

JANUARY 1982 Vol. 7, No. 1 $\$ 2.95$ in USA/ $\$ 3.50$ in Canada A McGraw-Hill Publication


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## A new small computer that won't limit you tomorrow



New Cromemco System One shown with our
high-capability terminal and printer.


Expandability

Here's a low-priced computer that won't run out of memory capacity or expandability halfway through your project.
Typically, computer usage tends to grow, requiring more capability, more memory, more storage. Without a lot of capability and expandability, your computer can be obsolete from the start.
The new System One is a real building-block machine. It has capability and expandability by the carload.
Look at these features:

## - Z80-A processor

- 64 K of RAM
- 780K of disk storage
- CRT and printer interfaces
- Eight S-100 card slots, allowing expansion with
- color graphics
- additional memory
- additional interfaces for telecommunications, data acquisition, etc.


## - Small size

## GENEROUS DISK STORAGE

The 780 K of disk storage in the System One Model CS-1 is much greater than what is typically available in small computers. But here, too, you have a choice since a second version, Model $\mathrm{CS}-1 \mathrm{H}$, has a $5^{\prime \prime}$ Winchester drive that gives you 5 megabytes of disk storage.

## MULTI-USER, MULTI-TASKING CAPABILITY

Believe it or not, this new computer even offers multi-user capability when used with our advanced CROMIX* operating system option. Not only does this outstanding $\mathrm{O} / \mathrm{S}$ support multiple users on this computer but does so with powerful features like multi-
ple directories, file protection and record level lock. CROMIX lets you run multiple jobs as well.
In addition to our highly-acclaimed CROMIX, there is our CDOS** This is an enhanced CP/ $\mathrm{M}^{\dagger}$ type system designed for single-user applications. CP/M and a wealth of CP/M-compatible software are also available for the new System One through thirdparty vendors:

## COLOR GRAPHICS/WORD PROCESSING

This small computer even gives you the option of outstanding high-resolution color graphics with our Model SDI interface and two-port RAM cards.
Then there's our tremendously wide range of Cromemco software including packages for word processing, business, and much more, all usable with the new System One.

## ANTI-OBSOLESCENCE/LOW-PRICED

As you can see, the new One offers you a lot of performance. It's obviously designed with antiobsolescence in mind.
What's more, it's priced at only $\$ 3,995$. That's considerably less than many machines with much less capability. And it's not that much more than many machines that have little or nothing in the way of expandability.
Physically, the One is small - $7^{\prime \prime}$ high. And it's allmetal in construction. It's only $141 / \mathrm{a}^{\prime \prime}$ wide, ideal for desk top use. A rack mount option is also available.

## CONTACT YOUR REP NOW

Get all the details on this important building-block computer. Get in touch with your Cromemco rep now. He'll show you how the new System One can grow with your task.

[^0]$+C P / M$ is a trademark of Digital Research

Cromemcom 280 BERNARDO AVE., MOUNTAIN VIEW, CA 94040 - (415) 964-7400
Tomorrow's computers today


# CROMIX* - Cromemco's outstanding 

 UNIX ${ }^{\dagger}-1$ like operating systemCROMIX is just the kind of major development you've come to expect from Cromemco. After all, we're already well-known for the most respected software in the microcomputer field.

And now we've come up with the industry's first unix-lookalike for microcomputers. It's a tried and proven operating system. It's available on both $5^{\prime \prime}$ and $8^{\prime \prime}$ diskettes for Cromemco systems with 128 K or more of memory.

Here are just some of the features you get in this powerful Cromemco system:

- Multi-user and multi-tasking capability
- Hierarchical directories
- Completely compatible file, device, and interprocess I/O
- Extensive subsystem support


## FILE SVSTEM

One of the important features of our CROMIX is its file system comprised of hierarchical directories. It's a tree structure of three types of files: data files,

[^1]directories, and device files. File, device, and interprocess I/O are compatible among these file types (input and output may be redirected interchangeably from and to any source or destination).

The tree structure allows different directories to be maintained for different users or functions with no chance of conflict.

## PROTECTED FILES

Because of the hierarchical structure of the file system, CROMIX maintains separate ownership of every file and directory. All files can thus be protected from access by other users of the system. In fact, each file is protected by four separate access privileges in each of the three user categories.

## TREMENDOUS ADDRESS SPACE, FAST ACCESS

The flexible file system and generalized disk structure of CROMIX give a disk address space in excess of one gigabyte per volume - file size is limited only by available disk capacity.

Speed of access to disk files has also been optimized. Average access speeds far surpass any yet implemented on microcomputers.

## 'C' COMPILER AVAILABLE, TOO

Cromemco offers a wide range of languages that operate under CROMIX. These include a high-level command process language and extensive subsystem support such as COBOL, FORTRAN IV, RATFOR, LISP, and 32 K and 16 K BASICs.

There is even our highly-acclaimed ' C ' compiler which allows a programmer fingertip access to CROMIX system calls.

## THE STANDARD O-S FOR THE FUTURE

The power and breadth of its features make CROMIX the standard for the next generation of microcomputer operating systems.

And yet it is available for a surprisingly low $\$ 595$.
The thing to do is to get all this capability working for you now. Get in touch with your Cromemco rep today.

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## In This Issue

IBM's entry into the small-computer market with its Personal Computer was a big event in the industry. And that's why we've taken a second look. Showcased in our cover photo by Paul Avis, the IBM Personal Computer is a versatile machine. For an in-depth report on its many features and capabilities read Gregg Williams' article, "A Closer Look at the IBM Personal Computer."

Hardware is our theme this month and among the many articles on that topic are Bill Barden's second in a series, "Build a Joystick A-to-D Converter for the TRS-80 Model I or III," and Kenneth Piggott's "Troubleshooting with Electronic Signatures." As well, learn how to expand your ZX-80's memory, control motors and appliances, and interrupt your Elf. All this plus our regular features and reviews.

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SCION Corporation. More than a graphics company.
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foot-note, n. 1. a note or comment at the end of a page, referring to a specific part of the text on the page.
2. an essential program for the serious WordStar user.

FOOTNOTE ${ }^{\text {TM }}$ brings full footnoting capabilities to WordStar ${ }^{\text {rum }}$.

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## Editorial

# Of IBM, Operating Systems, and Rosetta Stones 

by Chris Morgan, Editor in Chief

The story behind the creation of the IBM Personal Computer is as interesting as the machine itself. In this issue Gregg Williams discusses in great detail IBM's most recent offering to the microcomputer field (see "A Closer Look at the IBM Personal Computer," page 36). In this editorial I'll tell you the story of its development, talk about the machine's operating system, and discuss the possibility of establishing a standard for operating systems.

## Breaking the Speed Barrier

As IBM watchers know, it usually takes about five years from the time a project at IBM is conceived to the first shipments of the completed product. This is typical for complex computer projects at large companies. Amazingly, the total time for the IBM Personal Computer project was about 13 months. How did this happen?

One answer is that IBM limited the number of in-house innovations. Instead it used existing hardware and software components from outside vendors-a departure for the normally vertically integrated giant. Imagine how bizarre an Intel-manufactured processor would have seemed in an IBM product of, say, five years ago.

Another factor in IBM's speed is that the company gave its design team a wide latitude and a great deal of autonomy. The rest of the company left the designers, based in Boca Raton, Florida, alone to do their job, although IBM's quality-assurance group did keep a close eye on the software chosen for the machine.

One of the most interesting aspects of the Personal Computer is that its design team included many computer hobbyists and "hackers"-people who owned and were familiar with existing microcomputers. And the IBM machine reflects their experience. I'm glad they avoided many design mistakes of the past. The keyboard alone is one of the best I've seen, though I wish the shift keys were more conventionally positioned. (Oh well.)

## Operating Systems

IBM has decided to let the marketplace determine which of its three operating systems will become dominant (if any). Thus, you can get UCSD Pascal, CP/M-86, or the IBM Personal Computer operating system from Microsoft. You can have all three if you want; it's a nice choice.

I'm particularly excited about Microsoft's approach to the IBM Personal Computer. As you may know, Microsoft recently introduced Xenix, its superset of Unix, Western Electric's popular multiuser operating system for small- and medium-sized computers. It turns out that Xenix is at the top of a pyramid of upward-compatible operating systems to be made available by

## Percom's DOUBLER II** tolerates wide variations in media, drives

GARLAND, TEXAS - May 22, 1981 Harold Mauch, president of Percom Data Company, announced here today that an improved version of the Company's innovative DOUBLER ${ }^{\text {³ }}$ adapter, a double-density plug-in module for TRS-80 Model I computers, is now available.

Reflecting design refinements based on both theoretical analyses and field testing, the DOUBLER $I^{13}$, so named, permits even greater tolerance in variations among media and drives than the previous design.

Like the original DOUBLER, the DOUBLER II plugs into the drive controller IC socket of a TRS-80 Model I Expansion Interface and permits a user to run either single- or double-density diskettes on a Model I.
With a DOUBLER II installed, over four times more formatted data - as much as 364 Kbytes - can be stored on one side of a fiveinch diskette than can be stored using a standard Tandy Model I drive system.
Moreover, a DOUBLER II equips a Model I with the hardware required to run Model III diskettes.
(Ed. Note: See "OS-80": Bridging the TRS$80^{\circ}$ software compatibility gap" elsewhere on this page.)

The critical clock-data separation circuitry of the DOUBLER II is a proprietary design called a ROM-programmed digital phase-lock loop clata separator.

According to Mauch, this design is more tolerant of differences from diskette to diskette and drive to drive, and also provides immunity to performance degradation caused by circuit component aging.


Mauch said "A DOUBLER II will operate just as reliably two years after it is installed as it will two days after installation."
The digital phase-lock loop also eliminates the need for trimmer adjustments typical of analog phase-lock loop circuits.
"You plug in a Percom DOUBLER II. and then forget it," he said.

The DOUBLER II also features a refined Write Precompensation circuit that more effectively minimizes the phenomena of bitand peak-shifting, a reliability-impairing characteristic of magnetic data recording.
The DOUBLER II, which is fully software compatible with the previous DOUBLER, is supplied with DBLDOS", a TRSDOS ${ }^{\circ}$. compatible disk operating system.
The DOUBLER II sells for $\$ 2.25$, including the DBLDOS diskette


## Circuit misapplication causes diskette read, format problems. High resolution key to reliable data separation

GARLAND, TEXAS - The Percom SEPARATOR ${ }^{\text {is }}$ does very well for the Radio Shack TRS-80* Model I computer what the Tandy disk controller does poorly at best: reliably separates clock and data signals during disk-read operations.

Unreliable data-clock separation causes format verification failures and repeated read retries.

## CRCERROR-TRACKLOCKED OUT

The problem is most severe on high-number (high-density) inner file tracks.

As reported earlier, the clock-data separation problem was traced by Percom to misapplication of the internal separator of the 1771 drive controller IC used in the Model I.

The Percom Separator substitutes a highresolution digital data separator circuit, one which operates at 16 megahertz, for the lowresolution one-megahertz circuit of the Tandy design.

Separator circuits that operate at lower frequencies - for example, two- or four-
megahertz - were found by Percom to provide only marginally improved performance over the original Tandy circuit.
The Percom solution is a simple adapter that plugs into the drive controller of the Expansion Interface (EI).
Not a kit - some vendors supply an untested separator kit of resistors, ICs and other paraphernalia that may be installed by modifying the computer - the Percom SEPARATOR is a fully assembled, fully tested plug-in module.

Installation involves merely plugging the SEPARATOR into the Model I EI disk controller chip socket, and plugging the controller chip into a socket on the SEPARATOR.
The SEPARATOR, which sells for only $\$ 29.95$, may be purchased from authorized Percom retailers or ordered directly from the factory. The factory toll-free order number is 1-800-527-1222.
Ed. note: Opening the TRS-80 Expansion Interface may void the Tandy limited 90 -day warranty. Circle 299 on inquiry card.

Owners of original DOUBLERs may purchase a DOUBLER II upgrade kit, without the disk controller IC, for $\$ 30.00$. Proof of purchase of an original DOUBLER is required, and each DOUBLER owner may purchase only one DOUBLER II at the $\$ 30.00$ price.

The Percom DOUBLER II is available from authorized Percom retailers, or may be ordered direct from the factory. The factory toll-free order number is 1-800-527-1222.
Ed. note: Opening the TRS-80 Expansion Interface may void the Tandy limited 90-day warranty.

Circle 300 on inquiry card.

## All that glitters is not gold

OS- $80^{* x}$ Bridging the TRS-80* software compatibility gap

Compatibility between TRS-80. Model I diskettes and the new Model III is about as genuine as a gold-plated lead Krugerrand.
True, Model I TRSDOS• diskettes can be read on a Model III. But first they must be converted and re-recorded for Model III operation.
And you cannot urite to a Model I TRSDOS• diskette. Not with a Model III. You cannot add a file. Delete a file. Or in any way modify a Model I TRSDOS diskette with a Model IIl computer.
Furthermore, your converted TRSDOS diskettes cannot be converted back for Model I operation.
TRSDOS is a one-way street. And there's no retreating. A point to consider before switching the company's payroll to your new Model III.
Real software compatibility should allow the direct, immediate interchangeability of Model I and Model III diskettes. No read-only limitations, no conversion/re-recording steps and no chance to be left high and dry with Model III diskettes that can't be run on a Model 1 .
What's the answer! The answer is Percom's OS-80x family of TRS-80 disk operating systems.
OS-80 programs allow direct, immediate interchangeability of Model I and Model III diskettes.
You can run Model I single-density diskettes on a Model IIl; install Percom's plug-in DOUBLER ${ }^{1818}$ adapter in your Model I, and you s.an run double-density Model III diskettes on a Model I.

There's no conversion, no re-recording.
Slip an OS-80 diskette out of your Model I and insert it directly in a Model III.

And vice-versa.
Just have the correct OS-80 disk operating system -OS-80, OS-80D or OS-80/111 - in each computer.

Moreover, with OS-80 systems, you can add, delete, and update files. You can read and urite diskettes regardless of the system of origin.
OS-80 is the original Percom TRS-80 DOS for BASIC programmers.
Even OS-80 utilities are written in BASIC.
OS-80 is the Percom systern about which a user wrote, in Creative Computing magazine, ". . . the best $\$ 30.00$ you will ever spend. " $\dagger$

Requiring only seven Kbytes of memory, OS-80 disk operating systems reside completely in RAM. There's no need to dedicate a drive exclusively for a system diskette.
And, unlike TRSDOS, you can work at the track sector level, defining and controlling data formats - in BASICto create simple or complex data structures that execute more quickly than TRSDOS files.

The Percom OS-80 DOS supports single-density operation of the Model I computer - price is $\$ 29.95$; the OS-80D supports double-density operation of Model I computers equipped with a DOUBLER or DOUBLER II; and, OS-80/ III - forthe Model III of course - supports both single- and double-density operation. OS-80D and OS-80/lll each sell for $\$ 49.95$. Circle 301 on inquiry card.

## PROFESSIONAL PASCAL

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Pascal/Z is a true Pascal. It closely follows the Jensen and Wirth standard with a minimum of extensions designed to aid the serious program developer in producing extremely compact, bug-free code that runs FAST.
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Microsoft. At the bottom is the IBM DOS (called MSDOS by Microsoft). In the middle will be XEDOS, a new operating system written in the C language for the 68000, Z-8000, 8086, and LSI-11 processors. XEDOS will contain Xenix-like features and will be essentially a single-user version of Xenix.

XEDOS and Xenix are processor-independent. Because the different versions of XEDOS are written in C with a minimal amount of native assembly-language code, programs written for one 16 -bit processor can be readily transferred to another. Microsoft demonstrated this capability, at the recent COMDEX show in Las Vegas, by exchanging unmodified code between four machines: a 68000, a Z-8000, an 8086, and a PDP-11.

## Standards, Anyone?

Unix has become well entrenched in the nation's colleges and universities due to Western Electric's extensive, inexpensive licensing of the system. As a result, many of today's graduating computer scientists are familiar with it. (See "The Unix Operating System and the Xenix Standard Operating Environment" by Robert Greenberg, June 1981 BYTE, page 248.)
Microsoft's proposed family of operating systems will also incorporate a significant feature-a graphics device driver that uses AT\&T's proposed videotex graphics standard called PLP (Presentation Level Protocol). It's a minimal standard, admittedly (it's hardly high-resolution graphics), but think what it would mean if all 16 -bit operating systems could support PLP. At last we'd have a least common denominator for graphics. And keep in mind that the creative use of graphics will be a vital part of the future of our field.

Digital Research, for its part, is promoting its latest efforts, CP/M-86 and its multiuser, multitasking version, MP/M-86, as candidates for the standard 16-bit operating systems of the future. (See "CP/M: A Family of 8 - and 16 -Bit Operating Systems," by Gary Kildall in June 1981 BYTE, page 216.) More than twenty OEMs (original equipment manufacturers) have made commitments to use the two operating systems. Both the IBM Personal Computer and the IBM Displaywriter use CP/M-86. MP/M-86 will soon be available for the IBM Personal Computer. One good feature of MP/M-86 is its foreground/background structure, which, for example, lets the user access the editor while compiling a program.

Of more importance than $\mathrm{CP} / \mathrm{M}-86$ is MP/M-2, Digital Research's new multiuser operating system. It will be a real contender against Microsoft's operating system. It includes file locking and record locking, 32-megabyte file capacity, and other sophisticated features. Significantly, the company also currently supports Unix through C BASIC and Pascal. Digital's official stand is that it is not "philosophically opposed" to the Unix concept, thus holding open the possibility for a future operating system standard.


The ultimate single user machine The PDS-80 ${ }^{\text {TM }}$ with Cache BIOS $^{\text {TM }}$ is a professional system designed for the most rigorous single user CP/M ${ }^{*}$ environments... in business, software development, scientific, educational and industrial research... where speed and program space are critical factors.

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## Contuasyzsituruss

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## The Battle

Who's going to win the 16 -bit operating system sweepstakes? My guess is that there'll be no clear winner for several years; maybe never. Competing software and languages tend to coexist in our field, and this situation is no exception. IBM has set the tone by making both CP/M-86 and MSDOS available for its machine. Yet when I look at the mistakes made in the 8 -bit world, I hope a standard will emerge.

## A New "Rosetta Stone"

In 1799 the Rosetta stone was discovered in Egypt. It contained the same message inscribed in three different languages: Greek, Demotic, and Egyptian hieroglyphics. Using the familiar texts of the Greek and Demotic, scientists were able to painstakingly translate Egyptian hieroglyphics for the first time-a triumph of scholarship that would have been virtually impossible without the decoding stone.
But translating is a slow, arduous job. Creative software designers waste a lot of time customizing their programs for different machines. Today, we need an entire set of "Rosetta stones," translating tools to disseminate software for all of the popular machines. But these tools have become more like a set of millstones around our necks.
We need a new approach to operating systems to cure the ills that still beset us from the footloose days of 8 -bit machines. A standard 16-bit operating system is still the best way out of the linguistic woods.

[^2]
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Linker
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## Park Your Benchmark Here

Jim Gilbreath's article "A High-Level Language Benchmark" was very useful. (See the September 1981 BYTE, page 180.) The comparisons between different languages and microprocessors are particularly relevant, since we are considering getting several microcomputers for wordprocessing and control tasks here at the Arecibo Observatory.

Peter M. B. Shames, Head
Computer Department
Arecibo Observatory
POB 995
Arecibo, Puerto Rico 00612
My thanks to Jim Gilbreath for "A High-Level Language Benchmark." It was far and away the most immediately valuable article I have seen in BYTE.
I was, however, disappointed by the numerous "omissions" in Mr. Gilbreath's tables. For example, how long was the program in 68000 assembly language? In 8086 assembly language? I would dearly like to know how those machines compare to each other (and to the 8 -bit machines) in code-storage efficiency.
I do most of my programming in FORTH, so I wanted to compare that language to others in the article. I was disappointed to find that Mr. Gilbreath left blanks in the "compiled bytes," "total size," and "compile and load [time]" columns for FORTH. (See table 2, page 192.) When I tried to collect the missing figures, I found that the FORTH benchmark in the article would not compile. (See listing 9, page 190.) The word PRIME, used in the seventh line of the definition of DOPRIME, should have been FLAGS. PRIME is not defined in the program.
I hope that readers who can augment the information in Mr. Gilbreath's article will share their knowledge. We badly need more information of this sort.

## Jonathan Sachs <br> 6713 Richmond Ave. <br> Richmond, CA 94805

I read Jim Gilbreath's article with interest. I realize that the purpose of a benchmark program is not efficiency in any one particular language or machine, but to compare the execution times of many languages or machines. But some languages are more efficient than others at
particular aspects of data processing, such as data access, I/O (input/output), etc. One of these aspects is looping. APL, for instance, is designed to handle arrays of any dimension with ease, but program loops are, in fact, not its forte. If I understand Mr. Gilbreath's benchmark program correctly, by the time it has looped 63 times ( $\mathrm{I}=62$, producing 127, the largest odd integer less than the square root of the highest number to be searched), all nonprime numbers in the list have been flagged and the remaining loops will find no new nonprime numbers. Eliminating the extra looping causes the BASIC program to require about half the execution time. I don't know about the other languages.

The extra loops seem to penalize those languages that do not loop well but may have some efficient alternate method of addressing vector or array elements (rather than addressing each element by the use of a loop). It may well be that this objection does not apply to any of the 10 languages tried in this article, in which case my point is moot. But as Mr. Gilbreath points out, an efficient algorithm is the best way to speed up a program.

Thank you, Jim Gilbreath, for the useful compilation of execution times as a function of language and machine.

## Dwight Divine III <br> 2735 Gelid Court

## Anaheim, CA 92806

I found a few errors in Jim Gilbreath's article and programs. Zero and 1 are not prime numbers. Prime numbers are defined on the set of natural numbers, otherwise known as counting numbers, which consists of positive integers. Thus, 0 cannot be a prime number any more than can $-7,1.3$, or pi . The idea that 1 is a prime number arises from the common (inaccurate) definition of a prime number as "a number divisible only by itself and 1." The actual definition is "a natural number which has two and only two distinct divisors." Thus, 1 cannot be a prime number, as it has only one distinct divisor, 1.

In reading the program listings, I noticed the statement PRIME $=\mathrm{I}+\mathrm{I}+3$ in various forms. It seemed somehow wrong to me, and I felt that PRIME $=I+I+1$ would be right. On analyzing the algorithm, I discovered that the former arises from the use of 0 as the first subscript and
that PRIME $=2 \star(\mathrm{I}+1)+1$ is the primitive form, which converts to the one Gilbreath used.

## James C. Fairfield <br> 4414 East Addington Dr. <br> Anaheim, CA 92807

Congratulations are due Jim Gilbreath for his fine article. His comparisons were very informative due to the wide range of hardware and software covered. He noticed the same thing that I have discovered: PL/I generates very efficient code! I disassembled CP/M version 2.2 (written in PL/I) so that I could interface a digital-tape system as the primary storage device. I needed to know how the disk allocation was accomplished. More or less as a "labor of love," I went through the disassembled code with an editor, adding meaningful labels and comments. The resulting code is very readable and understandable thanks to the excellent code generated by the PL/I compiler. The subroutines look as if an assembly-language programmer wrote them: no wasted instructions anywhere.

## Clark A. Calkins <br> 2564 Walnut Blvd. \#106

## Walnut Creek, CA 94598

The comparing of apples and oranges is a job sorely in need of doing. And Jim Gilbreath has done a fine piece of work, part of its merit being the arguments it will generate. I'm sure the COBOL folks are not happy. Nor are we BASIC people, although we could salve our wounds with the excuse that interpreters have to be slow.

The dogma of true BASIC people is that structure is in the mind. Let those who want structured languages have them. But treat us fairly. Since our language isn't supposed to be structured, don't force us to use little-bitty short lines like Jim's listing 7 because we know it takes our interpreter time to hop down lines. And we have different kinds of variables just like the big boys, so let us use integers too. And we suspect that most compilers don't include similar checking, so let us use NEXT without the index. Note that these aren't tricks or innovations. What some might call tricky, but certainly not innovative at this date, is the use of FOR
. NEXT loops in preference to GOTOs.
The moral: we agree strongly with Jim

# Your <br> computer. 

Compute.
Compute.


Compute. Compute. Compute.

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Gilbreath on the necessity of choosing the best algorithm for the job. To that we add, know your language and use its power. There is no language that will turn bad writing into good writing.

James D. Childress<br>5108 Springlake Way<br>Baltimore, MD 21212

## Jim Gilreath Replies

The response to my article has been very gratifying, and I have received so many letters that it is beyond my ability
to respond to them individually. All are appreciated, especially those that pointed out errors and supplied data for machines and languages I did not have the opportunity to time. All contributed data will be reported in a subsequent article.

I regret the error in the FORTH program. It was caused by me, not BYTE, and occurred in transcribing the program from paper to a file. The word PRIME should be changed to FLAGS. Thanks to Dick Miller and Jonathan Sachs for finding this.

This was not a commissioned assign-

ment, it was simply a computer hobbyist's report of his experiences and data collected in a project for presentation at the local computer club. The intent was to report, not to review. The data were collected over a nine-month period whenever an opportunity presented itself.

Much of the data was obtained in computer stores and computer-conference environments with limited time, so there are gaps in the tabular data for program sizes when that data were not readily obtained without detailed knowledge of the operating system. There was little time to dig deeply into nuances. It was never intended to be a Consumer's Union quality project. Think what that would cost! Hundreds of hours were spent just doing what I did.
It is not surprising that the programs listed required a bit of customization before running on some systems. There were several slightly differing versions of the program in all of the languages, but only one was printed for each case to save space.

The FORTRAN program used 0 as the first-element array subscript for consistency and because this is allowed in some (but not all) compilers. In retrospect, this was a poor choice because it violates fundamental FORTRAN-language definitions.

The BASIC program only does one iteration, which helps you avoid staying up all night (this axiom was removed from $m y$ article by the BYTE editor). Thus, these times have been multiplied by 10 for comparison with the others.

On the PET, the array would not fit, so the program was run on a smaller array, and the results were extrapolated linearly (this works-try it). The same was done for Microsoft COBOL and FORTH.

Mr. Divine's insightful observation that the algorithm has flagged all nonprime numbers after looping only 63 times nicely reinforces my contention that a better method is often more fruitful than changing languages.

It seems that my lack of $C O B O L$ expertise was quite obvious, and thanks are due to James Fairfield and others who supplied improved programs that run much faster.

It is worth reiterating that a simple benchmark such as mine is but one point on a long curve and many more specifics should be considered carefully in selecting a language or computer.

## The small business computer big business wouldn't build.

MicroMaster outperforms all of the small business computers from IBM, NCR, Burroughs, Honeywell, Radio Shack and others whose size should give them an advantage. Outperforms them in computational speed (cycle time), memory capacity, flexibility, software availability and just plain productivity.

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Why haven't the giants built one like it? We can only guess. But we do know that there's no magic in what we've done. The technology was available. We simply applied it to the real needs of small business: needs which we are small enough to hear and understand.

That's why we're anxious to discuss, in detail, the capabilities of
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## Open Letter to Potentlal SuperBrain Buyers

Our company recently purchased four Intertec SuperBrain QD computers from a local mail-order firm, whose advertisement stated that "all equipment is in factory cartons with the manufacturer's warranty." After one of the units failed, we discovered that the warranty had lapsed while the computers were still in the dealer's stock and we would have to pay Intertec nearly $\$ 400$ to repair the unit.

Intertec's policy is that the warranty period begins when it ships the unit to the dealer. This policy is contrary to industry standards and discourages dealer stocking. A letter to Intertec regarding the above evoked this response from Andrea K. Welch, Intertec's Marketing Support Manager: "I do sincerely regret the misunderstanding that appears to exist between your organization and the company from which you purchased this equipment. I can assure you that all of our dealers are intimately familiar with our warranty policy." The dealer's response was that he was totally unaware of Intertec's policy
and that it was our problem to work out with Intertec.

Any SuperBrain buyer should be sure that he or she is going to receive an adequate warranty from the dealer after receipt of the computer. After our computer failed, we were informed by the dealer that he has had problems with SuperBrains being "dead on arrival." We could have received units that were inoperable when the cartons were first opened and we would have had to pay repair charges.

## James E. Ford

Paoluccio Willis Nau Associates
Civil Mechanical Electrical Engineers
7175 Construction Court
San Diego, CA 92121

## Interetec Data Systems Replies

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Like Ms. Welch, Intertec's Marketing Support Manager, I, too, regret that Mr. Ford and the company from which he purchased his SuperBrain appear to have had a misunderstanding with regard to our warranty and assure BYTE readers that all of our dealers are well informed as to its specifics. Our warranty is clearly and carefully explained in Section Six of our Master Agreement and is reiterated in virtually every manual and document issued by Intertec. It is unlikely that our dealer was "totally unaware of lour| policy."

We at Intertec are very proud of our Customer Services Department and our warranty. Intertec has carved its place in the microcomputer industry by offering our dealers products and services that we feel are better than the industry standards.

Karen K. Hubbard, Manager
Public Relations
Intertec Data Systems Corporation 2300 Broad River Rd.
Columbia, SC 29210

## Fallout from BYTE's BOMB

Editor's Note: Since the beginning of 1981, BYTE has gone through some substantial changes, both in format and size. Here are some comments about BYTE that we have received from our readers on the monthly BOMB cards (for an explanation of the cards, see the back of this issue):

- This issue almost gave me a hernia. I love reading all the ads.
- At first I was only interested in the ads, but then I accidentally read an article!
- I enjoyed reading all the articles (fast reader), but why so many ads?
- I can't read all those ads.
- I don't read any of the articles.
- It's too big to read!
- More, more, more!
- Thank you for always making BYTE interesting, stimulating, and pregnant.



## Letters

Many of our readers had comments on some of BYTE's particular features:

- I like the Programming Quickies. I seem to find your Nucleus section more useful than the feature articles (the long ones take too much time to read).
- Wow! Computing e to 116,000 places!
[That's] a really worthwhile endeavor.
- I find the comparative software reviews to be of great help.
- Forget about the numbers and the philosophical articles; get back to the guts of personal computing: homebrew hardware!
- I very much liked the Color Computer article. What about software for it?
- The article on Extended Color BASIC for the Color Computer was fantastic.
- The Color Computer is sadly deficient in software. Manufacturers should apologize for saddling users with BASIC as the only available language; a giant step backwards.
- Most articles too technical.
- I enjoyed Ciarcia's articles on constructing speech synthesizers.
- Great, now they talk back!
- It did my heart good to see Steve [Ciarcia] do something I can use on my


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Apple II directly, without translating it from TRS-80.

- I'm going to love building my supersimple floppy-disk interface.
- As usual, BYTE has too many do-ityourself tinkerer's projects. Can't you get more out of Pournelle?
- Gregg Williams has really hit the bull's-eye with BYTE's Arcade; please make it a monthly feature.
- My kids rush to read BYTE's Arcade each month and are very disappointed if it's not there.
- I hate to see all those pages wasted. Please review nothing but games from now on.
- I do not wish to judge your writers.

While others only made suggestions:

- Articles \#6 and \#7 seemed to disagree. There should never be any question as to the true static [sic] of things.
- I do wish you could pick articles that are more appealing to us, but it's probably not your fault.
- With the new 16-bit processors now available, perhaps BYTE should change its name to CHOMP.
- Why don't you make the Reader Service Card computer readable?

The requests for future articles would fill volumes. Let's have more . . .

- construction articles
- software reviews
- hardware reviews
- Programming Quickies
- on the TRS-80 Model (I, II, III, Color Computer)
- on the Apple (II, III, IV, V)
- on Heath/Zenith systems
- on the Sinclair systems
- on the Compucolor II
- on the Osborne I
- on the new (CP/M, Unix, Xenix, Zeus, Unica) operating systems
- C programs
- Pascal programs
- machine-language programs
- FORTH programs
- robotics articles
- music articles
- printer tests

There were even an amazing few who predicted articles that we had planned before they were published:

- An in-depth series on the Atari is about due. ("The Atari Tutorial, Part 1" appears


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## THEDAWN OF A NEW ERA FOR APPLE II: THE ENHANCER II



## Letters

in the September 1981 BYTE, page 284.) - What we really need is a comparison of the languages available on microcomputers. ("A High-Level Language Benchmark" appears in the September 1981 BYTE, page 180.)

- Doesn't anyone realize the problems small business has with software? ("Bridging the 10-Percent Gap" appears in the October 1981 BYTE, page 264.)
- When are you going to tackle database systems? ("Database Management Systems" is the theme of the November 1981 BYTE.)

Thank you all for writing; we scrutinize every word.

## A New SmallComputer Company: IBM

As an owner of a two-year old Apple II computer system, I read with great interest Phil Lemmons' first impressions of IBM's new Personal Computer. (See "The IBM Personal Computer: First Impressions," October 1981 BYTE, page 26.) What surprised me is that Mr. Lemmons said little about documentation for the system. Is this because it doesn't yet exist? If it does not, it certainly would not be the first time a personal computer was put up for sale with meager documentation. The documentation for the Apple II was also meager at the beginning, but then that was a very different stage in the history of microcomputers, and Apple Computer Inc. did not quite have the resources of IBM.

One of the excellent features of the Apple II is the documentation that comes with it. I know of no other personal computer that comes with documentation of the quality of Apple's. Documentation is an important point, and I think BYTE a bit remiss for not insisting that Mr. Lemmons pay more explicit attention to this.

I hope that in future, fuller reviews of IBM's new system, BYTE will treat the documentation issue more extensively.

## Stephen E. Bach

Rte. 2, Box 89
Scottsville, VA 24590

For a more in-depth description of IBM's documentation and its machine, see Gregg Williams' article on page 36 of this issue. . . . MH

## Pushing Relatlves

My thanks to George S. Losey for his article "Use a Relative Subroutine Call for Relocatable Z80 Programs" (see the October 1981 BYTE, page 366); it's a feature I could have used in the past.

The only problem, as stated by Mr. Losey, is that returns are limited to the unconditional types because of the use of the $\mathrm{JP}(\mathrm{HL})$ instruction to cause the return instead of the RET instruction. Also, programming is restricted because the HL register pair is tied up storing the return address.

Both these problems can be eliminated by making the first instruction of each subroutine PUSH HL (E5 hexadecimal). This places the return address on the stack as would a CALL instruction. This allows returns to be made in the usual manner. It also frees the HL register pair for programming.

## Grant S. Killey

736 Michigan Ave. Apt. 13
Ontonagon, MI 49953
Some of the weaknesses of the Z 80 rela-tive-call technique proposed by George Losey in his October 1981 BYTE Technical Forum can be avoided at a cost of 10 more bytes in page 0 and an execution time longer by 23.25 microseconds. Instead of E1 E5 2323 C9 hexadecimal at the reset location, try:

## E5 E5 E1 E1 E1 2323 E5 2B 2B <br> E5 3B 3B E1 C9

The advantages are that no changes need to be made in the subroutine being called; it still ends with a RET, it can use conditional returns, and no registers are altered. Nested subroutines will work this way; they won't with George's method.

## Lee Bonnifield

1025 Chalk Level Rd.
Durham, NC 27704

## BeamIn' Report

I want to tell BYTE readers about the service and the product that I received when I responded to an ad carried in the September 1981 BYTE. The ad was for the PowerText system by Beaman Porter, Inc. (see page 269). Both the product and the service provided by this company are outstanding, which is why I have taken the
time to write about them. The growth of an industry often depends upon the commitment of the vendors to customer service. Beaman Porter is certainly an outstanding example of a commitment to customer service.
Several weeks ago, I was in the middle of preparing a lengthy report for a client when hardware problems caused me to lose not only all the text that I had created but also the use of the hardware to continue with the report. In a minor panic, I called Beaman Porter to order a copy of its Pascal-based text formatter. I sent payment special delivery, the company also used special delivery, and I had the package in four days. Included was a note indicating times when the author would be available to help me as 1 attempted to reproduce my report.

The PowerText package has performed without any problems. For the sort of consulting work that I do, it allows even. greater productivity than the package I previously used. I called the company once for assistance and received it quickly and accurately.

Microcomputing is a mass market. It is encouraging to see that firms like Beaman Porter maintain a commitment to customer service.
My thanks to them.

Alan D. Tompkins<br>R.D. \#1, Box 122C

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# The Atari Tutorial Part 5: Scrolling 

Chris Crawford Atari Inc. 1265 Borregas Ave. POB 427<br>Sunnyvale, CA 94086

Quite frequently, the amount of information that a programmer wants to display exceeds the amount of information that can fit on the screen. One way of solving this problem is to scroll the information across the display. For example, listings of BASIC programs scroll vertically from the bottom of the screen to the top. All personal computers implement this type of scrolling. The Atari personal computer system, however, has two additional scrolling facilities that offer exciting possibilities. The first is Load Memory Scan (LMS) coarse scrolling; the second is fine scrolling.

Conventional computers use coarse scrolling. With this type of scrolling, the pixels that hold the characters are fixed in position on the screen and the text is scrolled by moving bytes through the screen randomaccess read/write memory (RAM). The resolution of the scrolling is a single character pixel, which is very coarse. (Throughout this article, the term pixel refers to an entire character, not to the smaller dots that make up a character.) This produces a jerky and quite unpleasant scrolling. Furthermore, it is achieved by moving up to a thousand bytes around in memory, a slow and clumsy task. In essence, the program must

This article appears in slightly different form in De Re Atari, published by Atari, Inc., and is reproduced with its express permission.
move data through the playfield to scroll.

Some personal computers produce a somewhat finer scroll by drawing images in a higher-resolution graphics mode and then scrolling these images. Although higher scrolling resolution is achieved, more data must be moved to attain the scrolling and the program is consequently slowed.

The fundamental problem in both methods is that the scrolling is implemented by moving data through the screen area.

> By manipulating just two address bytes, you can produce an effect identical to moving the entire screen RAM.

## Coarse Scrolling

A better way to achieve coarse scrolling with the Atari 400/800 is to move the screen area over the data. The display-list op codes support a feature called Load Memory Scan (LMS). The LMS instruction was described in part 1 of this series. Briefly, it tells ANTIC where the screen memory is. A normal display list has one LMS instruction at the beginning of the display list. The RAM area it points to provides the screen data for the entire screen in a
linear sequence. By manipulating the operand bytes of the LMS instruction, a primitive scroll can be implemented. In effect, this moves the playfield window over the screen data. Thus, by manipulating just two address bytes, you can produce an effect identical to moving the entire screen RAM. The program in listing 1 does just that. This program sweeps the display over the entire address space of the computer. The contents of the memory are dumped onto the screen. The scroll is a clumsy serial scroll combining horizontal scrolling with vertical scrolling. A pure vertical scroll can be achieved by adding or subtracting a fixed amount (the line length in bytes) to the LMS operand. The program in listing 2 does that.

A pure horizontal scroll is not as simple to do as a pure vertical scroll because the screen RAM for a simple display list is organized serially. The screen-data bytes for the lines are strung in sequence, with the bytes for one line immediately following the bytes for the previous line. We can horizontally scroll the lines by shifting all the bytes to the left: this is done by decrementing the LMS operand. The leftmost byte on each line, however, will then be scrolled into the rightmost position in the next higher line. The sample program in listing 1 illustrated this.
The solution is to expand the screen-data area and break it into a series of independent, horizontal-line

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Listing 1: A simple program in Atari BASIC demonstrating coarse scrolling. Both horizontal and vertical scrolling are combined, but the end result is rather clumsy. The entire address space of the computer will be displayed.

```
DLIST = PEEK(560) + 256*PEEK(561):REM
LMSLOW = DLIST + 4:REM
LMSHIGH = DLIST + 5:REM
FOR I = 0 TO 255:REM
POKE LMSHIGH,I
FOR J = 0 TO 255:REM inner loop
POKE LMSLOW,J
FOR Y=1 TO 50:NEXT Y:REM delay loop
NEXT J
100 NEXT I
```

find display list
get low address of LMS operand
get high address of LMS operand
outer loop
inner loop
delay loop

Listing 2: An Atari BASIC program demonstrating a pure vertical scroll. The line length (in bytes) is either added to or subtracted from the LMS operand to achieve upward and downward scrolling, respectively. Lines 70, 120, and 130 accomplish this for upward scrolling only.

```
GRAPHICS 0
DLIST \(=\) PEEK (560) \(+256 *\) PEEK (561)
LMSLOW = DLIST + 4
LMSHIGH \(=\) DLIST +5
SCREENLOW = 0
SCREENHIGH = 0
SCREENLOW = SCREENLOW + 40:REM next line
IF SCREENLOW < 256 THEN GOTO 120:REM overflow?
SCREENLOW = SCREENLOW - 256:REM
SCREENHIGH = SCREENHIGH + 1
IF SCREENHIGH \(=256\) THEN END
    POKE LMSLOW,SCREENLOW
    POKE LMSHIGH,SCREENHIGH
    GOTO 70
```

Listing 3: An Atari BASIC program demonstrating pure horizontal scrolling. Each display line is actually 256 characters (bytes) long, though only 20 can be observed at any time. The 256 -byte line is used in this example to simplify the program by avoiding the use of 2-byte address manipulations. The display produced scrolls from right to left. Upon reaching the end of the line, it starts over from the beginning.

```
REM first set up the display list
POKE 1536,112:REM 8 blank lines
POKE 1537,112:REM 8 blank lines
POKE 1538,112:REM 8 blank lines
FOR I = 1 TO 12:REM loop to put in display list
POKE \(1536+3 * I, 71:\) REM BASIC mode 2 with LMS set
POKE \(1536+3 * I+1,0:\) REM low byte of LMS operand
POKE \(1536+3 * I+2, I:\) REM high byte of LMS operand
NEXT I
POKE 1575,65:REM ANTIC JVB instruction
POKE 1576,0:REM display list starts at \$0600
POKE 1577,6
REM tell ANTIC where display list is
POKE 560,0
POKE 561,6
REM now scroll horizontally
FOR I = 0 TO 235:REM loop through LMS low bytes
REM we use 235-not 255-because screen width is 20 characters
FOR J = 1 TO 12:REM for each mode line
POKE \(1536+3 * J+1\), I:REM put in new LMS low byte
NEXT J
NEXT I
GOTO 170:REM endless loop
```

data areas. Figure 1 illustrates this idea. On the left is the normal arrangement. One-dimensional serial RAM is stacked in linear sequence to create the screen-data area. On the right is the arrangement needed for proper horizontal scrolling. The RAM is still one-dimensional and serial, but it is now used differently. The RAM for each horizontal line extends much further than the screen can show. This is no accident. The whole point of scrolling is to let a program display more information than the screen can hold. We can't show all that extra information if we don't allocate the RAM to hold it. With this arrangement we can implement true horizontal scrolling. We can move the screen window over the screen data without the undesirable vertical roll of the earlier approach.

The first step in implementing pure horizontal scrolling is to determine the total horizontal line length and allocate RAM accordingly. Next, a completely new display list with an LMS instruction on each mode line is written. The display list will, of course, be longer than usual, but there is no reason why we cannot write such a list. What values are used for the LMS operands? It is most convenient to use the address of the first byte of each horizontal screendata line, the points marked with Xs in figure 1. Each mode line on the screen will have one such address. Once the new display list is in place, ANTIC must be informed of it and screen data must be written to populate the screen. To execute a scroll, each and every LMS operand in the display list must be incremented for a rightward scroll or decremented for a leftward scroll. Program logic must insure that the image does not scroll beyond the limits of the allocated RAM areas; otherwise, garbage displays will result. In setting up such logic, the programmer must remember that the LMS operand points to the first screen-data byte in the displayed line. The maximum value of the LMS operand is equal to the address of the last byte in the long horizontal line minus the number of bytes in one displayed line. As this process is

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rather intricate, let us work out an example.

First, the total horizontal line length is selected. For this example, we shall use a horizontal line length of 256 bytes. This will simplify address calculations. Each horizontal line will then require one page of RAM. Since we will use BASIC mode 2, 12 mode lines will be on screen; thus, 12 pages, or 3 K bytes, of RAM will be required. For simplicity (and to guarantee that our screen RAM will be populated with nonzero data) we will use the bottom 3 K bytes of RAM. Since this area is used by the operating system and disk operating system, it should be full of interesting data. To make matters more interesting, we'll put the display list on page 6 so that we can display it on the screen as we are scrolling. The initial values of the LMS operands will thus be particularly easy to calculate: the low-order bytes will all be zeros and the high-order bytes will be (in order) $0,1,2$, etc.

The program in listing 3 performs these operations and scrolls the screen horizontally. This program scrolls the data from right to left. When the end of a page is reached, it simply starts over at the beginning. When executing this program, the display list is found on the sixth line down (it's on
page 6). It appears as a sequence of double quotation marks.

The next step is to mix vertical and horizontal scrolling to get diagonal scrolling. Horizontal scrolling is achieved by adding 1 to or subtracting 1 from the LMS operand. Vertical scrolling is achieved by adding the line length to or subtracting the line length from the LMS operand. Diagonal scrolling is achieved by executing both operations. Four diagonal-scroll directions are possible. If, for example, the line length is 256 bytes and we wish to scroll down and to the right, we must add $256+(-1)=255$ to each LMS operand in the display list. This is a 2-byte add; the BASIC program example given in listing 3 avoids the difficulties of 2-byte address manipulations. However, most programs will not be so contrived. For truly fast two-dimensional scrolling, assembly language is necessary.

All sorts of weird arrangements are possible if we differentially manipulate the LMS bytes. Lines could scroll relative to each other, or hop over each other. Some of this could be done with a conventional display, but more data would have to be moved to do it. The real advantage of LMS scrolling is its speed. Instead of manipulating an entire screen full of

NORMAL DATA ARRANGEMENT
(1a)


ARRANGEMENT FOR HORIZONTAL SCROLL
(1b)


Figure 1: Figure 1a shows how screen data are normally organized. Horizontal scrolling can be accomplished by arranging the screen-data area as shown in figure 16 .
data many thousands of bytes in size, a program need only manipulate perhaps a few dozen bytes.

## Fine Scrolling

The second important scrolling facility of the Atari $400 / 800$ is the fine-scrolling capability, scrolling a pixel in steps smaller than the pixel size. Coarse scrolls proceed in steps equal to one pixel dimension; fine scrolls proceed in steps of one scan line vertically and one color clock horizontally. Fine scrolling can only be carried so far. To get full fine scrolling over the entire screen, we must use fine scrolling with coarse scrolling.

Only two steps are required to implement fine scrolling. First, we set the fine-scroll enable bits in the display-list instruction bytes for the mode lines in which we want fine scrolling. (Since we generally want the entire screen to scroll, we set all the scroll enable bits in all the display-list instruction bytes.) Bit D5 of the display-list instruction is the vertical-scroll enable bit; bit D4 of the display-list instruction is the horizontal-scroll enable bit. We then store the scrolling value desired into the appropriate scrolling register.

Two scrolling registers are available, one for horizontal scrolling and one for vertical scrolling. The horizontal-scroll register (HSCROL) is at hexadecimal address D404; the vertical-scroll register (VSCROL) is at hexadecimal address D405. For horizontal scrolling, we store in HSCROL the number of color clocks by which we want the mode line scrolled. For vertical scrolling, we store in VSCROL the number of scan lines that we want the mode line scrolled. These scroll values will be applied to


Figure 2: In order to achieve fine scrolling over the entire display screen, a combination of fine and coarse scrolling is used. After the seventh fine scroll is performed, the fine-scroll register is reset and a coarse scroll is performed.

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Listing 4: An Atari BASIC program demonstrating fine scrolling. Scroll registers should be changed only during vertical blanking, necessitating assembly-language programming for most applications. Otherwise, ANTIC gets confused and causes the screen to jerk.

HSCROL=54276
2 VSCROL $=54277$
10 GRAPHICS 0:LIST
20 DLIST $=\operatorname{PEEK}(560)+256 * \operatorname{PEEK}(561)$
30 POKE DLIST + 10,50:REM enable both scrolls
POKE DLIST + 11,50:REM do it for two mode lines
50 FOR Y = 0 TO 7
60 POKE VSCROL,Y:REM vertical scroll
70 GOSUB 200:REM
80 NEXT Y
90 FOR X=0 TO 3
100 POKE HSCROL,X:REM horizontal scroll
110 GOSUB 200:REM delay
120 NEXT X
130 GOTO 40
200 FOR J = 1 TO 200
210 NEXT J:RETURN
delay
every line for which the respective fine scroll is enabled.
Two complicating factors are encountered when we use fine scrolling. Both arise from the fact that a partially scrolled display shows more information than a normal display. Consider, for example, what happens when we horizontally scroll a line by half a character to the left. The 40th character scrolls to the left, but what takes its place? Half of a new 41st character should scroll over to take the place of the now scrolled 40th character. But there are only 40 characters in a normal line.
The solution to this problem has already been built into the hardware with three display options for line widths: the narrow playfield ( 128 color clocks wide), the normal playfield ( 160 color clocks wide), and the wide playfield (192 color clocks wide). These options are chosen by setting appropriate bits in the DMACTL register. (DMACTL is at address D400 hexadecimal; most users will access shadow register SDMCTL at address 22 F hexadecimal.) When using horizontal fine scrolling, ANTIC automatically retrieves more data from RAM than it displays. For example, if DMACTL is set for normal playfield, which in BASIC mode 0 has 40 bytes per line, ANTIC will actually retrieve data at a rate appropriate to wide playfield- 48 bytes per line. This will throw lines off
horizontally if it is not taken into account. The problem does not appear if the programmer has already organized screen RAM into long horizontal lines as in figure 1.

The corresponding problem for vertical scrolling can be handled in two ways. The sloppy way is to ignore it. We will not get half images at both ends of the display. Instead, the images at the bottom of the display will not scroll properly; they will suddenly pop into view. The proper way takes very little work.
To get proper fine scrolling into and out of the display region, we must dedicate one mode line to act as a buffer. This is done by refraining from setting the vertical-scroll bit in the display-list instruction of the last mode line of the vertically scrolled zone. The window will now scroll without the unpleasant jerk and the screen image will be shortened by one mode line. An advantage of scrolling displays now becomes apparent. It is quite possible to create screen images that have more than 192 scan lines in the display. This could be disastrous with a static display. However, with a scrolling display, images above or below the displayed region can always be scrolled into view.
Fine scrolling will only scroll so far. The vertical limit is 16 scan lines; the horizontal limit is 16 color clocks. If we attempt to scroll beyond these limits, ANTIC simply ignores the


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higher bits of the scroll registers. To get full fine scrolling (in which the entire screen scrolls smoothly as far as we wish), we must couple fine scrolling with coarse scrolling. To do this we first fine scroll the image, keeping track of how far it has been scrolled. When the amount of fine scrolling equals the size of the pixel, we reset the fine-scroll register to zero and execute a coarse scroll. Figure 2 illustrates the process.
The program in listing 4 illustrates simple fine scrolling. It shows fine scrolling taking place at very slow speed and demonstrates several problems that arise when using fine scrolling. First, the display lines below the scrolled window are shifted to the right. This is due to ANTIC's automatically retrieving 48 bytes per line instead of 40 . The problem arises only in unrealistic demonstration programs such as this one. In real scrolling applications, the arrangement of the screen data (as shown in figure 1) precludes this problem. A more serious problem arises when the scroll registers are modified while

ANTIC is in the middle of its display process. This confuses ANTIC and causes the screen to jerk. The solution is to change the scroll registers only during vertical-blank periods. This can be done only with assemblylanguage routines. Thus, fine scrolling normally requires the use of assembly language.

## Applications

The applications of full fine scrolling for graphics are numerous. An obvious application is for large maps created with character graphics. Using BASIC graphics mode 2, I have created a large map of Russia that contains about 10 screens full of image. The screen becomes a window to the map. The user can scroll over the entire map with a joystick. The system is very memory efficient: the entire map program, data, display list, and character-set definitions require a total of about 4 K bytes of RAM.

Any very large image that can be drawn with character graphics is amenable to this system. (Scrolling
does not require character graphics, but map graphics are less desirable for scrolling applications because of their large memory requirements.) Large electronics schematics could be presented in this way. The joystick could be used both to scroll around the schematic and to indicate particular components that the user wishes to address. Large blueprints or architectural diagrams could also be displayed with this technique. Any big image that need not be seen in its entirety can be presented with this system.
Large blocks of text are also usable here, although it might not be practical to read continuous blocks of text by scrolling the image. This system is better suited to presenting blocks of independent text. One particularly exciting idea is to apply this system to menus. The program starts by presenting a welcome sign on the screen with signs pointing to submenus in other regions of the larger image. "This way to addition" might point up; "this way to subtraction" might point down. Users scroll around the menu with the joystick perusing their options. When making a choice, a cursor is placed on the option and the red button is pressed. Although this system could not be applied to all programs, it could be of great value to certain types of programs.
. . . And More
Two blue-sky applications of fine scrolling have not yet been fully explored. The first is selective fine scrolling, in which different mode lines of the display have different scroll bits enabled. Normally, we would want the entire screen to scroll, but it is not necessary to do so. We could select one line for horizontal scrolling only, another line for vertical scrolling only, and so forth. The second blue-sky feature is the prospect of using display-list interrupts to change the HSCROL or VSCROL registers "on the fly." Changing VSCROL on the fly is a tricky operation; it would probably confuse ANTIC and produce undesirable results. Changing HSCROL is also tricky, but might be easier.

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CRTFORM is available under the CP/M, UCSD, and Apple Pascal operating systems. Please call or write for further information on OEM licensing arrangements, or for the name of your nearest CRTFORM dealer.

# A Closer Look at the IBM Personal Computer 

Gregg Williams<br>Senior Editor

What microcomputer has color graphics like the Apple II, an 80-column display like the TRS-80 Model II, a redefinable character set like the Atari 800, a 16 -bit microprocessor like the Texas Instruments TI 99/4, an expanded memory space like the Apple III, a full-function uppercase and lowercase keyboard like the TRS-80 Model III, and BASIC color graphics like the TRS-80 Color Computer? Answer: the IBM Personal Computer, which is a synthesis of the best the microcomputer industry has offered to date. It has a
number of interesting features and a few flaws, but it is easily the bestdesigned microcomputer to date. In this article, I will take a closer look at the IBM Personal Computer, inside and outside.

## An Overview

The IBM Personal Computer (photos 1 and 2) is housed in two units, the keyboard and the System Unit. The keyboard (photo 3) has a standard typewriter layout with the addition of a numeric keypad to the right, a set of function keys to the

Photo 1: The IBM Personal Computer System with a non-IBM color monitor.
left, and miscellaneous other keys to bring the total number to 83 . It is connected by a coiled cable to the System Unit, which houses the Intel 8088 microprocessor, the 40 K -byte extended Microsoft BASIC in ROM (read-only memory), up to 64 K bytes of dynamic memory, up to two disk drives, a cassette interface, a built-in speaker, and five expansion slots. (Extra dynamic memory cards placed in expansion slots can bring the total up to 256 K bytes.)

Other peripherals include the IBM Monochrome Display (shown in photo 2) and the IBM 80 CPS (characters per second) Matrix


Printer (shown with the optional printer stand in photo 1).

## What's It Going to Cost?

The IBM Personal Computer is an impressive unit. But how much is it going to cost? Although the component prices in the "At a Glance" textbox look reasonable (the System Unit and keyboard are only \$1265), the price of a usable configuration is somewhat higher. The higher cost is due to a marketing technique called unbundling, which is common in the computer industry and a trademark of IBM in particular. When a system is unbundled, components that usually are priced as one are priced separately. In the case of the IBM Personal Computer, the main unit needs one of two video-display adapter cards, a monitor or television set, a cable, and perhaps an external radiofrequency (RF) modulator.

Table 1a shows several sample configurations of the IBM Personal Computer, and tables 1 b and 1 c show the list prices of comparable Apple II and Radio Shack TRS-80 Model III units with 48 K bytes of memory and one disk drive. The IBM unit is somewhat more expensive than the standard configurations (note that the Apple II Plus is less expensive if you want only 40-column uppercase output). Still, you get a lot more for your money.

## Video-Display Options

One thing not commonly understood about the IBM Personal Computer is that you must choose between two separate ways of getting video output. The Monochrome Display and Printer Adapter gives high-quality black-and-white output only, while the Color/Graphics Monitor Adapter can produce color graphics or text. Each takes one of the five expansion slots available on the IBM motherboard (called the System Board by IBM). While you could have both kinds of output by using both adapter cards, most people will not want to tie up the extra slot (more on that later).
The monochrome adapter card is most suited to IBM machines that will be used in an office environment only. The adapter card gives you a


Photo 2: The IBM Personal Computer System with the IBM Monochrome Display.


Photo 3: The IBM Personal Computer keyboard unit.


Photo 4: The 256 characters available on the IBM Personal Computer video display.
sharp 25 -line by 80 -column display with well-formed characters. A 9 by 14 dot matrix is used, and characters are displayed within a 7 by 9 dot matrix; this makes for an extremely readable screen, an important factor if you are using the computer for long periods of time.

Among the 256 characters available are miscellaneous graphics characters (musical note, male and female symbols), all standard uppercase and lowercase letters, numbers, punctuation, some familiar foreignlanguage, Greek, and mathematics symbols, and a set of rectangular shapes that can be combined to create rectangles and lined tables. A display of the full 256 -character set is shown in photo 4.

Although you can use a suitable monitor if you want, the IBM Monochrome Display is also available. The IBM monitor has a green-phosphor tube and matches the appearance of the rest of the system.

The monochrome adapter card contains 4 K bytes of on-board memory. (In this article, 8 bits will be referred to as a "byte," as opposed to a 16-bit "word.") The on-board display memory prevents the available system memory from being steadily decreased by peripheral
cards. In addition, due to the architecture of the 8088 microprocessor, the on-board memory itself does not reduce the main memory address space available to the IBM microcomputer; in contrast, the memory taken by the video display of an 8 -bit microcomputer always reduces its 64 K -byte workspace.

> The manuals will set the standard for all microcomputer documentation in the future.

Twenty-five lines of 80 characters each amounts to only 2000 characters, yet the on-board display memory has 4096 bytes. The reason for this is that the IBM Personal Computer always uses two bytes per stored character, regardless of the adapter card used. When the monochrome adapter card is used, individual characters can have any of the following characteristics: invisible (white-on-white, black-on-black), blinking, high-intensity, or underline. The permissible combinations of these are shown in figure 1.

One final advantage of the monochrome adapter card is that it includes an interface to the IBM 80 CPS Matrix Printer, which saves you the expense of an IBM Printer Adapter card (around \$150) and one expansion slot.

Of course, the main disadvantage of the monochrome adapter card is that it does not produce color graphics. As you can see from photos 5a through 5d, this is some disadvantage. The graphics available through the color/graphics adapter card are very good-slightly better than color graphics on existing microcomputers, and they are more versatile and easier to use.

## Color/Graphics Monitor Adapter

Residing in one of the five expansion slots in the System Unit, the Color/Graphics Monitor Adapter has 16 K bytes of on-board memory, can display two kinds of text and two (actually, three) kinds of graphics, and allows you to connect to a black-and-white monitor or to a color monitor with composite or RGB (red-green-blue) input, or to a color television. The color pictures accompanying this article were made with a $\$ 1000$ RGB color monitor, so don't expect such stunning graphics to come from your composite monitor or an ordinary color television. (RGB monitors are more expensive and produce better images because they have separate red, green, and blue inputs to get a more detailed image. For an RGB monitor to work properly with the color/graphics adapter card, it must accept the following signals: red, green, blue, intensity, horizontal drive, vertical drive, and ground. RGB monitors that do not have an intensity signal can display only 8 of the possible 16 colors.)

Let's consider graphics first. The IBM color/graphics adapter card has three color-graphics resolutions, only two of which are supported by the system software in ROM. The first mode, the IBM low-resolution mode, is unsupported by IBM. It gives you a display of 100 rows and 160 pixels (picture elements), each of which can be any of the standard 16 colors (for the color list, see table 2). IBM



| BACKGROUND |  |  | FOREGROUND |  |  | RESULTING CHARACTER |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| B2 | B1 | B 0 |  | F 1 | FO |  |
| 0 | 0 | 0 | 0 | 0 | 0 | NON DISPLAY (BLACK ON BLACK) |
| 0 | 0 | 0 | 0 | 0 | 1 | NORMAL UNDERLINED CHARACTER |
| 0 | 0 | 0 | 1 | 1 | 1 | NORMAL CHARACTER |
| 1 | 1 | 1 | 0 | 0 | 0 | REVERSE CHARACTER (BLACK ON WHITE) |
| 1 | 1 | 1 | 1 | 1 | 1 | NONDISPLAY (WHITE ON WHITE) |

Figure 1: Character storage within the monochrome adapter board.
representatives told me that the only way to use this mode is to directly address the Motorola 6845 CRT Controller, which is at the heart of both the monochrome and color/graphics adapter cards. (For both units, the 6845 device is addressed through two ports: hexadecimal 3D4 and 3D5; more information on this is given in Technical Reference, the IBM Personal Computer manual.)

The IBM medium-resolution mode is comparable to what Apple calls its high-resolution mode. It allows 200 rows of 320 pixels each, with four possible colors. (The Apple II allows four colors plus black and white.) The colors are referred to in memory as colors 0 through 3 . Color 0 can be any of the 16 colors available, while colors 1 through 3 are set by choosing one of two three-color sets. Set 1 produces cyan, magenta, and white, while set 2 produces green, red, and brown; only the colors from one set are available at any one time. Each byte represents 4 pixels; the mapping scheme is shown in figure 2.

The IBM high-resolution mode uses a white-on-black image and gives you control of 200 rows of 640 pixels each. (Although it is not a wellknown fact, the Apple II can display a resolution of 192 by 560 on a black-and-white monitor, although there are some limitations to pixel locations
and the mode must be supported by user-supplied software.) In the IBM high-resolution mode, the mapping of graphics bytes to video scan lines is the same as for medium-resolution graphics, but each byte represents 8 pixels.

Photos 6a and 6 b show one edge of the screen to highlight the differences between IBM medium-resolution and high-resolution graphics. As you would expect, corresponding lines in the IBM high-resolution mode are finer drawn, but I can't see that much difference between the two modes.

The color/graphics adapter card supports two text formats: the first, suitable for color televisions and composite monitors, is 25 rows of 40 characters each, while the second, usable by RGB monitors only, is 25 rows of 80 characters each. The card displays characters in an 8 by 8 dot matrix, with characters being drawn in a 5 by 7 dot matrix.

Although the IBM microcomputer has separate text and graphics modes, text can be displayed while in the graphics mode. If you are in graphics mode and want to print text, you simply give the appropriate command (for example, PRINT when in BASIC) and the computer draws the

Photos 5a-5d: Four examples of IBM medium-resolution color graphics.


5b


5c


5d

characters on the graphics screen automatically. An example of this is shown in photo 7 . While using a text screen, you have access to the same 256 -character set used by the monochrome adapter card. If you are using a graphics screen, you have access to only the bottom 128
characters (some symbols, all punctuation, digits, uppercase and lowercase letters). The top 128 characters can be user defined by pointing interrupt vector hexadecimal 1 F (contained in hexadecimal memory locations 7C through 7F) to the beginning of a 1 K-byte area that defines the


| Intensity | Red Bit | Green Bit | Blue Bit | Color |
| :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | 0 | Black |
| 0 | 0 | 0 | 1 | Blue |
| 0 | 0 | 1 | 0 | Green |
| 0 | 0 | 1 | 1 | Cyan |
| 0 | 1 | 0 | 0 | Red |
| 0 | 1 | 0 | 1 | Magenta |
| 0 | 1 | 1 | 0 | Brown |
| 0 | 1 | 1 | 1 | Light Gray |
| 1 | 0 | 0 | 0 | Dark Gray |
| 1 | 0 | 0 |  | Light Blue |
| 1 | 0 | 1 | 0 | Light Green |
| 1 | 0 | 1 | 1 | Light Cyan |
| 1 | 1 | 0 | 0 | Light Red |
| 1 | 1 | 0 | 1 | Light Magenta |
| 1 | 1 | 1 | 0 | Yellow |
| 1 | 1 | 1 | 1 | White |

Table 2: The 16 available colors on the IBM Personal Computer, and their representation in memory. When only the first eight colors are available (intensity $=0$ ), they can be represented with only the bottom three bits.
dot pattern of the top 128 characters, 8 bytes per character.

In the text modes, each character can be one of sixteen colors, with the background of that character being one of eight colors, or the text can be displayed without a color signal (for black-and-white monitors). This is done automatically in BASIC with the COLOR statement. The data that cause a given combination are stored in the attribute byte for each character. Figure 3 shows the layout of the data in the attribute byte, and photo 8 shows an example of multiple background and foreground colors used with text.

Since the color/graphics adapter card has 16 K bytes of memory and the two kinds of text pages take only 2000 and 4000 bytes, respectively, you can store up to four 80 -column pages of text or eight 40-column pages at once. In addition, you can specify the display of a page independent of the page actually being written to at the moment. In BASIC, all this is available from the SCREEN statement.

## Inside the Main Unit

The IBM Personal Computer is as well designed on the inside as it is on the outside. As shown in photo 9a, the five expansion slots are in the upper left corner, the memory and an internal speaker are in the lower left corner, and the floppy-disk drives (if any) are in the lower right corner. Figure 4 shows the signals on the IBM expansion slot, and table 3 gives the full names of the signals. The bus allows four DMA (direct-memory access) channels, one of which is used to refresh the dynamic memory, the others for high-speed DMA data transfer between memory and peripheral cards. In addition, the bus supports eight levels of interrupts, six of which are available to the user.

The system memory is shown in detail in photo 9 b . The set of eight large integrated circuits with gold faces is the 40 K -byte extended Microsoft BASIC in ROM. Notice the empty socket at the bottom of the same row; this can house an 8 K -byte ROM or EPROM (erasable programmable read-only memory). Just to the
right of the ROMs are four rows of 4116 dynamic memory rated with an access time of 250 ns. Only the first row is filled in a 16 K -byte IBM microcomputer; successive rows are filled to bring the microcomputer to 64 K bytes before additional memory is added through the expansion slots.

Notice that there are nine integrated circuits per row. The device on the extreme left is used as a parity bit. To increase the reliability of the system, IBM has made all user memory (i.e., all the memory used for programs and data) 9 bits wide. When a parity error is detected, the IBM microcomputer issues the appropriate error message and stops whatever program is running; this prevents an application program from continuing if it has read the memory incorrectly.

In the middle of the right half of the board are two DIP (dual inline package) switches that set certain parameters of the system. The positions of these switches tell the IBM microcomputer how many disk drives are installed, what kind of video device is attached, and how much memory is in the system. These switches are usually hidden by the
floppy-disk-drive cables, as shown in photo 9a.

Photo 9c shows the Intel 8088 microprocessor (the large device in the center) and, above it, an integrated circuit socket identified by IBM only as an "auxiliary processor socket." An IBM representative would only say that the slot could house "any architecturally compatible processor," but it is probable that the device to go in that slot is an Intel 8087, a mathematics coprocessor device. With the appropriate software, the Intel 8087 or something similar could improve the performance of the IBM microcomputer.
Photo 9d shows one of the IBM peripheral cards, the 64 KB Memory Expansion Option. This card is interesting in that it uses two modified 411616 K -bit dynamic memory devices "piggybacked" into each 18 -pin socket. IBM was buying a lot of these two years ago-now we know where they went.

The Intel 8088 itself is functionally equivalent to the 16 -bit Intel 8086 microprocessor, except that all 16-bit input/output ( $\mathrm{I} / \mathrm{O}$ ) is done 8 bits at a time, with the help of a few extra support devices. Even though the 8088


Figure 2: !BM medium-resolution-graphics storage within the color/graphics adapter board.


| C 1 | CO | COLOR NUMBER | WHERE FROM? |
| :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | ANY OF 16 COLORS |
| 0 | 1 | 1 | 2 |
| 1 | 0 | 3 | FROM SELECTED <br> COLOR SET <br> 1 |
| 1 |  |  |  |

Figure 3: Character storage within the color/graphics adapter board.
has the same instruction set as the 16-bit 8086 microprocessor, the necessity of funneling all data through an 8 -bit path degrades the 8088's performance to the point

6a


6b


Photo 6: Close-up views of equivalent screen images using IBM mediumresolution (photo 6a) and high-resolution (photo 6b) graphics.


Photo 7: An example of combining text and graphics on the same video screen. The program shown, when run, generates the circular image just above it.

| Signal Name | Description |
| :---: | :---: |
| OSC | 14.31818 MHz oscillator signal |
| CLK | 4.77 MHz system clock |
| RESET DRV | reset driver; resets system logic |
| A0 through A19 | address bits 0 (low) through 19 (high) |
| D0 through D7 | data bits 0 through 7 |
|  | address latch enable |
| I/O CH CK | I/O channel check |
| I/O CH RDY | I/O channel ready |
| IRQ2 through IRQ7 | interrupt request 2 (highest priority) through 7 (lowest) |
| IOR | I/O read command line |
| IOW | I/O write command line |
| $\overline{\text { MEMR }}$ | memory read command line |
| MEMW | memory write command line |
| DRQ1 through DRQ3 | DMA request 1 through 3 |
| DACKO through DACK3 | DMA acknowledge 0 through 3 |
| AEN | address enable |
| T/C | terminal count |

Table 3: Signal names and descriptions for the IBM Personal Computer System Board I/O Channel (expansion slot). See also figure 4.


Figure 4: Electrical signals on the IBM System Board I/O Channel (expansion slot). See table 3 for signal descriptions.
where it is more like a fast 8 -bit microprocessor with an extended instruction set than it is a 16 -bit microprocessor. After all, how much processing can you do on a number without accessing memory again?

Still, the IBM microcomputer combines the architecture of a 16-bit machine with the cost advantages of using familiar 8 -bit memory and system design. The 8088 microprocessor in the IBM microcomputer runs at 4.77 MHz .

The disk drives are soft-sectored, double-density, single-sided drives that use MFM (modified frequency modulation) encoding. The floppydisk drive uses 40 tracks per disk, with eight 512-byte sectors per track. This results in 163,840 bytes of storage per drive. The drive has a motor-start time of 500 ms , a track-to-track seek time of 8 ms , and a data transfer rate of 250 K bits (not bytes) per second.

The IBM Personal Computer includes a cassette-recorder interface that connects to any good-quality cassette recorder through a usersupplied cable. The IBM microcomputer can be configured to use either the microphone or the auxiliary input of the recorder by changing a jumper on the bottom of the main printed-circuit board in the System Unit. The data-transfer rate is between 1000 and 2000 bits per second (bps), depending on the content of the data. The signals used to control a cassette recorder are motor control, ground, data in, and data out.

The right side of the back panel of the main unit (photo 10) contains whatever sockets are made available by the peripheral cards plugged into the expansion slots. Unused slots are masked by metal plates to prevent the escape of any $R F$ radiation. The bottom left corner of the panel contains the power plug to the IBM Monochrome Display and the plug for the main power supply. In the bottom center of the panel are 5-pin DIN plugs that go to the keyboard (left) and the cassette tape recorder (right).

## The Keyboard

The keyboard (see photo 3 ) is one
of the most important components of any computer because it is the primary device through which you give instructions to the computer. Most existing microcomputers have something wrong with their keyboard design; the most common errors are functions unavailable from the keyboard and poor keyboard layout. With one exception, the IBM keyboard seems to be faultless. It is, bar none, the best keyboard on any microcomputer.

The IBM keyboard abounds with good features. The keys have a nice "feel" to them and give tactile and audible feedback when pressed. The keyboard is a separate unit that can be placed up to several feet away from the main unit. It is light enough to rest and use in your lap. The keys themselves are "sculpted"-that is, an imaginary plane touching all the key tops has a slight concave curve to it. The keyboard has two plastic feet that can be used to tilt it up when it is used on a flat surface. A plastic ledge just above the top row of keys can be used to prop an open book between the video display and the keyboard.

Several keyboard features deserve more description. The right side of the keyboard contains a numeric keypad that doubles, in certain situations, as a set of text and cursormovement keys. The left side contains ten function keys, whose functions can change with the application. (The twenty-fifth line of the video display can be used to illustrate their current use, and you can redefine these keys at any time from BASIC.)

Three keys must be pressed simultaneously to restart the system: Ctrl, Alt, and Del; it takes two hands to do this. Depressing the Ctrl and Scroll Lock/Break keys interrupts a running BASIC program. The up-arrow (shift) and PrtSc keys cause the text contents of the video display to be printed. Ctrl plus Num Lock causes the executing BASIC program to pause; the next key pressed causes it to resume.

The Alt key lets you generate any extended ASCII value from 1 to 255 , even if that code is not otherwise generated by the keyboard. By holding down the Alt key and typing


Photo 8: An example showing the independence of foreground and background colors when using the text mode of the color/graphics adapter board.
a number between 1 and 255 on the numeric keypad, that code is generated when the Alt key is released. (For some reason, the IBM unit I tried would not generate 0 with the Alt key. However, 0 could be generated by Ctrl plus the 2 key on the top row of the keyboard.)

> By not having a full product line, the IBM Personal Computer may fall prey to hardware and software incompatibility.

Another nice feature of the IBM keyboard is its 10 -character typeahead buffer, which keeps you from losing keystrokes if you type information into the IBM microcomputer before it is ready to receive it. In addition, the system software is written such that every key has an autorepeat feature; i.e., every key repeats its function if it is held down for more than half a second.

My one complaint against the keyboard is minor. The right and left shift keys are one key farther away from the center of the board than most people are used to. This means that, until you get used to reaching for the shift keys, you will accidentally type the slash and reverse-slash keys instead. This problem is minor, however, compared to some of the gigantic mistakes made on almost every other microcomputer keyboard. The IBM Personal Computer is a delight to use largely because of its keyboard.

## System Startup

When the IBM Personal Computer is first turned on, a series of fourteen tests are performed on the system, and any errors are reported immediately. These include tests of the 8088 microprocessor, the internal ROM, the main memory, the videodisplay adapter card, the keyboard, the cassette recorder (if attached), and the floppy-disk system. The memory test includes five different read/write tests of the entire usermemory area, each using a different

$9 b$


9c


9d

bit pattern for testing. Because of this, the initial startup of the IBM microcomputer may take between 5 seconds and about 1.5 minutes, depending on how much memory is in the machine. For example, in my test a 64 K -byte, disk-based machine took about 18 seconds to complete its initial tests and about 25 seconds more to complete the bootup of the machine. When the system is restarted from the keyboard with the Ctrl-Alt-Del triad of keys, the system tests are omitted, thus greatly reducing the delay associated with rebooting.

## Three Levels of BASIC

Because BASIC is the most commonly used programming language, I plan to describe some of the features of the 40 K -byte extended Microsoft BASIC in great detail. But before I
start talking about the more prominent features of BASIC, I'll look at the three kinds of BASIC that are available with the IBM Personal Computer.

Cassette BASIC is the simplest BASIC you can get. It is available on every IBM microcomputer, and it is contained in the 40 K bytes of ROM mentioned before. In addition to the standard features that are associated with Microsoft BASIC, Cassette BASIC gives you the ability to plot points and draw lines in both the IBM medium- and high-resolution modes, to make sounds through the internal speaker, and to use light pens and joysticks.

Disk BASIC, which requires at least 32 K bytes of memory and one floppy-disk drive, occupies extra user memory which can be added to the ROM version of BASIC. The IBM

| Command | Description |
| :--- | :--- |
| AUTO | generates line numbers automatically |
| BLOAD | load machine-language (binary) program |
| BSAVE | save machine-language program |
| CLEAR | clear program variables |
| CONT | continue interrupted program |
| DELETE | deletes a range of BASIC lines |
| EDIT | edit a line of BASIC |
| FILES | list all or selected files on disk |
| KILL | delete a disk file |
| LIST | list BASIC lines |
| LLIST | list BASIC lines to printer |
| LOAD | load a BASIC program file |
| MERGE | merge a BASIC program file into an existing program |
| NAME | rename a disk file |
| NEW | erase current program |
| RENUM | renumber BASIC program |
| RESET | close all disk files |
| RUN | load and run program |
| SAVE | save current program <br> SYSTEM |
| exit BASIC and return to DOS |  |
| TRON, TROFF | turn tracing option on and off |

Table 4a: A summary of IBM BASIC commands.

Photo 9: Inside the IBM Personal Computer System Unit. Photo 9a shows the overall interior of the unit; the floppy-disk drives are in the lower right corner, and the expansion slots are in the upper left. Photo 96 is a detailed shot of the expansion slots (left), the BASIC in ROM (large devices with gold faces, center), and the workspace memory (right). Photo 9c shows the Intel 8088 microprocessor (bottom) and the empty "auxiliary processor socket" (just above the 8088). Photo 9d shows the IBM 64KB Memory Expansion Option card, which holds 64 K bytes of memory. Notice that two 4116-like devices are "piggybacked" into one socket.

DOS (disk operating system) takes 12 K bytes of user memory, and disk BASIC adds about another 12 K bytes (depending on certain options). Disk BASIC adds a large number of disk input and output options, access to a date and time-of-day clock, the ability to store and redraw rectangular areas of graphic images, communications support using a standard RS-232C port, and software support for two extra printers. Disk BASIC is called by typing "BASIC" from the DOS prompt.

Advanced BASIC, which requires at least 48 K bytes of memory and one floppy-disk drive, occupies an additional 5 K bytes of user memory (for a total overhead of about 29 K bytes). Advanced BASIC adds event trapping, some advanced graphics commands, and an advanced musicplaying command (all of these are covered in greater detail later). Advanced BASIC is called by typing "BASICA" from the DOS prompt.
Tables $4 a, 4 b$, and $4 c$ list the commands, statements, and functions of IBM BASIC.

## The BASIC Program Editor

The BASIC Program Editor, common to all the versions of IBM BASIC, allows you to make changes far more quickly and easily than is possible on other microcomputers. It is a full-screen editor in that changes can be made to a program line by use of the four arrow keys and the Ctrl (control), Ins (insert), Del (delete), and End keys. If the new line (enter) key is pressed while the cursor is anywhere on the program line where changes have just been made, the changed line takes the place of the old line. With the BASIC Program Editor, changing a program is as easy as it would be if the text of the program were being manipulated by a word processor.
In addition, the Alt key has a special function within BASIC. Simultaneously pressing Alt and a letter of the alphabet causes a predefined BASIC keyword to be printed on the screen. For example, Alt plus C causes the word "COLOR" to be printed. This "shorthand" method is often helpful when you are typing in
a long BASIC program.
Along the same lines, all levels of IBM BASIC have the AUTO (automatic line numbering), RENUM (renumber a BASIC program), and MERGE (merge two programs) com-mands-all very useful commands that are often absent or awkward to use in other microcomputers.

## Graphics in BASIC

The following summarizes most of the graphics commands available from BASIC:

- COLOR (all BASICs) is used to choose the four colors available in the IBM medium-resolution mode. As stated before, color 0 can be any of


## At a Glance

## Product Name

The IBM Personal Computer

## Manufacturer

International Business Machines Corporation
Information Systems Division
Entry Systems Business
POB 1328
Boca Ratoṇ, FL 33432

## Components

System Unit
Size: width 20 inches, depth 16 inches, height 5.5 inches; weight (without disk drives) 21 pounds, (with two disk drives) 28 pounds
Electrical needs: 120 VAC
Processor: Intel 8088
Cycle Time: main storage, 410 nanoseconds; access, 250 nanoseconds
Memory: $\quad 40 \mathrm{~K}$ bytes of built-in ROM (read-only memory),
16 K bytes of user RAM (random-access read/ write memory); expandable to 256 K bytes
Standard: keyboard for data and text entry; audio-cassette recorder connector; five expansion slots for memory, display, printer, communications, and game adapters; built-in speaker for music programming: power-on automatic selftest of system components; BASIC-language interpreter: 16 K bytes of user RAM (all user RAM includes parity bit)
Keyboard: total of 83 keys for data and text entry; includes 10 keys for numeric entry and cursor control, 10 special function keys, and ASCll characters and special graphics characters (total 256 characters); automatic repeat on all keys; adjustable typing angle; detachable six-foot coil cable
Disk drives: up to two 5-inch floppy-disk drives, 160 K bytes each /will accommodate 4 drives in future)

## OperatIng Systems

IBM Personal Computer DOS (Microsoft)

## Software Avallable for IBM Personal Computer DOS

BASIC interpreter (Microsoft) standard; extended BASIC interpreter (Microsoft) S40; Pascal compiler (Microsoft) S300; VisiCalc (Personal Software) S200; EasyWriter (Information Unlimited Software) S 175; General Ledger, Accounts Receivable, Accounts Payable
(Peachtree Software) $\$ 595$ each; asynchronous communications support $\$ 40$; Adventure (Microsoft) S30: Advanced diagnostics package $\$ 155$

## Hardware Prices

System Unit, 16 K-byte RAM, keyboard $\quad$ S1265
System Unit, 48 K-byte RAM, keyboard, single floppy-disk drive, disk-drive adapter 2235 Monochrome video display
Combination monochrome-display adapter and printer adapter 335
Color-graphics-monitor adapter 300
16 K-byte memory-expansion kit 90
32 K-byte memory-expansion kit 325
64 K-byte memory-expansion kit 540
Disk-drive adapter 220
Disk drive (5-inch floppy disks) 570
Asynchronous communications adapter 150
Game-control adapter 55
Keyboard 270
Printer 755
Printer adapter 150
Printer cable 55
Printer stand 55
the 16 available colors, while colors 1 through 3 are chosen from two available color sets. (In the text mode, COLOR sets the foreground, background, and border colors.)
$\bullet$ LINE (all BASICs) allows you to draw a line, outline a box, or fill in a box in whatever colors are available.

- SCREEN (all BASICs): "SCREEN $n^{\prime \prime}$ is used to choose text mode ( $n=0$ ), IBM medium-resolution graphics ( $n=1$ ), or IBM high-resolution graphics $(n=2)$. In text mode, SCREEN can also generate a black-and-white text image and choose which of several pages are to be independently viewed and written to.
$\bullet$ GET and PUT (disk BASIC): GET allows you to save the graphic image within a specified rectangular area into a BASIC array. PUT allows the stored image to be redrawn at any point on the screen, in one of five ways: PSET (replace the existing image with the stored image), PRESET (replace with the inverse of the stored image), XOR (exclusive-or the existing and stored images), OR (add the stored image to the existing image), AND (selectively restore the stored image, using the existing image as a logical mask).
- CIRCLE (advanced BASIC) allows you to draw a circle or ellipse with a given center, color, radius, and eccentricity. In addition, an arc (partial circle) may be drawn (the begin and end points of the arc can be specified); optionally, either or both endpoints can be connected to the center point. (This last feature exists but is not documented in the description of the CIRCLE command in the IBM BASIC manual. The end points must have an absolute value less than or equal to $2 \pi$. The same arc is drawn regardless of the sign of the end point; if the end point is negative, however, it is connected to the center point.)
- PAINT (advanced BASIC) lets you specify a starting point, a color, and a boundary color. PAINT then starts painting the screen the given color from the starting point outward until it reaches the boundary color.


## Subroutine Interrupts in BASIC

A very unusual and useful feature of the IBM BASIC is its ability to stop

Statement
BEEP
CALL
CHAIN

CIRCLE
CLOSE
CLS
COLOR
COM...ON/OFFISTOP
COMMON
DATA
DATE\$
DEF FN...
DEF SEG
DEF USR
DIM
DRAW
END
ERASE
ERROR
FIELD
FOR...TO...STEP
GET (disk I/O)
GET (graphics)
GOSUB
GOTO
IF...THEN...ELSE
INPUT
KEY ON/OFF
KEY
KEY...ON/OFF
LET
LINE
LINE INPUT
LOCATE
LPRINT
LPRINT USING

## Description

beep the internal speaker
call machine-language subroutine from BASIC execute a new program, retaining values of program variables
draw circle, ellipse, arc, or pie-shaped wedge close data file
clear video screen
set foreground and background colors enable/disable activation of ON COM...GOSUB mechanism to pass variables to CHAINed program
standard DATA statement
set date
user-defined function
define current segment of memory define starting address for USR call dimension arrays
draw a graphics command string end program
reclaim memory from arrays no longer being used
simulate a given error condition
defines fields within a file buffer standard FOR loop
get a record from a random-access file put graphics information from screen to array execute subroutine
continue execution at specified line standard IF statement read data from keyboard or data file
turn display of function keys on 25th line on or off redefine one of ten function keys enable/disable activation of ON KEY GOSUB
standard assignment statement (e.g., LET A=3)
draw line, box, or solid box on graphics screen
read an entire line from keyboard or data file
position cursor
print to printer
print to printer according to a given format

Table 4b: A summary of IBM BASIC statements.
execution of a BASIC program to service an external interrupt before continuing the BASIC program. What makes this interrupt capability different from that of any other microcomputer is that the interrupt routine is not a machine-language program but a BASIC subroutine within the BASIC program being used. The interrupting events are: a keypress from any of the four cursormovement keys or the ten function keys, incoming information from the IBM Asynchronous Communications

Adapter card, activation of the light pen, or a keypress from a joystick trigger button.

The form of these statements is

## ON event GOSUB line

where event is $\mathrm{COM} n, \operatorname{KEY}(n)$, PEN, or STRIG(n) (joystick trigger), and line is the beginning line number of a BASIC subroutine. Another condition for the execution of the subroutine is for the event to be activated, which is done by an

| Statement | Description |
| :--- | :--- |
| LSET | left-justify a string within a field |
| MID\$ | substring substitution statement |
| MOTOR | control cassette recorder motor |
| NEXT | ends FOR loop |
| ON COMMKEYIPEN/ | interrupt by given event to BASIC subroutine (see text |
| STRIG...GOSUB details) |  |
| ON ERROR GOTO | enable error-trapping routine |
| ON...GOSUB | standard computed GOSUB statement |
| ON...GOTO | standard computed GOTO statement |
| OPEN | open a disk or communications file |
| OPTION BASE | allows array subscripts to start at 0 or 1 |
| OUT | output a byte to a port |
| PAINT | fill an area of the graphics screen with color |
| PEN ON/OFFISTOP | enable/disable activation of ON PEN GOSUB |
| POKE | put a specified value into a byte |
| PRINT | print to video display or file |
| PRINT USING | print to video display or file according to a given format |
| PRESET | plot a graphics point in the background color |
| PSET | plot a graphics point in a given color |
| PUT (disk I/O) | write a record to a random-access file |
| PUT (graphics) | draw a stored image onto the graphics screen |
| RANDOMIZE | start a new pseudo-random number sequence |
| READ | read information from DATA statements |
| REM | standard remark statement |
| RESTORE | reset pointer to DATA statements |
| RESUME | return from an error routine |
| RETURN | return from a subroutine |
| RSET | right-justify a string within a field |
| SCREEN | choose text or graphics screen for video display |
| SOUND | generate sound from the speaker |
| STOP | stop program execution |
| STRIG ON/OFF | enable/disable joystick button |
| STRIG...ON/OFF | enable/disable activation of ON STRIG...GOSUB |
| SWAP | exchange the values of two variables |
| TIME\$ | set time |
| WAIT | standard Microsoft WAIT statement |
| WEND | end WHILE loop |
| WHILE | program loop that executes as long as a given condi- |
| WRITE | tion is true |
|  | output data to video screen or file |
|  |  |

Statement

MOTOR
NEXT
COM/KEYIPEN
ON ERROR GOTO
ON...GOSUB
ON...GOTO
PN

OUT
PAINT
OFFISTOP

PRINT
PRINT USING
PRESET

PUT (disk I/O)
PUT (graphics)
RANDOMIZE
READ
REM
RESTORE
RESUME
RETURN
RSET
SCREEN
STOP
STRIG ON/OFF
STRIG...ON/OFF
SWAP
TIME\$
WAND
WHILE
WRITE
left-justify a string within a field substring substitution statement ends FOR loop
interrupt by given event to BASIC subroutine (see text
standard computed GOSUB statement
standard computed GOTO statement
allows array subscripts to start at 0 or 1
output a byte to a port
fill an area of the graphics screen with color
enable/disable activation of ON PEN GOSUB
print to video display or file according to a given format
plot a graphics point in the background color
write a record to a random-access file
draw a stored image onto the graphics screen
mation from DATA statements
reset pointer to DATA statements
return from an error routine
from a subroutine
choose text or graphics screen for video display enerate sound from the speaker
enable/disable joystick button
enable/disable activation of ON STRIG...GOSUB
set time
standard Microsoft WAIT statemen
tion is true
output data to video screen or file
associated set of BASIC commands. For example, if the statement

PEN ON
is executed and the ON PEN statement exists in the program, the subroutine will be executed the next time the light pen is used. If

## PEN OFF

is executed, the use of the light pen will not cause the subroutine to be executed. If the statement

PEN STOP
is executed, using the light pen causes the subroutine to be executed as soon as a PEN ON statement is executed. Similar statements are available for $\mathrm{COM} n$ and $\operatorname{KEY}(n)$, but not for STRIG( $n$ ).

With these statements, a program can immediately respond to certain events that may or may not happen.

## DRAW and PLAY

One of the most innovative features of the IBM BASIC is the use of predefined BASIC strings to specify a series of draw commands (for DRAW) or note-playing com-
mands (for PLAY). These strings have their origins in the Apple II shape tables; but, by extending the syntax and allowing the "table" to take the form of standard strings that can be manipulated by the BASIC program itself, the concept has been greatly improved.

Table 5 lists the commands available within a DRAW string. To draw a long, narrow rectangle, we simply define

$$
\mathrm{AS}=\times \mathrm{R} 40 ; \mathrm{U} 10 ; \mathrm{L} 40 ; \mathrm{D} 10 "
$$

This draws 40 units to the right, 10 up, 40 to the left, and 10 down. If we execute the statement

## DRAW A\$

the rectangle will be drawn from wherever the graphics cursor happens to be at that time.

One of the most powerful features of this graphics-command language is the ability to call one string from another. For example, to rotate this box 90 degrees counterclockwise, we could simply command

## DRAW "A1;XA\$;"

(A1 calls for a 90-degree rotation, and XA\$; executes string A\$.) In addition, any command can take its argument from an existing variable, so that if we say
DRAW "A = I;XA\$;"
the image will be rotated an I-multiple of 90 degrees before being drawn. Note the presence of the semicolon at the end of the X command; this is necessary for the command to work.

Photo 11 shows the listing and the run of a program that first draws the string $A \$$, then draws it in all its rotations. The PSET statement simply moves the graphics cursor to a new location before drawing.

The PLAY statement works similarly to the DRAW statement, but with a different set of commands. For example, the statement
PLAY "C1;D\#2;G - 4"

| Function | Description |
| :---: | :---: |
| ABS | absolute value |
| ASC | convert ASCII character to its numeric value |
| ATN | arctangent |
| CDBL | convert to double-precision number |
| CHR\$ | converts number to equivalent ASCII character |
| CINT | round to nearest integer |
| COS | cosine |
| CSNG | convert to single-precision number |
| CSRLIN | returns row number of current cursor position |
| CVD | convert string to double-precision number |
| CVI | convert string to integer |
| CVS | convert string to single-precision number |
| EOF | logical test for end-of-file condition |
| ERL | line number of an error that has just occurred |
| ERR | error code of an error that has just occurred |
| EXP | exponential function, base e |
| FIX | truncate to an integer value |
| FRE | amount of workspace left unused |
| HEX\$ | converts number to a string containing a hexadecimal number equivalent to the original number |
| INKEY\$ | read a character from the keyboard |
| INP | read 8 -bit value from port |
| INPUT\$ | read characters from a file |
| INSTR | find substring within a given string |
| INT | largest integer less than or equal to argument |
| LEFT\$ | take substring starting with first character |
| LEN | length of a string |
| LOF | amount of space in a file |
| LOG | natural logarithm |
| LPOS | carriage position of printer |
| MID\$ | extract a substring from a given string |
| MKD\$ | convert a double-precision number to a string |
| MKI\$ | convert an integer to a string |
| MKS\$ | convert a single-precision number to a string |
| OCT\$ | converts number to a string containing an octal number equivalent to the original number |
| PEEK | read value of byte in memory |
| PEN | read light pen |
| POINT | get color number point on graphics screen |
| POS | cursor column position |
| RIGHT\$ | take substring ending with last character |
| RND | random number |
| SCREEN | character or color at given position (text mode only) |
| SGN | sign of argument |
| SIN | sine |
| SPACE\$ | creates a string full of spaces |
| SPC | prints spaces |
| SQR | square root |
| STICK | get coordinates of joystick |
| STR\$ | converts a number to a string |
| STRING\$ | creates a string filled with one ASCII constant |
| TAB | spaces over to an absolute print position |
| TAN | tangent |
| USR | call machine-language subroutine |
| VAL | converts string to numeric value |
| VARPTR | get address of variable; or get file control block of a file |

Table 4c: A summary of IBM BASIC functions.
plays a whole $C$ note, a half $D$-sharp note, and a quarter G-flat note. Many variations are possible, including octave and tempo change, note length, pauses, substring execution, and variable command parameters. In addition, a sequence of up to 32 notes can be stored in a buffer and played in background-that is, the BASIC program continues to execute, and the music is played independently by the buffer.

## Communications Files

If the IBM Asynchronous Communications Adapter is installed in the IBM Personal Computer, a BASIC program can interact with a remote device as if it were a simple disk file. GET and PUT can be used, as well as the I/O statements INPUT \#f, LINE INPUT \#f, INPUT\$, PRINT \#f, PRINT \#f USING, and WRITE\#f. In all these cases, $f$ is a file specification that has a device name of COM1: or COM2:. Thus more people can write programs that use remote devices, because BASIC automatically takes care of most of the communication details.

## The IBM DOS

The IBM disk operating system (DOS) (written by Microsoft with help from Seattle Computer Products) bears a superficial resemblance to Digital Research's CP/M operating system. (For example, the IBM DOS gives the prompt "A>".) However, the IBM DOS is a scaled-down version of Microsoft's 16-bit Unix lookalike, the Xenix operating system. In addition, the commands are better worded than in CP/M. For example, the cryptic

PIP B:NEWFILE1 = A:MYFILE1
of CP/M is replaced by

## COPY A:MYFILE1 B:NEWFILE1

which copies MYFILE1 from drive A to drive B, where it will be named NEWFILE1. Other commands include ERASE (to delete a file), FORMAT (to format a floppy disk), RENAME (to rename a file), DIR (to list the directory of a disk), DATE (to set the

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date), and TIME (to set the system clock).
The IBM DOS floppy disk contains BASIC and BASICA (the disk and advanced BASICs), as well as some disk utility programs. LINK combines object files (created by an assembler or compiler) into a form that can be executed. DEBUG allows you to examine both memory and disk files and debug a machine-language program. Photo 12 shows the DEBUG program tracing the execution of a program and displaying all the 8088 registers.
Another feature of the IBM DOS is the file AUTOEXEC.BAT. If a disk file with this name is present on the disk used to start the system, it is automatically executed as soon as the

IBM microcomputer is working. The ".BAT" suffix marks it as a batch file, which is a text file of statements that are executed sequentially as if they had been typed in from the keyboard in a manner similar to a CP/M submit (.SUB) file or an Apple II EXEC file. Because the AUTOEXEC.BAT file is a batch file, it can perform many operations before giving control to the user.

## The IBM BIOS

All software interacts with the hardware of the IBM microcomputer through part of the DOS called the BIOS (basic input/output system). In the IBM microcomputer, all calls to the BIOS are done as 8088 software interrupts. There are 256 such inter-

| Command | Description |
| :---: | :---: |
| Un | move up $n$ steps |
| Dn | move down $n$ steps |
| $\square$ | move left $n$ steps |
| Rn | move right $n$ steps |
| En | move diagonally up and to the right $n$ steps |
| Fn | move diagonally down and to the right $n$ steps |
| Gn | move diagonally down and to the left $n$ steps |
| H | move diagonally up and to the left $n$ steps |
| Mx, y | move to point ( $x, y$ ) or (if in relative mode) move ( $x, y$ ) units from current position; plot a point |
| $B x, y$ | same as $M$, but no point is plotted |
| $N \mathrm{X}, \mathrm{y}$ | same as $M$, but return to original location when finished |
| An | set angle as a multiple of 90 degrees ( $n=0$ through 3) |
| Cn | set current color to $n$ |
| Sn | set scale factor (step size) |
| Xstring\$; | execute substring string\$ |

Table 5: Commands for the DRAW statement.


Photo 10: The back panel of the IBM Personal Computer. See the text for a description of the plugs and sockets.
rupts available on the 8088 , of which 193 are used by DOS and BASIC.
BASIC uses many of the reserved interrupts to interact with the rest of the machine. By using the interrupts as "hooks" to the actual routines, which are stored in high memory (see table 6), the system can add new devices and change the behavior of existing ones by writing new routines in user memory and changing the appropriate interrupt vectors to point to the new code. In fact, this is how the disk and advanced BASICs add features to the cassette BASIC in ROM. In the same way, a programmer with sufficient skill can extend the behavior of the IBM Personal Computer by modifying the BIOS and placing the commands needed to patch them into the system into an AUTOEXEC.BAT file; the batch file should end with a program that executes an INT 27 interrupt, which allows the code to remain in the system until it is turned off. Much technical information (including an 80-page fully documented listing of the IBM BIOS) is included in the manual Technical Reference.

One interesting use of the IBM BIOS relates to the IBM keyboard. The keyboard, which contains an Intel 8048 microprocessor, does not deliver ASCII codes to the System Unit. Instead, it delivers two scan codes per keypress: one when the key is pressed, and a different one when the key is released. The IBM BIOS decodes the scan codes into an extended ASCII code that can return 256 one-byte codes and several twobyte codes for each keypress.

## How Fast Is IBM BASIC?

Surprisingly, IBM BASIC is not much faster than its 8 -bit counterparts. Table 7 compares the execution times of five BASIC programs on several popular microcomputers; the programs themselves are in listing 1. The first four benchmarks test an empty do-loop, division, subroutine jumps, and the MID $\$$ string function. The fifth test is a slightly modified version of Jim Gilbreath's Sieve of Eratosthenes benchmark program (see "A High-Level Language Benchmark," September 1981 BYTE, page

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180); note that the algorithm accesses lots of memory but uses only addition and subtraction.

The results of these comparisons are not encouraging. For example, IBM BASIC is somewhat faster than Applesoft, but the difference is modest, and Applesoft is one of the slower microcomputer BASICs. (All the BASICs tested are versions of Microsoft BASIC.) A comparison of IBM BASIC to Microsoft MBASIC 4.51 running on a $4-\mathrm{MHz} \mathrm{Z} 80$-based machine shows MBASIC to be faster in everything but division; this last
makes sense in that the 8088 microprocessor has a hardware divide instruction, which accounts for its better performance in the division benchmark. Still, it seems that IBM BASIC does not have a definite superiority over its 8 -bit counterparts.

Although I hesitate to draw conclusions about the IBM microcomputer's performance in disk-based or machine-language programs, it is obvious that the IBM microcomputer does not gain a speed advantage from its memory access-the 8088 micro-

| Address (in Hexadecimal) | Location | Type | Function |
| :---: | :---: | :---: | :---: |
| 00000 | on System Board | RAM | BIOS interrupt vectors |
| 00080 |  |  | BIOS available interrupt vectors |
| 00400 | " | " | BIOS data area |
| 00500 | " | " | workspace memory |
| 10000 (decimal 64 K ) | on memory card | " | workspace memory |
| 40000 (256 K) | not available now; reserved for future expansion | " | proposed workspace memory |
| A0000 (640 K) | ? | ? | reserved |
| A4000 (656 K) | on video boards | RAM | reserved for all forms of video display (note 1) |
| C0000 (786 K) | ? | ? | memory expansion area |
| F0000 (960 K) | ? | ? | reserved |
| F4000 (976 K) | on System Board | ROM/PROM | 8 K-byte slot available for user programs |
| F6000 (984 K) | " | ROM | 40 K-byte BASIC in ROM |
| FEOOO (1016 K) | " | ' | BIOS code in ROM |

Note 1: Not all this space is currently in use. The memory for the monochrome adapter card starts at hexadecimal B0000 ( 704 K bytes), and the memory for the color/graphics card starts at hexadecimal B8000 ( 736 K bytes).

Table 6: Memory map of the IBM Personal Computer.

| Benchmark | $\frac{\mathrm{IBM}}{\text { time }}$ | Applesoft |  | $\begin{gathered} 4 \mathrm{MHz} \mathrm{Z80} \\ \text { MBASIC } 4.51 \end{gathered}$ |  | Radio Shack TRS•80 Model II |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | time | $\begin{aligned} & \text { ratio } \\ & \text { to IBM } \end{aligned}$ | time | $\begin{aligned} & \text { ratio } \\ & \text { to IBM } \end{aligned}$ | time | $\begin{aligned} & \text { ratio } \\ & \text { to IBM } \end{aligned}$ |
| empty do-loop | 6.43 | 6.66 | 1.04 | 5.81 | 0.904 | 7.98 | 1.24 |
| division | 23.8 | 29.0 | 1.22 | 24.9 | 1.05 | 19.4 | 0.815 |
| subroutine jump | 12.4 | 13.9 | 1.12 | 9.4 | 0.758 | 17.1 | 1.38 |
| MID\$ (substring) | 23.0 | 32.3 | 1.40 | 18.6 | 0.809 | 24.8 | 1.08 |
| prime number program | 190 | 241 | 1.27 | 151 | 0.795 | 189 | 0.995 |

Table 7: Benchmark results for the IBM Personal Computer against several 8-bit microcomputers: an Apple II Plus running Applesoft BASIC, a 4 MHz Z80 microcomputer running MBASIC 4.51, and a Radio Shack TRS-80 Model II running Model II BASIC. All times (given in seconds) and ratios are valid to three significant digits. See listing 1 for the actual benchmark programs.

Listing 1: BASIC benchmark programs used in table 7. Listing la tests an empty do-loop; the two constants are included to allow the isolation of the features being tested in listings 16 and 1c. Listing $1 b$ tests the division operation. Listing 1c tests a subroutine call-and-return sequence. Listing 1d tests the MID\$ (substring extraction) operation. Listing $1 e$ is the Sieve of Eratosthenes algorithm to generate prime numbers; it is used as a composite benchmark of several BASIC features working together in a short, but nontrivial, program.

1a

```
60 A=2.718%8
30 [=3.141.59
100 FOF I=1 TO 500%
SO NEXT I
1b
60 A=2.71828
80) E=3.14154
100 FOF: I=1 TO 5000
120 C=A/E
SO NEXT I
1c
60 A=2.71828
80) B=5.14159
1OO FOF I=1 TO EOOO
120 GOSUE 1000
SOO NEXT I
30 END
1OOO FETLIFN
```

1d
80 A $=$ ="abcdefghi jklin"
100 FOF $I=1$ TO 5000
$120 \mathrm{~B}=\mathrm{D}=\mathrm{MID} \mathrm{D}(\mathrm{AD}, 6,6)$
S2O NEXT I

1 e

```
1 SIZE=7000
2 DIM FLABS{7001)
S FFIINT "only 1. iteration!"
5 COUNT=0
6 FOF: I=1 TO SIZE
7FLAGS(1)=1
8 NEXT J.
9 FOF I=O TO SIZE
10 IF FLAGS(I)=0 THEN 18
11. FFRTME=I+I.+%
12 F=I+FRINE
18 IF FSSTZE THEN 1%
14 FLAGG(K)=O
15 K=K+FRIME
1& GOTO 13
17 COUNT=COUNT+1
18 NEXT I.
19 FFINT COUNT:" pr-jmes:"
```


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processor has to get memory one byte at a time, like the 8 -bit 6502 and Z 80 . Still, this does not fully account for the IBM microcomputer's modest performance. Perhaps IBM's BASIC has only been translated from its 8 -bit predecessors and not optimized for the 8088 's instruction set.

## Documentation

IBM uses the slogan "The IBM of Personal Computers" in one of its advertisements. The manuals that accompany the IBM microcomputer and various pieces of software could likewise be called "The IBM of Documentation." They will set the standard for all microcomputer documentation in the future. Not only are they well packaged, well organized, and easy to understand, but they are also complete. With the inclusion of the manual Technical Reference, the IBM Personal Com-


Photo 11: A demonstration of the DRAW command. See the text for details.


Photo 12: An example of the DEBUG program at work.
puter is as well documented as any existing microcomputer, and the documentation is available much earlier in the life of this machine than it has been for other machines.

Each manual is in a hardcover D-ring binder with its own slip cover. The pages are 14 by 21.6 cm ( 5.5 by 8.5 inches), and the binder is built so that the opened book lies flat. Included with the minimal configuration IBM microcomputer are manuals titled Guide to Operations and BASIC. A separate boxed manual is given with each software package; some IBM Personal Computer products have softcover documentation booklets.

Guide to Operations explains the capabilities of the IBM Personal Computer system and provides information to be used in the setup and initial operation of the microcomputer. A 145-page section called "Operations" describes the IBM keyboard layout and usage, the IBM 80 CPS Matrix Printer, the IBM DOS, and selected information on IBM BASIC. Other sections tell you what to do if the IBM microcomputer doesn't work, what additional peripherals are available for the system, and how to prepare the system to physically move it to another location. The manual is written in a friendly, tutorial manner and includes the basic information that most manuals take for granted (i.e., how to turn the machine on, how to start BASIC).

BASIC is 406 pages long and contains a 258 -page section that fully describes each BASIC command, function, statement, and variable. Each BASIC keyword is documented under several headings: format (the syntax of the keyword), versions (the version or versions of IBM BASIC under which the keyword is available), remarks (a commentary that further explains the use of the keyword), and an example. Other sections describe the use of the BASIC Program Editor, floppy-disk I/O, communications files, and other topics.

## The Reference Manual

The manual Technical Reference deserves special recognition simply
for its existence. It is 372 pages long and is in three sections, plus appendixes; its price is a modest $\$ 36$. Section 1 gives a short overview of the IBM Personal Computer System and some of its internal workings. Section 2, which is 147 pages long, gives a functional specification for every piece of hardware in the IBM Personal Computer product line. This includes highly detailed specifications of the operation of the hardware, pinouts for peripheral connectors, and connection diagrams showing how to interface IBM peripheral cards with non-IBM devices. Section 3 describes the IBM BIOS. Five appendixes give additional information, including a complete, commented listing of the IBM BIOS and schematics for all hardware in the system.

I'm sure that adventurous microcomputer enthusiasts will discover many more things about the IBM microcomputer as they buy and use the machine. But Technical Reference gives us a tremendous amount of information from the start. Most computer enthusiasts will want to have a copy of this book.

## Sales and Service

Many companies are trying to become authorized IBM dealers; at the time of this writing, all Computerland stores are authorized dealers, and Sears Roebuck and Company has announced plans to sell the IBM Personal Computer through its Sears Business Systems Centers. IBM itself will sell its microcomputer through the IBM Product Centers in Baltimore, Philadelphia, and San Francisco. Since a potential dealer has to qualify as an authorized repair center before a dealership will be awarded, service will always be available from the dealer that sold you the unit.

IBM is also offering warranty extensions to increase the 90 -day warranty that comes with the machine to one year, as well as annual maintenance contracts. The prices are reasonable; for example, the prices for a 48 K -byte system with one floppy disk and the monochrome display are $\$ 154$ for the warranty extension

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and $\$ 196$ for the annual maintenance contract. On the other hand, the prices for the IBM 80 CPS Matrix Printer (which has a lot of moving parts) are $\$ 141$ and $\$ 179$, respectively.
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> Advanced BASIC adds event trapping, some advanced graphics commands, and an advanced music-playing command.

$\$ 595$. Since the IBM suggested price includes a sufficient profit margin for most products, I think this price (which I confirmed with the dealer) is exorbitant.
The moral is to shop around for the best prices, if you can. However, this may be difficult for two reasons. First, IBM is probably going to authorize only one dealer per geographic area, at least initially. Second, the IBM microcomputer product line is probably not going to be available by mail for quite some time. Another problem with buying software from a dealer in a distant city is that the dealer is going to be responsible for software support. Still, for $\$ 400$, I would be tempted to buy my software in another city and make some long-distance calls when I needed software support.

## Other Vendors

When the IBM Personal Computer was introduced last fall, IBM was the


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sole supplier of both hardware and software. But potential hardware and software vendors have wasted no time in providing products for what they feel will be a very popular microcomputer. In particular, Lifeboat Associates announced last October that it is "making available most of its existing applications programs to serve users of IBM's new 16-bit Personal Computer." When this is accomplished, it will do a lot to ease the shortage of business and applications software that currently exists for the IBM Personal Computer.
(In a related development, Lifeboat also announced that it will be selling all its 16 -bit software for the SB-86 operating system, which is its name for the IBM disk operating system. The fact that IBM, Microsoft, and Lifeboat have put their names behind this 16 -bit operating system poses a serious threat to Digital Research's prospects of dominating the 16 -bit market with its new CP/M-86 8086
operating system, as it has the 8 -bit arena with its popular CP/M 8080 operating system.)

As for hardware, several gaps will, for the moment, be filled by outside vendors. IBM does not currently supply a high-quality RGB color monitor, a letter-quality printer, or any of the special input devices provided for in the system (joystick, light pen, paddles). IBM's position is that the potential demand for these products will cause third-party vendors to independently market them. (In the next section, I will discuss some problems with this philosophy.) In addition, the expansion slots provide the opportunity to interface the IBM microcomputer with many outside devices. Given a reasonable period of time, plenty of hardware and software will probably be developed for the IBM Personal Computer.

One other item of interest is the announcement of a new magazine called PC: The Independent Guide to the IBM Personal Computer. It is

published by David Bunell, of Software Communications, Inc., 44 Montgomery St., San Francisco, CA 94104; subscriptions are $\$ 12$ for 12 issues. It should be of great interest to owners of the IBM Personal Computer.

## Current Weaknesses

The IBM Personal Computer is a very good machine, but it does have some shortcomings. This is no reflection on IBM's ability to design a microcomputer; rather, it is a reflection of the trade-offs between capability and cost that had to be made to make the machine competitive in the existing market.

The most serious weakness of the IBM Personal Computer is the small number of expansion slots available for future use. Note that I say "for future use"; one slot is taken up by a video adapter card (or two if you want both kinds of display), and another is taken up for each of the following devices: the $51 / 4$-inch Diskette Adapter card (if you want a floppy disk), the Asynchronous Communications Adapter card (if you want an RS-232C port), the Printer Adapter card (if you have the color/graphics video card and want a parallel printer), and the Game Control Adapter card (if you want joysticks or game paddles). Since you need an empty expansion slot for each 64 K bytes of memory above the first 64 K bytes, it is obvious that you cannot put everything into the IBM microcomputer that you might want to. The most frequently encountered limitation is the amount of memory you can have in the microcomputer; if you want a floppy disk and the RS-232C card, you can have only (!) 192 K bytes of memory-all five slots are filled. With a moment's reflection, you will see that the expansion slots in the IBM Personal Computer will fill rather quickly.

At the moment, the IBM Personal Computer system is weak with respect to word processing. First, IBM does not market a letter-quality printer. This means that, if you want to do word processing on the IBM microcomputer, you have to trust that your IBM dealer will also sell

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you a letter-quality printer and cable that will work properly with your software. This problem of compatibility has been very common in the microcomputer industry to date. It is surprising that IBM, which has worked so hard in some other areas to avoid this problem, has literally left it to chance here.

Of course, the explanation of "limited resources" can be given here, too. That is, if IBM had waited until it had everything lined up, the product would not have been introduced as early as it has been. Still, the criticism stands that, by not providing a full product line, the $I B M$ Personal Computer system, through no fault of its own, may fall prey to hardware and software incompatibility, thus creating still more disappointed microcomputer users.

Another weakness of the IBM Personal Computer as a word processor is the lack of versatile wordprocessing software to drive the machine. The only word processor available at the time of this writing is Information Unlimited's EasyWriter. I was given a chance to work with the EasyWriter word processor on the IBM microcomputer, and I found a few things I didn't like about it. In general, the software didn't seem to be of the same caliber as, say, VisiCalc or the Peachtree business packages. Specifically, at times the software left me not knowing exactly what to do next, and I found the scrolling-both up and down-to be slow. (Scrolling down is understandably slow because the entire screen has to be rewritten, but scrolling up is usually fast, whether it be on a memory-mapped video display or a terminal. On the IBM EasyWriter, the scrolling is as slow going up as it is going down.) I have used the Apple II version of EasyWriter extensively, and my opinion of it is the same as for the IBM version: it is a good piece of software for the money, but it isn't as versatile as some applications require.

I'm sure that Magic Wand, WordStar, or something similar will be available very soon for the IBM microcomputer, but EasyWriter is the only choice for the moment. My ad-
vice is: if you have an IBM Personal Computer, use the EasyWriter package a lot before you buy it. If you are looking for a system to be used primarily for word processing and you can't afford to wait for better software, I suggest that you look at other existing systems, such as the Radio Shack TRS-80 Model II or the Xerox 820. The IBM system, as it currently stands, does not compare favorably with these other systems.

Another limitation of the IBM Personal Computer is that, even though up to 256 K bytes of memory are available, the extended Microsoft BASIC cannot access more than a 64 K-byte workspace (I assume this includes both program and data), even though the IBM Pascal Compiler (also by Microsoft) and other proposed system software are said to be able to access all the workspace memory in the machine. Sixtyfour K bytes seems to be so much memory, especially since we are used to program, data, and the BASIC interpreter fitting into 64 K bytes. Still, it's unfortunate that all that extra memory (which is one of the main reasons for buying the machine) can't be used by BASIC, the computer language that will probably most often be used on the machine.

Another weakness that must be mentioned is an extension of one previously discussed: the IBM dealer will have to supply certain useful or even vital components of a complete IBM microcomputer system. IBM says it has no interest in manufacturing color monitors, letter-quality printers, joysticks, or light pens, nor can IBM supply you with the cables that will have to be made to connect these devices to the IBM microcomputer. In addition, if you want to connect your IBM microcomputer to a standard color TV (which is what most people will do), you will have to rely again on the judgment of your IBM dealer for the correct cable and RF modulator. I'm sure that in most cases no serious problems will arise, but by not making the entire product line itself, IBM has lost its guarantee of total system compatibility.

As someone not unacquainted with the programming of games, I found a

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few inadequacies with the graphics commands of the extended Microsoft BASIC. Although the graphicsdefinition language is excellent, shapes are allowed to rotate only in 90 -degree increments. In addition, the only way I found to detect the collision of a drawn shape with the contents of the screen is through a POINT function that gives the color number of a given point on the screen. Although this can, with some effort, be used for that purpose, it falls far short of the methods of detecting collisions available on the Apple II and the Atari 400/800 computers. Perhaps some enthusiastic programmer will find a memory location that indicates whether or not a drawn shape has collided with another image on the screen. In any case, these are small criticisms of a machine that does so many things so well.

## Speculations

One interesting thing about IBM is that it refuses to acknowledge the existence of any product that is not ready to be put on dealers' shelves tomorrow. Although this is frustrating at times, it is a refreshing change from some companies' practice of announcing a product even before its design is finished. Here are some speculations about future IBM Personal Computer products. The first two are almost assured, while the rest follow in increasing degree of uncertainty.

- Two more disk drives. Although, at the time of this writing, IBM maintains that only two disk drives are available for the IBM microcomputer, Technical Reference indicates in several places that provision is made for two external disk drives to be connected to the $51 / 4$-inch Diskette Drive Adapter via the DB-37 connector on the back of the adapter card. (See the leftmost plug in the expansion slot area in photo 10.)
- An 8086/8088 macro assembler. The Technical Reference bibliography lists a manual for the IBM Personal Computer Macro Assembler. It may be available by the time you read this article.

Now we start with the speculations:

- SofTech Microsystems' UCSD $p$-System. IBM announced that this operating system would be available for the IBM Personal Computer; this would make UCSD Pascal, FORTRAN, and BASIC available, and it would allow the IBM microcomputer to run the same programs as other UCSD systems. However, IBM would not give me any availability dates.
- A typing tutorial program. This was mentioned once in the front of the IBM Guide to Operations-but then, so were joysticks and RF modulators. Microsoft may adapt its Typing Tutor for the IBM Personal Computer.
- An official letter-quality printer and a major-league word processor. IBM may have plans to do this, or it may be relying on manufacturers' eagerness to expand their potential market. Someone will probably do it, but it may not be IBM.
- An "expansion box" to increase the number of peripheral cards that can be placed in the computer at one time. This would resolve a design limitation of the IBM Personal Computer as it now exists.
- A 128 K-byte (or more) memory board. As the 64 K -bit memory ICs decrease in price and become more available, IBM may market expansion boards that hold more than their current 64 K -byte limit. This would free up one or two expansion slots, but it might also allow the IBM Personal Computer to hold more than 256 K bytes.
- A database management system. This, like many other business packages, is needed to strengthen the position of the IBM microcomputer in the business area.
- An official RGB color monitor. I don't think IBM is going to go for this one, but it should. I have seen three separate IBM Personal Computers with RGB monitors. In all three cases, the monitor used did not have an input for the intensity signal and so could display only eight of the sixteen

Text continued on page 68

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Text continued from page 64:
possible colors. This is, again, a situation where IBM has surrendered the guarantee of complete compatibility by not manufacturing the product itself.

- A Winchester hard disk (the bigger, the better). Admittedly, this is a real guess, but it would make the IBM Personal Computer more attractive for certain business applications. The Apple III, a direct competitor to the IBM microcomputer, is now being offered with a Winchester disk. Is IBM going to ignore this?
- Memory expansion past 256 K bytes. It may be possible to replace the 16 K -bit 4116 dynamic memory integrated circuits with the new 64 K-bit devices, both on the main printed-circuit board and on the memory-expansion cards. If this can be done, the theoretical memory limit is the 20 -bit, one-megabyte addressing limit of the 8088 microprocessor. The actual limit is somewhat less than that-a memory map in the Technical Reference manual (see table 6) allows room for "future expansion" of 576 K bytes, for a total of 832 K bytes.


## Summary

When I look at the several inches of IBM Personal Computer manuals that fill my bookshelf, I am reminded that there is so much about this system that I have left out. Still, I have tried to talk about the most exciting and most important aspects of the system. The genius of the people who designed the IBM microcomputer is that they managed to do everything conventionally but well-the IBM Personal Computer doesn't have any startling innovations, but it also lacks the moderate-to-fatal design problems that have plagued other microcomputers.

The IBM Personal Comptuer isn't as well supported as the Radio Shack TRS-80 family or the Apple II, but then it hasn't been around very long. In two years or so, I think the IBM microcomputer will be one of the most popular and best-supported microcomputers around. This microcomputer is as close as I've ever seen to being all things to everybody. IBM should be proud of the people who designed it.


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## Ciarcia's Cireult Cellar

# Analog Interfacing in the Real World 

Steve Ciarcia<br>POB 582<br>Glastonbury, CT 06033

Most Circuit Cellar articles present basic concepts of digital electronics in the form of novel construction projects. Sometimes, however, I have to cover a significant subject without a disguise.

One such subject area is analog-todigital (A/D) and digital-to-analog ( $\mathrm{D} / \mathrm{A)} \mathrm{conversion}$. three years since I last wrote an article discussing these essential processes. Judging from my mail, many new readers of BYTE are just now discovering that their computers can be connected to more than a printer and modem. With these readers in mind, I am presenting basic information on A/D and D/A conversion in addition to the usual construction project.

## Meet the Real World

Many applications for computer controls exist around the home, such as energy management, security, and environmental monitoring. All these applications require measurement inputs and control outputs in quantities

[^3]not easily expressed in the $0-$ and +5-volt (V) transistor-transistor logic (TTL) levels present in your computer.

An energy-management system,
for example, may need to monitor a temperature range of 0 to $100^{\circ} \mathrm{C}$ with a resolution of $0.1^{\circ}$. The thermocouple sensing this temperature range might generate only 1 or 2 millivolts


Photo 1: Interfacing digital computer systems to their external analog environment has been made easy by the development of integrated digital-to-analog converters, such as this AD558 component from Analog Devices, Inc., POB 280, Norwood, MA 02062, (617) 935-5565.


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( mV ) per degree. A proportionaldrive pump motor in the same system might require a $2.40-\mathrm{V}$ set-point control input to produce the proper flow rate through the system.

Systems such as these are in the "real world," the continuous, analog environment outside the binary logic-0 and logic-1 domain of digital computers. A computer system's interaction with the real world requires some scheme for translating analog measurements to and from quantized binary equivalents.

In this article, therefore, we'll look at the design and construction of economical analog interfaces. I shall first outline the basics of digital-toanalog conversion and then go on to analog-to-digital conversion, describing the design of a low-cost circuit for each. Finally, I'll describe the characteristics and use of some of the newer D/A- and A/D-converter components on the market.

## Digital-to-Analog Conversion

The digital-to-analog converter can be thought of as a digitally controlled programmable potentiometer that produces an analog output voltage. This output voltage $V_{o}$ is the product of a digital signal $D$, a multiplier constant $K$ (usually 1 ), and an analog reference voltage $V_{R E F}$, related by the following equation:

$$
V_{o}=K D V_{R E F}
$$

The binary value transmitted to the

D/A converter by the computer is a binary fraction representing what portion of the full possible output voltage is to be emitted. The fraction is multiplied by a reference voltage, which can be either fixed or variable. D/A converters with variable reference voltages are often referred to as "multiplying" D/A converters, although all D/A converters can be said to multiply.

In finite binary fractions, the most significant bit (MSB) has a value of $1 / 2$ (that is, $2^{-1}$ ), the next most significant bit is $1 / 4\left(2^{-2}\right)$, and the least significant bit (LSB) is $(1 / 2)^{n}$ or $2^{-n}$, where $n$ is the number of bits in the binary fraction. If all the bits in the fraction are added, the sum approaches 1 ; the more bits in the fraction, the closer the sum is to 1 . The difference between 1 and the approach to 1 is the quantization error of the digital system. I'll discuss this later.

Different implementations of D/A converters (and A/D converters, too) use different formats for representing the binary digital quantities. One basic difference is the systems' capacities for representing negative binary numbers and negative voltages; some can and some can't. Analog-interface systems that can represent both are called bipolar converters; systems that can handle only positive voltages and quantities are called unipolar.

Unipolar converters chiefly use straight binary and binary-codeddecimal (BCD) representations of digital quantities. Bipolar converters


Figure 1: A 4-bit weighted-resistor digital-to-analog converter. A 4-bit word is used to control four single-pole, single-throw solid-state switches. Each switch is in series with a resistor. The resistor values are related as powers of 2 . The other sides of the switches are connected together at the summing point of an operational amplifier. Currents with magnitudes inversely proportional to the resistors are generated when the switches are closed. They are summed by the operational amplifier and converted to a corresponding voltage.
use a variety of representations, including offset binary, one's- and two's-complement formats, and Gray code. For brevity, I will limit this discussion to converters using straight binary and offset binary representations.

Offset binary differs from straight binary only slightly. In offset binary, a number consisting of all zeros is said to represent the most negative possible quantity. The most obvious consequence of this convention is that the most significant bit acts as a sign bit, 0 for negative values and 1 for positive. For instance, in offset notation the bit string 01000000 represents -64 , while the bit string 11000000 stands for +64 .
The translation of digital values to proportional analog values is performed by either of two basic D/Aconversion circuits: the weightedresistor circuit or the $\mathrm{R}-2 \mathrm{R}$ circuit. The weighted-resistor converter is by far the simpler and more straightforward. This parallel decoder requires only one resistor per input bit.
In the weighted-resistor D/A converter, solid-state switches are driven directly from the signals that represent the digital number $D$. Individual currents with voltage magnitudes related by powers of 2 (magnitudes of $1 / 2,1 / 4,1 / 8, \ldots, 2^{-n}$ ) are generated and summed by connecting a network of resistors with values of $R, 2 R, 4 R, \ldots$, $2^{n} R$ between the reference voltage $-V_{\text {REF }}$ and the summing point of an operational amplifier (op amp) by means of the set of electronic switches. After being summed, the various currents are converted to a voltage by the op amp, as shown in figure 1.

While this may appear to be a simple answer to an otherwise complex problem, this method has some significant drawbacks. The accuracy of this type of converter is a function of the combined accuracies of the resistors, switches (all switches have some resistance), and the output amplifier. In D/A-conversion systems of greater than 10 bits resolution, the values of the resistors become extremely large, and the resultant current flow is reduced to such a low value as to be lost in circuit noise.


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Figure 2: A 4-bit R-2R-type resistor-ladder digital-to-analog converter. This type of $D / A$ converter makes use of a resistor-ladder network constructed with resistors of value $R$ and $2 R$. The topology of this network is such that the current flowing into any branch of a three-branch node will divide itself equally through the two remaining branches. Because of this, the current will divide itself in half as it passes through each node on its way to the end of the ladder. The four switches are again related as powers of 2 . The position of each switch with respect to its distance from the end of the ladder determines its binary significance.


Figure 3: A circuit employing the Motorola MC1408-8, a typical 8-bit current-output monolithic multiplying $D / A$ converter. This integrated circuit contains an $R-2 R$ network like the one in figure 2, plus additional current-switching logic.

For example, in an 8 -bit D/A converter with $R$ (the value of the resistor for the most significant bit) set to 10 k ohms, the value of the resistor for the least significant bit turns out to be 1.28 megohms. With a reference voltage of 10.00 V , only 7.8 microamperes would flow into the operational amplifier. This current is significantly below the response threshold of most low-cost op amps and would not be detected. Lowering the value of $R$ to 100 ohms creates the opposite problem. At a reference voltage of 10.00 V , the input current to the amplifier would be 100 milliamperes ( mA ), more than most op amps can handle.

A reasonable alternative to the weighted-resistor $D / A$ converter is the $R-2 R$ D/A converter, often referred to as a resistor-ladder converter. The $R-2 R$ D/A converter is the more widely used type even though it uses more components than the weighted-resistor type. A simple $R-2 R$ design is shown in the schematic diagram of figure 2 on page 76, including the reference voltage, a set of binary switches, and an output amplifier. The basis of this converter is a ladder network constructed with resistors of two values, $R$ and $2 R$.

In each bit position of the network, one resistor $(2 R)$ is in series with the bit switch, and the other $(R)$ is in the summing line, so that the combination forms a pi network. This suggests that the impedances of the three branches of any node are equal, and that a current $I$, flowing into a node through one branch, flows out as $I / 2$ through the other two branches. In other words, the current produced in the network by closing a bit switch is cut by half as it passes through each node on the way to the end of the ladder. Simply stated, the position of a switch with respect to the point where the current is measured determines the binary significance of the particular switch closure.

The $R-2 R D / A$ converter is easy to manufacture because only two resistor values are needed. The component stock could be reduced to one resistor value if two are used in series for each bit. Keeping matched resistor

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Figure 4: Output characteristics of a digital-to-analog converter showing least-significant-bit quantization.
values that have the same temperature coefficients contributes to a very stable design. Certain trade-offs are required between ladder resistance values and current flow to balance accuracy and noise.

One form of the R-2R ladder circuit is found in the multiplying digital-toanalog converter. Multiplying D/A converters, which utilize external variable analog reference voltages, produce outputs that are directly proportional to the product of the digital input multiplied by this reference. Functionally, these converters are available as current- or voltageoutput types. The current-output devices are faster and less complex because they do not include additional output-amplifier stages. Therefore, they cost less than voltage types.

Probably the most economical current-output 8-bit multiplying D/A converter is the Motorola MC1408-8, shown in figure 3. It is duplicated by

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Figure 5: Schematic diagram of the final 8-bit MC1408-8-based multiplying digital-to-analog converter with span and offset adjustments.
a number of companies under similar names. (For instance, Analog Devices, Inc., calls its version the AD1408.) This monolithic integrated circuit contains an $\mathrm{R}-2 \mathrm{R}$ ladder network and current-switching logic. Each binary bit controls a switch that regulates the current flowing through the ladder. If an 8 -bit digital input of binary 11000000 (decimal 192) and a 2-mA reference current (derived from $V_{\text {REF }}$ ) are applied to the control lines of the converter, the output current
would be equal to $192 / 256 \times 2 \mathrm{~mA}$ or 1.50 mA .
Note that when binary 11111111 (decimal 255) is applied, there is always a remainder current equal to the least significant bit. This current is shunted to ground, and the maximum output current differs from the reference-amplifier current by a factor of $255 / 256$. It comes out to be 1.992 mA for a $2.0-\mathrm{mA}$ reference current. The relative accuracy of the MC1408-8 version is $\pm 1 / 2$ of the least
significant bit, or 0.19 percent of full scale (see figure 4). This is more than adequate for most personal computer analog-control applications.

The final such circuit (see figure 5 on page 80) is an 8 -bit multiplying D/A converter that uses the MC1408-8. As previously outlined, "multiplying" means that it uses an external variable reference voltage. In this case, a $6.8-\mathrm{V}$ zener-dioderegulated voltage is passed through a resistor that sets the current flowing


Figure 6: Functional block diagram of the Analog Devices AD558 digital-to-analog converter.

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into pin 14 to approximately 2 mA .
An additional resistor of value R1 (also in this current leg) allows the current to be varied by a small percentage and provides the ability to adjust the full-scale range of the converter. The output of the converter is a current equivalent to the product of the reference current and the binary data on the control lines. The current is converted to a voltage through IC2.

When used in the offset-binary mode, the converter output is zero-offset through the use of the offset-adjustment potentiometer R2.

In offset binary, a value of hexadecimal 00 produces an output of -5 V from the converter. Hexadecimal FF produces an output of +5 V . In offset binary, if the most significant bit is 0 , the output is negative; if the most significant bit is


Figure 7: Schematic diagram outlining typical connection of the AD558.


Figure 8: Block diagram of a basic binary-ramp-counter $A / D$ converter.

1, the output is positive. Since the converter has a range of 10 V and is an 8 -bit device, the resolution of the converter is $1 / 256$ of 10 V , or approximately 40 mV . This means that the smallest output increments will be in $40-\mathrm{mV}$ steps. Changing this to finer increments requires that the range be shorter, such as +2.56 V to -2.56 V . By adjusting the span and zeroing potentiometers, any reasonable range may be chosen. The resolution, however, will always be equal to the least significant bit or $1 / 256$ of the range. With the 1408 , the accuracy will be $\pm 1 / 2$ of the least significant bit.

Using this circuit is simply a matter of connecting the input lines of IC1 to a convenient latched parallel-output port. Any 8 -bit value sent to that port will be converted to a voltage proportioned to that output.

While we don't have to contend with wiring up the actual ladder network to construct the D/A converter in figure 5, a parallel port and many discrete components are still required. Fortunately, analog I/O (input/output) technology has developed quickly in recent years, and sophisticated integrated circuits have become available, such as the Analog Devices AD558.
This 8-bit D/A converter can replace all the components previously discussed, including the parallel port, with a single chip. The AD558, shown in the block diagram of figure 6 , contains an 8 -bit latch, $R-2 R$ ladder network, reference voltage source, and output amplifier. The AD558 can run on a +5 - to $+15-\mathrm{V}$ power supply and can be jumper-selected for 0 - to $2.56-\mathrm{V}$ or $0-$ to $-10-\mathrm{V}$ ranges. Using a separate operational amplifier, an offset converter can be configured or the ranges modified.

The AD558 can be used as a transparent D/A converter similar to the 1408 by holding the chip-enable and chip-select lines constantly low. However, it was primarily designed to be bus operated and appear as a "write-only" location in memory or I/O address space. Typical connections consist of a decoded address strobe, a write-enable signal, and the 8 -bit data bus (illustrated in figure 7).

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Figure 9: Schematic diagram of an 8-bit binary-ramp-counter $A / D$-converter circuit.

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(Many readers have written to me requesting circuits that facilitate connecting an analog $x, y$-coordinate chart recorder to a computer. Two AD558s addressed separately are all that is required.)

## Analog-to-Digital Converters

In this sort of presentation, it is always a good idea to discuss digital-to-analog converters first. They are not complex and have only two basic methods of conversion worth discussing. Also, by introducing them first, I hope that you will become aware of the process of binary conversion and appreciate the concepts of resolution and accuracy. Practically speaking, however, if you're going to use your computer in a data-acquisition mode, say reading and recording temperatures, you need an analog-to-digital (A/D) converter.
An A/D converter converts analog voltages into a digital representation compatible with the computer's input needs. Akin to the 8 -bit D/A converter, an A/D converter is subject to the same conversion rules. If you are trying to read a $10-\mathrm{V}$ signal with an 8 -bit converter, the resolution will be $1 / 256$ of 10 V (approximately 40 mV ), and the accuracy will be $\pm 1 / 2$ the least significant bit.
For greater resolution, more output bits are necessary. The number of bits does not set the input voltage range of a converter; it only determines with what precision the output value is represented. An 8 -bit converter (either A/D or D/A) can be set up just as easily to cover a range of 0 to -1 V as it can be to cover 0 to +1000 V . Often the same circuitry is used with only a final amplification stage or resistor-divider network changed. Note that an 8 -bit converter with a range of 1000 V has a resolution of only 4 V , and it would be useless to measure $0-$ to $10-\mathrm{V}$ signals. The problem can be reconciled in a number of ways. The easiest solution is to use a converter with more bits. A 16-bit converter, which has 65,536 steps instead of 256 , would cover the same $1000-\mathrm{V}$ range in $15-\mathrm{mV}$ increments.

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Figure 10: $A$ software-driven 8 -bit $A / D$ converter.


Figure 11: Block diagram of a typical 8 -bit successive-approximation $A / D$-conversion system.

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able price/performance ratio is often more important than wide-range capability. Analog-to-digital conversion is considerably more expensive than digital-to-analog conversion, and price is directly related to resolution and accuracy.

The A/D converter that scans thermistor probes and controls the ambient temperature in a large supermarket cannot encode video information from an optical scanner. A/D converters, much more than D/A converters, are specifically tailored to an application. Speed, accuracy, and resolution are variables in any converter design, but the blending of these choices can greatly affect the cost in A/D conversion.

Most confusing is the variety of A/D-converter designs. They range from very slow, inexpensive techniques to ultrafast, expensive ones. Ultimately, you get what you pay for. In the limited space available, I shall present the more practical approaches. For further information on other techniques, I recommend the sources listed at the end of the article.

## Binary-Counter A/D Converter

If you plan to build an analog-todigital converter, the binary-counter design is the type to consider because it uses relatively few components and is easy to build.

Figure 8 on page 84 shows the basic block diagram for the binary-rampcounter converter. A D/A converter is used to reconvert the digital output of a binary counter back to analog form for comparison against the analog input. If at any instant during the count the two signals are found to be equal, whatever binary value is currently set on the D/A input is deemed to be our A/D output.

The simplest way to operate the system is to start the counter initially at a zero count and allow it to count until the D/A reading equals or exceeds the analog input. The only consideration to keep in mind when designing this type of circuit is that the clock frequency sent to the D/A converter cannot be faster than the combined response of the comparator and D/A converter. If it takes 100


Photo 2: Prototype of the analog-to-digital converter system of figure 13, which uses the Analog Devices AD7581 integrated analog-to-digital converter.
microseconds ( $\mu \mathrm{s}$ ) for these components to settle out, the maximum counter-incrementing rate should be 10 kilohertz. For an 8 -bit converter (counting from 0 to 256 each sample period), the maximum sample rate is $10,000 / 256$, or about 39 samples a second. In practice, however, $5 \mu$ s is a more reasonable settling time, with about 750 samples per second.

Figure 9 on page 86 shows the schematic diagram of a binary-ramp converter. The counter output is connected to the MC1408-8 to provide a direct-feedback analog comparison of the value set on the counter.

Initially, IC4 and IC5 are cleared, and the D/A-converter output should be at whatever the minimum input voltage will be. For a 0 - to $5.12-\mathrm{V}$ converter, this would be 0 V ; for a -2.56 - to $+2.56-\mathrm{V}$ unit, it would be -2.56 . If the output of IC1 is less than $V_{I N}$, the clock pulses are allowed to reach the counter. As each pulse increments the counter, the output of the D/A converter keeps rising until it eventually equals or just exceeds $V_{I N}$ on the comparator. When this happens, additional clock pulses are inhibited. At the end of the sample period, the count values on IC4 and IC5 are stored in a separate register.

For the computer to read this data, it is merely necessary to connect this
register to an input port and read it directly.

The circuit of figure 9 can stand alone. It does not require a computer for operation. The A/D converter updates itself at a preselected sample rate and loads this value into an 8 -bit latch. All functions of the conversion are performed in hardware.

If you are willing to substitute the computer for a few of the hardware blocks in figure 9, much of the hardware can be reduced. For example, parameters for an AD558 D/A converter can be loaded directly from a program and its output compared to the unknown input voltage.

If the comparison is negative when read through an input port, the AD558 is incremented and the comparison repeated. At some point the comparison has a true result, and that value is the desired digital result. Shown in figure 10 on page 88, the entire circuit requires only two chips.

## Successive Approximation

A simple binary-ramp counter should suffice for noncritical data acquisition. However, such devices are slow. Each sample can take as many as 256 iterations of the program. This is especially critical in a softwaredriven converter where each iteration may take 20 or $30 \mu \mathrm{~s}$ for execution of all the instructions. For faster sampling rates, a technique called successive approximation is used.

Figure 11 is a block diagram of a typical successive-approximation A/D converter. Like the binary-ramp converter just discussed, this converter also uses a D/A converter in the feedback loop, but the binary counters are replaced with a special successive-approximation register (SAR).
Initially, the outputs of the successive-approximation register and the mutually connected D/A converter are at a zero level. After a start-conversion pulse is received, the SAR enables its bits one at a time starting with the most significant bit. As each bit is enabled, the comparator gives an output signifying that the input signal is greater or less in amplitude than the output of the

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[^5]

Figure 12: Functional block diagram of the Analog Devices $A D 7581$ A/D converter.
$D / A$ converter. If the $D / A$ output is greater than the input signal, a 0 is set as the value of the corresponding output bit. If the D/A output is less than the input signal, the circuit sets the corresponding bit to a 1 . The register successively moves to the next bit (retaining the settings on the previously tested bits) and performs the same test. After all the bits have been tested, the conversion cycle is complete. In contrast to the 256 clock pulses of the binary-counter method, the entire conversion period of the successive-approximation A/D converter takes only eight cycles. (It is possible to use the circuit of figure 10 as an SAR converter simply by having the program perform a successiveapproximation comparison rather than a strict binary addition.)

## 8-Channel 8-Bit Converter

The majority of commercial monolithic A/D converters presently
available use SAR-conversion techniques. Advances in integration processes have arrived at the point where almost an entire dataacquisition system can be built on a single chip. This is the case with the Analog Devices AD7581 8-bit 8 -channel data-acquisition system. A block diagram is shown in figure 12.

The AD7581 connects directly to the microcomputer bus through three-state bus drivers and appears to the computer as eight sequential memory or input-port locations. This single 5-V CMOS (complementary metal-oxide semiconductor) chip contains an 8 -channel successiveapproximation $A / D$ converter and an on-chip 8 - by 8 -bit dual-port memory.

In functioning, the AD7581 scans the eight inputs and loads the values in an 8 -byte register. When the computer reads data from these address locations, it reads the value stored
during the converter's most recent scan. Each conversion requires $80 \mu$ s (at a 1-megahertz clock rate) and 640 $\mu \mathrm{s}$ for a complete channel scan. The normal conversion range is 0 to +10 V on each input.

Figure 13 is the schematic diagram of a typical AD7581 interface. IC1 and IC2 are an AD581 voltagereference chip and MC1458 op amp. IC2 inverts the output of IC1 to produce a $-10.00-\mathrm{V}$ reference input for the AD7581. The other half of IC2 is used as an offset-adjustment input for the AD7581.

Two control lines, ALE (address latch enable) and $\overline{\mathrm{CS}}$ (chip select), facilitate computer synchronization. Normally, the ALE line can be tied high on computers that send the address out on the address-bus lines A0 through A7 during memory and I/O transfers. Reading the proper input channel requires only logicalText continued on page 98


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Text continued from page 92:
ANDing the read-enable line and a chip-select signal.

## In Conclusion

Anyone who has ever built an analog I/O interface for a computer will immediately recognize the significance of these two products from Analog Devices. For the first time, analog-interfacing components are being correctly referred to as dataacquisition systems, rightly so because virtually everything is provided.

Another important consequence of such cost-effective components is their eventual integration into many more computer-based systems. Some day, even games and pocket calculators will be able to make an instant inventory of their "real-world" environment and react accordingly.

## Next Month:

Build a computerized weather monitor.

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Editor's Note: Steve often refers to previous Circuit Cellar articles as reference material for the articles he presents each month. These articles are available in reprint books from BYTE Books, 70 Main St., Peterborough, NH 03458. Ciarcia's Circuit Cellar covers articles appearing in BYTE from September 1977 through November 1978. Ciarcia's Circuit Cellar, Volume II presents articles from December 1978 through June 1980.

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# MIKBUG and the TRS-80 Part 2: A File Transfer and Debugging Package 

Robert Labenski<br>145 Steele Rd.<br>West Hartford, CT 06119

Last month in part 1, I presented a 6800 editor/cross-assembler that allows a TRS-80 Model I to produce object code for a MIKBUG system. In this concluding part, I'll present a filetransfer and debugging package called the MOM6800. It can make your TRS-80 act like an enhanced MIKBUG terminal with disk storage of your 6800 object-code files. (Your

TRS-80 must be equipped with a disk drive and an RS-232C interface. Your 6800 system should be equivalent to the Motorola MEK 6800 D1 with the MIKBUG monitor.)

## Features of the MOM6800

The 6800 MIKBUG and TRS-80 are linked via their RS-232C interfaces. MIKBUG thinks the TRS-80 is an I/O

| Command | Description |
| :---: | :---: |
| L | Load an assembled program into the 6800 system. Unless you've already used this command in this session, you will be prompted for the name of the TRS-80 disk file containing the object code. You can only load programs created by the cross-assembler presented last month. The program will be loaded and transferred automatically to the 6800 system. Each byte will be echoed in hexadecimal on the TRS-80 screen. |
| Dxxxx | Display 16 bytes of 6800 memory starting at hexadecimal $x x x x$. |
| Gxxxx | Start execution at hexadecimal $x x x x$. (Using ordinary MIKBUG commands, this would be equivalent to loading $x x x x$ into hexadecimal addresses A048-A049 and executing a G (go).) |
| S | List the source code currently in TRS-80 memory. The format will be that of my cross-assembler. To pause the scrolling display, press SHIFT @. To continue, press ENTER. |
| B | Set or reset a breakpoint. Up to ten are available, numbered $0-9$. When you set a breakpoint, the monitor will enter an SWI into the address you specify and save the previous contents of that address. When the breakpoint is taken during execution, MIKBUG will stop and display the register contents. The PC (program counter) will point to the breakpoint address. To continue after a breakpoint, reset the breakpoint and use the $G$ command. |
| H | Display a "help" menu. |
| Table 1: A Notice the can use an | summary of commands available in the MOM6800 monitor program. additions to the ordinary MIKBUG commands. In addition to these, you of the standard MIKBUG commands: Mxxxx, G, R, P, and $L$. |

(input/output) terminal, which means that the TRS-80 can communicate only via standard MIKBUG commands. However, the MOM6800 program interprets your input, allowing you to use MIKBUG commands plus some extras, including file transfer, display of 16 bytes of memory ( $\mathrm{D} x x x x$ ), and execution at a specified address (Gxxxx).

When you're running the MOM6800 program, you'll see the "*" prompt (à la MIKBUG). Whenever this is displayed, you can enter a normal MIKBUG command. To use one of my added commands, press the "@" key. This produces a new prompt, $\mathrm{CMD}=>$, that indicates that you may enter any of the commands given in table 1.

Some of these enhanced commands may take a while for completion, since they require a fair amount of communication between computers.

## How to Use the MOM6800

There are two parts to the MOM6800 package: an initialization program, written in Z 80 assembler code, and an enhanced monitor program, written in BASIC. The initialization program is given in listing 1 ; the monitor program in listing 2.

Using a Z80 editor/assembler,
Text continued on page 107

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Listing 1: The Z80 program to initialize the RS-232C interface and set up input/output linkages from the TRS-80 to the MIKBUG system. Some of the code is from my Dasher printer driver; hence, the Dasher references.


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## DECISION

After receiving data, the $\mathrm{K}-8073$ executes from your EPROM based Tiny BASIC program.

## OUTPUT

Completing the cycle of $\mathrm{I} \rightarrow \mathrm{D} \rightarrow \mathrm{O}$ is the D0-8028: an 8 channel TRIAC Control Module. This board features 8 optically
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Listing 1 continued：

|  | $\begin{aligned} & \overleftarrow{0} 0 \\ & 00 \\ & 00 \\ & 0 \\ & 0 \end{aligned}$ |  |  | $\begin{aligned} & \stackrel{0}{0} \\ & \frac{0}{3} \\ & 0 \\ & 0 \\ & 0 \end{aligned}$ |
| :---: | :---: | :---: | :---: | :---: |
| FEF5 | 3 369 | 818006 | ASAUE | LO A．BAB A RESTGRE ACCM |
| FEFT | C． 3 FPFE | 06376 | KEND | If K：END |
| FEFH | F5 | 06880 | EASIN | Flish if |
| FEFE | 2064 |  |  | LO H．日BH |
| FEFO | 2E19 | 818906 |  | LO L．BEMH |
| FEFF． | 3ȦSAFF | 836918 |  | LD A．（LEN） |
| FFBE | FEQ | 00920 |  | cif bah ；NO Dita has comme in |
| FFE4 | $2 S 2 E$ | 06936 |  | IR Z．EESIT |
| FF60 | C． 5 | 06948 |  | PISH EC |
| FFGT | 05 | 80950 |  | FIISH DE |
| FFGS | COTFBA | 06980 |  | CALLL BAIFH ：GET ELIFF AGDRESS |
| FFGE | E 5 | 86978 |  | FlISH HL |
| FFBC． | 01 | 00980 |  | FOF DE |
| FFBO | $213 A F F$ | 86990 |  | LO HL，LEN |
| FF 10 | 8680 | 81806 |  | LO E， BQH |
| FFIE | 8 EBS | 81010 |  | LO C，日S H |
| FF14 | EOEG | 81820 | Froul | LOIR ；MOUE fitrms |
| FF10 | $2130 F F$ | 81036 |  | LO HL．ESLIFF |
| FFI 9 | 118 PFF | 81048 |  | LD DE，EELIFF |
| FFIC． | ЗヶらすFF | 81654 |  | LDA， |
| FF1F | 45 | 01868 |  | LO C．H |
| FF2 ${ }^{\text {a }}$ | EOEQ | 81078 | LHOW | LOIR ：MOUE ELIFF |
| FF22 | 2130 FF | 81680 |  | LD HL，ELIFF |
| FF2 5 | 223SFF | 01690 |  | LD（CURR）．HL |
| FF2S | 3ATAFF | 01100 |  | LD A．（ $L$（EN） |
| FF2E | 2060 | Q1114 |  | LO H： Bl BH |
| FFEO | of | Q1120 |  | LO L．A |
| FF2E | AF | 01130 |  | SOR A |
| FFEF | 323 AFF | 01140 |  | LO（LEN），A） |
| FF32 | 01 | 01158 |  | FOF DE |

Memory
Location
Object
Code
Statement
Number

Source
Code

| FF33 61 | Q1106 | FOF EC |
| :---: | :---: | :---: |
| FF34 F1 | Q117日 EEXIT | FOF F |
| FF35 CJFHRA | Q118G EACK |  |
| FESE JDFF | G1198 CllRR | OEFW ELIFF |
| FFSH | G12日G LEN | DEFS 6 O |
| FFSE EFFF | 01210 | OEFH EELIFF |
| 614． | W120日 ELIFF | OEFS 69 |
| 时46 | Q1230 EELIFF | DEFS E4 |
| FES | 6124 | ENGI STAFST |
| Q6日G日 TOTC | FORS |  |



Text continued from page 100 ：
create a program file for the initializa－ tion routine．You will have to execute this program under TRSDOS READY before starting BASIC and loading the monitor program．The initializa－ tion program does the following：
－It sets the RS－232C protocol（word length，parity，bit rate，etc．）accord－ ing to the setting of the sense switches on the Radio Shack RS－232C circuit board．（Be sure these switches are set to match your 6800 system＇s re－ quirements．）
－It routes all BASIC printer output （LPRINT）to the RS－232C port．
－It uses the 25 －millisecond（ms）inter－ rupt of the TRS－80 expansion inter－ face to check for any data transmitted from the MIKBUG system．

Here＇s a breakdown of the pro－ gram＇s functional segments（numbers refer to source statement numbers）：

20－430 Set bit rate as determined by switches，put a hook in－ to the printer and keyboard DCBs（device control blocks），and return to TRSDOS．
440－620 Route all LPRINTs to the Text continued on page 110


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Listing 2：The BASIC monitor program that makes the TRS－80 act like an enhanced MIKBUG terminal．


```
11g WEITEN EY FGEERT:HEENSK
29 , WEST HARTFORO CONNETTIUT
G CLS CEFINT H-Z OLEAR SGRG
OIMESNGO, EDLEE
SGOIMOEFC1GQ), DESECT
TV OTMGIGO% ACGEESS
SG DEFUSEG= HFEF
```



```
2G TES REYEOAFD INFUIT
```



```
22G EETUEN
230
```



```
25日 RETUEH
20日 EM0 FROESSOE
```



```
2G% IF H:="要" FETUFN
```






```
35G IF AF="H" 50GUE E9日
```



```
35日 EETUFN
360 'DUMF 32 EHTES
```




```
FRINT HENT L FFINT:GOSIE44Q LORINT
```





```
2)=50SUG 440 LFFRINT " "; :LOSUE U4日
```



```
44日 FOR Z=1 TO W:NENT Z RETUIRN'UAIT LOOF
456 DEO TO HEN
```






```
5HG RETUINH
51日 LOAD
50. IF OK THEN 506
536 INFUIT "FILE SFEC'S >",H゙5:IF H゙&="" FETUFN ELSE OFEN "I".1.H%:INFUIT#1.OK..N
54GFOR Z=GTON-1:INFUT#1,SHCZ), OES(Z), ACKC Z):NEXT
55G CLOSE
```



```
57Q FRINT "ADORESS =", CF:S=AQCO%
```





```
S=":C
S=ごいCす
OGQ FOR }Y=1 TO LENCOES(N:) STEF a
616 FFINT MID$(0E&CND, %,2):
```



```
636 5=5+(LEN(OEF(N))?
040 NEXT X: EOSUG 440 :LFRINT " "
650 FRINT" DONE ":GOTO 309
50% GHOLS SOUIRCE
```



```
z): NEXT:FETUIRN
OS@ FRINT "NO SOLIFCE":RETUIRN
60% HELF SCREEN
TGG FRINT"\) MIKEUG COMMAND'S & FROMFT
T1Q FRINT" M XWWX OISFLHOMMOIF'Y MEMOKY"
```




```
75 FRINT:FRINT"》) MOMESOQ COMMANDS \E FOR CMD=` FROMFT) 《<"
FG FRINT" L LOMQ ASSEMELED FROGF'HM FFOM DISK FILE"
FQ FRINT" DXWNX OISFLAY 10 EYTES AT XXNW
TSG FRINT" GWXX ENECUTE FROGFAM AT NXWX"
TOQ FRINT" S SHCW SULIRE OF FROGRIMM FROM DISK"
SQQ FRINT" S SET SX\ RESET GRN: EREAKFOINT B-G
SIG EETUFN
S2G GREAK FOINT FROCESSOR E$IG:HOLRESS + INSTF
SGG INFUT "धS)ET OR (R)ESET NUMEER"; H: ES=LEFT$GH*, 1)
S34 INFUT "&゙SET OR (R)ESET NUMAEE
```



```
S5GIF L
```



```
876 IF E5="S" THEN 9%H
8S0 IF E{(:`)="" FRINT " NO GREHKFOINT SET":RETUFN
```




```
y="":GOTO 390
OQR INFUIT " ADLRESS "SE*CX)
910W=2日G:LFRINT "M":GOSUG44日 :LFRINT LEFT$CE$(X).4%:GGOUE44日
```



```
936 GOSUE 44G : LFRINT" SF":GOSUG 44Q LFRINT " ",GOTO 390
```


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Text continued from page 107:
RS-232C interface.
630-870 On the 25 -ms interrupt used by the keyboard routine, capture any data transmitted by MIKBUG. Nulls and other control characters are stripped off. The data are collected in BUFF for a maximum of 64 characters. 880-1180 The entry point BASIC uses
$\qquad$
to get the MIKBUG data. See statements 60-90 for the protocol.
1190-1240Buffers and other required storage areas.

Once you've set up the system, you are ready to run the BASIC monitor program (listing 2). Start BASIC, ask for at least one file, and answer the memory-size question with an memory-size question with an
I


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## Floppy-Disk Performance

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Dennis Nendza's article "Comparing Floppy-Disk Drives by Software Simulation" (see the May 1980 BYTE, page 130) contained the principles of drive operation and timing plus a comparison of a number of disk drives from various manufacturers.
Nendza's conclusions were:
-The performance of sequential read operations are practically the same for like-sized drives.

- There is a sizable difference between the predicted and actual performance of many drives.
- Despite the theoretical figures given by many manufacturers, actual floppy-disk performance is low.

In random operations, the situation is even worse. Since transfer efficiency is dependent on the file structuring and file searching involved, I will restrict my observations to sequential performance.

In attempting to explain the discrepancy between the theoretical prediction for reading 500 records (about 43 seconds) and the actual time ( 109 seconds), I noticed that Nendza's program assumes that the read head is in a random position before reading the next record in sequence. It is my belief that the random-position assumption is incorrect since the timing of the appearance under the head of each sequential record or sector is exactly known. In fact, if we assume that the software requires a period of time to transfer the record to memory and process it, when the head goes to read the next sequential sector it will have passed the beginning and will have to wait until the next revolution to continue the read.

If we make this assumption, we can estimate the time to read one sector to be equal to the time of disk revolution (about $\%$ second) for an 8 -inch disk. Therefore, the

# 8086 Super-micro 

## 8 Mhz. - 16-bit - S-100 bus - 128K 70 nsec. RAM

Computer Benchmarks - All systems running the same BASIC program.

| Manufacture - Model | Class | Operating <br> System | Language <br> (Type |  |
| :--- | :--- | :--- | :--- | :--- |
| IBM 3033 | Mainframe | VS2-10RVYL | Stanford BASIC | Run Time <br> (Seconds) |
| Seattle Computer System 2 | Micro | MS-DOS | Microsoft BASIC (C) | 33 |
| Digital Equipment PDP 11/70 | Mini | n/a | BASIC (I) | 45 |
| Prime s50 | Mainframe | PRIMOS | BASIC V16.4 (I) | 63 |
| Digital Equipment PDP-10 | Mainframe | TOPS-10 | BASIC (I) | 65 |
| IBM System 34 | Mainframe | Release 05 | BASIC (I) | 129 |
| TEI System 48 | Micro | MAGIC 1.0 | Microsoft BASIC (C) | 178 |
| Hewlett-Packard HP3000 | Mini | Time Share | BASIC (I) | 250 |
| Seattle Computer System 2 | Micro | MS-DOS | Microsoft BASIC (I) | 310 |
| Alpha Micro AM-100/T | Micro | AMOS 4.3a | Alpha BASIC (SC) | 317 |
| Digital Equipment PDP 11/45 | Mini | n/a | BASIC (I) | 330 |
| Data General NOVA 3 | Mini | Time Share | BASIC 5.32 | 517 |
| Ohio Scientific C4--P | Micro | OS6SD 3.2 | Level 1 BASIC (I) | 680 |
| North Star Floating Point | Micro | NSDOS | NorthStar BASIC (I) | 685 |
| Radio Shack TRS-80 II | Micro | TRSDOS 1.2 | BASIC (I) | 792 |
| Apple II + | Micro | DOS 3.2 | Applesoft II (I) | 960 |
| Cromemco System 3 | Micro | CDOS | 32K BASIC (I) | 1074 |
| Commodore Pet 2001 | Micro | n/a | Microsoft BASIC (I) | 1374 |
| IBM 5100 | Micro | n/a | BASIC (I) | 1951 |
| Vector MZ | Micro | n/a | Micropolis BASIC (I) | 2251 |

* C = Compiler; I = Interpreter. Times (except for Seattle Computer) taken from August 1981 issue of Interface Age.

Seattle Computer System 2 consists of 8 Mhz .8086 CPU set, 128 K of 70 nsec. static RAM, doubledensity disk controller, 22 -slot TEI constant voltage mainframe, a cable for two 8 ' drives, and MS-DOS operating system (also called 86-DOS, IBM PC-DOS, Lifeboat SB-86). The system is fully assembled and tested and ready to run with the addition of disk drives (we can supply) and terminal. Price: $\$ 4185.8087$ Adapter also available.

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| - Pascal-86 | \$600 |
| - Cobol-86 | \$900 |
| - Macro-86 Assembler | \$300 |
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$\$ 900$
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## 

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time required to read 500 records is 83.3 seconds. An extra one to two seconds is required for the initial seek, head load, and the subsequent track-to-track accessing (if not absorbed within the sector-waiting time). This gives a total read time of approximately 85 seconds for 500 records, which is much closer to the actual figure.

The question remains: Is this the best performance we can expect from a floppy-disk drive? Reading a 128 -byte sector every 166 milliseconds ( 768 bytes per second) is very far from the theoretical floppy-disk transfer rate of 30,000 bytes per second. Looking at it another way, it's only an eightfold improvement over a cassette that operates at 1200 bits per second.
I ran across this problem when developing an 8 -inch floppy-disk system for a minicomputer. I was told there was no way to improve the performance but decided to give it a try.

The most obvious way to improve the transfer rate is to increase the sector size (at the expense of departing from the IBM standard) and the memory requirements. This encouraged the choice of hard sectoring, allowing easy selection of multiples of the standard sector size plus an increased capacity per track of 32 standard-sized sectors rather than 26.

The selection of 256 -byte sectors automatically doubles

the transfer rate. Further improvement can be obtained if you are prepared to go as far as half-track sectors. This sacrifices about 2 K bytes of memory per opened file but results in an eightfold increase in transfer efficiency. However, it should be noted that this is not the best way to obtain fast transfer rates, because large record sizes not only waste memory but are also unsuitable for many applications.
Another alternative was therefore considered: make sure that the next sequential sector to be read is optimally positioned after the previous sector is read. Using this technique, sequential sectors are not dictated by the time needed for a complete disk revolution.
Since the processing time of the information retrieved from the disk varies, the time between the reading of sectors also is variable. In many cases, only record transfers are performed with little need for processing. Therefore, the time of sector processing should be no greater than the time required to read the sector ( 32 microseconds per byte). In the ideal situation, if the next sector to be read is positioned two sectors away from the previously read sector, one full track could be read in two disk revolutions.
If this method is used, you must depart from the "one every other" rule. In my application, I used the following format: each track was divided into 16 sectors of 256 bytes each. Access of sequential sectors was adjusted to one every three (i.e., the record/read sequence was $0,3,6,9,12,15,2,5,8,11,14,1,4,7,10,13$, etc.; the numbers represent the physical location of each sector relative to the index hole). With this format, I obtained a transfer rate of one sector ( 256 bytes) every 30 microseconds, or about 8000 bytes per second.
The time available to transfer each sector from the operating-system buffer to the memory is 20 microseconds, which leaves ample time for processing the data. Also, since the sector number is continually monitored by the hardware, there is in most cases sufficient time to access the next track without waiting for another revolution of the disk.
This method works particularly well in applications where you have to frequently load large programs. For example, the 500 records mentioned in Nendza's article could be loaded in 8 seconds if the timing is not lost during access of the track, or in 11 seconds if one revolution is lost on each of the 20 tracks to be accessed.
I have to stress that there is still room for further improvement in the transfer ratio. For example, a variable spacing of sequential sectors can be adopted to suit various needs for record processing. Odd numbers of sectors per track can give the maximum transfer rate. Also, synchronizing dual drives can yield optimum disk-to-disk transfer performance.
The fact remains that the capabilities of the floppy disk have not been fully exploited. As it stands now, the most impressive figures remain in the specification sheets of the disk-drive manufacturers.

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## Education Forum

# AC Motor Control 

# Simple Algorithms and Hardware 

Jostein Nyberg<br>Odv. Solbergsv. 100<br>Oslo 9 Norway

Connecting a microcomputer to an external device is an efficient way to acquire a realistic understanding of the possibilities offered by the microprocessor. As a teacher of computer science, I illustate techniques for interfacing such devices to a computer through a series of experiments performed by the engineering students in the laboratory. In most of these experiments some quantity (like speed or temperature) is measured, or some external device is controlled.

Ideally, the experiments should be interesting and instructive, yet not too complex or time consuming. Also, they should involve components and devices that are easily obtainable and not too expensive. I believe the following two applications will satisfy these demands.

## Measuring Rotational Speed

The hardware used to measure rotational speed is shown in figure 1. An electric fan is placed between a phototransistor and a light source (an ordinary incandescent lamp). Each time the light beam is interrupted by the rotating blades of the fan, the output of IC1, the 74LS14 Schmitt trigger, goes low. As a result, the input line to the computer, called PHOTO in the figure, goes low. The pulses thus generated are counted for a set duration. I use a fan with five blades, and the number of rotations per second will then be directly given by the number of pulses counted during $1 / 5$ second.

Selecting a suitable phototransistor should not be difficult; I have tried several common types, and they all worked satisfactorily. If necessary, you can modify the resistor value in figure 1.

You may find it convenient to mount all components on a breadboard with spring-type connections. The breadboard may be connected to the computer with a ribbon cable. To perform the experiment, the breadboard is held in such a position that the phototransistor "sees" the light source between the fan blades. Spurious light sources should be kept away from the phototransistor.

Of course, to measure the speed of a motor in an actual
application, a somewhat different arrangement would have to be used. For example, a small disk, either perforated or with alternately transparent and opaque segments, could be attached to the motor shaft. Or a special optical switch, containing an LED (light-emitting diode) and a phototransistor in the same unit, could be used. However, these more sophisticated approaches tend to require mechanical arrangements that are harder to set up and get working. For experimental purposes, I prefer the simple use of a fan. (After all, the aim of the experiment is to illustrate principles, not to produce commercial equipment).
Obviously, the program for measuring time and counting pulses will depend on the computer you use: its language, input/output ports, clock frequency, etc. Whether the computer is based on the 6502, the Z 80 , the 8085 , or some other microprocessor, writing the assembly-language program for this experiment is an instructive exer-



Figure 1: A sensing circuit for measuring rotational speed. The blades of the fan cast a shadow on the phototransistor as they pass between it and the light; the signal thus created is conditioned by a 74LS14 Schmitt trigger prior to being presented to the computer.

The SuperSoft "C" compiler sup sion 7 Unix standard " C ". Ser supports most of ver. widely desired features . Several special and verSuperSoft " C ", is are supported.
pass produces an intermass compiler. The first timizes the intermermediate code Pass two $40 \%$ to disk file. The code and assembly code is $40 \%$ code reduction. The optimizer typically results is ject code will run nearly means that compiled obwritten in assembler.
With the compiler comes the
to the l/O libraries. Also a the complete source code
ful functions is included. a complete library of use-
Compile time
output, syntax checking, and others file, console
Requires 48 K CP/M
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Education Forum


Figure 2: The interface used to turn the fan motor on and off. A solid-state relay is simply driven from the computer's output port via a $74 L S 14$ Schmitt trigger. This circuit is used in conjunction with the one shown in figure 1 to form a closed-loop control system. If the fan speed is too fast, the motor is turned off; if it is too slow, it is turned on.
cise. I will present a fairly detailed algorithm here, leaving the actual programming up to you.

1. Initialize the time counter to 200 decimal. (Use a register for this purpose. When the measurement starts, the time counter will be decremented every millisecond (ms), so that when zero is reached, $1 / 5$ second has elapsed.)
2. Initialize the pulse counter to zero. (Use a register as a pulse counter.)
3. Read PHOTO. Is it low? If yes, go to 3. (In steps 3 and 4 the input line is sensed continuously to detect a high-to-low transition. When this occurs, the measurement starts.)
4. Read PHOTO. Is it high? If yes, go to 4. (See the preceding comment.)
5. Increment the pulse counter. (A fan blade is now cutting the light beam.)
6. Call a delay subroutine to obtain a 1 -ms delay. (The subroutine should execute a delay loop of 1 ms duration.)
7. Decrement the time counter. Is the result zero? If yes, go to 13 .
8. Read PHOTO. Is it low? If yes, go to 6 . (Low means that the fan blade is still interrupting the beam.)
9. Call the same delay subroutine as above.
10. Decrement the time counter. Is the result zero? If yes, go to 13 .
11. Read PHOTO. Is it high? If yes, go to 9. (Repeat from 9 while waiting for the next fan blade.)
12. Go to 5.
13. The measurement is now complete. The pulse counter contains the number of times the light beam has been cut by the fan blades during $1 / 5$ second. Display the result, and repeat from step 1 . The execution of the program may terminate here if only a single measurement is required.

Note that if your computer is equipped with a programmable interrupt timer, this device can be used as a real-time clock. Thus, an interrupt timer may provide an alternative to using a delay subroutine for time measurement.

## Controlling a Motor

Several methods are available to control the rotational speed of a motor. One of these is sometimes called "onoff control." Admittedly, this technique does not regulate the speed with great precision under all conditions. It is, however, the simplest method, and for this reason it will be used here.
The "on-off control" method measures the motor speed periodically and compares it to a desired value. If the motor runs too fast, it is turned off. If it runs too slowly, power is applied. Thus, this experiment will demonstrate the principle of a closed-loop control system, where the input sensed by the computer is used to determine the control output. This experiment also provides an example of how to interface AC appliances to a computer.
A phototransistor and a fan are used, as in the first experiment. However, in this case the fan is connected to the AC outlet through a solid-state relay, as shown in figure 2 . The fan motor is turned on and off by sending 1 and 0 , respectively, to the output port. A Schmitt trigger is used to drive the relay. Many other gates could drive the relay equally well, but the 74LS14 contains six Schmitt triggers. Many models of solid-state relays are available, with various current ratings, and most of them can be used for this experiment.
As in the previous experiment, the actual writing of the program is left up to you. The program should operate as follows:

1. Initialize the time counter to 100 decimal. (Note that a relatively short measuring period is chosen, in order to obtain a well-regulated speed. In this example $1 / 10$ second is used.)
2. Initialize the pulse counter to zero.
3. Read PHOTO. Is it low? If yes, go to 7 .
4. Call a 1-ms delay subroutine.
5. Decrement the time counter. Is the result zero? If yes, go to 12 .
6. Go to 3.
7. Increment the pulse counter.
8. Call the delay subroutine.
9. Decrement the time counter. Is the result zero? If yes, go to 12 .
10. Read PHOTO. Is it high? If yes, go to 4 .
11. Go to 8.
12. Turn on the motor if the rotation is too slow; turn it off if the rotation is too fast. (The value of the pulse counter is compared to a value you have stored in a memory location before running the program. If the rotation is too slow, 1 is sent to the output port. Otherwise 0 is sent.)
13. Repeat from step 1.

When the experiment is performed, various speeds should be tried, high as well as low. You may also try to vary the load by applying moderate pressure to the motor shaft, if the design of the fan permits this.

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## Hardware Review

# The RCA VP-3301 Data Terminal 

Tim Daneliuk<br>4927 N Rockwell<br>Chicago, IL 60625

With the cost of most computer hardware decreasing, RCA's introduction of an inexpensive data-entry terminal hardly comes as a surprise. For a modest investment, the VP-3301 delivers many features formerly available only on more expensive terminals.

The terminal comes complete with an RS-232C interface and a 20 -milliamp ( mA ) current-loop interface. It is capable of directly driving a standard television monitor, or it can be connected to a television receiver if an RF (radio-frequency) modulator is used.

## Physical Features

The VP-3301 is small and lightweight enough to fit into a briefcase for use as a portable/remote data-entry ter-

## At a Glance

## Name

RCA VP-3301 Data Terminal

## Use

Data entry and communication

## Manufacturer

RCA
New Holland Ave.
Lancaster, PA 17604

## Price

5369

## Dimensions

13.1 inches long by 7 inches deep by 2 inches high

## Features

RS-232C and 20-mA current loop interfaces, color video output

## Hardware needed

Video monitor or RF modulator and TV set

## Hardware optlons

VP-3303 includes built-in RF modulator for 5389
minal. The keyboard is a flat membrane type in the standard 58 -key typewriter format, and two-key rollover is also provided. The unit has two extra keys that can activate switch closures for controlling user-supplied hardware. The switches are rated at 30 volts, 0.2 ampere, and 1 watt maximum.

The terminal also includes a small audio amplifier and speaker that can provide audio feedback when a key is pressed. A slide switch on the rear of the unit can turn this function off. With the control and escape keys, you can program the speaker and amplifier to produce a wide range of tones and sounds.

The terminal can interface to a standard RS-232 device or to a $20-\mathrm{mA}$ current loop through a 25 -pin subminiature " $D$ " connector located on the back of the unit. Included as part of the RS-232 interface is a group of switches that control the serial port operating parameters and certain video-display characteristics. Using these switches, you can choose from:

- uppercase only/uppercase and lowercase
- even/odd parity (RS-232)
- mark/space (current loop)
- two stop bits/one stop bit
- full duplex/half duplex
- enable/disable control features
- display/no display of control characters
- 40/20 characters per line ( $24 / 12$ lines on screen)
- current loop/RS-232
- local/line
- data rate (110 to $19,200 \mathrm{bps}$ )

A small AC adapter comes with the terminal. To incorporate the terminal as a more permanent part of a larger system, you need only provide 8.3 volts DC at 900 mA .

## Operating Features

One of the strengths of the VP-3301 is its flexibility; many options can be exercised from the keyboard under

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software control. For example, you can redefine any character on the keyboard to display custom characters on a 6 by 8 matrix. Up to 128 characters can be redefined at any one time, allowing you to use almost any key on the keyboard to make the alphanumeric or graphics character of your choice appear on the screen. Similarly, foreground/background color, sound-generator pitch and dynamics, cursor operation, and reverse video can all be controlled from the keyboard.

A beeping sound that signifies a data input overrun makes the terminal particularly useful for remote dataentry or timesharing applications.

The VP-3301 offers an impressive array of graphicsand video-related features. The character set is suitable for word processing, with lowercase and true descenders. You can select either 40 characters per line and 24 lines per page, or 20 characters per line and 12 lines per page. The cursor can be on, off, or blinking. The terminal also offers a choice of eight colors or seven levels of gray for both foreground and background video, and the color parameters can be redefined in the middle of a line.

The terminal does not, however, allow character size to be changed in the middle of a line. For example, if you change from 20 to 40 characters per line in the middle of the screen, the change will affect the entire screen, not just the subsequent characters.

You can also use the keyboard to program the ter-
minal's sophisticated sound generator. The choices include pitch over about four octaves on the musical scale and loudness of tone. A white-noise generator is available for various sound effects.

## Conclusions

I used the RCA VP-3301 in conjunction with an RF modulator, color television receiver, and 300 -bps acoustic modem to access the computer facilities at a university in Chicago. Although it is difficult to secondguess a manufacturer's reasons for doing things a certain way, I did have a few problems with the terminal. For example, the VP-3301 is very limited in timesharing applications because it lacks a second serial or parallel port for printer support.

In addition, I would gladly give up all the videodisplay options in favor of an 80 -character-per-line display format. I also question the usefulness of color graphics, as you can buy a complete color computer system for about the same cost. Because the graphics on the VP-3301 are not suitable for serious industrial-quality displays, perhaps RCA should have made the terminal more compatible with remote computing applications.

Despite the thin overlay that helps you feel the position of the keys, I found the flat membrane keyboard really cumbersome to use. I would gladly trade it for a standard keyboard. The membrane keyboard does, however, have


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Most disturbing, I found the documentation for the VP-3301 poor to awful. To be fair, the manual I used was only a preliminary edition, which may explain its incoherence. Although the manual did cover all facets of the terminal, it lacked complete examples, did not clearly explain many of the control and escape sequences, and contained almost no technical information. It did include interfacing schematics.

Despite these drawbacks, the terminal provides good performance for the price. RCA wins high marks for the construction of the VP-3301, a well-built piece of hardware that promises to remain trouble-free. None of its problems is insurmountable, and the terminal offers enough versatility to find its way into many diversified applications.


Photo 1: The RCA VP-3301 Data Terminal.



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## User's Column

# Operating Systems, Languages, Statistics, Pirates, and the Lone Wolf 

Jerry Pournelle<br>c/o BYTE Publications<br>POB 372<br>Hancock, NH 03449

"People do strange things," said my mad friend Mac Lean. "They invent things like this new operating system, OS-1."
"You mean it doesn't work?"
"No, it works fine," he said. "And it's about as useful as a chocolate-covered wristwatch. Or maybe a triple hernia. If you like to play with operating systems, and God knows I do, OS-1 will give you hours of delight. But if you want to use it, you get hours of tedium."
"Why? Isn't it like Unix?"
"Well, yes, it is, sort of."
"But then why isn't OS-1 useful? Everyone likes Unix . . . ."
"Do they? Well, maybe a lot of programmers do, as they ought to. I'm not so sure other users are going to like Unix all that much, but maybe they will. Besides, OS-1 isn't quite Unix. OS-1 has a tree-structured directory system, but there's no mechanism for finding a file in there unless you've kept lists. And you can't make lists. Although the 'SET TTY' command will set the screen width, it won't set the printer width, so you can't even list for hard copy unless you've got a 132 -wide printout device. If you don't remember what's in those directories, you'll never find the files!"
"What, never?" I asked.
"Well, hardly ever. The idea is that you can have multiple directories, so a lot of different users can each have their own, right? But floppy disks are too small for that kind of structure. Look, your utilities occupy most of one disk, and your operating system and its directories take up another disk. On top of that, the OS is so big that you've only got about 32 K bytes of RAM left over. That's not enough to work in. The PL/I compiler can't do much in that. Whitesmiths' C compiler won't even start to work. Leor Zolman's [excellent!] BDS C compiler hasn't got room to breathe. What use is a Unix-like system that won't let you compile C programs?"

I still wasn't convinced. "Look," I said. "OS-1 is supposed to have all kinds of nifty features taken from Unix . . . ."
"It almost does," my mad friend said. "The notion
behind the Unix system, with pipelines and all that groovy stuff, is great. Unix treats everything like a file, and you can build 'pipelines' from your directory to the device you want the file to go to, or between programs. But OS-1 doesn't do that. Instead, it has pseudopipelines, with intermediate file structures. Why do that? Better to use CP/M and a submit program than that. With OS-1 you just don't have enough RAM, and you have trouble keeping track of where you are, and the command strings are long and tedious if you want to look at other directories. They really tried hard, and you ought to give them an A for effort, but only about a C for usefulness."
"And if we go to 16-bit machines?" I asked. "Such as the 8086? Where we've got plenty of RAM to play with, and hard disks and fast access and . . . ."

He shrugged. "Who knows? But I suspect that if you want a Unix-like system, you might as well have Unix and be done with it. Why compromise with something else?"

And on reflection I have to agree. OS-1 is a heroic effort, but it somehow just doesn't make it.

## Future Operating Systems

So what will be the operating system for future micros? Will we, as Chris Morgan wrote in his recent editorial "The New 16-Bit Operating Systems, or, The Search for Benïitzerfreundlichkeit" (June 1981 BYTE, page 6), "get it right the second time"? Or are we stuck with CP/M forever and aye?

Well-first, what does "stuck" mean? For all its problems - and Lord knows it has plenty - CP/M isn't all that bad, for users. Programming hackers really hate it, but true hackers hate almost anything they didn't grow up with. Users don't know some of the inconveniences of $\mathrm{CP} / \mathrm{M}$. Worse, most users don't know all its nifty features because of the wretched documentation for which Digital Research is notorious, but CP/M is fairly easy to learn and use, even for beginners. It gets the job done.
And now that Xerox has adopted CP/M for its much-

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[^8]
## User's Column

advertised systems, one conclusion is plain: any popular system of the future will have to be upward compatible with CP/M, because there's just so much good software running under CP/M. Digital Research did us all a good turn by coming up with something approaching a standard in this field. I remember when we had to use F-DOS.

And then there are the CP/M utilities. You don't have to understand CP/M, as long as someone else does. I've mentioned the CP/M User's Group (CPMUG) before; it's an outfit that distributes all kinds of nifty utilities, like COPY routines, and FAST (which speeds up CP/M 1.4), and the like. The problems with CPMUG are selectivity and updating: there are more than 50 disks in the

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CPMUG library, most filled with junk, useless games, or obsolete versions of programs since updated.

There are other sources of utilities. Various user networks distribute all kinds of nifty programs-modem emulators, catalog programs, library routines, you name it. And these get revised all the time. So how could you tell which ones to use?
The answer is, you couldn't - until Barry Workman, of Workman \& Associates, came along. Barry sifts through the CPMUG and other public-domain sources and puts together disks of utilities, which hell sell for $\$ 27.50$ a disk. Right now he's got two such disks.
"Utility Disk One will always be the most useful CP/M utilities I can find," Workman says. "The latest and fastest copy routines, command-line processors, directory programs, a good modem program to use with The Source or Micronet or whatever. Comparators and filters, stuff like that. Ward Christenson's disk catalog utility, which is by itself worth more than the disk if you don't have it."
"How do you select the programs?"
'Mostly I ask people like you what you'd like to have."
The documentation on the Workman disks is adequate, generally better than what was on the CPMUG disks. At least it had better be: Barry, by supplying quantities of a wonderful liquor called slivovitz, which he finds in some unknown place, gets me to go over the stuff

for him. I do not rewrite it, but I do smooth out some of the ambiguities.

Workman's Utility Disk Two has Ward Christenson's disassembler, some comments on how disassemblers work, and instructions. It also has some other utilities probably more useful to programmers than users, although again Workman has tried to keep things simple and provide what he thinks will be most useful.

I can't list exactly what's on each of the disks, because that changes according to what Barry thinks is the most useful selection he can put together each month. He does try to send out the latest versions of the various utilities as he gets them.

The Workman utilities are public-domain programs, and almost all of them could be obtained by swapping with other people - for that matter, the only copyrighted materials on the Workman disks are some documentation files. The price may be just a bit steep, but Barry says he can't afford to produce the disks for less. He's selling them as a service; he won't get rich at $\$ 27.50$ per disk. If your time is valuable, the utilities are worth the price.

The Workman utility programs are for 8 -inch softsectored, single-density CP/M systems only, the kind of stuff that my friend Ezekial, who happens to be a Cromemco Z-2, likes. But of course I have another computer. . . .

## Lobo to the Rescue

It was at the West Coast Computer Faire. I was talking to Roger Billings, president of Lobo Drives International, about their hard disks.
"I'm in big trouble," I said.
"Why?"
"Here I am at the Faire. Ill be bringing home a lot of new software. Automated Simulations has some great new games. And when I get home my kids are going to kill me, because Ezekial is running fine, but their computer isn't. And my name is mud if I can't get that TRS-80 going again . . ."
"What happens?" Roger asked.
"Won't boot. Drives spin, but the system won't come up."
"Hmm. Can we come see you next week?"
"Sure," I said, and promptly forgot the conversation, there being so much to see and do at the Faire. Precisely a week later I was talking on the telephone when the doorbell rang. Here at Chaos Manor that's a big deal. Dogs bark and madly skid on rugs to the door, followed by shouting boys trying to restrain the dogs. Anyone who waits for the door to open is determined.

Eventually I got off the phone to find Eliot Lane, Lobo's product engineering manager. He had a van outside. "I've come to fix up your TRS-80," he said.

And fix it up he did. The first step was to replace my Percom disk drives with two new Lobo drives. That turns out to be easy: Lobo drives have the cable connector on the back where you can get at it without taking out

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[^9]
## User's Column

screws (and I wish the Percoms were built that way; it's bloody easy to have one of the power cables come loose inside the drive when you put it together after connecting the data cable). But when we tried booting the system, nothing happened. At least we knew it wasn't the fault of the Percoms, which had always worked well and still do, except for the inconvenient placement of those cable connectors.
Next we installed Lobo's LX-80 expansion interface to replace my TRS-80 interface. My TRS-80 Model I is one of the intermediate versions; in addition to the ribbon cable (with flat booster box) connecting the keyboard to the expansion interface, there's also a round cable - which makes it pretty crowded and hard to get at the RESET button. There's no connection for anything like that on Lobo's LX-80.
"Just ignore it," Eliot said. He proceeded to connect the LX-80. It didn't work, so we took apart the TRS-80 keyboard, and lo, there was a broken wire in the ribbon cable connecting the two halves of the system. Eliot soldered jumpers around the broken parts and tried again, and all worked fine.
It still does. We're now running the Lobo LX-80 with LDOS operating system, and both work splendidly. The disk drives are a pair of Lobo $51 / 4$-inch and another pair of Lobo 8 -inch; all four are running at double density and doing fine, and with this system you can move everything from small disks to big ones and back again, giving you a lot of storage.

Now, about the LX-80: this is an excellent product. It's well made, in a metal case, with precisely located components. The insides look professional, as opposed to the TRS-80 expansion interface with its jumpers and cut traces and soft plastics and such. The one I've got is the full-blown model, with two serial ports and a parallel port, and cable outlets for both $51 / 4$ - and 8 -inch drives, and 32 K bytes of memory. There's an on-board PROM (programmable read-only memory) that brings the system up into LDOS. It supplies power for all the ports from a single wall plug that works through a positive action switch. There's a good pilot light. The LX-80 comes with documents that explain what's going on. It connects to your TRS-80 with a single cable and with no boosterbox. You don't need the various kludges that Radio Shack threw in to keep its Model I working.

The LX- 80 will reformat and run both $51 / 4$ - and 8 -inch disks, at either single or double density. It will let you transfer files from single density to double density. It has an external data separator (which separates data signals from timing signals), so that you don't get the disk errors for which TRS-80s are notorious. (The TRS-80 system uses the data separator internal to the disk-controller chip; even Western Digital, which makes the chip, recommends that you don't do that.)

In other words, I like the Lobo LX-80.
The problem is that it's expensive; the model I tested would probably retail for just under $\$ 1000$. It's really bet-

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ter than the computer it supports. Lobo was a bit late getting the LX- 80 on the market. Most of the people who need one may already have a Radio Shack expansion interface, and now Percom will sell you a doubler to allow double-density operations and an external data separator to add to your Radio Shack interface. If you're using the TRS-80 Model I, and you're thinking about an expansion interface and disk drives, the LX-80 won't cost much more than the Radio Shack plus Percom's separator and doubler. And if you want quiet, trouble-free operation, if you want to be sure your expansion interface isn't giving you trouble, and you're willing to pay for that assurance, then the LX-80 is a very good way to go. Lobo builds quality products, and it stands behind them.

There's one more problem with the LX-80: it won't work with George Gardener's Omikron Mapper. The Mapper is a device for letting you run CP/M with a TRS-80 Model I; I reviewed the Mapper more than a year ago (see "Omikron TRS-80 Boards, NEWDOS +, and Sundry Other Matters," July 1980 BYTE, page 198), and I'm pleased to say ours has never given us any trouble. (True, the broken wires in my TRS-80 probably came from the flexing during installation and removal of the Mapper, but after all, I did that about 20 times in order to put in other stuff for test, so that hardly counts against Omikron.) There's no reason why the LX-80 and the Omikron Mapper can't work together; it's just that the

LX-80's PROM is geared to disable certain parts of the TRS-80, and to readdress some of the system's ports. A good software expert could make the two work together, and I think Lobo ought to consider doing that. The ability to convert the TRS-80 Model I for CP/M and still run regular TRS-80 stuff as well adds greatly to the computer's value.

## Lobo's Disk Operating System

The TRS-80 used to drive me mad because of the operating system. I always used NEWDOS instead of Tandy's standard TRSDOS. Now there's LDOS, Lobo's disk operating system for the TRS-80 Model I. Although I still think it's needlessly complex, LDOS is now the best TRS-80 operating system going. It's a lot better than TRSDOS.
Although it was designed to work with the LX-80, LDOS will work fine with a TRS-80 Model I and a Radio Shack expansion interface. With LDOS you can run 40 tracks per drive if your disks can do that. (TRSDOS is limited to 35 tracks no matter what your disks are.) LDOS will also work with the Percom doubler and data separator. LDOS knows whether your disks are formatted for single or double density and stores the files accordingly. You don't need to keep track of that, or to use special commands.

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Tim Barry，InfoWorld，October 5， 1981.

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## User's Column

A major feature is that files created with LDOS can be transferred from a TRS-80 Model I to a Model III, and they say you can get from a Model I to a Model II also, although I'm not sure how.

LDOS is superficially similar to TRSDOS. It has all the inanities about passwords and protection levels and such that TRSDOS sticks us with. Fortunately, though, with LDOS you can get rid of all that stuff - as you should. Anyone who trusts those "password" and "protection" systems should get his head examined. Any of those systems can be defeated by any half-competent programmer.

You get all kinds of utilities with LDOS: a debugger, a job-control language, and a patch to Microsoft (Tandy) BASIC that aliows you to renumber selectively, use random-access files, step through a BASIC program one statement at a time, and cross-reference programs. There's also a spooler to allow printouts while you work on other programs.

The system is easier to use than TRSDOS, but you do have to learn it. The LDOS documentation is fairly clear, but dense in places; you really have to read through most of the document, then go back and start over. The usual hacker's way of plunging in and doing this and that while thumbing through the manual probably won't work-at least it didn't for me.

On the other hand, LDOS comes with a toll-free number that you can call to get help. I called it several times and found myself speaking to systems programmers who really know LDOS. They tended to think I was nuts-the answers to almost all the questions I had were right there in the manual (and if I'd read through the manual instead of jumping right in like any hacker, I'd have known that). They also tended to expect me to know more than I'd expect a typical user to know; but then I had an early copy of LDOS, and they hadn't had a lot of experience with naive questioners yet. By now I bet they know better.

The documentation is nothing to brag about, but it's adequate, provided that the reader is patient and will go through it twice. There are plenty of examples, most of them informative. It needs a good index and an analytical table of contents and a better introduction to the "philosophy" behind LDOS, but you can, with patience, learn the LDOS system from the manual. That beats the daylights out of some system manuals I know of.

One reason LDOS is complex is that it really is an operating system not just for the disks, but for the whole TRS-80. It has the ability to set logical devices, and trace programs, and do lots of neat things you don't associate with the TRS-80. LDOS with the LX-80 gives you a fairly powerful system, with a real monitor just like regular computers, and even with the Tandy interface you still get a lot more control over your machine than you get with either NEWDOS or TRSDOS.

As far as I can tell, you can run any programs under LDOS that you can run under TRSDOS, except for those


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## User's Column

programs that are artificially protected with goofy sectoring and other strange tricks to keep you from copying them. And anyone who uses such programs is, in my judgment, not doing the profession much of a favor to begin with. On that, more later.
The bottom line on LDOS is that I like it. It's kind to the user, and it's a fairly complete operating system. I still prefer to convert my TRS-80 Model I to CP/M, but I7l keep LDOS around to use when I'm running it as a TRS-80, since it will work on Omikron's Mapper if you get an LDOS patch from Omikron.

## Code and Swash

"Do you read BYTE3" my mad friend asked.
"Stupid question. I write for BYTE."
"What's that got to do with reading it? Anyway, did you read the editorial on software piracy?" (See "How Can We Stop Software Piracy," by Chris Morgan, May 1981 BYTE, page 6.) I admitted that I had.
"What did you think of it?"
"Didn't think about it a lot . . . ."
"You should. It's dead wrong," Mac Lean said. "Look. Your editor, Chris Morgan, says that software piracy is a major problem . . . ."
"And it really isn't, for users," I mused.
"Well, it's sure going to be," Mac Lean said. "Because look what they're doing. Making programs complicated and uncopyable to 'protect' the publishers. What that really does is make the user's life impossible. Disks are fragile things. I've got to have copies of them. Suppose I have a brownout. Ever have that happen to you?"

I nodded. Once we had a power failure while I was copying a disk. It took Mac Lean and a program called SPAT and a lot of work to recover most of what was on either disk.
"And it's worse than that," Mac Lean said. "They worry about pirates, and the result is that the programs are fragile. They can't recover from mistakes, because instead of error traps they've put in some kind of 'security'."

And he's right. The more I think about "uncopyable" programs, the more I hate the idea. I wouldn't bet any part of my income on an "uncopyable" program - and I'm unlikely ever to recommend one in this column.

But, then, how do we protect the rights of programmers?

Rights to what? If you mean the right to several hundred bucks for a program, why should we protect that? I mean, if people can get that for a program, more power to them, but why is it my concern to help publishers get that much? I want the price of software to come down.
"But," I mused, "if the price comes down, will we still get good software?"

My mad friend chortled. "Ever meet a true hacker who didn't write software? True, they won't do adequate documentation, they never do no matter what you're paying, but try to stop them from writing programs."
And of course he has a point. There's another argument: that software takes a long time to write, maybe

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## User's Column

months and months or even a year, so doesn't the programmer deserve high prices?

Well, it takes me a year or so to write a book, and I don't notice anyone getting $\$ 400$ per copy. And as for piracy, I even pay taxes to support public institutions whose purpose is to lend my books free. Yet I'm not starving, and neither are my publishers. The average paperback book sells about 40,000 copies, at perhaps $\$ 2.25$, and makes a little money for the publisher, the distributor, and the author. Nobody gets rich on that; the money is in best-sellers, which sell a million and more copies.

Or there's the textbook situation. Take Kernigan and Plauger's excellent Software Tools (Addison-Wesley, 1976), or Grogono's Programming in Pascal (AddisonWesley, 1978), as examples. They sell for around \$15, and I suppose they sell 30,000 to 40,000 copies. Maybe more. Does anyone seriously contend that it's harder to write a good program than to write a good book? I've done both, and programs are easier, if a bit more tedious; there's more of the equivalent of reading galley proofs (we call it galley slavery) in programming than in writing. But both are hard work.

As to thefts: look, it's really in everyone's interest to bring the price of software down. The more good soft-ware-and by good, I mean stuff that ordinary people can use to do worthwhile things, programs that are selfinstructing and have really good documentation-the more good software available at a reasonable price, the more machines will be sold, and the larger the software market will become-and I believe it's already approaching the book-buying market.

But, pleads the software developer, book publishers don't have to maintain their books; they don't have people telephoning with questions . . . .

Two answers to that. First, if you make sure the software and its documents are right the first time, you shouldn't be getting those complaints. Book publishers don't depend on their customers to be an unpaid qualitycontrol department. Second-why, the pirates can't call in with questions.

So my heart doesn't bleed for the publishers. After all, who steals software? Business people? Nonsense. Try selling a computer system to your local architect and then tell him you're furnishing him with stolen programs. Oh boy! No, there are two categories of thieves: hobbyists and shady systems houses. Let's look at them.

First the hobbyist. This poor joker is typically broke. The computer industry gets every nickel he has. Since he couldn't pay for what he steals, he wouldn't have bought the stolen program anyway. Furthermore, hell spend the saved money on something else that's computer-related. Nobody is losing that much money, even in the case of the clubs where members line up and make copy after copy, because darn few of those present would ever buy $\$ 500$ programs. These people want programs to play with, not to sell, and probably not even to use.

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## User's Column

What are the alternatives? To preserve those $\$ 500$ price tags by making the programs unstable? Doggone it, that's precisely what some outfits have done. In an attempt to thwart pirates, they've made their software fragile. One database outfit has sent me four separate copies of its widely advertised program, each supposedly configured just for me. We have yet to make one work. I've given up on them.

Then there's what Mac Lean calls "Levitical Programming"; the first half of the manual is filled with "Thou Shalt Not" statements, and the licensing agreement is such that you have to be insane to give them your right name. This is professionalism?

Then too, if the software houses did decent documents, they'd make their pile selling those. Adam Osborne got rich giving away programs and selling books. So can anyone else. You just won't convince me that I ought to feel sorry for an outfit that can palm off some wretched document at $\$ 30$ and sell hundreds of copies of it at discounts that would set a major publisher's eyes gleaming with greed.

And that's the answer to the systems-house pirate, who, if the truth be known, isn't all that great a threat either. True, he does soak up legitimate profits. I know a writer who bought a system from a fly-by-night company and found that his WordStar and CP/M were pirated. But when he went back to demand satisfaction, the systems house was gone-as, indeed, such houses usually will be. If they're successful, they have to go legitimate eventually; there's just no way to keep their pirate acts secret forever. And if they're not successful, they just can't have stolen that much. (Oh, true, at the hideously inflated prices software publishers charge, the total dollar value is high; but in fact we're talking about fewer than a hundred copies at most, and many of those wouldn't have been sold, but could only be given away. Not everyone who takes low-priced software will pay a high price for it.)

But if the documentation were useful, well written, had lots of examples, and was professionally printed - which, coming with something that sells for hundreds of bucks, darn well ought to be the case, even though very few programming documents meet any of those criteria - then even the pirate software houses would have to buy the books.

The answer to software piracy, it seems to me, is about the same as the answer to book piracy: sell decent products at reasonable prices and write decent documentation for sale at prices competitive with the price of photocopying the book. And stop worrying so much about protecting $\$ 500$ and $\$ 600$ price tags, because it isn't in the interest of the user community for software prices to stay that high. Very few programs are worth that much.

## PL/I-80

What is a program worth? Well, there's a legal maxim: "the value of a thing is what that thing will bring," which is to say that something's worth what people are willing


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## User's Column

to pay for it.
And you can bet that a program worth $\$ 600$ had better work, and do so with minimum effort, and have decent instructions that can be read by a human being.

And just how many of those are around?
There are a few. My mad friend is ecstatic about Digital Research's PL/I compiler, PL/I-80.
"No bugs. It runs. It does what it says it will do."
"How did you learn the language?" I asked.
'Well, you need Digital's documents, of course," he said. "And two or three standard references on PL/I, one of them certainly being the Joan Hughes book [PL/I Programming: A Structured Approach, John Wiley and Sons, 1979] that you mentioned last time."
"You do need other reference works, then?"
"Oh, yeah. As usual, Digital has encrypted its documents. But they're up to Digital's usual standards of clarity, meaning that you'll need a Swahili interpreter . . . ."
Well, Mac Lean tends to exaggerate. They're not that bad. Not quite. It is true that Digital is a company that seems determined never to hire any writers, but its documents are complete, if confusing.

And Mac Lean remains as enamored of PL/I now as he was six weeks ago, which for him is quite a long time. I think we can safely add Digital's PL/I to the armory of good stuff-programs that work properly and are useful.

PL/I does have difficulties. There's no CASE (SWITCH) statement, which means you'l have far too many if . . . then . . . else statements; but everything necessary for rigidly structured code is in the language. The error reports are excellent. PL/I is not as fussy about declarations as Pascal. The language doesn't come out as compact as Pascal, and the programs don't run as fast, but they're easier to write. PL/I forgives quite a few errors.
There are other problems. The input/output is confusing, and worse, that's the part that you have to rely on Digital to tell you about. But you can learn it, and having done that, you're safe in programming with PL/I, because Digital is committed to support PL/I compilers for all its operating systems. You'll be able to transport your programs from your present micro to whatever machine-8086, Z8000, whatever-you eventually replace it with.

Thus, Ill stick my neck out this far: it's worth the time investment - a couple of weeks - to become mildly proficient in PL/I, always assuming that you're going to do some programming of your own, of course. If you're strictly a user, though, you're still safe in investing in PL/I programs, since you're probably guaranteed they'll be useful on the next generation of machines.

Digital PL/I also comes with a really groovy linker and library-management routine, allowing you to build up a raft of software tools that you can stick into other routines. The method for calling in outside procedures and passing them variables is straightforward, and again

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## Bilge and Circumstance

Now we come to dBASE II versus the bilge pumps.
First: dBASE II is what used to be called VULCAN. The original VULCAN programmer formed a partnership with Messrs. Ashton and Tate, and now Ashton-Tate markets it. I'm told my evaluation was crucial in the decision to rewrite and expand the documentation, but to keep the program (with some fixes).
My original evaluation of VULCAN was "infuriatingly excellent"; it was potentially a very useful program, but fatally flawed by the worst user instructions I'd ever seen.
I'm pleased to say that now it's not infuriating, just excellent. The flaws are (almost) all gone, the program documents have been rewritten and expanded until almost anyone can learn to use dBASE II, and VULCAN always was a darn good database program. I think it's overpriced at $\$ 700$, but apparently Ashton-Tate gets away with it. If any program is worth that price, dBASE II is.
dBASE II is a relational database. This is in contrast to tree-structured databases. Relational databases make a kind of matrix of data; you can then structure the data any way you want, examine relationships you hadn't realized were there, and in general play about with the data. Tree-structured systems of the CODASYL variety require you to do the structuring in advance, and woe to you if you get it wrong.
It's a bit hard to describe dBASE II, because it's very versatile and powerful. For instance, you can build a full accounting system from dBASE II, tailoring it to your needs, and it really would work. (I think you'd be better off buying an accounting system, but that's for another article.) You can put up libraries in dBASE II, and then take the same data and reorganize it by subject matter to make bibliographies. What dBASE II preserves are the relationships among the mass of data entered; the exact structure of the data can be changed at any time. This makes for a very powerful tool, one whose capabilities aren't entirely realized just yet.

And, dBASE II is now well documented. What they did was keep the old documentation, which was a really complete reference manual but sans examples or sane organization, and add, up front where it belongs, a complete new program-user's guide, done by someone just learning to use the VULCAN system. Thus you can go through the first set of documents and learn how to use dBASE II, after which you can use the second chunk as a handbook, which, once you actually understand dBASE II, isn't all that bad. (It remains, however, the most frustratingly miserable excuse for a way to learn a system that I've ever seen.)

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[^10]
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## User's Column

Second, the bugs have been fixed. Not that there ever were many; VULCAN was always excellent, even if infuriating.

And finally, the program remains very powerful. dBASE II isn't just a means of storing and retrieving data. It contains what amounts to a whole data-handling language with the ability to do sorts and restructures, to copy data from one place to another, and to do conditional arithmetic. For example,

## REPLACE ALL FOR (BILL:DATE $<=791031$ ) COST WITH COST*1.1

would be a command to search the database to find records that had BILL:DATE older than October 31, 1979 and for those records to replace the value of the variable COST by the current value plus ten percent.

Other forms of magic are possible. You have to study dBASE II; it can do things you wouldn't think of. But it's well worth the study. I'm using it to organize my files, by subject, type, date, date of last access, and drawer number, and also adding keywords; eventually Ill have this place organized, and this time for sure. (The last time I got this ambitious I was using VULCAN, and the documentation drove me to quit in disgust, but this time things seem to be going much better.) And my time wasn't wasted last year, since dBASE II can read the old

VULCAN files and then reshape them into the new system I've designed. What happens is that dBASE II copies the old records into new ones, ignoring any in the old database that aren't in the new structure; while if it finds variables in the new structure that weren't in the old records, it fills them with blanks, leaving room for you to enter the data at your leisure.
dBASE II, I'm pleased to say, makes no attempt to prevent you from making backup copies. Far from it: all through the documentation, you're urged to make a safety copy of both data and program, just in case. That advice is worth taking, given the relative costs of dataentry labor as opposed to floppy disks. I expect people will try to rip off the dBASE II software, given the price, but I guarantee theyll get zero use of it without a complete set of documents . . . .

## Statistical Analysis with Microstat

Microstat by Ecosoft. I don't care much for the house name - I'm growing weary of "ecology" names for software companies, since they make me think their products may contain significant portions of natural organic waste-but I can recommend the program, with warnings.

First warning: you, or someone you work with, better know quite a lot about statistics. Microstat will do some very sophisticated statistical analyses, but it will not tell


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## User's Column

you which of its many features you want to use.
On the other hand, you can make up your data files rather easily, then manipulate the daylights out of them with Microstat's various routines; so you don't have to know in advance that youll want to employ the Kolmogorov-Smirnov Two Group Test (whatever that is) in order to use it later.

I wish I'd had Microstat last fall. About a year ago I quit smoking and took up running (and yes, I'm still at running, and it's a year today since I last smoked). Like many new converts, I began reading the various running magazines, and one of them rates running shoes. It gave a fairly low rating to the shoes I like, and I got interested in why. (It shouldn't have; one of the measures was shoe weight, rank ordered to a tenth of a gram! I doubt the magazine has balances that sensitive, and a few drops of sweat would change the ratings.)

The magazine published its data-more or less-as well as its ratings, so I decided to do a fairly complete statistical analysis to see just how much confidence you could put in those ratings. (Not a lot, I concluded. Many of the measures are highly correlated and not sufficiently thought out.) I didn't have a decent stat program, so I had to write my own, based mostly on Paul Horst's matrix algebra routines I learned way back when. My routine will do a couple of things Microstat doesn't do, such as generate a new data file with the data entries transformed

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to " $Z$ " scores (in which the mean is 0 and the standard deviation is 1), and my system preserves a "name and comment" string field associated with each data case. But I'd still have been far better off using Microstat with its much more complete statistical analyses. The Microstat package has a data-entry routine with some elementary error-correction procedures, including an EDIT routine; I could have used that.

Microstat does what you'd expect: means, variances, correlation matrices, etc. It also does auto-correlation (a variable correlated with itself). It does analysis of variance, "Student's" T test, the F test, and various nonparametric tests such as chi-square. It tries different distributions and checks goodness of fit. About the only thing missing that I'd like to see is Chebyshev's criterion. But note this well: if this paragraph is meaningless to you, you will not understand Microstat's documentation. This is not a program intended for the casual "cookbook" stat user. It has everything the cookbook experimenter would need, but in a fairly intimidating context. In fact, Ecosoft (which seems to be some professors at a Midwestern university) would do well to write a simpleminded cookbook to accompany its programs.

On the other hand, if you do know a bit about statistics-if you've mastered something beyond the elementary textbooks - then Microstat can help you. It has a surprising number of features, and if you know what statistics you want, or can find someone to advise you on the math theory, the Microstat documentation is more than adequate to tell you how to use the program. Given that caveat, I recommend Microstat; but do be warned that the book is written with graduate-level experimental statistics students in mind.

## Soothing the Savage LISPer

And finally we have a good book on LISP. I confess I'm slowly beginning to appreciate just how powerful the LISP programming language is, and I will now concede that anyone intending to make a career in computer science should become aware of the language. I'm still not convinced LISP can be learned without tutorial help, but certainly LISP, by Patrick Henry Winston and Berthold Klaus Paul Horn, will help. The book is intelligently written. There are a lot of examples; the most useful are given as exercises, which made me furious until I realized there were answers in the back of the book. It has a good table of contents.

I'm still not at all convinced that LISP programs will ever be comprehensible to anyone who doesn't spend a lot of time working with the language. The claims that they're easy to read and don't require comments are, in my view, just wrong and would only be made by a maniacal LISPer (and a lot of LISP users do tend to be maniacs, as witness the hate mail I get for not sufficiently praising the language).

Anyway, the book is the best I've seen on the subject and tells a lot about LISP.

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# Build a Joystick A-to-D Converter for the TRS-80 Model I or III 

## Second in a Series

William Barden Jr.<br>28122 Orsola<br>Mission Viejo, CA 92692

[Editor's Note: This series of articles describes hardware and software projects for the Radio Shack TRS-80 (Model I, Model III, and Color Computer).]

Last month I examined the Color Computer's built-in analog-to-digital converter ("Color Computer from A to D," page 134). I described the software that reads the joysticks and showed how other analog input devices can be connected to the Color Computer.

This month I'll give equal time to Model I and III users by presenting a hardware/software project that allows joystick and other analog inputs to these computers. Since the Model I and III don't have built-in analog-todigital (A/D) conversion circuitry, we'll have to make our own. It's a simple project requiring two common integrated circuits, a few resistors, and some other com-ponents-costing less than $\$ 20$ (not bad for a twochannel, 64 -step A/D converter). You won't have to modify your computer at all-the A/D circuit plugs in as

[^11]a printer does. Since the device connects to the lineprinter bus, you'll need a Model I with Level II BASIC and an expansion interface or a Model III with Model III BASIC.

I'll provide step-by-step instructions for fabricating and testing the circuit. Finally, I'll show you how to use the A/D converter with a joystick and other analog input devices.

## General Description

The block diagram of the circuit we'll build is shown in figure 1 . Note that it connects to the TRS-80's printer (a.k.a. Centronics) bus. Therefore, you won't be able to use the line printer during joystick operations and vice versa.

The A/D circuit largely duplicates that found in the Color Computer. (For further background, see the discussion in last month's article.) It consists of a digital-to-analog converter (DAC) and two comparators-one each for the joystick's $X$ and $Y$ channels. Using a reference voltage from the DAC, the comparators allow you to perform successive approximations of the voltage levels input from the $X$ and $Y$ joystick channels.

Six outputs go from the line-printer bus to the DAC;


Figure 1: Block diagram of the $A / D$ circuit. The $D A C$ is driven by outputs from the line-printer port. Its output goes into two comparators, one comparing the DAC voltage with the $X$ channel, and the second comparing the DAC voltage with the $Y$ channel. The comparator outputs are fed back into the line-printer port.


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these make up a 6-bit digital value that is converted into a 64 -step range of reference voltages by the DAC. Three inputs go to the line-printer bus: one for the $X$ channel, one for the $Y$ channel, and an optional one for a joystick push-button switch.

The TRS-80 printer bus. To some extent, our A/D circuitry must emulate a printer, strange as that may sound. Therefore, before getting into the details of the $A / D$ and joystick circuits, I'll briefly explain the TRS-80 printer logic. Figure 2 gives a simplified version of the Model I printer-bus circuit. (The Model III's circuitry is slightly different, but for our purposes the Model I description will suffice.) It consists of two 74LS175 integrated circuits (ICs), each containing four flip-flops; four buffers of a 74LS367 IC; and a one-shot strobe implemented by half of a 74LS123 monostable multivibrator.

Writing a character to hexadecimal address 37E8 in the Model I causes the clock signal (CLK) to strobe the 8 bits


Figure 2: Model I line-printer controller. Two 4-bit registers strobe in the 8 bits of the character to be printed. At the same time, the one-shot is set to allow the output line-printer electronics to strobe in the data from the register. Four status lines are gated to the computer's data bus on a read.
of data into the two 74LS175s, and also triggers a oneshot strobe (DATA STROBE) telling the printer that data are available on lines DATA8-DATA1 of the line-printer bus. The data remain in the 74LS175s until a new character is written or a system clear (CLR) is done.

Reading hexadecimal address 37E8 in the Model I causes the four signals BUSY, OUTPAPER, UNIT SELECT, and FAULT to be gated onto data lines D7-D4 of the expansion-interface bus.

A typical Model I printing cycle goes like this:

1. The Model I reads the line-printer status by executing the Z 80 instruction LD A, $(37 \mathrm{E} 8 \mathrm{H})$.
2. It tests status bits 7 (BUSY) and 6 (OUTPAPER). If both are zero, the line printer is ready to accept more data; otherwise, it is not ready, and the Model I loops back to step 1.
3. If the line printer is ready, the Model I loads the character to be printed into the accumulator and then writes it to the printer logic with the instruction LD $(37 \mathrm{E} 8 \mathrm{H}), \mathrm{A}$. This activates the one-shot strobe, putting the 8 bits of data into the two 74LS175s. The one-shot resets itself after a short delay, strobing the data into the line-printer electronics, starting the printing cycle, and setting the BUSY status bit.

Memory mapping versus I/O mapping. In the Model I, the line-printer bus is memory-mapped to hexadecimal address 37 E 8 . In the Model III, the printer bus is in-put/output-mapped to Z 80 port 0F8 (hexadecimal). Aside from using different ICs, the Model III has the same logical implementation as the Model I. To test status, do an IN A, (0F8H) instead of an LD A, ( 37 E 8 H ). To output a character, do an OUT ( OF 8 H ), A instead of an LD (37E8H),A.


Figure 3: Line-printer lines used in the $A / D$ circuit. Six output lines transmit a digital value to the $D A C$. Two input lines read the comparator values. One optional input line allows checking the button switch on a joystick.

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Figure 4: Detailed logic diagram of the $A / D$ circuit. Power is supplied by a $9-V$ transistor battery and a 5-V power supply.

So far, we've done all the printer I/O using Z 80 machine instructions. You can also use BASIC:

Get Status
PEEK(14312) INP(248)
Output Character ( $x$ )

POKE14312,x OUT 248,x

## Detailed Circuit Description

We can easily make the joystick circuitry emulate a line


Figure 5: Joystick schematic. Two $100-k$-ohm potentiometers are connected to ground and +5 V . Each wiper outputs a voltage of 0 to 5 V depending upon the joystick position along the $X$ and $Y$ axes.
printer. First, forget about the DATA STROBE output. It's only there for the line-printer electronics. Since data stay in the 74LS175s (or their Model III equivalents), we can simply write to hexadecimal address 37 E 8 (or 0 F 8 ) to output 8 bits to DATA8-DATA1. Whenever we want to read in data, we just read hexadecimal address 37E8 (or 0 F 8 ) to input 4 bits.
I've chosen to dedicate DATA6-DATA1 as outputs from the program to the DAC, the BUSY input as the X-channel comparator input, and the OUTPAPER input as the $Y$-channel comparator input. These eight lines plus ground are all that are needed to perform the basic joystick operation. They're shown in figure 3. A ninth line is optional as a joystick button input.

The detailed A/D circuit is shown in figure 4. Its physical layout corresponds to that of the block diagram in figure 1.

A typical joystick schematic is shown in figure 5. It is comprised essentially of two potentiometers with the two ends of each connected between +5 volts ( V ) and ground. The wiper of each potentiometer varies with the position of the joystick. Output from the wiper varies between 0 and +5 V . The X -channel $0-\mathrm{V}$ position is toward the left; the Y-channel 0-V position is toward the top.
You can buy a bare-bones joystick (dual 100-k-ohm potentiometers) from Radio Shack for $\$ 4.95$ (catalog number 271-1705). You can also use one of the Color Computer's joysticks, sold as a pair for $\$ 24.95$ (catalog number 26-3008). Figure 6 shows the bare-bones joystick

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Circle 106 on inquiry card.


Figure 6: A prebuilt joystick available from Radio Shack. The device comes with a 5-pin male DIN plug.

1 experimenter's PC board or prototype board
1 5-pin female DIN socket, chassis mounting
3 16-pin wire-wrap sockets
1 14-pin wire-wrap socket
1 34-pin edge connector for PC board
2 16-pin DIP headers
2 100-k-ohm $1 / \%$ watt or greater $5 \%$ resistors
$210-\mathrm{M}$-ohm $1 / 8$ watt or greater $5 \%$ resistors
2 10-k-ohm $1 / 8$ watt or greater $5 \%$ resistors
21 -k-ohm $1 / 8$ watt or greater $5 \%$ resistors
$1324-k-o h m 1 / 8$ watt or greater $1 \%$ resistor
1 162-k-ohm $1 / \%$ watt or greater $1 \%$ resistor
180,6 -k-ohm $1 / \%$ watt or greater $1 \%$ resistor
$140 . \dot{2} \cdot \mathrm{k}$-ohm $1 / 8$ watt or greater $1 \%$ resistor
$120-\mathrm{k}$-ohm $1 / 8$ watt or greater $1 \%$ resistor
1 10-k-ohm $1 / \%$ watt. or greater $1 \%$ resistor
1 20- or $47-\mathrm{pF}$ disk capacitor
$21-\mu \mathrm{F}$ electrolytic capacitors
1 MC14050B (4050B) hex buffer/converter (noninverting) IC
1 LM339 quad comparator IC
wire-wrap and hook-up wire
1 joystick potentiometer, 100-k-ohm, with
1 5-pin male DIN plug
1 9-V transistor battery
Table 1: Parts list for the $A / D$ circuit and joystick controller.
with the required connections.
Each of the joystick voltage outputs goes into one of the comparator's plus $(+)$ inputs. The minus ( - ) input for both comparators comes from the output of the DAC. Each comparator compares the current joystick voltage with the DAC output. If the joystick voltage is lower than the DAC output, a logic 0 is output from the comparator. Otherwise, a logic 1 is output. The results of both comparators go to the input lines BUSY (X-coordinate) and OUTPAPER (Y-coordinate).

To determine the voltage level on either joystick channel, we just vary the DAC output from 0 to +5 V until we get a comparator output of 1 for the channel. That's easy to do with the DAC.

The DAC converts a 6-bit digital value into an analog voltage. Each of its resistors has approximately double the resistance of the next lower resistor. Each resistor is connected to the output of one bit of the MC14050B. This is a complementary metal-oxide semiconductor (CMOS) buffer with an output of close to 0 V for a logical 0 input, and about +4.95 V for a logical 1 input. By varying the 6-bit input from 000000 to 111111 , we will get a voltage range from about 0.25 V to 4.75 V in 64 steps of about 70 millivolts ( mV ) each (see figure 7).

As a side issue, for a digital-to-analog conversion, we can simply forget about the comparator output and take the output from pin 12 of the MC14050B. The voltage output will be the analog equivalent of the 6 -bit input value.

## Circuit Construction

A parts list for the joystick circuit is shown in table 1. All the parts can be obtained from Radio Shack or other electronics suppliers. The resistor tolerances are somewhat critical. If you cannot get $1 \%$ resistors with the values indicated, you can use hand-selected $5 \%$ resistors. Measure the resistance with a multimeter and choose values within 2 to $3 \%$ of the listed values. There is enough variation in most resistors that you should be able to come fairly close. Two resistors can be used in


Figure 7: DAC output as a function of digital input. The output should increase monotonically as shown.

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Figure 8: Physical layout of the $A / D$ circuit as laid out on a prototype board.
series to get a total resistance that is correct. The prototype circuit, which works well, was made using handselected $5 \%$ resistors.

Soldering and wire-wrapping. You will need a small (30-watt (W)) soldering iron, rosin-core solder, and a wire-wrap tool or gun. If you've never wire-wrapped, don't worry-it's easy to do and you can make about one connection per minute. Assuming you have all the tools and parts, it will probably take about an hour and a half for the entire job.
Mounting the parts. The circuit is mounted on a small prototype board (Radio Shack catalog number 276-170). The general layout is shown in figure 8. The board is bare on one side and has 55 rows with solder pads on the other. The spacing of the holes is compatible with the spacing on the pins of the four wire-wrap IC sockets.


Figure 9: Underside of the $A / D$ prototype board showing positions of ground and $+5-V$ buses and solder points for the wirewrap sockets.

Mount the four IC sockets by soldering opposite corners of each socket, as shown in figure 9 .
Use the left-hand strip for the ground bus and the righthand strip for the $+5-\mathrm{V}$ bus.
The 34 -pin edge connector may be difficult to find even though Radio Shack is now carrying it. For Model Is, you can get by with their 40-pin edge connector by inserting a cardboard "filler" in one side to properly "key" the edge connector. For Model IIIs, you have to use a 34 -pin connector because the cutout in the cover will only pass a 34-pin width.
I soldered the wires to the pins of the edge connector even though the edge connector was really meant as an insulation displacement type that pokes metal contacts through a ribbon cable. The pin layout for the edge connectors is shown in figure 10. The edge connector is designated EC.
The 5 -pin DIN connector is another problem. If you use the Color Computer joysticks, the matching 5-pin plug will probably have incompatible spacing. Consider


Figure 10: Pinouts for the card-edge plug that connects the A/D circuit to the TRS-80 line-printer bus. Use a displacementtype ribbon connector and solder the hook-up wires to the connector pins.

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| EC -3 | to | MC14050B -3 |
| :---: | :---: | :---: |
| -5 | to | -14 |
| -7 | to | -5 |
| -9 | to | -11 |
| -11 | to | -7 |
| -13 | to | -9 |
| -21 | to | LM339-2 |
| -23 | to | -1 |
| -25 | to | DIN -4 |

MC14050B to RN1

| MC14050B-2 | to | RN1 - 2 |
| :---: | :---: | ---: |
| -15 | to | -3 |
| -4 | to | -4 |
| -12 | to | -5 |
| -6 | to | -6 |
| -10 | to | -7 |

LM339
LM339 - 7
to
LM339-5

RN1

| RN1 $\mathbf{- 1 6}$ | to | RN1 -15 |
| ---: | ---: | ---: |
| -15 | to | -14 |
| -14 | to | -13 |
| -13 | to | -12 |
| -12 | to | -11 |
| -11 | to | -10 |
| -10 | to | -9 |
| -12 | to | LM $339-5$ |

RN-2

| RN2 - | to | DIN -1 |
| ---: | :--- | :--- |
| -2 | to | LM339-2 |
| -2 | to | RN2-3 |
| -4 | to | DIN-2 |
| -5 | to | LM339-1 |
| -5 | to | RN2-6 |
| -10 | to | LM339-7 |
| -12 | to | -6 |
| -12 | to | RN2-13 |
| -15 | to | LM339-4 |
| -15 | to | RN2-16 |

Table 2: Wire-wrap list for the $A / D$ circuit.
cutting off the plug and attaching the cable to an audiotype DIN plug or attaching the wires directly. If you are


Figure 11: Power connections for the $A / D$ circuit. For +5 V , use a regulated 5-V power supply, such as Radio Shack's 277-125 (a kit).
using the joystick potentiometer, it comes with a 5 -pin male DIN plug attached. For the A/D circuit, get a 5 -pin female DIN chassis-mounting jack.

Wire-wrap connections. Make the wire-wrap connections shown in table 2 . Most of these are wire-wrap to wire-wrap, although some will be wire-wrap to solder. These connections can be made with 30 -gauge wire-wrap wire. However, you might consider 22-gauge stranded wire for cable running to the edge-connector leads. Route the edge-connector leads through board holes for strain relief.

Now connect the ground points shown in table 3a. You can wire-wrap common ground pins onto the same point and then route a single wire to the ground bus. Make the $+5-\mathrm{V}$ connections in table 3 b in similar fashion.

Power connections. Now run four wires as shown in figure 11. Two "hook-up" wire (22-gauge stranded) leads run from the ground bus. One $+5-\mathrm{V}$ lead runs from the

$$
\text { (3a) } \quad 1 \quad(3 b)
$$

$$
\begin{array}{ll}
\text { LM339-12, 8, 9, 10, 11, 13, 14 } & \text { MC14050B-1 } \\
\text { MC14050B-8 } & \text { RN1-1 } \\
\text { RN1-8 } & \text { RN }-2,11,14 \\
\text { DIN - 3 } & \text { DIN -5 } \\
\text { RN2-7 } & \\
\text { EC - 2 } &
\end{array}
$$

Table 3: Ground connections are shown in table 3a. Table $3 b$ gives the $+5-V$ connections.

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$+5-\mathrm{V}$ bus. One $+9-\mathrm{V}$ lead runs from pin 3 of the LM339. These leads can be combined in a four-wire ribbon cable and routed through one hole for convenience. Two of the leads, one ground lead and the $+9-\mathrm{V}$ lead, attach to a $9-\mathrm{V}$ transistor battery. The other two leads connect to a regulated $+5-\mathrm{V}$ supply. (In case you don't have one already, I suggest you get Radio Shack's $\$ 6.99$ kit, catalog number 277-125.) Leave the power leads unconnected for the time being.

Without plugging in any chips, test the connections with a multimeter or continuity checker. A common straight pin works fine for getting into the IC socket holes. As each circuit checks out, cross it out on the schematic. This check takes little time and saves a lot of grief later on due to connection errors.

Solder one 1-microfarad ( $\mu \mathrm{F}$ ) filter capacitor between +9 V and ground and another between +5 V and ground, as shown in figure 8. Make certain that the polarity of the capacitors (note the + or - sign) is oriented properly.

Construct two dual-inline package (DIP) headers as shown in figure 12. One of these contains the DAC resistors; the other has the resistors and other components for the LM339. If you apply much heat during the soldering, you should remeasure the values for the six DAC resistors; they may have changed due to the heat.

Listing 1: Using a voltmeter and this BASIC program, you can measure the voltage levels produced by the DAC when the digital input ranges from binary 000000 to 111111. Table 4 shows the values obtained by the author.

```
100 REM DAC TEST. OUTPUT VOLTAGES FROM O TO 6J.
110 FOR V=0 TO 63
120 FOHE 14312.V
130 CLS: PRTNT a 534,"DAC VAl..UE=";V
140 IF INFEEY系="" GOTO 140
150 NEXT V
```

Listing 2: For Model I computers, this BASIC program compares the voltages at the $X$ and $Y$ joystick channels with stepped voltages from the DAC.

```
100 REM COMPARATOR TEST
110 FOR V=0 TO 63
120 POKE 14312,V: ClS
130 PRTNT m 5%0,"VALUE=";V;
140 PRINT a 540,"x=";(PEEK(14312) AND 120)/128;
150 PRINT a 560,"X=";(PEEK(14312) AND 64)/64;
160 FOR I=0 TO 1000: NEXT I
170 NEXTV
```

Listing 3: The same as listing 2, but for Model III computers.

```
100 REM COMPARATOR TEST
110 FOR V==0 TO 6.3
120 OUT 248,V: CL.S
130 PRINT a 5%@,"VALUE=";`;
140 PRINT a 540,"X=";(INP(248) AND 128)/128;
150 PRINT a 560,"Y=";(INP(248) AND 64)/64;
160 FOR T==0 TO 1000:NEXT I
170 NEXT V
```

Now plug in the DIP headers, the MC14050B, and the LM339. The A/D converter is (hopefully) complete. Connect it to the line-printer card-edge connector (pin 1 is on the top right), turn on the Model I or III, and connect the $+5-\mathrm{V}$ and $+9-\mathrm{V}$ supplies. Make the following test: watch for smoke and try a fingertip test of the board components. They should be warm but not hot. If everything seems okay, plug in the joystick connector and repeat the test. You're now ready for program debugging.

## Program Testing

The following preliminary tests are included as a means to "bring up" the circuit one step at a time. If you feel like going directly to the final program instead of following this procedure, by all means do so. If you have problems, fall back on these preliminary tests.
$D A C$ output. The first program tests the output of the DAC. A voltmeter is required to run it. If you don't have one, go on to the next test.
Hook the voltmeter between ground and the output of the DAC-pin 12 of the MC14050B. Run the program in listing 1. Substitute 120 OUT $248, \mathrm{~V}$ for statement 120 if you are using a Model III.
The program steps the DAC through the range of output voltages by sending it the values 000000-111111. Each voltage step should be approximately 70 mV over the

| Digital <br> Input | Analog <br> Output | Digital <br> Input | Analog <br> Output |
| :---: | :---: | :---: | :---: |
| 0 | 0.240 | 32 | 2.48 |
| 1 | 0.312 | 33 | 2.55 |
| 2 | 0.387 | 34 | 2.63 |
| 3 | 0.460 | 35 | 2.70 |
| 4 | 0.530 | 36 | 2.77 |
| 5 | 0.602 | 37 | 2.84 |
| 6 | 0.677 | 38 | 2.92 |
| 7 | 0.749 | 39 | 2.99 |
| 8 | 0.785 | 40 | 3.03 |
| 9 | 0.857 | 41 | 3.10 |
| 10 | 0.932 | 42 | 3.18 |
| 11 | 1.005 | 43 | 3.25 |
| 12 | 1.075 | 44 | 3.32 |
| 13 | 1.147 | 45 | 3.39 |
| 14 | 1.222 | 46 | 3.47 |
| 15 | 1.294 | 47 | 3.54 |
| 16 | 1.419 | 48 | 3.67 |
| 17 | 1.492 | 49 | 3.74 |
| 18 | 1.568 | 50 | 3.82 |
| 19 | 1.640 | 51 | 3.89 |
| 20 | 1.710 | 52 | 3.96 |
| 21 | 1.782 | 53 | 4.04 |
| 22 | 1.858 | 54 | 4.12 |
| 23 | 1.930 | 55 | 4.19 |
| 24 | 1.966 | 56 | 4.22 |
| 25 | 2.03 | 57 | 4.30 |
| 26 | 2.11 | 58 | 4.37 |
| 27 | 2.18 | 59 | 4.44 |
| 28 | 2.25 | 60 | 4.52 |
| 29 | 2.32 | 61 | 4.59 |
| 30 | 2.40 | 62 | 4.67 |
| 31 | 2.47 | 63 | 4.74 |
|  |  |  |  |
| Table 4 Values | obtained from DAC test of author's pro- |  |  |
| totype. |  |  |  |
|  |  |  |  |
|  |  |  |  |
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preceding step. Table 4 shows the values I obtained with the prototype.

If you do not get what my calculus instructor called a "monotonically increasing" set of voltages (see figure 13), you have a problem. In other words, if any successive output is lower than the previous one, you must recheck the resistance values. One of your resistors is probably "out of spec." If not corrected, this will lead to problems in determining the voltage level at the analog input.

Comparator outputs. Listings 2 and 3 show the comparator tests for Models I and III, respectively. This test steps the DAC from 0 through $63(+0.25 \mathrm{~V}$ through +4.75 V ) and displays the step number, X input, and Y input. The $X$ and $Y$ inputs will be either 0 or 1 .

If the input is a 0 , the $X$ or $Y$ voltage is less than the current DAC voltage. Move the joystick and observe that the comparator inputs change. Moving the joystick to the upper-left corner should reset both comparator inputs to 0 after several steps, for example. Also observe that when the input changes from 0 to 1 , all successive inputs remain at 1 . If there is a 1 followed by several zeros, you


Figure 12: Layouts for the DIP headers. One position on RN2 is not used.


Figure 13: For digital inputs from 0 to 63, the output from the $D A C$ should increase monotonically (as in the curve on the right). Otherwise, the $A / D$ circuit will give invalid readings for analog values in that voltage region.
have the "not monotonically increasing" problem (in case you didn't have a voltmeter to diagnose it previously). If so, recheck the resistance values in the DAC array (RN1).

If all seems well with this test, you're ready for a ma-chine-language driver for the joysticks.

## Joystick Software

Listings 4 and 5 show Z80 assembly-language drivers for the Model I and III, respectively. The only difference is that one uses a memory-mapped LD instruction; the other uses I/O-mapped INs and OUTs. Both programs are completely relocatable even though they are assembled at hexadecimal address 8000.

You can reassemble using your own editor/assembler or simply key in the object code using DEBUG. Another alternative is to convert the hexadecimal code to decimal and incorporate the 62 bytes in DATA statements that can then be READ and POKEd into a block of memory.

The calling sequence in Disk BASIC, the same for Model I and III, is shown in listing 6. This program clears the screen and defines the USRO routine at hexadecimal address 8000 . Next, a call is made to the USR0 routine. The $X, Y$ position of the joystick is returned in variable $A$. The $X$ position is in the most-significant byte; the $Y$ position is in the least-significant byte.

Both $X$ and $Y$ are returned as values of $0-63$. For display purposes, the $X$ value ( $B$ ) is multiplied by 2 and used in a SET command. The $Y$ value is converted from a range of 0-63 to a range of 0-48 and used in the same SET command. As long as the cursor position remains fixed, one pixel of the SET appears on the screen. If the joystick is moved, the last pixel is RESET and the new one is SET. The result is a joystick-controlled cursor.

The pixel may have a tendency to jump from one spot to another. This is normal and occurs when the reference increment is close to the input-voltage value. For most positions, however, pixel motion will be reasonably steady. Although a resolution of 64 X and 48 Y is not very precise, it is more than adequate for positioning the cursor. The mechanical limitations of the joystick make it very difficult to avoid vertical "drift" when moving horizontally; therefore, greater resolution, as with 7 bits instead of 6 , would be wasted.

## How the Program Works

The programs in listings 4 and 5 consist of two parts. SRCHJY is the actual search program that finds the comparator value for the current joystick channel. This program is called twice by the driver routine READJY. The CALL is made by loading the C register with 128 or 64 and executing a JR instruction to SRCHJY.

The value in C serves two purposes-it acts as a flag for the return point and serves as a mask value for the X/Y comparator bit. The X-channel comparator bit is found by performing a logical AND of the A/D input with 128. The Y-channel comparator bit is found by performing a logical AND of the A/D input with 64.

Text continued on page 184

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Listing 5: The same as listing 4, but for the Model III.


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Listing 4: Z80 assembly-language subroutine to read both channels of the joystick input (Model I version).



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[^12]READJY calls SRCHJY twice and merges the result into the HL register for return. H will contain an X value of $0-63$, and $L$ a $Y$ value of $0-63$. The JP 0A9AH is the standard BASIC method of returning an argument to BASIC from a machine-language subroutine. Convert this to a normal RET if the program will be "stand-alone" (nonBASIC).

The SRCHJY subroutine operates similarly to the Color Computer joystick subroutine discussed in last month's article. A successive-approximation, analog-todigital conversion is performed. A start value of 32 , or half the voltage range, is first output to the DAC and a "delta" value of 16 is initialized. The comparator output is then read in. Depending upon the comparator output,

Listing 6: A BASIC program to call the joystick input subroutine (listings 4 and 5).

```
100 REN JOYETICK-CONTROLLED CUREOR
110 FOR I=15360 TO 16353
1こ0 FOHE I,12G
130 NEXT I
140 D=:0: E=0
150 DEFUSRR=&HEMGO
160 A=USRG(有)
170 B==1NT (A/256)
180 C==(A-Ex-56)*47/63
```



```
ZDO SET (E*Z,C)
210 D=E: E== C
206070 160
```

the next value tried is 32 plus or minus the delta. The delta is then halved. This successive approximation continues until the delta has been reduced to $1 / 2$ unit (the value is "scaled up" by two to permit the last delta of $1 / 2$ ).

As the input may change rapidly, eight tries are made to obtain a steady $X$ or $Y$ input value. The minimum number of times through SRCHJY will be two, the maximum eight. If the value does not match the previous value after eight tries, the last value is used.

## Other Uses for the A/D Circuit

In the previous article of this series, I described some "real-world" analog inputs that could be used in place of the joystick. Basically, anything that can be converted into a voltage can be used as an input to the DIN connector and converted to an increment of 0-63.

One example used was a cadmium sulfide photocell that had a variable resistance dependent upon the amount of light striking it. When used with a resistor in a divider network, a varying input voltage is generated. The second example used was a thermistor, a resistor whose resistance varied inversely to the temperature. These devices and many others may be connected to the A/D circuit in this fashion.

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## Programming Quickies

## Thirty More Days to a Faster Input

Edward M. Roberts<br>19 Smith St.<br>Glen Head, NY 11545

The program in Arthur Armstrong's article "Thirty Days to a Faster Input" was intended to help you learn touch-typing on a home computer. (See the December 1979 BYTE, page 250.) However, when I tried to copy his listing into my machine, it was a nightmare. The listing was apparently a facsimile of a printout done on an ancient Teletype. I finally decoded it, however, and modified it so that it would run on my Radio Shack

TRS-80 running Level II BASIC.
Listing 1 shows my version of the program written the way I would have liked to have seen it-clear, nicely spaced, with the loops inset and the index variables spelled out in DO LOOPs (like NEXT I instead of just NEXT) for clarity. I hope BYTE readers enjoy using this program.

Listing 1: A typing program for the Radio Shack TRS-80. This is a modified version of a program given in the article "Thirty Days to a Faster Input," by Arthur Armstrong in the December 1979 BYTE.

```
10 REM *** TYPING DRILL***
20 REM * BY ART ARMSTRONG 9/8/77 **
30 REM * PUBLISHED 'BYTE' MAGAZINE 12/79 *
40 REM # ADAPTED TO R/S LEVEL II BASIC BY ED ROBERTS
    12/20/79 #
50 CLEAR 200
90 CLS: PRINT@ 145, "TYPING DRILL": PRINT
100 INPUT "WHAT CHARACTERS DO YOU WANT";C$
105 L = LEN(C$): DIM A(L)
110 INPUT "HOW MANY LETTERS IN EACH WORD"; WL
120 INPUT "DO YOU WANT ECHO"; A$
125 IF LEFT$(A$,1) = "Y" THEN E = 1
130 INPUT "HOW MANY TRIALS"; NT
195 CLS
200 FOR T = 1 TO NT
210 NP = NP + WL
220 A$ = ""
230 FOR I = 1 TO WL
240 R = INT(L * RND(0) + 1)
250 A$ = A$ + MID$(C$,R,1)
260 NEXT I
270 PRINT:PRINT CHR$(23): PRINT A$
300 FOR I = 1 TO WL
310 E$ = INKEY$: IF E$ = " " THEN 310
320 IF E = O THEN 350
330 PRINT E$;
```

350 IF E $\$>\operatorname{MID} \$(A \$, I, 1)$ THEN 500
$360 \quad \mathrm{NR}=\mathrm{NR}+1$
370 NEXT I
375 IF E $=1$ THEN PRINT
380 NEXT T
400 CLS:PRINT:PRINT "YOUR SCORE IS "; INT(100 * NR/NP);"\%"
402 IF NR $=$ NP THEN 415
405 PRINT "ERRORS:":FOR I = 1 TO L: IF A(I) $=0$ THEN 410
407 PRINT MID\$(C\$,I,1);A(I)
410 NEXT I
415 PRINT: INPUT "SELECT:
REPEAT W/ SAME SPECS, CUME SCORING \& ERRORS (R)

REPEAT WITH NEW SPECIFICATIONS (N)
DONE - GOODNIGHT - (D) ";A\$
420 IF A\$ = "R" THEN 195
425 IF A\$ $=$ " $N$ " THEN 50
430 IF A\$ = "D" PRINT:PRINT " SAY GOODNIGHT, GRACIE.":END
500 FOR J $=1$ TO L
510 IF MID\$(Ċ\$,J,1) < > MID\$(A\$,I,1) THEN NEXT J: GOTO 520 $515 \mathrm{~A}(\mathrm{~J})=A(\mathrm{~J})+1$
520 PRINT:PRINT "ERROR ON "; MID\$(A\$,I,1)
530 FOR I = 1 TO 300: NEXT I
540 GOTO 380
550 END

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# Troubleshooting with Electronic Signatures 

Kenneth M. Piggott<br>16166 Chesterfield<br>East Detroit, MI 48021

Until recently, the tools available for finding hardware errors in microprocessor systems have been meager. Logic probes are satisfactory for detecting logic levels and the presence of pulses but are unable to detect errors in data streams. An oscilloscope is of limited use because all data pulses tend to look alike. Logic analyzers let you store long data streams ( 250 bits and longer) for later evaluation. But in order to check for single-bit errors, each bit stored has to be compared to a known good pattern (a long and tedious job). Additionally, using a logic analyzer generally requires a certain amount of expertise. A technique known as signature analysis, however, allows easy detection of hardware-related data-stream errors.

## Signature Analysis

Signature analysis is a technique, pioneered by Hewlett-Packard, that detects errors in data streams caused by hardware failure. Much as waveforms in an analog circuit being tested can be compared with ideal waveforms shown on a schematic, signatures derived from a digital system can be compared with known good signature values in order to isolate defective components. Singlebit errors can be detected with greater than 99.99 percent certainty using signature analysis.
Signature analysis reduces a data stream into a four-digit hexadecimal sequence. This four-digit sequence is the signature. By supplying known data streams to a digital system,
unique signatures can be obtained at various points in the circuit. These correct signatures can be recorded and later compared with the results obtained from a malfunctioning system. (Any signatures that are different indicate a problem.) With proper documentation and troubleshooting procedures, the faulty components causing the hardware failures can be pinpointed.

> With signature analysis, single-bit errors can be detected with almost 100\% accuracy.

One of the real advantages of signature analysis is that only one data line is sampled at a time. In the case of bus-oriented microprocessors, it is very easy to check each individual address-bus line and detect such difficult problems as shorts between two bus lines.

## Inside an Analyzer

The basic component of the signature analyzer is a 16 -bit shift register. Data is shifted through the register by means of a clock signal supplied by the system under test. This signal indicates when the data is valid. Connected to the input of the shift register is the output of a modulo-2 adder. There are two groups of inputs to the adder. One is the incoming data stream and the
other is feedback from the shift register.
If an incorrect bit is in the data stream, it will be shifted and fed back, so an incorrect output from the modulo-2 adder will result. This result enters the shift register and is again shifted and fed back; it will again affect future inputs to the shift register. This process will repeat until a stop signal is received. The remaining contents in the shift register result in an incorrect four-digit signature on the unit's hexadecimal display.
In order to generate a signature, certain control signals are required. The first is the start signal, which tells the signature analyzer when the data stream starts and resets all the bits in the shift register to logic 0 . Note that this and all other control signals are edge-triggered signals that may be selected to trigger on either the positive- or the negative-going edge.

The next signal of interest is the clock signal. Do not confuse this signal with the microprocessor clock. The clock signal is used to indicate when the incoming data to the signature analyzer is valid.
The last control signal of concern is the stop signal, which initiates the transfer of the contents of the shift register to the displays. In the reference literature, the period between the start and stop signals is often referred to as the measurement window.

## A Simplified Example

Let's look at a simplified example with a 4 -bit shift register and one


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feedback point that will generate a single-hexadecimal-digit signature (see figure 1 and table 1). For convenience, let's substitute an exclusiveOR gate for the adder, as it will perform the same function as a modulo-2 adder when only one feedback path in addition to the input signal is present.

The output of the exclusive-OR gate goes to the input of the shift register. (An exclusive-OR gate is similar to an OR gate except that when two logic 1 s are presented to the inputs, the output is a logic 0 .) In this example, the feedback path is from the third bit of the shift register to the input of the exclusive-OR gate. (In
the 16 -bit shift register version, the four feedback paths are from bits 7, 9,12 , and 16.)

In the correct signature example, when the start pulse is applied, the bits in the shift register are all set to logic 0 . At the end of the third clock pulse, a logic 1 is fed back to the input of the exclusive-OR gate. Since the fourth data bit is a logic 0 , the input to the shift register is a logic 1 . When the data stream is completed and the stop signal is received, the bits present in the shift register are transferred to the display register and an " H " is displayed. (For clarity, the output digits are represented by one of the numerals 0 through 9 or the letters $A$,


Figure 1: A simplified version of a signature analyzer. In this scaled-down unit, only four bits are used in a shift register (as opposed to 16), and a simple exclusive-OR gate is used in place of the adder. Each bit of the incoming data stream is fed back to the exclusive-OR gate as it reaches the third position in the shift register.

|  | Correct Signature$\text { Data Stream }=10101010$ |  | Incorrect Signature <br> Data Stream = 10001010 |  |
| :---: | :---: | :---: | :---: | :---: |
| Control Signal | Shift Register Contents | Data Remaining | Shift Register Contents | Data Remaining |
| Start | 0000 | 10101010 | 0000 | 10001010 |
| Clock (1) | 0001 | 0101010 | 0001 | 0001010 |
| (2) | 0010 | 101010 | 0010 | 001010 |
| (3) | 0101 | 01010 | 0100 | 01010 |
| (4) | 1011 | 1010 | 1001 | 1010 |
| (5) | 0111 | 010 | 0011 | 010 |
| (6) | 1111 | 10 | 0110 | 10 |
| (7) | 1110 | 0 | 1100 | 0 |
| (8) | 1101 |  | 1001 |  |
| Stop Displayed Digit |  |  |  |  |
| Table 1: The contents of the shift register as two slightly different data streams are fed in. In the incorrect signature example, the third bit from the left has been changed from a 1 to a 0 ; the final results (after the eighth clock pulse) are quite different. |  |  |  |  |

## AH-HA! <br> 

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C, F, H, P, or U, instead of the conventional hexadecimal digits.) Keep in mind that in the actual device the shift register is 16 bits long and the actual signature is four digits.
To demonstrate the effectiveness of the technique, let's look at the same example with the third bit in the data stream set to logic 0 instead of logic 1 , to simulate an error (see the incorrect signature example in table 1). Notice that after the third clock pulse, an incorrect bit has entered the shift register. After the fifth clock pulse, this incorrect bit is at the feedback point, which results in an incorrect bit entering the shift register on the sixth clock pulse. After the stop pulse is received, a " 9 " is transferred to the
display. The correct display should have been an " H ".

## Applying Signature Analysis

The premise behind signature analysis is that known data streams can be generated by the system. One approach to doing this for microcomputer systems is to have a diagnostic program stored in memory that generates the required data streams. It is then possible to isolate faults at the component level in various parts of the unit under test. This approach, however, is best incorporated into the initial design of a product and, unfortunately, does not help those who already have computer systems; very few personal

TIMING DIAGRAM


## Signatures of a Free-running Microprocessor

It is necessary to recall how a microprocessor operates in order to see how the data stream is generated for use in free-running analysis. When a reset occurs, the program counter in the microprocessor is set to 0000 and the data stored at memory location 0000 is accessed on the next instruc-tion-fetch cycle.

However, when a free-running analysis is occurring, a NOP instruction is placed on the data-in bus to the microprocessor. As a result, after reset occurs, the only action that the microprocessor takes is to read the next memory location (where a NOP instruction is encountered) and increment the program counter.
This process will repeat as long as a NOP instruction is present on the data
bus; but note what occurs when the program counter reaches hexadecimal FFFF. A NOP instruction is encountered, and the program counter increments to 0000. As the cycle repeats, the memory space is sequentially accessed, and the resulting data stream generated on the address lines provides the known data stream required for signature generation.
The timing diagram above shows the data streams generated on address lines AO through A3. Only four address lines are shown for clarity, but the patterns on address lines A4 through A15 are similarly generated. The pattern shown will repeat as long as the microprocessor is in the free-running mode.

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Figure 2: One method for generating signals for signature analysis. The data-in bus is opened, and a NOP instruction is forced on the bus. This causes the processor to constantly increment the program counter, so that a stream of values appears on each address line. Interrupts should be disabled.
computers have provision for signature analysis.

Fortunately, there is a signatureanalysis technique, called freerunning signature analysis, that can be applied to existing systems. Freerunning analysis derives its name from the manner in which the data streams are generated. Unlike the diagnostic-program method, which uses a program to generate the databit stream, the free-running method allows the microprocessor to continually increment its 16 address lines.

While free-running analysis does not supply as much testing capability as a built-in diagnostic program, it will generate a known data stream on each of the 16 address lines, check the microprocessor for basic operation, and check the operation of the data-in bus. (See the text box Signatures of a Free-running Microprocessor on page 194.) Additionally, other parts of the circuitry that use the address bus can use these data streams for the generation of signatures.

In order to use free-running analysis, two important hardware requirements must be met. First, the feedback loop within the processor must be opened (see figure 2). In most cases, this means opening the incoming bus lines. Second, a NOP (no operation) instruction must be inserted on the data-in bus. (In the case of the Z 80 microprocessor, the NOP instruction is hexadecimal 00.)

Fulfilling these two requirements can be accomplished in several ways. If the system has input buffering on the processor board, as most S-100 systems do, the data-in lines can be disabled by removing the buffering devices and replacing them with a dual-inline header that has the NOP instruction hardwired on it. If you are lucky, the integrated circuits will be socketed and easy to remove. If not, they should be unsoldered, removed, and replaced with sockets to facilitate this operation. Any instruction internal to the microprocessor, such as an arithmetic or logical instruction, can be used in place of a NOP instruction, as it will perform the same func-tion-incrementing the program counter to the next address without accessing the data-in bus.

For some S-100 users, the procedure of setting up for signature analysis is easier. The Ithaca Audio (now Ithaca Intersystems) Z 80 board has a feature that causes the microprocessor to jump to a preset address upon reset. This transfers control to a monitor program whenever a reset occurs. The data-in buffer from the S-100 bus is disabled, and a NOP instruction is placed on the board's internal data-in bus. The program counter, which is reset to 0 , increments each time the NOP instruction is encountered. This incrementing of the program counter continues until the program counter reaches the beginning address of the monitor pro-

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gram. An on-board decoder detects that the program counter has reached the proper address, removes the NOP instruction from the data-in bus, and enables the S-100 data-in buffer. The address at which all this happens is user-selectable through a set of switches mounted on the board. If all the switches are open, no decoding address is selected, and the program counter will increment continuously. This, in essence, gives you the capability to do a free-running signature analysis simply by performing the following operations:

1. Open all the jump-address switches (switch at IC28 on the Ithaca Intersystems Z 80 board).
2. Enable the auto-jump on reset.
3. Connect the Start and Stop lines to A15 (pin 32 on the S-100 bus). Select falling-edge trigger on the signature-analyzer probe.
4. Connect the Clock line to sMEMR (pin 47 on the S-100 bus). Select rising-edge trigger on the signa-ture-analyzer probe.
5. Turn on power to the system and reset.

When the above steps are performed, the individual address lines can be probed with the signatureanalyzer probe, and if they are func-
tioning normally, the results will be as shown in table 2. Any other reading indicates a problem with the hardware, assuming, of course, that the setup of the analyzer is correct.
This illustrates another major advantage of signature analysis. The interpretation of the signature is based on a "go/no-go" technique. If the signature observed differs by even one digit from the signature known to be correct, a problem is indicated. Regardless of the type of processor used in the system, as long as the processor can be set up for free-running analysis and has 16 address lines, the results shown in table 2 are valid.
For applications in systems other than that described above, refer to the references listed at the end of this article.

## Troubleshooting Techniques

Troubleshooting when using signature analysis can be done in several ways. One is to start with the processor and continue checking with additional buffers, gates, etc., until a bad signature is found. Ideally, the faulty hardware will lie somewhere between the bad reading and the previous good reading.

An equally valid troubleshooting technique is to take a reading midpoint in the circuit. If a bad reading is

| Signal Name | S-100 Pin | Signature | Analyzer Control Line | Trigger Edge |
| :---: | :---: | :---: | :---: | :---: |
| Ground | 50 and 100 | - | Ground | - |
| sMEMR | 47 | - | Clock | Rising |
| AO | 79 | UUUU | - | - |
| A1 | 80 | 5555 | - | - |
| A2 | 81 | CCCC | - | - |
| A3 | 31 | 7F7F | - | - |
| A4 | 30 | 5H21 | - | - |
| A5 | 29 | OAFA | - | - |
| A6 | 82 | UPFH. | - | - |
| A7 | 83 | 52F8 | - | - |
| A8 | 84 | HC89 | - | - |
| A9 | 34 | 2H70 | - | - |
| A10 | 37 | HPPO | - | - |
| A11 | 87 | 1293 | - | - |
| A12 | 33 | HAP7 | - | - |
| A13 | 85 | 3 C 96 | - |  |
| A14 | 86 | 3827 |  | - |
| A15 | 32 | 755 U | Start | Falling |
| A 15 | 32 |  | Stop | Falling |

Table 2: Signals of interest on the S-100 bus. Using free-running analysis, many portions of an S-100 computer sytstem can be tested. The signatures are the same for all computers that use a 16-bit address.

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discovered, a new reading midway between the processor and the bad reading is made. In this way, the bad component will eventually be located through elimination. Conversely, if a good reading is found at the midpoint, the same technique is used, but in the other half of the circuit.

A good compromise is to take the initial readings at the $\mathrm{S}-100$ bus lines, which can be accomplished quite eas-
ily with the aid of an extender board. This will very quickly indicate if the problem is on the processor board or elsewhere.

It is possible to test the other boards in the system, but keep in mind that the signatures obtained on the boards will vary as the board addresses are changed. Therefore, it is important that signature readings and the switch settings be recorded on the
schematic or on a table when the system is set up initially (see figure 3 and table 2). This will give you something to compare your readings with when a problem does occur.

Memory devices, ROMs (read-only memories), and I/O (input/output) circuits, asynchronous and otherwise, can be checked with the signature-analysis technique. Most often this is done with the aid of

## Operating B\&K Precision's Model SA-1010 Signature Analyzer

One instrument that will perform signature analysis is the $B \mathcal{E} K$ Precision Model SA-1010. It consists of a measurement unit containing the circuitry required to generate the signature, and SP1 control and data probes, which are attached to the basic unit with a connector.

The SP1 probe assembly consists of a control probe and a data probe. The control probe provides the controlsignal interface between the system under test and the signature analyzer. The pod also contains switches to select positive- or negative-edge triggering of the control signals. Additionally, a switch is provided to select between CMOS (complementary metal-oxide semiconductor) and TTL (transistor-transistor logic) threshold levels.

The data probe is used to sample the data stream being measured. Built into the probe is a logic probe, which has LEDs (light-emitting diodes) to indicate the presence of high and low logic levels and pulses. The pulse LED will remain lit for a minimum of 100 ms , allowing the user to observe pulses as short as 10 ns . Also on the probe is a reset button that is used in conjunction with the hold button on the signature analyzer.

The SA-1010 unit contains a 4-digit display, used to show the signatures from the system being tested. To the left of the display is a Gate LED that, when lit, indicates that a measurement is being made. To the right of the display is an Unstable Signature LED. The Unstable Signature LED lights whenever the current signature reading

is different from the previous reading. This is useful in tracking down intermittent faults.

Under the display are three switches. The left switch is the Power switch. In the middle is the Hold switch. When the Hold switch is depressed and the reset button on the SPI data probe is pushed, a new signature will be generated and "held" on the display. When the Hold switch is in the extended position, signatures will be generated as long as a data stream is being sampled. The switch on the right is the Unstable Hold switch. When pressed, it will latch the Unstable Signature LED on whenever a change from one reading to the next occurs. To reset the Unstable Signature LED, the Unstable Hold button should be returned to the extended position. When in the extended position, the Unstable Signature LED will be lit only from the time a difference in two readings occurs until two consecutive identical readings are made.

Above the data-probe connector are connectors used to self-test the unit. When the control and data probe signals are connected to the appropriate points on the front panel, a signature of 0055 will be displayed if the instrument is functioning properly.

On the back panel is an output connector for an internally generated 1 MHz TTL-level clock. This clock can be used if the circuit under test has been removed from a system and clock pulses are required to drive the circuit.

The SA-1010 has a maximum operating speed of 20 MHz . Data must be present on the input line for a minimum of 10 ns prior to the clock pulse. No hold time is required after the clock pulse.

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Figure 3: An example of how a schematic diagram might be annotated to include signatures.

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special diagnostic programs developed for the system. For more information, consult the references listed at the end of this article.

## Conclusion

Signature analysis is a troubleshooting technique that is invaluable in locating hardware faults in complicated microprocessor circuits. To make maximum use of the technique, special programs should be used. However, since most systems do not presently incorporate this capability, free-running analysis is a viable alternative. The major limitation of signature analysis should be reemphasized: it is imperative that signatures be generated and recorded on the system before it breaks down.

## REFERENCES

1. Hewlett-Packard Company. A Designer's Guide to Signature Analysis. Application note 222.
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## Technical Forum

# Analyze Audio by Visualizing 

Dr. Thomas Phillips<br>22 Newton Ave.<br>Norwich, NY 13815

Listing 1 is a program that allows you to digitally record approximately 1 second of sound (a word, a phrase, or a musical note), play it back (forward or reverse), and display all or any portion of it on a video screen. A routine is included that allows reverberation with variable delay; both are in 8080 source code.

My system uses a Cromemco D+7A A/D (analog-todigital) converter and a Cromemco Dazzler as the graphics display. To record 1 second of sound (at the maximum sampling rate), 28 K bytes of programmable memory (from hexadecimal 7000 to E 000 ) are required. In addition to the 219 bytes of memory required by the program, 2 K are used by the Dazzler display (driven by a short point-plotting routine in low memory).

Listing 2 is a North Star BASIC program. It is the main control program and is used to alter the audio parameters. The reverberation routine allows a time delay (adjusted by setting the joystick on the Cromemco console, analog input port 26). As Tom O'Haver discussed in his article "Audio Processing with a Microprocessor" (June 1978 BYTE, page 166), a long delay gives a reverberation
effect and a short delay causes a comb filter effect. With simple modification of the routine, phase phlanging could be performed.

Music enthusiasts can use this program to analyze individual notes of a particular instrument and to determine the amplitude of the major harmonics (via brute force or Fourier transformation). The results can help synthesize that instrument. (See Hal Chamberlin's "Advanced Real-Time Music Synthesis Techniques," April 1980 BYTE, page 70.)

The linguist can graphically demonstrate the subtle differences in enunciation, such as the unaspirated "Qui" in Spanish or French versus the aspirated "Key" in English. (See photos 1a and 1b.) Some experimentation may reveal "lie detector" applications involving vocal-stress analysis.

If you're a computer-speech experimenter, detailed analysis of vowel sounds and other phonemes can be made, which could help you develop software for speech simulation without the attendant hardware so common today.

[^13]

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Listing 2: North Star BASIC driver program to be used with listing 1. LIST

```
```

100 1'BAAF' \& BAAF2'

```
```

100 1'BAAF' \& BAAF2'
110 REFH BEF
110 REFH BEF
120 REN BASIC AUDIO ANALYSIS FROGRAH (GAAP)
120 REN BASIC AUDIO ANALYSIS FROGRAH (GAAP)
140 REKG BY TOH FHILLIF'S 11-30-79
140 REKG BY TOH FHILLIF'S 11-30-79
150 REM
150 REM
ICHFS(7),\OUT14,O\FOR A=1 TO 700\ HEXT A \ REK TURN OFF DAZZLER
ICHFS(7),\OUT14,O\FOR A=1 TO 700\ HEXT A \ REK TURN OFF DAZZLER
(-1 -INFUT(1) FLAY(2) REVERSE(4 8 2) REVERB'4 8 1) RETURM 3)*
(-1 -INFUT(1) FLAY(2) REVERSE(4 8 2) REVERB'4 8 1) RETURM 3)*
:2 - DISPLAY ANY SECTION OF INPUT SANFLE'
:2 - DISPLAY ANY SECTION OF INPUT SANFLE'
i- 3- AUTOHATICINCREMENTING SEGMENTAL DISPLAY*
i- 3- AUTOHATICINCREMENTING SEGMENTAL DISPLAY*
INFUT YOUR CHOICE:', A
INFUT YOUR CHOICE:', A
ON' A GOTO 220,320,480
ON' A GOTO 220,320,480
230 FEFH (INFUT - FLAY - REVERSE - REUERB)
230 FEFH (INFUT - FLAY - REVERSE - REUERB)
240 REN
240 REN
240 FEM
240 FEM
OUT 14,0
OUT 14,0
REK TURN OFF DAZZLER
REK TURN OFF DAZZLER
FILL 1542,255 \ I REM FOINTS FER COLUKN
FILL 1542,255 \ I REM FOINTS FER COLUKN
50T0 170
50T0 170
COMEN
COMEN
JIU FiNNG
JIU FiNNG
330

```
```

330

```
```




```
```

NREM

```
```

NREM
I REK CALL AUDIO ANGLYSIS FROGRAK

```
I REK CALL AUDIO ANGLYSIS FROGRAK
```

```
OREH
```

```
OREH
```

360 INFUT1'ROTTON:'
ST

IF $B=0$ THEN 17
:', T $\backslash$ FIL 1543,T
FILL 1542 , $(T-B)$
I REA FOINTS FER COLUKN
FILL $1542,1{ }^{1}$
FILL 14127
FILL 14,127
FIL 14,127 I 151
FILL 15,1
FFOR $X=0$ TO 128 STEF' ( $128 /(T-B)$ ) I REK OFTIONAL SCREEN DISFLAY OF CALIBRATION
FOR $X=0$ TO 128 STEF
FIL $13, X$ I $A 9=C A L(10)$
NEXT $X X$
${ }_{\text {FILL }}$ NEXT
AP=CALL(1539) I REK CALL AUDIO ANALYSIS FROGRAY
GOTO 320
GOTO 320
30 Réh
AUTOHATIC INCREMENTING SECHENTAL DISPLAY
47\% REF
IF A+İ224 THEN 610
"'NOW DISFLAYING', A,' TO ', AHI,
"NOW DISFLAYING', A," TO ',AFI,
AT=CALL(1692)
ICHRS(13),
CEHRE(13),
NEXT A
NEX
CUT 14,0
GOTO 170
GOTO 170
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(1b)


Photo 1: Video display of sample sounds as captured by the audio-analysis routine. Photos $1 a$ and $1 b$ show the difference between aspirated and unaspirated enunciations of the word "Tom."


Photo 2: Progressive expansion of the word "boot." Note that the calibration dots at the top of the display provide a reference for the extent of the expansion.

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Technical Forum
(3a)

(3b)

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Photo 3: Progressive expansion of the note middle $C$ as played on a recorder.

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# Memory Expansion for the ZX-80 

Hilton K. Ernde<br>9357 Gap Rd.<br>Waynesboro, PA 17268

On first glance, the Sinclair $\mathrm{ZX}-80$ seems to be an ideal personal computer. It is small (very), cheap (\$199), and has video output, cassette storage, plus a high-level language (BASIC). Sinclair is just now offering an expansion of the minuscule 1 K bytes of on-board RAM (programmable memory) to 16 K bytes, for less than $\$ 100$, and also offers an 8 K-byte floating-point BASIC for $\$ 40$. The machine appears ideal for running some interesting programs.

Though the availability of the 16 K-byte RAM is a recent development, my desire to expand the ZX-80's capabilities took root many months ago and caused me to take action myself. Being impatient, I decided to design my own 16 K -byte expansion using static, not dynamic, memory devices. (After I completed this expansion project, Sinclair's 8 K Extended BASIC became available. I am now using it with my 16 K -byte ZX-80.)

## Selecting Memory

I used a commercially available

RAM board for two reasons: first, it is faster, as well as neat and clean, and second, the cost is about the same as a home-fabricated one. Only a few criteria need to be met for adaptability to the $\mathrm{ZX}-80$. Operation at

## Thanks to the Sinclair software, the extra memory is easy to check.

4 MHz is essential since the Sinclair clocks at 3.25 MHz , and it must be addressable in a contiguous 16 K byte block starting at location hexadecimal 4000. Incidentally, trying to increase RAM size by more than 16 K is useless because the BASIC software will not access it. The exact reason for this will be shown in the section on checkout of added memory.
I chose the MEM-16151K board from Jade Computer Products (4901
W. Rosecrans, Hawthorne, CA 90250). It comes in kit form for $\$ 169.95$ and includes 16 K bytes of programmable memory in 2114-type static RAM ICs (integrated circuits). The board can contain up to 32 K bytes of RAM, which must be installed at either 0-32767 or 32768-65535, using a jumper to select the desired 32 K-byte block. To suit the requirements of the ZX-80, I installed the 16 K of RAM from 16384 to 32767.

## Interfacing

Interface circuitry is required to make the board work with the ZX-80. As shown in figure 1, the Sinclair's edge-connector definitions look like plain old garden-variety Z80 CPU (central processing unit) signals, and they are . . . up to a point. The CPU in this small machine performs a lot of functions other than just number crunching; when not actually computing, it is making video, supplying TV sync, and reading the keyboard, to name a few. Consequently, the data bus ( $\mathrm{DO}^{\prime}-\mathrm{D7}^{\prime}$ ) is split internally

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| 1065 |  |  | - |
| A,B,C,D,E,ES,G,R,RP | - | - |  |
| F. SE | - | - |  |
| K, K-1 |  |  | - |
| 2106 | - | - |  |
| 2119 | - | - |  |
| 2210 |  | - |  |
| 2440 | - | - |  |
| 2441 | - | - |  |
| 3468 |  | - | - |
| 3903 | - | - |  |
| 4137 | - | - |  |
| 4562 | -* | - | - |
| 4625 | - | - | - |
| 4684 | - | - | - |
| 4726 | - | - |  |
| 4797 |  | - | - |
| 4952 |  |  | - |
| 4972 |  | - |  |
| 5695 | - | - |  |
| 6251 | - | - |  |
| 6252 | - | - | - |
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and isolated from the CPU by 1kilohm resistors.

Any additions to this data bus must not load it except when actually performing a memory read or write. Loading effects are very critical. Since several other signals appear to be reaching their maximum fan-out, I decided to build the interface on a separate card and buffer all of the signals to provide for reliable operation as well as future expansion capability without complications.

The interface circuits are shown in figure 2. Six 74LS367s make up buffers for all address and signal lines as well as a bidirectional data bus. Strictly speaking, the address buffers are probably not necessary since the memory card buffers them again (except, curiously, A10, A11 and A12), but I decided to do it anyway just to be safe. The other gate chips control the direction of the data bus and generate pseudo S-100 signals for the Jade board. PSYNC is generated at memory request time ( $\overline{\mathrm{MREQ}}$ ) except


Figure 1: Signal pinouts on the $Z X-80$ edge connector as seen from the rear.


Figure 2: Schematic diagram of the $\mathrm{ZX}-80 /$ S-100 interface. (Figure 2 continued on page 222.)

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Figure 2 continued:


| Number | Type | +5 V | GND |
| :---: | :---: | :---: | :---: |
| IC1 | 74LS367 | 16 | 8 |
| IC2 | 74LS367 | 16 | 8 |
| IC3 | 74LS367 | 16 | 8 |
| IC4 | 74LS367 | 16 | 8 |
| IC5 | 74LS367 | 16 | 8 |
| IC6 | 74LS367 | 16 | 8 |
| IC7 | 74LS04 | 14 | 7 |
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during refresh $\overline{(\mathrm{RFSH})}$, since the ZX-80 uses the refresh cycle in its video-generating mode. All other S-100 signals are dependent on PSYNC. SMEMR will occur during a memory request when A14 is active, an access in the range hexadecimal 4000 to 7 FFF where the ZX- 80 expects to find programmable memory. MWRITE and PDBIN are keyed by $\overline{W R}$ and $\overline{R D}$, respectively, plus SMEMR. Refer to the timing diagram in figure 3 for the relationship of these signals.

Data-bus direction is controlled by PDBIN. The bus is normally in the outward direction (away from the CPU) except during a legitimate read operation, when it is switched inward. This is necessary due to the short duration of the ZX-80's $\overline{W R}$ signal (slightly longer than one clock cycle). Since data on the 2114 RAM chips must be stable before writeenable goes low, and since the write pulse is shortened even more by the
memory board's logic, this technique insures proper operation.

Now to A15. As seen in the schematic in figure 2, J1 permanently enables the read/write gate. I had intended to use A15 here to inhibit switching the data bus inward when past the legal limit of hexadecimal 7FFF. However, the ZX-80 uses A15 for certain video-generation tasks, so there are times when A14 and A15 are high at the same time. Consequently, the interface would not work with A15 hooked up. I included this feature as an option in case it is needed for some future modification.

The presence of $\overline{\mathrm{RFSH}}$ is a good sign that the CPU is functioning, and it makes a nice run indicator. HALT shows what is happening in the software; when the program is generating video, the HALT LED (light-emitting diode) will be lit. Tying $\overline{\mathrm{RAM} C S}$ high disables the on-board RAM. There is no decoding of RAM addresses in the $\mathrm{ZX}-80$, and any address


Figure 3: Timing diagram of $\mathrm{ZX}-80$ signals. At 3.25 MHz , one t-state is 307 ns .

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within the range of hexadecimal 4000 to 7FFF activates this on-board RAM. If not disabled, some not too interesting things would happen to a program that used more than 1 K . Extending the reset pin to a momentary switch provides a little extra convenience, as none is present on the ZX-80.

## Power-Supply Considerations

Providing power to the $\mathrm{ZX}-80$ through the edge connector makes it possible to get rid of the calculatortype wall transformer. The S-100 memory and the $\mathrm{ZX}-80$ both have onboard regulators, so a well-filtered 8 - to $9-\mathrm{V}$ supply will do nicely for both. Altogether, the memory card, computer, and interface circuit draw about 2 A . I used a $6.3-\mathrm{V}, 4-\mathrm{A}$ transformer with a bridge rectifier and a $12,000-\mu \mathrm{F}$ filter. This combination works fine. Notice also that the power-on LED is fed from the ZX-80's regulator, providing a good telltale sign to proper operation of the entire system.


Photo 1: The complete $\mathrm{ZX}-80$ system. The memory-expansion box dwarfs the ZX-80 unit, making it look rather like a keyboard terminal.

## Memory-Board Modifications

To speed up propagation of signals through the Jade board's CMOS buffer circuitry, the following simple
modifications should be made. Gently bend pins $9,10,11,12,14$, and 15 of IC E3 outward to clear the socket with the chip in place. Do likewise for IC E5 pins 11 and 12. Insert a piece of U-shaped, bare \#28 wire in the socket of E3 to short pins $9-10,11-12$, and 14-15, and pins 11-12 of E5. Reinsert the chips in their sockets and the job is done. The board remains unaltered and resaleable in case you should decide to move up from the $\mathrm{ZX}-80$.

## Construction

Actual construction of the expansion is not too difficult as long as a few simple rules are followed. Most important, keep the leads as short as possible. I used two 25 -conductor ribbon cables and was able to keep the distance to the interface less than four inches. The leads between the interface and the S-100 board should also be short. As seen in photo 1, I used an old Augat wire-wrap board for the interface and mounted the memory card directly above it with


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Photo 2: A custom-made edge connector and ribbon cable tie the $\mathrm{ZX}-80$ to the S-100 memory board. Be sure to keep the cables as short as possible.
wire-wrap connections of less than an inch between them. The 7-segment LEDs on the front are not yet functional: they will probably evolve into some kind of front panel at a later date.

Acquiring an edge connector for the $\mathrm{ZX}-80$ can be a problem. The Sinclair uses a dual 26-pin arrangement with 0.100 -inch spacing. A search through various catalogs turned up no prospects, so I cut down a Jade \#CNE-1108011 40-pin unit with a razor saw and made a polarizing blade from a scrap of PC board epoxied in place. Originally, my enclosure was made of sheet PVC plastic held together with aluminum angle and "pop" rivets, but the assembly was electrically unstable. A stray hand brought near the right spot produced erratic operation. I was forced to line the box with well-grounded PC board to get rid of the problem. Starting with a metallic box would be

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Listing 1: A disassembly of the $\mathrm{ZX}-80$ 's built-in code to locate the highest address in programmable memory. This code is executed whenever the computer is reset.

| Label | Address |
| :--- | :---: |
| RESET | 0000 |
|  | 0001 |
|  | 0002 |
|  | 0003 |
|  | 0004 |
|  | 0005 |
|  | 0006 |
|  | 0007 |
| START | 0261 |
|  | 0262 |
| LOOP1 | 0263 |
|  | 0264 |
|  | 0265 |
| LOOP2 | 0266 |
|  | 0267 |
|  | 0268 |
|  | 0269 |
|  | $026 A$ |
|  | 026 B |

a much better idea. (See photo 2 for a view of the completed system.)

## Checkout

Thanks to the Sinclair software, the extra memory is easy to check. Sinclair's ROM (read-only memory) contains the code to do it! The first few locations of the BASIC ROM decoded to assembly language are shown in listing 1 . This piece of code is executed every time the $\mathrm{ZX}-80$ is reset (to location zero); it is computing the highest available memory address where it will set the stack pointer. Hexadecimal 01s are written from hexadecimal location 7FFF all the way down to 4000 . Then, working forward, each location is decre-
mented by one and the result compared to zero. The first time the comparison is not true, the address is decremented by one and the stack pointer is set to that location. To see what the ZX- 80 found after it is up and running, all you have to do is PEEK a few locations in each 1 K block starting at hexadecimal 4000. If the content is zero, the $\mathrm{ZX}-80$ probably found that location. If the content is one, it was written but not read correctly. If neither, it was probably not written. A word of caution: the last few highest locations will contain data actually stored on the stack by the program, and the first 40 will contain variables used by BASIC, as shown in figure 4.


Figure 4: The $\mathrm{ZX}-80$ memory map with the 16 K-byte memory expansion installed.

## Summary

Building this expansion was rewarding, not only in terms of the increased capabilities of the machine, but also for the learning involved. The Sinclair is remarkable both from the hardware and the software viewpoints. A word of warning, however, to anyone embarking on this or any other project involving the $\mathrm{ZX}-80$ : the only technical documentation Sinclair provides is a poorly reproduced schematic diagram with absolutely no functional description. The same holds true for the software. If it's not in the BASIC manual, forget it. The only way I found out anything was by dumping the ROM and disassembling the machine code.

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## System Notes

# Accidental Reset Protection for the Apple II 

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Since the introduction of the Apple II computer, there have been many references to one major problem with the keyboard: the location of the RESET key. It is located directly above the RETURN key. Accidentally pressing the wrong key has often produced disastrous results.

Many solutions to isolating the RESET function have become available. These have caused Apple Computer Inc. to notice how irritating this problem is. Newer Apple keyboards have an option that requires the CTRL and RESET keys to be pressed at the same time to reset the computer.

I was an owner stuck with the older, single-key RESET. Wanting to modify this, I looked at some of the solutions

Text continued on page 238


Figure 1: Schematic diagram of the control-plus-reset modification to the Apple II computer. One connection from the control key to pin 4 of the keyboard circuit board is shown in this diagram and figure 2. The cable from the Apple keyboard plugs into the piggyback board socket, and the piggyback board header (on the other side of the printed-circuit board) plugs into the socket on the main Apple board (the motherboard). Pins not shown have connections similar to pin 5.

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Figure 2: A jumper must be added to the Apple's motherboard to pass a signal from the CTRL key to the reset-enabling circuitry shown in figure 1.
currently available. I found everything from simple cardboard shields, which slip around the RESET key, to switches mounted on the side or rear of the Apple's case that are wired in series with the key. Prices ranged from $\$ 0.15$ to $\$ 20$ or more.

After careful consideration, $I$ decided $I$ wanted a modification that was invisible from the outside of the case and required both hands to operate. The best way to accomplish this is to duplicate Apple's efforts and use the CTRL key.

Figure 1 is the schematic diagram of my modification with the existing Apple hardware shown in color. Although there are several ways to incorporate the new components, I chose to develop a printed-circuit board
(3a)

(3b)


Figure 3: Printed-circuit artwork and layout for the control-plus-reset conversion. The circuit board has a 16-pin socket on the top side to accept the keyboard cable, and a dual in-line 16-pin header on the bottom (foil) side to plug into the motherboard's keyboard socket. As seen from the top (figure 3b), the holes for the socket are located to the right of the holes for the header pins. From the foil side of the printed-circuit board (figure 3a), the situation is reversed-the left holes (on the elongated pads on the right half of the board) are from the socket, and the holes on the right go to the header pins. Also, note the placement of the dot in figure 36 , which marks pin 1 of both ICI and the 16-pin socket.
that is mounted "piggyback" on the motherboard socket for the keyboard cable. This also required adding a jumper wire to the bottom of the keyboard as shown in figure 2. The foil and component layouts of the board are shown in figures 3a and 3b.


# An 8080-Based Remote Appliance Controller 

David C. Staehlin 5430 Candleglow NE Albuquerque, NM 87111

Many of us are familiar with BSR's console command units and receiving modules that control lights and appliances by transmitting signals over ordinary 115 -volt AC wiring. In the January 1980 BYTE ("Computerize a Home," page 28), Steve Ciarcia discussed the control signals required to communicate with the BSR console
command unit and presented an interface circuit for controlling the ultrasonic unit.

Being a gadget nut, I had already purchased a console command unit that did not have ultrasonic capabilities. My decision to discard a perfectly good console and purchase one with ultrasonic capabilities met


Photo 1: The standard BSR command console. This unit is exactly the same as the ultrasonic version but does not have the $40-\mathrm{kHz}$ transducer and amplifier. The arrow points to a jumper at the input of the custom LSI controller integrated circuit developed by BSR. This is the input that can accept serial information from a computer. (Photo courtesy Dan Thompson)
with stiff opposition from my wife. So I was faced with converting my present unit if I wanted to experiment ("play," as my wife puts it) with computer control of remote appliances.

## BSR System Operation

Even though the standard BSR command unit cannot be used with the hand-held ultrasonic controller, serial communications with the unit remain possible. As a preface, I'll briefly review operation of the ultrasonic data link between the hand-held transmitter and the console receiver.
When a command button is pushed on the hand-held controller, a coded series of $40-\mathrm{kHz}$ bursts is transmitted to a receiver section within the console unit. These bursts are amplified and applied to pin 7 of the custom LSI (large-scale integration) integrated circuit (IC) within the console unit, where they are decoded and executed as the desired command. To eliminate the added expense of producing a different custom IC, BSR uses the same device in both the standard and ultrasonic controller models. They differ only in that the $40-\mathrm{kHz}$ transducer and amplifier sections are omitted in the standard model. Since it is always good practice and usually necessary to have all pins of an integrated circuit connected to some-


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Photo 2: Foil side of the BSR controller. Arrows indicate mounting holes available for use by the experimenter. Be careful not to bridge adjacent foil traces when making connections to the board.
thing, BSR connected pin 7 to ground with a wire jumper (see photo 1). If this jumper is removed, you should be able to "fool" the command unit into accepting your commands when the proper information is injected into it.

## Inexpensive Interface Circuit

As stated previously, pin 7, the serial-data-input pin, communicates with the outside world through a properly encoded series of $40-\mathrm{kHz}$ tone bursts. Figure 1 details a circuit
that can generate these $40-\mathrm{kHz}$ waveforms. If you have only a serial port on your computer and can't afford a parallel port, the circuit shown infigure 1 will work with either RS232C or standard parallel communication levels. All that is needed for RS-232 communications is a devicecontrol or status port that can be toggled between 0 and 1 .
The circuit uses an integrated circuit to form the communications link with the computer. IC1, a CD 4001 CMOS (complementary metal-oxide


Figure 1: Schematic diagram of the serial interface circuit. The ENABLE signal may be originated by a computer's RS-232 port or from a parallel port driven by the appropriate software. The optoisolator is used to isolate the controller from the computer (the controller's ground "floats" at power-line voltage). The oscillator made from IC1 is designed to produce a

| Number | Type | $+5 V$ | GND |
| :--- | :---: | :---: | :---: |
| IC1 | CD 4001 | 14 | 7 |

$40-\mathrm{kHz}$ "burst" when the ENABLE signal is received, thus mimicking the signals found in a BSR controller with ultrasonic capability.

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Figure 2: Interface etching, drilling, and component layout. A printed-circuit card of the proper size (the figure is actual size) will fit easily in the controller's case, although other construction techniques may work as well. Note the orientation of pin 1 on each of the integrated circuits.


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semiconductor) quad, two-input NOR gate is used to create the $40-\mathrm{kHz}$ output injected into pin 7 of the BSR custom IC. The other IC is an optoisolator that provides electrical isolation between the computer and the BSR unit's ground, which is floating at line voltage. Do not try this circuit without the optoisolator; that would be a very expensive mistake.

Operating power for the circuit comes directly from the BSR's internal power supply. BSR has conveniently provided holes in the console circuit board for power and pin 7 connections. Photo 2 shows the foil side of the command unit's printed circuit board, where to pick up the $\mathrm{V}_{\mathrm{SS}}$ and $\mathrm{V}_{\mathrm{DD}}$ supplies required for the interface circuit, and where to tie into pin 7 of the custom IC.

The construction technique or component layout for the circuit is not critical. However, to keep the finished circuit small enough to fit inside the existing housing, I recommend using a printed-circuit board. Figure 2 illustrates a full-size etching and drilling layout for this purpose. Photo 3 shows the completed board tucked neatly into the corner of the BSR controller housing. Be sure to cover the foil side of the finished circuit board with an insulative material to prevent the foil patterns from shorting to any jumpers installed on the BSR circuit board.

This circuit is not limited to controllers lacking ultrasonic capabilities. Ultrasonic command units may be used by disconnecting the output of the $40-\mathrm{kHz}$ transducer amplifier section from pin 7 of the custom IC and hooking up this interface circuit in the same manner as the standard control console. With a little work, I'm sure a modification can be made to the interface circuit presented to allow operation of both the interface and the $40-\mathrm{kHz}$ transducer and amplifier. Since I was too frugal to buy an ultrasonic model, I can't say for sure.

## Talking to the Controller

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Figure 3: Dat a format for the ALL ON command. Note that the 5 command bits are complemented and repeated before the end-of-message pulse. Once a command or unit number has been sent, allow a 24 -ms interval before the next transmission.
sary to switch this in a manner the controller can understand. Controller communication messages are made up of three main components: logic zeros, logic ones, and the end-ofmessage signal.

A logic zero is sent to the controller by injecting the $40-\mathrm{kHz}$ bust into pin 7 of the control unit's IC for 1.2 milliseconds (ms) followed by the absence of the $40-\mathrm{kHz}$ signal for 6.8 ms , for a total time of 8 ms . Similarly, a logic one is sent by enabling the $40-\mathrm{kHz}$ burst for 4 ms followed by a 4 -ms off-time, again yielding a total time of 8 ms . The end-of-message signal is a 16 -ms message composed of a $12-\mathrm{ms}$ burst of 40 kHz followed by a $4-\mathrm{ms}$ offtime.

Table 1 lists the codes required for any given controller function and the channel-number codes required to alert any given receiver module in the system. A complete command is sent to the control module as a series of 12 bits. First, a logic one is sent to alert
the controller that a message is forthcoming. Next, the 5-bit channel number or function code as given in table 1 is sent, followed by the logical inversion of the same five-channel number or function code bits. Lastly, the end-of-message signal is sent to alert the controller the message has been completed. Figure 3 shows how the ALL ON command would be sent to the controller. Keep in mind one important item when using this circuit: a waiting period of at least 24 ms must elapse between command messages, or the controller will only respond to the first command sent.

## Putting It All Together

Home Control Package (HCP), a complete manual control program for this interface system, is given in listing 1 (which begins on page 250), along with a sample run listing to show the various features implemented. This program is written in 8080 assembly language for operation under the Heath Disk Operating

| D0 | D1 | D2 | D3 | D4 | FUNCTION |
| :---: | :---: | :---: | :---: | :--- | :--- |
| 0 | 0 | 0 | 1 | 1 | ALL ON |
| 0 | 0 | 0 | 0 | 1 | ALL OFF |
| 0 | 0 | 1 | 0 | 1 | ON |
| 0 | 0 | 1 | 1 | 1 | OFF |
| 0 | 1 | 0 | 1 | 1 | BRIGHT |
| 0 | 1 | 0 | 0 | 1 | DIM |
| 0 | 1 | 1 | 0 | 0 | CHANNEL 1 |
| 1 | 1 | 1 | 0 | 0 | CHANNEL 2 |
| 0 | 0 | 1 | 0 | 0 | CHANNEL 3 |
| 1 | 0 | 1 | 0 | 0 | CHANNEL 4 |
| 0 | 0 | 0 | 1 | 0 | CHANNEL 5 |
| 1 | 0 | 0 | 1 | 0 | CHANNEL 6 |
| 0 | 1 | 0 | 1 | 0 | CHANNEL 7 |
| 1 | 1 | 0 | 1 | 0 | CHANNEL 8 |
| 0 | 1 | 1 | 1 | 0 | CHANNEL 9 |
| 1 | 1 | 1 | 1 | 0 | CHANNEL 10 |
| 0 | 0 | 1 | 1 | 0 | CHANNEL 11 |
| 1 | 0 | 1 | 1 | 0 | CHANNEL 12 |
| 0 | 0 | 0 | 0 | 0 | CHANNEL 13 |
| 1 | 0 | 0 | 0 | 0 | CHANNEL 14 |
| 0 | 1 | 0 | 0 | 0 | CHANNEL 15 |
| 1 | 1 | 0 | 0 | 0 | CHANNEL 16 |
|  |  |  |  |  |  |

Table 1: $B S R$ command codes. These are the 5 -bit codes sent to the BSR controller by the computer.

System (HDOS) on a Heath $\mathrm{H}-8$ computer. It uses Heath system calls (SCALLS) for disk functions and various routines stored in the $\mathrm{H}-8$ 's read-only memory. For users of other systems, table 2 gives the names and functions of these routines.
This program is designed to be extremely modular to allow the inclusion of various subroutines in a clockdriven control routine. Therefore, little program-memory optimization

## FUNCTION NAME

1. STYPEX
2. .SCIN
3. .OPENR
4. .READ
5. .CLOSE
6. .EXIT
7. .SCOUT
8. \$HLIHL
9. \$TJMP
10. .CLRCO

## FUNCTION

Outputs the text in the define byte (DB) statement immediately following the function name. The last bit of the string has the parity bit set to signal the end of the string.
Inputs a single byte from the console terminal. If the carry flag is set after the function is called, no data was available so a loop for data input is executed.
The HDOS open file for read function. The DE register holds a default file device name and extension, HL contains the file name, and the accumulator holds the channel number of the file. A carry flag that is set upon routine exit indicates an error of some type.
Reads data from an open file. The A register contains the number of the channel to be read and the BC register contains the number of bytes to read. The number in $B C$ must be a full sector multiple (i.e., an integer multiple of 256). Again, a set carry flag at exit indicates a read error.
Closes the file on the channel indicated by the accumulator.
Exits the program and returns to the HDOS system command level.
Outputs a single character to the console terminal. Carry set indicates that the console is not ready to accept the character.
Loads the HL register indirectly through the HL register. That is, the data at the address in HL and at $\mathrm{HL}+$ are loaded into the HL register pair.
The number in the A register is used to select the proper routine to execute from the list of define word (DW) statements following the command. For example, if the A register contains the number 2 then the address indicated by the third DW statement is where execution continues.
Clears the console terminal's internal buffer when executed.

Table 2: HDOS (Heath Disk Operating System) commands and routines available in read-only memory. These may be used in providing disk I/O and to interface with the operating system. The same functions may be simulated under CP/M.

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| :---: | :---: |
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| MX-100 | Call |
| $\begin{gathered} \text { Infoscribe } \\ 500 \ldots \\ 1000 . \end{gathered}$ | Call |

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Photo 3: The BSR controller with the serial computer interface installed. Cover the foil side of the interface board to prevent shorts to jumpers on the controller.
has been done. Five major sections of routines are used to make up the complete program package. An explanation of each major routine's function follows.
Title: The program signs on by executing the routine TITLE, which clears the computer's terminal screen and prints the name of the program. Users of terminals other than the Heath $\mathrm{H}-19$ will need to examine the control codes used and alter them accordingly. Users of terminals without any sort of graphics capability will probably want to skip this routine entirely, since it will not affect program operation.
Readit: READIT reads a data file named UNITDEF.DAT and initializes the BSR remote-control units according to the data it contains. UNITDEF.DAT also contains all of the remote-control unit name descriptions for use in various menus used later in the program. The READIT routine's internal documentation gives the information necessary to set up this file. A sample file is provided in listing 2 (see page 292). Note that all 166 unit locations must be defined in the file even though only those units which have been enabled will be
available for control through HCP's menu routines.

Status: Remote-unit status is displayed by this routine. Information listed includes the channel number, the channel name as defined in UNITDEF.DAT, the brightness level of the channel, and the unit's onoff status.

Menu: Program functions are displayed and selected by this routine. All commands the BSR console command unit can execute (in addition to returning to the status display and exiting from the program) are available from this master menu.

Utility Routines: These routines include the timing loops necessary to send commands to the BSR console command unit. Since the $\mathrm{H}-8$ computer uses about 20 percent of its processing time to update its front-panel display, adjustment of these timing loops will be necessary for other systems. I recommend using an oscilloscope to monitor the duration of the signals sent to the BSR command unit; however, if an oscilloscope is not available, the timing constants in the routines that send the signals to the BSR can be changed
through trial and error. If the trial-and-error approach is chosen, I recommend altering all of the timing constants proportionately to preserve the proper timing relationships. Also in this group are routines that update and store the present status of each remote unit and form the command format required by the $B S R$ console command unit.

## Summary

So there it is, a complete interface and program package for those of you who want to experiment with home control but don't want to spend the time or money to implement previous BSR interface ideas. Components for the required hardware are inexpensive and readily available from a number of sources. By using a few spare parts lying around the shop, you should be able to build the interface for well under $\$ 10$.

Even though the program presented is written in 8080 assembly language, a similar routine could be implemented easily in BASIC once the proper timing loops have been set up. The assembly-language program presented here was written as such to allow the inclusion of various routines in a real-time control system designed for background operation in the $\mathrm{H}-8$ computer system.

The ability to regulate remote devices inexpensively is an important part of any home-control system. The next step in my own system will be to tie in this system with the temper-ature-sensing circuits presented by Tom Hall in the February 1981 BYTE ("A Heating and Cooling Management System," page 326) to allow efficient control of my heating and cooling system. Someday I'll have a computer-controlled sprinkler system tied in with a moisture detector to prevent watering the lawn when it's raining. (How many times have you seen home owners' sprinklers spraying away during a downpour?) Maybe I should link the system to small servo motors in my house's heating and cooling system to regulate room air flow. Then there's always the electric lawn mower.

Listings 1 and 2 follow on pages 250 through 292.

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Listing 1: HCP (Home Control Package) for the BSR interface. This program is written in 8080 assembly language for Heath's HDOS. A sample run is shown at the end of the listing.



| : + Fram | TH, U14TT |  |  |
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|  | CFI | E1H | :SE IT EHIT UF FTLE |
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56 NCFANAL
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58 CAP1

Interest Apportionment by Rule of the 78 's Annuity computation program
Time between dates
Day of year a particular date falls on Interest rate on lease
Breakeven analysis
Straightline depreciation
Sum of the digits depreciation
Declining balance depreciation
Double declining balance depreciation Cash fow vs. depreciation tables
Prints NEBS checks along with daily register
Checkbook maintenance program
Mortgage amortization table
Computes time needed for money to double, triple, etc
Determines salvage value of an investment
Rate of retum on investment with variable inflows
Rate of return on investment with constant inflows Effective interest rate of a loan
Future value of an irivestment (compound interest) Present value of a future amount
Amount of payment on a loan
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Present value of deferred annuities
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Sinking fund amortization program
Value of a bond
Depletion analysis
Black Scholes options analysis
Expected retum on stock via discounts dividends Value of a warrant
Value of a bond
Estimate of future earnings per share for company
Computes alpha and beta variables for stock
Portfolio selection modeli.i.e. what stocks to hold Option writing computations
Value of a right
Expected value analysis
Bayesian decisions
Value of perfect information
Value of additional information Derives utility function
Linear programming solution by simplex method Transportation method for linear programming Economic order quantity inventory model Single server queueing (waiting line) model Cost-volume-profit analysis
Conditional profit tables
Opportunity loss tables
Fixed quantity economic order quantity model

## DESCRIPTION

As above but with shortages permitted As above but with quantity price breaks Cost-benefit waiting line analysis Net cash.flow analysis for simple investment Profitability index of a project Cap. Asset Pr. Model analysis of project

59 WACC
60 COMPBAL
61 DISCBAL
62 MERGANAL
63 FINRAT
64 NPV
65 PRINDLAS
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92 AUTOEXP
93 INSFILE
94 PAYROLL2
95 DILANAL
96 LOANAFFD
97 RENTPRCH
98 SALELEAS
99 RRCONVBD
100 PORTVAL9

Weighted average cost of capital
True rate on loan with compensating bal. required
True rate on discounted loan
Merger analysis computations
Financial ratios for a firm
Net present value of project
Laspeyres price index
Paasche price index
Constructs seasonal quantity indices for company
Time series analysis linear trend
Time series analysis moving average trend
Future price estimation with inflation
Mailing list system
Letter witing system.links with MAILPAC
Sorts list of names
Shipping label maker
Name label maker
DOME business bookkeeping system
Computes weeks total hours from timeclock info.
In memory accounts payable system-storage permitted
Generate invoice on screen and print on printer
In memory inventory control system
Computerized telephone directory
Time use analysis
Use of assignment algorithm for optimal job assign.
In memory accounts receivable system-storage ok
Compares 3 methods of repayment of loans
Computes gross pay required for given net
Computes selling price for given after tax amount
Arbitrage computations
Sinking fund depreciation
Finds UPS zones from zip code
Types envelope including retum address
Automobile expense analysis
Insurance policy file
In memory payroll system
Dilution analysis
Loan amount a borrower can afford
Purchase price for rental property
Sale-leaseback analysis
Investor's rate of return on convertable bond
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Listing 1 continued:

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Listing 1 continued on page 264

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| MC848L | 3.17 | MC1458P1 | 1.08 | MC3480P | 12.85 | MC7902CT | 2.10 | MCA255 | 1.76 | MPSA56 | 88 |  |  |
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# T/Maker I:: <br> itdoes a numberonVisiCalc! 

VisiCalc is a fine aid for the computation of numerical problems. But it does have two major limitations: it is available only for a small number of systems, and its use is limited strictly to numbers, not words. To overcome these substantial limitations, Lifeboat Associates introduces T/Maker II.

Unlike VisiCalc, T/Maker II is designed to run on most small business computers with $\mathrm{CP} / \mathrm{M}^{\oplus}$ or similar operating systems and a video terminal with cursor addressing capabilities. And soon there will be T/Maker II versions available for UNIX, ${ }^{\text {TM }}$ RT-11 ${ }^{\text {TM }}$ and other systems.
Works with words as well as numbers. Like VisiCalc, T/Maker II reduces the manual tasks involved in computing and calculating financial documents. But since most business problems and reports involve words as well as numbers, T/Maker Il also functions as a full-screen text editor for word processing.

T/Maker II is the most advanced aid for the analysis and presentation of numerical data and text material. In a matter of minutes, an entire document-including all edited text, all figures and all calculations-can be created, reviewed on your screen and reported in printed form.

T/Maker II turns your small business computer into a powerful, sophisticated and convenient tool. A tool that will save you money, time and energy, and eliminate the need for costly time-sharing.

With T/Maker II you can easily perform an unlimited number of analytical and reporting tasks which integrate numerical and text processing. You'll find T/Maker II perfect for such things as:

- Financial Statements
- Statistics
- Profitability Reports
- Revenue and Expense Analyses
- Portfolio Evaluations
.. and much, much more.
Easy to learn and use. You don't have to be a programmer to operate T/Maker II. Just follow T/Maker II's easily understood and ordered instructions, set up your data in
- Price Lists
- Rate Structures
- Expense Accounts
- Cash Flow Projections
- Checking Account Reconciliations
rows and columns, define the relationships and T/Maker II will do the rest: it will perform the computations and formatting necessary to prepare your document. When you're finished you can analyze your report on your screen or store it on a diskette. Or, you can have the report printed with presentation quality.
And when any changes have to be made, simply enter the new figure or relationship and tell T/Maker II to adjust and recalculate all the new results.
Editing capabilities. As a full-screen editor for word processing, T/Maker II handles text up to 255 characters wide. It includes features like text formatting and justification, centered titles, a text buffer for block moves and repeated inserts, global search and replace commands for printing your letters, reports and documents. Wide documents are supported by horizontal scrolling.
Low cost. The cost of T/Maker II is only $\$ 275$ plus shipping and handling. Dollars well spent once you consider all the time, energy and money it can save. T/Maker II is brought to you exclusively and supported completely by Lifeboat Associates, world's largest computer software publisher.
For more information send us the coupon below.
Mail coupon to: Lifeboat Associates,
| 1651 Third Ave., NY, NY 10028. Or call (212) 860-0300.
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$\square$ Please send me a free Lifeboat
- Catalog featuring over 200 programs, including integrated accounting - and professional practice systems. | office tools for bookkeepers and secre-

As an example of what T/Maker II can do. see the chart below. The operator entered only the data shown in boldface.

T/Maker II calculated and reported all the other values.



Listing 1 continued:

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[^19]The Lightning One ${ }^{\mathrm{TYM}}$ contains not one processor, but three processors all working in parallel. It uses the Intel 8086 as the main processor. The math capability is augmented with the 8087 math processor and the I/O handling capabilities are augmented with the 8089 dual channel I/O processor. The board complies with all IEEE-696 specifications.
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Circle 9 on Inquiry card.

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Computer, terminals, printers, interfaces, operating system, manuals and documentation, etc. All you do is plug it in.

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It is assembled, tested, burned-in, tested, configured, tested, burnedin again, and retested. All you do is plug it in.

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Terminals with detachable keyboards • High speed 180 cps printer - MP/M Operating System • Fully integrated and tested - Expandable Total Price: \$8,675
SIGMA SYSTEM III
A four user (4) system:

- 64K RAM per user - $2 \times 8^{\prime \prime}$ Floppy Disk Drives (1.2MB) •11MB Hard Disk Drive • 4 CRT's with detachable keyboards • Printer -200 cps (data mode), 60 cps (letter quality
ment provides technical support, parts and training, while the SIGMA Marketing Department offers in-market sales and marketing support. We design our dealer/agency program to fit your needs.
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## SIGMA SYSTEMI

A single user stand-alone system: • 64 K RAM • $2 \times 514^{\prime \prime}$ QD Floppy Drives (700KB) - 12" CRT with full ASCII Keyboard - Printer-100 cps (data processing) and 50 cps (letter quality) plus graphics capability •CP/M Operating System • Fully integrated and tested - Expandable Total Price: \$3,775 SIGMA SYSTEM II
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## MFHHEL COUTFOL MEEH

Commands fueilethe:


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Listing 2: An example of the contents of UNITDEF.DAT. This file controls the status of the remote-control units and defines the remote names for the main program menu.routines. Note that all of the 16 channels must be defined even though 11 are disabled by setting the second and third columns to 99.

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# News and Speculation About Personal Computing 

Conducted by Sol Libes

Random Rumors: It's in the air that Intel is about to announce an IC (integrated circuit) designed specifically for database management (DBM) computers. This IC should make possible the construction of a relational DBM machine that works with a host processor, off-loading DBM functions from the host. Using hardware specifically designed for DBM applications should greatly improve DBM system performance over the current approach of using an existing generalpurpose computer system for DBM applications.

Speculation has it that the chip itself will be a processor with an instruction set designed exclusively for database handling. As such, it could handle compression and decompression algorithms, among other tasks. . Zilog is rumored to be working with Seeq Technology on a microprocessor having on-board EPROM (erasable programmable read-only memory) for learn-and-remember selfprogramming ability.

IBM is expected to introduce an option for its personal computer for bisynchronous communications with 3270-compatible equipment, 3276 SDLC/SNA compatibility (fall of 1982), and X. 25 communications support (spring of 1983).

## A omb On Mall Order: In a sur-

 prise move, Apple Computer, Inc. has unilaterally decided to prohibit its dealers from selling Apple computer products through mail or phone order sales. Itis Apple's feeling that "customers purchasing [Apple products] can be properly served only if they have the benefit of pre- and postsale education, orientation, and support, specifically including in-person contact with the selling dealer." Dealers are required to sign a "modification" to their dealer sales agreement or their authorized dealership will be terminated. It is not clear just what previously educated customers, especially those not located close to an Apple dealer, are to do.

More rumors are surfacing regarding Apple's new computer offerings. The latest is that we'll see two new Apples: a low-cost system (\$500 and up) to use the Motorola 6809 microprocessor and a high-cost, business-oriented system that will use the Motorola 68000. The business-oriented system will be capable of addressing up to 760 K bytes of memory, will probably come with a hard disk, and will be compatible with the Xerox Star local networking system.

Apple has introduced a 5-megabyte, 51⁄4-inch Winchester Technology disk drive for the Apple III computer. Called the Profile Mass-Storage System, the unit is comprised of an intelligent controller, the drive itself, a power supply, an interface card, and driver software.

Pearcom, a European company, has started to market its Pear II computer (an Apple II work-alike). According to the grapevine, Apple is considering legal action. . . Sears's computer
stores, already carrying the Atari and Vector Graphic computers, are said to be negotiating with Apple.

BM Coming on Strong:
People who've been around the microcomputer industry awhile were surprised when IBM began shipping its new Personal Computer more than a month before the promised October delivery date and less than a month after announcing it. This is unheard of in the personal computer industry. Currently, distribution of the IBM Personal Computer is limited to ComputerLand shops, the few Sears computer stores, and IBM's sales force. ComputerLand and Sears appear to be handling single and limited-quantity sales, while the IBM salespeople seem to be pursuing large-quantity orders.

When IBM announced its Personal Computer, it reportedly received orders for 40,000 systems-that's worth about $\$ 160$ million.
Sales of more than 150,000 systems are projected for 1982.

Early reports indicate that the Personal Computer has affected sales of other systems. Carrying the IBM computer apparently requires a large financial commitment from the stores. This, coupled with the current tight credit situation, is forcing the stores to cut other product lines to make room for IBM.

Several ComputerLand stores have already reported sales of the IBM computer equal to those of Apple. (Incidentally, ComputerLand accounts for 14 percent of

Apple's retail sales.)
IBM recently made another unprecedented move when it began offering its 8-inch Winchester disk drive as a separate OEM item to other manufacturers.

Tandy Happenings: If you'd bought 1000 shares of Tandy stock in 1967 at $\$ 15$ a share, today it would be worth \$2,350,000. . . Tandy owns 91 percent of its outlets... Tandy employees own about 25 percent of the company.... Radio Shack has a mailing list of 25 million... Radio Shack manufactures more than half the products it sells... Earnings have doubled since 1978.

Tandy is pressing its copyright infringement suit against Personal Micro Computer Inc., of Mountain View, California, manufacturer of the PMC-80. A federal court has already dismissed PMC's claim that federal copyright laws do not pertain to ROM (readonly memory) based computer programs. Tandy is suing to stop sales of the PMC-80 and to obtain compensation for damages.

Tandy has also introduced Arcnet, a local network system to link up with 255 Model II computers. Arcnet is based on Datapoint's Attached Resource Computer (ARC). Arcnet operates at 21.5 megabytes per second and is reportedly similar to Ethernet.

Radio Shack and Interstate Bank of California have begun a pilot program for a home banking system. TRS-80 Videotex terminals and color computers are

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How Much Faster Are the 16 -Bit Micros?: The introduction of several microcomputers based on the Intel 8086/8088 microprocessor has given computer users the chance to compare execution speeds of 16 -bit and 8 -bit micros.

Several vendors offer identical software-namely the CP/M operating system and Microsoft BASIC-for these machines. It's now possible to run identical BASIC programs and compare execution times. Tests have already shown that there is no significant difference between a microcomputer with an 8086 running at its standard speed ( 5 MHz ) and one with a $Z 80$ running at its standard speed ( 4 MHz ). What must be considered is that CP/M-86 has many new features which may slow it down (compared with CP/M-80). Also, the 8086 version of Microsoft BASIC currently available is a translation of an 8080 version, one with minimal optimization for the 8086. I hope Microsoft will rework its BASIC interpreter to take advantage of the 8086's more powerful architecture. Presently, though, if you expect to get a significant improvement in execution time by moving up to a 16 -bit micro, you may be sorely disappointed.

C
DC Introduces Personal Computer: Amidst all the publicity given IBM and Xerox personal computers, Control Data Corporation, IBM's leading competitor, has introduced its own personal computer. The CDC-110 uses a Z80, has 64 K bytes of RAM (randomaccess read/write memory)
and a 1.2 megabyte 8 -inch floppy-disk system. Prices start at just under $\$ 5000$. The system can be used as a work station with a timesharing or Plato system.

ascal Standard Adopted: The IEEE has adopted a standard for the Pascal language, designated IEEE Standard 770-981. This culminates a $21 / 2$-year effort by a joint committee that included IBM, DEC, Honeywell, Burroughs, Intel, Motorola, Microsoft, Softech, and others, along with several universities. The base language has been standardized, but much remains undone in standardizing the extensions to Pascal. Standardization should pave the way toward making Pascal a more portable language. Significant differences currently exist among the various versions.

$\mathbf{R}$andom News Bits: OKI Electric is the first company to ship samples of a 256 K-bit RAM IC. Production quantities are expected late this year.... Intel has announced development of a 4-megabit bubble memory IC. Sampling will start late this year.... Shipments of computer equipment in 1981 have totaled about $\$ 31.5$ billion, a 17.6 percent increase over 1980.... The NCC show, to be held in Houston in June, is expected to draw over 600 exhibitors.

Shugart Associates recently shipped its one millionth 8 -inch floppy-disk drive.... Zilog and AMD have signed an agreement whereby AMD will make and sell a 32-bit microprocessor being developed by Zilog.

Zilog has introduced the Z80L, a low-power version of the $\mathbf{Z 8 0}$. The $\mathbf{Z 8 0 L}$ draws only .15 mA instead of

100-150 mA for the standard Z80.... Researchers at MIT are building robotic skin-thick sheets of rubber with wire lines imbedded in them to conduct a "sense" of touch.

## P redictlons, Predic-

 tlons: Last January I made my customary predictionseight in all-for 1981. How did I do? Let's check the results:1. The S-100 will become the de facto standard for bus interfacing, with the number of manufacturers supporting the bus to increase to more than 40 (and to include IBM).

Score a partially correct on this. Close to 50 firms now make the S-100, and a like number supply peripheral boards. However, IBM chose to go with a new bus of its own design.
2. Hardware will become more sophisticated and less expensive.

Score a correct on this one. Personal computers have acquired features of their larger, more-expensive predecessors.
3. The man/machine interface will be improved to accommodate the many users who have little or no knowledge of computers.

Score a correct on this one too. New software packages (e.g., "The Last One") make software development for nonprogrammers possible (although I think we are far from the "last one"). The increasing use of "menudriven" software (even menu enhancements for CP/M) has also made computers more accommodating.
4. Cheap mass storage for personal computers will finally arrive via video cassette and optical-disk memories.

Although two companies have introduced video-cassette interfaces, and others have demonstrated optical-
disk interfaces, acceptance has been cool. To make this hardware really useful, we need complementary software operating systems.

Let's score a correct on this one.
5. Higher-quality displays using either liquid-crystal or semiconductor technology will be introduced.

Epson did show prototypes of its 256-character/graphics liquid-crystal display, and a few semiconductor displays (typically one or two lines) were introduced, but a display suitable for general terminal use has not yet been shown. Therefore, score partially correct on this one.
6. Personal computers will include self-testing capabilities and redundant circuits to improve reliability.

Score a correct on this, as companies include self-test routines in their boot ROM (e.g., the new IBM and Osborne personal computers). Also, several companies have introduced an extra parity bit in RAM and provided circuitry to periodically test memory and correct faults.
7. Expect BASIC to continue as the dominant language.... Natural programming languages and automatic programming still appear to be many years away.

Score another correct.
8. Operating systems such as Unix, CP/M, MP/M, and more sophisticated systems will increase in popularity, and many manufacturers will design special hardware to support these operating systems.

Check correct here also.
All predictions considered, I was about 90 percent accurate. Not bad!

## Predictlons for 1982:

1. Who will dominate the microcomputer market? I expect 1982 will see continued

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strong growth in the personal computing industry. I also foresee a year of great turmoil as competition heats up among three factions. They are traditional personal computing suppliers (e.g., Tandy, Apple, Heath, Commodore, and Atari), the biggies who have introduced personal computers (IBM, DEC, Xerox, etc.), and Japanese suppliers.

Eight-bit systems will probably retain their dominance in single-user systems, with CP/M reigning supreme among disk operating systems. I predict Apple, Tandy, and IBM will dominate this area.

However, absolute chaos will abound in local networking, as virtually every personal computer maker will have a separate system. Xerox should finally start shipping Ethernet systems, and nearly all personal com-
puter suppliers can be expected to supply Ethernet interfaces for their personal computers. Because of this, Ethernet (if its price is not a deterrent) stands a chance of becoming a localnetworking standard. The Corvus Omninet system looks promising too.

Chaos is also expected in the multiuser personal computer area as the new 16 -bit microprocessors fight it out. Although the 8086-based systems seem to have an early lead, the 68000-based systems may become dominant. I don't expect Digital Research to achieve the same success with its multiuser MP/M DOS that it has enjoyed with single-user CP/M.
2. Some hardware predictions. As memory prices drop, RAM ICs get larger and application software demands more memory. Sixty-

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four K bytes should become the standard memory configuration for 8 -bit, singleuser, personal computers.

A new recording technology for floppy disks will increase storage for $51 / 4$-inch disks to as much as 5 megabytes.... I expect more compact, portable personal computers (similar to the Osborne), with prices possibly dropping as low as $\$ 1000$ (disk drive, modem, and printer interfaces included).... DEC should finally introduce its personal computer, and I imagine it will be based on the LSI-11 architecture....I expect both Xerox and IBM to market new personal computers with costs even lower than their current units. In fact, I anticipate the greatest competition will occur at the lower end of the personal computer market. . . . I foresee at least one S-100 supplier announcing a CPU that employs the Intel 432 32 -bit processor. However, it will probably be 1983 before we see production units and software.... A low-cost, optically based memory system capable of storing a billion bytes may be introduced by year's end (sometime during 1983 is more likely)... Also by year's end or in 1983, we may see typewriters from IBM, Xerox, and Matsushita that feature voice input
3. Some software predictions. BASIC will continue to reign supreme among highlevel languages. I expect several software suppliers to furnish new versions of BASIC interpreters. These will eliminate line-number requirements and will use labels to allow better structuring of the BASIC programs.... I expect someone to introduce a Pascal interpreter. . . . Disk-operatingsystems designers should develop user interfaces that are oriented more toward
users than programmers Thus, DOS systems will all become menu driven, with elaborate prompts for the user. Utilities will increasingly become integral parts of the DOS.... Taking advantage of larger memory and storage capabilities, sophisticated business software packages will proliferate.

## C ommodore Happen-

 Ings: Commodore is starting to promote Comal, a new structured language, as a substitute for PET BASIC. Developed in Denmark, Comal is supposedly easier to learn than PET BASIC; it uses Pascal-like structures. Also rumored is a version of the PET with Comal resident in ROM that will soon join the Commodore line. Commodore plans a sales promotion campaign for the new version and has signed William Shatner (Star Trek's Captain Kirk) to appear in its commercials.MAIL: I receive a large number of letters each month as a result of this column. If you write to me and wish a response, please include a self-addressed, stamped envelope.

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advanced players and is an excellent learning tool for the bridge novice. See the software review in 80 Software adranceed players and is an excellient learn inn
Critique. Rated 11 by Creative Computing.
HEARTS 1.5 (Available for all computers)
Price: S15.95C esaselle/S19.95 Duketle An exciting and entertaining computer version of this popular card game. Hearts is a atrick-0riented game in which the
purpose is not to take any hearts or the queen of spades. Play against two computer opponents who are armed with
 puters. See the software review in 80 Sof tware Critique.
STUD POKER (Atari only)
(y)

Price: 511.95 Casselte/S15.95 Disketle This is the classic gambler's card game. The computer deals the cards one at a time and you (and the computer) bet on what you see. The computer does not cheat and wually bets the odds. However, it sometimes blurfs' Also included is
a five card draw poker betting practice program. This paekage will run on a 16 K ATARI. Color, graphics, sound. See a five card draw poker b
review in COMPUTE.
POKER PARTY (Avallable for all computers)
Price: 517.95 Caseelte/S21.95 Dukette POKER PARTY is a draw poker simulation based on the book, POKER, by Oswald Jacoby. This is the most com-
prehensive version available for microcomputers. The paryy consists of yourself and six other (computer) players. pretensive version availabie or microcomputers. The paryy consisis of yourself and six other (computer) players.
Each or these players (you will get to know them) has a different personality in the form of a varying propensity to bluff or fold under pressure. Practice with POKER PARTY before going to that expensive game tonight' Apple
cassette and diskere versions require a 32 K (or larger) Apple 11 . CRIBBAGE 2.0 (TRS-80 oaly) Price: S14.95Cusette/S18.9s DIskette
This is simply the best cribbage game available. It is an exceilent program. for the cribage player in search of a
worthy opponent as well as for the novice wishing to improve his game. The graphics are superb and assembly language routines provide rapid execution. See the software review in 80 Software Critique.

## THOUGHT PROVOKERS

management Simulator (Atarl, North Star and CP/M ooly) Price: S19.95 Cassette This program is both an excellent teaching tool as well as a stimulating intellectual game. Based upon similar games played at araduate business schools, each player or team controls a company which manufacturers three products.
Each player autempts to outperform his competitors by setting seling prices, production ovoumes, marketing and
design LIGHT SIMULATOR A realistic and extensive mathematical simulation of take-orf. חight and landing. The program utilizes aerodynamic equations and the characteristics or a real aifroil. You can practice instrument approaches and navigation using maneuvers. Athough this program does not employ graphicss. it is exciting and very addictive. Sce the software review in COMPUTRONICS. Runs in 16 K Atari.
VALDEZ (Avaliable for all computers)
Price: S15.95Cassette/S19.95 Dlakette VALDEZ is a computer simulation of supertanker navigation in the Prince William Sound/Valdez Narrows region
of Alaska. Included in this simulation is realistic and exxensive $256 \times 256$ clement map. portions of which may be viewed using the ship's alphanumeric radar display. The motion of the ship itself is accurately modeleled
mathematically. The simulation also contains a model for the tidal patterns in the resion, as well as other trafic (outgoing tankers and drifting icebergs). Chart your course from the Gulf of Alaska to Valder Harbor! See the soft. (outgoing Iankers and difiting iceberg,
ware review in 80 Sof fware Critique.
BACKGAMMON 2.0 (Atari, North Star and CP/M only)
Price: S14.95 Casectle/S18.95 DIsketie This program tests your backgammon skills and will also improve your game. A human can compete against a computer or against another human. The computer can even play against isself. Either the human or the computer can
double or
generate dice rolls. Board positions can be crealed or saved for ceplay, BAC double or generate dice rolls. Board positions can be created or saved for replay. BACKGAMMON 2.0 plays in ac-
cotdance with the official rules or backgommon and is sure to provide many fascinating sessions of backgammon


CHECKERS 3.0 (PET only)
Price: S16.95 Cas settes20.95 Diskette This is one of the most challenging checkers programs available. .t has to levels of play and allows the user to change
skill levels
and skill levels at any time.
at levels 9 and 10 .
CHESS MASTER (North Star and TRS $\mathbf{8 0}$ ooly)
Price: 519.95 Cnssette/ $\mathbf{S 2 3 . 9 5}$ Diskette This complete and very powerful program provides five levels of play. It includes castling, en passant captures and
the promotion of pawns. Additionally, the board may be presel before the start of play, permitting the examination of "book" plays. To maximize exccution speed, the program is writen in assembly language (by SOFTWARE
SPECALISTS of Califormio) Full SPECIALISTS of California). Full graphics are employed in the TRS-80 version, and two widths of alphanumeric
LEM LANDER (32K Apple Disk only)
Price: S16.95 Diskette
smooth to treacherous Pilot your LEM LANDER to a safe landing on any or nine different surfaces ranging from smooth too
The game paddles are used to control craft atititude and thrust. This is a real-time high res challenge!
FOREST FIRE! (Atari only)
Price: $\mathbf{S 1 6 . 9 5}$ Canelte/ $\mathbf{S 2 0 . 9 5}$ Dhtketle
dle of a forest fire. Your job is to direct und eff eets, this simulation puls you in the weather and terrain. Not protecting valuabl sperations to put out the fire while compensating for changes in wind, weather and terrain. Not protecting valuab
structures can result in starting penalties. Life-like variables are provided to make FOREST FIRE! very suspenseful and challenging. No two games have the same setting and there are 3 levels of difficulty
NOMINOES JIGSAW (Atari, Apple and TRS- 80 only)
Price: $\mathbf{5 1 6 . 9 5}$ Casbette/ 520.95 Daskelle A jigsaw puzze on your computer! Complete the puzzle by selecting your pieces from a table consising of 60 dif. rerent shapes. NOMiNO will challenge you with isthree levell of ofifliculty Scoring is based upon the number of guesses taken and by thedif ficulty of the board set-up. See review in ELEC TRONIC GAMES.
MONARCH (Atarl oaly)
Price: S11.95 Cassette/S15.95 Dtkette MONARCH is a fascinating economic simulation requiring you to survive an 8 -.esar term as your nation's leader.
You determine the amount of acreage devoted to industrial and agricultural use, how much food to distribute to th populace and how much should be spent on pollution control. You will find that all decisions involve a compromise CHOMPEI.O (Atari only) $\qquad$
$\qquad$ Price: S11.95 Cassette/ $\mathbf{5 1 5 . 9 5}$ Dikertle CHOM'PLO is really two challenging games in one. One is similar to NIM; you must bite off paft of a cookie. but
avoid taking the poisoned portion. The ohther game is the popular board game REV ERSI. If fully uses the Atari's ge will run on a 16 K system.
SPACE LANES (Available for all computers)
Price: S14.9s Disketle SPACE LANES S a simple but exciting space transportation game which involves up to four players (including the
computer). The object is to form and expand space transportation companies in a compecitive environment. The goal is to amass more net worth than your opponent. The economics include stock purchases and company mergers.
waich your wealth grow!
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trudimarks. MExcepr where noted, all model $I$ sofiware is uvailable for the Model III. TRS.-8Odisketles are not Supplied with DO.S or
BASIC.

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| BLACK HOLE (Apple ooly) <br> Price:S14.95 Cusette/S18.95 Disketle <br> This is an exciting graphical simulation of the problems involved in closely observing a black hole with a space probe. The object is to enter and maintain, for a prescribed time, an orbit close to a small black hole. This is to be achieved without coming so near the anomaly that the tidal stesss destroys the probe. Control of the craft is realistically simulated using side jets for rotation and main thrusters for acceleration. This program employs Hi-Res graphics and is educational as well as challenging. |
| SPACE TILT (Apple and Atari only) <br> Pilce:510.95Caselte/514.95 Ddaketle Use the game paddles to till the plane of the TV screen to "roll" a ball into a hole in the screen. Sound simple? Not when the hole gets smatler and smaller! A built-in timer allows you to measure your skill against others in this habitforming action game. |
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| SPACE TRAP (Atari only, 16K) <br> Price: S14.95 Cassette/S18.95 Diskelte <br> This galactic "shoot'em up" arcade game places you near a black hole. You control your spacecraft using the joystick and attempt to blast as many of the alien ships as possible before the black hole closes about you. |


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# Clocked Interrupts for the COSMAC Elf 

Gary H. Price<br>733 Blue Sage Drive<br>Sunnyvale, CA 94086

Clocked (periodic) interrupts are useful in many microprocessor applications. My wish was to operate a data-logging system in the background while my COSMAC Elf was also executing other tasks. Clocked interrupts provide a relatively simple software-control method for the background task without burdening the system with software timing loops or flag checks.

## Hardware

The 1802 microprocessor, around which the Elf is built, has a simple interrupt capability, which consists of a single hardware interrupt-request line that, when set, causes the pointers to the registers being used as stack pointer and program counter to be saved in register $T$, the assignment

[^21]of register 2 as stack pointer, the assignment of register 1 as program counter, and further interrupt requests to be ignored by the 1802 until the interrupt-request line is reenabled by the execution of the RET (Return) instruction.

The 1802 provides instruction for transferring T register contents to the stack; return from the interrupt-

## Interlacing interrupt tasks can minimize interference.

service routine is accomplished by restoring the saved pointer values from the stack on execution of the RET instruction. The interrupt-request line can also be enabled and disabled under software control independently of the interrupt-service routine.

If the interrupt clock were to be the only source of interrupts in the system, the clock design would present few challenges. But, as do many 1802-based systems, my Elf includes an 1861 video-output processor. This device uses 1802 interrupt, direct memory access (DMA), and flag lines to produce low-resolution graphics
with partial software control of the output format. To use this capability concurrently with the clocked interrupts, some means for recognizing the source of an interrupt request must be provided.

An interrupt-priority structure is common to management of multipleinterrupt sources. Such a structure is, however, not necessarily the best choice when two interrupt sources are involved. If synchronizing the interrupt requests does not otherwise handicap performance, interlacing interrupt tasks will minimize their interference with each other; such is the case here, and the interrupt clock was therefore designed to synchronize with the 1861.

Additional hardware may not be needed in some instances. The interrupt clock could be fashioned in software by maintenance of a counter within the 1861 interrupt-service routine-a feasible alternative if the 1861 were never disabled and if its DMA-out requests could be accommodated even when no graphics output is intended. These constraints are sometimes awkward.

The clock circuit is diagrammed in figure 1 for the bus used in the

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Figure 1: Schematic diagram of the clock hardware and its connection to the Elf II bus. The clocked interrupts are developed from system-timing signals to alternate with interrupts from the video display; neither will interrupt the other while it is being serviced by the processor. A set of DIP switches allows the user to select a division factor so that interrupts can occur at regular intervals from about two per second to one per minute.

Netronics Elf II; other Elf versions differ in their bus structures. Clockinterrupt requests are synchronized with those from the 1861 by driving the clock counter from the 1861 Display Status line, which remains active even when the 1861 is disabled. The line goes low twice during each 1861 video frame, or at about 122 Hz when the Elf is operated with a conventional $3.58-\mathrm{MHz}$ crystal. The rate is divided by IC4, a 4020 CMOS 14stage binary counter; the last eight stages provide interrupt-output rates ranging from about two requests per second to about one per minute.

The counter-output lines are fed through a set of switches to IC5, an eight-input programmable gate. The interrupt rate is determined by which switch is closed. You may use a control bit (D6) to disable the clock when desired; a second control bit (D5) resets the clock counter. With this arrangement, the clock-interrupt request remains present for up to one full clock interval when not immediately answered.

The interrupt source may be recognized by a Display Status signal test within the interrupt-service routine. In the Elf II, this 1861 output is fed to 1802 flag line 1 , so it is readily accessible in software. Display Status is set low twice during each 1861 display frame: once during the last four horizontal video scans of the vertical-retrace time and again in the final four scans of the display frame. The 1861 interrupt-request signal is present only during the last half of the first of the two periods (when Display Status is low). Advancing the clock counter on the trailing (low-to-high) edge of the Display Status signal initiates the clock-interrupt requests while Display Status is high; those from the 1861 occur while Display Status is low. Thus a prompt test of flag line 1 within the interrupt-service routine can be used to distinguish between the two interrupt sources.

The clock-interrupt requests might occur at the end of the Display Status-low period just preceding the 1861 video-display time, rather than

| Number Type |  |  | $+5 \mathbf{V}$ |
| :---: | :---: | :---: | :---: |
| IC1 | CD4081 | 14 | 7 |
| IC2 | CD4042 | 16 | 8 |
| IC3 | CD4049 | 16 | 8 |
| IC4 | CD4020 | 16 | 8 |
| IC5 | CD4048 | 16 | 8 |

when Display Status goes high at the end of this time. If this happens, the clock-interrupt service activity and the 1861 display generation are overlaid rather than interlaced. This problem does not arise, however, if the 1802 interrupt line remains disabled from the beginning of the display generation until after termination of the second low period.

In this case response to the first mistimed clock-interrupt request is delayed until after passage of the proper Display Status-low signal. The consequent delay of the clock reset (initiated within the interrupt-service routine) insures correct timing for subsequent clock-interrupt requests. The interrupt-reenable delay needed for this adjustment is usually inher-

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sity: 48 TPI • Cylinders: 35 or $40 \bullet$ Tracks: 70 or $80 \bullet$ Recording Method: FM or MFM • Rotational Speed: 300 RPM • Transfer Rate: 250 K bits/second • Latency (avg.): $100 \mathrm{~ms} \bullet$ Access Time: Track-totrack 12 ms ; Settling $15 \mathrm{~ms} \bullet$ Head Load Time: 50 ms

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Listing 1: A clock-test program illustrates interrupt-service techniques.

| Label | Instruction | Argument | Comments |
| :---: | :---: | :---: | :---: |
|  | DIS | $\mathrm{X}=0, \mathrm{P}=0$ | Disable 1802 <br> interrupt response |
|  | LDI | PAGE |  |
|  | PHI, 1 |  |  |
|  | PHI, 2 |  |  |
|  | PHI, 3 |  |  |
|  | PHI, 4 |  |  |
|  | LDI | INT. 0 |  |
|  | PLO, 1 |  |  |
|  | LDI | STACK. 0 |  |
|  | PLO,2 |  |  |
|  | LDI | MAIN. 0 |  |
|  | PLO,3 |  |  |
|  | LDI | COUNT. 0 |  |
|  | PLO, 4 |  |  |
|  | LDI | 2ERO | Initialize clock counter |
|  | STR, 4 |  |  |
|  | OUT, 4 | 2ERO | Display initial count |
|  | OUT , 5 | CLKSET | Start clock, with reset |
|  | RET | $\mathrm{X}=3, \mathrm{r}=3$ | Jump to main, with interrupt enable |
| COUNT | -- |  |  |
| RETINT | LDXA |  | interrupt-service return, restore registers |
|  | PHI, 4 |  |  |
|  | LDXA |  |  |
|  | PLO, 4 |  |  |
| . | LDXA |  |  |
|  | SHL |  |  |
|  | LDXA |  |  |
|  | RET |  |  |
| INT | DEC, ${ }^{\text {? }}$ |  | Entry, save register contents on stack |
|  | SAV |  | T (old X, P) |
|  | DEC, 2 |  |  |
|  | STXD |  | D |
|  | RSHR |  |  |
|  | STXD |  | DF |
|  | GLO, 4 |  |  |
|  | STXD |  | R4.0 |
|  | GHI, 4 |  |  |
|  | STXD |  | R4. 1 |
|  | LDI | PAGE | Set up pointer |
|  |  |  | to COUNT |



Register usage:

| R1 | Interrupt program counter |
| :--- | :--- |
| R2 | Interrupt stack pointer |
| R3 | Main program counter |
| R4 | Storage pointer |

Constants:

| CLKENB | 40 |
| :--- | :--- |
| CLKDIS | 00 |
| CLKSET | 60 |
| ONE | 01 |
| PAGE | 00 |
| ZERO | 00 |

Hex dump:
Location Contents
00007100 F8 00 B1 B2 B3 B4 F8 26 A1 F8 FF A2 F8 43
10 A3 F8 1D A4 F8 005464006560 70 330072 B4

30 F8 OO B4 F8 1D A4 O4 FC 0154526422 F8 60"52

Notes:
"Hardware dependent, see text.
ently present in 1861 interrupt-service routines, so an additional software burden is seldom imposed by this requirement.

A stand-alone clock could be usefully improved if interrupt-rate selection was placed under software control. Replacement of the manual switches with logic gates achieves this. With two control bits performing the interrupt-disable and counterreset functions, the remaining six can directly access six of the 4020 counter-output lines, or four can help a 4514 4-to-16 line decoder access all 14 counter-output lines. In the last instance, selecting one of the two unused decoder-output lines effectively disables the clock and no separate dis-
able bit is necessary. The decoder contains internal latches, so the 4042 latch (IC2) shown in figure 1 can also be eliminated.

## Software

The interrupt clock's operation with your assembly-language programs presents few difficulties. Register 1 must be reserved as the program counter in the interruptservice routine, and register 2's use as the stack pointer in this routine must also be anticipated. To assure that these registers are initialized before they are called upon by the interruptservice routine, interrupts must be inhibited upon the 1802's initial entry into the run mode, following reset.

Because no provision is made for clock-hardware-interrupt requests to be disabled by 1802 reset, interrupt inhibition must be performed in software. The 1802 interrupt response is automatically disabled for one instruction following reset, providing sufficient time for this action to be accomplished by execution of a DIS (disable) instruction as the program's first instruction at location 0000.

Execution of the DIS instruction also reassigns the stack-pointer and program-counter registers, through replacement from the stack of the contents of registers $X$ and $P$. Whenever the same register is being used as both program counter and stack

Text continued on page 312

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Listing 2: Coordination of clock and video display is tested by displaying clocked count on screen.


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| Listing 2 continued: |  |  |  |
| :---: | :---: | :---: | :---: |
|  | $\begin{aligned} & \text { SMI } \\ & \text { PL.O,B } \end{aligned}$ | DIGDEC | pointer |
|  | $\begin{aligned} & \text { LDI } \\ & \text { PLO, } 9 \end{aligned}$ | ROWCNT | Initialize row counter |
| LROW | DEC, 9 |  | Row loop, decrement count |
|  | DEC, A |  | Decrement bit count |
|  | GLO, B |  | Advance display |
|  | ADI | ROWADV | pointer |
|  | PLO, B |  |  |
|  | GHI, A |  | Extract character |
|  | SHL |  | bits, to DF |
|  | PHI, A |  |  |
|  | LDN, B |  | Load display byte |
|  | OR |  | Process bit, set |
|  | BDF | PLOP |  |
|  | XOR |  | reset if reset |
| PLOP | STR, B |  | Replace byte |
|  | GLO, A |  | Check bit count |
|  | BNZ | ENDROW |  |
|  | LDN, C |  | Update character |
|  | PHI, A |  | byte |
|  | LDI | BITCNT |  |
|  | PLO, A |  |  |
| ENDROW | GLO, 9 |  | Check row count |
|  | BNZ | LROW | Loop if not done |
|  | LDN, 2 |  | Shift column mask |
|  | SHR |  |  |
|  | STR, 2 |  |  |
|  | GLO,8 |  | Check column count |
|  | BNZ | LCOL | Loop if not done |
|  | GLO, D |  | Check digits count |
|  | SMI | CHARO. 0 |  |
|  | BNZ | LDSP | Loop if not done |
|  | BR | LMAIN | End main loop |
|  | -- |  | Stack space |
|  | -- |  |  |
|  | -- |  |  |
| STACK | -- |  |  |
| DGTSH | -- |  | Digits storage |
|  | -- |  |  |
| DGTSU | -- |  |  |
| CHARO | -- | 74 | Character table |
|  | -- | 5C |  |
|  | -- | 4F |  |
|  | -- | C2 |  |
|  | -- | 9 D |  |
|  | -- | 52 |  |
|  | -_ | 8D |  |
|  | -- | 54 |  |
|  | -- | 70 |  |
|  | -- | BE |  |
|  | -- | ED |  |
|  | -- | 64 |  |
|  | -- | 75 |  |
|  | -- | 64 |  |


| -- | $9 D$ |
| :--- | :--- |
| -- | 30 |
| -- | 55 |
| -- | 54 |
| -- | 45 |
| -- | $5 C$ |
| -- | 00 |
| -- | 00 |

Register us age:
RO DMA pointer
R1 Interrupt program counter
R2 Stack pointer
R3 Main program counter
R7.0 Clock count
R8.0 Hundreds digit, column counter
R9.0 Tens digit, row counter
RA. 0 Bit counter
RA. 1 Character byte, working storage
RB Display pointer
RC Character-table pointer
RD Digit pointer/counter
Constants:
BITCNT 08
COLCNT 03
DIGDEC 28
DSTRT 26
HUND 64
MSKC1 10
MSKC2 80
RESET 60
ROWADV 08
ROWCNT 05
TEN OA

Hex dump:
Location Contents
0000710090 B1 B2 C8 0000 B 3 BB BC BD A7 C8 0000
10 F8 3F A1 F8 DF C8 0000 A2 F8 20 A3 70230000
20 F8 60526522 C8 $00003 F 5 E 6122305 \mathrm{C} 0000$
$30 \quad$ F8 $60 \quad 52653038000022178752647270 \quad \mathrm{C} 4$

5020 AO E2 20 AO E2 20 AO 3C 4D 30 3D 37 5C 69 F8
$60 \quad 00$ A8 A9 F8 E2 AD 87 FF 64 3B 6 E 18 183067 FC 64

80 3A 8C FC OA 5D 1D OD 3A 8C FC OA 5D F8 E0 AD F8
9026 AB F8 1052 02 F6 52 8D F6 3B AO F8 8052 1B
AO 4D FEFC E3 AC 4C BAF8 08 AA F8 03 A 828 8B FF
B0 28 AB F8 05 A 929 2A 8B FC 08 AB 9 A FE BA OB F1
C0 33 C3 F3 5B 8A 3A CC OC BA F8 08 AA 89 3A B5 02
D0 F6 5288 3A AD 8D FF E3 3A 95302800000000
EO 00000074 5C 4 F C2 9 D 52 8D 5470 BE ED 6475
FO 64 9D 30555445 5C 0000

Text continued from page 308:
pointer (as on entry into the run mode following reset), any instruction that references the stack actually accesses the byte immediately following the instruction in memory. Thus the initial DIS must precede an immediate data byte of value 00 to preserve register 0 as program counter and stack pointer until other registers are set up to perform these functions.

Several considerations must be kept in mind in the development of the interrupt-service routine. Basically, the contents of all registers outside the routine should be the same on
departure from the routine as at the time of the interrupt. Thus the contents of any register used by the interrupt-service routine and the external program should be saved-normally by storage on the stack-before the register is used within the routine. After the interrupt task is completed, contents are restored to their registers before returning to the interrupted program.
To illustrate the preceding points, listing 1 provides a program to verify the clock's basic operation. The interrupt-service routine is somewhat more complex than necessary to demonstrate the treatment of registers.

The contents of registers used by the routine-D, DF (in case of overflow on execution of the ADI at 0037), and 4 -are all saved and restored, in addition to $X$ and $P$. Also note the routine's loop structure, which causes register 1 to point to the routine entry upon exit from it.
The interrupt-service routine operation in listing 1 counts the interrupts serviced and shows this count on the Elf II's display, accessed in the Elf II via output port 4. Clock operation is inhibited by pressing the Elf I (input) key, which is connected to 1802 flag line 4 in the Elf II. The

Text continued on page 316


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Listing 3: Tiny BASIC machine-language modifications to add clocked interrupts when using serial video terminal for I/O.

| Location | Label | Instruction | Argument | Comments |
| :---: | :---: | :---: | :---: | :---: |
| 0000 |  | DIS | $\mathrm{X}=0, \mathrm{P}=0$ | Disable 1802 interrupt response |
| 02 |  | LBR | BASIC | Branch to BASIC start |
| 05 |  | SEX,8 |  | Monitor entry, with |
| 06 |  | DIS | $X=0, P=0$ | 1802 interrupt disable |
| -- |  |  |  |  |
| 000F |  | SEP,8 |  | Complete monitor link |
| -- |  |  |  |  |
| 0020 |  | -- | PRGSTRT | Address of BASIC program start |
| -- |  |  |  |  |
| 00B6 |  | -- | RESET | Clock reset code |
| B7 | COUNTH | -- |  | Clock count storage |
| B8 | COUNTL | -- |  |  |
| B9 | CONTINIT | B3 | SKIP | Initialization |
| BB |  | BN4* | CONTINIT | Wait for serial input |
| BD |  | DIS | $\mathrm{X}=2, \mathrm{P}=3$ | Disable clock |
| - |  |  |  |  |
| 0106 | LCHARIN | LBR | CHARIN | Entry address |
| 09 |  | LBR | CHAROUT | Entry address |
| -- |  |  |  |  |
| 0113 |  | -- | STKRES | ML stack reserve |
| -- |  |  |  |  |
| 011C |  | -- | PRGSTRT | Address of BASIC program start |
| -- |  |  |  |  |
| 0182 |  | -- | CLKENB | IL jump table entry for clock enable |
| -- |  |  |  |  |
| 01A2 |  | -- | CLKDIS | IL jump table entry for clock disable |
| -- |  |  |  |  |
| 0202 |  | -- | INTINIT | Branch to finish interrupt setup |
| - |  |  |  |  |
| OA7F |  | -- | ENDCHIN | Branch to enable clock on exit from input routine |
| -- |  |  |  |  |
| OAA 4 |  | -- | ENDCHOU | Branch to enable clock on exit from output routine |
| -- |  |  |  |  |
| OB13 |  | -- | LCHARIN | To funnel serial input through clock disable |
| --7 |  |  |  |  |
| $\begin{array}{r} \text { OB87 } \\ 88 \end{array}$ | CLKENB | $\begin{aligned} & \text { SEX, } 3 \\ & \text { RET } \end{aligned}$ | $X=D, P=5$ | Clock enable routine by 1802 enable |
| 8A | CLKDIS | SEX, 3 |  | Clock disable routine |
| 8 B |  | DIS | $\mathrm{X}=\mathrm{D}, \mathrm{P}=5$ | by 1802 disable |
| 8D | CHARIN | GHI, E |  | Terminal input routine |
| 8 E |  | BNZ | CONT. A |  |
| 90 |  | SEP,5 |  | Return if cannot handle |
| 91 | CONT. A | SEX, 3 |  | Prepare to disable clock |
| 92 | WAIT | BN4* | WAIT | Wait for input |
| 94 |  | DIS | $\mathrm{X}=2, \mathrm{P}=3$ | Disable clock |
| 96 |  | SHR |  | Adjust timing delay |
| 97 |  | SMI | ONE | for extra instructions |
| 99 |  | SEP, 4 | HALFTIME |  |
| 9 C |  | B4: | CONT.B |  |
| 9 E |  | SEX, 3 |  | False alarm, |
| 9 F |  | RET | $\mathrm{X}=2, \mathrm{P}=3$ | enable clock |
| A1 |  | BR | CHARIN |  |



Listing 3 continued on page 316

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Text continued from page 312:
clock-control byte is sent in this and other program listings to parallel port 5 , with bits 6 and 7 (i.e., D5 and D6) used for clock reset and enable, respectively (see figure 1). These assignments should match the hardware implementation of the clock with which the program is run.

Listing 2 illustrates modification of a standard 1861 display routine to sort 1861 and clock interrupts. The clock portion of the interrupt-service routine again counts clock interrupts, and the count is sent to the Elf II's display and the 1861 video-display device. The video-displayed count is translated from hexadecimal to decimal before being formatted for storage in the display memory area. The I key disables the 1861 in this program, permitting independent clock operation to be checked.

The interrupt-service routine's particular placement within the overall program (see listing 2) is not critical; the arrangement shown is simply the first that gave a reasonably efficient procedure for allocating memory space to the display area. Allocation is normally straightforward, but the decision to confine the program (including display) entirely to a single page of memory makes it less so.

The possible disruption of 1861 timing, however, requires serious attention. A strict relationship must be preserved between the onset of 1861 interrupt and DMA requests and the 1802 instruction fetch/execute cycle, in order to maintain a jitterfree video display. To preserve this timing relationship, no three-cycle (fetch/execute/execute) instructions are included within the interrupted program; the one-cycle 1802 interrupt response is compensated by including an odd number of such instructions within the interrupt-service routine, preceding the first low $\overline{\mathrm{SYNC}}$ pulse output by the 1861 subsequent to the 1802 interrupt response. For 1861 interrupts, the pulse normally occurs on the thirteenth 1802 machine cycle following the 1802 interrupt-request response.

The SYNC pulse location within the clock-interrupt-service sequence

## WUMI-User Ciss Hashlatavias pios dendid. RADWH16

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Listing 4: Tiny BASIC machine-language modifications to add clocked interrupts when using parallel keyboard input and 1861 video device for output.


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 'SALESHAN', 1500:',"

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| Listing 4 continued: |  |
| :---: | :---: |
| Hex list: |  |
| Location Contents |  |
| 00007100 C0 0100 E3 7100 |  |
| -- |  |
| 00B6 | $600000 \mathrm{A7}$ E3 $6540 \mathrm{C3} 02 \mathrm{la}$ |
| CO | 6560 D7 B7 9D 7373 BEF8 OC D4 0109 C0 0204 |
| D0 | E3 6540 D5 E3 6500 D5 . |
| -- |  |
| 0106 . . . CO OA bo Co OA ba |  |
| -- |  |
| ${ }_{0113}$ - . . ${ }^{1 C}$ |  |
| 0182 . . 00 D0 |  |
|  |  |
| 01A2 . . 00 D4 |  |
| -- |  |
| 0202 . . 00 в9 |  |
| 09D9 . . . 65 . . OA |  |
|  |  |
| -- |  |
| 0A5A . . . F8 F0 B0 F8 00 A0 |  |
| 60 |  |
| 70 | OD BO F8 BO AO 8020 AO EC 20 AO 90 FB OF 3A 75 |
| 80 | BC F8 OF AC F0 FC 015 CFF 3 DEC 3 BA 53 FO FC |
| 90 | 015 C 30 5A F8 00 B0 F8 B8 A0 F8 01 F 473 F 800 |
| A0 | 74736530 5A . . . |
| OAD6 |  |

Text continued from page 316:
depends, however, on the timing of the exit from the preceding 1861 interrupt service, near the end of which the clock-interrupt request is normally set. If unrecognized, the dependence can lead to difficulties. In particular, if the $\overline{S Y N C}$ pulse immediately follows the 1802 response to a clock-interrupt request, the interrupt cycle cannot be compensated before timing is tested by the 1861; in this case some minor display jitter occurs with each clock interrupt regardless of where timing is adjusted within the clock-service routine. Timing adjustment of the return from the 1861 interrupt-service routine is necessary here to eliminate the problem (see listing 4).

Careless placement within the in-terrupt-service routine of the test to separate clock and 1861 interrupt requests may also produce surprises in the Elf II if the Netronics Giant board has been installed. One function performed by this board is to logically OR 1861 Display Status and SYNC to produce the input to the 1802's flag line 1 . The flag is consequently reset during the SYNC-low intervals, even when Display Status is low. The flag test fails to distinguish between the two interrupt sources if it is executed at this time.

The interrupt clock can also be used while running Tiny BASIC on
the Elf, although not without some modification of the BASIC interpreter. The major difficulty to be overcome is interruption by the clock of serial I/O (input/output) transfers. In the Elf, the transfers are handled directly by the 1802 with software formatting and decoding of serial signals. Clock interrupts must therefore be inhibited during the transfers to avoid losing serial data. Interference with the clock unavoidably introduces minor variation to its rate; the variation, though undesirable, is probably less troublesome in many clock applications than are serial-data errors to BASIC use.

Two types of serial transfers are found in Tiny BASIC operation on the Elf: those to and from the terminal, and program SAVEs and LOADs to and from cassette tape. Whether terminal I/O involves serial data transfer depends on the terminal hardware used. Both serial terminal and parallel keyboard input are supported by the Tiny BASIC used here, along with serial terminal and direct (1861) video output. The specific interpreter modifications required to implement the clock depend somewhat upon which hardware options are used and on the Tiny BASIC version being run.

Serial I/O is best dealt with by execution of a clock disable on entry
to the input or the output subroutine, followed by a reenable on exit. Clock operation does not affect parallel keyboard input, but the direct video output normally associated with such input in the Elf II involves 1861 interrupts. In this case the interruptservice routine requires attention. An interrupt-service routine must be provided to perform the clock-initiated task, as well as code within the BASIC-initialization sequence to reset the clock. The interrupt pointer must also be defined preceding interrupt enable.

Protection of the SAVE and LOAD operations from clock interruption, though basically accomplished in the same manner as for terminal I/O, is most simply addressed in the context of the IL (intermediate language) through which BASIC instruction decoding is achieved. This is the approach adopted here, though it does not protect direct use of the tape read and write routines, through USR calls, from interruption by the clock. If such operation is contemplated, the routines should be protected at the machine-language level.

Stack use by the clock's interruptservice routine must also be taken into account. This problem has been conservatively handled by addition to the stack reserve of the number of bytes used by the clock-service routine. Fewer bytes are probably necessary than are allocated, because the original stack reserve includes an allowance for its use by the 1861 interrupt-service routine. This last routine is denied free rein in Tiny BASIC, however; a prudent course is best in the absence of sure knowledge about the relevance of this restriction to the size of the original stack allocation.

Listings 3 through 5 detail patches developed to implement the clockwith storage in memory of its counton my Elf II while running Netronics Tiny BASIC. Listing 3 describes changes and additions required by the clock when using serial terminal I/O. The modifications to Tiny BASIC recommended by Netronics for use with its video-terminal board are also assumed. If not, instructions marked with an asterisk should be changed as

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indicated by the note at the listing's end.

Additional space for BASIC programs can be obtained, should the Netronics modifications not have been made, by moving the block of code located between hexadecimal addresses 0B87 and OBD9 forward to start at 0AA6. This last change requires adjustment of many instructions to indicate new jump and entry-
point addresses in the relocated code. Remember to change the start address of the BASIC program area, stored at hexadecimal locations 0020 and 011C, if this modification is made; otherwise, the additional space is not actually allocated. Finally, note that monitor access is not provided in this case. The monitor call is also changed slightly, to $\operatorname{USR}(12,5,-4096)$, for the Netronics-modified BASIC version.

Listing 5: Tiny BASIC interpreter-language modifications to add clocked interrupts.

| Loca- <br> tion | IL Address | Instruction | Argument |
| :---: | :---: | :---: | :---: |
| 0885 | 011F | BC | 7,'SAVE' |
| 8A | 24 | BE | 0 |
| 8B | 25 | J | 0153 |
| 8D | 27 | BC | 6, 'LOAD' |
| 92 | 2C | BE | 0 |
| 93 | 2D | BR | +2 |
| 94 | 2 E | J | 0185 |
| 96 | 30 | LB | 24 |
| 98 | 32 | LN | 09FA |
| 9B | 35 | LN | 0001 |
| 9 E | 38 | LB | 20 |
| AO | 3A | FV |  |
| A1 | 3B | DC |  |
| A2 | 3 C | US |  |
| A3 | 3D | BR | +7 |
| A4 | 3E | EC |  |
| A5 | 3 F | LN | 001B |
| A8 | 42 | AD |  |
| A9 | 43 | SV |  |
| AA | 44 | WS |  |
| AB | 45 | EC |  |
| AC | 46 | NL |  |
| AD | 47 | PC | 'TAPE ERROR' |
| B8 | 52 | MT |  |
| B9 | 53 | PC | 'START TAPE' |
| C4 | 5 E | NL |  |
| C5 | 5 F | PC | 'HIT KEY' |
| CD | 67 | LN | 0106 |
| D0 | 6A | DS |  |
| D1 | 6 B | DS |  |
| D2 | 6 C | US |  |
| D3 | 6D | SP |  |
| D4 | 6 E | NL |  |
| D5 | 6 F | LN | 09FD |
| D8 | 72 | LB | 24 |
| DA | 74 | FV |  |
| DB | 75 | LB | 20 |
| DD | 77 | FV |  |
| DE | 78 | SU |  |
| DF | 79 | LN | 0100 |
| E2 | 7 C | AD |  |
| E3 | 7D | LB | 20 |
| E5 | 7F | FV |  |
| E6 | 80 | DC |  |
| E7 | 81 | US |  |
| E8 | 82 | EC |  |
| E9 | 83 | SP |  |
| EA | 84 | NX |  |

[^23]Listing 4 describes patches needed to implement the clock when running with parallel keyboard input and 1861 video output. The interruptservice routine is a modified version of that originally present to service the 1861 video interrupts, to which are added operations necessary to identify and service clock interrupts. The entire routine has been shifted to a location where it need not be split into two pieces to accommodate the additions. A more complex clockinterrupt task, requiring additional code, must be moved to the end of the interpreter (see listing 3) or split. Monitor entry is via a $\operatorname{USR}(5)$ function call.

The modified interpreter-language (intermediate-language) sequence for execution of BASIC SAVE and LOAD commands is the same for both hardware options (see code in listing 5). Interpreter-language instruction mnemonics used in listing 5 are those adopted by Pittman (see references), the author of this and other Tiny BASIC interpreters for various microprocessors. Two new instructions, Enable Clock (EC, 1E hexadecimal) and Disable Clock (DC, OE hexadecimal), are added to the interpreter-language instruction set. The interpreter-language modification requires only minor changes to the original code, providing space for clock enable and disable instructions. The new instructions are implemented in machine language and their entry points added to the interpreter-language jump table.

The clock count, stored at locations 00B7 through 00B8, can be accessed from BASIC with the PEEK command. The clock can also be controlled directly from BASIC with OUT $5, x$ commands or through USR function calls to the clock enable and disable routines.

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# Add a Peripheral Interface Adapter to Your Apple II 

Kenneth J. Ciszewski<br>1929 Hurstgreen<br>Overland, MO 63114

A couple of years ago the comment was made in BYTE that some experimenters had trouble interfacing a Motorola 6820 PIA (peripheral interface adapter) to the Apple II computer ("Cross-Pollinating the Apple II," April 1979 BYTE, page 20). I found this incomprehensible, since the 6820 is virtually identical to the 6520 PIA, which was designed to work with the 6502 microprocessor (used in the Apple II).
At the request of an associate who sought a parallel port for his Apple, I attempted to interface a 6520 PIA to his computer. The result is shown in figure 1.
In this interface, the active-low select line $\overline{\mathrm{CS} 2}$ of the PIA is always connected to ground and the active-high select lines CS0 and CS1 are connected to the active-low Device Select (generated by logic in the Apple II) via a logic inverter. The signal selects its particular expansion slot when the microprocessor is addressing a specified area of memory. The Device Select signal considerably simplifies interfacing.
The interface is easy to build. The original prototype was done on a solderless prototyping board with the peripheral slot-connector signals brought out on 16-pin DIP (dual inline package) connectors with ribbon cables. These were in turn plugged into an Apple II expansionslot prototyping card (Vector 4609DP or equivalent) that had been wire-wrapped to connect the expansion-slot signals to 16 -pin DIP sockets. A 25 -pair cable ( 24 AWG twisted pair) was used to bring the PAO through PA7 and PBO through PB7 connections on the PIA to the "outside world." Interface layout does not appear critical.
To test the interface, a DIP switch assembly and pullup resistors were connected to PAO through PA7 of the PIA, while PBO through PB7 were connected to LEDs with dropping resistors via 7404 inverting buffers (see figure 2). The program in listing 1 was entered using the Apple II's miniassembler (not found in the newer autostart ROMs) and was then run starting at hexadecimal address 0300 . The program sets up port A as inputs and port B as outputs, with PB0 through PB7 initially set to a logic 0 state.

The program then continuously reads port A and writes the contents to port B. This causes the logic state of each switch to be transferred to its respective LED (a lighted LED corresponds to a logic 1 state). Changing the setting of the DIP switches allows you to test each line as well as the interface to the Apple II. (My associate said the test procedure's overall effect was to replace straight wire between the switches and LEDs with a computer!)

One disadvantage of the interface (see figure 1) is that the PIA is not fully and uniquely decoded-that is, the PIA can also be addressed by other groups of addresses assigned to an expansion slot. Figure 3 shows one method of overcoming this problem. The 74LS42 decodes address lines A2 and A3, so the PIA occupies only four of the 16 addresses allocated to an Apple II expansion slot. This also allows the addition of a second PIA on the same prototyping card.

Listing 1: Program for testing the 6520 interface. Used in conjunction with the circuits in figure 2, it reads the value encoded on the switches through one port and then displays the same value on the LEDs through the other port.
(Reset the Apple II prior to running this program.)
(Reset the Apple II to exit this program)
(PIA register addresses for expansion slot \#4 used in this program:
\$C0C0 $=$ Data Direction Register A (DDRA)/Output Register A (ORA)
$\$ \mathrm{COCl}=$ Control Register A (CRA)
$\$ C 0 C 2=$ Data Direction Register B (DDRB)/Output Register B (ORB)
$\$ C 0 C 3=$ Control Register $B(C R B)$.

| $\$ 0300$ | LDA | $\# \$ F F$ |  |
| :--- | :--- | :--- | :--- |
| $\$ 0302$ | STA | $\$ C 0 C 2$ | Write to DDRB to set PB0-PB7 as outputs |
| $\$ 0305$ | LDA | $\# \$ 04$ |  |
| $\$ 0307$ | STA | $\$ C 0 C 1$ | Write to CRA to enable ORA, disable DDRA |
| $\$ 030 A$ | STA | $\$ C 0 C 3$ | Write to CRB to enable ORB, disable DDRB |
| $\$ 030 D$ | LDA | $\$ C 0 C 0$ | Read PA0-PA7 into accumulator |
| $\$ 0310$ | STA | $\$ C 0 C 2$ | Write accumulator into PB0-PB7 |
| $\$ 0313$ | JMP | $\$ 030 D$ | Repeat until reset |

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Figure 1: Interfacing an Apple II to a 6520 peripheral interface adapter. The active-low select line of the 6520 is tied to ground while both active-high select lines are connected via an inverter to $\overline{\text { Device Select (an active-low signal generated by the Apple II }}$ that enables one of its eight peripheral positions).

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System Notes


Figure 2: Controls and indicators for testing the circuit of figure 1. Figure $2 a$ diagrams a method for manually setting the logic conditions on one port of the 6520. Figure $2 b$ shows a circuit that indicates the logic state of each bit in one port of the 6520 .

| Number | Type | +5 V | GND |
| :--- | :--- | :---: | :---: |
| IC1 | 7404 | 14 | 7 |
| IC2 | 7404 | 14 | 7 |

AUDEX-1

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Figure 3: The addition of a $74 L S 42$ decoder allows more than one 6520 to be addressed by a single Apple II expansion port.

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# SD Systems' Z80 Starter Kit 

Wayne Angevine<br>1124 West 29 St. Apt. 4<br>Los Angeles, CA 90007

SD Systems' Z80 Starter Kit came out in 1979. It is a single-board computer comparable to the KIM-1 (formerly manufactured by MOS Technology) and to the evaluation kits offered by microprocessor manufacturers, particularly Intel's SDK series and Motorola's MEK systems. Such systems are a good beginning for computer enthusiasts who have a limited budget but desire to get involved with microcomputer hardware and machine-level software.

I chose the Z80 Starter Kit because of its Zilog Z80 microprocessor and its expandability. The Z 80 is more powerful and potentially faster than Intel's 8080 processor and yet is compatible with 8080 software.

## At a Glance

## Name

Z80 Starter Kit
Manufacturer
SD Systems
POB 28810
Dallas TX 75228
(214) 340-0303

Price
s401, kit
s531. assembled
Dimensions
12.9 by 32.2 cm
( $81 / 4$ by $1211_{16}$ inches)
Processor
Z80, 8-bit
System Clock Frequency
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## Software Included

ZBUG monitor

## Hardware options

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## Audience

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[^25]Therefore, it can run Digital Research's CP/M, the de facto standard microcomputer disk operating system. It can also be easily interfaced to the S-100 bus. The kit has space for mounting two S-100 circuit boards (connectors are not included). Since I eventually hope to put together a business-type computer system with disk mass storage, the kit seemed like a good place to start.

The Z80 Starter Kit has two other important features that influenced my decision. It can program EPROMS (erasable programmable read-only memories) such as the 2716 and 2758 that require only a single +5 V power supply. No other single-board computer that I know of includes this feature; and the Starter Kit includes enough blank area for prototyping circuitry.

## Assembly

The Z80 Starter Kit is available either as a kit or assembled. I chose the kit version to save money and become more familiar with the design. The assembly was straightforward and took about six hours. The instructions provided were clear and concise; the only problem I had was in mounting the switches for the keyboard.

Each switch assembly consists of four switches in a row, with two pins per switch; two small threaded studs protrude from the bottom of each assembly. The pins are short and somewhat springy, and aligning eight of them with the appropriate holes in the printed-circuit board is a challenge indeed. To add to the difficulty, the studs for mounting the switch assemblies are barely long enough to be gripped by the nuts provided. Only after considerable effort did the assemblies finally end up in place.

A good section on how to solder is included in the back of the instruction manual, but this kit is not recommended for a person who has never constructed a kit before. Most of the soldering involves sockets for integrated circuits, but there are lots of sockets and plenty of chances to make solder bridges from one pin to another.

All the parts of the starter kit are high quality: the printed-circuit board is a very heavy, double-sided card with a green solder mask and clearly printed component locations and numbers. As previously noted, the keyboard is made up of blocks of real switches (as opposed to the membrane or calculator-type keyboards of other units). The keys are big enough to be easy to use.

The only modification that I made was the addition of
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| 2 | +16 V | +16 V | 27 | RFU |  | 52 | -16 V | $-16 \mathrm{~V}$ | 77 | pWR* |  |
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| 6 | VI2* |  | 31 | A3 | A3 | 56 | DMA1* |  | 81 | A2 | A2 |
| 7 | VI3* |  | 32 | A15 | A15 | 57 | DMA2* |  | 82 | A6 | A6 |
| 8 | V14* |  | 33 | A12 | A12 | 58 | sXTRQ* |  | 83 | A7 | A7 |
| 9 | VI5* |  | 34 | A9 | A9 | 59 | A19 |  | 84 | A8 | A8 |
| 10 | V16* |  | 35 | DO1/DATA1 | D1 | 60 | SIXTN* |  | 85 | A13 | A13 |
| 11 | V17* |  | 36 | DOO/DATAO | D0 | 61 | A20 |  | 86 | A14 | A14 |
| 12 | NMI* |  | 37 | A10 | A10 | 62 | A21 |  | 87 | A11 | A11 |
| 13 | PWRFAIL* |  | 38 | DO4/DATA4 | D4 | 63 | A22 |  | 88 | DO2IDATA2 | D2 |
| 14. | DMA3* | +5V | 39 | DO5/DATA5 | D5 | 64 | A23 |  | 89 | DO3/DATA3 | D3 |
| 15 | A18 |  | 40 | DO6/DATA6 | D6 | 65 | NDEF |  | 90 | DO7IDATA7 | D7 |
| 16 | A16 |  | 41 | DI2IDATA10 | D2 | 66 | NDEF |  | 91 | DI4/DATA 12 | D4 |
| 17 | A17 |  | 42 | DI3/DATA11 | D3 | 67 | PHANTOM* |  | 92 | DI5/DATA13 | D5 |
| 18 | SDSB* |  | 43 | DI7IDATA15 | D7 | 68 | MWRT | sMEMW | 93 | DI6/DATA14 | D6 |
| 19 | CDSB* |  | 44 | sM1 |  | 69 | RFU |  | 94 | DII/DATA9 | D1 |
| 20 | GND |  | 45 | sOUT | sOUT | 70 | GND |  | 95 | DIO/DATA8 | D0 |
| 21 | RFU |  | 46 | sINP | sINP | 71 | NDEF |  | 96 | sINTA |  |
| 22 | ADSB* |  | 47 | sMEMR | sMEMR | 72 | RDY |  | 97 | sWO* |  |
| 23 | DODSB* |  | 48 | sHLTA |  | 73 | INT* |  | 98 | ERROR* |  |
| 24 | ¢ |  | 49 | CLOCK | CLOCK | 74 | HOLD* |  | 99 | POC* |  |
| 25 | pSTVAL* | $\phi$ | 50 | GND | GND | 75 | RESET* |  | 100 | GND | GND |

Table 1: Signals of the IEEE S-100 standard (Task 696.1/D2) compared to the S-100 interface implemented in the SD Systems' Z80 Starter Kit. In the IEEE's nomenclature, an asterisk indicates a signal that is active in the low state.
binding posts at the power-supply terminals. The stock kit has holes only in the circuit board, to connect the power supply. I added binding posts from Radio Shack to be able to connect and disconnect the cord from my power supply easily. I recommend the type of binding posts in which the metal connector and mounting stud are one piece. The holes on the board must be enlarged slightly by careful use of a drill. After the posts are inserted, they must be soldered to the board on the top and bottom to insure a good connection.

## Use and Features

The kit has the same basic configuration as most singleboard systems. User input and output are accomplished by a hexadecimal keyboard plus 12 command keys and a 6 -digit 7 -segment LED (light-emitting diode) display. The display has large ( 0.6 inch), bright digits and is easy to
read under normal lighting.
An audio-cassette interface is supplied. I have used it with an inexpensive Superscope recorder and have found the combination to be highly reliable-I have had only one misload in three months' use. The volume-level indicator, which allows the recorder volume level to be set properly, helps ensure the reliability. The interface uses Kansas-City-Standard coding and the Intel hexadecimal format.
The kit comes with 1024 ( 1 K ) bytes of programmable memory in the form of eight 2102 static memory devices. There is space on the board, and all decoding circuitry is in place, for adding another 1 K bytes of 2102 s , but no sockets are provided. However, sockets and integrated circuits can be added for $\$ 10$ to $\$ 15$.
The system monitor uses the top 110 bytes of installed memory as a scratch pad, but the remaining memory is
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Figure 1: Simple and inexpensive power supply for the Z 80 Starter Kit. It will provide +5 V at 1 A and $\pm 12 \mathrm{~V}$ at 200 to 300 mA for the Z80 Starter Kit and user circuitry. Parts used include: T1: 120 VAC primary, 28 VAC center-tapped secondary, 2 A;D1,D2: 3 A, 200 V PIV silicon diodes; C1,C2: $1000 \mu \mathrm{~F}, 50 \mathrm{~V}$ electrolytic capacitors (note polarity carefully); 7805: $+5 \mathrm{~V}, 1.5 \mathrm{~A}$ voltage regulator; 7812: $+12 \mathrm{~V}, 1.0 \mathrm{~A}$ voltage regulator; 7912: $-12 \mathrm{~V}, 1.0 \mathrm{~A}$ voltage regulator.
big enough for most uses. There are also three 22 -pin sockets on the board for read-only or erasable read-only memory. One of these sockets is occupied by the system monitor. Of the remaining two, one is the programming socket, but it can also be used in a read-only mode. Each socket is selected by decoding circuitry to occupy 2 K bytes in memory-address space and wired for the pin arrangement of 2716-type devices.
One of the biggest selling points of the kit is the on-board S-100 interface. Space for two connectors is


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provided, although the connectors themselves are not. Technically, however, the interface is not S-100 compatible. The manual says that it is "compatible with general static memory or I/O expansion cards" but "specifically...not with the Expandoram modules." Expandoram is SD Systems' series of dynamic-memory cards. A comparison with the IEEE (Institute of Electrical and Electronics Engineers) S-100 standard shows that only 45 of the Starter Kit's 100 pins carry the signals specified. Many of the unconnected pins are not vital, such as extended addressing and the 16 -bit request and acknowledge lines. Others are of more interest, such as DMA (direct memory access) and interrupts. No DMA or interrupt lines are present in the interface as wired. The most significant of the missing signals, however, are the pSYNC, pDBIN, and sM1 timing signals, which are used to implement "invisible" refresh in dynamic-memory boards. It should also be noted that it is not possible to issue a RESET signal to any boards in the S-100 slots. Table 1 gives a comparison of the IEEE S-100 standard and the on-board signal lines.

Also, some confusion exists about clock signals, as pins 24 and 25 in table 1 show. The master bus-timing signal, which the board designers call $\Phi$, is routed to pin 25 of the S-100 interface. The standard specifies pin 24 for $\Phi$ and pin 25 for $\mathrm{pSTVAL}^{*}$ (the status-valid strobe). However, SD Systems' dynamic-memory boards require clock signal $\phi 1$ on pin 25 and $\phi 2$ on pin 24 . I suggest that anyone who plans to use any boards requiring clocks be careful of this.

These difficulties may be overcome, however, if the user has the patience and skill to construct the needed signals from timing diagrams and design the logic to produce them. The logic can then be constructed in the wirewrap area and the signals routed to the S-100 connectors.

Another problem with the S-100 interface on the starter kit is that the address and data-bus lines are unbuffered. The Z80 processor can safely drive four LS TTL (low-power Schottky transistor-transistor logic) inputs. Many of the address lines are already connected to a
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STEVE CIARCIA is a Computer Consultant, Electrical Engineer, and author of "Ask Byte" and "Ciarcia's Circuit Cellar" columns in BYTE magazine.


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decoder, so they can drive only three more input loads. A high-quality S-100 board will not present more than one load to the bus. If two such boards are present in the S -100 expansion slots, make sure that no more than one load for each line is present in circuitry in the wire-wrap area. The data bus is already driving two loads, so you must be very careful about loading it at all in the wrap area.

There are no restrictions on the number of MOS (metal-oxide semiconductor) loads, such as memory devices or LSI (large-scale integration) peripheralinterface integrated circuits, since such devices present negligible load to the signal buses.
Care must also be taken in using any old boards that have standard TTL, since the processor can drive only one such load. You may have to add supplementary buffering components.

The wire-wrap area is a fairly sizable section of the printed-circuit board, containing holes that mate with standard-pattern DIP (dual-inline packages). Each hole has a solder pad; power and ground buses are available on both sides of the board. The useful signals, 70 in all, are brought out to this area.

For my purposes, the wire-wrap area has two disadvantages. It is too small, and I dislike the idea of continually turning the board upside down to wire and check circuitry-both wiring mistakes and damage to the components already on the board are likely to result. I plan to use 44 -pin connectors and standard circuit boards to alleviate these problems.

The on-board EPROM programmer is a strong feature of this system. It will program type-2716 and 2758 which require other supply voltages). In stock trim, the system is capable of programming only 914 bytes, since that is all the user-programmable memory available. However, a program is provided to allow the data to be programmed to reside in any area of memory. This would allow programming from any user-installed memory, and copying read-only memories from the spare socket to the programming socket. One suggestion for those planning to use the starter kit for large-scale read-only memory programming would be to install a ZIF (zero-insertion-force) socket in place of the provided programming socket. This would prevent bent pins and other such damage incurred in prying the programmed device out of the socket.

Some interface capability is built into the Z80 Starter Kit, in the form of a Z 80 PIO (parallel input/output) and Z80 CTC (counter/timer circuit) components. The Z80 PIO is a parallel interface circuit similar to the Intel 8255 and Motorola 6820. It has two 8 -bit I/O ports with two handshake lines each, and it can be configured in several ways by the use of programmable registers.

The Z80 CTC is a counter and timer circuit (it also is programmable). It has four channels, three of which are used by the kit for timing functions in the read-onlymemory programmer and cassette interface. One channel is available to the user. When properly programmed, the


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counter will divide the system clock by a 16-bit value and produce a pulse train or interrupt signal.

I should also note that the processor is a $2 \mathrm{MHz} \mathrm{Z80}$, not a 4 MHz Z 80 A . The precise clock rate is 1.9968 MHz .

The kit features a switch-selectable automatic restart for those interested in dedicating the unit to a particular application. After a system reset, the monitor examines a switch that chooses whether the normal monitor program or the program in the number-1 read-only-memory socket should be executed. This allows the system to run without operator intervention after reset.

## System Monitor

The system monitor supplied with the Z80 Starter Kit is called ZBUG. It is a fairly sophisticated program residing in a 2 K -byte read-only memory. The monitor provides the following command functions:

- Return to Monitor
- Examine Memory
- Examine Port
- Examine Register
- Set Breakpoint
- Single-Step
- Execute
- Dump Memory Contents to Cassette
- Load Memory from Cassette
- Program EPROM
- Next (repeat last operation for next location)

Each function is activated by a single key on the keypad.
With one exception, the ideas behind each of these functions should be obvious. Return to Monitor causes the executing program or other monitor function to cease and allows a new monitor command to be entered. It is supposed to be able to recover the system when an executing program is in an infinite loop.

I found that this does not always work. If a jump is executed to an unused area of memory, the monitor will not recover it. Other mistakes are possible also. In a case like this the only alternative is to reset, which scrambles the contents of memory and is generally unproductive.

The monitor has several other capabilities. One of the most important is a subroutine that calculates the offset for a relative-jump instruction. This is very useful in hand-assembling programs. Other user-callable subroutines are available to provide a $20-\mathrm{ms}$ delay and to convert ASCII (American Standard Code for Information Interchange) characters to and from binary.

One hard-to-find piece of information is the address to return control to the monitor from a program. The address of this reentry point is hexadecimal 00 AE .

## Documentation

The Z80 Starter Kit Operations Manual is the main system documentation. A Mostek Z80 Micro-Reference Manual is also provided. It is a small booklet that gives the Z 80 instruction-set mnemonics, op codes, and timing

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information. It also gives a summary of Z 80 PIO and Z 80 CTC programming.

The Operations Manual is fairly well written: most of the information is presented clearly, although occasionally a useful item is buried. The best place to look for these is in the "Example Programs" section. Several programs are provided there that give an overview of the kit and help expand its usefulness. A complete schematic diagram and a complete source-code listing of the monitor are also included.

## Power Supply

The manual states that the Z 80 Starter Kit requires +5 V at 1 A for normal operation and an additional +25 V supply at 30 mA for read-only-memory programming. I designed the power supply shown in figure 1 to provide the +5 V , as well as power for linear semiconductor devices in the wire-wrap area at $\pm 12 \mathrm{~V}$.

All parts but the voltage regulators are available from Radio Shack. The regulators can be acquired at most electronics supply houses or by mail from any of several BYTE advertisers. Be sure to mount the regulators on heat sinks, and don't be surprised if they become warm. The supply will put out 1 A at +5 V and 200 to 300 mA at $\pm 12 \mathrm{~V}$. The +25 V supply for EPROM programming can be provided by three 9-V transistor-radio batteries in series, since the current requirement is so small and the duration of use is short.

## Summary

If you are looking for a single-board computer that can be expanded and run 8080 or Z 80 software, the Z 80 Starter Kit is a good choice. You should also consider it for practical applications such as home security and small-scale industrial or laboratory control, and as an inexpensive stand-alone EPROM programmer.


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# COSMAC EPROM Programmer 

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Programming an EPROM (erasable programmable read-only memory) has become much easier in recent years. The old-style 2708 EPROMs ( 1 K by 8 bits) required +26 volts (V) to be turned on and off 100 times for each byte programmed-a total programming time of 100 milliseconds (ms) per byte. A 2708 programmer was a complex device that often relied on adherence to close timing specifications and used switching transistors. It was also necessary to program the whole device at once-unprogrammed addresses contained invalid data and could not be programmed until the entire device was erased.

The newer 2716 ( 2 K by 8 bits) and 2732 ( 4 K by 8 bits) EPROMs, on the other hand, use only +5 V on the programming pin (a +25 V supply is necessary, though). A single byte at any address can be programmed in 50 ms . Under certain circumstances, you can even program one bit of a byte.

These features make EPROM programming possible with a relatively simple circuit connected to a microprocessor. This article describes an EPROM programmer, based on the RCA COSMAC 1802 microprocessor, which is designed for the not-soaffluent computer enthusiast. (Projected cost for the programmer circuitry is about $\$ 30$, and single-board 1802 computers are available for about $\$ 100$. Considering that in-
dustrial programmers cost thousands of dollars, this is an outstanding value.) The approach I have taken should allow any 1802 computer to be used.

## Design Basics

This is a "bare bones" design, without many protective hardware features, and so a certain amount of care and attention to detail is required: a goof-up could cost you the price of an EPROM. The key here is simplicity; hence the use of the 1802. The 1802 excels in control applications and will provide the address, data, and control signals, as well as perform all the timing functions of the programming process.
Programming a 2716 or a 2732 is quite similar to programming a 2708 , the main difference being the storage size. If your computer has only 4 K bytes of programmable memory, any 2732s you program will have to be done in two 2 K -byte segments. The biggest advantage of the new-style EPROMs is the simpler programming process: all that is required to program a byte anywhere in the address space is one $50-\mathrm{ms}$ pulse.
Figure 1 illustrates how the 1802 computer functions as the controller. The computer's programmable memory will hold the data to be programmed into the EPROM. With appropriate software, the computer will supply address and data to their
respective latches. Then the control lines of the computer will signal the latches to hold the address and data. The output of each latch is applied to the appropriate pin on the target EPROM.

The computer then applies a control signal (programming pulse) to the EPROM. This pulse signals that the data information is ready and that it should be programmed into the memory location as specified by the address. Three conditions are necessary to successfully program a byte of data into the EPROM:

1. The address location must be applied to the correct pins of the EPROM (A0 through A10).
2. The data byte must be applied to the output pins of the EPROM (OO through O7).
3. A programming pulse of 50 ms must be applied to the programming pin of the EPROM (PGM).

Notice the two 24 -pin integrated circuits (IC3 and IC4) marked CDP1852 in the circuit diagram (figure 2a). These are RCA CMOS (complementary metal-oxide semiconductor) 8 -bit I/O (input/output) ports, which will be used in their output mode as latches.
The memory locations of a 2716 are addressed in the range from 000 through 7FF hexadecimal and therefore require eleven address bits. One

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Figure 1: A block diagram of the EPROM-programmer system. The 1802 microprocessor provides address and data signals to latches, then, through the use of various control signals, releases the information from the latches at the proper time to program the EPROM.

18528 -bit latch is not large enough; an additional CD-4042 4 -bit latch (IC2) is needed. Also notice that the 1852 has two device-select pins, CS1 and CS2, and a clock pin. These pins are used to latch the address at the appropriate time. The 4042 is a simple latch and does not have select pins; it is necessary to include a CD-4011 quad NAND gate to help select the latch. See figure 3 for the pin assignments of the CDP-1852, CD-4042, and CD-4011.

The programming data is only 8 bits wide, and, therefore, only one 1852 (IC4) is required for latching. Refer to figure 2a for information on how it is connected to the EPROM.

The 2732 has slightly different pin designations. The A11 address bit is assigned to pin 21, and $\mathrm{V}_{\mathrm{pp}}$ now shares the output enable (OE) pin 20. A11 has to be accommodated in order for the EPROM to address 4 K bytes of memory. This is the dashed line in figure 2 a .

If you plan on programming both 2716 s and 2732 s, a switch will have to be provided; otherwise jumper wires will do nicely.

## Power Supply

The schematic for the $5-\mathrm{V}$ power supply is shown in figure 2b. Its input comes from a well-filtered $+8-\mathrm{V}$
source, such as a transformer/bridgerectifier/capacitor combination. The $+25-\mathrm{V}$ programming power supply (figure 2c) is a full-wave rectified 24-V AC transformer, filtered by a $3500 \mu \mathrm{~F}$ capacitor and regulated by an LM 340-24 positive voltage regulator. In order to meet the $+25-\mathrm{V}$ requirement using a $+24-\mathrm{V}$ regulator, a diode ( 1 N 914 ) is placed in series with the ground reference pin of the regulator. The diode represents about a $0.6-\mathrm{V}$ drop and therefore brings the ground reference of the regulator up from 0 V to 0.6 V . The output of the regulator will therefore be 0.6 V closer to the required voltage. The manufacturer allows a tolerance of $\pm 1 \mathrm{~V}$ on the programming voltage, and the added diode puts the voltage within this tolerance.

## Timing

The computer has eight clock cycles of period T for every machine cycle (see the timing diagram, figure 4). A machine cycle can be either a fetch or an execute cycle. I will discuss only the programming execute cycle, OUT7 (67). This instruction transfers data from the computer's programmable memory to the data bus.

An OUT7 instruction asserts a logic 1 level on each of the $\mathrm{N} 2, \mathrm{~N} 1$, and N0 status lines. In this design, N2
is used to signal the latches when to hold the address and data.

N 2 stays at logic 1 during the entire execute cycle. When N2, TPA (line 3), and MRD (line 5) are logic true ( 1,1 , and 0 , respectively), the highorder address byte A 1 is on the bus and is ready to be latched (see line 2 at clock cycle 1.5).

Only bits A8 through A10 of the high-order address are needed for a 2716 EPROM. These three bits are latched by the 4042 . In order to latch them at the correct time, TPA and N2 are ANDed together using the 4011 NAND gates. When both TPA and N 2 are at logic 1, the $\overline{\text { STROBE }}$ pin of the 4042 latch will be at logic 1 . This allows the outputs of the latch to follow the inputs; what appears at the latch's inputs also appears at its outputs. When TPA goes from logic 1 to $\operatorname{logic} 0$, this negative transition essentially freezes the outputs of the latch until a subsequent positive transition (0 to 1) occurs. Another positive transition of the STROBE pin will not occur until after the $50-\mathrm{ms}$ programming pulse has been completed (see lines $2,3,6$, and 7 of the timing diagram, figure 4).

Further down the execute cycle, the low-order bits A0 through A7 are available on the address bus starting at 2.5 on the clock cycle (A0). TPB goes positive at clock cycle 6.5, and

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Figure 2a: A schematic diagram of the EPROM programmer, which illustrates the use of one 1852 8-bit latch (IC4) to hold the data that will be programmed into the EPROM. An 1852 and the combination of a 4042 latch and a 4011 NAND device are used to hold up to 12 address bits.

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Figure 2b: $A+5-V$ supply is developed from the computer's $+8-V$ unregulated source.


Figure 2c: $A+25-V$ supply provides programming voltage. $A+24-V$ regulator is used in conjunction with a diode to produce +24.6 V -well within the $\pm 1$ - $V$ tolerance specified by EPROM manufacturers.


Figure 3: Pin assignments of the various integrated circuits used in the EPROM programmer.

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Text continued from page 346: when TPB, $\overline{M R D, ~ a n d ~ N 2 ~ a r e ~ l o g i c ~}$ true, the 1852 8-bit latch "knows" that the low-order address byte is on
the bus and is ready to be latched. Likewise, the 1852 will stay latched until TPB, $\overline{M R D, ~ a n d ~ N 2 ~ a r e ~ l o g i c ~}$ true again.


Figure 4: The 1802 timing diagram is broken into eight $T$-cycles. A machine cycle can be either a fetch or an execute cycle; the diagram here shows the execute phase and the timing relationship of the control signals.

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Now that the complete address is latched, the same procedure is used for the data byte. The data is available on the data bus when N 2 goes positive. By using TPB, $\overline{\text { MRD, }}$ and N 2 , we can latch the data at the same time as the low-order address. Again, this data will be held until another logic-true condition appears on the device-select lines.

The outputs of these three latches are applied to the appropriate pins on the target EPROM. With +25 V applied to $\mathrm{V}_{\mathrm{pp}}$, it is only necessary to apply a $50-\mathrm{ms}$ logic 1 pulse to the programming pin on the EPROM for a 2716 and a logic 0 pulse for a 2732.

The generation of the programming pulse will be accomplished by programming the 1802's 1-bit Q output port. The Q line can be set or reset with the SEQ and REQ instructions. The Q line will go to logic 1 or logic 0 respectively. By timing the Q line setting and resetting with a $50-\mathrm{ms}$ delay loop, we can use the Q line to control the EPROM programming pulse.

## The Program

The program has to accomplish several objectives:

1. Supply the address and data to the bus.
2. Furnish control signals to the latches.
3. Perform address bookkeeping chores of start, current, and finish addresses.
4. Fulfill programming pulse timer requirements.
(See listing 1 for the program and figure 5 for a flowchart of the program. The flowchart is annotated with numbers that correspond to line numbers of the program listing.)

The delay constants in lines 25 and 27 of the program were calculated using the following formula:

$$
\text { delay machine cycles }=\frac{D T \times f}{8}
$$

where $f=$ clock frequency $=1 / 2$ crystal frequency, $D T=$ delay time, and 8 clock cycles $=1$ machine


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Figure 5: A flowchart of the program for controlling the 1802. The numbers to the left of the box symbols correspond to program line numbers.
cycle. In a common system, the system clock is developed from a video color-burst crystal ( 3.579545 MHz ).
The inner delay loop consists of program lines 30,31 , and 32 , for a total of six machine cycles for each time through the loop. The outer loop goes from line 30 to 34 , for a total of ten machine cycles each time. The correct delay constants can be determined by the following formula:

$$
\begin{aligned}
& {[6 n+6(m-1)(256)]} \\
& +[10(256)] \\
& =11,186
\end{aligned}
$$

where $m n=16$-bit delay constant ( $m$ is the high-order byte, $n$ is the low-order byte). The series of terms enclosed in the first set of brackets accounts for the inner loop, those in the second set for the outer loop. Solving
for $m n$ gives hexadecimal 69E ( $m=6$, and $n=157$ ).

## Programming the EPROM

The following is the procedure for programming 2 K bytes of a 2716 EPROM:

1. Using an ultraviolet light source, erase the EPROM to set all bits equal to a logic 1. Caution: The ultraviolet rays seem harmless, but they are not. Do not expose your eyes to the rays, and keep others from inadvertently walking into the area while you are erasing.
2. Verify that each memory location of the EPROM is filled with FF hexadecimal. Use the program in listing 2.

Text continued on page 362


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Listing 1: Program instructions for controlling the COSMAC microprocessor to program a 2716 EPROM. To program a 2732 $E P R O M$, the mnemonic REQ (7A) in lines 2 and 35 should be changed to SEQ (7B) and SEQ (7B) in line 29 should be changed to REQ (7A).

| 3/14/ |  | 11.30 | CR | ASSE | LER 18 | VER 1.l |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| ADD. | CODE | LINE NO. | LABEL | AS:M | REGIS. OPERND | COMMENT |
| 0100 |  | 1 |  | ORG | 0100 | ORIGIN |
| 0100 | 7A | 2 |  | REQ |  | :INITIALIZE $Q=0$ |
| 0101 | F801 | 3 |  | LDI | 01 | : INITIALIZE POINTERS |
| 0103 | B 2. | 4 |  | PHI | R2 | S'FACK HI |
| 0104 | B 3 | 5 |  | PHI | R3 | PROGRAM COUNTER HI |
| 0105 | B6 | 6 |  | PHI | R6 | SUBROU'INE GE'TAD HI |
| 0106 | E8FF | 7 |  | LDI | FF | : |
| 0108 | A2 | 8 |  | PLO | R 2. | STACK LO |
| 0109 | FRAl | 9 |  | LDI | Al | : |
| O103 | AG | 10 |  | PLO | R6 | GETAD LO |
| O10C | F810 | 11 |  | LDI | 10 | : |
| OlOE | A 3 | 12 |  | PLO | R 3 | PRG COUNTER LO |
| OlOE | D3 | 13 |  | SEP | R3 | : PROGRAM COUNTER NOW R3 |
| 0110 | D6 | 14 |  | SEP | R6 | : CALL GETAD |
| 0111 | B7 | 15 |  | PHI | R 7 | : HI START ADDRESS |
| 0112 | D6 | 16 |  | SEP | R6 | : CALL GETAD |
| 0113 | A 7 | 17 |  | PLO | R7 | : LO START ADDRESS |
| 0114 | D6 | 18 |  | SEP | R6 | : CALL GE'TAD |
| 0115 | 38 | 19 |  | PHI | R8 | : HI FINISH ADDRESS |
| 0116 | D 5 | 20 |  | SEP | R6 | : CALL GETAD |
| 0117 | A. 3 | 21 |  | PLO | $R \Omega$ | : LO FINISH ADD*PLUS ONE* |
| 0118 | D6 | 22 |  | SEP | R6 | :WATT FOR INPUT PRESS |
| 0119 | E7 | 23 | BEGIN | SEX | R7 | : SET X TO START ADD |
| Olla | 57 | 2.4 |  | OU' | \# 7 | : LATCH ADD AND DATA |
| 011 B | F806 | 25 |  | LDI | 06 | : LOAD DELAY CONSTANTS |
| O11D | BD | 26 |  | PHI | RD | " " |
| O11E | F89E | 27 |  | LDI | 9E | : " " |
| 0120 | AD | 28 |  | PLO | RD | : " " |
| 0121 | 7B | 29 |  | SEQ |  | : START PROGRAMMING PULSE |
| 0122 | 20 | 30 | DELAY | DEC | RD | : DECREMENT DELAY COUNTER |
| 0123 | 9 D | 31 |  | GHI | RD | : CHECK TO SEE IF FINISHED |
| 0124 | 3A22 | 32 |  | BN' | DELAY | : CONTINUE IF NOT FINISHED |
| 0126 | 3D | 33 |  | GLO | RD | : CHECK TO SEE IF FINISHED |
| 0127 | 3A22 | 34 |  | BNZ | DELAY | ' |
| 0129 | 7A | 35 |  | REQ |  | : S'IOP PULSE AF'iER 50 MSEC |
| 012 A | E? | 35 |  | SEX | R2 |  |
| 0123 | 97 | 37 |  | GHI | R7 | :FINISHED PROGRAMMIJG BYTE |
| O12C | 73 | 39 |  | STXD |  | : HI BYTE POINTER ON STACK |
| O12D | 50 | 39 |  | IRX |  | : REPOGITION STACK POINTER |
| O12E | 93 | 40 |  | GIII | $R \mathrm{~S}$ | : LOAD HI FINISH ADDRESS |
| () 12 F | F3 | 41 |  | YOR |  | : AND COMPARE |
| 0130 | 3A19 | 42 |  | BN' | BEGIN | : CONTINUE IF NOT FINISHED |
| 0132 | 87 | 43 |  | GLO | R7 |  |
| 0133 | 73 | 44 |  | STXD |  | : LO BY'TE POINTER ON STACK |
| 0134 | 60 | 45 |  | I RX |  | : REPOSITION STACK POINTER |
| 0135 | 88 | 46 |  | GLO | R 8 | : LOAD LO FINISH ADDRESS |
| 0136 | F3 | 47 |  | Xor |  | : AND COIMPARE |
| 0137 | 3Al9 | 4.8 |  | 3NZ | BEGIN | : NOT FINISHED THEN COIJTINU |
| 0139 | F8DD | 49 |  | LDI | DD | : ELSE |
| 013 B | 73 | 50 |  | S'TXD |  | : LOAD (DD) ONE TO SIGNAL EN |
| $013 C$ | 60 | 51 |  | I RX |  | :REPRO. STACK POINTER |
| 013 D | 64 | 52 |  | OUT | \# 4 | : OUTPU' TO HEX DISPLAY |
| O13E | 303E | 53 | S'FOP | BR | STOP | : "THE END" |
| OlAO |  | 54 |  | ORG | 01^0 | : **SUBROU'IINE GE'TAD** |



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Listing 2: A program to use the 1802 to check that an EPROM is completely erased.

| $3 / 14$ |  | 11.90 | CRO | ASSE | BLER 1 | VER 1.1 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| ADD. | CODE | $\begin{gathered} \text { LINE } \\ \text { NO. } \end{gathered}$ | LABEL | ASM | REGIS. OPERND | CO:114ENT |
| 0100 |  | 1 |  | ORG | 0100 | : ORIGIN |
| 0100 | F801 | 2 |  | LDI | 01 | : INITIALIZE POINTERS |
| 0102 | B 2 | 3 |  | PHI | R2 | WORK AREA HI |
| 0103 | B 3 | 4 |  | PHI | R 3 | PROGRAIA COUNTER HI |
| 0104 | B6 | 5 |  | PHI | R6 | SUBROUTINE GETAD HI |
| 0105 | F8FF | 6 |  | LDI | FF | : ${ }^{\text {a }}$ |
| 0107 | A 2 | 7 |  | PLO | R2 | STACK LO |
| 0108 | F8Al | 8 |  | LDI | Al | : |
| O10A | A6 | 9 |  | PLO | R6 | : GETAD LO |
| O10B | F80E | 10 |  | LDI | OE | : |
| O10D | A 3 | 11 |  | PLO | R 3 | = PROGRAM COUN'TER LO |
| OlOE | D3 | 12 |  | SEP | R 3 | : PROGRAM COUNTER NOW R3 |
| Ol0F | D6 | 13 |  | SEP | R6 | : CALL GETAD |
| Oll0 | B 7 | 14 |  | PHI | R7 | : HI START ADDRESS |
| 0111 | D6 | 15 |  | SEP | R6 | : CALL GETAD |
| 0112 | A7 | 16 |  | PLO | R7 | : LO START ADDRESS |
| 0113 | D6 | 17 |  | SEP | R6 | : CALL GETA! |
| 0114 | B 8 | 18 |  | PHI | R8 | : HI FINISH ADDRESS |
| 0115 | D6 | 19 |  | SEP | R6 | : CALL GENAD |
| 0116 | A 8 | 20 |  | PLO | R8 | : LO FIN ADDRESS*PLUS OUE* |
| 0117 | D 6 | 21 |  | SEP | Rб | : WAIT FOR INPUT PRESS |
| 0118 | E 7 | 22 | BEGİN | SEX | R7 | : START OF LOOP |
| 0119 | 72 | 23 |  | LDXA |  | :LOAD BYTE ERO:1 EPRO:1 |
| O11A | FBFF | 24 |  | XRI | FF | : COMPARE WITH EF |
| OllC | 3A35 | 25 |  | BNZ | BAD | :GOTO BAD BYTE D SVT 0 |
| OllE | E 2 | 26 |  | SEX | K2 |  |
| O11F | 97 | 27 |  | GHI | R7 | : COIMPARE WITH EINISH POINT |
| 0120 | 73 | 28 |  | S'TXD |  | : DONE? |
| 0121 | 60 | 29 |  | I RX |  | : REPOSITION STACK POINTER |
| 0122 | 98 | 30 |  | GHI | R3 | : LOAD HI FINISH ADDRESS |
| 0123 | F3 | 31 |  | XOR |  | : AND COIAPARE |
| 0124 | 3Al8 | 32 |  | BNZ | BEGIN | : CONTINUS IE NOT EINISHED |
| 0126 | 87 | 33 |  | GLO | R7 |  |
| 0127 | 73 | 34 |  | S'TXD |  | : LO BYTE POINTER 万N STACK |
| 0128 | 50 | 35 |  | I RX |  | : REPO. STACK POINTER |
| 0129 | 38 | 35 |  | GLO | R月 | : LOAD LO EINIS@ ADDRESS |
| O12A | F 3 | 37 |  | XOR |  | : AND COMPARE |
| Ol2B | 3A18 | 33 |  | BN' | BEGIN | : COITINUE IF NOT EINIS!ED |
| O12D | E? | 39 |  | SEX | R2 |  |
| O12E | F8DD | 40 |  | LDI | D! | : DORE -- : 3 B $\quad$ BYTES <br> Listing 2 continued on page 360 |

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$013160 \quad 42$
$0132 \quad 64 \quad 43$
01333033
0135 E2
013627
44

013787
013873
013997
9
49
013A 7350
O13B F\&EE 51
013D 73 52
Ol3E 6053
Ol3F 6454
0140303355
0 AOO 56
OAOO D3 57
OAO1 E2 58
OAD2 3F02 59
0 OO4 $3704 \quad 60$
OA06 6C 6l
0 OO7 64 62
$0 \rightarrow 0863$
$0 A 093000 \quad 64$

STXD
I RX
OUT \#4
BR
SEX
DEC
GLO
STXD
GHI R7
STXD
LDI
STXD
I RX
OUT \#4
BR STOP
ORG OAOO
SEP R3
SEX R2
BN4 WAIT2.
B4 WAIT3
INP \#C
OUT \#4
DEC R2
BR RETURN
: LOAD (DD)O:NE TO SIG END
:REPO. STACK POINTER
: "THE END"
: BAD BY'ГE
: POINT TO BAD BYTE:
: LOAD LO ADDRESS
: STORE ON STACK
: LOAD HI ADDRESS
: STORF OLJ STACK
: **ERROR**
: LOAD (EE)RROR TO SIG ERR.
: REPO. STACK POINTER
: OU'rPUT TO HEX DISPLAY
: "THE END"
:**SUBROUTINE GETAD**
: ENTER SUBROUTINE HERE
: FOR INPUT PRESS
: FOR RELEASE
: LOAD INPUT INTO IMX,D
: DISPLAY BYTE
:REPO. STACK POINTER
: D HOLDS ADDRESS BYTE

TABLE OF LABLES USED
BEGIN Oll8:STOP

WAIT3 OAO4:
OA02:


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Text continued from page 354:
3. Load the EPROM program at 0100 to 01FF hexadecimal.
4. Load the data at 0800 to OFFF hexadecimal.
5. Insure that the $+25-\mathrm{V}$ power supply is off before installing the EPROM.
6. Install the EPROM to be programmed.
7. Insure that the $+5-\mathrm{V}$ power supply is applied to the EPROM. Then turn on the $+25-\mathrm{V}$ supply.
8. Run the program loaded at 0100 hexadecimal.
9. Enter the high and low parts of the starting address of the data to be programmed.
10. Enter the high and low parts of the finish address, plus one.
11. Press input again to start programming. The program is finished when "DD" is displayed.
12. Turn off the $+25-\mathrm{V}$ power supply; then remove the EPROM.
13. Verify that the data was stored correctly.

The data may be loaded only from hexadecimal 0800 to OFFF. The EPROM's memory is addressed from X000 to X7FF (or 00000000000 to 11t 11111111 in binary). Orily the least-significant 11 bits are required. The only address space in a 4 K-byte system that meets this requirement is from 0800 to OFFF (or 100000000000 to 11111111 1111). The 1802's address space from 0000 to 07 FF is where its own program is stored in memory.
If you like, you can program just one bit of a byte. When you are programming a byte of data into the EPROM, you are actually programming zeros into the required bit positions of the byte. For example, tăke the data value 4 F hexadecimal (0100 1111 in binary). A zero is programmed into bit positions 7, 5, and 4 , while bits $6,3,2,1$, and 0 remain at logic 1. Any of the logic 1 bits can be programmed to logic 0 . The byte 4 F can be changed to 42 (or 01000010 ) because the only bits changed were the logic 1 bits. The only way to change a logic 0 bit to a

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logic 1 is by ultraviolet erasing, and this necessarily means erasing the entire EPROM.

The manufacturer recommends that $\mathrm{V}_{\mathrm{pp}}(+25 \mathrm{~V})$ should always be applied to the EPROM after $\mathrm{V}_{\mathrm{cc}}$ ( +5 V ) has been applied. If you adhere to the instructions numbered $5,6,7$, and 13 closely, there should be no problems.

## Construction

Construction of the programmer can be accomplished in several ways but a single-sided printed-circuit board is probably the easiest. The positive photographic system for etching your own boards is recommended because one of the photographic steps is eliminated.

Those who do not have access to an industrial EPROM eraser can make their own. An ultraviolet tube can be purchased at just about any barber-shop supply house. The General Electric number G15T8 is a 15 -inch tube that fits nicely into a fluorescent desk-lamp fixture. Place the EPROM about an inch or two away from the tube, and expose it for about one half an hour. Again, be sure to avoid exposing your eyes to ultraviolet rays.

Owners of ELF II computers should be aware that the monitor included with the Giant Board uses the highest two bytes of programmable memory for its own work space. Anyone with only 4 K bytes of memory located at 0000 to OFFF should take care not to jump to the monitor after loading the EPROM data at 0800 to OFFF, because bytes OFFD and OFFE will be overwritten by the ELF II monitor.

ELF II owners can use the output port that is on the Giant Board, but they will have to cut two traces on the board. It is really very simple and is worth the effort. The objective is to get the clock, CS2, and CS1 pins of the 1852 connected to the N 2 , TPB and MRD lines, respectively.

That is all there is to it. Now that you have your EPROM programmer running successfully, you have another valuable tool for your hardware and software development system.

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# An Apple Talks with the Deaf 

Ned W. Rhodes<br>2001 North Kenilworth St. Arlington, VA 22205

When a deaf woman came to work in my office last summer, I realized I had been taking for granted the ability to hear. She read lips and I learned some sign language, so we were able to "talk," and we corresponded by letter when she returned home to St. Louis at the end of the summer. But I was frustrated that I couldn't pick up the phone and wish her a Merry Christmas or happy birthday. This article describes how I overcame that frustration by turning my Apple into a communications device that helps me talk to my friend and other hearing-impaired people.

Devices called TTYs (teletypewriters) allow the deaf and hearingimpaired to communicate with one another over the phone. The two parties type their messages on keyboards and receive a response either as a printout or video display. The process resembles the way microcomputers communicate with a remote

[^27]computer by using a modem, except that the communications frequencies used by TTYs are not compatible with standard computer-modem frequencies. Phone-TTY Inc. of Fair Lawn, New Jersey (see box on page 377) makes an acoustic coupler with a 60 milliampere ( mA ) interface that allows communication between TTYs. I bought the M-1 coupler
thinking I could easily interface it to my Apple, but I was wrong. The coupler was shipped with very clear instructions on how to connect it to a $60-\mathrm{mA}$ teletypewriter interface, but there were no instructions or schematics to help with my Apple interfacing project. The manufacturer was unwilling to send me a schematic but did give me the name of a local


Figure 1: A schematic diagram of the Apple/M-1 coupler interface. The circuit uses optical isolators to convert the coupler's $60-\mathrm{mA}$ current loop to the TTL levels required by the Apple game-paddle interface.


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computer club that had already interfaced the M-1 coupler to the Apple.

## Apple/M-1 Interface

A call to Paul Rinaldo of AMRAD (Amateur Radio Research and Development Corporation) in Vienna, Virginia, brought the offer of a schematic and software to drive the hardware. I had expected the schematic, but getting a software package was almost too good to be true. Figure 1 shows the schematic of the Apple/ M-1 interface, based on a design by Elton Sanders of AMRAD. As you can see from the circuit diagram, the M-1 coupler is interfaced to the Apple via the game-paddle connector, making the interface inexpensive. The only disadvantage I could see was that the timing of bit transmissions and receptions has to be handled in software. As it turned out, however, this was really an advantage.

The circuit in figure 1 uses optical isolators to convert the $60-\mathrm{mA}$ current loop used by the M-1 coupler to the TTL (transistor-transistor logic) levels used by the Apple game-paddle interface. You can use almost any optical isolator in the circuit as long as the isolator's LED (light-emitting diode) can handle 20 mA or more. The output side of the optical isolator must be able to handle collector-toemitter voltages of about 15 V . The switching time of the optical isolator doesn't need to be very fast; switching times in the tens of milliseconds can keep up with TTY devices.

Finally, the forward or turn-on voltage of the LED must be 1.5 V or less because the input of the $60-\mathrm{mA}$ interface of the M-1 coupler operates from -1.5 V to 0 V . I had a problem with one brand of optical isolator that had a turn-on voltage greater than 1.5 V . The circuit wouldn't work because the optical isolator was never turning on. I switched to a different brand of isolator (4N31 or Radio Shack 276-133), with a lower turn-on voltage, and then the circuit worked fine.

## Communications Software

As I mentioned before, AMRAD gave me a software routine that allowed the Apple to communicate

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over the phone with other TTY devices using the M-1 coupler. The routine, written by AMRAD member Nancy Sanders, worked fairly well, but I wanted more. So I sat down and wrote the software in listing 1 . When I was finished, my routine was the same size as the original but had some new features. Before explaining those, I'll describe some of the background information I needed to write the routine, as well as some of the software techniques I used.

TTY devices for the deaf use a fivelevel code called Baudot that differs greatly from ASCII (American Standard Code for Information Interchange). A five-level code like Baudot uses 5 bits to represent each character. At most, 5 bits can represent 32 unique characters (because $2^{5}=$ 32 ). In order to represent 26 letters, 10 numbers, and a host of special alphanumeric characters, some sort of encode/decode scheme must be used with Baudot code. Table 1 shows the code for TTY communications. You can see in the table that the Baudot code is defined as having a letters and a figures case. The default case setting is letters; in order to shift to figures case, you must send the figures-case character (11011). Then the figures case is selected until the letters-case character (11111) is sent again. By using these "shift-case" characters, the Baudot code makes 5 bits represent 56 characters (not counting the shift-case characters themselves, and counting only once the four characters that are the same in both cases).

## TTY Data Rates

Because the M-1 coupler is interfaced to the Apple via the game I/O (input/output) port, software must handle the timing of all bits both transmitted and received. The transmission rate (bits per second) is obviously an important consideration. For TTY communications, the transmission rate is 60 words per minute or 6 characters per second, allowing 166 ms for transmitting one Baudot character. When each Baudot character is transmitted, 7 bits are sent. First comes a start bit, then the 5 data bits, and finally a stop bit. The time be-

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tween bits is constant except for the stop bit. The stop bit time is 1.5 times longer than the times for the other bits. If you choose a bit-delay of 22 ms , the total transmission time for the 7 bits is $165 \mathrm{~ms} \quad(16 \times 22$ $+1 \times 33$ ). The difference of 1 ms from the ideal time corresponds to an error of about 0.6 percent, which is
acceptable. So the pattern of transmission is: first a start bit, then a 22-ms delay; next the 5 data bits, delaying 22 ms between each pair; finally, the stop bit and a delay of 33 ms .

The $22-\mathrm{ms}$ and $33-\mathrm{ms}$ delays are important for proper reception and transmission of Baudot code, but a

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| 4 | 3 | 2 | 1 | 0 |  |  |
| 0 | 0 | 0 | 0 | 0 | rubout | rubout |
| 0 | 0 | 0 | 0 | 1 | E | 3 |
| 0 | 0 | 0 | 1 | 0 | line feed | line feed |
| 0 | 0 | 0 | 1 | 1 | A | - |
| 0 | 0 | 1 | 0 | 0 | space | space |
| 0 | 0 | 1 | 0 | 1 | S | , |
| 0 | 0 | 1 | 1 | 0 | 1 | 8 |
| 0 | 0 | 1 | 1 | 1 | U | 7 |
| 0 | 1 | 0 | 0 | 0 | carriage return | carriage return |
| 0 | 1 | 0 | 0 | 1 | D | \$ |
| 0 | 1 | 0 | 1 | 0 | R | 4 |
| 0 | 1 | 0 | 1 | 1 | J | , |
| 0 | 1 | 1 | 0 | 0 | N | , |
| 0 | 1 | 1 | 0 | 1 | F | ! |
| 0 | 1 | 1 | 1 | 0 | C | : |
| 0 | 1 | 1 | 1 | 1 | K | 1 |
| 1 | 0 | 0 | 0 | 0 | T | 5 |
| 1 | 0 | 0 | 0 | 1 | Z | " |
| 1 | 0 | 0 | 1 | 0 | L | ) |
| 1 | 0 | 0 | 1 | 1 | W | 2 |
| 1 | 0 | 1 | 0 | 0 | H | = |
| 1 | 0 | 1 | 0 | 1 | $Y$ | 6 |
| 1 | 0 | 1 | 1 | 0 | P | 0 |
| 1 | 0 | 1 | 1 | 1 | Q | 1 |
| 1 | 1 | 0 | 0 | 0 | 0 | 9 |
| 1 | 1 | 0 | 0 | 1 | B | ? |
| 1 | 1 | 0 | 1 | 0 | G | + |
| 1 | 1 | 0 | 1 | 1 | figures | figures |
| 1 | 1 | 1 | 0 | 0 | M | . |
| 1 | 1 | 1 | 0 | 1 | $X$ | 1 |
| 1 | 1 | 1 | 1 | 0 | V | ; |
| 1 | 1 | 1 | 1 | 1 | letters | letters |

Table 1: The Baudot code for TTY communications. By using two cases-figures case and letters case-the Baudot code makes 5-bit numbers represent 56 unique characters. The shift-case characters, as well as rubout, line feed, space, and carriage return, are the same in the two cases.

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stock Apple lacks a precision inter-val-timer for timing these delays. You can code a software-delay loop to do the job, but you'll run into a few problems. Because the Apple does not use interrupts for any of its normal processing, it must do everything in a serial fashion. In other words, the Apple can be reading the keyboard or executing a delay loop or sending characters to the M-1 coupler, but it can't do more than one of those things at the same time. In this application, the Apple will usually be executing the delay loop, during which time the processor is doing nothing more than timing $22-\mathrm{ms}$ or $33-\mathrm{ms}$ intervals.

Remember that for every character sent, the Apple is in a delay loop totaling 165 ms . Because of the use of the figure and letter shift characters, however, any key pressed may actually result in the transmission of two characters, keeping the Apple busy in delay loops for as long as 330 ms . An average typist, who can easily type faster than the Apple can accept input, ends up having to con-
centrate more on the process of typing than on the message being typed.

Because most TTY devices are hard-copy terminals with line widths of 64 characters, the software has to send a carriage return/line feed combination after each group of 64 characters in order to prevent characters from being lost at the end of the line. As a result, the Apple stays busy sending the carriage return/line feed and can't read keyboard input in time. The software supplied by AMRAD did in fact lose characters; clearly something was required to remedy the situation.

## A "Do Something" Delay Loop

With the processor spending a lot of time in the delay loop, why not make checking the keyboard for input an integral part of that loop? In other words, why not turn the "do nothing" delay loop into a "do something" delay loop? That's exactly what I did. I chose to use an $11-\mathrm{ms}$ delay loop so that I could easily build 22 -ms and 33 -ms delays. I then constructed an 11 -ms delay loop that

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checks the keyboard for input and does nothing if input is not available. If input is available, it is read and stored (more about that later). This delay loop is the most important part of the communications software. No matter what happens, it must always execute in the same amount of time. The delay loop can follow one of two execution paths depending on whether or not keyboard input is available. As you can see in listing 1 , both paths take 47 cycles of the Apple clock. The delay loop is executed 239 times for a total of 11,233 clock cycles. The Apple is running at 1.023 MHz so that each clock cycle is $0.9775 \mu \mathrm{~s}$. The total time of the delay loop is therefore $11,233 \times 0.9775 \mu \mathrm{~s}$, or about 10.98 ms , which is within 0.2 percent of the desired 11 ms . But these figures don't take into account the time required to enter the subroutine and then return to the mainline code. The effect of these transitions is to lengthen the delay loop slightly and bring it even closer to the desired 11 ms .

## The Input Ring Buffer

Now that you have a routine to read input data from the keyboard, you need a place to put the data. Because you may be reading ahead of the transmission routine, the character currently being read will not necessarily be the next character transmitted. My solution to this problem was to use a ring buffer for the storage of characters awaiting transmission. A ring buffer is conceptually an array in which the last element is followed by the first. That is, when you are reading characters from the buffer and come to the last item in the buffer, the next item to be selected is the item that is now first in the buffer. A ring has no actual start or end but uses position pointers to indicate the next character.

This application requires three position pointers. The first, FILL, indicates the next empty position in the ring buffer. The pointer EMTY indicates the next character to be displayed on the Apple screen. Finally, TOUT points to the next character to be sent to the M-1 coupler. When TOUT or EMTY is equal to FILL, you
know all available characters have been sent or displayed. I didn't worry about buffer overflow because I had allocated a 256 -character ring buffer and I can't type much faster than the 60 -word-a-minute rate used by Baudot. Under normal circumstances, I have only one or two characters in the ring buffer at one time.
The ring buffer is easy to implement in assembly language because of a handy property of integer addition. The largest number that can be represented by 8 bits is 255 . When 1 is added to 255 , the result is zero, with the carry bit set; that is exactly what is required for a ring buffer. Using an 8 -bit pointer as an index into a 256-byte buffer, start the index at 0 and continue to 255 . Then, when 1 is added to 255 , ignore the carry and use the result of zero as the index into the buffer for the next element-a painless method of implementing a ring buffer. If you needed ring buffers of other sizes, you would need additional software to check the index pointer for values greater than the size of the buffer. If the index exceeded the end of the buffer, you would have to force the index's value to zero and continue.

## Program Initialization

The program begins by clearing the Apple screen, displaying a blinking cursor, and then initializing some of the variables used in the program. Then the program enters its main loop, which checks for keyboard input, displays a character from the input ring buffer, sends a character to the coupler, displays a character from the input ring buffer, checks for incoming data, and again displays a character from the input ring buffer.
Here I should mention the repeated calls to the display routine. As stated previously, the delay loop checks for keyboard input and reads in any it finds. The data is stored in the input ring buffer and is not displayed when read. A call to the display routine is necessary in order to "echo" the typed characters to the screen. I had to use this method because I was using the display routine in the Apple monitor and could not be certain of the time required to display one character.

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The execution time of the monitor's display routine varies, depending on which character is being displayed and whether a screen scroll is required. Because I needed a delay loop that was constant and precise, I couldn't use the monitor's characterdisplay routine.

## Five Program Sections

I will now briefly describe the five major sections of the communications program shown in listing 1: the key-board-read routine; the character-display routine; the Baudot-send routine; the serial-output routine; and the serial-input routine. I will then describe the program's memory use.

The keyboard-read routine is a straightforward routine that first checks for input and, if any is available, reads it in. Next this routine checks the case of the character and converts any lowercase characters to uppercase. Finally, the keyboardread routine stores the character in the ring buffer. Just before this final step, you can check for buffer over-
flow. Note that the character is simply read here, not displayed.

The character-display routine displays characters stored in the ring buffer. For most characters, this means simply reading the character from the ring buffer, displaying it, and then displaying the screen cursor. When a character is displayed, it overwrites the blinking cursor. The blinking cursor must be displayed again and backed over, so that the next character displayed will also overwrite the cursor. When you backspace over the cursor, you change only a pointer, leaving the cursor displayed and blinking.
The characters "carriage return" and "line feed" require special handling. When either of these characters is detected, the character-display routine first clears the screen from the current cursor position to the end of the line. This action erases the cursor and clears off any garbage that may have been displayed on the line. Then the routine displays the character and the cursor.

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The "rubout" or "back space" character is also handled in a special fashion. When the "rubout" (or "left arrow" on the Apple) is detected, the routine displays a space to erase the cursor, then backspaces two characters, displays the cursor again, and backspaces over it. This effectively erases the previously typed character by moving the cursor back one character position.

The Baudot-send routine is responsible for sending characters out to the M-1 coupler. As mentioned before, this routine also keeps track of the number of characters on one line. When 64 characters have been sent, a carriage return/line feed combination must follow. The problem with this rule is that, on the receiving end, it may break a word at the end of a line. To solve that problem, the send routine begins looking for a space character after 51 characters have been sent. If a space is found, the carriage return/line feed is inserted, and the next word appears on the following line. If no spaces are encountered before the 65th character, a carriage return/line feed is inserted after the 64th character typed, and a word is broken. This code makes the output easier to read.

Before the characters are sent to the M-1 coupler, they have to be converted from ASCII to Baudot. The conversion is performed by isolating the 7 low-order ASCII bits and subtracting hexadecimal 20. The result is then used as an index into the conversion table, and the equivalent Baudot character is "looked up." Before the character is sent, the routine determines whether the character is of the current shift case, or whether a new character indicating one of three possible shift cases must be sent first. In addition to the letters and figures shifts, certain bit patterns mean the same thing in either shift case. These characters (the "space" character is one example) require no shift change and may be sent in the current shift case. Because Baudot characters use only 5 bits, the 3 remaining bits (out of 8 ) in the lookup table are used to code the shift case. When the character itself is sent, it consists only of the low-order 5 bits.

The lookup table is constructed so that entries with the seventh bit set require no change in mode or shift case. Entries with the sixth bit set are figures-shift characters, and entries with the sixth bit reset are letters-shift characters. The current shift case is always stored in a temporary location; before a character is sent, its case is compared with the current shift case. If the two cases differ, the appropriate shift case is sent before the character. When the current case is the same as the case of the character to be sent, no case change is required, and the character is dispatched immediately. The Baudot character is sent in a serial fashion to the M-1 coupler, and then to the TTY device on the other end of the line.

The serial-output routine transmits the 5-bit Baudot character to the coupler. First the routine sends the start bit, followed by a a 22 -ms delay. The 5 data bits are sent next with a 22 -ms delay between each pair. Finally, the serial-output routine sends the stop bit, following it with a 33 -ms delay.

The serial-input routine handles character input from the $\mathrm{M}-1$ coupler. First the routine brings in a start bit, followed by 5 data bits and a stop bit. The bits are read in a serial fashion into a memory location that retains only the 5 data bits. Next, the routine checks to see if the character read was either a letters or a figures character.

If so, the shift case is stored in a memory location. If the character is not a shift character, the value of the current shift case is added to the character that was read, and this value becomes the index into the Baudot-to-ASCII lookup table. The appropriate character is retrieved from the lookup table and displayed immediately. The character is not placed in the ring buffer, which is reserved for outgoing characters.

## Memory Usage

The TTY program uses page zero locations 0 through 9 hexadecimal for internal housekeeping. Memory locations 800 through 8 FF hexadecimal are reserved for the input ring buffer. The program itself is located from hexadecimal 900 to B5E and may be relocated to another memory location by reassembly. I relocated my routine to the D800 address space and burned the routine into a PROM so that I could turn on my Apple and begin execution of the TTY program without loading it from disk or cassette.
I chose the Apple as my home computer because it can wear many hats. I am glad to have played a part in adding another hat to the Apple wardrobe. With the addition of the $\mathrm{M}-1$ coupler and a little bit of software, the Apple makes an excellent communication device for the deaf, the hearing-impaired, and their friends.

Listing 1 is on pages 377-386

Telephone Communications Products for the Deaf and Hearing-Impaired

Phone-TTY Inc of Fair Lawn, New Jersey, offers five products to help the deaf and hearing-impaired with telephone communication. The M-1 acoustic-coupler modem described in the accompanying article costs \$164.50. Another acoustic-coupler modem, the M-1W, is priced at $\$ 174.50$ and will send signals through home power lines to a Phone-TTY remote-control receiver (\$27.50) plugged into any outlet. A light connected to the receiver will flash when the telephone is ringing. The $\mathrm{M}-2 \mathrm{~W}$ direct-connect modem costs \$182.50; like the $M-1 W$, the $M-2 W$ will send signals to an electrical outlet to trigger an indicator light when the telephone
rings. The AM modem is an automemory device that can answer the telephone and transmit to the caller a previously programmed message up to 2 K bytes in length. The AM can also convert a KSR (Keyboard Send Receive) teletypewriter to an ASR (Automatic Send Receive) teletypewriter. An ASR teletypewriter normally reads paper tape and sends the data read; the Phone-TTY AM coupler enables a KSR teletypewriter to send data stored in the AM's 2 K-byte buffer. The AM is priced at $\$ 545$. PhoneTTY Inc is located at 14-25 Plaza Rd., Fair Lawn, NJ 07410, telephone (201) 796-5414 (voice or TTY).

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[^28]Listing 1: An assembly-language program that enables the Apple to function as a TTY device for telephone communications with the deaf and the hearing-impaired. The program has five major sections: the keyboard-read routine, the character-display routine, the Baudot-send routine, the serial-output routine; and the serial-input routine. The main program loop starts at line 091D.

FBE2-
$0044-$
$0052-$ CO58-CO59-
$0040-$
$0042-$
$0048-$
Coo-
COIO-
FDFO-
0000-
FC58-
0024-
$0025-$
FC9C-
FC1.0-
$0020-$
0090-
0040
0800-
0000
0001 -
$0002-$
0000
$001 \mathrm{E}-$
000 B
$004-$
$0005-$
$000-$
0007
FFFE-
C062-
$001 \mathrm{~F}-$
0008-
: ASM


Listing 1 continued:


Listing 1 continued:


Listing 1 continued:


Listing 1 continued:


Listing 1 continued:


Listing 1 continued:


| OB10－1C | 58.0 |  | ．DA | \＃\＄1 C | M |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| OR11－OC | 5840 |  | ．DA | \＃\＄0С | N |  |
| OE12－18 | 5850 |  | ．DA | \＃\＄18 | ［） |  |
| OE1S－16 | 5860 |  | ．DA | \＃\＄16 | F＇ |  |
| OH14－17 | 5870 |  | ．DA | \＃\＄17 | $\square$ |  |
| OB15－OA | 5880 |  | ．DA | \＃ $0^{0} \mathrm{~A}$ | Fi |  |
| OB16－05 | 5890 |  | ．．DA | \＃\＄05 | 5 |  |
| OE1．7－10 | 5900 |  | ．DA | \＃\＄ 10 | T |  |
| OR18－07 | 5910 |  | ．DA | \＃$\$ 07$ | $\cup$ |  |
| OE19－1E | 5920 |  | ．DA | \＃$\$ 1 \mathrm{E}$ | $v$ |  |
| OH1A－13 | 59.3 |  | ．DA | \＃\＄ 1 ？ | W |  |
| OB1E－1D | 5940 |  | ．DA | \＃\＄ 1 D | X |  |
| OB1C－15 | 5950 |  | ．DA | \＃\＄ 15 | $Y$ |  |
| OB1D－11 | 5960 |  | ．DA | \＃\＄ 11 | 2 |  |
|  | 5970 | ＊ |  |  |  |  |
|  | 5980 | ＊ |  |  |  |  |
|  | 5990 | ＊ | ASC | $\mathrm{I}-\mathrm{TO}-$ | T TAELE |  |
|  | 6000 | ＊ |  |  |  |  |
|  | 6010 | ＊ |  |  |  |  |
| OH1E－88 | 6020 | ASCI | ．DA | \＃FiCIUT | FiUEOUT |  |
| OB1F－CS | 600 |  | ．DA | \＃\＄С5 | E |  |
| OB2O－8A | 6040 |  | ．DA | \＃\＄8A | LINE FEED |  |
| OB21－C1 | 6050 |  | ．DA | \＃\＄C 1 | A |  |
| OB2－－AO | 6060 |  | .$D A$ | \＃$\$ \mathrm{AO}$ | SF＇ACE |  |
| OH2S－D． | 6070 |  | ．DA | \＃$\$ \mathrm{D}$ S | 5 |  |
| OB24－C9 | 6080 |  | ．DA | \＃$\$$ C9 | I |  |
| 0⿴2S5－DS | 6090 |  | ．DA | \＃\＄D5 | U |  |
| OH26－8D | 6100 |  | ．DA | \＃$\$ 8 \mathrm{D}$ | CAF：RI AGE | RETIUFIN |
| OE27－C4 | 6110 |  | ．DA | \＃$\$ \mathrm{C} 4$ | D |  |
| OB28－D2 | 6120 |  | ．DA | \＃\＄D2 | Fi |  |
| OH2ター CA | 6130 |  | ．DA | \＃\＄CA | J |  |
| OB2A－CE | 6140 |  | ．DA | \＃\＄CE | N |  |
| OB2B－C6 | 6150 |  | ．DA | \＃\＄C6 | F |  |
| OB2C－C® | 6160 |  | ．DA | \＃\＄С ${ }_{\text {－}}$ | C |  |
| OB2D－CE | 6170 |  | ．DA | \＃$\$$ CE | ド |  |
| OB2E－D4 | 6180 |  | ${ }^{\text {n }}$ DA | \＃\＄D 4 | 「 |  |
| OE2F－DA | 6190 |  | ．DA | \＃\＄DA | 2 |  |
| OBEO－CC | 6200 |  | ．DA | \＃$\$$ CC | L |  |
| OES1－D7 | 6210 |  | ．DA | \＃$\$ \mathrm{D} 7$ | W |  |
| OBY2－C8 | 6220 |  | ．DA | \＃$\$$ C8 | H |  |
| OBES－D9 | 6230 |  | ．DA | \＃$\$ \mathrm{D} 9$ | $Y$ |  |
| OBE4－DO | 6240 |  | ．DA | \＃\＄DO | F＇ |  |
| OBSS－D1 | 6250 |  | ．DA | \＃\＄D 1 | 0 |  |
| OBEG－CF | 6260 |  | ．DA | \＃\＄CF | 0 |  |
| OB？ | 6270 |  | －DA | \＃ D $^{\text {c }}$ | E |  |
| OB？8－C7 | 6280 |  | ＂DA | \＃\＄С7 | G |  |
| OBE9－1B | 6290 |  | ．DA | \＃\＄1 E | FIGURES |  |
| OBEA－CD | 6300 |  | $\cdots \mathrm{DA}$ | \＃$\$$ CD | M |  |
| OBEB－D8 | 6510 |  | ．DA | \＃\＄D8 | $x$ |  |
| OBEC－D6 | 6.20 |  | ．DA | \＃\＄D6 | $v$ |  |
| OBED－ $1 F$ | $6 \times 30$ |  | ．DA | \＃$\$ 1 \mathrm{~F}$ | LETTEFS |  |
|  | 6340 | ＊ |  |  |  |  |
|  | 6350 | ＊ | FIGUFES SHIFT |  |  |  |
|  | 636 | ＊ | FIGUFEES SHIFT |  |  |  |
|  | 6.70 | ＊ |  |  |  |  |  |  |
|  | 6380 | ＊ |  |  |  |  |  |  |
| OBEE－88 | 6390 |  | . DA | \＃FiOU「 | FUUEOUT |  |
| OBEF－EE | 6400 |  | ．DA | \＃$\$ \mathrm{~B}$ | 3 |  |
| OB40－8A | 6410 |  | ．DA | \＃\＄8A | LINE FEED |  |
| OB41－AD | 6420 |  | ．DA | \＃$\$ \mathrm{AD}$ | － |  |
| OB42－AO | 64.8 |  | $\ldots \mathrm{DA}$ | \＃$\$ \mathrm{AO}$ | SF＇ACE |  |
| OB4－－A7 | 6440 |  | ．DA | \＃\＄A7 | $\cdots$ |  |
| OB44－E8 | 6450 |  | ．DA | \＃\＄E8 | 8 |  |
| OE45－E7 | 6460 |  | ．DA | \＃\＄E7 | 7 |  |
| OB46－8D | 6470 |  | ．DA | \＃\＄8D | CAFRi I AGE | FETUFIN |
| OB47－A4 | 6480 |  | ．DA | \＃\＄A4 | \＄ |  |
| OB48－E4 | 6490 |  | ．DA | \＃\＄B4 | 4 |  |
| OB49－A7 | 6500 |  | ．DA | \＃\＄${ }^{\text {\％}} 7$ | ； |  |
| OB4A－AC | 6510 |  | ．DA | \＃\＄AC | ＊ |  |
| $0 \mathrm{~B} 4 \mathrm{~B}-\mathrm{Al}$ | 6520 |  | ．DA | \＃$\$ \mathrm{~A} 1$ | ！ |  |

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| XASM05． | 6805 |
| :---: | :---: |
| XASM09． | 6809 |
| XASM18． | 1802 |
| XASM48 | 8048／8041 |
| XASM51． | 8051 |
| XASM65 ． | 6502 |
| XASM68 | 6800／6801 |
| XASMF8 | F8／3870 |
| XASM400 | COP400 |

Assemblers ．．．\＄200．00 each
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Now you can use the 8048 family of slngle－chip microcomputers wlthout buying expensive equipment．Develop 8048 software with the XASM48 cross－ assembler．Then plug our EPR－48 board into your S－100 system to program the 8748 EPROM version．
8048 Development Package ．．．$\$ 574.00$
EPR－48 alone ．．．．．．．．．．．．．．．$\$ 449.00$

## EPROM SIMULATOR BOARD

Debug dedicated systems quickly．Our PSB－100 PROM Emulator is an S－100 board with up to 8 K of RAM．Cable with 24 －pIn plug replaces 2708 or 2716 EPROM（s）in your target system for ins－ tant program testing
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## Hello． <br> This is the APPLE talking．The message is：Don＇t byte your APPLE．Use COGNIVOX to speak to it！

I am now listening for your reply ．．．


Let＇s face it．Voice I／O is a fascinating and efficient way to communicate with computers．And now，thanks to VOICETEK，Voice I／O peripherals are easily available，easy to use and very affordable．

If you own an APPLE II computer，COGNIVOX model VI0－1003 will enable your computer to understand your spoken commands and talk back with clear，natural soun－ ding voice．

COGNIVOX can be trained to recognize up to 32 words or short phrases chosen by the user．To train COGNIVOX to recognize a new word，you simply repeat the word three times under the prompting of the system．

COGNIVOX will also talk with a vocabulary of 32 words or phrases chosen by the user．This vocabulary is independent of the recognition vocabulary，so a dialog wi th the computer is possible．The speech output is natural sounding since it is a digital recording of the user voice using a data compression algorithm．

For applications requiring more than 32 words，you can have two or more vocabularies of 32 words and switch back and forth between them．Vocabularies can also be stored on dlsk．

COGNIVOX VI0－1003 comes complete with microphone， power supply，software on cassette and extensive manual， ready to plug in and use．It plugs into the paddle connector and thus it leaves the valuable expansion slots free for other peripherals．

Software provided with the unit includes demonstration pro－ grams and two voice operated，talking video games！It is also very easy to incorporate voice in your own programs．A single statement from BASIC is all that is needed to either recognize or say a word．

COGNIVOX can be used as an educational tool，a data entry device when bands and／or eyes are busy，an aid to the han－ dicapped，a foreign language translator，a sound effects generator，an intelligent telephone answering maching，a talking calculator．Using an IEEE 488 interface card you can control by voice instruments，plotters，test systems．And all these devices can talk back to you，telling you their readings alarm conditions，even their name．

COGNIVOX VI0－1003 costs $\mathbf{\$ 2 4 9}$ plus $\mathbf{\$ 5}$ shipping（CA res add $6 \%$ tax）．Software on diskette（DOS 3．3）with extra features to save vocabularies on disk， $\mathbf{S 1 9}$ ．Order by mail or call us at（805）685－1854，9AM to 5PM PST，M－F and charge it on your MASTERCARD or VISA．Foreign orders welcome，add $10 \%$ for air mail shipping and handiing． COGNIVOX is backed by a 120 day limited warranty against manufacturing defects．

Listing 1 continued：

| OH4C－EA | 650 |  | ．DA | \＃\＄EA | ： |
| :---: | :---: | :---: | :---: | :---: | :---: |
| OH4D－A8 | 6540 |  | －DA | \＃ DA8 $^{\text {A }}$ | 1. |
| OH4E－ES | 6550 |  | －DA | \＃$\$ \mathrm{BC}$ | 5 |
| （1）4F－A2 | 6560 |  | －DA | \＃\＄${ }^{\text {A2 }}$ | ＂ |
| OESO－A9 | 6570 |  | －DA | \＃我A9 | ） |
| OH51－ $\mathrm{B}^{2}$ | 6580 |  | －DA | \＃+B 2 | 2 |
| OES2－ BD | 6590 |  | －DA | \＃\＄ED | ＝ |
| OH5S－E6 | 6600 |  | －DA | \＃ क $_{\text {H6 }}$ | 6 |
| OBS4－EO | 6610 |  | ．DA | \＃$\$ \mathrm{BO}$ | 0 |
| OB55－B1 | 6620 |  | ．DA | \＃$\$$ E1 | 1 |
| OH56－E9 | $66 \div$ |  | －DA | \＃\＄W9 | 9 |
| OH57－EF | 6640 |  | －DA | \＃$\$ \mathrm{BF}$ | ？＇ |
| ORS8－AE | 6650 |  | －DA | \＃ \＄$^{\text {AB }}$ | ＋ |
|  | 6660 |  | －DA | \＃\＄1E | F I GUFiES |
| OHSA－AE | 6670 |  | ＂DA | \＃\＄AE | ＂ |
| OBSE－AF | 6680 |  | －DA | \＃$\$ \mathrm{AF}$ | ／ |
| OHSC－EB | 6690 |  | －DA | \＃\＄EB |  |
| OESD－1F | 670 |  | －DA | \＃${ }^{\text {d } 1 F}$ | LETTEFS |
| OBSE－ | 6710 | END | －EC | ＊ |  |
|  | 6720 |  | ．EN |  |  |

SYMEOL TAELE

| OB1E－ | ASCI | 097E－ | NES |
| :---: | :---: | :---: | :---: |
| OAE－ | FAUD | O9E6－ | NCHN |
| FEE2－－ | EELI． | O9EO－ | NCFi |
| FW10－ |  | 0990－ | NLF |
| $0044-$ | ESF＇C | 0966－ | NOLF． |
| 0948－ | CAF | $00_{0}^{0}$ | NOMO |
| FEPC－ | CEOL | OAD1－ | NOT |
| OAGO－ | C）FIE； | O9EA－ | NFiOU |
| $0024-$ | CHAF | Of6E－ | NFIST |
| 0008 | CHFi | OA59－ | NSH |
| OA1E | CLOF＇ | 09C6－ | NSND |
| 000\％－ | CNT： | 0000－ | NULL |
| 0006 | CNUM | O9E7－ | OUT |
| OヲCF－ | CON | OA25－ | QVEFi |
| 09C7－ | COUT | OA82－ | $\mathrm{FFR} \mathrm{F}_{1}$ |
| OOY3－ | CFi | OA8O－ | FFFINT |
| 0048 － | CFiC | FFF2－ | FiEM |
| 696F－ | CFIN | 0800－ | FINĠ |
| OAO9－ | CFTS | 0088－ | FiOUT |
| $0060-$ | CUFiS | OOO7－ | FiSF T |
| 0025 | CV | OAフ8－ | FiUE |
| FDFO－ | DISF• | OO40－ | FIUHO |
| OOO1－ | EMTY | 6988－ | SEND |
| OESE－ | END | $0000-$ | SHIFT |
| OAE：- | EXIT | 0951－ | SHOW |
| OO20－ | FIG | 095С－ | SHW2 |
| $001 \mathrm{~B}-$ | FIGS | CO58－ | SF＇A |
| OO64－ | FILL | 0 OO | SF：AC |
| OOすこー | HOLD | OAAS－ | SF＇ACE |
| FC58－ | HOME | 9987－ | SFiTS |
| $0080-$ | ILLLG | CO10－ | STFE |
| OA92－ | ILC）F＇ | OAOS－ | TEST |
| OA®C－ | INF＇T | CO62－ | TINF＇ |
| OA85－ | IFTS | OAE4－ | TOF： |
| COO－ | ドEYE | OOO2－ | TOUT |
| 0932－ | トEYS | OA86－ | TTYI |
| O¢50－ | KFTS | OAOA－ | TTYO |
| 0000 | LET | OOO9－ | VALUE |
| 008 A | LF | O900－ | VINT |
| $0042-$ | LINF | OA22－ | ZEFiO |
| 091 D | L00F＇ |  |  |
| $00^{0} 1 \mathrm{~F}$ | LSHF |  |  |
| 00.2 | MAXC |  |  |
| O9F4－ | MAXL |  |  |
| CO59－ | MF゙「 |  |  |
| $0 \mathrm{AB}^{-}$ | MS 11 |  |  |

## Books ieceived

Computers and the Radio Amateur, Phil Anderson. Englewood Cliffs, NJ: PrenticeHall, 1982; 23.5 by 17.5 cm , 208 pages, hardcover, ISBN 0-13-166306-2, \$18.95.

Computer Performance Evaluation: Tools and Techniques for Effective Analysis, Michael F. Morris and Paul F. Roth. New York: Van Nostrand Reinhold, 1981; 23 by $15.5 \mathrm{~cm}, 260$ pages, hardcover, ISBN 0-442-80325-7, \$24.95.
Denotational Semantics: The Scott-Strachey Approach to Programming Language Theory, Joseph E. Stoy. Cambridge, MA: The MIT Press, 1981; 14.5 by $22.5 \mathrm{~cm}, 414$ pages, softcover, ISBN 0-262-69076-4, $\$ 12.50$.
Developing Structured Systems, A Methodology Us-
ing Structured Techniques, Brian Dickinson. New York: Yourdon Press, 1981; 24.5 by $17.5 \mathrm{~cm}, 344$ pages, softcover, ISBN 0-917072-23-5, $\$ 40$.

International Microcomputer Software Directory, John Graham and Roy Wyand, eds. Los Angeles, CA: Imprint Software, 1981; 27.5 by $21 \mathrm{~cm}, 400$ pages, softcover, ISBN 0-907352-03-0, \$29.95.

Laboratory Minicomputing, John R. Bourne. New York: Academic Press, 1981; 15.5 by $23 \mathrm{~cm}, 297$ pages, hardcover, ISBN 0-12-119080-3, \$27.

Operational Amplifiers and Linear Integrated Circuits, 2nd edition, Robert F. Coughlin and Frederick F. Driscoll. Englewood Cliffs, NJ: Prentice-Hall, 1982; 15
by $23 \mathrm{~cm}, 376$ pages, hardcover, ISBN 0-13-637785-8, $\$ 21.95$.

Operating System Elements: A User Perspective, Peter Calingaert, Englewood Cliffs, NJ: Prentice-Hall, 1982; 15 by $23 \mathrm{~cm}, 240$ pages, hardcover, ISBN 0-13-637421-2, \$23.95.
Starting FORTH, Leo Brodie. Englewood Cliffs, NJ: Prentice-Hall, 1981; 23 by $16.5 \mathrm{~cm}, 348$ pages, softcover, ISBN 0-13-842922-7, $\$ 15.95$.

Structured Programming Using PL/C, Joan K. Hughes and Barbara J. La Pearl. New York: John Wiley \& Sons, 1981; 27 by $21 \mathrm{~cm}, 414$ pages, softcover, ISBN 0-471-04969-7, \$17.95.

Word Processing, 2nd edition, Arnold Rosen and Rosemary Fielden. Englewood Cliffs, NJ: Prentice-Hall, 1981; 23 by $15.5 \mathrm{~cm}, 430$ pages, hardcover, ISBN 0-13-963488-6, \$18.95.■

This is a list of books received at BYTE Publications during this past month. Although the list is not meant to be exhaustive, its purpose is to acquaint BYTE readers with recently published titles in computer science and related fields. We regret that we cannot review or comment on all the books we receive; instead, this list is meant to be a monthly acknowledgment of these books and the publishers who sent them.


## TRS-80, MODEL I $64 \mathrm{KCP} / \mathrm{M}$. <br>  <br> MM-16K <br> \$200 CP/M 2.2 \$125 <br> with BIOS special BOOT - ROM \$25.00 extra on request specify $16 \mathrm{~K}, 32 \mathrm{~K}$ or 48 K Minimum 16K \& 1 Disk Drive

Now enjoy the portability of $\mathrm{CP} / \mathrm{M}_{\text {. }}$ combined with the power of a full 64 K of RAM with the MM-16K memory management unit which includes 16 K of on board RAM. The MM-16K Will work with 16K of TRS-80 RAM ${ }_{8}$ and one disk but we sugges $\dagger$ 48 K and two disk drives.

## Model III version soon available Dealer inquiries Invited <br> Martin Data Systems 3010 Santa Monica Blva. Suite 193

Santa Monica, Ca. 90404 (213) 828-8985 EXT. 929
$\$ 3.50$ shipping and handling charge (UPS) check or money order. Calif. residents add $6 \%$ sales tax CP/M Trademark Digital Research TRS-80 Trademark Tandy Corp.

## Erent Oueue

## January 1982

## January-February

Intel Microcomputer Workshops, various sites throughout the U.S. Intel's hands-on workshops cover a wide selection of Intel's microcomputer components, boards, software, operating systems,
and design tools. The workshops can be held at your company's facility. For information, contact Intel Corp., Customer Training, 27 Industrial Ave., Chelmsford, MA 01824, (617) 256-1374.

January-March
Hands-On Local Network Workshops, various sites
throughout the U.S. This series of four-day workshops provides hands-on experience with a local computer network. File, printer, and electronic-mail servers, and various software and hardware components of a localnetwork computer system will be provided. The local network used as the example

will consist of at least a Nestar Cluster One/Model A. Write to Architecture Technology Corp., POB 24344, Minneapolis, MN 55424.

January-April
Computer Network Design and Protocols, various sites throughout the U.S. Participants in this workshop will learn to determine network-system requirements and perform design tradeoffs, implement networkcommunication and control protocols, use packet- and message-switching techniques, evaluate network hardware and software components, interface local systems to networks, and design and build private networks. The course fee is $\$ 845$. Contact Ruth Dordick, c/o Integrated Computer Systems, 3304 Pico Blvd., POB 5339, Santa Monica, CA 90405, (800) 421-8166; in California (800) 352-8251.

January-April
Fundamentals of Data Processing for Administrative Assistants and Office Support Staff, various sites throughout the U.S. The American Management Associations (AMA) has designed this three-day course for secretaries, assistants, supervisors, and other personnel desiring to learn the fundamentals of data processing and its use in offices. Computer hardware and software, programming languages, and technology will all be covered. The team fee for AMA members is $\$ 470$ per individual and $\$ 550$ for nonmembers. Individual fees are $\$ 550$ for AMA members and $\$ 630$ for nonmembers. For a schedule of dates and locations, contact the AMA, 135 West 50th St., New York, NY 10020, (212) 586-8100. To register by phone, call (212) 246-0800.

January-June
Datamation Institute Seminars on Information Management, various sites throughout the U.S. Databases and communications, systems performance, data-processing management, word processing and office automation, computer graphics, and topics of general interest are among the areas to be covered by these two-day seminars. Fees range from $\$ 495$ to $\$ 595$. For schedules of times and places, contact Karen Smolens, c/o the Center for Management Research, Datamation Institute Seminar Coordination Office, 850 Boylston St., Chestnut Hill, MA 02167, (617) 738-5020.

January 7-10
The 1982 Winter Consumer Electronics Show (CES), Las Vegas Convention Center, Hilton Hotel, and the Jockey Club, Las Vegas, NV. Conferences, workshops, seminars, sales meetings, press events, and exhibits of audio and video equipment, computers, telephones, and other consumer items highlight this show. For details, contact Consumer Electronics Shows, Suite 1607, Two Illinois Center, 233 North Michigan, Chicago, IL 60601, (312) 861-1040.

January 11-13
Unix and C Conference, San Francisco, CA. This conference is sponsored by UniOps, a Unix users group. Tutorials on the Unix operating system and the $C$ language and sessions for beginners to advanced users will be held. Bulletins of information are available from Uni-Ops, POB 5182, Walnut Creek, CA 94596, (415) 933-8564.

January 11-15
Applied Interactive Computer Graphics, University of Tennessee Space Institute, Tullahoma, TN. Lectures by Sylvan Chasen, Bertrand

Herzog, and Carl Machover are the main features of this conference. For technical information, call Dr. F. W. Donaldson (615) 455-0631. For general information, contact Jules Bernard at (615) 455-0631.

## January 12-15

Communication Networks Conference and Exposition, Georgia World Congress

Center, Atlanta, GA. The Communication Networks Conference is designed to bring users and the telecommunication industry together. The Conference features sessions, panel discussions, and tutorials on voice, data, and electronic-mail communications. For information, contact Communication Networks, 375 Cochituate Rd., POB 880, Framingham, MA 01701, (617) 879-0700.

## January 15-16

Microcomputers in Education, Uses for the 80 s , Arizona State University, Tempe, AZ. The Tenth Annual Math/Science Conference will emphasize the microcomputer as a medium for instruction, as a tool for research, and as an information manager. Workshops, demonstrations, panel discussions, and problem-solving groups will be offered. Contact Nancy Watson, 203


Payne Hall, Arizona State University, Tempe, AZ 85287. Vendors interested in exhibiting may contact Dr. Gary Bitter, 203 Payne Hall, Arizona State University, Tempe, AZ 85287, (602) 965-3322.

## January 19-22

Hands-on Pascal Workshop, Washington, D.C. The Hands-on Pascal Workshop is a four-day course designed by Integrated Computer Systems (ICS). Teams of three will be provided with an Apple Pascal system for use throughout the course. Some of the skills to be taught will
be coding in Pascal, using structured programming techniques, and controlling real-time devices. For more details, contact ICS, 3304 Pico Blvd., POB 5339, Santa Monica, CA 90405, (800) 421-8166; in California (800) 352-8251.

January 19-22
Peripheral Array Processors for Signal Processing and Simulation, Sheraton National Hotel, Washington, D.C. The fee for this course is $\$ 795$. For complete details, contact the Continuing Education Institute, Suite 1030, 10889 Wilshire Blvd., Los

In order to gain optimal coverage of your organization's computer conferences, seminars, workshops, courses, etc, notice should reach our office at least three months in advance of the date of the event. Entries should be sent to: Event Queue, BYTE Publications, POB 372, Hancock NH 03449. Each month we publish the current contents of the queue for the month of the cover date and the two following calendar months. Thus a given event may appear as many as three times in this section if it is sent to us far enough in advance.

Angeles, CA 90024, (213) 824-9545.

January 19-22
The Which Computer? Show, National Exhibition Centre, Birmingham, England. Information about this show can be obtained from Clapp \& Poliak, Inc., 245 Park Ave., New York, NY 10167, (800) 223-1956; in New York (212) 661-8410.

January 20-22
Texas Computer Show. Dallas Convention Center, Dallas, TX. Conferences, panel discussions, and seminars will be featured at this show. The exhibition will include word- and data-processing equipment plus peripherals. Contact the Texas Computer Show, POB 214035, Dallas, TX 75221, (214) 761-9108; in Georgia (404) 452-0114; in Canada (416) 252-7791.

January 21-23
The First Annual Pacific Computer Exposition, San Diego Convention and Performing Arts Center, San Diego, CA. This computer show will feature approximately 200 exhibitions of software and hardware of interest to business, industry, education, and homeowners. Contact Gloria Williams, c/o Williams Professionals, Suite 150, 2333 Camino Del Rio S., San Diego, CA 92108, (714) 296-4025.

January 26-29
Computer Graphics, San Francisco, CA. Computer Graphics is a four-day course designed by Integrated Computer Systems (ICS). The course provides an overview of the state of the art in computer-graphics hardware, software, and applications. Topics include fundamentals,

## SENIOR <br> SOFTWARE ENGINEERS

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Form F48 Provided
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color techniques, and how to select and implement equipment in graphics applications. Contact ICS, 3304 Pico Blvd., POB 5339,: Santa Monica, CA 90405, (800) 421-8166; in California (800) 352-8251.
lanuary 28-30
Conference on Modeling and Simulation on Microcomputers, Bahia Hotel, San Diego, CA. The Society for Computer Simulation (SCS) is presenting this conference, which features papers, panel discussions, ànd tutorials on discrete and continuous simulation on microcomputers. Contact SCS, POB 2228, La Jolla, CA. 92038, (714) 459-3888.

## February 1982

## February 1-3 -

The 1982 Instructional Computing Conference,' Orlando, FL. The objectives of the conference are to provide insights into the use of computers in education, provide information on hardware and courseware for instructional computing, provide contact with persons now using instructional computing in Florida, and to cover trends in educational technology. Contact J. Warren Binns, State of Florida Dept. of Education, Tallahassee, FL .32301.

February 14-18
The Kuwait Information Management Exhibition: INFO Kuwait, Kuwait International Exhibition Center, Kuwait. Industrial executives from the Middle East are among those expected to attend this conference. Exhibits and speakers will be featured. Contact Clapp \& Poliak International, 7315 Wisconsin Ave., Washington, D.C. 20014, (301) 657-3090.

February 18-19
Computer/Micrographics Interface, Stouffer's Greenway Plaza, Houston, TX. The Computer/Micrographics Interface is designed for information managers, systems analyṣts, micrographics systems analysts, records managers, and others who need information on computer and micrographic technologies. The course is presented by the Battelle Research Institute. Contact Battelle Seminars and Studies Program, 4000 Northeast 41st St., Seattle, WA 98105, (800) 426-6762; in Washington (206) 527-0542.

February 18-19
The Second Annual Talmis Conference and Exhibit, Chicago, IL. The Talmis Conference will focus on educational and reference media for the institutional, training, home-computer, and video markets. Local computer networks in education, the market for electronic educ̈ational and reference media in the home, software piracy, and other topics will be discussed. Exhibits of products and services will be featured. The registration fee is $\$ 450$. For more information, contact Talmïis, 115 North Oak Park Ave., Oak Park, IL 60301, (312) 848-4001.

## February 22-24

The Eighth Federal DP Expo, Sheraton Washington Hotel, Washington, D.C. More than 150 computer companies will display and demonstrate hardware and software systems and services at the Federal DP Expo. Confererices on data processing and office automation will be held. Approximately 120 computer-industry experts will speak. Contact The Interface Group, 160 Speen St., Framinghaḿ, MA 01701,
(800) 225-4620; in Massachusetts (617) 879-4502.

February 23-25
Computers and Automated Office Systems Exhibit for Caribbean Markets, Holiday Inn, Paradise Island, Nassau, Bahamas. This show is intended to bring together buyers and distributors with the industry. Exhibits of equipment for businesses in the Caribbean will be featured. For more details, contact Ormand Vee Co., 8852 Leslie Ln., Desplaines, IL 60016, (312) 635-7347.

February 26-28
Computer Expo '82, Tupperware Convention Center, Orlando, FL. Focusing on computers in education, business, industry, professional trades, and the hoine, the Computer Expo ' 82 will feature exhibits
of computers and peripherals. It is sponsored by Adventure International. General admission is $\$ 5$. For details, contact Computer Expo '82, 377 East Highway 434, POB 1185, Longwood, FL 32750, (305) 339-1731.

## March 1982

March 1-4
Robots VI Conference and Exposition, Cobo Hall, Detroit, MI. An estimated 6000 manufacturing executives and engineers are expected to attend the Robots VI Conference, which features the latest in robotics technology and equipment. Among the topics to be addressed are assembly, foundry operations, aerospace applications, vision and handling, research

and development, and sessions on human factors associated with robotics. Cincinnati Milacron, Unimation, and Hitachi America are a few of the companies that will be exhibiting at this show. The show is being sponsored by Robotics International of the Society of Manufacturing Engineers (RI/SME). Contact the RI/SME, One SME Dr., POB 930, Dearborn, MI 48128, (313) 271-1500, ext. 416.

March 2-4
The 1982 Vancouver Island Business Show, Empress Hotel, Victoria, British Columbia, Canada. The Vancouver Island Business Show features word-processing, communications, and office systems. The show provides the Vancouver Island business community with the opportunity to meet face-to-face with many Canadian suppliers of computer equipment. For information, contact Southex

Exhibitions, 202-2695 Granville St., Vancouver, British Columbia, V6H 3H4, Canada, (604) 736-3331. In eastern Canada, contact Judy Hurd, 1450 Don Mills Rd., Don Mills, Ontario, M3B 2X7, Canada, (416) 445-6641.

## March 7-10

The Eleventh Annual TI-MIX Symposium, Las Vegas Hilton, Las Vegas, NV. TI-MIX is an organization for Texas Instruments computer users.


The DS120 Terminal Controller makes your LA36 perform like a DECwriter ${ }^{\circledR}$ III.
The Datasouth DS120 gives your DECwriter ${ }^{8}$ II the high speed printing and versatile performance features of the DECwriter ${ }^{\circledR}$ III at only a fraction of the cost. The DS120 is a plug compatible replacement for your LA36 logic board which can be installed in minutes. Standard features include:

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- Horizontal \& Vertical Tabs
- Page Length Selection
- 110-4800 baud operation
- 1000 character print buffer
- X-on, X-off protocol
- Self Test

Over 5,000 DS120 units are now being used by customers ranging from the Fortune 500 to personal computing enthusiasts. In numerous installations, entire networks of terminals have been upgraded to take advantage of today's higher speed data communications services. LSI microprocessor electronics and strict quality control ensure dependable performance for years to come. When service is required, we will respond promptly and effectively. Best of all, we can deliver immediately through our nationwide network of distributors. Just give us a call for all the details.

- RS232 interface
- 20 mA Current Loop interface
- Top of Form
- Adjustable Margins
- Double wide characters
- Parity selection
- Optional APL character set



## Clubs and Newsletters

## Program Innovators

Program Innovators is a new club for Texas Instruments TI-99/4 programmers and enthusiasts. For information, contact Gene Hitz, 2007 North 71st, Wauwautosa, WI 53213, (414) 453-0499.

## Intel <br> Has Solutlons

Articles on single-board computers, notes on how to use Intel programmablememory integrated circuits, new Intel products, new literature, and microcomputer workshops are included in Solutions, a bimonthly publication available free from Intel Corp., 3065 Bowers Ave., Santa Clara, CA 95051, (408) 987-8080.

## Computers In Education

The New Hampshire Association for Computer Education Statewide (NHACES) has evolved to serve in an advisory capacity to public school educators regarding computer education and the use of computers in public schools in New Hampshire. NHACES is working to increase computer literacy and the use of computers in schools, improve the quality of computer education, and coordinate the dissemination of information regarding computer education, hardware, and software. Directories of products and services will be developed, maintained, and distributed to all members of NHACES. For complete details, contact NHACES, c/o Richard F. Antonak, Department of Education, University of New Hampshire, Durham, NH 03824.

## VolceNews Reports on Speech Technology

VoiceNews is a new publication devoted to speechsynthesis and speech-recognition technology. Published ten times a year, VoiceNews describes speech products such as integrated circuits, boards, peripherals, and systems. The newsletter also reports on applications for speech I/O (input/output), exhibitions, companies, courses, conferences, and other events in the voicetechnology field. Subscriptions to VoiceNews are $\$ 95$ per year. Contact Stoneridge Technical Services, POB 1891, Rockville, MD 20850, (301) 424-0114.

## Apples <br> In North Carolina

TAC (Triad Apple Core) is made up of Apple users interested in home and business applications for the Apple. TAC Notes is the club's monthly newsletter. For information, contact Mitzi T. Grey, Triad Apple Core, POB 1624, Lexington, NC 27292, (704) 352-7126.

## FORTRUG

FORTRUG is interested in popular computers for personal, hobby, and business uses. The club meets monthly on the third Tuesday at 7 p.m. at the Corsair Computer Corporation, 7952 Highway 80, West Fort Worth, TX 76116. Meetings cover applications, programming, problem solving, and idea exchange. A majority of members use TRS-80 computers.

No dues or fees are collected. FORTRUG can be contacted at the above address or by calling Linda Gill, (817) 7318439, or Patrick Coyne, (817) 429-7055.

## TRS-80 Color Computer Newsletter

The Rainbow is a monthly newsletter dedicated to Radio Shack's TRS-80 Color Computer. A typical issue contains feature stories, hints and tips on operation, sample programs, and reviews of new products. Annual subscriptions are $\$ 12$. Contact Rainbow, 5803 Timber Ridge Dr., Prospect, KY 40059, (502) 588-6171.

## South Florlda Computer Group

SFCG (South Florida Computer Group) has user groups for 6800, 8080, Z80, TRS-80, PET, Apple, Digital Group, and other microcomputer systems. The Miami and Fort Lauderdale areas are covered by SFCG's two sections. They publish the $1 / O$ Newsletter.
The SFCG Fort Lauderdale Section meets on the second Monday of each month at 8 p.m. Membership and newsletter are \$8 per year. Contact SFCG, Fort Lauderdale Section, POB 698, Hollywood, FL 33022, (305) 922-0935.
The Miami Section of the SFCG meets on the third Tuesday of each month at 8 p.m. Membership and newsletter are $\$ 5$ per year. For information, contact SFCG, Miami Section, 240 Northwest 203 Terrace, Miami, FL 33169, (305) 653-0669.

## IBM Personal Computer Group

The Philadelphia Area IBM Personal Computer User Group has been formed. Group activities are sponsored, and a monthly newsletter is planned. Members of other IBM Personal Computer groups are invited to submit articles and ideas to the newsletter and the group. For information, contact Craig W. Uthe, 4101 Spruce St., Apt. 311, Philadelphia, PA 19104, (215) 387-8208.

## Osborne Software Users

The Osborne Business Software Users Group promotes the use of Osborne/ McGraw-Hill software. A newsletter is planned, and assistance to new users on implementation of the software will be provided. Membership fees are $\$ 10$, which entitles you to a newsletter subscription, bug reports and fixes, and access to compatible business software on 8 -inch disks. Contact the Osborne Business Software Users Group, Suite 11, 2256 Main St., Otay, CA 92011, (714) 423-0538.

## Computer <br> Telephone Directory

The On-Line Computer Telephone Directory is a quarterly publication that provides information on computer bulletin-board systems and software, terminal equipment and software, and telephone numbers of free-access bulletin-board systems across North America. Contact The On-Line Computer Telephone Directory, POB 10005, Kansas City, MO 64111.

## Software Received

## Apple

Ampergraph, a graphics utility program for the Apple II. Floppy disk, \$25. Midwest Software, POB 9822, Madison, WI 53715.

Cribbage, a board game for the Apple II. Floppy disk, \$24.95. On-Line Systems, 36575 Mudge Ranch Rd., Coarsegold, CA 93614.

Discounted Cash Flow/ Manufacturing Costs Estimator, a business package for manufacturing and engineering applications for the Apple II. Floppy disk, \$149. Centec, Inc., 11260 Roger Bacon Dr., Reston, VA 22090.

Disk Prep, a disk-testing and formatting program for the Apple II. Floppy disk,
\$25. Sympathetic Software, 9531 Telhan Dr., Huntington Beach, CA 92646.
Event Cruncher, critical-path-method analysis program for the Apple II. Floppy disk, \$85. Notforhire Software, 1671B River Village, Fort Belvoir, VA 22060.

Fender Bender, an arcade game for the Apple II. Floppy

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disk, \$24.95. California Pacific Computer, 1623 Fifth St., Davis, CA 95616.

Genetic Drift, a graphics arcade game for the Apple II. Floppy disk, \$29.95. Broderbund Software, 2 Vista Way, San Rafael, CA 94901.

The Graphics Printing System, screen-graphics printing system for the Apple II. Floppy disk, \$109.95. Progressive Software, Suite 323, Blue Bell West, Blue Bell, PA 19422.

Handicapped Typewriter, Version 2, a "non-keyboard typewriter" program for the physically disabled for the Apple II. Floppy disk, \$99. Rocky Mountain Software, 214-131 Water St., Vancouver, British Columbia, V6B 4M3, Canada.

Orbitron, an arcade game for the Apple II. Floppy disk, \$29.95. Sirius Software, 2011 Arden Way \#225A, Sacramento, CA 95825.

Painter Power, a high-res-olution-graphics development system for the Apple II. Floppy disk, \$39.95. Micro Lab, Inc., 2310 Skokie Valley Rd., Highland Park, IL 60035.

Print II, a print-formatting utility for the Apple II. Floppy disk, \$24.95. Computer Systems Design, 2139 Jackson Blvd., Rapid City, SD 57701.

SAT English 1, a tutorial program for the Apple II. Floppy disk, \$25. Micro Lab, Inc. (see address above).

Shuffleboard, a graphics arcade game for the Apple II. Floppy disk, \$29.95. Innovative Software Design, Inc., POB 1658, Las Cruces, NM 88004.
Space Quarks, a graphics arcade game for the Apple II. Floppy disk, \$29.95. Broderbund Software (see address above).
Star Thief, a graphics arcade game for the Apple II. Floppy disk, \$29.95. Cavalier

Computer, POB 2032, Del Mar, CA 92014.

Stock Forecasting System, a program for stock investors for the Apple II. Floppy disk, \$175. Urban Aggregates, Inc., 6431 Brass Knob, Columbia, MD 21044.

Universal Graphics, highresolution graphics development package for the Apple II. Floppy disk, \$39.95. Sympathetic Software (see address above).

## TRS-80

Asylum, a graphics adventure for the TRS-80 Model I or III. Floppy disk, \$19.95. Med Systems Software, POB 2674, Chapel Hill, NC 27514.

Atlantean Odyssey, a graphics adventure for the TRS-80 Model I. Floppy disk, \$29.95. Interpro, POB 4211, Manchester, NH 03108.

Blockade, a graphics arcade game for the TRS-80 Color Computer. Cassette,
$\$ 14.95$. Interpro (see address above).

Color Computer Disassembler, a utility program for the TRS-80 Color Computer. Cassette, \$19.95. Interpro (see address above).

Domes of Kilgari, an adventure game for the TRS-80 Model I and III. Cassette, $\$ 19.95$. The Programmer's Guild, POB 66, Peterborough, NH 03458.

Invasion Force, a strategy
game for the TRS-80 Model I. Cassette, \$14.95. Radio Shack, One 1800 Tandy Center, Fort Worth, TX 76102.

Package \#1, five graphics arcade games for the TRS-80 Model I Level II. Cassette, $\$ 7$. Programmable Software, 508 Margin Rd., Lebanon, PA 17042.

Raaka-Tu, an adventure game for the TRS-80 Level II, Models I and III. Cassette,

## Atari

Forest Fire, a fire-fighting simulation for the Atari 800. Floppy disk, \$20.95. Dynacomp, Inc., 1427 Monroe Ave., Rochester, NY 14618.

Galactic Chase, a graphics arcade game for the Atari 400/800. Cassette, $\$ 24.95$; floppy disk, \$29.95. Spectrum Computers, 26618 Southfield, Lathrup Village, MI 48076.

Stud Poker, a card-game program for the Atari 800. Floppy disk, \$15.95. Dynacomp, Inc. (see address above).

Supergraphics, a threedimensional graphics and color game development system for the Atari 800. Floppy disk, \$39.95. United Software of America, 750 Third Ave., New York, NY 10017.

## North Star

Cranston Manor Adventure, an adventure game for the North Star. Floppy disk, \$21.95. Dynacomp, Inc., 1427 Monroe Ave., Rochester, NY 14618.

Renumber, a utility program for the North Star. Floppy disk, \$39.50. Electronic Technicians Software Services, 1072 Casitas Pass Rd., Carpinteria, CA 93013.

Scan, a utility program for the North Star. Floppy disk, \$29.50. Electronic Technicians Software Services (see address above).

$\$ 14.95$. Radio Shack (see address above).

Space Warp, a strategy game for the TRS-80 Level II, Models I and II. Cassette, $\$ 14.95$. Radio Shack (see address above).

Ultra-Mon, a utility pro-
gram for the TRS-80 Model I. Cassette, \$24.95. Interpro (see address above).

Wordsmith, a word-processor program for the TRS-80 Model I Level II. Cassette, $\$ 14.95$. ABS Suppliers, Suite 4A, 3003 Washtenaw,

This is a list of software packages that have been received by BYTE Publications during the past month. The list is correct to the best of our knowledge, but it is not meant to be a full description of the product or the forms in which the product is available. In particular, some packages may be sold for several machines or in both cassette and floppy-disk format; the product listed here is the version received by BYTE Publications.
This is an all-inclusive list that makes no comment on the quality or usefulness of the software listed. We regret that we cannot review every software package we receive. Instead, this list is meant to be a monthly acknowledgment of these packages and the companies that sent them. All software received is considered to be on loan to BYTE and is returned to the manufacturer after a set period of time. Companies sending software packages should be sure to include the list price of the packages and (where appropriate) the alternate forms in which they are available.

Ann Arbor, MI 48104.

## ZX-80

Super Z, extended BASIC commands for the Sinclair ZX-80. Cassette, \$9.95. LamoLem Laboratories, POB 2382, La Jolla, CA 92038.

ZX-80 Home Computer Package, utility and graphics programs for the Sinclair ZX-80. Cassette, \$9.95. Lamo-Lem Laboratories (see address above).

## Other Computers

IBMPAK, a program to convert Flex files to IBM format for 6809-based Flex systems. Floppy disk, \$125. Helix Enterprises, 504 Fort Drum Dr., Austin, TX 78745.

Magic Typewriter Ver 3.0, a word-processing system for CP/M. Floppy disk, $\$ 350$. California Digital Engineer-
ing, POB 526, Hollywood, CA 90028.
Management Simulator, a business simulation for CP/M. 8-inch disk, \$26.45. Dynacomp, Inc., 1427 Monroe Ave., Rochester, NY 14618.

Rubik Cube Unscrambler Program. BASIC program listing, \$12. Wray, 31 Church Green, Totternhoe, Dunstable, Bedfordshire, LU6 1RF, England.

Unica and XM-80, a Unixlike operating system for $\mathrm{CP} / \mathrm{M}$ and a macroassembler for the Z80. Floppy disk, \$195. Knowlogy, POB 283, Wilsonville, OR 97070.

Valdez, a maritime simulation for CP/M. 8-inch disk, \$22.45. Dynacomp, Inc. (see address above)..


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[^29]
# An Effective <br> Text-Compression Algorithm 

David Cortesi<br>2340 Tasso St.<br>Palo Alto, CA 94301

It is often desirable to be able to compress data: to encode it in a shorter form than normal so that it takes up less storage space. In a recent case, I found it essential. I was constructing a word-processing system based on a computer that had only 4096 bytes of memory. Into that tiny space, I had to cram the program as well as words for it to process.

Choice of compression algorithm is dictated by the data characteristics and the amount of space and running time tolerable in the compressing and decompressing routines. In this case, the data was general English text, which is probably the least compressible of any. The compression routines had to be small and simple, but not necessarily fast.
After some figuring, I came up with an algorithm that was fairly simple to implement, quick in execution, and effective. It can usually squeeze text to $75 \%$ of its original size. While it may have been written before, the algorithm was new to me. Anyone who needs to compress general text may find it useful, too.

The branch of mathematics called information theory says that data is compressible in so far as it is predictable. That is, the minimum number of bits needed to convey a particular message (using message to mean a piece of information) depends on how

[^30]many unique messages might be sent. At one limit, if only two messages are sent or stored, then only one bit is needed to encode them. Paul Revere's warning signal in the tower of the Old North Church could have been such a system: " $0=$ land, $1=$ sea." (Historically, the famous signal was, of course, "one if by land, two if by sea.") At the other extreme, if absolutely any message at all might be sent, then an infinite number of bits would be needed to encode any single message uniquely.

Ordinary data falls somewhere between those theoretical limits, usually much closer to the one-bit end than to the other. For any list of practical messages, a theoretical minimum number of bits is needed to represent any one message. Often, the number of bits actually used to store information is larger than the theoretical minimum. The excess bits are redundant. The aim of data compression is to remove as much redundancy as possible.

Character data encoded in the ASCII (American Standard Code for Information Interchange) format constitutes a set of 128 possible messages. Any of the 128 pieces of information can be encoded in 7 bits, as a binary number between 0 and 127. Microprocessors designed around an 8 -bit word store ASCII characters one per word, for convenience. The inconvenient alternative is to store one and one-seventh characters per word, which would complicate programs considerably. This convenience is bought at a cost of $12 \%$ redundancy (1 redundant bit in 8).

Any one collection of data may have even more redundancy. A pro-
gram in BASIC uses only the uppercase letters, digits, and limited punctuation; fewer than 64 unique characters. The BASIC vocabulary of possible messages could be represented in a code of just 6 bits per character. It's feasible to write a program that would compress a BASIC source file so that every 3-byte group expresses four 6-bit letters. This compression is achieved by predicting and encoding for a smaller vocabulary of messages in the data.

Another type of compression requires knowledge of another kind of predictable characteristic: the statistical distribution of messages in the data. If you could confidently predict that, for example, $50 \%$ of all the characters in a file were the letter $Z$, you could arrange an encoding based on these rules:
-a 1 bit stands for $Z$
-a 0 bit says "take the next 7 bits as an ASCII character other than $Z^{\prime \prime}$

This would produce a nice compression. Fifty percent of the letters in the file (the Zs ) would be stored as single bits; the other $50 \%$ as groups of 8 bits. The average number of bits used to store a character would be 4.5 . This scheme can be generalized by adding more rules, until every $n$ thcommonest letter is encoded in exactly by $n$ bits (i.e., the most common character is encoded in 1 bit, the second most common is encoded in 2 bits, and so on).

Two things are wrong with this scheme and its generalized variations. It isn't effective unless each character is stored as a variable number of bits,

Listing 1: Text-compression algorithms as described in the text, written in a loosely structured pseudocode based on Pascal. The notation @pointer means "the byte addressed by pointer."
procedure COMPRESS( ADIN: points to the input; ADOUT: points to the output)
local bytes THIS, THAT, local numbers FIRST, SECOND.

REPEAT
BEGIN

```
        THIS := @ADIN
```

        FIRST := MEMBER(THIS,13)
        IF ( FIRST \(\neq 13\) ) THEN
            BEGIN
                THAT := @(ADIN+l) (check the next byte)
                SECOND := MEMBER(THAT,8)
                IF ( SECOND \(\neq 8\) ) THEN (THAT is in short list)
                    BEGIN
                            (build a digraph)
                    THIS := a digraph made from FIRST \& SECOND
                    ADIN := ADIN+1
    END
ENDIF
END
ENDIF
@ADOUT := THIS (store byte or digraph)
ADOUT := ADOUT+1 (and bump the pointers)
ADIN := ADIN+1
END
UNTIL ( THIS $=$ string-end-marker byte)
END COMPRESS
function MEMBER( LETTER: a byte; LISTSIZE: a number) RETURNS a number
(this function returns the origin-zero index of LETTER in TABLE if it is there, or a failure signal if it is not. For clarity the signal is shown as a too-high index, but it could be anything, e.g. setting the carry flag.)
local pointer $P$, local number $T$.
P := address of TABLE (point to " etaoinshrdlu")
T : = LISTSIZE
REPEAT
BEGIN
IF ( LETTER = @P ) THEN GOTO FOUND P : = P+1
$T:=T-1$
END
UNTIL ( $\mathrm{T}=0$ )
RETURN LISTSIZE (indicate failure)
FOUND: (LETTER is in the first LISTSIZE elements of TABLE; at this point $T$ is in the range LISTSIZE..l)
RETURN LISTSIZE-T (..origin-zero index)
END MEMBER
procedure DECOMPRESS ( ADCOMP: points to the compressed input; ADNORM: points to the output)
local bytes THIS, THAT,
local number $T$.

REPEAT
BEGIN
THIS : = @ADCOMP
IF ( Bit 7 of THIS is a l ) THEN
BEGIN
$T:=$ extracted bits "aaaa" of THIS
@ADNORM : $=$ TABLE[T]
ADNORM : = ADNORM+1
$T:=$ extracted bits "bbb" of THIS
THIS := TABLE[T]
END
ENDIF
@ADNORM := THIS (store 2nd or only character)
ADNORM := ADNORM+1
ADCOMP := ADCOMP+1
END
UNTIL ( THIS = string-end-marker byte )
END DECOMPRESS
without regard to the word size of the processor. This usually makes the compression and decompression processes complex and slow. Second, it won't work at all if the prediction of letter frequencies is wrong. If the two rules above are applied to a file that contains no Zs , then all letters will fall under the second rule and be stored as 8 bits, one more than necessary. In general, if the data is not as predicted, this algorithm will expand it instead of compressing it. The more rules in the algorithm, the more predictions the computer makes about the data, and the greater the error when the predictions are wrong.

Let's try another approach to compression and accept that it's a practical necessity to respect : the machine's 8 -bit word boundaries. Each word can represent any one of 256 messages. Is there a way to make full use of all 256 messages? If so, we would eliminate at least the basic $12 \%$ redundancy. If some of the new messages can be made to stand for groups of the old ones (the ASCII characters) then even more redundancy would be eliminated.

A word of caution. The computer makers already may have made

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assumptions about that "unused" eighth bit in a character byte (the most significant bit, usually designated as bit 7). For example, most firmware monitors assume it is a parity bit and clear it to zero when exchanging a byte with a terminal (thus defeating any value it may have had as a parity check, but never mind). Some video boards use the bit to distinguish the normal character set from a set of 128 graphics symbols. Still, if the compressed data is kept only in storage or in a file and is always decompressed for transmission to a peripheral, it's probably safe to use the eighth bit. That gives us an expanded alphabet of 256 characters to play with, 128 of them new and uncommitted.

One common use of these byte values is the implementation of runlength encoding. Each of the 128 new characters is interpreted by these rules:

- set bit 7 to 0 , then
- take the resulting integer and replicate the byte that follows it that many times

With this algorithm any string of 3 to 130 identical characters can be expressed in just two bytes. The first byte is one of the new characters; it signals a run of identical characters and tells its length. The second byte indicates the repeated character. When the data predictably contains runs of like characters, then runlength encoding compresses very well. Unfortunately, the general English text with which a word processor must deal contains almost no runs of characters.
I hit upon the idea of using the extra 128 byte values to represent pairs of letters, or digraphs. Putting a pair of letters in a single byte will certainly result in compression, but the expanded alphabet will only accommodate 128 unique pairs over and above the standard ASCII characters. To result in compression, the pairs that are encoded must be the pairs that can be predicted to occur the most frequently. Another requirement is that it must be very easy to identify a compressible pair, so that the compression code can be simple.

Cryptographers have compiled lists of the frequency of use of digraphs in English. It would be possible to include a table of the 128 most frequent digraphs in the compression routine. But that would require 256 bytes of precious space and entail a lengthy search over the list for every pair of candidate letters.

Cryptographers and printers have long known the sequence "etaoinshrdlu" as the frequency order of the twelve most common letters in English. The same letters are the most common in all the Romance languages, although the order varies. Here is one prediction that can be made with confidence about any sample of text. Inside a computer, the blank space is a letter on par with the others, probably the most frequent one of all, so it should be added to the head of the list.
I reasoned that if these are the most common individual letters, then pairs of letters from that list will be common; not necessarily the most common, but frequent enough to result in compression. That has proved to be the case. The basic notion of the algorithm is to find adjacent pairs of letters in which both letters are on the list of the most frequently occurring letters and make digraph bytes of those pairs.
I chose the following organization for a digraph byte: 1aaaabbb. Bit 7 is set to 1 to signal a digraph. The next four bits, aaaa, represent a binary number in the range $0 . .12$ and stand for the first letter of the pair. The least significant three bits, bbb, are a number in the range $0 . .7$ and stand for the second letter of the pair. This sort of bit manipulation is usually difficult and always obscure in a highlevel language. In machine language, it is easy to partition a single byte into two or more groups. Notice that it isn't possible to include two 4-bit numbers plus a flag bit in 1 byte. The digraphs that can be encoded in this way are the 104 pairs whose first character is one of the thirteen letters "(space)etaoinshrdlu" and whose second member is one of the shorter list of eight letters "(space)etaoins." A side benefit of this encoding is that, because the bits marked "aaaa" won't

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be used for a number larger than 12, it will never form a byte of the binary form " $1111 x x x x$." The 16 byte values of this form could be used to implement run-length encoding for runs of 3 to 18 characters if that were desired.

I had to implement the algorithm in a tedious manner: by handassembling the machine-language instructions and typing them as hexadecimal numbers. This process is likely to produce both typographical and logic errors. To minimize the chance of logic errors, I first wrote the algorithm in a pseudocode, which is a program written in a precise way but not necessarily in any real programming language. Since the pseudocode program will never be read by a machine, one is free to use any kind of notation that will make the meaning clear.

For this project, I carried the pseudocode to a very fine level of detail so that I could translate it directly into machine instructions (see listing 1). Most of its conventions are those of Pascal, loosened and simplified. The notation @pointer is a concession to the needs of machinelanguage programming; it means "the byte addressed by pointer."

Procedure COMPRESS is called to compress a single line of characters; the line is terminated by some special character such as a carriage-return. It inspects the line from left to right. If a character is not in the list of thirteen common letters, it is simply copied to the output string; if the copied byte is the end-marker, then the procedure is completed.

When a specific letter is found in the list of thirteen common letters, the next character is tested against the first eight letters of the same list. If it, too, is found, the indices corresponding to the two letters are combined into a single byte and the combined byte is stored.

Function MEMBER tests a character for membership in the list of frequent letters. When it finds the letter in the list, it returns the letter's index in the list, counting from zero. Such origin-zero indices are more convenient to use at the level of machine language. If the character does not

```
Make me a willow cabin at your gate,
And call upon my soul within the house;
Write loyal cantons of contemned love
And sing them loud even in the dead of night;
Halloo your name to the reverberate hills,
And make the babbling gossip of the air
Cry out "Olivia!" O, you should not rest
Between the elements of air and earth,
But you should pity me!
```

```
Mak(e )m(e )(a )wil(lo)w cab(in)( a)(t )you(r )g(at)e,
```

Mak(e )m(e )(a )wil(lo)w cab(in)( a)(t )you(r )g(at)e,
An(d )cal(l )up(on) my( s)ou(l )w(it)(hi)(n )t(he) (ho)(us)e;
An(d )cal(l )up(on) my( s)ou(l )w(it)(hi)(n )t(he) (ho)(us)e;
W(ri)(te) (lo)ya(l )c(an)(to)(ns)( o)f c(on)(te)m(ne)(d )(lo)ve
W(ri)(te) (lo)ya(l )c(an)(to)(ns)( o)f c(on)(te)m(ne)(d )(lo)ve
An(d )(si)ng( t) (he)m (lo)u(d )ev(en)
An(d )(si)ng( t) (he)m (lo)u(d )ev(en)
( i) (n )t(he) (de)a(d )of( n)ig(ht);
( i) (n )t(he) (de)a(d )of( n)ig(ht);
Hal(lo)(o )you(r )(na)m(e )(to)(t) (he)
Hal(lo)(o )you(r )(na)m(e )(to)(t) (he)
(re)verbe(ra)(te) (hi)l(ls),
(re)verbe(ra)(te) (hi)l(ls),
An(d )mak(e )t(he) babb(li)ng g(os)(si)p(o)f( t) (he)( a) ir
An(d )mak(e )t(he) babb(li)ng g(os)(si)p(o)f( t) (he)( a) ir
Cry( o)(ut) "O(li)v(ia)!" O, yo(u )s(ho)ul(d )(no)(t )(re)(st)
Cry( o)(ut) "O(li)v(ia)!" O, yo(u )s(ho)ul(d )(no)(t )(re)(st)
B(et)w(ee) (n )t(he)( e) (le)m(en)(ts)(o)f
B(et)w(ee) (n )t(he)( e) (le)m(en)(ts)(o)f
(a)i(r )(an)(d )(ea)(rt)h,
(a)i(r )(an)(d )(ea)(rt)h,
B(ut) yo(u )s(ho)ul(d )p(it)y me!
Figure 1: Effect of compression on a sample text, from Twelfth Night. Each parenthesized pair of characters would be stored as a single byte. There are 339 characters in the sample; 100 pairs are formed for a space saving of $29 \%$.

```
appear in the list, MEMBER returns a failure signal.
Procedure DECOMPRESS expands a line that had been processed by COMPRESS. Ordinary characters are just copied to its output. Digraph bytes are split up and the indices they contain are used to find the letters of the pair in the list of common letters.

Figure 1 illustrates the effect of the compression algorithm on a sample of data. The algorithm has proven quite effective. In fact, it is part of the micro word processor used to type this article. Of its 4096 bytes, about 2700 are available for data storage. Compression makes this the equivalent of about 3300 bytes,
which is ample room for a typical letter or manuscript page.

The compression code itself occupies fewer than 150 bytes, and the processing overhead it adds is not perceptible in the program's response. I hope the algorithm will work as well in someone else's program as it worked in mine.

\section*{DifferIng Vlews on Mall Order}

There has been a lot of controversy lately concerning mail-order versus retail purchase of computer hardware. The following letters might help shed some more light on the issues. . . . Steve

\section*{Dear Steve,}

Two recent letters in your column have really upset me. I am a computer-marketing representative for Radio Shack. I would like to address the letters from Jeff Goodling and Dave Storti. (See "Mail-Order Forum" in the October 1981 BYTE, page 316.) Mr. Goodling asks if Radio Shack is dumping defective products through mail order. All mail-order outlets are independent dealers. Some of these outlets openly advertise that they have modified the computer. Why, then, would someone take a chance on getting a modified or damaged piece of equipment when they could test it out locally? A great number of people have already learned that the few dollars saved through mail order isn't such a bargain.

Mr . Storti's case is one most computer representatives see nearly every week: the businessman who wants all that terrific local support and service but doesn't want to pay for it. There is no free lunch, Mr. Storti. That price difference represents the important hand-holding time I'm going to give you. That's something the mail-order folks don't care about. Radio Shack has a leasing plan through A \& A Leasing (our own leasing company). I don't know where Mr. Storti came up with his maintenance costs, but it wasn't from a Computer center.

Anyone who services an IBM, Wang, or Lanier for \(\$ 400\) to \(\$ 800\) a year less than the cost of service on a Model II is doing it for free, as the service on a Model II is \(\$ 476\) a year. Mr. Storti kept dwelling on a five-year life for his computer system. Four years from now, Mr. Storti will be trying to figure a way out of his lease because the system will be outdated.

Radio Shack is after the business market, and it's getting it. I can't get Model IIs fast enough. I was offered jobs with Apple, Digitial Equipment Corporation, and Data General but chose Radio Shack because I feel it has the best product for the money. Mr. Goodling and Mr. Storti both have the same problem. They expect Radio Shack to be all things to all people and do it for free. The "big guys" don't do it, and I don't think we should either. If either of these gentlemen wants to honestly and intelligently discuss the benefits of a TRS-80 versus any other system, he can call me at (304) 296-5492. Thank you.

Donald C. Kirkendall, Jr.
Morgantown, WV

\section*{Dear Steve,}

About those mail-order TRS-80s . . .
I was recently involved in the purchase of a TRS-80 Model III through the mailorder firm Marymac Industries, Inc., operating out of the Houston area. We checked out Marymac's offer of local references and found out they included a nationally known, locally based electronics firm that had good things to say about Marymac.

On the strength of that, other references, and telephone conversations with various mail-order firms, we
decided to buy from Marymac. It shipped exactly what we ordered on the day we ordered it, and our Model III arrived in six days (two of those were the weekend).

In short, Marymac did what it said it would do. (Incidentally, Marymac picked up the shipping charges.)

But, like many others, our Model III arrived with one of the drives out of commission. However, our encounter with the local Radio Shack Computer Center in Tempe, Arizona, and our request for repair service couldn't have been handled more professionally had we bought directly from the local store.

Store manager David Kelly and salesman Joe Rubey grimaced only slightly when we told them where we bought our "lame" Model III and then took us under their wing. They kept us informed as to how repair work was coming and called when it was ready to be picked up. And, of course, there was no charge.

In short, our mail-order purchase was very satisfactory. Our Model III is now in daily use, and we have been back to the local store for programs and supplies.

My only complaint is that with its Scripsit program up and running the Model III has become too popular in our office, so popular I couldn't get to it to write this letter.
Burton C. Kennedy
Phoenix, AZ 85003

\section*{A Loaded Question Answered}

I have an answer to Dave Bower's letter, "A Loaded Question." (See the July 1981 "Ask BYTE," page 218.) The solution to the same problem appeared in the July 1978 issue of Radio Shack's Micro-
computer Newsletter. The article, called "How to Merge Two Programs Using CLOAD Command," suggested this:
1. Make sure that the program to be merged (the one on cassette) has line numbers that are larger than the line numbers of the program located in memory.
2. Look at the contents of locations 16633 and 16634 using PRINT PEEK (16633), PEEK (16634). Write down the numbers.
3. If the contents of 16633 are 2 or greater, execute the following statements:

POKE 16548, PEEK (16633)-2:

POKE 16549, PEEK (16634)
Then go to step 5.
4. If the contents of 16633 are 0 or 1 , execute the following statements:

POKE 16548, PEEK (16633) +254 :
POKE 16549, PEEK (16634)-1
5. CLOAD the program from cassette. Then execute the statements:

POKE 16548, 233 :
POKE 16549, 66
6. LIST, RUN, or CSAVE the merged program.

Mr. Bower also asks if there is a system tape to do this. The answer is yes. It is called Remodel \& Proload and is manufactured by Racet Computes, Suite M, 1330 North Glassell, Orange, CA 92667, (714) 997-4950. It costs \(\$ 35\), and you must specify whether you have a 16 K -, 32 K -, or 48 K -byte machine. The Remodel \& Proload can renumber any

\title{
"THE BETTER BOARD"
}

\section*{SB-80 Single Board Computer}


\section*{Z-80-A 64K RAM}

Fully Assembled and Tested
Size: \(16^{\prime \prime} \times 13^{\prime \prime}\)
Same as \(28^{\prime \prime}\) floppy
drives. Requires:
\(+5 \mathrm{~V} \quad 1.5 \mathrm{Amp}\)
-5V 1.0 Amp
+12V 1.5 Amp
\$82500
The SB-80 single computer board along with 1 or 2 8inch disk drives.a power supply. an enclosure, and a CRT give you a complete computer system that can be used for either business or personal use and will still allow for upgrade options (up to 4 floppy drives, 5 to 40 meghard disk. or \(24 \times 80\) character video).

CONSTRUCTION
- Computer is fabricated on a single printed circuit board.
- Sockets for all integrated circuits.
- 50 pin connector allows access to system for future expansion.
PROCESSOR
- Z80A with 4 MHZ system clock with no wait states.
MEMORY
- 64K of 200 ns dynamic RAM is standard 4116 IC's
- Parity protection is standard. A memory error places the system in a permanent wait state and lights on LED indicator.
ROM
- 256 bytes bootstrap ROM.

2 SERIAL I/0's
- Z80A-SIO/0 dual channel chip.
- Two complete bidirectional serial ports with RS232 buffering. Fully programmable for Asynch. Bisynch. and SDLC.
- Programmable dual baud rate generator on board. Selectable baud rates up to 19.2 kb . Provisions for modem supplied clocks.
- Interrupts or polling under program control.
2 PARALLELI/O's
- Z80A-PIO chip.
- Two complete TTL eight-bit bidirectional ports with extra handshake lines. Interrupts or polling under program control
- Printer supportthroughone parallel port.

\section*{COUNTERITIMERS}
- Z80A-CTC chip
- Four separate counter/timers under program control
Counters can count external events and can interrupt or be polled.
Timers are programmed to interrupt or signal an external device after a desired time interval.
FLOPPY DISK CONTROLLER
- Uses Western Digital 1793 controller chip which supports softsectored formats under program control.
- Standard IBM - CP/M single den sity formats or double density for 600 K bytes per side. Density is selected by way of software control runs CP/M2.2*
EXPANSION
50 pin connector bus allows for future expansion capabilities. OPTIONAL
Character video board \(80 \times 24\) for use with black and white monitor using a stand-alone keyboard. S215.00.
OPTIONAL
Winchester Host Adaptor board for Shugart SA-1000 or Corvus Hard Disk. Includes cables.
S315.00.
OPTIONAL
Stand-alone keyboard and cable plugs into computer board for 80 x 24 video option.
S190.00.

\section*{CP/M• 22 \& BIOS}

CP/M* 2.2 \& BIOS modified by \(\mathrm{S} \& \mathrm{M}\) systems to run on single board is available lor

\section*{HOW TO ORDER}

Phone orders using American Express. Visa. MasterCharge. Bank wire transter Cashier's or Certified check. Money Order. or Personal check (allow 10 days to clear). Please add \(5 \%\) for shipping. handling and insurance minimum \(\$ 500.00\) Conn. residents add \(7.5 \%\) sales tax. Allequipment is subject to price changes and availability without notice. All equipment is new and comes complete with manufacturers warranty. Showroom prices may differ from mail-order advertisement.

\section*{} - 1.2 megabytes \(\$ 2990\). - 2.4 megabytes \(\$ 3490\).

\section*{Single Board Technology}

A 280A CPU combined with the CP/M® operating system opens new vistas to software availability for eight-bit micros. FORTRAN, COBOL, BASIC, APL, PL/1 and Pascal are available now to accommodate today's scientific, educational, sophisticated small business and personal system users.
- 4 MHz Z80A CPU
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- 64K 200ns main memory
- 8-inch dual floppy drives
- 50-pin expansion connector


CPU - DISK DRIVE CABINET
Metal cabinet with proportionately balanced air flow-convection cooling. AC powercord connector: lighted power switch: Fuse assembly: OL65 Dual drive power supply (Will also power single board CPU). All hardware included to mount \(28^{\prime \prime}\) disk drives. Includes space area to mount any single board computer. Fully assembled and tested.
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SB Assembled tested with \(28^{\prime \prime}\) drives ...S185.00 DDIDD DISK DRIVE SYSTEM
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Single Sided/Double Density Double Sided/Double Density
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C.Itoh Starwriter Tractor \(\quad\) S 190.00
\begin{tabular}{|c|c|}
\hline \multicolumn{2}{|l|}{TERMINALS} \\
\hline Televideo 910 & S625.00 \\
\hline 912 C & S725.00 \\
\hline 920 C & S770.00 \\
\hline ADDS Viewpoint & S620.00 \\
\hline 16 K Static RAM 4116200 ns & S230 ea 16/532 00 \\
\hline 280A CPU & S6.00 \\
\hline 280A CTC & S6.00 \\
\hline Z80A PIO & S6.00 \\
\hline Z80A SIO/0 & S 99.00 \\
\hline
\end{tabular}
portion or all of a BASIC program, move any portion of a BASIC program, delete lines or range of lines, merge all or any portion of a BASIC program from tape with renumbering on the way in, save combined and merged program or any portion of a program to tape, and verify the contents of the saved program bit-for-bit. Also, it allows you to selectively save and load a library of data statements, which is a more effective method of retrieving and loading data than using data-tape facilities.
A. C. Posada

Richmond, VA

Just like "Dear Abby," sometimes my readers provide advice that's more up-to-date. A case in point is my answer to Dave Bowers. I've received 20 letters that corrected me on this point. Thank you. . . . Steve

\section*{Small System Monltor}

I have been looking for a Z80 system monitor that can fit into 1 K bytes of space, i.e., a 2708 EPROM (erasable programmable read-only memory). The functions I want are:
- dump memory content to console
-input data to memory through console keyboard
-execute program at userspecified address
- modify and display registers of the Z 80 processor
- single-step of absolute program
\(\bullet\) breakpoint of user program -fill memory with userspecified data
- move memory contents from one place to another

Can you provide me with any such program, including source listings? I can do some

\section*{Source Code!}

The Q/C compiler includes the full source code for a major extension to Ron Cain's Small-C:
- For, switch/case, do-while, goto
- Assignment operators
- Improved code generation
- Command line arguments (argv and argc)
- Conditional and comma operators
- I/O redirection
- I/O library written in C
- Generates code for M80 (or ASM or MAC)

Q/C does not include float, double, long, unsigned or short; static externals; initializers; sizeof; typedef; casts; structures and unions; multidimensional arrays; \#ifdef, \#if, \#undef, \#line.

For only \(\$ 95\) (including shipping in the US and Canada) you get the full source code and a running compiler with sample programs on disk, along with a well-written user manual. (Requires 48 K CP/M system.)

We also sell CW/C, a C compiler which runs on a 56 K CP/M system. It supports structures, unions, multidimensional arrays, \#ifdef, and will selectively search "source library" files for functions used by your program. The I/O library for CW/C is written almost entirely in assembler. CW/C costs \(\$ 75\), and does not include source code for the compiler.

CW/C and Q/C both grew out of Small-C, but were developed independently. Jim Colvin of Quality Computer Systems implemented Q/C. We are offering Q/C for the many Small-C fans that want the source code to an extended compiler. (We still distribute the original Small-C source code on disk for only \$17).

CA residents add 6\% tax. Visa and MasterCard welcome.
TheCodeWorks box 550, Goleta, CA 93116 805-683-1585
patching to suit my system. Albert K. Lee
Scarborough, Ontario, Canada
My latest book, Build Your Own Z80 Computer, published by BYTE/McGrawHill, contains a rather complete 1 K-byte EPROMresident monitor that does much of what you're looking for. It allows you to display and replace memory, display and replace registers, execute a program in a specified address, and it facilitates serial I/O (input/output). The complete source code is included with the book and can be easily modified to accommodate some of the breakpoint and single-step functions you would like. Contact BYTE Books, 70 Main St., Peterborough, NH 03458, (800) 258-5420; in New Hampshire (603) 9249281.

Also, the MicroWorks, POB 44248, Cincinnati, \(O H\) 45244, has a small monitor, which I've been using for a number of years, that has all of these features. (I cannot recall whether it's \(1 K\), it may be more.) MicroWorks' program Stepper is everything you could want. It was designed to run on a Digital Group Z80 computer, but I'm sure it can be modified for your system. The source code, however, may not be available . . . Steve

\section*{Color-Monitor Bandwldths}

\section*{Dear Steve,}

What color monitor and what combination monitor/receiver would you recommend for 640 by 200 pixel graphics? What information should I look for when evaluating monitors? My local TV store is of no help at all on these questions. Also, can you recommend a reference to read on this subject?
Ronald I. Frank
Framingham, MA

I can't go into all of the details and theory, but I will try to answer your question. The bandwidth needed is calculated by dividing the ac-tive-trace time by the number of horizontal dots. In other words, 48 microseconds divided by 640 dots is 74 nanoseconds per dot, or 13.4 MHz .

These numbers are for a standard monitor. To get the value for the active-trace time for any other monitor, subtract from the reciprocal of the horizontal rate the percentage of time taken by the retrace and blanking intervals.

In modified television sets, the bandwidth is limited to about 8 MHz . For a good, inexpensive black-and-white monitor, the bandwidth usually ranges from 15 to 25 MHz . For color monitors that accept composite video, the bandwidth is about 3.5 MHz for the color information and 6 MHz for the luminance (brightness).

The only color monitors that have more than 3.5 MHz bandwidth are the kind that accept separate inputs for red, green, and blue (commonly called \(R G B\) monitors).
By the way, the monitor types I've listed above are also in order of increasing cost.
If you're looking for a good source for monitors, you might check the ads in BYTE. For information on video graphics, BYTE/Mc-Graw-Hill (70 Main St., Peterborough, NH 03458, (800) 258-5420; in New Hampshire (603) 924-9281) has published a number of books on the subject. I would also recommend that you look up the NTSC (National Television Standards Committee) Television Standards Reference at your library. . . . Steve

Sweet Talk

\section*{Dear Steve,}

I read your September 1981 "Circuit Cellar" about the Votrax SC-01 speech synthesizer with great interest. (See "Build an Unlimited-Vocabulary Speech Synthesizer," page 38.) When it came to the parts list for the Sweet Talker, I noticed that the Micromint was offering an Apple II-compatible board as well. Your article said nothing about such a board. Is it different? Would you provide a schematic?
Harvey Kaye
Fort Wayne, IN
The article was written and submitted when I decided to design an Apple II version of the Sweet Talker. Initially I
had designed a parallel version as a demonstration board for the SC-01. In the interim, however, I had a chance to review the response to the Digi-Talker-based Micromouth synthesizer presented in the June 1981 BYTE. (See "Build a LowCost Speech-Synthesizer Interface," page 46.) It was overwhelmingly Apple II owners!

In an effort not to ignore a substantial portion of the audience, I quickly designed an Apple II Sweet Talker and slipped it into the parts list.

The Apple II Sweet Talker plugs into any Apple II slot and interacts with the computer as a single I/O (input/output) port. Functional\(l y\), the operation of the SC-01 is exactly the same as the
parallel version. Only the timing is different.

As figure 1 illustrates, the Apple II Sweet Talker contains an 8-bit parallel latch. A POKE to the board address will latch the phoneme data into integrated circuits 2 and 3. To accommodate the required data set-up time of the SC-01, IC6 delays the strobe 10 microseconds. The strobe delay is transparent to the computer and words are spoken simply by POKing the phoneme code to the
board. Doing a PEEK at the board address examines the SC-01 busy line.

Finally, unlike the parallel version, the Apple II Sweet Talker is provided with a cassette of demonstration software written in Applesoft BASIC. A disk-based dictionary program is also available.

I apologize for the confusion. Sometimes writing and design leadtimes don't overlap enough. . . . Steve
\begin{tabular}{|lcccc|}
\hline \hline Number & Type & +5 V & GND & +12 V \\
IC1 & SC-01 & & 18 & 1 \\
IC2 & 74 LS75 & 5 & 12 & \\
IC3 & 74 LS75 & 5 & 12 & \\
IC4 & 7416 & 14 & 7 & \\
IC5 & 74 LS02 & 14 & 7 & \\
IC6 & 74LS123 & 16 & 8 & \\
IC7 & 74LS367 & 16 & 8 & \\
IC8 & LM386 & & 4 & 6 \\
\hline
\end{tabular}


\section*{Low-Cost MonItor}

\section*{Dear Steve,}

Do you know where I can get a board that contains a microprocessor, a UART (universal asynchronous receiver/transmitter), and a television interface so that the board could be programmed to let a cheap ( \(\$ 80\) ) television set be used as a data-line monitor (RS-232C asynchronous data)? I would like to be able to display data in both directions at all baud rates, with and without parity, and at different word lengths. I would also like to be able to recognize control codes and display them in some special format.

Single-board computer systems are now available that could be programmed to do this, but I would like to keep the cost below \(\$ 300\).
Edward L. Pavia
Webster, NY

Your best approach would be to use the Z8 BASIC com-puter-controller board presented in my July and August 1981 "Circuit Cellar" articles (see pages 38 and 50, respectively) and a low-priced terminal such as the ASCII Keyboard/Computer Terminal Kit offered by Netronics Research and Development, Ltd., 333 Litchfield Rd., New Milford, CT 06776, (800) 243-7428; in Connecticut (203) 354-9375. Netronics' 16-line by 64-character terminal (\$149.95) plus the Z8 board (\$195) is slightly more expensive than you requested, but it appears to me that it will meet your requirements. You would simply program your application in a 2716 EPROM (erasable programmable read-only memory) and set it to run on the BASIC computer-controller board. The only problem that I can see is at extremely high data rates you may be forced to use ma-
chine-language coding rather than BASIC.

I hope this helps. . . . Steve

\section*{More to Draw on}

Dear Steve,
I own a Radio Shack TRS-80 Model I and am just beginning to realize its graphics potential.

I am now getting into three-dimensional animated work. Someday I may market a game using the techniques I've learned.

Although the TRS-80 has good graphics potential, I've decided it's not good enough. I don't think any computer currently on the personalcomputer market today can satisfy my ever-growing imagination.

I have decided to try to build a vector-graphics display to be TRS-80-controlled and I am looking for information or ideas on low-cost, do-it-yourself systems. Can you help?
Arthur A. Gleckler
Baltimore, MD

It so happens that the first article I ever wrote for BYTE, way back in 1976, was on making a vector-graphics display. The title of the article was "Make Your Next Peripheral a Real Eye-Opener." (See the November 1976 BYTE, page 78. Reprints of BYTE articles are available from University Microfilm, 300 North Zeeb Rd., Ann Arbor, MI 48106.) It was reprinted in the Scelbi-BYTE primer edited by Nat Wadsworth and Carl Helmers (now out of print). The vector-graphics display used two 8-bit \(D / A\) (digital-toanalog) converters to create a 256 by 256 resolution display. I used a converted Sanders Associates 720 video terminal that operated on a vector (rather than rasterscan) principle. It was very easy to convert. If you do not
have such a display available, a standard 5 -inch oscilloscope will also work. The circuit is relatively simple and will probably cost you less than \$30 in components.

Over the years, many experimenters have written to me about these articles. At this point, I no longer have any information on the Sanders unit, nor do I even have the prototype that I made. Both have been given away to people who have written to me.

After looking over the article again, the only item that I noticed missing in the reprint was the fact that the powersupply pins for the MC1408L8 D/A converter were not provided. Pin 13 should be connected to +5 V and pin 3 should be connected to -15 V .

Not too many people think about vector-graphics dis-
plays anymore because raster scan has become so inexpensive, but I found that I had a lot of fun using it and would still have it if I didn't have so much time tied up making other projects. . . . Steve■

In "Ask BYTE," Steve Ciarcia answers questions on any area of microcomput-- ing. The most representative questions received each month will be answered and published. Do you have a nagging problem? Send your inquiry to:

Ask BYTE
clo Steve Ciarcia
POB 582
Glastonbury CT 06033
If you are a subscriber to
The Source, send your ques-
tions by electronic mail or chat with Steve (TCE317) directly. Due to the high volume of inquiries, personal replies cannot be given. Be sure to include "Ask BYTE" in the address.

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\section*{2885 Kellogg Creek Rd., Acworth, GA 30101 (404) 974-4430}

DEALER AND OEM INQUIRIES INVITED

\title{
Structured Programming in BASIC
}

\author{
Mark Sobell \\ Cromemco, Inc. \\ 280 Bernardo Ave. Mountain View, CA 94043
}
"Why study structured programming7" Structured programming pays off in increased software reliability, as well as greater ease in debugging and maintenance.

This article will introduce the basic concepts and techniques of structured programming. I'll concentrate on the implementation of modular programs through the use of procedures, as well as discuss control structures and their relationship to program flow. I've also included a Morse-code-generator program so that you can put the elements of this discussion to practical use.

Cromemco 32 K Structured BASIC is the language I have chosen for this discussion. Its interactive nature is well suited to develop structured programming skills. Since BASIC is a "friendly," widely used language, it is possible to concentrate on the details of structured programming rather than the details of the language.

\section*{Modules and Procedures}

The essence of structured programming is simplicity. Since a structured program is broken down into small logical modules, called procedures, each of the modules can be independently tested, and the program is easier to debug than the large, tangled

\footnotetext{
Acknowledgments
The author wishes to thank Laura King, Roger Melen, and Roger Sippl for their contributions to this article.
}
mess of a conventional program. When the entire program is finally run, the only untested part is the interaction between the modules, and the program is much more likely to execute correctly than an equivalent program that is not built from modules.
Cromemco 32 K Structured BASIC gives you the option of dividing the user memory in the computer into as many as eight partitions. Each partition can contain either a single procedure or a group of related procedures and has its own set of variables, statement labels, and line numbers. When a procedure in a given partition is called from another partition, values and variables may be passed to it as calling parameters and returned as return parameters.
The example in listing 1 is the skeleton of a routine designed to read input from the console terminal. It illustrates the concept of simplifying a program through the use of procedures. In order to further simplify things, I've omitted some important details such as the statements within the procedures, error checking, and parameter passing.
Here we assume that each procedure has access to a common variable (called Buffer\$) which acts as a storage buffer for the input string being read. When the topmost procedure (.Read'console'no'blanks'no'null) is called, a sequence of calls to other procedures is executed, dur-
ing which the variable Buffer \(\$\) is filled with a line of characters from the input terminal. As you can see from the name of this procedure, there will be no leading or trailing blanks placed in Buffer\$, and a null string will be suppressed. (If the user types only a carriage return in response to an input prompt on the terminal, the input prompt will be repeated.)
When reducing any task to its smallest logical pieces, you should write the primitive procedures first. (Primitive procedures are those which do not call any other procedures.) These can then be tested and debugged independently of the other primitive procedures. In listing 1, the primitive procedures are:
- Read'console
- .Strip'leading'blanks
- .Strip'trailing'blanks
- .No'null

After you have broken the task into its most basic pieces and have written primitive procedures to perform each, it's a relatively simple matter to write other, higher layers of procedures (which simply call the primitive procedures).
In the example, the next higher procedure is called .No'blanks, which calls .Strip'leading'blanks and .Strip'trailing'blanks. Higher than .No'blanks is the procedure .Read'console'no'blanks, which calls both .No'blanks and the primitive

Listing 1: The skeleton of a structured BASIC routine that reads input from the console terminal. For simplicity, most details have been omitted.
```

Procedure .Read'console'no'blanks'no'null
Call .Read'console'no'blanks
Call .No' null
Endproc
Procedure .Read'console'no'blanks
Call .Read'console
Call .No'blanks
Endproc
Procedure .No'blanks
Call .Strip'leading'blanks
Call.Strip'trailing'blanks
Endproc
Procedure .Read'console
Rem This procedure accepts a
Rem string Buffer\$ from the
Rem console.
Endproc
Procedure .Strip'leading'blanks
Rem This procedure shifts the
Rem characters in Buffers to
Rem the left so that the first
Rem non-blank character is in
Rem the first position of the
Rem string.
Endproc
Procedure .Strip'trailing'blanks
Rem This procedure changes
Rem all trailing blanks in
Rem Buffer\$ to null characters.
Endproc
Procedure .No'null
Rem This procedure will reject
Rem Buffers if it contains
Rem nothing but null characters.
Rem Note: the user will have to
Rem be re-prompted.
Endproc

```
procedure .Read'console. The topmost procedure in listing 1 is .Read'console'no'blanks'no'null, which we find appropriately placed at the top of the listing. (Writing the lowest-level procedures first and then proceeding upward is referred to as "bottom-up coding.")

Because this console-reading routine has been written in modular form, it can be entered at several points. For instance, if you want null input accepted from the user and returned in Buffer\$, you can call the second procedure (.Read'console'no'blanks). In a similar manner, you can call the primitive procedure .Read'console if the program needs all the input from the console terminal.

By combining the four primitive procedures in various ways, you can create a series of more complex and useful routines. The list of primitive procedures can be expanded to include error checking and other operations. When all the necessary primitive procedures are completed,
the skeleton routine can be fleshed out into a working program.

\section*{Control Structures and Linear Flow}

In structured programming, control should flow in a linear or sequential manner. A control structure is a means by which the order of execution is changed from the sequential line-number order. In BASIC, the simplest control structure is the GOTO statement. (In nonstructured programming, the flow tends to jump around through the use of multiple GOTO statements.)
Although the GOTO statement is available in Cromemco 32 K Structured BASIC, its use in structured programming is strongly discouraged. Overuse of GOTO statements tends to make programs more difficult to debug and maintain. Structured languages use conditional loops and branches that allow the program to flow in as linear a fashion as possible.

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Figure 1: Flowchart symbols used to represent the IF...THEN...ELSE...ENDDO programming construct that is important to structured programming.

Cromemco 32 K Structured BASIC provides a number of control structures, including conditional loops and branches, which allow you to write clear, concise, and readable programs that flow in a linear fashion.
The IF...THEN...ELSE...ENDDO structure, shown in flowchart form in figure 1, provides a conditional branch followed by two independent sections of code. Execution of the program can follow either (but not both) of the paths. IF a condition is true (such as a variable having a certain value), THEN certain statements are executed. If the condition is not true, the statements after the ELSE are performed. Each path can contain as many BASIC statements as needed.
The WHILE...ENDWHILE and REPEAT...UNTIL structures (shown in figure 2) are conditional loops.


Figure 2: Flowchart symbols used to represent the WHILE...ENDWHILE (figure 2a) and REPEAT...UNTIL (figure 2b) programming constructs.

Listing 2: A Morse-code generator program written in Cromemco 32 K Structured BASIC that illustrates some of the concepts of structured programming. Text for translation to Morse code is read from a disk file. Here the BASIC keywords use only an initial capital letter, instead of the usual all-capital style. Long variable names are used, and names of procedures begin with periods. Arguments enclosed in backslashes refer to disk-file operations.
\begin{tabular}{|c|c|}
\hline 1000 & Rem PROGRAM MORSE \\
\hline 1010 & Rem date 9.79 \\
\hline 1020 & Rem \\
\hline 1030 & Rem Program to convert a text file \\
\hline 1040 & Rem to its Morse code equivalent. \\
\hline 1050 & Rem \\
\hline 1060 & Call . Initialize \\
\hline 1070 & Call. Set'up \\
\hline 1080 & Call . Read'and'process \\
\hline 1090 & Call . Finish \\
\hline 1100 & Stop \\
\hline 1110 & Rem- - - - - - - - - - - - - - - - - - - - - - - - * \\
\hline 1120 & Rem- - - - - - - - - - - - - - - - - \\
\hline 1130 & Procedure . Initialize \\
\hline 1140 & Integer Dash'to'dot'ratio, Ies, Ils, Iws, Max'line'length \\
\hline 1150 & Rein \\
\hline 1160 & Rem The four following parameters control the characteristics \\
\hline 1170 & Rem of the code generated and the console display. They may \\
\hline 1180 & Rem be changed by the user. \\
\hline 1190 & Rem \\
\hline 1200 & Max'line'length=75 : Rem Maximum line length on console. \\
\hline 1210 & Ies=1 : Rem Inter-element spacing ratio. \\
\hline 1220 & Ils=5 : Rem Inter-letter spacing ratio. \\
\hline 1230 & Iws=7 : Rem Inter-word spacing ratio. \\
\hline 1240 & Dash'to'dot'ratio=3 : Rem This is the standard. \\
\hline 1250 & Rem \\
\hline 1260 & Rem \\
\hline 1270 & Dim Filename\$ (13), Character\$ (0),Null\$(0) \\
\hline 1280 & Dim Valid'characters\$(64) \\
\hline 1290 & Integer True, False, Error'number, End'of'file'flag \\
\hline 1300 & Integer Wpm, Delay, Index, End'of'file'error'number \\
\hline 1310 & Integer Num, Low'case, Up'case, P'duration, T'duration \\
\hline 1320 & Integer Line'length, Max'line'length \\
\hline 1330 & Valid'characters\$="aAbBcCdDeEfFgGhHiIjJkKlLmMnNoOpPqQrRsStTuUvV" \\
\hline 1340 & Valid'characters\$ (44)="wWxXyYzZ0123456789 .?" \\
\hline 1350 & True=1 : False=0 \\
\hline 1360 & End'of'file'error'number \(=138\) \\
\hline 1370 & Null\$="" \\
\hline 1380 & Line'length= \(\varnothing\) \\
\hline 1390 & Rem Correct inter-word spacing ratio to follow \\
\hline 1400 & Rem inter-letter space. \\
\hline 1410 & Iws=Iws-Ils \\
\hline 1420 & Rem Correct inter-letter spacing ratio to follow \\
\hline 1430 & Rem inter-element space. \\
\hline 1440 & Ils=Ils-Ies \\
\hline 1450 & Rem Correct maximum line length to allow another character \\
\hline 1460 & Rem to be displayed. \\
\hline 1470 & Max'line'length=Max'line'length-l 0 \\
\hline 1480 & Endproc \\
\hline 1490 & Rem- - - - - - - - - - - - - - - - - - - - - - - - * \\
\hline 1500 & Rem- - - - - - - - - - - - - - - - - - - - - - - - * \\
\hline 1510 & Procedure . Set'up \\
\hline 1520 & Print : Print \\
\hline 1530 & Rem Prompt user for speed and file name. \\
\hline 1540 & Input"Morse code speed (WPM) = ", Wpm \\
\hline 1550 & If Wpm<l Then 1540 \\
\hline 1560 & If Wpm>l00 Then @"Cannot be greater than 100" : Goto 1540 \\
\hline 1570 & Delay=250/Wpm \\
\hline 1580 &  \\
\hline 1590 & Open\l\Filename\$ \\
\hline 1600 & Endproc \\
\hline 1610 & Rem- - - - - - - - - - - - - - - - - - - - - - - - - * \\
\hline 1620 & Rem- - - - - - - - - - - - - - - - - - - - - - - * \\
\hline 1630 & Procedure .Read'and'process \\
\hline 1640 & On Error Gosub Error'trap \\
\hline 1650 & On Esc Gosub Escape \\
\hline 1660 & End'of'file'flag=False \\
\hline 1670 & Get\l\Character\$ \\
\hline 1680 & While End'of'file'flag=False \\
\hline 1690 & .Filter \\
\hline 1700 & . Decode'and 'output \\
\hline 1720 & Get\l\Character\$ \\
\hline 1730 & Endwhile \\
\hline 1740 & On Error Stop \\
\hline 1750 & Endproc \\
\hline 1760 & *Error'trap : Error'number=Sys (3) \\
\hline 1770 & End'of'file'flag=True \\
\hline
\end{tabular}
series of dots and dashes on the video screen.

The program is made up of four major procedures:
- .Initialize
- .Set'up
- .Read'and'process
- .Finish

By simply reading the series of CALL statements at the beginning of the program, you can easily discern the basic flow of control.

The first procedure (.Initialize) initializes the value, type, and dimension of all of the program variables. Note that even though the variable-type-declaration statements are not required, using them results in faster execution and more memory-efficient code.

Four parameters that you can change are identified at the beginning of the initialization procedure. Although the spacing ratios assume that the length of a dot is equal to one unit, the actual dot length generated is dependent on the speed in words per minute that you select when the program is run.

The default values I've selected are a silent pause equal to one dot after each element (dot or dash), a five-dot pause after each complete letter, and a seven-dot pause after each word.

After variable initialization, the procedure. Set'up sets the parameters for program execution by prompting you for the information and then setting up a data file on a peripheral device.

Next, the file must be read and the information processed, by using the procedure .Read'and'process. The first matters of business for . Read'and'process are the setting up of error and escape traps. As program execution comes to an end or is interrupted, the input data file must be closed before control is returned to the user. If it isn't, a file might be left open after an aborted run, resulting in incorrect execution the next time the program is used. The error trap is also used to set the logical value of the end-of-file flag to true when the end of the file is reached.

Listing 2 continued:
\begin{tabular}{|c|c|}
\hline 1780 & If Error'number\#End'of'file'error'number Then Do \\
\hline 1790 & Rem Print error message, reset error trap, \\
\hline 1800 & Rem and abort program execution. \\
\hline 1810 & Print \\
\hline 1820 & Print"System Error "; Error'number \\
\hline 1830 & On Error Stop \\
\hline 1840 & .Finish \\
\hline 1850 & Stop \\
\hline 1860 & Enddo \\
\hline 1870 & Return \\
\hline 1880 & *Escape \\
\hline 1890 & On Error Stop \\
\hline 1900 & .Finish \\
\hline 1910 & Stop \\
\hline 1920 & Return \\
\hline 1930 & Rem- - - - - - - - - - - - - - - - - \\
\hline 1940 & Rem- - \\
\hline 1950 & Procedure .Finish \\
\hline 1960 & . Break \\
\hline 1970 & Close\I\ \\
\hline 1980 & Print : Print \\
\hline 1996 & Endproc \\
\hline 2000 & Renl- - - \\
\hline 2010 & Rem- - - - - - - - - - - - - \\
\hline 2020 & Procedure .Filter \\
\hline 2030 & Rem \\
\hline 2040 & Rem The following instructions locate the character \\
\hline 2050 & Rem in a string of valid characters. If it is not \\
\hline 2060 & Rem found \(a-1\) is returned indicating that it is an \\
\hline 2070 & Rem invalid character. If the character is valid \\
\hline 2080 & Rem it is displayed else the character buffer is set \\
\hline 2090 & Rem equal to the value of a null character. \\
\hline 2100 & Rem \\
\hline 2110 & If Pos(Valid'characters\$, Character\$, \()^{\text {) }}=-1\) Then Do \\
\hline 2120 & Rem If it is a carriage return, display a space. \\
\hline 2130 & If Character\$=Chr\$(13) Then Call .Space \\
\hline 2140 & Character\$=Null\$ \\
\hline 2150 & Else \\
\hline 2160 & Print Character\$; \\
\hline 2170 & Line'length=Line'length+l \\
\hline 2180 & Enddo \\
\hline 2190 & Endproc \\
\hline 2200 & Rem- - - - - - - - - - - - - - - - - - - - \\
\hline 2210 & Rem- - - - - \\
\hline 2220 & Procedure . Dot \\
\hline 2230 & . Tone (l) \\
\hline 2240 & Print"."; \\
\hline 2250 & Line'length=Line'length+l \\
\hline 2260 & . Pause (Ies) \\
\hline 2270 & Endproc \\
\hline 2280 & Rem- - - - - - - - - - - - - - - - - \\
\hline 2290 & Rem- - \\
\hline 2300 & Procedure . Dash \\
\hline 2310 & . Tone (Dash'to'dot'ratio) \\
\hline 2320 & Print"-"; \\
\hline 2330 & Line'length=Line'length+l \\
\hline 2340 & . Pause (Ies) \\
\hline 2350 & Endproc \\
\hline 2360 & Rem- - - - - - \\
\hline 2370 & Rem- .- - - - - - - - - - - - - - - - - - \\
\hline 2380 & Procedure .Space \\
\hline 2390 & Rem Call Pause with inter-word pause value (Iws). \\
\hline 2400 & Rem Display a space on the console. \\
\hline 2410 & . Pause (Iws) \\
\hline 2420 & Print" "; \\
\hline 2430 & Line'length=Line'length+l \\
\hline 2440 & Endproc \\
\hline 2450 & Rem- - - - - - - - - - - - - - - - - - - - - - - - * \\
\hline 2460 & Rem- - - - - - - - - - - - - - \\
\hline 2470 & Procedure . Pause (P'duration) \\
\hline 2480 & Rem Pause for P'duration times dot value. \\
\hline 2490 & For Index=1 To Delay*P'duration \\
\hline 2500 & Next Index \\
\hline 2510 & Endproc \\
\hline 2520 & Rem- - - - - - - - - - - - - - - - - - - - - - - * \\
\hline 2530 & Rem- - - - - - - - - - - - - - - - - - - - - \\
\hline 2540 & Procedure . Tone (T'duration) \\
\hline 2550 & Rem Generate tone for T'duration times dot value. \\
\hline 2560 & Rem Joystick speakers must be connected to output ports 25 and 27. \\
\hline 2570 & Rem Noesc, Esc sequence allows for faster execution so that \\
\hline 2580 & Rem a higher frequency tone is generated. \\
\hline 2590 & Noesc \\
\hline 2600 & For Index=l To Delay*T'duration \\
\hline 2610 & Out 27,0 : Out 27,128 \\
\hline 2620 & Out 25,0 : Out 25,128 \\
\hline 2630 & Next Index \\
\hline 2640 & Esc \\
\hline 2650 & Endproc \\
\hline 2660 & Rem- - - - - - - - - - - - - - - - - - - - - - - - * \\
\hline 2670 & Rem- - - - - - - - - \\
\hline
\end{tabular}

Listing 2 continued on page 415

The WHILE loop is the heart of the program. It is preceded by a file access to determine whether or not the file is empty. If the file is not empty, the character buffer (Character \(\$\) ) is initialized.

If the end-of-file flag is true, the WHILE loop will not execute and the procedure terminates. If the end-of-file flag is false, the characters continue to be processed. When the end of the file is encountered during a file access, the run-time error is trapped by the ON ERROR instruction and control is transferred to the subroutine at the location denoted by the logical identifier Error'trap.

If the Error'trap subroutine is called and the error number and end-of-file error number are found equal, the end-of-file flag is set to true and the RETURN instruction causes program control to be passed to the instruction following the one that generated the error. In this case, the GET instruction would generate the error, and control would return to the ENDWHILE instruction. ENDWHILE causes control to be returned to the WHILE statement. Because the end-of-file flag has been set to true, the condition for the execution of the WHILE loop is not satisfied and control is passed to the instruction following the ENDWHILE instruction.

If the error number is not equal to the end-of-file error number, execution of the program is aborted. The procedure .Read'and'process calls two other procedures, .Filter and .Decode'and'output. Invalid characters are eliminated by .Filter. The string function POS is used to determine whether or not the character in the character buffer, Character \(\$\), is valid. This is done by finding the position of the character within the string Valid'characters\$, which contains all of the valid characters. If the character cannot be found in the string, the POS function returns a -1 . This occurs if Character\$ contains an invalid character.

Although the carriage return is an invalid character, it is trapped in this routine and causes a pause to be output. This is done because it is com-
mon to terminate words in a file of ASCII (American Standard Code for Information Interchange) characters with a carriage return (new line) and no space.
Valid characters are displayed on the console terminal. If an invalid character is detected in the file, Character\$ is assigned a null value. Valid characters are decoded and output by the procedure .Decode'and' output, which contains thirty-eight subroutines, each named for the character it generates. For example, consider the letter "d." Its value is not within the range of the numeric characters. Therefore, no numericcharacter subroutine is called. During the check for a lowercase letter, the variable Low'case is assigned a value of 4. The ON...GOSUB instruction transfers control to the fourth subroutine in the list, \(D\).

Subroutine D calls the procedures .Dash, .Dot, .Dot, and .Pause, and then control is returned to the calling routine. Both .Dot and .Dash display characters on the console terminal and call the procedure .Tone to generate the appropriate Morse-code sequence. The duration of the pause generated by .Pause is specified by its argument. In this case, the length of the pause is determined by the value of the variable Ils (inter-letter spacing) multiplied by the length of a dot.

If the displayed output line becomes too long, the .Output'and'decode procedure generates a new line on the console. If the program reaches a normal or abnormal termination, the statement ON ERROR STOP restores the standard system error-handling routines. Then, the next procedure (.Finish) sends a Morse-code "break" character ( S and K sent as one character), which indicates the end of the transmission. At the same time, the input file is closed.

\section*{A Few Final Thoughts}

The following are important points to remember when writing structured programs:
1. Break the program up into logical tasks. Break each task into subtasks. Continue to simplify until each

primitive procedure performs a single clear and simple task.
2. Use meaningful names for procedures, variables, and line labels, when possible.
3. Use the preferred control structures, i.e., IF...THEN...ELSE, WHILE...ENDWHILE, and REPEAT ...UNTIL. A void using the GOTO instruction.
4. Use remarks in the source code. They will help clarify the purpose of a program section.

Try to keep these suggestions in mind when you design and code programs. They are not hard-and-fast rules, but they will allow you to create programs that are more efficient and easier to maintain.

\title{
CMOS: Memory with a Future Ideas Behind CompuPro's RAM 17
}

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Craig Anderton \\ c/o BYTE Publications Inc. \\ POB 372 \\ Hancock, NH 03449
}

The world of personal computers has evolved into two major categories. The all-in-one computer has most of the machine's intelligence residing in one major module produced by a single manufacturer. On the other hand, the bus-oriented computer can accept boards from numerous manufacturers. The major advantage of the bus-oriented computer is flexibility-modules performing distinct functions are available from a variety of vendors operating in a competitive marketplace. Therefore, systems integrators (people who put systems together by selecting boards from a variety of sources) can choose modules best-suited to perform a specific function (i.e., data acquisition, software development, word processing, etc.) from a wide variety of available boards. Furthermore, a bus-oriented computer allows relatively inexpensive upgrading when the requirements of the user either expand or change altogether.
The most popular bus-oriented small computers are based on the S-100 bus, developed by MITS for its Altair computer in the mid-1970s and proposed in 1979 as a standard by the Institute of Electrical and Electronics Engineers (IEEE specification 696). Unfortunately, the publication of specification 696 has not made integrating S-100 systems as simple as one might like. In fact, integrating boards from a variety of manufacturers, while resulting in a more flexible system, can also cause headaches for the integrator-particularly when choosing memory.
First, the strengths and limitations of currently available memory boards must be thoroughly understood in order to predict their effect on system performance. It is by no means certain that a given S-100 memory board-even one designed to meet the IEEE-696 specifications for \(\mathrm{S}-100\) bus performance-will function reliably in a given system simply because that system contains only boards that claim to meet these specifications. Claiming to meet specifications is easy; actually
meeting those specifications is somewhat more difficult.
Second, since a major attraction of the S-100 bus to the end user is the ease with which these systems can be upgraded, future hardware and software developments must be anticipated so that upgrading the system will be as inexpensive as possible. Unlike an automobile or stereo, an S-100 machine does not have to be replaced in order to make room for next year's higher-performance model; instead, older boards may be replaced and newer boards added in order to achieve the current state of the art.
For example, when a system is upgraded from singleuser to multi-user, or is modified for DMA (direct memory access) disk operation, all other aspects of the computer-memory, power supply, motherboard, etc. - may be preserved as is (protecting the initial investment) if the systems integrator had the foresight to choose the modules with future compatibility in mind. Since programmable memory is a high-cost item, it is especially important at the outset to choose a memory board with a future. The advantage of easy upgrading disappears if the system boards lack compatibility or if they are not designed to accommodate future improvements in technology.

\section*{Dynamic Versus Static Memory}

The controversy over the respective merits of dynamic and static memory in S-100 computers goes back almost as far as the S-100 bus itself, and much ink has been spilled praising one and condemning the other. Many early dynamic-memory boards simply did not work, mostly due to poor design and inadequate (or sometimes nonexistent) quality control. This situation produced an unfair prejudice against the very principle of dynamic memory. Nevertheless, dynamic memory's high density, low power, and low cost, combined with improved design and manufacturing techniques, gradually restored


Photo 1: CompuPro's RAM 17, the first commercially available 64 K -byte static-memory board for the S-100 bus.
it to respectability and established it as the prime choice in many applications.

Static memory, while consuming more power and costing more than dynamic, offers the advantage of requiring no refresh signals. It is therefore the choice in systems using DMA devices. Until recently, putting a system together involved a necessary compromise; neither form of memory offered the ideal combination of low cost, high density, low power consumption, and the ability to execute DMA flawlessly.

\section*{Enter CMOS Memory}

CMOS (complementary metal-oxide semiconductor) memory seemed to hold the best hope for being the ideal memory except for one major problem: cost. Until recently, CMOS memory was prohibitively expensive, restricting its use to all but the most expensive computing systems. However, a new generation of CMOS randomaccess memory has evolved that delivers all the qualities associated with an "ideal" memory at a reasonable price. The first commercially available 64 K -byte staticmemory board for the S-100 bus, CompuPro's RAM 17, could not have existed without CMOS memory.

The introduction of low-cost CMOS memory has obsoleted some of the most forceful arguments formerly made in favor of dynamic memory. Five categories of performance have been greatly affected: density, power, speed, compatibility, and reliability/ease of maintenance.

CMOS memory is still more expensive than dynamic memory, although future price decreases are expected to lessen this cost difference. Nonetheless, the true cost of a memory board goes beyond the list price. If a board causes problems due to erratic or unpredictable operation, or needs to be replaced when a system is upgraded, an attractive initial savings may turn into an ugly added expense.

Before comparing the performance of dynamic versus CMOS memory, a brief functional description of CompuPro's RAM 17 is in order. RAM 17 is a 64 K-byte static-memory board using Hitachi's 6116 CMOS "bytewide" memory integrated circuits ( 2 K by 8 bits) and is designed to meet all IEEE-696 specifications. The board can be used as global or extended address memory (global memory decodes only address lines A0-A15 and ignores address lines A16-A23; extended address memory decodes all 24 available address lines). The maximum amount of global memory possible in a system is 64 K bytes; the maximum extended address memory is 16 megabytes.

CompuPro's RAM 17 can be addressed to occupy any 64 K-byte page of memory. Four 16 K-byte "windows" can be switch disabled, and the upper 8 K bytes of the board can be disabled in four individual 2 K -byte increments (this makes room for popular memory-mapped devices such as disk controllers or video interfaces). When used with a CompuPro Memory Manager (available as a separate board or as part of CompuPro's Z 80 or

8085/88 processor boards), RAM 17 can be placed in extended address mode and used as a bank-selected board.

\section*{Performance Comparison}

As mentioned earlier, many of the arguments in favor of dynamic memory are no longer relevant since the development of CMOS memory. The most important differences are summarized below.

Density: Since 32 of Hitachi's 6116 memory devices ( 64 K bytes) fit on a standard-size S -100 board, it is no longer true that dynamic memory is denser than static memory at the board level. (In fact, CompuPro recently introduced RAM 21, a 128 K-byte static memory that also fits on a standard-size S-100 board, and RAM 16, a 64 K -byte board designed for either 8 - or 16 -bit systems.) At the systems level, an additional bonus of CMOS operation is the ability of systems with small power supplies to support more static-memory boards than dynamicmemory boards.

Power: CompuPro's RAM 17 typically draws 150 milliamperes ( mA ) from the +8 -volt (V) line, or about 1.2 watts (W). At the sixth West Coast Computer Faire in San Francisco, a 1-megabyte system comprised of RAM 17 boards ( 16 of them) was run in a standard S-100 enclosure. After 12 hours of work, the system remained cool-the entire megabyte drew only about 3 amperes (A)!

Speed: The Hitachi 6116 has a worst-case access time of 150 nanoseconds (ns), compared with about 250 ns for conventional dynamic-memory devices. This means that a static-memory board can run without wait states with a 6 -megahertz (MHz) Z80 microprocessor, while no currently available dynamic-memory board is fast enough to do this. Because there is no need for refresh on a staticmemory board, the possibility for real-time applications is limited only by access time.
While dynamic-memory boards may seem to have a respectable access time, they cannot be run at their fastest access time because dynamic memory must be refreshed every few milliseconds. This can introduce sporadic delays in system operation in the form of refresh wait states, thereby slowing down the entire system and degrading real-time operation.

Compatibility: Current dynamic-memory-board designs all have serious weaknesses when used in DMA environments, particularly in environments supporting multiple DMA devices. For a fine description of the problems encountered when interfacing dynamic memories with DMA devices, refer to Larry Malakoff's excellent article "Dynamic Memory: Making an Intelligent Decision" (February 1981 BYTE, page 142).
The subject of reliability/ease of maintenance will be covered later in this article.

\section*{Static Memory and DMA}

Probably the most important aspect of static memory in general, and CMOS memory in particular, is the abili-
ty to perform DMA. Therefore, we'll take the time to explain this concept in greater detail.

Direct memory access is a technique whereby a device other than the processor can read into, or write from, the system's memory directly, without the intervention of the processor. One of the most important results of the IEEE's publication of the 696 specifications for the \(S-100\) bus is the definition of a standard protocol for DMA data transfer, including a rigorous arbitration scheme that allows multiple (up to 16) DMA devices to operate in the same system. Prior to the IEEE-696 specifications, DMA on the \(\mathrm{S}-100\) bus had a reputation so bad that it made the early reputation of dynamic memory look good. No two implementations of DMA were alike, and, in any event, no implementation seemed to work reliably. This was a terribly serious shortcoming of the S-100 bus that limited its use in truly professional applications.

The biggest advantage of DMA is that it allows extremely fast data transfer, thereby increasing throughput. This is due to the fact that within the S-100 standard the minimum amount of time needed to transfer data from a bus master to a bus slave is three clock cycles. Thus, a system running at 10 MHz , where each clock cycle takes 100 ns , would require a minimum of 300 ns to perform one data transfer. A system using processor-directed transfer would require from 30 to 40 clock cycles (3000 to 4000 ns ) to make the same transfer.

\section*{A Static CMOS Memory Application}

The versatility of the CMOS memory/DMA marriage allows for some novel applications. G \& G Engineering markets a system, based on CompuPro hardware, that will run Digital Research's CP/M 2.2 or CP/M-86 on the same system (CompuPro has a dual processor board with an 8085 microprocessor and an 8088 microprocessor that makes this possible). When running CP/M-86, as much as 1 megabyte can be directly addressed by the 8088 (which is simply an 8086 that fetches data one byte at a time). When running CP/M 2.2, the 8085 has control, which means that only 64 K bytes can be directly addressed; but rather than wasting the remaining amount of memory, it is treated as if it were a disk drive. Thus, this vast storage area becomes a pseudo disk drive (which G \& G calls Warp Drive), but one that operates at extremely high speed because there are none of the mechanical restraints associated with a traditional disk drive. This configuration allows users to run standard, unmodified CP/M 2.2 programs on the Warp Drive and achieve speed increases of up to 20 times over a standard floppydisk system. Add to this the advantage of running all CP/M 2.2 programs on a \(6-\mathrm{MHz} 8085\) without wait states, and the increase in performance over conventional 8 -bit systems is enormous.

G \& G Engineering's technique for implementing its Warp Drive is entirely dependent upon a DMA controller capable of transferring data to any location within the entire 16 megabytes of S-100 address space. While this
technique could theoretically work with conventional static memory, the excessive power dissipation, power supply requirements, and the shortage of card slots would make the concept of Warp Drive highly impractical. Also, dynamic memory could not handle this type of application at all. As a result, this concept of a "solidstate disk drive" had to wait until the advent of a relatively inexpensive CMOS memory board such as RAM 17.

A future application of high-density, low-power CMOS memory combined with DMA devices involves multi-user systems. Before too long, it will be possible to upgrade single-user systems to powerful 16-bit multi-user systems, such as Digital Research's MP/M-86, Phase One's Oasis 86, and Microsoft's Xenix.

Thanks to the present availability of high-density, lowpower CMOS memory, these future upgrades hold the promise of developing super systems without the loss of a single piece of existing computer hardware, except perhaps a processor board. What's more, the new operating systems will be greatly enhanced thanks to the addition of extra DMA devices (e.g., hard-disk controllers, direct I/O channel controllers, etc.). These hardware and software enhancements will produce faster and more efficient systems, making it more and more difficult for dynamic memory to find a niche in tomorrow's highperformance computers.

\section*{Reliability and Maintainability}

It is important to address the question of reliability when dealing with high-density memories. The allCMOS memory board has four distinct advantages over dynamic memory:
1. It consumes less power and, therefore, produces less heat and stresses the system power supply less than dynamic memory. (RAM 17 typically draws 150 mA from the \(+8-\mathrm{V}\) power supply, which is the only power source required by this board. This represents a total power dissipation of about 1.2 W per board, compared with about 8 W total power dissipation for the better 64 K-byte dynamic-memory boards.) As Larry Malakoff points out in the article cited earlier, "(a) decrease in power dissipation of more than sixfold can make a big difference in the reliability of the entire system. This is especially true when the system contains more than 64 K bytes of memory, as in a multi-user application. Since the reliability factor for electronic equipment decreases exponentially as the operating temperature increases, the mean time between failures can be drastically improved by using dynamic memories in the larger memoryintensive systems." If, in the last sentence of this excerpt, the word "dynamic" is replaced by "static CMOS," the quotation may be upgraded to remain true in light of today's technology.
2. Static-memory boards have a dramatically lower parts count than equivalent dynamic-memory boards
since there is no need for complicated refresh circuitry. Dynamic memories also require about three times more support ICs (about 30 versus 10 ); the more parts, the more chances for failure.
3. The Hitachi 6116 CMOS memory device used in the RAM 17, in addition to having more power-line noise immunity than a 4116-type dynamic memory, is also less sensitive to so-called soft-errors caused by alpha particle radiation. This means that even without parity checking RAM 17 is still more reliable than a 64 K -byte dynamicmemory board that does include parity checking.
4. The extremely fast, high-current switching occurring in dynamic-memory devices places a stress on these chips that is more severe than any stresses placed on CMOS memories. These stresses can cause dynamic memories to simply "wear out" after long-term operation. Though this wearing-out process may take several years on the average, the more dynamic memory there is in a system, the higher the probability that some devices will fail after only a few months or years.

\section*{Serviceability}

Basically, any static-memory board is easier to repair than a dynamic-memory board. The near total absence of complex analog circuitry is mostly responsible for this. However, a special feature of CompuPro's RAM 17 makes maintenance even simpler. Though most S-100 memory devices using a bidirectional internal data bus (which includes conventional dynamic-memory boards, as well as RAM 17) may not be read or written from an IMSAI-type (switches and indicators for address and data lines) front panel, a special switch on the RAM 17 board allows these two operations. Therefore, 90 percent of the problems that may develop with the board can be quickly isolated by a technician using only a front panel and a logic probe.

\section*{Summing Up}

Thanks to their low cost, dynamic memories may still find a home in dedicated, single-board small business/personal computers or even in some S-100 machines whose application is "frozen solid" (i.e., not subject to future upgrades). But the handwriting is on the wall; as CMOS technology becomes more refined and more publicized, the price advantage of dynamic memory will dissipate. In fact, for larger, highperformance systems, any potential economic advantages of dynamic memory are already outweighed by the lower power dissipation, higher speed, and greater reliability of the new generation of CMOS static memories. Of course, incremental improvements in dynamic memory are bound to occur-but it would take quite a breakthrough for dynamic memory to maintain its current share of the S-100 market, especially when you consider the many advantages offered by its CMOS competition.

\title{
The GEOSAT Program
}

\author{
Steve Emmett \\ 12816 Tewksbury Dr. \\ Herndon, VA 22071
}

Scan the night sky on a clear evening and you might see some "stars" ancient astronomers never saw. These new heavenly bodies are communications satellites that relay voice, data, and television signals around the world.
"Parked" at various positions around the equator, these satellites appear to remain stationary above certain points on the earth's surface. Actually, they're orbiting the earth once every 24 hours. Because they maintain their positions relative to a point on earth, they are called geostationary or geosynchronous satellites.

The idea of geosynchronous communications satellites was first brought to public attention by a young British mathematician in a paper entitled "Extra-Terrestrial Relays." It was initially published in the October 1945 issue of Wireless World. In later years, Arthur C. Clarke has speculated on how wealthy he might've become if he'd had the foresight to patent the idea.

Commercial possibilities of these satellites were tapped by Western Union when it launched the first commercial geosynchronous communications satellite in 1974. Since then, nations have joined private corpora-
tions in the ever-increasing launching of geosynchronous satellites.
While the legality of transmission reception by nonsubscribing individuals is still being argued, financial and technical problems associated with signal reception are diminishing. If you had a satellite-receiving station (a television-receive-only or TVRO terminal), you could watch news events from around the world, first-run movies, unique sports events, and superstations like Ted Turner's WTBS-all free of charge.

\section*{The price for a TVRO terminal can range from \(\$ 4000\) to over \$15,000.}

Well, almost free of charge. The price for a TVRO terminal ranges from \(\$ 4000\) to more than \(\$ 15,000\) (see table 1 for a list of TVRO equipment suppliers).

All you need is a dish antenna, a low-noise amplifier, and a receiver/ downconverter to change the satellite signal to a frequency usable by your home television. Before you purchase and install the receiving equipment, it's necessary to know the satellites'
locations relative to your site. Frequencies used by the satellites to transmit the television signals \((2-4 \mathrm{GHz})\) require an unobstructed path or line of sight (LOS) between the satellite and the receiving antenna. It would be extremely annoying to dish out money for the equipment and whatever zoning permits might be necessary only to learn that the LOS of interest is blocked by a highrise building or lies below the horizon!

The GEOSAT program presented here will calculate the azimuth and elevation angle on which a TVRO antenna must be placed to receive signals from a specified geosynchronous satellite. (Note: while this article discusses TVRO sites in the United States, the program will calculate the antenna look angle for any site in the world.)

For precise designation of any point on or above its surface, the earth is divided into an imaginary grid. Grid lines circling the earth parallel to the equator indicate latitude; those extending from pole to pole indicate longitude (see figure 1).

Latitude is measured from the equator, which equals 0 degrees latitude. North or south from the


Figure 1: Longitude is measured from the prime meridian ( 0 degrees), which passes through Greenwich, England. Latitude is measured from the equator (0 degrees) to the poles.


Figure 2: Elevation angle for the antenna is measured from the horizon (0 degrees) to straight up (90 degrees).
equator, latitude increases to 90 degrees at the poles. Lines going toward the north pole are called north latitudes; those going toward the south pole are called south latitudes. The United States lies between about 25 and 50 degrees north latitude.
The reference for 0 degrees longitude is a line that extends between the poles and passes through Greenwich, England. Moving away from Greenwich, longitude increases to 180 degrees at the International Date Line (IDL), which is halfway around the world from Greenwich. Imagine yourself standing on the 0-degree longitude line and facing west. Longitudinal lines going west toward the IDL are termed west longitudes, while those going east from 0 degrees are termed east longitudes. The United States lies between about 70 and 125 degrees west longitude.
Since geosynchronous satellites are in orbit around the earth's equator (with an orbital inclination of 0 degrees), the satellites' latitude equals that of the equator: 0 degrees. A satellite's longitude is the point on the equator directly beneath it (the satellite subvehicular or nadir point). For communication satellites of interest to continental United States TVRO sites, longitudes range from about 85 to 180 degrees west (see table 3).

The direction in which the TVRO antenna must point for signal reception is given in terms of azimuth and elevation. To determine the azimuth, draw a circle whose center is the proposed antenna site. Draw a line from the center of the circle toward the north pole; this line has an azimuth of 0 degrees. Now move this line clockwise around the circle. When the line is pointing east, it has an azimuth of 90 degrees. At the half-circle or 180-degree mark, the line is pointing south. Thus, when an azimuth from a TVRO location to a satellite is given as, say, 190 degrees, the antenna is facing a little west of due south.

The elevation angle (how high the antenna has to be pointed) is measured with an imaginary line that extends from the TVRO site toward the horizon and ranges from 0 to 90
degrees (see figure 2). An elevation angle of 0 degrees means the antenna is pointing directly at the horizon; at 90 degrees, the antenna is pointing straight up.


Figure 3: A flowchart showing organization and operation of the GEOSAT program.

Thus, given the satellite longitude and the receiving site latitude and longitude, it's possible to determine where the antenna must be pointed to receive signals. Since the satellite is geostationary, the antenna doesn't need to "track" the satellite. Only when reception from another satellite is desired is it necessary to move the antenna. (In the strictest sense, a geostationary satellite does move. But movement in latitude and longitude is small compared to the beam width of both the satellite transmitting antenna and the TVRO antenna. Consequently, it can be ignored).

The GEOSAT program (see listing 1, page 424) is written in Applesoft

Antenna Development \& Manufacturing, Inc. POB 1178
Poplar Bluff, MO 63901
(314) 785-5988

Antenna Engineering, Inc.
POB 1676
EI Cajon, CA 92022
(714) 280-3443

Heath Company
Benton Harbor, MI 49022
(800) 253-0570

Interstar Satellite Systems, Inc. 21708 Marilla St.
Chatsworth, CA 91311
(213) 882-6770

Microwave General 2680 Bayshore Frontage Rd.
Mountain View, CA 94043
(415) 969-3355

Mid-America Video Corporation POB 511
North Little Rock, AR 72115
(501) 753-3555

NEC
Broadcast Equipment Division
130 Martin Lane
Elk Grove Village, IL 60007
(312) 640-3750

Satellite International 3107 Eagle Rock Rd.
Augusta, GA 30903
(404) \(738-5101\)

Satellite Systems Science POB 7213
Ocala, FL 32672
(904) 687-4633

Table 1: Some distributors of TVRO terminal equipment.

BASIC and composed of nine modules:

INITIAL (6000-6600) sets up data arrays containing satellite and city names and defines several constants.
HEADER (4000-5060) consists of the greeting message and provides operating instructions as needed.
LISTCITY (7000-7460) provides a list of cities whose latitude and longitude data are stored in the program. Option to use one of the cities already stored or to enter a new city is offered (see table 2).
CITYLATLONG (1000-2380) is entered from LISTCITY if a city not in LISTCITY is desired. This module prompts for the city name, latitude, and longitude; it also does some input error checking.
LISTSATELLITE (8000-8460) provides a list of satellites whose longitude data are stored in the program. The option to use one, all, or to enter a new satellite is offered (see table 3).
SATLONG (3000-3700) is entered from LISTSATELLITE if a satellite not in LISTSATELLITE is desired. This module prompts for the satellite name and longitude and does some input error checking.
CALLSETUP (9000-9400) is used to set up some temporary arrays and to initialize some temporary variables prior to performing the actual look-angle calculations.
COMPUTE.LOOK (100-590) performs the look-angle calculation from a given city to the satellite(s) of choice. This module is called once for each satellite of interest.
SCREEN.DISPLAY (10000-10520) displays azimuth and elevation from the chosen city to the satellite(s) of interest and permits printing of results if desired (see table 4).

The overall flow of the program, which is fairly straightforward, is shown in figure 3. Three of the modules, COMPUTE.LOOK, CITYLATLONG, SATLONG, are called as subroutines. Taking advantage of how Applesoft processes a subroutine call, the three subroutines are placed at the beginning of the program. This
makes for poor program readability but does help increase its responsiveness.

To make the GEOSAT program as generally useful as possible, both satellite and city data are in the pro-
gram (see tables 2 and 3 ). If the data do not suit a particular need, the option is given during program operation to enter other data. In addition, it's simple to change the data lists in the program to permanently reflect
\begin{tabular}{lcc}
\multicolumn{1}{c}{ Name } & Latitude (N) & Longitude (W) \\
Washington, DC & 39 & 77 \\
Los Angeles & 34 & 118 \\
New York & 40.5 & 74 \\
Atlanta & 33.5 & 84.5 \\
Miami & 25.75 & 80.25 \\
Jacksonville & 30.5 & 81.5 \\
Tampa & 28 & 82.75 \\
Anchorage & 60.8 & 147 \\
Nome & 65 & 165 \\
Phoenix & 33.5 & 112 \\
Little Rock & 34.75 & 92.25
\end{tabular}

Table 2: Latitude and longitude for these cities have been entered as data statements in the GEOSAT program. Other city locations can be included.
\begin{tabular}{lc} 
Name & Longitude (W) \\
COMSTAR 3 & 87 \\
WESTAR 3 & 91 \\
COMSTAR 2 & 95 \\
WESTAR 1 & 99 \\
ANIK 1 & 104 \\
ANIK 2 & 109 \\
ANIK 3 & 114 \\
SATCOM 2 & 119 \\
WESTAR 2 & 123.5 \\
COMSTAR 1 & 128 \\
SATCOM 3 & 132 \\
SATCOM 1 & 135
\end{tabular}

Table 3: These satellites can be "seen" from the United States and are included in the program.
\begin{tabular}{lcc}
\hline \multicolumn{3}{l}{ From: Washington, DC } \\
\hline \multicolumn{2}{c}{ Antenna } \\
\multicolumn{1}{c}{ To } & Azimuth & Elevation \\
\hline COMSTAR 3 & 195 & 49 \\
WESTAR 3 & 201 & 48 \\
COMSTAR 2 & 207 & 46 \\
WESTAR 1 & 212 & 44 \\
ANIK 1 & 219 & 41 \\
ANIK 2 & 224 & 38 \\
ANIK 3 & 230 & 35 \\
SATCOM 2 & 235 & 31 \\
WESTAR 2 & 239 & 27 \\
COMSTAR 1 & 243 & 23 \\
SATCOM 3 & 246 & 20 \\
SATCOM 1 & 248 & 17 \\
\hline
\end{tabular}

Table 4: Sample output of the GEOSAT program for a TVRO terminal located in Washington, D.C. Azimuth and elevation angles for each of the satellites in the program are shown.
particular preferences. To accomplish this, just follow these steps:
1. List lines 20030 through 20270.
2. The first DATA statement (20030) contains the number of satellites presently stored in the program (maximum of 30 ).
3. The following DATA statements (20040-20150) contain the satellite names and their longitudes.
4. To add, delete, or change a satellite entry, simply enter the changes, following the format of the present entries and remembering to use a minus sign for west longitudes.
5. Be certain the number of satellites is correctly reflected in the DATA statement that precedes the list.
6. Immediately following the last satellite name is a DATA statement (20160) that contains the number of cities stored in the program (maximum of 30 ). Follow steps 4 and 5 to make any changes to the city list. South latitudes must be entered with a minus sign.
7. Save the revised version of the program.

Now whenever the program is run, the new data will be displayed (see table 4). After the azimuth and elevation calculations have been done, go to the potential TVRO site and look in the directions indicated by the program to see if there are any LOS obstructions.

A word of caution: if the elevation angle is low ( \(0-10\) degrees) or there's doubt about missing an obstruction, it's worthwhile to conduct a site survey. This survey would include taking into account the beam-width effects of the TVRO antenna and a precise determination of the angular separation of obstructions from the LOS. The larger the TVRO antenna, the narrower its beam width and the less effect obstructions and proximity to the horizon will have on its ability to receive signals from a particular satellite. When in doubt, do the survey. The amount you'll pay to determine whether or not the TVRO site is properly located is minuscule compared to the outlay for a system that can't be used!

Listing 1：Using a modular approach，the GEOSAT program has nine major subroutines．DATA statements containing posi－ tions for satellites and cities，plus tab positioning and printer routines，are located at the end of the program．

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29G REM
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\hline 1149 & \(I=1\) \\
\hline 1150 &  \\
\hline 116 &  \\
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\hline 119 & FEM DATA IS HOTT IH FEOFEE： \\
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\hline 1290 & FEM GIUE EFFOR MESGHEE AHE Din mily \\
\hline 1219 & FEEM \\
\hline 1220 & UTAE 2E：HTAE 1：FREIHT＂IHE \\
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Listing 1 continued：
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Listing 1 continued on page 426

Listing 1 continued：
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219G F：EM

ごき F：EM

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2GE \(=I+1\)

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2310 FEM
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 E：GITG1ア5日
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2SEG FEN FUIT IH EOFFEGT EIGH F GF LGVGITILE
玉心E FEW
 1
ZロE F：ETIFH

TGEG F：EN
OFI F FEM


BECE FEEM
304 FEF

BEE FF：IHT＂OHHT IS THE HANE IF


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GIGFIHT＂EHTEF THE EHTELLITE L

动丰
BEGEEF
 TG LEGFEES：HIHITE：HHE E GF： 4
ت11E FEV［OG LEGFEE FIFGT
Y12G FEW

\(314 \mathrm{I}=1\)


BIEG IF \(\because I=\) LE THEH GOTG Z玉E

B1E FEV
 FGFMCT
 ［G HGHIV
ZごE FEM
ב玉g UTHE こE＂HTHE 1：FFIHT＂！HE
 E GILEE TG \(I E E\) GFHEES TG EEFH F：HTE THE EHTFIES』＂：FFIHT＂
 ほたがFFIT ドも
 シ：GOTG1アE区
Z4E FEN
天玉G FEM GET DEGFEE：
2EE F：EM
TFE T＝I－ 1

2－GE FEM

TIE FEEN

アY区 I \(=1+1\)


BEEG IF \＆\(\quad\) LE LHEH GTG BEG


Listing 1 continued：
ZアF FEM
FGE FEW EET MTHTES
FOE FEM
\(3 \mathrm{HE} T<\quad I-1\)


W4 FEEM
BYE FEH CEGFEES EETMEEH E－1EE HHE MIHITEGEETMEEH EーEET
W4：FEM




T4 F FEH WEG，HIH EETMEEH WFFEW： T LIMTE
FEE FM
BAEG MTAE： FEES HFE EETMEEH E HH \(1 E E H\) \(H\) H HIHITES HFEE EETMEEH

TO ドあ
FEGE UTHE 5：HTHE 1：EHLL－GE ＂EOTG ロロジ
区リE FEM

उGB FEW

F5E FEM
EGE FEM E FF W
于GE FEM
EG I \(=I+1\)

EGE IF Eb丰＝＂E＂IF：Ela＝＂！＂

ज゙心 FEW
SE FEW VUET EE EMGT MF MEST
GE FEF
ZEA UTHE SGn HTHE 1 a FFTHT＂EFT EF：EITHEFE FWF EMST GF：

 ト！


Fix Fer



 с


4 HE FE



 HE FEELED

4
 E
4 4


411．6 HEOE



414 FFTJHT



\(41 E\) FFIIHT＂ FFOMH H
 L．I．ITE．＂
418 FFFIHT ：FFITHT
 TIGr曼 Orf THE＂


 EFWIEE Hr＇m＂


\(42 \mathrm{BG} \quad \mathrm{FFIHT}\)
 E IOHFHIFED IIH＂
 ※EE THE MFFIGIE＂
 TB EHHVAE THE＂





4 HEOEM

4 MEM
 シロブロ ジロジロ


4 FEFM
4 HOWHE

 HFEFTTHEEE：HFOUTH＂


Listing 1 continued：
ETTEE：It THE＂
 E Mr THMTMTHE＂
44 FFIIVT＂THIFIE IHEIDE THE FH FEHTHEEE GFED

44 FFIITT


 IF：EHTFIES』＂
斗斗要 FFITMT゙
 \＆E＇サ＂＂
 ト ドEN＂＂
 E ドEツ＂＂
 FFITHT F゙E＊：
45 HWME
45 FEFIT
 GFFHM：＂HEFE MFE：


 LDVIGITLEE ，THE＂
 ㅍITIEE Hr THEIF＂
 MES＂＂
45GEF：IHT
4 EGE FFIVT＂FOF EHEH LHTH EET：\(\because\) GII WILL EE HEFEE＂
4 E1E FFIHT＂OHETHEF：WIU MISH TG

\＆


4E4 FFITHT


 AM：EIMFL＇，EHTEF：＂
 E EFOHLG＂IGTHE EITッ＂
 IF：E FALAF：F：

4 FGH：FFITT
4TIM FFFJFTV＂IF





\(47^{3} 4\)


\(4 \operatorname{Han}^{7} \boldsymbol{F}\)

 ED EEUEFHL＂

46 FEFOIH
 OF：：WTELLTTE EFHEF：＂
 ISE SFFHEE HVIN MOT
 ］F YEEDHE＂

















4． ド㷌け＂＂



 F＇EFLHEE M OF：E E＇，
495



SEEE HOUN
EGU FFFIHT：FFIHT：FFIHTT


 GTHEFMISE：\(I E E H H^{\prime \prime}\)
EG4 FFEIHT＂GTHEF FEG TG STHFT T HE FFGEF：HM，＂
EGE UTHE こ千口 HTHE उG：GET ドE末：
FFEIHT ドE
5EE IF FE末＝ロHF：びき THEH GITG4を゙ロ

EGIE FEV


Listing 1 continued：
GGE FEF
GEx FUEM
E日里 FEF
EGE FEN OWIE GUHETHATE
EGTE FET
 \(=3 \times 1+5\)

E1GE FEF
E1G FEW HFOGIH LEFIHHTIBH
EMEFW


E14 FEF

G1E FEF



E1E FEV
E1GEFEH FOHE IH THE EHTELLITE FHF：FHETEF：
Erer Fix

ECGI PEVM



世吅





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EnS F F F

E．


天

 H＇，削以 E：

E4 I．F F F F
G4

G44 F F F
 \(\Xi\)
E4 FEF F
ت4 F F FEM
E4EE FEW M IS HUNEEF：IF ETTEG

E4G FEW以 F
ESET FEV
 ッロL
 ＇\(\because\)
ESO FEM
EGE IF FE \(=1\) THEH G

E以E FGF：\(I=1\) TG 1

FEET FEHCLCI
ESE FEFF FMCI
ESG FETT I
EGELEOM

\(F 1 \mathrm{OE}\) FW



 E！CIVAE
TGOE FEF

\(\overrightarrow{C E E O} \quad \mathrm{HCN}\)
FGEE UTHE Z＂HTHE \(L\) ：FFFIHT＂THE E EITIES HFE HUHILHELE＂＂：UTHE 트：HTHE 1.
\(\overrightarrow{G G}\) FEEM
 IF SEG THEH TFOINHTE：
FGE FEN
\(\overrightarrow{B E V} \mathrm{CL}\)
F11E IF \(\because \quad\) TE THEH \(H=3\)
\(\vec{F} \mathrm{~F}\) F E W

 EEDED：
FidG FEF
「15日

F1EE FEM
F1F FEV LEFHIILT THE GFFEET FOE ITJ Tr
デ1EG FEN
\(719 \mathrm{HL}=\underset{\mathrm{BE}}{\mathrm{B}}=\mathrm{BF}\)

アゴリ I＝J＋以
FこG FEV

 FOISE THEFE MILLE EE HH EWTFH F！O！
724 FEV
F2EG IF HF \(\quad \rightarrow\) THEH \(T=T+1\)
アごG FEM

Listing 1 continued：
 HINEEF：OF［IGITE IH I．T
F2EE FEV
アロロ GIGLE BEGEG
FEEG FFIHT THE HL－H1：I：THE


\(\vec{T} \mathrm{~F}\) HENT I
 EGE：FFIHT THEG HL－H13：I：

FTE FEEM
 HLY ロトリE HT H TIrIE！！！
FTEG F：EN
FEEG UTHE Z1：HTHE 1 ：FFTHT＂EHT EF：＇GIUF：EHIOE E Ir ：＂
F゙GE FFIHT THEG zO＂H HANEEF：EE ThEEH 1 HFD＂：Fin＂DF：IEIVG＂

58
 E＇G FロF：\(H\) HE！GIT \(\because\)＂：IHFITT トE丰
FOE FEEM
THET FEV LIHHT IS FE：
F41G F：EN
F4FEK＝UHL धE末


F4AE F：EF
G4E FEM HOH LOM SHTELLIIE
F4EE FEN
OEGE FEF
EG1E F：EM
EEG FEV THIE MOCILE ETUES THE GHTELLITE LIST HLロIV MITH THE ロFTIGIV OF ISIFG HLL THE GTGFED HHAES QF：EHTEFTIH H H E！IIVE
ERGE F：EN

EWE HWNE
EEEE UTHE z：HTHE 1：FFITT＂THE E SHTELLITEG HFE MMHILHELE：＂ ＊UTAE 5：HTHE 1
EGTE FEEM
BGE EEM BET HINEEF：GF SHTELLIT E
EEGE F：EH
E1GE H＝时 日
E11E IF H \(\%\) THEH H \(=\) TE
E12G FEM
E1SG FEN \(G E T E F W I H E\) HINEEF：IF［MI HL EOLINHF FFIHTIHG FEEDED
E14E FEV

\[
=1+1-1+2
\]

B1E FEEM
E1FE FEV［GEFHILT THE GFFSET FGI ITITIT：
B1EE FEW

玉GE FOF \(I=1\) TQ 2
E1E T \(=\mathrm{J}+\mathrm{Hz}\)
E2G FEM
OCE FEH IF HF＝E THEH THEF：E III LL EE Z GOLUHNE FGF：EHOH FOM！ ＂GTHEFOISE：HH E YTF：H FOMI I \(\because\) OEEDEC．
E－4 FEF
ESE IF HF \(\because \quad 9\) THEH T \(=T+1\)
玉天E FEM
玉TE FEN GDGUE LETEFWIHES THE H LIVEE：IF［IGITE IH \(I\) ：T
EQE FEF
GGE BIGLE TEGE
EEG FFIHT THE\＆HL－H1\％：I：THE：


ESIE FETTI
 EGE：FFItT GHL－H1：I：THE： HL＋\(+3: 5+4 \mathrm{E}\)
BTBE FEF
BT4E FEM FGW EET EHGIGE GF MHIE： H SHTELLTTEGS TG IGE
ETEN FEV
ExE IUTAE zG：HTHE 1：FFIIHT＂EHT

 MEE HLL DF＂：FFIIHT THEG こう：

 QTHEF：ドE＇G FQF：H HEM EHTELLI TE＂：IFNFIT \(\because E E\)
BSO FEM
EXG FEM LHAT IS KE：
：－4ETE FEM
\(\because 41 E \operatorname{SE}=\mathrm{BE} \mathrm{EE} \mathrm{E}\)
E42G GK＝UHL 夭KEも？
S4SC FEF
E44E FEM GIG GET H HEl！：BTELLITE \(\because\)
E4EG FEEH

 \(1+1\)
GG터N F：EM
GE1E FEM
 HFOHETEF：FFEIGF：TI H己，EL EHL ELILHT I RH．
GEGE：EM

Listing 1 continued：
GE4E F：EM


G可TE FEM

 Gロ：

G1EG FEM
 ETIIF［：EFHILLT HHVE HFF：H＇Y
G12G FEEM

G14 FGF：\(=\) ETG


\(\because 17 \mathrm{~F}\) HET I
G1：FiEr 1

GEG F：EM

GこG FOET
GOE F：EH［ISTIHGIISH E：ETWEEH Br：

G4E FEN
－SE［？GE＝ 1

－




G天2E FEM
 Br
G－4E FEEH


GEG MF＝以EGI？

GEGBCI）\(\because \because E \subset I=E L\)
G4E FETTI
1 EGENG F：EV
1EG1E F：EF
1EGEG FOH THIS FOLILE［MES THE BEEEH［I：FRH＇G BF THE EHLKU LHTIIN－FE：EILTS
1EGEG FEFM

1 턷듣 HIME
氏：＂s DI丰
1日GTE UTHE S：HTHE 29：FFEIHT＂HH TEFHFH＂
16EBE FFEIHT THEG 4）＂TO＂：THE：
 U．＂

16GGEFEM
 FF：GTEIT LAELE S
16116 FEM
1玉1ご届
161SK FEEM

 －EL THE：
1615日 F：EM
 \(\mathrm{B} 1: \mathrm{HE}=\mathrm{B}\)
1E17E FEM
 I \(\mathrm{FF} \mathrm{LH}^{\prime} \mathrm{FH}\) GE B
1 E196 FRM

1巨21E こF＝ご +1
1E2G FEV

1E24 FEF

1 E2E UTHE： 3
1ETE IF［OGY \＆EF THEH SF＝［日 © 6



 HL－H1＞s Is THE HF－Hzys
1E®EG HENT ZF
1E즙 UTHE 24
 KE TG COHTIHIE＂：：GET FE：
1ESSG FEF
 GITIGFEIHT F：IIITIHE
1 EGFE FEl



1E4EN HENT ごQ
16416 FEM

1 E48E FETM
1E44E TE\％T ：HONE
1645G FFEIHT ：FFEIHT


1G47E FFEIHT＂\(B E E\) ETHY TO LEHINE THE FFFOIGEHF，＂
1玉4BE GET FE末：FRIHT ドEも
曰 \(=1\) ：G気
 GロTロ 19520

Listing 1 continued：


FGETE FEN

FGEG FM
－

－
EGEG \(\quad\) OHTH


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豕14
2G1E［品
国会 CH TH 11
 7



こど巨
 1．


ご玉要



2GG日 F！EM
 －IE
F9GG F：EN
O
EG1E IF I \(\quad 16 \mathrm{THEH} \mathrm{H} 1=2\)
TEG IF I \(\because\) THEH \(\mathrm{H} 1=1\)

PEG4 IF \(\quad\) T 16 THEH HZ \(=1\)
EEESEETUFH
\(4 G G E F E M\)
4GER F：EM FF：IHTEF：FOITIHE
4 GFE F：EM
4
 EFEF：EHI： V \(H\) HIOHL
4FGE F：EN
FGEG FGF：\(\quad=1\) TE





 そう
EGEG トリビに ト

SEGG HE TT I：HEッT I

可11区 FGF：T＝1 TG

GESEFFO E
FIG14E FETIFH


\section*{Technical Forum}

\title{
Z80 Starting Address One Jump Further
}

\author{
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}

While designing my homebrew Z80-based computer system, I realized it would be a great advantage to have programmable memory in the first page of memory space. If I could reach that goal, I could make full use of the Z80's restart locations for more flexible programming. But I needed a way to pass control to a memory page other than page 0 , where a program in EPROM (erasable programmable read-only memory) would be located. Because experience has taught me to rank flexibility in microprocessor systems as a high priority, I wanted to be able to start at any page.

My approach is similar to the one proposed by Randy Soderstrom in "Forcing the Z80 Starting Address" (February 1981 BYTE, page 288), but mine provides flexibility and the lower device count desirable in a microprocessor system. Program execution can be directed to any of the Z80's 256 memory pages by setting an 8 -bit DIP (dual-inline package) switch to the appropriate setting to indicate the desired page, using four integrated circuits.

As shown in figure 1, two SN74LS257 multiplexers drive the switch-settings onto the data bus at the appropriate time. These devices have three-state outputs allowing them to be connected directly to the data bus.

Figure 2 shows the timing sequence associated with the circuit operation. The timing of the forced-jump instruction is controlled by the dual D flip-flop circuit made of IC3. When \(\overline{R E S E T}\) occurs, these two flip-flops are set, causing the JUMP ENABLE signal to go low. This, in turn, prevents any \(\overline{\mathrm{RD}}\) pulses from enabling the bus receivers, and also enables IC1 and IC2 to drive the Z80 data lines.

After a reset, the first address the Z 80 places on the address bus is 0000 hexadecimal. The byte it fetches from this address will be interpreted as an operation code, making \(\overline{\mathrm{M} 1}\) go low and causing IC3 to reset. This action stores the first occurrence of \(\overline{\mathrm{M} 1}\). With address lines A0 and A1 low, the value placed on the data bus will be C3 hexadecimal-the operation code for a jump instruction. When the address lines go to 0001 hexadecimal to fetch the low byte of the jump address, the multiplexers will place 00 on the data bus. When the address lines go to 0002 to fetch the high byte of the jump address, the value of the 8 -bit DIP switch is placed on the data bus. The characteristics of TTL (transistor-transistor logic) mean pullup resistors are not needed on the DIP switch. An open switch will assume a logic 1 state and a closed switch will assume a logic 0 state.

The cursor in figure 2 marks the first \(\overline{\mathrm{RD}}\) cycle in the previous sequence. The Z 80 will now execute a jump to location \(x x x x x x x x x 00000000\) binary, where \(x x x x x x x x x\) represents the value set by the DIP switch. At this location an operation-code fetch cycle is executed. When M1 goes low after this cycle, IC2b is reset, marking the second occurrence of \(\overline{\mathrm{M1}}\). The JUMP ENABLE signal is then disabled and the bus-receiver \(\overline{\mathrm{RD}}\) signal reenabled. The E marker in figure 2 indicates this point in the timing. The Z80 is now executing program code starting at the page specified by the DIP switch setting.

On my processor card, I connected the data lines of this circuit directly to the Z 80 data lines. I connected the BUFFER RD signal to the bus receivers that buffer the backplane to the Z 80 data bus. In this way, memory that would normally be read at memory address 0000 would
\begin{tabular}{|lccc|}
\hline & & & \\
\hline Number & Type & +5 V & GND \\
IC1 & 74 LS257 & 16 & 8 \\
IC2 & 74LS257 & 16 & 8 \\
IC3 & 74LS74 & 14 & 7 \\
IC4 & 74LS00 & 14 & 7 \\
\hline
\end{tabular}


Figure 1: Schematic diagram of the circuit used to force \(Z 80\) starting addresses to any of 256 memory pages. IC1 and IC2 are threestate multiplexers that pass the address set by the switches when the proper combination of reset signals occurs.


Figure 2: Timing relationships of the forced jump.
not affect program flow during the forced-jump sequence. But the circuit could be connected to directly disable memory as suggested by Soderstrom.

If your system has a negative-true bus, you can use an

SN74LS258 in place of the SN74LS257. And if you need more current-driving capability, you can use regular TTL in place of the LS TTL in the multiplexer chips.

\section*{Increase Memory 4X on the /BNIComputier}


\section*{System Notes}

\title{
SOFTIM A Software Timer
}

\author{
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}

I recently found myself in a situation where I had to use a Z80-based microcomputer to collect data as a function of time, then average that data over an extended period of time and subject it to a Fourier transformation to analyze its frequency dependence. This meant that I needed several highly accurate timers that I could set very precisely over a wide range of different time periods.
When precision and accuracy are required (as with computer-synthesized music), a timing job is often assigned to interrupt-driven hardware timer circuits, such as the Zilog CTC (counter/timer circuit) or the Intel 8253 programmable timer. These circuits base their timing intervals on crystal oscillators, and can fulfill a wide range of timing functions if they are available in a system.
If the timing requirements are not very rigid (as with games or video animation), simple software loops are usually adequate. These loops can be "tweaked" empirically to provide the aesthetically appropriate amount of delay.

But what do you do if you need precise, accurate time delays and you don't have the hardware to do it? Could I satisfy all those requirements with software?

I wrote a few simple timer routines, just to identify the problems that I had to solve. (I will classify the routines according to the number of bytes used to count repetitions of a timing loop.) My 1-byte timer was the simplest to code, but it was deficient in both resolution and dynamic range; the 2-byte timer was better in both respects but still not substantial enough for my purposes; the 3-byte timer had an adequate dynamic range, but the internal branching of the routine resulted in timing jitter that depended on the relative number of times each branch was executed. In addition, all of these routines had a finite amount of overhead as they entered and exited the timing loop, which lead to a constant error
that was increasingly significant for shorter and shorter time delays.

As a result of these simple routines, I made a list of the characteristics for my ideal software timer:
- at least 3 counter bytes to allow an adequate dynamic range (ratio of longest time to shortest time)
- rapid execution for high resolution (brief timing loop)
- internal branches of identical length to eliminate branching jitter
- subroutine structure to avoid excessive code duplication
- setup and calling sequences within the timing loop to prevent constant timing errors
- capability of generating several different intervals or repeating the same interval in any given program
- time delays that can be defined at run-time from keyboard input or other sources
- if possible, a loop-execution time in even units to eliminate the need for a clumsy conversion routine that shifts from a human time frame to a software time frame

By carefully counting the T -states (external clock cycles) for each instruction (as given in the Z80-CPU Technical Manual), and after several false starts, I finally arrived at a deceptively simple program that I call SOFTIM, shown in listing 1 . The time-delay count is stored as a 3-byte (24-bit) positive integer that can take on hexadecimal values from 1 to FFFFFF. It is located in memory with the bytes arranged in a low, middle, high format, and it is not modified by the timing loop (which allows the same time delay to be generated repeatedly). The necessary registers are loaded outside the subroutine so that several different time delays can be maintained

Listing 1: The high-precision timing program, SOFTIM, written for the Zilog Z80 microprocessor. Careful attention to \(T\)-states (microprocessor clock cycles) allows high-resolution timing of a broad range of intervals in standard time units.


Listing 2: Version of SOFTIM modified for use with an Intel 8080 processor. This version provides resolution and range similar to the version shown in listing 1, but measurements are not provided in standard units of time.

simultaneously in different memory locations.
The calling sequence shown in the three lines following MAIN is part of the timing calculation and should not be modified. The SOFTIM subroutine modifies several registers, as indicated in the listing, so the prior contents of these registers should be saved if they will be needed later. Both branches of the timing loop contain exactly forty T-states, eliminating branch jitter and resulting in an execution time of \(10 \mu \mathrm{~s}\) (microseconds) for a 4 MHz Z80. The CALL and RET (return) sequence is eighty T-states, exactly twice as long as the timing loop. This means that all setup error is eliminated by specifying the delay count as 2 less than the number of counts actually required.

SOFTIM can, of course, be modified to run on Intel's 8080 microprocessor, as well as on a Z 80 (as shown in listing 2 ). The only essential changes involve the conversion of two relative jumps to absolute jumps. This has the effect of shortening both branches of the timer loop by two T-states, which requires further modification to the setup portion of the program.

By vectoring the first jump instruction to SOFTM3 rather than SOFTM2, a NOP (no operation) instruction is avoided during setup, and four T-states are eliminated. This restores a \(2: 1\) balance between the setup sequence and the timer loop. (These changes are highlighted with asterisks in listing 2.) Shortening the 8080 version of SOFTIM yields a timing loop of thirty-eight T-states. This results in a somewhat ungainly loop execution time of \(9.5 \mu \mathrm{~s}\) at \(4 \mathrm{MHz}(7.6 \mu \mathrm{~s}\) at 5 MHz\()\), which makes time conversions unavoidably clumsy in this version of SQFTIM.

To the best of my knowledge, SOFTIM overcomes most of the serious drawbacks commonly associated with software-based timing functions. The major remaining disadvantage of this or any other software timer when compared to hardware is that it requires the microprocessor's complete attention while it is timing and prevents the computer from performing any other functions.

A few words of warning are in order at this point: SOFTIM was designed to be run at full speed. If it is burned into EPROM (erasable programmable read-only memory) or used from slow user-programmable memory, wait states can be introduced that affect its timing characteristics. In specific environments, you can probably compensate for this result as long as the wait states are introduced in a consistent manner. Finally, if your computer uses interrupt-driven or DMA (direct memory access) peripherals, be careful not to call SOFTIM while they are active, since timing errors will result if a DMA access or an interrupt service occurs while the timer is busy.

In spite of its shortcomings, SOFTIM provides an accurate and precise alternative to hardware timers-and at a much lower cost. In addition, it gives your microcomputer a chance to have the (software) time of its life.


\section*{What's New}


\section*{Information-Processing Industry Guide}

Data Sources is a 1460-page guide to nearly 7000 software products and more than 6000 systems and peripherals. Product locators and crossindexes help you find your way to company profiles of 1200 hardware manufacturers, 300 software com-
pariies, and 3900 service industries. A single issue of Data Sources costs \(\$ 20\). Charter subscriptions cost \(\$ 60\) per year for four issues. For details, contact Data Sources, 20 Brace Rd., Cherry Hill, NJ 08034, (609) 429-2100.

Circle 550 on inquiry card.

\section*{Columbla Products Catalog}

Columbia Data Products has a free catalog featuring its data-communicationstorage equipment, singleand multiuser distributedprocessing systems, and custom-designed microcomputers. Contact Columbia Data Products, 8990 Rte. 108, Columbia, MD 21045, (301) 992-3400. Circle 551 on inquiry card.

\section*{Intronlcs Catalog}

Modules for analogfunction computation, power supplies, data-display modules, operational and isolation amplifiers, and nonlinear-function modules are among the products described in a catalog from Intronics, 57 Chapel St., Newton, MA 02158, (617) 964-4000.
Circle 552 on inquiry card.

\section*{Computerlst's Directory}

The Community Computerist's Directory (CCD) is a semiannual national database in telephonebook format for computer users. The "White Pages" contain hundreds of noncommercial listings submitted by individuals and organizations wishing to share interests, information, skills, and resources, including hardware and software. Many list Source and Compuserve numbers.

CCD's "Yellow Pages" also have hundreds of entries, subdivided in 72 categories, including listings and display ads covering hardware, software, databases, consultants, systems houses, publications, and services. A glossary of computer terms, a bulletin board section, and clubs and newsletters listings are also included.

A one-year subscription to the CCD costs \(\$ 10\), which includes a free "White Page" listing, two issues, and quarterly updates. The Community Computerist's Directory is published by Alternet, Inc., POB 405, Forestville, CA 95436, (707) 887-1857. Circle 553 on inquiry card.

\section*{How to Copyright Your Software}

Sofprotex has released the report How to Copyright Computer Software. The report costs \(\$ 20\) and is available from Sofprotex, POB 271, Belmont, CA 94002.

Circle 554 on inquiry card.

\section*{Microcomputers and Farmers}

The Farm Computer News is filled with programming help, news of software and hardware, and reviews of computer products concerned with agriculture. The News is published monthly by Successful Farming Magazine, 1716 Locust, Des Moines, IA 50336. Subscriptions are \(\$ 40\) per year Circle 555 on inquiry card.

\section*{16-BIt Mlcroprocessor Handbook}

The 16-Bit Microprocessor Handbook examines the 8086, Z8000 series, 68000, 9900, LSI-11, and 16032 microprocessors. Software benchmarks that can be used for comparisons are provided, and hardware and software support available for the devices is discussed. Registers available, addressing capability, data types processible, clock speed, configurations, and instruction sets are covered. Pinouts, power-supply voltages, and system timing and operation are given. A simple example with I/O (input/ output) ports is used to illustrate the interfacing process. Interrupts are covered and complementary circuits and devices are detailed. The 16-Bit Microprocessor Handbook costs \$14.95, plus \(\$ 1\) for shipping and handling, and is available from Group Technology, Ltd., POB 87, Check, VA 24072, (703) 651-3153.
Circle 556 on inquiry card.

\section*{What's New?}

\section*{SYSTEMS}


\section*{16-Bit Microcomputers}

The ACS8600 family of 16 -bit microcomputers is based on the Intel 8086 microprocessor. The systems provide up to 1 million bytes of main memory. plus online floppy- and Winchester hard-disk storage from 1 to 80 megabytes. Up to 1 megabyte of memory can be addressed directly in blocks of 64 K bytes.

The ACS8600 family is organized around three processors: the 8086 for systems and applications control, the 8089 for DMA (direct-memory access) and I/O (input/output) processing, and the 8087 (optionall for floating-point arithmetic.
Up to eight terminals and peripherals can be supported. Expansion is possible through a Multibus port, and the systems accept both synchronous and asynchronous com-
munications protocols. Data rates of up to 800 kbps |thousand bits per second) can be handled. The floppy-disk system can be upgraded to any of the hard-disk systems, and each hard-disk system can be upgraded to twice its original capacity.

The systems feature error detection and correction and a memory-management system. Each data word is accompanied by 6 bits of error-correction code, which allows the ACS8600 to perform 2-bit error detection and singlebit error detection and correction. Memory management is organized as 256 pages of 4 K bytes and provides both position independence and protection for the memory's contents.

Four operating systems are supported: Xenix, CP/M-86, MP/M-86, and Oasis-16. Languages sup-
porting end-user applications are Microsoft's BASIC, Pascal, COBOL, and FORTRAN, as well as CISCOBOL, Pascal/M-86, RMCOBOL, and C-BASIC-86.

The basic ACS8600 system has 512 K bytes of programmable memory, a 10-megabyte hard-disk drive and floppy-disk backup, and costs \$12,990. Without the Winchester hard-disk backup, the same system, with dual floppy-disk storage of 1 megabyte and 128 K bytes of programmable memory, costs \(\$ 8990\). There are six hard-disk configuations available, and prices range from \(\$ 12,990\) to \(\$ 18,980\), which includes 40 megabytes of memory and mag-netic-tape backup. For complete details on the ACS8600 microcomputer family, contact Altos Computer Systems, 2360 Bering Dr., San Jose, CA 95131 , (408) 946-6700.

Circle 557 on inquiry card.

\section*{28000 Processor}

Computex Microcomputer Systems' Multibuscompatible processor board features a 16 -bit Z8001 microprocessor and sockets for two 2716 EPROMs (erasable programmable read-only memories). The board has eight vectored-interrupt levels plus a nonmaskableinterrupt input, two programmable timers, and a socket for a 9511 arithmetic processor. The board incorporates a memorymanagement circuit that divides memory into 2 K-byte pages, which are
then mapped into addresses by the onboard circuitry. This allows a total system-wide memory of 16 megabytes. The 2 K -byte pages do not have to be contiguous in memory.
The Multibus-compatible board costs 5998 and is available from Computex Microcomputer Systems, 5710 Drexel Ave., Chicago, IL 60637, (312) 684-3183.
Circle 558 on inquiry card.

\section*{Host of New Telesoft Products}

The portable TelesoftAda compiler is the key part of the Telesoft-PSE family, which includes a Telesoft-Pascal multitasking compiler, a multitasking operating system, a screenoriented editor, a 68000 macroassembler, a 68000 native-code translator and object-code linker, and general-purpose utilities. The Ada compiler performs full Ada syntax checking and supports packages, tasks, exceptions, identifier overloading, and separate compilation (with limitations).
Another new Telesoft product is its fully integrated, desktop Workstation computer system. The Workstation features the new Telesoft T68KO 68000 processor board, which can run on the DEC (Digital Equipment Corporation) Q-bus. The Workstation features an intelligent terminal, floppydisk or Winchester-disk drives, 256 K bytes of programmable memory, and four serial ports. Telesoft-

PSE for the 68000 is available now and systems are being prepared for the 8086, VAX, and IBM 370 series.

The Telesoft-Ada compiler costs \(\$ 2400\), the screen-oriented editor is \$125, the link editor is \$275, the 68000 macroassembler and the nativecode translator cost \(\$ 400\) each, and the Pascal compiler is available for \(\$ 425\). The T68KO board is priced at \(\$ 2995\). The TelesoftWorkstation ranges between \$10,000 and s20,000, depending on disk configuration. For details, contact Telesoft, 10639 Roselle St., San Diego, CA 92121, (714) 457-2700.
Circle 559 on inquiry card.


68000 Board
TSD Display Products' 68000-based processor board for the Multibus system has 256 K bytes of memory and the ability to work at 8 MHz with no wait states. Edge connectors for a logic analyzer are provided for easy debugging. Bus timeout protection, simple memory protection, and interrupt-type selection are also provided. The TSD Multibus-compatible 68000 board costs \(\$ 3000\) and is available from TSD Display Products, Inc., 35 Orville Dr., Bohemia, NY 11716, (516) 589-6800.
Circle 560 on inquiry card.


\section*{Sorcerers Net}

The Multi-Net 80 network system consists of an Exidy Sorcerer microcomputer with peripherals that can transfer CP/M files and a timeshared global processor that can handle up to 16 Sorcerers with 64 K bytes of memory in each unit. Each Sorcerer is connected to a serial port on the user module and not through the system bus, which reduces bus contention and operator waiting time. The Multi-Net 80 Global Processor supports 8-inch IBM-compatible Winchester hard-disk drives and 8-inch floppydisk drives, or cartridge tapes can be configured for backup.

Multi-Net 80 operatingsystem software consists of CP/NET, CP/NOS, and MP/M, which controls the global processor. The user operating system is CP/NOS, which looks to the user like CP/M 2.2. Network communications between user modules and the global module are under the control of CP/NET.

A single-user Multi-Net 80 system costs approximately \(\$ 6000\) and a 16user system is about \(\$ 34,100\). Contact Exidy Systems, Inc., 1234 Elko Dr., Sunnyvale, CA 94086, (408) 734-9831.

Circle 561 on inquiry card.

\section*{Low-Cost Development Systems}

The CDP18S693 1802 microprocessor-development system comes with a floating-point BASIC interpreter and system utility software. It includes a CMOS (complementary metal-oxide semiconductor) single-board computer, memory/cassette-controller board, a cassette-tape drive, a five-card chassis and case, and a 5 VDC power supply. The CDP 185693 costs \(\$ 499\).

The CDP18S694 has all the features of the

CDP18S693 plus an 1802 assembler/editor PROM (programmable read-only memory) board and a second cassette drive. Both development systems can be memory expanded up to 64 K bytes and I/O (input/output) capacity can be increased. Further information can be obtained from RCA Solid State Div., POB 3200, Somerville, NJ 08876, (800) 526-3862; in New Jersey (201) 6856423.

Circle 562 on inquiry card.

\section*{SOFTWARE}

\section*{Supercalc for CP/M}

Sorcim Corporation has announced the availability of its Supercalc program for the CP/M operating system. Both 5- and 8-inch drives are supported, including Apple CP/M, Xerox 820, North Star, Superbrain, Micropolis, Zenith, Osborne, and Vector Graphic. Supercalc features automatic formatting of printed reports and the ability to examine all formulas contained in a worksheet on an interactive basis. Other features include the ability to merge several sheets into one and an extensive help command that guides you through all the levels and options in the program.

The Supercalc program costs \(\$ 295\), which includes user guide and tutorial, reference card, and an installation program for use with more than 25 terminals. For details, contact Sorcim Corp., 405 Aldo Ave., Santa Clara, CA 95050. (408) 727-7634. Circle 563 on inquiry card.

\section*{1981 Tax Planning Models}

Pansophics 1981 Tax Planning Models incorporate the changes in the federal income tax laws governing the year 1981. The 1981 tax reduction has been incorporated into the tax planning models, along with the combined dividend and interest exclusion, automatic calculation of the \(20 \%\) capital-gains maximum tax, and the

\section*{What's Nem?}
new FICA and self-employment tax rates. Pansophics' tax models can print directly on IRS Form 1040 and your tax is calculated using either the tax tables or the tax-rate schedules automatically, whichever is appropriate.

The 1981 Tax Planning Models are fully supported and will run on 48 K - or 64 K-byte Apple IIs, running either DOS 3.2 or 3.3. There are two versions from which to choose: a personal model for \(\$ 100\) or a professional version for \$150, which includes corporate and partnership taxreturn models. For details, contact Pansophics, Ltd., Whistlestop Mall, POB 59, Rockport, MA 01966.
Circle 564 on inquiry card.

\section*{6800 Pascal Compiler}

Technical Systems Consultants has released a 6809 native-code Pascal compiler for operation under 6809 Flex and Uniflex operating systems. The compiler produces 6809 assembly-language source mnemonics that are assembled into object code. The compiler supports integer and floating-point math with up to 16.8 digits of accuracy, scientific functions, variable names unique to 160 characters, sets of up to 128 elements, dynamicstorage allocation and deallocation, parameter passing from the command line to the Pascal program, and the ability to call other Pascal programs. The Uniflex version supports random- access files.

The compiler includes a
manual, a copy of the Pascal User Manual and Report by Jensen and Wirth, the compiler and run-time object-code programs. The Flex version sells for \(\$ 200\) and a singleprocessor license for the Uniflex version costs \(\$ 300\). Both versions are provided with one year of maintenance. Contact Technical Systems Consultants, Inc., 1208 Kent Ave., POB 2570, West Lafayette, IN 47906, (317) 463-2502. Circle 565 on inquiry card.

\section*{High-Quality Apple Graphics}

The Graphics Printing System program for the Apple II prints high-resolution images on Diablo-formatted daisy-wheel printers and thimble printers, such as NEC (Nippon Electric Company) 5510s and 5620s, and is stingy with your printer's expensive ribbons. A typical chart or graph takes 3-4 minutes to output to the printer. Images can be selected from any rectangular area of the screen and printed in different sizes and formats.

The Graphics Printing System features an onscreen software device, called the Magicframe, that can output any object down to one pixel in size and surround it with a border. The Graphics Printing System program costs \$109.95. Contact Progressive Software, Suite 323, Blue Bell West, Blue Bell, PA 19422, (215) 628-2383.
Circle 566 on inquiry card.


\section*{HiNet Networking Software}

Digital Mirosystems' HiNet-2 networking software is designed for HiNet local computer networks. HiNet's 500-k-bits-per-second data cable can address up to 255 users. HiNet-2 allows the use of CP/M 2.2 software on the network. Another feature converts CP/M software for multiuser networking. SDLC (synchronous data-link controll protocols are standard with automatic error
detection, correction, and resend. The networking software also features a print-spooling utility and a utility that provides singlesector tracks on floppy disk to back up hard disks. The transfer rate to the drives is 14 K bytes per second. For details on the HiNet-2 software, contact Digital Microsystems, 1840 Embarcadero, Oakland, CA 94606, (415) 532-3686. Circle 567 on inquiry card.

\section*{Tax Help for TRS-80 Users}

The Tax/Forecaster and Tax/Saver programs are designed to help TRS-80 users do their tax work. Tax/ Saver features special screen formatting for data input, displaying to a video screen, two types of printout, and disk storage of data files. Tax/Saver compares all possible filing statuses, compares itemized deductions to national averages, computes certain limitations, checks for excess FICA, and helps determine dependents. The Tax/Forecaster turns the Tax/Saver into a tax forecaster. Both programs are tax deductible and run on TRS-80 Models I and III with

32 K bytes of memory and two disk drives. Including a user manual, Tax/Saver 1 costs \$79.95, Tax/Saver II (an enhanced version) is \$119.95, and Tax/Forecaster is \(\$ 29.95\). The manual is available separately for \(\$ 19.95\). For details, contact Micromatic Programming Co., POB 158, Georgetown, CT 06829, (203) 544-8777.

Circle 568 on inquiry card

\section*{BASEX Complier for the Heath H-8}

The BASEX language combines the features of BASIC with executable ma-chine-language code. BASEX programs typically
run up to 10 times faster than similar BASIC programs. BASEX compiler and loader programs on cassette for Heath H-8 microcomputers are now available from Interactive Microware. This enhanced revision of BASEX includes a console driver, commands to save and load programs on tape, and a manual, which has listings of the compiler and execution routines. The manual, a Heath H-8 addendum, and cassette are offered for s33. The BASEX manual can be purchased separately for 58 from BYTE Books, 70 Main St., Peterborough, NH 03458, (800) 258-5420; in New Hampshire (603) 924-9281.
BASEX cassettes are also offered for TRS-80 Level II, Sorcerer, Sol, and Poly-88 systems, and disk versions are available for 5 -inch North Star and 8 -inch sin-gle-density CP/M systems. For additional information, contact Interactive Microware Inc., POB 771, State College, PA 16801, (814) 238-8294.
Circle 569 on inquiry card.

\section*{Convert Apple to Apple}

The Super Apple Textwriter allows you to convert a file generated by Applewriter, Supertext, and Superscribe word processors into a file accessible by the other two. It can convert standard text files into files accessible by either Supertext or Applewriter and it converts Applewriter or Supertext files into standard text files. It lets you edit information obtained
from a communications network as well as transmit files through a modem. It is possible to develop and edit a BASIC program using a word processor and then use Super Apple Textwriter to convert the file into a text file that can be executed into memory. Super Apple Textwriter retails for \(\$ 49.95\) and is available from Mint Software, 6422 Peggy St., Baton Rouge, LA 70808, (504) 766-2318. Circle 570 on inquiry card.

\section*{Overlay Linker}

The Overlay Linker can link files produced by Cromemco's Macro Assembler and by the FORTRAN, C, and COBOL compilers to produce executable object files. The Linker permits the construction and execution of programs that are too large to fit into available memory. Any standard Cromemco relocatable file that does not include absolute loading can be loaded by the Linker. It can also manage an arbitrary number of common blocks and create an arbitrary number of overlays, each in a separate file on disk. Commands can be given to the Linker as a part of the command line. A relocatable library-file manager is also included.

The Overlay Linker operates under CDOS or Cromix operating systems. It's available on 5 - or 8 -inch disks for \(\$ 395\). For additional information, contact Cromemco, Inc., 280 Bernardo Ave., Mountain View, CA 94043, 1415) 964-7400.
Circle 571 on inquiry card.

\section*{TRS-80 BASIC Compller}

RSBASIC is a businessoriented BASIC compiler for the TRS-80 Models I and III that compiles programs and allows interactive debugging in a run mode prior to compilation. Among its features are sequential, random, and single-key ISAM findexed sequential-access method) file access; direct calls to machine-language programs; program-chaining capabilities with common variable storage; numeric accuracy to 14 digits; step and trace debugging; printer and disk utilities; strings, arithmetic, trigonometric, and bit operations; and conversions between data types.

RSBASIC is equipped with BEDIT, an editor for source programs, and RUNBASIC, which executes compiled programs. RSBASIC will not convert programs written for BASIC interpreters. RSBASIC requires a TRS-80 Model I or III, 48 K bytes of memory, and two floppy-disk drives. It is available for \(\$ 149\) from Radio Shack, 1800 One Tandy Center, Fort Worth, TX 76102, (817) 390-3272. Circle 572 on inquiry card.

\section*{Supervyz Your CP/M}

Supervyz allows nontechnical users an easier way of dealing with \(C P / M\). Communication with CP/M for many users has been abbreviated, impolite, and not helpful when a mistake is made. The symbols can be cryptic and frustrating for many users. Aided by error mesages
and computer-assisted tutoring, Supervyz helps the operator avoid mistakes and advises the next step in a polite manner. It serves as a mediator between the user and CP/M, requesting information in plain English and translating the response into a form CP/M understands.
Supervyz is an enhanced CP/M with a number of new intrinsic (builtin) commands, such as GET, which loads a program, GO, which executes the loaded program, and WAIT, which requests keyboard input before proceeding with the program. Supervyz costs 595 and is manufactured by Epic Computer Corp., 9181 Chesapeake Dr., San Diego, CA 92123 , (714) 569-0440.

Circle 573 on inquiry card.

\section*{Spellguard 2.0}

Spellguard 2.0 proofreads text 1.5 times faster than its predecessor, Spellguard 1.0, and occupies \(1 / 3\) less space ( 54 K bytes). It can proofread up to 60 double-spaced pages (15,000 words) per minute, using double-density .8-inch disk drives. Deletions from and additions to the Spellguard's 20,000word dictionary present no problem.

Spellguard 2.0 is available on 5 - or 8 -inch disks for the Apple and other microcomputers with 32 K bytes of memory, one disk drive, and the CP/M operating system. It costs \(\$ 295\). For \(\$ 35\), owners of Spellguard 1.0 can upgrade to version 2.0 by returning

\section*{What's New?}
their disk to the company. Contact Innovative Software Applications, Suite 300, 260 Sheridan Ave., Palo Alto, CA.94306, (415) 326-0805.
Circle 574 on inquiry card.

\section*{Crank Up UCSD Pascal}

Using Professional Business Software's Crank utility, you can convert CP/M BIOS to UCSD Pascal BIOS, which will allow UCSD Pascal to run on any 48 K-byte computer that runs CP/M. The Crank works with floppy- and hard-disk drive systems. A UCSD p-system for CP/Mbased machines is available for \(\$ 450\). Run-time-only systems are available for s 150 from Professional Business Software, 119 Fremont St., San Francisco, CA 94105,1415\()\) 546-1596. Circle 575 on inquiry card.

\section*{MISCELLANEOUS}

\section*{RS-232C \\ Cable Deslgner}

The RS-232C DB25 Pin Reconfiguration Adapter (PRA) lets you mate almost any serial I/O (input/output) device to any computer by rerouting RS232C signals. The PRA eliminates the task of making special cables or resoldering existing cable wiring to achieve proper interfaces. A flat cable with DB25 connectors and the PRA adapter will tie proper signal lines together. All you do is position the slide switches for proper signal routing through the adapter.

The PRA package is made up of a printed-circuit card with one male and one female DB25 connector mounted on it and a matrix switch. It has a suggested retail price of \(\$ 59.95\) and is available from Mountain Computer, Inc., 300 El Pueblo Rd., Scotts Valley, CA 95066, (408) 436-6650.

Circle 576 on inquiry card.

\section*{68000 MemoryManagement UnIt}

The MC68451 memorymanagement unit provides address translation and protection of the 16-megabyte addressing space of the 16 -bit 68000 processor. It also provides address-space separation of system user resources and write-protection. The MC68451 costs \(\$ 215\) and is available from Motorola, Inc., MOS Integrated Circuits Div., 3501 Ed Bluestein Blvd., Austin, TX 78721, (512) 928-6369. Circle 579 on inquiry card.

\section*{Lowercase for the Apple II}

The McLaren LCG (lowercase generator) for the Apple II generates the full 96-character ASCII |American Standard Code for Information Interchange) set with true descenders. Installation is simple and requires no soldering. The McLaren LCG costs \(\$ 49.95\) and is distributed by Great Lakes Digital Resources, POB 32133, Detroit, Ml 48232, (313) 538-7963.

Circle 580 on inquiry card.


\section*{Tiny Core Memory}

The Controlex Model 120 is a tiny core-memory module for use as a nonvolatile store of microprocessor data. Its 4-bit array can store a status word upon power shutdown or loss and retain it indefinitely. In a typical application, the 120 would be accessed by a microprocessor I/O (input/output) port in response to power shutdown. Data are squentially loaded in four cycles and retained. When power is returned, the data are sequentially loaded back to return to the status word.

The Model 120 comes in a 14-pin DIP |dual inline package). Variations, including longer word lengths (i.e., 8 bits), parallel access, and custom-support circuitry are available. The Model 120 operates on +5 V and uses lowcost, common TTL (transis-tor-transistor logic) devices as support circuits. It costs \(\$ 6.90\) in OEM (original equipment manufacturer) quantities. Contact Controlex Corp., 16005 Sherman Way, Van Nuys, CA 91406, (213) 780-8877.
Circle 581 on inquiry card.

\section*{Convert SIgnals}

The Mint-01 interface board converts TTL (tran-sistor-transistor logic) levels to RS-232C or 20 mA cur-rent-loop signals in a 5 V DC environment. The board will convert TTL voltages to a single 20 mA current-loop input and output, or to RS-232C inputs and four RS-232C outputs, selectable with on-board jumpers. A DC-to-DC converter provides
\(\pm 12 \mathrm{~V} D C\) for the conversion circuitry, while requiring \(a+5 \vee D C\) input at 400 mA . The Mint-01 can be attached to any TTLlevel logic through a 14-pin cable connector. The price is \(\$ 105\) from Miller Technology, 647 North Santa Cruz Ave., Los Gatos, CA 95030, (408) 395-2032.

Circle 582 on inquiry card.

\section*{What's New?}


\section*{Share Up to Six Peripherals}

Giltronix Inc.'s positionswitching and port-sharing units allow several computers to share a common device, such as a printer or terminal, or allow a single computer to use several devices from one microprocessor port. The Models GRS 232S8AD, -S8AE, and -S8AF switching units have four, five, and six positions and can connect up to six devices to a common \(1 / O\)
(input/output) device. All units can switch eight lines of an RS-232C interface.

Options for the series include monitoring capabilities and a rack-mountable enclosure. Prices are \$249, \$299, and \$339, respectively. For more information, contact Giltronix, Inc., 450 San Antonio Ave., Palo Alto, CA 94306, (415) 493-1300.

Circle 583 on inquiry card.

\section*{Fast CMOS Microprocessor}


The CDP1802A CMOS (complementary metal-oxide semiconductor) microprocessor offers a clock frequency of 3.2 MHz at 5 V DC and 6.4 MHz at 10 V DC, guaranteed over a range of \(-40^{\circ} \mathrm{C}\) to \(+85^{\circ} \mathrm{C}\). It also features an internal Schmitt-trigger buffer on the CLEAR input, which eliminates the need for ex-
ternal logic devices for power-on reset.

The CDP 1802A is pin-for-pin compatible with the CDP 1802 and is priced at \(\$ 3.98\) in OEM (original equipment manufacturer) quantities. Contact RCA Solid State Div., Rte. 202, Box 3200, Somerville, NJ 08876
Circle 584 on inquiry card.

The Speaker's Voice
The Speaker is a voice synthesizer for SS-50, SS50C, and TRS-80 Color Computers. Typically, 1 or 2 bytes are required to represent the phonetic-speech codes. The board can be used from any BASIC by using PEEK and POKE commands. Data statements are used for speech storage. The Speaker for the SS-50/50C costs s189.95. It's available with demonstration software for Technical Systems Consultants and Smoke Signal Broadcasting disk operating systems. The TRS-80 Color Computer version comes with demonstration and utility programs operating in machine language and Color BASIC. It costs \$179.95. For more information, contact Alford \& Associates, POB 6745, Richmond, VA 25250, (804) 320-6722.
Circle 585 on inquiry card.

\section*{Digital Timer Circuit}

Slow operate and release, intervals, and flashings from 6 microseconds to infinity can be programmed with the LS7210 digital-timer circuit. The device can be driven by an on-circuit oscillator set by an external remote-control network, or by an external clock. Delays of 36 days are obtainable. Circuits can be cascaded for sequential events. The LS72 10 can be operated in four modes: delayed operate, delayed release, dual delay, and one-shot modes. All inputs on the
device are CMOS- (complementary metal-oxide semiconductor), PMOS-(p-type MOS), and TTL-(transistor-transistor logic) compatible. The cost is \(\$ 3.70\) in 1 - to 24-unit quantities. Contact LSI Computer Systems, Inc., 1235 Walt Whitman Rd., Melville, NY. 11747, (516) 271-0400.
Circle 586 on inquiry card.


\section*{Boost the Atari 800's Memory}

The RAMdisk is a 128 K-byte programmable memory system for the Atari 800. RAMdisk has software that makes the system appear to the computer to be a disk drive. RAMdisk is compatible with existing software written for the Atari 800 and is up to 20 times faster than the Atari 810. RAMdisk can also be programmed as bank-selectable memory in eight 16 K-byte pages. No modifications to the 800 are required.

The complete RAMdisk memory system includes the 128 K module, operating manual, DOS /disk operating system) memorymanagement software, and utility software. The suggested retail price is \(\$ 699\) from Axlon, Inc., 170 North Wolfe Rd., Sunnyvale, CA 94086, (408) 730-0216.

Circle 587 on inquiry card.

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Circle 175 on inquiry card.

\section*{What's New?}


\section*{New CIrcults from GTE}

The 8112 static pro-grammable-memory integrated circuit is pin-for-pincompatible with the 2716 EPROM (erasable programmable read-only memory). A delatched write function allows data to be controlled by the write-enable function, making a delayed write possible. The 8112 operates in the enabled and the disabled modes. In the enabled mode, the device typically uses 135 mW of power and in the disabled mode it uses 30 mW . Organized as a 1 K by 8 -bit circuit, the 8112 is available in 200, 300, and 400 ns versions. It requires a single \(+5 \vee D C\) power supply. Depending on speed, the 8112's price ranges from \$10.10 to s13.05. Contact GTE Microcircuits, 2000 West 14th St., Tempe, AZ 85281, (602) 968-4431 Circle 588 on inquiry card.

\section*{5 V DC, 10 A Switching Power Supply}

Suitable for 90 V to 135 VAC or 180 V to \(270 \vee\) AC, the Model USB 5-10, a 5 V DC 10 A openframe switching power supply, can handle a line frequency of between 47 and 440 Hz . Efficiency is
more than 72\% at full load, 115 or \(230 \vee A C\) and \(25^{\circ} \mathrm{C}\). The supply can compensate for up to 0.5 V line drop and has crowbar overvoltage protection. The price for the USB 5-10 switching supply is \(\$ 99\). Contact Adtech Power, Inc., 1621 South Sinclair, Anaheim, CA 92806, (714) 634-9211.
Circle 589 on inquiry card.

\section*{BltSwitch}

BitSwitch is a manually activated device that allows one of two RS-232C interfaces to be switched to a common port. With BitSwitch, printers, modems, and terminals can be shared. The Model 117 BitSwitch can be placed under modems or telephones and is priced at \$124 from Development Associates, 1520 South Lyon St., Santa Ana, CA 92705, (714) 835-9512.
Circle 590 on inquiry card.

\section*{TRS-80 Control Keys}

Clockwork Software's Control Key system is a hardware and software combination that lets you control your TRS-80 Model I's 32 K- or 48 K-byte flop-py-disk system with single keystrokes. The hardware converts the TRS-80's numeric keypad into a set of 12 programmable-function keys accessible by BASIC or machine-language commands.

Four Control Key programs are available: Doskey, Baskey Scripkey, and Numkey. Doskey
allows execution of the most frequently used DOS (disk operating system) functions with a single key. Baskey aids the entering and debugging of BASIC programs by configuring the keypad to accommodate BASIC commands. Scripkey works in conjunction with the Scripsit wordprocessing program and allows 24 Scripsit commands to be entered with single keystrokes. Numkey converts the Control Key hardware back into a numeric pad for data entry. A total of 24 functions/com-
mands are available from the Control Key keyboard during the execution of each Control Key program.

The Control Key hardware costs \(\$ 150\) assembled, 570 partially assembled, or \(\$ 20\) for the bare board, including documentation. Doskey and Numkey come with the assembled and partially assembled versions. Baskey and Scripkey cost \(\$ 20\) each. For details, contact Clockwork Software, POB 704, Colorado Springs, CO 80901 Circle 591 on inquiry card.


\section*{RS-232C Cable Assemblles}

Belden Corp.'s shielded interface-cable assemblies comply with the EIA's (Electronics Industries Association's) RS-232C standards. Belden's molded cable assemblies feature a 25-conductor shielded cable with subminiature male or female D connectors. This design protects signals from external interference. Connector pins
and sockets feature gold over copper-flashed beryllium copper. Prices range from \(\$ 21.06\) for a 5 -foot length to \(\$ 56.82\) for a 70-foot piece. Contact Joe Prechodnik, Belden Corp., Interconnect Systems Operation, 105 Wolfpack Rd., Gastonia, NC 28052, (704) 865-451 3.

Circle 592 on inquiry card.

\section*{Why use their flexible discs:}

\author{
Athana, BASF, Control Data, Dysan, IBM, Maxell, Nashua,
} Scotch, Shugart, Syncom, 3M, Verbatim or Wabash

\title{
when you could be using MEMOREX
}

\section*{for as low as \$1.94 each?}

Find the flexible disc you're now using on our cross reference list... then write down the equivalent Memorex part number you should be ordering.
\begin{tabular}{|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|}
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Single-Headed Drives \\
Single-Density Media
\end{tabular} & \begin{tabular}{l}
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IEM Compatiole \(1128 \mathrm{~B} / \mathrm{S}\). 26 Seciorst w/ WPN \& HubRing \\
I日M Comoatide 1128 tis. 20 Scciors) R VELASIBIL \\
4BM System 6 Compatible \\
IEM Compalible l25e 日/S is Seclors! \\
IBiu Compatible \(1512 \mathrm{~B} / \mathrm{S}\) B Sectors) \\
ShuperiCompatable 32 hard Sector \\
Wang Compatible. 32 Hara Sector w/Hub Aing \\
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FD34.9000 \\
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FFJ4-9000 \\
FDRO. 9000 \\
FD36.9000 \\
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FD32-9000 \\
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Solt Sector ( 256 B/S. 26 Soctora) \\
Soll Sector ( 512 B/S. 15 Sectors) \\
Soll Sector ( \(1024 \mathrm{~B} / \mathrm{S}\), E Sectors) \\
32 Hard Sector \\
Qurrouphs B.80 Compalidie. 32 Hard Sector \\
Soll Sector 11024 B/S B Sectorst w/ Hubfing \\
Shugert Compatible. 32 MardSector
\end{tabular} & 3102
3115
3103
3114
3101
3105
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3316
3181 & \[
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& 3.09 \\
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& 3401 \\
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& 1.94 \\
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475001 \\
475010 \\
\text { 475018 } \\
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\(104 / 1\) \\
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\text { MD } 11 \\
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\text { S/A-104 } \\
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15300 \\
15325 \\
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MD525.01 \\
MDS25-10 \\
mos25. 16 \\
MD525.01 \\
MD525-10 \\
MD525-10
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441002 \\
44102 \\
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54646 \\
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100410 \\
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MD525-10 \\
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& 8 / A \cdot 155
\end{aligned}
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MDS50-01 \\
MD550-10 MOS50-16 MO550.01 M0550-10 M0550-16
\end{tabular} &  &  \\
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\section*{Quality}

Memorex means quality products that you can depend on. Quality control at Memorex means starting with the best materials available. Continual survellance throughout the entiremanaction instance, in proprietary coating formulations. The mostsophisticated testing procedures you'll find anywhere in the business. 100 Percent Error Free
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Memorex's commitment to excellence does not stop with a quality product. They are proud of their flexible discs and they package them with pride. Both their packaging and their and use in mind convenient for filing and storage Bothboxlabels and jacket labels provide full information on compatibility, density, sectoring, and record length. Envelopes with multi-language care and handling instructions and color-coded removable labels are included. A write-protect feature is available to provide data security.
Full One Year Warranty - Your Assurance of Quality Memorex Flexible Discs will be replaced by Memorex if they are found to be defective in materials or workmanship within Memorex (including consequential damages) caused by the use of Memorex Flexible Discs.

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specifications are subject to change without notice Out ol stockitems specilications are subject to change without notice. CE
will be placed on backorder automatically unless CE is inveted differently. Minimum order \(\$ 50.00\). International orders are invited with a \(\$ 20.00\) surcharge for special handling in additionto shippingcharges. All shipments are F.O.B. Ann Arbor. Michigan. No COD's please. NonMail orders to: Communications Electronics.
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\section*{Computer Products Division}

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\section*{What's New?}


\section*{Voltage Suppressor}

The Voltage Surge and Transient Suppressor electronically removes or reduces sudden voltage changes that can affect electronic equipment. The Suppressor is plugged into an AC-line power receptacle on the same 15 A breaker circuit as the electronic equipment being protected. Overvoltage surges beyond 132 V AC are clipped and high-fre-
quency transients are cut off. A 2 A internal fuse provides overload protection. A power indicator lets you know whether your AC-input voltages are normal or poor. For information on the suppressor, contact Cuesta Systems, Inc., 3440 Roberto Court, San Luis Obispo, CA 93401, (805) 541-4160. Circle 593 on inquiry card.

\section*{North StarCompatible Disk Controller}

The Phase Lock II North Star-compatible disk controller can handle doubleand quad-density floppydisk drives. The Phase Lock II runs programs made for the North Star controller and supports four extra disk drives. The controller is capable of supporting a mixed configuration of 48and 96-track-per-inch drives.

Optionally, the Phase Lock II can allow boot-up at a user-selectable address. Available with the selectable-address option is

Super DOS-96 \& Boot PROM |programmable read-only memory), which automatically tracks the controller-board address and continues to function at different addresses. The Super DOS-96 \& Boot PROM permits users to boot up on a drive other than number 1. Additionally, Super DOS-96 does not require a GO command: the user merely types in the file name followed by a RETURN and Super DOS-96 will automatically load and execute a file. A file program provided on a disk lets users merge files from a single- or double-density
disk to another single- or double-density disk.

The Phase Lock II costs \(\$ 450\) or \(\$ 500\) with the multi-address option. Contact HSC Computer Services, Ltd., POB 43, Brooklyn, NY 11236, (212) 780-0022.
Circle 594 on inquiry card.

\section*{Controller for 5-Inch Seagate Drives}

Xebec Corporation's S1410 controller is designed specifically for Seagate 5-inch-compatible drives. The S1410 is compatible with DTC |Data Technolgy Corp.| 510 and SA1400 interfaces, which allows the controller to operate with host adapters supplied by DTC and Shugart, such as those for the Apple, Q-Bus, Multibus, and S-100 computers. The microprocessor-controlled S1410 combines an onboard data separator with a Shugart Associates SA1400 series host interface. It can handle two drives simultaneously and it features a control that can configure the size of the drive through software commands. The S1410's power requirements are +5 V at 2.5 A and +12 V at 50 mA .

Other features include automatic seek and verify, automatic head and cylinder switching, a full-sector buffer, variable-sector size, automatic retries, and userprogrammable drive characteristics. The host system initializes the drive size by sending the controller the maximum number of cylinders and heads. The S1410
controller costs \$295. Contact Xebec Corp., 432 Lakeside Dr., Sunnyvale, CA 94086, (408) 733-1340. Circle 595 on inquiry card.


\section*{12-Bit 35 ns DIA Converter}

Designed as a pin-forpin replacement for the earlier ADH-030, the ADH-030 II D/A /digital-toanalog) converter provides 12-bit linearity, settling in 35 ns to within \(0.01 \%\). The device is useful for applications in video displays, including television and radar video reconstruction, \(x-y\) deflection positioning, and digitally controlled frequency agile oscillators. The ADH-030 II comes in two temperature grades: \(0^{\circ}\) to \(70^{\circ} \mathrm{C}\) and \(-55^{\circ}\) to \(+105^{\circ} \mathrm{C}\). Prices begin at \$139, for single pieces. For more information, contact ILC Data Device Corp., 105 Wilbur Pl., Bohemia, NY 11716 , (516) 567-5600.
Circle 596 on inquiry card.

\section*{Dot-Matrix Printers}

Printek's Models 910 and 920 dot-matrix printers share many features: a 9 by 9 format, graphics density of 144 by 144 dots per inch, and a 96-character ASCII |American Standard Code for Information Interchange) set with optional

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Guaranteed to ship within 24 hours on all telephone orders or YOUR ORDER FREE!! \\ \\ 800-426-2668 \\ \\ 800-426-2668 206-643-0792 206-643-0792 \\ 4000CMOS \\ \\ 4K STATIC RAM \\ \\ 4K STATIC RAM 8/\$20.00 8/\$20.00 16K Memory 16K Memory \(8 / \$ 16.00\)
} \(8 / \$ 16.00\)
}

\section*{74LS00}

\section*{74LS00}

\author{
74L.500
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Microprocessor Crystals
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6.0 MHZ & Parallel \\
6.144 MHZ & Parallel \\
8.0 MHZ & Parallel \\
10.0 MHZ & Series \\
15.0 MHZ & Series \\
18.0 MHZ & Series \\
18.431 MHZ & Series \\
48.0 MHZ & Series \\
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\section*{EPROMS}
\begin{tabular}{|c|c|c|c|c|}
\hline 2708 & AMD & 3 Supply & 450NS & 50 \\
\hline 2716 & Hitachi & +5 & 450NS & 7.00 \\
\hline 2716 & National & +5 & 450NS & 7.00 \\
\hline 2716 & Intel & +5 & 450 NS & 7.00 \\
\hline 2716-1 & Intel & +5 & 350NS & 9.50 \\
\hline 2716 & T.I. & 3 Supply & 450 NS & 7.50 \\
\hline 2716 & Motorola & 3 Supply & 450NS & 7.50 \\
\hline 2732 & NEC & + 5 & 450NS & 16.00 \\
\hline 2732 & Mitsubish & +5 & 450NS & 16.00 \\
\hline 2732 & Intel & +5 & 450NS & 17.00 \\
\hline 2732 A & Intel & +5 & 250NS & 17.00 \\
\hline 2732A.2 & Intel & +5 & 300NS & 16.00 \\
\hline 27324-2 & Intel & +5 & 200NS & 20.00 \\
\hline 2532 & Hitachi & +5 & 45ONS & 18.00 \\
\hline
\end{tabular}

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}

\section*{What's New?}
fonts, underlining, superand subscript, lowercase descenders, double-width characters, and downloadable character set. Both printers have a 1.8 K-byte character buffer. The Models 910 and 920 differ only in their bidirectional print speed and throughput. The 910 can print up to 170 cps (characters per second); the 920 up to 340 cps. The Model 910 has a maximum throughput of 140 Ipm (lines per minute); the 920 can do 270 lpm . In graphics, the 910 prints 2000 dots per second, while the 920 prints 4000 dots per second.

The Model 910 has a suggested list price of approximately \(\$ 1695\); the Model 920 is \(\$ 2345\). Complete details are available from Printek, Inc., 1517 Townline Rd., Benton Harbor, MI 49022, (616) 925-3200.
Circle 597 on inquiry card.

\section*{Alps Printers}

Using a special ballpoint pen, the Alps Electric Model 1200 color printer prints four-color graphic symbols, letters, numbers, Chinese ideograms, and drawings and graphs. During color printing, the printer selects the appropriate pen through software routines. Another printer, the Model 1100, uses a single pen and can write 12 cps (characters per second) in its smallest column size.

Alps printers are available as stand-alone units or as the printing mechanism alone. The price for the one-color printer is \(\$ 325\),
the mechanism alone is s140. The four-color Model 1200 is \(\$ 450\); the mechanism alone is \(\$ 180\). For details, contact Alps Electric, Inc., 100 North Centre Ave., Rockville Centre, NY 11570, (516) 766-3636.
Circle 598 on inquiry card.

\section*{Desktop Digitizer}

Summagraphics Corporation has introduced a new version of its Bit Pad digitizer: the Bit Pad 10. The device is useful for cursor control, business-data entry, and graphics-information entry. RS-232C, IEEE (Institute of Electrical and Electronics Engineers), and 8-bit parallel interfaces are available for the 11-inch square digitizer

The Bit Pad 10 costs between \(\$ 895\) and \(\$ 990\), depending upon accessories. For complete details, contact Summagraphics Corp., 35 Brentwood Ave., Fairfield, CT 06430, (203) 384-1344.
Circle 599 on inquiry card.

\section*{Tabletop Drum Plotter}

Houston Instrument's CPS-16, a four-pen, tabletop drum plotter, is micro-processor-based. The CPS-16 can produce fourcolor drawings on paper, mylar, or vellum. It accepts data from RS-232C or 20 mA current-loop sources and can operate in an on-line or remote timeshare environment. It features up to 172 characters containing upper- and lowercase letters, positive paper feed, buffer memory,
and protocol for detection and correction of datatransmission errors. Writing speeds of 10 or 15 inches per second with a 0.05 mm (0.002 inches) resolution are touch-selectable. For additional information, contact Houston Instrument, One Houston Sq., Austin, TX 78753, (512) 837-2820.
Circle 600 on inquiry card.


\section*{Smart Logic Probe}

The SP-1 Smart Probe is a logic probe with four address lines that can connect to TTL- (transistortransistor logic) level circuitry. When the logic levels of the address lines match the parameters that the user has set into the switches, the TTL-logic level present at the probe tip is latched and displayed on an LED (light-emitting diode). This gives the user the ability to latch and display the logic level of a circuit at any specific instant. The SP-1 costs \(\$ 55\) and is available from New Technologies Co., POB 32, Streamwood, IL 60103, (312) 289-4410.

Circle 601 on inquiry card.

\section*{Auto-Cat}

The Auto-Cat is an auto answer, FCC- (Federal Communications Commission) approved, direct-connect 300-bit-per-second modem that can automatically answer calls at any time. Auto-Cat has three data modes: automatic answer, manual answer, and manual originate. It can operate in full- or halfduplex and features local and remote loopback test functions. The interface is RS-232C.

The Auto-Cat costs \$249. For complete details, contact Novation, Inc., 18664 Oxnard St., Tarzana, CA 91356. (213) 996-5060.

Circle 602 on inquiry card.

\section*{Where Do New \\ Products Items Come From?}

The information printed in the new products pages of BYTE is obtained from "new product" or "press release" copy sent by the promoters of new products. If in our judgment the information might be of interest to the personal computing experimenters and homebrewers who read BYTE, we print it in some form. We openly solicit releases and photos from manufacturers and suppliers to this marketplace. The information is printed more or less as a first-in first-out queue, subject to occasional priority modifications. While we would not knowingly print untrue or inaccurate data; or data from unreliable companies, our capacity to evaluate the products and companies appearing in the "What's New?" feature is necessarily limited. We therefore cannot be responsible for product quality or company performance.

\section*{PRINTERS}
 150 cps bidirectional-9x9 dot matrix, quietized case, 136 col, vertical form control and many other functions
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Teletype 40,300 LPNi-typewriter quality, RS- from Only 232 interface. This quality printer is available in many \(\$ 2928\) configurations including forms access, quietized case, etc.

\section*{Teletype 43}
from \(\$ 995\)
Teletype AP-200, 340 cps dot matrix (similar to Data Prod. M-200) \$2799
NEC Spinwriter- 55 cps , bidirectional, letter quality
\[
\text { R.O. } 7710 \text { KSR } 7720
\]
\(\$ 2799\)
DIABLO 630-40 cps, bidirectional, daisy wheel, plot/graph \$2449
QUME Sprint \(9 / 45 \mathrm{cps}\), daisy wheel
\(\$ 2228\)
C. ITOH Starwriter, 25 cps , daisy wheel
\(\$ 1575\)
C. ITOH Starwriter, 45 cps , daisy wheel \(\$ 1849\)

EPSON MX-80, \(100,80 \mathrm{cps}, 9 \times 9\) dot matrix
ANADEX 9500/9501, up to 200 cps , high resolution dot
OKIDATA Microline \(80,80 \mathrm{cps}, 9 \times 7\) dot matrix
Microline 82A, bidirectional, friction/pin feed
SCALL

Microline 83A , bidirectional, 120 cps , uses \(15^{\prime \prime}\) paper
TI-810, 150 cps , Basic
Package-Compressed print, vertical form control
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\(\$ 1675\)
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JBEs Speech Synthesizers use the Votrax SC-01 Phoneme Synthesizer chip. The SC-01 phonetically synthesizes continuous speech of unlimited vocabulary. The SC-01 contains 64 different phonemes and 4 levels of inflection accessed by an 8 bit code. It requires 10 Bytes per second for continuous speech. Both boards have an audio amp for direct connection to an 8 ohm speaker.
Documentation Includes basic user programs, a phoneme chart and listing of coded words to help you get started. Documentation for the Apple \(\|^{\infty}\) Speech Synthesizer includesa diskwith many user programs.
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JBE EPROM Expander for the Apple I holds six 5 V 2716 s for a total of 12 K bytes of EPROM. This board takes the place of the on board ROM in the Apple. It is software switchable by the same technique used by the Apple II firmware card. Solder jumpers are for reset to the Apple ROM or EPROM Expansion Card. Use JBE EPROM Programmer and Parallel I/O to program your EPROMs. EPROMs sold separately.
81.085AAssm.
81.085 KKit

81-085BBareBoard
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Single board large scale Integration Microcomputer. This \(4.5 \times 6.5\) board uses the 6502 Microprocessor, two 6522 VIA's, four 2114 RAM's, 2516, 2716 or 2532 EPROM. The fully buffered 22/44 pin bus Is similar to the \(\mathrm{KIM}^{\oplus}{ }^{\circ}\), SYM \({ }^{\oplus}\), and AIM \(^{\oplus}\) expansion connector. The four 8 bit I/O ports connect through 16 pin dip sockets. This board was designed for control and Is ideal for Personal and OEM use.
- 6502 MPU
- Two 6522 VIA's
- Four 2114 RAM's (2K bytes)
- One EPROM 2516 or 2532
- Crystal clock 1 Mhz
- Requires 5V 1AMP Power
- \(4.5 \times 6.5\) card
- Power on rese
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6502 MPU, 6522 VIA, 2716 EPROM, 2114 RAM single board computer. Single 5 volt power supply at 400 Ma . Two in dependent 8 bit IIO ports with handshake lines. RC controlled 1 Mhz clock. Complete documentation. I/Olines use 50 pin edge connector. Data and address lines are not accessible. Mod. for 2532 is included. EPROM is not included. 1 K RAM, 2 K EPROM, 2 IIO ports.

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- 16502 CPU
- 46522 VIA (8 Parallel I/O Ports)
- 1 AY5-1013 (Serial I/O Ports)
- 82114 RAM (4K)
- 22716 EPROM (Monitor \& Tiny Basic)
The partially populated version includes:
- 16502 CPU
- 16522 VIA (2 Parallel I/O Ports)
- 1 AY5-1013 (Serial I/O Port)
- 22114 RAM (1K)
- 12716 EPROM (with Monitor)
Both versions include sockets for 2716s or 2532s, 8 16 pin sockets for I/O interfacing and a DB25 connector for RS232.
All address and data lines are brought off the board to the 50 pin edge connector. (similar to the Apple II bus)
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\end{tabular} & \(\$ 249.95\) \\
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2715 EPROM
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C-90 & 17.50 & 77.50
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Single User System \(\$ 995.00\)
4 MHz 7-80A CPU, 64 K RAM, serial I/O port parallel I/O port, double-density disk controller CP/M 2.2 disk and manuals, system monitor control and diagnostic software.
-All boards are assembled and tested-

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64 K to 256 K expandable RAM board


SD Systems has duplicated the famous reliability of their ExpandoRAM I and II boards in the new ExpandoRAM III, a board capable of containing 256 K of high speed RAM. Utilizing the new \(64 \mathrm{~K} \times \mathrm{l}\) dymanic RAM chips, you can configure a memory of \(64 \mathrm{~K}, 128 \mathrm{~K}, 192 \mathrm{~K}\), or 256 K , all on one S-100 board. Memory address decoding is done by a programmed bipolar ROM so that the memory map may be dip-switch configured to work with either COSMOS/MPM-type systems or with OASIS-type systems.
Extensive application notes concerning how to operate the ExpandoRAM III with Cromemco Intersystems, and other popular 4 MHz Z-80 systems are contained in the manual
MEM-65064A \(64 K A \& T\)
\(\$ 495.00\)
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Double density controller with CP/M 2.2

- S-100 bus compatible - IBM 3740 compatible sof tsectored format - Controls single and double sided drives, single or double density, \(51 / i^{\prime \prime}\) and 8 drives in any combination of four simultaneously - Drive select and side select circuitry - Analog phase-locked loop data seperator • Vectored interrupt operation optional - CP/M 2.2 disk and manual set included - Control/diagnostic software PROM included
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IOD-1160A \(A \& T\) with \(C P / M 2.2\)

\section*{SBC-200}

2 or 4 MHz single board computer

- S-100 bus compatible •Powerful 4MHz Z-80A CPU - Synchronous/asynchronous serial I/O port with RS-232 interface and software programmable baud rates up to 9600 baud Parallel input and parallel output port - Four channel counter/timer - Four maskable, vectored interrupt inputs and a non-maskable interrupt IK of on-board RAM - Up to 32 K of on-board ROM - System monitor PROM included
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16 K to 64 K expandable RAM board

- S-100 bus compatible •Up to 4 MHz operation Expandable from 16 K to \(64 \mathrm{~K} \bullet\) Uses \(16 \times 14116\) memory chips - Page mode operation allows up to 8 memory boards on the bus - Phantom output disable - Invisible on-board refresh
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\(\$ 385.00\)

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Multi-user operating system
- Multi-user disk operating system - Allows up to 8 users to run independent jobs concurrently • Each user has a seperate file directory

COMOS supports all the file structures of CP/M 2.2, and is compatible at the applications program level with CP/M 2.2, so that most programs written to run under CP/M 2.2 or SDOS will also run under COSMOS.

Multi-User System
SBC-200, 256K ExpandoRAM III, Versafloppy II, MPC

\section*{\(\$ 1995.00\)}

Two Z-80A CPUs (4 MHz), 256K RAM, 5 serial I/O ports with independently programmable baud rates and vectored interrupts, parallel input port, parallel output port, 8 counter/timer channels, real time clock, single and double sided/single or double density disk controller for \(51 / 1^{\prime \prime}\) and \(8^{\prime \prime}\) drives, up to 36 K of on-board ROM, CP/M 2.2 compatible COSMOS interrupt driven multi-user disk operating system, allows up to 8 users to run independent jobs concurrently, C BASIC II control and diagnostic software in PROM included
-All boards are assembled and tested-

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Intelligent communications interface

- Four buffered serial I/O ports - On-board Z 80A processor - Four CTC channels Independently programmable baud rates Vectored interrupt capability - Up to 4 K of on board PROM • Up to 2 K of on-board RAM • On board firmware
This is not just another four-port serial I/O board! The on-board processor and firmware provide sufficient intelligence to allow the MPC-4 to handle time consuming I/O tasks, rather than loading down your CPU. To increase overall efficiency, each serial channel has an 80 character input buffer and a 128 character output buffer. The on-board firmware can be modified to make the board SDLC or BISYNC compatible. In combination with SD's COSMOS operating system (which is included with the MPC-4), this board makes a perfect building block for a multiuser system.
IOI-1504A A \& T with COSMOS .. \(\$ 495.00\)

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Standard serial, Centronics parallel, and current loop interfaces • Selectable baud rates 50 to 19,200 - Automatic bidirectional printing - Logic seeking - 650 character buffer with optional 16K buffer - 55 characters per second print speed • Comes with vertical forms tractor, ribbon, thimble and cable - Diablo compatible software Available with or without optional front panel

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Two computers in one, \(Z-80 \& 6502\), more than doubles the power \& potential of your Apple, includes \(Z \cdot 80^{*} C P U\) card, CP/ M 2.2. \& BASIC-80
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New from Vista Computer, single or double sided, single or double density, compatible with DOS 3.2/3.3. Pascal, \& CPM 2.2. Shugart \& Qume compatible

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Complete package includes: Two \(8^{\prime \prime}\) double-density disk drives, Vista double-density 8" \(^{\prime \prime}\) disk controller, cabinet, power supply, \& cables, DOS 3.2/3.3, CP/M 2.2, \& Pascal compatible.
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IEEE 488 controller, uses simple basic commands, includes firmware and cable, 1 year guarantee, (see April Byte pg (11)
IOX-7488A \(A \& T\)
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SFK 74600008 B В BASIC \(R() M\)
(.) \(\$ 64.95\)

SFK-64600004E \(4 K\) assembler \(R() M \quad \$ 43.95\)
PSX-030A Power supply \(\$ 64.95\)
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2 or \(4 \mathrm{MHz} \mathrm{Z}-80 \mathrm{C}\) PU board with provision for up to 8 K of ROM or \(4 K\) of RAM on hoard, extended addressing, IEEE S-IOO, front panel compatible.
CPU-30300K Kit
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CPU-30300A \(A \& T\)
\(\$ 299.95\)

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2708, 2716, 2732 EPROM programmer \(w /\) software
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\(\$ 189.95\)
MEM-99520A \(A \& T\)
\(\$ 249.95\)
PB-1-S.S.M.
2708. 2716 EPROM board with built-in programmer

MEM-99510K Kit
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MEM-99510A \(A \& T\)
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16 K or 32 K uses \(2708^{\prime}\) s or \(2716^{\prime} \mathrm{s}, 1 \mathrm{~K}\) boundary
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IOV-1095A \(4 \mathrm{MHz} A \& T\)
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\(80 \times 24\) I/O mapped video board with keyboard I/O, and on-board 2-80A*.
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MBS-061A \(A\) \& \(T\)
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MBS-121B Bare board
MBS-121K Kit
MBS-121A \(A \& T\)
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18 \text { Slot }\left(141 / 2 " x 83 \%{ }^{\prime \prime}\right)
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ENI)-(0)(0423 Kit \(\mathbf{u}^{\prime} 2\) FIIIOO-8Ds . \(\$ 924.95\)
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1 Drive
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2 Drives \$499.95 each 10 Drives \(\$ 479.95\) each
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1 Drive ... \$394.95 each
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I/O-4 - S.S.M.
2 serial I/O ports plus 2 parallel I/O ports
IOI-1010K Kit ........................ \(\$ 179.95\)
IOI-1010A \(A \& T\) \(\$ 249.95\)
IOI-1010B Bare board
\(\$ 35.00\)

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MAINFRAME - Cal Comp Sys
12 slot S-100 mainf rame with 20 amp power supply
ENC-112105 Kit
\(\$ 329.95\)
ENC-112106 A \& T
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 suppls: dual fans. listhted stritch. and wher profrssisomal ratures
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1 Drive ... \$384.95 each
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Jade Part Number MSF-201120

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\(\$ 234.95\) each
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10 Drives
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THE VISTA V-1000 FLOPPY DISK DRIVE SUBSYSTEM



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Refresh while supply lasts only . \(49^{\circ}\) Pin equivalent to MK4027 except has 1 ms .
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S-100 WW \(\$ 2.99\) each FIRST QUALITY AT SURPLUS PRICE

\section*{2708 EPROMS}

PRIME-450 Ns.

\section*{8 for \(\$ 29.95\)}

\section*{4K STATIC RAM SELL.OFF}

Zilog 6104-4
Sanle as TMS 4044 but designed specifically for \(Z-80\) based systems. This is full-spec
\(\times 1\) RAM, 450 Ns
While supply lasts \(\$ 1.49\) each.
\(\$ 59.95\) Limited Supply \(\$ 59.95\) 16K Altair RAM Boards. Fully Populated as is.



8080/8085 SUPPORT


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\section*{}




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SALE TH1472B
M702
WO 1941
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NS 8250.
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AY5-3600

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1791,01 Oual liopy
17911020 Dual Floppy
179300.0 Floppy
1797 D. DS Flopy 1793 DD . DS Floppy
1797 DD OSFOppy
1691 Data Separatur
\begin{tabular}{|l|l|}
\hline FLOPPY CHIP SET \\
Double Density \\
Double Sided & ncludes: 1797 \\
S79.95/set & 1691 \\
\hline
\end{tabular}

A/D CONVERTERS \begin{tabular}{l}
87008 bat Binary \\
870110 bit \\
\hline 10 manty
\end{tabular}

\section*{}

TV CHIPS/SOUND

 \begin{tabular}{l} 
M M 369 Prescater \\
M 1899 RF Mrdialo \\
\hline
\end{tabular} WAVEFORM GEN

SHIFT REGISTER

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antwe

CTS DIPSWITCHES

\(\mathrm{OB255}(1952321\)
OB255 femaie


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BRUCE SEALS
Designer of the Static • 64



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\title{
16K Memory
}


\section*{74LS00 SERIES}
\begin{tabular}{|c|c|c|c|c|c|c|c|}
\hline & & & & 74LS 166 & 2.40 & 74LS293 & 5 \\
\hline 74LS00 & 25 & 74LS85 & 1.15 & 74LS168 & 1.75 & 74LS295 & 1.05 \\
\hline 74LS01 & . 25 & 74LS86 & . 40 & 74Lṡ169 & 1.75 & 74LS298 & 1.20 \\
\hline 74LS02 & . 25 & 74LS90 & . 65 & 74LS170 & 1.75 & 74LS324 & 1.75 \\
\hline 74LS03 & 25 & 74LS91 & . 89 & 74LS173 & . 80 & 74LS352 & 1.55 \\
\hline 74LS04 & 25 & 74LS92 & 70 & 74LS174 & 95 & 74LS353 & 1.55 \\
\hline 74LS05 & 25 & 74LS93 & . 65 & 74LS175 & 95 & 74LS363 & 1.35 \\
\hline 74LS08 & . 35 & 74LS95 & 85 & 74LS181 & 2.15 & 74LS364 & 1.95 \\
\hline 74LS10 & . 25 & 74LS96 & . 95 & 74LS189 & 9.95 & 74LS365 & 95 \\
\hline 74LS 11 & 35 & 74LS107 & . 40 & 74LS190 & 1.00 & 74LS366 & 95 \\
\hline 74LS12 & 35 & 74LS109 & . 40 & 74LS191 & 1.00 & 74LS367 & 70 \\
\hline 74LS13 & 45 & 74LS 112 & . 45 & 74LS192 & 85 & 74LS368 & 70 \\
\hline 74LS14 & 1.00 & 74LS11, & 45 & 74LS193 & 95 & 74LS373 & 99 \\
\hline 74LS15 & 35 & 74LS114 & . 50 & 74LS194 & 1.00 & 74LS374 & 1.75 \\
\hline 74LS20 & . 25 & 74LS122 & 45 & 74LS195 & . 95 & 74LS377 & 1.45 \\
\hline 74LS21 & . 35 & 74LS123 & 95 & 74LS196 & . 85 & 74LS378 & 1.18 \\
\hline 74LS22 & . 25 & 74LS124 & 2.99 & 74LS197 & . 85 & 74LS379 & 1.35 \\
\hline 74LS26 & . 35 & 74LS125 & 95 & 74LS221 & 1.20 & 74LS385 & 1.90 \\
\hline 74LS27 & . 35 & 74LS126 & . 85 & 74LS240 & . 99 & 74LS386 & 65 \\
\hline 74LS28 & . 35 & 74LS132 & . 75 & 74LS241 & . 99 & 74LS390 & 1.90 \\
\hline 74LS30 & . 25 & 74LS136 & . 55 & 74LS242 & 1.85 & 74LS393 & 1.90 \\
\hline 74LS32 & 35 & 74LS137 & . 99 & 74LS243 & 1.85 & 74LS395 & 1.65 \\
\hline 74LS33 & . 55 & 74LS138 & . 75 & 74LS244 & 99 & 74LS399 & 1.70 \\
\hline 74LS37 & . 55 & 74LS139 & 75 & 74LS245 & 1.90 & 74LS424 & 2.95 \\
\hline 74LS38 & . 35 & 74LS145 & 1.20 & 74LS247 & . 76 & 74LS447 & . 37 \\
\hline 74LS40 & 35 & 74LS147 & 2.49 & 74LS248 & 1.25 & 74LS490 & 1.95 \\
\hline 74LS42 & . 55 & 74LS148 & 1.35 & 74LS249 & 99 & 74LS668 & 1.69 \\
\hline 74LS47 & . 75 & 74LS 151 & 75 & 74LS251 & 1.30 & 74LS669 & 1.89 \\
\hline 74LS48 & 75 & 74LS153 & . 75 & 74LS253 & . 85 & 74LS670 & 2.20 \\
\hline 74LS49 & . 75 & 74LS154 & 2.35 & 74LS257 & . 85 & 74LS674 & 9.65 \\
\hline 74LS51 & 25 & 74LS155 & 1.15 & 74LS258 & . 85 & 74LS682 & 3.20 \\
\hline 74LS54 & . 35 & 74LS156 & 95 & 74LS259 & 2.85 & 74LS683 & 2.30 \\
\hline 74LS55 & 35 & 74LS 157 & . 75 & 74LS260 & . 65 & 74LS684 & 2.40 \\
\hline 74LS63 & 1.25 & 74LS158 & . 75 & 74LS266 & . 55 & 74LS685 & 2.40 \\
\hline 74LS73 & 40 & 74LS160 & . 90 & 74LS273 & 1.65 & 74LS688 & 2.40 \\
\hline 74LS74 & 45 & 74LS 161 & 95 & 74LS275 & 3.35 & 74LS689 & 2.40 \\
\hline 74LS75 & . 50 & 74LS162 & 95 & 74LS279 & 55 & 81LS95 & 1.69 \\
\hline 74LS76 & 40 & 74LS163 & 95 & 74LS280 & 1.98 & 81LS96 & 1.69 \\
\hline 74LS78 & . 50 & 74LS164 & . 95 & 74LS283 & 1.00 & 81LS97 & 1.69 \\
\hline 74LS83 & . 75 & 74LS165 & . 95 & 74LS29 & 1.25 & 81LS98 & 69 \\
\hline
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\begin{tabular}{|c|c|}
\hline \multicolumn{2}{|l|}{CRYSTALS} \\
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\hline 1.0 MHZ & 4.95 \\
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\hline 2.0 & 3.95 \\
\hline 2.097152 & 3.95 \\
\hline 2.4576 & 3.95 \\
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\hline 3.579545 & 3.95 \\
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\hline 5.0688 & 3.95 \\
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\hline 5.7143 & 3.95 \\
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\hline 18.0 & 3.95 \\
\hline 18.432 & 3.95 \\
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\hline 11 C 90 & 13.95 \\
\hline XR2206 & 4.95 \\
\hline 3242 & 7.95 \\
\hline 3480 & 9.00 \\
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\hline 76477 & 3.95 \\
\hline 8038 & 3.95 \\
\hline \({ }^{95490}\) & 7.99 \\
\hline 9602 & 1.50 \\
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\hline \multicolumn{2}{|l|}{DISC CONTROLLERS} \\
\hline 1771 & 24.95 \\
\hline 1791 & 36.95 \\
\hline 1793 & 44.95 \\
\hline 1797 & 54.95 \\
\hline \multicolumn{2}{|l|}{UARTS} \\
\hline AY3.1014 & 6.95 \\
\hline AY5.1013 & 3.95 \\
\hline TR1602 & 4.95 \\
\hline IM6402 & 7.95 \\
\hline \multicolumn{2}{|l|}{INTERFACE} \\
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\hline 8728 & 2.49 \\
\hline 8 ¢95 & . 99 \\
\hline 8796 & . 99 \\
\hline 8797 & 99 \\
\hline 8 ¢98 & 99 \\
\hline DM8131 & 2.95 \\
\hline DS8836 & 1.29 \\
\hline \multicolumn{2}{|l|}{\multirow[t]{2}{*}{CLOCK CIRCUITS}} \\
\hline & \\
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\hline MSM5832 & 7.45 \\
\hline 7207 & 7.50 \\
\hline 7208 & 15.95 \\
\hline \multicolumn{2}{|l|}{CONVERTERS} \\
\hline MC1408 L8 & \\
\hline DAC. 0800 & 4.95 \\
\hline ADC-0804 & 4.95 \\
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\author{
January Specials \\ Z-80A-CPU Z-80A-PIO 8214 8216 6800 6810
}

\section*{TMS 40L44-20}
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\hline \({ }^{6502 . A}\) & 12.95 \\
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6505 & \({ }^{6.95}\) \\
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6507 & \({ }_{9.95}^{8.95}\) \\
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Z80B-CPU 18.95 Z80B-CTC 17.95 Z80B-P10 17.95

28671 39.95
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\hline \multicolumn{8}{|c|}{CMOS} \\
\hline 74C00 & . 35 & 74 C 374 & 2.75 & 4019 & . 45 & 4098 & 2.49 \\
\hline 74C02 & . 35 & 74 C 901 & . 80 & 4020 & . 95 & 4099 & 1.95 \\
\hline 74C04 & . 35 & 74C902 & . 85 & 4021 & 95 & 14409 & 12.95 \\
\hline 74C08 & . 35 & 74C903 & . 85 & 4022 & 1.15 & 14410 & 12.95 \\
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\hline 74C14 & 1.50 & 74C906 & . 95 & 4024 & . 75 & 14412 & 12.95 \\
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\hline 74C30 & . 35 & \(74 \mathrm{C908}\) & 2.00 & 4026 & 1.65 & 4502 & . 95 \\
\hline 74C32 & . 50 & \(74 \mathrm{C909}\) & 2.75 & 4027 & . 65 & 4503 & . 65 \\
\hline 74C42 & 1.75 & 74 C 910 & 9.95 & 4028 & . 80 & 4508 & 1.95 \\
\hline 74C48 & 2.10 & 74 C 911 & 10.00 & 4029 & . 95 & 4510 & . 95 \\
\hline 74C73 & . 65 & \(74 \mathrm{C912}\) & 10.00 & 4030 & . 45 & 4511 & . 95 \\
\hline 74C74 & 85 & 74 C 914 & 1.95 & 4034 & 2.95 & 4512 & . 95 \\
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\hline 74C83 & 1.95 & 74 C 918 & 2.75 & 4040 & . 95 & 4515 & 2.25 \\
\hline 74C85 & 1.95 & 74 C 920 & 17.95 & 4041 & 1.25 & 4516 & 1.55 \\
\hline 74C86 & . 95 & \(74 \mathrm{C921}\) & 15.95 & 4042 & . 75 & 4518 & 1.25 \\
\hline 74C89 & 4.50 & \(74 \mathrm{C922}\) & 5.95 & 4043 & . 85 & 4519 & 1.25 \\
\hline 74C90 & 1.75 & \(74 \mathrm{C923}\) & 5.95 & 4044 & . 85 & 4520 & 1.25 \\
\hline 74C93 & 1.75 & \(74 \mathrm{C925}\) & 6.75 & 4046 & . 95 & 4522 & 1.25 \\
\hline 74C95 & 1.75 & \(74 \mathrm{C926}\) & 7.95 & 4047 & . 95 & 4526 & 1.25 \\
\hline 74C107 & 1.00 & \(74 \mathrm{C927}\) & 7.95 & 4049 & . 55 & 4527 & 1.95 \\
\hline 74C150 & 5.75 & \(74 \mathrm{C928}\) & 7.95 & 4050 & . 55 & 4528 & 1.25 \\
\hline 74C151 & 2.25 & \(74 \mathrm{C929}\) & 19.95 & 4051 & . 95 & 4531 & . 95 \\
\hline 74C154 & 3.25 & \(74 \mathrm{C930}\) & 19.95 & 4053 & . 95 & 4532 & 1.95 \\
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\hline 74C160 & 2.00 & 4001 & . 35 & 4066 & . 75 & 4539 & 1.95 \\
\hline 74C161 & 2.00 & 4002 & . 25 & 4068 & . 40 & 4543 & 2.70 \\
\hline 74C162 & 2.00 & 4006 & . 95 & 4069 & . 35 & 4555 & . 95 \\
\hline 76C163 & 2.00 & 4007 & . 29 & 4070 & . 35 & 4556 & . 95 \\
\hline 74C164 & 2.00 & 4008 & . 95 & 4071 & . 30 & 4581 & 1.95 \\
\hline 74C165 & 2.00 & 4009 & . 45 & 4072 & . 30 & 4582 & 1.95 \\
\hline 74C173 & 2.00 & 4010 & . 45 & 4073 & . 30 & 4584 & . 95 \\
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\hline 74C192 & 2.25 & 4013 & . 45 & 4078 & . 30 & 4724 & 1.50 \\
\hline 74C193 & 2.25 & 4014 & 95 & 4081 & . 30 & 80 C 07 & . 95 \\
\hline 74C195 & 2.25 & 4015 & . 95 & 4082 & . 30 & 80C95 & 85 \\
\hline 74 C 200 & 5.75 & 4016 & . 45 & 4085 & . 95 & 80C96 & . 95 \\
\hline 74 C 221 & 2.25 & 4017 & 1.15 & 4086 & . 95 & 80C97 & 95 \\
\hline 74C373 & 2.75 & 4018 & . 95 & 4093 & . 95 & 80C98 & 1.20 \\
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\section*{S-100 CPU}


CPU-Z - GODBOUT
2/4 MHZ Z80 CPU 24 Bit Addressing
GBT 160A A\&T
\(\$ 199.00\)
GBT 160C , CSC 3-6 MHZ .......... \(\$ 375.00\)
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6 or 8 MHz Provides true 16 Bit Power with a standard 8 bit \(S-100\) bus.
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2810 Z80 CPU-CA. COMP. SYST.
\(2 / 4 \mathrm{MHz}\) Z80A CPU with RS232C Serial \(1 / O\) Port complete with Monitor PROM for2422 Disk Controller CCS 2810A A\&T. \(\$ 280.00\) CB2 280 CPU - S.S.M.
2/4 MHZ will accept 2716, or 2732 , or RAM RUN/STOP and single step switches
\begin{tabular}{|c|c|}
\hline SSMCB2K & Kit \\
\hline SSMCB2A & A\&T \\
\hline SSM280M & SSMZ80 Monitor \\
\hline & \begin{tabular}{l}
CBIA 8080 CPU - S.S.M. \\
8080 CPU 1 K RAM Holds 12708
\end{tabular} \\
\hline & 18 Bit parallel input port. \\
\hline SSMCBIK & Kit \\
\hline SSMCBIA & A\&T \\
\hline SSM8080M & SM 8080 Monitor \\
\hline & S-100 1/O BOARDS \\
\hline & SYSTEM SUPPORT 1-GODBOUT \\
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Serial port (software prog baud), 4 K EPROM OR RAM provision, 15 levels of interrupt, real time clock,
\begin{tabular}{|c|c|c|}
\hline & optional math processor & \\
\hline PART NO. & DESCRIPTION LIST PRICE & OUR PRICE \\
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\hline 6BTI62C & CSC................ \$495.00 & \$460.00 \\
\hline \(68 T 8231\) & Math Chip & \$195.00 \\
\hline G8T8232 & Math Chip & \$195.00 \\
\hline 6BTI62AM1 & A\&T with 8231 Math Chip & \$555.00 \\
\hline 6BT162CM1 & CSC with 8231 Math Chip & \$655.00 \\
\hline 6BTI62AM2 & A\&T with 8232 Math Chip & \$555.00 \\
\hline 6BT182CM2 & CSC with 8232 Math Chip & \$655.00 \\
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\end{tabular} MPX CHANNEL BOARD - GODBOUT I/O Multiplexer, using 8085a-2 cpu on board GBT186A Assembled\& Tested \(\$ 495.00 \quad \$ 450.00\) GBTI66C CSC.............. \(\$ 595.00\) \$550.00 INTERFACER I - GODBOUT Two Serial I/O
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GBTI33C & CSC................ \(\$ 324.00\) & \(\$ 298.00\)
\end{tabular} INTERFACER II - GODBOUT
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Eight channel multi-use serial 1/O board GBT1748A Assembled \& Tested.. \(\$ 699.00 \quad \$ 629.00\) GBT1748C CSC 200 hr . Burn in

Test................. \(\$ 849.00 \quad \$ 629.00\)
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4 Full handshaking RS232 ports and optional 2 K ROM CCS271001

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16 K x 8eprom Board using 2708, Power on jump to any 256 byte
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Color Graphics board with Parallel I/O
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\(80 \times 25\) or 50 character video display Memory Mapped, Parallel Keyboard port
SSMve3k24 \(80 \times 24\) Kit \(\$ 425.00\) SSMVB3A24 \(80 \times 24\) A\&T \(\$ 499.00 \quad \$ 440.00\) SSMVB3UP \(80 \times 50\) Line Upgrade

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SSmVezK Kit \(\$ 199.00\) SSMVB2A Assembled \& Tested \(\$ 269.00\) \$229.00 VBIC - S.S.M.
Memory Mapped Video Board \(64 \times 16\) character display or \(64 \times 16\) graphics display

\section*{ssmybik Kit}
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\section*{S- 100 DYNAMIC RAM}


\section*{THE EXPANDABLE 1}

\section*{PRIORITY 1 ELECTRONICS}

THE EXPANDABLE \(1^{\text {t" }} 64\) K Dynamic Ram board provides your S-100 system with 64K of reliable, high speed dynamic RAM. Compatable with most of the major \(\mathrm{S}-100\) systems on the market, including those with front panels, it supports DMA operations and requires no Wait states with current microprocessors. - Userexpandale from 16 to 64 K - Supports DMA - Designed to IEEE proposedS-100 bus standards • 2 or 4 MHz operation - Operates with either an 8080 or Z-80 based S-100 system, providing processor-transparent refreshes with both - Supports IMSAl-type front panels - Jumper-selectable Phantom input Uses Popular
4116 RAMS All ICs in sockets Any 16 K block can be made and made bank-independent Fully buffered address and data lines o Fai-safe refresh circuiry for extended wa figure Berg jumpers
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\section*{S-100 DISK CONTROLLERS}


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singlè or double dènsity OUR BEST
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\hline & LIST PRICE & OUR PRICE \\
\hline GBTI71A & Assembled\& TestedS495.00 & \$450.00 \\
\hline GBTI7IC & CSC............. \$595.00 & \$555.00 \\
\hline GBTCPM80* & CP/M 2.2 for Z80/8085 with manuals \& BIOS 8" S/D disk & \$175.00 \\
\hline GBTOAS8S & Oasis 8 bit single user 8 " S/D disk & \$500.00 \\
\hline GBTOASBM & Oasis 8 bit multi-user. 8" S/0 & \$850.00 \\
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MOSOJ2208 4\&T with CP/M 22 S399.00 \(\$ 375.00\)

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\section*{DISCUS SINGLE SIDED MORROW}

8" DBL Density drives with cabinet. power supply controller. with CP/M 2.2 and Microsoft Basic MOSF1218 Single Drive System \(1095.00 \quad \$ 950.00\) MOSF1228 Dual Drive System S 1875.00 \$1598.00

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\section*{S-100 HARD DISK - MORROW}

8" 10 \& 20MB.14"-26MB formatted hard disk complete with cainet. P.S., Controller. CPM 2.2 and Microsoft Basic
\begin{tabular}{llrr} 
& & LIST PRICE & SALE PRICE \\
MOSM10S & 10 MB & \(\$ 3695.00\) & \(\$ 2950.00\) \\
MOSM20S & 20 MB & \(\$ 4795.00\) & \(\$ 3825.00\) \\
MOSM26S & 26 MB & \(\$ 4495.00\) & \(\$ 3495.00\)
\end{tabular}

Mosm20S 54495.00 \$3495.00

\section*{PRIORITY ONE ELECTRONICS}

\section*{S-100 SYSTEMS}


CPU Z:A 4 MHz Z80 A-based 8-bit workhorse CPU board that includes all the standard features plus many of the convenience options. Meets all IEEE 696/S-100 specifications, including timing.
OISK I OMA High Performance Oisk Controller. disk controllers dorit have to be your system's bottleneck! The DISK 1 is lightning fast thanks to properly implemented DMA (with arbitration) and transfer that is independent of CPU speed.
RAM 20 32K High Speed Static RAM. This board has it all Operates at speeds up to 10 MHz , ultra-low power consumption, IEEE 696/S-100 extended addressing protocol, bant. select and flawless DMA
CP/M 2.2; The de facto standard of 8-bit operating systems ready to load and go!

\section*{ANOTHER PRIORITY 1 EXCLUSIVE!}

We went to GODBOUT and made a special buy on the nucleous of the best S-100 Z80A systems ever.
LOOK AT WHAT YOU GET:
1 GBTIBOA 2/4 MHz Z8O CPU
1 GBTIGAA32 32 K 10M Hz
Static Ram
\(\$ 295.00\)
Static Ram
\(\$ 425.00\)
1 GBTI7IA DMA Disk Controllers
\(\$ 495.00\)
I GBTCPMBD CP/M 2.2 ................................... \(\$ 175.00\)
TOTAL PACKAGE PRICE ONLY \$1095.00 ORDER NO. PDBGBTSG

\section*{SUPFRSDKIFN - CODBOUN \\ LOOK WHAT \$3495.00 WTA BUY! WHY WATT ANY LONGER?}

HERE IS WHAT EACH PACKAGE INCLUDES:
G日T1812A 6 MHz 8085/8088 Dual Processor Board
6Btilia High Speed DMA Disk Controller
6BTIB2A System Support 1 Multi Function Board
GBTI33A Interfacer 1 Dual Serial I/O
128K 10MHz Low Power Static Ram
CP/M 8816 Bit Operating System Ready to Load \& Go
Cables and Documentation Three interfacer cables one disk I/O cable, complete documentator for all hardware, and manuals for both CP/M operating systems.
Compu Pro's famous 1 Year limited warranty.
Now to the best part of all. If purchased separately, these quality components would list for \(\$ 4,344.00\). BUT Superfixteen's low packege price is an amazing \(\$ 3.495 .00\). Yo save \(\$ 849.001\) (For boards qualified under the Certified System Component high-reliability program - with extended 2 year warranty, 200 hour burn-in and 8 MHz processors - add \(\$ 600\) to the package price.
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\section*{SuperSixteen CSC}

\section*{S-100 SOFTWARE}

PRIORITY 1 is pleased to offer the finest in industry standard software. All software is supplied on 8 " single Density IBM 3740 CP/M compatible disketts. All software is sold "AS IS" and is non-returnable. If you have questions about the software for your application, order the manual first. CCS803 CP/M Version 2.2 Microcompouter
\(\$ 150.00\) Control Program \(\$ 90.00\) CCS2301 MAC-CP/MMacro Assembler. \(\$ 75.00\) CCS2401 SID-CP/M Symbolic Instruction CCS2501 TSX-CPOM Text Formatter \(\$ 75.00\) CCS2601 DESPOOL-CP/M Background \(\$ 50.00\)
Print Utility. \(\triangle\) SID, TEX. and DES \(\mathcal{P} O O O\) are registered
\begin{tabular}{|c|c|c|}
\hline & DESCRIPTION DIS IST PAICE & \\
\hline PART NO. & OESCRIPTION LIST PRICE & OUR \\
\hline CCSA01 & C-BASIC-2 Interp \(\$ 150.00\) & \$139.0 \\
\hline CCSAOIM & Man & \$ 32.00 \\
\hline CCSIIO1 & FMS-80 by Systems Plus 5995.00 & \$895.00 \\
\hline CCS1101m & Manual & S 70.00 \\
\hline
\end{tabular}
\begin{tabular}{|c|c|c|c|}
\hline \multicolumn{4}{|c|}{GI2AHAM-DORIAN ACCOUNTING} \\
\hline CCS1301 & General Ledger & S820.00 & \$750.00 \\
\hline SCCSI301M & Manual & & \$ 50.00 \\
\hline CCS1501 & Accounts Receivable & S820.00 & \$750.60 \\
\hline CCSI51M & Manual & & \$50.00 \\
\hline CCS1401 & Accounts Payable & S820.00 & \$750.00 \\
\hline CCSI401M & Manual & & \$ 50.00 \\
\hline CCS1701 & Inventory 11 & S820.00 & \$750.00 \\
\hline CCSI701M & Manual & & \$ 50.00 \\
\hline S1801 & Payroll II & 5555.00 & \$495.00 \\
\hline S1801 M & Manual & & \$ 50.00 \\
\hline CCS20001 & Job Costing & S820.00 & \$750.00 \\
\hline CCS2001M & Manual & & \$ 50.00 \\
\hline CCS2701 & Order Entry/Invoice & 5820.00 & \$750.00 \\
\hline CCS2701M & Manual & & \$ 50.00 \\
\hline \multicolumn{4}{|c|}{MEDICAL PRACTIC PATIENT BILLING} \\
\hline CCS1801 & 15 Programs & 5820.00 & \[
\$ 750.00
\] \\
\hline \multicolumn{4}{|c|}{DENTAL PRACTICE PATIENT BILLING} \\
\hline CCS1901 & 14 Programs & \$820.00 & \[
\$ 750.00
\] \\
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\end{tabular}

\section*{S-100 MAINFRAMES}


\section*{S-100 MICROFRAME - TEI}

110 V 60 HZ CVT Mainframes, the best money can buy! 12 Slot \(\pm 8 \mathrm{~V} 17 \mathrm{~A} \pm 16 \mathrm{~V} @ 2 \mathrm{~A}\) 22 Slot \(\pm 8 \mathrm{~V}\) @ \(30 \mathrm{~A} \pm 16 \mathrm{~V} @ 4 \mathrm{~A}\)

TElhas announced a 5-8\%
Price Increase Feb 1 - Hurry!

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TEIMCS \(112 \quad 12\) Slot Desk \(\quad\) S685.00 \(\$ 615.00 \quad \$ 570.00\) TEIMCS \(122 \quad 22\) Slot Desk \(\quad 5825.00 \$ 760.00 \$ 705.00\) TEIRM 12 12SIot Rackmnt S725.00 5720.00 S819.00 TEIREX \(22 \quad 22\) Slot Rackmnt S875.00 S850.00 \(\$ 750.00\) Shipping Weight: On 12 Slot Mainframes 45 lbs.

\section*{S-100 FRAMES 2-5',} DISK CUTOUTS - TEI
\(\pm 8 \mathrm{~V}\) @ \(17 \pm 16 \mathrm{~V}\) @ \(2 \mathrm{~A}+12 \mathrm{~V} @ 1.2 \mathrm{~A}\). Internal Cables

TEITFI2 12 Slot desk \(\quad\) S675.00 \(\quad\) S825.00 \(\quad\) S5B0.00 TEIR012 12 SIct Rackmnt 5795.00 S715.00 S885.00 Shipping Weight: On 12 SlotDesk 40 lbs .

DUAL 8" DISK DRIVE CHASSIS - TEI
For Shugart \(800 / 801\) R or \(850 / 851\) R withinternal power cables provided \(+24 \mathrm{~V} @ 1.5 \mathrm{~A}+5 \mathrm{~V}\) @ \(1.0 \mathrm{~A} \cdot 5 \mathrm{~V}\) @ 25 A \(\begin{array}{llcc} & & 1-9 & 10.24 \\ \text { TEIOFOD } & \text { Desk Top } & \$ 535 & \$ 485 \\ \text { TEIRFOO } & \text { Rack Mount } & \$ 455 \\ \text { POBOFOOSI } & \text { DFDO with 1 Shugart 801R } & \text { S870 } & \text { S830 } \\ \text { POBOFOOS2 } & \text { DFDO with 2 Shugart 801Rs } & \$ 970.00 \\ \text { POBRFOOSI } & \text { RFDO with 1 Shugart 801R } & \$ 1375.00 \\ \text { POBRFOOS2 } & \text { RFDO with 2 Shugart 801Rs } & \$ 1095.00 \\ \text { PRISOPGCE2 } & \text { Internal Data Cable.50 pin plug } & \$ 395.00 \\ & \text { connector to 2 Card Edge. } & \\ & \end{array}\) Due to UPS shipping regulations. disk drives will be shipped separately from the cabinet. Ocint forget to include shipping for each drive. (Shipping Wt. 16 lbs . each)
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12-slot motherboard with removable termination card. ccs2200-01 Office Cream \(35 \mathrm{lbs} \quad \$ 575.00 \quad \$ 535.00\) \(\begin{array}{lllll}\text { ccs2200-01 } & \text { Otfice Cream } & 35 \mathrm{lbs} & \$ 575.00 & \$ 535.00 \\ \text { ccs2200-02 } & \text { Blue } & 35 \mathrm{lbs} & \$ 575.00 & \$ 535.00\end{array}\)
ccs2200.02
\(\mathbf{S} \mathbf{1 0 0}\) MOTHE
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GBTI53A
(BT153C A\& eritsa CSC 6 slot, 2 las. 68T154a A\&T 12 slot, 2 lbs. S175.00 \$155.00 GBT154C CSC 12 slot, 2 lbs. S240.00 \(\$ 2220.00\) GBTI55A A\&T 20 slot, 4 lbs. \(\$ 265.00 \quad \$ 235.00\) GBTI55C CSC 20 slot, \(4 \mathrm{lbs} . \quad \$ 340.00 \quad\) S310.00

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Tandon TM-800 Thinline is exactly half the size of con

Exactly one-half the height of any other model.
Propietary, high-resolution, read-write heads patented by Tandon
D.C. only operation - no A.C. required

Industry standard interface.
Three millisecond track-to-track access time 9 lbs TNDTM8481 . . . Single Sided \(\$ 495.002\) or more . . . \(\$ 470.00\) TNDTM8482. .. Double Sided \(\$ 625.002\) ormore. . . \(\$ 600.00\) TNDTMBM. . . . Manual not included with drive . . . . \(\$ 10.00\) 80IR - SHUGART
Single sided doubledensity most popular \(8^{\prime \prime}\) drive SHUBOIR.... \(\$ 425.00\) ea. or 2 or more (16 lbs.)... \(\$ 395.00\) SHUSABOIRM. ....... Manual for 80IR drives ........ \$10.00 DT-8 - QUME
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TNDTM1002 . .
TNOTM1003. . . . . . . . . . Single Sided, 500KB.
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DISK CABINETS

V-100 - VISTA
- Desk or rack mountable - Internal power and data cables
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Single \(8^{\prime \prime}\) cabinet with power supply
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Dual \(8^{\prime \prime}\) cabinet with power supply
QTCDDC88. . (25 lbs)
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Totally compatible with several microcomputers including TRS-80Northstar, Exidy, Texas Instruments, Heath/Zenith and others. PART NO. CAPACITY ORIV TRAC SIOE PRICE ORIC
VISVBD VISVBO
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VISVB000 VISV8000
VISV802
VISV8002 VISV8012 VISV8012
\begin{tabular}{|c|c|c|c|c|c|}
\hline CAPACITY & \multicolumn{3}{|l|}{ORIV TRAC SIOE} & PRICE & PRICE \\
\hline 10SK & 1 & 40 & 1 & 395.00 & 380.00 \\
\hline 204K & 1 & 40 & 2 & 595.00 & 540.00 \\
\hline 204 K & 1 & 80 & 1 & 595.00 & 540:00 \\
\hline 408K & 1 & 80 & 2 & 775.00 & 895.00 \\
\hline 204K/408K & 2 & 40 & 1 & 775.00 & 895.00 \\
\hline 408K816K & 2 & 40 & 2 & 1095.00 & 995.00 \\
\hline 408K/816K & 2 & 80 & 1 & 1095.00 & 995.00 \\
\hline 816K/16M & 2 & 80 & 2 & 1495.00 & 1350.00 \\
\hline S-100 MO & IE & BO & & S - Q1 & \\
\hline
\end{tabular}
\begin{tabular}{|c|c|c|}
\hline QTCMB6BB & 6 Slot Bare Board & \$ 25.00 \\
\hline QTCMB6K & 6 Slot Kit & \$ 40.00 \\
\hline QTCMB6A & 6 Slot A\& T & \$ 50.00 \\
\hline QTCM88BB & 8 Slot Bare Board & \$ 27.00 \\
\hline QTCMB6K & 8 Slot Kit & \$ 55.00 \\
\hline QTCMB6A & 8 SIot A\&T & \$ 70.00 \\
\hline QTCMB12BB & 12 Slot Bare Board & \$ 30.00 \\
\hline OTCMB12K & 12 SlotKit & \$ 70.00 \\
\hline OTCMB12A & 12 Slot A\&T & \$ 90.00 \\
\hline QTCMB18BB & 18 Slot Bare Board & \$ 50.00 \\
\hline QTCMBIBK & 18 Slot Kit & \$100.00 \\
\hline QTCMB18A & 18 Slot A\&T & \$146.00 \\
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ELECTRONICS

\title{
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The EPSON MX-80 Dot Matrix Printer is a highly versatile, general-purpose and computer-grade printer featuring 80 CPS bi-directional printing with ogical seeking capability and \(9 \times 9\)
dot-matrix characler formation. The MX-80acceptsthe ASCII 96 codes and codes for special characters/symbols. It aliso accepts codes for 64 graphic patterns. Characters can be printed in any desired size - enlarged, condensed, emphasized normal etc. The one-chip microprocessor is engaged in pertorming all functions of the Printer and the two built-in stepper motors of the Mx-80 controf ine carriage and paperfeeding functions respec-
tively. Therefore, versatile software controls, such as horizontal tively. Therefore, versatile software controls, such as hor
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RS232 Serial Interface Conversion for EPSON MX-80 MBSSEII Assembled \& Tested

Apple 8 bit Centronics Parallel Interface for
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- Dual51/4"S-100 Floppy Disk Subsystem
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MCP1053M2
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Single Sided 630K
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\section*{THE SIGNALMAN MK 1}

Meet the direct-connect SIGNALMANMKI ... thesmallest, lightest. most compact modem available today. Its long life 9 volt selt-contained battery and exclusive audible Carrier Detect Signal allows you to install the SIGNALMAN anywhere ... out of he way. and out of sight Now. there is no need for messy cables, and no need to look at an LED to verify carier.
Anchors SIGNALMAN has been designed for transmitting both voice anddata signals over all common teiephone lines. And when you're in the data position, your SIGNALMAN automatically changes from ORIGINATE to ANSWER and back again as the need arises - ending all that confusion. Your SIGNALMAN is tulycompatible withall BELL 103 modems - putting your computer in instant communications with thousands of other computers.
Anchor Automation has taken the FUSS out of communications. For business or fun. SIGNALMAN is the ideal modem. PRODUCT FEATURES
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- Selfi-contained GV Battery - Wall plug Iransformer available.
- Audible carrier detect signal.
- Aulomatic mode selection.
- Talk/ Data switch.
- CONNECTS IN SERIES WITH MODULARHANDSET JACKON TELEPHONE
- Complete with RS232C and Modular Handset Cables, elimininates need to buy
cables - save \(\$ 20.00-\$ 30.00\), assures correct fit.
- Uses low cosi9vbattery. Eliminates unsightly cords and need for "another" - AC outlet Optional plug-in transformer available.
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- Advanced IC Circuitry eliminates confusion of who is originator - ends need to manually switch from Originate to Answer and Vice/Versa. - Permits sou to listen/talk on phoneor switch to dala communications mode. - Permits you to communicate with most other computer networks.
- Small size, light weight permits you to install the SIGNAIMAN anywhere. - lowest priced inodem available.

\section*{RS232C SPECIFICATIONS}

Data Format: Serial, binary, asynchronous Operate Mode: Manual dial. Automatic ANSW/ ORIG selection Data Rate: Oto 300 bps, full duplex. Modulation: Frequency shift keyed (FSK) Lne Interface: Direct Conect. Data Intertace: RS232C. Cable to Computer Buill-In. Transmit Frequency:
\(\begin{array}{cr} & \text { ORIG } \\ \text { MARK } & 1270 \mathrm{~Hz} \\ \text { SPACE } & 1070 \mathrm{~Hz} \\ \text { ccuracy: } & \text { O.1\%. } \\ \text { Transm }\end{array}\)
ANSW
SPACE \(1070 \mathrm{~Hz} \quad 2025 \mathrm{~Hz}\)
Transmit Frequency Accuracy: 0.1\%. Transmit Level:-12dbm \(\begin{array}{lccc}\text { Recelve Frequency } & & \text { ORIG } & \text { ANSW } \\ & \text { MARK } & 2225 \mathrm{~Hz} & 1270 \mathrm{~Hz}\end{array}\) SPACE \(\quad 2025 \mathrm{~Hz} \quad 1070 \mathrm{~Hz}\) Carrier Detect Threshold: -44 dbm . plus or minus 2 dbm (ORIG). / -46 dbm .plusorminus 2 dbm (ANSW). Carrier Detect Indlcator: Audible Tone. Power Requirement: Seli-Contained - 9V Transistor Battery* / 1 IOVACThrough Adapter* Mochantcal: \(8^{\prime \prime} \times 4^{\prime \prime} \times\) !"
ANCMK1
\$129.00

LP-1 LOGIC PROBE - Hand-held logic probe provides instant reading of logic levels for TTL. DTL. HIL, or CMOS. INPUT IMPEDANCE: 100.000 Ohrns. Min. Detectable Pulse: 50 ns . Max Input Signal (Frequency): 10 MHz Pulse Detector (LED): High speed train or single event. Pulse Memory: Pulse or level speed train or single event.
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GSCLP1.
List S50.00 Our Price \$45.00 LP-2 LOGIC PROBE - Economy version of Model LP-1 Saterthan a voltmeter. ore accurate than a scope. Input Impedance: 300,000 Ohms. Min Detectable Pulse: 300 ns Max. InputSignal (Frequency): 1.5 MHz . Pulse Detector(Lisd): High speed train or single event. Pulse Memory: none.

\section*{GSCLP2}

List \$32.00 Our rtce \(\$ 30.00\)
LP-3 LOGIC PROBE - High speed logic probe Captures pulses as short as 10 ns . Input Impedance: 500.000 Ohms. Menimun Detectable Pulse: 6 ns. Mcx Input Signal (Frequency): 60 MHz Pulse Detector (LED): High speed train or single event. Pulse Memory. Pulse or level transition detected and stored
GSCLP3
List 577.00 Our Price \(\$ 69.0\)
GSCDP1
DIGITAL PULSER
GSCLTC-1 Logical Anaiysis Kit - Complete with Probe, DP-1 Logic Pulser, LM-1 Logic Monitor wiring accessories, manuals and molded case. . . . . . . . Our Price \(\$ \mathbf{2 2 0 . 0 0}\) GSCLTC-2 Logical Analysts Kit - For high-speed andmemory analysis. Same as Model LTC-I, except substitutes LP-3 High Speed Logic Probe

Our Price \(\$ 245.00\)


PROTO-BOARD UNITS
All the speed and convenience QTsockets and Bus Strips plus backplanes and binding posts in both kits and pre-assembled units Assemble. test andmodify circuits as fast as you can think
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\hline Part No. & & Dip Capacity & Boand Size Inches & Price \\
\hline Gscpb6 & Kit & 10(14's) & \(6 \times 4 \times 1 / 4\) & \$19.95 \\
\hline GSCPB 100 & Kit & 10(14's) & \(41 / 2 \times 6 \times 1 / 4\) & \$21.95 \\
\hline GSCPB101 & ASM & 10(14s) & \(6 \times 41 / 2 \times 1 / 4\) & \$28.95 \\
\hline GSCPB102 & ASM & 12(14's) & \(71 / 4 \times 41 / 2 \times 1 / 4\) & \$34.95 \\
\hline GSCPB103 & ASM & 24(14's) & \(9 \times 6 \times 1 / 4\) & \$59.95 \\
\hline GSCPB104 & ASM & 32(14's) & \(91 / 8 \times 8 \times 1 / 4\) & \$77.00 \\
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Fully assembled breadboard contains builf-in, short-proof. fused SVDC at 1 amp, regulfused SVDC at 1 amp, regul ated power supply, in addjtion to three QT-59S sockets, four QT-59B bus strips, one QT47B bus strip and four binding posts. Capacity for most digital and many analog projects. SIZE: 9.75" Lg. \(6.6^{\prime \prime}\) w, \(3.25^{\prime \prime} \mathrm{h}\) WE1GHT: 5 lbs .


GSCPB203
OUR PRICE \$125.00
GSCPB203A. . All features plus \(\pm 15 \mathrm{VDC}\) @ 500 mA . . S 174.00
Our Price \(\$ 160.00\)
Our Price \(\$ 138.00\)

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Ace for fast, solderless, plug in circuit building and testing. Plug in any components with leads up to 0.032 diameter. Interconnect with solid wire up to 20 gauge. Gold-anodized aluminum base/ground Non corrosive nickel silver terminals. 4 rubber feet.
\begin{tabular}{|c|c|c|c|c|c|c|}
\hline \begin{tabular}{l}
PART \\
NO.
\end{tabular} & \[
\begin{gathered}
\text { ACE } \\
\text { MODEL NO. }
\end{gathered}
\] & \[
\begin{gathered}
\text { DIP } \\
\text { CAPACITY }
\end{gathered}
\] & TiE POINTS & NO. BUSES & NO. POSTS & PRICE EACH \\
\hline 923333 & 200.K (kIt) & 8 & 728 & 2 & 2 & \$22.75 \\
\hline 923332 & 208 (assem) & 8 & 872 & 8 & 2 & \$30.70 \\
\hline 923334 & 201-K (kit) & 12 & 1032 & 2 & 2 & \$29.95 \\
\hline 923331 & 212 (assem) & 12 & 1224 & 8 & 2 & \$37.05 \\
\hline 923326 & 218 (assem) & 18 & 1760 & 10 & 2 & \$49.80 \\
\hline 923325 & 227 (assem) & 27 & 2712 & 28 & 4 & \$63.55 \\
\hline 923324 & 236 (asscm) & 36 & 3648 & 36 & 4 & \$84.75 \\
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Single and dual trace. 15 thru 100 MHz . All high sensitivity Hitachi oscilloscopes are buit to demanding Hitachi quality standards and are backed by a 2-year warranty They re able to measure signals as low as \(1 \mathrm{mV} /\) division (with XS vertical magnifier) It's a specification you won't rotation. front panel \(X-Y\) operation for all scopemodels. and \(X 10\) sweep magnification And. 30 thru 100 MHz oscillioscopes offer internal signal delay lines For ease ot operation. functionaily related controls are grouped into three blocks on the color coded front panel. Now here's the clincher: For what you d expect to pay more. you actually pay less. Check sur scopes belore you decide. All scopes complete with probes.


Hitachi. . The measure of quality. HITV 152B DUAL TRACE 15MHZ (no delay) LIST \(\$ 735.00\)

OUR PRICE \$650.00


HIT-V352
HIT-V202
35MHZ DUAL TRACE
WITH DELAY
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OUR PRICE: \(\$ 998.00\)
Economically priced dual trace oscilloscope internal graticule (iliumingted scale High-accuracy voltage axis.s time axis set at
\(\# 3 \%\) (ceriitied at \(10^{\circ}\) \({ }_{1035}{ }^{33}\) (cer
High:sonstivity 1 imv/aiv.
2 Year Warranty

MICROCOMPUTER PRODUCIS

MEMORY
\begin{tabular}{|c|c|c|c|}
\hline PART NO. & PRICE & PART NO. & PRICE \\
\hline 4116AC20 & 8/\$20.00 & INS 8080A & \$5.50 \\
\hline 2016P3 & 8/\$100.00 & INS 8085A & \$19.95 \\
\hline 2114 N3L & 8/\$28.00 & DP8212N & \$2.95 \\
\hline 5257N3L & 8/\$50.00 & DP8214N & \$5.25 \\
\hline 2732 & 8/\$120.00 & DP8216N & \$2.95 \\
\hline 2716 & 8/\$50.00 & DP8224N & \$3.25 \\
\hline 2708 & 8/\$20.00 & DP8224-AN & \$9.95 \\
\hline \multicolumn{2}{|r|}{280 SERIES} & DP8226N & \$3.50 \\
\hline 280A & \$14.95 & DP8228N & \$5.55 \\
\hline 280AP10 & \$14.95 & DNS82380N & \(\$ 5.55\)
\(\$ 15.00\) \\
\hline 280ACTC & \$13.95 & INS8251N & \$7.50 \\
\hline Z80ADMA & \$45.00 & DNS8253N & \$17.95 \\
\hline 280AS100 & \$59.95 & DNS8255N & \$6.80 \\
\hline 280AS 101 & \$59.95 & DNS8257N & \$16.45 \\
\hline Z80AS102 & \$59.95 & DNS8259N & \$ 18.00 \\
\hline \multicolumn{2}{|c|}{UARTS} & DNS8275N & \$59.95 \\
\hline AY51013A & \$5.95 & DNS8279N & \$49.95 \\
\hline TR1602B & \$5.95 & \multicolumn{2}{|l|}{FLOPPY DISC} \\
\hline TR1863 & \$6.95 & \multicolumn{2}{|l|}{CONIROLKER} \\
\hline \multirow[t]{2}{*}{LM6402} & \$7.95 & FD1771B-01 & \$24.95 \\
\hline & & FD17918.01 & \$44.95 \\
\hline
\end{tabular}

\section*{Handheld DMMs For Every} Application and Budget
Easy-1ause Rolary Switches
Large \(06^{\prime \prime}\) LCD displays

\section*{dc Voltage \\ ac Voltage \\ dc Current}
ac Current
Resistance
Diode Test
\(31 / 2\) or 41/2 Digit Accuracy
Overload Protection
Externally Accessible Battery \& Fuse
Rugged OI" ABS Plastıc Case


KTH130 \(\pm 0.5 \%\) DCV accuracy, \(10 \mathrm{M} \Omega\) input \(\$ \mathbf{1 2 4 . 0 0}\) impedence auto polarity and currer measurement through IOA
KTH131 Same as KTHI30 except \(0.25 \%\) acc- \(\$ \mathbf{1 3 9 . 0 0}\) uracy and enhanced bandwith on top ACV ranges
KTH128 See/hear display includes both over/ \$139.00 under threshold indicator arrows. audible tone that operates on all ranges \& functions. and adjustable threshhold
KTH135 4i/2 digit. \(0.05 \%\) accuracy \(\quad \$ \mathbf{2 3 5 . 0 0}\) KTH870 Thermocouple (TC) based themometer \(\$ \mathbf{\$ 9 9 . 0 0}\) KTH1304 Soll Carrying Case \& Stand (handhelds) \$ 10.00 KTH1306 Deluxe Cariying Case (handhelds) \$ \(\mathbf{2 5 . 0 0}\)

\section*{LCD \& LED Bench DMMs}

KTH169 31/2 Digit, LCD Display \(\$ 189.00\) KTH176 41/2 Digit. LCD Display \(\$ 269.00\) KTH179-20A 41/2 Digit, LED Display. TRMS \(\$ 439.00\) KTH1793 IEEE-488 Interface (Model 179-20A) \$325.00 See pp. 42-43 of our Engineering Selection Guide in the November BYTE for a complete list of specifications and accessories

\section*{LEDU}

Pertectly balanced fluorescent
lighting wilh precision
magnifier lens Tough
Easy lens removal
New wire clip
design permits
easy installatio
\(\$ 69.95\)
and removal of fluorescent tube. Comes with plastic shield and damage Colors Gray and Chocolate Brown Comes with one 22 watt T-9 Circline fluorescent tube, 3 diopter lens.
10 lbs. IDUIMIOGY Gray LDUIMIOBK Black LDUIM 10CB Brown

\section*{PRIORITY ONE}

916l-B DEERING AVE CHATSWORTH CA
ORDER TOLL FREE (800) 423-5922 CA, AK, HI CALL (213) 709-5464
Terms U.S. VISA. MC. BAC. Check Money Order.US. funds Only. CAresidents add \(6 \%\) Sales Tax. MINIMUMPREPAID ORDER S 15.00 . Include MINIMUM SHIPPING \& HANDLING of S2.50 Iorthe lirst 3 lbs plus 25 c loreach additional pound Orders over 50 lbs . sent reight collect.Just in case. please include yourphone no. Pricessubject to change without notice. We wil do our best to maintain prices ihrough Januaxy. 1982 Credit Card orders will be charged appropriate treight. See November BYTE for 60 page Catalog
or send 51.00 tor your copy today Sale prices are fr

\section*{PRIORITY ONE ELECTRONICS}
©(5) WIRE WRAPPING TOOLS AND WIRE HOBBY' WIRE WRAPPING TOOL BATERY POWERED For . \(025^{\prime \prime}(0.63 \mathrm{~mm})\) sq post "MODIFIEU" wrap. positive indexing ant-overwrapping

OKMBW2630 Tool
OKMBCI Batteries
aKmbt3o and Charger \$14.95 OKMBT262 Bit for AWG 30 \$ 4.19 Bit for
AWG 26-28 \$8.49


OKMWSU30M
BW928 INDUSTRIAL WRAPPING TOOL GREAT FOR

\section*{PRODUCTION! \\ - Accepts Industrial Bits \& Sleeves \\ (Gardner Denver or equivalent) \\ - Auto-Indexing \\ - Modified Wrap \\ - Back-Force available (Recommended for \#30) \\ PART NO. DESCRIPTION \\ \(\begin{array}{ll}\text { OKMBW928 } & \text { Tool } \\ \text { OKMBW928BF } & \text { Tool (with Backforce) }\end{array}\) \\ DKMBT30I \\ OKMBCI \\ \#30 Bit and Sleeve}


TRI-COLOR DISPENSER
- 3 Rolls of Wire in one dispenser
- 3 Colors Blue. White. Red 50 ft . of each

AWG \(30(0.25 \mathrm{~mm})\) KYNAR Insulated Wire
- Built-in Plunger cuts wire to desired length
- Built-in Stripper strips \(1^{1 "}\) of insulation
- Refillable (for refilis. see below) OKMWDO3DTRI Tri-Color Dispenser \(\$ 8.49\) OKMR3OTRI Repiacement Rolls \(\quad \$ 8.49\)


WK-7 IC INSERTION
 INDIVIDUAL COMPONENTS
\begin{tabular}{ll} 
OXMMDSS1418 & 14-16 Pin MOS CMOS Sale Inserter \\
OKMMDS2428 & 24-28 Pin MOS CMOS Sate Inserter \\
OKMMOS40 & 36-40 Pin MOS CMOS Sate Inserter \\
OKMEXI & 14-16 Pin Extractor Tool \\
OKMEX2 & 24-40 Pin CMOS SAte Extractor Tool \\
OKMINSI416 & 14-16 Pin Dip/IC Inserter
\end{tabular}
\(\$ 34.95\)
\$ 8.95
\(\$ 8.95\)
\(\$ 9.95\)
\(\$ 1.95\)
\(\$ 1.05\)
\(\$ 9.95\)
\(\$ 3.95\)
TERMINALS
- \(025^{\prime \prime}(063 \mathrm{~mm})\) Square Post
- 3 Level Wire-Wrapping
- GoidPlated 25 per Pkge.
\(\begin{array}{lll}\text { OKMWWTI } & \text { Slotted Terminal } & \$ 6.29 \\ \text { OKMWWT2 } & \text { Single Sided Termi, al } & \$ 3.79\end{array}\) \(\begin{array}{ll}\text { OKMWWT3 IC Socket Terminal } & \$ 6.29\end{array}\) Sa OKMWWT4 OBL Sided Terminal \(\$ 2.19\) WSERTING TOOL FOR ABOVE: OKMINSI \$2.9 The TS strips provide oositive screw activated

\section*{(10xtun mex}

 clamping acdtion, accomodate wire sizes 14 30 AWG ( \(1.8-0.24 \mathrm{~mm}\) ) Pins are solder plated copper. 042 inch ( 1 mm ) diameter on 200 inch ( 5 mm ) centers. \(\begin{array}{lrr}\text { OKMTS4 } & \text {-Pole } & \$ 1.98 \\ \text { OKMTSB } & 8 \text {-Pole } & \$ 2.98\end{array}\) \(\begin{array}{lc}\text { OKMTS12 } & \text { 12-Pole } \\ \text { MODULAR TERMINAL STRIPS }\end{array}\) MODULAR TERMINAL STRIPS
The space-saving terminals take conductors The space-saving terminals take conductors
from 26 through 16 AWG conforming to 20 from 26 through 16 AWG conforming to 20
inch \((5.08 \mathrm{~mm})\) hole spacing on board up to 126 inch ( 3.20 mm ) thick.

\section*{OXMTS6MD}


The: \(4 \times 4.5 \times 1 / 16\) inch board is made of glass t,yist: \(:\) EP XY Laminated and features solder r.pited 1 or ropper pads. The board has iresvistefil lor a \(22 / 44\) two sided edge connectDKMHPCBI Hothy Board \(\$ 5.49\) VACUUM VISE
Uriffur: variantri brased light dusy vise for oreacisim hamblinty of sinall components and
 maximum versiantily Alsos leatures crew lugs for ferfmatuen mistallation (mounting screws
why cut?
WHY STRIP? WHY SLIT
- AWG 30 Wire
- Dass Schate Posts
- No Strippurg or Slitting Required JUST WHAP
- Easy Loadinto of Wire
- Avalable Wire Colors Blue. While. Red \& Yellow


JUST WRAP Just Wrap Tool With an One 50 FI Roll ol Wir
- Rully Assembled \& Tested
- Many Standard Configurations
- Custom lengths and combinations available

\section*{DIP JUMPERS}

Available with 14, 16, 24 and 40 contacts. Mates with P6C 14P36 14 PIN DIP JUMPER 36"SGL PGC 14P06P 14 PIN DIP JUMPER 06"DBL \(\begin{array}{ll}\text { PGC 14PO6P } \\ \text { PGC 14P12P } & 14 \text { PIN DIP JUMPER 12"DBL }\end{array}\) PGC 14PIBP 14 PIN DIP JUMPER 18"DBL \(\begin{array}{ll}\text { PGC 14PIBP } & 14 \text { PIN DIP JUMPER 18"DBL } \\ \text { PGC 14P24P } & 14 \text { PIN DIP JUMPER 24"DBL }\end{array}\) PGC 14P24P 14 P36P 14 PIN DIP JUMPER 36 "DBL. PGC 16 P36 16 PIN OIP JUMPER \(36^{\prime \prime}\) SGL PGC 16P06P 16 PIN DIP JUMPER 06"DBL PGC 16PI2P 16PIN DIP JUMPER 12"DBL. PGC 16PI日P 16 PIN DIP JUMPER 18"DBL PGC 16P24P 16 PIN DIP JUMPER 24"DBL PGC 16 P36P 16 PIN DIP JUMPER \(36^{\prime \prime}\) DBL
PGC 24P36 24 PIN DIP JUMPER 36"SGL
PGC 24P06P 24 PIN DIP JUMPER 06"DBL
PGC 24P12P 24 PIN DIP JUMPER 12"DBL.
PGC 24P18P 24 PIN DIP JUMPER \(18{ }^{\prime \prime}\) DBL
PGC 24P24P 24 PIN DIP JUMPER 24"DBL
PGC 24P36P 24 PIN DIP JUMPER 36"DBL.
PGC 40P36 40 PIN DIP JUMPER 36"SGL.
PGC 40PO6P 40 PIN DIP JUMPER 06"DBL
PGC 40P12P 40 PIN DIP JUMPER 12"DBL. \begin{tabular}{ll} 
PGC 40PIBP \\
PGC 40P24P & 40 PIN DIP JUMPER \(18{ }^{\circ}\) "DBL \\
\hline
\end{tabular} \(\begin{array}{ll}\text { PGC 40P24P } & 40 \text { PIN DIP JUMPER 24"DBL } \\ \text { PGC 40P36P } & 40 \text { PIN DIP JUMPER 36"DBL }\end{array}\)

\section*{CARD EDGE JUMPERS}

\section*{PGC \(20 E 36\) 20 PIN CARD EDGE 36"SGL \\ PGC 20E36E 20 PIN CARD EDGE 36"DBL \\ PGC 28E36 26 PIN CARD EDGE 36"SGL \\ PGC 28E38E 26 PIN CARD EDGE 36"DBL \\ PGC 34E36 34 PIN CARD EDGE 36 "SGL \\ PGC 34E36E 34 PIN CARD EDGE \(36^{\prime \prime}\) DBL. \\ PGC 40E36 40 PIN CARD EOGE 36'SGL \\ PGC 40E36E 40 PIN CARD EDGE \(36^{\prime \prime}\) DBL \\ PGC 50E36E 50 PIN CARD EDGE 36"DBL. \\ SOCKET JUMPERS}

PGC Mates with two rows of posts on .100" centers
20 PIN SOCKET 36"SGL. \$ 5.50
PGC 26S36 20 PIN SOCKET 36"DBL \$ 7.50
PGC 26S36S 26 PIN SOCKET 36"DBL
PGC 26S36S 26 PIN SOCKET 36"DBL
PGC 34S36 34 PIN SOCKET 36"SGL
P6C 34S38S 34 PIN SOCKET 36"DBL.
PGC 40S36S 40 PIN SOCKET 36"DBL. \(\$ 10.35\)
PGC 50S36 50 PIN SOCKET 36"SGL. \(\$ 12.75\)
PGC 50S36S 50 PIN SOCKET 36"DBL
\$17.05
Mates with any standard female DB25 "D" ubminiature Connector

PGC 250P38 25 PIN IDB25P 36"SGL.

\section*{PGC 25DP06DP 25 PIN IDB25P 06"DBL}
\(\$ 12.00\)
SOCKET WRAP - ID
\begin{tabular}{|c|c|c|c|c|c|}
\hline PART NO. & PKG. QTV. & PRICE & \multicolumn{2}{|l|}{PART NO. PKG. OTV.} & PRICE \\
\hline OKM14ID & 10 & \$1.89 & OKM1410100 & 100 & S8.95 \\
\hline OKM16IO & 10 & 1.69 & OKM16I0100 & 100 & 8.95 \\
\hline OKM18ID & 10 & 1.89 & OKM18IO50 & 50 & 8.95 \\
\hline OKM20ID & 5 & 1.69 & OKM20ID50 & 50 & 8.95 \\
\hline OKM24IO & 5 & 1.69 & OKM24IO50 & 50 & 9.95 \\
\hline OKM28ID & 5 & 1.69 & OKF12850 & 50 & 9.95 \\
\hline OKM40IO & 5 & 1.69 & OKM4025 & 25 & 8.95 \\
\hline
\end{tabular}

PRB-I DIGITAL LOGIC PROBE
Compatible with all logic families using a 4 to 15 V power supply. Threshholds automatically programmed visual indication of logic levels to show high, low, bad

- 10 nsec. pulse responses
- 120K input impedance
- Includes tip with protective cap \& coiled cord

PSL-1 LOGIC PULSAR Superimposes a pulse train (20pps) or a single pulse onto the circuit node under test without unsoldering IC's
Automatic colanity sensing
- Finger tip push button actuated
- Inciudes tip with protective cap \& coiled cord \(\begin{array}{llr}\text { OKMPRBI } & \text { Digital Logic Probe } & \$ 39.95 \\ \text { OKMPLSI } & \text { Logic Pulser } & \$ 54.95\end{array}\)

PI OESOLDERING PUMP


Easy one hand operation. Rugged all metal construction. Replaceable TEFLON Tip. Sell Cleaning
on each stroke. Suction precisely requlated for on each stroke. Suction precisely regulated for
reliable desoldering without damage to delicate circuity.
PART HO.
PART HO. DESCRIPION
OKMPI

PGC 250PI20P 25 PIN IDB25P 12"DBL
PGC 250P18DP 25 PIN IDB25P 18"DBL
PGC 250P240P 25 PIN IDB25P 24"DBL
PGC 25DP36DP 25 PIN IDB25P 36"DBL
PGC 25DP800P 25 PIN IDB25P 60"DBL.

\section*{SPECIAL COMBINATIONS}

Designed to meet the needs of computer I/O and Floppy
PGC 2GSO6SS 20 PIN SOCKETR PNing.
\(\begin{array}{lll}\text { PGC 26SO60S } & 26 \text { PIN SOCKET/25 PIN IOB25S 06" } & \$ 13.70 \\ \text { PGC 28SI2DS } & 26 \text { PIN SOCKET/25 PIN IDB25S 12" } & \$ 14.05\end{array}\)
PGC 26SIBDS 26 PIN SOCKET/25 PIN IDB25S 18" \$14.35
\(\begin{array}{lll}\text { PGC 26S240S } & 26 \text { PIN SOCKET/25 PIN IDB25S 24" } & \$ 14.65 \\ \text { PGC 28S380S } & 26 \text { PIN SOCKET/25 PIN IDB25S } 36^{\prime \prime} & \$ 15.30\end{array}\)
\(\begin{array}{llll}\text { PGC 28S3B0S } & 26 \text { PIN SOCKET/25 PIN IDB25S } 36^{\prime \prime} & \$ 15.30 \\ \text { PGC 25S800S } & 26 \text { PIN SOCKET/25 PIN IDB25S } 60^{\prime \prime} & \$ 16.55\end{array}\)
PGC 25S800S 26 PIN SOCKET/25 PIN IDB25S 60" \(\$ 16.55\)
PGC 250P080S 25 PIN IDB25P/IDB25S 06" \(\$ 18.80\)
PGC 25DP12DS 25 PIN IDB25P/IDB25S 12" \(\$ 19.10\)
PGC 25DP18DS 25 PIN IDB25P IDDB25S 18"
PGC 250P360S 25 PIN IDB25P/IDB25S 36" \(\$ 19.75\)
PGC 25DP600S 25 PIN IDB25P/IDB25S 60" \$21.80
PGC 50E06S 50 PIN CARD EDGE/SOCKET 06" \(6^{\prime \prime} \$ 18.35\) PGC 50E12S 50 PIN CARD EDGE/SOCKET 12" \(\$ 18.95\) PGC 50EIBS 50 PIN CARD EDGE/SOCKET 18" \(\$ 17.55\) P6C 50E24S 50 PIN CARO EDGE/SOCKET 24" \(\$ 18.15\) PGC 50E36S 50 PIN CARD EDGE/SOCKET \(36^{\circ}\) PGC 50E60S 50 PIN CARD EDGE/SOCKET 60" PGC 34S48E3OE 34 PIN SOCKET/CARD EDGE 48"/30" PGC 34S60E30E 34 PIN SOCKET/CARD EDGE 60" \(130^{\prime \prime}\) PGC 50S4BE30E 50 PIN SOCKET/CARD EDGE 48" \(/ 30^{\prime \prime}\) PGC 50S60E3OE 50 PIN SOCKET/CARD EDGE 60"/30" PGC 34S48EX4 34 PIN SOCKET/EDGE CARD \(\times 4\) PGC 34S60EX4 34 PIN SOCKET/EDGE CARO \(\times 4\) PGC 50S4BEX4 50 PIN SOCKET/EDGE CARD \(X 4\)
PGC 50S60EX4 50 PIN SOCKET/EDGE CARD \(\times 4\)

\section*{ edgecard connector}

1" Spacing. Crimps onto cable with ordinary vise \& mates with standard .062" Card Edge.
\begin{tabular}{lccccc} 
& NO. OF & & PRICE & & \\
PART ND. & PINS & \(\mathbf{1 . 9}\) & \(\mathbf{1 0 - 2 4}\) & \(\mathbf{2 5 - 9 9}\) & \(\mathbf{1 0 0 . 2 4 9}\) \\
RNIDE2D & 10120 & \(\mathbf{4 . 3 5}\) & 4.00 & \(\mathbf{3 . 3 0}\) & \(\mathbf{3 . 0 0}\) \\
RNIDE26 & \(13 / 26\) & 5.00 & \(\mathbf{4 . 5 0}\) & 5.75 & 3.25 \\
RNIDE34 & \(17 / 34\) & 6.00 & 5.40 & \(\mathbf{4 . 5 0}\) & \(\mathbf{4 . 0 0}\) \\
RNIDE4D & \(20 / 40\) & 6.90 & 6.20 & 5.30 & \(\mathbf{4 . 8 0}\) \\
RNIDE5O & \(25 / 50\) & \(\mathbf{7 . 2 5}\) & \(\mathbf{6 . 8 0}\) & \(\mathbf{5 . 9 0}\) & \(\mathbf{5 . 3 0}\)
\end{tabular}

SOCKET CONNECTOR


\section*{HEADER CONNECTOR}

.1" Spacing. Mounts on PC Board \& Males with IDS Socket above. RIGHT ANELE SOLOERTAIL GOLO HEAOER
\begin{tabular}{|c|c|c|c|c|}
\hline PART NO. & 1.9 & 10-24 & 25-99 & 100.249 \\
\hline RNSIDH20SR & 1.90 & 1.60 & 1.20 & 1.00 \\
\hline RNSIDH26SR & 2.25 & 2.00 & 1.55 & 1.30 \\
\hline RNSIDH34SR & 2.95 & 2.60 & 2.05 & 1.70 \\
\hline RNSIDH40SR & 3.60 & 3.00 & 2.40 & 2.10 \\
\hline RNSIDH50SR & 4.30 & 3.60 & 3.00 & 2.55 \\
\hline \multicolumn{5}{|l|}{RIGHT ANGLE WIRE WRAP GOLD HEADER} \\
\hline PART NO. & 1.9 & 10-24 & 25-99 & 100-249 \\
\hline RNIDH2OWR & 4.15 & 3.60 & 2.75 & 2.40 \\
\hline RNIDH26WR & 5.30 & 4.30 & 3.60 & 3.10 \\
\hline RNIDH34WR & 5.95 & 5.00 & 4.15 & 3.70 \\
\hline RNIDH4OWR & 7.00 & 6.00 & 4.90 & 4.30 \\
\hline RNIDH5DWR & 7.95 & 6.80 & 6.15 & 5.20 \\
\hline \multicolumn{5}{|l|}{Straight headers are also available at the above prices.} \\
\hline \multicolumn{5}{|l|}{Drop the R from the end of the part number to specify Straight.} \\
\hline \multicolumn{5}{|l|}{RNIEJ24 Header Ejector Bars (Package of 4)} \\
\hline
\end{tabular}

COLOR CODED LAMINATED CABLE FOR INSULATION DISPLACEMENT 28 GUAGE, 7 STRAND
\begin{tabular}{|c|c|c|c|}
\hline & NO. OF & \multicolumn{2}{|l|}{PRICE PER SPDOL /C} \\
\hline part no. & conductions & 10 Ft . & 100 fl . \\
\hline 10Со9сC* & 9 & 3.80 & 30.00 \\
\hline IDC14CC* & 14 & 4.75 & 40.00 \\
\hline IOC16CC* & 16 & 5.50 & 45.00 \\
\hline IDC200C* & 20 & 7.00 & 60.00 \\
\hline 10C25cc* & 25 & 8.50 & 72.00 \\
\hline IDC26CC* & 26 & 8.50 & 72.00 \\
\hline IDC34CC* & 34 & 11.00 & 100.00 \\
\hline IDC40CC* & 40 & 13.00 & 115.00 \\
\hline ICC50CC* & 50 & 16.00 & 145.00 \\
\hline
\end{tabular}

GRAY LAMINATED CABLE FOR INSULATIONDISPLACEMENT 28 Gauge 7 Strand
\begin{tabular}{|c|c|c|c|}
\hline & HO. Of & \multicolumn{2}{|l|}{PRICE PER SPOOL /C} \\
\hline PART NO. & CONDUCTDRS & 10 Ft . & 100 Ft . \\
\hline IDCO96\%* & 9 & 2.50 & 18.05 \\
\hline IDC146\%* & 14 & 3.50 & 28.00 \\
\hline IDC166Y* & 16 & 4.00 & 32.00 \\
\hline IDC206 \({ }^{*}\) & 20 & 4.80 & 40.00 \\
\hline 10C256\%* & 25 & 6.00 & 50.00 \\
\hline IOC266\%* & 26 & 6.00 & 50.00 \\
\hline IDC346Y* & 34 & 8.30 & 66.00 \\
\hline IOC406Y* & 40 & 10.00 & 77.00 \\
\hline IDC5DGY* & 50 & 12.00 & 95.00 \\
\hline
\end{tabular}

Connectors, P
d-subminiature connector
Solder Style solders onto cale, IDC. Style crimps onto cable with vise.
INSULATION DISPLACEMENT TYPE
\(\mathrm{P}=\) Plug, Male Type \(-\mathrm{S}=\) Socket. Female Type \(-\mathrm{C}=\) Cover Hood
NO. \(\mathbf{D F}\)
\begin{tabular}{lccrcr} 
& NO. DF & & & & \\
PART NO. & PINS & \(1-9\) & \(10-24\) & \(\mathbf{2 5 - 9 9}\) & \(100-249\) \\
IDCOE9P & 9 & 4.20 & 4.00 & 3.60 & 3.20 \\
IOCDESS & 9 & 4.50 & 4.20 & 3.80 & 3.40 \\
IDCOESC & 9 & 1.25 & 1.10 & 1.00 & .95 \\
IDCOAISP & 15 & 4.35 & 4.20 & 3.75 & 3.40 \\
IDCDAI5S & 15 & 5.00 & 4.85 & 4.35 & 3.90 \\
IDCDAI5C & 15 & 1.40 & 1.25 & 1.10 & .95 \\
IOCOB 25P & 25 & 6.25 & 6.00 & 5.20 & 4.70 \\
IOCOB 25S & 25 & 6.60 & 6.35 & 5.60 & 5.00 \\
IOCOB 25C & 25 & 1.60 & 1.50 & 1.35 & 1.20 \\
IOCDC37P & 37 & 8.80 & 8.00 & 7.20 & 6.40 \\
IDCDC37S & 37 & 11.00 & 10.25 & 9.20 & 8.20 \\
IOCDC37C & 37 & 2.25 & 2.20 & 1.80 & 1.60
\end{tabular}

\section*{SOLDER TYPE}

PART NO


\section*{DIP PLUGS}

\section*{+5II}
f" Spacing. Crimps onto cable with ordinary vise \& plugs into standardIC Socket. ND. OF
\begin{tabular}{|c|c|c|c|c|c|}
\hline Pant mo & NO. Of & & & & \\
\hline PART NO. & PINS & 1.9 & 10-24 & 25-99 & 100-249 \\
\hline RNIDP14 & 14 & 1.50 & 1.40 & 1.25 & 1.10 \\
\hline RNIOP16 & 16 & 1.70 & 1.60 & 1.45 & 1.30 \\
\hline RNIDP24 & 24 & 2.50 & 2.20 & 2.00 & 1.80 \\
\hline RNIDP40 & 40 & 4.15 & 3.65 & 3.30 & 3.00 \\
\hline
\end{tabular}

End side stackable Low profile Closed Entry Lead Entry ha NN "ET" Enty RN "EZ" Entry feature to guide IC leads into socket. Standoff to aciliate board cleaning. Self lock leads hold socket firmly in place while soldering. Contact's long movernent arm provides low insertion force. Normal force of contacl combined with
uncoiling force provide highretention(making socket vibration uncoiling force provide high retention(making socket vibration tistan). Gas tight. Tin Plated.
PART NO. PINS \(1-9^{10-49} \int_{50-99}^{100-499} \frac{1,000+}{500-999}\) \(\begin{array}{llllllll}\text { RNSOBLP } & 08 & \text { N/A } & .15 & .10 & .08 & .07 & .06\end{array}\) \(\begin{array}{lllllll}\text { RNSS14LP } & 14 & \text { N/A } & .15 & .10 & .08 & .07 \\ .15 & .12 & .11\end{array}\) RNSIBLP 18 RNS22LP RNS24LP
RNS28LP \(\begin{array}{llllll}\text { RNSAOLP } & 40 & .45 & .40 & .35 \\ \text { M }\end{array}\) MINIP MORER \(\$ 100\) Per Line tem Call for RN High Reliability Solder Sockets

펫


ICN SERIES GOLD 3 LEVEL WIRE WRAP SOCKETS
- Deep Chamfered Clused Entry Contacts
- RN Side Wipe Contact Design - Phosphor Bronze Contact Material Terminal Barbs Allow Self-iock in
PC Board
- Rugged Sockel Body Design


PRECUT WIRE WRAP WIRE Precut Wire Save Time and Costs Less Than Wire on Spools


Kynill precut wire All lengths are overall including 1 " strip on each end Colors and rengths cannot be mixe ufor quantity pricing Choose from colors Red (R) Blue (U) Black ( \(B\) ) and Yellow ( \(Y\) )
\begin{tabular}{|c|c|c|c|c|}
\hline PART NO. & LENGTH & 100/Tube & 500./Tube & 1000/Tube \\
\hline P6P025 \({ }^{\text {* }}\) & \(25^{\prime \prime}\) & \$1.38 & \$3.94 & \$6.19 \\
\hline PGP030+* & \(30^{+}\) & 1.43 & 4.25 & 6.78 \\
\hline PGP035 \(\dagger^{*}\) & 35 & 1.51 & 4.57 & 7.37 \\
\hline PGP040†* & \(40^{\prime \prime}\) & 1.56 & 4.88 & 7.94 \\
\hline PGP045†* & 45 & 1.63 & 5.21 & 8.54 \\
\hline PGP050 \({ }^{*}\) & \(50^{\circ}\) & 1.69 & 5.54 & 9.13 \\
\hline PGP055 \(\dagger^{*}\) & \(55^{\prime \prime}\) & 1.74 & 5.92 & 9.72 \\
\hline PGP060t* & \(60^{\circ \prime}\) & 1.82 & 6.23 & 10.31 \\
\hline PGP070 \({ }^{\text {- }}\) & 70 " & 2.19 & 7.44 & 12.44 \\
\hline PGPOBO†* & 80 & 2.35 & 8.12 & 13.79 \\
\hline PGP090 \(\dagger\) * & \(90^{\prime \prime}\) & 2.46 & 8.92 & 15.01 \\
\hline PGP100†* & \(100^{\prime \prime}\) & 2.63 & 9.58 & 16.28 \\
\hline
\end{tabular}
† Specify package size when ordering: 100 (C). 500 (D). 1000 (M). Specify color when ordering. RED (R). BLUE (U). BLACK (B). \& YELLOW (Y). Example If you wish to order i2) pkg 10004 . Red

GP040MR
IN KITS


Wire kit assortments are available in the 4 colors mentioned above along with a rainbow assortment. Use color code \((A)\) for the rainbow assortment Example. If you wish to order (2) wire kit 3 in blue:

\section*{Unclassified Ads}

FOR SALE: AIM-65 with 4 K , assembler, BASIC and new enclosure. In excellent working condition: s450. Assembled and working Video-1 with 4 K . DIA. and AID (AID module needs work|: \(\$ 300\). Both for \(\$ 700\). Also. video terminal: negotuable. Dave Troutt. 3261 Michigan Ave., Costa Mesa. CA 92626. (714) 546-7481

FOR SALE: Amateur radio transceiver: 580-Delta, 9-band. TENTEC. solid state: 5690 . Power supply: 590 . Will consider trade for computer equipment. H.D. Chapin. POB 1918. Fort Collins. CO 80522. (303) 484-4121.

FOR SALE OR SWAP: H-P microprocessor training course. Complete in brand-new condition. Contains 5036A lab. 5004A signature analyzer, and 5024A logic probe kit. S2270 or swap for Tektronix 5658 oscilloscope. Walter Lindell. 757 Columbus Ave.. San Francisco. CA 94133

FOR SALE: OSI Challenger IP. Series I (metal case). upgraded to 8 K . switch-selectable 1 or 2 MHz clock, tape read/write print at 300.600 and 1200 bps. and CEGMON PROM expanded monitor: s 350. Variety of tape software. including OSi assembler/editor and extended monitor: 550 . Mike Fichtelman. 72-61 113 St., Forest Hills. NY 11375 , (212) 263-1221 evenings.

W ANTED: TRS• 80 Levelll programs to swap: games, home. and business programs. Send tape, disk, or listing with your name and address. George Vandervort. POB 199. San Marcos. TX 78666.

FOR SALE: IBM Selectric //O printer, correspondence code. With parallel interface (8 bits out. I bit in) and driver software for a 6502. Also, manuals and spare parts. 5450 plus shipping. Al Thomason, 2544 Union \#27, Kiamath Falls, OR 97601 . (503) 883-3278

FOR SALE: Sinclair ZXBO personal computer in perfect condi thon. 16 K programmable memory. 8 K floating-point BASIC. and ZBOA processor. Manual included, plus subscription to syric, and all back issues. Clock speed is 3.25 MHz . S 240 or best offer. Cost 5350 new. Brad Konia, Spring Hill Farm, Easton, PA 18042. |2151 252.7134.

FOR SALE: CIP in good condition. With 8 K. case, power supply. manuals. BASIC instruction book, R/F modulator. cables. and demonstration tapes. Best offer takes all. Mike Kirk. 1205 Washington. Friona. TX 79035. (806) 247-3767 weekends.

FOR SALE: ADDS Regent 100 video terminal. like new: S600. US Robotics auto-answer/originate modem Model USR 320: S 100 . InterTec InterTube 3 video terminal, one-month old: s600. Jack Hardman, 600 Cortlandt St., Belleville. NJ 07109. (201) 751-3005

W ANTED: Nonprofit microcomputer club in France requests contacts with similar organizations in the United States and Great Britain, with special regard to software. We also seek reprint rights of magazines and benchmarks, and software for our organization's two radio stations. AMIF. 6 rue des Ormes, 94120 Fontenay-Sous-Bois. France

FOR SALE: LSI-I \(1 / 2\) complete system. WH-IIA with 64 K , three WH-11-5 serial cards. WH-27 dual 8-inch floppies, WH-14 printer, Hazeltine 1510 terminal and AJ acoustic coupler. Runs UCSD Pascal or DEC PDP-1 \(1 / 03\) software. Best offer. F. Monaco, 570 C. Connor Rd., West Point, NY 10996. (914) 446-4217

W ANTED: Hewlett-Packard HP-19 calculator in good cond ton. John Dilday. 621 Vickers Ave.. Durham. NC 27701 . 19191 682-1121.

FOR SALE: Commodore PET computer. 8 K upgraded to 32 K. with tape drive. keyboard. and screen; 5950. Delinn Shields. 903 Enterprise Dr.. Suite I. Sacramento. CA 95825. (916) 929-7670

FOR SALE: H-8 64 K Trionyx board. H-8-5 interface. H-17 disk controlier only, and H-P terminal (unmodified): \$1200. Joe Cross. 8010 East Zimmerly. Wichita. KS 67207. (316) 685-8673.

FOR SALE: Heath \(\mathrm{H}-8\) computer, 8 K programmable memory, I/O interface board. H-9 video terminal. BASIC. Extended BASIC. editor. games, and documentation. S500. A Meyer. 28 Skipper Dr.. West Iship. NY 11795. (516) 422-0891.

FOR SALE: HP-2621A video-display terminal in original box with all manuals. This is a professional unit with two pages of memory. scroll up/down. previous/next page, addressing. editing. N-key rollover, auto repeat any key, and detached keyboard. It is capable of displaying control characters as a selectable mode. In mint condition. I pay shipping. S 1095 takes it. Three Heath 8 K programmable-memory boards with DIP switches for address and one Heath WH-8-16 16 K programmable-memory board. All manuals, etc.. included. Seven TMS 4044-4 4 K programmable-memory chips. I pay shipping. 5419 takes it all. Braan Branson, 2255 Cahuilla Rd. \# 108. Colton. CA 92324. (714) 824-0144.

FOR SALE: Commodore PET Model 2001 with 8 K programmable memory, a self-contained cassette recorder, original documentation, Hayden's Basic BASIC book, and a cassette with many programs. 5450, you pay shipping. Expand this PET with BETSI PET to S-100 interface with an Expando-Ram with 24 K of additional programmable memory. Also contains four 2 K PROM sockets. Includes power supply and documentatıon. An additional s 300. John Lemkelde, 5980 Bull Rd.. Dover. PA 17315. 1717) 292-4933.

FOR SALE: ADDS Regent 200 editing terminal with protected fields, half-intensity. blinking, and reverse video. Like new: \(\mathbf{5 7 5 0}\). North Star single-density disk controller and SA-400 minifloppy drive: S350. IMSAI PIC-8 priority interrupt controller and programmable clock. New: 575 . IMSAI MPU-A 2.0 MHz processor card: S50. D. Sellar. 616 North Delaware Ave., Lindenhurst, NY 11757

WANTED: Nonfunctonal Hazeitine 1500 CRT, with or without tube, to be used as spare parts for my own flaky Hazeltine 1500. James Vliet, 32 Wesley St., Monmouth Beach. NJ 07750, 12011 222-4313 evenings.

FOR SALE: Compucolor Model 4. 16 K microcomputer with 101-key keyboard. eight-color display. Disk BASIC language. software, and manuals. Hardly used: S 1000/offer. Kathy Silva, 2954 Kilkare Rd.. Sunol, CA 94586, (415) 862-2146, 792-9800.

FOR SALE: Lear-Siegler ADM3A terminal with uppercase/ lowercase read-only memories. 80 columns, 24 rows. absolute and indirect cursor addressing. Includes operator's manual. Excellent condition: 5650. Shugart SA-80i 8-inch floppy-disk drive with power supply and cabinet with fan. Includes manuals. Good condition: 5550 . Dave Gewitz. (201) 796-3140.

FOR SALE: Drum memory. military arborne type. Over 100 RNN heads (no drive electronics). includes 110 VAC drive motor: 5100 plus shipping. Also. Processor Technology programs on cassette (CUTS format). never used: Trek-80 (Startrek with sound). Software \#1 (8080 assembler). and FOCAL Ianguage: S 10 each. George 8 onicatto. 5 Southview Dr.. Apt. \#D. Hibbing. MN 55746, (2 18) 263-5306 after 4 p.m.

FOR SALE: Digital Group ZBO computer ( 26 K ) with dual Phi-Decks (extra controller board). printer B, full-function ASCII keyboard, video modulator, 32 K static (TMS-4044. etc.) bare board. and lots of software (iricluding Sargon. Business BASIC. MaxiBASIC, Mini and Tiny BASIC, and games). Complete with full documentation, but no covers. Includes the Audio ROM and Phi ROM. S1500. D.M. Lazok, 1161 North Cherrywood Dr., East Layton. UT 8404 1. \{801) 766.0885.

W ANTED: S-100 adapter board. any rype. Also. schematic and parts list for Processor Technology CUTS. I have some PT boards and want to interface with a single-board computer. Larry Bates. 39 Hanover St., Asheville. NC 28806.

FOR SALE: Complete 5.100 video subsystem. Includes Polymorphic video terminal interface card. Sanyo 9-inch video montor. Microage keyboard with 10 -key pad. all cables and connectors. and complete documentation. Upgraded my system to VDT after 18 months of no-problem use. \(\$ 350\) takes it all. Joe Rothstein, 3529 Kaau St., Honolulu, HI 96816

FOR SALE: TRS-80 Model I with expansion interface. 48 K . RS-232C, LNW double density, BO-Graphix, and Archbold speedup. Running over 6 months. Includes DOS plus 3.3D operating system. S 1500 or best offer. Ithaca Intersystems S.100 \(2708 / 2716\) EPROM board. Factory sealed with 16 K of 2708 EPROMs. Must sell. S 150 or best offer. Mike Okrent. Il Prince Dr., Bethany. CT 06525, |203| 393-2662

FOR SALE: PET and Apple software by Soft Sector. Includes 1. electrical engineering-ladder network analysis, active filter design (lowpass, highpass. bandpass. allpass). attenuator design. and Butterworth and Chebychev filter design: 2. audio engineering-passive crossover and inductor design. acoustic speaker design, and exponential horn design. For PET and Apple on disk and tape. Must sell. Send for complete program descriptions and sample printouts. R. Majef. 534 Apollo. Richardson. TX 75081

FOR SALE: Back issues of BYTE from September 1975 through June 1980. Highest reasonable bid. Gary Dawkins. 3523 Bunyan. San Antonio. TX 78247. (512) 494.5995

FOR SALE: First 60 issues of BYTE |issue \# | through vol. 5. no. 81 in excellent condition. \(\$ 120\) plus shipping. Shipped only to areas served by UPS (shipping charges COD). Send name. address (no POB numbers). certified check or postal money order. and SASE for return of check. Soriy, will not sell partial set or return checks without SASE. David B. Lamkins. 56 Lakeshore Dr.. Marlboro. MA 01752. 16171 481-6192 6 to 9 p.m. ET.

FOR SALE: H-17 floppy bare board (Heathkit) with all components, including read-only memory, hardware, and instruc tion manuals. No cable. disks, or cabinet. 595 . Anthony J. Gasbarre, (6031 847-9797.

FOR SALE: H-11 32 K-byte memory board: s320. Two DLVII serial interface: 585 each. \(\mathrm{H}-11\) complete with 40 K -byte memory. DLVII, boot and memory test board, and LTC option S1450. Mike Kennedy. 3630 South Kenwood Lane. Phoenix. AZ 85282. 16021978.0748.

FOR SALE: Computer ideal for personal finances, beginners. and bright youngsters. Complete with video monitor. keyboard. multipurpose cassette recorder, blank cassettes. prerecorded game cassettes, comprehensive how-to manuals. creative graphics book. eight-lesson cassette instruction course, and all necessary connection cables. Assembles in 15 minutes Lots of software available. Complete package for 5400 or best offer. Mike Sutherland. 419 East Pershing St., Appleton. Wi 54911.

FOR SALE: Scantron optical mark reader Model 5098-2. Good for reading test answer sheets, other data records. etc. Three years oid: factory reconditioned. Excellent operating condition. si200 or best offer. Municipal Personnel Service. 1675 Green Rd., Ann Arbor. MI 48105. |313) 662-3246

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\section*{Readers Vote IBM Number One}
it looks like our article on the IBM Personal Computer really hit the spot. Philip Lemmons' report, '"The IBM Personal Computer: First Impressions," was voted number one by our readers. Phil will receive the s 100 kitty. Steve Ciarcia placed second with his article, "Build an Intelligent EPROM Programmer." He'll receive \$50. As Steve put it, it's not so bad taking second place to IBM. A close third place goes to Ken Clements and Dave Daugherty for "Ultra-Low-Cost Network for Personal Computers." Evidently our readers found the authors' low-cost approach to networking intriguing in its simplicity.

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[^24]:    References

    1. Pittman, T. Tiny BASIC Experimenter's Kit. Itty Bitty Computers (POB 23189, San Jose, CA 95153), 1977.
    2. Price, G. "Clean Starts for Cosmac 1861 Video Output," Dr. Dobb's Journal of Computer Calisthenics \& Orthodontia, Volume 5, Issue 7 (47), pp. 14-15 (August 1980).
[^25]:    About the Author
    Wayne Angevine graduated recently from the University of Colorado at Boulder and is an electronics engineer for Hughes Aircraft Company, where he works on research and development of infrared detector arrays. He is also pursuing a master's degree in electrical engineering at the University of Southern California. He became enthusiastic about personal computers while taking a course in microprocessors, but has been using computers since the seventh grade. His other interests include hiking and cross-country skiing.

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