

TABLE E

ERR IN MESSAGE BYTES (TAP-146)

BYTE a0=05 (ALARM INTERFACE)		BYTE a0=06 (LINK HARDWARE)	
DATA BYTE	IDENTIFIED CIRCUIT	DATA BYTE	IDENTIFIED CIRCUIT
a1=03	Peripheral Hardware	a1=05, a3=02	Async. Comm. Interrupt Server
a3=40	AI	a6=02	No UART Interrupt
=02	Sync 1	a7=01	No. of Additional Data Bytes
=01	Sync 0	a8=02-06	Link Number (Link = N-1)
		<b>BYTE a0=09 (LINK SERVICE)</b>	
		DATA BYTE	IDENTIFIED CIRCUIT
a4=80	Unit 4 Interrupt	a1=05	Async. Comm. Interrupt Server
=40	Unit 3 Interrupt	=07	Async. Comm Handler
=20	Unit 2 Interrupt	a3=01	Async. Comm. Handler
=10	Unit 1 Interrupt	=CD	Character Receive Interrupt
a5=40	AI Pest	=D1	Modem Interrupt
=02	Sync 1 Pest	a6=01	Modem Signals Incorrect
=01	Sync 0 Pest	=02	Carrier Timeout
a6=80	Unit 4 Pest	=05	Enquiry Character Timeout
=40	Unit 3 Pest	a7=02	No. of Additional Data Bytes
=20	Unit 2 Pest	a8=02-06	Link Number (Link=N-1)
=10	Unit 1 Pest	a9=00	Protocol Out-of-Service
a7=10	SSRC 0 Select Status	<b>BYTE a0=0B (TRANSIENT)</b>	
=08	SSRC 1 Select Status	DATA BYTE	IDENTIFIED CIRCUIT
=04	MCR Select Status	a1=03	Peripheral Hardware
=02	Clock Bus 1 Bad	a2=01	No Valid Peripheral Interrupts
=01	Clock Bus 0 Bad	a3=02	No Peripheral Interrupts
b0=80	BM Power Alarm	<b>BYTE a0=0C (SPARE)</b>	
=40	MS Power Alarm	DATA BYTE	IDENTIFIED CIRCUIT
=20	CCN 1 Power Alarm	a1=04	Spare Interrupt Server; No Data
=10	CCN 0 Power Alarm		
=08	Unit 4 Power Alarm		
=04	Unit 3 Power Alarm		
=02	Unit 2 Power Alarm		
=01	Unit 1 Power Alarm		

TABLE E (Contd)

ERR IN MESSAGE BYTES (TAP-146)

BYTE a0=0D (SIDE ERROR SUMMARY)		BYTE a0=0E (NONMASKABLE INTERRUPT)	
DATA BYTE	IDENTIFIED CIRCUIT	DATA BYTE	IDENTIFIED CIRCUIT
a1=08	Real Time Clock Error	a1=03	Peripheral Hardware
a2=80	Test Access Rev In Jack Control	a3=40	AI
=40	Test Access Rev Out Jack Control	=01	Sync 1
=20	Test Access Trmt In Jack Control	=01	Sync 0
=10	Test Access Trmt Out Jack Control		
=04	Alarm Processor Interrupt	a4=80	Unit 4 Interrupt
=02	Alarm Processor Alarm	=40	Unit 3 Interrupt
=01	Critical Alarm	=20	Unit 2 Interrupt
		=10	Unit 1 Interrupt
		a5=40	AI Pest
		=02	Sync 1 Pest
		=01	Sync 0 Pest
		a6=80	Unit 4 Pest
		=40	Unit 3 Pest
		=20	Unit 2 Pest
		=10	Unit 1 Pest