CENTRALIZED AUTOMATIC REPORTING ON TRUNKS (CAROT 1)

CAROT CENTER OPERATION AND ADMINISTRATION

TRUNK MAINTENANCE FILE

GENERATION AND UPDATING

1. GENERAL

1.01 This section provides instructions for generating and updating Trunk Maintenance File (TMF) tape cassettes.

1.02 This section is reissued to include a modification to the Update Program (Part 1 and Part 2) that reduces the number of cassette unit operations in generating or updating a TMF, and to make minor editorial changes.

1.03 Part 2 of this section describes the punched paper change tapes that must be prepared to generate or update a TMF. Part 3 of this section contains special instructions pertinent to the TMF generation or updating procedure.

1.04 In this section all operator-initiated messages typed by the teleprinter are indicated by the appropriate statement as typed by the teleprinter, and all carriage return and line feed actions are indicated by (CR) and (LF), respectively.

1.05 Before any of the procedures in this section are performed, it must be verified that all equipment is turned on and operative.

2. PAPER CHANGE TAPES

2.01 When a TMF is updated or generated, changes to an old TMF or information for an initial TMF is manually entered on TMF worksheets (E6303). See Section 010-410-312. From these worksheets, a punched paper change tape is prepared for each originating office. For each trunk group, as in TMF worksheet preparation, a trunk group identification field must be entered, followed by one or more F, G, or H fields. See Section 010-410-312. If an error is made when a field is typed, the error must be canceled by striking the RUBOUT key a single time and typing (CR) (LF). This action will cause the field to be deleted, and the entire field must be reentered.

2.02 *Input Medium:* The standard input medium is 8-level, opaque paper tape. The leader and trailer on the tape have feed hole punchings only. "End of tape" is defined as ten successive feed holes (CNTRL-SHIFT-P) with no other punches. The American Standard Code for Information Interchange (ASCII) is used.

2.03 *Data Field Definition:* The standard input coding form is as shown on the TMF worksheet. The four data fields listed below are described in Section 010-410-312:

(1) Trunk Group Identification, Including Group Number and Control Office

(2) Facility Group Identification

(3) Transmission Testing Parameters

(4) Trunk Priming.

Each field is terminated by (CR) (LF) on the teleprinter and may be terminated after the last nonblank character position. The processor fills out the rest of the field in the TMF with blanks. For example, if a trunk group has no modifier and the group number and control office data are not required, (CR) is character position 32 and (LF) is character position 33.

2.04 *TMF Labels:* The format of the TMF label is:

CHARACTER POSITION	DEFINITION
1 and 2	Type* = T, F, or TF; left-adjusted
3	Blank
4 thru 14	Originating office identification as shown in trunk group identification field.
15 thru 20	For use as needed by CAROT Center
21 thru 28	Date in month/day/year format

*The letter T for *type* is used for a TMF sorted by trunk number within trunk group. The letter F for *type* is used for a TMF sorted by channel number within facility group. The letters TF are used for a TMF sorted by facility channel number within trunk group. The three test sequences are shown in Fig. 1.

2.05 After the paper change tape is prepared, it is read into the CAROT processor by means of the paper tape reader. A program (Update) reads in the old TMF or dummy TMF (3.10), performs simple editing checks on the change tape, inserts the change information, and automatically writes an updated or initial TMF tape cassette.

3. SPECIAL INSTRUCTIONS

A. Loading and Unloading Cassette Tapes

3.01 The procedure in Chart 1 should be followed to load or unload a TMF or scratch cassette tape into or out of the cassette unit.

CHART 1

STEP	PROCEDURE

Loading Cassette Tapes

| 1 | Orient the cassette tape to be loaded so that side 1 (or A) faces up. |

CHART 1 (Cont)

STEP	PROCEDURE

Note: The cassette opening exposing the tape should be at the right and the take-up reel should be the farthest from the operator.

2   Insert the cassette to be loaded into the deck opening selected.

3   When the cassette is all the way in, press the faceplate of the deck opening downward until a click is heard.

Unloading Cassette Tapes

4   Momentarily press the lever on the underside of the faceplate of the deck opening upward.

Requirement: The cassette is rewound and the READY lamp lights.

5   Again, press the lever on the underside of the faceplate of the deck opening upward.

Requirement: The faceplate lifts up and the cassette is ejected from the opening.

B. Creating Scratch Tapes and Copying TMFs Using the TMF Utility Program (Cassette)

3.02 The functions of the TMF Utility Program (Cassette) are shown in Fig. 2. The Cassette Program has two major functions: writing scratch tape labels and copying TMFs from one device to another.

3.03 When the Cassette Program is in use, several cassette unit error conditions can occur. The error conditions are reported in a statement by the teleprinter. Table A lists the teleprinter error statements and the corrective actions to be taken. The letter X in the error statement denotes the deck number (1, 2, or 3) of the cassette unit in which the cassette tape is loaded.

Creating Scratch Tapes

3.04 Cassette tapes must be scratched using the Cassette Program before they can be used by other programs in the CAROT program library. When the CAROT controller is initially installed, several cassettes should be scratched using the procedure in Chart 2. This procedure should also be followed whenever it is necessary to scratch a cassette tape.

CHART 2

| STEP | PROCEDURE |

Creating Scratch Tapes

1   Answer the Monitor Program question on the teleprinter by typing "CASSETTE" as shown below:

MONITOR RUNNING!
PROGRAM NAME (OR "LIST"): CASSETTE

2   Type ⓒⓡ ⓛⓕ.

Requirement: The teleprinter types the following message:

SCRATCH OR COPY?

3   Answer the above question by typing "SCRATCH" followed by ⓒⓡ ⓛⓕ.

Requirement: The teleprinter types the following message:

TAPE TO BE SCRATCHED ON 1, 2, or 3?

4   Load each cassette (a maximum of three) to be scratched into a deck of the cassette unit; deck 1 (the one on the left), deck 2, or deck 3 (the one on the right).

5   Type in the corresponding deck number (1, 2, or 3) of one of the cassette units followed by ⓒⓡ ⓛⓕ.

Requirement: The cassette is rewound, a scratch label is written, and the cassette is rewound once more. When the operation is completed, the teleprinter again types the following message:

TAPE TO BE SCRATCHED ON 1, 2, or 3?

6   Remove from the cassette unit the scratch tape corresponding to the deck number typed in Step 5.

7   If more than one cassette was loaded in Step 4, repeat Steps 5 and 6 until all the cassettes loaded in Step 4 have been scratched.

8   If more than three cassettes are to be scratched, repeat Steps 4 through 7 until the required number of scratch tapes have been created.

9   Type "STOP" followed by ⓒⓡ ⓛⓕ.

CHART 2 (Cont)

STEP	PROCEDURE

Requirement: The teleprinter types the following message:

MONITOR RUNNING!
PROGRAM NAME (OR "LIST"):

Copying TMFs

3.05 As shown in Fig. 2, TMFs on cassettes or paper tape can be copied when necessary using the TMF Utility Program (Cassette). When copying TMFs, the program may be halted by striking any key on the teleprinter. This action causes the teleprinter message

STATE REQUEST

to be typed. Answers GO, STOP, and BEGIN are allowed. GO causes the operation to resume, STOP causes the Monitor Program to be loaded, and BEGIN causes the Cassette Program to be reloaded.

3.06 If the tape supply in the paper tape punch becomes low, the teleprinter message

TAPE LOW! RELOAD PUNCH: TYPE GO

is typed.

3.07 The procedure in Chart 3 should be followed when information from a TMF cassette must be copied onto another cassette.

CHART 3

STEP	PROCEDURE

Copying a TMF onto Another Cassette

1   Answer the Monitor Program question on the teleprinter by typing "CASSETTE" as shown below:

MONITOR RUNNING!
PROGRAM NAME (OR "LIST"): CASSETTE

2   Type (CR) (LF).

Requirement: The teleprinter types the following message:

SCRATCH OR COPY?

3   Answer the above question by typing "COPY" followed by (CR) (LF).

CHART 3 (Cont)

STEP	PROCEDURE

Requirement: The teleprinter types the following message:

READ FROM 1, 2, 3, or P?

Note: In this teleprinter message, 1, 2, and 3 denote the cassette deck numbers and P denotes the paper tape reader.

4 Load the TMF cassette to be copied into deck 1 (the one on the left), deck 2, or deck 3 (the one on the right) of the cassette unit.

5 Type in the corresponding deck number (1, 2, or 3) of the cassette unit followed by (CR) (LF) .

Requirement: The program causes the TMF cassette to be rewound and the label to be read and typed on the teleprinter. The teleprinter then types the following message:

WRITE ON 1, 2, 3, P, OR L?

Note: In this teleprinter message, 1, 2, and 3 denote the cassette deck numbers; P denotes the paper tape punch; and L denotes the line printer.

6 Load a scratch cassette into one of the two vacant decks of the cassette unit.

7 Type in the corresponding deck number (1, 2, or 3) of the cassette unit followed by (CR) (LF) .

Requirement: The program causes the TMF cassette to be rewound and the label to be read to ensure that a scratch cassette has been loaded (see notes). The teleprinter then types the following message:

LABEL NEW CASSETTES SAME AS OLD?

Note 1: If the label is not a scratch label, the teleprinter will type "STATE REQUEST" after typing the label. Typing "GO" will cause the contents of the cassette to be overwritten.

Note 2: If the wrong cassette has been loaded, replace it with the correct cassette, type "BEGIN", and return to Step 3.

8 If the label for the duplicate TMF is to be the same as that for the original TMF, type "YES" followed by (CR) (LF) . If the label for the duplicate TMF is to be different from that for the original TMF, type "NO" followed by (CR) (LF) , causing

TYPE IN LABEL TO BE WRITTEN ON TAPE:

to be typed; respond by typing the label to be used followed by (CR) (LF) .

CHART 3 (Cont)

STEP	PROCEDURE

Requirement: The program causes the original TMF to be copied and the original and duplicate TMFs to be rewound. The teleprinter then types the following message:

OPERATION COMPLETE!
READ FROM 1, 2, 3, or P?

9   Remove the original and duplicate TMF cassettes from the cassette unit.

10   If more TMF cassettes are to be duplicated on other cassettes, repeat Steps 4 through 9.

11   Type "STOP" followed by (CR) (LF).

Requirement: The teleprinter types the following message:

MONITOR RUNNING!
PROGRAM NAME (OR "LIST"):

3.08 The procedure in Chart 4 should be followed when information from a TMF cassette must be copied onto a paper tape or onto the line printer.

CHART 4

STEP	PROCEDURE

Copying a TMF Cassette onto a Paper Tape or onto the Line Printer

1   Answer the Monitor Program question on the teleprinter by typing "CASSETTE" as shown below:

MONITOR RUNNING!
PROGRAM NAME (OR "LIST"): CASSETTE

2   Type (CR) (LF).

Requirement: The teleprinter types the following message:

SCRATCH OR COPY?

3   Answer the above question by typing "COPY" followed by (CR) (LF).

CHART 4 (Cont)

STEP	PROCEDURE

Requirement: The teleprinter types the following message:

READ FROM 1, 2, 3, or P?

Note: In this teleprinter message, 1, 2, and 3 denote the cassette unit deck numbers and P denotes the paper tape reader.

4 Load the TMF cassette to be copied into deck 1 (the one on the left), deck 2, or deck 3 (the one on the right) of the cassette unit.

5 Type in the corresponding deck number (1, 2, or 3) of the cassette unit followed by (CR) (LF).

Requirement: The program causes the TMF cassette to be rewound and the label to be read. The teleprinter then types the following message:

WRITE ON 1, 2, 3, P, OR L?

Note: In this teleprinter message, 1, 2, and 3 denote the cassette unit deck numbers; P denotes the paper tape punch; and L denotes the line printer.

6 If the information on the TMF cassette is to be copied onto a paper tape, type "P" followed by (CR) (LF); if the information on the TMF cassette is to be copied onto the line printer, type "L" followed by (CR) (LF).

Requirement: The program causes the information on the TMF cassette to be copied onto a paper tape or onto the line printer. The teleprinter then types the following message:

OPERATION COMPLETE!
READ FROM 1, 2, 3, or P?

7 Remove the TMF cassette from the cassette unit; then, remove the punched paper tape from the paper tape punch or remove the TMF information from the line printer, whichever is appropriate.

8 If more TMF cassettes are to be copied onto a paper tape or onto the line printer, repeat Steps 4 through 7.

9 Type "STOP" followed by (CR) (LF).

Requirement: The teleprinter types the following message:

MONITOR RUNNING!
PROGRAM NAME (OR "LIST"):

3.09 The procedure in Chart 5 should be followed when a TMF paper tape must be copied onto a cassette.

CHART 5

STEP	PROCEDURE

Copying a TMF Paper Tape onto Cassette

1   Answer the Monitor Program question on the teleprinter by typing "CASSETTE" as shown below:

     MONITOR RUNNING!
     PROGRAM NAME (OR "LIST"): CASSETTE

2   Type (CR) (LF).

     Requirement: The teleprinter types the following message:

     SCRATCH OR COPY?

3   Answer the above question by typing "COPY" followed by (CR) (LF).

     Requirement: The teleprinter types the following message:

     READ FROM 1, 2, 3, or P?

     Note: In this teleprinter message, 1, 2, and 3 denote the cassette unit deck numbers and P denotes the paper tape reader.

4   Load the paper tape containing the TMF information into the paper tape reader.

5   Type "P" followed by (CR) (LF).

     Requirement: The teleprinter types the following message:

     WRITE ON 1, 2, 3, P, OR L?

     Note: In this teleprinter message, 1, 2, and 3 denote the cassette unit deck numbers; P denotes the paper tape punch; and L denotes the line printer.

6   Load a scratch cassette into deck 1 (the one on the left), deck 2, or deck 3 (the one on the right) of the cassette unit.

7   Type in the corresponding deck number (1, 2, or 3) of the cassette unit followed by (CR) (LF).

CHART 5 (Cont)

STEP	PROCEDURE

Requirement: The program causes the scratch cassette to be rewound and the label to be read to ensure that a scratch cassette has been loaded (see notes). The teleprinter then prints the following message:

TYPE IN LABEL TO BE WRITTEN ON TAPE:

Note 1: If the label is not a scratch label, the teleprinter will type "STATE REQUEST" after typing the label. Typing "GO" will cause the contents of the cassette to be overwritten.

Note 2: If the wrong cassette has been loaded, replace it with the correct cassette, type "BEGIN", and return to Step 3.

8   Type in the TMF label (2.04) to be used on the cassette followed by (CR) (LF).

Requirement: The paper tape reader reads the paper tape, and when the end of tape (ten feed holes) is reached, the teleprinter types the following message:

END OF TAPE! MORE SEGMENTS?

9   If more paper tapes are to be read, load the next tape into the paper tape reader and type "YES" followed by (CR) (LF) as many times as necessary until all the tapes are read; otherwise, type "NO" followed by (CR) (LF).

Requirement: The tape is copied, the cassette is rewound, and the teleprinter types the following message:

OPERATION COMPLETE!
READ FROM 1, 2, 3, OR P?

10   Remove the TMF cassette from the cassette unit.

11   If more TMF paper tapes are to be copied onto cassettes, repeat Steps 4 through 10.

12   Type "STOP" followed by (CR) (LF).

Requirement: The teleprinter types the following message:

MONITOR RUNNING
PROGRAM NAME (OR "LIST"):

C. Creating a Dummy TMF

3.10   When a TMF is initially generated, a dummy TMF must be created using the procedure in Chart 6. A dummy TMF consists of an "A" code followed by (CR) (LF). The "A" code is an action code that must be entered onto the cassette to allow it to be used by the Update Program.

CHART 6

STEP	PROCEDURE

Creating a Dummy TMF

1   Answer the Monitor Program question on the teleprinter by typing "CASSETTE" as shown below:

MONITOR RUNNING!
PROGRAM NAME (OR "LIST"): CASSETTE

2   Type ⒸⓇ ⓁⒻ.

Requirement: The teleprinter types the following message:

SCRATCH OR COPY?

3   Answer the above question by typing "COPY" followed by ⒸⓇ ⓁⒻ.

Requirement: The teleprinter types the following message:

READ FROM 1, 2, 3, or P?

Note: In this teleprinter message, 1, 2, and 3 denote the cassette unit deck numbers and P denotes the paper tape reader.

4   Load a paper tape consisting of an "A" code followed by ⒸⓇ ⓁⒻ into the paper tape reader.

Note: If the paper tape must be created, use a teleprinter and its associated paper tape punch to create the paper tape. The leader and trailer on the tape should have feed hole punchings only (see 2.02).

5   Type "P" followed by ⒸⓇ ⓁⒻ.

Requirement: The teleprinter types the following message:

WRITE ON 1, 2, 3, P, OR L?

Note: In this teleprinter message, 1, 2, and 3 denote the cassette unit deck numbers; P denotes the paper tape punch; and L denotes the line printer.

6   Load a scratch cassette into deck 1 (the one on the left), deck 2, or deck 3 (the one on the right) of the cassette unit.

7   Type in the corresponding deck number (1, 2, or 3) of the cassette unit followed by ⒸⓇ ⓁⒻ.

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CHART 6 (Cont)

STEP	PROCEDURE

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Requirement: The program causes the scratch cassette to be rewound and the label to be read. The teleprinter then types the following message:

TYPE IN LABEL TO BE WRITTEN ON TAPE:

8   Type in the TMF label (2.04) to be used on the cassette followed by ⓒⓇ ⓁⒻ (see *Note*).

Requirement: The paper tape reader reads the paper tape, and when the end of tape (ten feed holes) is reached, the teleprinter types the following message:

END OF TAPE! MORE SEGMENTS?

Note: The TMF order (T, F, or TF) and the originating office of the dummy TMF *must* be that of the TMF desired. One cassette can contain the TMF for only *one* originating office.

9   Type "NO" followed by ⓒⓇ ⓁⒻ.

Requirement: The information is copied on the cassette, the cassette is rewound, and the teleprinter types the following message:

OPERATION COMPLETE!
READ FROM 1, 2, 3, or P?

10   Remove the dummy TMF cassette from the cassette unit.

11   If there is another TMF order (T, F, or TF) for the same originating office or if more dummy TMFs are to be created, repeat Steps 4 through 10.

12   Type "STOP" followed by ⓒⓇ ⓁⒻ.

Requirement: The teleprinter types the following message:

MONITOR RUNNING
PROGRAM NAME (OR "LIST"):

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4. ▶UPDATING AND GENERATING TMFs

4.01   Initial generation of a CAROT TMF is the same process as updating of an existing TMF, but consists primarily of making a large number of additions to a dummy TMF, created using the procedure in Chart 6.

4.02   Figure 3 shows the sequence of the updating process. First, the old TMF is read into a disc file. The paper change tape prepared from the TMF worksheet is then read into the processor, using the Update Program (Part 1). The Update Program (Part 1) next writes the deletions appearing on the change tape into a disc file, along with deletions created from changes by the processor.

The old TMF is then read and compared with the change tape. When a trunk group matching a B-type addition or a trunk matching a change is found, an addition is created and written on the add-delete file. Finally, after the entire old TMF has been read, A-type additions are written into the add-delete file and the Update Program (Part 2) is loaded from the library. (A-type and B-type additions are fully explained in Section 010-410-312.)

4.03 The Update Program (Part 2) reads the file into the processor. The old TMF is read again, trunks are deleted, new trunks are added,

and a new TMF is written into a disc file. The new TMF is then written onto a scratch cassette. It is important to note that change tapes, properly prepared, are all that is required to create or to update a TMF.

4.04 The procedure in Chart 7 should be followed to generate or to update a TMF. During the procedure in Chart 7, special diagnostic messages, given in Table B, can occur. The corrective actions to be taken when a cassette unit error is reported by the teleprinter are given in Table A.

CHART 7

STEP	PROCEDURE

Generating or Updating TMFs

1 If generating an initial TMF, create a dummy TMF according to the procedure in Chart 6.

2 Answer the Monitor Program question on the teleprinter by typing "UPDATE" as shown below:

MONITOR RUNNING!
PROGRAM NAME (OR "LIST"): UPDATE

3 Type (CR) (LF).

Requirement: The teleprinter types the following message:

TYPE IN DATE, 00/00/00:

4 In response to the above teleprinter statement, type in the current date in the month/ day/year format shown, followed by (CR) (LF).

Requirement: The teleprinter types the following message:

LOAD TMF AND TYPE DECK NO.

Note: In this teleprinter message, DECK NO. denotes the deck number (1, 2, or 3) of the cassette unit.

5 If updating a TMF, load the old TMF into a deck of the cassette unit; if generating a TMF, load the dummy TMF into a deck of the cassette unit.

6 Type the deck number (1, 2, or 3) of the deck selected followed by (CR) (LF).

CHART 7 (Cont)

STEP	PROCEDURE

Requirement: The program causes the cassette to be rewound and the label to be read and printed by the teleprinter. The teleprinter then types the following message:

LABEL OK?

7   If the correct TMF has not been loaded, load the correct one, type "NO" followed by (CR) (LF), and refer to the requirement in Step 6. Otherwise, type "YES" followed by (CR) (LF).

Requirement: The program reads the old TMF and writes it into a disc file. The teleprinter then types the following message:

LOAD CHANGE TAPE: TYPE GO

8   Answer the above message by loading the change tape into the paper tape reader and typing "GO".

Requirement: The program causes the paper tape to be read, and when the reading is complete, the teleprinter types the following message:

END OF TAPE! MORE SEGMENTS?

Note: If any one or more of the diagnostic messages occur, refer to Table B and take the appropriate action.

9   If there are more change tapes for the same originating office, load the next change tape and type "YES" followed by (CR) (LF).

Requirement: The program causes the paper tape to be read, and when the reading is complete, the teleprinter types the following message:

END OF TAPE! MORE SEGMENTS?

Note: If any one or more of the diagnostic messages occur, refer to Table B and take the appropriate action.

10   After all the change tapes have been read for the same originating office, type "NO" followed by (CR) (LF).

Requirement: Upon completion of the updating process, the program causes the label of the new TMF to be printed followed by the number of trunks it contains and a listing of trunks according to required testing interval (daily, weekly, biweekly, or monthly). The teleprinter then types the following message:

LOAD SCRATCH TAPE AND TYPE DECK NO.

CHART 7 (Cont)

STEP	PROCEDURE

Note: In this teleprinter message, DECK NO. denotes the deck number (1, 2, or 3) of the cassette unit.

11   Load a scratch tape into an empty deck of the cassette unit.

12   Type in the deck number (1, 2, or 3) of the cassette unit selected followed by ⓒⓇ ⓛⒻ .

Requirement: The teleprinter types the following message:

LISTING DESIRED? (YES OR NO)

13   If a copy is desired on the line printer, type "YES" followed by ⓒⓇ ⓛⒻ ; otherwise, type "NO" followed by ⓒⓇ ⓛⒻ .

Requirement: The program causes the new TMF to be written onto the scratch cassette. If "YES" is typed, the program also causes a copy of the new TMF to be typed onto the line printer. The teleprinter then types the following message:

MONITOR RUNNING!
PROGRAM NAME OR ("LIST"):

Note: The old TMF should be retained as a backup TMF. The dummy or previous backup TMF should be placed with the tapes to be scratched.

14   If there is another type of TMF (T, F, or TF) being kept for the same originating office, return to Step 1.

TABLE A

TELEPRINTER ERROR STATEMENT*	MEANING OF TELEPRINTER ERROR STATEMENT	CORRECTIVE ACTION (SEE NOTE)
DX ERR 1	No such drive.	This is a program error. Try loading and executing the Cassette Program again.
DX ERR 2	Cassette unit is not ready.	Ensure that the cassette unit is turned on and on-line and that the cassette is properly loaded.
DX ERR 3	Cassette unit is off-line.	Place the cassette unit in on-line state and continue.
DX ERR 4	Write-lockout tab removed.	The cassette loaded in deck No. X has had the write-lockout tabs removed and can no longer be used for writing data. Another cassette should be substituted.
DX ERR 5	Short record. (Less than normal 200-character block of data has been read.)	If this message occurs while reading the label of the cassette, the cassette has not been properly scratched. If this message occurs while reading data from the cassette, some data has been lost. In either case, try reading the cassette again; if the error still persists, use the back-up cassette.
DX ERR 6	End-of-file mark encountered where it should not be.	Check to see that the proper cassette is loaded. Try reading the cassette again; if the error still persists, use the back-up cassette.
DX ERR 7	Read error encountered.	If the teleprinter types the record involved, type the correct character followed by (CR) (LF).
DX ERR 8	End of cassette.	If this error occurs while updating or generating a TMF, the TMF information will not all fit on one cassette. The TMF data must be divided between two cassettes.
DX ERR 9	Cassette not rewound.	Type "GO" to cause a rewind command to be issued to the deck involved.

Note: If the error still persists after the corrective action, refer to Section 103-251-500 and run the cassette unit diagnostic.

* X denotes the cassette deck No. (1, 2, or 3).

TABLE B

TELEPRINTER ERROR STATEMENT*	MEANING OF TELEPRINTER ERROR STATEMENT	CORRECTIVE ACTION
FIELD FAILED FORMAT CHECK! TYPE IN THE CORRECT FIELD:	Last field printed out from the change tape failed format checks.	Type the correct field, followed by (CR) (LF).
TMF FIELD TYPE INCORRECT! TYPE IN THE CORRECT FIELD:	First character of TMF field was not A, F, G, H, or K.	Type the correct field, followed by (CR) (LF).
UNKNOWN FIELD TYPE! TYPE IN THE CORRECT FIELD:	Last field printed out from the change tape did not begin with A, F, G, H, or K.	Type the correct field, followed by (CR) (LF).
RECORD NOT USED	A "C" action code was specified for a trunk that did not exist in the old TMF.	Check records and use the proper action code on the next update.
CANNOT READ LABEL OF CASSETTE IN DX: RELOAD AND TYPE GO	The cassette in DX (deck 1, 2, or 3) is improperly loaded or has an invalid label; or there is a read error.	Reload the appropriate cassette and type "GO".
PROGRAM ERROR! JOB ABORTED	This is a program error.	Reload the Update Program and try again.
A ACTION ADDITION TO AN EXISTING GROUP ADDITON NOT PERFORMED	An "A" action code was specified for an addition of a trunk that already existed in the TMF.	Check records and use the correct action code in the next update.
NO H RECORD FOR: TRUNK GROUP ID RECORD NOT USED.	There was no trunk record (H) for the given action code field in the change tape.	Check records and use the correct trunk record (H) in the next update.

* X denotes the cassette deck No. (1, 2, or 3).

Tables A and B

(T) Trunk Group By Trunk Number:

-Terminating Office of the Trunk

Subgrouped by

-Trunk Type

Subgrouped by

-Type of Pulsing

Arranged by

-Trunk Number

(F) Facility Sequence:

-Terminating Office of the First Link Facility

Subgrouped by

-Facility Identification (Type and Number)

Arranged by

-Facility Channel (if Carrier)

(TF) Trunk Group By Facility:

-Terminating Office of the Trunk

Subgrouped by

-Trunk Type

Subgrouped by

-Type of Pulsing

Subgrouped by

-Terminating Office of the First Link Facility

Subgrouped by

-Facility Identification (Type and Number)

Arranged by

- Facility Channel (if Carrier) or Trunk
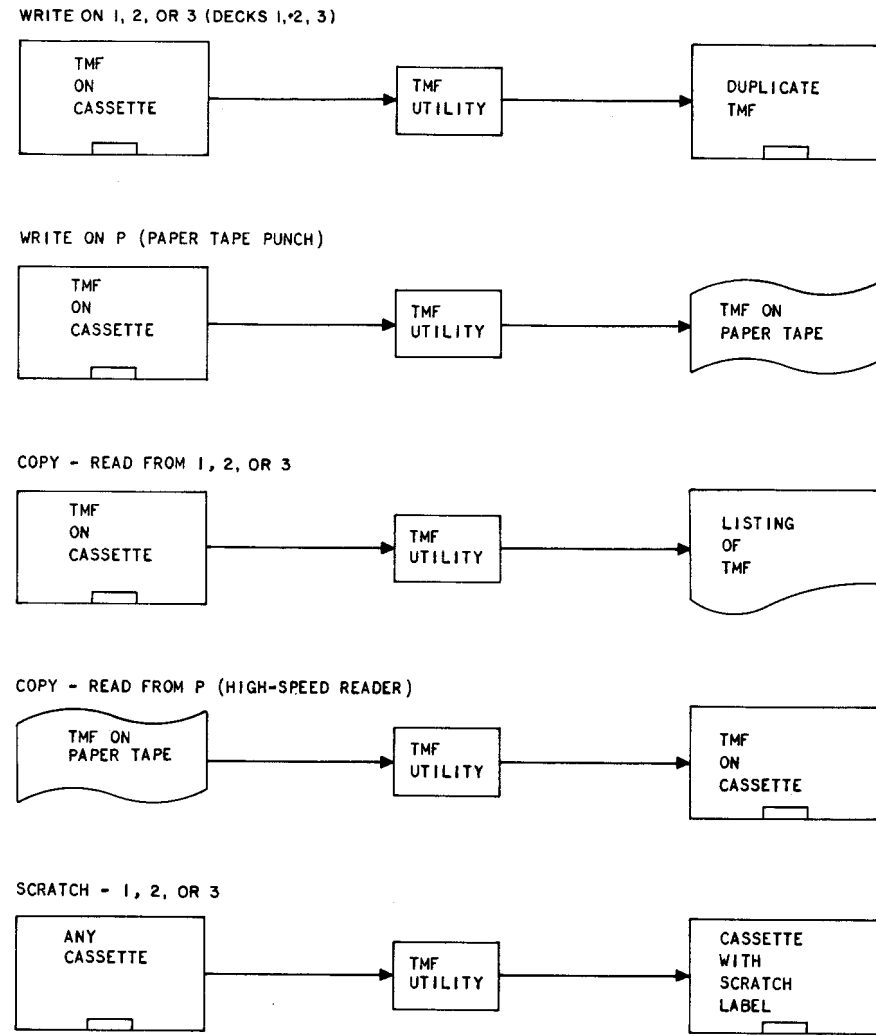Number (if No Channel Number is Given)

Fig. 1—The Three Test Sequences

Fig. 2—Functions of the TMF Utility Program (Cassette)
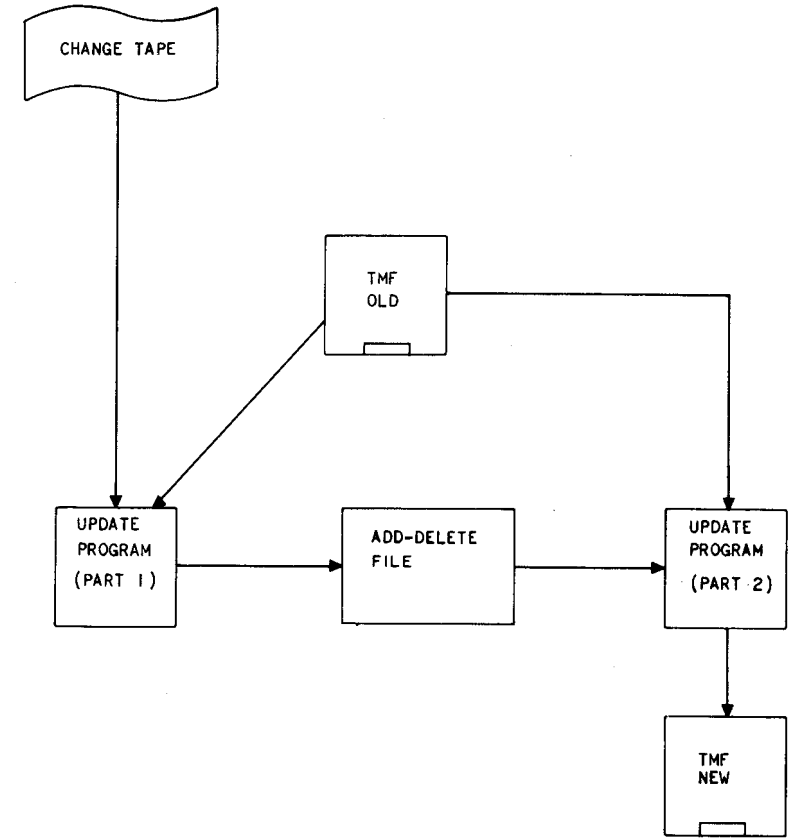
Fig. 3—TMF Update Process

Fig. 1, 2, and 3