Episode 3: The Doldrums

I'm working at a rather "remote" location this weekend, so this will probably not be posted until tomorrow. Likewise, I'm away from home, so I presently have no access to the hardware.

I've cataloged most of the paper-tape software, and a surprising number of programs are actually for the Kim-1, as compared to other vintage systems I used during the paper-tape era. There are a few BASIC programs for the UNIVAC 90/60 that were punched on tape using a Teletype, but all the "binary" tapes (other than CNC programs) were made on the Kim-1.

I have a complete set of diagnostics for the pdp-11/03 and various bits of peripheral equipment, but I can't find the paper-tape BASIC interpreter or a copy of the binary loader or bootstrap. I'm sure that I actually OWN both, but evidently put them somewhere "safe."

I started posting some of my own coding "scribbles" on the main blog page. This software is up to my usual standards (read "NONE") and is obviously an amateur effort. Some of the remaining coding to be done is a 12-bit Hollerith Code to 7-bit ASCII converter for the microcontroller that sits between the "real" card-reader and the computer; not that I anticipate having either ready by the end of the month.

Likewise, I seem to be hitting a brick wall with the 024 Keypunch. The promised parts have not yet arrived, and I don't think I'll be able to produce much more than a few photographs by the end of the month.

That's the extent of my updates for the third week of the RetroChallenge. Keep your eyes on the twitter feed for pictures and demonstrations. Likewise, I'll probably have a bit more card-and-tape software posted on the main blog in the next few days.

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