

[54] INFLIGHT AIRCRAFT TRAINING SYSTEM

[75] Inventors: **Paul Tingleff**, Amherst; **Homer Prue**; **Charles Stewart**, both of Nashua, all of N.H.

[73] Assignee: **Sanders Associates, Inc.**, Nashua, N.H.

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[52] U.S. Cl. **434/2**

[58] Field of Search **434/2, 3**

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Institution of Electrical Engineers-Part 3-Mar. 1949, British, pp. 101-112.

Primary Examiner—Maynard R. Wilbur

Assistant Examiner—Robert C. Burk

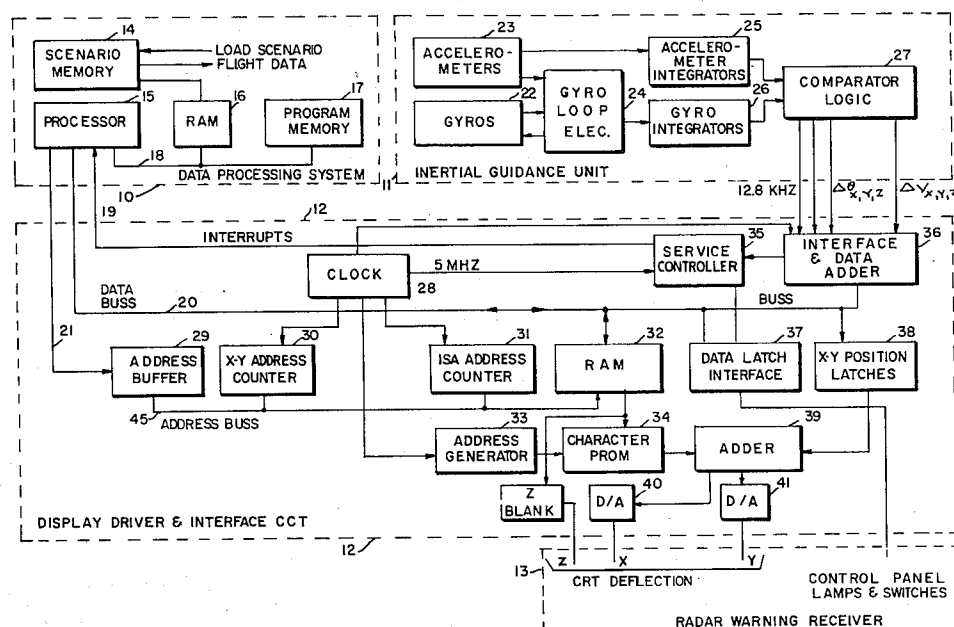
Attorney, Agent, or Firm—Louis Etlinger; Donald A. Streck

[57]

ABSTRACT

Inflight training apparatus is provided for military aircraft radar warning receivers that is plug compatible with the standard receiver processor to provide realistic training scenarios responsive to pilot maneuvering while recording the pilot's actions for post flight analysis. The training apparatus includes inertial navigation equipment to indicate position and attitude of the training aircraft, a memory in which is stored position and types of enemy radars and threats that would be encountered on an actual combat mission, and a processor which receives inputs from the inertial navigation equipment, memory and radar warning receiver control panel to control the standard receiver video display to generate the training scenario thereon. The training display moves, rotates, and is blanked simulating the effects of aircraft altitude and attitude as the aircraft turns, banks and performs other maneuvers which may be navigational or evasive maneuvers.

5 Claims, 8 Drawing Figures



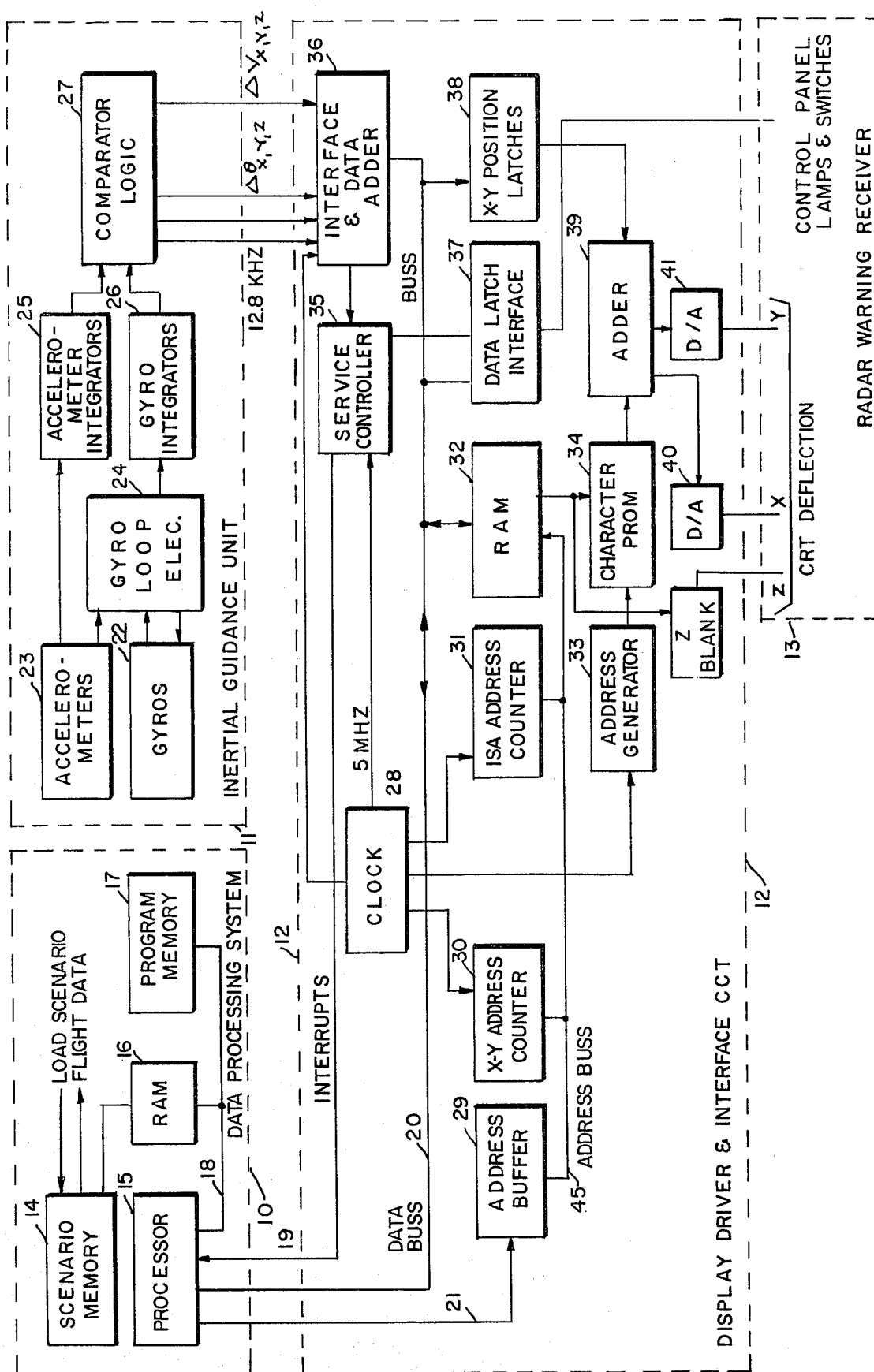


FIG. 1.

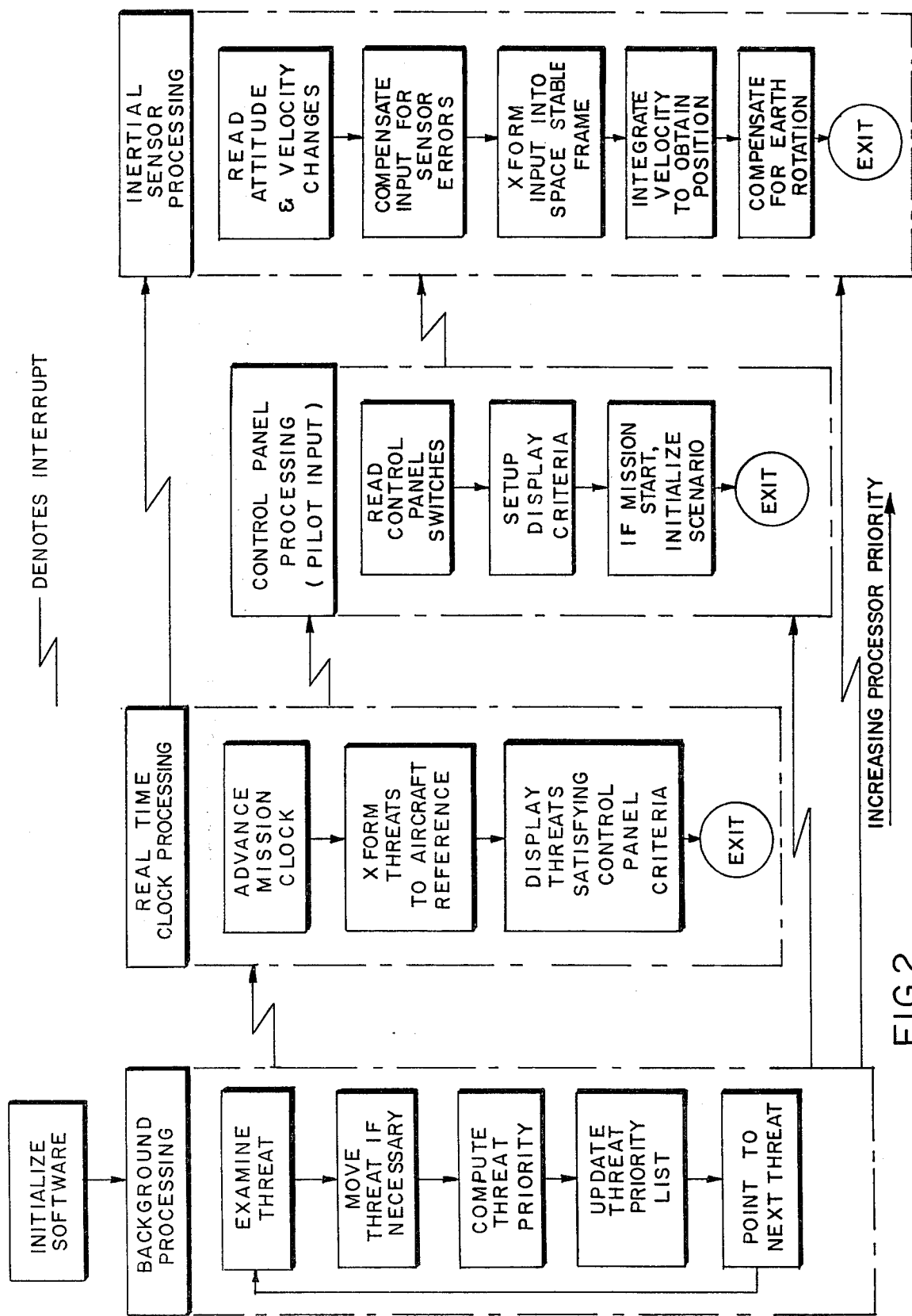


FIG.2.

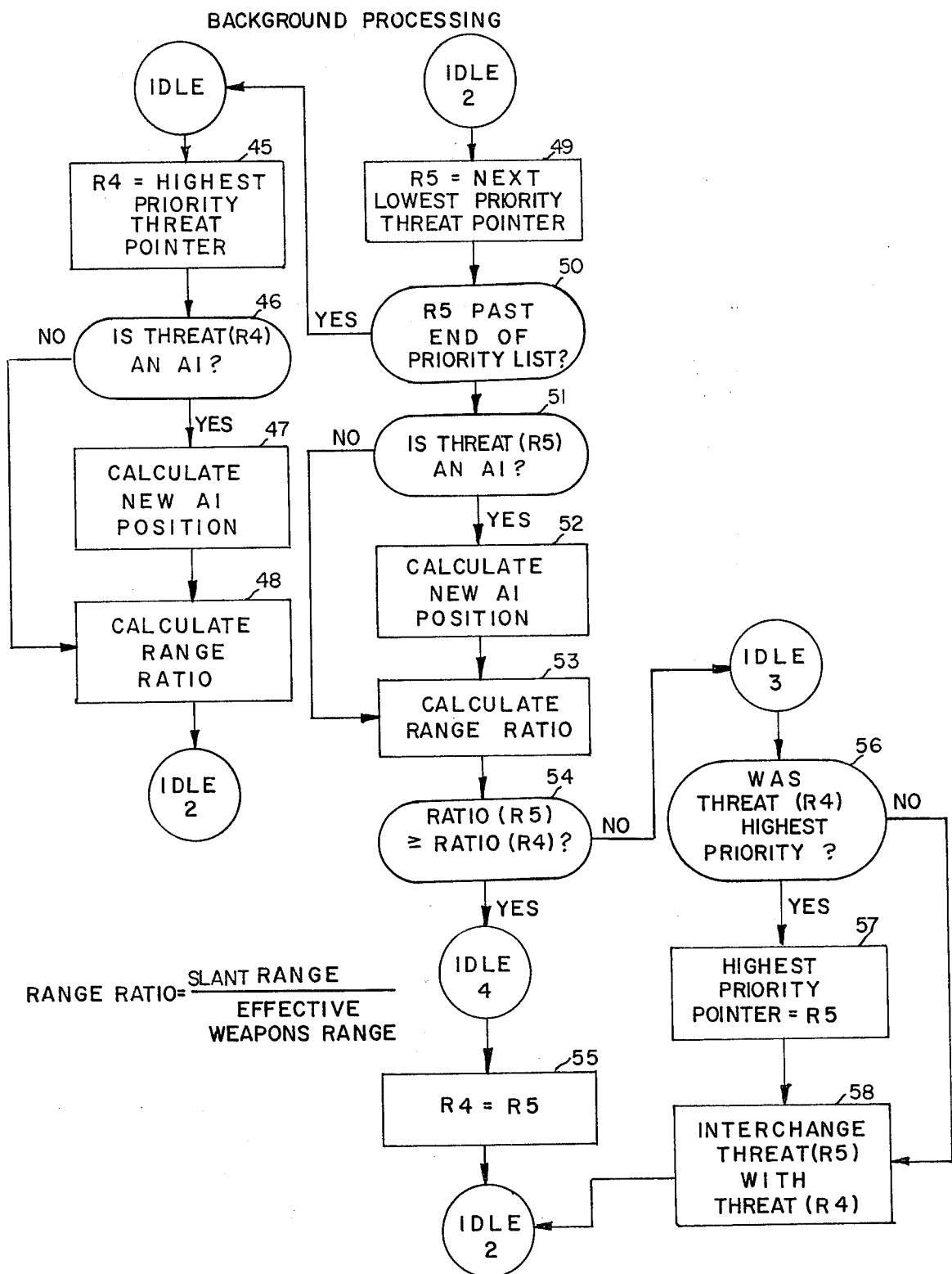


FIG. 3A.

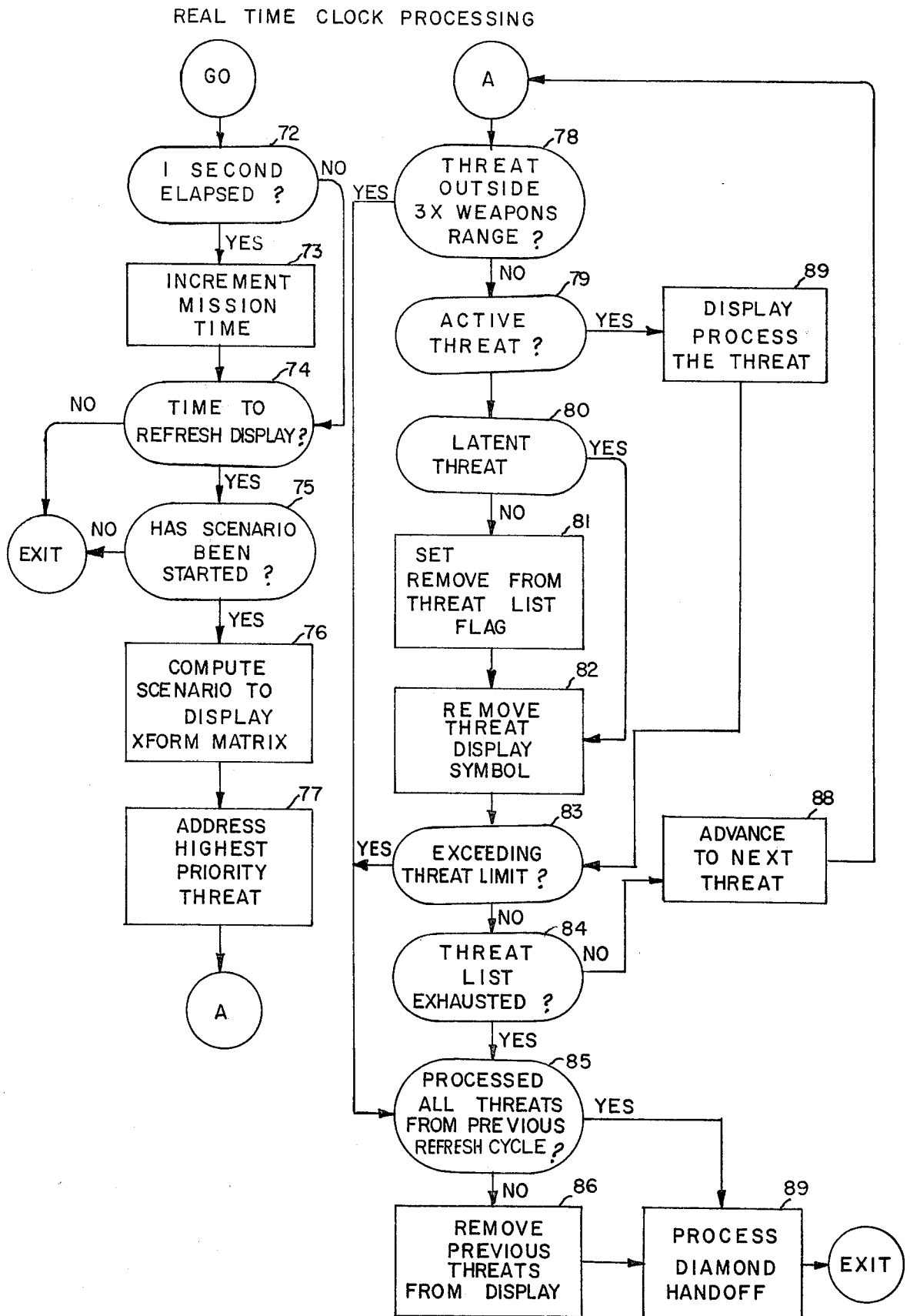


FIG. 3B.

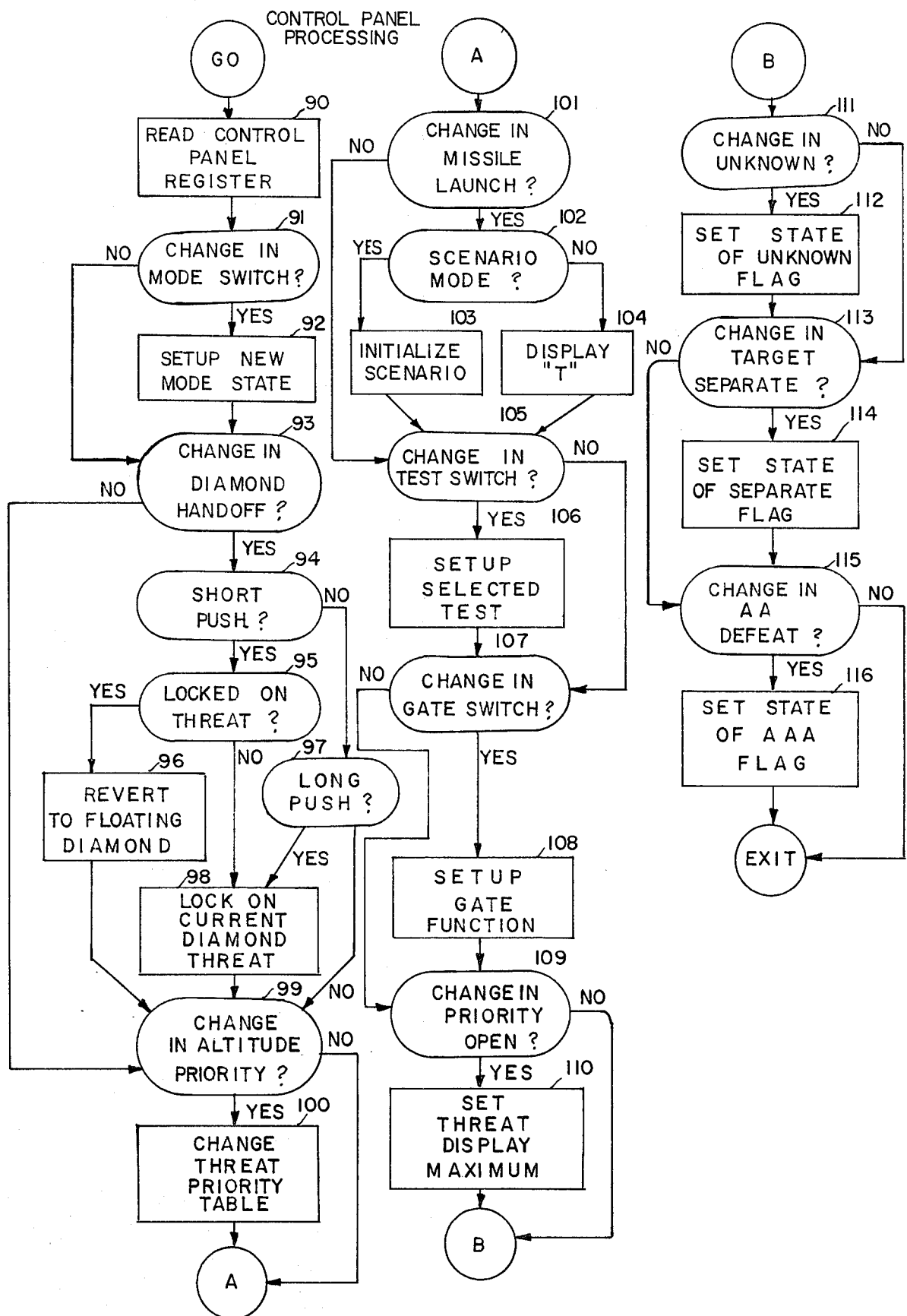


FIG. 3 C.

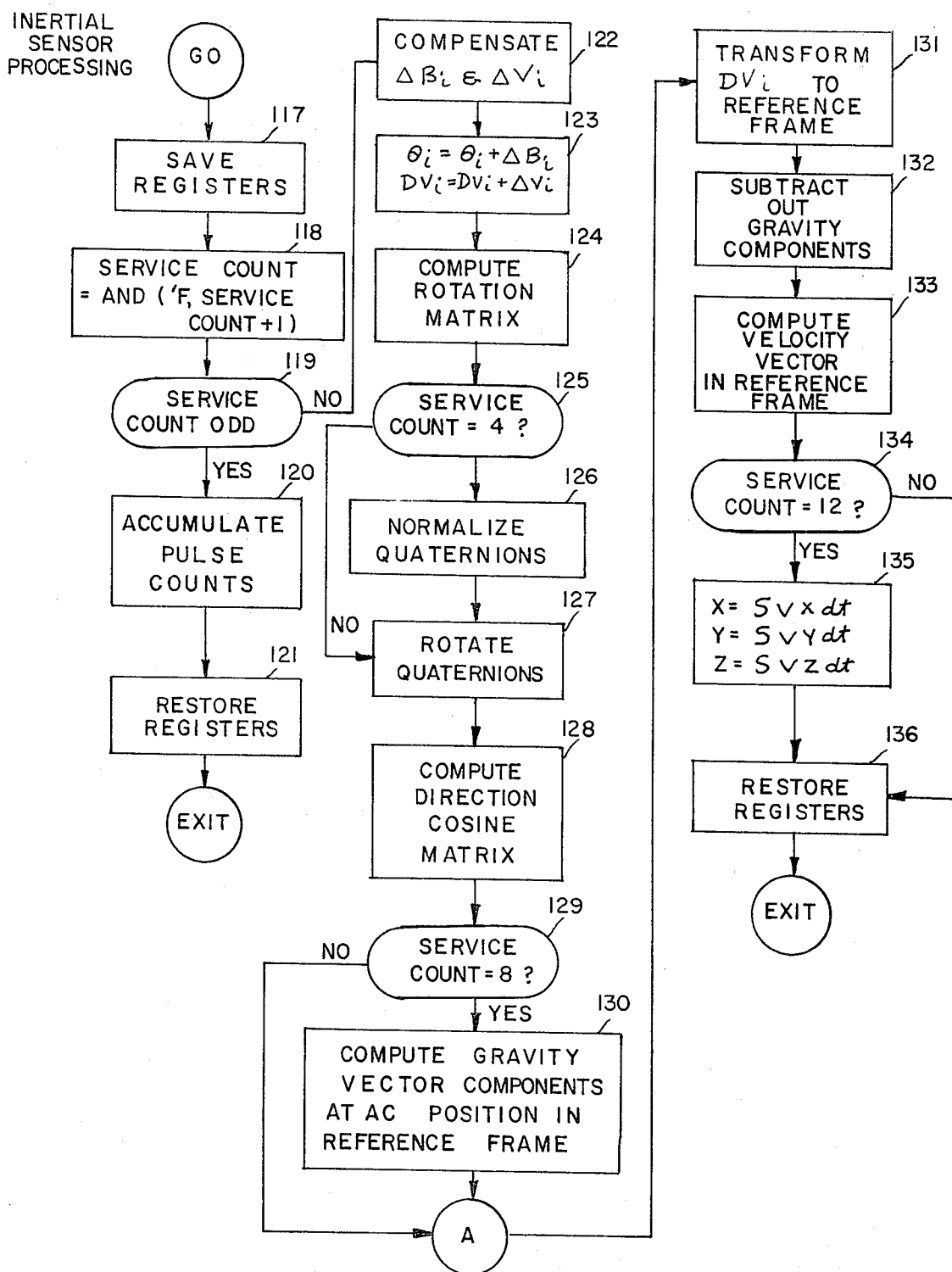


FIG. 3D.

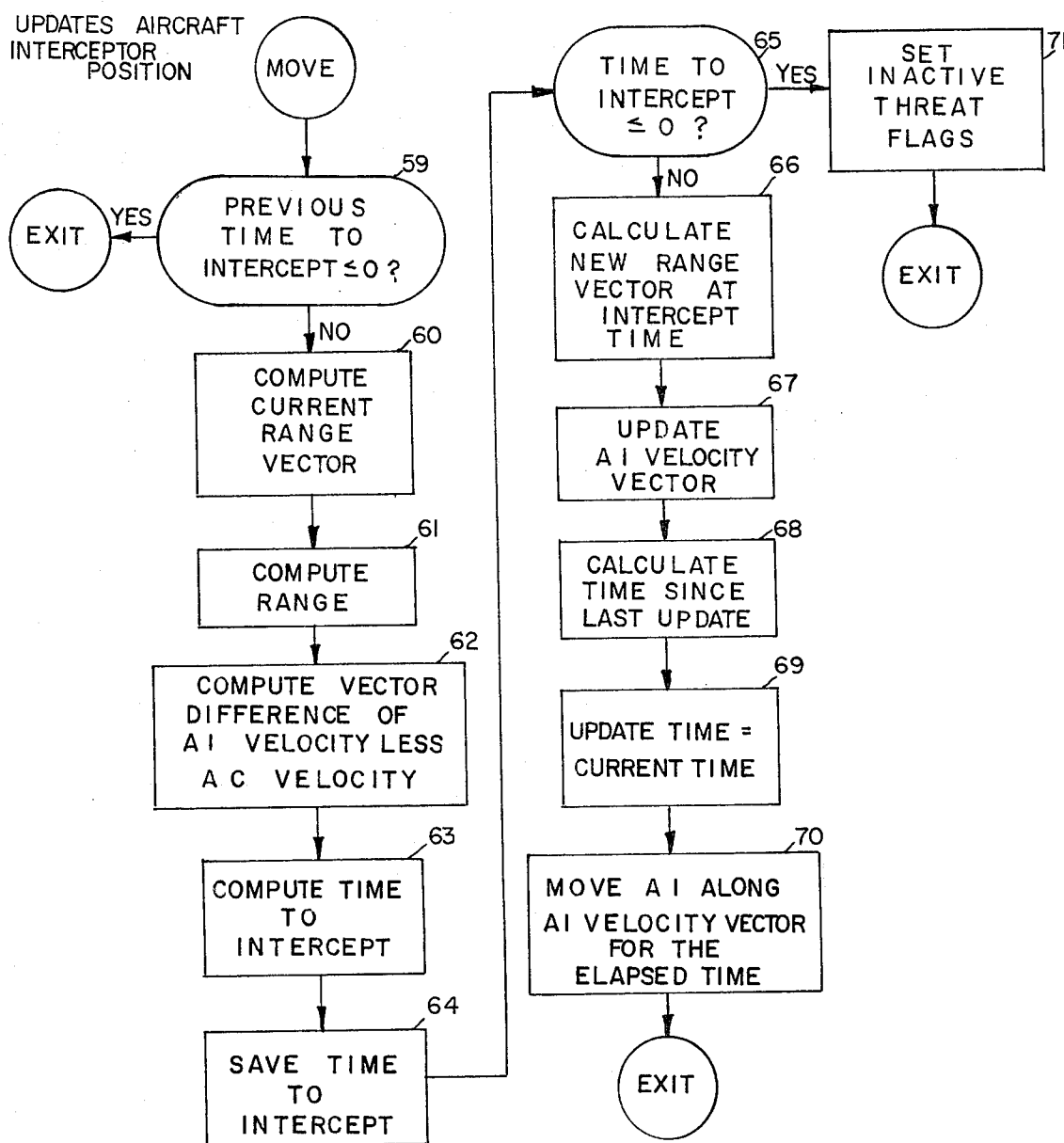


FIG. 3E.

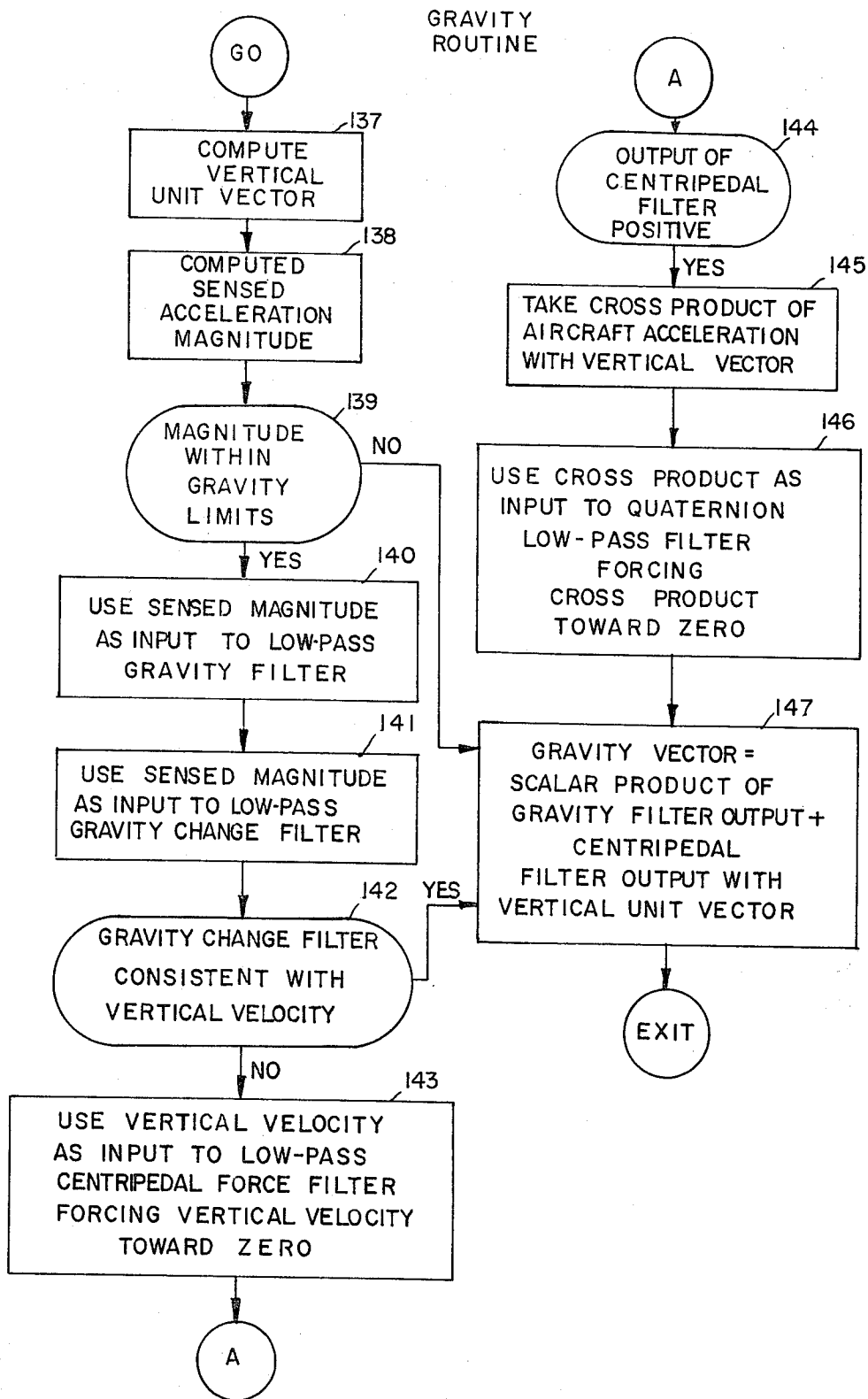


FIG. 3F.

INFLIGHT AIRCRAFT TRAINING SYSTEM

FIELD OF THE INVENTION

This invention relates in general to aircraft training systems.

BACKGROUND OF THE INVENTION

In the prior art, equipment for providing training for particular aircraft systems have generally been simulators located on the ground at training facility locations. There are only a few training locations at which a limited number of expensive simulators are located and these locations are remote from most operational aircraft bases which are located all over the world. In addition to there being an insufficient number of simulators to provide frequent training to all air crew members, the aircraft crew members to be trained must leave their operations units in order to receive such training. In many cases reduction in aircrew manpower for even a few days of training is unacceptable.

Prior art ground based simulators can provide only a small amount of realism and cannot provide the realism of an actual flight.

Some inflight training arrangements are available at one or two training ranges where the air crewmen fly over the training range and receive realistic radar warning displays with inflight realism. Inflight training range training has limitations, however, in that the air crewmen must leave their operations bases, all air crewmen cannot receive frequent training, the training scenario is limited and expensive to change, and the training scenario is relatively short unlike actual combat missions.

Thus, existing ground based aircraft training simulators and inflight training range facilities both have limitations which limit their usefulness.

SUMMARY OF THE INVENTION

The present invention solves the aforementioned shortcomings of the prior art inflight training range facilities and ground located simulator training systems. The present invention permits frequent inflight training of air crewmen while at their assigned airbases. Further, the inflight training scenarios can simulate actual combat missions both in duration and the threats experienced. In addition, the reactions of the pilot and/or other air crewmen in response to the training scenario are recorded for future analysis of their performance. Analysis permits improving the performance of the air crewmen.

More particularly, the embodiment of the present invention disclosed herein is a military combat aircraft radar warning receiver simulator which is used to provide inflight training with realistic training scenarios which may include scenarios that duplicate those to be encountered on actual combat or reconnaissance missions. In operation the radar warning receiver processor is removed from the aircraft and the simulator installed in its place. The simulator is plug compatible with the existing radar warning receiver processor thereby minimizing modifications to the aircraft. This permits frequent training of aircraft crewmen at their operations bases in their own combat aircraft during routine flights and eliminates the need for having to go to remote training facilities.

The aircrew whose aircraft is quickly and easily equipped with a preprogrammed radar warning receiver simulator initialize the simulator, take off, and fly

to a predetermined point over friendly territory where the simulator is then enabled. The initialization process causes the simulator to function as if the location at which the simulator is initialized is the airbase where the aircraft is either stationed or operating from. The purpose is to assure that during the training flight the aircraft doesn't actually enter enemy airspace. At airbase locations such as in the United States, the simulator may be initialized before take-off. No matter which case, the scenario on the radar warning receiver video display is the same as if the aircraft was flown from its operations base on an actual combat or reconnaissance mission.

As the simulator equipped aircraft is flown over its planned training course simulating a combat or reconnaissance flight as defined by direction distance, time and altitude, the location of simulated enemy search, threat and aircraft radars are appropriately displayed on the receiver video display. As the training aircraft travels straight, turns or performs other maneuvers, the display of the radars on the video display changes accordingly in a realistic manner.

The simulator may include an altimeter to sense the aircraft altitude and includes inertial navigation equipment to sense the location and attitude of the aircraft. Data from these elements within the simulator can be used by the computer located in the simulator to provide realistic terrain blanking dependent on the aircraft altitude and provides display rotation and blanking as the aircraft turns, rolls and performs evasive maneuvers. The display blanking may be simulating antenna pattern dead spots around the aircraft.

As is well known, the aircraft pilot and crew member operating the radar warning receiver respond to the radar warning display and perform course changes, evasive maneuvers and activate appropriate counter measures for self protection. These actions are recorded and analyzed subsequent to the training flight. The analysis permits improving the responses and techniques used to evade threats and thereby improve the chances of surviving actual combat and reconnaissance missions.

The invention will be more readily understood from the following description of an illustrative embodiment of the invention when read with reference to the accompanying drawing in which:

FIG. 1 is a detailed block diagram of our unique radar warning simulator;

FIG. 2 is an overall block diagram of the system computer program; and

FIGS. 3A through 3F are the program flow charts for the system computer program.

GENERAL DESCRIPTION

The Radar Warning Receiver (RWR) of the preferred embodiment of the present invention is found in military combat aircraft. The RWR receives and processes radar signals from such threats as search radars, anti aircraft radar, missile site radar and intercept aircraft radar and provides a video display identifying the direction, type of radar thereby identifying the type of threat, and the approximate range of the radar from the aircraft. The pilot and/or other cooperating air crewmen, depending on the type of aircraft, take evasive maneuvers, alter flight path and utilize appropriate passive or active countermeasures such as chaff, flares and electronic countermeasures jammers in response to the

audio and video output from the RWR. Such actions increase the chances of survival of the aircraft and its crew in a combat or reconnaissance environment.

Due to the importance of the RWR, it is important that the pilot and other air crewmen operating the RWR must receive frequent and realistic training both of which are not readily available with ground based simulators and inflight training over training ranges, both of which are usually remote from the operations bases.

With the preferred embodiment of the invention disclosed herein, an inflight RWR simulator is provided which is relatively small and self-contained; is easily programmed on the ground for an infinite variety of training scenarios which may duplicate combat and reconnaissance missions in complexity and time duration; is utilized at operations bases within the aircraft; and is used to provide frequent, realistic inflight training. The preprogrammed RWR simulator is quickly and easily exchanged for the plug-in processor module of the RWR equipment within the aircraft and the crew receives training in their own assigned aircraft without being temporarily reassigned to remote bases for training.

Once the plug compatible pre-programmed RWR simulator is installed in an aircraft, the RWR simulator is either initialized before takeoff or subsequent to takeoff at some point remote from the airbase. In either case, initialization causes the simulator to commence functioning as if the aircraft were just leaving the airbase. The simulator may be initialized at an airborne point remote from the base to assure that during the simulated mission the aircraft does not pass over unfriendly or enemy territory. This is not a problem when starting the simulated training mission from airbases in the United States where the simulator may be initialized before takeoff. However, at airbases close to unfriendly or hostile countries, the aircraft must be flown some distance away from the hostile country before the simulator is initialized to assure that the aircraft does not pass over hostile territory. This must be done as the aircraft would be flying course headings for given periods of time as if the aircraft had taken off from the airbase on a mission over hostile territory. During the training flight various types of search, threat and intercept aircraft radar are displayed on the RWR video screen and the RWR equipment is operated in the same manner as if the aircraft were on an actual reconnaissance or combat mission. In a well known manner, the pilot of the aircraft, and other cooperating crewmen will make course changes, altitude changes, take evasive maneuvers and utilize on-board countermeasures equipment just as they would do during an actual mission to prevent being shot down. The only difference is that flares and chaff most likely will not be ejected from the aircraft. The video and audio outputs of the RWR control equipment on the aircraft in response to the simulator can be realistic to the point that blanking occurs for terrain blanking depending upon the altitude of the aircraft and blanking due to antenna pattern dead spots around the aircraft depending upon the attitude of the aircraft as it flies level or undergoes various evasive or other maneuvers. In addition, the display will change and appropriate audio signals will be provided to the operator reflecting the change in received radar signal status of missile radar sites in their acquisition, firing and homing modes of operation.

Actions of the pilot and other air crewmen responsive to the training scenario are recorded for evaluation after the training flight. In this manner techniques may be developed and the crews develop a high degree of proficiency in the utilization of their defensive equipment to thereby maximize their chances of surviving actual reconnaissance and combat missions.

To prepare a training scenario, a file is placed in a memory of the simulator for the flight to be simulated. Each threat radar has many entries in the memory file. These entries indicate the type of threat radars, the distances from the point at which the RWR simulator is initialized to each radar, how close the aircraft must be to the radar before the radar is turned on, changes in radar operating mode or frequency, altitude the aircraft must be at before certain weapons systems associated with specific radars are utilized, terrain blanking information, antenna dead spot information, audible sounds generated for different threat radars reflecting their operational status and other similar information. Internal to the simulator is self-contained inertial navigation system, altimeter, a microprocessor and the memory containing the training scenario file and the operational program for the simulator. The inertial navigation system indicates the position of the aircraft with respect to the earth to the processor. The altimeter indicates the altitude of the aircraft to the processor. The processor relates the present position of the aircraft to the position of simulator initialization point and checks the scenario file. Information for threat radars that would be displayed on the RWR video display are utilized to present the appropriate audio and video display signals on the RWR. The display is updated frequently to accurately reflect the motion of the aircraft. The processor also utilizes the inertial guidance system signals when the aircraft is diving, rolling or performing other maneuvers to appropriately change the RWR display just as it would appear in a real non-simulated situation. Further, the processor utilizes the antenna dead spot information and, terrain blanking information then can be stored in memory, as well as aircraft altitude information, to appropriately blank the display of threat radars to accurately simulate blanking.

To better understand the description of the system block diagram shown in FIG. 1 and the computer program flow charts shown in the remaining figures, a description of the controls on the RWR must first be given. There are ten buttons or switches, including multiple position rotary switches, on the RWR control panel which are listed and described immediately hereinafter.

1. AADefeat—This button is utilized by the RWR operator to either enable or disable the display of radars associated with anti-aircraft weapons systems. This control would typically be used when the combat aircraft is flying at high altitude where conventional low altitude effective anti-aircraft weapons systems are ineffective and the display of their radars would only clutter up the RWR video display.

2. Target Separate—In actual operation occasions arise where the RWR display of two or more radars the display of which is overlapped on the RWR video display. While this button is depressed by the RWR operator the overlapped displays of the two or more radar sources is separated so that the operator can determine the type of radars.

3. Unknown Enable—In operation the radar warning receiver receives radar signals from various radar types,

many of which are identified by the receiver as being threat radars of a specific kind. However, signals may be received from other radars which the receiver cannot identify as being of any type of known threat. These unknown radars will not be shown on the RWR video display unless the Unknown Enable button is operated.

4. Priority Switch—This is a two-position switch which causes the RWR receiver to display either the five or sixteen highest priority threat radars. The RWR operator may use this switch to display only the five highest priority radars to avoid possible confusion by having sixteen radars displayed.

5. Gate Switch—This switch does not affect the operation of the inflight training system of the present invention so is not described here.

6. Test—This is a four-position rotary switch having an off position and the remaining three positions are used to test all lamps on the receiver, put various characters on the video display to assure its operation and a system test checking various computer programs within the system.

7. Missile Launch—This button is operated by the equipment operator and causes the RWR to display friendly radars for limited training purposes.

8. Altitude Priority—This switch causes the RWR to display all threat radars, threat radars for weapons systems that can only affect the aircraft at high altitudes, or threat radars for weapons systems that can only affect the aircraft at low altitudes.

9. Diamond Hand-off—On the RWR video display there is usually a diamond encircling the highest priority threat at any moment in time. As the highest priority threat changes the diamond automatically transfers to the newest highest priority threat. The RWR operator also receives audio signals for the threat so marked by the diamond. When the operator depresses and holds down this button, the diamond moves from one threat radar to another threat radar in descending order of the threat priority at approximately one second intervals. Upon the diamond marking a display of a threat radar of interest, the key is released and the diamond remains marking the threat of interest. Accordingly, an audio tone is provided the operator for the threat of interest. To return the diamond to the highest priority threat, this key is momentarily operated.

10. Mode—This is a multi-position rotary switch, one position of which is entitled Priority Open. When the switch is in this position, the following operation is provided. When the RWR operator has placed the previously described Priority Switch in the position such that only the five highest priority threat radars are displayed, if there are more than five threat radars a lamp is lit to inform the operator that there are more than five threats and the operator may then operate the Priority Switch to cause up to sixteen threats to be displayed. A second position of the Mode switch is entitled Search Radar and causes search radars to be displayed at the outer periphery of the display. Other positions of the Mode switch cause the receiver to display only those threats located in front of the aircraft and operating in designated radio frequency bands. Still other positions of the switch are utilized to display the radars for infrared tracking weapons.

DETAILED DESCRIPTION

Turning now to FIG. 1, therein is shown a detailed block diagram of our novel radar warning receiver training system which is plug compatible with radar

warning receiver equipment already existing in combat aircraft. Our novel training apparatus comprises data processing system 10, inertial guidance unit 11, and driver and interface circuit 12 which are physically all contained within a single housing. These three units are described in greater detail hereinafter.

Data processing system 10 contains a scenario memory 14 which is a bubble memory that will not lose its stored contents if power to this memory is interrupted. Memory 14 has a training scenario stored therein prior to the warning receiver training apparatus being installed in a combat aircraft for training purposes. As mentioned previously an almost infinite variety of training scenarios may be created to provide realistic training for combat aircrews at their assigned airbases. The complexity of the training scenarios is limited only by the number of storage bits within the memory 14. In addition, as a combat aircraft goes through a training flight utilizing our novel radar warning receiver training equipment, the flight path and maneuvers the aircraft is taken through by the pilot responsive to the training scenario are also recorded in scenario memory 14 to be read out at the end of the training flight for evaluation.

Processor 15 is a 16-bit general purpose computer which functions under control of the program stored within program memory 17. Memory 17 is an electronic Programmable Read Only Memory (PROM) well known in the art, which may be erased and reprogrammed with a new program. Utilizing a programmable computer our novel radar warning receiver equipment can be updated to provide training scenarios with increased capability and new types of threats. Random Access Memory (RAM) 16 is used as a scratch pad memory to temporarily store information being read out of and written into scenario memory 14 and to provide scratch pad memory to processor 15 as it functions under control of the program stored in memory 17. Information and program written into and read out of memories 16 and 17 is coupled to and from processor 15 via buss 18. Flow charts for the program are shown in FIGS. 3A through 3F which are described further in this specification.

The program source listing stored in program memory 17 is at the end of this specification and Table A located in this specification just prior to the program source listing is an index that correlates the steps in the program flow charts of FIGS. 3A through 3F with the program source listing.

Inertial guidance unit 11 is a commercially available unit containing standard apparatus and provides outputs indicating change in aircraft attitude ($\delta\theta_x, y, z$) and change in aircraft velocity ($\delta V_x, y, z$). These outputs are pulse trains representing the attitude and velocity changes in the aircraft body frame. Inertial guidance unit 11 is the key to providing realism with our novel radar warning receiver training apparatus. The inertial guidance equipment senses the aircraft's movements during the training flight and provides information which is processed with data processing system 10 to change the radar warning receiver video display to properly reflect aircraft motion during the training flight. In addition, it is the information from the inertial guidance unit 11 that is stored in scenario memory 14 for evaluation of the aircraft flight path and evasive maneuvering following the training flight.

Within inertial guidance unit 11 are three sets of gyros 22 and accelerometers 23 that sense angular rates

and acceleration about the X, Y and Z Cartesian coordinates. As motion of the aircraft is sensed by inertial guidance unit 11, the error signals from gyros 22 and accelerometers 23 are applied to gyro-loop electronics 24 which attempts to hold the accelerometer pendulum and gyro gimbal nulled in a manner well known in the art. These signals are also used as the analog rate signals within unit 11. Accelerometer integrator 25 and gyro integrator 26 convert the respective analog signals input thereto from units 23 and 24 into digital pulse trains that are input to comparator logic 27. Comparator logic circuit 27 adds the pulse trains from integrators 25 and 26 to a 12.8 KHz reference signal. The 12.8 KHz reference signal is needed to provide an accurate time base for the data sampling interval. These pulse trains then represent the incremental changes in attitude $\delta\theta_X, Y, Z$ and incremental changes in velocity $\delta V_X, Y, Z$ experienced by the inertial guidance platform.

Driver and interface circuit 12 functions as the interface between data processing 10, inertial guidance unit 11, and radar warning receiver 13. Acting in many ways like the radar warning receiver processor which our novel training equipment replaces on a plug compatible basis, circuits within driver and interface circuit 12 generate the characters seen on the radar warning display and provide the necessary voltages to drive the cathode ray tube of receiver 13. Other circuits temporarily store information from the inertial guidance unit 11 to be input to data processing system 10. In addition, information regarding the status of the control buttons and switches on the radar warning receiver control panel are applied via driver interface circuit 12 to data processing system 10 as software interrupts; and lamps on the control panel of receiver 13 are lit under control of data processing system 10 via driver interface circuit 12.

Processor 15 operates on an interrupt basis in a manner well known in the art. All interrupts are applied to processor 15 via input lead 19 from service controller 35 displayed via interface circuit 12. Service controller 35 performs two functions. The first of these functions is to take a 5 MHz input from clock 28 and divide same by 10 to provide the 2 microsecond time clock signals used to control the system. The second function is to receive all interrupt information from inertial guidance unit 11 and radar warning receiver 13. The order of priority of these interrupts is also determined by controller 35 which causes processor 15 to be interrupted in accordance with predetermined interrupt priorities. The order of interrupt priority from the highest priority to the lowest priority for the RWR control panel only is: (1) Display Information, (2) New Information for Display, (3) Read Sensor Data, (4) Switch Interrupts, (5) Information to Lamps, and (6) Sensor Data Available.

Interrupts from inertial guidance unit 11 are applied via the interface portion of interface and data adder 36 and service controller 35 to processor 15. Interrupt information from radar warning receiver 13 is information indicating the status of the switches on the receiver control panel within the aircraft. As the switches are operated each sends an indication to data latch interface 37 within interface circuit 12. The switch or control information is stored within data latch interface 37 and is then input to service controller 35 as shown. Service control 35 analyzes all received interrupts and orders them for priority input to processor 15 as mentioned previously.

In operation RAM 32 performs two basic functions. First, RAM 32 is used to store inertial sensor information applied thereto via interface 36 from guidance unit 11 to be read out to processor 15 which uses the sensor information to update the radar warning receiver 13 display. After processor 15 processes sensor information stored in RAM 32 under control of the program stored in program memory 17, processor 15 generates signals for an updated display on the cathode ray tube (CRT) of radar warning receiver 13 and stores same in another portion of RAM 32. The display information stored in RAM 32 by processor 15 is periodically read out to update the display on receiver 13. To perform this update function, processor 15 knows in what address locations of RAM 32 are stored the display information to be updated. Processor 15 first generates the address in RAM 32 for the updated information and applies same via leads 21 to address buffer 29. Address buffer 29 applies this address via address buss 45 to addressing inputs of RAM 32. With specific address locations within RAM 32 being accessed, the updated information is applied via data buss 20 to be stored in the particular memory locations within RAM 32.

To periodically update the video display of radar warning receiver 13, RAM 32 has its display information periodically read out therefrom under the control of X-Y address counter 30 and ISA address counter 31 both of which are driven by clock 28. Counters 30 and 31 typically generate sequential addresses which read out all display information stored within RAM 32. The first information to be read out of RAM 32 is a binary word indicating the specific location on the video display of receiver 13 at which an alpha-numeric or other symbol is to be displayed. This position information read out of RAM 32 is applied via data buss 20 to be stored within X-Y position latches 38 which then input same to adder 39. Next the specific alpha-numeric or other character that is to be displayed at the specific X-Y location is read out of RAM 32 and input to Character PROM 34. At the same time Address Generator 33 is responsive to counts from clock 28 to sequentially and cyclically energize each of the alpha-numeric or other characters stored within PROM 34. Only that alpha-numeric or other character identified by the information also input to PROM 34 from RAM 32 will cause a digital code to be output from PROM 34 to adder 39 identifying the character. Adder 39 is responsive to both the information input to it from PROM 34 indicating the character to be displayed, and from the X-Y position latches 38 indicating the position on the receiver 13 video display at which the selected characters are to be displayed to generate another digital signal which when applied respectively to digital to analog converters 40 and 41, generates the X and Y deflection signals for the CRT display of receiver 13. In this manner, the selected character is displayed at the appropriate location on the CRT. This process is repeated for each character displayed on the CRT of receiver 13 and occurs cyclically for refresh purposes. As the aircraft performs maneuvers, or just travels in a straight line, its change in position is sensed by inertial guidance unit 11 and processor 15 responds to these changes in information to change the information stored in RAM 32 to appropriately change the display on the CRT of receiver 13. In this manner the operator of the RWR in the aircraft receives a very realistic video display which accurately simulates real operations.

At the same time, processor 15 is responsive to interrupts applied via lead 19, service controller 35 and data latch interface 37 indicating the state of switches and controls on the control panel of radar warning receiver 13 to display only particular threats, to light particular lamps on the panel of receiver 13 and to provide particular audio tones to the receiver operator.

As RAM 32 is cyclically read out under the control of counters 30 and 31, information in this memory is read out. As information regarding a particular character to be displayed is read out of RAM 32, the code identifying the particular character is applied to character PROM 34 and the position information is stored in X-Y position latches 38. The position information stored in latches 38 is input to adder 39. Character PROM 34 responds both to the character identifying signal input thereto from RAM 32 and a cyclical count from address generator 33 to generate the signals necessary to display the particular character on the CRT of radar warning receiver 13. These character display signals are also input to adder 39 which sums this signal with the position information. The output from adder 39 is via digital to analog converters 40 and 41 and then applied to the X and Y CRT deflection circuits in receiver 13. The result is that the particular character is displayed at the appropriate location on the face of the CRT of receiver 13.

During a training flight the flight path taken by the aircraft, including any evasive maneuvers, is reflected by signals output from inertial guidance unit 11. The signals from unit 11 not only are used by processor 15 as previously described and receiver 13, but also loads this information into an assigned portion of scenario memory 14. Subsequent to the training flight, the plug in piece of apparatus comprising data processing system 10, inertial guidance unit 11 and display drive and interface circuit 12 which are plug compatible with the standard radar warning receiver equipment which it replaces, is taken out of the aircraft and the flight data stored within scenario memory 14 during the training flight is read out and analyzed to provide information to the pilot as to the particular maneuvers and flight path he took the aircraft through during the training flight. In this manner the pilot is able to sharpen his combat flying skills and increase his chances for survival in actual combat.

Turning now to FIG. 2, therein is shown a general block diagram of the computer program stored in program memory 17 and utilized by processor 15. The more detailed flow charts for the program are shown in FIGS. 3A through 3F which are described further in this specification. As may be seen in FIG. 2, the computer program is broken into four major portions entitled Background Processing, Real Time Clock Processing, Control Panel Processing, and Inertial Sensor Processing. As the name Control Panel Processing implies, this portion of the computer program processes information received from the radar warning receiver control panel via operated switches and returns signals to the control panel to light appropriate lamps. The Inertial Sensor Processing portion of the computer program processes the inputs received from inertial guidance unit 11. As noted on FIG. 2 by the arrow with the title Increasing Processor Priority, the Inertial Sensor Processing has the highest priority and will preempt or interrupt all other program operations for processing by processor 15. Control Panel Processing is the next highest priority, Real Time Clock Processing has the third

highest priority and Background Processing has the lowest priority. As noted on FIG. 2, the jagged lines between the four major blocks of computer programming denote program interrupts.

Basically, the background processing software arranges scenario threats in a threat priority order and does what processing is necessary to appropriately move scenario interceptor aircraft and other threats on the video display of the radar warning receiver. The real time clock processing software periodically updates the video display and reviews the priority threat list in view of the priority set by the operator of the radar warning receiver using controls thereon. The control panel processing portion of the program responds to the operation of controls and switches on the control panel of the radar warning receiver to cause other portions of the computer program to perform such functions as suppressing the display of unknown radar sources, suppressing the display of anti-aircraft artillery radar sources when the aircraft is at a high enough altitude to be outside the effective range and to separate the display of two targets that are so close as to be overlaid on the display. The control panel processing also handles lighting of lamps on the radar warning receiver control panel and provides an audio tone to the receiver operator for such functions as when a missile is launched against the aircraft. The inertial sensor processing program processes the outputs from inertial guidance unit 11 to compensate inertial sensor data for known errors and to compute rotation matrices keeping track of the aircraft attitude with relationship to the center of the earth. There is a fifth portion of the scenario program entitled Initialize Software which is utilized only at the beginning of the training scenario and allows the inertial guidance unit 11 to locate the spin axis of the earth relative to the attitude of the aircraft and to get the latitude of the aircraft. This operation is slightly different than the customary gyro compassing performed in other inertial navigational systems.

FIGS. 3A through 3F show more detailed flow charts for the computer program stored within memory 17 of data processing system 10. FIG. 3A shows the Background Processing flow chart which includes a block entitled "Calculate New AI Position" 47. This latter block is disclosed in greater detail in FIG. 3E. FIG. 3B is the real time clock processing flow chart and FIG. 3C is the control panel processing flow chart. FIG. 3D is the inertial processing flow chart wherein is a block entitled "Compute Gravity Vector Components" 130, which block is disclosed in further detail in FIG. 3F and entitled "Gravity Routine."

Table A, which is located further in this specification immediately prior to the computer program listing itself, is a formal index which shows the correlation between the computer program listing and the flow chart diagram of FIG. 2. For instance, referring to Table A, that part of the computer program associated with the block on FIG. 2 entitled "Initialize Software" is first shown. Thereafter are the computer program subheadings under each of the blocks of FIG. 2. For example, under "Examine Threat" is seen IDLE, and under "Move Threat If Necessary" is seen MOVE and SQRT. This correlation may be seen all the way throughout Table A.

Turning now to FIG. 3A, therein is shown the detailed program flow chart for the background processing. From FIG. 2 it may be seen that the background processing software has the lowest processor priority

and, accordingly, the processing of the background processing software is often interrupted by other portions of the program. When all interrupt processing has been completed then microprocessor 15 returns to the background processing software. As the background processing software is often interrupted, and the real time clock processing and control panel processing software may also be interrupted by the inertial sensor processing software which has a higher priority, microprocessor 15 functions in a manner that when its processing of some software is interrupted the instructions and other data stored in registers at the moment of interrupt are stored to be recalled to continue the processing upon return from interrupt.

The purpose of the background processing software is to maintain and periodically update a threat radar list in a priority order. As microprocessor 15 processes background processing software it works its way down the threat radar list from highest priority to lowest priority. The highest priority threat is at the top of the list while the lowest priority threat is at the bottom of the list. The priority of a threat radar is determined by a numerical value called the range ratio and as the range ratio value decreases the priority of the threat radar increases. The value of the range ratio is computed by microprocessor 15 from an equation wherein the range ratio equals the slant range divided by the effective weapons range. From the information stored in scenario memory 14 the slant range to each threat radar is computed and then compared to the effective weapon range of each threat to get the range ratio. Microprocessor 15 organizes a threat priority list to keep the highest priority threat first. This updating is necessary to account for the flight path of the aircraft on which is located the radar warning receiver and also the movement of aircraft interceptors having threat radars.

The background processing software is shown in FIGS. 3A and 3E with the flow chart shown in FIG. 3E being an expansion of the flow chart block entitled "Calculate New AI Position" 47 in FIG. 3A. The block diagram of the software starts at IDLE and the program represented by block 45 points to the highest priority threat. Thereafter, the threat list is analyzed in descending order of threat priority and the threat priority list is reordered as threat priorities change as determined by the calculation of the range ratio of each threat.

Once the highest priority threat is determined by block 45, the program represented by block 46 first determines whether the threat is an aircraft interceptor (AI) the source position of which will continuously change. If the threat is not an aircraft interceptor the program goes directly to block 48 to calculate the updated range ratio of the highest priority threat, which range ratio will change as the training aircraft changes position on the face of the earth. In the event that the highest priority threat is an aircraft interceptor we exit from block 46 through that portion of the program represented by block 47 wherein the new position of the aircraft interceptor is calculated. This is necessary as the aircraft interceptor is continuously changing position. Microprocessor 15 uses the updated aircraft interceptor position to determine if the aircraft interceptor has passed the training aircraft and is no longer a threat. In this event the aircraft interceptor is no longer a threat and is removed from the threat table. Once the new position of the aircraft interceptor is calculated, the new range ratio of the aircraft interceptor is calculated by

that portion of the program represented by block 48 in the flow chart.

Once the updated range ratio of the highest priority threat is calculated as just described, we pass via IDLE 2 to block 49 which points to the next lowest priority threat within the threat table. Block 50 represents that portion of the software which determines whether the next lowest priority threat pointer points to a threat which is past the end of the priority list. If the answer to this question is "yes", the software returns via IDLE to blocks 45 through 48 to perform the functions just described restarting at the beginning of the threat table.

In the event that the next lowest priority threat is not past the end of the priority list, the software progresses to make a decision as reflected in block 51 as to whether or not the next lowest priority threat is an aircraft interceptor. In the event that this next lowest priority threat is not an aircraft interceptor, the software continues to block 53 to calculate the range ratio.

In the event that the next lowest priority is an aircraft interceptor, we go to block 52 where the new position of the aircraft interceptor (next lowest priority threat) is calculated before passing on to block 53 to again calculate the range ratio. When the next lowest priority threat is not an aircraft interceptor the program bypasses block 52. The functions performed in blocks 51 through 53 are identical to those functions performed by blocks 46 through 48 previously described. Once the range ratio is calculated for the next lowest priority threat we enter that portion of the software represented by block 54 wherein the range ratio for the next lowest priority threat is compared to the range ratio of the highest priority threat. In the event that the range ratio of the next lower priority threat is not greater than or equal to the range ratio of the previously processed higher priority threat we pass via IDLE 3 to block 56 to determine if the threat that was previously analyzed was the highest priority threat. If the previously processed threat is not the highest priority threat, block 57 is bypassed to go to block 58 which causes microprocessor 15 to reorder the threat table interchanging the lower priority threat R5 with the previously higher priority threat R4. If the previously processed threat R4 is the highest priority threat the program goes to block 57 which causes microprocessor 15 to now place the highest priority pointer on threat R5 instead of threat R4 before continuing on to block 58 to interchange threats R4 and R5 in the threat list. Once this is done we pass to IDLE 2 which cycles the program back to the block 49 to repeat the steps thereafter for the next lower priority threat in the threat table. This sequence is repeated until all threats have been processed. If the range ratio of higher priority threat R4 is equal to or greater than the range ratio of threat R5 the program goes via IDLE 4 and block 55 to repeat the processing starting at IDLE 2. In this manner, the threat priority table is periodically checked and reordered as appropriate to keep it updated. Microprocessor 15 utilizes the updated priority threat list to determine which threats should be displayed on the video display in response to other software which is described hereinafter.

That portion of the computer program represented by blocks 47 and 52, both entitled "Calculate New AI Position," is shown in a more detailed block diagram in FIG. 3E which is now described. As the title "Updates Aircraft Interceptor Position" implies, this program subroutine is used only for threats which have a non-zero velocity. These non-zero velocity threats are mo-

mobile threats, generally aircraft interceptors, whose latest position must periodically be calculated and the range ratio recalculated. When the decision made in decision blocks 46 and 51 of FIG. 3A is "yes", the computer program subroutine represented by the flow chart in FIG. 3E is called up. Immediately upon starting the subroutine, a decision is made by block 59 as to whether or not the previously calculated time to intercept a mobile threat is less than or equal to zero. This means that the mobile threat has reached and/or has passed the training aircraft. Based upon principles of modern aerial warfare, an assumption is made that the intercept aircraft, once having passed the training aircraft, cannot turn around and reintercept the training aircraft. Thus, if the previous time to intercept was equal to or less than zero, a "yes" decision is made and we exit from the subroutine with no further processing. When the previous time to intercept is greater than zero the intercept aircraft is still converging on the training aircraft so the program computes the current range vector as represented by block 60. After the range vector for the intercept aircraft is updated then the distance or range of the intercept aircraft is computed in block 61. Thereafter, the vector difference of the intercept aircraft and training aircraft velocities are computed using the direction vectors and distances of both aircraft as represented by block 62. Once this difference has been computed the time to intercept between the intercept aircraft and the training aircraft is calculated as represented by block 63 and the computed time is saved in a register as represented by block 64. Upon the revised time to intercept of an intercept aircraft being less than or equal to zero, that intercept aircraft is no longer a threat and the program exits from block 65 to block 71 to set an inactive threat flag on the aircraft interceptor and then exits from the subroutine. However, upon the revised time to intercept being greater than zero the program goes to block 66 to calculate a new range vector for the intercept aircraft at the new computed time to intercept.

As the training aircraft will most likely take evasive maneuvers to avoid contact with the intercept aircraft, the velocity vector for the intercept aircraft under consideration must be updated and this function is now done as represented by block 67. The next step in the program is to calculate the time since the last update of the intercept time as represented by block 68. This updated time is the elapsed time since the program made calculations with regards to a specific intercept aircraft and is utilized to determine how far along the velocity vector the intercept aircraft has moved for the elapsed time as represented in block 70. At this time all calculations with regards to a specific intercept aircraft are complete and we exit from the subroutine to calculate the range ratios as represented in blocks 48 and 53 of FIG. 3A.

The next major subroutine of the system software is the real time clock processing subroutine the detailed flow chart for which is shown in FIG. 3B. The primary purpose of the real time clock processing subroutine is to keep track of the elapsed time for the training mission and to cause periodic display refresh of the video display on the radar warning receiver with the training scenario.

The first step is to determine if one second has elapsed in the mission time as represented by block 72. If one second has elapsed the program goes to the step represented by block 73 and the mission time is incremented by one second. The incremented mission time is

then compared to the time at which the video display was last refreshed to determine if the display should be refreshed as represented by block 74. The program also goes directly to block 74 if one second has not elapsed as shown by block 72. If it is not time to refresh the video display, which is refreshed two times a second, the program exits from the subroutine to return from interrupt to process lower priority program. If it is determined by the program represented by block 74 that it is time to refresh the display, the next question to be determined is if the training scenario has been started by the pilot. If the training scenario has not been started by the pilot, there is no need to go through with display processing and we exit from the subroutine. In the event, however, that the scenario has been started we go to the portion of the program represented by block 76 and a transform matrix is computed to get into the display coordinate system. To accomplish this transformation a vector in the scenario frame, which vector is derived with the background processing program subroutine, is first transformed into a space stable reference frame where the rotation of the earth is first accounted for. Next the partially transformed vector in the space stable reference frame is transformed into a strapdown frame by the inertial sensor processing and finally is transformed into the display coordinates.

Once scenario vectors have been transformed by the display transform matrix represented by block 76 into the display coordinate system software the program goes down through the threat priority list starting with the highest priority threat as indicated by block 77 to determine if the particular threat is to be displayed.

As previously described, different types of threats will not be displayed as indicated by the settings of controls on the radar warning receiver control panel.

The program as represented by decision block 78 next decides whether or not the threat being processed is beyond three times the weapon range of the weapon associated with the particular threat radar. If the training aircraft is beyond three times the weapon range that weapon is not a serious threat and will be disregarded by not displaying the threat. If this decision is "yes", the program goes directly to decision block 85 which is described hereinafter. In the event that the training aircraft is within three times the weapons range, the assumption is made that the threat radar associated therewith will be in view on the video display of the radar warning receiver so the program progresses to block 79 to determine if the threat being processed is an active threat. There are cases where the threat may not be active, such as the threat being an aircraft interceptor which has gone past the training aircraft. Another such case is that the training aircraft may not be within the turn-on slant range of the weapon yet. Upon the threat being an active threat the program goes to block 87 which causes the program to display the threat as is described further in the specification. In the event the threat is not an active threat the program goes to block 80 to decide whether or not the weapon is a latent threat. A latent threat is one that will soon be an active threat such as a training aircraft soon to be within the turn-on slant range of the weapon. If the weapon is a latent threat the program passes to block 82 which will be described hereinafter. In the event the weapon is not a latent threat the program passes to block 81. A weapon that is not a latent threat, such as an aircraft interceptor which has already passed the training aircraft, will not receive any further consideration. This

type of threat is to be removed from the threat list. To accomplish this, the program represented by block 81 sets a program flag which causes the threat to be removed from the threat list. The program then progresses to block 82 which checks to see if the non-active and non-latent threat is presently being displayed. If it is being displayed the program causes the display to be removed from the video display. The program next progresses to block 83 where a decision must be made following the display of each threat radar in a descending order of threat priority as to whether the number of threats being displayed exceeds a number indicated by the pilot using switches on the radar warning receiver control panel. If the maximum number of threats is already being displayed no further time is wasted processing threats that will not be displayed and the program exits from block 83 and go directly to block 85 which is described hereinafter. However, in the event the maximum number of displayed threats is not exceeded the program goes from block 83 to block 84 to determine if the end of the threat list has been reached. The determination that all threats have not been processed causes the program to go to block 88 which causes the program to cycle back to block 78 to process the next threat in the threat list. This process continues down through the threat list in a descending order of priority until either all threats are displayed or until the indicated maximum number of threats are displayed.

Upon the threat list being exhausted the program goes to block 85. The program associated with block 85 makes a determination whether or not all threats in the threat list were processed on a previous displayed refresh cycle. If all threats were not processed any left-over threats from the previous refresh cycle are deleted as indicated by block 86 before the diamond hand-off is processed. Upon all threats in the threat list having been processed on a previous refresh cycle, the program processes the diamond hand-off as represented by block 89. Once the video display of the radar warning receiver is current, displaying only those threats as indicated by settings of the controls of the receiver, then the diamond hand-off must be associated with a particular threat radar displayed on the receiver video display as indicated by the operator. As previously described, the operator operates one of the controls to move the diamond displayed on the video screen from one threat radar to another. Once the diamond processing is completed the real time clock processing subroutine is finished and the microprocessor returns to processing a lower priority subroutine of the computer software.

The program subroutine having the second highest priority is the control panel processing subroutine which responds to the operations of all controls on the radar warning receiver control panel and returns all signals to the control panel to provide the audible and visual outputs. The detailed flow chart for the control panel processing subroutine is shown in FIG. 3C and is now described. Upon there being a change in any of the controls on the radar warning receiver control panel an interrupt is generated indicating that this control panel subroutine needs processing. Due to the priority of the subroutines noted in FIG. 2 the control panel processing subroutine will interrupt and take precedence over the background processing subroutine of FIG. 3A and real time clock processing subroutine of FIG. 3B, but will not take priority over the inertial sensor processing subroutine of FIG. 3D. As previously described with reference to FIG. 1 the various switches and controls

on the radar warning receiver control panel each have an associated latch within circuit 37 of the display driver and interface circuit 12. It is these latches within circuit 37 which are tied to data buss 20 and are read by processor 15 utilizing the software of the control panel processing subroutine per block 90 in FIG. 3C. The software reflected by decision block 91 first determines whether or not there has been change in the mode switch on the radar warning receiver control panel. Upon there being no change in the setting of the mode switch we go to block 93, but if there has been a change in the mode switch we go block 92 to set up a new mode state as indicated by the new setting of the mode switch before going to block 93. The software represented by block 93 determines whether or not the diamond hand-off button has been operated. If the diamond hand-off button has not been operated we bypass the steps represented by blocks 94 through 98 and go to block 99. However, if the diamond hand-off button has been operated we go to block 94 to determine if this button was operated with a short push or a long push. This is necessary for a short push on the button causes the diamond to float and mark only the current highest priority threat; whereas a long push causes the diamond to circulate through each of the threats in descending priority order at a one second interval allowing the operator to momentarily listen to the pulse repetition interval (PRI) of each of the threats. Upon the diamond hand-off button being released after a long push, the now circulating diamond will stop whenever it presently is located on the display and the operator will continue listening to the PRI of the marked threat. Upon the program determining that the operation of the diamond hand-off button was a short push we go to block 95 to determine if the diamond is already locked onto a threat; that is, already in the floating mode. Upon the diamond being locked onto a given threat by a previous long push and subsequent release of the diamond hand-off button the program goes to block 96 and the causes the diamond to float again to mark only the highest priority threat. If the diamond was not locked onto a threat a short push causes the program to go to block 98 to change the state of the diamond causing it to lock onto the highest priority threat presently being marked. Similarly, if it was determined in block 94 that the operation of the diamond hand-off button was not a short push, we go to block 97 to determine if the operation of the button was a long push. Upon determination that the operation of the button is a long push we go to block 98 and the software again causes the diamond to lock onto the threat currently being marked with the diamond when the button is released. Thus, a short push on the diamond hand-off button causes one of two things to happen. If the diamond hand-off button is operated with a short push when the highest priority threat is being marked in the floating mode, the diamond will only lock onto the highest priority threat. In the alternative, if the diamond hand-off button is operated with a short pulse when the diamond is marking a displayed threat other than the highest priority threat, the diamond will revert to the floating mode marking the highest priority threat.

In block 99 of the computer program flow chart the program next determines whether or not the altitude priority rotary switch has been operated changing the altitude priority of threat radars. Upon there being no change in the altitude priority of targets we go directly, via the circle marked with a capital letter "A", to block

101. Upon there being a change in the altitude priority we go to block 100 instead and the threat priority table is changed to reflect the altitude priority selected by the switch. For example, there are certain weapon systems which can only threaten the aircraft at high altitudes and need not be displayed if the aircraft is flying at very low altitudes. If any of these high altitude threats are being displayed and the altitude priority switch indicates that only weapon systems which can threaten the aircraft at low altitudes are to be displayed, the high altitude weapon system threat radar display must be removed from the threat list and, accordingly, removed from the display.

The control panel processing subroutine next progresses, via the circle marked with a capital "A", to block 101 which determines if the missile launch button on the receiver control panel has been operated. As previously described, this button is operated to cause the receiver to display friendly radars for limited training purposes. If the missile launch button has not been operated the program goes to block 105 which will be described further in the specification. In the event the missile launch button has been operated, the program goes to block 102 to determine whether or not the radar warning receiver equipped with our novel training equipment has been placed in the training scenario mode. In the event that the receiver is not in the training scenario mode the program goes to block 104 and causes a capital "T" to be displayed indicating that the training mode that has been selected by the operation of the missile launch button. In contrast, in a radar warning receiver equipped with our novel equipment the operation of the missile launch button while the equipment is in the scenario mode causes the program to go to block 103 which initializes the scenario to restart the training scenario from the beginning.

The program next determines in block 105 whether or not there has been a change in the setting of the test switch. As described previously, the test switch is a four-position rotary switch having an off position with the remaining three positions being used to test all lamps on the receiver and to cause various characters to be displayed on the video display to assure its operation. In addition, a systems test checking various programs within the system is also performed. In the event there has been no change in the setting of the test switch the program goes to block 107 to check the operation of the gate switch as is described further in this specification. However, in the event that the test switch has been operated the program goes to block 106 and causes the particular test selected by the switch to be enabled. Then the program also goes on to check the status of the gate switch as indicated by block 107.

As previously described, if there has been no change in the setting of the test switch, there is no need to set up a test so the program went directly to block 107 to determine if there is a change in the setting of the gate switch. The program also went to this step in the program if a new test had been selected and the selected test has been set up in response to the program. In the event there has been no change in the setting of the gate switch the program goes directly to block 109. However, in the event there has been a change in the test switch the program goes to block 108 which causes the newly selected gate function to be implemented before the program goes to block 109. Block 109 determines the present state of the two-position Priority Switch which causes the receiver to display either the five or

sixteen highest priority threat radars. Upon there being no change in the operation of the Priority Switch the program exists from block 109 to point "B" which takes the program into block 111. In the event that the Priority Switch has been operated to the other of its two positions the program goes to block 110 to cause the display to display only five or sixteen threat radars as indicated by the new position of this switch. Once this function has been completed, the program then progresses via point "B" to block 111.

The next radar warning receiver control panel input to be checked is the Unknown Enable button. As described briefly heretofore, received radar signals that cannot be identified as being associated with a known threat are normally not displayed to avoid cluttering of the video display. However, to provide flexibility the Unknown Enable button may be operated which alternately causes the unknown radar types to be displayed or not displayed on the video display. Once this is done the program progresses to block 113.

Block 113 determines if there has been a change in the Target Separate button on the radar warning receiver control panel. As previously described the operation of this button causes two overlapped radar displays to be separated so that the operator can determine the type of radars. Upon there being no change in the operation of the Target Separate button, the program progresses directly to block 115. However, if there is a change in the state of the Target Separate button, the program progresses to block 114 which either causes the overlapped threat displays to be separated if the button is newly operated, or to overlap the two displayed threats if the button has been released.

The program then progresses on to block 115 to determine if there has been a change in the setting of the AA Defeat switch on the receiver control panel. This switch is typically operated when the aircraft is operating at high altitudes where low altitude effective anti-aircraft weapons systems are ineffective and the display of their radars would only clutter up the receiver video display. If there has been no change in the state of the AA Defeat button the program exits as the control panel processing subroutine is completed. In the event that there has been a change in the setting of the AA Defeat switch the program progresses to block 116 which either places flags next to the AA threat radars in the list or removes these flags, which in turn either causes there AA threat radars to be displayed or suppressed, depending upon the state of the switch. After this function has been completed the program again exits as the control panel processing subroutine is completed.

Turning now to FIG. 3D, therein is shown the block diagram for the inertial sensor processing subroutine. Program block 130 within this figure is blown up in greater detail in the flow chart entitled "Gravity Routine" shown in FIG. 3F. The inertial sensor processing subroutine processes inputs from the inertial sensor unit to keep track of the motion of the aircraft relative to a space stable reference frame. One hundred twenty-eight times a second an interrupt is generated for the inertial sensor processing subroutine. As noted in FIG. 2, the inertial sensor processing subroutine has the highest processor priority and will interrupt the processing of any of the other three subroutines. Upon an interrupt being generated for the inertial sensor subroutine, the program goes into its first step represented by block 117. Block 117 causes registers to be set aside to save the

information for whatever other subroutine processing is interrupted. Upon the inertial sensor processing subroutine being completed the program can return to the interrupted subroutine and, using the information stored in the registers, picks up within the subroutine at the point of interruption. The program next progresses to block 118 which causes the inertial sensor processing interrupts to be counted. The program then proceeds to block 119 to determine if the interrupt count made per block 118 is an odd or even number. An odd interrupt count causes the program to progress to block 120 wherein the program causes the service count or interrupts to merely accumulate. Thereafter the program progresses to block 121 which causes the information stored in the registers set aside per block 117 to be restored for continuation of processing of an interrupted subroutine. The program then exits from the inertial sensor processing subroutine to commence processing a previously interrupted subroutine. As odd interrupts are generated at a rate of 128 times a second for the inertial sensor processing subroutine are only accumulated and no further processing takes place, effectively the rate is 64 times a second as processing only continues with the inertial sensor processing subroutine for even service counts of interrupts.

In the event the service count of interrupts is an even number, rather than odd, we exit from block 119 to block 122 wherein the program compensates the inertial sensor data for known sensor errors such as gyro drift, scale factor unbalance, accelerometer bias, alignment uncertainties of the gyro and mass unbalance of the gyro. These are known factors which are constants to be used to compensate for the known sensor errors. In reality these known error factors change a small amount in flight but error introduced by treating them as constants is not large enough to be of any real concern. The program next progresses to block 123 wherein velocity and angle differences introduced by actual movement of the aircraft are determined to get revised information regarding the motion of the aircraft. The next step in the subroutine is to compute the rotation matrix as shown in block 124. This rotation matrix is called a quaternion rotation matrix and is used to get the attitude of the aircraft in the space stable reference frame referenced to the center of the earth. The next step in the inertial sensor processing subroutine is reflected by block 125 wherein a decision is made if the phase of the service count of the interrupts is equal to four. Every eighth second the program goes to block 126 wherein the quaternion is normalized to round off errors that are introduced by the finite word length in the computer before going on to block 127. Block 127 is also reached directly from block 125 in the event that this interrupt count is not four. In block 127 the quaternions are rotated reflecting the aircraft position. This is done in order to keep track of the training aircraft in the reference frame referenced to the center of the earth to properly provide a display of threat radars as the aircraft is flown and maneuvered by its pilot. The program next progresses to block 128 to compute the direction cosine matrix using the quaternions.

The next step in the program is to update the gravity vector if the service count is equal to eight. At this one-eighth second rate the program goes to block 130 to compute the gravity vector components at the aircraft position in the reference frame. Between these one-eighth second intervals the program goes directly to point "A" which takes us into block 131. We also go to

block 131 via point "A" after the gravity vector components are computed. The fine details of the computation of the magnitude of the gravity vector of block 130 are described further in this specification with the detailed description of the gravity routine program flowchart shown in FIG. 3F.

In block 131 the body axis acceleration of the training aircraft is transformed into the reference frame. Once this is done the program progresses to block 132 where the gravity components are subtracted out. Next the program goes to block 133 where the aircraft velocity vectors in the reference frame are accumulated and used to compute an overall velocity vector in the reference frame. The next step in the subroutine is in block 134 which is used to check the service count pulse equal to 12 to create a one-eighth second time interval at which the position of the aircraft is updated. If the service count of interrupts is not equal to 12 the program goes directly to block 136, and if the service count of interrupts is equal to 12 we go to block 135 which is completed before going into block 136. In block 135 the X, Y and Z components of velocity are integrated with respect to time get the aircraft velocity in the space stable reference frame. Once this is completed the program progresses to block 136 which causes the information taken from an interrupted subroutine and stored in registers until the interrupt was completed to be restored and we exit from the inertial sensor processing subroutine. The microprocessor then commences processing a previously interrupted subroutine starting at the point at which it was interrupted.

In FIG. 3F is shown the computer program flowchart for the gravity routine which is only shown as block 130 in FIG. 3D. In computing the gravity vector components a procedure is utilized whereby the approximate gravity is completed from the sense of acceleration received from the inertial sensor. The first step in the gravity routine is block 137 wherein the vertical unit vector is completed. To accomplish this the computation X, Y and Z position of the training aircraft in the reference frame is utilized. Once this has been done the program performs the next step represented by block 138 of computing the sensed acceleration magnitude. Information received from the inertial sensor unit is accumulated over one second periods to be used to compute the sensed acceleration magnitude. The magnitude of the computed sensed acceleration is then analyzed in block 139 to determine if the sense of acceleration magnitude is what it is expected to be if all the training aircraft were doing were proceeding at constant velocity subject only to the earth's gravity. Upon the answer to this determination being "no", the program proceeds to block 147 which is described further in the specification. Upon the answer to this determination being "yes", the program progresses from block 139 to block 140 and the computed sensed acceleration magnitude is input to a low pass gravity filter wherein the sensed magnitude is integrated over five minutes to filter out any vibration and similar effects. Thereafter, the program progresses to block 141 in which the program looks at the rate of change of the gravity vector. A rate of change occurs as the training aircraft changes altitude. For example, if the training aircraft were gaining altitude there is a positive vertical component of velocity which causes the gravity vector to be of a decreasing magnitude. Similarly, if the training aircraft were losing altitude there is a negative vertical component of velocity which causes the gravity vector to

increase in magnitude. It is the rate of change of the gravity vector that is of interest.

Once the rate of change of the gravity vector is determined the program proceeds to block 142 wherein the information derived in block 141 is checked to determine if the gravity change is consistent with the vertical velocity of the training aircraft. In the event that the rate of gravity change is consistent with the vertical velocity of the training aircraft, the program goes to block 147 which is described further in this specification. However, in the event that the gravity change is inconsistent with the vertical velocity, the program progresses to block 143. For example, if the output of the gravity change filter shows that the gravity vector is increasing but we have a positive vertical velocity, there is a problem and the information is inconsistent. For this inconsistent information the program represented by block 143 takes the vertical velocity component to zero by putting the vertical velocity component through a low pass centripetal force filter which forces the component towards zero. The program then progresses to block 144 via "A" to determine if the output from the centripetal force filter is positive. When the output is positive we make the assumption that the acceleration we are sensing is due to the gravity vector and proceed to block 145. In block 145 the program takes a cross product of a vector along the axis of the training aircraft with the vertical vector to compensate for the fact that the attitude of the aircraft may not precisely be what is calculated by the computer. This must be done as the vertical vector may not be purely vertical yielding tangential acceleration and causing misalignment of the gravity vector. The result is the computer eventually losing track of the aircraft. If the cross product is zero, the computer is tracking the aircraft. In the event that the cross product taken by the program represented by block 145 is not zero the program progresses to block 146 wherein the cross product is used as an input to a software implemented quaternion low-pass filter which forces the cross product towards zero and thereby assures that the computed vertical vector is actually vertical.

The next step in the program is represented by block 147 which is reached from blocks 139, 142 or 146. At this step the program sums the output of the centripetal force filter with the output of the gravity filter and performs a scalar product multiplication on the sum to get the gravity vector. Once this step is complete the gravity routine is finished and the program returns to block 131 within the inertial sensor processing subroutine shown in FIG. 3D.

The above completes the description of the computer program flowcharts shown in FIGS. 3A through 3F. The computer program written from these flowcharts may be found further in the specification in Appendix A. Table A preceeding the computer program shows the correlation between the program and the flowchart diagrams of FIGS. 2 and 3A through 3F.

Sometime in the future radar warning receivers will most likely not be a separate equipment within military aircraft but instead will be integrated with the electronic counter-measures and other equipments. Accordingly, there will not be a separate module that can be removed from the aircraft and replaced with the training module disclosed herein as the preferred embodiment. In such future integrated systems other inertial navigation systems within the aircraft will provide inputs to our novel equipment. Similarly, for another but

not all inclusive example, other microprocessors and memories within the aircraft electronic systems will provide the storage and processing now provided within out system. Such changes are within the ability of those skilled in the art to implement while staying within the scope of our invention.

While what is described hereinabove is the applicants' preferred embodiment of their invention it is obvious that one skilled in the art may make numerous changes without departing from the scope of the invention.

TABLE A

INITIALIZE SOFTWARE	
START	
ALIGN 0	
ALIGN 1	
COMP	SNGDBL, MURWCD, DZML30
ATTUDE	
ENRM	DZML30, DMUL30
ROTATE	DZML30, DMUL30
EROT	DZML30
SRDCM	DZML30
DVXFM	
ROWVC3	DZML30, DMUL30
ALIGN 2	
COMP	SNGDBL, MURWCD, DZML30
ATTUDE	
ENRM	DZML30, DMUL30
ROTATE	DZML30, DMUL30
EROT	DZML30
SRDCM	DZML30
LSQALI	DMUL30, DZML30, V3NRM
	DZML30, DMUL30, DSQRT, DDIV30
	DDIV30, DSQRT, DDIV
STEP 1	DZML30, DMUL30, DSQRT, DDIV30
STEP 2	DZML30, DMUL30, DSQRT, DDIV30
STEP 3	DZML30, DMUL30, DSQRT, DDIV30
INIROT	
INRSRV	
EROT	DZML30
INIPOS	
	DMUL30, DZML30
SCNINI	
	DZML30, NAV0
EXAMINE THREAT	
IDLE	
MOVE THREAT IF NECESSARY	
MOVE	SQRT
COMPUTE THREAT PRIORITY	
RNGPRI	
SQRT	
UPDATE THREAT PRIORITY LIST	
IDLE	
POINT TO NEXT THREAT	
IDLE	
ADVANCE MISSION CLOCK	
RTCSRV	
TRANSFORM THREATS TO AIRCRAFT REFERENCE	
RTCSRV	
SCNSTP, SCNDIS	
DISPLAY THREATS SATISFYING	

TABLE A-continued

CONTROL PANEL CRITERIA		
RTCSR		
RMVTHR		
DPPUSH		
DSPOCT		
DPPOP		
MISINT, DPPUSH		
RMVTHR		
DPPUSH		
SRCDR		
RMVTHR		
DPPUSH		
DSPTHR		
DPPOP, SQRT, SEPARO		
AOARTN		
UNKRDR		
RMVTHR		
DPPUSH		
DSPTHR		
DPPOP, SQRT, SEPARO		
AOARTN		
AAARDR		
RMVTHR		
DPPUSH		
DSPTHR		
DPPOP, SQRT, SEPARO		
AOARTN		
DISPLAY THREATS		
XRDR		
RMVTHR		
DPPUSH		
DSPTHR		
DPPOP, SQRT, SEPARO		
AOARTN		
BLKRDR		
RMVTHR		
DPPUSH		
READ CONTROL PANEL SWITCHES		
CPSRV		
SETUP DISPLAY CRITERIA		
CPSRV		
DPPUSH, DPPOP, DSPDMP		
INITIALIZE SCENARIO		
CPSRV		
SCNPOS		
DZML30, DMUL30, DSQRT, DDIV30		
SCNINI		
DZML30, NAV0		

INTERFACE

CONDITIONAL ASSEMBLY SWITCHES

DEBLC	EQU	1	10/1 = DON'T/DO ASSEMBLE ON-LINE
			DEBUGGER
LABIST	EQU	1	10/1 = OPERATIONAL/LABORATORY TEST
	ORG	1000	

MODE ASSIGNMENTS

	EQU	0	IMMEDIATE
R	EQU	2	RELATIVE
A	EQU	2	ABSOLUTE

DISPLAY INTERFACE

DSPCHR	EQU	1F000	CHARACTER REGISTERS
DSPXY	EQU	1F000	POSITION REGISTERS
SYMCN	EQU	180	SYMBOL TURN ON BIT
RING0	EQU	170	DISPLAY CENTER COORDINATE
RING1	EQU	180-RING0	1.5*LETHAL RANGE RADIUS
RING2	EQU	1A0-RING0	1*LETHAL RANGE RADIUS
RING3	EQU	160-RING0	1/2*LETHAL RANGE RADIUS
RING4	EQU	1E0-RING0	OUTER EDGE RADIUS

TABLE A-continued

READ ATTITUDE AND VELOCITY CHANGES		
STRAP		
RDSTRP		
5		
COMPENSATE INPUT FOR SENSOR ERRORS		
STRAP		
COMP		
SNGDBL, MURWCD, DZML30		
VERT		
DZML30, DSQRT, DDIV30, DMUL30, INRSRV		
EROT		
DZML30		
15		
TRANSFORM INPUT INTO SPACE STABLE FRAME		
STRAP		
ATTUDE		
ENRM		
DZML30, DMUL30		
ROTATE		
DZML30, DMUL30		
EROT		
DZML30		
SRDCM		
DZML30		
DVXFM		
ROWVC3		
DZML30, DMUL30		
GRAV		
DZML30, DMUL30, DSQRT, DDIV30		
30		
INTEGRATE VELOCITY TO OBTAIN POSITION		
STRAP		
NAV		
DZML30, DMUL30		
35		
COMPENSATE FOR EARTH ROTATION		
STRAP		
NAV		
DZML30, DMUL30		
40		

IRTC INTERFACE

IRTCXFR	EQU	'A0	IRTCXFER VECTOR ADR
IRTS	EQU	'FFEA	IRTC STATUS REGISTER

ISTRAPDOWN INTERFACE

SRPXFR	EQU	'13C	ISTRAPDOWN XFER VECTOR ADR
STHOP	EQU	'F100	I=ANGLE BYTE
STRQM	EQU	'F101	I=ANGLE BYTE
STRVXP	EQU	'F106	I=DELTA VX BYTE
STRVXM	EQU	'F107	I=DELTA VX BYTE
STRVYP	EQU	'F109	I=DELTA VY BYTE
STRVYM	EQU	'F108	I=DELTA VY BYTE
STRCX	EQU	'F116	ILITTON X ANGLE RATE
STRCY	EQU	'F114	ILITTON Y ANGLE RATE
STROZ	EQU	'F118	ILITTON Z ANGLE RATE
STRVX	EQU	'F132	ILITTON X DEL VELOCITY
STRVY	EQU	'F134	ILITTON Y DEL VELOCITY
STRVZ	EQU	'F136	ILITTON Z DEL VELOCITY
BADLIT	EQU	'138	ILITTON DATA ERROR XFER ADR

ICONTROL PANEL INTERFACE

CPXFR	EQU	'18C	ICONTROL PANEL XFER ADR	
CPREAD	EQU	'F1FE	ICONTROL PANEL STATUS REGISTER	
CPWRT	EQU	'F1FC	ICONTROL PANEL OUTPUT REGISTER	
MSKMOD	EQU	'7	IMODE SWITCH MASK	
01060	MSKHND	EQU	'18	IHANDOFF MASK
01080	HANDL	EQU	'10	ILONG HANDOFF PUSH
01100	HANDS	EQU	'8	ISHORT HANDOFF PUSH
01120	MSKALT	EQU	'60	IALTITUDE PRIORITY SWITCH MASK
01140	KNTAUT	EQU	'20	IALTITUDE= AUTO
01160	KNTLO	EQU	'40	IALTITUDE= LO
01180	KNTHI	EQU	'60	IALTITUDE= HI
01200	BITLN	EQU	'80	IMISSILE LAUNCH SWITCH BIT
01220	MSKTST	EQU	'300	ITEST SWITCH MASK
01240	KNTOFF	EQU	'000	ITEST= OFF
01260	KNTLMP	EQU	'100	ITEST= LAMP
01280	KNTDSP	EQU	'200	ITEST= DISPLAY
01300	KNTSYS	EQU	'300	ITEST= SYSTEM
01320	MSKGAT	EQU	'C00	IGATE SWITCH MASK
01340	BITOPN	EQU	'1000	IOPEN PRIORITY BIT
01360	BITLKN	EQU	'2000	IUNKNOWN ENABLE BIT
01380	BITTGT	EQU	'4000	ITARGET SEPARATE BIT
01400	BITAAA	EQU	'8000	IAAA DEFEAT BIT
01420	LMP LCH	EQU	'1	IMISSILE LAUNCH LAMP
01440	LMPALT	EQU	'2	IMISSILE ALERT LAMP
01460	LMPCPN	EQU	'4	IOPEN LAMP
01480	LMPHND	EQU	'8	IHANDOFF LAMP
01500	LMPUNK	EQU	'10	IUNKNOWN LAMP
01520	LMPSPR	EQU	'20	ISEPARATE LAMP
01540	LMPTGT	EQU	'40	ITARGET LAMP
01560	LMPPRI	EQU	'80	IPRIORITY LAMP

ITTY INTERFACE

01620	ITTY			
01640	TKS	EQU	'FFF0	ITTY STATUS REGISTER
01660	TKB	EQU	'FFF2	ITTY DATA REGISTER
01680	TPS	EQU	'FFF4	ITTY PRINT STATUS REGISTER
01700	TPB	EQU	'FFF6	ITTY PRINT DATA REGISTER
01720		EJEC		

INITIALIZE

START	BR	004	PRIMARY ENTRY POINT
	JMPM	004(R)	ALTERNATE ENTRY POINT
	LM	R3, NTHRT(R)	SETUP STACK POINTER
	MOVL	R4, THRTLEN	
	MUL	R3, R4	
	ADD	R4, R4	
	LA	R15, THRTAB(R4)	R15=STACKP=THRTAB+2*THRTLEN*NTHRT
	LM	R14, F0(I)	TURN OFF INTERRUPTS
	LSR	R14	
	LA	R14, DISOFF(R)	BLANK DISPLAY
	JSUB	DSADMP(R)	
	MOVL	R14, MAXTHR	SETUP DISPLAY STACK
	MOVL	R13, 0	R13=ADR WITHIN DISPLAY BUFFER
	LA	R12, DISSTK(R)	R12=ADR DISPLAY STACK
	SM	R12, DISPNT(R)	INIT DISPLAY STACK POINTER
	LM	R0, '8000(I)	END OF ACTIVE BUFFER TAG
START1	SI	R13, R12	
	SM	R0, DISBUF(R13)	
	ADDL	R13, 4	
	BCY	R14, START1	
	LA	R14, CPSRV(R)	SETUP CONTROL PANEL INTERRUPT SERVICE
	SM	R14, CPXFR(A)	
	LM	R0, '90(I)	
	SM	R0, CPXFR+2(A)	
	LA	R14, SDV(R)	
	LA	R13, SDVT(R)	
	LA	R10, E2(R)	R10=ADR OF 2ND QUATERNION (E2)
	LA	R9, PCDO(R)	R9=ADR PCDO
	LA	R7, ACPOS(R)	R7=ADR ACPOS
	LA	R6, DACVEL(R)	R6=ADR DACVEL
	MOVL	R12, 0	
	MOVL	R11, 6	
START3	SI	R12, R14	SDV(I)=0
		R12, R13	SDVT(I)=0
SI		R12, R10	EVEC(I+1)=0
SI		R12, R9	PCDO(I)=0
SI		R12, R7	ACPOS(I)=0

SM	R12,CRSENE(R)	DISABLE CROSS PRODUCT
LM	R12,IFF7F(I)	SETUP OLD CONTROL PANEL STATUS
XRMR	R12,CPREAC(A)	
ANDL	R12,IF8	
ORL	R12,5	
SM	R12,CPLD(R)	
MOVL	R12,LMPGT	
SM	R12,LMPWRC(R)	INIT LAMPS
SM	R12,CPWRT(A)	
LM	R14,NTHRT(R)	R14 COUNTS THRU THREATS
LA	R12,THRTAB(R)	R12=ADR THREAT TABLE
SM	R12,PRIBEG(R)	INIT PRIORITY THREAT POINTER
MOVL	R11,-1	
MOV	R13,R12	R13=ADR CURRENT THREAT
ADDL	R12,2*THRLN	R12=ADR NEXT THREAT
S	R12,R13	POINT TO NEXT THREAT
SM	R11,THROCT(R13)	INIT DISPLAY ADR
LMB	R10,THRFLG(R13)	SET THREAT TO LATENT
ANDL	R10,-HASACT/'100=1	
ORL	R10,CNTLNT/'120	
SMB	R10,THRFLG(R13)	
BCT	R14,START5	
MOVL	R11,0	
S	R11,R13	MARK END OF PRIORITY THREAD
LM	R0,'6407(I)	GSHT7=2**14*G**2 (1KM/SEC=2**30)
SM	R0,GEST(R)	
LA	R14,ALIGN0(R)	STRAPDOWN SERVICE ROUTINE
SM	R14,SRPXFR(A)	=INITIAL ALIGNMENT
LM	R0,'F0(I)	
SM	R0,SRPXFR+2(A)	
MOVL	R0,0	INIT ALIGNMENT FLAG (AFLG)
SM	R2,AFLG(R)	0/1 = INCOMPLETE/COMPLETE
LM	R0,'90(I)	ENABLE INTERRUPTS
LSR	R0	
LM	R0,AFLG(R)	WAIT FOR INITIAL ALIGNMENT
BZ	**4	TO COMPLETE
JSUB	LSGALI(R)	COMPUTE LATITUDE & INITIAL ALIGNMENT
LM	R0,'F0(I)	DISABLE INTERRUPTS
LSR	R0	
LA	R13,ACVEL(R)	R13=ADR ACVEL

SI	R12,R6	IDACVEL(I)=0
BCY	R11,START3	
ADDL	R10,-16	R10=ADR E1
LM	R0,'4000(I)	E1=1
SI	R0,R10	
SI	R12,R10	
SM	R12,SSRVCT(R)	ISTRAPDOWN SERVICE COUNT=0
SM	R12,TIMKNT(R)	ALIGNMENT TIME COUNT=0
SM	R12,TIMKNT*2(R)	
SM	R12,W1SQM(R)	1=4*W1**2=0
SM	R12,W1SQM*2(R)	
LA	R14,OLDQX(R)	INIT COMPENSATION OLDQX & QLOOZ
MOVL	R13,4	
SI	R12,R14	
BCY	R13,002	
MOVL	R13,12	INIT RAW DATA INPUTS
LA	R14,RAWDV(R)	
SI	R12,R14	
BCY	R13,002	
SM	R12,TIME(R)	MISSION TIME=0
SM	R12,DISPRI(R)	AUTO PRIORITY
SM	R12,DISUNK(R)	UNKNOWN ENABLED
SM	R12,DISGTG(R)	NO TARGET SEPARATION
LA	R14,BADSRV(R)	SERVICE LITTON DATA ERROR
SM	R14,BADLIT(A)	
LM	R0,'F0(I)	
SM	R0,BADLIT+2(A)	
SM	R12,BARCNT(R)	
MOVL	R12,-1	
SM	R12,DMRADR(R)	DELETE DIAMOND ADR
SM	R12,SCNENE(R)	DISABLE SCENARIO PROCESSING
SM	R12,TSPLMP(R)	DISABLE LAMP TEST
SM	R12,DSPENE(R)	DISABLE THREAT DISPLAY
SM	R12,DISIR(R)	NOT IR
SM	R12,DISBNC(R)	ALL RF BANDS
SM	R12,DISSch(R)	SEARCH RADARS DISABLED
SM	R12,DISTRN(R)	NOT TRAINING
SM	R12,DISAAA(R)	AAA DISABLED

```

MOVL    R3,6                I R3 COUNTS 3 COMPONENTS
MOVL    R2,0
SI      R2,R13              I ACVEL(I)=0
SI      R2,R14              I DACVEL(I)=0
BCI     R3,*-6
ADDL    R13,ACPOX=ACVEL*2*6  I R13=ADR ACPOX
LA      R14,WE(R)           I R14=ADR WE

JSUB    DZHL30(R)           I (R0,R1)=WE*R*COS(LAT)

ADDL    R13,ACVELY=ACPOX    I R13=ADR ACVELY
SI      R0,R13              I UPDATE ACVELY
S       R1,R13
MOVL    R0,1                I INIT SERVICE COUNT
ANRM    R0,SSRVCT(R)

LM      R0,'80(I)           I INIT TIME UPDATE

ADMR    R0,SSRVCT(R)

SM      R0,SECUPD(R)

LM      R0,'8000(I)         I FORCE OVERFLOW ON 1 SEC GRAVITY

SM      R0,GSCND(R)

LA      R14,STRAP(R)        I STRAPDOWN SERVICE ROUTINE IS REAL THING
SM      R14,SRPXFR(A)

LA      R14,RTCSRV(R)       I SETUP RTC SERVICE ROUTINE
SM      R14,RTCXFR(A)

LM      R0,'90(I)

SM      R0,RTCXFR+2(A)

MOVL    R13,1               I RTC @50MS
SMB     R13,RTS(A)

MOVL    R0,'10              I ENABLE INTERRUPTS
LSR     R0
EJEC

```

BACKGROUND PROCESSING

```

IDLE    LM      R4,PRIBEG(R)  I R4=CURRENT THREAT POINTER

        LA      R6,PRIBEG+THRPNT(R)  I R6=PAST THREAT POINTER

        MOV     R5,R4
        LM      R0,THRVEL(R5)  I MOBILE THREAT?

        BZ      **4
        JSUB    MOVE(R)        I NO
                                I YES, MOVE IT

        JSUB    RNGPRI(R)      I COMPUTE (RANGE RATIO)**2

IDLE2   EQU     *
        IFN     DERUG
        LMB     R0,TKS(A)      I R0=KEYBOARD STATUS

```

	BNM	TTYEND	INO CHARACTER
	LMB	R0:TKB(A)	IR0=INPUT CHARACTER
	ANDL	R0:17F	
	CMPL	R0:1A	ILP?
	BE	***	YES, DON'T ECHO
	JSUB	TTYOUT(R)	INO, ECHO
	MOV	R1:R0	TRY FOR # CONVERSION
	ADDL	R1:-130	
	BLT	TTY2	
	CMPL	R2:139	
	BLE	TTYA	CHAR 1-9
	ADDL	R1:-7	
	CMPL	R1:1A	CHAR A-Z?
TTYA	BLT	TTY2	
	CMPM	R1:CHRCOM(R)	LESS THAN BASE?
	BGE	TTY2	INO
	JIND	CHRNBR(R)	YES, XFER TO NUMBER PROCESS
TTY2	LA	R3:CHRCOM+2(R)	IR3=ADR COMMAND TABLE
	MOVL	R2:CHRIEN=1	IR2 COUNTS THRU TABLE
TTY3	CMPM	R0:0(R3)	
	BNE	TTY4	INO MATCH; KEEP TRYING
	JIND	CHRWK=CHRCOM(R3)	MATCH; XFER TO PROCESS
TTY4	ADDL	R3:2	KEEP LOOKING FOR MATCH
	BCY	R2:TTY3	
CHRERR	MOVL	R0:13F	INO MATCH IN TABLE
	JSUB	TTYOUT(R)	COMMAND ERROR; TYPE ?
RPRCC	MOVL	R0:1D	TYPE CRLF
	JSUB	TTYOUT(R)	
REINIT	MOVL	R2:CHRIEN	REINITIALIZE; R2 COUNTS THRU DISPATCH TABLE
	LA	R3:CHRIINI(R)	IR3=ADR INITIAL DISPATCH TABLE
RPRCC1	LI	R1:R3	MOVE INITIAL TO WORKING
	SM	R1:CHRWK=CHRIINI+2(R3)	
	BCY	R2:RPRCC1	
TTY10	MOVL	R0:10	RESET #BASE TO 10
	SM	R0:CHRCOM(R)	
TTYN0	MOVL	R0:0	
	SM	R0:NBRI(R)	IR0=0
	SM	R0:NBRI2(R)	
	SM	R0:NFLAG(R)	IRNFLAG=0
TTYEND	EQU	*	
	IEND		
	LM	R5:THRPNT(R4)	IR5=NEXT THREAT POINTER
	BNZ	***	MORE THREATS ON THREAD
	JMPM	IDLE(R)	INO MORE THREATS; START OVER
	LMB	R2:THRELG(R5)	CHECK FOR THREAT EXPIRATION

ANDL	R0:MASACT/1100	
CMPL	R0:CNTEXP/1100	!EXPIRED?
BNE	IDLE2B	!NO
LM	R0:THRPNT(R5)	!YES, REMOVE IT FROM THREAD
SM	R0:THRPNT(R4)	
JMPM	IDLE2(R)	
IDLE2B	LM	R0:THRVEL(R5) !MOBILE THREAT?
BZ	**4	!NO
JSUB	MOVE(R)	
JSUB	RNGPRI(R)	!COMPUTE (RANGE RATIO)**2
CMPH	R2:THRPRI(R4)	!HIGHER PRIORITY?
BGE	IDLE4	!NO
IDLE3	LM	R0:THRPNT(R5) !YES, INTERCHANGE THEM
SM	R4:THRPNT(R5)	!R4 BECOMES NEW NEXT
SM	R0:THRPNT(R4)	
SM	R5:THRPNT(R6)	!PAST POINTS TO NEXT (NEW CURRENT)
MOV	R6:R5	!PAST=NEXT (NEW CURRENT)
06080	JMPM	IDLE2(R)
06100	IDLE4	MOV R6:R4 !ADVANCE TO NEXT THREAT
06120		MOV R4:R5
06140		JMPM IDLE2(R)
06160		EJEC
!RNGPRI - CALCULATES RANGE/WEAPONS RANGE PRIORITY		
!CALLING SEQUENCE:		
! R5=THREAT POINTER		
! JSUB RNGPRI(R)		
! R0=PRIORITY (DISPLAY RADIUS)		
RNGPRI	PUSH	R2:3 !SAVE REGISTERS
	LA	R4:SACPOS(R) !R4=ADR A/C POSITION VECTOR
LI	R0:R4	
SBMR	R0:THRX(R5)	
MUL	R0:R0	!(R0,R1)=XDIF**2
LI	R2:R4	
SBMR	R2:THRY(R5)	
MUL	R2:R2	
DADD	R0:R2	!(R0,R1)=XDIF**2+YDIF**2
LI	R2:R4	
SBMR	R2:THRZ(R5)	
MUL	R2:R2	
DADD	R0:R2	!(R0,R1)=RANGE**2
LM	R2:THRRNG(R5)	!R2=PREVIOUS RANGE
JSUB	SQRT(R)	!R2=PRESENT RANGE
SM	R2:THRRNG(R5)	

LM	R0:THRPR1(R5)	I R0=CURRENT PRIORITY
MOVL	R4:MAS1YP	I R4=RADAR TYPE MASK
ANMR	R4:THRFLG(R5)	I SEARCH RADAR
BZ	RNGP5	I YES, LEAVE PRIORITY ALONE
LM	R3:THRWR(R5)	I R3=EFFECTIVE WEAPONS RANGE
CMP	R2:R3	I RANGE,GE,WEAPONS RANGE
BGE	RNGP2	I YES
LM	R0:2*RING2-2*RING1(I)	I NO, COMPUTE INNER RADIUS
MUL	R0:R2	I R0=2*(RING2-RING1)*RNG/WEAPON
DIV	R0:R3	
SBMR	R0:RING2-2*RING1(I)	I R0=R0+2*RING1-RING2
CMPM	R0:RING1(I)	I RADIUS,GE,RING1?
BGE	RNGP4	I YES
LM	R0:RING1(I)	I NO, CLAMP AT RING1
RNGP2	BR	
LM	R0:RING3-RING2(I)	I COMPUTE OUTER RADIUS
MUL	R0:R2	I (R0,R1)=(RING3-RING2)*RNG/WEAPON
DIV	R0:R3	
BNV	**6	I OVERFLOW?
LM	R0:17FFF+RING3-2*RING2(I)	I YES, SET PRIORITY TO MAX
SBMR	R0:RING3-2*RING2(I)	I R0=R0+2*RING2-RING3
RNGP4	SM	
	R0:THRPR1(R5)	I UPDATE THREAT PRIORITY
RNGP5	LM	
	R1:SCNENB(R)	I SCENARIO ENABLED?
BM	RNGPX	I NO, LEAVE LATENTS LATENT
LMB	R1:THRFLG(R5)	I LATENT THREAT?
ANDL	R1:MASACT/1100	
CMPL	R1:CNTINT/1100	
BNE	RNGP6	I NO
CMPH	R2:THRON(R5)	I YES, INSIDE TURN ON RANGE?
BGT	RNGPX	I NO
LM	R1:=MASACT*1(I)	I YES, ACTIVATE THREAT
ANRM	R1:THRFLG(R5)	
LM	R4:THRVEL(R5)	I IS THREAT MOBILE?
BZ	RNGPX	I NO
LA	R3:SACPOS(R)	I YES, COMPUTE VELOCITY COMPONENTS
LI	R0:R3	
SBMR	R0:THR(X(R5)	
MUL	R0:R4	
DIV	R0:R2	
SM	R0:THRVX(R5)	

	LI	R0:R3	
	SBMR	R0:THRZY(R5)	
	MUL	R0:R4	
	DIV	R0:R2	
	SM	R0:THRZY(R5)	
	L	R0:R3	
	SBMR	R0:THRZ(R5)	
	MUL	R0:R4	
	DIV	R0:R2	
	SM	R0:THRZ(R5)	
	LM	R0:TIME(R)	!UPDATE THREAT LAST UPDATE TIME
	SM	R0:THRUPO(R5)	
	LM	R0:THRPRI(R5)	
RNGP6	BR	RNGP7	
	CMPL	R1:CNTON/'100	!ACTIVE THREAT?
	BNE	RNGPX	!NO
RNGP7	LMB	R1:THRFLG(R5)	!YES, MISSILE LATENT?
	ANDL	R1:MASMS/'100	
	CMPL	R1:CNMTLT/'100	
	BNE	RNGPX	!NO
	CMPL	R2:THRMFR(R5)	!YES, WITHIN LAUNCH RANGE?
	BGT	RNGPX	!NO
	ADDL	R1:CNMTLT/'100	!YES, SET MISSILE ALERT
	SMB	R1:THRFLG(R5)	
	LMB	R1:THREVL(R5)	!INTERCEPT TIME==EVAL TIME
	NEG	R1:R1	
	SM	R1:THRINT(R5)	
RNGPX	POP	R4:3	!RESTORE REGISTERS
	JRYS		!RETURN
	EJEC		
!MOVE - MOVES MOBILE THREAT TO INTERCEPT AIRCRAFT			
!CALCULATION IS AN APPROXIMATION			
!CALLING SEQUENCE!			
		R5=THREAT POINTER	
	JSUB	MOVE(R)	
MOVE	PUSH	R0:12	!SAVE REGISTERS
	LM	R0:SCNENB(R)	!SCENARIO ENABLED?
	BM	MOVEX1	!NO, MOVE NOTHING
	LMB	R0:THRFLG(R5)	!LATENT THREAT?
	ANDL	R0:MASACT/'100	
	CMPL	R0:CNTHNT/'100	
	BE	MOVEX1	!YES, DONIT MOVE IT
	CMPL	R0:CNTOFF/'100	!THREAT TURNED OFF?
	BE	MOVEX1	!YES, DONIT MOVE IT
	LM	R0:TIME(R)	!HAS AT LEAST 1 SEC ELAPSED?

SBMR	R0:THRUPD(R5)	
BGT	**6	YES
POP	R11,12	RESTORE REGISTERS
JRYS		RETURN
LA	R11,SACPOS(R)	R11=ADR A/C POSITION VECTOR
LI	R6,R11	(R6,R7,R8)=RANGE VECTOR
SBMR	R6:THRX(R5)	
LI	R7,R11	
SBMR	R7:THRY(R5)	
LI	R8,R11	
SBMR	R8:THRZ(R5)	
LM	R0:THRRNG(R5)	(R0,R1)=OLD RANGE (1KM=2**20)
MOVL	R1:0	
LA	R4:THRVX(R5)	R4=ADR THREAT VELOCITY VECTOR
LI	R9,R4	(R9,R10,R11)=THREAT VELOCITY VECTOR
SBMR	R9:ACVX(R)	
LI	R10,R4	
SBMR	R10:ACVY(R)	
LI	R11,R4	
SBMR	R11:ACVZ(R)	
MOV	R2,R11	(R2,R3)=DOT(RANGE,VELOCITY DIFF)
MUL	R2,R8	
MUL	R10,R7	
DADD	R2,R10	
MUL	R9,R6	
DADD	R2,R9	
BGT	MOVE1	INTERCEPT TIME *?
LM	R2,MASACT=1	DEACTIVATE THREAT
ANRM	R2:THRFLG(R5)	
LM	R2:CNTOFF(1)	
ORRM	R2:THRFLG(R5)	
POP	R11,12	RESTORE REGISTERS
JRYS		RETURN
DIV	R2,R0	R2=INTERCEPT VELOCITY (1KM/SEC=2**14)
DIV	R0,R2	R0=TIME TO INTERCEPT (1 SEC=2**6)
LM	R2:ACVY(R)	(R6,R7,R8)=RANGE VECTOR AT INTERCEPT
MUL	R2,R0	
ADD	R6,R2	
LM	R2:ACVY(R)	
MUL	R2,R0	
ADD	R7,R2	
LM	R2:ACVZ(R)	

```

MUL    R2,R0
ADD    R8,R2
MOV    R0,R6          ;MOVE THREAT ALONG NEW RANGE VECTOR
MUL    R0,R6
MOV    R3,R7
MUL    R3,R7
DADD   R0,R3
MOV    R3,R8
MUL    R3,R8
DADD   R0,R3
LM     R2:THRRNG(R5)

JSUB   SQRT(R)        ;R2=UPDATED RANGE

LM     R4:TIME(R)

LM     R0:THRUPO(R5)

SM     R4:THRUPO(R5)   ;STORE UPDATE TIME

SUB    R4,R0           ;R0=TIME SINCE LAST UPDATE
SLZ    R4:6           ;1 SEC=2**6
LM     R3:THRVEL(R5)   ;R3=THREAT VELOCITY

MOV    R0,R3           ;UPDATE THREAT VELOCITY VECTOR
MUL    R0,R6
DIV    R0,R2
SM     R0:THRVS(R5)    ;UPDATE THRVS

MUL    R0,R4
ADRM   R0:THR(X)(R5)   ;UPDATE THRX

MOV    R0,R3
MUL    R0,R7
DIV    R0,R2
SM     R0:THRVS(R5)    ;UPDATE THRVY

MUL    R0,R4
ADRM   R0:THR(Y)(R5)   ;UPDATE THRY

MOV    R0,R3
MUL    R0,R8
DIV    R0,R2
SM     R0:THRVS(R5)    ;UPDATE THRVZ

MUL    R0,R4
ADRM   R0:THR(Z)(R5)   ;UPDATE THRZ

MOVEX  POP    R11,12   ;RESTORE REGISTERS
        JR    RTS      ;RETURN
        EJECT

;SQRT = CALCULATES SQRT(R0,R1)
;CALLING SEQUENCE
; (R0,R1)=SQUARE
; R2=SQUARE ROOT ESTIMATE
; JSUB SQRT(R)
; R2=SQUARE ROOT
SQRT   PUSH   R3:2      ;SAVE REGISTERS
        CMPL  R0:0      ;NEGATIVE #?
        BLT   SQRTX     ;YES, EXIT
        CMPL  R2:0      ;ESTIMATED BEFORE?
        BNE   SQRT1     ;YES, USE IT

```

	MOV	R2:R0	I R0=0?
	BZ	SQRT0	I YES, TRY R1
	ADD	R2:R0	I ESTIMATE=2*R0*2**12
	LA	R2:1000(R2)	
SQRT0	BR	SQRT1	
	MOV	R2:R1	I R1=0?
	BZ	SQRTX	I YES, EXIT
	SRZ	R2:8	I NO, ESTIMATE=2**(-8)*R1*2**5
	ADDL	R2:120	
SQRT1	NEG	R3:R2	I (R3,R4)=-ESTIMATE**2
	MUL	R3:R2	
	DADD	R3:R0	I R3,R4)=A-ESTIMATE**2
	DIV	R3:R2	I R3=(A-ESTIMATE**2)/(2*ESTIMATE)
	SRA	R3:1	
	ADD	R2:R3	
	CMPL	R3:0	I DELTA .GT. 0?
	BGT	SQRT1	I YES, RE-ESTIMATE
	CMPL	R3:-1	I DELTA .LT. -1?
	BLT	SQRT1	I YES, RE-ESTIMATE
SQRTX	POP	R4:2	I NO, RESTORE REGISTERS
	JRTS		I RETURN
	EJEC		

I BADS RV = SERVICE ROUTINE TO COUNT OCCURRENCES OF LITTON DATA ERRORS

HADSRV	PUSH	R14:1
	MOVL	R14:1
	ADRM	R14,BADCNT(R)
	POP	R14:1
	RTI	
	EJEC	

I ALIGN0 = STRAPDOWN SERVICE ROUTINE TO FLUSH PENDING INTERRUPT
ALIGN0 PUSH R0:1
 LA R0:ALIGN1(R) I RESET SERVICE ROUTINE TO ALIGN1

SM	R0:SRPxFR(A)
POP	R0:1
RTI	
EJEC	

I ALIGN1 = STRAPDOWN SERVICE ROUTINE TO COMPUTE LSQFIT
I OF GRAVITY VECTOR AS A FUNCTION OF TIME

ALIGN1	PUSH	R0:15	I SAVE REGISTERS
	JSUB	R0:STRP(R)	I READ STRAPDOWN DATA
LM	R0:SSRVCT(R)	I R0=SERVICE COUNT	
SM	R0:1FFFC(A)	I OUTPUT TO DISPLAY PANEL	
LCL	R0:1	I EVEN COUNT?	
BZ	**0	I YES	
POP	R14:15	I NO, RESTORE REGISTERS	
RTI		I RETURN	
JSUB	COMP(R)	I COMPENSATE THE RAW INPUT	
JSUB	ATTUDE(R)	I COMPUTE NEW ATTITUDE	
JSUB	DVXFM(R)	I XFORM DELTA VEL	

LM	R0,SSRVCT(R)	
ANDL	R0,17F	I1 SEC ELAPSED?
BZ	**6	IYES
POP	R14,15	INO, RESTORE REGISTERS
RTI		I INTERRUPT RETURN
LA	R13,TIMKNT(R)	IUPDATE TIMKNT
LI	R0,R13	I(R0,R1)=TIMKNT
LI	R1,R13	
LI	R2,R13	I(R2,R3)=TIMINC
L	R3,R13	
ADDL	R13,-6	
DSUB	R0,R2	I(R0,R1)=TIMKNT-TIMINC
SI	R0,R13	
S	R1,R13	
MOVL	R10,3	I R10 COUNTS 3 VECTOR COMPONENTS
LA	R11,SDVT(R)	I R11=ADR SUM(VEL*T)
LA	R12,SDV(R)	I R12=ADR SUM(VEL)
LA	R14,DACVEL(R)	I R14=ADR DELTA VELOCITY IN REF FRAME
MOVL	R8,0	I(R8,R9) ACCUMULATES 2**14*DACVEL**2
MOVL	R9,0	
LA	R13,ALNGN(R)	I R13=ADR 1/(N*G)
LI	R0,R12	I(R0,R1)=SDV(I)
L	R1,R12	
ADDL	R12,-2	
JSUB	DMUL30(R)	I(R0,R1)=(R0,R1)+VEL(I)/(G*N)
SI	R0,R12	
SI	R1,R12	
LI	R0,R11	I(R0,R1)=SDVT(I)
L	R1,R11	
ADDL	R11,-2	
LA	R13,TIMKNT(R)	
JSUB	DMUL30(R)	I(R0,R1)=(R0,R1)+ VEL(I)*6*(1-T)/(8*G*N*(N-1))
SI	R0,R11	
SI	R1,R11	
LI	R0,R14	I(R0,R1)=DACVEL(I)
L	R1,R14	
ADDL	R14,-2	
DSLA	R0,7	
MUL	R0,R0	
DSLA	R0,2	
DADD	R8,R0	
MOVL	R0,0	I ZERO DELTA VELOCITY IN REF FRAME
SI	R0,R14	
SI	R0,R14	
BCT	R10,ALI2	
LA	R13,GEST(R)	I R13=ADR GRAVITY ESTIMATE
LI	R0,R13	I(R0,R1)=2**14*G**2
L	R1,R13	
ADDL	R13,-2	
DSUB	R8,R0	I LOW PASS FILTER
DSRA	R8,6	
DADD	R0,R8	

SI	R0:R13	IUPDATE 2**14**2
S	R1:R13	
LM	R0:SSRVCT(R)	I256 SECONDS ELAPSED?
BP	ALIX	INO, KEEP THIS SERVICE ROUTINE
LA	R0:ALIGN2(R)	ICHANGE TO HOLDING SERVICE ROUTINE
SM	R0:SRPxFR(A)	
MOVL	R2:1	
SM	R2:AFLG(R)	IAFLG=1
ALIX	POP R14,15	IRESTORE REGISTERS
RTI		IRETURN
EJEC		
IALIGN2 = SERVICES STRAPDOWN INTERRUPT WHILE BACKGROUND		
I PROCESSING COMPUTES EARTH'S SPIN VECTOR		
ALIGN2	PUSH R0:15	ISAVE REGISTERS
	JSUB R0:STRP(R)	
LM	R0:SSRVCT(R)	IR0=SERVICE COUNT
LCL	R0:1	ICOUNT EVEN?
BNZ	**10	INO
JSUB	COMP(R)	IYES, COMPENSATE
JSUB	ATTITUDE(R)	IUPDATE ATTITUDE
POP	R14,15	IRESTORE REGISTERS
RTI		IRETURN
EJEC		
ISTRAP = STRAPDOWN SERVICE ROUTINE		
STRAP	PUSH R0:15	ISAVE REGISTERS
	JSUB R0:STRP(R)	IREAD STRAPDOWN
LM	R0:SSRVCT(R)	IR0=SERVICE COUNT
LCL	R0:1	IEVEN COUNT?
BZ	STRAP0	IYES, DO COMPENSATION & ATTITUDE
STRAPX	POP R14,15	IRESTORE REGISTERS
	RTI	IRETURN
STRAP0	JSUB COMP(R)	ICOMPENSATE RAW DATA FOR ERRORS
JSUB	VERT(R)	IALIGN TO VERTICAL
JSUB	ATTITUDE(R)	ICOMPUTE NEW ATTITUDE
JSUB	DVXFM(R)	IXFORM DELTA V TO REFERENCE FRAME
JSUB	GRAV(R)	Iperform GRAVITY CALCULATION
JSUB	NAV(R)	IXFORM REFERENCE DATA INTO SCENARIO FRAME
BR	STRAPX	IEXIT
EJEC		

```

;RDSTRP = READS STRAPDOWN INPUTS
;CALLING SEQUENCE
;      JSUB RDSTRP(R)
RDSTRP  LA      R14,RAWDQ(R)      ;R14=ADR RAW DEL ANGLE
      LA      R13,RAWDOM(R)      ;R13=ADR RAW DEL ANGLE MAGNITUDE
;-----
RDS1    MOVL    R12,0              ;R12 COUNTS 3 ANGLES
      LMB     R2,STRQ(P(R12))     ;R2=+ANGLE COUNT
      LMB     R3,STRQM(R12)       ;R3=-ANGLE COUNT
      L       R0,R14              ;R0=RAWDO(I)
      L       R1,R13              ;R1=RAWDOM(I)
      ADD     R0,R2                ;R0=RAWDO(I)+NET PULSE COUNT
      SUB     R0,R3
      SI      R0,R14
      ADD     R1,R2                ;R1=RAWDOM(I)+TOTAL PULSE COUNT
      ADD     R1,R3
      SI      R1,R13
      ADDL    R12,2                ;NEXT ANGLE
      CMPL    R12,2*3              ;MORE ANGLES?
      BLT     RDS1                 ;YES
      LA      R14,RAWDV(R)        ;R14=ADR RAW DEL VEL
      LA      R13,RAWDV(R)        ;R13=ADR RAW DEL VEL MAGNITUDE
      LMB     R2,STRVXP(R)        ;R2=+DELTA VX PULSE COUNT
      LMB     R3,STRVXM(R)        ;R3=-DELTA VX PULSE COUNT
      L       R0,R14              ;R0=RAWDVX
      L       R1,R13              ;R1=RAWDVXM
      ADD     R0,R2                ;R0=RAWDVX+NET COUNT
      SUB     R0,R3
      SI      R0,R14
      ADD     R1,R2                ;R1=RAWDVXM+TOTAL COUNT
      ADD     R1,R3
      SI      R1,R13
      MOVL    R12,0
RDS2    LMB     R2,STRVYP(R12)     ;R2=+DELTA VEL PULSE COUNT
      LMB     R3,STRVYM(R12)     ;R3=-DELTA VEL PULSE COUNT
      L       R0,R14              ;R0=RAWDV
      L       R1,R13              ;R1=RAWDVM
      ADD     R0,R2                ;R0=RAWDV+NET COUNT
      SUB     R0,R3
      SI      R0,R14
      ADD     R1,R2                ;R1=RAWDVM+TOTAL COUNT
      ADD     R1,R3
      SI      R1,R13
      ADDL    R12,2                ;NEXT VELOCITY
      CMPL    R12,2*2              ;MORE VELOCITIES?
      BLT     RDS2                 ;YES
      MOVL    R1,1                 ;INCREMENT SERVICE COUNT
      ADHM    R1,SSRVCT(R)
      JRTS
      EJEC
;-----
;RETURN

```

```

1
;COMP = COMPENSATES RAW STRAPDOWN INPUTS FOR KNOWN ERRORS
;CALLING SEQUENCE:
; JSUB COMP(R)
1
COMP    LA      R14,ABB(R)      ;R14=ACCEL BIAS ADR
      LI      R3,R14           ;(R2,R3)=ABB(1)
      SEXE    R2,R3
      LI      R5,R14           ;(R4,R5)=ABB(2)
      SEXE    R4,R5
      LI      R7,R14           ;(R6,R7)=ABB(3)
      SEXE    R6,R7
      LA      R14,RAWDV(R)      ;R14=RAW DELTA VEL ADR
      LI      R8,R14           ;R8=DVA(1)
      LI      R9,R14           ;R9=DVA(2)
      LI      R10,R14          ;R10=DVA(3)
      LA      R14,CAB(R)       ;R14=CAB ADR
      LI      R0,R14           ;R0=CAB(1,1)
      MUL     R0,R8            ;(R2,R3)=ABB(1)+CAB(1,1)*DVA(1)
      DADD    R2,R0
      LI      R11,R14          ;R11=CAB(1,2)=CAB(2,1)
      MOV     R0,R11
      MUL     R0,R9
      DADD    R2,R0            ;(R2,R3)=(R2,R3)+CAB(1,2)*DVA(2)
      MOV     R0,R11
      MUL     R0,R8
      DADD    R4,R0            ;(R4,R5)=ABB(2)+CAB(2,1)*DVA(1)
      LI      R11,R14          ;R11=CAB(1,3)=CAB(3,1)
      MOV     R0,R11
      MUL     R0,R10
      DADD    R2,R0            ;(R2,R3)=(R2,R3)+CAB(1,3)*DVA(3)
      MOV     R0,R11
      MUL     R0,R8
      DADD    R6,R0            ;(R6,R7)=ABB(3)+CAB(3,1)*DVA(1)
      LI      R0,R14           ;R0=CAB(2,2)
      MUL     R0,R9
      DADD    R4,R0            ;(R4,R5)=(R4,R5)+CAB(2,2)*DVA(2)
      LI      R11,R14          ;R11=CAB(2,3)=CAB(3,2)
      MOV     R0,R11
      MUL     R0,R10
      DADD    R4,R0            ;(R4,R5)=(R4,R5)+CAB(2,3)*DVA(3)
      MOV     R0,R11
      MUL     R0,R9
      DADD    R6,R0            ;(R6,R7)=(R6,R7)+CAB(3,2)*DVA(2)
      LI      R0,R14           ;R0=CAB(3,3)
      MUL     R0,R10
      DADD    R6,R0            ;(R6,R7)=(R6,R7)+CAB(3,3)*DVA(3)
      LA      R14,CARUBA(R)     ;R14=CAB*UBA ADR
      LA      R13,RAWDVP(R)    ;R13=RAW DEL VELOCITY MAGNITUDE ADR
      LI      R0,R14
      LI      R1,R13
      MUL     R0,R1
      DSUB    R2,R0            ;(R2,R3)=(R2,R3)-CAB*UBA(1,1)*DVAM(1)
      LI      R0,R14
      LI      R1,R13
      MUL     R0,R1
      DSUB    R4,R0            ;(R4,R5)=(R4,R5)-CAB*UBA(2,2)*DVAM(2)
      LI      R0,R14

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LI	R1:R13	
MUL	R0:R1	
DSUB	R6:R0	I(R6,R7)=(R6,R7)-CAB*UBA(3,3)*QVAM(3)
LA	R14,CDV(R)	I R14=COMPENSATED DEL VELOCITY ADR
SI	R2:R14	I UPDATE COMPENSATED DEL VELOCITY
SI	R3:R14	
SI	R4:R14	
SI	R5:R14	
SI	R6:R14	
SI	R7:R14	

COMPENSATE ANGLES

LA	R14,CGB(R)	I R14=ANGLE BIAS ADR
LI	R3:R14	I (R2,R3)=GBB(1)
SEXE	R2:R3	
LI	R5:R14	I (R4,R5)=GBB(2)
SEXE	R4:R5	
LI	R7:R14	I (R6,R7)=GBB(3)
SEXE	R6:R7	
LA	R14,CGB(R)	I R14=CGB(1,1) ADR
LA	R13,RAWDO(R)	I R13=DTG(1) ADR
JSUB	SNCDRL(R)	I (R0,R1)=CGB(1,1)*DTG(1)
DADD	R2:R0	I (R2,R3)=GGB(1)+CGB(1,1)*DTG(1)
ADDL	R14,4	I R14=CGB(1,2) ADR
ADDL	R13,2	I R13=DTG(2) ADR
LI	R0:R14	
LI	R1:R13	
MUL	R0:R1	
DADD	R2:R0	I (R2,R3)=(R2,R3)+CGB(1,2)*DTG(2)
LI	R0:R14	
LI	R1:R13	
MUL	R0:R1	
DADD	R2:R0	I (R2,R3)=(R2,R3)+CGB(1,3)*DTG(3)
ADDL	R13,-6	I R13=DTG(1) ADR
LI	R0:R14	
LI	R1:R13	
MUL	R0:R1	
DADD	R4:R0	I (R4,R5)=GGB(2)+CGB(2,1)*DTG(1)
JSUB	SNCDRL(R)	
DADD	R4:R0	I (R4,R5)=(R4,R5)+CGB(2,2)*DTG(2)
ADDL	R14,4	I R14=CGB(2,3) ADR
ADDL	R13,2	I R13=DTG(2) ADR
LI	R0:R14	
LI	R1:R13	
MUL	R0:R1	
DADD	R4:R0	I (R4,R5)=(R4,R5)+CGB(2,3)*DTG(3)
ADDL	R13,-6	I R13=DTG(1) ADR
LI	R0:R14	
LI	R1:R13	
MUL	R0:R1	
DADD	R6:R0	I (R6,R7)=GGB(3)+CGB(3,1)*DTG(1)
LI	R0:R14	
LI	R1:R13	
MUL	R0:R1	
DADD	R6:R0	I (R6,R7)=(R6,R7)+CGB(3,2)*DTG(2)
JSUB	SNCDRL(R)	

DADD	R6:R0	(R6,R7)=(R6,R7)+CGB(3,3)*DTG(3)
LA	R14,CGBUBG(R)	R14=CGB*UBG(1,1) ADR
LA	R13,RAWDOM(R)	R13=DTGM(1) ADR
LI	R0:R14	
LI	R1:R13	
MUL	R0:R1	
DSUB	R2:R0	(R2,R3)=(R2,R3)-CGB*UBG(1,1)*DTGM(1)
LI	R0:R14	
LI	R1:R13	
MUL	R0:R1	
DSUB	R4:R0	(R4,R5)=(R4,R5)-CGB*UBG(2,2)*DTGM(2)
LI	R0:R14	
LI	R1:R13	
MUL	R0:R1	
DSUB	R6:R0	(R6,R7)=(R6,R7)-CGB*UBG(3,3)*DTGM(3)
LA	R14,CGBMU(R)	R14=CGB*MU(1,1) ADR
LA	R13,CDV(R)	R13=COMPENSATED DV ADR
JSUB	MURWCD(R)	
DSUB	R2:R0	(R2,R3)=(R2,R3)-(CGB*MU(1,K)*CDV(K))
JSUB	MURWCD(R)	
DSUB	R4:R0	(R4,R5)=(R4,R5)-(CGB*MU(2,K)*CDV(K))
JSUB	MURWCD(R)	
DSUB	R6:R0	(R6,R7)=(R6,R7)-(CGB*MU(3,K)*CDV(K))
LA	R14,OLD0X(R)	R14=ADR OLD0X
MOV	R8:R2	(R8,R9)=CURRENT OX
MOV	R9:R3	
MOV	R10,R6	(R10,R11)=CURRENT OZ
MOV	R11,R7	
L	R0:R14	(R0,R1)=OLD0X
SI	R8:R14	UPDATE OLD0X
L	R1:R14	
SI	R9:R14	
DSUB	R8:R0	(R8,R9)=OXDIFF
L	R0:R14	(R0,R1)=OLD0Z
SI	R10,R14	UPDATE OLD0Z
L	R1:R14	
SI	R11,R14	
DSUB	R10,R0	(R10,R11)=OZDIFF
SI	R8:R14	STORE OXDIFF
SI	R9:R14	
SI	R10,R14	STORE OZDIFF
S	R11,R14	
ADDL	R14,-6	R14=OXDIF ADR
LA	R13,KFAC(R)	
JSUB	DZML30(R)	
DADD	R6:R0	(R6,R7)=(R6,R7)+KFAC*OXDIF
ADDL	R14,4	
JSUB	DZML30(R)	
DADD	R2:R0	(R2,R3)=(R2,R3)+KFAC*OZDIF
DADD	R4:R0	(R4,R5)=(R4,R5)+KFAC*OZDIF
LA	R14,CD0(R)	R14=COMPENSATED ANGLE ADR

L	R0,R14	I(R0,R1)=PREVIOUS CDOX
SI	R2,R14	IUPDATE CDOX
L	R1,R14	
SI	R3,R14	
L	R8,R14	I(R8,R9)=PREVIOUS CDOY
SI	R4,R14	IUPDATE CDOY
L	R9,R14	
SI	R5,R14	
L	R10,R14	I(R10,R11)=PREVIOUS CDOZ
SI	R6,R14	IUPDATE CDOZ
L	R11,R14	
SI	R7,R14	
LA	R14,PCDO(R)	IUPDATE PCDO
SI	R0,R14	
SI	R1,R14	
SI	R8,R14	
SI	R9,R14	
SI	R10,R14	
SI	R11,R14	

;
 ;CORRECT DEL VELOCITY FOR SAMPLING LAG
 ;

LM	R2,CDOX(R)	I(R2,R3)=CDOX
LM	R3,CDOX*2(R)	
DSLA	R2,4	I CDO=2**4*CDO
DSLA	R4,4	
DSLA	R6,4	
MOV	R8,R2	I(R8,R9,R10)=2**4*CDO MSW
MOV	R9,R4	
MOV	R10,R6	
LA	R14,CDV(R)	I R14=CDV ADR
LI	R11,R14	
LI	R12,R14	
DSLA	R11,8	I R11=CDVX*2**8
LI	R12,R14	
LI	R13,R14	
DSLA	R12,8	I R12=CDVY*2**8
LI	R13,R14	
L	R14,R14	
DSLA	R13,8	I R13=CDVZ*2**8
LA	R14,CDV(R)	I R14=CDV ADR
MUL	R6,R12	I(R6,R7)=CDO(3)*CDV(2)
MOV	R0,R9	
MUL	R0,R13	
DSUB	R6,R0	I(R6,R7)=CDO(3)*CDV(2)-CDO(2)*CDV(3)
MUL	R2,R13	I(R2,R3)=CDO(1)*CDV(3)
MOV	R0,R10	
MUL	R0,R11	
DSUB	R2,R0	I(R2,R3)=CDO(1)*CDV(3)-CDO(3)*CDV(1)
MUL	R4,R11	I(R4,R5)=CDO(2)*CDV(1)
MOV	R0,R8	
MUL	R0,R12	
DSUB	R4,R0	I(R4,R5)=CDO(2)*CDV(1)-CDO(1)*CDV(2)
SEXE	R1,R2	I RESCALE TO HALF THE CROSS PRODUCT (1=2**30)
DSLZ	R2,5	
SEXE	R3,R4	
DSLZ	R4,5	

SEXE	R5,R6	
DSLZ	R6,5	
LI	R10,R14	IUPDATE CDV
L	R11,R14	
ADDL	R14,-2	
DADD	R10,R5	
SI	R10,R14	
SI	R11,R14	
LI	R10,R14	
L	R11,R14	
ADDL	R14,-2	
DADD	R10,R1	
SI	R10,R14	
SI	R11,R14	
LI	R10,R14	
L	R11,R14	
ADDL	R14,-2	
DADD	R10,R3	
SI	R10,R14	
S	R11,R14	

I
 IZERO RAW DATA ACCUMULATORS
 I

MOVL	R0,0	
LA	R14,RAWDV(R)	

MOVL	R1,12	
COMP3	SI	R0,R14
	BCT	R1,COMP3
	JRTS	IRETURN
	EJEC	

IRDSTRP = READS LITTON STRAPDOWN INPUTS

ICALLING SEQUENCEI

I	JSUB	RDSTRP(R)	
RDSTRP	LA	R14,RAWDQ(R)	I R14=ADR RAW ANGLE RATES

LM	R13,STROX(A)	I READ ANGLE RATE
----	--------------	-------------------

SI	R13,R14	
LM	R13,STROY(A)	

SI	R13,R14	
LM	R13,STROZ(A)	

SI	R13,R14	
LA	R14,RAWDV(R)	I READ DELTA VELOCITIES

LM	R13,STRVX(A)	
----	--------------	--

SI	R13,R14	
LM	R13,STRVY(A)	

SI	R13,R14	
LM	R13,STRVZ(A)	

NEG	R13,R13	ICORRECTION FOR SIGN INVERSION
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SI	R13,R14	
MOVL	R1,2	I INCREMENT SERVICE COUNT
ADRM	R1,SSRVCT(R)	

JRTS		I RETURN
EJEC		

ICOMP = SCALES LITON INPLTS

ICALLING SEQUENCE:

I	JSUB	COMP(R)	
COMP	LA	R14, CDO(R)	I R14=ADR COMPENSATED ANGLE
	LA	R13, RAWDO(R)	I R13=ADR RAW ANGLE RATE
	MOVL	R12, 3	I R12 COUNTS 3 COMPONENTS
	LA	R11, PCDO(R)	I R11=ADR PREVIOUS COMP ANGLES
COMP1	LI	R0, R13	I (R0, R1)=RAW ANGLE RATE
	MOVL	R1, 0	
	DSRA	R0, 5	I (R0, R1)= (ANGLE/2**13)*2**(-6)*2**30
	L	R2, R14	I (R2, R3)=PREVIOUS ANGLE
	SI	R0, R14	I UPDATE ANGLE
	L	R3, R14	
	SI	R1, R14	
	SI	R2, R11	I UPDATE PREVIOUS ANGLE
	SI	R3, R11	
	BCY	R12, COMP1	
	LA	R14, CDV(R)	I R14=ADR COMPENSATED DELTA VELOCITY
	LA	R13, RAWDV(R)	I R13=ADR RAW DELTA VELOCITY
	MOVL	R12, 3	I R12 COUNTS 3 COMPONENTS
	LM	R3, 14FE7(1)	I R3=SCALE FACTOR

COMP2	LI	R0, R13
	MUL	R0, R3
	DSRA	R0, 7
	SI	R0, R14
	SI	R1, R14
	BCY	R12, COMP2
	JRTS	
	EJEC	

IATTUDE = ROTATES QUATERNION VECTOR, COMPUTES RESULTANT
DIRECTION COSINE MATRIX & PERIODICALLY NORMALIZES
QUATERNIONS

ICALLING SEQUENCE:

I	JSUB	ATTUDE(R)	
ATTUDE	LM	R0, SSRVCT(R)	I R0=AND('F, SERVICE COUNT)
	ANDL	R0, 'F	
	CMPL	R0, 4	I TIME TO NORMALIZE QUATERNIONS?
	BNE	**6	I NO
	JSUB	ENRM(R)	I YES
	JSUB	ROTATE(R)	I COMPUTE ROTATION MATRIX
	JSUB	EROT(R)	I ROTATE QUATERNIONS
	JSUB	SRDCM(R)	I COMPUTE DIRECTION COSINE (STRAP TO REF)
	JRTS		I RETURN
	EJEC		

!DVXFM = XFORMS COMPENSATED DELTA VELOCITY INTO

! REFERENCE FRAME VELOCITY

!CALLING SEQUENCE!

!	JSUB	DVXFM(R)	
DVXFM	LA	R14, STORMT(R)	!R14=ADR OF STRAPDOWN TO REF DCM
	LA	R13, CDV(R)	!R13=ADR COMPENSATED VELOCITY VECTOR
	LA	R12, DACVEL(R)	!R12=ADR REFERENCE DELTA VELOCITY VECTOR
DVXFM1	MOVL	R11, 3	!R11 COUNTS 3 VECTOR COMPONENTS
	LI	R2, R12	! (R2, R3)=DELTA VELOCITY COMPONENT
	LI	R3, R12	
	JSUB	ROWVC3(R)	! (R0, R1)= SUM(STORMT(I, K)*CDV(K), K=1, 3)
	ADDL	R12, 4	
	DADD	R2, R0	! (R2, R3)=UPDATED DELTA VELOCITY
	SI	R2, R12	!UPDATE DELTA VELOCITY
	SI	R3, R12	
	BCY	R11, DVXFM1	
	JRTS		!RETURN
	EJEC		

!ENRM = NORMALIZES QUATERNIONS (E1, E2, E3, E4)

!CALLING SEQUENCE!

!	JSUB	ENRM(R)	
ENRM	LA	R13, E1(R)	!R13=E1 ADR
	MOV	R14, R13	!R14=E1 ADR
	JSUB	DZML30(R)	! (R0, R1)=E1**2
	ADDL	R13, 4	
	ADDL	R14, 4	
	JSUB	DMUL30(R)	! (R0, R1)=E1**2+E2**2
	ADDL	R13, 4	
	ADDL	R14, 4	
	JSUB	DMUL30(R)	! (R2, R3)=E1**2+E2**2+E3**2
	ADDL	R13, 4	
	ADDL	R14, 4	
	JSUB	DMUL30(R)	! (R0, R1)=E1**2+E2**2+E3**2+E4**2
	DSRA	R0, 1	! (R0, R1)=(R0, R1)/2
	LM	R4, 16000(I)	! (R4, R5)=K=1.5=(R0, R1)
	MOVL	R5, 0	
	DSUB	R4, R0	
	LA	R14, ENRMK(R)	!R14=K ADR
	SI	R4, R14	
	S	R5, R14	
	ADDL	R14, 2	
	ADDL	R13, 3, 4	!R13=E1 ADR
	JSUB	DZML30(R)	! (R0, R1)=K*E1
	SI	R0, R13	!UPDATE E1
	SI	R1, R13	
	JSUB	DZML30(R)	! (R0, R1)=K*E2

SI	R0,R13	IUPDATE E2
SI	R1,R13	
JSUB	DZML30(R)	I(R0,R1)=K*E3
SI	R0,R13	IUPDATE E3
SI	R1,R13	
JSUB	DZML30(R)	I(R0,R1)=K*E4
SI	R0,R13	IUPDATE E4
SI	R1,R13	
JRTS		
ENHMK	DATA 0.0	INORMALIZATION SCALE FACTOR
EJEC		
IROTATE - SETS UP QUATERNION ROTATION MATRIX		
ICALLING SEQUENCE:		
I	JSUB	ROTATE(R)
ROTATE	LA	R14,CD0(R) I R14=ADR COMPENSATED ANGLE VECTOR
LM	R2,14000(1)	I(R2,R3)=ROT(1,1)=1
MOVL	R3,0	
MOVL	R4,0	I(R4,R5)=ROT(1,2)
MOVL	R5,0	
MOVL	R6,0	I(R6,R7)=ROT(1,3)
MOVL	R7,0	
MOVL	R8,0	I(R8,R9)=ROT(1,4)
MOVL	R9,0	
LI	R0,R14	
LI	R1,14	
DSRA	R0,1	
DSUB	R4,R0	I(R4,R5)=CD0X/2=W2X
LI	R0,R14	
LI	R1,R14	
DSRA	R0,1	
DSUB	R6,R0	I(R6,R7)=CD0Y/2=W2Y
LI	R0,R14	
LI	R1,R14	
DSRA	R0,1	
DSUB	R8,R0	I(R8,R9)=CD0Z/2=W2Z
ADDL	R14,-12	I R14=ADR COMP ANGLE VECTOR
MOV	R13,R14	
JSUB	DZML30(R)	I(R0,R1)=4*W2**2
ADDL	R14,4	
ADDL	R13,4	
JSUB	DMUL30(R)	
ADDL	R14,4	
ADDL	R13,4	
JSUB	DMUL30(R)	
LA	R14,OS0(R)	I R14=ADR OSQ=4*W2**2
SI	R0,R14	
S	R1,R14	
ADDL	R14,-2	
DSRA	R0,3	
DSUB	R2,R0	I(R2,R3)=1+W2**2/2
LA	R13,SIXTH(R)	I R13=ADR SIXTH
JSUB	DZML30(R)	

SI	R0:R14	IOSQ=OSQ/6
S	R1:R14	
ADDL	R14,-2	
LA	R13,CDR(R)	IR13=ADR 2*W2 VECTOR (CDO)
JSUB	DZML30(R)	
DSRA	R0:3	
DADD	R4:R0	!(R4,R5)=(R4,R5)+W2**3/6
ADDL	R13,4	
JSUB	DZML30(R)	
DSRA	R0:3	
DADD	R6:R0	!(R6,R7)=(R6,R7)+W2**3/6
ADDL	R13,4	
JSUB	DZML30(R)	
DSRA	R0:3	
DADD	R8:R0	!(R8,R9)=(R8,R9)+W2**3/6
LA	R14,RO7MT(R)	ISAVE ROTATION MATRIX
SI	R2:R14	
SI	R3:R14	
SI	R4:R14	
SI	R5:R14	
SI	R6:R14	
SI	R7:R14	
SI	R8:R14	
SI	R9:R14	
W1SQM	JRTS	!RETURN
	DATA	0,0
		I=4*W1**2
OSQ	DATA	0,0
SIXTH	DATA	'AAA',IAAAE
		12**30/6

EJEC

IEROT = ROTATES QUATERNIONS (E1,E2,E3,E4)

!CALLING SEQUENCE!

I	JSUB	EROT(R)	
EROT	LA	R14,RO7MT(R)	IR14=ADR ROT(1,1)
	LA	R13,EVFC(R)	IR13=ADR E VECTOR
	JSUB	DZML30(R)	
MOV	R2:R0	!(R2,R3)=E1'=ROT(1,1)*E1	
MOV	R3:R1		
ADDL	R13,4		
JSUB	DZML30(R)		
MOV	R4:R0	!(R4,R5)=E2'=ROT(1,1)*E2	
MOV	R5:R1		
ADDL	R13,4		
JSUB	DZML30(R)		
MOV	R6:R0	!(R6,R7)=E3'=ROT(1,1)*E3	
MOV	R7:R1		
ADDL	R13,4		
JSUB	DZML30(R)		
MOV	R8:R0	!(R8,R9)=E4'=ROT(1,1)*E4	

MOV	R9,R1	
ADDL	R14,4	I R14=ADR ROT(1,2)
ADDL	R13,-8	I R13=ADR E2
JSUB	DZML30(R)	
DADD	R2,R0	I (R2,R3)=(R2,R3)+ROT(1,2)*E2
ADDL	R13,-4	I R13=ADR E1
JSUB	DZML30(R)	
DSUB	R4,R0	I (R4,R5)=(R4,R5)-ROT(1,2)*E1
ADDL	R13,12	I R13=ADR E4
JSUB	DZML30(R)	
DSUB	R6,R0	I (R6,R7)=(R6,R7)-ROT(1,2)*E4
ADDL	R13,-4	I R13=ADR E3
JSUB	DZML30(R)	
DADD	R8,R0	I (R8,R9)=(R8,R9)+ROT(1,2)*E3
ADDL	R14,4	I R14=ADR ROT(1,3)
JSUB	DZML30(R)	
DADD	R2,R0	I (R2,R3)=(R2,R3)+ROT(1,3)*E3
ADDL	R13,4	I R13=ADR E4
JSUB	DZML30(R)	
DADD	R4,R0	I (R4,R5)=(R4,R5)+ROT(1,3)*E4
ADDL	R13,-12	I R13=ADR E1
JSUB	DZML30(R)	
DSUB	R6,R0	I (R6,R7)=(R6,R7)-ROT(1,3)*E1
ADDL	R13,4	I R13=ADR E2
JSUB	DZML30(R)	
DSUB	R8,R0	I (R8,R9)=(R8,R9)-ROT(1,3)*E2
ADDL	R14,4	I R14=ADR ROT(4,1)
ADDL	R13,8	I R13=ADR E4
JSUB	DZML30(R)	
DADD	R2,R0	I (R2,R3)=(R2,R3)+ROT(1,4)*E4
ADDL	R13,-4	I R13=ADR E3
JSUB	DZML30(R)	
DSUB	R4,R0	I (R4,R5)=(R4,R5)-ROT(1,4)*E3
ADDL	R13,-4	I R13=ADR E2
JSUB	DZML30(R)	
DADD	R6,R0	I (R6,R7)=(R6,R7)+ROT(1,4)*E2
ADDL	R13,-4	I R13=ADR E1
JSUB	DZML30(R)	
DSUB	R8,R0	I (R8,R9)=(R8,R9)-ROT(1,4)*E1
SI	R2,R13	I UPDATE E1
SI	R3,R13	
SI	R4,R13	I UPDATE E2
SI	R5,R13	
SI	R6,R13	I UPDATE E3
SI	R7,R13	
SI	R8,R13	I UPDATE E4
SI	R9,R13	
JRTS		I RETURN
EJEC		

ISHDCM = DERIVES DIRECTION COSINE MATRIX (STRAPDOWN TO REFERENCE)
 FROM QUATERNIONS (E1,E2,E3,E4)

ICALLING SEQUENCE

JSUB DIRCOS(R)

SROCM LA R13,E1(R) I(R2,R3)=E1**2

MOV R14,R13

JSUB DZML30(R)

MOV R2,R0

MOV R3,R1

ADDL R13,4

I(R4,R5)=E2**2

ADDL R14,4

JSUB DZML30(R)

MOV R4,R0

MOV R5,R1

ADDL R13,4

I(R6,R7)=E3**2

ADDL R14,4

JSUB DZML30(R)

MOV R6,R0

MOV R7,R1

ADDL R13,4

I(R0,R1)=E4**2

ADDL R14,4

JSUB DZML30(R)

MOV R8,R2

I(R8,R9)=STOR11=E1**2

MOV R9,R3

I *E2**2+E3**2+E4**2

DADD R8,R4

DSUB R8,R6

DSUB R8,R0

SM R8:STOR11(R)

SM R9:STOR11*2(R)

MOV R8,R2

I(R8,R9)=STOR22=E1**2

MOV R9,R3

I *E2**2+E3**2+E4**2

DSUB R8,R4

DADD R8,R6

DSUB R8,R0

SM R8:STOR22(R)

SM R9:STOR22*2(R)

DSUB R2,R4

I(R2,R3)=STOR33=E1**2

DSUB R2,R6

I *E2**2+E3**2+E4**2

DADD R2,R0

SM R2:STOR33(R)

SM R3:STOR33*2(R)

LA R13,E1(R)

I(R2,R3)=E1*E2

LA R14,E2(R)

JSUB DZML30(R)

MOV R2,R0

MOV R3,R1

ADDL R13,8

I(R0,R1)=2*E3*E4

ADDL R14,8

JSUB DZML30(R)

DADD	R0:R0	
DADD	R2:R2	$1(R2, R3) = 2 * E1 * E2$
MOV	R4:R0	$1(R4, R5) = 2 * E3 * E4 * (R0, R1)$
MOV	R5:R1	
DADD	R0:R2	$1(R0, R1) = STOR32 = 2 * (E1 * E2 * E3 * E4)$
DSUB	R4:R2	$1(R4, R5) = STOR23 = 2 * (E3 * E4 * E1 * E2)$
SM	R0:STOR32(R)	
SM	R1:STOR32+2(R)	
SM	R4:STOR23(R)	
SM	R5:STOR23+2(R)	
ADDL	R13,-4	$1(R2, R3) = E2 * E4$
JSUB	DZML30(R)	
MOV	R2:R0	
MOV	R3:R1	
ADDL	R13,-4	$1(R0, R1) = E1 * E3$
ADDL	R14,-4	
JSUB	DZML30(R)	
DADD	R2:R2	$1(R2, R3) = 2 * E2 * E4$
DADD	R0:R0	$1(R0, R1) = 2 * E1 * E3$
MOV	R4:R2	$1(R4, R5) = 2 * E2 * E4 * (R2, R3)$
MOV	R5:R3	
DSUB	R2:R0	$1(R2, R3) = STOR31 = 2 * (E2 * E4 * E1 * E3)$
DADD	R4:R0	$1(R4, R5) = STOR13 = 2 * (E2 * E4 * E1 * E3)$
SM	R2:STOR31(R)	
SM	R3:STOR31+2(R)	
SM	R4:STOR13(R)	
SM	R5:STOR13+2(R)	
ADDL	R14,4	$1(R2, R3) = E1 * E4$
JSUB	DZML30(R)	
MOV	R2:R0	
MOV	R3:R1	
ADDL	R13,4	$1(R0, R1) = 2 * E2 * E3$
ADDL	R14,-4	
JSUB	DZML30(R)	
DADD	R0:R0	
DADD	R2:R2	$1(R2, R3) = 2 * E1 * E4$
MOV	R4:R0	$1(R4, R5) = 2 * E2 * E3 * (R0, R1)$
MOV	R5:R1	
DADD	R0:R2	$1(R0, R1) = STOR21 = 2 * (E2 * E3 * E1 * E4)$
DSUB	R4:R2	$1(R4, R5) = STOR12 = 2 * (E2 * E3 * E1 * E4)$
SM	R0:STOR21(R)	
SM	R1:STOR21+2(R)	
SM	R4:STOR12(R)	
SM	R5:STOR12+2(R)	
JRFS		1RETURN
EJFC		

LSQAL1 = BACKGROUND ROUTINE TO LSQFIT GRAVITY VECTOR AS
 A FUNCTION OF TIME & TO ALIGN STRAPDOWN FRAME
 TO EARTH'S SPIN AXIS FROM THE DERIVED VELOCITY VECTOR
 CALLING SEQUENCE:

LSQAL1	JSUB	LSQAL1(R)	
LSQAL1	MOVL	R9:3	!R9 COUNTS 3 VECTOR COMPONENTS
	LA	R10,SDVT(R)	!R10=ADR SUM(VEL*TI)
	LA	R11,G256(R)	!R11=ADR 256 SEC GRAVITY VECTOR
	LA	R12,G0(R)	!R12=ADR 0 SEC GRAVITY VECTOR
	LA	R14,SDV(R)	!R14=ADR SUM(VEL)
LSQA1	LI	R0,R10	!(R0,R1)=SDVT(I)
	LI	R1,R10	
	LA	R13,LSQK1(R)	!R13=ADR (4*N+2)/(8*(N-1))
	JSUB	DMUL30(R)	!(R0,R1)=
			SDV(I)*(4*N+2)/(8*(N-1))-SDVT(I)
	DSL	R0:3	!(R0,R1)=G0(I)=A(I)
	SI	R0,R12	
	SI	R1,R12	
	LI	R2,R14	!(R2,R3)=SDV(I)
	LI	R3,R14	
	DSUB	R2,R0	!(R2,R3)=SDV(I)-G0(I)
	SI	R2,R11	
	S	R3,R11	
	ADDL	R11,-2	
	MOV	R2,R0	!(R2,R3)=G0(I)
	MOV	R3,R1	
	LA	R14,LSQK2(R)	!R14=ADR 256*2/(N+1)
	MOV	R13,R11	
	JSUB	DZML30(R)	!(R0,R1)=256*B(I)
	DADD	R0,R2	!(R0,R1)=G256(I)=A(I)+256*B(I)
	SI	R0,R11	
	SI	R1,R11	
	LA	R14,SDV=SEVT(R10)	!R14=ADR NEXT SDV
	BCY	R9,LSQA1	
	LA	R14,G0(R)	!NORMALIZE G0 VECTOR
	JSUB	V3NRM(R)	
	LA	R14,G256(R)	!NORMALIZE G256 VECTOR
	JSUB	V3NRM(R)	
	LA	R0,-14000(I)	!USE DOT PRODUCT TO OBTAIN COS(LAT)**2
	MOVL	R1:0	!(R0,R1)=1
	LA	R13,G0(R)	!R13=ADR G0 VECTOR
	MOVL	R12,3	!R12 COUNTS 3 VECTOR COMPONENTS
	JSUB	DMUL30(R)	!(R0,R1)=SUM(G0(I)*G256(I))-1

```

ADDL R14,4
ADDL R13,4
BCY R12,==8
LA R13,COSPH2(R) I R13=ADR COSPH2

SI R0,R13
S R1,R13
ADDL R13,-2
LA R14,LSQK3(R) I R14=ADR COS(WE*N)=1
JSUB DDIV30(R) I (R0,R1)=COS(PHI)**2

LM R6,'4000(I) I (R6,R7)=SIN(PHI)**2=1'-COS(PHI)**2

MOVL R7,0
DSUB R6,R0
MOVL R2,0 I ESTIMATE=0
JSUB DSORT(R) I (R2,R3)=COS(PHI)

SI R0,R13
SI R1,R13
SI R2,R13
SI R3,R13
SI R6,R13 I SAVE SIN(PHI)**2
S R7,R13
ADDL R13,-2 I R13=ADR SIN(PHI)**2
ADDL R14,LSQKP=LSQK3 I R14=ADR (1-K)**2=(1-RE*WE*WE/G)**2
MOV R4,R0 I (R4,R5)=COS(PHI)**2
MOV R5,R1
JSUB DZML30(R) I (R0,R1)=(1-K)**2*SIN(PHI)**2

DADD R0,R4
MOV R2,R0
MOV R3,R1
PUSH R2,6
JSUB DDIV(R)

POP R7,6
MOV R4,R0 I (R4,R5)=COS(LAT)**2
MOV R5,R1
ADDL R13,SINPHI=SINPH2 I R13=ADR SIN(PHI)
MOV R0,R6
MOV R1,R7
MOVL R2,0 I ESTIMATE=0
JSUB DSORT(R) I (R2,R3)=SIN(PHI)

SI R2,R13
SI R3,R13
SI R4,R13 I UPDATE COS(LAT)**2
SI R5,R13
MOV R0,R4
MOV R1,R5
MOVL R2,0 I ESTIMATE=0
JSUB DSORT(R) I (R2,R3)=COS(LAT)

SI R2,R13
SI R3,R13
LM R0,'4000(I)

MOVL R1,0
DSUB R0,R4 I (R0,R1)=SIN(LAT)**2
SI R0,R13

```

SI	R1:R13	
MOVL	R2:0	
JSUB	DSORT(R)	I(R2,R3)=SIN(LAT)
SI	R2:R13	
SI	R3:R13	
JSUB	STEP1(R)	IBALANCE Z GRAVITY COMPONENTS
JSUB	STEP2(R)	IBALANCE X GRAVITY COMPONENTS
JSUB	STEP3(R)	IZ GRAVITY COMPONENTS=SIN(PHI)
JSUB	INIROT(R)	ISSETUP CURRENT QUATERNIONS
JSUB	INIPOS(R)	IINITIALIZE POSITION
LA	R13,GEST(R)	IR13=ADR GRAVITY ESTIMATE
LI	R0:R13	I(R0,R1)=2**14*G**2
L	R1:R13	
ADDL	R13,G7MAG*GEST*2	IR13=ADR G7MAG
MOVL	R2:0	ESTIMATE=0
JSUB	DSORT(R)	I(R2,R3)=2**7*GRAVITY
SI	R2:R13	
S	R3:R13	
ADDL	R13,GINT*G7MAG*2	IR13=ADR GINT
DSRA	R2:7	I(R2,R3)*GRAVITY
SI	R2:R13	IINIT GRAVITY INTEGRATOR
S	R3:R13	
ADDL	R13,VGINT*GINT*2	IR13=ADR VGINT
SI	R2:R13	IINIT VERTICAL GRAVITY INTEGRATOR
SI	R3:R13	
LA	R14,COSLT2(R)	IR14=ADR COS(LAT)**2
LA	R13,COSLAT(R)	IR13=ADR COS(LAT)
JSUB	DZML30(R)	I(R0,R1)=VERT CENTRIPEDAL FORCE
LA	R13,CNTFR(R)	I *COS(LAT)**3*WE**2*RE
SI	R0:R13	
S	R1:R13	
ADDL	R13,-2	IR13=ADR CNTFR
ADDL	R14,WE2RE*CCSLT2	IR14=ADR WE2RE
JSUB	DZML30(R)	
DADD	R2:R0	I(R2,R3)=GMAG*GINT*CNTFR
DSLA	R0:6	IADJUST FOR INTEGRATOR SCALE
SI	R0:R13	IUPDATE CENTRIPEDAL FORCE
SI	R1:R13	
SI	R2:R13	IUPDATE GMAG
S	R3:R13	
ADDL	R13,-2	IR13=ADR GMAG
LA	R14,COSLAT(R)	IR14=ADR COS(LAT)
LA	R12,GRFF(R)	IR12=ADR GREF VECTOR
JSUB	DZML30(R)	I(R0,R1)=GREF(1)
DSRA	R0:3	
SI	R0:R12	IUPDATE GREF(1)
SI	R1:R12	

MOVL	R0:0	
SI	R0:R12	IUPDATE GREF(2)
SI	R0:R12	
ADDL	R14,SINLAT=COSLAT	I R14=ADR SIN(LAT)
JSUB	DZML30(R)	I(R0,R1)=GREF(3)
DSRA	R0:3	
SI	R0:R12	IUPDATE GREF(3)
S	R1:R12	
LM	R2:14000(I)	
LA	R14,COSWT(R)	
MOVL	R0:0	
SI	R2:R14	I COSWT=1
SI	R0:R14	
SI	R0:R14	I SINWT=0
SI	R0:R14	
JSUB	SCNINI(R)	I INIT SCENARIO DATA
JRTS		I RETURN
LSQK1	DATA	I 2030,13030 I(4*N+2)/(8*(N+1))
LSQK2	DATA	I 7F80,17F80 I 2*N/(N+1)
LSQK3	DATA	I FFFD,12531 I COS(WE*N)=1
LSQKPH	DATA	I 3F8E,1DE8A I(1+RE*WE*WE/G)**2
EJEC		
I STEP1 = ROTATION ABOUT X-AXIS SUCH THAT G0(3)=G256(3),GE,0		
I CALLING SEQUENCE:		
I	JSUB	STEP1(R)
STEP1	LA	R10,XCOS(R) I R10=ADR XCOS
LM	R4:14000(I)	I(R4,R5)=XCOS=1
MOVL	R5:0	
MOVL	R6:0	I(R6,R7)=XSIN=0
MOVL	R7:0	
LA	R14,G3DIF(R)	I R14=ADR G3DIF
LA	R11,G0(R)	I R11=ADR G0(3)
LA	R12,G256Z(R)	I R12=ADR G256(3)
LI	R2:R11	I(R2,R3)=G0(3)
L	R3:R11	
ADDL	R11,-6	I R11=ADR G0(2)
LI	R0:R12	I(R0,R1)=G256(3)
L	R1:R12	
ADDL	R12,-6	I R12=ADR G256(2)
DSUB	R2:R0	I(R2,R3)=G0(3)-G256(3)
BZ	STEP1B	
SI	R2:R14	I G3DIF=G0(3)-G256(3)
S	R3:R14	
ADDL	R14,-6	I R14=ADR G2DIF
LI	R2:R11	I(R2,R3)=G0(2)
L	R3:R11	
ADDL	R11,-2	I R11=ADR G0(2)
LI	R0:R12	I(R0,R1)=G256(2)

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L	R1,R12	
ADDL	R12,-2	I R12=ADR G256(2)
DSUB	R2,R0	I (R2,R3)=G0(2)=G256(2)
SI	R2,R14	I G2D!FF=G0(2)=G256(2)
S	R3,R14	
ADDL	R14,-2	I R14=ADR G2D!FF
MOV	R13,R14	I R13=ADR G2D!FF
JSUB	DZML30(R)	I (R0,R1)=G2D!FF**2*G3D!FF**2
ADDL	R13,4	
ADDL	R14,4	
JSUB	DMUL30(R)	
ADDL	R14,4	I R14=ADR GSQRT
MOVL	R2,0	I ESTIMATE=0
JSUB	DSQRT(R)	I GSQRT=SQRT(G2D!FF**2+G3D!FF**2)
SI	R2,R14	
S	R3,R14	
ADDL	R14,-2	
ADDL	R13,-4	I R13=ADR G1D!FF
JSUB	DDIV30(R)	I (R0,R1)=G2D!FF/GSQRT
MOV	R4,R0	I (R4,R5)=XCOS
MOV	R5,R1	
ADDL	R13,4	I R13=ADR G3D!FF
JSUB	DDIV30(R)	I (R0,R1)=G3D!FF/GSQRT
SI	R0,R10	I XSIN=G3D!FF/GSQRT
S	R1,R10	
ADDL	R10,-6	
MOV	R6,R0	I (R6,R7)=XSIN
MOV	R7,R1	
STEP10	LA	R13,XSIN(R) I R13=ADR XSIN
	LA	R14,G0(R) I R14=ADR G0(2)
	JSUB	DZML30(R) I (R0,R1)=G0(2)*XSIN
COM	R0,R0	
NEG	R1,R1	
BNZ	004	
ADDL	R0,1	
ADDL	R13,-4	I R13=ADR XCOS
ADDL	R14,4	I R14=ADR G0(3)
JSUB	DMUL30(R)	I (R0,R1)=G0(2)*XSIN+G0(3)*XCOS
CMPL	R0,0	I G0(3),GE,0?
BP	STEP10	I YES
COM	R0,R0	I NO, NEGATE G0(3)
NEG	R1,R1	
BNZ	004	
ADDL	R0,1	
COM	R4,R4	I NEGATE COS
NEG	R5,R5	
BNZ	004	
ADDL	R4,1	
COM	R6,R6	I NEGATE SIN
NEG	R7,R7	
BNZ	004	
ADDL	R6,1	

STEP10	SI	R4:R10	IUPDATE XCOS
	SI	R5:R10	
	SI	R6:R10	IUPDATE XSIN
	S	R7:R10	
	MOV	R2:R0	I(R2,R3)=G0(3)=G256(3)
	MOV	R3:R1	
	ADDL	R14,-4	I R14=ADR G0(2)
	JSUB	DZML30(R)	I(R0,R1)=G0(2)*XCOS
	ADDL	R13,4	I R13=ADR XSIN
	ADDL	R14,4	I R14=ADR G0(3)
	JSUB	DMUL30(R)	I(R0,R1)=G0(2)*XCOS-G0(3)*XSIN
	SI	R2:R11	IUPDATE G0(2)
	SI	R1:R11	
	SI	R2:R11	IUPDATE G0(3)
	SI	R3:R11	
	ADDL	R13,-4	I R13=ADR XCOS
	MOV	R14,R12	I R14=ADR G256(2)
	JSUB	DZML30(R)	I(R0,R1)=G256(2)*XCOS
	ADDL	R13,4	I R13=ADR XSIN
	ADDL	R14,4	I R14=ADR G256(3)
	JSUB	DMUL30(R)	I(R0,R1)=G256(2)*XCOS+G256(3)*XSIN
	SI	R0:R12	IUPDATE G256(2)
	SI	R1:R12	
	SI	R2:R12	IUPDATE G256(3)
	S	R3:R12	
	LM	R0:12000(I)	I(R0,R1)=(1+COS)/2
	MOVL	R1:0	
	DSRA	R4:1	I(R4,R5)=COS/2
	DAOD	R0:R4	
	MOVL	R2:0	IESTIMATE=0
	LA	R14,XE1(R)	I R14=ADR XE1
	JSUB	DSQRT(R)	
	SI	R2:R14	I XE1=SQRT((1+COS)/2)
	SI	R3:R14	
	LM	R0:12000(I)	I(R0,R1)=(1-COS)/2
	MOVL	R1:0	
	DSUB	R0:R4	
	MOVL	R2:0	IESTIMATE=0
	JSUB	DSQRT(R)	
	CMPL	R6:0	I=SIN,LE.0 ?
	BLE	STPPIF	IYES
	COM	R2:R2	I NO, XE2=-XE2
	NEG	R3:R3	
	BNE	**4	
STEP1F	ADDL	R2:1	
	SI	R2:R14	I XE2=SQRT((1-COS)/2)
	S	R3:R14	
	JRTS		I RETURN
	EJEC		

```

STEP2 = ROTATION ABOUT Z-AXIS SUCH THAT G0'(1)=G256(1)
      & G0'(2),LT:0
ICALLING SEQUENCE!
      JSUB STEP2(R)
STEP2  LA      R10,ZCOS(R)      |R10=ADR ZCOS
      LM      R4,'4000(I)      |(R4,R5)=ZCOS=1
      MOVL    R5:0
      MOVL    R6:0              |(R6,R7)=ZSIN=0
      MOVL    R7:0
      LA      R14,G1DIFF(R)     |R14=ADR G1DIFF
      LA      R11,G0X(R)        |R11=ADR G0(1)
      LA      R12,G256X(R)      |R12=ADR G256(1)
      LI      R2,R11            |(R2,R3)=G0(1)
      LI      R3,R11
      LI      R0,R12            |(R0,R1)=G256(1)
      LI      R1,R12
      DSUB    R2,R0              |(R2,R3)=G0(1)-G256(1)
      BZ      STEP2B
      SI      R2,R14            |G1DIFF=G0(1)-G256(1)
      SI      R3,R14
      LI      R2,R11            |(R2,R3)=G0(2)
      L       R3,R11
      ADDL    R11,-6            |R11=ADR G0(1)
      LI      R0,R12            |(R0,R1)=G256(2)
      L       R1,R12
      ADDL    R12,-6            |R12=ADR G256(1)
      DSUB    R2,R0              |(R2,R3)=G0(2)-G256(2)
      SI      R2,R14
      S       R3,R14
      ADDL    R14,-6            |R14=ADR G1DIFF
      MOV     R13,R14           |R13=ADR G1DIFF
      JSUB    DMUL30(R)         |(R0,R1)=G1DIFF**2+G2DIFF**2
      ADDL    R13,4
      ADDL    R14,4
      JSUB    DMUL30(R)
      ADDL    R14,8            |R14=ADR GSQRT
      MOVL    R2:0              |ESTIMATE=0
      JSUB    DSORT(R)          |GSQRT=SQRT(G1DIFF**2+G2DIFF**2)
      SI      R2,R14
      S       R3,R14
      ADDL    R14,-2
      JSUB    DDIV30(R)         |(R0,R1)=G2DIFF/GSQRT
      SI      R0,R10            |ZCOS=G2DIFF/GSQRT
      SI      R1,R10
      MOV     R4,R0              |(R4,R5)=ZCOS
      MOV     R5,R1
      ADDL    R13,-4            |R13=ADR G1DIFF
      JSUB    DDIV30(R)         |(R0,R1)=G1DIFF/GSQRT
      SI      R0,R10            |ZSIN=G1DIFF/GSQRT
      S       R1,R10

```

	ADDL	R10, -6	
	MOV	R6, R0	I(R6, R7) = ZSIN
	MOV	R7, R1	
STEP2B	LA	R13, ZSIN(R)	I R13 = ADR ZSIN
	LA	R14, G0X(R)	I R14 = ADR G0(1)
	JSUB	DZML30(R)	I (R0, R1) = G0(1) * ZSIN
	ADDL	R13, ZCOS = ZSIN	I R13 = ADR ZCOS
	ADDL	R14, G0Y = G0X	I R14 = ADR G0(2)
	JSUB	DMUL30(R)	I (R0, R1) = G0(1) * ZSIN + G0(2) * ZCOS
	CMPL	R0, 0	I G0'(2), LT, 0?
	BM	STEP2D	I YES
	COM	R0, R0	I NO, G0'(2) == G0'(2)
	NEG	R1, R1	
	BNZ	**4	
	ADDL	R0, 1	
	COM	R4, R4	I NEGATE COS
	NEG	R5, R5	
	BNZ	**4	
	ADDL	R4, 1	
	COM	R6, R6	I SIN == SIN
	NEG	R7, R7	
	BNZ	**4	
	ADDL	R6, 1	
STEP2D	SI	R4, R10	I UPDATE ZCOS
	SI	R5, R10	
	SI	R6, R10	I UPDATE ZSIN
	S	R7, R10	
	MOV	R2, R0	I (R2, R3) = G0'(2)
	MOV	R3, R1	
	ADDL	R13, ZSIN = ZCOS	I R13 = ADR ZSIN
	JSUB	DZML30(R)	I (R0, R1) = -G0(2) * ZSIN
	COM	R0, R0	
	NEG	R1, R1	
	BNZ	**4	
	ADDL	R0, 1	
	ADDL	R13, ZCOS = ZSIN	I R13 = ADR ZCOS
	ADDL	R14, G0X = G0Y	I R14 = ADR G0(1)
	JSUB	DMUL30(R)	I (R0, R1) = G0(1) * ZCOS - G0(2) * ZSIN
	SI	R0, R11	I UPDATE G0(1)
	SI	R1, R11	
	SI	R2, R11	I UPDATE G0(2)
	SI	R3, R11	
	LM	R0, '2000(I)	I (R0, R1) = (1 + COS) / 2
	MOVL	R1, 0	
	DSRA	R4, 1	I (R4, R5) = COS / 2
	DADD	R0, R4	
	MOVL	R2, 0	I ESTIMATE = 0
	LA	R14, ZE1(R)	I R14 = ADR ZE1
	JSUB	DSORT(R)	
	SI	R2, R14	I ZE1 = SQRT((1 + COS) / 2)
	SI	R3, R14	
	LM	R0, '2000(I)	I (R0, R1) = (1 - COS) / 2

```

MOV L    R1:0
DSUB     R0:R4
MOV L    R2:0          IESTIMATE=0
JSUB     DSORT(R)

CMPL     R6:0          ISIN,GE,0 ?
BP        STEP2F        IYES
COM       R2:R2          INO, ZE4==ZE4
NEG       R3:R3
BNZ       004

STEP2F   ADDL     R2:1
SI        R2:R14        IZE4=SQRT((1-COS)/2)
S         R3:R14
JRTS
EJEC      IRETURN

```

ISIEP2 = ROTATION ABOUT Y-AXIS SUCH THAT $G0'(3)=\sin(\phi)$

ICALLING SEQUENCE:

```

I      JSUB STEP3(R)
STEP3  LA        R14,G0(R)      IR14=ADR G0(1)

MOV     R13,R14      IR13=ADR G0(1)
JSUB    DZML30(R)     I(R0,R1)=G0(1)**2+G0(3)**2

ADDL    R14,8        IR14=ADR G0(3)
ADDL    R13,8        IR13=ADR G0(3)
JSUB    DMUL30(R)

LA       R12,YCOSQ(R)   IR12=ADR GSQ

SI       R0:R12      IGSQ=G0(1)**2+G0(3)**2
S        R1:R12

ADDL    R12,2
ADDL    R14,4        IR14=ADR G0(2)
ADDL    R13,4        IR13=ADR G0(2)
JSUB    DZML30(R)     I(R0,R1)=G0(2)**2

COM      R2:R0
NEG      R1:R1
BNZ      004
ADDL    R0:1
LA       R14,COSPH2(R)  IR14=ADR COS(PHI)**2

LI       R2:R14      I(R2,R3)=COS(PHI)**2
L        R3:R14
ADDL    R14,RAD=CCSPH2=2  IR14=ADR RAD
DADD    R0:R2
MOVL    R2:0
JSUB    DSORT(R)

SI       R2:R14      IRAD=SQRT(COS(PHI)**2+G0(2)**2)
S        R3:R14
ADDL    R14,2
ADDL    R13,4        IR13=ADR G0(1)
JSUB    DZML30(R)

ADDL    R14,SINPHI=RAD  IR14=ADR SIN(PHI)
ADDL    R13,8        IR13=ADR G0(3)
JSUB    DMUL30(R)     I(R0,R1)=G0(3)*SIN(PHI)+G0(1)*RAD

LA       R13,YCOS(R)   IR13=ADR YCOS

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SI	R0,R13		YCOS=(R0,R1)
S	R1,R13		
ADDL	R13,-2		
MOV	R14,R12		R14=ADR GSQ
JSUB	D0IV30(R)		
MOV	R4,R0		(R4,R5)=YCOS
MOV	R5,R1		
LA	R13,G02(R)		R13=ADR G0(3)
LA	R14,SINPHI(R)		R14=ADR SINPHI
JSUB	DZML30(R)		(R6,R7)=G0(3)*SINPHI
MOV	R6,R0		
MOV	R7,R1		
ADDL	R13,-8		R13=ADR G0(1)
ADDL	R14,RAD=SINPHI		R14=ADR RAD
JSUB	DZML30(R)		
DSUB	R6,R0		(R6,R7)=G0(3)*SINPHI=G0(1)*RAD
LM	R0,'2000(I)		(R0,R1)=(1+COS)/2
MOVL	R1,0		
DSRA	R4,1		(R4,R5)=COS/2
DADD	R0,R4		
MOVL	R2,0		ESTIMATE=0
LA	R12,YE1(R)		R12=ADR YE1
JSUB	DSORT(R)		
SI	R2,R12		YE1=SQRT((1+COS)/2)
SI	R3,R12		
LM	R0,'2000(I)		(R0,R1)=(1-COS)/2
MOVL	R1,0		
DSUB	R0,R4		
MOVL	R2,0		ESTIMATE=0
JSUB	DSORT(R)		
CMPL	R6,0		SIN,GE,0?
BP	STEP3B		YES
COM	R2,R2		NO,YE3=-YE3
NEG	R3,R3		
BNZ	**4		
ADDL	R2,1		
STEP3B SI	R2,R12		YE3=SQRT((1-COS)/2)
S	R3,R12		
JRTS			RETURN
YGSC DATA	0,0		G0(2)**2
INIROT - SETS UP INITIAL QUATERNIONS FROM XE1,XE2,ZE1,ZE4,YE1,YE3			
ICALLING SEQUENCE:			
I	JSUB INIROT(R)		
INIROT LA	R10,XE1(R)		R10=ADR XE1
LI	R2,R10		(R2,R3)=E1=XE1
LI	R3,R10		
LI	R4,R10		(R4,R5)=E2=XE2
LI	R5,R10		
MOVL	R6,0		(R6,R7)=E3=0
MOVL	R7,0		

MOVL	R8:0	I(R8,R9)=E4=0
MOVL	R9:0	
JSUB	INRSRV(R)	IDO STEP1 ROTATION
LI	R2:R10	I(R2,R3)=E1=ZE1
LI	R3:R10	
MOVL	R4:0	I(R4,R5)=E2=0
MOVL	R5:0	
MOVL	R6:0	I(R6,R7)=E3=0
MOVL	R7:0	
LI	R8:R10	I(R9,R10)=E4=ZE4
LI	R9:R10	
JSUB	INRSRV(R)	IDO STEP2 ROTATION
LI	R2:R10	I(R2,R3)=E1=YE1
LI	R3:R10	
MOVL	R4:0	I(R4,R5)=E2=0
MOVL	R5:0	
LI	R6:R10	I(R6,R7)=E3=YE3
LI	R7:R10	
MOVL	R8:0	I(R8,R9)=E4=0
MOVL	R9:0	
JSUB	INRSRV(R)	IDO STEP3 ROTATION
LI	R2:R10	I(R2,R3)=E1=INITIAL ZE1
LI	R3:R10	
MOVL	R4:0	I(R4,R5)=E2=0
MOVL	R5:0	
MOVL	R6:0	I(R6,R7)=E3=0
MOVL	R7:0	
LI	R8:R10	I(R8,R9)=E4=INITIAL ZE4
LI	R9:R10	
JSUB	INRSRV(R)	IDO BISECTION ROTATION
JRYS		I RETURN
EJEC		
INRSRV - USES OLD QUATERNIONS TO ROTATE NEW QUATERNIONS		
SERVICES INIROT ROUTINE		
CALLING SEQUENCE:		
I (R2,R3)=NEW E1		
I (R4,R5)=NEW E2		
I (R6,R7)=NEW E3		
I (R8,R9)=NEW E4		
INRSRV	JSUB INRSRV(R)	
LA	R11,ROTM1(R)	I R11=ADR ROTATION MATRIX
LA	R12,FVFC(R)	I R12=ADR QUATERNION VECTOR
SSR	R0	I GET STATUS
PUSH	R0:1	I SAVE STATUS ON STACK
LM	R0:'F0(1)	I TURN OFF INTERRUPTS
LSR	R0	
LI	R0:R12	I ROT(1,1)=E1
L	R1:R12	
ADDL	R12,-2	
SI	R0:R11	
SI	R1:R11	
SI	R2:R12	I E1=E1'
SI	R3:R12	
MOVL	R0:0	I ROT(1,2)=E2

	MOV	R14,R12	I R14=ADR RDISY
	SI	R2,R12	I UPDATE RDISY
	SI	R3,R12	
	ADDL	R13,-8	I R13=ADR ACPOSX
GRAV0	MOVL	R10,3	I R10 COUNTS 3 COMPONENTS
	JSUB	DDIV30(R)	I COMPUTE UNIT VECT
	SI	R0,R12	
	SI	R1,R12	
	ADDL	R13,4	
	BCT	R10,GRAV0	
	ADDL	R14,UVRTX=RCIST	I R14=ADR VERT UNIT VECTOR
	LA	R13,ACVEL(R)	I R13=ADR A/C VELOCITY VECTOR
	MOVL	R0,0	I (R0,R1)=DOT(ACVEL,UVRT)
	MOVL	R1,0	
	MOVL	R10,3	I R10 COUNTS 3 COMPONENTS
GRAV0A	JSUB	DMUL30(R)	
	ADDL	R13,4	
	ADDL	R14,4	
	BCT	R10,GRAV0A	
	L	R2,R12	I (R2,R3)=OLD VERT VELOCITY
	SI	R0,R12	I UPDATE VERT VELOCITY
	L	R3,R12	
	SI	R1,R12	
	DSUB	R0,R2	I (R0,R1)=VERT ACCEL
	SI	R0,R12	
	SI	R1,R12	
	LA	R13,GSCND(R)	I R13=ADR GSCND
	MOVL	R10,3	I R10 COUNTS 3 COMPONENTS
	MOVL	R0,0	I (R0,R1)=2**14*GSCND**2
	MOVL	R1,0	
	SH	R0,CRSFNB(R)	I DISABLE AT REST BRANCH IN VERTICAL ROUTINE
GRAV1	LI	R2,R13	I (R2,R3)=GSCND(I)
	LI	R3,R13	
	DSLA	R2,7	I (R2,R3)=2**7*GSCND(I)
	BNV	**6	I OVERFLOW?
	JMPM	GRAV5(R)	I YES, FORGET INTEGRATOR
	MUL	R2,R2	I (R2,R3)=2**14*GSCND(I)**2
	DADD	R0,R2	
	BCT	R10,GRAV1	
	DSLA	R0,2	I ADJUST SCALING (2**30=1)
	L	R2,R12	
	JSUB	DSORT(R)	I (R2,R3)=2**7*GSCND
	SI	R2,R12	I UPDATE G7MAG
	S	R3,R12	
	DSRA	R2,7	I (R2,R3)=GSCND MAG
	ADDL	R14,GEST=UVRTX-12	I R14=ADR GEST
	SI	R2,R14	I UPDATE GSCND MAGNITUDE
	SI	R3,R14	
	LI	R0,R14	I (R0,R1)=INTEGRATED GSCND MAGNITUDE
	L	R1,R14	
	ADDL	R14,-2	I R14=ADR GSCND MAGNITUDE INTEGRATOR
	DSUB	R2,R0	I (R2,R3)=ESTIMATE-CURRENT VALUE
	MOVL	R4,15*MILLG/'20000	I (R4,R5)=7.5MG
	LM	R5,15*MILLG/2*15*MILLG/'20000*10000(I)	

```

MOVL R1,0
LI R2,R12
L R3,R12
ADDL R12,-2
DSUB R0,R2
SI R0,R11
SI R1,R11
SI R4,R12 IE2=E2'
SI R5,R12
MOVL R0,0 IROT(1,3)=E3
MOVL R1,0
LI R2,R12
L R3,R12
ADDL R12,-2
DSUB R0,R2
SI R0,R11
SI R1,R11
SI R6,R12 IE3=E3'
SI R7,R12
MOVL R0,0 IROT(1,4)=E4
MOVL R1,0
LI R2,R12
L R3,R12
ADDL R12,-2
DSUB R0,R2
SI R0,R11
S R1,R11
SI R8,R12 IE4=E4'
SI R9,R12
JSUB ER0T(R) IROTATE NEW BY OLD
POP R0,1 IRECOVER STATUS
LSR R0
JRYS IRETURN
EJEC

```

IGRAV = COMPUTES GRAVITY VECTOR COMPONENTS

ICALLING SEQUENCE:

I JSUB GRAV(R)

GRAV LM R0,SSRVCT(R) IR0=AND('7F,SERVICE COUNT)

ANQL R0,'7F

CMPL R0,8

TIME TO UPDATE GRAVITY COMPONENTS?

BE GRAVR

YES

JRYS

NO, RETURN

GRAVB LA R12,RDIST(R) IR12=ADR A/C DIST FROM EARTH'S CENTER

LA R13,ACPOS(R) IR13=ADR A/C POSITION VECTOR

MOV R14,R13

IR14=ADR A/C POSITION VECTOR

JSUB DMUL30(R)

I(R0,R1)=R**2

ADDL R13,4

ADDL R14,4

JSUB DMUL30(R)

ADDL R13,4

ADDL R14,4

JSUB DMUL30(R)

L R2,R12

JSUB DSORT(R)

I(R2,R3)=RDIST

DSUB	R2,R4	IGT UPPER LIMIT?
BGT	GRAV5	IYES, SKIP THE INTEGRATOR
DADD	R2,R4	
DADD	R2,R4	ILT LOWER LIMIT?
BLT	GRAV5	IYES, SKIP THE INTEGRATOR
DSUB	R2,R4	I(R2,R3)=ESTIMATE=CURRENT VALUE
DSRA	R2,6	IGSCND MAGNITUDE INTEGRATOR=
DADD	R2,R0	I GINT+(ESTIMATE=GINT)/2**6
SI	R2,R4	IUPDATE GSCND MAGNITUDE INTEGRATOR
S	R3,R4	
SM	R2,CRSFNB(R)	IENABLE AT REST BRANCH IN VERT ROUTINE
ADDL	R14,UVRTX=GINT*2	IR14=ADR UVRTX
ADDL	R13,-12	IR13=ADR GSCND
ADDL	R12,VGFST=G7MAG*2	IR12=ADR VGEST
MOVL	R10,3	IR10 COUNTS 3 COMPONENTS
MOVL	R0,0	I(R0,R1)=DOT(UVRT, GSCND)
MOVL	R1,0	
ADDL	R13,4	
ADDL	R14,4	
BCT	R10,GRAV1E	
SI	R0,R12	IUPDATE VERT GSCND
SI	R1,R12	
LI	R2,R12	I(R2,R3)=VERT GSCND INTEGRATOR
L	R3,R12	
ADDL	R12,-2	
DSUB	R0,R2	IVERT GSCND INTEGRATOR=
DSRA	R0,6	I VGINT+(ESTIMATE=VGINT)/2**6
DADD	R2,R0	
SI	R2,R12	
SI	R3,R12	
ADDL	R14,CNTRF=UVRTX*12	IR14=ADR CNTRF
ADDL	R12,VRTA=VGINT*4	IR12=ADR VERT ACCEL
LI	R2,R12	I(R2,R3)=VERT ACCEL
L	R3,R12	
MOVL	R0,4*MILLG/'10000	I(R0,R1)=4MG
LM	R1,4*MILLG=4*MILLG/'10000*'10000	
DSUB	R0,R2	
BLT	GRAV5	ICENTRIPEDAL FORCE TOO LARGE
DADD	R0,R2	
DADD	R0,R2	
BLT	GRAV5	ICENTRIPEDAL FORCE TOO SMALL
LI	R0,R14	I(R0,R1)=CENTRIPEDAL FORCE*2**6
L	R1,R14	
ADDL	R14,-2	
DADD	R0,R2	
SI	R0,R14	IUPDATE CENTRIPEDAL FORCE INTEGRATOR
S	R1,R14	
ADDL	R14,UVRT=CNTRF*2	IR14=ADR VERT UNIT VECTOR
LA	R13,VRTV(R)	IR13=ADR VERT VEL
LI	R0,R13	I(R0,R1)=PRESENT VERT VEL
LI	R1,R13	
LI	R2,R13	I(R2,R3)=VERT ACC
L	R3,R13	
ADDL	R13,VRTV=VRTA*2	
DSUB	R0,R2	IRECOVER OLD VERT VEL
SI	R0,R13	

	SI LA	R1,R13 R12,ACVEL(R)	I R13=ADR VERT ACCEL I R12=ADR REFERENCE VELOCITY
GRAV3	MOVL JSUB	R10,3 DZML30(R)	I R12 COUNTS 3 COMPONENTS
	LI L ADDL	R2,R12 R3,R12 R12,-2	I (R2,R3)=REF VEL(I)
	DSUB SI SI	R2,R0 R2,R12 R3,R12	I RESTORE OLD VEL(I)
	ADDL BCY LA	R14,4 R10,GRAV3 R13,GINT(R)	I R13=ADR GINT
GRAV5			
	LI L	R0,R13 R1,R13	I (R0,R1)=GSCND INTEGRATOR
	ADDL LI LI	R13,CNTRF=GINT*2 R2,R13 R3,R13	I R13=ADR CNTRF I (R2,R3)=CENTRIPEDAL FORCE*2**6
	DSRA DADD SI	R2,6 R0,R2 R0,R13	I (R0,R1)=GRAVITY ESTIMATE
	S ADDL LA	R1,R13 R13,-2 R14,UVRT(R)	I R13=ADR GRAVITY ESTIMATE I R14=ADR VERTICAL UNIT VECTOR
	LA	R12,GREF(R)	I R12=ADR GRAVITY VECTOR
	MOVL LA	R7,0 R9,GSCND(R)	I R9=GSCND ADR
GRAV7	MOVL JSUB	R10,3 DZML30(R)	I R10 COUNTS 3 COMPONENTS I (R0,R1)=GREF(I)
	DSRA SI SI	R0,3 R0,R12 R1,R12	I ADJUST FOR 1/8 SEC I UPDATE GREF(I)
	ADDL SI SI	R14,4 R7,R9 R7,R9	I GSCND(I)=0
	BCY JRTS DATA	R10,GRAV7 0,0	I RETURN I DISTANCE FROM EARTH'S CENTER TO A/C
UVRT	EQU	*	I VERTICAL UNIT VECTOR
UVRTX	DATA	0,0	
UVRTY	DATA	0,0	
UVRTZ	DATA	0,0	
VRTV	DATA	0,0	I VERTICAL VELOCITY
VRTA	DATA	0,0	I VERTICAL ACCELERATION
G7MAG	DATA	0,0	I SQRT(2**14*GSCND**2)
GEST	DATA	0,0	I GRAVITY ESTIMATE

GINT	DATA	0.0	GRAVITY INTEGRATOR
VGEST	DATA	0.0	DOT(GSCND,VERT) ESTIMATE
VGINT	DATA	0.0	DOT(GSCND,VERT) INTEGRATOR
CNTRF	DATA	0.0	CENTRIPEDAL FORCE
GMAG	DATA	0.0	GRAVITY MAGNITUDE
GRSENB	DATA	0	0/NOT ZERO GSCND OVERFLOW/NO OVERFLOW
MILLG	EQU EJEC	12022	1/SE OF 1MG (2**30=1KM/SEC)

IVERT = ROTATES QUATERNIONS TO FORCE CROSS PRODUCT TOWARD ZERO
 ICALLING SEQUENCE1
 JSUB VERT(R)
 VERT LM R0,SSRVCT(R) TIME TO ALIGN TO VERTICAL?

ANDL	R0:17F	
CMPL	R0:10	
BE	VERT1	YES
JRTS		NO, RETURN

1
 ICOMPUTE EAST & NORTH VECTOR OF TANGENT PLANE
 1
 VERT1 LA R13,UVRTZ(R) IR13=ADR UVRTZ

MOV	R14,R13	IR14=ADR UVRTZ
JSUB	DZML30(R)	I(R0,R1)=UVRTZ**2=SIN(LAT)**2
LA	R12,UEAST(R)	IR12=ADR EAST UNIT VECTOR
LI	R4,R12	I(R4,R5)=UEASTX=-SIN(LONG)
LI	R5,R12	
LI	R6,R12	I(R6,R7)=UEASTY=cos(LONG)
L	R7,R12	
ADDL	R12,-6	IR12=ADR UEASTX
LM	R2:14000(I)	
MOVL	R3:0	
DSUB	R2,R0	I(R2,R3)=COS(LAT)**2
BZ	VERT2	INORTH OR SOUTH POLE?
MOV	R0,R2	NO
MOV	R1,R3	
MOVL	R2:0	
JSUB	DSORT(R)	I(R2,R3)=COS(LAT)
LA	R14,UNORTZ(R)	IR14=ADR UNORTZ
SI	R2,R14	
S	R3,R14	
ADDL	R14,-2	
ADDL	R13,UVRTX=UVRTZ	IR13=ADR UVRTX
JSUB	DDIV30(R)	I(R0,R1)=COS(LONG)
MOV	R6,R0	I(R6,R7)=UEASTY=cos(LONG)
MOV	R7,R1	
ADDL	R13,UVRTY=UVRTX	IR13=ADR UVRTY
JSUB	DDIV30(R)	I(R0,R1)=SIN(LONG)

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	MOVL	R4:0	I(R4,R5)=UEASTX=-SIN(LONG)
	MOVL	R5:0	
VERT2	DSUB	R4:R0	
	SI	R4:R12	IUPDATE UEASTX
	SI	R5:R12	
	SI	R6:R12	IUPDATE UEASTY
	S	R7:R12	
	ADDL	R12,UNORTZ=LEASTY*2	I R12=ADR UNORTZ
	SI	R2:R12	IUPDATE UNORTZ
	S	R3:R12	
	ADDL	R12,UNORTX=LNORTZ*2	I R12=ADR UNORTX
	LA	R13,UVRTZ(R)	I R13=ADR UVRTZ
	LA	R14,UEASTY(R)	I R14=ADR UEASTY
	JSUB	DZML30(R)	I(R0,R1)=SIN(LAT)*COS(LONG)
	MOVL	R2:0	
	MOVL	R3:0	
	DSUB	R2:R0	I(R2,R3)=UNORTX=-SIN(LAT)*COS(LONG)
	SI	R2:R12	IUPDATE UNORTX
	SI	R3:R12	
	ADDL	R14,UEASTX=LEASTY	I R14=ADR UEASTX
	JSUB	DZML30(R)	I(R0,R1)=SIN(LAT)*SIN(LONG)
	SI	R0:R12	IUPDATE UNORTY
	S	R1:R12	
	ADDL	R12,AEASTV=LNORTY*2	I R12=ADR A/C EAST VELOCITY
; COMPUTE EAST VELOCITY			
	LA	R13,ACVEL(R)	I R13=A/C VELOCITY VECTOR
	MOVL	R11,2	I R11 COUNTS 2 COMPONENTS
	MOVL	R0:0	
	MOVL	R1:0	
VERT3	JSUB	DMUL30(R)	I(R0,R1)=DOT(UEAST,ACVEL)
	ADDL	R13,4	
	ADDL	R14,4	
	BCT	R11,VERT3	
	LM	R2,EASTV(R)	I(R2,R3)=EARTH EAST VELOCITY
	LM	R3,EASTV*2(R)	
	DSUB	R0:R2	I(R0,R1)=EAST VEL REL TO EARTH
	L	R2:R12	I(R2,R3)=OLD EAST VELOCITY
	SI	R0:R12	IUPDATE EAST VELOCITY
	L	R3:R12	
	SI	R1:R12	
	DSUB	R2:R0	I(R2,R3)=A/C EAST ACCEL
	SI	R2:R12	IUPDATE A/C EAST ACCEL
	SI	R3:R12	
; COMPUTE NORTH VELOCITY			
	ADDL	R13,-8	I R13=ADR A/C VELOCITY VECTOR
	MOVL	R11,3	I R11 COUNTS 3 COMPONENTS
	MOVL	R0:0	
	MOVL	R1:0	

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VERT4 JSUB DMUL30(R)      I(R0,R1)=DOT(UNORT,ACVEL)
      ADDL R13,4
      ADDL R14,4
      BCT R11,VERT4
      L R4,R12      I(R4,R5)=OLD NORTH VELOCITY
      SI R0,R12      IUPDATE NORTH VELOCITY
      L R5,R12
      SI R1,R12
      DSUB R4,R0      I(R4,R5)=A/C NORTH ACCEL
      SI R4,R12      IUPDATE A/C NORTH ACCEL
      SI R5,R12
      LM R0,TIME(R)    IHAS AT LEAST 1 SEC ELAPSED?

      CMPL R0,1
      BHI **4      IYES, ACCELERATIONS ARE INITIALIZED
      JRYS
      LM R0,CRSENB(R) INO, WAIT FOR INITIALIZATION
                        IOVERFLOW ON GSCND?

      BZ VERTA1
      LA R13,GEST(R)   IYES, SKIP AT REST CHECK
                        IR13=ADR GEST

      LI R0,R13
      LI R1,R13
      LI R6,R13      I(R0,R1)=GEST
                        I(R6,R7)=GINT
      LI R7,R13
      DSUB R0,R6      I(R0,R1)=GEST-GINT
      LI R6,R13      I(R6,R7)=VGEST
      LI R7,R13
      DSUB R0,R6      I(R0,R1)=VGEST-VGINT-GEST
      LI R6,R13      I(R6,R7)=VGINT
      L R7,R13
      DADD R0,R6      I(R0,R1)=VGEST-VGINT-(GEST-GINT)
      MOVL R6,0      I(R6,R7)=.1MG
      LM R7,MILLG/10

      DSUB R0,R6      ISENSED ACCEL TOO LARGE?
      BGT VERTA1      IYES, CHECK ACCELERATION
      DADD R0,R6
      DADD R0,R6      ISENSED ACCELERATION TOO SMALL?
      BGT VERT40      INO, ASSUME AT REST & RESTORE
                        VERTICAL
VERTA1 LM R0,20*MILLG/'10000      I(R0,R1)=20MG
      LM R1,20*MILLG=22*MILLG/'10000*'10000

      DSUB R2,R0      IEAST ACCEL .LT. 20MG?
      BLE **4      INO
      JRYS      IYES, DONIT RESTORE VERTICAL
      DADD R2,R0
      DADD R2,R0      IEAST ACCEL .GT. 20MG?
      BGE **4      INO
      JRYS      IYES, DONIT RESTORE VERTICAL
      DSUB R4,R0      INORTH ACCEL .LT. 20MG?
      BLE **4      INO

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      JRYS      ;YES, DONIT RESTORE VERTICAL
      DADD      R4,R0
      DADD      R4,R0      ;NORTH ACCEL "GT" 20 MG?
      BGE      004      ;NO
      JRYS      ;YES, DONIT RESTORE VERTICAL
;
;COMPUTE NEGATIVE ACCEL VECTOR IN REF FRAME
;
VERT40 LA      R13,AEASTV(R)      ;COMPUTE VELOCITY UNIT VECTOR

      MOV      R14,R13      ;R13=R14=ADR EAST VEL
      JSUB     DZML30(R)

      ADDL     R13,ANORTV=AEASTV      ;R13=ADR NORTH VEL
      ADDL     R14,ANORTV=AEASTV      ;R14=ADR NORTH VEL
      JSUB     DMUL30(R)      ;(R0,R1)=VEL*2

      L        R2,R12      ;R2=VELOCITY ESTIMATE
      JSUB     DSORT(R)      ;(R2,R3)=VELOCITY MAGNITUDE

      SI       R2,R12      ;UPDATE VEL MAGNITUDE
      SI       R3,R12
      CML      R2,0      ;ZERO VELOCITY?
      BNE     008      ;NO
      CML      R3,0
      BNE     004      ;NO
      JRYS     ;YES, RETURN
      ADDL     R14,TVMAG=ANORTV      ;R14=ADR TANGENTIAL VEL MAG
      ADDL     R13,AEASTV=ANORTV      ;R13=ADR EAST VELOCITY
      JSUB     DDIV30(R)

      SI       R0,R12      ;EAST UNIT VELOCITY COMPONENT
      SI       R1,R12
      ADDL     R13,ANORTV=AEASTV      ;R13=ADR NORTH VEL
      JSUB     DDIV30(R)

      SI       R0,R12      ;NORTH UNIT VEL COMPONENT
      SI       R1,R12
      ADDL     R13,NEASTA=ANORTV      ;R13=ADR A/C EAST ACCEL
      ADDL     R14,TUEAST=TVMAG      ;R14=ADR EAST UNIT VEL
                                   COMPONENT
      JSUB     DZML30(R)

      ADDL     R13,NNORTA=NEASTA      ;R13=ADR A/C NORTH ACCEL
      ADDL     R14,TUNORT=TUEAST      ;R14=ADR NOR UNIT VEL
                                   COMPONENT
      JSUB     DMUL30(R)      ;(R0,R1)=ACCEL ALONG VEL VECTOR

      SI       R0,R12
      SI       R1,R12
      CML      R0,0      ;DECELERATION?
      BM      VERT4A      ;NO, REMOVE ACCEL ALONG VEL VECTOR
      ADDL     R13,NOPCEL=ANORTA      ;R13=ADR ACCEL ALONG VEL
                                   VECTOR
      ADDL     R14,TUEAST=TUNORT      ;R14=ADR EAST VEL UNIT
      LA      R11,NEASTA(R)      ;R11=A/C EAST COMPONENT

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LI	R2:R11	1(R2,R3)=A/C EAST ACCEL
L	R3:R11	
ADDL	R11:=2	
JSUB	DZML30(R)	1(R0,R1)VEL DECELERATION EAST COMPONENT
DSUB	R2:R0	1SUBTRACT EAST DECELERATION COMPONENT
SI	R2:R11	1UPDATE A/C EAST ACCEL
S	R3:R11	
ADDL	R11,NNORTA=NEASTA=2	
ADDL	R14,UNORT=UEAST	
LI	R2:R11	1(R2,R3)=A/C NORTH ACCEL
L	R3:R11	
ADDL	R11:=2	
JSUB	DZML30(R)	1(R0,R1)=VELOCITY DECELERATION NORTH COMPONENT
DSUB	R2:R0	1SUBTRACT DECELERATION COMPONENT
SI	R2:R11	1STORE UPDATED A/C NORTH ACCEL
S	R3:R11	
VERT4A LA	R13,NEASTA(R)	1R13=ADR A/C EAST ACCEL
LA	R14,UEAST(R)	1R14=ADR EAST UNIT VECTOR
MOV L	R11,2	1R11 COUNTS 2 COMPONENTS
JSUB	DZML30(R)	
ADDL	R13,NNORTA=NEASTA	
ADDL	R14,UNORT=UEAST	
JSUB	DMUL30(R)	
SI	R0:R12	
SI	R1:R12	
ADDL	R13,NEASTA=NNORTA	
ADDL	R14,UEASTY=LNORT	
BCT	R11,VERT5	
ADDL	R13,NNORTA=NEASTA	1R13=ADR A/C NORTH ACCEL
ADDL	R14,UNORTZ=LEASTY=4	1R14=ADR UNORTZ
JSUB	DZML30(R)	
SI	R0:R12	
SI	R1:R12	
1CROSS VERTICAL WITH NEGATIVE ACCELERATION		
LA	R13,UVRT(R)	1R13=ADR VERTICAL UNIT VECTOR
ADDL	R14,NACELY=LNORTZ	1R14=ADR NACELY
JSUB	DZML30(R)	
MOV	R8:R0	1(R8,R9)=CROSSZ
MOV	R9:R1	
ADDL	R13,UVRTY=UVRTX	1R13=ADR UVRTY
ADDL	R14,NACELZ=NACELY	1R14=ADR NACELZ
JSUB	DZML30(R)	

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MOV	R4:R0	(R4,R5)=CROSSX
MOV	R5:R1	
ADDL	R13,UVRTZ=UVRTY	R13=ADR UVRTZ
ADDL	R14,NACELX=NACELZ	R14=ADR NACELX
JSUB	DZML30(R)	
MOV	R6:R0	(R6,R7)=CROSSY
MOV	R7:R1	
ADDL	R14,NACELY=NACELX	R14=ADR NACELY
JSUB	DZML30(R)	
DSUB	R4:R0	
ADDL	R13,UVRTY=UVRTZ	R13=ADR UVRTY
ADDL	R14,NACELX=NACELY	R14=ADR NACELX
JSUB	DZML30(R)	
DSUB	R8:R0	
ADDL	R13,UVRTX=UVRTY	R13=ADR UVRTX
ADDL	R14,NACELZ=NACELX	R14=ADR NACELZ
JSUB	DZML30(R)	
DSUB	R6:R0	
LM	R2:14000(I)	(R2,R3)=E1=1
MOVL	R3:0	
ASSUME 1/G APPROX 2**6		
DSLA	R4:2	(R4,R5)=E2=K*(CROSSX/G)/2; K=1/2**3
DSLA	R6:2	(R6,R7)=E3=K*(CROSSY/G)/2; K=1/2**3
DSLA	R8:2	(R8,R9)=E4=K*(CROSSZ/G)/2; K=1/2**3
LM	R0:CENTFR(R)	CENTRIPEDAL FORCE NEGATIVE?
BP	VERT7	INO
DSLA	R4:2	YES, DECREASE TIME CONSTANT
DSLA	R6:2	K=1/2
DSLA	R8:2	
VERT7	JSUB	INRSRV(R) UPDATE QUATERNIONS
JRYS		RETURN
UEAST	EGU	* EAST UNIT VECTOR
UEASTX	DATA	0.0
UEASTY	DATA	0.0
UNORT	EGU	* NORTH UNIT VECTOR
UNORTX	DATA	0.0
UNORTY	DATA	0.0
UNORTZ	DATA	0.0
AEASTV	DATA	0.0 A/C EAST VELOCITY

NEASTA DATA	0.0	1=A/C EAST ACCELERATION
ANORTV DATA	0.0	1A/C NORTH VELOCITY
NNORTA DATA	0.0	1=A/C NORTH ACCELERATION
TVMAG DATA	0.0	1TANGENTIAL VELOCITY MAGNITUDE
TUEAST DATA	0.0	1UNIT VELOCITY EAST COMPONENT
TUNORT DATA	0.0	1UNIT VELOCITY NORTH COMPONENT
NDECEL DATA	0.0	1=DECELERATION ALONG VELOCITY VECTOR
NAGEL EQU	*	1NEGATIVE TANGENTIAL ACCELERATION VECTOR
NAGELX DATA	0.0	
NAGELY DATA	0.0	
NAGE LZ DATA	0.0	

1NAV = UPDATES POSITION IN REFERENCE FRAMS
 1 UPDATES ORIENTATION OF SCENARIO FRAME
 1 COMPUTES POSITION AND VELOCITY RELATIVE TO SCENARIO FRAME
 1CALLING SEQUENCE1

NAV	LM	R12,SSRVCT(R)	IR12=STRAPDOWN SERVICE CCUNT
ANDL	R12,17F		
CMPL	R12,120*10		1TIME TO UPDATE SCENARIO FRAME?
BNE	NAV1		1NO
LA	R14,COSWE(R)		1YES, R14=ADR COSWE
LA	R13,COSWT(R)		1R13=ADR COSWT
JSUB	DZML30(R)		1(R0,R1)=COSWT*COSWE+SINWT*SINWE
ADDL	R14,SINWE*CCSWE		1R14=ADR SINWE
ADDL	R13,SINWT*CCSWT		1R13=ADR SINWT
JSUB	DMUL30(R)		
MOV	R2,R0		1(R2,R3)=COSWT1
MOV	R3,R1		
ADDL	R14,COSWE*SINWEM		1R14=ADR COSWE
JSUB	DZML30(R)		1(R0,R1)=COSWE*SINWT+SINWE*COSWT
ADDL	R14,SINWE*CCSWE		1R14=ADR SINWE
ADDL	R13,COSWT*SINWT		1R13=ADR COSWT
JSUB	DMUL30(R)		
SI	R2,R13		1UPDATE COSWT
SI	R3,R13		
SI	R0,R13		1UPDATE SINWT
S	R1,R13		
ADDL	R13,SYX=SINWT*2		

1NAV0 = ALTERNATE ENTRY PCINT TO INIT PORTION OF SCENARIO DATA
 1CALLING SEQUENCE1
 1 R0=SINWT
 1 R2=COSWT

	R13=ADR	SXV	
	JSUB	NAV0(R)	
NAV0	LI	R4:R13	!R4=4*SORG*COS(LAT)
	MOV	R5:R2	!R5=COSWT
	MOV	R7:R0	!R7=SINWT
	MUL	R2:R4	!(R2,R3)=SORG*COS(LAT)*CCSWT
	SI	R2:R13	!UPDATE SORGX
	SI	R3:R13	
	MUL	R0:R4	!(R0,R1)=SORG*COS(LAT)*SINWT
	SI	R0:R13	!UPDATE SORGY
	S	R1:R13	
	ADDL	R13,SDCOS=SCRGY-2	!R13=ADR SCENARIO D-COSINE MATRIX
	NEG	R0:R7	
	SI	R0:R13	
	S	R5:R13	
	ADDL	R13,SDCS21=SDCS12	
	LM	R9:SINLAT(R)	!R9=SIN(LAT)
	NEG	R0:R9	
	MUL	R0:R5	!(R0,R1)=SIN(LAT)*COSWT
	DSLA	R0:2	
	SI	R0:R13	
	NEG	R0:R9	
	MUL	R0:R7	!(R0,R1)=SIN(LAT)*SINWT
	DSLA	R0:2	
	S	R0:R13	
	ADDL	R13,SDCS31=SDCS22	
	LM	R0:COSLAT(R)	!R0=COS(LAT)
	MUL	R5:R0	!(R5,R6)=COS(LAT)*COSWT
	DSLA	R5:2	
	SI	R5:R13	
	MUL	R7:R0	!(R7,R8)=COS(LAT)*SINWT
	DSLA	R7:2	
	SI	R7:R13	
	JRYS		!RETURN
NAV1	ANDL	R12,IF	!TIME TO UPDATE REF POSITION?
	BZ	NAV3	!YES
	JRYS		!NO, RETURN
NAV3	LA	R14,ACPOS(R)	!R14=ADR POSITION VECTOR
	LA	R13,ACVEL(R)	!R13=ADR CURRENT VELOCITY
	LA	R12,DAEVEL(R)	!R12=ADR DELTA VELOCITY
	LA	R11,GRFF(R)	!R11=ADR GRAVITY COMPONENT
	LA	R10,GSND(R)	!R12=ADR GRAVITY ACCUMULATOR
	MOVL	R9:3	!R9 COUNTS 3 COMPONENTS
	MOVL	R8:0	!R8=0
NAV5	LI	R0:R12	!(R0,R1)=DELTA VELOCITY
	L	R1:R12	
	ADDL	R12,-2	!ZERO DELTA VELOCITY
	SI	R8:R12	
	SI	R8:R12	
	LI	R2:R10	!(R2,R3)=GRAVITY ACCUMULATOR
	L	R3:R10	
	ADDL	R10,-2	
	DADD	R2:R0	

	125	126
	SI R2:R10	IUPDATE GRAVITY ACCUMULATOR
	SI R3:R10	
	LI R2:R11	I(R2,R3)=GRAVITY COMPONENT
	LI R3:R11	
	DSUB R0:R2	I SUBTRACT OUT GRAVITY COMPONENT
	LI R2:R13	I(R2,R3)=CURRENT VELOCITY
	L R3:R13	
	ADDL R13,-2	
	DADD R2:R0	
	SI R2:R13	IUPDATE CURRENT VELOCITY
	SI R3:R13	
	DSRA R0:1	I(R0,R1)=75*DELTA VELOCITY
	DSUB R2:R0	I(R2,R3)=AVERAGE VELOCITY
	LI R4:R14	I(R4,R5)=CURRENT POSITION
	L R5:R14	
	ADDL R14,-2	
	SRA R2:1	I(R1,R2)=VEL*(1/8 SEC) SCALED 1KM=2**16
	SEXE R1:R2	
	DADD R4:R1	
	SI R4:R14	IUPDATE POSITION
	SI R5:R14	
	BCT R9:NAV5	
	LM R12:SSPVCT(R)	I R12=STRAPDOWN SERVICE COUNT
	ANDL R12,13F	I TIME TO UPDATE POSITION IN SCENARIO FRAME?
	BZ **4	IYES
	JRTS	INO, RETURN
	LA R14:ACROS(R)	I R14=ROG ADR
	LA R13:SORG(R)	
	LI R2:R14	I R2=XDIFF*2**6
	LI R3:R14	
	LI R0:R13	
	LI R1:R13	
	DSUB R2:R0	
	DSL A R2:6	
	LI R3:R14	I R3=YDIFF*2**6
	LI R4:R14	
	LI R0:R13	
	LI R1:R13	
	DSUB R3:R0	
	DSL A R3:6	
	LI R4:R14	I R4=ZDIFF*2**6
	LI R5:R14	
	LI R0:R13	
	LI R1:R13	
	DSUB R4:R0	
	DSL A R4:6	
	LA R12:SDCOS(R)	I R12=ADR SCENARIO D=COSINE
	LA R11:SACPOS(R)	I R11=ADR SCENARIO POSITION
NAV7	MOVL R10,2	I 2 COMPONENTS
	LI R0:R12	I(R0,R1)=XDIFF*AXIS X
	MUL R0:R2	
	LI R8:R12	
	MUL R8:R3	I(R8,R9)=YDIFF*AXIS Y

	DADD	R0,R8	
	LI	R8,R12	
	BZ	***6	
	MUL	R8,R4	I(R8,R9)=ZDIFF*AXIS Z
	DADD	R0,R8	
	SI	R0,R11	IUPDATE SCENARIO POSITION
	BCY	R10,NAV7	
	LA	R14,RDIST(R)	I R14=ADR RDIST
	LI	R0,R14	I(R0,R1)=RDIST
	L	R1,R14	
	LA	R13,SCORGR(R)	
	LI	R2,R13	
	LI	R3,R13	
	DSUB	R0,R2	IWILL ALTITUDE BE *?
	BP	***6	
	MOVL	R0,0	INO, PIN IT TO ZERO
	MOVL	R1,0	
	DSLA	R0,4	IADJUST SCALING (1KM=2**4)
	SI	R0,R11	IUPDATE ALTITUDE
	ADDL	R12,-12	I R12=ADR SCENARIO D-COSINE
	LM	R2,ACVELX(R)	I(R2,R3,R4)=REF VEL
	LM	R3,ACVELY(R)	
	LM	R4,ACVELZ(R)	
NAV9	MOVL	R10,3	I R10 COUNTS 3 COMPONENTS
	LI	R0,R12	I(R0,R1)=DOT(VEL,AXIS)
	MUL	R0,R2	
	LI	R5,R12	
	MUL	R5,R3	
	DADD	R0,R5	
	LI	R5,R12	
	BZ	***6	
	MUL	R5,R4	
	DADD	R0,R5	
	DSLA	R0,2	
	CMPL	R10,3	
	BNE	NAV10	
	LM	R5,EASTV(R)	I SUBTRACT EARTH'S EAST VELOCITY
	LM	R6,EASTV*2(R)	
NAV10	DSUB	R0,R5	
	SI	R0,R11	IUPDATE VELOCITY
	BCY	R10,NAV9	
	JRYS		I RETURN
	EJEC		
IINIPOS = CALCULATES INITIAL EARTH RADIUS & A/C POSITION			
ICALLING SEQUENCE:			
I	JSUB	INIVEL(R)	
IINIPOS	LA	R14,REF(R)	I R14=ADR ECCEN*RE
	LA	R13,SINLT2(R)	I R13=ADR SIN(LAT)**2
	LM	R0,RE(R)	I(R0,R1)=EARTH'S EQUATORIAL RADIUS
	LM	R1,RE*2(R)	

JSUB	DMUL30(R)	I(R0,R1)=CURRENT RADIUS
ADDL	R14,SORGR=ERE	I R14=ADR DISTANCE TO SCENARIO ORIGIN
SI	R0:R14	IUPDATE ORIGIN DISTANCE
S	R1:R14	
ADDL	R14,-2	
ADDL	R13,COSLAT=SINLT2	I R13=ADR COSLAT
LA	R12,ACPOX(R)	I R12=ADR ACPOX
JSUB	DZML30(R)	I(R0,R1)=RADIUS*COS(LAT)
SI	R0:R12	IUPDATE ACPOX
S	R1:R12	
ADDL	R12,ACPOXZ=ACPOX*2	I R12=ADR ACPOXZ
ADDL	R13,SINLAT=CSLAT	
JSUB	DZML30(R)	I(R0,R1)=RADIUS*SIN(LAT)
SI	R0:R12	
S	R1:R12	
JRTS		IRETURN
DATA	118EA,12A37	I EARTH'S EQUATORIAL RADIUS
ICPSRV = CONTROL PANEL SERVICE ROUTINE		
CPSRV	PUSH	R0:15 ISAVE REGISTERS
LM	R12,CPREAC(A)	I R12=CURRENT STATUS
LM	R11,CPOLD(R)	I R11=PREVIOUS STATUS
SM	R12,CPOLD(R)	IUPDATE PREVIOUS STATUS
XOR	R11,R12	I R11=CHANGE IN CONTROL PANEL STATUS
BNZ	**6	I THERE WAS SOME CHANGE
CPSRX1	POP	R14,15 I NO CHANGE, SPURIOUS INTERRUPT
RTI		I RETURN
LCL	R11,7	I CHANGE IN MODE SWITCH?
BZ	CPHAND	I NO, CHECK HANDOFF
MOVL	R0:-1	I YES, ASSUME NO IR
SM	R0:DISIR(R)	
SM	R0:DISBND(R)	I ASSUME NO BAND RESTRICTION
SM	R0:DISSCH(R)	I ASSUME NO SEARCH
MOVL	R0:MAXTHR	I ASSUME NO PRI/OPEN
SM	R0:DISNUM(R)	
LM	R0:-LMPRI=LMPOPN-1(1)	I TURN PRI/OPEN LAMPS OFF
ANMR	R0:LMPWRD(R)	
SM	R0:LMPWRD(R)	
LM	R1:TSTIMP(R)	I TEST LAMP ENABLED?
BZ	**6	I YES
SM	R0:CPWRT(R)	I NO, UPDATE LAMPS
MOV	R3:R12	
ANDL	R3:MSKMOD	
ADD	R3:R3	I R3=2*MODE SWITCH
JIND	MODTAB(R3)	I SET MODE

CPIRS	MOVL SM	R0:0 R0:DISIR(R)	MODE=IRS
CPIRT	BR MOVL SM	CPHAND R0:1 R0:DISIR(R)	MODE=IRT
CPNLS CPBND	BR BR MOV ANDL ADDL SM	CPHAND CPHAND R0:R12 R0:MSKMOD R0:-1 R0:DISAND(R)	NOT USED SET BAND
CPSCH	BR MOVL SM	CPHAND R0:0 R0:DISSCH(R)	SET SEARCH MODE
CPPRI	BR MOVL SM	CPHAND R0:5 R0:DISNUM(R)	DISPLAY 5 THREATS
	LM	R0:LMPPRI(I)	TURN PRI LAMP ON
	ORMR	R0:LMPWRD(R)	
	SM	R0:LMPWRD(R)	SAVE LAMP WORD
	LM	R1:TSTLMP(R)	TEST LAMP ENABLED?
	BZ	000	YES
	SM	R0:CPWRT(A)	NO, TURN ON LAMP
CPHAND	LCL BZ MOVL AND	R1:MSKHNC CPALT R10:MSKHNC R10,R12	HANDOFF CHANGE? NO, CHECK ALTITUDE R10=HANDOFF STATE
	LM	R0:LMPWRD(R)	R0=LAMP WORD
	ANDL SM	R0:-LMPHNC-1 R0:LMPWRD(R)	TURN OFF HANDOFF LAMP
	LM	R1:TSTLMP(R)	TEST LAMP ENABLED?
	BZ	000	YES
	SM	R0:CPWRT(A)	NO, TURN ON LAMP
	LM	R1:DISMD(R)	R1=CURRENT DIAMOND THREAT
	CMPL BNE LM	R10,HANDS CPAND1 R0:DISLOK(R)	SHORT PUSH? NO YES, ALREADY LOCKED?
	BZ LM	CPAND2 R0:LMPWRD(R)	NO, LOCK ON CURRENT YES, REVERT TO FLOAT
	ORL SM	R0:LMPAND R0:LMPWRD(R)	
	SM	R0:CPWRT(R)	

	MOVL	R0:2	
	SM	R0:DISLOCK(R)	
CPHND1	BR	CPALT	
	SM	R10:DISLNG(R)	ISSET LONG HANDOFF PUSH STATE
	CMPL	R10:HANDL	ILONG PUSH?
	BNE	CPALT	INO, CHECK ALTITUDE
CPHND2	SM	R1:DISLOCK(R)	IYES, LOCK ON THREAT
CPALT	LCL	R1:MSKALT	ICHANGE IN ALTITUDE PRIORITY?
	BZ	CPMSLN	INO, CHECK MISSILE LAUNCH
	MOVL	R1:MSKALT	
	AND	R1:R12	
	MOVL	R0:1	IYES, ASSUME HI
	CMPL	R1:KNTLO	ILO ALTITUDE?
	BNE	**4	INO
	MOVL	R0:-1	IYES
	CMPL	R1:KNTAUT	IAUTO?
	BNE	**4	INO
	MOVL	R0:0	IYES
	SM	R0:DISPRI(R)	ISSET PRIORITY
CPMSLN	SRZ	R10:7	ISHIFT BITS DOWN
	SRZ	R11:7	
	LCL	R11:BITLN/100	IMISSILE LAUNCH BIT?
	BZ	CPYST	INO, CHECK TEST SWITCH
	LM	R3:CPREAD(R)	
	ANDL	R3:MSKMOD	
	CMPL	R3:5	ISCENARIO INITIALIZATION?
	BE	CPMSL2	IYES
	LM	R0:DISPENB(R)	INO, DISPLAY ENABLED?
	BM	CPYST	INO
	MOVL	R0:-1	IYES, COMPLEMENT TRAINING FLAG
	XRRM	R0:DISTRN(R)	
	BP	CPMSL1	ITRAINING
	LM	R14:TRNLOC(R)	INOT TRAINING, REMOVE "T"
	JSUB	DPPUSH(R)	
CPMSL1	BR	CPYST	
	JSUB	DPPOP(R)	IR14=AVAILABLE DISPLAY ADR
	SM	R14:TRNLOC(R)	
	LM	R0:TCHR(R)	IDISPLAY "T"
	LM	R1:TCHRXY(R)	
	SM	R0:DISBUF(R14)	
	SM	R1:DISBUF+2(R14)	
	SRZ	R14:1	
	SM	R0:DSPCHR(R14)	

	SM	R1:DSPLY(R14)	
CPMSL2	BR JSUB	CPYST SCNPOS(R)	!COMPUTE SCENARIO ORIGIN
	JSUB	SCNINI(R)	!INITIALIZE SCENARIO DATA AREA
	LM	R0:8*REFINT(1)	!WAIT 4 SECS TO REFRESH DISPLAY
	ADMR	R0:SSRVCT(R)	
	SM	R0:REFRSH(R)	
	MOVL SM	R0:0 R0:DISLOK(R)	!FLOAT THE DIAMOND
	SM	R0:DSPEMB(R)	!ENABLE THREAT DISPLAY
	SM	R0:SCNEMB(R)	!ENABLE SCENARIO
	SM	R0:ACTTHR(R)	!ZERO THREATS CURRENTLY DISPLAYED
	SM	R0:DISMD(R)	!DELETE DIAMOND THREAT ADR
	LM	R14,DMOADR(R)	!HAS DIAMOND DISPLAY ADR BEEN ASSIGNED?
	BNM JSUB	CPYST DPPQP(R)	!YES !NO, ASSIGN ONE
	SM	R14,DMOADR(R)	
	LM	R8:PRIREG(R)	!R8=ADR FIRST THREAT
CPMSL3	LMB	R14,THRFLG(R8)	!R10=THREAT FLAG
	ANDL LM	R10,~MISMIS/'100-1 R9:THRMFR(R2)	!SET MISSILE INACTIVE !DOES MISSILE RANGE EXIST?
	BZ ORL	004 R10,CNTMLT/'100	!NO !YES, SET MISSILE LATENT
	SMB	R10,THRFLG(R8)	
	LMB	R10,THRIMS(R8)	!SET UP ARMED MISSILE COUNT
	ANDL SMB	R10,'7F R10,THRCMS(R8)	
	L BNZ	R8:R8 CPMSL3	!ADVANCE TO NEXT THREAT !LIST NOT EXHAUSTED
CPTST	LCL BZ	R14,MSKTST/'82 CPGATE	!CHANGE IN TEST? !NO, CHECK GATE
	LM	R0:LMPWRD(R)	!YES, RESTORE LAMP CONDITIONS
	MOVL SM	R0:-1 R0:TSTLMP(R)	!DISABLE TEST LAMP MODE
	MOV ANDL LA	R0:R12 R0:MSKTST/'80 R14,DISBUF(R)	
	JSUB	DSPDMP(R)	!RESTORE THREAT DISPLAY

LM	R14,SCNENE(R)	DISPLAY ENABLE=SCENARIO ENABLE
SM	R14,DSPENE(R)	
CMPL	R0:KNTSYS/180	SYSTEM TEST?
BNE	CPTST5	INO
; INSERT SYSTEM TEST		
CPTST5	CMPL	R0:KNTDSP/180
	BNE	CPTST9
	MOVL	R14,51
	SM	R14,DSPENE(R)
LA	R14,TSIDIS(R)	DISPLAY TEST PATTERN
JSUB	DSPOMP(R)	
CPTST9	CMPL	R0:KNTLMP/180
	BNE	CPGATE
	LM	R0:FF(1)
	SM	R0:CPWRT(A)
	MOVL	R0:0
	SM	R0:TSTLMP(R)
CPGATE	LCL	R11,MSKGAT/180
	BZ	CPOPEN
; INSERT GATE FUNCTIONS WHENEVER WE FIND OUT WHAT THEY ARE		
CPOPEN	LCL	R11,BITOPN/180
	BZ	CPUNK
	LCL	R12,BITOPN/180
	BZ	CPUNK
	LM	R0:CPREAD(A)
	ANDL	R0:MSKMOD
	BNZ	CPUNK
	MOVL	R1:16*5
	SBMR	R1:DISNUM(R)
	SM	R1:DISNUM(R)
	MOVL	R3:-LMPOPN=1
	ANMR	R3:LMPWRD(R)
	CMPL	R1:5
	BE	**4
	ORL	R3:LMPOPN
	SM	R3:LMPWRD(R)
	LM	R1:TSTLMP(R)
	BZ	**6
	SM	R3:CPWRT(A)
CPUNK	LCL	R11,BITUNK/180
	BZ	CPTRGT
	MOVL	R0:=1
	LCL	R12,BITUNK/180
	BZ	**4

MOV	R0:0	INO, SET ENABLE
SM	R0:DISUNK(R)	IUPDATE UNKNOWN TAG
CPTRGT	SRZ	R11,2
	SRZ	R12,2
	LCL	R11,BITGT/1220
	BZ	CPAAA
	MOV	R1:LMPSPR+LMPGT
	ORMR	R1:LMPWRD(R)
		IASSUME BOTH LAMPS OFF
	MOV	R0:1
	AND	R1:LMPSPR-1
	LCL	R12,BITGT/1220
	BZ	000
	MOV	R0:0
	OR	R1:LMPSPR
	AND	R1:LMPGT-1
	SM	R1:LMPWRD(R)
		IUPDATE LAMP WORD
	LM	R2:TSTMP(R)
		I TEST LAMP ENABLED?
	BZ	006
	SM	R1:CPWRD(A)
		INO, UPDATE LIGHTS
	SM	R0:DISGT(R)
		IUPDATE TARGET TAG
CPAAA	LCL	R11,R1TAAA/1220
	BZ	CPSRX2
	MOV	R0:1
	LCL	R12,B1TAAA/1220
	BZ	004
	MOV	R0:0
	SM	R0:DISAAA(R)
		IUPDATE AAAA TAG
CPSRX2	POP	R14,15
	RTI	
		IRESTORE REGISTERS
		IRETURN
MODTAB	EGU	*
		IMODE XFER TABLE
	DATA	CPPRI
	DATA	CPSCH
	DATA	CPAND
	DATA	CPAND
	DATA	CPAND
	DATA	CPNUSD
	DATA	CPIRT
	DATA	CPIRS
	EJEC	

ISCNPOS - COMPUTES SCNARC CRIGIN (LAT, REL LONG) FROM CURRENT
HEADING

ICALLING SEQUENCE:

JSUB	SCNPOS(R)	
SCNPOS	PUSH	R0:15
	LA	R13,ACPOS(R)
		ISAVE REGISTERS
		IR13=ADR ACPOS
MOV	R14,R13	
JSUB	DMUL30(R)	
		I(R0,R1)=ACPOS**2*ACPOS**2
ADD	R13,4	
ADD	R14,4	
JSUB	DMUL30(R)	

LA	R12, SX2Y2(R)	IR12=ADR SQR7(ACPOSEX**2+ACPOSY**2)
MOVL	R2, 0	ESTIMATE=0
JSUB	DSQR7(R)	
SI	R2, R12	
SI	R3, R12	
MOV	R4, R2	I(R4, R5)=SQR7(ACPOSEX**2+ACPOSY**2)
MOV	R5, R3	
ADDL	R13, 4	IR13=ADR ACPOSZ
ADDL	R14, 4	
JSUB	DMUL30(R)	I(R0, R1)=SUM(ACPOS(I)**2)
JSUB	DSQR7(R)	
SI	R2, R12	I(R2, R3)=SQR7(SUM(ACPOS(I)**2))
SI	R3, R12	
JSUB	DDIV(R)	I(R0, R1)=COS(PRESENT LAT)
SI	R0, R12	
SI	R1, R12	
LA	R14, RMAG(R)	IR14=ADR RADIAL MAGNITUDE
JSUB	DDIV30(R)	I(R0, R1)=Z/RMAG=SIN(PRESENT LAT)
SI	R0, R12	
SI	R1, R12	
ADDL	R13, ACPOSEX=ACPOSZ	IR13=ADR ACPOSEX
ADDL	R14, SX2Y2=RMAG	IR14=ADR SX2Y2
JSUB	DDIV30(R)	I(R0, R1)=COS(REL LONG)
SI	R0, R12	
SI	R1, R12	
ADDL	R13, ACPOSY=ACPOSX	IR13=ADR ACPOSY
JSUB	DDIV30(R)	I(R0, R1)=SIN(REL LONG)
SI	R0, R12	
SI	R1, R12	
ADDL	R14, SINLTN= SX2Y2	IR14=ADR SIN(PRESENT LAT)
MOV	R13, R14	IR13=ADR SIN(PRESENT LAT)
JSUB	DZML30(R)	I(R0, R1)=SINLTN**2
SI	R0, R12	
SI	R1, R12	
LI	R0, R12	I(R0, R1)=WE*RE
LI	R1, R12	
IFE	LABTST	

COMPUTE HEADING FROM VELOCITY VECTOR

ADDL	R14, SNLTN2=SINLTN	IR14=ADR SNLTN2
ADDL	R13, EWERE=SINLTN	IR13=ADR E*WE*RE
JSUB	DMUL30(R)	I(R0, R1)=EAST VELOCITY=
		WE*RE*(1-E*SINLTN**2)*COSLTN
SI	R0, R12	
S	R1, R12	
ADDL	R12, -2	IR12=ADR AVE
ADDL	R13, COSLTN=EWERE	IR13=ADR COSLTN
MOV	R14, R12	IR14=ADR AVE
JSUB	DZML30(R)	
MOV	R2, R0	I(R2, R3)=WE*RE*COSLTN*(1-E*SINLTN**2)

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MOV    R3,R1
LA     R13,ACVELC(R)    !R13=ADR ACVELOX
ADDL   R14,SINLNN=AVE    !R14=ADR SINLNN
JSUB   R0,R1
COM     R0,R0
NEG     R1,R1
BNZ     *+4
ADDL   R0,1
OSUB   R0,R2
ADDL   R14,COSLNN=SINLNN    !R14=ADR COSLNN
ADDL   R13,4    !R13=ADR ACVELOY
JSUB   DMUL30(R)    ! (R0,R1)=RELATIVE EAST VELOCITY
SI     R0,R12
SI     R1,R12
ADDL   R13,-4    !R13=ADR ACVELOX
JSUB   DMUL30(R)
ADDL   R13,4    !R13=ADR ACVELOY
ADDL   R14,SINLNN=COSLNN    !R14=ADR SINLNN
JSUB   DMUL30(R)
COM     R0,R0
NEG     R1,R1
BNZ     *+4
ADDL   R0,1
SI     R0,R12
S      R1,R12
ADDL   R12,-2    !R12=ADR AVN
ADDL   R14,SINLTN=SINLNN    !R14=ADR SINLTN
MOV     R13,R12    !R13=ADR AVN
JSUB   DMUL30(R)
LA     R13,ACVELC+8(R)    !R13=ADR ACVELOZ
ADDL   R14,COSLTN=SINLTN    !R14=ADR COSLTN
JSUB   DMUL30(R)
SI     R0,R12
SI     R1,R12
ADDL   R14,AVN=CCSLTN    !R14=ADR AVN
IEND
IFN     LABTST

```

COMPUTE HEADING FROM X=AXIS POSITION RATHER THAN VELOCITY VECTOR

```

LM     R8,STOP11(R)    ! (R8,R9,R10)=STRAPDOWN X=AXIS IN
                        ! REF COORDINATES
LM     R9,STOP21(R)
LM     R10,STOP31(R)
LM     R0,COSLNN(R)    ! (R0,R1)=DOT(X=AXIS,EAST)
MUL     R0,R9
LM     R2,SINLNN(R)
MUL     R2,R8
DSUB    R0,R2
DSLA    R0,2    !ADJUST SCALING (2*14=1)
SI     R0,R12
SI     R1,R12
LM     R0,COSLNN(R)    ! (R2,R3)=DOT(X=AXIS,NORTH)
MUL     R0,R8
LM     R2,SINLNN(R)

```

MUL	R2,R9	
DADD	R0,R2	
DSLA	R0,2	ADJUST SCALING (2**14=1)
LM	R2,SINI*TN(R)	
MUL	R0,R2	
LM	R2,COSI*TN(R)	
MUL	R2,R10	
DSUB	R2,R0	
DSLA	R2,2	ADJUST SCALING (2**14=1)
SI	R2,R12	
SI	R3,R12	
LA	R14,AVN(R)	
IEND		
MOV	R13,R14	R13=ADR AVN
JSUB	DZML30(R)	
ADDL	R14,AVE=AVN	R14=ADR AVE
ADDL	R13,AVE=AVN	R13=ADR AVE
JSUB	DMUL30(R)	
MOVL	R2,0	
JSUB	DSQRT(R)	(R2,R3)=SQRT(AVE**2+AVN**2)
SI	R2,R12	
SI	R3,R12	
ADDL	R14,SVNVE=AVE	R14=ADR SQRT(AVN**2+AVE**2)
JSUB	DDIV30(R)	(R0,R1)=COS(HEADING)
SI	R0,R12	ICOSHED=AVE/SQRT(AVN**2+AVE**2)
SI	R1,R12	
ADDL	R13,AVN=AVE	R13=ADR AVN
JSUB	DDIV30(R)	(R0,R1)=SIN(HEADING)
SI	R0,R12	
SI	R1,R12	
LA	R11,SINLAT(R)	R11=ADR SINLAT
LA	R14,SINDRE(R)	R14=ADR SIN(D/RE)
ADDL	R13,SINH0=AVN	R13=SIN(HEADING)
JSUB	DZML30(R)	(R0,R1)=SIN(D/RE)*SIN(HEADING)
SI	R0,R11	
S	R1,R11	
ADDL	R11,-2	R11=ADR SIN(LAT ORIGIN)
ADDL	R13,COSLTN=SINH0	R13=ADR COS(LAT NOW)
LA	R14,SINLAT(R)	R14=ADR SIN(LAT ORIGIN)
JSUB	DZML30(R)	(R0,R1)=SIN(D/RE)*SIN(HEAD)*CCS(LATN)
ADDL	R14,SINLTN=SINLAT	R14=ADR SIN(LAT NOW)
LA	R13,COSDRE(R)	R13=ADR COS(D/RE)
JSUB	DMUL30(R)	(R0,R1)=SIN(ORIGIN LAT)
SI	R0,R11	UPDATE SIN(ORIGIN LAT)
S	R1,R11	
ADDL	R11,SINLT2=SINLAT*2	R11=ADR SIN(LAT)**2

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ADDL	R14, SINLAT=SINLATN	R14=ADR SIN(ORIGIN LAT)
MOV	R13, R14	R13=ADR SIN(ORIGIN LAT)
JSUB	DZML30(R)	
SI	R0, R11	
S	R1, R11	
ADDL	R11, COSLT2=SINLT2**2	R11=ADR COS(LAT)**2
MOV	R2, R0	((R0, R1)=1=SIN(ORIGIN LAT)**2
MOV	R3, R1	
LM	R0, '4000(I)	
MOVL	R1, 0	
DSUB	R0, R2	
SI	R0, R11	!UPDATE COS(LAT)**2
SI	R1, R11	
MOVL	R2, 0	
JSUB	DSORT(R)	((R2, R3)=COS(LAT ORIGIN)
SI	R2, R11	
SI	R3, R11	
ADDL	R13, COSHD=SINLAT	R13=ADR COS(HEAD)
LA	R14, SINDRE(R)	R14=ADR SIN(D/RE)
JSUB	DZML30(R)	
SI	R0, R12	
S	R1, R12	
ADDL	R12, -2	R12=ADR SIN(DEL LONG)
ADDL	R13, SINOLN=COSHD	R13=ADR SIN(DEL LONG)
LA	R14, COSLAT(R)	R14=ADR COS(LAT)
JSUB	DDIV30(R)	((R0, R1)=SIN(DEL LONG)
SI	R0, R12	
SI	R1, R12	
LM	R2, '4000(I)	((R2, R3)=1
MOVL	R3, 0	
MOV	R14, R13	R14=ADR SIN(DEL LONG)
JSUB	DZML30(R)	((R0, R1)=SIN(DEL LONG)**2
DSUB	R2, R0	
MOV	R0, R2	((R0, R1)=1=SIN(DEL LONG)**2
MOV	R1, R3	
MOVL	R2, 0	
JSUB	DSORT(R)	((R2, R3)=COS(DEL LONG)
SI	R2, R12	
SI	R3, R12	
LM	R0, RE(R)	
LM	R1, RE*2(R)	
ADDL	R13, FRF=SINCLN	R13=ADR ECCENTRICITY*RE
ADDL	R14, SINLT2=SINOLN	
JSUB	DMUL30(R)	((R0, R1)=R=DIST TO SCENARIO ORIGIN
SM	R0, SORGR(R)	
SM	R1, SORGR*2(R)	

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ADDL R14,COSLNN=SINLT2 ;R14=ADR COSLNN
 ADDL R13,COSDLN=ERE ;R13=ADR COSDLN
 JSUB DZML30(R)

MOV R2,R0 ;(R2,R3)=COSLNN*COSDLN

MOV R3,R1

ADDL R14,SINLNN=COSLNN ;R14=ADR SINLNN

ADDL R13,SINDLN=COSDLN ;R13=ADR SINDLN

JSUB DZML30(R) ;(R0,R1)=SINLNN*SINDLN

DSUB R2,R0 ;(R2,R3)=COSWT=COS(ORIGIN LONGITUDE)

ADDL R13,COSDLN=SINDLN ;R13=ADR COSDLN

JSUB DZML30(R)

ADDL R14,COSLNN=SINLNN ;R14=ADR COSLNN

ADDL R13,SINDLN=COSDLN ;R13=ADR SINDLN

JSUB DZML30(R) ;(R0,R1)=SINWT=SIN(ORIGIN LONGITUDE)

LM R11,IF0(I) ;DISABLE INTERRUPTS

LSR R11

ADDL R14,COSWT=CCSLNN ;R14=ADR COSWT

SI R2,R14 ;UPDATE COSWT

SI R3,R14

SI R0,R14 ;UPDATE SINWT

SI R1,R14

MOVL R11,157 ;REENABLE INTERRUPTS

LSR R11

POP R14,15 ;RESTORE REGISTERS

JRYS ;RETURN

EJEC

ISCNINI = INITIALIZES SCENARIO DATA AREA

ICALLING SEQUENCE:

JSUB SCNINI(R)

SCNINI PUSH R0,15 ;SAVE REGISTERS

LA R14,SORGR(R) ;R14=ADR DIST TO SCENARIO ORIGIN

LA R13,COSLAT(R) ;R13=ADR COS(ORIGIN LAT)

JSUB DZML30(R) ;(R0,R1)=4*SORGR*COS(LAT)

DSLA R0,2

SM R0:SYX(R)

LM R1:WE(R)

MUL R0,R1 ;(R0,R1)=WE*R*COS(LAT)=EASTV

SM R0:EASTV(R)

SM R1:EASTV*2(R)

L R0,R13 ;R0=COS(LAT)

SM R0:SDCS23(R)

ADDL R13,SINLAT=COSLAT ;R13=ADR SINLAT

JSUB DZML30(R) ;(R0,R1)=R*SIN(LAT)

SM R0:SORGZ(R)

SM R1:SORGZ*2(R)

L R0,R13 ;SDCS33=SIN(LAT)

SM R0:SDCS33(R)

LM	R2: COSWT(R)	
LM	R2: SINWT(R)	
LA	R13, SX̄Y(R)	
JSUB	NAV0(R)	
POP	R14, 15	I RESTORE REGISTERS
JRTS		I RETURN
EJEC		
IRTC SRV = SERVICES REAL TIME CLOCK INTERRUPT		
IRTC SRV	PUSH R0: 15	I SAVE REGISTERS
LMB	R0: RTS(A)	I WAS IT THE RTC?
BM	**6	I YES
RTCSX1	POP R14, 15	INO, RESTORE REGISTERS
RTI		I RETURN
LM	R0: SSRVCT(R)	I YES, R0=STRAPDOWN SERVICE COUNT
CMPM	R0: SECUPD(R)	I HAS 1 SEC ELAPSED?
BM	RT01	INO
MOVL	R1: 1	I YES, INCREMENT MISSION TIME
ADRM	R1: TIME(R)	
LM	R1: '80(I)	I UPDATE NEXT UPDATE TIME
ADRM	R1: SECUPD(R)	
RTC1	CMPM R0: REFRESH(R)	I TIME TO REFRESH DISPLAY?
BM	RTCSX1	INO, EXIT
MOVL	R1: RFINT	I R1=REFRESH INTERVAL
ADRM	R1: REFRESH(R)	I UPDATE NEXT REFRESH TIME
LM	R0: DSPENB(R)	I IS DISPLAY ENABLED?
BM	RTCSX1	INO, EXIT
MOVL	R0: 0	I ZERO FIRST THREAT ADR DISPLAYED
SM	R0: DSP1ST(R)	
SM	R0: DSPMSL(R)	I ZERO MISSILE ALERT STATUS
JSUB	SCNSTP(R)	I COMPUTE SCENARIO TO STRAPDOWN XFORM MATRIX
JSUB	SCNDIS(R)	I COMPUTE SCENARIO TO DISPLAY XFORM MATRIX
LM	R13, DISTGT(R)	I TARGET SEPARATE ACTIVE?
BZ	RT02	INO
MOVL	R14, RING1	I YES, INIT SPOKES
LA	R13, SPOKES(R)	
MOVL	R12, 32	
SI	R14, R13	
BCT	R12, **2	
RTC2	LA R13, ACTTHR(R)	I R13=ADR ACTIVE THREAT COUNT

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	MOVL	R14,0	
	L	R12,R13	I R12=ACTIVE THREAT COUNT
	SI	R14,R13	I ZERO ACTIVE THREAT COUNT
	SI	R12,R13	I UPDATE START OF PASS THREAT COUNT
	SI	R14,R13	I ZERO THREATS PROCESSED THIS PASS
	LM	R12,PRIBEG(R)	I R12=ADR HIGHEST PRIORITY THREAT
RTC3	MOVL	R13,2*RING3-RING2	THREAT PAST 3*WEAPON'S RANGE?
	CMPM	R13,THRPR1(R12)	
	BLT	RTC6	I YES, ELIMINATE REMAINING SYMBOLS
	LM	R13,THRFLG(R12)	INO, CONTINUE TO PROCESS THREATS
	MOV	R11,R13	
	ANDL	R13,MASTYP	I R13=THREAT TYPE
	ADD	R13,R13	
	ANMR	R11,MASACT(1)	I THREAT ACTIVE?
	BNZ	**4	
	JIND	TYPTAB(R13)	I PROCESS THREAT
	CMPM	R11,CNTLNT(1)	I LATENT THREAT?
	BE	**10	I YES
	LM	R11,CNTEXP(1)	INO, REMOVE FROM THREAT LIST
	ORRM	R11,THRFLG(R12)	
	JSUB	RMVTHR(R)	I REMOVE SYMBOL FROM DISPLAY
	BR	RTC4E	
RTC4	LMB	R13,THRFLG(R12)	I MISSILE ACTIVE?
	ANDL	R13,MASHIS/'120	
	BZ	RTC4E	INO
	CMPL	R13,CNTMLT/'120	I YES, MISSILE LATENT?
	BE	RTC4E	I YES
	MOVL	R0,-1	INO, SET MISSILE ALERT STATUS
	CMPL	R13,CNTMAT/'120	I ALERT?
	BNE	RTC4A	INO, A LAUNCH
	SMB	R0,DSPMSL+1(R)	I YES, SET ALERT STATUS
	BR	RTC4B	
RTC4A	SMB	R0,DSPMSL(R)	I SET LAUNCH STATUS
RTC4B	JSUB	DsPOCT(R)	I DISPLAY OCTAGON
	LM	R0,TIME(R)	I 1 SEC ELAPSED?
	CMPM	R0,DMDTIM(R)	
	BE	RTC4E	INO
	LM	R1,THRINT(R12)	I EVALULATING?
	BP	RTC4C	INO, INTERCEPTING
	ADDL	R1,1	I UPDATE EVALULATION TIME
	SM	R1,THRINT(R12)	
	BNZ	RTC4E	I STILL EVALULATING?
	ORL	R13,CNTMLA/'120	I JUST LAUNCHED, SET LAUNCH FLAG
	SMB	R13,THRFLG(R12)	
	JSUB	MISINT(R)	I R0=TIME TO INTERCEPT

	SM	R0:THRINT(R12)	
	LM	R0:IFF00(I)	!DECREMENT CURRENT MISSILE COUNT
	ADRM	R0:THR0MS(R12)	
	BR	RTC4E	
RTC4C	ADDL SM	R1:=1 R1:THRINT(R12)	!DECREMENT INTERCEPT TIME !STILL INTERCEPTING?
	BNZ LMB	RTC4E R1:THR0MS(R12)	!YES !NO, SWITCH TO EVALUATION
	BZ LMB	RTC4D R0:THREVL(R12)	!NO MISSILES AVAILABLE !RESET EVALUATION TIME
	NEG SM	R0:R0 R0:THRINT(R12)	
RTC4D	BR LM	RTC4E R0:=MASMIS=1(I)	!SET MISSILE INACTIVE
	ANRM	R0:THRFLG(R12)	
	LMB	R14:THROCT(R12)	!GIVE UP OCTAGON ADR
	JSUB	DPPUSH(R)	
	MOVL SMB	R14:=1 R14:THROCT(R12)	
RTC4E	LM	R13:ACTTHR(R)	!EXCEEDING MAX THREAT LIMIT?
	CMPM	R13:DISNUM(R)	
	BGE L	RTC6 R12,R12	!YES !R12=ADR NEXT THREAT
RTC5	BNZ LM	RTC3 R13:DISPRC(R)	!THREAT LIST IS NOT EXHAUSTED !R13=# OLD THREATS PROCESSED
	CMPM	R13:DISCUR(R)	!PROCESSED THEM ALL?
	BGE L	RTCX2 R12,R12	!YES !NO, TURN OFF LEFT OVERS
	BZ	RTCX2	!END OF LIST
RTC6	JSUB	RMVTHR(R)	!REMOVE THREAT, IF ON
RTCX2	BR MOVL ANRM	RTC5 R0:IFC R0:LMPWRD(R)	!SET MISSILE LAMPS
	MOVL LM	R0:1 R1:DSPMSL(R)	!ASSUME MISSILE LAUNCH
	BZ BM	RTCX2A 0+4	!NO MISSILE ACTIVITY !MISSILE LAUNCH?
	MOVL ORRM	R0:2 R0:LMPWRD(R)	!NO, MISSILE ALERT !SET MISSILE STATUS
RTCX2A	LM	R14,DM0ADR(R)	!R14=DIAMOND DISPLAY BUFFER ADR
	LM	R13,DM0SYM(I)	!R13=DIAMOND SYMBOL

LM	R12,TIME(R)	I R12=MISSION TIME
CMPM	R12,DMNTIP(R)	I 1 SEC ELAPSED FOR HANDOFF?
BE	RTCX2B	INO
SM	R12,DMNTIP(R)	I YES, UPDATE HANDOFF TIME
LM	R11,DSPNXT(R)	I R11=NEXT DIAMOND THREAT
BNZ	***	I THERE IS A NEXT
LM	R11,DSP1ST(R)	INO NEXT, R11=FIRST THREAT
LM	R12,DISLNG(R)	I LONG PUSH ON HANDOFF?
CMP	R12,HANDL	
BE	***	I YES
RTCX2B	LM	R11,DISDMC(R) INO, R11=CURRENT DIAMOND THREAT
LM	R12,DISLOK(R)	I DIAMOND FLOATING?
BNZ	***	INO
LM	R11,DSP1ST(R)	I YES, MOVE DIAMOND TO FIRST THREAT
CMP	R11,0	I IS THIS A VALID THREAT?
BZ	RTCX4	INO, REMOVE DIAMOND
SM	R11,DISDMC(R)	I UPDATE DIAMOND THREAT ADR
LMB	R12,THRADR(R11)	I YES, R12=THREAT DISPLAY ADR
LM	R10,DISBUF*2(R12)	I R10=THREAT DISPLAY X=Y
SM	R10,DISBUF*2(R14)	I UPDATE DISPLAY BUFFER
SM	R13,DISBUF(R14)	I UPDATE DISPLAY DIAMOND
SRZ	R14,1	I UPDATE DISPLAY
SM	R13,DSPCHR(R14)	
SM	R10,DSPXY(R14)	
LM	R0:'FF'()	I UPDATE AUDIO
ANRM	R2:LMPWRD(R)	
COM	R0:R0	
ANMR	R2:THRRF(R11)	
ORMR	R0:LMPWRD(R)	
RTCX2D	SM	R0:LMPWRD(R) I UPDATE LMPWRD
LM	R1:TSTLMP(R)	I TEST LAMP ENABLED?
BZ	RTCX3	I YES
SM	R2:CPWRT(A)	INO, UPDATE AUDIO
RTCX3	POP	R14,15 I RESTORE REGISTERS
	RTI	I RETURN
RTCX4	MOVL	R13,0 I TURN OFF DIAMOND
	SM	R13,DISBUF(R14) I IN BUFFER
SRZ	R14,1	
SM	R13,DSPCHR(R14)	I ON DISPLAY

LM	R0:1FF(I)	TURN OFF AUDIO
ANMR	R0:LMPWRD(R)	
BR	RTX2D	
THREAT DISPLAY PROCESSING TABLE		
TYPTAB	DATA	SRCRDR
	DATA	UNKRDR
	DATA	AAARDR
	DATA	XRDR
	DATA	BLKRDR
	DATA	BLKRDR
	DATA	BLKRDR
	DATA	BLKRDR
	EJEC	
RADAR DISPLAY PROCESSING		
SEARCH RADAR		
SRCRDR	LM	R14:DISSCH(R)
	BP	SRCRD1
	JSUB	RMVTHR(R)
		YES
		NO, TURN OFF SYMBOL
SRCRD1	BR	**6
	JSUB	DSPTHR(R)
		PROCESS NEXT THREAT
		TURN ON SYMBOL
	JMPM	RTC4(R)
		PROCESS NEXT THREAT
UNKNOWN RADAR		
UNKRDR	MOVL	R14:LMPUNK
	ORMR	R14:LMPWRC(R)
	SM	R14:LMPWRC(R)
	LM	R13:TSTLMP(R)
		TEST LAMP ENABLED?
	BZ	**6
	SM	R14:CPWRT(A)
		YES
		NO, TURN ON LAMP
	LM	R14:DISUNK(R)
		UNKNOWNNS ENABLED?
	BP	UNKRD1
UNKRD0	JSUB	RMVTHR(R)
		YES
		NO, TURN OFF SYMBOL
	BR	UNKROX
UNKRD1	LM	R14:DISBNC(R)
		BAND LIMITED?
	BM	UNKRD2
	LMB	R13:THRBNC(R12)
		NO
		YES, R13=THREAT BAND
	CMP	R14,R13
		RIGHT BAND?
	BNE	UNKRD0
UNKRD2	JSUB	DSPTHR(R)
		NO, REMOVE THREAT
		DISPLAY THE SYMBOL
UNKROX	JMPM	RTC4(R)
		PROCESS NEXT THREAT
AAA RADAR (NOT CUNDISH)		

AAARDR	LM	R14,DISAAA(R)	IARE AAA'S ENABLED?
	BP	AAARD1	IYES
AAARD0	JSUB	RMVTHR(R)	INO, TURN OFF SYMBOL
	BR	AAARDX	
AAARD1	LM	R14,DISBNC(R)	IBAND LIMITED?
	BM	AAARD2	INO
	LMB	R13,THRBNCR(R12)	IYES, R13=THREAT BAND
	CMP	R14,R13	IRIGHT BAND?
	BNE	AAARD0	INO, REMOVE THREAT
AAARD2	JSUB	DSPTHR(R)	IDISPLAY THE SYMBOL
AAARDX	JMPM	RT04(R)	IPROCESS NEXT THREAT

OTHER RADARS

XRDR	LM	R14,DISBNC(R)	IBAND LIMITED?
	BM	XRDR1	INO
	LMB	R13,THRBNCR(R12)	IYES, R13=THREAT BAND
	CMP	R14,R13	IRIGHT BAND?
	BE	XRDR1	IYES
	JSUB	RMVTHR(R)	INO, REMOVE THREAT
	BR	XRDX	
XRDR1	JSUB	DSPTHR(R)	IDISPLAY SYMBOL
XRDX	JMPM	RT04(R)	IPROCESS NEXT THREAT

BLANK RADARS - EXPANSION TYPES

BLKRDR	JSUB	RMVTHR(R)	IREMOVE THREAT
	JMPM	RT04(R)	IPROCESS NEXT THREAT
	EJEC		

RMVTHR - REMOVE THREAT SYMBOL FROM DISPLAY

CALLING SEQUENCE

R12=THREAT ENTRY ADR

JSUB RMVTHR(R)

RMVTHR	LMB	R14,THRADR(R12)	IS SYMBOL ACTIVE?
	BNM	**4	IYES
	JRTS		INO, RETURN
	MOVL	R0,1	INCREMENT OLD THREATS PROCESSED
	ADRM	R2,DISPRC(R)	
	CMPM	R12,DISDMC(R)	IS DIAMOND ON THIS THREAT?
	BNE	RMVTH1	INO
	LM	R11,DMNADR(R)	IYES, BLANK DIAMOND
	MOVL	R13,0	
	SM	R13,DISBUF(R11)	TURN OFF DIAMOND IN BUFFER
	SRZ	R11,1	
	SM	R13,DISPCHR(R11)	TURN DIAMOND ON DISPLAY

SM	R13,DISDMC(R)	IZERO DIAMOND THREAT ADR
SM	R13,DISLOK(R)	IREVERT TO FLOAT
RMVTH1 JSUB	DPPUSH(R)	ITURN OFF SYMBOL & RELINQUISH ADR
LMB	R14,THROCT(R12)	IOCTAGON ACTIVE?
BM	***	INO
JSUB	DPPUSH(R)	ITURN OFF OCTAGON & RELINQUISH ADR
MOVL	R0:-1	IDDELETE THREAT DISPLAY ADR
SM	R0:THRACT(R12)	
JRYS		IRETURN
EJEC		
IDSPTHR - PLACES THREAT SYMBOLO ON DISPLAY		
ICALLING SEQUENCE:		
: R12=THREAT ENTRY ADR		
: JSUB DSPTHR(R)		
DSPTHR LM	R0:ACTTHR(R)	IR0=CURRENT DISPLAY THREAT ACTIVITY
BNZ	***	ITHIS IS NOT FIRST THREAT
SM	R12,DSP1ST(R)	IUPDATE FIRST THREAT
ADDL	R2:1	IINCREMENT ACTIVE THREATS
SM	R0:ACTTHR(R)	
LM	R0:DSPNXT(R)	IIS THIS NEXT AFTER DIAMOND THREAT?
BNZ	***	INO
SM	R12:DSPNXT(R)	IYES
MOVL	R0:0	
CMPH	R12,DISDMC(R)	IIS THIS THE DIAMOND THREAT?
BNE	***	IYES
SM	R0:DSPNXT(R)	IYES, SET UP TO GET NEXT THREAT
LMB	R14,THRADR(R12)	IACTIVE SYMBOL?
BM	DSPTH0	INO
MOVL	R0:1	
ADRM	R0:DISPRC(R)	IYES, INCREMENT OLD THREATS PROCESSED
DSPTH0 BR	DSPTHA	
JSUB	DPPOP(R)	INO, GET A DISPLAY ADR
SMB	R14,THRADR(R12)	ISTORE DISPLAY ADR
LM	R0:THRSYM(R12)	IGET THREAT SYMBOL
SM	R0:DISBUF(R14)	ISYMBOL TO DISPLAY BUFFER
SRZ	R14:1	
SM	R0:DSPTHR(R14)	ISYMBOL TO SYMBOL REGISTER
DSPTHA LA	R14,THRX(R12)	IR14=ADR THRX
LA	R13,SACPOS(R)	IR13=ADR ACX

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LI	R9:R14	I(R9,R10,R11)=VECTOR FROM A/C TO THREAT
LI	R0:R13	
SUB	R9:R0	
LI	R10:R14	
LI	R0:R13	
SUB	R10:R0	
LI	R11:R14	
LI	R0:R13	
SUB	R11:R0	
LA	R14:SCIQDS(R)	I R14=ADR SCENARIO TO DISPLAY XFORM MATRIX
LI	R5:R14	I(R5,R6)=UNSCALED DISPLAY X=COORD
MUL	R5:R9	
LI	R0:R14	
MUL	R0:R10	
DADD	R5:R0	
LI	R0:R14	
MUL	R0:R11	
DADD	R5:R0	
DSLA	R5:2	I ADJUST SCALING
LI	R7:R14	I(R7,R8)=UNSCALED DISPLAY Y=COORD
MUL	R7:R9	
LI	R0:R14	
MUL	R0:R10	
DADD	R7:R0	
LI	R0:R14	
MUL	R0:R11	
DADD	R7:R0	
DSLA	R7:2	I ADJUST SCALING
MOV	R0:R5	I(R0,R1)=X**2+Y**2
MUL	R0:R5	
MOV	R2:R7	
MUL	R2:R7	
DADD	R0:R2	
BZ	DSPTHX	I IF ORIGIN, DON'T TRY TO UPDATE LOCATION
MOVL	R2:0	
JSUB	SQRT(R)	I R2=SQRT(X**2+Y**2)
LM	R0:THRPR1(R12)	I R0=THREAT PRIORITY (DISPLAY RADIUS)
CMPL	R0:RING3	I PAST 2*LETHAL RANGE?
BLE	**4	INO
MOVL	R0:RING4	I YES, SET RADIUS TO OUTSIDE EDGE
LM	R6:DISRND(R)	I BAND LIMITED?
BM	DSPTH1	INO
CMP	R7:R5	I YES, IN FORE SECTOR?
BGE	**4	I YES
MOVL	R0:RING4	INO, SET RADIUS TO OUTSIDE EDGE
DSPTH1 LM	R6:DISGT(R)	I TARGET SEPARATE ACTIVE?
BZ	**4	INO
JSUB	SEPARO(R)	I YES, CHECK SEPARATION
MUL	R5:R0	
DIV	R5:R2	I R5=SCALED DISPLAY X=COORD
ADDL	R5:RING0	I ADD IN CENTER COORDINATE
MUL	R7:R0	

		167	168
DIV	R7:R2		I R7=SCALED DISPLAY Y-COORD
ADDL	R7:RING0		
SLZ	R5:8		
OR	R5:R7		I R5=DISPLAY LOCATION WORD
LMB	R14:THRADR(R12)		I R14=DISPLAY ADR
SM	R5:DISPUF*2(R14)		I LOCATION TO DISPLAY BUFFER
SRZ	R14:1		
SM	R5:DSPXY(R14)		I LOCATION TO LOCATION REGISTER
DSPTRX	JRYS		I RETURN
	EJEC		
I SEPARC = CHECKS TARGET SEPARATION			
I CALLING SEQUENCE I			
I	R5:UNSCALED DISPLAY X-COORD		
I	R7:UNSCALED DISPLAY Y-COORD		
I	R0:DISPLAY RADIUS		
I	JSUB SEPAR0(R)		
I	R0:UPDATED DISPLAY RADIUS		
SEPAR0	PUSH R6:7		I SAVE REGISTERS
	JSUB A0:RTN(R)		I R8=ANGLE (2*PI=360)
	MOV R7:R8		I R7=SPOKE ADR
	MOV R6:R0		I R6=SPOKE RADIUS
	CMPL R6:RING2		I WITHIN INNER ANNULUS?
	BGE SEPA1		INO
	ADDL R7:4		I YES, REDUCE SPOKE COUNT
	ANDL R7:138		I FOR INNER ANNULUS
	LM R6:SPOKES(R7)		I R6=CURRENT RADIUS ON THIS SPOKE
	CMPL R6:RING2		I STILL WITHIN INNER ANNULUS?
	BLT SEPA3		I YES
	MOV R7:R8		INO, TRY SECOND ANNULUS
	MOVL R0:RING2		
SEPA1	MOVL R6:RING2		
	CMPL R6:RING3		I WITHIN SECOND ANNULUS?
	BGE SEPA2		INO
	ADDL R7:2		I YES, REDUCE SPOKE COUNT
	ANDL R7:13C		I FOR SECOND ANNULUS
	LM R6:SPOKES(R7)		I R6=CURRENT RADIUS ON THIS SPOKE
	CMPL R6:RING3		I STILL WITHIN SECOND ANNULUS?
	BLT SEPA3		I YES
	MOV R7:R8		INO, TRY OUTER ANNULUS
	MOVL R0:RING3		
SEPA2	ADDL R7:1		
	ANDL R7:13E		
	LM R6:SPOKES(R7)		
SEPA3	CMP R0:R6		I NEW RADIUS .GT. CURRENT SPOKE RADIUS?
	BGE 0:4		I YES
	MOV R0:R6		INO, MOVE OUT TO CURRENT SPOKE RADIUS
	MOVL R6:110		I UPDATE CURRENT SPOKE RADIUS
	ADD R6:R0		
	CMPL R6:RING4		I EXCEEDING OUTER EDGE?

BLE **4
 MOVL R6,RING4
 SM R6,SPOKES(R7)

INO
 IYES, RESET TO OUTER EDGE

PCP R12,7
 JRJS
 EJEC

I RESTORE REGISTERS
 I RETURN

IAQARTN = SIN, COS TO AOA CONVERSION ROUTINE

ICALLING SEQUENCE:

I R5=COS
 I R7=SIN

I JSUB AQARTN(R)
 I R8=AOA (2**6=360)

AQARTN MOV R12,R7 I R12=SIN
 MOV R11,R5 I R11=COS
 MOV R10,R12 I R10=ABS(SIN)
 BNM **4

NEG R10,R12
 MOV R9,R11 I R9=ABS(COS)
 BNM **4

NEG R9,R11
 MOV R7,R9 I R7=MIN(R9,R10)
 MOV R6,R10 I R6=MAX(R9,R10)

CMP R9,R10
 BLT **4
 MOV R7,R10

MOV R6,R9
 MOVL R8,ATNTEN*2 I COMPUTE ATAN TABLE ADR
 MUL R7,R8

DIV R7,R6
 ADDL R7,1 I ROUND UP TO CLOSEST VALUE
 LM R8,ATNTAB(R7) I R8=ANGLE IN 1ST OCTANT

CMP R6,R9 I CONVERT TO 1ST QUADRANT
 BE **4 I WAS IN 1ST OCTANT
 NEG R8,R8 I WAS IN 2ND OCTANT
 ADDL R8,110 I ANGLE=90,=ANGLE
 XOR R11,R12 I 1ST OR 3RD QUADRANT?

BM AQAR2 I NO
 CMPL R12,0 I YES, 1ST QUADRANT?
 BNM AQAR4 I YES

ADDL R8,120 I NO, 3RD QUADRANT
 BR AQAR4 I ANGLE=ANGLE+180;
 AQAR2 NEG R8,R8 I ASSUME 2ND QUADRANT?

ADDL R8,120 I ANGLE=180,=ANGLE
 CMPL R12,0 I 2ND QUADRANT?
 BNM AQAR4 I YES

ADDL R8,120 I 4TH QUAD; ANGLE=ANGLE+180;
 AQAR4 NEG R8,R8 I CONVERT TO AOA
 ADDL R8,118 I ANGLE=135,=ANGLE

BNM **4 I ANGLE IS POSITIVE
 ADDL R8,140 I ADD 360 TO NEGATIVE ANGLE
 JRJS I RETURN

ATNTAB DATA 0 I ATAN TABLE
 DATA 1
 DATA 1
 DATA 2
 DATA 2
 DATA 3
 DATA 4

DATA	4	
DATA	5	
DATA	5	
DATA	6	
DATA	6	
DATA	7	
DATA	7	
DATA	7	
DATA	8	
DATA	8	

ATNLEN EQU $2 \times \text{ATNTAB}$ ILENGTH OF ATAN TABLE IN BYTES
 EJEC

MISINT = CALCULATES 1ST CRCEP MISSILE INTERCEPT TIME
 ICALLING SEQUENCE:
 I R12=THREAT ENTRY ADR
 I JSUB MISINT(R)
 I R0=INTERCEPT TIME (SEC)
 MISINT LA R13, SACPOS(R) I(R9,R10,R11)=RANGE VECTOR

LI	R0,R13	
LM	R9,THRXY(R12)	

SUB	R9,R0	
LI	R0,R13	
LM	R10,THRXY(R12)	

SUB	R10,R0	
LI	R0,R13	
LM	R11,THRZ(R12)	

SUB	R11,R0	
LI	R2,R13	I(R2,R3)=DOT(ACVEL,RANGE)
MUL	R2,R9	
LI	R4,R13	
MUL	R4,R10	
DADD	R2,R4	
LI	R4,R13	
MUL	R4,R11	
DADD	R2,R4	
LM	R0,THRANG(R12)	I R0=THREAT RANGE (1KM=2**4)

DIV	R2,R0	I R2=A/C VEL ALONG RANGE VECTOR
ADMR	R2,THRMV(R12)	I R2=INTERCEPT VEL (1KM/SEC=2**14)

MOVL	R1,0	
DSRA	R0,6	I(R0,R1)=RANGE (1KM=2**14)
DIV	R0,R2	I R0=INTERCEPT TIME (SEC)
JRTS		I RETURN
EJEC		

DSPOCT = PLACES MISSILE OCTAGON ABOUT THREAT
 ICALLING SEQUENCE:
 I R12=THREAT ENTRY ADR
 I R13=MISSILE STATUS TAG/'100
 I JSUB DSPOCT(R)
 DSPOCT LMB R11,THRADR(R12) I THREAT ON DISPLAY?

BNM	2×4	I YES
JRTS		INO, RETURN
LMB	R14,THROCT(R12)	I YES, IS OCTAGON ABOUT THREAT?

BNM	DSPOC2	I YES
JSUB	DPPOC(R)	INO, R14=OCTAGON ADR

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SMB      R14,THROCT(R12)

LM       R0,'2C80(I)      I R0=OCTAGON SYMBOL

BR       DSPCC3
DSPCC2   MOVL      R0,0      I ASSUME ALERT
        CMPL      R13,CNFMAT/1100 I REALLY ALERT?
        BE        ***        I YES
        LM       R0,'80(I)      I NO, BLINK FOR LAUNCH

XRMR     R0,DISBUF(R14)      I R0=SYMBOL

DSPCC3   LM       R1,DISBUF+2(R11)      I R1=THREAT DISPLAY LOCATION

        SM       R0,DISBUF(R14)      I SYMBOL TO DISPLAY BUFFER

        SM       R1,DISBUF+2(R14)      I LOCATION TO DISPLAY BUFFER

        SRZ      R14,1
        SM       R0,DSPCHR(R14)      I SYMBOL TO DISPLAY

        SM       R1,DSPXY(R14)      I LOCATION TO DISPLAY

        JRYS                      I RETURN
        EJEC

IMURWCD = DOT PRODUCT OF COMPENSATED DEL VEL
I WITH MASS UNBALANCE MATRIX ROW (2*30=1)
ICALLING SEQUENCE:
I R14=ADR MU MATRIX ROW
I R13=ADR COMPENSATED DEL VELOCITY VECTOR
I JSUB MURWCD(R)
I R14=ADR NEXT MATRIX ROW
I (R0,R1)=DOT PRODUCT
MURWCD   LI       R8,R13      I (R8,R9)=MU(I,1)*CDV(1)
        LI       R9,R13
        DSRA     R8,7
        LI       R8,R14
        MUL      R8,R9
        LI       R0,R13      I (R0,R1)=MU(I,2)*CDV(2)
        LI       R1,R13
        DSRA     R0,7
        LI       R0,R14
        MUL      R0,R1
        DADD     R8,R0      I (R8,R9)=SUM(MU(I,K)*CDV(K))
        LI       R0,R13      I (R0,R1)=MU(I,3)*CDV(3)
        LI       R1,R13
        DSRA     R0,7
        LI       R0,R14
        MUL      R0,R1
        DADD     R8,R0      I (R8,R9)=SUM(MU(I,K)*CDV(K))
        DSLA     R8,2
        MOV      R1,R8
        SEXE     R0,R8
        ADDL     R13,-12
        JRYS
        EJEC

IDPPOP = POPS AN AVAILABLE DISPLAY ENTRY OFF DISPLAY STACK
ICALLING SEQUENCE:
I JSUB DPPOP(R)
I R14=AVAILABLE ENTRY
DPPOP    PUSH     R13,1      I SAVE REGISTER
        LM       R13,DISPNT(R) I R13=DISPLAY STACK POINTER

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LI R14,R13 ;R14=AVAILABLE ENTRY
SM R13,DISPNT(R) ;UPDATE STACK POINTER

POP R13,1 ;RESTORE REGISTER
JRYS ;RETURN
EJEC

!DPPUSH = PUSHES AN AVAILABLE DISPLAY ENTRY ONTO DISPLAY STACK
! AND TURNS CHAR OFF CN DISPLAY

!CALLING SEQUENCE!

! R14=AVAILABLE ENTRY

! JSUB DPPUSH(R)
DPPUSH PUSH R13,1 ;SAVE REGISTER
MOVL R13,0
SM R13,DISBUF(R14) ;TURN OFF CHAR IN BUFFER

SRZ R14,1
SM R13,DSPCHR(R14) ;TURN OFF CHAR ON DISPLAY

ADD R14,R14
LM R13,DISPNT(R) ;R13=DISPLAY STACK POINTER

ADDL R13,-2
S R14,R13 ;PUSH ENTRY ONTO STACK
SM R13,DISPNT(R) ;SAVE DISPLAY STACK POINTER

POP R13,1 ;RESTORE REGISTER
JRYS ;RETURN

!DSPDMP = DUMPS A DISPLAY BUFFER TO THE DISPLAY

!1ST WRD=CHARACTER (IFF00, IF END OF BUFFER)

!2ND WRD=X=Y

!CALLING SEQUENCE!

! R14=BUFFER ADR
! JSUB DSPDMP(R)
DSPDMP PUSH R10,5 ;SAVE REGISTERS
MOVL R13,DSPXY/2,DSPCHR/2 ;R13=MAX CHARACTERS
LA R12,DSPCHR(A) ;R12=DISPLAY CHR ADR

DSPDM1 MOVL R11,0 ;R11=CHAR
CMPL R11,0 ;PAST END OF BUFFER?
BM *** ;YES
LI R11,R14 ;NO, R11=CHAR
LI R10,R14 ;R10=X=Y
SI R11,R12 ;CHAR TO DISPLAY
SM R10,DSPXY-DSPCHR-2(R12) ;X=Y TO DISPLAY

BCY R13,DSPDM1
POP R14,5 ;RESTORE REGISTERS
JRYS ;RETURN
EJEC

!SCNSTP = COMPUTES SCNARIO TO STRAPDOWN XFORM MATRIX

! SCTOST=(STORMT)*T*(SDCOS)*T

!CALLING SEQUENCE!

! JSUB SCNSTP(R)

SCNSTP LA R14,STORMT(R) ;R14=ADR STRAPDOWN TO REFERENCE
DIRCOS

LA R12,SCTOST(R) ;R12=ADR SCENARIO TO STRAPDOWN
DIRCOS

SCNST1 MOVL R11,3 ;R11 COUNTS 3 ROWS
L R8,R14 ;(R8,R9,R10)=STORMT ROW
ADDL R14,STOR21-STCR11

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L      R9,R14
ADDL   R14,STOR31=STOR21
L      R10,R14
LA     R13,SDCOS(R)      IR13=ADR REFERENCE TO SCENARIO
                                DIRCOS
L      R0,R13
MUL    R0,R8
L      R2,R13
ADDL   R13,SDCS21=SDCS12
MUL    R2,R9
DADD   R0,R2
DSLA   R0,2              IRESALE (2**14=1)
SI      R0,R12           ISTORE 1ST COLUMN ENTRY
MOVL   R7,2              IR7 COUNTS LAST 2 COLUMNS
SCNST2 LI      R0,R13     ICOMPUTE ENTRY FOR CURRENT ROW &
                                COLUMN
MUL    R0,R8
LI      R2,R13
MUL    R2,R9
DADD   R0,R2
LI      R2,R13
MUL    R2,R10
DADD   R0,R2
DSLA   R0,2
SI      R0,R12           ISTORE COLUMN ENTRY OF CURRENT ROW
BCY     R7,SCNST2
ADDL   R14,STOR12=STOR31
BCY     R11,SCNST1      IADVANCE TO NEXT ROW
JRTS    IRETURN
EJEC

ISCNDIS = COMPUTES SCENARIO TO DISPLAY XFORM MATRIX
I
SCTODS=STTODS*SCTOST
ICALLING SEQUENCEI
IJSUB SCNDIS(R)
SCNDIS LA      R14,STTODS(R)  IR14=ADR STRAPDOWN TO DISPLAY XFORM
                                MATRIX
LA      R12,SCTODS(R)      IR12=ADR SCENARIO TO DISPLAY XFORM
                                MATRIX
MOVL    R1,3              IR1 COUNTS 3 ROWS
SCNDI1 LA      R13,SCTOST(R) IR13=ADR SCENARIO TO STRAPDOWN XFORM
MOVL    R11,3             IR11 COUNTS 3 COLUMNS
MOVL    R5,0              I(R5,R6)=COLUMN 1 ACCUMULATOR
MOVL    R6,0
MOVL    R7,0              I(R7,R8)=COLUMN 2 ACCUMULATOR
MOVL    R8,0
MOVL    R9,0              I(R9,R10)=COLUMN 3 ACCUMULATOR
MOVL    R10,0
SCNDI2 LI      R4,R14      IR4=STTODS(4=R1,4=R11) ENTRY
BNZ     **4              INOT ZERO; ACCUMULATE COLUMN SUM
ADDL    R13,STNS21=STCS11 IZERO; SKIP TO NEXT SCTOST
                                ROW
BR      SCNDI3
LI      R2,R13
MUL     R2,R4
DADD    R5,R2
LI      R2,R13
MUL     R2,R4

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	DADD	R7,R2	
	LI	R2,R13	
	MUL	R2,R4	
	DADD	R9,R2	
SCNDI3	BCY	R11,SCNDI2	IADVANCE TO NEXT STTODS COLUMN
	DSLA	R5,2	IADJUST SCALING (2**14=1)
	DSLA	R7,2	
	DSLA	R9,2	
	SI	R5,R12	ISTORE CURRENT ROW
	SI	R7,R12	
	SI	R9,R12	
	BCY	R1,SCNDI1	IADVANCE TO NEXT ROW
	JRTS		IRETURN
	EJEC		

ROWVC3 = DOT PRODUCT OF 3-ELEMENT VECTOR WITH A ROW OF 3*3 MATRIX
 CALLING SEQUENCE:

		R14=ADDRESS OF MATRIX ROW	
		R13=ADDRESS OF VECTOR	
	JSUB	ROWVC3(R)	
		(R0,R1)=DOT PRODUCT	
		R14=ADDRESS OF NEXT MATRIX ROW	
		R13=ADDRESS OF VECTOR	
ROWVC3	JSUB	DZML30(R)	I(R0,R1)=MAT(I,1)*VEC(1)

	ADDL	R14,4	
	ADDL	R13,4	
	JSUB	DMUL30(R)	I(R0,R1)=(R0,R1)+MAT(I,2)*VEC(2)

	ADDL	R14,4	
	ADDL	R13,4	
	JSUB	DMUL30(R)	I(R0,R1)=(R0,R1)+MAT(I,3)*VEC(3)

	ADDL	R14,4	
	ADDL	R13,-8	
	JRTS		IRETURN
	EJEC		

SNGDBL = MULTIPLIES 32-BIT NUMBER BY 16-BIT NUMBER

CALLING SEQUENCE:

		R14=ADR 32 BIT NUMBER	
		R13=ADR 16 BIT NUMBER	
	JSUB	SNGDBL(R)	
		(R0,R1)=PRODUCT	
SNGDBL	PUSH	R2,4	ISAVE REGISTERS
	MOVL	R2,0	I(R2,R3)=0
	MOVL	R3,0	
	LM	R5,2(R14)	I(R4,R5)=DBL

	L	R4,R14	
	BM	SNGDM	
	DADD	R2,R4	I(R2,R3)=ABS(DBL)

	L	R0,R13	IR0=SNG
	BP	SNGP	IPRODUCT IS +

	NEG	R0,R0	IR0=ABS(SNG)
	BR	SNGM	IPRODUCT IS -

SNGDM	DSUB	R2,R4	I(R2,R3)=ABS(DBL)
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	L	R0,R13	IR0=SNG
	BP	SNGM	IPRODUCT IS +

	NEG	R0,R0	
SNGM	MOV	R4,R3	INEGATIVE PRODUCT

	SRZ	R4,1	IREMOVE SIGN BIT
	MUL	R4,R0	

	DADD	R4,R4	IRESTORE SIGN BIT
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LCL	R3:1	I WAS ONE BIT LOST?
BZ	**A	INO
ADD	R5:R0	I YES, ADD IN AN R0
MOVL	R3:0	
ADC	R4:R3	I ADD IN THE CARRY
MUL	R2:R0	
ADD	R4:R3	
MOVL	R0:0	
MOVL	R1:0	
DSUB	R0:R4	
POP	R5:4	I RESTORE REGISTERS
JRTS		I RETURN
SNGP	MOV R4:R0	I POSITIVE PRODUCT
	MOV R0:R3	
SRZ	R0:1	I REMOVE THE SIGN BIT
MUL	R0:R4	
DADD	R0:R0	I RESTORE THE SIGN BIT
LCL	R3:1	I WAS ONE BIT LOST?
BZ	**A	INO
MOVL	R3:0	I YES, ADD IN AN R4
DADD	R0:R3	
MUL	R2:R4	
ADD	R0:R3	
POP	R5:4	I RESTORE REGISTERS
JRTS		I RETURN
EJEC		

DMZL30 = MULTIPLIES 32-BIT FACTORS SCALED 1=2**30
 I PRODUCT RETURNS IN (R0,R1)

ICALLING SEQUENCE:

I R13=ADR OF FIRST FACTOR
 I R14=ADR OF SECOND FACTOR
 I JSUB DMZL30(R)
 I (R0,R1)=PRODUCT

DMZL30 MOVL R0:0
 MOVL R1:0
 JSUB DMZL30(R)

DMUL30 = MULTIPLIES 32-BIT FACTORS SCALED 1=2**30
 I AND ACCUMULATES RESULT IN (R0,R1)

ICALLING SEQUENCE:

I R13=ADR OF FIRST FACTOR
 I R14=ADR OF SECOND FACTOR
 I (R0,R1)=PRODUCT ACCUMULATOR
 I JSUB DMUL30(R)
 I (R0,R1)=(R0,R1)+PRODUCT

DMUL30 PUSH R2:0 I SAVE REGISTERS
 MOVL R2:0 I (R2,R3)=0
 MOVL R3:0
 MOVL R5:0 I (R5,R6)=0
 MOVL R6:0
 LM R8:2(R13) I (R7,R8)=A

L R7:R13

BM DM30A1

DADD R2:R7 I (R2,R3)=ABS(A)

LM R8:2(R14) I (R7,R8)=B

L R7:R14

BM DM30A1

DADD R5:R7 I (R5,R6)=ABS(B)

BR DM30P I PRODUCT IS +

DM30A1 DSUB R5:R7 I (R5,R6)=ABS(B)

BR DM30M1 I PRODUCT IS -

		183	184
DM30AM	DSUB	R2:R7	I(R2,R3)=ABS(A)
	LM	R8:2(R14)	I(R7,R8)=8
	L	R7:R14	
	BP	DM30M	I PRODUCT IS 6
DM30P	DSUB	R5:R7	I(R5,R6)=ABS(B)
	DADD	R2:R2	I PRODUCT IS 6
	DADD	R5:R5	
	JSUB	DMUL(R)	I GET PRODUCT
	DADD	R0:R2	
	POP	R9:8	I RESTORE REGISTERS
	JRYS		I RETURN
DM30M	DADD	R5:R7	I(R5,R6)=ABS(B)
DM30M1	DADD	R2:R2	I PRODUCT IS 6
	DADD	R5:R5	
	JSUB	DMUL(R)	
	DSUB	R0:R2	
	POP	R9:8	I RESTORE REGISTERS
	JRYS		I RETURN
	EJEC		
DMUL = MULTIPLIES 32-BIT UNSIGNED EVEN FACTORS			
AND RETURN 32 MSB OF PRODUCT			
ICALLING SEQUENCE:			
I	(R2,R3)=32 BIT EVEN FACTOR		
I	(R5,R6)=32 BIT EVEN FACTOR		
I	JSUB DMUL(R)		
I	(R2,R3)=32 MSB OF PRODUCT		
DMUL	MOVL	R7:0	I RESIDUAL=R7*2**48+R8*2**32+R9*2**16
	MOVL	R8:0	
	LM	R9:18000(1)	I R9=ROUND OFF BIT
	MOVL	R4:0	I R4=0 FOR ADC
	LCL	R2:1	I BIT LOST FROM R2?
	BZ	006	INO
	DADD	R8:R5	I YES, COMPUTE RESIDUAL
	ANDL	R2:1FE	I MASK OFF LSB
	LCL	R5:1	I BIT LOST FROM R5?
	BZ	006	INO
	DADD	R8:R2	I YES, COMPUTE RESIDUAL
	ADC	R7:R4	
	SRZ	R2:1	I SHIFT OFF SIGN BITS
	SRZ	R3:1	
	SRZ	R5:1	
	SRZ	R6:1	
	MUL	R3:R5	
	DSLA	R3:2	I RESTORE SIGN BIT
	DADD	R8:R3	
	BNL	004	
	ADDL	R7:1	
	MOV	R3:R6	
	MUL	R3:R2	
	DSLA	R3:2	I RESTORE SIGN BIT
	DADD	R8:R3	
	BNL	004	
	ADDL	R7:1	
	MUL	R2:R5	
	DSLA	R2:2	
	DADD	R2:R7	I ADD IN RESIDUAL
	JRYS		I RETURN
	EJEC		

```

DDIV30 - DIVIDES SIGNED 30BIT DIVIDEND BY POSITIVE 30BIT DIVISOR
I      QUOTIENT IS SCALED BY 2**30
ICALLING SEQUENCE:
I      R13=ADR DIVIDEND
I      R14=ADR DIVISOR
I      JSUB DDIV30(R)
I      (R0,R1)=SCALED QUOTIENT
DDIV30  PUSH    R2:6          ISAVE REGISTERS
        MOVL    R4:0          I(R4,R5)=ABS(DIVIDEND)
        MOVL    R5:0
        LM      R1:2(R13)

        L        R0:R13
        BP      DD300P
        DSUB    R4:R0          IDIVIDEND IS -
        LM      R3:2(R14)

        L        R2:R14
        BP      DD300M          IDIVISOR IS +
        COM     R2:R2          I(R2,R3)=ABS(DIVISOR)
        NEG     R3:R3
        BNZ     DD300P
        ADDL    R2:1
        BR      DD300P
DD300M  JSUB    DDIV(R)          IQUOTIENT IS -
        COM     R0:R0          INEGATE IT
        NEG     R1:R1
        BNZ     **4
        ADDL    R0:1
        POP     R7:6          IRESTORE REGISTERS
        JR      DD300P
DD300P  DADD    R4:R0          IDIVIDEND IS +
        LM      R3:2(R14)

        L        R2:R14
        BP      DD300P          IDIVISOR IS +
        COM     R2:R2
        NEG     R3:R3
        BNZ     DD300M
        ADDL    R2:1
        BR      DD300M
DD300P  JSUB    DDIV(R)          IQUOTIENT IS +
        POP     R7:6          IRESTORE REGISTERS
        JR      DD300P
        EJECT

DDIV - DIVIDES 30BIT DIVIDEND BY 30BIT DIVISOR
I      SCALES QUOTIENT BY 2**30
I      (UNSCALED QUOTIENT MUST BE LESS THAN 2)
ICALLING SEQUENCE:
I      (R2,R3)=30BIT DIVISOR
I      (R4,R5)=30BIT DIVIDEND
I      JSUB DDIV(R)
I      (R0,R1)=SCALED QUOTIENT
DDIV    CMPL    R2:0          IR2=0?
        BNZ     DDIV1          INO
        MOV     R4:R5          IYES, SWAP R4&R5, R2&R3
        MOVL    R5:0
        MOV     R2:R3
        MOVL    R3:0
        DSRZ    R4:1          IENSURE SIGN BIT IS ZERO

```

	DSRZ	R2:1	
DDIV1	CMPL	R2:17F	ISCALE DIVIDEND & DIVISOR
	BGT	**6	ISO THAT DIVISOR IS ABOUT 2**30
	DSLZ	R2:7	
	DSLZ	R4:7	
	CMPM	R2:17FF(1)	
	BGT	**6	
	DSLZ	R2:4	
	DSLZ	R4:4	
	CMPM	R2:11FF(1)	
	BGT	**6	
	DSLZ	R2:2	
	DSLZ	R4:2	
	CMPM	R2:13FF(1)	
	BGT	**6	
	DSLZ	R2:1	
	DSLZ	R4:1	
	CMPL	R3:0	ISIGN BIT OF B2 SET?
	BNM	DDIV1B	INO
	ADDL	R2:1	IYES, USE IT AS NEGATIVE #
	BNV	DDIV1B	IR2 = 18000?
	MOV	R0:R4	IYES, DO SPECIAL COMPUTATION BY
			SHIFTS
	MOV	R1:R5	
	DSRZ	R0:1	IR0,R1)=2*(Q1:Q2)/2**2
	SRA	R3:1	IR3=S/4 (IN CASE B2=18000)
	MUL	R3:R0	
	DSLA	R3:2	IR3=Q1*S=Q1*B2/(B1*2**16)
	SEXE	R2:R3	IR2,R3)=Q1*S/2**16
	DSUB	R0:R2	SUBTRACT CORRECTION
	JRTS		RETURN
DDIV1B	MOVL	R7:0	SET QUOTIENT MSB
	CMP	R2:R4	
	BHI	**8	
	SLB	R4:R2	
	LM	R7:14000(1)	IR7=Q1 MSB
	MOVL	R6:0	IR6=REM0
	LCL	R5:1	
	BZ	**4	
	MOVL	R6:1	
	DSRZ	R4:1	
	DIV	R4:R2	
	MOV	R0:R4	IR0=QU01=2*Q
	ADD	R5:R5	IR5=REM1=2*R+REM0
	ADD	R0:R0	
	ADD	R5:R6	
	MOVL	R6:0	
DDIV2	CMP	R2:R5	ADJUST REMAINDER
	BHI	**6	
	SUB	R5:R2	
	ADDL	R0:1	
	DSRZ	R5:1	
	DIV	R5:R2	
	MOVL	R4:0	
	MOV	R1:R5	IR1=QU02=2*Q
	MOVL	R5:2	IR4,R5)=(0,2)
	ADD	R1:R1	
	DADD	R0:R4	ROUND UP

	189	190
DSRZ	R0:2	I(R0,R1)=(Q1',Q2')=(Q1,Q2)/4
OR	R0:R7	IOR IN MSB
CMPL	R3:0	I R3=B2=0?
BZ	DDIVX	I YES, EXIT
MOVL	R4:0	I(R3,R4)=(B2,0)/4
DSRA	R3:2	I IN CASE B2=18000
DIV	R3:R2	I R3=S/4=(B2,0)/(4*B1)
MUL	R3:R0	I(R3,R4)=Q1*S/4
DSLA	R3:2	I(R3,R4)=Q1*S
SEXE	R2:R3	I(R2,R3)=Q1*S/2**16
DSUB	R0:R2	I SUBTRACT CORRECTION
DDIVX	JRTS	I RETURN
	EJEC	
IDSGRT = CALCULATES 30BIT SGRT(R0,R1)		
ICALLING SEQUENCE:		
I	(R0,R1)=SQUARE	
I	(R2,R3)=SQUARE ROOT ESTIMATE	
I	JSUB DSGRT(R)	
I	(R2,R3)=30BIT SQUARE ROOT	
DSGRT	PUSH R4:6	ISAVE REGISTERS
	MOV R9:R1	I(R8,R9)=SQUARE
	MOV R8:R0	
	BP DSGRT1	ISQUARE IS POSITIVE
	MOVL R2:0	ISQUARE IS NEGATIVE, ZERO THE ROOT
	MOVL R3:0	
	POP R9:6	I RESTORE REGISTERS
	JRTS	I RETURN
DSGRT1	DSRA R0:2	I(R0,R1)=SQUARE/4
	JSUB SGRT(R)	I(R2,R3)=ESTIMATE
	MOVL R3:0	
	CMPL R2:0	I ESTIMATE 0?
	BNE **6	INO
	LM R3:18000(I)	I YES, MAKE IT 2**15
	MOV R4:R8	I(R4,R5)=SQUARE=DIVIDEND
	MOV R5:R9	
	PUSH R2:2	IDIV DESTROYS REGISTERS 2-7
	JSUB DDIV(R)	I(R0,R1)=SQUARE/ESTIMATE
	POP R3:2	I RESTORE ESTIMATE
	DADD R2:R0	I(R2,R3)=ESTIMATE*SQUARE/ESTIMATE
	DSRZ R2:1	I(R2,R3)=(ESTIMATE*SQUARE/ESTIMATE)/2
	MOV R0:R8	I RESTORE SQUARE
	MOV R1:R9	
	POP R9:6	I RESTORE REGISTERS
	JRTS	I RETURN
	EJEC	
IV3NRM = NO ALIZES 3 COMPONENT VECTOR		
ICALLING SEQUENCE:		
I	R14=VECTOR ADR	
I	JSUB V3NRM(R)	
I	R14=VECTOR ADR	
V3NRM	MOV R13,R14	I R13=V1 ADR
	JSUB DMUL30(R)	I(R0,R1)=V1**2
	ADDL R14,4	
	ADDL R13,4	
	JSUB DMUL30(R)	I(R0,R1)=V1**2+V2**2
	ADDL R14,4	
	ADDL R13,4	
	JSUB DMUL30(R)	I(R0,R1)=V1**2+V2**2+V3**2

		191	192
LM		R2:14000(I)	
JSUB	OSQRT(R)		(R2,R3)=SQRT(R0,R1)
LA	R14,V3SQRT(R)		R14=ADR V3SQRT
SI	R2:R14		
S	R3:R14		
ADDL	R14,-2		
ADDL	R13,-2*4		R13=ADR V1
MOVL	R3:3		R3 COUNTS 3 COMPONENTS
V3NRM1 JSUB	DDIV30(R)		(R0,R1)=V(I)/SQRT
SI	R0:R13		
SI	R1:R13		
BCY	R3:V3NRM1		
LA	R14,-12(R13)		RESTORE R14
JRTS			RETURN
V3SQRT DATA	0,0		SQRT(V1**2+V2**2+V3**2)
EJEC			
IFN	DEBUG		
; NUMBER PROCESSING - R1 CARRIES THE DIGIT			
NBRFLG LA	R2:NPROC(R)		SET NFLAG
SM	R2:NFLAG(R)		
SM	R2:CHRNBR(R)		NEXT DIGIT GOES DIRECTLY TO NPROC
NPROC PUSH	R4:2		SAVE R4&R5
LM	R4:CHRCOM(R)		R4=# BASE
LM	R2:NBR2(R)		R2=LSB*BASE
MUL	R2:R4		
ADD	R3:R1		ADD IN DIGIT
BNL	**4		
ADDL	R2:1		
DSLZ	R2:1		CLEAR SIGN BIT
SRZ	R3:1		
SM	R3:NBR2(R)		
LM	R5:NBR1(R)		R5=MSB*BASE
MUL	R4:R5		
ADD	R5:R2		ADD IN CURRENT HIGH ORDER DIGIT
SM	R5:NBR1(R)		
POP	R5:2		RESTORE R4&R5
JMPM	TYEND(R)		
EJEC			
; PROCESSING - INSPECT & MODIFY MEMORY			
IPRCC LA	R1:IPRADD(R)		FIRST CR GETS ADDRESS
SM	R1:CHRR(R)		

		193	194
MOVL	SM	R1:16 R1:CHROM(R)	ISSET BASE TO 16
LA	SM	R1:NBRFLG(R)	ISSET NUMBER PROCESSING FOR FLAG
		R1:CHRNBR(R)	
JMPM		TTYNO(R)	
IPRADD	LM	R1:MEMINI(R)	IR1=OLD MEMORY ADR
	LM	R2:NFLAG(R)	IWAS NEW MEMORY ADR INPUT?
BZ		**i0	INO
JSUB		HEXMSB(R)	IYES, R1= NEW ADR
SM		R1:MEMINI(R)	IUPDATE MEMORY ADR
SM		R1:MEMADR(R)	IINIT CURRENT MEMORY ADR
LA		R1:IPRCR(R)	INEXT CR MAY MODIFY DATA
SM		R1:CHRCR(R)	
LA		R1:IPRIF(R)	ILF FETCHES NEXT LOCATION
SM		R1:CHRIF(R)	
IPRLF	BR	IPRDIS	IDISPLAY CONTENTS
	MOVL	R0:IN	IECHO A CRLF
	JSUB	TTYOUT(R)	
	LM	R0:NFLAG(R)	IMODIFY CONTENTS?
	BZ	IPRDIS	INO
	JSUB	HEXMSB(R)	IYES, R1=NEW CONTENTS
	LM	R3:MEMADR(R)	
	SM	R1:=2(R3)	
IPRCIS	LM	R1:MEMADR(R)	IR1=MEMORY ADR
	JSUB	TTYDIS(R)	IDISPLAY ADR
	MOV	R2:R1	
	LI	R1:R2	IR1=CONTENTS
	SM	R2:MEMADR(R)	IUPDATE CURRENT ADR
	JSUB	TTYDIS(R)	IDISPLAY CONTENTS
	LA	R0:NBRFLG(R)	ISSET UP # FLAG PROCESSING
	SM	R0:CHRNBR(R)	
	JMPM	TTYNO(R)	
IPRCR	LM	R0:NFLAG(R)	I2ND IPROC CR
	BZ	IPRCR1	INO MODIFICATIONS
	JSUB	HEXMSB(R)	IR1=NEW CONTENTS

		195	196
	LM	R3:MEMADR(R)	IR3=MEMORY ADR*2
	SM	R1:=2(R3)	IUPDATE LOCATION CONTENTS
IPRCR1	JMPM	REINIT(R)	IREINIT TTY PROCESSING
MEMINI	DATA	0	IINITIAL MEMORY ADR
MEMADR	DATA	0	ICURRENT MEMORY ADR
	EJEC		
IPPROC = PRINTS MEMORY BLOCK			
PPHCC	LA	R1:PPCR(R)	ICR PICKS UP TERMINAL ADR
	SM	R1:CHRCR(R)	
	LA	R1:PPCOL(R)	IIPICKS UP INITIAL ADR
	SM	R1:CHRCOL(R)	
	MOVL	R1:16	ISSET BASE TO 16
	SM	R1:CHRCOLM(R)	
	LA	R1:NBRFLG(R)	ISSET NUMBER PROCESSING FOR FLAG
	SM	R1:CHRNBR(R)	
	JMPM	TTYNO(R)	
PPCCL	LM	R1:NFLAG(R)	IADDRESS INPUT?
	BZ	0010	INO
	JSUB	HEXMSB(R)	IYES, GET NEW INITIAL ADR
	SM	R1:PPADR1(R)	IUPDATE INITIAL ADR
	JMPM	TTYEND(R)	
PPCR	LM	R1:NFLAG(R)	IADDRESS INPUT?
	BZ	0010	INO
	JSUB	HEXMSB(R)	IYES, GET NEW TERMINAL ADR
	SM	R1:PPADR2(R)	
	LM	R2:PPADR1(R)	
PPLCP	LMB	R1:TKS(A)	IIS USER TRYING TO ESCAPE?
	BP	PPLCP2	INO
	LMB	R1:TKB(A)	IPERHAPS, R1=INPUT CHAR
	ANDL	R1:17F	
	CMPL	R1:11B	IESCAPE?
	BE	PPLCPX	IYES, EXIT
PPLCP2	MOV	R1:R2	
	JSUB	TTYDIS(R)	IDISPLAY ADR
	LI	R1:R2	
	JSUB	TTYDIS(R)	IDISPLAY CONTENTS
	MOVL	R0:10D	ITYPE CRLF

JSUB	TTYOUT(R)		
CMPM	R2:PPADR2(R)	IDONE?	
PPLOPX	BLOS JMPM	PPL'OP REINIT(R)	INO IEXIT
PPADR1	DATA	0	IFIRST ADR OF MEMORY BLOCK
PPADR2	DATA	0	ISECOND ADR OF MEMORY BLOCK
EJEC			
IX PROCESSING = TRANSFERS PROGRAM CONTROL			
XPROC	LA	R0:XCR(R)	ISSETUP X CR
SM		R0:CHRR(R)	
MOVL SM		R0:16 R0:CHRRQM(R)	ISSET BASE TO 16
JMPM		TTYNO(R)	
XCR	LM	R0:NFLAG(R)	ISADR INPUT?
BNE JMPM		**6 CHRRERR(R)	IYES INO ADR
JSUB		HEXMSB(R)	IR1=EXECUTE ADR
LM		R0:F0(I)	IDISABLE INTERRUPTS
LSR JMP EJEC		R0 R1	IXFER CONTROL
IHEXMSB = MOVES SIGN BIT INTO WORD CONTAINING LSB'S ICALLING SEQUENCEI			
JSUB		HEXMSB(R)	
HEXMSB	R1:16 LSB'S PUSH	R0:1 R0:NBR1(R)	ISAVE R0 IR0=MSB
LM		R1:NBR2(R)	IR1=LSB'S
SLZ DSRZ POP		R1:1 R0:1 R0:1	ISINSERT SIGN BIT IRESTORE R0
JRTS EJEC			IRETURN
ITTYOUT = OUTPUTS CHARACTER IN R0 TO TTY			
TTYOUT	PUSH	R1:1	ISAVE R1
TTYOT1	LMB	R1:TPS(A)	ICHECK PRINT STATUS
BP SMB		TTYOT1 R0:TPB(A)	IBUSY IOUTPUT CHAR
CMPL BE CMPL BNE		R0:1A TTYOTA R0:1D TTYOT3	ILF? IYES, WAIT FOR TTY ICR? INO, RETURN
MOV TTYOT2		R0:1A R1:TPS(A)	IYES, SUPPLY A LF

	BP	TTYOT2	
	SMB	R0:TPB(A)	

TTYOTA	MOVL	R0:'D	
	LM	R1:'1(i)	ILA 36 DOESN'T NEED A WAIT

TTYOT3	BCF	R1:0	
	POP	R1:1	IRESTORE R1
	JRYS		IRETURN
	EJEC		

```

|
| TTYDIS = TYPES CONTENTS OF R1
|
| TTYDIS  PUSH  R0:3      ISAVE REGISTERS
|          MOVL  R2:4      IR2 COUNTS 4 BYTES
| TTYC1    MOVL  R0:0      IOUTPUT R1
|          DSLZ  R0:4
|          ADDL  R0:'30
|          CMPL  R0:'39
|          BLE   **4
|          ADDL  R0:7
|          JSUB  TTYOUT(R)
|
|          BCF   R2:TTYD1
|          MOVL  R0:'20      IOUTPUT A BLANK
|          JSUB  TTYOUT(R)
|
|          POP   R2:3      IRESTORE REGISTERS
|          JRYS
|          EJEC
|
| COMMAND CHARACTERS
|
| CHRCON  DATA  10      I# BASE
|          DATA  '49      II
|          DATA  '0D      ICR
|          DATA  '0A      ILF
|          DATA  '50      IP
|          DATA  '3A      II
|          DATA  '5B      IX
|
| INITIAL CHARACTER DISPATCHER
|
| CHRINI  DATA  NBRFLG      I# PROCESSOR
|          DATA  IPROC      II PROCESSOR (INSPECT & MODIFY)
|          DATA  CHRERR      ICR PROCESS
|          DATA  TTYEND      ILF PROCESS
|          DATA  PPROC      IP PROCESSOR (PRINT)
|          DATA  CHRERR      II PROCESS
|          DATA  XPROC      IX PROCESSOR (EXECUTE)
|
| WORKING CHARACTER DISPATCHER
|
| CHRWRK  DATA  NBRFLG
| CHRNR   EQU    CHRWRK      I# PROCESS IS MODIFIED
|          DATA  IPROC
| CHRCR   DATA  CHRERR      ICR PROCESS IS MODIFIED
| CHRLF   DATA  TTYEND      ILF PRODESS IS MODIFIED
|          DATA  PPROC
| CHRCOL  DATA  CHRERR      II IS MODIFIED
|          DATA  XPROC

```

CHRLN EQU CHRINI/2-CHRCOM/2

NBR1 DATA 0 1MSB'S OF ACCUMULATED #

NBR2 DATA 0 115 LSB'S OF ACCUMULATED #

NFLAG DATA 0 1NUMBER FLAG

IEND

EJEC

1
CONTROL PANEL DATA AREA

CPOLD DATA 0 1OLD CONTROL PANEL STATUS

LMPWRD DATA 100FF 1PRESENT LAMP STATUS

TCHR DATA 14000 1CHAR "T"

TCHXY DATA 1C22F 1"T" POSITION

TRNLOC DATA 0 1LOCATION OF "T" IN DISPLAY BUFFER

TSLMP DATA -1 1=1/0 = TEST LAMP DISABLED/ENABLED

EJEC

1
DISPLAY DATA AREA

MAXTHR EQU 32 1MAXIMUM THREAT DISPLAY

RFINT EQU 64 11/2 SECOND REFRESH RATE

REFRSH DATA 0 1NEXT REFRESH TIME IN STRAPDOWN

SERVICE COUNTS

DSPENB DATA -1 1=1/0 = DISPLAY DISABLED/ENABLED

DSPMSL DATA 0 1=0/+ = MISSILE LAUNCH/INACTIVITY/ALERT

DISIR DATA -1 1=1/0/1/ NOT IR/IRS/IRT

DISBND DATA -1 1=1/1/2/3 ALL BANDS/BAND 1/BAND2/BAND3

DISNUM DATA MAXTHR 1CURRENT NUMBER OF THREATS ALLOWED

DISSCH DATA -1 1=1/0 NO SEARCH/SEARCH

DISLOK DATA 0 10/# FLOAT/LOCKED ON #

DISDMO DATA 0 1CURRENT DIAMOND THREAT

DSP1ST DATA 0 1THREAT ADR OF 1ST DISPLAYED THREAT

DSPAXT DATA 0 1THREAT ADR OF THREAT FOLLOWING DIAMOND
THREAT

DISPRI DATA 0 1=1/0/1 LO/AUTO/HI ALTITUDE PRIORITY

DISTRN DATA -1 1=1/0 NOT TRAINING/TRAINING

DISLUNK DATA 0 1=1/0 UNKNOWN DISABLED/ENABLED

DISTGT DATA 0 1=1/0 SEPARATE/UNSEPARATED

DISLNG DATA 0 10/HANDL = LONG HANDOFF PUSH

INACTIVE/ACTIVE

DISAAA DATA 0 1=1/0 AAA DISABLED/ENABLED

DISOFF DATA 10000 1DISPLAY TURNOFF BUFFER

DISPNT DATA 0 1DISPLAY STACK POINTER

DISSTK REPT MAXTHR(0) 1DISPLAY STACK

DISBUF REPT MAXTHR(0) 1DISPLAY BUFFER

REPT MAXTHR(0)

ACTTHR DATA 0 1# THREATS CURRENTLY DISPLAYED

DISCUR DATA 0 1THREATS ON DISPLAY AT START OF REFRESH
CYCLEDISPRC DATA 0 1OLD THREATS PROCESSED THUS FAR IN REFRESH
CYCLE

UMDADR DATA -1 1DIAMOND DISPLAY ADR

DMOTIM DATA 0 1MISSION TIME OF LAST DIAMOND UPDATE

DMOSYM EQU 12000 1DIAMOND SYMBOL

SPOKES REPT 32(0) 1TARGET SEPARATION DISPLAY SPOKES

TSTDIS EQU * 1DISPLAY TEST PATTERN BUFFER

DATA 11000,11070 12

DATA '1980,'12880 12 BAR

DATA '1B80,'14157 13

DATA '1C80,'15EAF 14

DATA '1D80,'171C2 15

DATA '1E80,'186C6 16

DATA '18000 1BUFFER END
EJEC

ICOMPENSATION DATA

IACCELERATION

ABB	DATA	'3B	BIAS (1)
	DATA	'6	(2)
	DATA	'FFDD	(3)
CAB	DATA	'4FDF	ORTHOG & SCALE FACTOR (1,1)
	DATA	'1	(1,2)
	DATA	'FFFA	(1,3)
	DATA	'4FE5	(2,2)
	DATA	'2F	(2,3)
	DATA	'4FE8	(3,3)
CABUBA	DATA	'A	SCALE FACTOR UNBALANCE (1,1)
	DATA	'9	(2,2)
	DATA	'FFFD	(3,3)

IANGULAR VELOCITY

GGB	DATA	'FF5	BIAS (1)
	DATA	'1	(2)
	DATA	'FF3A	(3)
GGB	DATA	'4,'EC56	ORTHOG, ALIGN & SCALE (1,1)
	DATA	'FFBE	(1,2)
	DATA	'FFDB	(1,3)
	DATA	'FBE	(2,1)
	DATA	'4,'ECFF	(2,2)
	DATA	'FF92	(2,3)
	DATA	'FFDB	(3,1)
	DATA	'FF92	(3,2)
	DATA	'4,'FBD	(3,3)
GGBUBG	DATA	'0	SCALE FACTOR UNBALANCE (1,1)
	DATA	'0	(2,2)
	DATA	'0	(3,3)
GGBFU	DATA	'2R1	MASS UNBALANCE LSB=2*(-9)
			RAD/KH/SEC (1,1)
	DATA	'A49	(1,2)
	DATA	'178	(1,3)
	DATA	'37B	(2,1)
	DATA	'1CE7	(2,2)
	DATA	'FE15	(2,3)
	DATA	'FR97	(3,1)
	DATA	'FF43	(3,2)
	DATA	'4C2D	(3,3)
KFAC	DATA	'A00,'0	
OLDGX	DATA	0,0	PREVIOUS OX VALUE
OLDGZ	DATA	0,0	PREVIOUS OZ VALUE

205

206

OXDIF	DATA	0.0	IPRESENT=PREVIOUS OX
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OZDIF	DATA	0.0	IPRESENT=PREVIOUS OZ
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EJEC

IMISCELLANEOUS DATA

PRIBEG	DATA	0	IPOINTER TO HIGHEST PRIORITY THREAT
AFLG	DATA	0	IALIGNMENT FLAG 0/1 = UNALIGNED/ALIGNED
TIME	DATA	0	ITIME IN SECONDS
SECUPD	DATA	0	INEXT SECOND UPDATE AS COUNTED BY STRAPDOWN

SERVICE

SSRVCT	DATA	0	ISTRAPDOWN SERVICE COUNT
SCNENB	DATA	-1	I-1/0 = SCENARIO DISABLED/ENABLED

EJEC

IREFERENCE FRAME DATA

ACPCS	EQU	*	IAIRCRAFT POSITION VECTOR (2**16=1KM)
ACPOSX	DATA	0.0	

ACPCSY	DATA	0.0
--------	------	-----

ACPCSZ	DATA	0.0
--------	------	-----

ACVEL	EQU	*	IAIRCRAFT VELOCITY VECTOR (2**30=1KM/SEC)
ACVELX	DATA	0.0	

ACVELY	DATA	0.0
--------	------	-----

ACVELZ	DATA	0.0
--------	------	-----

DACVEL	EQU	*	IDELTA VELOCITY VECTOR
DACVLX	DATA	0.0	

DACVLY	DATA	0.0
--------	------	-----

DACVLZ	DATA	0.0
--------	------	-----

GSCND	EQU	*	11 SEC GRAVITY ACCUMULATOR
GSCNDX	DATA	0.0	

GSCNDY	DATA	0.0
--------	------	-----

GSCNDZ	DATA	0.0
--------	------	-----

GRF	EQU	*	IGRAVITY*0.125 SEC (2**30=1KM/SEC)
GREFX	DATA	0.0	

GRIFY	DATA	0.0
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GRIFZ	DATA	0.0
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EJEC

IALIGNMENT DATA

TIMKNT	DATA	2.0	INEGATIVE ALIGNMENT TIME COUNT
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TIMINC	DATA	10013.1315	16/(8*G*N*(N+1))
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ALNGN	DATA	1197E, 12F16	11/(G*N)
SDV	EQU	*	ISUMMATION VECTOR FOR DELTA VELOCITY IN REF FRAME
SDVX	DATA	0.0	
SDVY	DATA	0.0	
SDVZ	DATA	0.0	
SDVT	EQU	*	ISUMMATION VECTOR FOR DELTAV*TIMKNT IN REF FRAME
SDVTX	DATA	0.0	
SDVTY	DATA	0.0	
SDVTZ	DATA	0.0	
G0	EQU	*	INORMALIZED GRAVITY VECTOR AT T=0
G0X	DATA	0.0	
G0Y	DATA	0.0	
G0Z	DATA	0.0	
G256	EQU	*	INORMALIZED GRAVITY VECTOR AT T=256
G256X	DATA	0.0	
G256Y	DATA	0.0	
G256Z	DATA	0.0	
G1DIFF	DATA	0.0	1G0(1)=G256(1)
G2DIFF	DATA	0.0	1G0(2)=G256(2)
G3DIFF	DATA	0.0	1G0(3)=G256(3)
GSQRT	DATA	0.0	ISQRT OF SUM OF SQUARES
XE1	DATA	0.0	1X=AXIS ROTATION E1
XE2	DATA	0.0	1X=AXIS ROTATION E2
ZE1	DATA	0.0	1Z=AXIS ROTATION E1
ZE4	DATA	0.0	1Z=AXIS ROTATION E4
YE1	DATA	0.0	1Y=AXIS ROTATION E1
YE3	DATA	0.0	1Y=AXIS ROTATION E3
BE1	DATA	13FFF, 1D253	1GRAVITY BISECTION E1
BE4	DATA	1FFB3, 18972	1GRAVITY BISECTION E4
XCOS	DATA	0.0	1X=AXIS ROTATION COS
XSin	DATA	0.0	1X=AXIS ROTATION SIN
ZCOS	EQU	XCos	1Z=AXIS ROTATION COS

ZSIN	EQU	XSIN	1Z-AZIS ROTATION SIN
YCOS	EQU	XCOS	1Y-AZIS ROTATION COS
WE	DATA	14C76,19FF5	1EARTH'S ROTATION RATE
			(1 RAD/SEC=2**30)

EJEC

SCENARIO FRAME DATA

SACPOS	EQU	*	1AIRCRAFT POSITION VECTOR (1KM=2**4)
ACX	DATA	0	
ACY	DATA	0	
ACZ	DATA	0	
SACVEL	EQU	*	1AIRCRAFT VELOCITY VECTOR (2**14=1KM/SEC)
ACVX	DATA	0	
ACVY	DATA	0	
ACVZ	DATA	0	
WE2RE	DATA	0,18E3F	1WE**2*RE
COSPH2	DATA	0,0	1COS(PHI)**2
COSPH1	DATA	0,0	1COS(PHI)
SINPH2	DATA	0,0	1SIN(PHI)**2
SINPH1	DATA	0,0	1SIN(PHI)
COSLT2	DATA	0,0	1LATITUDE COSINE**2
COSLAT	DATA	0,0	1LATITUDE COSINE
SINLT2	DATA	0,0	1SINE(LAT)**2
SINLAT	DATA	0,0	1LATITUDE SINE
RAD	DATA	0,0	1SQRT(COS(LAT)**2+G0(2)**2)
COSWE	DATA	13FFF,1FFFD	1COS(WE*1 SEC)
SINWEM	DATA	1FFFF,1CE261	1SIN(WE*1 SEC)
SINWE	DATA	11,1310A	1SIN(WE*1 SEC)
EASTV	DATA	0,0	1EAST VELOCITY
COSWT	DATA	0,0	1COS(WE*T)
SINWT	DATA	0,0	1SIN(WE*T)
SXZY2	DATA	0,0	1SQRT(ACPOSX**2+ACPOSY**2)
RMAG	DATA	0,0	1SQRT(ACPOSX**2+ACPOSY**2+ACPOSZ**2)
COSLTN	DATA	0,0	1COS(PRESENT LATITUDE)
SINLTN	DATA	0,0	1SIN(PRESENT LATITUDE)
COSLNN	DATA	0,0	1COS(PRESENT RELATIVE LONGITUDE)
SINLNN	DATA	0,0	1SIN(PRESENT RELATIVE LONGITUDE)
SNLTN2	DATA	0,0	1SIN(PRESENT LAT)**2

WERE	DATA	10C4,14025	EARTH'S ROTATION*EARTH'S RADIUS
AVE	DATA	0,0	EAST VELOCITY RELATIVE TO EARTH
AVN	DATA	0,0	INORTH VELOCITY RELATIVE TO EARTH
SVNVE	DATA	0,0	ISORT(AVN**2+AVE**2)
COSHND	DATA	0,0	ICOS(HEADING)
SINHND	DATA	0,0	ISIN(HEADING)
SINDLN	DATA	0,0	ISIN(LONGITUDE CHANGE)
COSDLN	DATA	0,0	ICOS(LONGITUDE CHANGE)
ERE	DATA	1FFE4,19E48	1-ECCENTRICITY*RE
EHERE	DATA	1FFE6,17454	1-WE*RE*ECCENTRICITY
SXY	DATA	0	IDIST TO SCENARIO ORIGIN*COS(LAT) (2**2=1KM)
SQRG	EQU	0	ISCENARIO ORIGIN VECTOR (2**16=1KM)
SQRGX	DATA	0,0	IORIGIN X-COORDINATE
SQRGY	DATA	0,0	IORIGIN Y-COORDINATE
SQRGZ	DATA	0,0	IORIGIN Z-COORDINATE
SDCOS	EQU	0	REFERENCE TO SCENARIO D-COSINE (2**14=1)
SDCS11	DATA	0	
SDCS12	DATA	0	
SDCS13	DATA	0	
SDCS21	DATA	0	
SDCS22	DATA	0	
SDCS23	DATA	0	
SDCS31	DATA	0	
SDCS32	DATA	0	
SDCS33	DATA	0	
SQRGR	DATA	0,0	IDISTANCE FROM EARTH CENTER TO SCENARIO ORIGIN

EJEC

ISTRAPDOWN FRAME DATA

BADCNT	DATA	0	# OF LITTON DATA ERRORS
RAWDV	REPT	3(0)	INET DELTA VELOCITY PULSES
RAWVYM	REPT	3(0)	ITOTAL DELTA VELOCITY PULSES
RAWDO	REPT	3(0)	INET DELTA ANGLE PULSES
RAWDOM	REPT	3(0)	ITOTAL DELTA ANGLE PULSES
CDO	EQU	0	ICOMPENSATED DELTA ANGLE VECTOR
CDOX	DATA	0,0	
CDOY	DATA	0,0	
CDOZ	DATA	0,0	
CDV	EQU	0	ICOMPENSATED DELTA VELOCITY VECTOR
CDVX	DATA	0,0	

CDVY	DATA	0.0
CDVZ	DATA	0.0
PCDO	EQU	*
PCDCX	DATA	0.0
PCDOY	DATA	0.0
PCDCZ	DATA	0.0

PREVIOUS COMPENSATED ANGLES

EJEC

RELATIONSHIPS BETWEEN STRAPDOWN & REFERENCE FRAMES

QUATERNIONS FROM REFERENCE TO STRAPDOWN

EVEC	EQU	*
E1	DATA	0.0
E2	DATA	0.0
E3	DATA	0.0
E4	DATA	0.0

DIRECTION COSINE MATRIX FROM STRAPDOWN TO REFERENCE

STORMT	EQU	*
STOR11	DATA	0.0
STOR12	DATA	0.0
STOR13	DATA	0.0
STOR21	DATA	0.0
STOR22	DATA	0.0
STOR23	DATA	0.0
STOR31	DATA	0.0
STOR32	DATA	0.0
STOR33	DATA	0.0

QUATERNION ROTATION MATRIX = OPPOSITE SENSE ROTATION QUATERNION

RQTM	EQU	*
RQT11	DATA	0.0
RQT12	DATA	0.0
RQT13	DATA	0.0
RQT14	DATA	0.0

EJEC

RELATIONSHIP BETWEEN STRAPDOWN AND SCENARIO FRAMES

SCTOST	EQU	*	ISCENARIO TO STRAPDOWN XFORM MATRIX
STOS11	DATA	0	
STOS12	DATA	0	
STOS13	DATA	0	
STOS21	DATA	0	
STOS22	DATA	0	
STOS23	DATA	0	
STOS31	DATA	0	
STOS32	DATA	0	
STOS33	DATA	0	
EJEC			

RELATIONSHIP BETWEEN STRAPDOWN AND DISPLAY FRAME

STTODS	EQU	*	
STOD11	DATA	102BF	
STOD12	DATA	12041	
STOD13	DATA	0	
STOD21	DATA	12041	
STOD22	DATA	12041	
STOD23	DATA	0	
STOD31	DATA	0	
STOD32	DATA	0	
STOD33	DATA	1C000	
EJEC			

RELATIONSHIP BETWEEN SCENARIO AND DISPLAY FRAME

SCTODS	EQU	*	ISCENARIO TO DISPLAY XFORM MATRIX
REPT		9(0)	
EJEC			

THREAT TABLE OFFSETS

THRPNT	EQU	0	INEXT THREAT (DESCENDING PRIORITY)
THRFLG	EQU	THRPNT+2	IMISCELLANEOUS THREAT FLAGS
THRX	EQU	THRFLG+2	IX=COORDINATE (1KM=2**4)
THRY	EQU	THRX+2	IY=COORDINATE (1KM=2**4)
THRZ	EQU	THRY+2	IZ=COORDINATE (1KM=2**4)
THRUPD	EQU	THRZ+2	ITIME OF LAST UPDATE (1 SEC)
THRVEL	EQU	THRUPD+2	ITHREAT VELOCITY (1KM/SEC=2**14)
THRVX	EQU	THRVEL+2	IVELOCITY X-COMPONENT (1KM/SEC=2**14)
THRVY	EQU	THRVX+2	IVELOCITY Y-COMPONENT (1KM/SEC=2**14)
THRVZ	EQU	THRVY+2	IVELOCITY Z-COMPONENT (1KM/SEC=2**14)
THRW	EQU	THRVZ+2	IWEAPONS RANGE (1KM=2**4)
THRON	EQU	THRW+2	ITHREAT TURN ON RANGE (1KM=2**4)
THRPRI	EQU	THRON+2	ITHREAT PRIORITY (DISPLAY RADIUS)
THRRNG	EQU	THRPRI+2	IRANGE (1KM=2**4)
THRSYM	EQU	THRRNG+2	ITHREAT DISPLAY SYMBOL (BITS 7-15)
THRIMS	EQU	THRSYM+1	INITIAL # OF ARMED MISSILES (BITS 0-6)
THROCT	EQU	THRIMS+2	ITHREAT OCTAGON DISPLAY ADR (LEFT BYTE)
THRADR	EQU	THROCT+1	ITHREAT DISPLAY ADDRESS (RIGHT BYTE)
THRCMS	EQU	THRADR+1	ICURRENT # OF ARMED MISSILES (LEFT BYTE)
THREVL	EQU	THRCMS+1	IEVALUATION TIME (1 SEC) (RIGHT BYTE)
THRMV	EQU	THREVL+1	ITHREAT MISSILE VELOCITY (1KM/SEC=2**14)
THRINT	EQU	THRMV+2	ITIME TO MISSILE INTERCEPT (SEC)
THRMFR	EQU	THRINT+2	IRANGE OF FIRST MISSILE FIRING (1KM=2**4)
THRPRF	EQU	THRMFR+2	ILEFT BYTE = THREAT AUDIO TONE
THRBND	EQU	THRPRF+1	IRIGHT BYTE = RF BAND (1-3)

THRLN EQU THRBND/2+1 ITHREAT ENTRY WORD LENGTH

ITHREFLG DEFINITION

MASTYP EQU	17F	ITHREAT TYPE MASK
TYSRCH EQU	10	ISEARCH RADAR
TYUNK EQU	11	IUNKNOWN RADAR
TYAAA EQU	12	IAAA RADAR
TYOTHR EQU	13	IOTHER RADARS
MASACT EQU	1300	ITHREAT ACTIVITY
CNTCN EQU	1000	ITHREAT IS ON
CNTCFF EQU	1100	ITHREAT IS TO BE TURNED CFF BY

DISPLAY DRIVER

CNTLNT EQU	1200	ITHREAT IS LATENT
CNTEXP EQU	1300	ITHREAT HAS EXPIRED, IDLE LOOP

REMOVES FROM THREAT LIST

MASMIS EQU	1C00	IMISSILE ACTIVITY MASK
CNTMOF EQU	1000	IMISSILE INACTIVE
CNTMLT EQU	1400	IMISSILE LATENT
CNTMAT EQU	1800	IMISSILE ALERT
CNTMLN EQU	1C00	IMISSILE LAUNCH

ISCENARIO THREAT DATA

COSDRE DATA	13FFA, 12E42	ICOS(START DISTANCE/RE)
		= 170KM=START DIST

SINDRE DATA	1184, 1135F	ISIN(START DISTANCE/RE)
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NTHRT DATA	4	I# THREATS IN TABLE
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THRTAB EQU	*	ITHREAT TABLE
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IFIRST THREAT IS A SEARCH RADAR

DATA	0	IPOINTER
DATA	0	IFLAGS
DATA	0	IX
DATA	0	IY
DATA	0	IZ
DATA	0	IUPDATE
DATA	0	IVELOCITY
DATA	0	IVX
DATA	0	IVY
DATA	0	IVZ
DATA	17FFF	IWEAPON RANGE
DATA	17FFF	ITURN ON RANGE
DATA	2*RING3=RING2	IPRIORITY
DATA	0	IRANGE
DATA	12F80	I"S"
DATA	0	IDISPLAY ADR
DATA	0	IEVAL TIME
DATA	0	IMISSILE VELOCITY
DATA	0	ITIME TO INTERCEPT
DATA	0	INO MISSILE FIRING
DATA	15100	IPRF TONE='51, BAND=0

I2ND THREAT IS UNKNOWN BAND 2

DATA	0	IPOINTER
DATA	1201	IFLAG=LATENT UNKNOWN
DATA	30	IX
DATA	0	IY
DATA	0	IZ
DATA	0	IUPDATE
DATA	0	IVELOCITY
DATA	0	IVX

DATA	0	IVY
DATA	0	IVZ
DATA	17FFF	IWEAPON RANGE
DATA	17FFF	ITURN ON RANGE
DATA	1FF	IPRIORITY
DATA	0	IRANGE
DATA	11580	I"U" BAND 2
DATA	0	IDISPLAY ADR
DATA	0	IEVAL TIME
DATA	0	IMISSILE VELOCITY
DATA	0	ITIME TO INTERCEPT
DATA	0	INO MISSILE FIRING
DATA	17F02	IPRF TONE=17F, BAND=2
13RD THREAT IS AAA BAND 3		
DATA	0	IPOINTER
DATA	1202	IFLAG=LATENT AAA
DATA	30	IX
DATA	0	IY
DATA	0	IZ
DATA	0	IUPDATE
DATA	0	IVELOCITY
DATA	0	IVX
DATA	0	IVY
DATA	0	IVZ
DATA	17FFF	IWEAPON RANGE
DATA	17FFF	ITURN ON RANGE
DATA	1FF	IPRIORITY
DATA	0	IRANGE
DATA	11180	I"A" BAND 1
DATA	0	IDISPLAY ADR
DATA	0	IEVAL TIME
DATA	0	IMISSILE VELOCITY
DATA	0	ITIME TO INTERCEPT
DATA	0	INO MISSILE FIRING
DATA	15501	IPRF TONE=155, BAND=1
14TH THREAT IS AI BAND 3		
DATA	0	IPOINTER
DATA	1203	IFLAG=LATENT OTHER
DATA	1300	IX
DATA	0	IY
DATA	0	IZ
DATA	0	IUPDATE
DATA	1199B	IVELOCITY
DATA	0	IVX
DATA	0	IVY
DATA	0	IVZ
DATA	131C	IWEAPON RANGE
DATA	17FFF	ITURN ON RANGE
DATA	1FF	IPRIORITY
DATA	0	IRANGE
DATA	12180	IAI SYMBOL
DATA	0	IDISPLAY ADR
DATA	0	IEVAL TIME
DATA	0	IMISSILE VELOCITY
DATA	0	ITIME TO INTERCEPT
DATA	0	INO MISSILE FIRING
DATA	16103	IPRF TONE=161, BAND=3
STACKP	END	

We claim:

1. A method for providing inflight training scenarios for a radar warning receiver aboard a military aircraft comprising the steps of:

- storing data including an indication of the type and position of simulated search and threat weapon radar sources relative to an arbitrary point at which said training scenario is started,
 - determining the position of said military aircraft with respect to said arbitrary point,
 - determining the attitude and position of said aircraft, and computing coordinates which represent the location of said aircraft with respect to simulated radar source coordinates,
 - comparing the position of said aircraft with respect to said arbitrary point to the position of simulated radar sources as reflected by said stored data to determine the distance between said aircraft and said simulated radar sources,
 - providing a visual display of those simulated radar sources that are within a predetermined range from said aircraft,
 - providing an audible signal to the operator of said radar warning receiver upon said aircraft coming within a predetermined distance of certain ones of said simulated radar sources,
 - providing an input via the controls of said radar warning receiver indicating simulated radar sources associated with certain types of anti aircraft weapons systems that are not to be displayed; and
 - preventing the display of said last mentioned simulated radar sources when said last mentioned input is present.
2. The method in accordance with claim 1 further comprising the steps of utilizing the aircraft attitude,

position and simulated radar source coordinates and information included in said stored data which indicates the radar warning receiver antenna shadowing of said aircraft as previously determined by aircraft parameters to blank appropriate ones of said simulated radar sources from said video display.

3. The method in accordance with claim 1 further comprising the steps of:

determining when certain ones of said simulated radar sources aboard aircraft flying a course to intercept the military aircraft undergoing training with the inflight training scenario have already intercepted and passed said last mentioned military aircraft; and

preventing the display of ones of said intercept aircraft that have passed said military aircraft.

4. The method in accordance with claim 1 further comprising the steps of:

providing an input via the controls of said radar warning receiver indicating simulated radar sources associated with certain types of anti aircraft weapons systems that are not to be displayed; and

preventing the display of said last mentioned simulated radar sources when said last mentioned input is present.

5. The method in accordance with claim 1 further comprising the steps of:

determining when certain ones of said simulated radar sources aboard aircraft flying a course to intercept the military aircraft undergoing training with the inflight training scenario have already intercepted and passed said last mentioned military aircraft; and

preventing the display of ones of said intercept aircraft that have passed said military aircraft.

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