

I am Ron Burkey, and I founded the Virtual AGC Project. One evening in April of 2003, while watching the movie Apollo 13, I was struck by the idea of sharing what I thought of as the "Apollo Experience". To me, that meant running the original Apollo flight-computer software on personal computers. "Preserving" the software didn't occur to me, because I IMAGINED finding it already online.

Λ



But I was wrong about that. Nowadays, preserving software for the various onboard computers of the Apollo and Gemini Missions from the 1960's & 70's is a big deal for me.



Today I'll concentrate on the Apollo Guidance Computer, or AGC. One was installed in the Apollo Command Module and another in the Lunar Module, or as it was originally called, the LEM. Later on I'll have a few remarks about the Saturn V's computer as well. The AGC was developed by MIT's Instrumentation Laboratory, today known as Draper Labs, and manufactured by the Raytheon Corporation. Because of time, I'll have to ignore the many interesting details of the AGC and its software, so I'll talk almost entirely about PRESERVATION of the software. But given that there were 20 Apollo missions, more or less, with separate software for the LEM vs the Command Module, that's still a LOT of software preservation to discuss.



Here, on the left, we see the interior of an AGC. On the right, we see the astronauts' interface to the AGC, the Display Keyboard, or DSKY.



By modern standards, the AGC had a pretty novel design. It was very slow and had a very small memory. On the other hand, the real-time, multi-tasking, fault-tolerant executive software was quite sophisticated, given the limited hardware resources available.



In fact, nearly 2300 AGC software versions have been identified! We're looking at their evolutionary tree. As far as I know, development began with software called ECLIPSE in 1963. Eventually, Command Modules were loaded with software having names like CORONA, SUNSPOT, SOLARIUM, SUNDISK, COLOSSUS, COMANCHE, ARTEMIS, SKYLARK. LEMs, meanwhile, had SUNBURST, SUNDANCE, or LUMINARY. And there were ground-test versions, such as SUNDIAL and AURORA. And engineering versions like SHEPATIN, ZERLINA, and DIANA.

The Holy Grail: **AGC-Related Project Goals**

- Modern assembler
- Modern CPU emulator
- Spaceflight-simulator integration
- Source code for all versions ...
- ... or at least all flown missions
- ... plus Apollo 1
- All relevant documentation



In my opinion, software preservation is about more than archiving source code.

It's about the documentation needed to understand the design, use, and evolution of the software. It's about having access to softwaredevelopment tools yourself. Which in this case means being able to assemble the source code into an executable. It's about being able to run the executable ... and to do so in the intended context. Which in this case means to fly simulated but otherwise authentic Apollo missions. How do you get the source material in the first place? In a word - beg! And you have to know who to beg, and how to beg.

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But at the moment, I'd prefer to talk about what happens AFTER we have the source materials in hand. Understand first that nobody EVER hands us machine-readable source code. We have to come up with that ourselves. Depending on the situation, so far we've used 3 different methods to do that. Let's start with the most-common scenario. It starts by getting access to a hard-copy of a so-called "assembly listing".

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That's a printout made by the Apollo developers when THEY assembled the source code 50 or 60 years ago. It's usually a stack of 11 inch by 14 inch fan-fold paper a couple of inches thick.

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About 1500 pages are devoted to the source code

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and about 150 pages are a so-called "octal listing" of the executable produced by the assembler.



How does the hard-copy turn into a scan? You CAN use a commercial service ... if you can afford it ... and if you can trust the service to handle an irreplaceable historical printout.



Or ... you can use a digital camera. I like hanging the printout vertically, and triggering the camera by remote control. But know how to properly configure the camera's white balance settings! Which unfortunately, I didn't.



Nowadays, a book scanner may be better. But there's a trick involved ...



because the best path for fan-fold paper is UNDER the scanner, which normally would be sitting directly on the table.



- I use a homemade platform that leaves a gap between the scanner and the table.



Also, a frame or registration marks may be useful for software that post-processes the images after you've scanned them. Although ... these days, with the right setup, your smartphone's camera may be even better than a book scanner in some ways.



Do we use optical-character recognition software to turn the scans into machine-readable source-code files?



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No, we do not!
My slogan ... "OCR is no CR".
Why?



Well, OCR works best when you start with hard-copy having very good print quality. The printouts we work with seldom have that. Perhaps the worst thing is that modern OCR software seems to rely heavily on dictionaries specific to the languages being recognized. It's like auto-correct on your phone. And you know how well that works. Imagine how well it would work if your auto-correction dictionary was for the wrong language!

			Method 1 Continued Transcription							8					
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INSTEAD, a team of volunteers MANUALLY transcribes the source code, and SEPARATELY transcribes the octal listing.



We then process the transcribed source code using our modern assembler, and compare the executable produced by the assembler to the transcribed octal listing. If there are mismatches, we correct the transcription. And we just keep doing that until the executable is perfect.



Here's a summary of the entire entire process. Notice that syntax highlighting for source code is a very convenient byproduct.



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This process insures that
INSTRUCTIONS are transcribed correctly.



But what about program comments, which are discarded by the assembler, and thus NOT cross-checked by the assembly process? Typos in program comments may seem benign, but we'd still like some kind of extra proofing magic to eliminate them.

Method 1 Contin FTEMP1 SETEMP2 HITH THE DP SEINTAB ENTRIES. Proofing Magic: C	
 Don't use OCR to extract text. Instead use OCR to overlay the transcribed text in <i>color</i> atop the scan. Anywhere there's color after that double check! 	<pre>NN NORMAL NOUNS ON NOT IN USE 01 SPECIFY MACHINE ADDRESS (FRACTIONAL) 02 SPECIFY MACHINE ADDRESS (HHOLE) 03 SPECIFY MACHINE ADDRESS (DEGREES) 04 ANGULAR ERROR/DIFFERENCE 05 ANGULAR ERROR/DIFFERENCE 06 OPTION CODE 07 ECADR OF WORD TO BE MODIFIED 1 TO SET OR DITS TO BE MODIFIED 1 TO SET OR O TO RESET SELECTED BITS 08 ALARM CODES 10 CHANNEL TO BE SPECIFIED 11 TIG OF CSI (HRS,MIN,SEC) 12 OPTION CODE 13 TIG OF CDH (HRS,MIN,SEC) 14 CHECKLIST 15 INCREMENT MACHINE ADDRESS 16 TIME OF EVENT (HRS,MIN,SEC) 17 SPARE 18 AUTO MANEUVER BALL ANGLES 19 SPARE 20 ICDU ANGLES 21 PIPAS 22 NEW ICDU ANGLES 23 SPARE 24 DELTA TIME FOR AGC CLOCK(HRS,MIN,SEC) 25 CHECKLIST 10 SED WITH PLEASE PERFORM ONLY) 26 PRIO/DELAY, ADRES, BBCON 27 SELF TEST ON/OFF SWITCH</pre>

I've already claimed that OCR isn't too useful for extracting source code from a scan. But it's not entirely worthless for proofing. By combining a scan, an OCR of the scan, and a transcription of the scan, there's a way to overlay a colorized version of the transcription directly atop the black text of the scanned image.

Method 1 Contines. FTEMP3 SETEMP2 WITH THE DP SEINTAB ENTRIES. Proofing Magic: 0	Derizet IN SETEMP1.
 Don't use OCR to extract text. Instead use OCR to overlay the transcribed text in <i>color</i> atop the scan. Anywhere there's color after that double check! 	NN NORMAL NOUNS ON NOT IN USE 1 SPECIFY MACHINE ADDRESS (FRACTIONAL) 2 SPECIFY MACHINE ADDRESS (WHOLE) 3 SPECIFY MACHINE ADDRESS (WHOLE) 4 ANGULAR ERROR/DIFFERENCE 5 ANGULAR ERROR/DIFFERENCE 6 OPTION CODE 7 ECADR OF WORD TO BE MODIFIED 1 TO SET OR DITO BE MODIFIED 1 TO SET OR O TO RESET SELECTED BITS 08 ALARM ODES 10 CHANNEL TO BE SNCIFIED 11 TG OF CSI (HRS,MIN,SEC) 12 OPTION CODE (USED BY EXTENDED VERBS ONLY) 13 TIG OF CDM (HRS,MIN,SEC) 14 CHECKLIST 15 INCREMENT MACHINE ADDRESS 16 TIME OF EVENT (HRS,MIN,SEC) 17 SPARE 18 AUTO MANEUVER BALL ANGLES 19 SPARE 20 ICDU ANGLES 21 PIPAS 22 NEW ICDU ANGLES 23 SPARE 24 DELTA TIME FOR AGC CLOCK(HRS,MIN,SEC) 25 CHECKLIST (USED WITH PLEASE PERFORM ONLY) 26 PRIO/DELAY, ADRES, BBCON 27 SELF TEST ON/OFF SWITCH

Wherever the text remains mostly black, it's almost certainly correct!

Method 1 Contin	
 Don't use OCR to extract text. Instead use OCR to overlay the transcribed text in <i>color</i> atop the scan. Anywhere there's color after that double check! 	NN NORMAL NOUNS ON NOT IN USE 01 SPECIFY MACHINE ADDRESS (FRACTIONAL) 02 SPECIFY MACHINE ADDRESS (HHOLE) 03 SPECIFY MACHINE ADDRESS (HHOLE) 04 ANGULAR ERROR/DIFFERENCE 05 ANGULAR ERROR/DIFFERENCE 06 OPTION CODE 07 ECADR OF WORD TO BE MODIFIED 08 ALARM DATA 09 ALARM ODES 10 CH ANNEL TO BE SPECIFIED 11 TIG OF CSI (HRS,MIN,SEC) 12 OPTION CODE 13 TIG OF CSI (HRS,MIN,SEC) 14 CHECKLIST 15 INCREMENT MACHINE ADDRESS 16 INFE OF EVENT (HRS,MIN,SEC) 17 SPARE 18 AUTO MANEUVER BALL ANGLES 19 SPARE 20 ICOL ANGLES 21 PIPAS 22 NEW ICOU ANGLES 23 SPARE 24 DELTA TIME FOR AGC CLOCK(HRS,MIN,SEC) 27 SELF TEST ON/OFF SWITCH

But ... wherever there's noticeable color, there MAY be a transcription error. In other words, you just double-check stuff that's in color! By the way, up close, the colors visually POP OUT more than it may seem in these slides.

Method 1 Continest FTEMP1, SFTEMP2 HITH THE DP SFINIAB ENTRIES. Proofing Magic: C	OFORIZE! IN SETEMPL
 Don't use OCR to extract text. Instead use OCR to overlay the transcribed text in <i>color</i> atop the scan. Anywhere there's color after that double check! 	<pre>NN NORMAL NOUNS OO NOT IN USE 01 SPECIFY MACHINE ADDRESS (FRACTIONAL) 02 SPECIFY MACHINE ADDRESS (WHOLE) 03 SPECIFY MACHINE ADDRESS (UEGREES) 04 ANGULAR ERROR/DIFFERENCE 05 ANGULAR ERROR/DIFFERENCE 06 OPTION CODE 07 ECADR OF WORD TO BE MODIFIED 01 TO SET OR 0 TO RESET SELECTED BITS 08 ALARM DATA 09 ALARM CODES 10 CHANNEL TO BE SPECIFIED 11 TIG OF CSI (HRS,MIN,SEC) 12 OPTION CODE 12 OPTION CODE 13 TIG OF COH (HRS,MIN,SEC) 14 CHECKLIST 14 CHECKLIST 15 INCREMENT MACHINE ADDRESS 16 TIME OF EVENT (HRS,MIN,SEC) 17 SPARE 18 AUTO MANEUVER BALL ANGLES 19 SPARE 20 ICDU ANGLES 21 PIPAS 22 NEW ICDU ANGLES 23 SPARE 24 DELTA TIME FOR AGC CLOCK(HRS,MIN,SEC) 25 CHECKLIST 10 SELF TEST ON/OFF SWITCH</pre>

The best example here is the WITH at lower right. It was PROBABLY incorrectly transcribed as W T I H.

				(Luminary	099] CONIC_SUBROUTINES.agc —	- [Luminary99B] CONIC_	SUBROUTIN	ES.agc			- +
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1000	P P VI	RVQ			1110.3	,	1920				
## Page 1185	SETLOC	CONICS1				## Page 1185	SETLOC	CONICS1			
	BANK						BANK				
# DO NOT DISTU	COUNT*	\$\$/CONIC	S OVERLAYS HAVE REEN MADE			# DO NOT DIST	COUNT*	\$\$/CONIC	S OVERLAYS HAVE BEEN MADE		
BEE17	DEC	0	# KEEP WITH D1/8 2DEC 1.0B-17	(0000004000)	+	➡ BEE17	DEC	0	# KEEP WTIH D1/8 2DEC 1.08	-17 (0000004000)	
D1/8 D1/128	2DEC 2DEC	1.0 B-3 1.0 B-7				D1/8 D1/128	2DEC 2DEC	1.0 B-3 1.0 B-7			
D1/64	2DEC	1.0 B-6				D1/64	2DEC	1.0 B-6			
D1/4	2DEC	1.0 B-2				D1/4	2DEC	1.0 B-2			
D1/32	2DEC 2DEC	1.0 B-4				D1/32	2DEC 2DEC	1.0 B-4			
D1/1024	2DEC	1.0 B-10				D1/1024	2DEC	1.0 B-10			
D1/256	2DEC	1.0 B-8				D1/256	2DEC	1.0 B-8			
KEPZERO	EQUALS	LOGZEROS				KEPZERO	EQUALS	LOGZEROS			
-50SC	2DEC	-50.0 B-12				- 50SC	2DEC	-50.0 B-12			
2PISC	2DEC	6.28318530 B-6	# 205C 1 0 8 10 (00000 01000)			2PISC REE10	2DEC	6.28318530 B-6	# 2DEC 1 0 B 10 (00000 010	000)	
BEE22	EQUALS	D1/256 -1	# 2DEC 1.0 B-22 (00000 00100)			BEE22	EQUALS	D1/256 -1	# 2DEC 1.0 B-19 (00000 001 # 2DEC 1.0 B-22 (00000 001	.00)	
ONEBIT	2DEC	1.0 B-28				ONEBIT	2DEC	1.0 B-28			
COGUPLIM	2DEC	.999511597				COGUPLIM	2DEC	.999511597			
	2020					COGEDEIM	2020				
## Page 1186	SETLOC	CONICS				## Page 1186	SETLOC	CONICS			
	BANK						BANK				
	COUNT*	\$\$/CONIC					COUNT*	\$\$/CONIC			
TIMETHET	STQ	SETPD	#	PL AT 0		TIMETHET	STQ	SETPD	#	PL AT 0	
		0						0			
	BOV						BOV				
	VLOAD	+1 PDVI	# SETUP FOR PARAM CALL	PL AT 6	<u>.</u>	4	VI OAD	+1 PDVI	# STEUP FOR PARAM CALL	PL AT 6	
	TLUND	RVEC	Select Ton Faller Care				TLUAD	RVEC	COLOR FOR FARMER CALL	IL ALV	
		VVEC						VVEC			
	CALL	PARAM					CALL	PARAM			
	BOV	CALL	#	PL AT 0			BOV	CALL	#	PL AT 0	
		COGAOVEL						COGAOVEL			
COMMNOUT	DLOAD	GETX				COMMNOUT	DLOAD	GETX			
Corninout	DEURD	XT				Corminuoli	DEURD	XI			
				Unicode (UTF-8) 🔻 N	latlab 🔻 Ln 1879, Col 62 🔻					Unicode (UTF-8) 🔻	Matlab 🔻 Ln 1079, Col 1 🔻

Another thing ... When there's transcribed code for multiple similar versions of the software, there are tools for comparing two or more versions side by side. Of course, differences MAY be valid version-related changes. But they may also be transcription errors. Two independent software transcriptions, aren't likely to have transcription errors in identical locations.

	Method 1 Continued							
	Proc	ofing N	/lagi	c: C	Collat	te!		
PIPASC 37.3077 PIPASCF 21.143 PIPASCF 21.145 PIPASCF 21.145	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	USNW E7,1520 = USTAN 27,754 094039,6: PTPASCE 094039,6: PTPASCE 094031,6: PTPASCE 094031,6: PTPASCE 094031,6: PTPASCE 094032,70 094031,6: PTPASCE 094035,6: PTPASCE 094039,6: PTPASE 094039,6: PTPA 094039,6: PTPA 094039,6: PTPA 094040,6: PTPASCE 094040,6: PTPASCE 094050,6: PTFALL 094040,6: PTFALL 094040,6: PTFALL 094040,6: PTFASCE 094050,6: PTFALL 094040,6: PLANTIN	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	137 136 044074, F: PLENTY 044075, F: PLIST PLIST 04207, F: PLIST 04277, F: PTLNS 04278, F: PTLNS 04278, F: PTLNS 04280, F: POINTER 04488, F: POILY 04488, F: POILY 04489, F: POILY 04499, F: POILY 0	25, 3211 21, 3713 27, 7423 34, 2073 34, 2103 34, 2103 34, 2103 9051 7017 9051 7017 9051 7017 9051 7017 9051 7017 9051 7017 9051 7022 7014 12, 3031 27, 224 7022 7022 7022 7022 7022 7022 7022 7	004110 E: POSTW 004120 F: POSTBURN 004121 F: POSTBURN 004122 F: POSTCOM 004123 F: POSTCOM 004124 F: POSTCOM 004125 F: POSTCM 004124 F: POSTCM 004125 F: POSTMEN 004126 F: POSTMEN 004128 F: POSTMEN 004131 F: POSTMEN 004132 F: POSTMEN 004135 F: POSTMEN 004136 F: POSTMEN 004137 F: POSTMEN 004138 F: POSTMEN 004141 F: PRECOT 004142 F: POSTCOM 004143 F: PORELT 004143 F: PRECOT 004143 F: PRECOT 004143 F: PRECOT 004143	65, 1520 17, 3734 36, 3223 67, 1603 37, 3763 21, 3647 66, 1513 66, 1513 66, 1515 77, 1605 33, 3165 21, 2775 33, 2502 22, 2708 23, 2600 34, 3554 46, 1750 01, 2000 33, 2513 34, 3554 40, 3314 23, 2600 7154 31, 2425 44, 374 7154 31, 2425 41, 2217 437 75, 3601
PLANVEC E7,1553 = PLAST E6,1454 PLAYJUMI 10,2615 PLAYJUMI 10,2615 PLAYTEMI 0155 = PLAYTEMI 0157 = PLAYTEM4 0160 =	145 5 145 951 POSITB 15377 130 5 1424 1434 POSITD 15,372 1300 3 1365 1372 POSITD 15,372 1300 3 1365 1372 POSITE 15,377 1373 28 1354 1363 POSITO 15,374 1373 3 1362 1370 POSITON E5,141 1373 11 1354 1370 POSMAX 473	13 985 1 986 P 2 986 1 987 P 0 987 1 986 P 3 985 P 6 127 6 6 127 6 127 381 93 1095 46 171 1506	004067,F: PLANTIN3 004068,E: PLANVEC 004069,E: PLAST 004070,F: PLAYJUM1 004071,E: PLAYJUM1 004072,E: PLAYJEM3 004073,E: PLAYTEM3	25,2000 E7,1553 E6,1454 10,2615 0155 0157 0160	004112,F: POSITA 004113,F: POSITB 004114,F: POSITD 004115,F: POSITE 004116,F: POSITF 004116,F: POSITF 004116,F: POSITF 004118,F: POSMAX	15,3700 15,3703 15,3722 15,3770 15,3743 E5,1416 4733	004157,F: PREREAD 004158,F: PRERRORS 004159,F: PRESINE 004160,F: PRESINE 004160,F: PRESINE 004161,F: PRESIORE 004162,F: PRETINCK 004163,F: PRIOBORT	37,3410 43,3246 00,3526 37,3657 6421 16,2667 10,2575

Yet another sometimes-difficult-to-detect problem is when a symbol is misspelled CONSISTENTLY throughout an entire transcription. OUR stereotypical problem is the symbol "POOH" and its friends. Is it P-Oh-Oh-H or is it P-Zero-Zero-H? Comparing the sorted symbol table from the original assembly listing versus the one output by our modern assembler is a powerful way to find such misspelled symbols IF the layouts of the tables and the sorting orders of the symbols are the same. Which can be a very tricky problem! Now ... recall that I said we have three very different methods of acquiring AGC source code. That's all I have to say about the 1st method, so let's move on the 2^{nd} .



Suppose you DON'T have an Apollo-era printout to work with. Sometimes museums or collectors own physical AGC rope memory modules. These are cartridges of read-only memory, up to 6 of them per AGC, that hold the executable software.



Sometimes those owners can be persuaded to give us access to them. We're able to dump the contents of the modules, creating an octal listing of the executable. The modules have built-in parity bits and check-sums, for extra confidence that dumps are valid.



We can disassemble such a dumped octal listing to get rough, imperfect source code for that AGC software version.



Finally, the imperfect source code often can be perfected by comparing it to similar software versions and importing chunks of source code from those similar versions.



But what if there's NEITHER a printout NOR a physical memory module? Under the rare conditions listed in this slide, an AGC software version can SOMETIMES be reconstructed anyway. First, you clone the source code for the software version that you THINK is closest to the one you want to reconstruct. Then, one-by-one, you edit in EACH of the software changes that are described in the Apollo-era paper trail. Mostly, that means pasting code from a similar AGC version in which you know that the SAME change had also been made. Having done all that, you assemble the edited code. If the check-sums are as hoped-for, then success! For example, the Apollo 10 Command Module software and the Apollo 14 LEM software were reconstructed in exactly this way. As a final check, you fly the mission in a spaceflight simulator.



Speaking of which, our CPU emulator and our collected AGC software have been integrated into the ORBITER spaceflight-simulation system with the NASSP add-on. That's N A S S P. So in Orbiter, Apollo missions use a fully operational AGC. We're looking at a simulated Apollo 15 lunar landing at Hadley Rille. The landing is just under 14 minutes total, but we're only going to see a bit from the middle, as the LEM swoops down over the Lunar Apennine Mountains. For this mission, the LEM's AGC runs software known as LUMINARY 210, and specifically it's using the subprograms called P63, P64, and P66. At the moment, P63, "landing maneuver braking phase", is running. Incidentally, the simulation does have a human pilot, Nik. But it so happens that the AGC can handle this lunar landing automatically, so Nik is basically just observing the action the same way we are, and occasionally checking the DSKY at the bottom of the control panel. The P63 program is now nearing its end, after which it will automatically transition to program P64, "landing maneuver approach phase", at which point the LEM will pitch over. But I'm going to end the simulation when that happens, so we'll miss the rest of the landing ... and there's pitch-over.

Virtual AGC Project Achievements Over 2 Decades

ltem	<u>2003</u>	2022
Documents	~100	~2800
AGC software versions	2	~33
Fully covered missions (AGC)	None!	Apollo 4, 5, 6, 8, 9, 10, 11, 15, 16, 17
Partially covered missions (AGC)	Apollo 9, 13	Apollo 12, 13, 14
Spaceflight simulation systems	None!	AGC and AGS integrated into Orbiter with NASSP add-on
Electrical and mechanical drawings	0	~100K scans
AGS software versions	0	2 (Apollo 11, 12, 15, 16, 17)
LVDC software versions	0	1 (Not complete, not fully developed, mission not flown)
Gemini OBC software versions	0	Debatable
Wish list	n/a	Apollo 1 AGC, Apollo 7 AGC, LVDC, Gemini OBC, ITAR!

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A couple of decades has made a big difference in the amount of publicly available Apollo flight software and related material. 2 AGC software versions have turned into over 30, representing the full AGC software needed for 10 different Apollo missions. And a couple more missions seem to be on the way as I speak! Meanwhile, a mere handful of documents has turned into nearly 3000. But the wish list does still contain some very-significant items. Now ... that's all I have about the AGC today, but I do have some time left over



so let me tell you a story about the Launch Vehicle Digital Computer, or LVDC. This is yet another Apollo flight computer covered by our project, but different from the AGC. The story will illustrate a few of the kinds of preservation-related frustrations we experience. Realize that the AGC itself couldn't control the actions of the Saturn V rocket, mostly. That job was performed by the LVDC, developed and manufactured by IBM's Federal Services Division.

Instrumentation Unit (IU)

- Years-long search for code.
 - U. S. Space & Rocket Center archive told me:
 - They had a copy of the software
 - Because of contract with IBM I couldn't scan it.
 - But I could transcribe it to paper by hand!

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At some point, we got word that the U. S. Space & Rocket Center Archive had a copy of the software! But the archive told me that they couldn't legally allow me to digitize the program listing. If I wanted it, they said, I'd have to copy it by hand. Which sounded pretty unpleasant, but eventually I decided to do it anyway. So, on my vacation I drove 750 miles from Dallas, Texas to Huntsville, Alabama.

Instrumentation Unit (IU)

- Years-long search for code
 - U. S. Space & Rocket Center archive told me:
 - They had a copy of the software ... FALSE.
 - Because of contract with IBM I couldn't scan it.
 - But I could transcribe it to paper by hand!

Only to find, once I got there, that it was a mix-up by the archive! In fact, they had no LVDC software at all. Since I happened to be there anyway, I talked to some of the Museum's docents who were Saturn V old-timers. One of those was an IBM Federal Services Division manager for LVDC software development, and he told me some things.

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Instrumentation Unit (IU)

• Years-long search for code

- U. S. Space & Rocket Center archive told me:
- They had a copy of the software ... FALSE
- Because of contract with IBM I couldn't scan it.
- But I could transcribe it to paper by hand!

IBM FSD software manager told me:

- Nobody could possibly have a copy
- Software was classified

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- Was destroyed after each mission
- Would be pointless to run in an emulator

Nobody could possibly have a copy of the code, he said, because it was classified. You didn't just take classified material home with you. Also, he insisted, the source code was destroyed after each mission. And finally, he said, my project was completely worthless, because the LVDC could never be run as a simulation anyway without simulating certain of its peripheral devices too, something he imagined was impossible.



I know NOW that these claims were mostly false, because ...

• Years-long search for code

- U. S. Space & Rocket Center archive told me:
- They had a copy of the software ... FALSE
- Because of contract with IBM-I couldn't scan it.
- But I could transcribe it to paper by hand!
- IBM FSD software manager told me:
- Nobody could possibly have a copy ... FALSE
- Software was classified ... FALSE
- Was destroyed after each mission ... FALSE
- Would be pointless to run in an emulator ... ?
- Original developer turns into a White Knight!

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a few days before the 50th anniversary of the Apollo 11 landing, one of original LVDC developers unexpectedly appeared and gave me a printout of an LVDC assembly listing. Admittedly, this was a buggy engineering version of the code, for an alternative mission profile that never flew. But nevertheless, it's a big, fat printout of real LVDC source code. And no, it's NOT marked as being classified.

• Years-long search for code

- U. S. Space & Rocket Center archive told me:
- They had a copy of the software ... FALSE
- Because of contract with IBM I couldn't scan it.
- But I could transcribe it to paper by hand!
- IBM FSD software manager told me:
- Nobody could possibly have a copy ... FALSE
- Software was classified ... FALSE
- Was destroyed after each mission ... FALSE
- Would be pointless to run in an emulator ... ?
- Original developer turns into a White Knight!
- International Traffic in Arms Regulations (ITAR)
 In it leads to pract publishe action 2022
- Is it legal to post publicly online???



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But ... I've NOT posted the source code online, and I WON'T give you a copy of it unless you can prove to me that you're legally a "U. S. Person". Why?

You see, in theory a Saturn V could be used as a launch vehicle to deliver a warhead ... if you had a billion dollars to build the rocket and a launch facility that could handle it. Under that theory, "export" of the software MAY be prohibited due to U. S. regulations known as the International Traffic in Arms Regulations, or ITAR.

I've had attorneys specializing in space law looking at the question of whether or not ITAR actually applies to LVDC source code or not. They've been looking at it for 3 years.



Finally ... here are a few takeaways ... platitudes, really ... from my experiences with the Virtual AGC Project. If I had to choose just one, I think I'd pick number 3 -More software from the past may be recoverable than you think.

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But never forget that software recovery may ALSO be dependent on the extra material you collect, even if it may not itself be software or may at first seem irrelevant.