**CHECK LIST from Mathematical Planning Group Meeting April 27-28**

1. Switches on console should be usable for momentary action

(2.) LASL would prefer we do not clear bits 60-63 in single precision floating point operations. Is this possible?

3. Is it true that a store to the indicators affects them before the store and a fetch affects them after the store?

(4.) Is a high speed floating point SWAP possible?

(5.) Is it possible to have by-directional SWAP and Transmit? Transmit half word can be eliminated and a maximum of 16 words on SWAP I is sufficient.

(6.) Is it possible to automatically produce a floating point zero with a large negative exponent on floating point underflow (without interrupt)?

7. Will the maintenance switches be available as a programmer input?

8. Does branch on bit re-store even if the bit is not changed?

(9) Can LOAD EXP. and LOAD EXP. I.

(10.) Honest Indicators,