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**NOTES:**

**Command Code for Loading Absolute Program**

1. **Command Name:** LOAD  a
   
a = title name of file with class name assumed to be ABS

2. **Block Count = 0** (Same as LOAD command)

   When the command program is first brought into core, the memory count is set to 0.0000. When the START command is given at the completion of loading the memory count is set to the appropriate value as determined by the highest core location loaded.

3. **Function:**

   This command loads absolute programs from a title remaining absolute address binary card reader. The program is loaded in the upper 256,000 core locations and 256,000 core locations read into the lower portion of core up to and including locations 256,000. Loading terminates when a transfer card is inserted. After the absolute program has been loaded the program can be started at the location indicated in the transfer card by typing the START command.

   This command can be used for loading absolute programs which were assembled by PAP either in the foreground or background system.

4. **Error Conditions:**

   a) If a card error occurs the command:

   CHECK SUB ERROR IN CARD XXXX
is printed, while XXXX in the location in which the first card on the card is to be stored. After this record is printed the card is ignored and loading continues.

b) If an attempt is made to store in a location greater than 75635 the comment:

    CARD XXXX OVER SXXD

is printed, the card ignored, and loading continued.

c) If a transfer card is missing, i.e., an end of file is reached, the comment:

    TRANSFER CARD MISSING, TYPE OCTAL
    STARTING LOCATION

is printed. The last five characters typed are converted to an octal location and the transfer location for starting is set up.

5. This command is currently in the system as an experimental command CSPST 3.