

Argument	Switch Settings on Portable Function Table Refer to Program														Interpretation
	P1	P2	P3	P4	P5	P6	P7	P8	P9	P10	P11	P12	P13	P14	
-2	M	0	0	0	0	0	0	0	0	0	0	0	0	P	Stimulate program P <sub>1</sub>
-1	M	9	0	0	0	0	0	0	0	0	0	0	0	P	Stimulate programs P <sub>1</sub> and P <sub>2</sub>
0 etc.	P	0	9	0	9	0	0	0	0	0	0	0	0	M	Stimulate programs P <sub>3</sub> , P <sub>5</sub> and P <sub>14</sub>

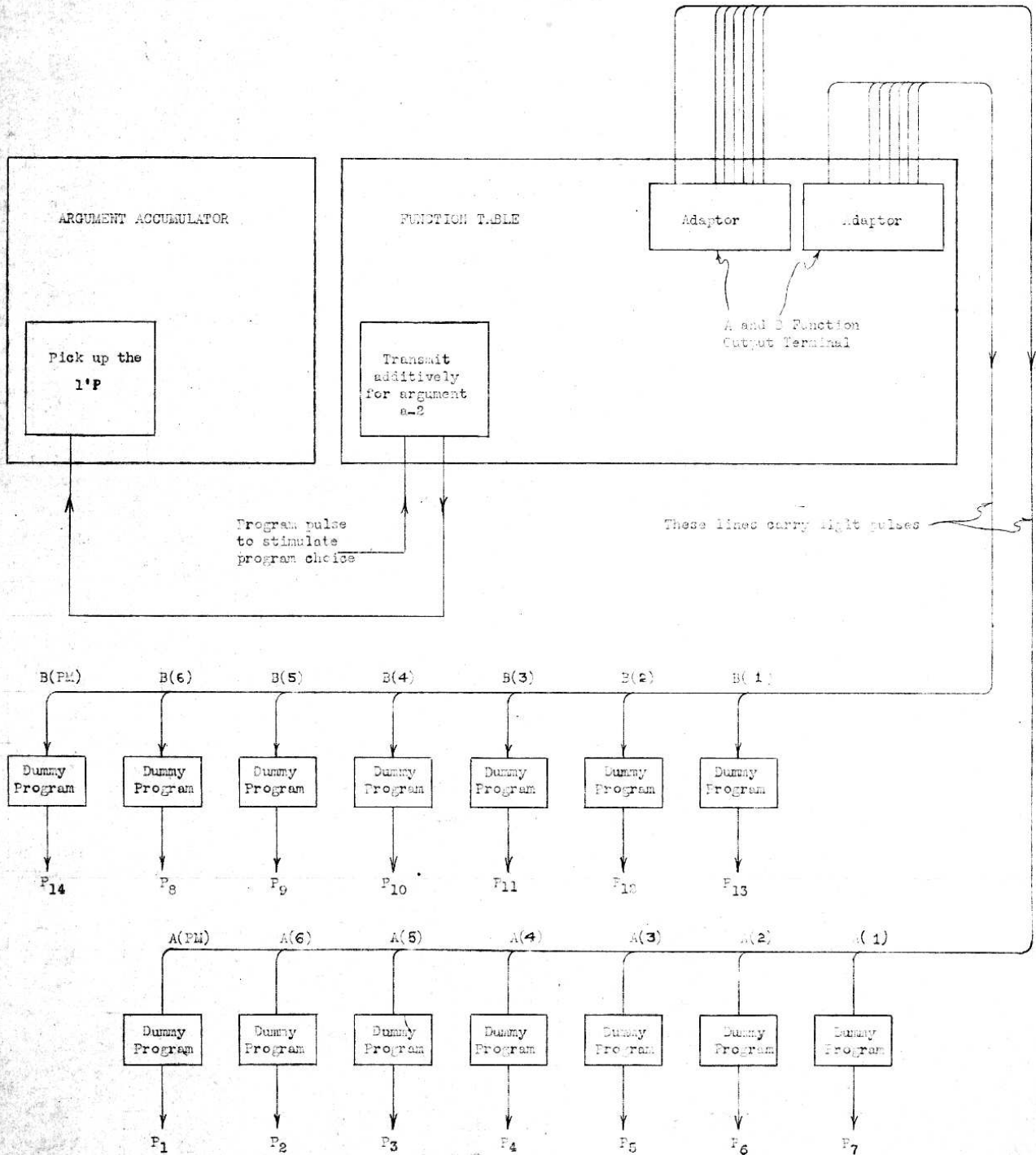


Figure 7-1

USE OF UNMODIFIED FUNCTION TABLE TO STORE PROGRAMMING INFORMATION