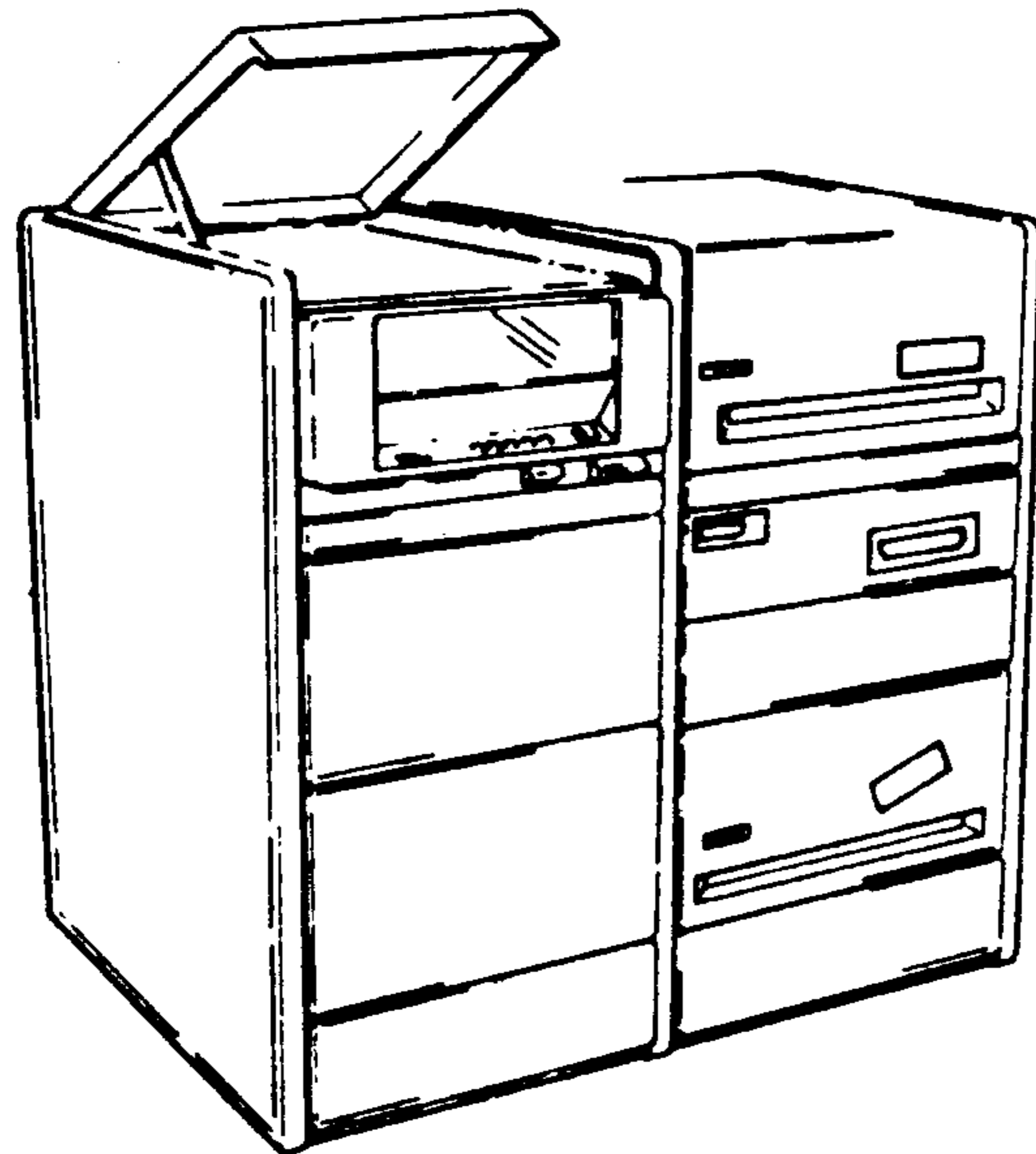
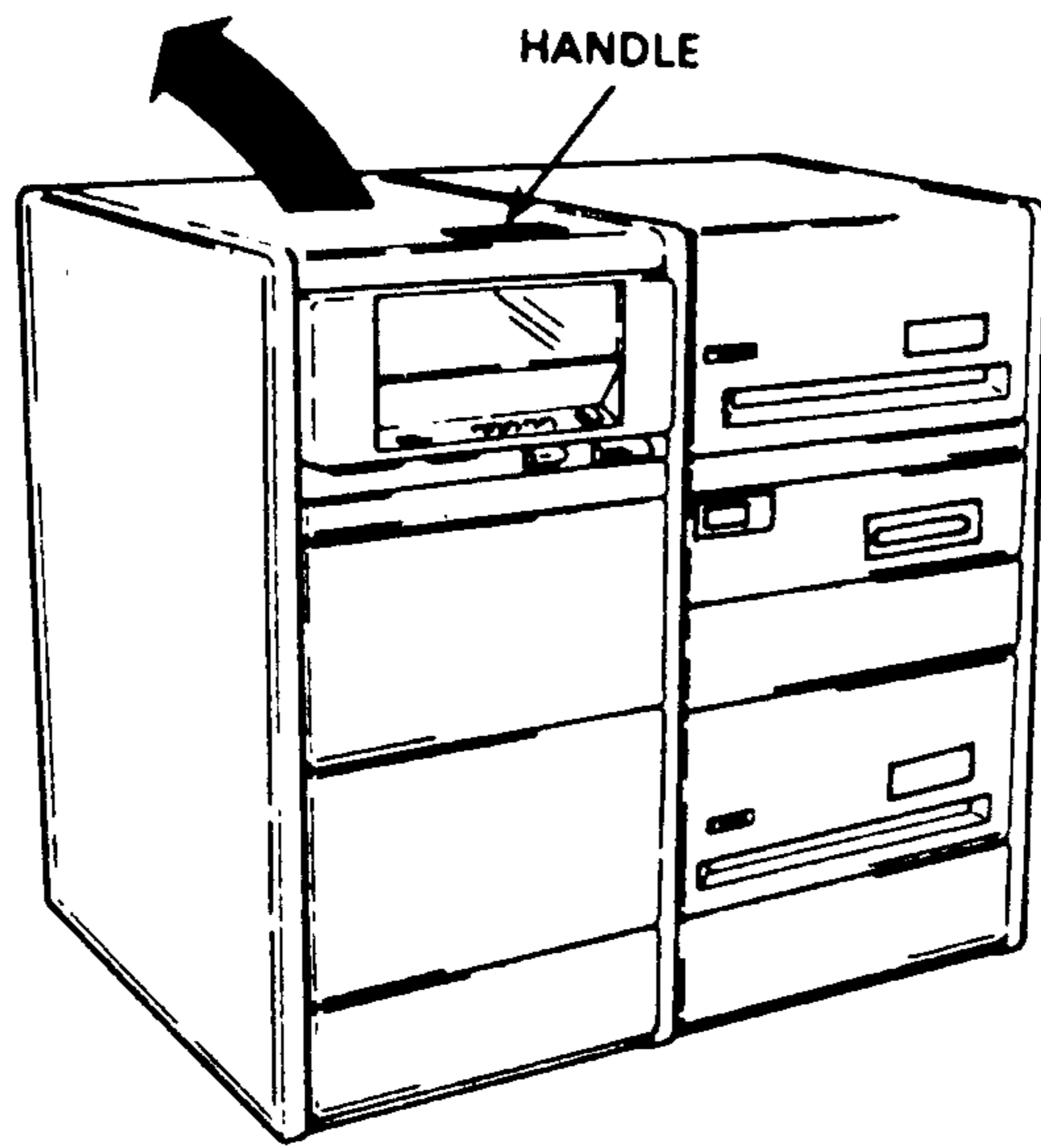
The 1/4-20 nuts and bolts are not required for the H9642-to-H9642 cabinet installation.

2.3.4 Removing Shipping Foam

The tape transport is shipped with foam cushions protecting the takeup hub and blower motor. These cushions must be removed before the unit is powered up. This requires opening the tape transport to the operator maintenance access position to remove the foam from around the takeup hub, and opening it to the service access position to remove two other pieces of foam.

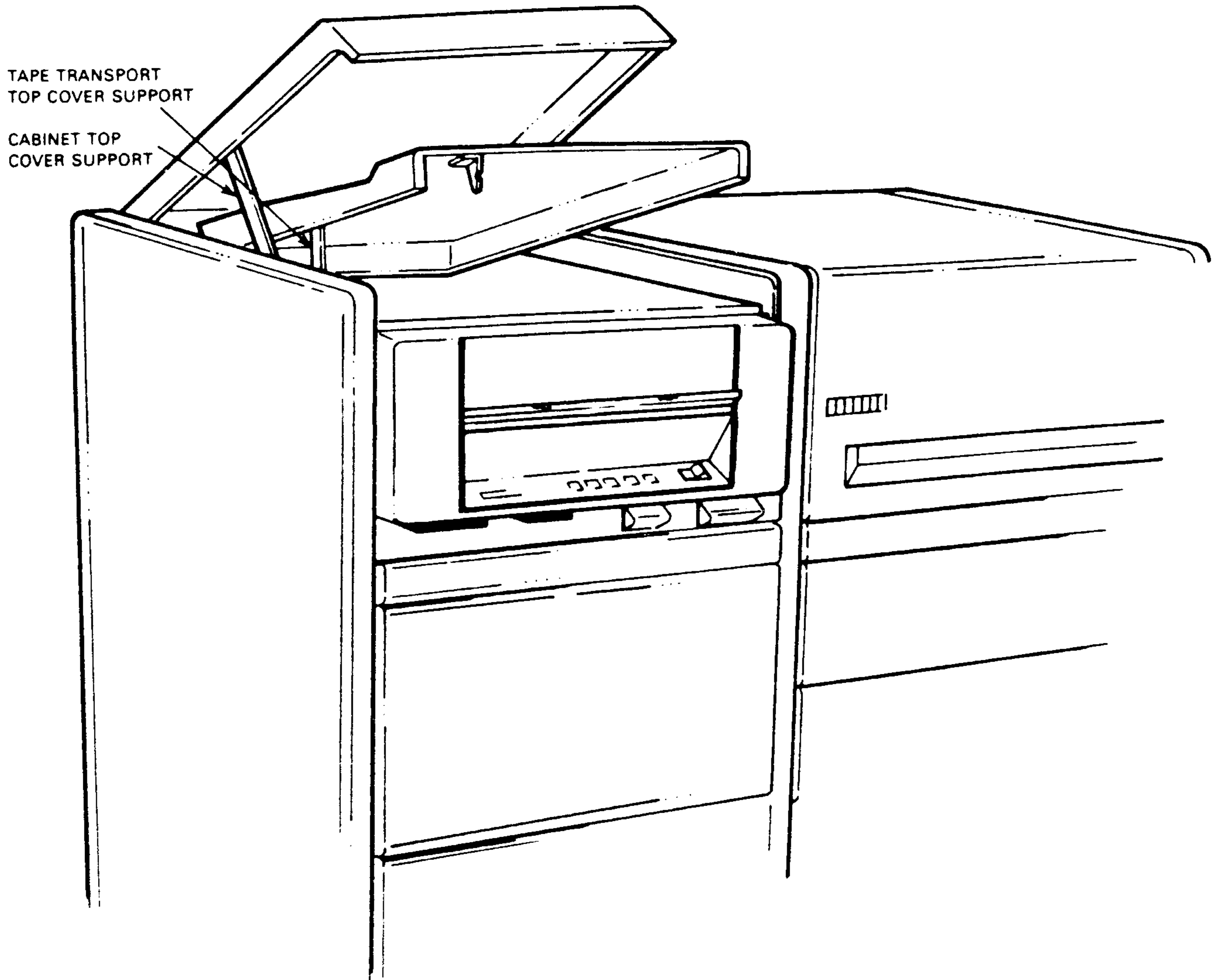
2.3.4.1 Removing the Top Foam Pieces --

1. On TSV05-B models, raise the top of the cabinet by grasping the handle on the top cover and lifting. When the top cover is raised far enough, the support arm latches to keep the cover up (refer to Figure 2-12).
2. Raise the top cover of the tape transport unit by reaching in through the front door and pushing upward on the front of the top cover. Prop the cover up using the nylon support that hangs from the left side of the cover (refer to Figure 2-13).
3. Gently move the tachometer assembly away from the takeup hub (refer to Figure 2-14). Remove the foam cushion. Carefully place the tachometer assembly back on the takeup hub.
4. Inspect and ensure that the tape path area is free of any foreign matter. With the cover still in the operator maintenance access position, proceed to Section 2.3.4.2.



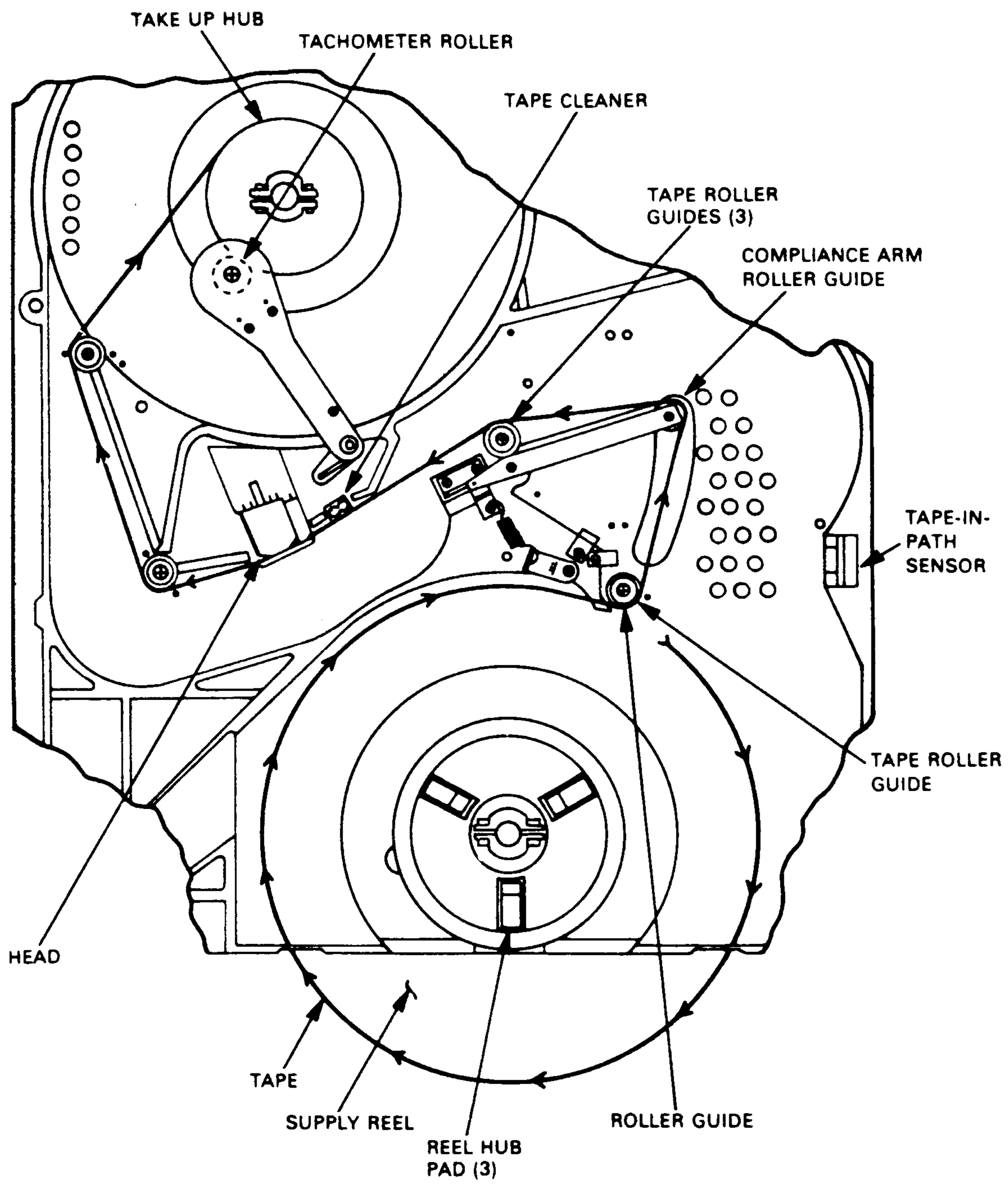
CS-2438

Figure 2-12 Cabinet Top Cover



CS-2444

Figure 2-13 Tape Transport Top Cover



CS-3854

Figure 2-14 Tachometer and Takeup Hub

2.3.4.2 Removing the Bottom Foam Pieces --

1. Loosen the two spring-loaded captive screws, located on each side (as viewed from the top of the TS05 tape transport unit), that secure the TS05 unit to the top rail assembly. (See Figure 2-15 if it is a Sandcast unit or Figure 2-16 if it is a Diecast unit).

NOTE

The Sandcast unit has a sandcasted top plate which is painted black, while the diecasted top plate has the appearance of a plain aluminum surface.

2. Lower the top cover of the tape transport unit.
3. With both hands, grasp the lower front of the TS05 unit and lift the entire assembly to its maximum upright position. (This engages the locking mechanism automatically.)

WARNING

Keep hands clear of corners of the tape unit while lifting. This is important to avoid brushing the mounting rails with your hands while lifting the unit.

4. Carefully lower the TS05 unit approximately 2.5 cm (1.0 in). (This will activate the locking mechanism automatically.)

WARNING

To eliminate the possibility of the tape unit dropping due to a failure in the locking mechanism, insert the supplied safety pin into the hole provided [2.5 centimeters (1.0 inch)] above the locking mechanism on the top plate supporting slide. Route the safety pin behind the supporting slide and across in front, and install it from left to right.

NOTE

Perform the following step (Step 5) only if it is a Sandcast unit. Proceed to Step 6 if it is a Diecast unit.

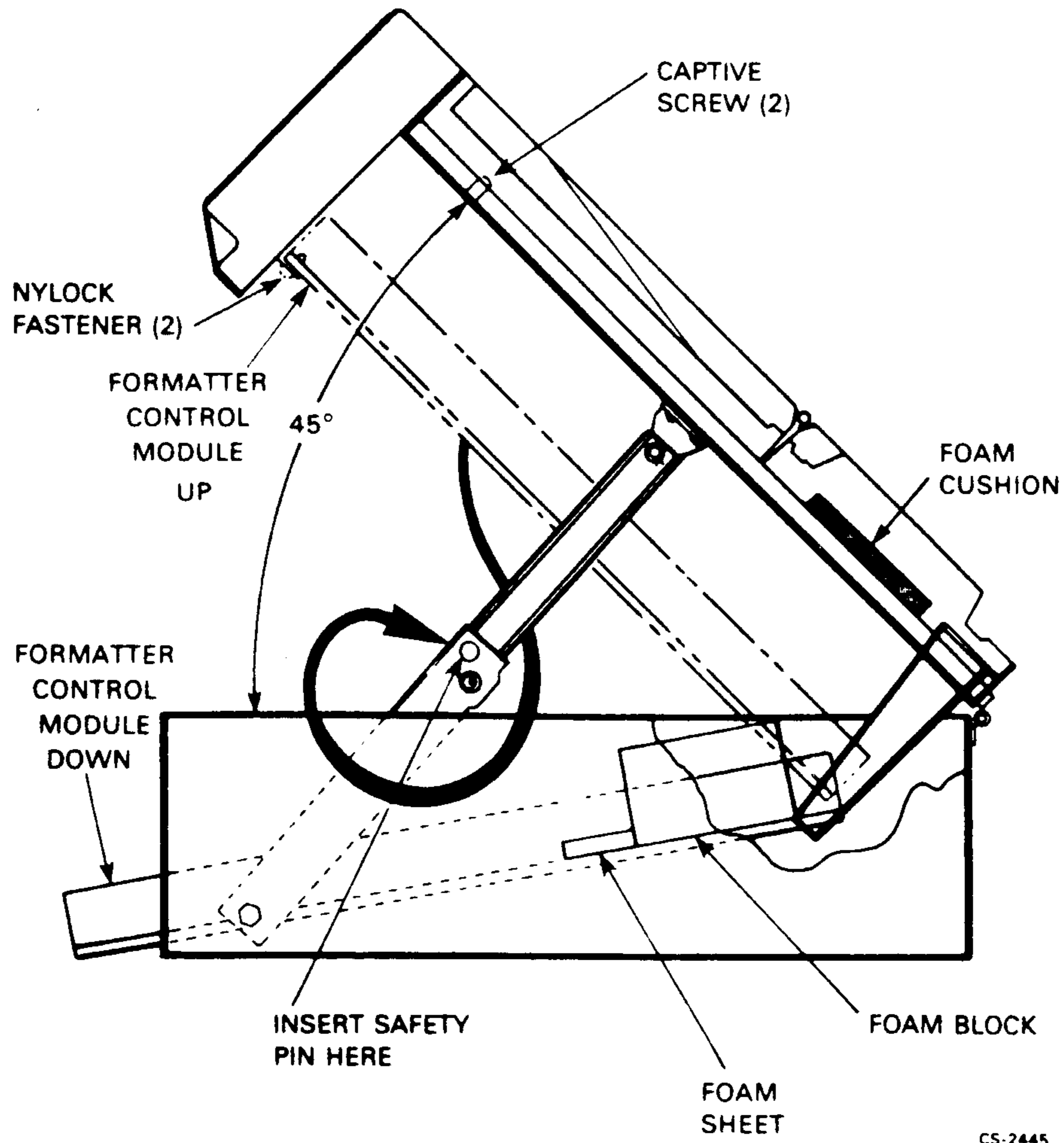
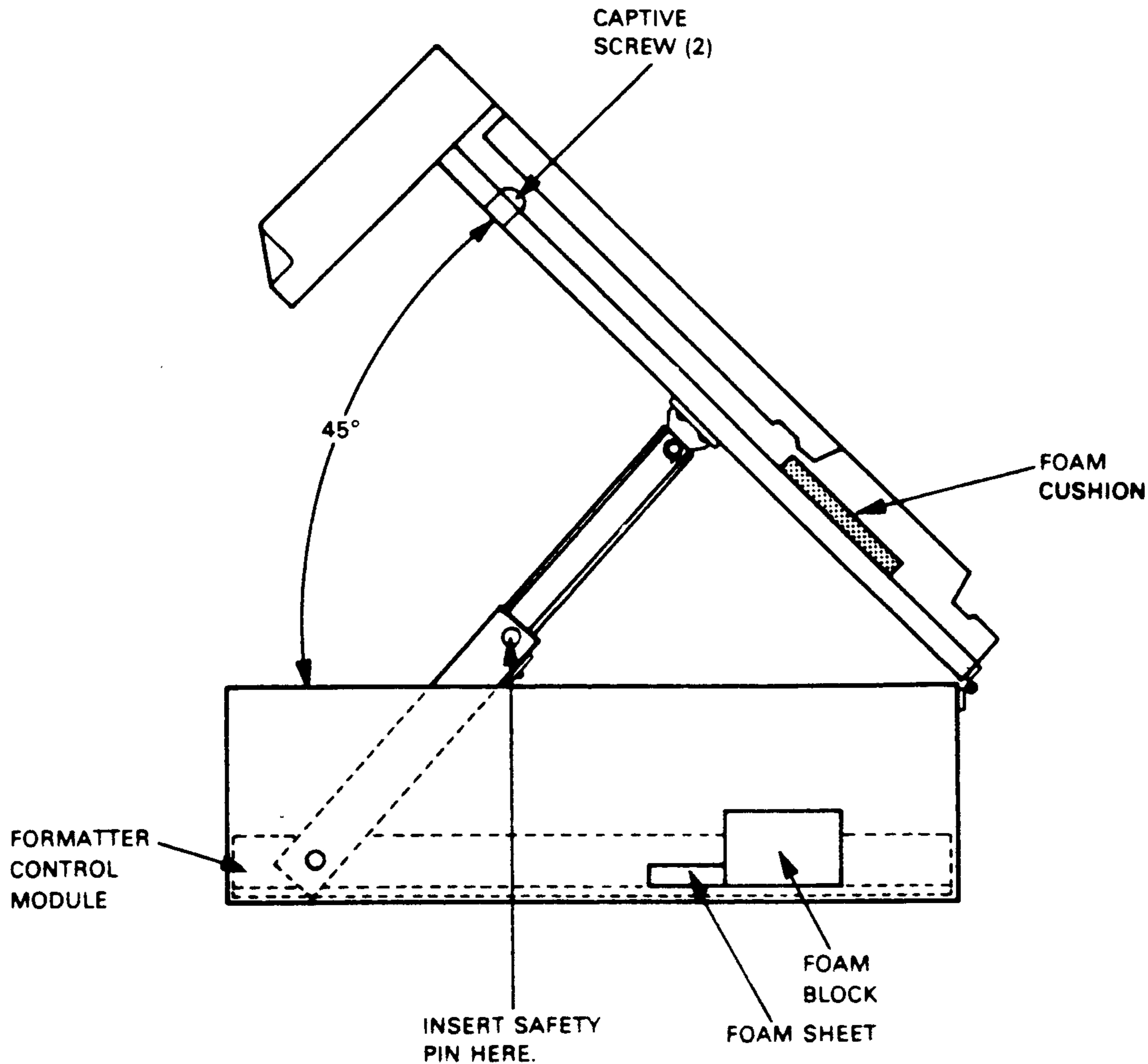


Figure 2-15 Service Access Position (Sandcast Unit)



CS-3055

Figure 2-16 Service Access Position (Diecast Unit)

5. Release the drive/formatter module by pulling down on the two NyLok™ fasteners that secure it to the bottom of the top plate assembly. When the NyLok™ fasteners are released, carefully lower the drive/formatter module as far as it will go.
6. Remove the sheet and block of foam from the unit.
7. Place the TS05 unit back to the operating position by reversing steps 1 through 5.
8. Close the top cover of the tape unit and the top cover of the cabinet.

NyLok™ is a trademark of NyLok Fastener Corporation.

NOTE

To release the cabinet top cover support arm, it is necessary to raise the top cover slightly and move the top of the arm forward.

2.3.5 Connecting Line Power

TSV05-B models are equipped with cabinet power controllers. Before connecting the line power, perform the following checks.

1. POWER switch on the front panel of the tape transport is in the 0 (OFF) position.
2. Power controller voltage rating is correct for your system.
3. Power controller circuit breaker switches are in the OFF position.
4. Power controller LOCAL/REMOTE switch is in the LOCAL position.

With the switches in these positions, unwind the power cable and plug it into the receptacle.

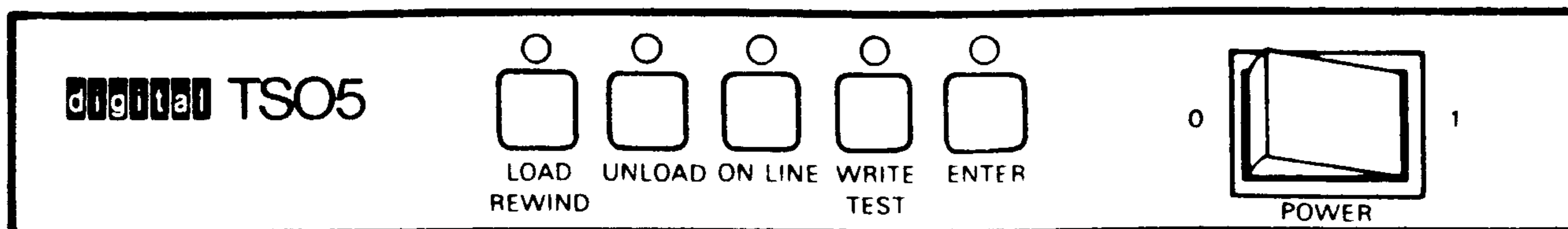
2.4 TAPE TRANSPORT CHECKOUT

The tape transport is tested by itself before being cabled to the bus interface/controller module. This standalone testing is performed with the line power controlled locally at the cabinet power controller. After standalone operation has been verified, operation with the computer system is tested. At that point, the tape transport cabinet power is placed under the control of computer cabinet power controller by connecting the remote control cable. For the tests in this section, however, the remote control cable remains unconnected.

2.4.1 Power-Up Test

1. Switch the circuit breaker switches on the cabinet power to the ON position. Observe that the power controller pilot lamp lights. Close the cabinet rear door.
2. On the tape transport front panel (Figure 2-17), press the POWER switch to the 1 (ON) position. Observe that all indicators light for approximately two seconds.
3. Observe that after two seconds all the indicators extinguish, and then the UNLOAD indicator lights.

If these indications have occurred, the tape transport unit has successfully completed the internal verification checks that it performs automatically at power up. If the indications were different, there is a problem. Refer to the TSV05 Pocket Service Guide or call your local DIGITAL™ representative.



CS 2429

Figure 2-17 Front Panel Controls and Indicators

2.4.2 Tape Loading Test

This test verifies the ability of the TSV05 subsystem to automatically load a tape. It requires a tape that is blank except for the BOT and end-of-tape (EOT) markers. Refer to Figure 2-18 and proceed as follows.

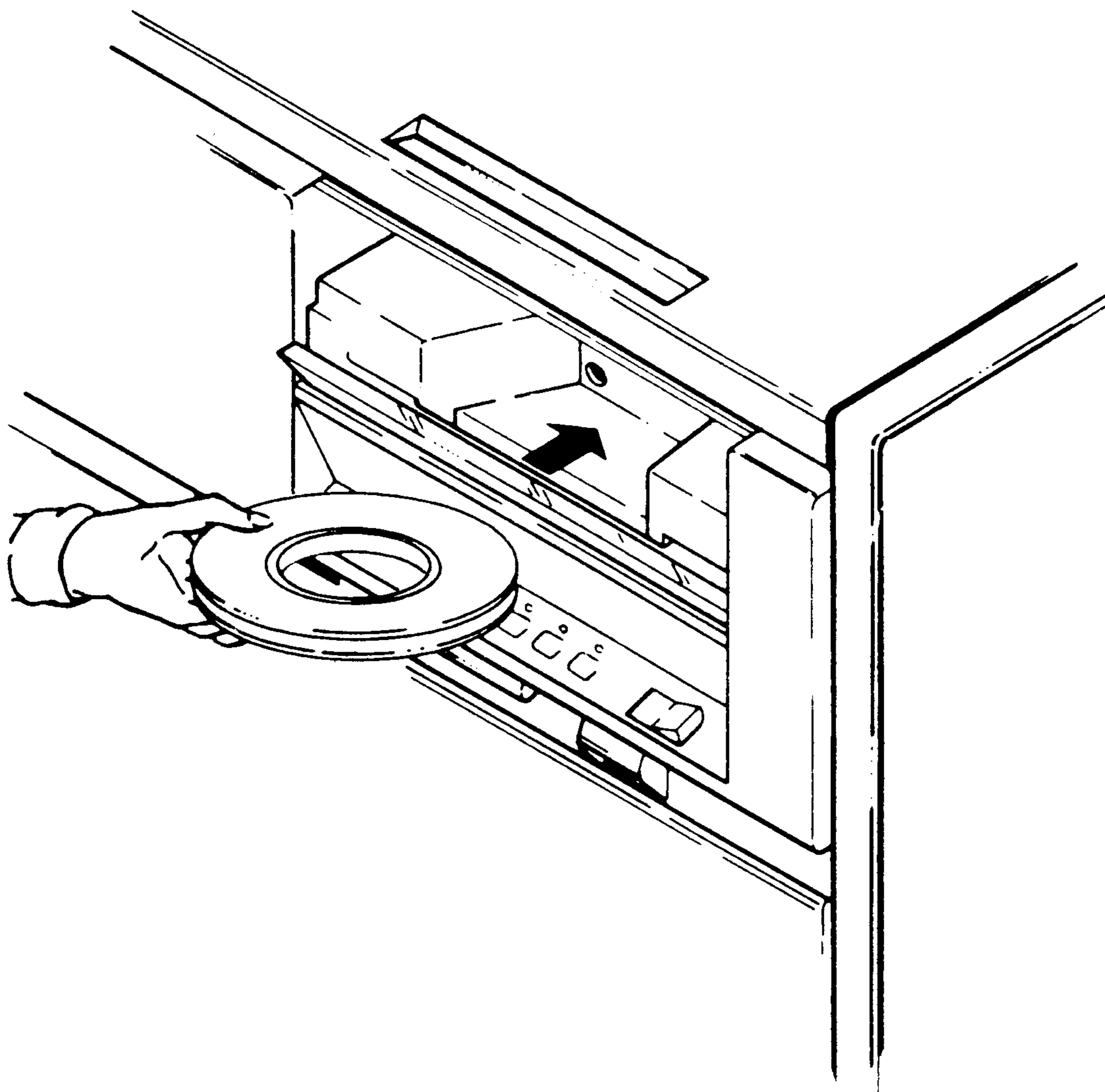
1. Ensure that the tape is wound completely onto the reel and that the end has been properly crimped.
2. Open the front panel door by gently pressing down on the top center area of the door.
3. Hold the tape with the file-protect ring side down, and insert it into the transport unit, centering it on the hub.
4. Close the door.

CAUTION

Both the tape transport top cover and the front panel door are locked when a tape is loaded. Any attempt to force open either the cover or the door before the tape is unloaded will result in mechanical damage to the locking mechanism.

5. Press the LOAD switch. This locks the cover and the door and begins the loading sequence.
6. Observe the LOAD indicator. It blinks while the tape is being loaded. After a maximum of 135 seconds, it stops blinking and remains lit. This indicates that the tape loading sequence is complete.

If the LOAD indicator does not stop blinking, or if the other indicators begin to blink, there is a problem. Unload the tape, check for a proper crimp, and retry the test. If the tape does not load, refer to the TSV05 Pocket Service Guide or to the manual loading instructions in Appendix B.



CS-2446

Figure 2-18 Inserting Tape

2.4.3 Tape Movement Test

This test exercises the tape drive in both forward and reverse directions and at both high and low speeds.

NOTE

If you make an error and enter an illegal test sequence, or if you stop during the sequence and permit more than 2 seconds to pass before pressing the next switch in the sequence, the system aborts the test instruction and you must start the sequence from the beginning. An erroneous or aborted test instruction results in an expanding pattern of blinking.

1. Start the test by pressing the front panel control switches in the following sequence.
 - a. TEST
 - b. ENTER
 - c. UNLOAD
 - d. UNLOAD
 - e. ENTER
2. The tape should begin to move after step e.
3. Observe the indicators. If, over a period of two minutes, they change their blinking value substantially, there is a problem. If the blinking remains about the same, the test is progressing successfully.
4. After two minutes, terminate the test by pressing the TEST key. This causes the tape to rewind (which may take several minutes) and the LOAD indicator to light.

If problems are encountered, refer to the TSV05 Pocket Service Guide.

2.4.4 Tape Unloading Test

This test verifies the ability of the tape unit to unload the tape automatically.

1. Press the UNLOAD switch.
2. Observe the UNLOAD indicator. It blinks to indicate that the tape is being unloaded. When the unloading process is complete, the UNLOAD indicator lights continuously, and the front panel door and top cover are unlocked. This should take a maximum of 15 seconds.
3. Open the front panel door and lift the tape reel out of the tape transport.
4. Close the door.
5. Press the tape transport POWER switch to the 0 (OFF) position.
6. Switch the circuit breaker switches on the cabinet power controller to the OFF position.

2.5 BUS INTERFACE/CONTROLLER MODULE INSTALLATION

The M7196 Bus interface/controller module plugs into a quad slot in the LSI-11 backplane. It connects to the LSI-11 Bus on the A and B sets of edge connectors (module fingers). It is shipped with the switches set for an interrupt vector of 224 and for addresses of 772520 and 772522. If your system already uses any of these addresses, the M7196 module must be switched to other addresses. Refer to Appendix A for information on switching the switchpacks on the M7196 module. Refer to the Microcomputers and Memories Handbook or your system configurator for guidance in selecting new addresses.

For guidance in choosing the best backplane slot in which to install the M7196 module, refer to your system documentation or to the Microcomputers and Memories Handbook.

Install the M7196 module as follows. (Refer to Appendix A for switch settings.)

1. Test the computer system to verify that it is functioning properly.
2. Power down the computer system.
3. Remove the cover to gain access to the backplane. (Which panel must be removed depends on which system you have. Earlier systems accept modules in the front, while in more recent models the modules are inserted in the back. Refer to your system documentation.)
4. Insert the module into the LSI-11 backplane. Do not fully seat the module until the cables have been installed.

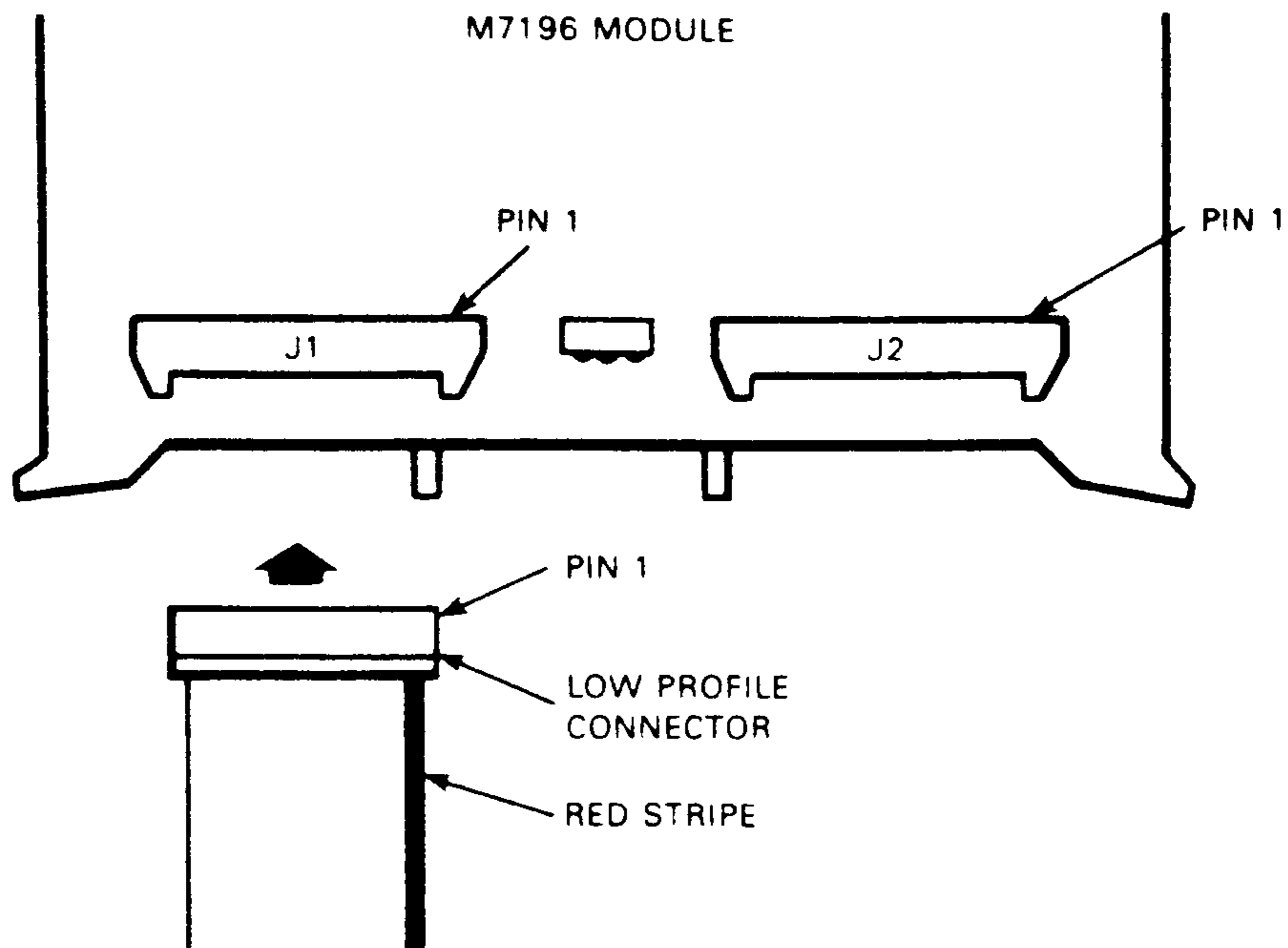
2.6 CABLE INSTALLATION

Cable installation involves connecting the M7196 module to the tape transport unit and connecting the tape transport cabinet power controller to the computer cabinet power controller.

2.6.1 M7196 Module and Tape Transport Interconnection

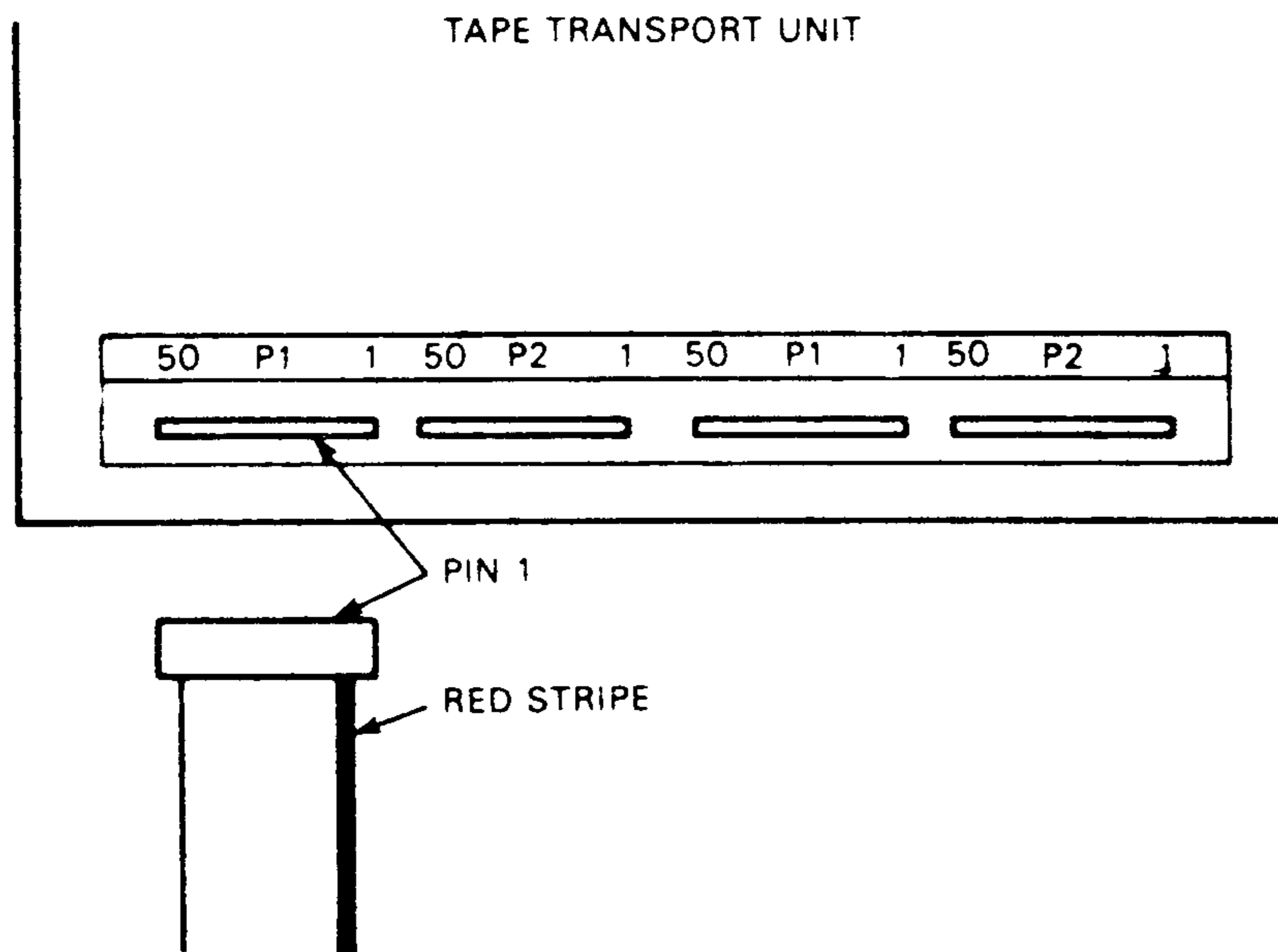
Each of the two flat interconnection cables has a large connector on one end and a small connector on the other end. The large connectors go to the tape transport unit and the small connectors to the M7196 module. Refer to Figure 2-19 and proceed as follows. (For transport module switch settings, see Appendix A.)

1. Take a cable and position it so that pin 1 of the smaller, low profile connector lines up with pin 1 of connector J1 on the M7196 module. Pin 1 on the cable connector is indicated by a red stripe on the cable.
2. Gently push the cable connector into the J1 module connector until it is seated.
3. Route the cable to the rear of the cabinet. Cable routing depends on the model and configuration of the computer system. However, try to avoid blocking ventilation or running the cable where it may get caught on other equipment when a chassis is pulled out. Refer to drawing UA-TSV05-B of the TSV05 print set for typical cable routing.
4. Pass the cable through the open side of the computer cabinet and into the tape transport cabinet. Do not route the cables outside the cabinetry.
5. Line up pin 1 of the cable connector with pin 1 of connector P1 on the tape transport unit (refer to Figure 2-20). There are two sets of connectors on the back of the tape transport unit. The TSV05 subsystem uses the left-hand set of connectors.
6. Gently press the cable connector onto the P1 edge connector in the back of the tape transport cabinet.
7. Repeat this procedure to cable J2 of the M7196 module to P2 of the tape transport unit. Ensure that pin 1 of J2 connects to pin 1 of P2.
8. After both interconnection cables have been installed, fully seat the module.



CS-2447

Figure 2-19 Cabling the M7196 Module



CS 3015

Figure 2-20 Cabling the Tape Transport

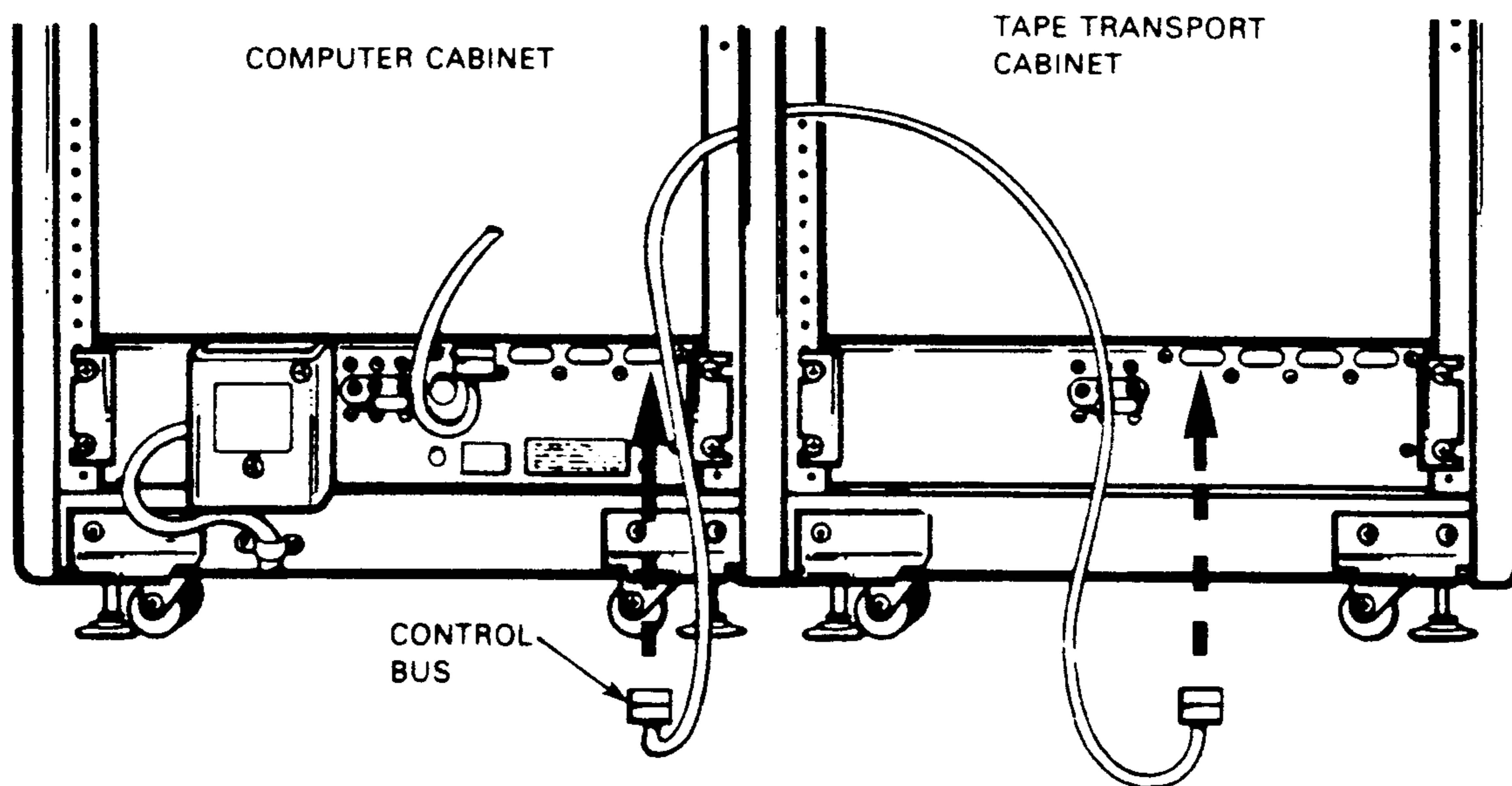
2.6.2 Power Controller Interconnection (Supplied with TSV05-B Models Only)

The power controllers in the two cabinets are to be interconnected by a remote control cable. This enables the computer cabinet power to switch on the tape transport cabinet power automatically whenever the computer is powered up.

The remote control cable, part number 70-08288-8F, has a three-pin connector on each end. The cable connectors are the same, and they are keyed to plug in only one way. Refer to Figure 2-21 and install the remote control cable as follows.

1. In the computer cabinet, plug one end of the cable into the power controller connector labeled DEC™ POWER CONTROL BUS.
2. Route the remote control cable through the open side of the computer cabinet and into the tape transport cabinet. Do not route the cable outside the cabinetry.
3. In the tape transport cabinet, plug the cable into the power controller connector labeled DEC™ POWER CONTROL BUS.
4. Place the LOCAL/REMOTE switch in the REMOTE position.
5. Switch the circuit breaker switches to the ON position.

The tape transport cabinet power is now fully interconnected with the computer cabinet.



CS-2434

Figure 2-21 Remote Power Control Connections

DEC™ is a trademark of Digital Equipment Corp.

2.7 TSV05 SUBSYSTEM CHECKOUT

The TSV05 subsystem is tested by checking the M7196 LED indicators and voltage supply, and by running the diagnostic programs listed in Table 2-2. These programs are available on the XXDP+ diagnostic software package that is shipped with the computer system. If your system is an earlier model and has the XXDP package instead of the XXDP+, contact your local DIGITAL™ representative for ordering information.

Table 2-2 TSV05 Subsystem Diagnostics

Program Title	File Name
Logic Test	CVTSAA
Advanced Logic Test	CVTSBA
Transport Test	CVTSCA
Advanced Transport Test	CVTSDA
Data Reliability Test	CVTSEA
DEC-X11	XTSAA0

2.7.1 Power-Up Checks

1. Set the POWER switch on the tape transport unit to the (1) ON position.
2. Switch on the computer system power and observe that the tape unit powers up with the system.
3. After a few seconds, all the tape unit indicators should be extinguished except for the UNLOAD indicator.
4. Verify that the +5 V power to the M7196 module is within specification. Typically, the additional load of the M7196 module lowers the power supply voltage slightly. Adjust if necessary.
5. On the M7196 module, verify that the center LED (D2) is blinking. This indicates that the M7196 self-test diagnostics are running. If other indications occur, there is a problem. Refer to the TSV05 pocket service guide or contact your local DIGITAL™ representative.
6. replace the access panel on the computer and close the rear doors of the cabinet.

2.7.2 System Setup

1. To prevent erroneous error indications, ensure the tape transport is clean and the blank tape is known to be of good quality.
2. Load the blank tape into the tape transport by:
 - a. Opening the front panel access door
 - b. Inserting the tape reel, with the file-protect ring side down, and centering it on the hub
 - c. Closing the door
 - d. Pressing the LOAD switch
 - e. Waiting for the LOAD indicator to stop blinking and stay on continuously
 - f. Pressing the ON-LINE switch.
3. Load the computer system diagnostic disk pack or floppy.
4. Before running the tape subsystem diagnostics, run the system exerciser or diagnostics to verify that the computer is operating properly. For instructions on running the computer system tests, refer to the documentation for the system.

NOTE

The logic test and the advanced logic test (CVTSAA and CVTSBA) do not require a tape to be loaded in order to run. The other diagnostics, however, require the tape to be loaded and the tape subsystem to be on-line.

2.7.3 TSV05 Logic Test

This program tests the logic on the M7196 bus interface/controller module. It checks the microprocessor, RAM, and various registers. It verifies that the computer can move data out to the module and receive status in from the module. After you have booted the XXDP+ disk (DL, DX, or DY) and answered the questions about the date, the processor, and the power line frequency, start the logic test as follows (operator responses are underlined).

.R VTSA?? <CR>

The system responds with a display similar to the following.

```
DIAG. RUN-TIME SERVICES
CVTSA-A-0
****TSV05 LOGIC DIAGNOSTIC****
UNIT IS TSV05
DR>
```

At this point, type in the following commands.

```
DR> START/FLAG:PNT:HOE <CR>
```

This instructs the program to start the test, display the test number as each of its 11 tests are executed, and halt it if an error is detected. The computer now asks the following.

```
CHANGE HW (L) ?
Type in a "Y" for yes:
```

```
CHANGE HW (L)? Y <CR>
```

The computer then asks:

```
# UNITS (D) ?
```

Type in a "1" to indicate that there is one tape unit:

```
# UNITS (D) ? 1 <CR>
```

The computer then displays the device address, the interrupt vector, and the interrupt priority. If you have left the M7196 module in the configuration in which it was shipped, respond to these queries by typing a carriage return.

```
UNIT 0
DEVICE ADDRESS (TSBA/TSDB) (0) 172520? <CR>
INTERRUPT VECTOR (0) 224? <CR>
```

If, on the other hand, you have changed the switchpack settings on the M7196 module, then you must type in the parameters you selected.

The computer then asks if you wish to change the software parameters.

```
CHANGE SW (L) :
```

For the subsystem checkout, the answer to this question is no.

```
CHANGE SW (L) ? N <CR>
```


After you have responded to these questions, the program starts testing the subsystem. The program runs continuously, repeating itself until it detects an error or until you halt it. If the program halts because of an error, refer to the CVTSAA TSV05 MAGTAPE Diagnostic User's Document for a detailed description of the tests. For assistance, contact your local DIGITAL™ Field Service office.

After the program has made one pass through all the tests, halt it by pressing CONTROL C. This passes control of the system back to the diagnostic supervisor program. Then type "EXIT" to get back to the system monitor.

^C
DR> EXIT <CR>

2.7.4 Advanced Logic Test

This program verifies that the M7196 module can get status and write characteristics from the computer memory, and that it can deposit message packets in the computer memory. It tests error detection circuits and verifies that the computer can initialize and write into the controller RAM memory. It checks the internal timers, buffers, and status and control logic. Also, it verifies that the controller can move signals to and from the cables that connect it to the tape transport unit.

Load this program as follows.

.R VTSB?? <CR>

After the program title is displayed and the diagnostic supervisor returns the DR prompt, enter the following command line.

DR> START/FLAG:PNT:HOE:UAM <CR>

The program responds by asking the same questions about hardware and software parameters as were asked by the logic test. Type in the same answers. After the last question is answered, the program starts running its tests (this one has 12 tests, with the last 3 not executed). It runs continuously until there is an error or until you halt it. After one pass, halt the program by typing CONTROL C, and type EXIT to return to the system monitor.

^C
DR> EXIT <CR>

2.7.5 Tape Transport Test

This program verifies correct tape motion command decoding. It checks the basic operation of the rewind positioning command, the write data command, and the read forward and read reverse commands. It verifies that the system can space over records in forward and in reverse directions, and that it can reread records. The ability of the subsystem to respond to error conditions is also tested. The program checks the commands for retrying to

write data and tape marks. It also tests the skipping of tape marks in forward and reverse directions.

Load the program as follows.

.R VTSC?? <CR>

After the system displays the program title, enter the same command line and answers to the parameter questions as for the previous program (described in Section 2.7.4). After one successful pass to the eight tests in this program, halt the program and exit to the system monitor.

2.7.6 Advanced Tape Transport Test

This program verifies the functioning of the No-Op, Initialize, and Erase commands. It checks that errors are indicated when no data is found on the tape and it tests the data parity checking circuitry in both the controller and the tape transport electronics. It checks for the proper handling of the EOT status and tests the record buffering functions. It also checks that records and gaps written on the tape are the correct length.

Load the program as follows.

.R VTSD?? <CR>

After the title is displayed, enter the following command.

DR> START/FLAG:PNT:HOE <CR>

The program starts and runs its nine tests. After one successful pass, halt the program and exit to the system monitor.

2.7.7 Data Reliability Test

This program exercises and verifies the correct completion of all tape transport functions. It executes read and write commands a random number of times, with records of random length and data, for the entire tape.

Load the program by typing:

.R VTSE?? <CR>

and then, after the title is displayed, enter the following.

DR> START/FLAG:PNT:HOE <CR>

NOTE

Magtape media typically will have several flaws per reel that will cause this diagnostic to indicate write errors or write retries due to bad tape spots. These types of errors do not indicate a problem with the subsystem.

The program then asks the following.

```
SELECT DRIVE 0-1 (0)?
```

Answer by typing 0 and a carriage return.

```
. 0<CR>
```

2.7.8 Additional Testing

The tests described in the preceding sections provide a high confidence level that the TSV05 subsystem is functioning correctly. More exhaustive checks are available by allowing the diagnostic programs to run for more than one pass. The second pass of the program is more comprehensive than the first pass. All iterations after the first pass are the same; however, they are substantially longer than the first one. Running tests that cause tape motion for extended periods will require transport cleaning to prevent erroneous error reports. The logic type tape motion tests, when run continuously, can cause high tape wear to occur in the first few feet of tape. In these cases, errors due to faulty or worn tape do not indicate a failure.

Another test that may be run is the DEC/X11 runtime system exerciser. This test exercises the entire system to verify that there are no spurious interactions between various subsystems and components. There is an exerciser program module for each major system component, and these are linked together to create a system exerciser that is tailored to your system. The DEC/X11 module for the TSV05 subsystem is XTSA00. Although this exerciser can be run by itself, its full value is not realized unless it is linked to and run with the system exerciser. For information about building a system exerciser to include the TSV05 subsystem, refer to DEC/X11 User Document AC-8240Z-MC.

The program then asks the following.

```
SELECT DRIVE 0-1 (0)?
```

Answer by typing 0 and a carriage return.

. 0<CR>

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CHAPTER 3
MICRO CPU INSTALLATION INSTRUCTIONS

The configurations covered in this section are the BA23A Pedestal Enclosure, the BA23R Rack Mount Enclosure, World Box BA123A Enclosure, and the H9642 Deep Cabinet with the H3490 rear I/O panel.

Refer to Table 3-1 and locate the configuration that was ordered. Locate the parts as described for that configuration in the Part Lists Breakdown. Proceed to Filter Connector, Cable Connection, and Cabinet Mounting Instructions for that configuration as applicable.

Table 3-1 CK Kits and Parts List

Configuration	Configuration Descriptions
CK-TS05-11	TS05-A/B Cable Kit for BA123 (World Box Enclosure)
CK-TS05-12	TS05-A/B Cable Kit for OEM
CK-TS05-13	TS05-A Cable Kit for H9642 Deep Cabinet (H3490 I/O)
CK-TS05-14	TS05-A/B Cable Kit for BA23 (Pedestal Enclosure and TSV05 Cabinet)

PL Breakdowns

Item	Part Number	Description	11	12	13	14
1	1214614-02	Filter Con. 50 Pin	2	-	2	2
2	BC06L-1C	Cable, 1 ft. 3 in.	-	-	-	2
3	BC06L-03	Cable, 36 in.	2	-	2	-
4	70-16855-12	Cable, 12 ft.	2	-	-	2
5	70-16855-06	Cable, 6 ft.	-	-	2	-
6	36-25190-01	Label, I.D.	1	-	1	1
7	37-00888-01	TKG Tab Kit CKTS05 (LND)	1	-	1	1
8	74-27575-01	Plate, Cover	-	-	-	1
9	70-16855-16	Cable, 16 in.	-	2	-	-

3.1 PEDESTAL (BA23A ENCLOSURE)

Two configurations are possible, depending upon whether the CPU is in the pedestal, or the BA23 enclosure has or will have the DECnet installed.

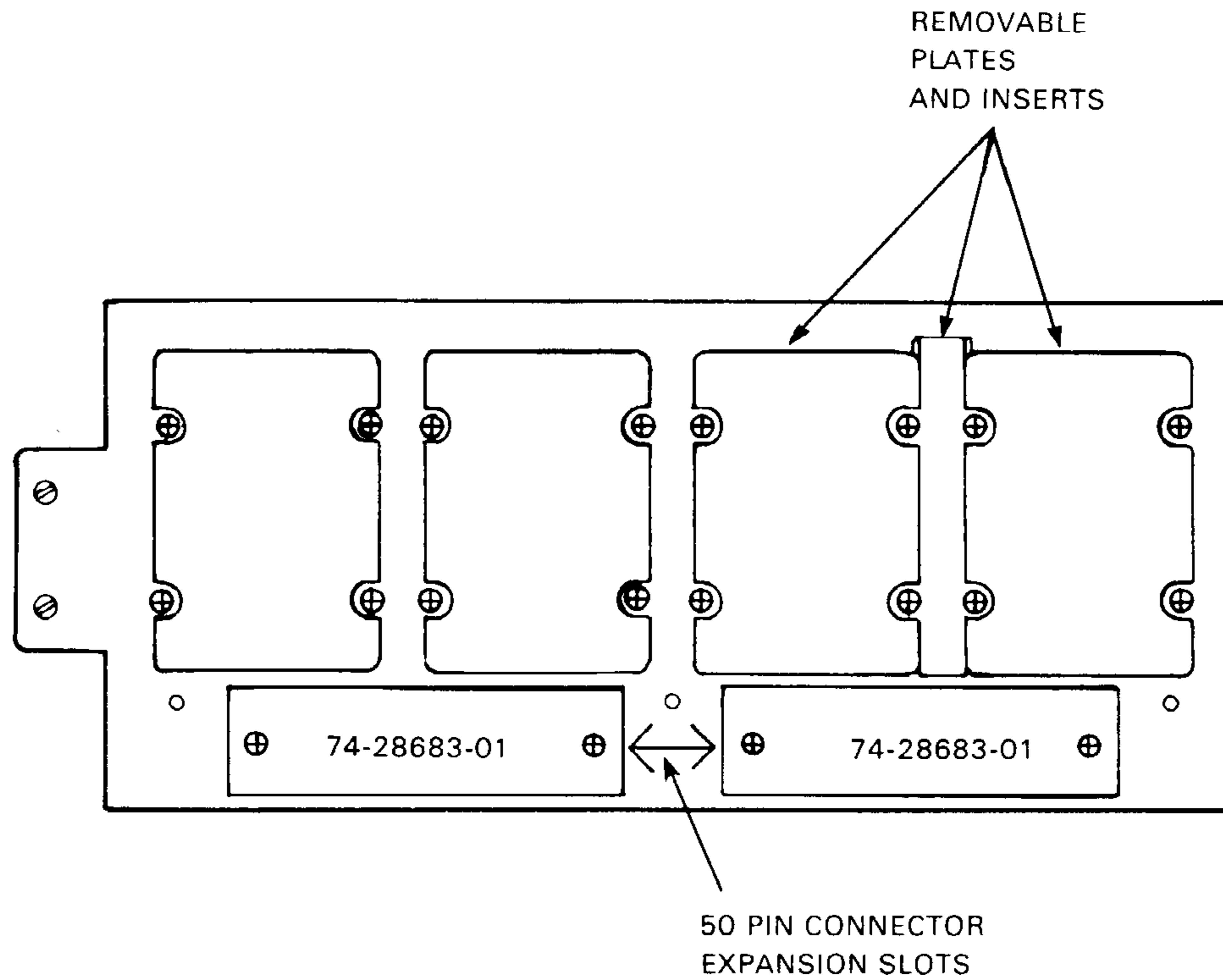
3.1.1 TVS05 Filter Connector Installation Instructions

3.1.1.1 Without DECnet Installed --

- Remove the two filter plates (PN 74-27575-01) covering the 50-pin connector expansion slots located on the bottom of the CPU I/O Distribution panel located at the back of the CPU (see Figures 3-1 and 3-2).
- Install the filter connectors into the slots using the same screws.
- Label the connectors.
- Proceed to Section 3.4.

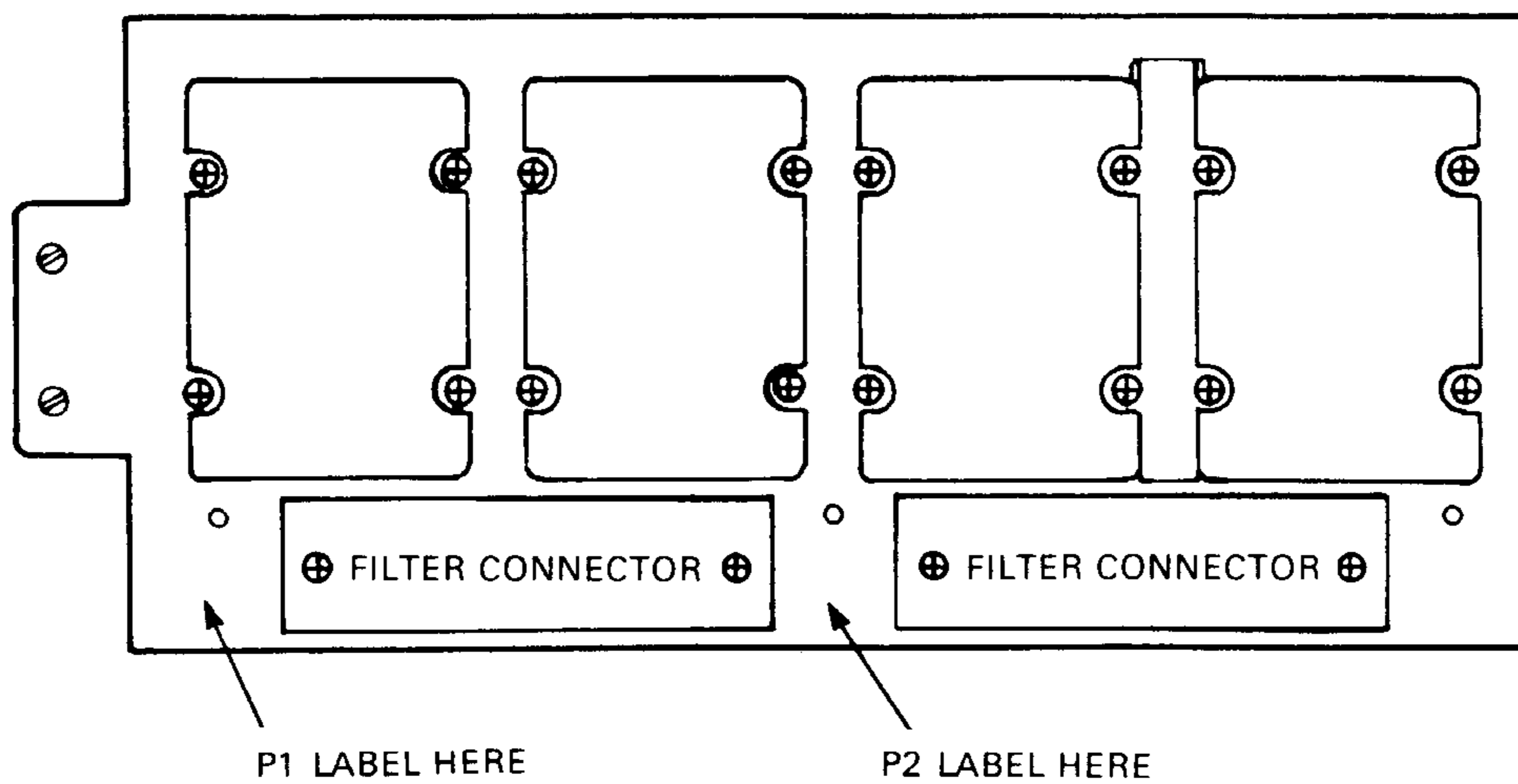
3.1.1.2 DECnet Installed --

- Remove the two panels and the removable insert on the I/O Distribution Panel (refer to the CPU Installation Manual for panel insertion and removal instructions). See Figures 3-1 and 3-3.
- Locate the plastic bag containing the CPU (PN 74-27720-01). This CPU will contain three 50-pin expansion slots.
- Mount the two filter connectors in two of the slots.
- Mount the filter plate (PN 74-27575-01) in the third slot.
- Label the connectors.
- Mount the plate back into the CPU using the hardware provided in the kit.
- Proceed to Section 3.4.



CS-4660

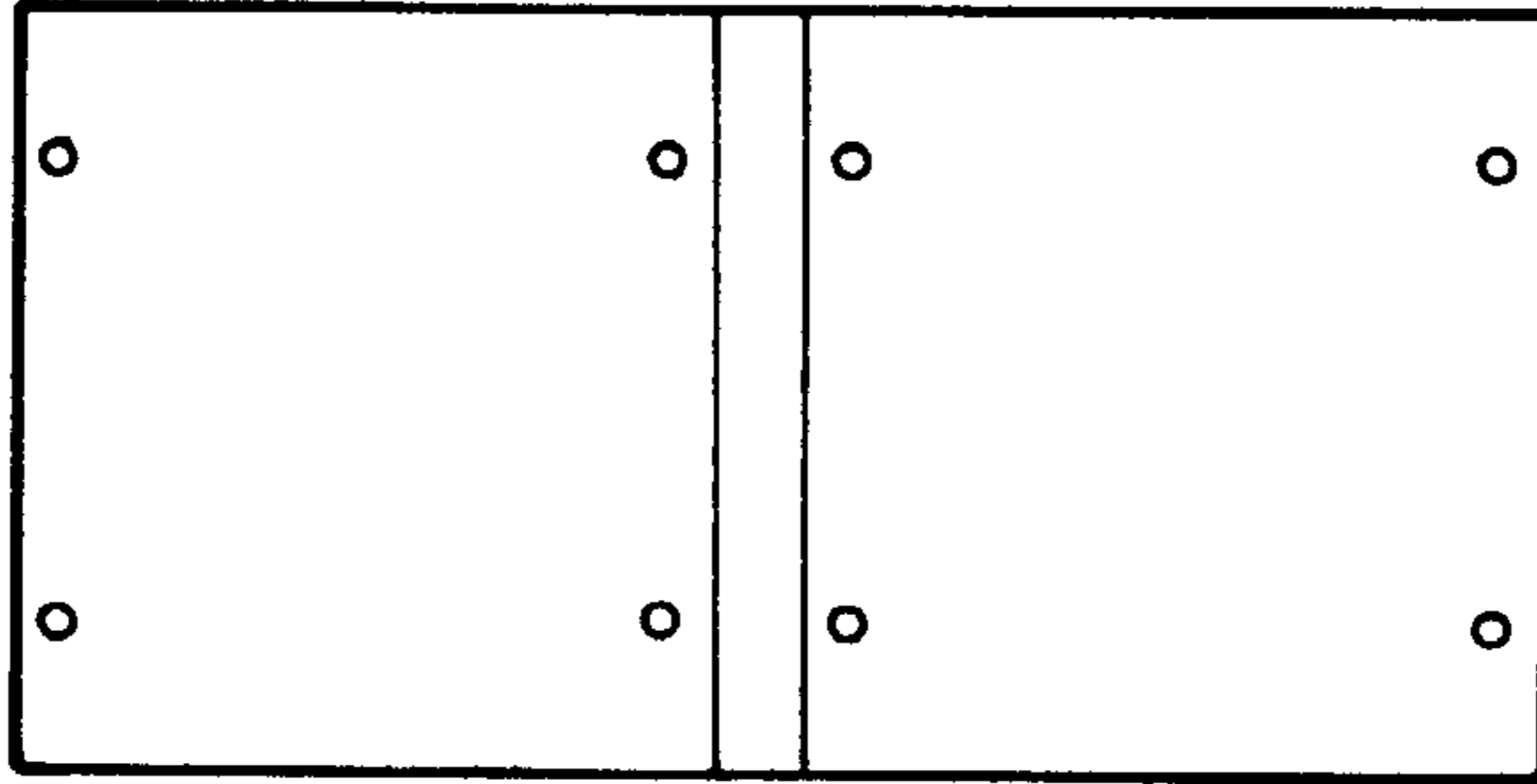
Figure 3-1 BA23A I/O Distribution Panel



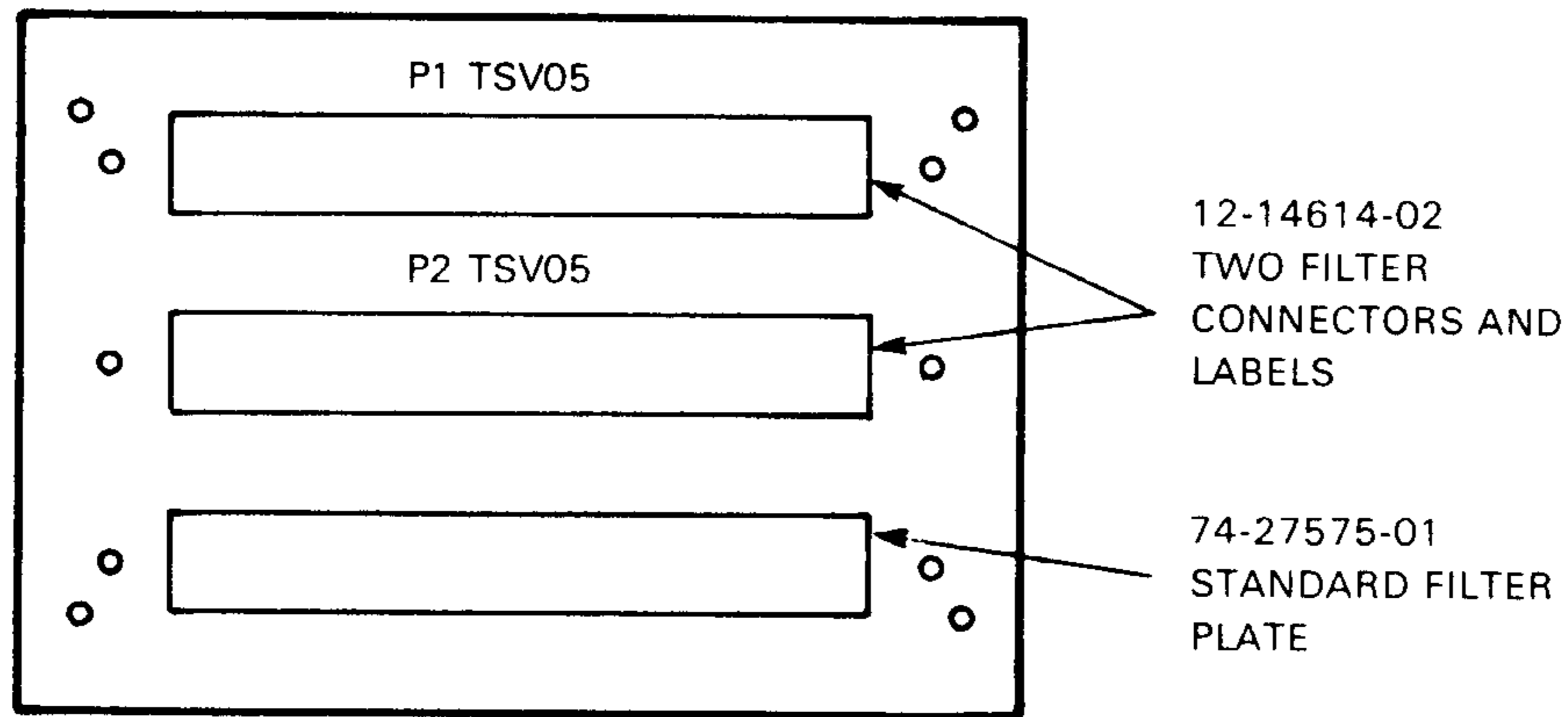
CS-4661

Figure 3-2 BA23A with TSV05 Filter Connector Mounting
without DECnet

PLATES AND INSERT THAT ARE
REMOVED WHEN DECNET IS INSTALLED



COMES WITH THE CPU IN A BAG.
MOUNTING PLATE FOR THE FILTER
CONNECTORS (PN 74-27720-01).
REPLACE THE FILTER PLATE THAT WAS REMOVED.



CS-4662

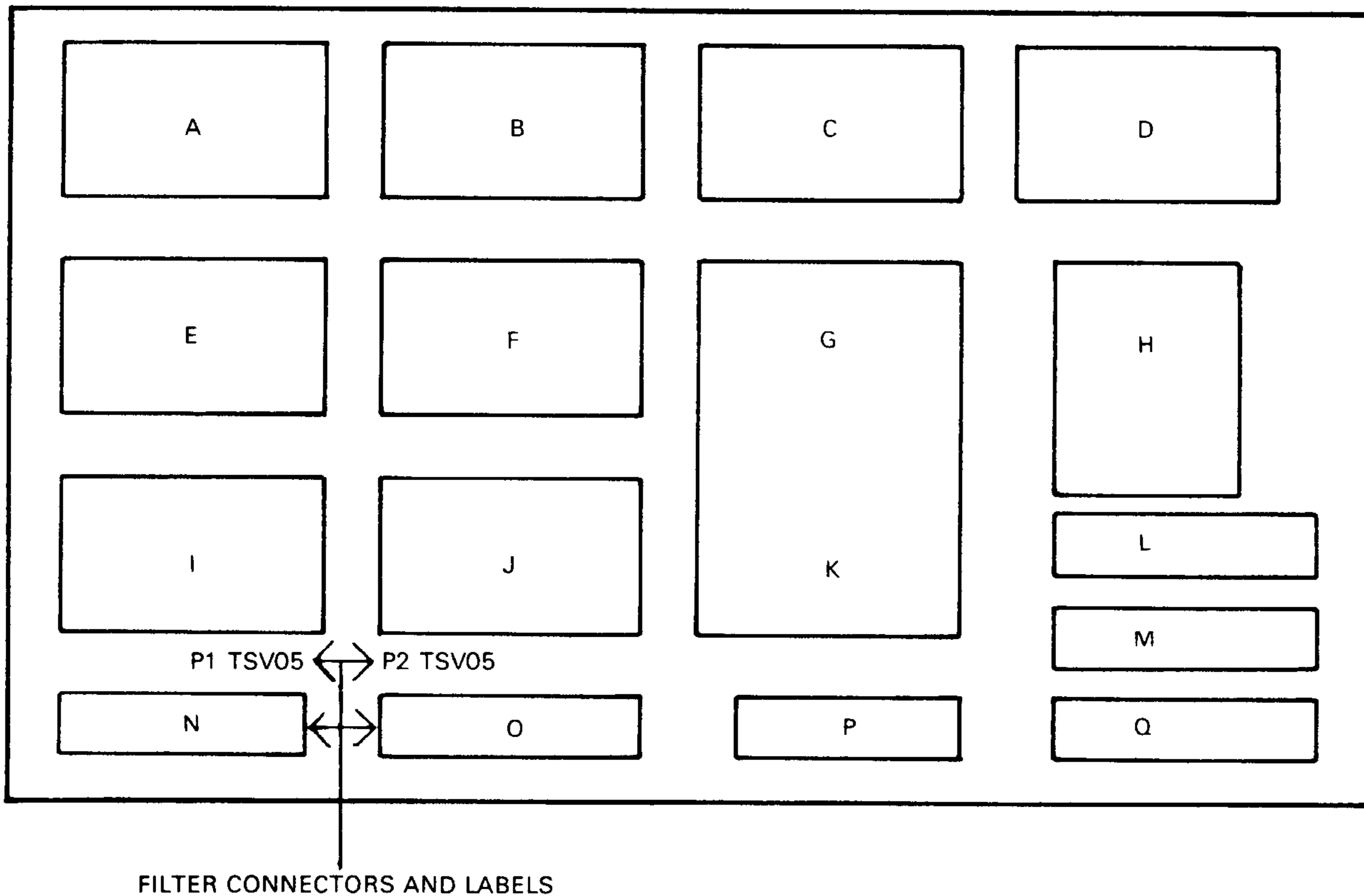
Figure 3-3 TSV05 Filter Connector Mounting with DECnet

3.2 H3490 REAR I/O DISTRIBUTION PANEL CONFIGURATION, H9642 DEEP CABINET

3.2.1 TSV05 Filter Connector Installation Instructions

The H3490 rear I/O distribution panel is mounted on the rear of the H9642 cabinet (see Figure 3-4). When mounting to this panel:

- Remove the blank panels from the lower left side of the H3490 panel (cutouts "N" and "O").
- Mount the filter connectors in cutouts "N" and "O".
- Install the P1 TSV05 label over the filter connector in cutout "N".
- Install the P2 TSV05 label over the filter connector in cutout "O".
- Proceed to Section 3.4.



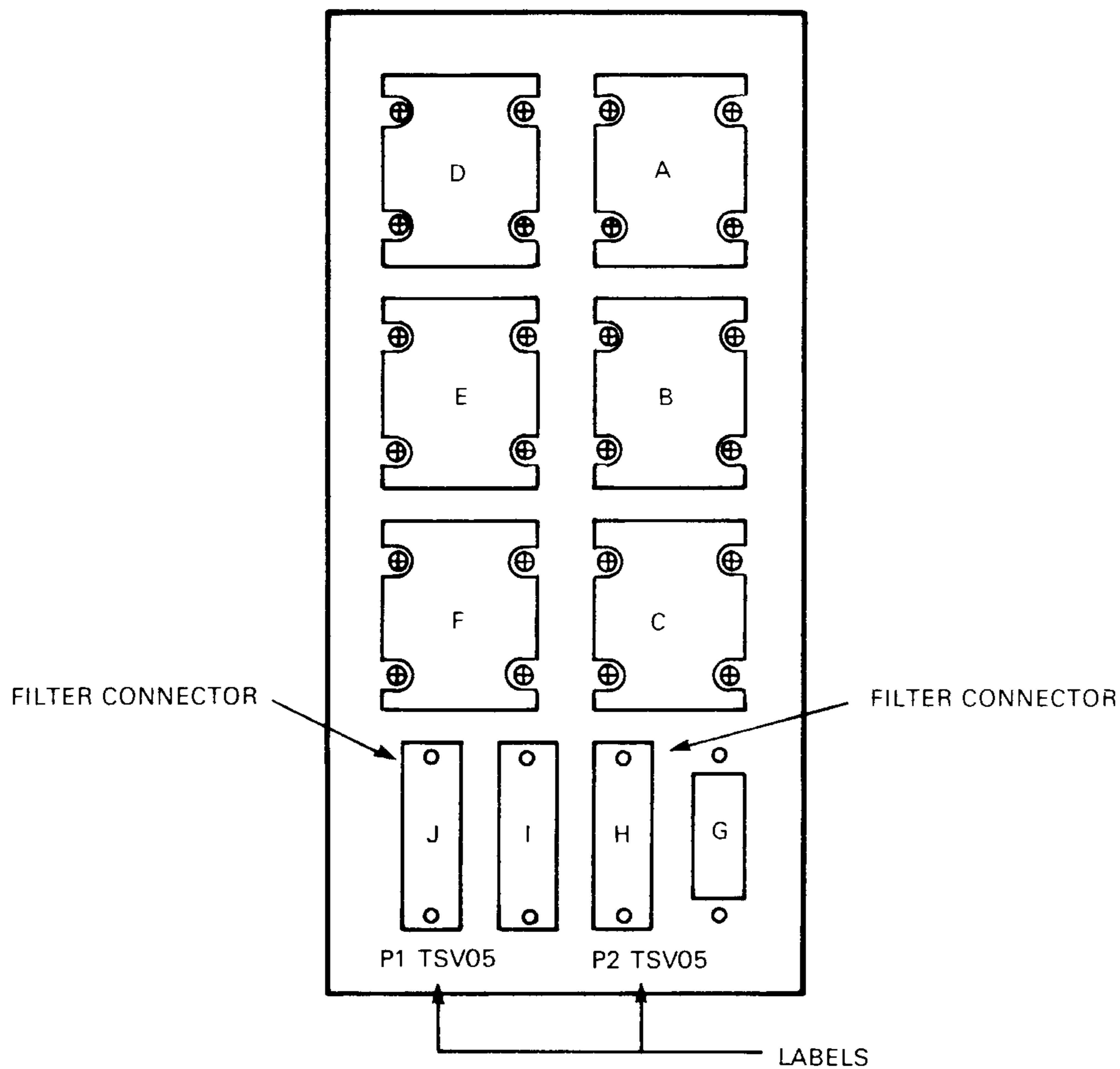
CS-4663

Figure 3-4 TSV05 Filter Connector Mounting, Deep Cabinet

3.3 WORLD BOX (BA123A ENCLOSURE)

3.3.1 TSV05 Filter Connector Mounting

- Remove the two filler panels from the rear I/O slots: "J" and "H" (see Figure 3-5).
- Mount the filter connectors in cutouts "J" and "H".
- Install the P1 TSV05 label below the filter connector in cutout "J".
- Install the P2 TSV05 label below the filter connector in cutout "H".
- Proceed to Section 3.4.



CS-4664

Figure 3-5 TSV05 Filter Connector Mounting BA123

3.4 TSV05 CONTROLLER M7196 INSTALLATION AND CABLE CONNECTION INSTRUCTIONS

3.4.1 M7196 TSV05 Controller and Cables

- Locate the M7196 TSV05 Controller and remove it from its shipping box.
- Locate the two sets of cables.
 - a) One set has two different connectors at each end of the cables. These cables are labeled 70-16855-XX (-XX indicates the length variation).
 - b) The other sets have the same connectors at each end of the cables. These cables are labeled BC06L-XX (-XX indicates the variation).

3.4.2 Installation of Cables and Controller Board

- Install one end of the BC06L-XX cables in the P1 and P2 connectors of the TSV05 Controller board M7196 (see Figures 3-6, 3-7, and 3-8).
- Install the M7196 Controller board in the last slot of the CPU backplane.

NOTE

Do not remove a grant jumper in either slots 1, 2, or 3 or install the M7196 in any of those slots as they are for dual boards only. Installing a quad height board could damage the CPU or the quad height board.

- Ensure that the cable connectors are seated into the connectors on the controller board before proceeding.
- Connect the other end of the BC06L-XX cables to the filter connectors on the I/O Distribution Panel.

NOTE

The red stripe on the cables should be face down or to the right when installing the CPU in the cabinet.

- Connect the smaller connector on the 70-16855-XX cables to the other end of the filter connectors.

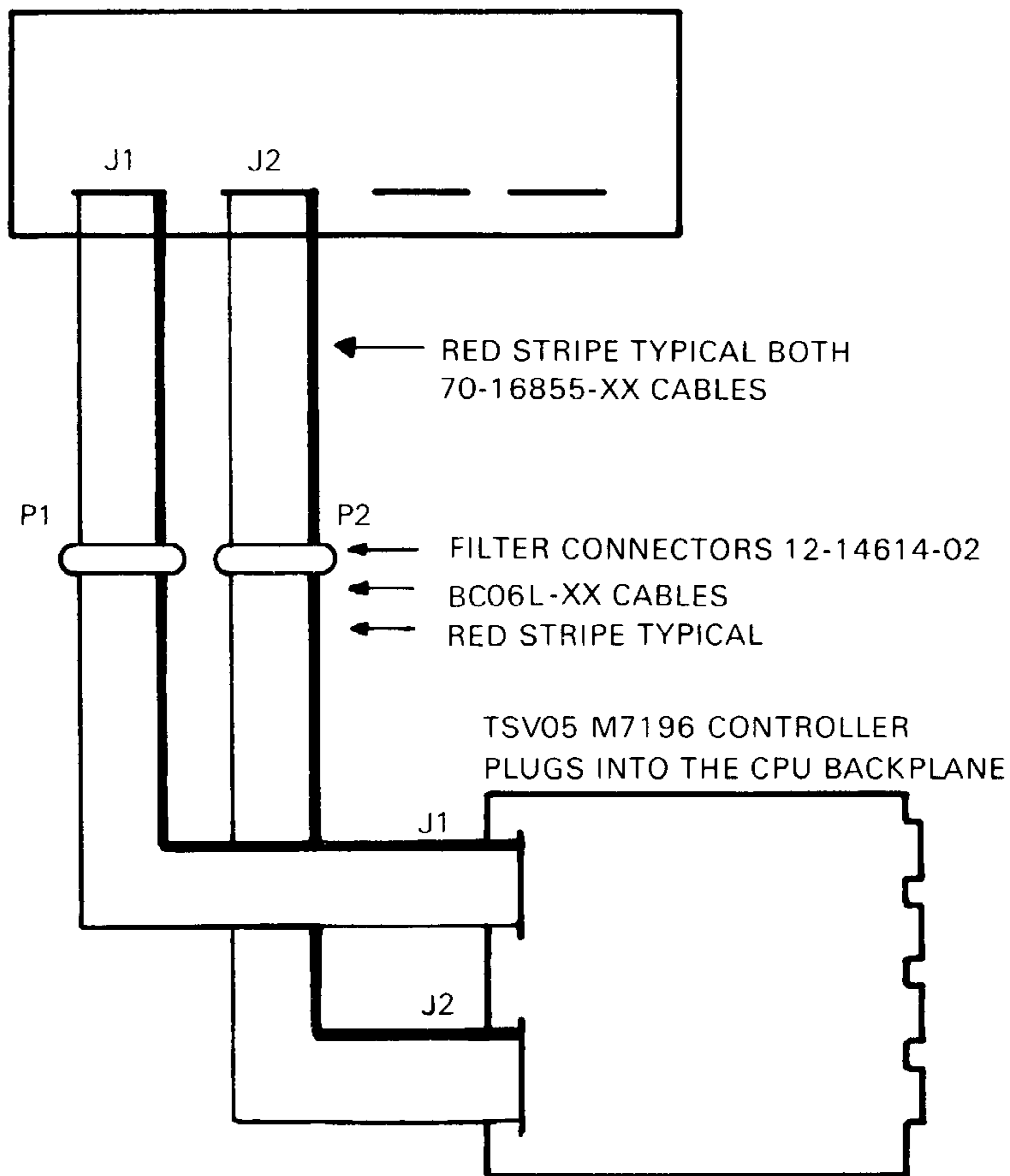
NOTE

The red stripe on the 70-16855-XX cables should be oriented in the same direction as the BC06L-XX cables.

- Connect the other end of the 70-16855-XX cables from J1 on the I/O Distribution panel to J1 on the tape drive unit.
- Connect the other end of the 70-16855-XX cables from J2 on the I/O Distribution panel to J2 on the tape drive unit.

NOTE

The red stripe on the cables should go to the left when facing the tape drive from the rear.



CS-4683

Figure 3-6 TSV05 Cable configuration

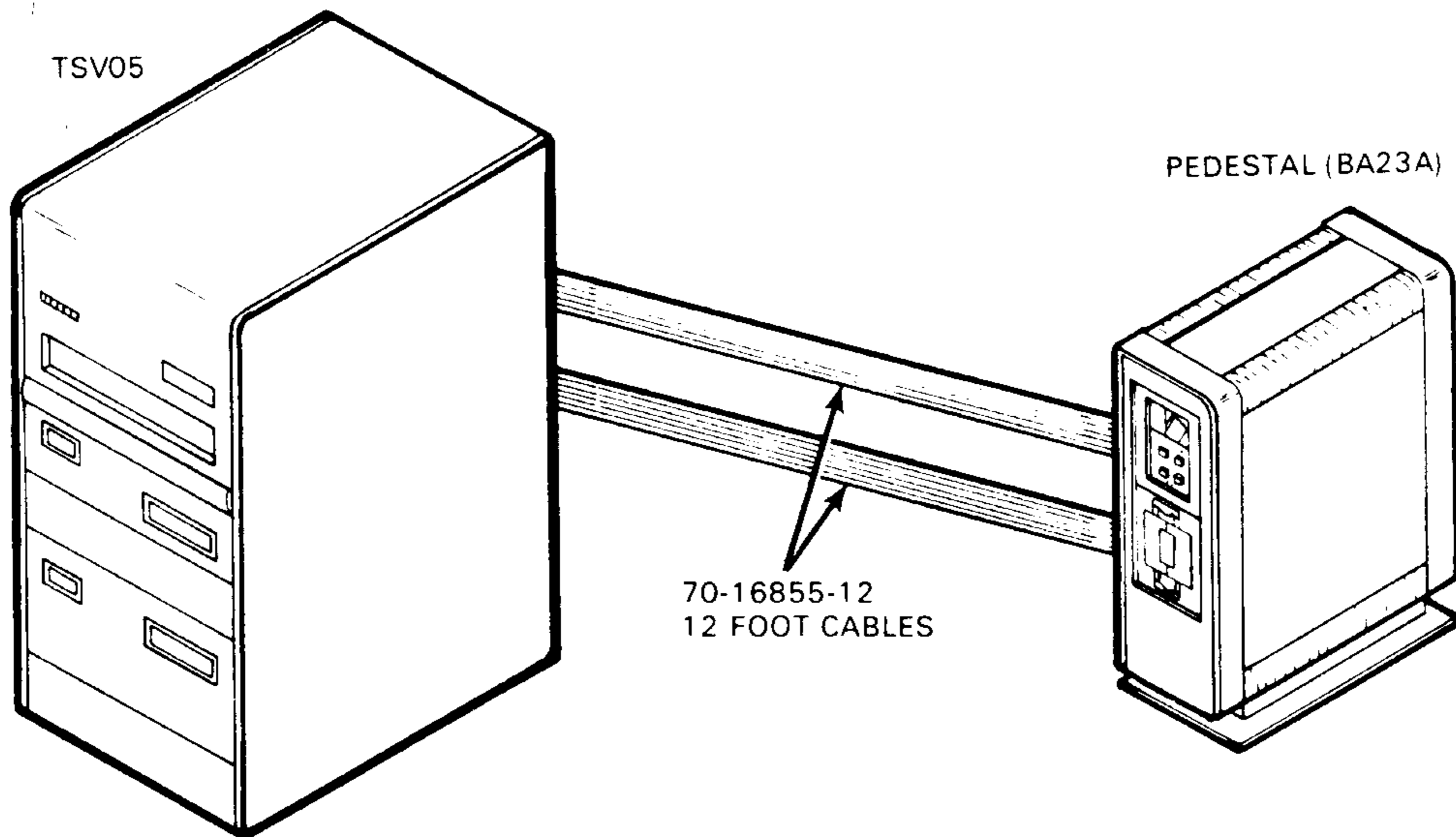


Figure 3-7 Configuring the TSV05 with the BA23A Pedestal

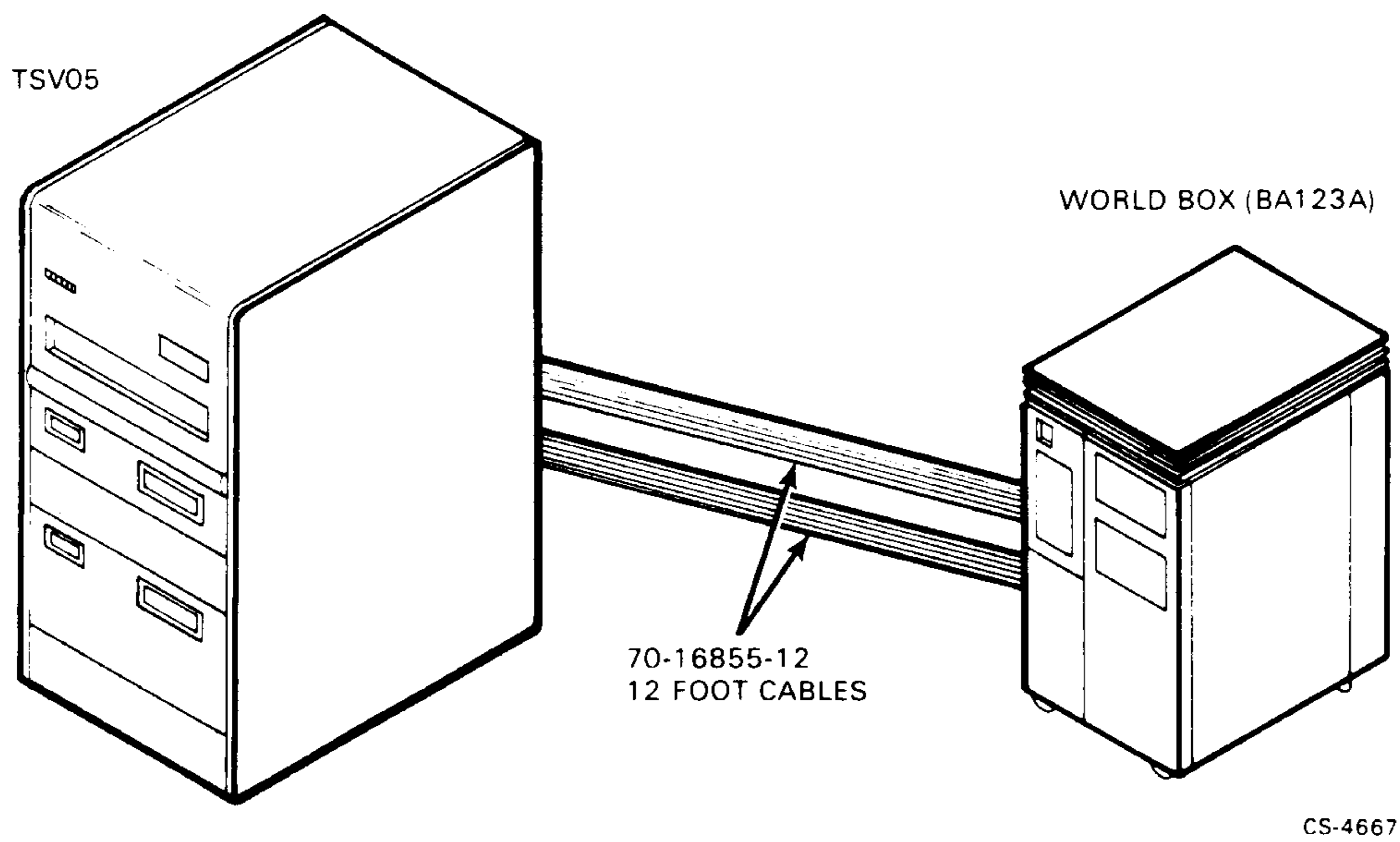


Figure 3-8 Configuring the TSV05 with the BA123A World Box

3.5 CUSTOM CONFIGURATION TSV05 WITH A BA23 IN THE TSV05 CSS CABINET

3.5.1 Installation Instructions

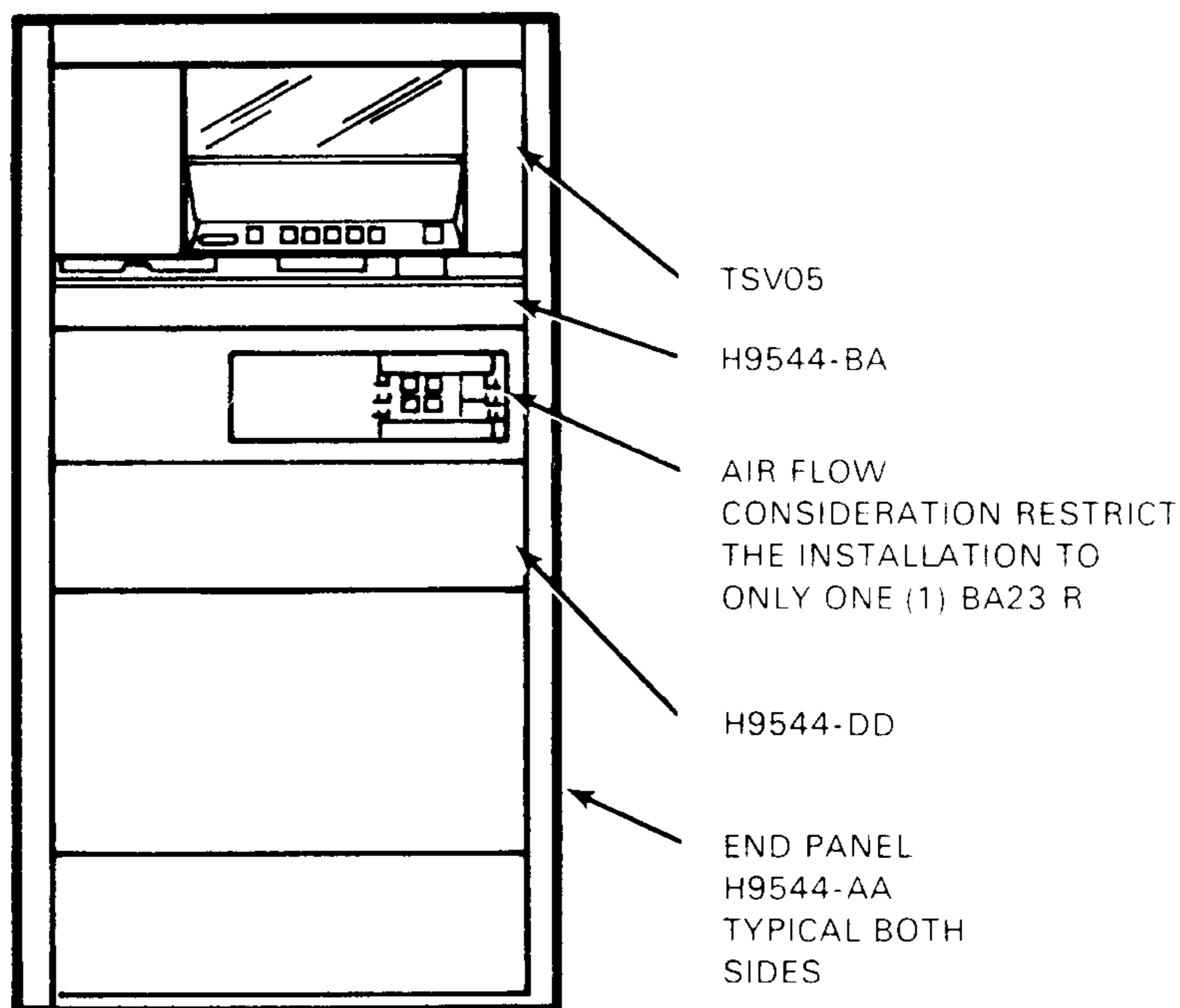
- Follow the rack mount instructions in the CPU Installation Manual.
- Configure the CPU in the cabinet as shown in Figure 3-9.

When the CSS cabinet is used as a standalone unit, perform the following step:

- Install the items listed in Table 3-2 (if needed).

Table 3-2 Cabinet Accessories

Part Number	Description	Quantity
H9544-BA	Blank Bezel, 1.75 in.	1
H9544-DD	Blank Bezel, 5.25 in.	1
H9544-AA	End Panel	2



CS-4669

Figure 3-9 TSV05 Cabinet with BA23

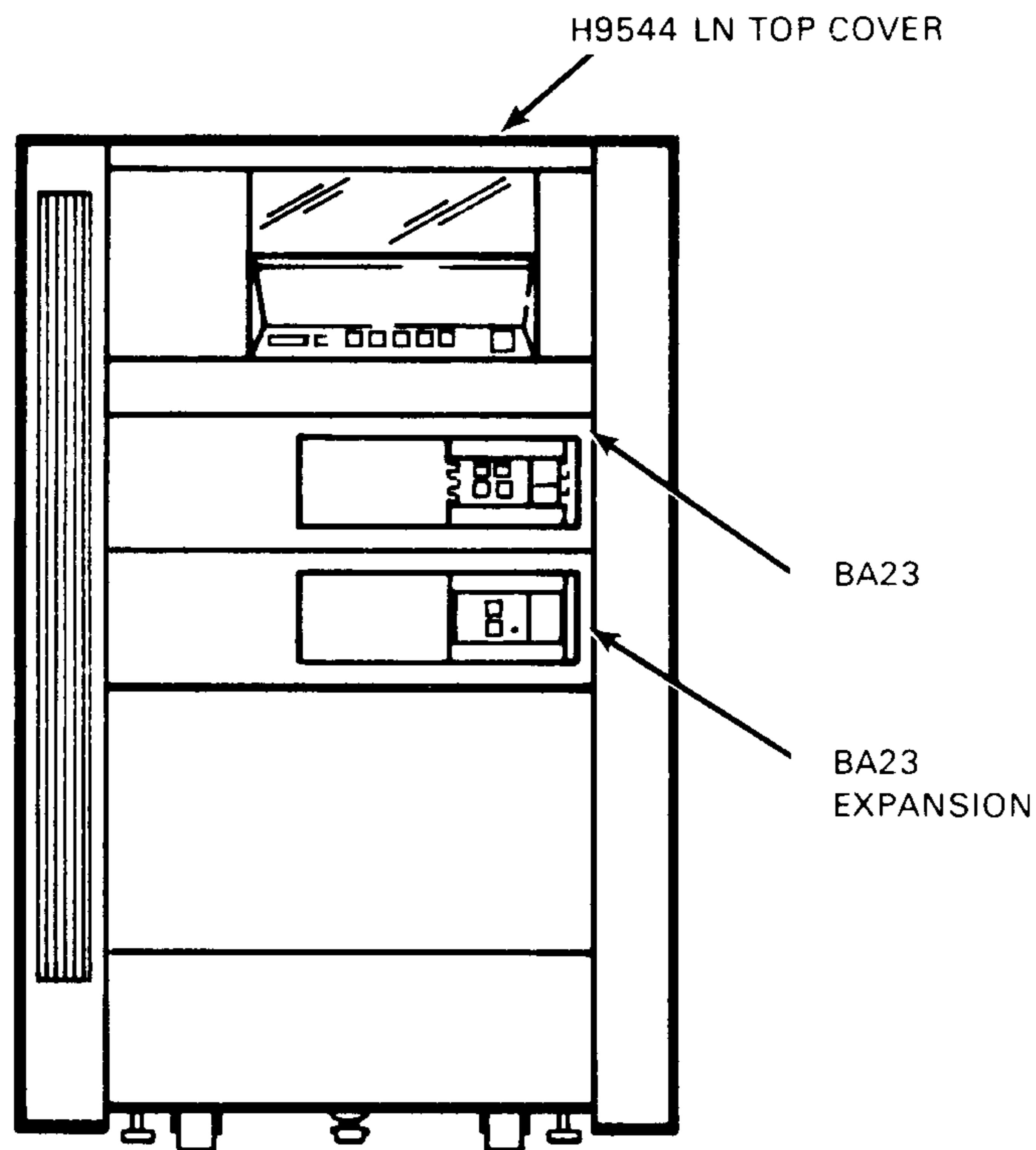
3.6 CONFIGURING THE TSV05 WITH A MicroVAX II IN THE DEEP CABINET WITH AN H3490 I/O PANEL

3.6.1 TSV05 Mounting Instructions

Reference Parts List K-PL-TSV05-)-DBP and drawing E-UA-TSV05-0-0 (see Figure 3-10).

3.6.2 Top Cover Assembly and Installation Instructions

Remove the existing top cover. Reference Parts List K-PL-TSV05-0-0-DBP and drawing E-UA-TSV05-0-0 (see Figure 3-10).



CS-4668

Figure 3-10 TSV05 Mounted in a Deep Cabinet

4.1 PREREQUISITES AND REQUIREMENTS

4.1.1 Prerequisites

- Functional MicroVAX II
- Functional Console Terminal

4.1.2 Hardware Requirements

- MicroVAX II Processor (256K words memory, minimum)
- TSV05 Magtape Subsystem (Drive and Controller)

4.1.3 Software Requirements

- MDM Diagnostic Monitor

4.2 LOADING MicroVAX MAINTENANCE SOFTWARE

- Turn the system OFF.
- Insert the MicroVAX Maintenance System Software (minimum revision level MDM 106).
- Press the RESTART button.

After pressing the RESTART button, the normal system startup message will appear. This startup message will then be followed by the MicroVAX Maintenance System Menu.

4.3 RUNNING THE MicroVAX MAINTENANCE SOFTWARE

- Select Item Number 1 at the MicroVAX Maintenance System Menu to test the system.

Be sure that device MSA0: is recognized.

If no errors are detected, a "SYSTEM TEST PASSED" message will be displayed on the console. Follow the message instructions to exit the test.

When an error is detected, an error message will appear along with a description of the affected Field Replaceable Unit (FRU).

If the TSV05 tape drive is the FRU specified in the error message, refer to the TSV05 Pocket Service Guide for troubleshooting replacement instructions.

4.3.1 Sample Error Messages

Error reports include:

1. Failing Function (test step)
2. Error number (a decimal indication of the unique error number within the diagnostic).
3. FRU Identification

TSA DSL Pass number 1

Test number 5

TSA - Error number 210

Fatal exit DRIVE IS OFF LINE

TSV05 DRIVE

TSA ended with stopped

4.4 PROGRAM FUNCTIONAL DESCRIPTION

Varying test sequences are used for the various environments and modes of MDM testing. These tests sequences are defined below:

4.4.1 Verify Mode - Functional Environment

1. Write Characteristics Test
2. Basic Packet Protocol

4.4.2 Verify Mode - Exerciser Environment

1. Basic Packet Protocol Exerciser

4.4.3 Service Mode - Functional Environment

1. Write Characteristics Test
2. Basic Packet Protocol
3. Basic Write Data Test
4. Basic Read Data Test
5. Space Records Test
6. Write/Read Tape Mark Test

4.4.4 Service Mode - Exerciser Environment

1. Write Characteristics Tests
2. Basic Packet Protocol
3. Reliability Test

4.4.5 Utility Environment

1. Tape Write Lock Test

4.4.6 Program Run Times

TEST NUMBER	TIME IN SECONDS
TST 1	5 Seconds or less
TST 2	5 Seconds or less
TST 3	5 Seconds or less
TST 4	5 Seconds or less
TST 5	10 Seconds
TST 6	10 Seconds
TST 7	25 Seconds
TST 8	5 Seconds

Verify Mode: Runs in 1 minute 45 seconds

Service Mode: Runs in approximately 3 minutes

4.4.7 Program Size

325K bytes with MDM module

4.5 VERIFY TESTS - FUNCTIONAL/EXERCISE ENVIRONMENT

4.5.1 Test 1 - Write Characteristics Test (FV1)

This test verifies basic operation of the WRITE_CHARACTERISTICS command. Functionality verified includes the fetch of the Command and Characteristic Data Blocks, storage of an appropriate message packet, and correct response of the NBA (Need Buffer Address) bit in the TSSR. Valid and invalid WRITE_CHARACTERISTICS Command is issued, so that appropriate termination is verified.

4.5.1.1 Test Requirements -- No operator interaction, beyond invocation of the test sequence, is required.

4.5.2 Test 2 - Basic Packet Protocol

This test verifies basic functionality of the MESSAGE_BUFFER_RELEASE Command. Verification checks both the ACK (Acknowledge) bit in the header word, and the RMR (Register Modification Refused) logic. The test sequence is performed first with the interrupts disabled, and subsequently, with the interrupts enabled.

4.5.2.1 Test Requirements -- No operator interaction, beyond invocation of the test sequence, is required.

4.6 SERVICE TESTS - FUNCTIONAL ENVIRONMENT

4.6.1 Test 1 - Write Characteristics Test

This test verifies the basic operation of the WRITE CHARACTERISTICS Command. Functionality verified includes the fetch of the command and Characteristic Data Blocks, storage of an appropriate message packet, and correct response of the NBA (Need Buffer Address) bit in the TSSR. Valid and invalid WRITE CHARACTERISTICS Commands are issued, so that appropriate termination is verified.

4.6.1.1 Test Requirements -- No operator interaction, beyond invocation of the test sequence, is required.

4.6.2 Test 2 - Basic Packet Protocol

This test verifies basic functionality of the MESSAGE BUFFER RELEASE Command. In performing the verification, the ACK (Acknowledge) bit in the header word, and the RMR (Register Modification Refused) logic, are checked. The test sequence is performed with interrupts disabled, and subsequently, with interrupts enabled.

4.6.2.1 Test Requirements -- No operator interaction, beyond invocation of the test sequence, is required.

4.6.3 Test 3 - Basic Write Data Test

This test is designed to verify correct execution of the WRITE DATA NEXT Command. Only execution is verified; data written to the tape will not be checked.

A CLEAR Command is issued to the tape drive, and the tape is then rewound, and write protect status is verified. Starting with a record size of 20, records are written to the tape. Completion is checked by a compare of the TSSR with SSR. If the comparison is successful, the record size is incremented (incrementing by 100 on each write). This pattern continues until a maximum record size of 2048 is reached. Subsequently, the incrementing write pattern is repeated this time with Swap Bytes Bit set.

4.6.3.1 Test Requirements -- The test must have the drive on-line and a good magtape mounted in the drive.

4.6.4 Test 4 - Basic Read Data Test

This test verifies the operation of the READ FORWARD and READ REVERSE Commands. A verify of data buffer sizes and data patterns are used. Proper operation is verified by a read and compare of data written. Any discrepancy between received and expected data constitutes an error.

The initial test pass verifies the read forward function, first with the Swap Bytes bit clear, and then with the bit set. The subsequent test sequence verifies the read reverse function. Once again, the test is completed both with the Swap Byte bit clear and then set.

As each packet is written, a table of expected read results is to be maintained. If the data received on a read does not agree with the expected value, an error is reported.

4.6.4.1 Test Requirements -- The test must have the drive on-line and a good magtape mounted in the drive.

4.6.5 Test 5 - Space Records Test

This test verifies the drives ability to space (with forward and reverse motion) over normal data records. The first four bytes of each record are used to record that record's relative position on the tape.

Record size varies between 256 and 512 (decimal) bytes. The record size establishes the data pattern used (for example, if the record size is 256 the hex equivalent, 100, is used as the data pattern). Once the tape has been written, ability to position is verified with a series of REWIND and SPACE_RECORDS_FORWARD (and REVERSE) Commands.

4.6.5.1 Test Requirements -- The test must have the drive on-line and a good magtape mounted in the drive.

4.6.6 Test 6 - Write/Read Tape Marks Test

This test verifies proper operation of the Write and Read Tape Mark functions. After the Write is performed, Read and Space Records Commands are used to verify the action. During the test, the Clear Volume Check (CVC) bit is also verified.

4.6.6.1 Test Requirements -- The test must have the drive on-line and a good magtape mounted in the drive.

4.7 SERVICE TESTS - EXERCISER ENVIRONMENT

4.7.1 Test 1 - Write Characteristics Test

This test verifies basic operation of the WRITE_CHARACTERISTICS Command. Functionality verified includes the Fetch of the Command and Characteristic Data blocks, storage of an appropriate message packet, and correct response of the Need Buffer Address (NBA) bit in the TSSR. Valid and invalid WRITE_CHARACTERISTICS Commands are issued, so that appropriate termination is verified.

4.7.1.1 Test Requirements -- No operator interaction, beyond invocation of the test sequence, is required.

4.7.2 Test 2 - Basic Packet Protocol

This test verifies basic functionality of the MESSAGE_BUFFER_RELEASE Command. Verification checks both the ACK (Acknowledge) bit in the header word, and the RMR (Register Modification Refused) logic. The test sequence is performed first with the interrupts disabled, and subsequently, with the interrupts enabled.

4.7.2.1 Test Requirements -- No operator interaction, beyond invocation of the test sequence, is required.

4.7.3 Test 3 - Reliability Test

This test functionally exercises the drive. Included in this process are repeated WRITE, READ_FORWARD, and READ_REVERSE Commands. The test writes two blocks to the tape at a time, those two blocks are then read with the WRITE_REVERSE Command. The blocks are read a second time (this time with the READ_FORWARD Command). The process continues until the entire tape has been written or the test is halted with a CONTROL C (^).

4.7.3.1 Test Requirements -- The test must have the drive on-line and a good magtape mounted in the drive.

4.8 UTILITY ENVIRONMENT TESTS

4.8.1 Test 1 - Write Lock Test

This test checks that the write enable ring has been removed from the tape installed in the tape drive. If the ring has not been removed, an error will occur.

System operations can be divided into various levels or categories of activities. At the most basic level are activities such as powering up and maintaining the system, loading the tape, and performing verification (confidence) checks on system operation. A second category of operating activities involves system generation. When the TSV05 subsystem is added to the computer system, the software operating system must be modified to include the handler for the tape transport subsystem. System generation requires building a new copy of the operating system. A third category of operating procedures covers the use of the software utility programs for operations such as copying data from one drive to another, updating files, and comparing one file to another. The most complex level of user activity involves designing programs that manipulate the internal workings of the tape transport subsystem. This chapter devotes sections to these categories of activities.

5.1 ROUTINE OPERATING PROCEDURES

5.1.1 Power Up

On the tape transport front panel, press the POWER switch to its ON ("1") position. The indicators all light for approximately two seconds and then go out. Then the UNLOAD indicator lights and stays on. At this point, the tape unit is ready to be loaded.

5.1.2 Loading the Tape

The TSV05 subsystem loads tape automatically unless the tape is in very bad condition. If data must be recovered from a tape that is crumpled or creased on the end, it may be necessary to load the tape manually. Refer to Appendix B for instructions on manual loading. For best load reliability, the beginning of tape (BOT) leader should be crimped using DIGITAL™ part number 47-00038 or equivalent. However, do not repeatedly crimp or remove excessive tape leader as this causes the BOT marker to be too close to the tape end. Tape crimper part number 47-00038 can be ordered from the Accessories and Supplies Group, as outlined in Section 5.1.8.2.

For normal tape loading, proceed as follows.

1. Ensure that the tape is wound completely onto the reel, and the file-protect ring is fully seated, if present on the reel.

NOTE

Most tapes have some form of stick-on TAB or rubber block to prevent the tape from unwinding during shipment or storage. These items must be removed so that the tape leader is free to unwind

during the autoloading sequence. High levels of static electricity should also be avoided since this prevents the tape leader from unwinding.

2. Open the front door panel by gently pressing down on the top center of the door (see Figure 5-1).
3. Hold the tape reel with the file-protect ring side down. Insert the reel into the transport unit, centering it on the hub.
4. Close the door.

CAUTION

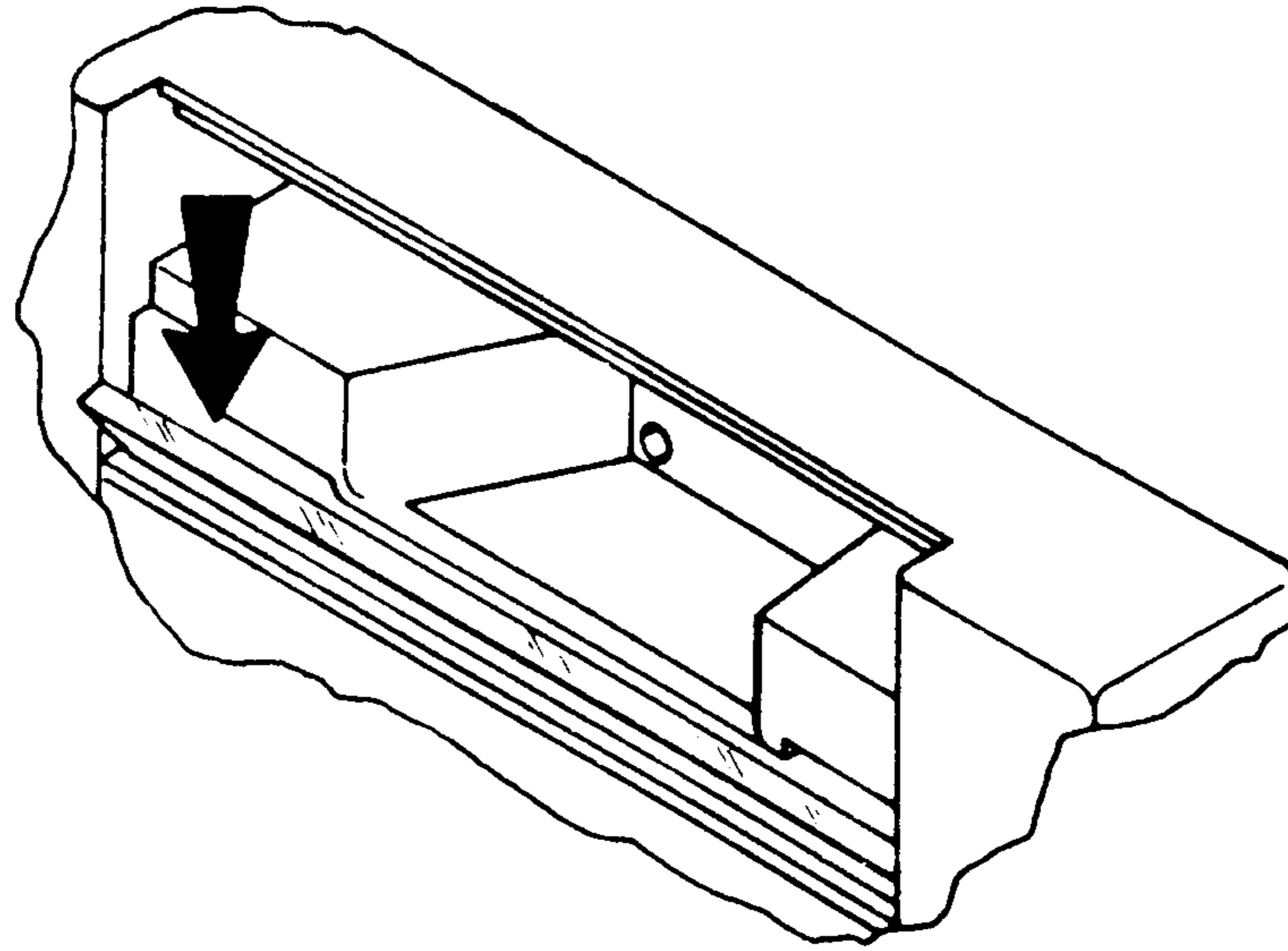
Both the tape transport top cover and front panel door are locked when a tape is loaded. Any attempt to force open either the cover or the door before the tape is unloaded results in mechanical damage to the locking mechanism.

5. Press the LOAD/REWIND switch. This locks the cover and the door, and begins the loading sequence.
6. The LOAD indicator blinks while the tape is being loaded. Typically, after 30 seconds, the LOAD indicator stops blinking and remains lighted. This indicates that the tape is loaded and the TSV05 subsystem is ready to use.
7. Press the ON LINE switch to place the tape subsystem under the control of the host computer. The ON LINE indicator lights when the TSV05 subsystem is on-line. The ON LINE switch can be pressed immediately after the load switch.

5.1.3 Rewinding the Tape

It is not necessary to rewind the tape during normal operation, as all tape movement is under program control. Under unusual circumstances, however, such as a host system failure or a loss of communications with an upline host, you may wish to rewind the tape under local control. This is done as follows.

1. If the tape transport is on-line (indicated by the ON LINE indicator being ON), press the ON LINE switch once to switch off-line.
2. Press the REWIND switch. The LOAD/REWIND indicator blinks while the tape is rewound, and then remains on continuously when the BOT marker is reached.



CS-3016

Figure 5-1 Opening the Front Door Panel

5.1.4 Unloading the Tape

To unload a tape positioned at BOT, proceed as follows.

1. If the tape transport is on-line (indicated by the ON LINE indicator being ON), press the ON LINE switch once to switch off-line.
2. Press the UNLOAD switch. The UNLOAD indicator blinks while the tape is unloaded. When the unloading process is complete, the UNLOAD indicator lights continuously, and the front panel and top cover are unlocked. A typical unload sequence from BOT takes 15 seconds.
3. Open the front panel door (Figure 5-1) and lift the tape reel out of the tape transport.
4. Close the front panel door.

5.1.5 Restarting the Tape Transport

The TSV05 subsystem ceases operation in the event of a power failure or if it detects a hard operational error.

5.1.5.1 Power Failure -- When line power is interrupted, the tape transport automatically shuts down and tape motion stops without any physical damage to the tape. When line power is restored, the TSV05 subsystem powers up in the unload mode. Press either the LOAD or the UNLOAD switch. If the LOAD switch is pressed, the LOAD/REWIND indicator blinks while the tape is reloaded to the BOT marker. When the BOT marker is reached, the LOAD/REWIND indicator remains on continuously, and the ON LINE switch can be pressed to return the tape transport to computer control.

If the UNLOAD switch is pressed, the UNLOAD indicator blinks while unloading is in progress. When the UNLOAD indicator remains lit continuously, the door can be opened and the tape removed.

5.1.5.2 Hard Errors -- When the TSV05 subsystem encounters an error condition from which it cannot automatically recover, it stops tape movement and displays a series of blinks on the indicators. If this happens, switch the power OFF, switch it back ON again, and then press the UNLOAD switch. After the UNLOAD indicator stops blinking, remove the tape. At this point, it may be necessary to call either DIGITAL™ Field Service or refer to the TSV05 Pocket Service Guide.

5.1.6 Operator Troubleshooting

It may be possible to avoid a service call by making a few checks before reporting a condition as a problem. If the TSV05 subsystem is located in an area where several people may be using the tapes and equipment for different purposes, check the following.

1. If the tape transport does not power up, ensure that the power controller in the TSV05 subsystem has:
 - a. Circuit breaker switches ON
 - b. REMOTE ON/OFF/LOCAL ON switch switched to REMOTE ON
 - c. Remote control cable connected to DEC POWER connector
 - d. Power controller pilot lamp lit.
2. If a tape does not load properly, ensure that:
 - a. Tape is in reasonably good condition (if not, refer to manual loading procedure in Appendix B)
 - b. Tape has a BOT marker located 4.9 ± 0.6 meters (16 ± 2 feet), per ANSI STDX3.40-1973
 - c. Front panel door is completely closed
 - d. The instructions on the loading label are followed.
3. If the subsystem is unable to write a file, ensure that the write enable ring is installed in the tape reel.
4. If intermittent problems occur involving the read/write functions, clean the tape path (see Section 5.1.8, Customer Care).

If it is determined that the equipment is malfunctioning, record the symptoms of the malfunction to aid maintenance personnel in troubleshooting the system.

5.1.7 Confidence Checks

There are three "confidence levels" established by testing. The basic level of confidence is established simply by powering up the system. Both the tape transport and the M7196 interface/controller module perform internal self-test programs each time power is applied. Therefore, the ability of the TSV05 subsystem to power up and load tape establishes that it is probably in good working order.

A second, higher level of confidence is established by using the console terminal of the host computer system to check the status of the TSV05 subsystem. This is performed by using the appropriate operating system command to check device status (for example, on-line or off-line) or to call for a directory listing from a tape mounted in the TSV05 subsystem. If the subsystem powers up and loads tape properly, and if the operating system receives directory or status information from the TSV05 subsystem, then the probability that the system is working correctly is very high.

The highest level of confidence is established by running the Data Reliability Diagnostic Program (CVTSEA in the XXDP diagnostic package) and the DEC/X11 exerciser.

5.1.8 Customer Care

The person in charge of the TSV05 subsystem is normally responsible for the following tasks.

- Obtaining operating supplies including magnetic tape and cleaning supplies
- Maintaining the required logs and report files consistently and accurately
- Making the documentation available in a location convenient to the system users and maintainers
- Ensuring that the exterior of the system and the surrounding area are kept clean
- Ensuring that ac plugs are securely plugged in each time the equipment is used
- Ensuring that preventive maintenance activities are performed at the suggested periods, or more often if usage and environment warrant.

5.1.8.1 Care of Magnetic Tape -- The person responsible for the TSV05 subsystem ensures that system users exercise due care in the handling of magnetic tape. Basic rules of tape care are as follows.

- Do not expose magnetic tape to excessive heat or dust. Most tape read errors are caused by dust or dirt on the read head. Keeping the tape clean is imperative.

- Always store tape reels inside containers when the tape is not in use. Keep empty containers tightly closed to guard against dust and dirt.
- Never touch the portion of tape between the BOT and End-of-Tape (EOT) markers; oil from fingers attracts dust and dirt.
- Never use a contaminated reel of tape since this spreads dirt to the clean tape reels and could adversely affect tape transport reliability.
- Always handle tape reels by the hub hole. Squeezing the reel flanges leads to tape edge damage when winding or unwinding tapes.
- Do not smoke near the tape transport or storage area; tobacco smoke and ash are especially damaging to tapes.
- Do not place magnetic tape near line printers or other devices that produce paper dust.
- Do not place magnetic tape on top of the tape transport or in any other location where it may be affected by hot air.
- Do not store magnetic tape near electric motors.

5.1.8.2 Preventive Maintenance -- The tape transport is a highly reliable precision instrument that provides years of trouble-free performance when properly maintained. For optimum performance and reliability, a planned and scheduled program of routine inspection and maintenance is essential. Preventive maintenance consists of cleaning only a few items, but the cleanliness of these items is essential to proper tape transport operation. The frequency of maintenance operations varies with the environment and the degree to which the transport is used. Therefore, a rigid schedule for all machines is difficult to define. Cleaning after every eight hours of operation is recommended for units in constant operation in ordinary environments. This schedule should be modified if experience shows other periods are more suitable. Typically, new tapes or tapes near the end of their life produce the most oxide buildup within the tape transport and require more frequent cleaning. Table 5-1 shows the recommended frequency of maintenance activities. The replacement of filters and reel motors and the checkout of head wear is to be performed by DIGITAL™ Field Service personnel. Other activities are to be performed by the customer.

Before performing any cleaning operation, remove the supply reel and store it properly. When cleaning, be gentle but thorough.

Table 5-1 Suggested Preventive Maintenance

Maintenance Operation	Frequency	Quantity to Maintain
Clean Head, Guides, Roller Guides, Tape Path	Once per shift	-
Clean Tape Cleaner	Once per shift	1
Clean Reel-Hub Pads	Once per shift	3
Clean Tachometer Roller	Once per week	1
Check Head Wear	2,500 hours	1
Replace Reel Motors	10,000 hours	2
Check Air Filter	Every three months	1

Magnetic Tape Transport Cleaning Kit

A magnetic tape transport cleaning kit (TUC02, part number 2200012) has been carefully assembled to provide materials that do not harm tape equipment or leave any residue to interfere with data reliability. The hints contained in the following paragraphs aid in obtaining the very best results from the kit.

WARNING

When using DEC™ magtape cleaning fluid, avoid excessive contact with the skin and eyes. Do not swallow it. Use the cleaning fluid only in a well ventilated area.

When cleaning tape equipment, never dip a dirty cleaning swab or wipe into the can.

Always keep the can of fluid tightly closed when not in use; the fluid evaporates rapidly when exposed to air.

CAUTION

Do not use acetone, lacquer thinner, or rubbing alcohol to clean the tape path and related parts.

If there is any unusually stubborn dirt deposit that resists the cleaner, try using a mild soap and water solution to dislodge it. After using soap, be sure to wash down the affected area thoroughly with cleaning fluid to remove any residue.

If more cleaning materials, tape crimper (part number 47-00038), or other items are required, forward orders for supplies, accessories, or documentation to:

Digital Equipment Corporation
Accessories and Supplies Group
Cotton Road
Nashua, New Hampshire 03060

Contact your local sales office or call DIGITAL™ Direct Catalog Sales toll-free 800-258-1710 from 8:30 a.m. to 5:00 p.m. Eastern Standard Time (U.S. customers only). New Hampshire, Alaska, and Hawaii customers should dial (603) 884-6660. Terms and conditions include net 30 days and F.O.B. Digital Equipment Corporation plant. Freight charges are prepaid by Digital Equipment Corporation and added to the invoice. Minimum order is \$35.00. Minimum does not apply when full payment is submitted with an order. Checks and money orders should be made out to Digital Equipment Corporation.

Accessing the Tape Path Area

Raise the cabinet top cover by grasping the handle on the top cover and lifting (refer to Figure 5-2). When the top cover is raised far enough, the support arm latches to keep the cover up.

Raise the top cover of the tape transport unit by reaching in through the front panel door and pressing upward at the front area of the top cover.

Cleaning the Tape Path and Related Parts

Using foam-tipped swabs soaked in cleaning fluid, gently wipe the following parts (refer to Figure 5-3).

- Read/write head
- Tachometer roller
- Tape cleaner

CAUTION

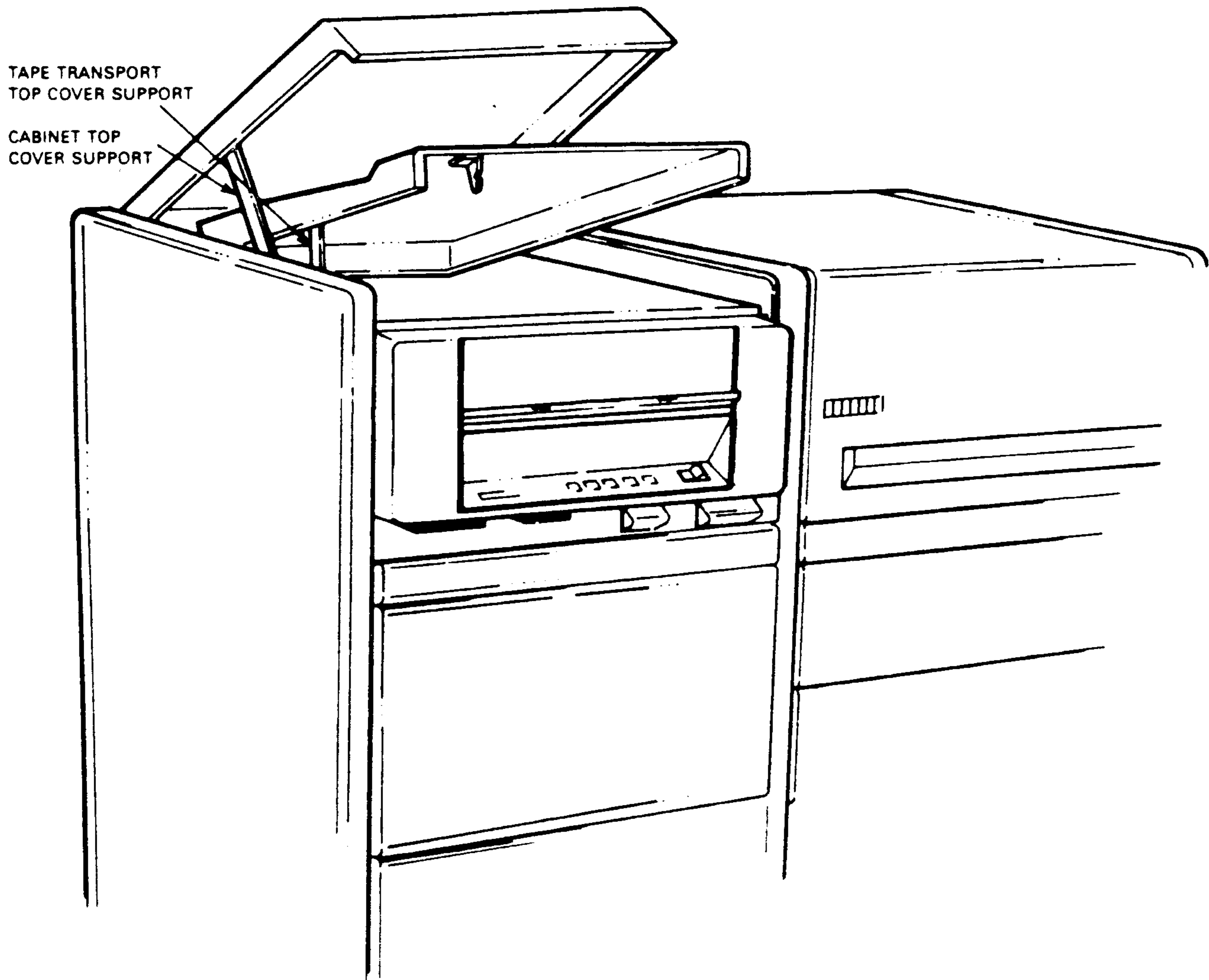
Exercise care to avoid damage to the sharp edges of the blades on the tape cleaner.

- Roller guides (quantity of five)

NOTE

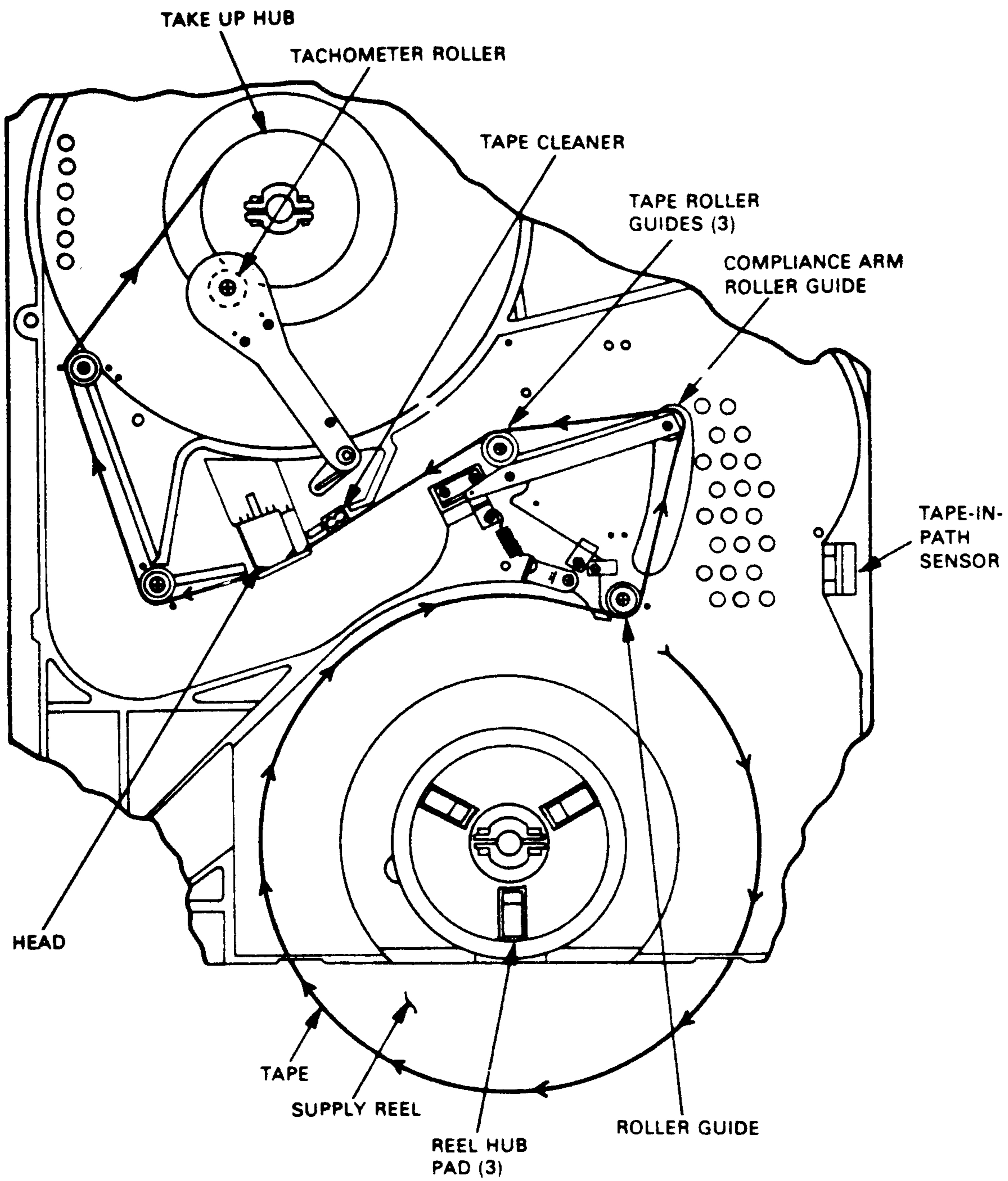
When cleaning the roller guides, the cleaning fluid should contact only the tape-bearing surfaces. This prevents degreasing the roller guide bearing.

- Supply hub pawls (quantity of three)
- Tape path (use the supplied texwipes)



CS-2444

Figure 5-2 Accessing the Tape Path Area



CS-3657

Figure 5-3 Tape Path and Related Parts

Cleaning the Housing

Clean the front panel door and control panel with Miller Stephenson Chemical Company MS-260, Windex™, or an equivalent commercial grade plastic cleaner. Use a clean, lint-free wipe material.

5.2 TSV05 OPERATIONS

The TSV05 subsystem is compatible with TS11/TS04 software in all operating system level functions. Generally, any utility that supports a magtape subsystem (device code MS) supports the TSV05 subsystem. For detailed procedures and examples, refer to the utilities manual for your operating system.

Operation of the TSV05 subsystem may differ slightly from that of the TS11/TS04 at the level of user-written application programs. Refer to Section 5.3 for detailed descriptions of program-accessible TSV05 functions.

5.3 PROGRAMMING

The TSV05 subsystem follows the same programming protocol as the TS11/TS04 subsystem. The nature of the TS05 tape transport dictates that some status bits are redefined. In addition, the TSV05 subsystem has special features not available in the TS11/TS04 subsystem.

5.3.1 Overview

The functions listed in Table 5-2 make up the TSV05 Subsystem Command Set. These commands utilize "command packets" stored in the computer system memory to operate the tape transport and transfer data. Some commands have various subcommands, termed "modes". The interface device registers are used to initiate command packet processing and retrieve basic status. This section describes register manipulation and provides an overview of packet protocol (the format used to transfer commands and data). A detailed description of the commands is provided in Section 5.3.4.

The TSV05 subsystem has four device registers that occupy only two LSI-11 Bus word locations: a Data Buffer (TSDB), a Bus Address Register (TSBA), a Status Register (TSSR), and an Extended Data Buffer (TSDBX). The TSDB is an 18-bit register that is parallel loaded from the LSI-11 Bus or from the TSV05 interface/controller module (M7196) itself. A 16-bit portion of this register is used as a word buffer register; it is written into by the CPU to initiate and operate, and it is written into by the controller logic itself to store data to be transmitted to LSI-11 Bus memory during a Direct Memory Access (DMA) cycle. The TSDB can be loaded from the LSI-11 Bus by three different transfers from the CPU.

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Two transfers are for maintenance purposes (byte transfer, and DATOB at high byte or low byte), and the third is for the normal (word) operation (DATO) to initiate an operation. This register is write-only and is not cleared at power on, subsystem initialize, or bus initialize. This register can be loaded without the tape transport connected, since all controller functions reside within the M7196 interface/controller module.

Table 5-2 TSV05 Assigned Command Modes

Command Name	Mode Name/Description
GET STATUS	Get Status (update the Extended Status registers in the message buffer in memory)
READ	Read Next (Forward) Read Previous (Reverse) Reread Previous (Space Reverse, Read Forward) Reread Next (Space Forward, Read Reverse)
WRITE CHARACTERISTICS	Load Message Buffer Address and Set Device Characteristics
WRITE	Write Data Write Data Retry (Space Reverse, Erase, Write Data)
POSITION	Space Records Forward Space Records Reverse Skip Tape Marks Forward Skip Tape Marks Reverse Rewind
FORMAT	Write Tape Mark Erase Write Tape Mark Retry (Space Reverse, Erase, Write Tape Mark)
CONTROL	Message Buffer Release Rewind and Unload Clean Tape (handled as a NO-OP) Rewind with Immediate Interrupt*
INITIALIZE	Controller/Drive Initialize
WRITE SUBSYSTEM MEMORY	Diagnostic function. Allows test sequences and data patterns to be entered into the controller.

*Extended function, not part of the TS11/TS04 repertoire.

Commands are not written to the TSV05 LSI-11 Bus registers. Instead, command pointers, which point to a command packet somewhere in CPU memory space, are written to the TSDB register. The command pointer is used in the TSV05 subsystem to retrieve words in memory called the "command packet". The words in the command packet instruct the system as to the function to be performed. These words contain any function parameters such as bus address, byte count, record count, and modifier flags.

The TSBA is an 18-bit register (22 bits when the high byte of the TSSR is written to) that is parallel-loaded from the TSDB every time the TSDB is loaded. TSDB bits 15-02 load into TSBA bits 15-02, TSDB bits 01 and 00 load into TSBA bits 17 and 16, and zeros are loaded into TSBA bits 01 and 00 (thereby specifying a modulo-4 address). TSBA bits 17 and 16 are displayed in TSSR bits 09 and 08, respectively. (TSDB can be extended to 22 bits by first loading TSDB bits 18-22 into the high byte of TSSR. The extended features switch (E58-9) must be ON or else bits 18-22 are ignored). The TSBA register is incremented or decremented by two for DMA word transfers, or by one for DMA byte transfers. The two major purposes of the TSBA register are as follows.

- The TSBA is used as a command pointer, pointing to the "functional device registers" (command and message buffers). These are located somewhere in LSI-11 Bus address space. The contents loaded into the TSDB when the TSV05 subsystem is the bus slave is considered the command pointer. In this mode, the TSV05 subsystem receives data (command buffer words) and stores them internally on the M7196 interface/controller module for storage and/or execution.
- The TSBA is used as a data pointer (bus address for DMA), pointing to data buffer areas located somewhere in the LSI-11 Bus address space. In this mode, the controller loads TSBA with data pointer information from internal storage. The contents are then used to point to data buffer areas while transferring tape data between CPU memory and the tape transport. The data pointer is extended to 22 bits (18-21 are zeros) if the TSSR high byte is not first loaded, or if the extended features switch (E58-9) is OFF.

The TSSR is a 16-bit register that is updated only from the M7196 internal logic. It cannot be modified from the LSI-11 Bus. In this register, major system status is observed.

The tape transport, when on-line, is under control of the microprocessor and related microcode within the M7196 interface/controller module. When the transport is off-line, the transport is under control of its own internal logic, which can in turn be controlled by the operator using switches on the front panel.

Before the TSV05 subsystem begins a function, the LSI-11 Bus must assemble a command packet in main memory. The command packet is always four words long, although not all commands use all four of the words in the packet. The words in the command packet may be thought of as the contents of several registers.

- Command Register (CMDR)
- Data Pointer Register (DPR)
- Positive Byte Count Register (BPCR)

The CMDR contains the machine language representation of one of the commands listed in Table 5-2. The DPR contains the address of the data to be manipulated. The DPR consists of two words: a low-order address word containing bits 15-00, and a high-order address word containing either bits 17-16 (for 18-bit addressing) or bits 21-16 (for 22-bit addressing). In the 18-bit addressing mode, bits 01-00 of the DPR high-order address word are used to specify bits 17-16 of the address. If the extended features switch is on, the 22-bit addressing mode can be used.

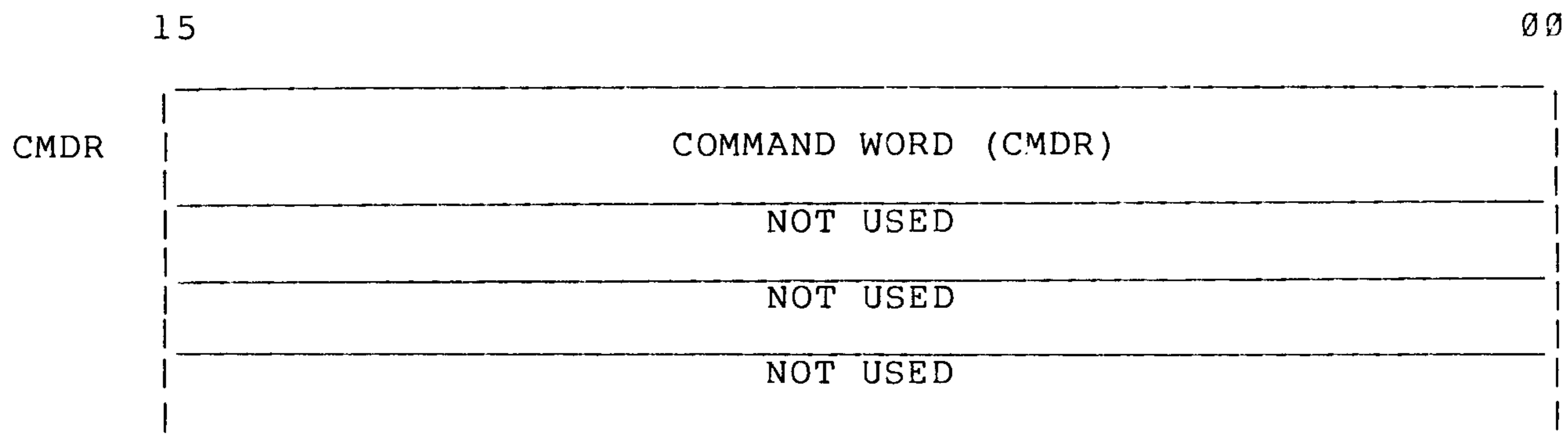
In this case, bits 05-00 of the DPR high-order address word are used to specify address bits 21-16. When the command being used does not involve a data operation, the two DPR words are not used in the command packet (see Figure 5-4).

The BPCR contains the number of items to be manipulated during the operation specified by the command. In a packet that includes DPR words, the BPCR word follows the DPR word. If a packet does not involve a data operation, the BPCR word, if present, follows the command words.

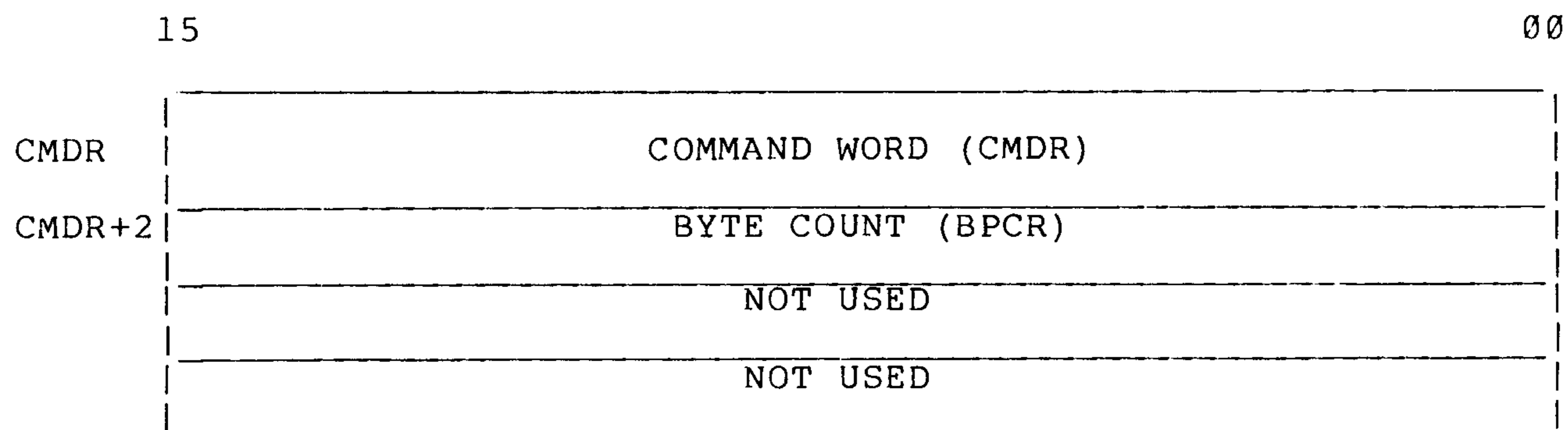
Message packets are issued by the M7196 interface/controller module and built in the host CPU memory space. Subsystem operation requires a message buffer address to be supplied on a write characteristics command. This command must be the first command issued to the subsystem after an initialize. Otherwise, all other commands are rejected.

The command pointer must be an address on a modulo-4 boundary (that is, beginning at octal 0, 4, 10, 14, and so on).

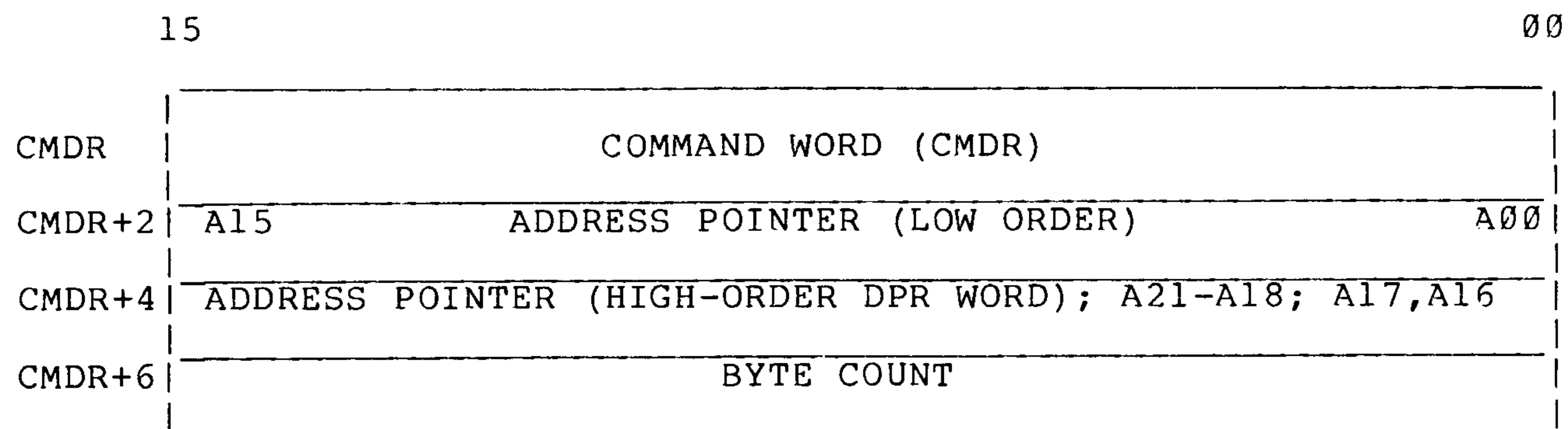
The DPR is eventually loaded into TSBA to be used as the LSI-11 Bus address for DMA transfers. The BPCR is used to indicate the number of bytes (8 bits of data per byte) to be moved to or from the transport during a data transfer. It is also used to specify the number of records in a space record command or the number of files in a skip tape marks command. The CMDR specifies the function to be executed by the subsystem.



a. One-Word Type



b. Two-Word Type



c. Four-Word Type

Figure 5-4 Command Packet Types

5.3.2 Registers

The TSV05 subsystem contains four hardware device registers on the M7196 interface/controller module, and also five "remote" device registers that the controller maintains in a message buffer area of the LSI-11 memory. The hardware registers are:

- LSI-11 TSBA
- LSI-11 TSDB
- TSSR
- TSDBX

The remote registers set up in LSI-11 memory are extended status registers 0-4 (XST0-4). Register formats and bit definitions are presented in the sections that follow.

5.3.2.1 Bus Address Register (TSBA) -- The TSBA is a read-only hardware register located at the first I/O register address. In normal operating mode, it displays the low-order 16 bits of the memory address to be used or being used by the controller to access system main memory (for example, for command buffer fetch, message buffer store, or data transfer). In maintenance mode, it displays data from the "wraparound" tests invoked by writing into TSDB. Figure 5-5 illustrates the TSBA, and Table 5-3 defines the bits.

LSI-11 Bus Address + 0 -- Read-Only

15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
A15	A14	A13	A12	A11	A10	A09	A08	A07	A06	A05	A04	A03	A02	A01	A00
S	S	S	S	S	S	S	S	S	S	S	S	S	S	S	S

Figure 5-5 TSBA Register Format

Table 5-3 TSBA Register Bit Definitions

Bit	Name	Definition
15	A15	Bus address bit 15
14	A14	Bus address bit 14
13	A13	Bus address bit 13
12	A12	Bus address bit 12
11	A11	Bus address bit 11
10	A10	Bus address bit 10
09	A09	Bus address bit 09
08	A08	Bus address bit 08
07	A07	Bus address bit 07
06	A06	Bus address bit 06
05	A05	Bus address bit 05
04	A04	Bus address bit 04
03	A03	Bus address bit 03
02	A02	Bus address bit 02
01	A01	Bus address bit 01
00	A00	Bus address bit 00

Address bits 15 through 00 normally reflect the low-order 16 bits of the 22-bit address used by the controller to access LSI-11 Bus memory. They are loaded by:

1. The CPU when writing a word into TSDB, to define the address of the command buffer for the next operation. TSDB<15:02> are copied into TSBA<15:02>, and TSBA<01:00> are set to "0".
2. The CPU writing into the high byte (DATOB) of TSDB (for a maintenance function). TSDB bits 15-08 are copied into both bytes of TSBA. Data for bits 07-00 is TSDB<15:08>. TSDB bits 08 and 09 are copied into TSSR bits 08 and 09 (A16, A17).
3. The CPU writing into the low byte (DATOB) of TSDB (for a maintenance function). TSDB bits 07-00 are copied to TSBA<07:00>. TSBA <15:08> is then loaded from TSDB bits 07-00.
4. The CPU writing a word (DATO) into TSDB in maintenance mode. (Maintenance mode is entered as a result of Step 2 or 3 above.)
5. The controller, for specifying bits 15-00 of a DMA address. TSBA is not modified by initialize.

5.3.2.2 Data Buffer Register (TSDB) -- The TSDB is, externally, a 16-bit write-only register that is parallel-loaded from the LSI-11 Bus. Internally it is a 22-bit register. It can be loaded from the CPU by four different types of transfers. Two transfers are for maintenance purposes (DATOB to high byte and DATOB to low byte); these place the controller into maintenance mode, which is cleared only by an initialize, and causes the internal data wrap-around functions. The third is for maintenance purposes (DATO word when in maintenance mode). The fourth is for normal operation (DATO word when not in maintenance mode) to specify a command pointer. The 4-bit extension to TSDB is written at the high byte of the TSSR location. These address bits are ignored if the extended features switch is OFF. The extension is cleared after it is issued once and so must be reloaded if extended addressing is used on subsequent command pointers. (It must be loaded before the TSDB is loaded.) It is also cleared by initialize.

The controller responds whenever the TSDB location is written to, but is loaded only when the SSR bit in the TSSR register is set (if SSR is clear, the Register Modification Refused (RMR) bit in TSSR is set). Writing into TSDB clears SSR. After a DATO or DATOB to TSDB (for maintenance data wraparound), SSR momentarily clears, then sets when the data wraparound is performed. An initialize should be performed (that is, write into TSSR) in order to use the controller again for normal operation. Note that entering maintenance mode (by performing a DATOB to either byte of the TSDB) causes the Need Buffer Address (NBA) bit in TSSR to be set and automatic running of the idle-time on line microdiagnostics to be inhibited.

The TSDB register is illustrated in Figure 5-6 and the bits are listed and defined in Table 5-4.

LSI-11 Bus Address + 0 -- Write-Only

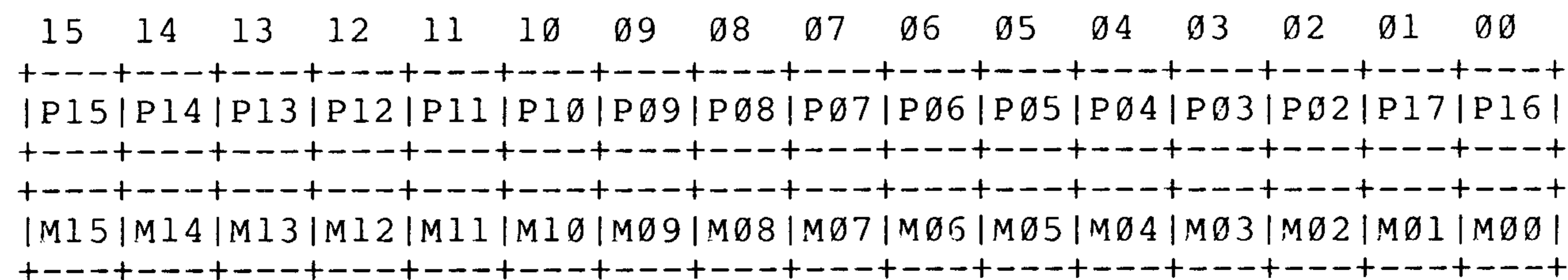


Figure 5-6 TSDB Register Format

Table 5-4 TSDB Register Bit Definitions

Bit	Name	Definition
15-02 01-00	P<15:02> P<17:16> (DATO Word, Normal Mode)	Command Pointer Bits 17-02 -- When the TSDB is written as a word, and SSR=1 and the controller is not in maintenance mode, the data is loaded into bits 17-02 of both the TSBA output file register (for reading onto the LSI-11 Bus) and an internal TSBA register, and command processing commences. TSBA bits 01-00 are cleared to "0" (modulo-4 address). In addition, the extended TSDB register (TSDBX) is loaded into TSBA bits 21-18; TSDBX must be loaded before TSDB.
15-08	M<15:08> (DATOB to High Byte)	Maintenance Data Bits 15-08 for Wraparound to TSBA -- If the wraparound is correct, M<15:08> appears in both bytes of TSBA. A DATOB to TSDB places the controller into maintenance mode.
07-00	M<07:00> (DATOB to Low Byte)	Maintenance Data Bits 07-00 for Wraparound to TSBA -- If the wraparound is correct, M<07:00> appears in both TSBA<07:00> and TSBA<15:08>. A DATOB to TSDB places the controller into maintenance mode.
15-00	M<15:00> (DATO Bits Word in Maintenance Mode)	Maintenance Data Bits 15-00 -- This function can be used for specifying the address used in the low-byte data wrap test. 15-12 are reserved for future maintenance functions and should be written to "0".

5.3.2.3 Status Register (TSSR) -- TSSR is a 16-bit register. Although defined as a read/write register, its contents cannot be directly modified by the LSI-11 Bus. It can be read to examine status, but writing into it causes a hardware initialize of the controller. (A DATOB to the high byte only of the TSSR, however, loads the extended TSDBX.) The contents of the register is modified by the M7196 interface/controller. The register format is illustrated in Figure 5-7. Table 5-5 gives the register bit definitions. If the initialize diagnostic fails, this register has alternate bit definitions.

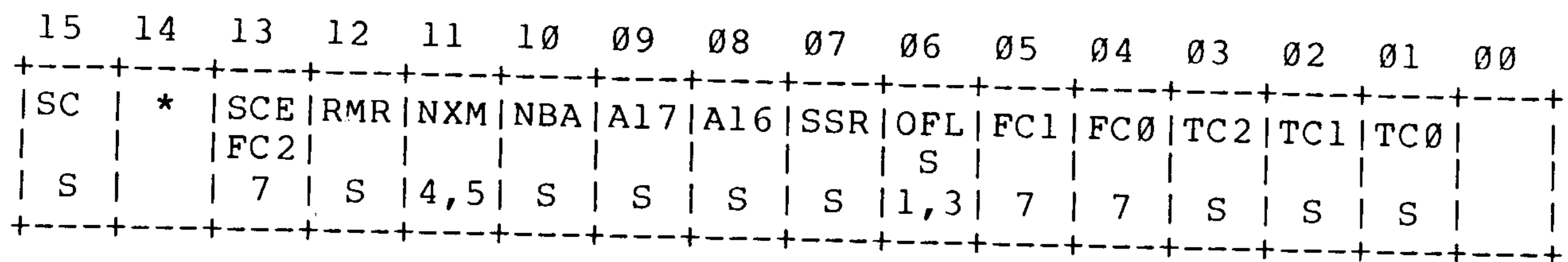


Figure 5-7 TSSR Register Format

Table 5-5 TSSR Register Bit Definitions

Bit	Name	Code	Definition
15	SC	S	Special Condition -- When set, indicates that the last command was not completed without incident: either an error was detected or an exception condition (that is, tape mark on read, reverse motion at BOT, and so on) occurred. Also set by the error bits in TSSR: RMR and NXM. Indicates that the Termination Class (TC) bits are non-zero (unless RMR is the only error -- see RMR). Cleared by initialize unless a self-test error is detected, in which case SC is set.
14	*	--	Not used in TSV05, UPE in TS11.
13	SCE	FC2 7	Sanity Check Error -- Set when the controller detects an internal failure. This is considered serious enough that a message buffer is not sent out. SPE in TS11.
12	RMR	S	Register Modification Refused -- Set when the TSDB is written from the LSI-11 Bus and Subsystem Ready (SSR) is not set. Causes the SC bit to be set but no TC (the TSV05 never sees the data written) because on a system with no bugs, RMR can be set if TSDB is written while an ATTN message is being output. If ATTNs are not enabled, RMR setting indicates a fatal controller problem or a software bug.

Table 5-5 TSSR Register Bit Definitions (Cont)

Bit	Name	Code	Definition
11	NXM	4,5	Nonexistent Memory -- Set when trying to do a DMA transfer to/from a memory location that does not exist (does not respond within 12 μ s). May occur when fetching a command packet, fetching or storing data or storing the message packet.
10	NBA	S	Need Buffer Address -- When set, indicates that the TSV05 needs a message buffer address. Set by initialize and performing a DATOB to the TSDB (that is, to enter maintenance mode). Cleared during the write characteristics command (if a valid address was given). If NBA=1 and any command other than write characteristics is given, the operation is terminated with function reject.
09-08	A<17:16>	S	Address Bits 17-16 -- A17 and A16 display bits 17 and 16 of the internal TSBA register, which holds a command pointer or DMA address. Loaded from TSDB bits 01-00 when TSDB is written.
07	SSR	S	Subsystem Ready -- When set, indicates that the TSV05 is not busy and is ready to accept a new command pointer. Cleared by writing the TSDB. Also cleared by initialize, then set by the controller if the basic microdiagnostics are successfully passed.
06	OFL	S 1,3	Off-Line -- When set, indicates that the TS05 tape transport is off-line and unavailable for any tape motion commands. This bit can cause a TC of 1 (on an ATTN interrupt) or 3 [results in Nonexecutable Function (NEF) status]. This bit does not indicate the current status of the tape transport (updated on command completions).

Table 5-5 TSSR Register Bit Definitions (Cont)

Bit	Name	Code	Definition												
05-04	FC<01:00>	7	<p>Fatal Termination Class Code -- Used to indicate the type of fatal error that occurred on the TSV05. The code is valid only when the SC bit is set and the TC code bits are all set (111); they are clear otherwise. The FCs are:</p> <table border="1"> <thead> <tr> <th>Code</th> <th>Meaning</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Internal diagnostic failure. See the error code byte (XST3) for the failed function. Initialize must be issued for the controller to accept further commands.</td> </tr> <tr> <td>1</td> <td>Reserved</td> </tr> <tr> <td>2</td> <td>Not Used</td> </tr> <tr> <td>3</td> <td>Reserved for detection of power down on transport (not currently implemented).</td> </tr> </tbody> </table>	Code	Meaning	0	Internal diagnostic failure. See the error code byte (XST3) for the failed function. Initialize must be issued for the controller to accept further commands.	1	Reserved	2	Not Used	3	Reserved for detection of power down on transport (not currently implemented).		
Code	Meaning														
0	Internal diagnostic failure. See the error code byte (XST3) for the failed function. Initialize must be issued for the controller to accept further commands.														
1	Reserved														
2	Not Used														
3	Reserved for detection of power down on transport (not currently implemented).														
03-01	TC<02:00>	S	<p>Termination Class Code -- This 3-bit field acts as a word offset value whenever an error or exception condition occurs on a command. Each of the eight possible values of this field represents a particular class of errors or exceptions. The conditions in each class have similar significance and recovery procedures (as applicable). The codes are:</p> <table border="1"> <thead> <tr> <th>Code</th> <th>Meaning</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Normal Termination</td> </tr> <tr> <td>1</td> <td>Attention Condition</td> </tr> <tr> <td>2</td> <td>Tape Status Alert</td> </tr> <tr> <td>3</td> <td>Function Reject</td> </tr> <tr> <td>4</td> <td>Recoverable Error - tape position is one record down tape from start of function.</td> </tr> </tbody> </table>	Code	Meaning	0	Normal Termination	1	Attention Condition	2	Tape Status Alert	3	Function Reject	4	Recoverable Error - tape position is one record down tape from start of function.
Code	Meaning														
0	Normal Termination														
1	Attention Condition														
2	Tape Status Alert														
3	Function Reject														
4	Recoverable Error - tape position is one record down tape from start of function.														

Table 5-5 TSSR Register Bit Definitions (Cont)

Bit	Name	Code	Definition
		Code	Meaning
		5	Recoverable Error -- Tape not moved.
		6	Unrecoverable Error -- Tape position lost.
		7	Fatal Controller Error -- (see fatal class codes).
00	-	-	Not Used

5.3.2.4 Extended Data Buffer Register (TSDBX) -- The TSDBX is a write-only hardware byte register located at the fourth byte address of the TSV05 I/O register block. This address corresponds to the high-order byte of the TSSR register. The TSDBX is used to specify the most significant four bits of a 22-bit command pointer address, and also to allow an automatic tape boot sequence to be performed. TSDBX is written only by a byte-access (DATOB) cycle addressed to the high byte of TSSR. If the extended features switch (E58-9) is OFF when TSDBX is written, only the boot bit is examined; the other bits are ignored.

Figure 5-8 illustrates the format of TSDBX, and Table 5-6 describes each bit.

Assume the extended features switch (E58-9) is ON. Once written, the contents of the least-significant four bits of TSDBX are transferred to bits 18 through 21 of the internal TSBA register for use as a command pointer. The low order 18 bits of the command pointer are specified by writing into the TSDB register, which starts operation and then clears TSDBX. Therefore, a subsequent load of only the TSDB specifies a 22-bit command pointer address with the highorder four bits equal to zero. For the TSDBX register to be properly written, the SSR bit in TSSR must be set; if it is not, the RMR bit is set and no modification to TSDBX occurs. When the TSDBX is written, the SSR bit is not cleared. Therefore, RMR should be checked for, before TSDB is written. Writing the TSDB begins processing on TSDBX. If the boot bit is not set, the command pointed to by the 22-bit TSDB is retrieved, and command processing begins. If the boot bit is set, SSR remains clear until the boot sequence is complete or until an error occurs.

```

LSI-11 Bus Bits:  15  14  13  12  11  10  09  08
Byte Data Bits:  07  06  05  04  03  02  01  00

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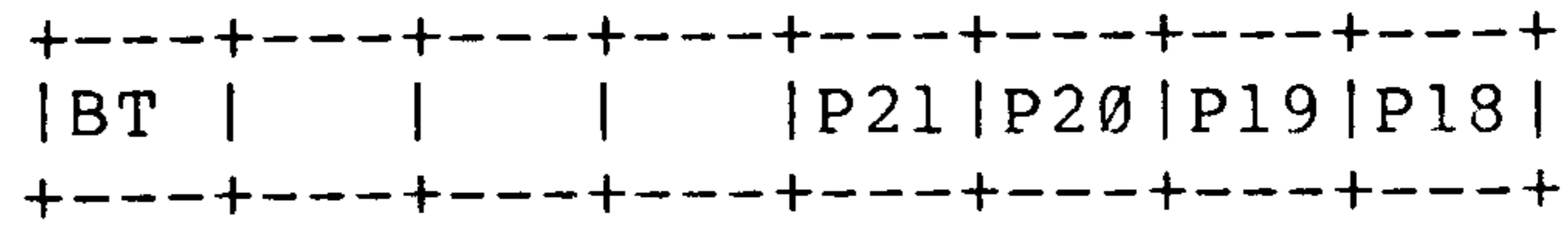


Figure 5-8 TSDBX Register Format

Table 5-6 TSDBX Register Bit Definitions

Bit	Name	Definition
15	BT	Boot Command Bit -- When written to "1", with SSR=1, causes the tape to be rewound to BOT, the first tape record to be skipped, and the second record (only the first 512 bytes of it) to be loaded into CPU memory space starting at location "0".
14-12	-	Reserved -- Should always be written to "0".
11-08	P<21:18>	Command Pointer Bits 21-18 -- When the TSDBX is written, and SSR=1, the data is loaded into bits 21-18 of the internal TSBA register. TSDBX is cleared after TSDB is written, and is also cleared by initialize.

5.3.2.5 Extended Status Register 0 (XST0) -- XST0 appears as the fourth word in the message buffer stored by the TSV05 subsystem upon completion of a command or on an ATTN. Figure 5-9 illustrates the register format, and Table 5-7 describes each bit.

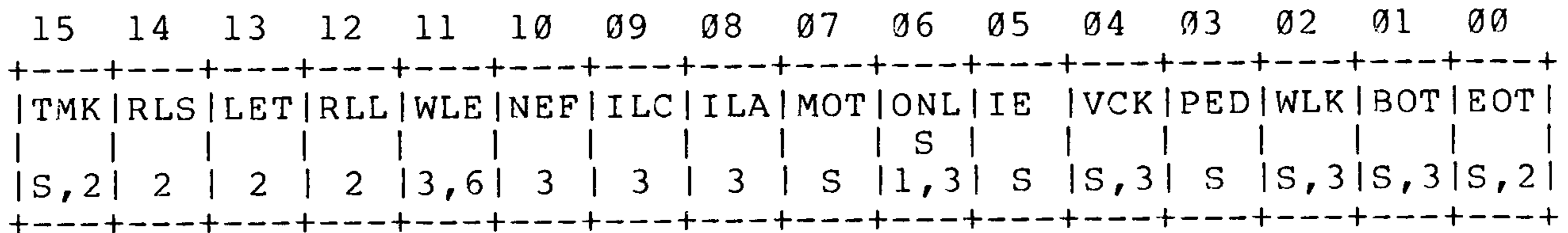


Figure 5-9 XST0 Register Format

Table 5-7 XST0 Register Bit Definitions

Bit	Name	Code	Description
15	TMK	S,2	Tape Mark Detected -- Set whenever a tape mark is detected during a read, space, or skip command, and also as a result of the write tape mark or write tape mark retry commands.
14	RLS	2	Record Length Short -- This bit indicates that either the record length was shorter than the byte count on read operations, a space record operation encountered a tape mark or BOT before the position count was exhausted, or a skip tape marks command was terminated by encountering BOT or a double tape mark (if that operational mode is enabled, see LET) prior to exhausting the position counter.
13	LET	2	Logical End of Tape -- Set only on the skip tape marks command when either two contiguous tape marks are detected, or when moving off of BOT and the first record encountered is a tape mark. The setting of this bit does not occur unless this mode of termination is enabled through use of the write characteristics command.
12	RLL	2	Record Length Long -- When set, indicates that the record read on a read was longer than the byte count specified.
11	WLE	3,6	Write Lock Error -- When set, indicates that a write operation was issued but the mounted tape did not contain a write enable ring.
10	NEF	3	Nonexecutable Function -- When set, indicates that a command could not be executed due to one of the following conditions. <ul style="list-style-type: none"> ● The command specified reverse tape direction but the tape was already at BOT.

Table 5-7 XST0 Register Bit Definitions (Cont)

Bit	Name	Code	Description
			<ul style="list-style-type: none"> • The issuing of any motion command when the Volume Check (VCK) bit is set. • Any command, except get status or drive initialize, when the transport is off-line. • Any write command when the tape does not contain a write enable ring (also causes <u>write lock status - WLE</u>).
09	ILC	3	Illegal Command -- Set when a command is issued and either its command field or its command mode field contains codes that are not supported by the TSV05.
08	ILA	3	Illegal Address -- Set when a command specifies an address of more than 18 bits (when the extended features switch is OFF) or more than 22 bits (when the extended features switch is ON), or an odd address when an even one is required.
07	MOT	S	Motion -- Tape is moving. Indicates that the transport is asserting format busy or rewinding status.
06	ONL	S	On-Line -- When set, indicates that the TS05 tape transport is on-line and operable. A change in this bit can cause a termination class of 1 (ATTN interrupt, if ATTENTIONS are enabled). When clear and a motion command is issued, causes NEF (termination class 3).
05	IE	S	Interrupt Enable -- Reflects the state of the IE bit supplied on the last command.

Table 5-7 XST0 Register Bit Definitions (Cont)

Bit	Name	Code	Description
04	VCK	S	Volume Check -- When set, indicates that the TS05 tape transport has been either powered down or turned offline. Cleared by the Clear Volume Check (CVC) bit in the command header word. This bit can cause a termination class of 3.
03	PED	S	Phase-Encoded Drive -- Always set. Indicates that the TSV05 is capable of reading and writing only phase encoded data.
02	WLK	S,3	Write Locked -- When set, indicates that the mounted reel of tape does not have a write enable ring installed. The tape is, therefore, write protected.
01	BOT	S,3	Beginning of Tape -- When set, indicates that the tape is positioned at the load point as denoted by the BOT reflective strip on the tape.
00	EOT	S,2	End of Tape -- This bit is set whenever the tape is positioned at or beyond the EOT reflective strip. Does not reset until the tape passes over the strip in the reverse direction under program control. If the controller is read buffering (pre-reading records from tape automatically) and the EOT strip is seen, this bit is not set until the program actually requests the record associated with the EOT.

5.3.2.6 Extended Status Register 1 (XST1) -- XST1 appears as the fifth word in the message buffer stored by the TSV05 subsystem upon completion of a command or on an ATTN. Figure 5-10 illustrates the register format, and Table 5-8 describes each bit.

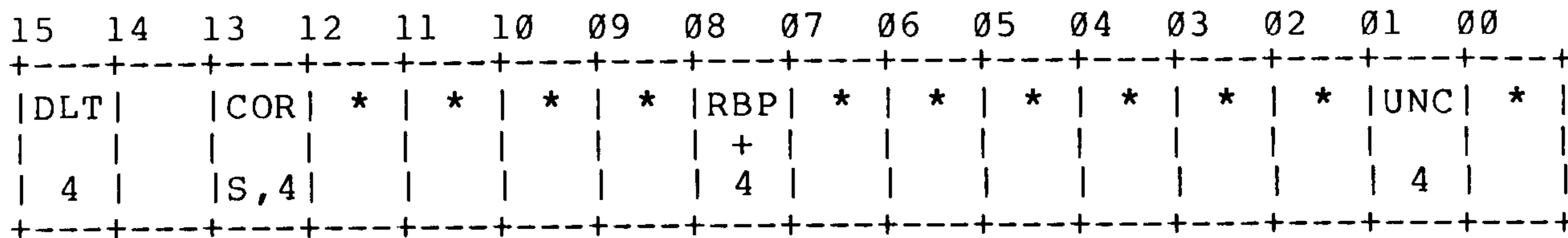


Figure 5-10 XST1 Register Format

Table 5-8 XST1 Register Bit Definitions

Bit	Name	Code	Description
15	DLT	4	Data Late -- Set when the M7196 internal FIFO buffer is full on a read and the tape transport attempts to enter another byte, or when it is empty on a write and the tape transport requests another byte. These conditions occur whenever the LSI-11 Bus latency exceeds the required data transfer rate of the TSV05.
14	-	-	Not used.
13	COR	S,4	Correctable Data -- When set, indicates that a correctable data error has been encountered while reading or writing. On a write, this bit causes a termination class of 4. On a read, the termination class is 0 (no corrective action required).
12-09, 07-02, 00	-	-	Not used by the TSV05; always set to "0". In the TS11, these bits indicate Crease Detected (CRS), Trash in Gap (TIG), Deskew Buffer Fail (DBF), Speed Check (SCK), Invalid Preamble or Postamble (IPR, IPO), Sync Failure (SYN), Invalid End Data (IED), Postamble Short or Long (POS, POL), and Multi-track Error (MTE). The TSV05 tape transport reports any of these errors as hard error, causing the Uncorrectable Data (UNC) bit (bit 01) to be set.
08	RBP	4	Read Bus Parity Error -- Set when the controller detects a parity error on the read data lines of the transport bus (during a read or write). If this

Table 5-8 XST1 Register Bit Definitions (Cont)

Bit	Name	Code	Definitions
			parity error is also detected by the tape transport, the UNC bit is also set. The problem is most likely in the bus drivers in the tape transport, the bus receivers in the controller, or in the tape transport bus cable.
01	UNC	4	<p>Uncorrectable Data or Hard Error -- Set, in tape response to the transport asserting Hard Error, during a read or write to indicate that one of the following has occurred.</p> <ul style="list-style-type: none"> ● False preamble detection ● False postamble detection ● Multichannel dropout ● Parity error without associated channel dropouts (could result from bad write data interface circuit in the controller). ● Loss of data envelope prior to postamble detection. ● Excessive skew

5.3.2.7 Extended Status Register 2 (XST2) -- XST2 appears as the sixth word in the message buffer stored by the TSV05 subsystem upon completion of a command or on an ATTN. Figure 5-11 illustrates the register format, and Table 5-9 describes each bit. Note that the low-order eight bits of this register have special meaning for the write characteristics command. Unlike the TS11, there is no display of dead tracks, or residual capstan tick count.

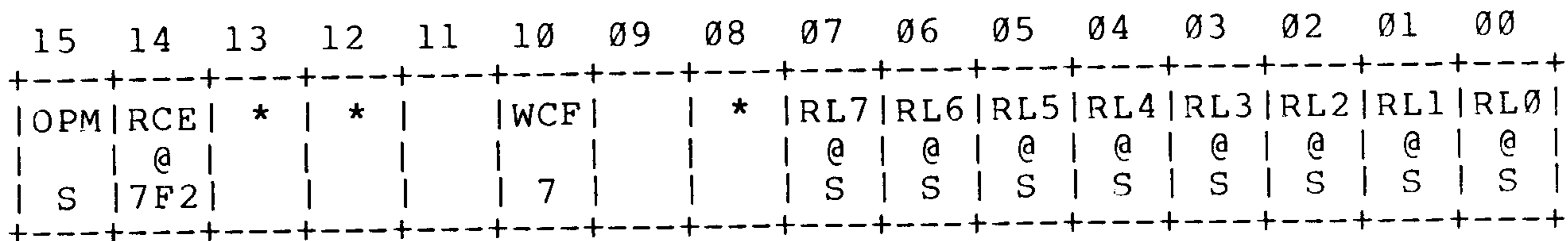


Figure 5-11 XST2 Register Format

Table 5-9 XST2 Register Bit Definitions

Bit	Name	Code	Description
15	OPM	S	Operation in Progress -- (Tape moving.)
14	RCE	@	RAM Checksum Error -- Set on a read or write when the checksum of a data block extracted from the M7196 internal RAM does not match the checksum computed when the data was entered. Causes fatal termination. This bit is Silo Parity (SIP) in the TS11.
13, 12,	-	*	Not used by the TSV05; always set to "0". In the TS11, bit 13 is serial 08 bus parity at drive, bit 12 is capstan acceleration fail, and bit 08 is parity dead track.
11,09	-	-	Not used.
10	WCF	7	Write Clock Failure -- Set during a write to indicate that the M7196 internal FIFO buffer is not being emptied by the tape transport.
07-00 07-00	RL	@	Revision Level -- On a write characteristics command, this field displays the settings of the extended features enable switch (bit 07), the buffering enable switch (bit 06), and the micro-code revision level (bits 05-00). On all other commands, bits 02-00 show the unit number of the currently selected transport.

5.3.2.8 Extended Status Register 3 (XST3) -- XST3 appears as the seventh word in the message buffer stored by the TSV05 subsystem upon completion of a command or on an ATTN. Figure 5-12 illustrates the register format, and Table 5-10 describes each bit.

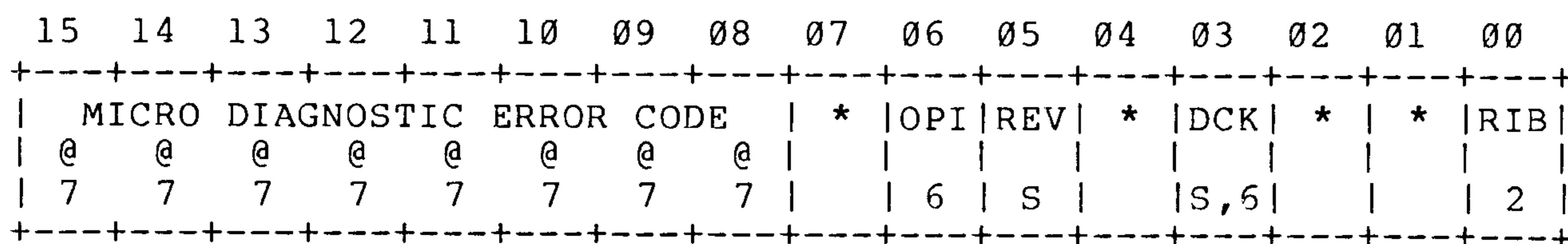


Figure 5-12 XST3 Register Format

Table 5-10 XST3 Register Bit Definitions

Bit	Name	Code	Description
15-08	MDE	7	Microdiagnostic Error Code -- This field is encoded by the controller to indicate various failures detected by the microprogram. Detections can occur during the running of internal on-line tests during idle periods (for example, RAM FIFO failures). Once an error occurs, an initialize must be issued to use the controller again.
07	-	*	Not used by the TSV05. In the TS11, this bit is Tension Arm Limit Exceeded (LMX).
06	OPI	6	Operation Incomplete -- Set when read, space, or skip operation moves about 8 m (25 ft) of tape without detecting any data on the tape.
05	REV	S	Reverse -- Set when the current operation causes reverse tape motion (includes the retry commands as well as simply reverse read, space, and so on); clear when operation is forward or rewind.
04	-	*	Not used by the TSV05. In the TS11, this bit is Capstan Response Failure (CRF).
03	DCK	S,6	Density Check -- Set when a PE Identification Burst (IDB) is not detected while moving off of BOT. A read, space or skip, however, completes (if no other errors occur) to allow tapes with the IDB wrong to be read.
02,01		*	Not used by the TSV05; always set to "0". Bit 02 is used by the TS11 to indicate that a noise bit was detected during an erase. Bit 01 is used by the TS11 to indicate that a limit switch was activated.
00	RIB	2	Reverse Into BOT -- When set, indicates that a read, space, skip, or retry command already in progress encounters the BOT marker when moving tape in the reverse direction. Tape motion halts at BOT.

5.3.2.9 Extended Status Register 4 (XST4) -- XST4 appears as the eighth word in the message buffer stored by the TSV05 subsystem upon completion of a command or on an ATTN. Figure 5-13 illustrates the register format, and Table 5-11 describes each bit. Note that for this word to be stored, the extended features option must be enabled, and the message buffer extent parameter specified in the write characteristics command must be increased by 2 over the normal TS11 specification.

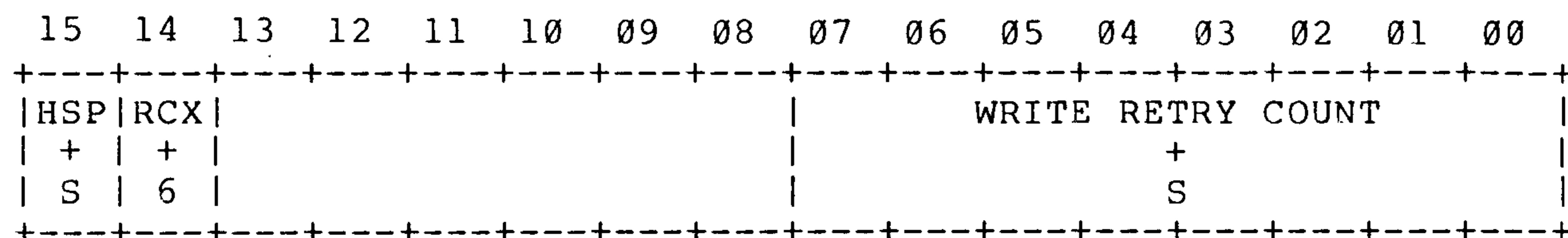


Figure 5-13 XST4 Register Format

Table 5-11 XST4 Register Bit Definitions

Bit	Name	Code	Description
15	HSP	S	High Speed -- When set, indicates that the tape transport is operating in high-speed mode 254 cm/s (100 in/s). When clear, the transport is operating in low-speed mode 64 cm/s (25 in/s).
14	RCX	6	Retry Count Exceeded -- When set, indicates that the controller is buffering write data and cannot successfully output the buffered record within the specified number of retries. Causes tape position lost termination.
13-08	-	-	Reserved -- Always set to "0".

Table 5-11 XST4 Register Bit Definitions (Cont)

Bit	Name	Code	Description
07-00	WRC	S	Write Retry Count Statistic -- When the controller is buffering write data records, this field indicates the total number of controller-initiated retries performed in order to write the previous buffered record. This count is cleared after it is displayed. For example, consider the situation in which: (1) buffering is in operation and record N is in RAM (the controller has given successful termination for record N), (2) the write command for record N+1 has been issued to the controller but the controller has not yet accepted the command, and (3) the controller must perform M retries to finally write record N successfully. In this situation, M appears in the WRC field when termination of record N+1 is finally given.

5.3.2.10 Summary of Registers -- The formats of the hardware and remote (software-determined) registers discussed in the preceding sections are summarized in Figures 5-14 and 5-15. Figure 5-16 shows the format of the command registers implemented by the LSI-11 CPU when it builds a command packet.

	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
	+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+															
	A15 A14 A13 A12 A11 A10 A09 A08 A07 A06 A05 A04 A03 A02 A01 A00															
TSBA (R/O)	S	S	S	S	S	S	S	S	S	S	S	S	S	S	S	S
	+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+															
TSDB (W/O)	P15	P14	P13	P12	P11	P10	P09	P08	P07	P06	P05	P04	P03	P02	P01	P00
	+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+															
TSSR (R/W)	SC	*	SCE	RMR	NXM	NBA	A17	A16	SSR	OFL	FC1	FCO	TC2	TC1	TC0	
	S		@						S							
	S		&	S	4,5	S	S	S	S	1,3	7	7	S	S	S	
	+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+															
	+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+															
TSDBX (W/O)	BT					P21	P20	P19	P18	(TSDBX exists only on the TSV05)						
	+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+															

Legend:

- * = Bit defined for TS11 but normally set to "0" by TSV05.
- @ = Bit defined for TS11 but has similar but slightly different meaning for TSV05.
- S = Status bit, not necessarily associated with a particular termination class.
- 1-7 = Termination class code associated with this bit.

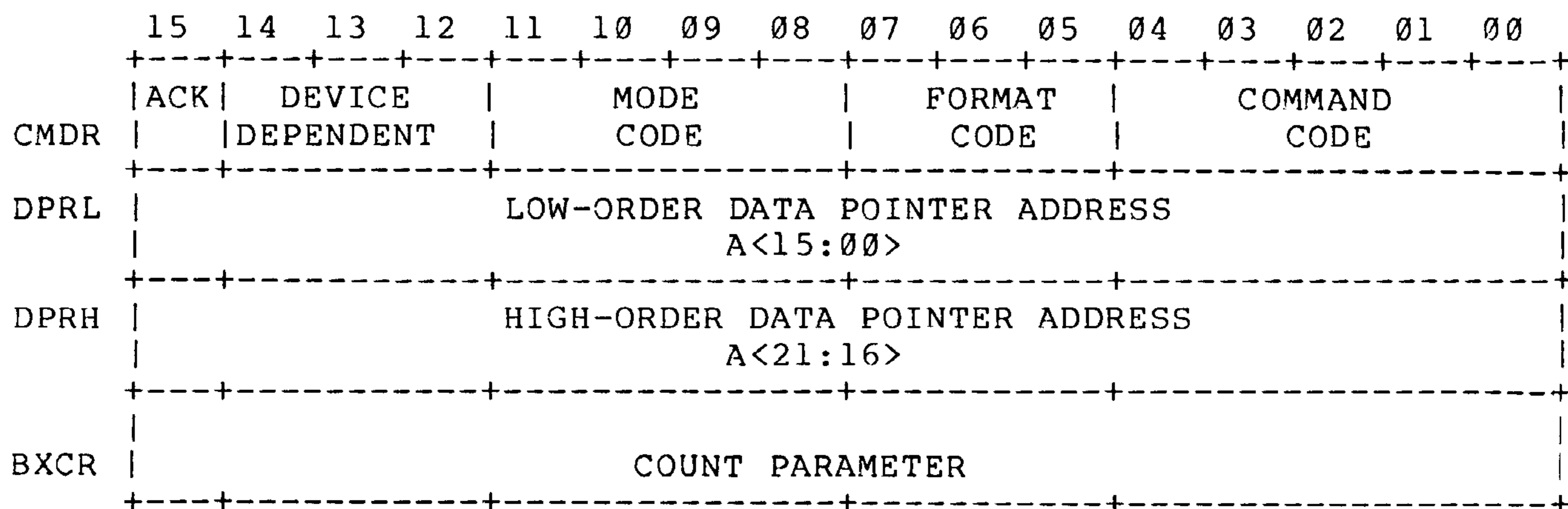
Figure 5-14 TSV05 Hardware Device Registers

	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00	
XST0	TMK	RLS	LET	RLL	WLE	NEF	ILC	ILA	MOT	ONL	IE	VCK	PED	WLK	BOT	EOT	
	S,2	2	2	2	3.6	3	3	3	S	1,3	S	S,3	S	S,3	S,3	S,2	
XST1	DLT	COR	*	*	*	*	RBP	*	*	*	*	*	*	*	UNC	*	
	4	S,4					4	+							4		
XST2	OPM	RCE	*	*	WCF		*	RL7	RL6	RL5	RL4	RL3	RL2	RL1	RL0		
	S	@			7			@	@	@	@	@	@	@	@		
XST3	MICRO DIAGNOSTIC ERROR CODE							*	OPI	REV	*	DCK	*	*	RIB		
	@	@	@	@	@	@	@										
	7	7	7	7	7	7	7		6	S		S,6				2	
XST4	HSP	RCX															
	+	+															
	S	6															

Legend:

- * = Bit defined for TS11 but normally set to "0" by TSV05.
- @ = Bit defined for TS11 but has similar but slightly different meaning for TSV05.
- + = Bit not defined (unused) in TS11.
- S = Status bit, not necessarily associated with a particular termination class.
- 1-7 = Termination class code associated with this bit.
- XST4 = Extended status register 4 not defined for TS11; available in TSV05 when message buffer extent is increased.

Figure 5-15 TSV05 Extended Status Registers



NOTE
Not all words are required for all commands.

Figure 5-16 TSV05 Command Register Format

5.3.3 Packet Processing

The CPU passes control information to the controller by a command packet in the command buffer area (for example, a sequential series of control words) in CPU memory space. Similarly, the controller passes status information to the CPU by a message packet in the message buffer area in CPU memory space. A command is initiated by the CPU by specifying to the controller the location of the command buffer (by writing TSDBX/TSDB). The controller then becomes "busy", fetches the command and associated parameters from the command buffer, executes the command, deposits status into the message buffer, and finishes by becoming idle. The CPU then examines the TSSR hardware register and the message buffer to determine the success or failure of the command. Every command is handled in this basic manner. The following sections discuss buffer control, message buffer format, and attention handling.

The basic "packet protocol" scheme implemented by the TSV05 subsystem is identical to that implemented by the TS11/TS04 magtape system. There are, however, differences in some of the information passed between controller and CPU. These differences are in the form of extra command modes and extra or differing status fields implemented by the TSV05 subsystem when the extended features switch is set. There is also a difference in operation of the write subsystem memory diagnostic command, whether or not extended features are enabled. These differences are discussed within the descriptions of the individual commands. The basic protocol, however, does not change.

5.3.3.1 Buffer Ownership and Control -- To prevent the controller from updating the message buffer while the CPU is reading it, or the CPU from updating the command buffer while the controller is reading it, the concept of "ownership" is defined. Each buffer may be owned by the controller or the CPU, but not by both. Ownership of a buffer is transferred only by the current owner.

There are four different combinations of transferring the two buffers in the two directions.

- Command Buffer: CPU to Controller, by the CPU.
- Command Buffer: Controller to CPU, by the Controller.
- Message Buffer: CPU to Controller, by the CPU.
- Message Buffer: Controller to CPU, by the Controller.

Table 5-12 describes the buffer transfer operations.

An initialize aborts any current operation and gives ownership of both the command buffer and the message buffer to the CPU.

Table 5-12 Buffer Ownership Transfers

Buffer	Direction	Transfer Method
Command Buffer	CPU to Controller	The CPU transfers ownership of the command buffer to the controller by writing the address of the command buffer into the TSDB register. This clears the SSR bit in TSSR.
Command Buffer	Controller to CPU	The controller transfers ownership of the command buffer back to the CPU by depositing a message packet (in the message buffer) that has the Acknowledge (ACK) bit set in the message header word. After the message is deposited by the controller, it sets the SSR bit in TSSR to indicate that the message is in the message buffer. If the message does not contain the ACK bit set, the CPU knows that the controller did not see the last command buffer and that the CPU still owns the command buffer. The command may be reissued by the CPU.

Table 5-12 Buffer Ownership Transfers (Cont)

Buffer	Direction	Transfer Method
Message Buffer	CPU to Controller	The CPU transfers ownership of the message buffer to the controller by setting the ACK bit in the command buffer and then initiating the command by writing into TSDB. If the command buffer does not contain the ACK bit, the controller knows that the CPU did not see the last message buffer and the controller still owns it. The controller, in response to the CPU writing into TSDB, sets SSR and performs an interrupt [if the Interrupt Enable (IE) bit is set] without sending out a message, since it does not own the buffer.
Message Buffer	Controller to CPU	The controller transfers ownership of the message buffer to the CPU by writing the message buffer and setting the SSR bit. This happens at one of two times. <ol style="list-style-type: none"> 1. At the end of a command. 2. By outputting an ATTN message. In this case, SSR is already "1" because an ATTN only happens when the controller is inactive. Therefore, the controller clears SSR, outputs the message, and then sets SSR again (and interrupts if the IE bit was set on the message buffer release command that gave control of the message buffer to the controller). Note that for an ATTN to occur, the Enable Attention Interrupt (EAI) bit must have been set in the previous write characteristics command.

During normal command processing, the ownership of both buffers passes simultaneously, first from CPU to controller (at the start of command processing, when the CPU writes a command pointer into the TSDB register), and then from controller to CPU (upon completion of the command).

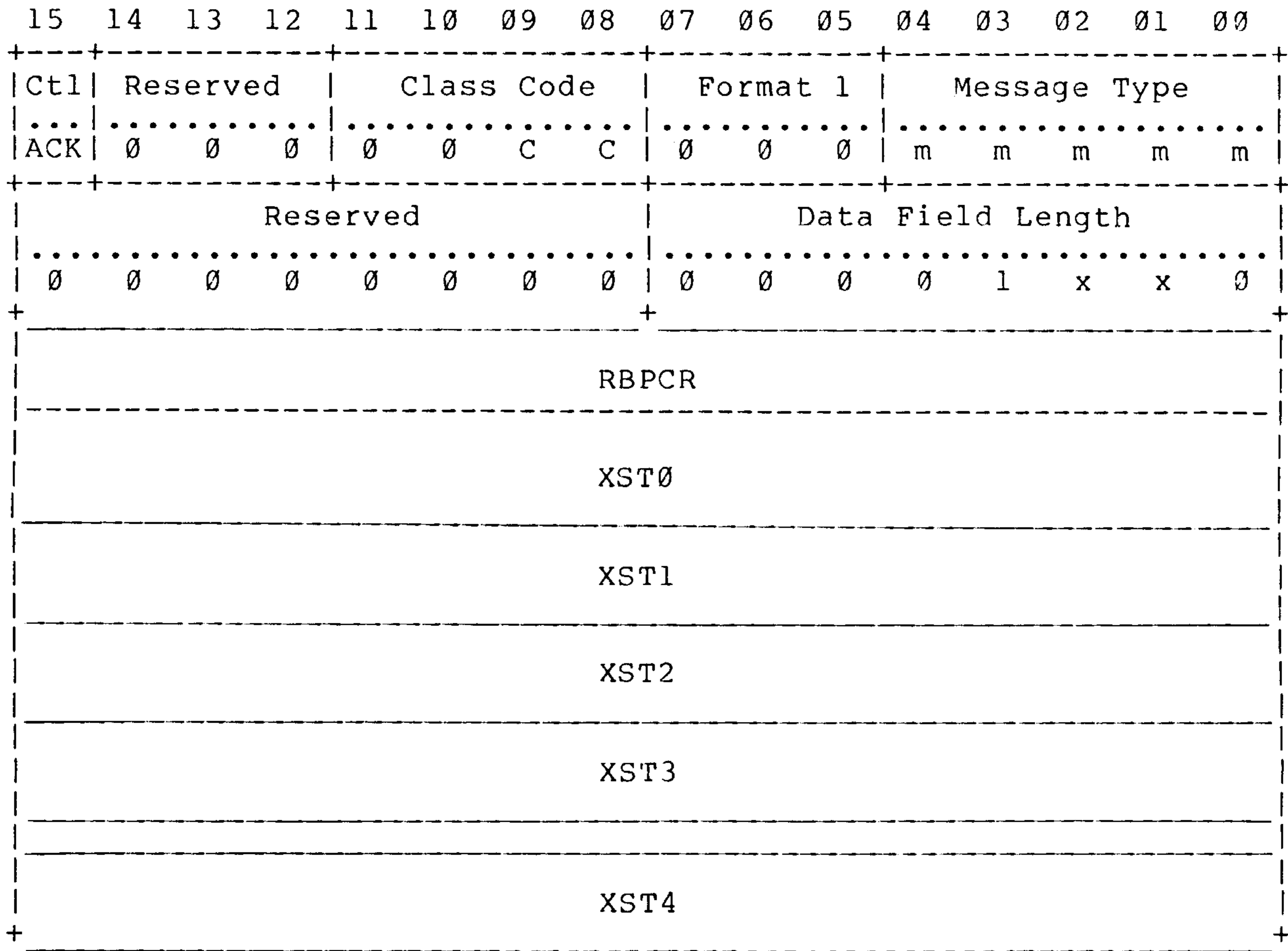
5.3.3.2 Buffer Control on Attentions -- An ATTN is enabled by the CPU by setting up the appropriate characteristics mode word on the write characteristics command. It allows the controller to flag exceptional conditions (change in transport on-line/off-line status and microdiagnostic self-test errors) when the controller is in the idle state (not executing a command). If an ATTN condition occurs and the controller does not own the message buffer, the controller queues the ATTN internally. Then, when the CPU releases the message buffer on the next command (with the ACK bit set), the controller outputs the ATTN message with the ACK bit 00 in the message header word to indicate that the command was lost (except for the transference of ownership of the message buffer to the controller). In this case, the controller refuses to accept ownership of the command buffer. The CPU then, still owns the command buffer (because the controller did not accept the command) and also owns the message buffer now filled with an ATTN message. If the CPU still wants to do the ignored command, the CPU must re-issue the command (with the ACK bit set). Exceptions to this procedure are the write characteristics command and write subsystem memory command, which are executed regardless of a pending ATTN. These exceptions are necessary to allow the software to specify a message buffer address, control enabling of ATTNs, and perform diagnostics.

Consider the case in which the CPU wants to be notified of change in status or a microdiagnostic error while the controller is inactive for a long period of time. To accomplish this, the controller must own the message buffer for that entire period of time. Normally, the controller gives up ownership of the message buffer at the end of a command. However, for enabling ATTN messages, ownership of the message buffer is transferred to the controller via the message buffer release command. This is a special command that tells the controller not to give ownership of the message buffer back to the CPU at the end of the command. The controller does not output a message at the end of this command, but just updates the TSSR register (with the SSR bit set) and interrupts (if the IE bit was set in the command and such an interrupt was enabled by the Enable Release Interrupt (ERI) bit in the previous write characteristics command. The controller then maintains ownership of the message buffer until an ATTN condition is seen, and then immediately clears SSR, outputs the ATTN message (with the ACK bit not set since the controller is not responding to a command), and then sets SSR and interrupts the CPU (if the IE bit was set on the message buffer release command). In this condition, the CPU owns the command buffer and the controller owns the message buffer. If the controller outputs an ATTN message, ownership of the message buffer is passed to the CPU. At that time the system is back to the state of the CPU owning both buffers. Another ATTN is not done until the CPU does a command with the ACK bit set to release ownership of the message buffer containing the ATTN message.

If the CPU has done a message buffer release command and wants to do another command but has not received an ATTN from the controller (so that the controller still owns the message buffer from the message buffer release command), the CPU can do a command without the ACK bit set in the command buffer. At the time the command is issued, the CPU does not own the message buffer so the CPU cannot release the message buffer. If the CPU does set the ACK bit, nothing happens except the CPU might miss an ATTN if the controller was sending out an ATTN message at the same time that the CPU was issuing the command.

It is possible that the CPU may attempt to initiate a new command at or near the same time that the controller attempts to output an ATTN message. (The command must not have the ACK bit set since the CPU does not own the message buffer.) If the CPU writes the TSDB register while SSR is clear during an ATTN, the RMR error bit is set and that command is ignored. The ATTN message does not have the ACK bit set since the controller does not own the command buffer. Note that RMR may set in this way on a bug-free system. All other settings of RMR indicate a software bug (the CPU tried to do a command before the previous command was finished). If the CPU command is lost because the controller is outputting an ATTN message, VCK and IE are not updated. If the CPU command is rejected (illegal command, and so on) and not ignored, VCK and IE are updated to the start of the rejected command.

5.3.3.3 Message Packet Format -- Figure 5-17 illustrates the format of the message packet in the message buffer. This format is used for all messages, whether at an end of a command or for an ATTN. The message consists of a header word, a data field length word, a residual byte/record/tape-mark count word, and either four or five extended status registers. Normally, only four extended status registers are provided. The fifth one (XST4) is available only when the extended features mode function of the controller is enabled. Table 5-13 describes the message packet.



NOTE

XST4 is not part of a TS11-compatible message buffer. It is available only when the Extended Features mode is enabled.

Figure 5-17 Message Packet Format

Table 5-13 Message Packet Field Definitions

Word	Bit	Description																					
1 (Header)	15	ACK (Acknowledge) -- This bit is set by the TSV05 to inform the CPU that the command buffer is now available for any pending or subsequent command packets. On an ATTN message, this bit is not set since the controller does not own the command buffer.																					
	14-12	Reserved -- These bits are reserved for future expansion. They always appear as zero.																					
	11-08	Class Code Field -- These bits define the class of failure determined for the rest of the message buffer when the message type field is not indicating a normal END message. The codes are:																					
		<table border="1"> <thead> <tr> <th>Message Type</th> <th>Class Code</th> <th>Definition</th> </tr> </thead> <tbody> <tr> <td>ATTN</td> <td>0000</td> <td>On-line or off-line.</td> </tr> <tr> <td>ATTN</td> <td>0001</td> <td>Microdiagnostic failure.</td> </tr> <tr> <td>FAIL</td> <td>0000</td> <td>Not used. (On the TS11, this code indicates a bad packet due to a serial bus parity error.)</td> </tr> <tr> <td>FAIL</td> <td>0001</td> <td>Illegal Command (ILC), Illegal Address (ILA), or NBA on a tape motion command.</td> </tr> <tr> <td>FAIL</td> <td>0010</td> <td>Write-lock error on nonexecutable function.</td> </tr> <tr> <td>FAIL</td> <td>0011</td> <td>Microdiagnostic error.</td> </tr> </tbody> </table>	Message Type	Class Code	Definition	ATTN	0000	On-line or off-line.	ATTN	0001	Microdiagnostic failure.	FAIL	0000	Not used. (On the TS11, this code indicates a bad packet due to a serial bus parity error.)	FAIL	0001	Illegal Command (ILC), Illegal Address (ILA), or NBA on a tape motion command.	FAIL	0010	Write-lock error on nonexecutable function.	FAIL	0011	Microdiagnostic error.
Message Type	Class Code	Definition																					
ATTN	0000	On-line or off-line.																					
ATTN	0001	Microdiagnostic failure.																					
FAIL	0000	Not used. (On the TS11, this code indicates a bad packet due to a serial bus parity error.)																					
FAIL	0001	Illegal Command (ILC), Illegal Address (ILA), or NBA on a tape motion command.																					
FAIL	0010	Write-lock error on nonexecutable function.																					
FAIL	0011	Microdiagnostic error.																					
	07-05	Packet Format 1 Field -- The single value supported by the TSV05 is 000, which specifies a one-word message header.																					

Table 5-13 Message Packet Field Definitions (Cont)

Word	Bit	Description															
1 (Header)	04-00	<p>Message Type Code -- This field, together with the format field, indicates the format and length of message packets. For the TSV05 (and TS11), the message type is of the form 10xxx, which indicates that the message contains a header word, a data-Cont'd length word, and then xxx data/status words. This field indicates the general type of message contained in the buffer and is related to the termination class code appearing in the TSSR register as follows.</p> <table border="1"> <thead> <tr> <th>Termination Class Code</th> <th>Message Type</th> <th>Definition</th> </tr> </thead> <tbody> <tr> <td>0,2</td> <td>10000</td> <td>End</td> </tr> <tr> <td>3</td> <td>10001</td> <td>Fail</td> </tr> <tr> <td>4,5,6,7</td> <td>10010</td> <td>Error</td> </tr> <tr> <td>1,7</td> <td>10011</td> <td>Attention</td> </tr> </tbody> </table>	Termination Class Code	Message Type	Definition	0,2	10000	End	3	10001	Fail	4,5,6,7	10010	Error	1,7	10011	Attention
Termination Class Code	Message Type	Definition															
0,2	10000	End															
3	10001	Fail															
4,5,6,7	10010	Error															
1,7	10011	Attention															
2 (Data Length)	15-08	Reserved -- This field is reserved for future expansion. It always appears as "0".															
	07-00	Data Field Length -- This field specifies how many bytes of information follow this word in the message packet. Normally, with the extended features mode of the TSV05 disabled, this field contains a value of 12 (binary 00001010), indicating that the packet contains the RBPCR plus four extended status registers. With the extended features mode enabled, this field contains a value of 14 to indicate that an additional extended status register (XST4) is supplied.															

Table 5-13 Message Packet Field Definitions (Cont)

Word	Bit	Description
3 (RBPCR)	15-00	Residual Byte/Record/File Count Register -- After a read command, this word contains the difference between the number of bytes specified in the command and the number of bytes actually transferred from tape. In other words, this register indicates by how much the tape record fell short of the expected length. After a space records or skip tape marks command, this register contains the difference between the number of records or tape marks specified in the count word of the command and the number of records or files actually skipped. Note that spacing and skipping operations can terminate before the count is exhausted for a variety of reasons (tape mark, BOT, and so on).
4 (XST0)	15-00	Extended Status Register 0 -- See Section 3.3.2.5 for a description of this register.
5 (XST1)	15-00	Extended Status Register 1 -- See Section 3.3.2.6 for a description of this register.
6 (XST2)	15-00	Extended Status Register 2 -- See Section 3.3.2.7 for a description of this register.
7 (XST3)	15-00	Extended Status Register 3 -- See Section 3.3.2.8 for a description of this register.
8 (XST4)	15-00	Extended Status Register 4 -- See Section 3.3.2.9 for a description of this register. Note that this register is not supplied in TS11 compatibility mode (extended features disabled).

5.3.3.4 General Status Handling Information -- Table 5-14 summarizes the relationship between the termination class code appearing in the TSSR register and the message type code appearing in the header word of the message buffer after a message packet has been deposited by the controller.

Table 5-14 Termination Class/Message Type Relationship

TC2-Ø Value	Offset	Message Type	Meaning
Ø	ØØ	END (2Ø)	Normal Termination -- The operation is completed without incident.
1	Ø2	ATTN (23)	Attention condition -- This code indicates that the drive has undergone a status change, such as going off-line or coming on-line.
2	Ø4	END (2Ø)	Tape Status Alert -- A status condition is encountered that may have significance to the program. Bits of interest in the extended status registers include TMK, EOT, and RLL.
3	Ø6	FAIL (21)	Function Reject -- The specified function was not initiated. Bits of interest include OFL, VCK, BOT, WLE, ILC, and ILA.
4	1Ø	ERROR (22)	Recoverable Error -- Tape position (22) is a record beyond what its position was when the function was initiated. Suggested recovery procedure is to log the error and issue the appropriate retry command.
5	12	ERROR (22)	Recoverable Error -- Tape position has not changed. Suggested recovery procedure is to log the error and reissue the original command.
6	14	ERROR (22)	Unrecoverable Error -- Tape position has been lost. No valid recovery procedures exist unless the tape has labels or sequence numbers. Recovery is handled by the specific application program.
7	16	ATTN (23) or ERROR (22)	Fatal Subsystem Error -- The subsystem is incapable of properly performing commands, or at least its integrity is seriously questionable. Refer to the fatal class code field in the TSSR register for additional information on the type of fatal error.

The following points should be noted in reference to status and error handling.

1. Error bits in the TSSR register (SC and RMR) are cleared by successfully loading a command pointer into the TSDB register and by successfully depositing an END message.
2. All commands (even the get status command) clear the internal copy of each error bit in the extended status registers except bits 15-08 of XST3 (microdiagnostic error code). Therefore, a get status command does not return the error bits as set up by a previous tape operation.
3. A read operation that encounters a TMK does not transfer any data and gives a tape status alert termination. The TMK and RLS status bits are set, and the RBPCR word in the message buffer contains the original byte count as specified in the command.
4. A space records operation automatically terminates when a TMK is traversed, and the TMK status bit is set. Also, RLS is set if the record count is not decremented to zero.
5. A skip tape marks operation automatically terminates when two consecutive tape marks are encountered and the "Enable Skip Stop" (ESS) mode is enabled via the write characteristics command. RLS is set if the count is not decremented to zero. The same is also true if a tape mark is the first record off BOT and both the ESS and ENB bits were set in the previous write characteristics data word.
6. Every write, write retry, write tape mark, write tape mark retry, and erase command that is executed at or beyond the EOT marker results in a tape status alert termination. The internal EOT status bit remains set until logically passed over in the reverse direction (rewind, reverse read, reverse space, and so on). The EOT status bit is not specifically identified with a particular record.
7. A read reverse, space reverse, reverse, or skip tape marks reverse command that encounters BOT after the operation is underway results in a tape status alert termination (the RIB status bit is set).
8. If a read reverse, space records reverse, or skip tape marks reverse command is issued while the tape is already at BOT, a function reject (nonexecutable function) status is returned.

9. When a normal rewind command is issued, the termination message and interrupt does not occur until the tape reaches BOT and has stopped. If the tape space is already at BOT when the command is issued, the transport is still commanded to rewind to make sure the tape is properly positioned.
10. When a rewind with immediate interrupt is issued, the controller commands the transport to rewind, checks for proper status, and then issues an interrupt and END message for normal termination. If a new tape motion command is issued to a rewinding unit, the controller waits until the tape is rewound to BOT before proceeding with the new command. During execution of a rewind with immediate interrupt, the MOT bit in XST0 is set if a get status command is performed.
11. Any write function issued at BOT (including erase, which results in the DCK bit being set) causes a termination of that command with a TSSR termination class code of 6 set to indicate an unrecoverable error. Normally, a write function causes the PE Identification (ID) burst to be written off BOT, and the controller checks for the appropriate status signal from the transport. Therefore, if DCK is set on a write off BOT, a serious transport or controller problem exists.
12. If a DCK condition is detected during a read, space, or skip function, the DCK bit is set but the operation is not aborted. If DCK is the only error status bit set during the operation, normal termination is reported. This allows tapes with good data but bad density check (ID) areas to be read. If, in fact, a tape of the wrong density is mounted, other errors are reported and the operation stopped.
13. Note that if you begin reading a tape, get a DCK with no other errors, and then append data to the tape, the write gets a termination class code of 6, indicating that tape position is lost because DCK remains set. The whole tape should be copied over so that drives that depend on the ID burst are able to read the tape.
14. Certain failures can result in no interrupt even though the specified command had IE set. These failures include Nonexistent Memory Error (NXM), since the failure could have occurred before the IE bit was fetched from the command packet.

15. The following are notes concerning interrupts.

- a. If interrupts are enabled (the IE bit was set on the previous command accepted by the controller), interrupts may occur at any time. This is due to the possibility of diagnostic interrupts occurring immediately after normal terminations (even if ATTN interrupts are not enabled). The software must therefore defend against unexpected interrupts. The subsystem may not be usable, but the software should still not crash.
- b. Similarly, the controller could be broken in such a way that interrupts may be issued even with IE clear.
- c. With ATTN interrupts enabled (EAI bit set on the write characteristics command), a nonfatal diagnostic failure is not reported until control of the message buffer is returned to the controller. A fatal failure may interrupt at any time as long as IE is set.
- d. With ATTN interrupts disabled, a diagnostic failure is not noticeable until the next command is issued. At this time, the command is rejected.
- e. When record buffering for writes is in operation, the controller issues normal termination messages and interrupts immediately after the data to be written has been stored in the controller's RAM and before the data is actually written on tape. The possibility exists that the record cannot successfully be written on tape with the first attempt, in which case a retry algorithm is executed to attempt to successfully write the data. If the data is eventually successfully written, the CPU will not know that any problem occurred unless the extended features mode is enabled, in which case the write retry count field in XST4 is examined in the message termination the NEXT command. If retries are therefore to be logged, the software should examine the write retry count field in each message packet.
- f. If record buffering for writes is in operation and the controller cannot write a stored record successfully from its RAM (retry count exhausted), the next tape motion command following the write command associated with the failed record is terminated with termination class 6 (tape position lost) and the RCX bit in XST4 is set. In addition, the Uncorrectable Error (UNC) bit in XST1 is set. The tape is positioned one record beyond the last successfully written record.

5.3.4 Commands

The TSV05 subsystem is capable of running on programs that are, in most cases, identical to those written for the TS11/TS04 magtape subsystem. When the extended features mode of the TSV05 subsystem is disabled, the following commands and their associated command modes operate identically to those of the TS11, except for some of the extended error status bits provided for by the TS11 but not by the TSV05.

READ
WRITE
POSITION
FORMAT
GET STATUS

With extended features enabled, the above commands have the capability to perform 22-bit memory addressing and, in addition, some command modes (subcommands) are added that are not in the TS11 repertoire; however, basic operation of the basic TS11 command remains the same.

The following commands differ in their meanings to TSV05 and TS11 hardware.

WRITE CHARACTERISTICS	Same as TS11 except for the ability, when the extended features switch is set, of the TSV05 subsystem to specify an extra characteristics data word to control special features, and also to specify a longer than normal message buffer length to accommodate an extra extended status register.
WRITE SUBSYSTEM MEMORY	The data format and function is entirely different from that of the TS11.
CONTROL	Function is the same as TS11 except for the clean tape command mode, which the TSV05 subsystem treats as a NO-OP -- tape is not moved. In addition, when extended features is enabled, two new command modes are added.
INITIALIZE	Similar to TS11 in that control logic is initialized but the tape transport itself is not initialized in certain nonerror states.

The following sections describe the general command format, then each command is described in detail.

5.3.4.1 Command Packet Definitions -- The CPU issues a command to the TSV05 subsystem by first building a command packet in CPU memory space (on a modulo-4 address boundary), then writing the address of the packet into the TSV05 TSDB hardware register. The address written is termed the command pointer. Assuming that the TSV05 subsystem is ready to accept a command, writing of the command pointer initiates command processing, in which the controller fetches the command packet and executes the command encoded within the packet.

Logically, a command packet can be composed of one, two, three, or four 16-bit words, depending upon the type of command and the amount of information it needs to proceed with execution. All command packets begin with a command packet header word (Figure 5-18). The format of this word is the same for all commands; the encoding of the various fields within the word distinguishes one command from another. Table 5-15 defines the fields within the header word. Table 5-16 summarizes the command code and command mode field definitions. The following sections describe each command in detail, along with its specific command packet format. Figure 5-18 illustrates the positioning of tape data bytes in CPU memory under various conditions (forward, reverse, swap bytes, and so on) for read and write commands.

Certain bits of the header word and other words within the command packet are not defined for all commands. When building the command packet, the software sets these undefined bits to zero. If any bit is undefined or reserved with respect to a particular command and the bit is not zero, the command is not executed and is terminated with a function reject (termination class 3).

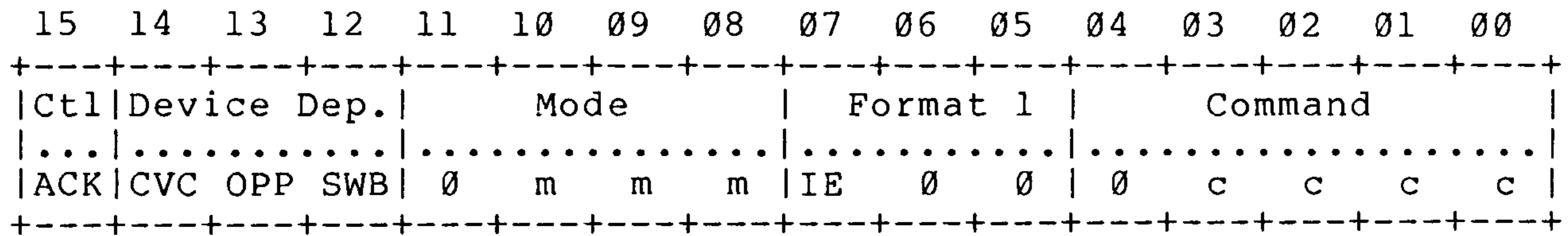


Figure 5-18 Command Packet Header Word

Table 5-15 Command Packet Header Word Bit Definitions

Bit	Name	Function												
15	Acknowledge (ACK)	This bit should be set when issuing a command when the CPU owns the message buffer. Its function is to inform the TSV05 that the message buffer is now available for any pending or subsequent message packets. This passes ownership of the message buffer to the TSV05 controller. If the CPU has released ownership of the message buffer to the TSV05 for ATTNs and has not received an ATTN message yet, the ACK bit is coded as a "0".												
14-12	Device Dependent Bits	These three bits perform functions applicable to particular commands. The bit definitions are as follows.												
		<table border="1"> <thead> <tr> <th>Bit</th> <th>Name</th> <th>Definition</th> </tr> </thead> <tbody> <tr> <td>14</td> <td>CVC</td> <td>Clear Volume Check -- When set, causes the volume check condition, set when the transport goes from off-line to on-line, to be cleared, thereby allowing tape operations to be executed on the transport.</td> </tr> <tr> <td>13</td> <td>OPP</td> <td>Opposite -- When set, reverses the execution sequence of re-read commands (that is, reread next, previous, and so on).</td> </tr> <tr> <td>12</td> <td>SWB</td> <td>Swap Bytes -- when set, instructs the TSV05 to alter the sequence of storing and retrieving tape data bytes from the CPU memory. When SWB=0, the "first" byte in a word is the least significant byte (bits 07-00); this is the standard DIGITAL™ method. When SWB=1, an industry-standard method is specified, in which the first byte of a word is considered to be bits 15-08. Figure 3-19 illustrates the positions of bytes as written or read from memory.</td> </tr> </tbody> </table>	Bit	Name	Definition	14	CVC	Clear Volume Check -- When set, causes the volume check condition, set when the transport goes from off-line to on-line, to be cleared, thereby allowing tape operations to be executed on the transport.	13	OPP	Opposite -- When set, reverses the execution sequence of re-read commands (that is, reread next, previous, and so on).	12	SWB	Swap Bytes -- when set, instructs the TSV05 to alter the sequence of storing and retrieving tape data bytes from the CPU memory. When SWB=0, the "first" byte in a word is the least significant byte (bits 07-00); this is the standard DIGITAL™ method. When SWB=1, an industry-standard method is specified, in which the first byte of a word is considered to be bits 15-08. Figure 3-19 illustrates the positions of bytes as written or read from memory.
Bit	Name	Definition												
14	CVC	Clear Volume Check -- When set, causes the volume check condition, set when the transport goes from off-line to on-line, to be cleared, thereby allowing tape operations to be executed on the transport.												
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Table 5-15 Command Packet Header Word Bit Definitions (Cont)

Bit	Name	Function						
11-08	Command Mode Field	This field acts as an extension to the command code field and allows further specification of device commands, as detailed in Table 5-16.						
07-05	Packet Format #1	This field defines the header type (only one type is used in the TSV05 and Field TS11) and the interrupt enable. The only two valid configurations are: <table border="1" data-bbox="774 848 1880 1187"> <thead> <tr> <th>Bit Values</th> <th>Definition</th> </tr> </thead> <tbody> <tr> <td>000</td> <td>One-Word Header; Interrupt Disable</td> </tr> <tr> <td>100</td> <td>One-Word Header; Interrupt Enable</td> </tr> </tbody> </table>	Bit Values	Definition	000	One-Word Header; Interrupt Disable	100	One-Word Header; Interrupt Enable
Bit Values	Definition							
000	One-Word Header; Interrupt Disable							
100	One-Word Header; Interrupt Enable							
04-00	Command Code	This field defines that major command category. It is used together with the command mode field to specify the command, as defined in Table 5-16.						

Table 5-16 Command Code and Mode Field Definitions

Command Code	Command Name	Command Mode	Mode Name
00001	READ	0000	- Read Next (Forward)
		0001	- Read Previous (Reverse)
		0010	- Reread Previous (Space Reverse, Read Forward)
		0011	- Reread Next (Space Forward, Read Reverse)
00100	WRITE CHARACTERISTICS	0000	- Load Message Buffer address and Set Device Characteristics
00101	WRITE	0000	- Write Data (Next)
		0010	- Write Data Retry (Space Reverse, Erase, Write Data)
00110	WRITE SUBSYSTEM MEMORY	0000	- Enter Maintenance Mode and Load Test Functions (diagnostic use only)
01000	POSITION	0000	- Space Records Forward
		0001	- Space Records Reverse
		0010	- Skip Tape Marks Forward
		0011	- Skip Tape Marks Reverse
		0100	- Rewind
01001	FORMAT	0000	- Write Tape Mark
		0001	- Erase
		0010	- Write Tape Mark Retry (Space Reverse, Erase, Write Tape Mark)
01010	CONTROL	0000	- Message Buffer Release
		0001	- Rewind and Unload
		0010	- NO-OP (Performs Clean Tape function in TS11)
		0100*	- Rewind with Immediate Interrupt
01011	INITIALIZE	0000	- Controller/Drive Initialize
01111	GET STATUS	0000	- Get Status (output END status message)

Extended features function not part of the TS11 repertoire.

Swap Bytes = 0
 Buffer Address = 1000
 Byte Count = 10(8)
 Block Size = 10(8) bytes

1000	1	0	
1002	3	2	
1004	5	4	
1006	7	6	

Swap Bytes = 1
 Buffer Address = 1000
 Byte Count = 10(8)
 Block Size = 10(8) bytes

1000	0	1	
1002	2	3	
1004	4	5	
1006	6	7	

Swap Bytes = 0
 Buffer Address = 1001
 Byte Count = 10(8)
 Block Size = 10(8) bytes

1000	0		
1002	2	1	
1004	4	3	
1006	6	5	
1010		7	

Swap Bytes = 1
 Buffer Address = 1001
 Byte Count = 10(8)
 Block Size = 10(8) bytes

1000		0	
1002	1	2	
1004	3	4	
1006	5	6	
1010	7		

NOTE

Byte 0 indicates the byte nearest to BOT.

- a. Forward Tape Direction, Read or Write; Reverse Read with Even Byte Count

Figure 5-19 Memory/Tape Data Byte Positioning (Sheet 1 of 2)

Swap Bytes = 0
 Buffer Address = 1000
 Byte Count = 7
 Block Size = 7 bytes

1000	1 0
1002	3 2
1004	5 4
1006	6

Swap Bytes = 1
 Buffer Address = 1000
 Byte Count = 7
 Block Size = 7 bytes

1000	0 1
1002	2 3
1004	4 5
1006	6

Swap Bytes = 0
 Buffer Address = 1001
 Byte Count = 7
 Block Size = 7 bytes

1000	0
1002	2 1
1004	4 3
1006	6 5

Swap Bytes = 1
 Buffer Address = 1001
 Byte Count = 7
 Block Size = 7 bytes

1000	0
1002	1 2
1004	3 4
1006	5 6

NOTE
 Byte 0 indicates the byte nearest to
 BOT.

b. Forward or Reverse Read, Odd Byte Count

Figure 5-19 Memory/Tape Data Byte Positioning (Sheet 2 of 2)

5.3.4.2 Get Status Command -- Figure 5-20 illustrates the get status command packet. This command causes a message packet to be deposited in the message buffer area in order to update the extended status registers. However, after the end of any command except message buffer release, the TSV05 hardware automatically updates the extended status registers, so this command need be used only when the TSV05 subsystem is left idle for some time, or when a status register update is desired without performing a tape motion command, or when the user desires to read the unit number of the currently selected tape transport (deposited in bits 02-00 of extended status register 2).

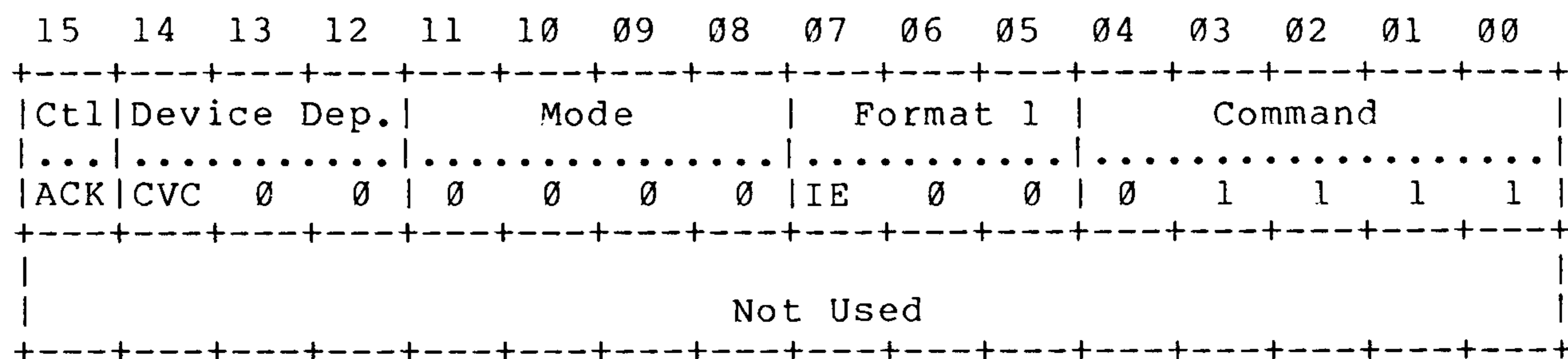


Figure 5-20 Get Status Command Packet

5.3.4.3 Read Command -- Figure 5-21 illustrates the command packet for a read. There are four normal modes of operation: read forward, read reverse, reread previous, and reread next. Two of these modes (the rereads) are further controlled by the state of the OPP bit in the packet header word.

Mode	Function
0000	Read Next (Forward)
0001	Read Previous (Reverse)
0010	Reread Previous
OPP = 0:	Space Reverse, Read Forward
OPP = 1:	Read Reverse, Space Forward
0011	Reread Next
OPP = 0:	Space Forward, Read Reverse
OPP = 1:	Read Forward, Space Reverse

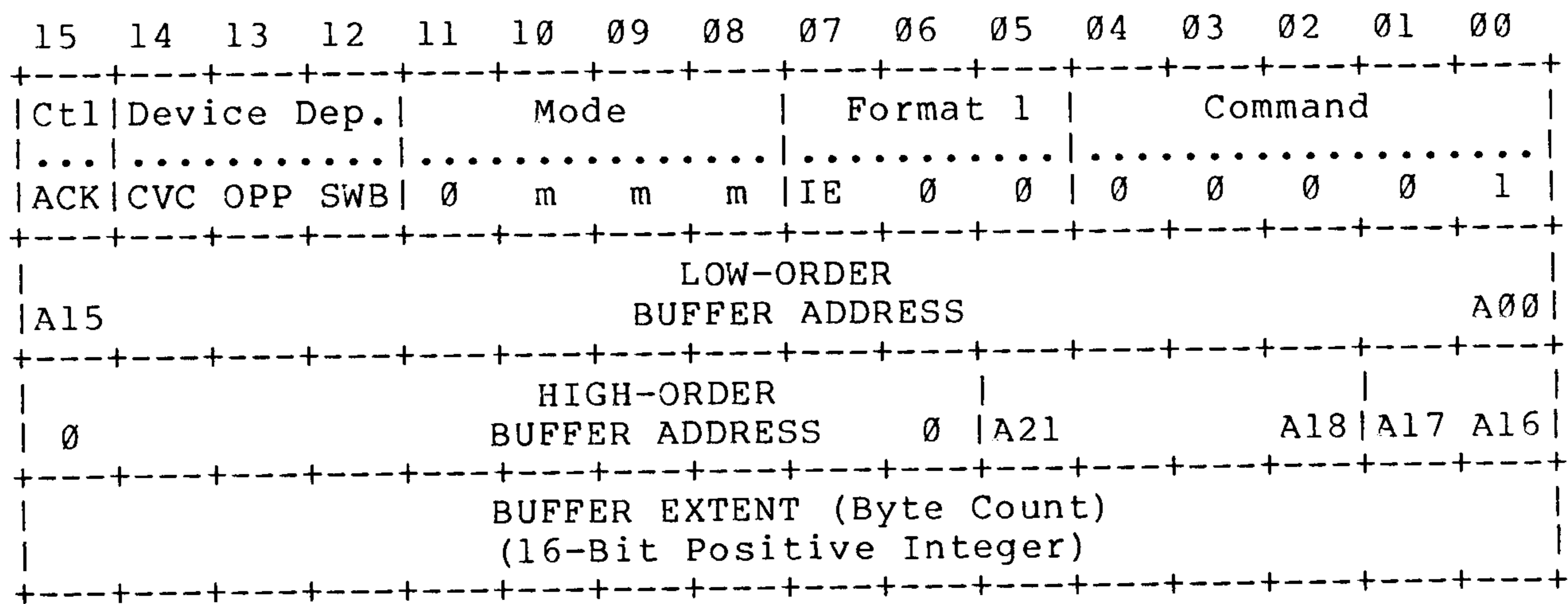


Figure 5-21 Read Command Packet

The command packet for a read contains four words: a header word, two words specifying the address of the data buffer in CPU memory space where the data read from tape is to be deposited, and a buffer extent (byte count) word specifying the number of bytes available in the data buffer and the number of bytes expected in the tape record to be read. A byte count of "0" specifies that 65,536 (64K) bytes are expected.

The third word in the packet specifies the high-order address bits of the starting address of the data buffer. When the extended features mode is disabled (that is, the TSV05 subsystem is running in TS11 compatibility mode), only the two low-order bits (A17 and A16) may be nonzero. These bits, together with the 16 bits in the second word of the packet, allow an 18-bit memory address to be specified for the start of the data buffer. In this case, if any of bits 02-15 are nonzero, the function is not performed but terminates with a function reject with ILA error status. When the extended features mode is enabled, the low-order six bits of the third word are used to specify bits A21-A16 of a 22-bit memory address. In this mode, if any of bits 06-15 in the third word are nonzero, the command is aborted with function reject termination with ILA error status.

The read operation is assumed to be for a record of known length. Therefore, the correct record byte count (fourth word of the packet) must be known. If the byte count exactly equals the record length, normal termination occurs. If the record is shorter than the specified byte count, the RLS error bit is set in XST0 and a tape status alert termination occurs. If the record on tape is larger than the byte count, the RLL error bit is set in XST0 and tape status alert termination given. In this case, only the number of bytes specified in the byte count is transferred to the data buffer. Also, any read operation that encounters a tape mark does not transfer any data. In this case, the TMK and RLS bits are set and a tape status alert termination given.

Reverse read operations that pass BOT cause the RIB bit in XST3 to be set and tape status alert termination given. If the tape is already at BOT when a reverse read (that is, read previous or reread previous with the OPP bit set) is issued, there is no tape motion and function reject termination occurs, with the NEF error bit set in XST0.

The OPP bit in the header word (bit 13) alters the execution sequence of the reread command modes as follows.

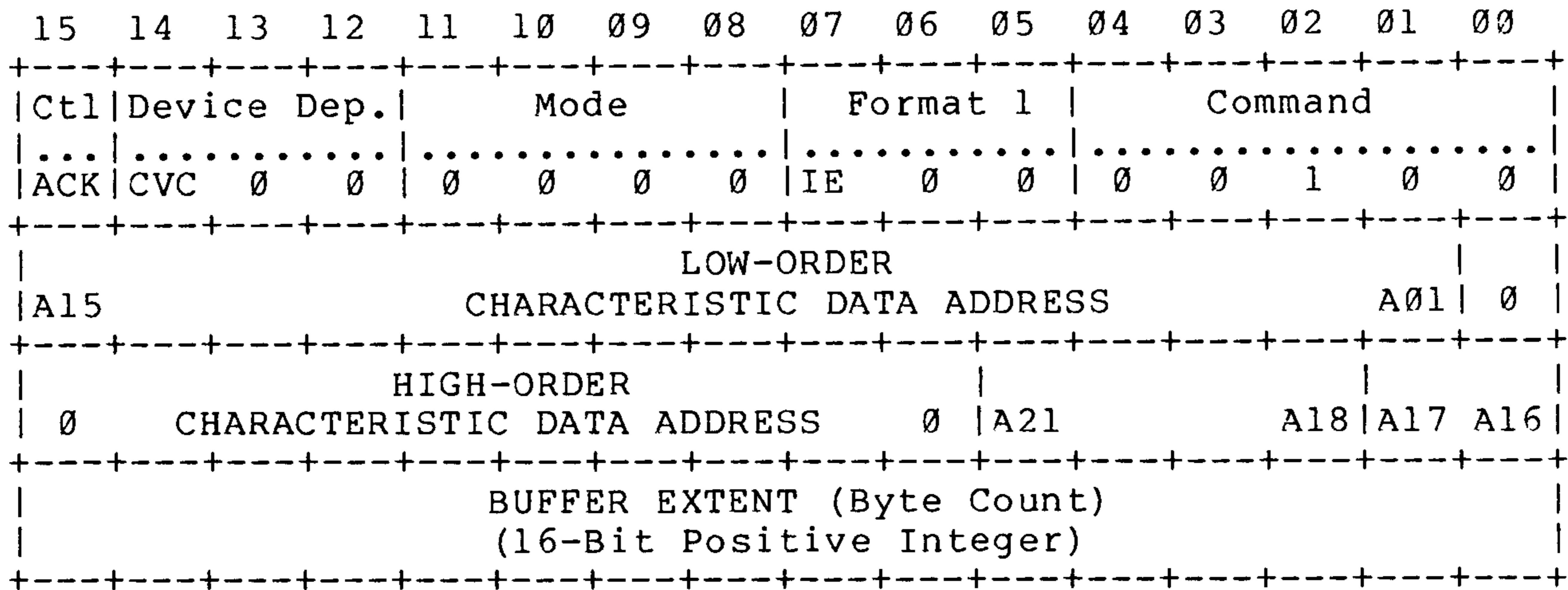
- Reread previous (space reverse, read forward) becomes read reverse, space forward.
- Reread next (space forward, read reverse) becomes read forward, space reverse.

Reading data in the reverse direction with a correct byte count places data in memory correctly (as if the record were read in the forward direction), not in reverse order. This feature allows data to be placed correctly in memory on one retry (read reverse). On a reverse read, data is placed in the data buffer in the reverse order (highest address first); the starting address is calculated by adding the byte count to the address specified in the command packet and then subtracting 1. If the byte count is greater than the actual record length, the beginning of the data buffer (lowest addresses) does not contain the data from tape. Similarly, if the actual record is larger than the byte count, the first part of the record (that nearest to BOT) is not placed in the data buffer.

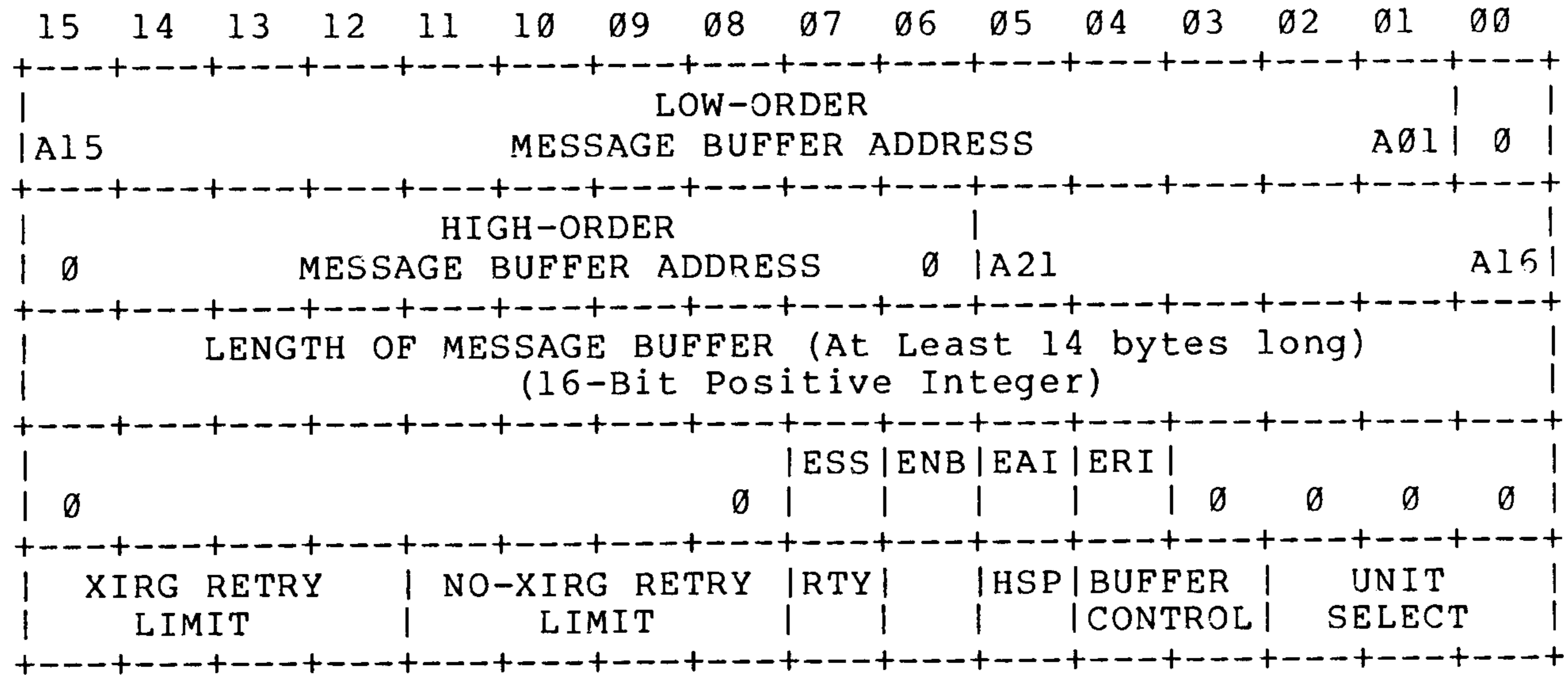
For any of the data transfers, the Swap Bytes (SWB) bit in the command header word controls the storing of bytes in CPU memory, as shown in Figure 5-19.

5.3.4.4 Write Characteristics Command -- Figure 5-22 illustrates the write characteristics command packet and data format. The objective of this packet is to inform the TSV05 subsystem of the location and size of the message buffer in the CPU memory space. The message buffer must be at least seven contiguous words long (eight when the extended features mode is enabled) and located on a word boundary.

The write characteristics command also transfers a characteristics mode word to the controller and, if extended features is enabled, an additional control word. The characteristics mode word causes specific actions for certain operational modes. The bits for this word are defined in Table 3-17. Table 3-18 defines the bits in the additional control word available when extended features is enabled.



a. Command Packet



b. Characteristics Data

Figure 5-22 Write Characteristics Command Format

Table 5-17 Characteristics Mode Data Word Bit Definitions

Bit	Name	Definition
15-08 03-00	-	Not used. These bits are not checked by the TSV05 controller. Their state does not affect operation but they should be written to 0.
07	ESS	Enable Skip Tape Marks Stop -- When set, this bit instructs the controller to stop and set the LET status bit during a skip tape marks command when a double tape mark (two contiguous tape marks) is detected. Setting this bit also enables operation of the ENB bit. In the default setting of "0", the skip tape marks command terminates only on tape mark count exhausted, if it runs into BOT, or if it runs 4.6 m (15 ft) past the EOT marker.
06	ENB	Enable Tape Mark Stop Off BOT -- This bit is meaningful only if the ESS bit is set. When this bit is set (and ESS=1), the tape is at BOT, a skip tape marks forward command is issued, and the first record seen is a tape mark. Then the controller stops the operation and sets the LET status bit in XST0. If this bit is clear under these conditions, the controller merely counts the tape mark and continues.
05	EAI	Enable Attention Interrupts -- When this bit is "0", attention conditions such as transitions from on-line to off-line and off-line to on-line and microdiagnostic failures do not result in interrupts to the CPU. Rather, a diagnostic failure or off-line/on-line transition is not noticeable until the next command is issued; at this time, the command is rejected. With this bit set to "1", attention conditions cause an ATTN message to be generated (and an interrupt, if the IE bit is set on the last command) as soon as the controller owns the message buffer.
04	ERI	Enable Message Buffer Release Interrupts -- If this bit is "0", interrupts are not generated upon completion of a message buffer release command. Upon recognition of the command, only SSR is reasserted. If ERI is "1", an interrupt is generated (without an accompanying message packet).

Table 5-18 Extended Characteristics Data Word Bit Definitions

Bit	Name	Description
15-12	XGRL	Extended Interrecord Gap (XIRG) Retry Limit -- The value in this field, taken as a 4-bit positive integer, specifies the number of times the controller attempts to write a buffered record before aborting buffered write operation. A retry with XIRG consists of a backspace over the faulty record, an erase of 8.9 cm (3.5 in) of tape, then a write of the buffered record (from RAM). An XIRG retry is attempted once after the non-XIRG retry limit is reached; then, if still not successful, another series of non-XIRG retries is attempted. The total number of retries allowed on any record is therefore the non-XIRG limit times the XIRG limit. This field has meaning only if write buffering is enabled and bit 07, Retry Algorithm Control (RTY), is set.
11-08	NXGRL	Nonextended Interrecord Gap Retry Limit -- The value in this field, taken as a 4-bit positive integer, specifies the number of times the controller attempts to write a buffered record without generating an extended IRG before attempting a retry with an extended IRG. A retry without an XIRG consists of a backspace over the faulty record, then a write of the buffered record (from RAM); no special erase is performed. This field has meaning only if write buffering is enabled and bit 07, RTY, is set.
07	RTY	Retry Algorithm Control -- When this bit is "0" and the controller is write buffering, the default retry algorithm (1 backspace, then write with extended IRG, up to 10 times) is used when a record cannot be successfully written onto tape. When this bit is "1", the retry limits in bits 08-15 are used.
05	HSP	High-Speed Select -- When this bit is "0", the transport operates at a tape speed of 64 cm/s (25 in/s). When "1", the transport operates at 254 cm/s (100 in/s).

Table 5-18 Extended Characteristics Data Word Bit Definitions
(Cont)

Bit	Name	Description															
04,03	BUF CTL	Buffering Mode Control -- This 2-bit field controls the read and write buffering capabilities of the controller. The codes are defined as follows.															
		<table border="1"> <thead> <tr> <th>Bit 04</th> <th>Bit 03</th> <th>Function</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>Buffering is enabled or disabled by means of the switch setting on the module. This is the default condition.</td> </tr> <tr> <td>0</td> <td>1</td> <td>No buffering is performed; the switch is ignored.</td> </tr> <tr> <td>1</td> <td>0</td> <td>Enable read buffering only; the switch is ignored.</td> </tr> <tr> <td>1</td> <td>1</td> <td>Enable both read and write buffering; the switch is ignored.</td> </tr> </tbody> </table>	Bit 04	Bit 03	Function	0	0	Buffering is enabled or disabled by means of the switch setting on the module. This is the default condition.	0	1	No buffering is performed; the switch is ignored.	1	0	Enable read buffering only; the switch is ignored.	1	1	Enable both read and write buffering; the switch is ignored.
Bit 04	Bit 03	Function															
0	0	Buffering is enabled or disabled by means of the switch setting on the module. This is the default condition.															
0	1	No buffering is performed; the switch is ignored.															
1	0	Enable read buffering only; the switch is ignored.															
1	1	Enable both read and write buffering; the switch is ignored.															
02-00	USEL	Unit Select -- This field selects a transport for subsequent tape operations. Initialize always sets the unit selection to "0".															

The four command packet words are identical to those used for the TS11, except for the third word (high-order characteristic data address). In this word, bits 02 through 05 are used to specify bits 18 through 21, respectively, of the address specifying the location of the associated characteristics data buffer. The data buffer must reside on an even address in CPU memory space. If bit 00 of the second packet word (low-order characteristic data address), or bits 02-15 (extended features disabled), or bits 06-15 (extended features enabled) of the third packet word (high-order characteristic data address) are nonzero, the function is not executed but is terminated with a function reject. In this case, no message packet is stored, but an interrupt is generated if the IE bit is set. When the extended features switch on the M7196 interface/controller module is OFF, the write characteristics command functions identically to that of the TS11. When the extended features switch is ON, a fifth characteristics data word can be specified to invoke special functions. In addition, a message buffer extent of 16 bytes (eight words) can be specified so that extended status register 4 (unique to the TSV05 subsystem) can be output.

Similarly, the first four words of the five-word characteristic data buffer are identical to those used for the TS11, except for the third word (high-order message buffer address). In this word, bits 02 through 05 are used to specify bits 18 through 21, respectively, of the address specifying the location of the message buffer to be used for subsequent status and attention messages.

The fifth characteristic data word is used to specify parameters for the multirecord buffering mode of operation and is also used to select a tape unit in a multidrive system.

The write characteristics command clears the NBA bit in the TSSR register, indicating that a valid message buffer is specified, if all of the following conditions are met.

- The command was not rejected because of nonzero bits in reserved or unused fields within the first three command packet words.
- The fourth packet word (byte count) contains at least a count of six to allow the first three characteristic data words to be fetched.
- The first two data words specify a valid even address (word boundary).
- The third data word contains a value of 14 or greater (specifying the length of the message buffer).

If any of the above conditions are not met, then the NBA bit is set (even if it was already clear from a previous valid write characteristics command) and no further message packets are deposited.

Note that if the byte count word in the command packet is less than seven, the characteristic mode data word is not fetched, causing the current values of the characteristic mode bits stored in the controller to be retained. Similarly, if the byte count is less than 10, the additional extended features control word is not fetched and the current values retained.

5.3.4.5 Write Command -- Figure 5-23 illustrates the command packet for a write. There are two normal modes of operation: write data and write data retry.

The allowable mode field codes and their functions are:

Mode	Function
0000	Write Data
0010	Write Data Retry (Space Reverse, Erase, Write Data)

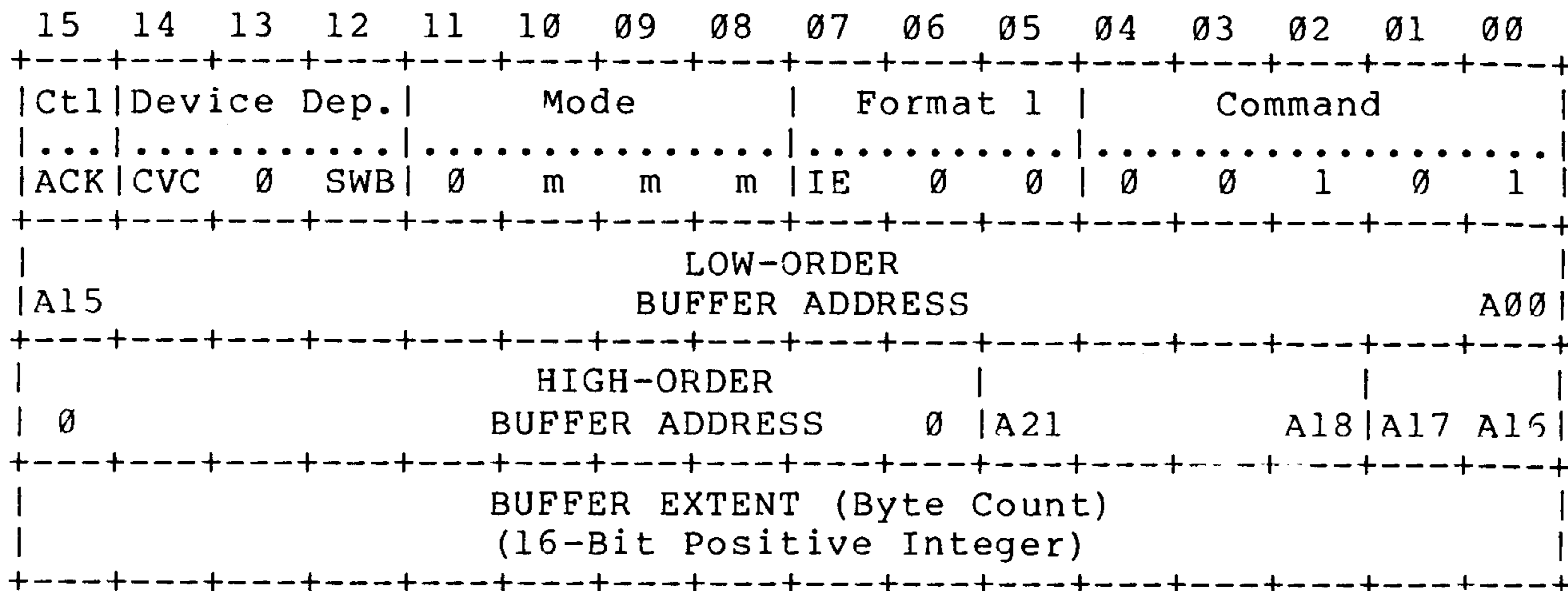


Figure 5-23 Write Command Packet

The command packet for a write contains four words: a header word, two words specifying the address of the data buffer in CPU memory space where the data to be written onto tape is stored, and a buffer extent (byte count) word specifying the number of bytes available in the data buffer and the number of bytes to be written onto tape. A byte count of 0 specifies that 65,536 (64K) bytes are to be written.

The third word in the packet specifies the high-order address bits of the starting address of the data buffer. When the extended features mode is disabled (that is, the TSV05 subsystem is running in TS11 compatibility mode), only the two low-order bits (A17 and A16) may be nonzero. These bits, together with the 16 bits in the second word of the packet, allow an 18-bit memory address to be specified for the start of the data buffer. In this case, if any of bits 02-15 are nonzero, the function is not performed but terminates with a function reject with ILA error status. When the extended features mode is enabled, the low-order six bits of the third word are used to specify bits A21-A16 of a 22-bit memory address. In this mode, if any of bits 06-15 in the third word are nonzero, the command is aborted with function reject termination with ILA error status.

For any of the write modes, the SWB bit in the command header word controls the fetching of bytes from CPU memory, as shown in Figure 5-19.

If a write command is executed at or beyond the EOT marker, the data is written but a Tape Status Alert (TSA) termination occurs. EOT remains set until passed in the reverse direction.

If a write data command is issued while the tape is positioned at BOT, the PE IDB is written onto the tape. This should clear the DCK status bit if it was set. If DCK does not clear, the transport is faulty. If any write command is issued with the DCK bit set and the tape not positioned at BOT, no data is written and tape position lost termination occurs. If a write retry command is issued while the tape is positioned at BOT, a function reject termination occurs, with the NEF error bit set in XST0.

During writes, the controller generates a parity bit for each data byte sent to the transport; the transport then writes this bit along with the data byte onto tape. During the write, the transport also reads the written bytes from tape and checks the parity; the data is also sent to the controller, which also checks the parity. Therefore, two types of data errors can arise during a write: a correctable error or an uncorrectable error. In either case, the CPU should immediately issue a write retry command to rewrite the data correctly.

5.3.4.6 Position Command -- Figure 5-24 illustrates the position command packet. This command causes tape to space records forward or reverse, skip tape marks forward or reverse, or to rewind to BOT. The tape mark/record count is the second word of the command packet. This word is ignored for a rewind command.

The allowable mode field codes and their functions are:

Mode	Function
0000	Space Records Forward
0001	Space Records Reverse
0010	Skip Tape Marks Forward
0011	Skip Tape Marks Reverse
0100	Rewind (Record Count Ignored)

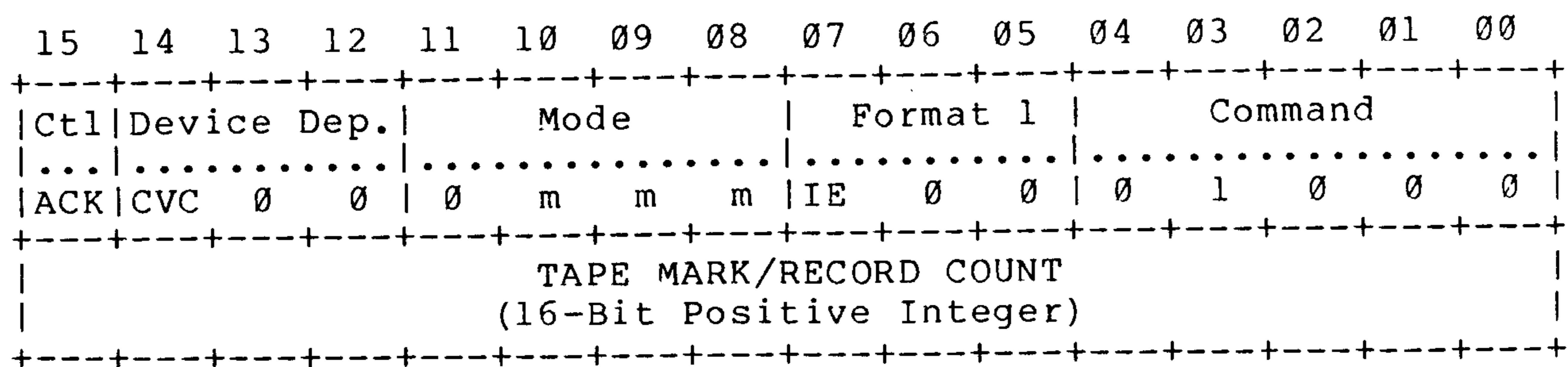


Figure 5-24 Position Command Packet

The space records operation skips over the number of records specified in the record count word of the command packet. However, the operation automatically terminates, with a TSA termination code, when a tape mark is traversed. (The tape mark is included in the record count.) Also, the RLS status bit in XST0 is set if the record count is not decremented to zero.

A skip tape marks command skips over the number of tape marks specified in the tape mark count word of the command packet. However, the operation automatically terminates if a double tape mark (two contiguous tape marks without intervening data) is encountered and the ESS bit is set in the characteristic mode word on the last write characteristics command. Termination also occurs if a tape mark is the first record off of BOT and ESS and ENB bits are set in the characteristic mode word. RLS is set if the tape mark count is not decremented to zero.

A space records reverse or skip tape marks reverse, which runs into BOT, sets the Reverse Into BOT (RIB) status bit and causes a TSA termination. If one of these reverse commands is issued while the tape is already positioned at BOT, the NEF error bit is set and function reject termination given; in this case, the tape does not move. If the DCK error is present when a position command is issued, the DCK bit is set, but the operation is not stopped. It terminates with TSA. This allows tapes with a bad IDB area to be read.

When a rewind command is issued, the interrupt (if enabled) does not occur until the tape reaches BOT and has stopped.

5.3.4.7 Format Command -- Figure 5-25 illustrates the format command packet. Note that the second word is present (fetched by the controller) but is not used in the command. This command can write a tape mark, rewrite a tape mark, or erase tape.

The allowable mode field codes and their functions are:

Mode	Function
0000	Write Tape Mark
0001	Erase
0010	Write Tape Mark Retry (Space Reverse, Erase, Write Tape Mark)

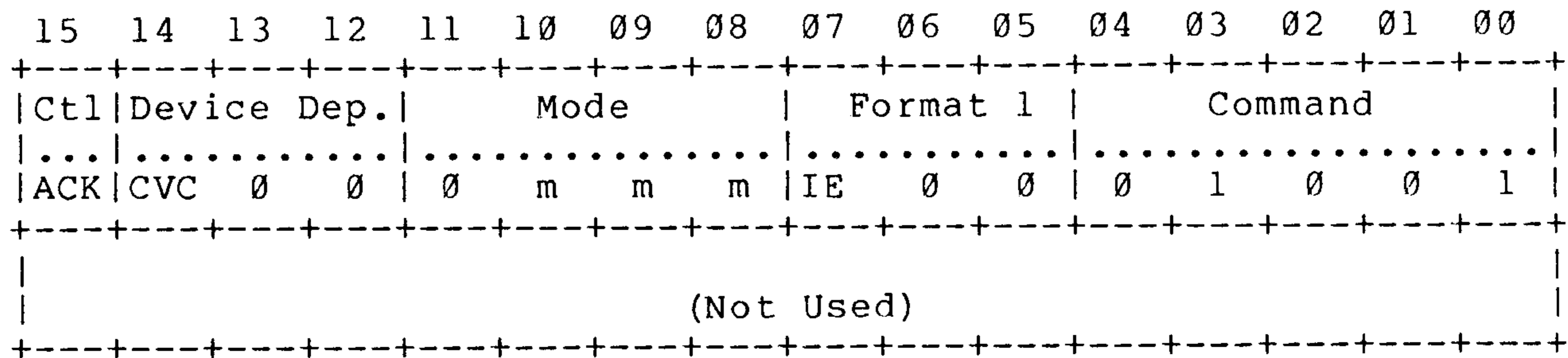


Figure 5-25 Format Command Packet

In all cases, executing a format command at or beyond EOT causes a TSA termination. The EOT bit remains set until the EOT marker is passed in the reverse direction.

A write tape mark or erase command issued at BOT automatically causes the PE IDB to be written on the tape. If, during this operation, the IDB is not received from the transport (that is, there is a transport or cable problem), DCK error is set and tape position lost termination occurs.

If the DCK bit is already set and the tape is not at BOT, a format command is aborted with tape position lost termination; the tape will not move.

The write tape mark command causes approximately 9.5 centimeters (3.75 inches) of tape to be erased and a file mark to be written. The erase command merely causes 9.5 centimeters (3.75 inches) of tape to be erased. Successive erase commands are used to erase more than 9.5 centimeters (3.75 inches) [9.5 centimeter (3.75 inch) increments].

The write tape mark retry command causes a space reverse (over the previous record), followed by an erase of 9.5 centimeters (3.75 inches) of tape, followed by a write tape mark [which erases 9.5 centimeters (3.75 inches) more of tape before writing the file mark]. If the tape is positioned at BOT when the write tape mark retry command is issued, the operation is aborted with function reject termination and the NEF error bit is set.

5.3.4.8 Control Command -- Figure 5-26 illustrates the control command packet. There are three normal modes (message buffer release, rewind and unload, and NO-OP) and one additional mode (rewind with immediate interrupt). The control command is characterized by the fact that termination (and an interrupt if the IE bit is set) occurs immediately at the start of the command.

The allowable mode field codes and their functions are:

Mode	Function
0000	Message Buffer Release
0001	Rewind and Unload
0010	NO-OP (performs clean tape function in TS11)
0100	Rewind with Immediate Interrupt

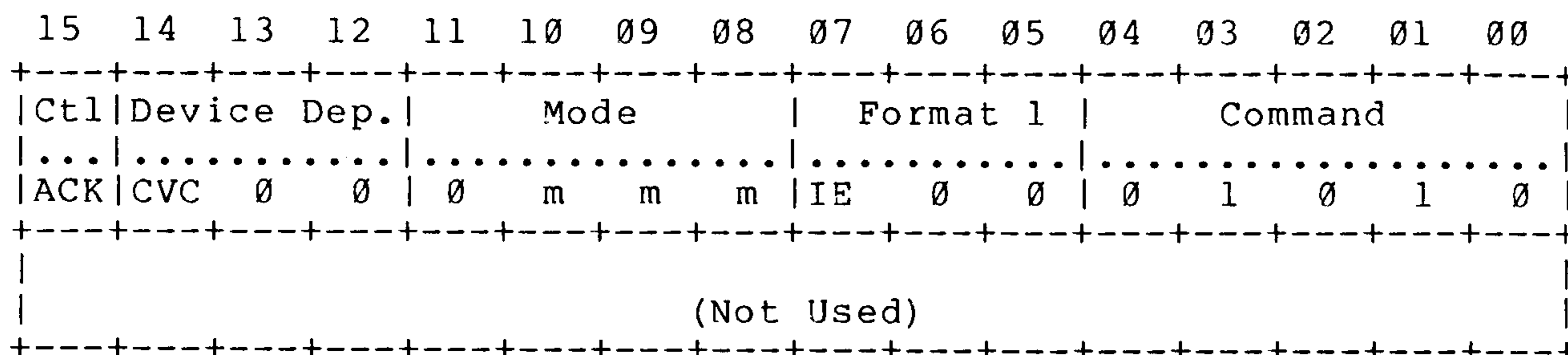


Figure 5-26 Control Command Packet

The message buffer release command, when executed with the ACK bit set, allows the controller to own the message buffer so it can update the status in the message buffer area on an ATTN. This would be used when the CPU is not operating the TSV05 subsystem for a period of time but desires to be notified of a change in status or a microdiagnostic error.

The rewind and unload command rewinds the tape completely onto the supply reel and places the transport in the off-line state. When this command is executed, termination (and an interrupt if IE is set) occurs immediately.

When the NO-OP command is issued, normal termination occurs immediately and no tape motion results.

The rewind with immediate interrupt command causes the tape to be rewound to BOT. This command differs from the normal rewind command in that termination response to the CPU occurs at the start of the rewind rather than when the tape reaches BOT. This command would therefore be used in a multitransport system when it is desired to select another unit after issuing a rewind. If a transport is rewinding and another tape motion command is issued to it, the new controller waits until the tape is rewound to BOT before proceeding with the new command. During execution of a rewind with immediate interrupt, the MOT bit in XST0 is set if a get status command is performed.

5.3.4.9 Initialize Command -- Figure 5-27 illustrates the initialize command packet. If there are no microdiagnostic errors, this command is treated as a NO-OP. If there are errors present, however, the command performs the same as a write into the TSSR register. In either case, IFEN to the tape transport is pulsed to stop runaway commands.

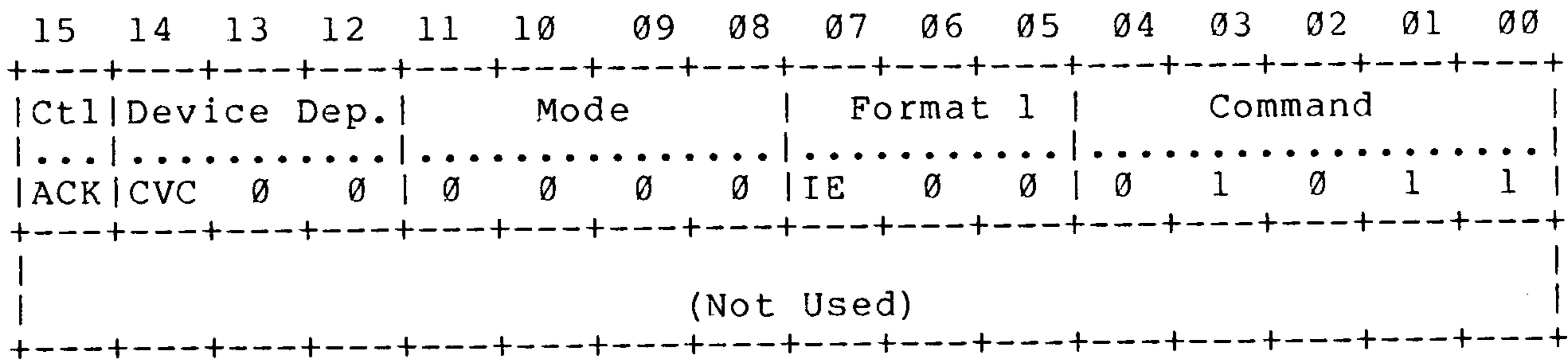


Figure 5-27 Initialize Command Packet

5.3.4.10 Write Subsystem Memory Command -- This command is used for the diagnostic programs, and is not applicable to programming for normal operations.

5.3.5 Record Buffering

The record buffering mode of operation can be invoked to optimize system performance when performing read and write operations on a "streaming" tape transport. The technique causes tape records to be "cached" (buffered) in the controller in order to avoid many of the long repositioning delays frequently encountered when dealing with a streaming tape transport. Repositioning occurs if the tape transport does not receive its next command before the reinstruct period expires. On a typical system, the chances are high that, in a nonbuffering mode, the software misses the reinstruct period (for example, data to be written must be transferred from a disk, or data read must be transferred to a disk, and so on) since the software cannot always keep the transport busy. Buffering is a means to decrease the number of repositionings while transferring a file of sequential records. The effect of buffering serves to lengthen the apparent reinstruct period (as seen from the CPU) since tape data transfers can be overlapped with the CPU operations required to prepare for issuing the next command to the tape subsystem.

Read buffering causes an additional record to be read from tape in response to a program requesting just one. Typically, a program requests several records in succession, so a record stored in the controller is available for immediate transfer to the CPU and can be transferred while another record is being read or the tape is repositioning. Only the read next command (for example, a forward read) causes the buffering algorithm to be invoked.

Write buffering allows one record to be accumulated within the controller and subsequently written to tape, allowing transfer of data from CPU memory to controller to be overlapped with tape re-positioning. This also allows the CPU to prepare and issue the next write command while the previous (stored) record is being written to tape. Therefore, there can be two records ready for transfer. One in the controller and one in CPU memory.

Record buffering is enabled either by software or hardware. If the extended features switch is set, it can be enabled or disabled by means of the "extra" (fifth) characteristics data word. If extended features is OFF, it is enabled or disabled only by the buffering enable switch. The following sections describe the operations performed for read and write buffering.

5.3.5.1 Read Buffering -- Assuming that the transport is ready for an operation (on-line, and so on), the following occurs when a read next (forward) command is issued to the controller and buffering is enabled.

1. When a read next command is issued, the tape is started and data is transferred from tape to CPU memory in the normal fashion.
2. When the final byte of data from the tape has been transferred to CPU memory and the transport has negated the DATA BUSY signal, the controller tests the status inputs from the transport bus and determines if any errors or special incidents occurred.
3. If an error occurred, or if a tape mark was read, or if the tape is beyond the EOT marker, the controller terminates the operation by issuing the appropriate status message and does not automatically issue another command to the tape transport. The controller returns to its idle state (before step 1) and the tape transport is allowed to complete its sequence.
4. If the transfer completed without incident, the controller issues its normal successful termination message. The program in the CPU can then act on this message (that is, begin transfer of the data to disk, and so on).
5. If the transfer completed without incident, and if the record just read was 3.5K bytes or less in length (for example, could fit entirely within the controller's RAM), the controller issues another read forward command to the transport, reads the next record from tape, and stores the data in its internal RAM (up to 3.5K bytes of data). This operation can be termed "prereading".

6. When the next record has been read, or if an "incident" occurs (tape mark, EOT, or error), whichever occurs first, the tape drive is allowed to stop. In addition, if, during a preread, data on tape is not encountered within one second, the preread is aborted and the tape allowed to stop, since there may be no more data on the tape. If this is the case and a read next is eventually issued for this nonexistent record, the operation terminates with an OPI error after 7.6 meters (25 feet) of tape have been passed without encountering data.
7. While the controller is prereading the next record, it is monitoring the LSI-11 Bus interface for the next command from the CPU.
8. If the next command is read next, the controller immediately begins transferring the preread data record from RAM to CPU memory (this transfer can be performed during the preread of data from tape).
9. When the preread record has been transferred entirely to CPU memory, the controller issues another read command to the tape transport and the cycle repeats.
10. If additional sequential read next commands are issued, data is supplied from the RAM until its contents are exhausted. The cycle then repeats from step 1 if another read next is issued.
11. If an end of file mark is encountered on tape, or if any errors occur, prereading of records ceases. If errors occur, the controller spaces one record reverse (only if the 7.6 meter (25 foot) timer did not abort on the preread). The tape is logically positioned just before the record of incident. If and when a read command is received from the CPU to read a record, normal read operation occurs. If the 7.6 meter (25 foot) timer expired from the previous preread, tape position lost is reported in response to this read command. If an end of file mark is encountered on tape, the controller records this, and does not move the tape. The next command handles the file mark appropriately.
12. If any command other than a read next is issued by the CPU, and if the controller RAM still contains a preread record, the new command is stored internally (so that action may eventually be taken) and the controller performs a recovery action as follows.
 - a. If a record is currently being read from tape, the controller allows the operation to complete and the transport to negate data busy.

- b. If the new command is a space records (either forward or reverse), the current tape position is compared with the tape position assumed by the CPU program (based upon the last record transferred to CPU memory). The controller recomputes the record count required to reach the final target position and enters the normal space forward or space reverse sequence, using the new record count.
 - c. If the new command is a rewind or rewind/unload, the rewind sequence is immediately performed; no further adjustment in tape position is required.
 - d. If the new command is a skip tape marks, the controller determines if it contains an outstanding preread file mark and recomputes the skip count. If there is no preread file mark, no adjustment is necessary. If one exists, the count as supplied by the CPU is adjusted by one (plus or minus). The normal skip sequence is then entered.
 - e. If the new command is other than those listed above, the controller repositions the tape by skipping one record in reverse (to space back over the preread record outstanding) before executing the new command.
13. If, during prereading, data from the current tape record does not fit into the space currently available in RAM, the tape operation is aborted and the controller directs the transport to space reverse in order to recover proper tape position. The controller does not attempt to preread the record that was aborted.

5.3.5.2 Write Buffering -- Record write buffering allows the CPU to issue successive write data commands to the controller, with the controller storing one record up to 3.5K bytes in length in its RAM. When a write data command is first received, a "fetch from memory" process is started to transfer data from CPU memory to the controller RAM. Then, when at least one byte of data is available in RAM, the tape transport is directed to write and an "output to tape" process is started to transfer data from the RAM to the FIFO. These processes are relatively independent, with a supervisory loop overlaid to keep track of RAM buffer management and abnormal conditions.

Initially, the tape is probably at rest or in a repositioning cycle. Therefore, the "access time" (the time elapsed since the controller commanded the transport to write, and the time when the first character was strobed out of the FIFO and written onto tape), is relatively long. During this time, another write data command can be accepted from the CPU (but not given a termination response), with the associated data held in CPU memory. When in buffering mode, a successful termination status is given to the CPU as soon as a record has been transferred completely from CPU

memory to RAM, thereby allowing the CPU to issue another write next command. It is therefore possible that the "output to tape" process is one record behind the "accept new command" process. The overall effect is to allow the CPU to overlap the preparation of one record with the writing to tape of the previous record, allowing the controller to command the transport to write within its restruct time.

If a record is specified to be greater than 3.5K bytes (the amount of RAM allocated for buffering), the record is handled in the non-buffered mode: termination status is not given to the CPU until the record has been written entirely onto the tape or an error occurs.

When writing a record that is not associated with the current command (last issued by the CPU), the controller performs an automatic error recovery (retry) procedure (space reverse, erase, then write forward) up to 10 times. Hence the necessity for a record to reside completely within the RAM when buffering. If the extended features switch on the M7196 interface/controller module is set, the extra (fifth) characteristics data word can specify the number of retries (from 0 up to 15) and can specify that a long gap should not be generated on an automatic retry (the erase function is eliminated from the recovery sequence).

During the write buffering mode of operation, the controller reads a block of data into its RAM from CPU memory, then responds to the CPU with a normal successful completion status. As far as the CPU software is concerned, then, the record was written on tape successfully. The controller must therefore take all the steps possible to eventually write that record onto the tape. Hence the need for automatic retries. Write buffering is a more complex operation than read buffering because of these retries. Furthermore, should the worst occur and the controller cannot write a buffered record, the CPU program will not know exactly which record failed to be written (the program could conceivably believe that a record was written properly when in fact it was not). For this reason, a tape position lost error termination is given for the next tape motion command issued by the CPU if a buffered record cannot be successfully written. In addition, if a buffered record is successfully written after retries, the CPU has no way of logging the fact that some trouble was encountered.

Because of the potential difficulties described above, the controller implements an adaptive buffering algorithm. In this algorithm, the first write data command following any type of command other than a write next or write file mark is handled in a nonbuffered mode: termination status is not returned to the CPU until the actual "write to tape" operation is complete. If the record was written without error, then subsequent write data commands cause buffering of the data. If an error occurred on this first record, the CPU can take its normal error logging and recovery procedures. Buffering is not enabled again until a successful record is written without retries.

Assuming that the transport is write-enabled and ready for an operation, the following occurs when a write data command is issued by the CPU and buffering is enabled (but not currently activated by having just completed a successful write data or write tape mark).

1. When the write is received by the TSV05 subsystem, the controller issues a write command to the tape transport and begins transferring the associated data from CPU memory to RAM.
2. As soon as the first word appears in RAM, it is transferred to the FIFO.
3. The previously issued write command to the transport eventually begins emptying the FIFO and writing the data onto tape.
4. Meanwhile, the transfer from CPU memory to RAM continues as long as there is room in the RAM; the transfer from RAM to FIFO continues as long as there is room in the FIFO.
5. Since this is the first write, it is being handled in a nonbuffered mode so the "memory to RAM" process is allowed to overwrite a RAM byte that has already been transferred to the FIFO. The RAM management algorithm has the capability of suspending transfers either into or out of the RAM so that bytes not already transferred to the FIFO do not get overwritten, and so that the FIFO receives only valid bytes. (The RAM is handled as a circular buffer.)
6. When the final byte of data associated with this command has been written onto the tape and the tape transport has negated DATA BUSY, the controller tests the status inputs from the transport bus and also its internal status (that is, FIFO overrun) for errors or exceptional conditions.
7. If an error occurred or EOT was seen, the controller terminates the operation by issuing the appropriate status message and does not enable itself for write buffering. The controller reverts to its idle state (before step 1) with buffering deactivated.
8. If the transfer completed without incident, a normal successful termination message is issued and the controller enables itself for buffering of future write commands.
9. If the next command is indeed a write data, operation proceeds as in steps 1 through 4 above. However, when all the required data has been transferred from CPU memory to RAM, and if the record fits entirely in RAM, and if no exceptional condition has yet occurred, the controller issues normal successful termination status to the CPU. As far as the CPU is concerned, the record has been written onto the tape, although this is not really the case.

10. The controller continues transferring data from RAM to FIFO until the record it is currently transferring has been completely written onto tape. If the transfer is successful, the record is purged from the RAM, freeing its space for another record from the CPU. In addition, if no incident has occurred with the transfer, the controller accepts another write data command from the CPU and begins transferring data into the RAM.
11. As long as no errors are encountered, another write command continues to be accepted and the three previous steps repeated.
12. If an error occurs, the controller enters its retry algorithm to attempt to successfully write the current record (space reverse, possibly erase forward, and rewrite the record using data stored in RAM). Statistics are kept as to the number of retries completed. If, after the specified number of retries (10 is the default) the record cannot be successfully written, operation is aborted and an error message (tape position lost) is issued to the CPU (if possible) as follows.

Tape position lost status is issued on the next motion type command received by the controller.

13. Assume an error occurs and the record can be successfully written within the retry constraints. If a write command was currently pending (termination status not yet issued to the CPU) when the recoverable error occurred, it is then allowed to complete in the normal unbuffered fashion (so the CPU can log any errors). If this record is successfully written, buffering is again enabled and waits for the next command at step 9. If the record required retries by the CPU, the controller then returns to its idle mode (before step 1), causing the next write command to be handled in the unbuffered mode.
14. If, during the normal sequence of processing sequential write commands, buffering the records, and writing them to tape, a tape motion command other than write data is encountered, the RAM is purged (a stored record written to tape) before the new command is processed. Write Buffering is disabled until a successful write command.

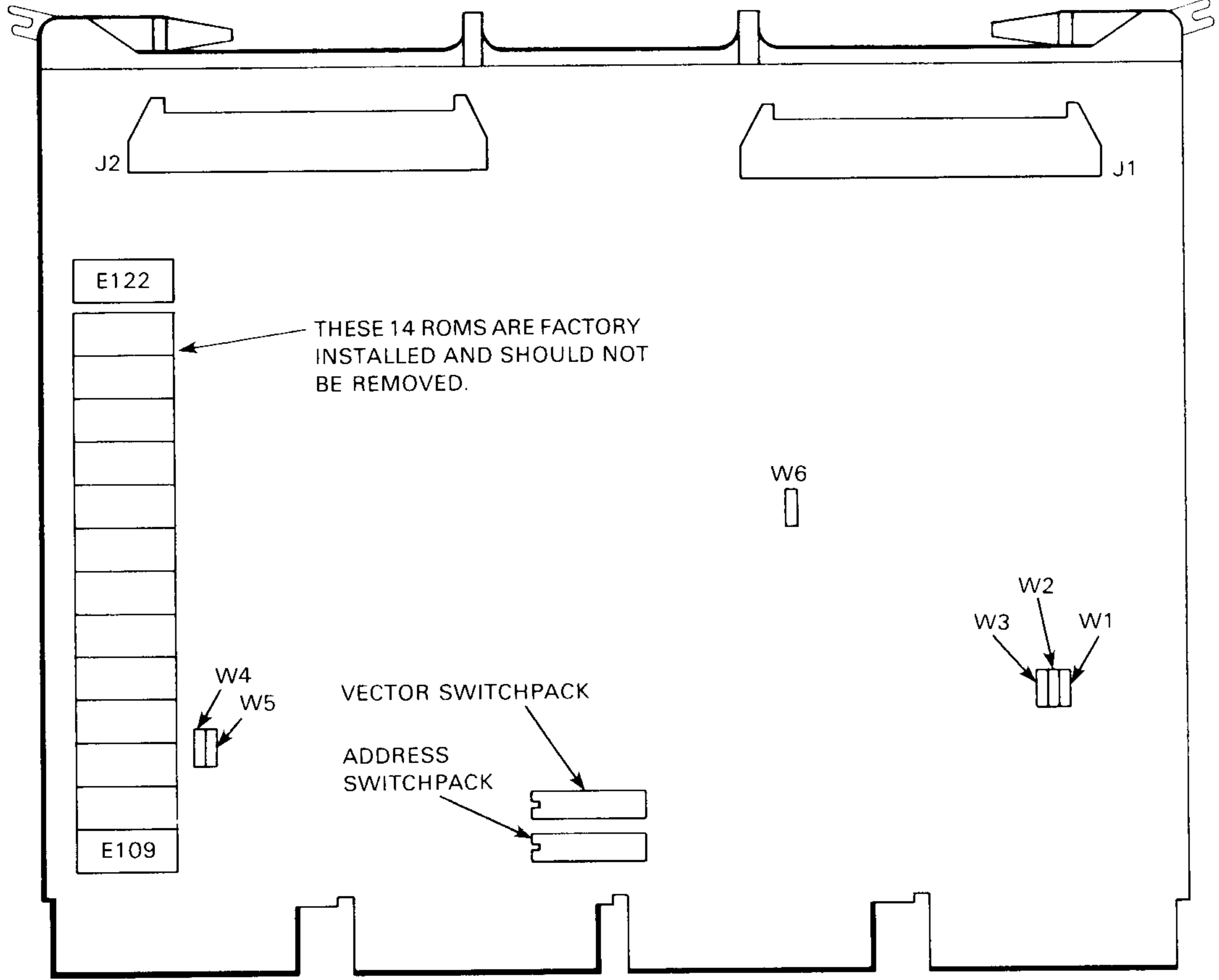
Therefore, after this new command is processed and its termination status issued, the tape is positioned as expected by the user and all outstanding conditions reconciled.

15. Similarly, if a write next command specifying a record larger than 3.5K bytes is processed, this command is handled in the unbuffered fashion, but allows buffering to be attempted if the very next command is write next.

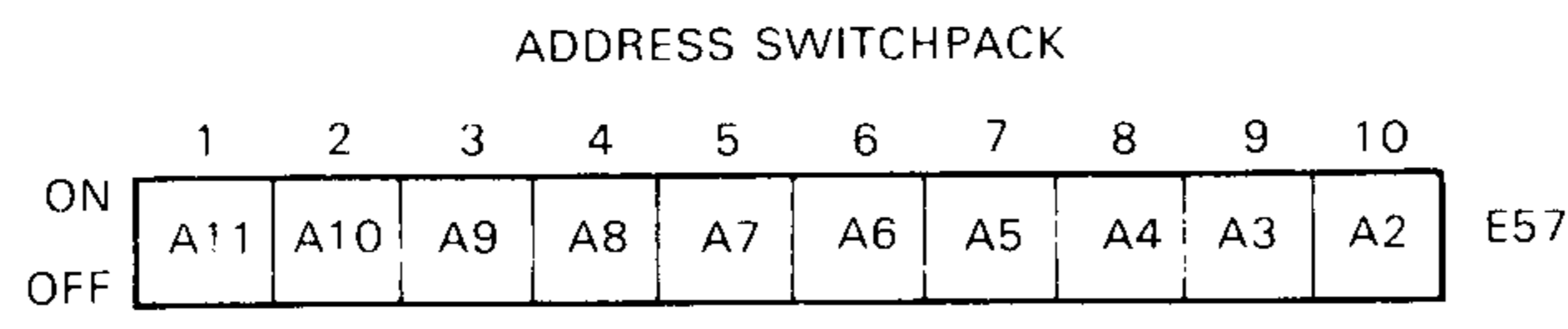
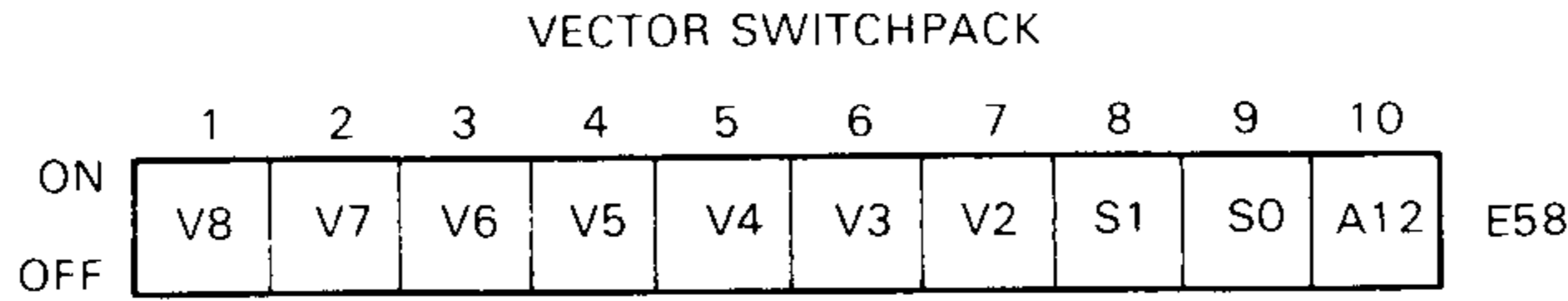
NOTE

Initialization (Bus INIT or a write into TSSR) should be avoided since it purges the RAM and current status. When this is done, it is possible to lose a record that the user might assume was properly written.

APPENDIX A
CONFIGURATION DATA



CS-2449



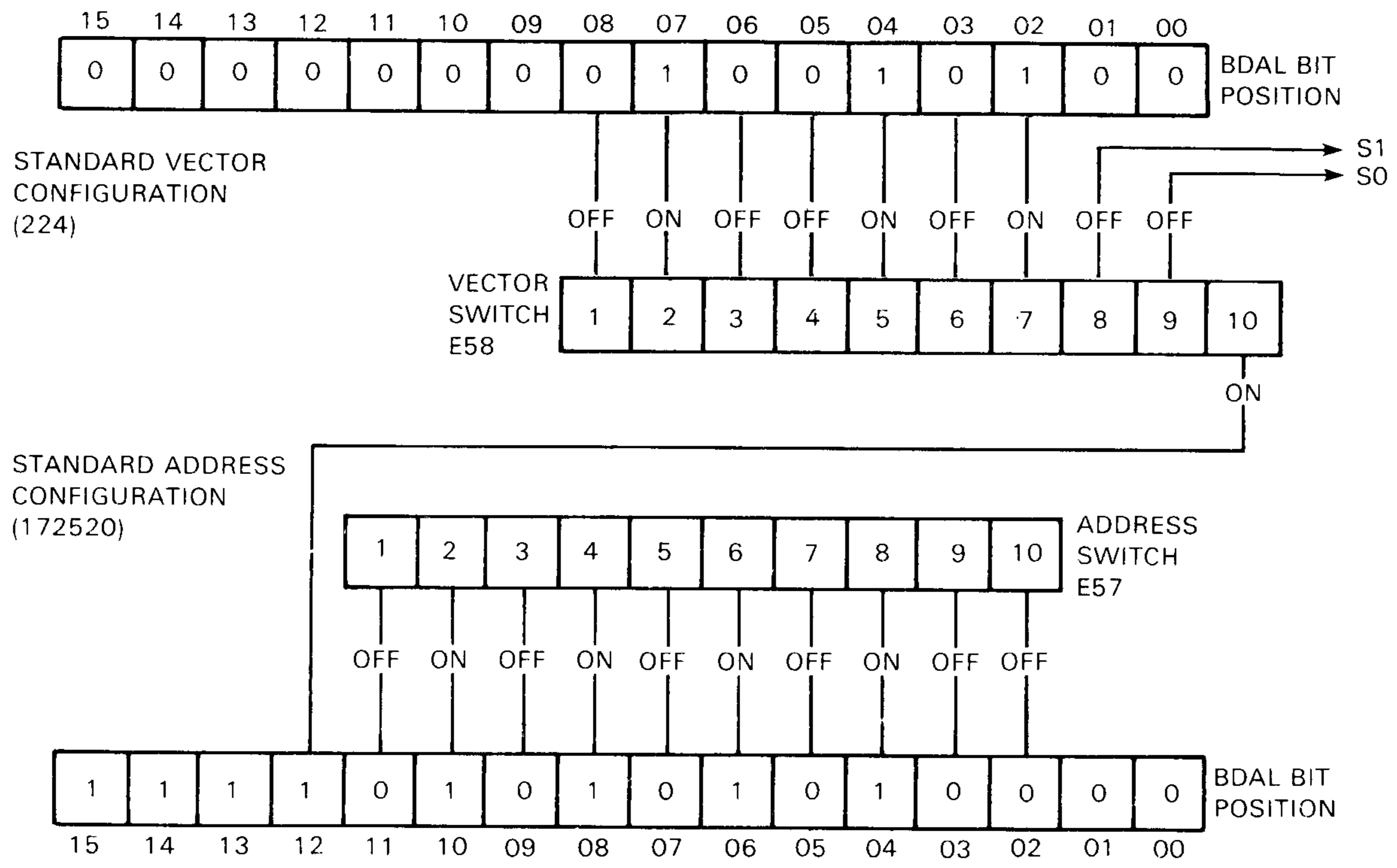
V = VECTOR BIT
A = ADDRESS BIT
S1 = BUFFERING ("ON" INCREASES THROUGHPUT BUT DATA MAY BE LOST IF POWER FAILS)
S0 = EXTENDED FEATURES ("ON" FOR 22 BIT ADDRESSING)

JUMPERS		AS SHIPPED
W1	BIRQ5	OUT
W2	BIRQ7	OUT
W3	BIRQ6	OUT
W4	BUS GRANT CONTINUITY	IN
W5	BUS GRANT CONTINUITY	IN
W6	SCLOCK ENABLE (USED DURING FACTORY REPAIR ONLY)	IN

CS-4681

Figure A-1 M7196 Switch and Jumper Identification

M7196 VECTOR AND ADDRESS SWITCHES

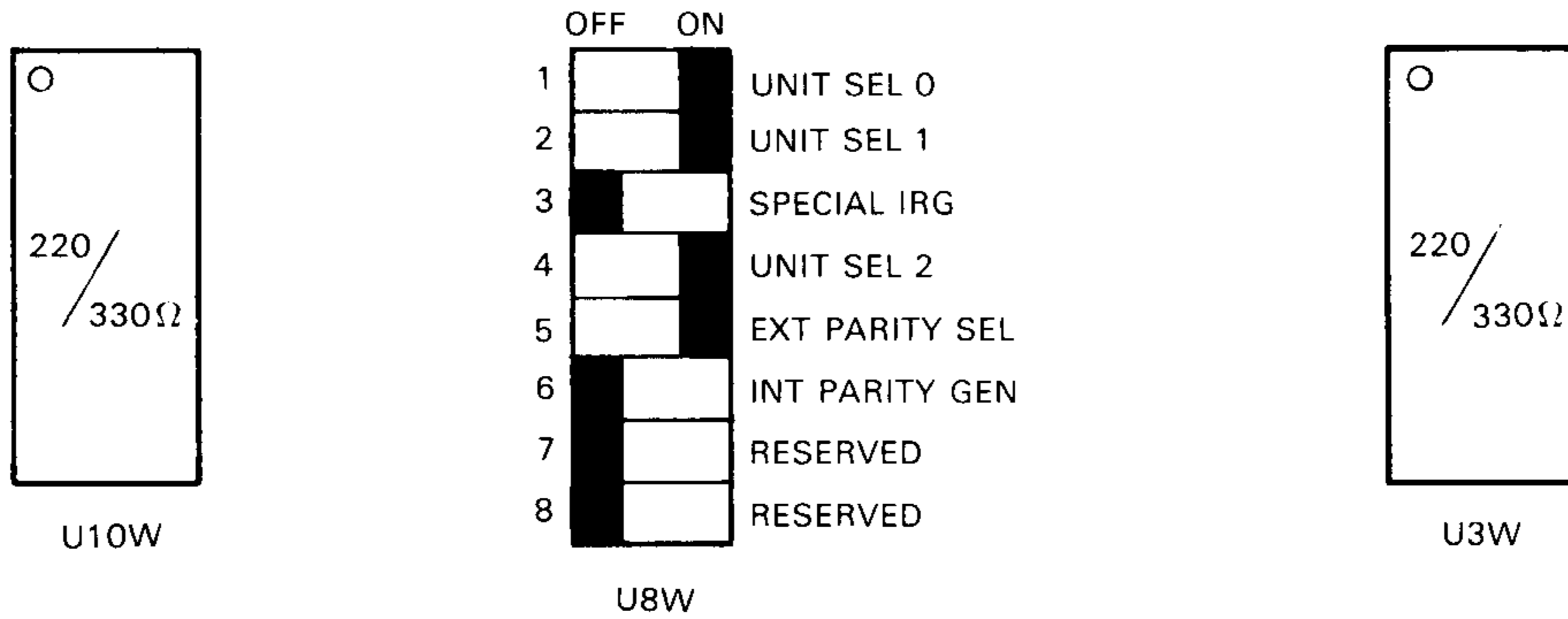


S0 = EXTENDED FEATURES (MUST BE "ON" FOR 22 BIT ADDRESSING)
 S1 = BUFFERING ("ON" INCREASES THROUGHPUT BUT DATA WILL BE LOST IF POWER FAILS, NORMALLY NOT USED)

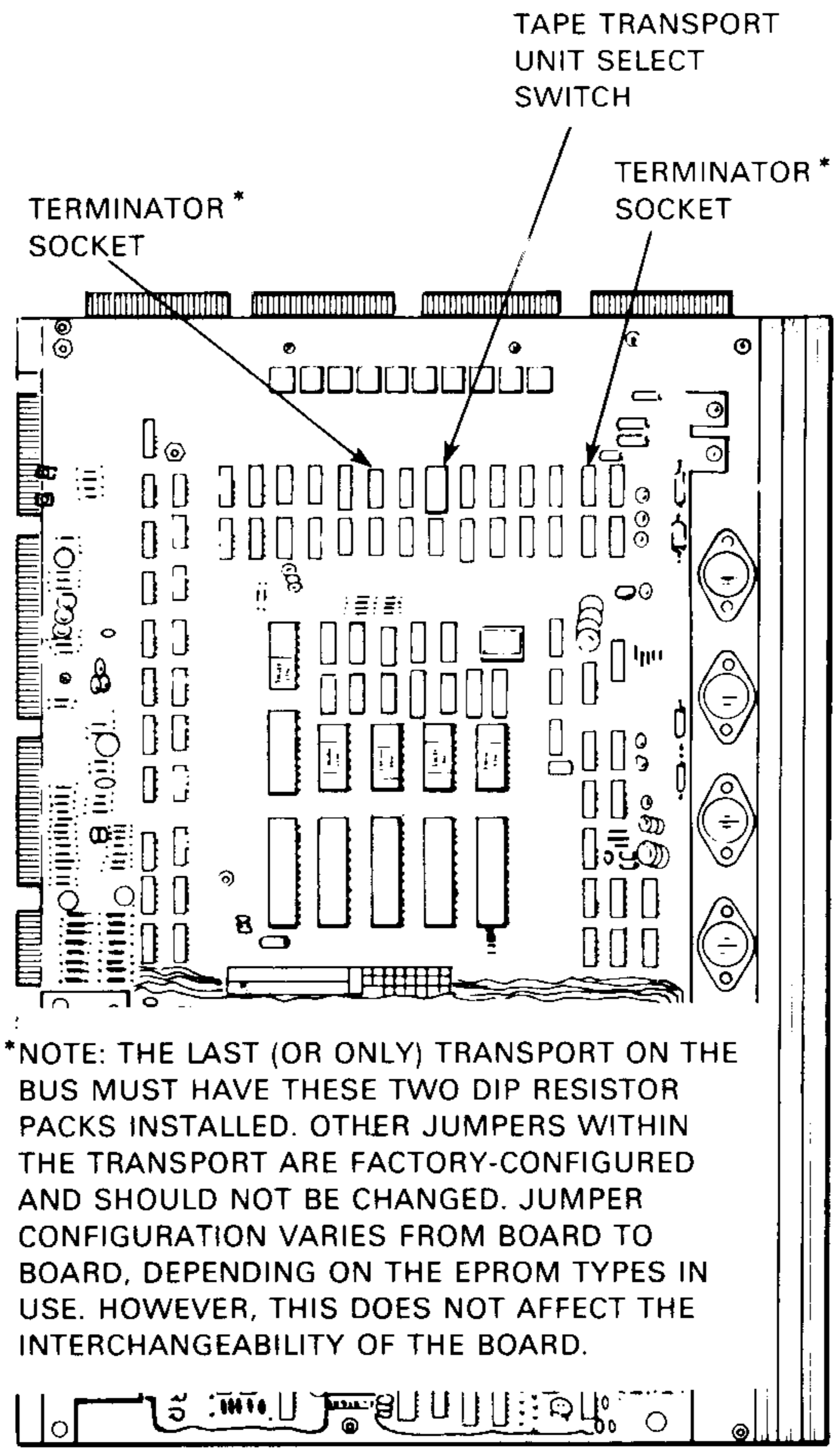
CS-4682

Figure A-2 M7196 Vector and Address Switches

TAPE TRANSPORT UNIT SELECT SWITCH



CS-2452



CS-2451

Figure A-3 Transport Switch and Terminator Identification

APPENDIX C
SUMMARY OF KNOWN DIFFERENCES

The following list describes the known programming differences between the TS11/TS04 magtape subsystem and the TSV05 magtape subsystem, with the TSV05 in "TS11 compatibility" mode (extended features switch OFF and record buffering disabled).

- In the TSV05, control logic resides in the M7196 controller/interface module (allowing non-tape-motion commands to be executed with the transport power OFF), whereas in the TS11, control logic resides in the tape drive (preventing any commands from being executed with tape drive power OFF).
- TSDB/TSBA Data Wraparound Maintenance Functions: the TSV05 uses (wraps around into the TSBA) only the byte that was written into TSDB, whereas the TS11 wraps around both bytes from the bus (the contents of the byte not specifically written is not always known, since it varies with CPU type). In addition, a word-write maintenance function is defined for TSDB that is not available in the TS11.
- TSSR Register: bits 14 and 13 have differing meanings between the two subsystems. On the TS11, bit 14 indicates a UNIBUS Parity Error (UPE), while on the TSV05 subsystem it is not used. On the TS11, bit 13 indicates Serial Bus Parity Error (SPE), while on the TSV05 it indicates a Sanity Check Error (SCE), an error detected by the controller in its RAM while performing microdiagnostics.
- TSSR Register: in the TSV05, this register is also used to indicate self-test errors detected upon initialization. The high byte, when written, contains the TSDBX functions.
- Extended Status Register 1 (XST1): bits 12-09, 07-02, and 00 are not used by the TSV05 and always appear as "0", while in the TS11 these bits detail the cause certain errors on a tape motion command. This detail is not presently available from the TS05 tape transport used in the TSV05 subsystem.
- Extended Status Register 1 (XST1): bit 08 is not used on the TS11, while on the TSV05 it indicates a parity error detected on the read data lines from the transport.
- Extended Status Register 2 (XST2): bit 14 on the TS11 indicates I/O Silo Parity Error (SIP), while on the TSV05 it indicates a RAM Checksum Error (RCE).

- Extended Status Register 2 (XST2): bits 13, 12, and 08 are not used on the TSV05, while on the TS11 these bits indicate Serial Bus Parity Error (BPE) at drive, Capstan Acceleration Fail (CAF), and Dead Track Parity (DTP).
- Extended Status Register 2 (XST2): bits 07-00 on a tape motion command on the TS11 indicate tracks that are dead, while on the TSV05 this information is not available from the TS05 tape transport.
- Extended Status Register 2 (XST2): bits 07-00 on a write characteristics command indicate the microcode revision level on both machines. In addition, the TSV05 indicates the settings of the extended features enable switch (bit 07) and the buffering enable switch (bit 06). On commands other than write characteristics, the TSV05 displays the unit number of the currently selected transport in bits 02-00.
- Extended Status Register 2 (XST2): bits 07-00 on a get status command on the TS11 indicate the "residual capstan tick count, while on the TSV05 this information is not available from the TS05 tape transport.
- Extended Status Register 3 (XST3): bit 07 is not used on the TSV05, while on the TS11 it indicates Tension Arm Limit Exceeded (LMX).
- Extended Status Register 3 (XST3): bit 04 on the TS11 is to report Capstan Response Failure (CRF), while on the TSV05 it is not used.
- Extended Status Register 3 (XST3): bits 02 and 01 are not used on the TSV05, while on the TS11 they are used to indicate a noise record (NOI) and Limit Exceeded Statically (LXS), respectively.
- The clean tape is handled as a NO-OP in the TSV05; tape does not move.
- The write subsystem memory command is entirely different between the two machines.
- Tape speeds, and therefore data transfer rates, differ: 114 centimeters/second (45 inches/second) for the TS11, and 64 centimeters/second (25 inches/second) for the TSV05.
- Data access characteristics differ, since TS11 uses a stop/start tape drive and TSV05 uses a reel-to-reel (streaming) tape drive.