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[^0]

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## In This Issue

This month we talk about voices - computer voices, that is - and several other topics as well.

Consulting Editor Mark Dahmke speaks out on speech in the editorial "Computer Speech; An Update." We also have two theme articles: "An Extremely Low-Cost Computer Voice Response System," which shows how to computerize your vox humana for very little money, and "Articulate Automata," which looks at the physiology of speech.

Also in this issue is Steve Ciarcia's do-it-yourself computerized Big Trak: everything you've always wanted to know about dynamic memory; inexpensive AID and DIA conversion; and much more, including reviews of the new Radio Shack Daisy Wheel Printer II, the Heath H-14 printer, not to mention Zork and IRV.

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## Computer Speech: An Update

## Guest Editorial by Mark C Dahmke

In 1972 I saw an advertisement in Scientific American for the Votrax speech synthesizer - a multiple-board system that produced fairly intelligible speech. Although digital speech synthesis has been with us for more than a generation, it wasn't until the early seventies that relatively low cost, compact synthesizers were available for use in industry. At the time, I became very interested in the concept and wanted to experiment with a synthesizer, but the price was still too high for my budget.

Finally, in August 1976, BYTE published an issue on speech synthesis. The article "Friends, Humans, Countryrobots: Lend me your Ears" described in detail the Computalker CT-1 speech synthesizer designed by Computalker


Photo 1: The author of this month's guest editorial, Mark Dahmke (left), demonstrating the special speech-generating computer system, "The Bionic Voice," he developed for his friend Bill Rush. The Computalker-based system allows Bill, a quadriplegic, to "speak" with the aid of a head stick. Mark and Bill were the subjects of a feature story in Life magazine last year that was later condensed in the Reader's Digest. Hollywood is interested, too: a movie is being produced for television that will tell their story and show how personal computers can make a profound difference in people's lives. Mark is a Consulting Editor for BYTE, and has had a continuing interest in computer speech for many years. His forthcoming book, Microcomputer Operating Systems, will be published by BYTE Books later this year....CM (Photo courtesy Brian Lanker).


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## TFD-100 ${ }^{\text {TM }}$ Drives



TFD-100 drives are "flippy" drives. You store twice the data per minidiskette by using both sides of the disk. TFD-100 drives store 180 Kbytes (doubledensity) or 102 Kbytes (single-density) per side. Under double-density operation, you can store a 70page document on one minidiskette.

## TFD-200 ${ }^{\text {TM }}$ Drives

TFD-200 drives store 350 Kbytes (double-density) or 197 Kbytes (single-density) on one side of a minidiskette. By comparison, 3740 -formatted eight-inch disks store only 256 Kbytes. Enormous on-line storage capacity in a $5^{\prime \prime}$ drive, plus proven Percom reliability. That's what you get in a TFD-200.


The DOUBLER ${ }^{\text {m }}$ - This proprietary adapter for the TRS-80* Model I computer packs approximately twice the data on a disk track.
Depending on the type of drive, you can store up to four times as much data - 350 Kbytes - on one side of a minidiskette as you can store using a Tandy standard Model I computer drive.

Easy to install, the DOUBLER merely plugs into the disk controller chip socket of your Expansion Interface. No rewiring. No trace cutting.
And because the DOUBLER reads, writes and formats either single- or double-density disks, you can continue to run all of your single-density software, then switch to dou-ble-density operation at any convenient time.
Included with the PC card adapter is a TRSDOS*compatible double-density disk operating system, called DBLDOS $^{\text {m4 }}$, plus a CONVERT utility that converts files and programs from single- to double-density or double- to sing-le-density format.

Each DOUBLER also includes an on-card highperformance data separator circuit which ensures reliable disk read operation.
The DOUBLER works with standard 35-, 40-, 77- and 80 -track drives rated for double-density operation.
Note. Opening the Expansion Interface to install the DOUBLER may void Tandy's limited 90-day warranty.

Free software patch This software patch, called PATCH PAK ${ }^{\text {TM }}$, upgrades TRSDOS* for operation with improved 40 - and 77 track drives. For single-density operation only.

[^1]
## Editorial

Consultants of Santa Monica, California. The CT-1 was an S-100 board, consisting of a formant-based synthesizer, driven by nine parallel output ports. The data rate required was only 100 bytes per control parameter per second, or 800 bytes per second for normal speech.

Several software packages were provided: the CTMON program and later CTEDIT, allowing the user to enter and edit parameter data. Another package called CSR1, the Computalker Synthesis by Rule Program, accepted as input a character string of phonemes from the International Phonetic Alphabet and generated fairly good speech. During the mid-1970s, several other singleboard speech synthesizers became available, allowing hobbyists and researchers to experiment with state-of-the-art hardware and software without going into debt.

It was not until early in 1979 that I obtained a Computalker board for experimentation. The project was to design a "Bionic Voice" for my friend Bill Rush, a student at the University of Nebraska who has cerebral palsy. (See my article, "A Voice for Bill," in the Winter 1979 issue of onComputing.) I used the CSR1 package and wrote a dictionary handler program to make the system easy to use (since Bill does not have full control of his limbs, he types hunt-and-peck style using a stick attached to a band around his forehead).

More recently, I attended a VOCA (Voice Output Communication Aid) Conference in Berkeley, California, in May 1980. It is obvious from such conferences and discussions that voice output for the nonvocal and nonverbal (and talking terminals for the blind) are high on the list of potential applications of voice input/output technology.

On the consumer electronics front, VIO (voice input/output) technology seems to be the trend setter of the eighties. This becomes immediately apparent when one walks through a consumer electronics show, the West Coast Computer Faire, or numerous other product shows. Instead of just flashing lights and color video displays, products are now talking at, about, and with you.

Some recent developments in speech synthesis include the Votrax SC01 single-chip formant synthesizer mentioned in "Articulate Automata" in this issue. Texas Instruments has been at the forefront of the LPC (linear predictive coding) approach. One of its most successful products, Speak \& Spell, shows what can be done in the consumer products market.

[^2]

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## Editorial,

As VIO technology has become more readily available, there is a natural tendency to make everything from washing machines to automobiles talk back. Although the concept is a novel one, I have enough noise pollution to contend with without adding anonymous electronic voices. The real problem with voice output is that it is omnidirectional. If you're surrounded with devices that spontaneously vocalize, it's not always easy to determine where the voice came from. Picture the executive who has three or four telephones on his desk all ringing simultaneously, all sounding the same. Just as high-density video displays can cause sensory overload, multiple-voice-output devices can also overload the aural channel to the brain.

Voice recognition has taken longer to develop because of the many differences between speakers and the different shades of nuance inherent in contextual information. Factors such as the emotional content of the speaker's voice, the accent or dialect, and (the biggest problem) continuous recognition, have slowed the evolution of voice input technology. Continuous recognition means that the computer must be able to determine the beginning of one word and the ending of the last - not a trivial project. For example, the machine may have to distinguish between "I speak" and "ice peak." The problem is further compounded by regional accents and other variables. While great strides have been made in this area, it will probably be many years before generalized continuous voice recognition systems become available. Isolated word recognition is a much simpler problem, and systems are now available with better than 90 percent accuracy when working with a limited vocabulary.

With any new or evolving technology, the challenge is to use it effectively, efficiently, and with imagination. Voice input/output promises to open a whole new dimension to the man-machine interface, one that can be sensed without needing to be seen.

At the end of my onComputing article, "A Voice for Bill," I wrote, "I cannot even begin to imagine what uses Bill will find for his new voice. But if past accomplishments are any indication of things to come, I want to be around in five or ten years to see the results of the seeds we have planted." A year and a half later, my sentiments haven't changed a bit.


Photo 2: The TMS5200 LPC (linear predictive coding) speechsynthesizer chip from Texas Instruments.

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[^3]Editorial

I visited Texas Instruments in early November and was given a demonstration of their text-to-speech technology. The text-to-speech system uses a TM55200 LPC (linear predictive coding) speech-synthesizer chip similar to that used in the Speak \& Spell product line (see photo 2). A message may be entered in standard English, represented in ASCII. The text is then converted to allophone codes (allophones are subsets of a phoneme, the basic unit of speech) which are in turn used to retrieve LPC parameters from an allophone library stored in ROM (read-only memory). Several algorithms are used to smooth the resulting parameters and adjust the amplitude and intonation to yield continuous-sounding speech. The system has inherent advantages; the allophone tables are quite small, typically 3 K bytes for 128 allophones. Other languages may be implemented by changing the text-to-allophone rules. I experimented with a version of text-to-speech that ran on a T199/4 personal computer development system. It accurately interpreted the silent " $e$ " on the end of words like "while" and "release" but misinterpreted the (nonsilent) " $e$ " on the end of my last name, which is not surprising. When given the word "synthesizer" is said "syntheniner."

TI is also working on a timesharing system that is similar to The Source. It will interface with the TI 99/4 and use its graphics, sound, and voice outputs. The system is completely menu driven, and will even log on for you. It sends blocks of information to the TI 99/4, each with a label indicating what kind of data is coming. In this way text, graphics, speech, and music may be sent independently. If the user's system doesn't have certain features, it simply ignores the blocks of data it can't handle. If you ask for the weather reports, it draws a picture on the screen of a sun, rain clouds, or something in between, plays an appropriate tune (ie, "Rainy Days and Mondays"), displays text giving the temperature and other vital information, and can also recite the temperature using text-to-speech. It will be interesting to see how the system is received on the consumer market....MCD

## New Computer Speech Developments

Scott Instruments of Denton, Texas, recently announced the VET/2 - a speech-recognition interface for the Apple II. It will run with any existing software because, once loaded, either keyboard or voice input may be used. The program will handle forty-word vocabularies, with the option of overlaying other vocabularies to double or triple the number of words.

Street Electronics of Anaheim, California, has announced the Echo series of speech synthesizers. Versions are being designed for the Apple II and the TRS-80. The units use the Texas Instruments TMS5200 LPC synthesizer chip mentioned in the editorial. The software driver runs in about 900 bytes of memory. Individual vocabulary words take between 10 and 20 bytes, depending on the length of the word....MCD


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## Katching Up with Khachlyan

I would like to commend the authors of "Khachiyan's Algorithm" (G C Berresford, A M Rockett, and J C Stevenson) published in the August and September 1980 BYTEs (pages 198 and 242, respectively). Their presentation illustrated the essentials of the algorithm without getting bogged down in its derivation. However, now that I understand it (I hope), it is somewhat disillusioning to realize that the "amazing shortcut" appears to be only a nonpractical mathematical curiosity.

I have some observations regarding the algorithm. First, the huge initial volume subsequently requires the incredible precision. Hadamard's initial volume is much smaller, and this should reduce the precision requirements; but by how much? Also, if upper bounds are defined for all $X_{i}$, would this be helpful?
Even if the precision problems are solved, the total number of arithmetic operations to solve a large linear-programming problem still appears to be intractable. The upper bound for the number of iterations is $16 L n^{2}$, and each
iteration uses $\operatorname{Order}(n+m)^{3}$ multiplications for the matrix inner products. Presumably, if a solution exists, the number of iterations will be much less than $16 \operatorname{Ln}^{2}$ (but by how much7), and the number of multiplications per iteration can be reduced to $\operatorname{Order}(n+m)^{2.81}$ via Strassen's algorithm. However, both of these appear to be greater than those required by the usual revised Simplex algorithm. While the Simplex algorithm can require $\operatorname{Order}\left(2^{n}\right)$ iterations, it usually finds the optimal solution in Order $(m)$. Also, each iteration needs only $\operatorname{Order}(m n)$ multiplications (revised Simplex).

Memory requirements also seem to put Khachiyan's algorithm at a disadvantage. The giant $\mathbf{A}$ array (see statement 430, listing 1, September 1980 BYTE, page 246) can be reduced to negligible size using linked lists, and the Q1 and $\mathbf{W}$ arrays could use the same space, but this still leaves three $(m+n)$ by ( $m+n$ ) arrays for Khachiyan's algorithm. In contrast, the only large array for the revised Simplex is the $m$ by $m B^{-1}$ array.

The problem of solving large linearprogramming problems looks more


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promising if array-oriented hardware is used. For example, a clocked matrix multiplier can read in, compute, and write out the inner product of two $n$ by $n$ matrices in $5 n$ clock periods. This would be an immediate benefit for the revised Simplex as well as a help to Khachiyan's algorithm, if the precision problem can be overcome.

William J Butler Jr
44 Dees $\mathrm{Cr}_{\mathrm{r}}$
Warwick RI 02889

## Berresford, Rockett,

## and Stevenson Reply

We are happy that you found our articles on Khachiyan's algorithm so informative. Our purpose was to encourage such experimentation with the algorithm. As the articles explained (and, incidentally, earlier than any other journal as logged in the February 1980 issue of Abstracts of Papers Presented to the American Mathematical Society), Khachiyan's algorithm is not capable of immediate practical application largely because of the incredible precision required.

In fairness to Leonid Khachiyan, it is clear from his paper that he never intended his result as a practical method for solving linear-programming problems. In fact, linear programming is only mentioned in one sentence in the introduction, the rest of the paper being devoted to the consistency problem for linear inequalities. His purpose was a purely theoretical one: to prove that linear consistency and, therefore, linearprogramming problems could be solved in polynomial instead of exponential time. It was the American and European press (with the exception of BYTE) that erroneously construed the result as one of practical rather than theoretical importance. (In fact, many other journals have had to issue retractions or corrections of earlier ill-considered statements.)

As to your specific questions, there is little we can say except to answer "yes": your suggestions would doubtlessly improve the algorithm. Dr Philip Wolfe of IBM (Yorktown Heights, New York) has been serving as a clearinghouse and evaluator for the numerous improvements to the algorithm that have been suggested, but none so far seem to accelerate the algorithm by as much as one order of magnitude. Thus, it is far from competitive with the revised Simplex algorithm. While the Klee-Minty example shows that the Simplex method is an exponential-time algorithm, problems similar to Klee-Minty rarely occur in practice, and when they do, standard


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tricks (such as rescaling) usually grearly reduce the time needed for solution. In fact. experiance seans to indicate that the revised Simpiex met hod is almost linear in the mumber of tariables, thus making it hard to beat.

A more complete answer to your questions about improving Khachiyan's algorithon will have to aupait largescale experimentetion by 18 M and others.

## Comments on the Heath N-09

In regard to Mark Dahmke's review of the H-89 (ee "The Hooth H-89 Com.
puter," Ausisi 1990 BYTE, page 46), 1 agree with him undil he starts talling about the "disadvantages." The text editor is not that hard to operate. and, if he thinks it is, he can get a different one from HiLG (Heath User's Giroup) or other sources in Busss. He also mentions the lack of a RUN "RNAME" command in BH (Benton Harbor) BASIC, but, in vession 1.6, which is the version Mr Dahanke worked with, you can say CHAN "FNAME" with the some results All of Mr Dahmke's other observetions are true, but there are curean for exatuple to keep the disk head from banging up and down, change the HS

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jumper to open and the HM yumper to closed in the disk unit on the "programmuing plus. "Then the head stays loaded as long as the motor stoys on, about a minute after the lan operation. Of course, you could time-delay the load signal.

The last, and probably more important, poin is how not to need the HDO'S system on every diak. On verfion 1.6, the command SET HDOS STAND-ALONE can be used and, after the warning mewage, the command RESET SYo. will be honored. This might mew up vertions earlier than 1.6; and, if you land on a digk while not in P1P or ONECOPY, the SYSCMD.SYS will load. If the verions differ, yon might get a FATAL SYSTEM ERROR, but, all in all, it is a good trade-off. Be sure to LOAD LP: and other DUD. before RESETing after BOOT up.

##  <br> 5atitio MS 39ecs

II may add a few thing to Mr Dahakke't review of the Heath Hosp: Heath's BH BASIC is neither fant nor high in precision (my Ohio Scientific C3 will run circles around it), but it does have one greet advantage for the dibug: ging phate of programming Whit other BASCCs will mull all variable and array values upon a revision of any line of progratm, however trivial, BH BASIC does not. Thus you can stop execution fix up a defective line, and restart in anid-programe rather than having to rerun from the beginning- real advantage for long programs, and for programe requifing many INPUTs to get going

A detail I like about the H-89 is it ability to take commands in lowercase. cotverting input to uppercase as needed. That's very nice if you spend a lot of time in the word-procesting tnode.

Oddly, Mr Dahanke had little to say about the display and keyboard. I have to cope daily with a Televideo 912, an induntrial-grade terminal which will couse you to appreciate the superior quality of the H-89 dieplay and keyboard. The 912 is susceptible to fales key contacts, which usually cause the display to do truly weird things, thereby forcing you to abondon your ingut and to redreah the entire display. I aloo gives no mudible contirmation of key contact; and the 80 -charecter line is limited to perhsps two-thirds of the screen width. wasting the rent of the screen. The H89 berainal rums at 9600 bps (bits per sec-ond)-wome have been pushed to 19,200 bpe-a diference enpecially noticeable in word-procening and financial progratms. for which execution time is limuited by the diaplay, rather than by computation.

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## Letters

I have to disagree with Mr Dahmke's assertion that the Heath text editor is useless. I use it, as a word processor, for hours every day, with no difficulty; however, I'm not hampered by familiarity with any other text editors. Mr Dahmke's statement that the H-89's reading of error messages from disk takes "several seconds" is, frankly, an exaggeration. The actual elapsed time is under one second, though it certainly seems longer. Also, the disk head does not touch down for "each and every sector ${ }^{\prime \prime}$; it reads the sectors in pairs, touching down for every other sector, which is noisy and slow enough.

If you want a sophisticated machine, or a fast, high-precision computer, the $\mathrm{H}-89$ isn't it. The $\mathrm{H}-89$ is a fine wordprocessing and financial computer, right for the user who doesn't want to get deeply involved in computer hardware and software.

Jack McKay
3200 19th St NW
Washington DC 20010

## Mark Dahmke Replies

I thank Mr Pinkston and Mr McKay for their comments about my review, and for bringing the various "fixes" to my attention and to that of BYTE's readers. My philosophy for reviewing equipment is that I am reviewing essentially what comes out of the box. Any updates from readers are greatly appreciated, but I feel I must give potential buyers an accurate indication of what the product is like as it comes from the manufacturer. As for the other comments regarding the editor, I will stand by my statements in the review.

## Dissecting the <br> Speak \& Spell Article

The article published in the September 1980 BYTE concerning the TI (Texas Instruments) Speak \& Spell (see "Dissecting the TI Speak \& Spell, " by Michael A Rigsby, page 76) contains a number of serious errors that must have upset staff scientists Richard Wiggins and Larry Brantingham at TI's Central Research Laboratory in Dallas, Texas.

To suppose that the TMC0281 device used in the Speak \& Spell is the same as the SN76477 is to greatly underestimate Texas Instruments' achievement. The TMC0281 is, in fact, a complete speechsynthesizer device fabricated in metalgate depletion-load p-channel technology and contains an entire digital-signal processor, with timing and decoding circuits, a ten-stage digital lattice filter, and a D/A (digital-to-analog) converter. The system is based upon the relatively new
voice-compression technique known as linear predictive coding. This technique can generate high-quality speech from low data rates (less than 2400 bits per second). Linear predictive coding is so called because of the way in which the coefficients that characterize the digital filter are predicted from a linear combination of the previous coefficients. This requires a great deal of number crunching-in the case of the TMC0281, 160,000 additions and 160,00010 - by 14 -bit multiplications every second. TI confounded the many skeptics who said it couldn't be done. To get around the speed problem, Wiggins transformed all the calculations into a fixed-point format and Brantingham designed a pipeline processor that is contained within the TMC0281.
The coded speech data for the synthesizer device is stored in the TMC0351's read-only memory. These are 16,384 by 8 -bit devices (ie: 128 K bits) having an internal 18 -bit address counter/register and two 8 -bit output buffers. Fourteen of the address bits go to the memory array directly, while the 4 most significant bits are used in a 1-of-16 chip select.

The controller chip, the TMC0271, is a slightly modified calculator chip, a member of the Texas Instruments TMS1000 family. It has been modified to enhance its BCD (binary-coded decimal) arithmetic and expand its instruction set. Also, there is an output multiplexer to reduce the pinouts needed for the Speak \& Spell application.
Contrary to the implications in the article that the "operation of the Speak \& spell involves many unknowns," TI has, in fact, published full details of its threechip synthesizer system (see Electronics, August 31, 1978, pages 109 thru 116) and many other articles have appeared. A letter to TI brings (at least in my case) a set of reprints.

## Tim Spracklen

23 Buttermere, Greenways, Spennymoor Durham, DL16 6UD, England

## De Facto of De Matter

This is a plea for order in what could be the next standards chaos: Sol Libes mentioned a Massachusetts company planning to use home VTRs (videotape recorders) for hard-disk backup. (See "Backing Up Winchesters" in "BYTELINES" October 1980 BYTE, pages 188 and 189.) Corvus also plans such a system. Our company, D C Crane Inc, is planning one using the Digital Graphic Systems CAT-100 videodisplay board.

The technique will allow saving and

7440A Progrommoble Interrupt nimer Module. Time events in four operating modes-continuous, single shot, frequency comparison, and pulse width comparison. Includes three 16-bit interval timers, plus flexible patch area for external interface. Programmable interrupts, on-board ROM, and much more.

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## Have You Tried onComputing?

For fifteen years I have dreamed of using a computer for my one-man business. I have tried to find the right one in BYTE, on and between the lines. The result of my search is the feeling that, fo become "computerized," I must become an expert in mathematics (Boolean and otherwise), electronics, hardware, software, semiconductors, integrated circuits, languages, and all the rest of the stuff. Oh, my aching head! Help, help! The computer train is rolling so fast and I am unable to climb aboard.

When I first became "motorized," I didn't have to be an expert in mechanics, thermodynamics, aerodynamics, electricity, tire structure, fuel chemistry, etc. I simply sat in the car and-without any help-taught myself the rules of the road. Who can, for a moderate price, link together and harmonize some of the wonderful programs advertised in BYTE to make a system coherent, practical, and flexible?

## R E Gilbert

Jozef Hermanslei 41
B-2510 Mortsel
Belgium
Of course, a computer is much more complex than any automobile, but the analogy is still valid. People should be able to get what they want from a computer with a minimum of fuss. Until then, Mr Gilbert, guides are necessary: enjoy the complimentary copy of onComputing; she's our sister publication for the layman.

## Sharp-LookIng TRS-80

. Upon studying the advertisements for the new TRS-80 Pocket Computer, I was surprised to find the letter Y's original
second function (ie: $¥$, for the yen on the Sharp PC 1211) deleted.

If that's the way the Tandy Corporation has to lure prospective customers into thinking that the Pocket Computer is All-American made, I pity any Japanese importer trying to sell an American computer without String-capability....

## Marc H Bruna

Abrikozenstraat 31
2564 VK Den Haag
Netherlands

## Tree Is Root of Problem

As a fellow member of the University of Oklahoma, I feel it necessary to point out some of the areas where I disagree with Dr Bill Walker's article "Sorting With Binary Trees" (October 1980 BYTE, page 96). These areas will be dealt with in the same order as they appear in the article.

First, Dr Walker gives the impression that a tree sort is both fast and allows deletion of nodes in an efficient manner. As he says, a tree sort is faster than a bubble sort, but almost any serious sort routine will be faster than a bubble sort. Likewise, deleting a node from a tree is faster than deleting an element from a bubble-sorted list, but deleting nodes from trees, except in the special cases of AVL; B; and 2-3 trees, is not particularly fast. (See The Design and Analysis of Computer Algorithms, by Alfredo Aho and Jeffrey D Ullman. Reading MA: Addison-Wesley, 1974.)

Second, students of graph theory tend to define a tree as an acyclic graph. (See Graph Theory, by Frank Harary. Reading MA: Addison-Wesley, 1969.) By this definition, the object presented in Dr Walker's figure 1 is not a tree, but a rooted graph.

Third, Dr Walker states that one way of scanning a sorted tree (a binarysearch tree) would be to first visit the leftmost node in each branch, then the parent, and finally visit the rightmost node, repeating this sequence until finished. He proceeds to say that this is "tough for computers." However, the C-language routine in listing 1, page 24, performs Dr Walker's suggested algorithm.

Next, the algorithm used to search a tree can be cleaned up considerably, as shown in listing 2. The algorithms used to delete and add nodes are excellent, and rewriting those in C would serve no other purpose than to expose the deficiencies of Pascal.

We now have nice, short algorithms to do everything that Dr Walker wanted to do to the tree, except to delete nodes

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from it. As far as I know, the algorithm he used cannot be improved upon to any great extent. This point is the basis for my statement that it is not relatively easy to delete nodes from a tree.

To achieve the operations Dr Walker wants (easy insertion and deletion, while maintaining a sorted list, plus easy searching), I would recommend a double-linked list. The algorithms for dealing with this structure can be found in any good data structures or algorithms text.

Mike Meyer, Student
University of Oklahoma
POB 1749
Norman OK 73070

I thoroughly enjoyed Dr Walker's article on binary-tree sorting in the October BYTE. He presented a subject that often receives a boring and confusing treatment in an interesting and clear manner. Since the amount of data I must sort daily has recently doubled, the article came at the right time.

Time after time I have seen the subject of trees presented in magazines and books. Each time I lacked the incentive to actually implement a tree structure on my system. The whole thing seemed too complicated for the results obtained. However, Dr Walker provided the push I needed to get it going.

Although some of the coding is redundant, by the author's own admission, and is slightly inefficient in some areas
(due mostly to the direct conversion from FORTRAN and his desire to keep the program portable), the program makes sense. That sounds simple, but many programs don't make any sense at all-they just work "somehow."

Because of the use of highly structured subroutines and "standard" BASIC, I easily translated the program of his listing 1 into Oasis BASIC and modified it for operation on strings. This later change is simple if the BASIC used dimensions a string-array length rather than a string length. The modification to sort strings requires changing $P$ in lines 200 and 205, KEY, and ALPHA to string variables. It works well and fast.

I did, however, find one major design problem. It is associated with the deletion of a right terminal node that is not the last node in the sorted sequence. Both the coding of line 3090 and the logic of table 1, Case II, Group B, Subcase 1 call for setting the right link pointer of the parent $Q$ to NIL (setting $\operatorname{RLINK}(\mathrm{Q})=$ NIL $)$. This tells the treetraversal routine that this parent is the last item in the tree. Often it is not.

The proper logic is to set RLINK(Q) equal to RLINK(P). In this way, the parent $Q$ of the deleted node $P$ will point back to the ancestor node, the one that follows it in the sorted sequence. If the deleted node $P$ was the terminal node of the entire tree, its parent, $Q$. will assume this property when the node $P$ is deleted. That is the only problem I found.

## Listing 1

```
struct node {
    int info ;
    struct node *leftson, *rightson ;
    } ;
visit(root) struct node *root; l
    if (root == NULL) return ;
    visit(root -> leftson) ;
    printf("%d ", root -> info) ;
    visit(root - rightson) ;
    }
    Next, the algorithm used to search a tree can be
cleaned up considerably, as shown:
search(root, item) struct node *root; \
    while (root != NULL) {
```

```
            if (root -) info == item)
```

            if (root -) info == item)
            return(root) ;
            return(root) ;
            if (root - ) info> item)
            if (root - ) info> item)
            root = root }->\mathrm{ leftson ;
            root = root }->\mathrm{ leftson ;
            else
            else
                            root = root }->\mathrm{ rightson ;
                            root = root }->\mathrm{ rightson ;
    }
    }
    return(NULL) ;

```

Listing 2
\}

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\section*{Letters}

Many thanks to Dr Walker. It was a great article; I would enjoy seeing more articles from him in the future.

\section*{Jack Dolby}

335 D-1 Hiddenwood Dr
Newport News VA 23606

\section*{Screen Print for TRS-80}

In the October BYTE, Teri Li's "Technical Forum" talks about some of Radio Shack's modifications for the TRS-80. (See "Radio Shack's Modifications to the TRS-80," page 182.) The screen-print problem created by the lowercase modification has a simple solution. Run the program shown in listing 1.

The screen will display: @ABCD EFGHIJKLMNOPQRSTUVWXYZ (up arrow) (down arrow) (left arrow) (right arrow) (dash)

This is how TRSDOS prints characters to the display. The alphabet codes are decimal 1 to 26 . If we add 64 to each decimal value PEEKed from the display that is less than 32, then print the CHR\$ equivalent to the printer, no problem will be encountered.

The program in listing 2, called as a subroutine, will print the contents of the display to a line printer.

This routine works on uppercase and upper/lowercase keyboards.

Gary E Alcorn
1037 E Redondo Dr
Tempe AZ 85282

Listing 1
10 CLS
20 FOF \(A=15: 360\) TO 15391

30 FCDKE A,E
\(40 \quad E=E+1\)
50 NEXT A
60 FFINT
70 END

Listing 2
\(5000 \quad F=15360\)
5010 FOK \(V=1\) TO \(15: F O K H=0\) TO 63
5020 IF F'EEK (F') 《 32 THEN F' \(\$=\) CHF \(\$\left(F^{\prime} E E K(F)+64\right)\) ELSE
\(F^{*} \$=C H F\left(F^{\prime} E E K\left(F^{\prime}\right)\right)\)
5030 LF'KINT \(\mathrm{F}^{\prime} \$\); : \(\mathrm{F}^{\prime}=\mathrm{F}^{\prime}+1\) : NEXT H
5040 LFFFINT" "
5050 NEXT V
5060 RETURN

\section*{Paln In the Exhaust}

The article "FCC Regulation of Personal- and Home-Computing Devices," by Terry Mahn (September 1980 BYTE, page 180) has consequences for buyers and sellers of microcomputer systems that are far-reaching and not widely realized.

Compliance with the new FCC (Federal Communications Commission)
regulations and the associated paperwork, testing, and certification are expensive. Personal- and business-computer systems will be more expensive after the first of January, 1981, because the consumer will be paying for compliance with these regulations.

Let me first point out that, as a licensed radio engineer, I must agree that restricting radio emissions from personal home-computing devices is both neces-

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\section*{Letters}
sary and desirable. The impact of this restriction is not yet fully realized by businesses or consumers.

I will discuss both views. My company functions as an OEM (original equipment manufacturer), buying boards, cabinets, floppy disks, etc, from various companies and customizing these into systems for our customers. We are in a favorable location, where the FCC is a local telephone call away, and its testing labs, in Laurel, Maryland, are right up the street. As a business, what we have to do to legally advertise or sell a system after January 1, 1981, involves a lot of work and money. The testing and certification are beyond our inhouse capabilities, and the necessary spectrum analyzer-even to rent-is expensive. A lab in our area will do the testing for us for \(\$ 1500\). Necessarily, this forces us to raise our products' prices. There, then, is even more involved paperwork and such. Now, \(\$ 1500\) is not a lot to the Tandy Corporation, Apple Computer, or Hewlett-Packard, but it does represent a problem for the hundreds of small computer businesses.

Also, we believe our main selling point is \(\mathrm{S}-100\) compatability, whereby we can choose from the wide spectrum of available boards to customize a user's system. However, if we change anything that would affect RF (radio frequency) emissions (ie: substitute a different input/output or memory board), we must recertify the "new" configuration. This will defeat any flexibility we now enjoy. The key point is that larger manufacturers can easily absorb these expenses, and we "little guys" are forced to raise prices drastically, or go out of business.

For consumers, you'll be paying more for a system that is certified to meet RF emission/interference criteria. It is hard not to draw parallels with emission-control equipment required on automobiles. In principle, it is an excellent idea. In practice, it is a pain in the exhaust, and an expense.

Having presented the problem, let me suggest some approaches. Even though this matter has been studied by the FCC for three years, it is being sprung upon manufacturers rather quickly. I believe a period of evaluation by the industryparticularly the microcomputer "cottage industry"-is in order. I have mentioned this to the FCC and to my congressman. Also, I would be happy to discuss these issues with any other interested parties.

This issue represents a critical turning point for our industry and our hobby. I do not believe that many people are aware of the consequence.

Patrick H Stakem, President
Interface Technology of Maryland
POB 745
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\section*{Hardware Review}


\title{
Radio Shack's Daisy Wheel Printer II
}

\author{
Yvon Kolya, POB 22, Peterborough NH 03458
}

In August of 1980, Radio Shack introduced a series of new products, including a daisy-wheel printer capable of producing high-quality print for word-processing systems. Radio Shack named the device the Daisy Wheel Printer II.
I was fortunate enough to be among the first to receive one of the new Daisy Wheel Printer IIs. I picked it up at the store only a week after ordering it.

\section*{Physical Appearance}

As I expected, the printer had an attractive appearance, using the standard Radio Shack colors black and silver. However, much to my surprise, I found the printer to be constructed entirely of heavy-gauge cast aluminum. The only nonmetal parts were the miscellaneous knobs and switches, which were brought out to the surface of the cover for the user to manipulate, and a rubber platen. Upon opening it up, I discovered that the metal exterior was well supported by a cast aluminum interior frame, with a layer of foam rubber sandwiched between the two for sound absorption. Everything else seemed to be made of steel or chrome, except the pulley wheels, which were nylon. All in all, the printer appeared to be very solidly constructed. It was a bargain to get all this excellence for hundreds of dollars less than an equivalent letter-quality printer.

\section*{Connecting It}

As soon as I had unpacked the printer from its shipping box, I plugged the carbon ribbon cartridge into place, a very simple operation, and then I pressed the print wheel
into position (also a very simple operation). When I connected the printer to my TRS-80 Model II and tried it out, it worked perfectly.
I borrowed a friend's TRS-80 Model I Disk System and tried it out with the printer. It also worked perfectly the first time.
Next I connected it to an Apple II-Plus computer, using its Parallel Printer Interface Card. Unfortunately, it did not work. After a little experimentation, I discovered that the problem was with the ROM (read-only memory) software on the parallel card. Normally, the Apple's software leaves the eighth bit of the data bus set high. When it's set low, the characters on the video display flash on and off. On the Centronics printers, and their look-alikes, this bit is ignored. On the Radio Shack printer, however, the eighth bit is used for the special characters. To correct this problem, I grounded the line for the eighth bit, and the printer then worked correctly with the Apple II-Plus. I could have used a software routine to correct this problem, but I felt this method would be quicker.

\section*{Printer Controls}

There are two control switches on the front of the printer, an on-line/off-line switch and the pitch-control switch. There are three modes of pitch control: 10 cpi (characters per inch), 12 cpi, and proportional spacing. The pitch control used depends upon the type font mounted in the printer. For example, if the Courier 10 font daisy wheel is in place, this switch should be placed in the 10 cpi position. If the Prestige Elite font is used, the switch setting should be 12 cpi . The Madeleine font requires that the switch be set to proportional spacing. To some minor degree, the 10 and 12 fonts can be used at either the 10 or the 12 cpi switch setting, although using


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\section*{System. \\ Sosonn sorn}
the 10 font at the 12 setting will make the letters appear cramped.

At the top of the printer are two levers, one on the right for releasing the grip of the platen on the paper, and one on the left for controlling the number of carbon copies (from 1 to 7 ) to be run through the printer.

At the rear of the printer are, once again, two switches. One switch is directly above the power cable, and it is used to turn the machine on and off. The other is over the interface connector; it is the self-test switch. The self-test switch prints out a series of characters to test both the printer and the print wheel.

Inside the printer, to the right of the cabinet, there is a three-position impression intensity control switch. It allows you to adjust the amount of energy used by the strike-hammer when printing.

\title{
At a Glance
}

\section*{Name}

Daisy Wheel Printer
II-catalog number
26-1158
Use
Letter-quality printer

\section*{Manufacturer}

Radio Shack
1 Tandy Center
Forth Worth TX 76102

\section*{Dimensions}
20.45 by 62.5 by 39.5 cm ( \(81 / 20\) by \(241 / 3\) by \(15^{12} / 20\) inches)

\section*{Price}
\$1960

\section*{Hardware Required}

TRS-80 Model I, II, or III computer, or any computer capable of driving a standard Centronicsinterface parallel printer; requires a printercomputer cable, available from Radio Shack, for whichever Radio Shack computer the printer is to be used with.

\section*{Software}

None (if used with appropriate configuration of a Radio Shack computer)

\author{
Hardware Options
}

Tractor feed, \$249 extra

\section*{Documentation}

38 -page manual, 22 by 28 cm ( \(81 / 2\) by 11 inches), includes schematics

\section*{Audience}

Computer owners desiring letter-quality printout instead of dot-matrix

\section*{Features}

Print speed: 43 cps ; carriage-return speed: \(300 \mathrm{~ms} / 13 y_{5}\) inches ( 34.5 cm); linefeed speed: 4 ips; printing pitch choice of \(1 / 20\) inch, \(1 / 12\) inch, or proportional spacing; linefeed pitch: \(\%\) inch or \(y_{12}\) inch; fonts: 124 character positions on double-daisy print wheel; wheels: Courier 10 (supplied), Prestige Elite 12 (not supplied; catalog number 26-1421), Madeleine P S (not supplied; catalog number 26-1422); characters per line: 136 characters at 10 pitch, 163 characters at 12 pitch; impression control: high, medium, low; interfaces (physical): eight parallel and one strobe; code: Modified ASCII; paper-feed mechanism: pinch-feed platen; power requirements: 120 VAC , \(50 / 60 \mathrm{~Hz}, 141 \mathrm{~W} 220\) VAC, 50 Hz (for European operation)

\section*{Printer Attributes}

This printer does not require special software for use. If you have the proper printer cable for your computer, you can use the printer immediately. While in BASIC, you can use it to print listings, or you can use it from within a program to deliver hard-copy information. If you have a word processor, such as Radio Shack's Scripsit or Michael Shrayer's Electric Pencil, you are really ready to go.

Unfortunately, both Electric Pencil and Scripsit are incapable of using all the features of this printer. For example, not all of the control codes accepted by this printer are used by these two word processors. The codes accepted by the Daisy Wheel Printer II are given in table 1.
Unfortunately, Scripsit will access only the carriage-return-with-linefeed code (decimal 13) of this printer. The rest of the codes are not used.
Electric Pencil is only a little bit better in that it accesses the backspace feature (to perform underlining) in addition to the carriage-return-with-linefeed code.

Fortunately, BASIC is capable of accessing all of these codes (using the function \(\operatorname{CHR} \$(X)\) ); the printer's manual provides several example lines of BASIC code that can be used to do this. Listing 1 shows the first step of a maze generated on the Apple II-Plus printed by this printer. A word of caution: if your BASIC program uses the top-ofform code (decimal control code 12), you will need a special driver program for this printer. This special program is available from Radio Shack free of charge.

Although BASIC can access all of the characters and control codes used by the printer, the TRS-80 in command mode is incapable of accessing either the special control codes or about thirty characters on the print wheel because the keyboards of the Tandy Corporation computers do not generate the necessary ASCII (American Standard Code for Information Interchange) codes.
The complete character set produced by the printer is shown in listing 2. Notice that there are several foreignlanguage characters, as well as special nonalphabetic

Listing 1: A test pattern to check registration. This pattern, which is made from vertical bars and underline characters, demonstrates the printer's capabilities of great printing accuracy.


Listing 2: The character set of Radio Shack's Daisy Wheel Printer II. Some of the special characters can be printed only by sending special-character codes to the printer.

\footnotetext{


}


\section*{How to tell if it's a White Computer.}

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Photo 2: The print-wheel mechanism. The print wheel is a double-daisy wheel (ie:. each prong of the wheel contains two or more characters, one closer to the center than the other). The mechanism is shown tilted back, which is the position used for changing the print wheel.
characters. Careful study of the type font indicates that the Courier 10 print wheel supplied with the printer is capable of printing both the French and German alphabets. That's a really nice feature, if your software will allow you to generate the required ASCII codes from the keyboard.

Another worthwhile feature of this printer is a printer optimizer. If a series of linefeeds, either positive or negative, are received by the printer within 10 ms of each

\begin{tabular}{|c|c|}
\hline Code (decimal) & cription \\
\hline 10 & Linefeed, no carriage return \\
\hline 13 & Carriage return with linefeed \\
\hline 27,10 & Reverse linefeed \\
\hline 08 & Backspace one character \\
\hline 15 & Turn on automatic underline, all subsequent characters will be underlined \\
\hline 14 & Turn off underline \\
\hline 27.01 & Space \(1 / 80\) of an inch \\
\hline 27,02 & Space \(1 / 30\) of an inch \\
\hline 27.03 & Space \(1 / 20\) of an inch \\
\hline 27,04 & Space 1/15 of an inch \\
\hline 27.05 & Space \(1 / 11\) of an inch \\
\hline 27.06 & Space \(1 / 10\) of an inch \\
\hline 27.14 & Software set printer to \(1 / 10\) of an inch characterspace mode \\
\hline 27.15 & Software set printer to \(1 / 12\) of an inch characterspace mode \\
\hline 27.17 & Software set printer to proportional spacing \\
\hline 27,28 & Half linefeed \\
\hline 27,30 & Reverse half linefeed \\
\hline
\end{tabular}

Table 1 Control codes accepted by the Radio Shack Daisy Wheel Printer II. Some of the operations are performed with a two-code sequence.
other, they are temporarily stored until a character code or control code is received, after which they are all performed at once. That is, if ten linefeed codes are received at less than 10 ms intervals, they are automatically stored. Upon receipt of the eleventh code, which in this example is not a linefeed, the printer moves the paper the full distance of ten linefeeds, rather than the distance of one line ten times, as other printers do.
As a last note, the documentation says that the printer uses a multistrike carbon ribbon. This means that the ribbon is advanced very slowly, with each key striking on almost the same place as the previous keystroke. Unfortunately, when the end of the cartridge is reached, you cannot rewind it and reuse the ribbon unless you disassemble the cartridge and rewind the ribbon from the takeup reel to the supply reel by hand. This is a very tedious and messy process. (I did it once when I desperately needed a printout and did not have an extra cartridge available.)

\section*{Summary}
\(\bullet\) Radio Shack's Daisy Wheel Printer II is a full-featured printer capable of providing high-quality print; it is totally suitable for use in word processors.
- The printer accepts the Centronics-standard parallel connector; thus it can be driven by any computer capable of driving a Centronics-type parallel printer (although some modification may be necessary to prevent the printing of special characters that use the eighth bit high).
-The print wheel supplied provides 124 different characters, not all of which can be produced from the standard ASCII keyboard unless a special softwaredriver routine is written and used.
- The printer is constructed of heavy-gauge metal and should be capable of heavy-duty use for a very long and useful life.
- According to a label on the back, the printer was made in Japan for Radio Shack. If someone had told me that Radio Shack would be selling a word-processor printer as solidly built as an NEC (Nippon Electric Company) printer or a Diablo Spinwriter, only much cheaper, I wouldn't have believed it. Now I do.■

\title{
*** A PERCOM BULLETIN *** Adapter for TRS-80* computer eliminates disk read errors
}

Garland, Texas - Harold Mauch, president of Percom Data Company, announced that the company is marketing a simple plug-in adapter for TRS-80* computers that corrects a design deficiency in the disk controller circuit.

The problem, which causes disk read errors, has been traced to Tandy's reliance on a circuit internal to the FD1771 controller IC to perform the function of separating clock and data pulses.

As explained in the Backgrounder, use of the internal chip circuit for reliable data-clock separation is a design shortcut which the manufacturer of the controller IC wams against.

The Percom solution, a PC card adapter called the SEPARATOR \({ }^{\text {TM }}\), eliminates the problem by substituting an explicit data separator circuit


Percom adapter fixes TRS-80*icomputer disk controller.
- one which has been used reliably in Percom disk controllers since 1977 - for the internal IC separator circuit.

The SEPARATOR \({ }^{\text {TM }}\) is installed without modifying the host system. The user merely removes the FD1771 IC from
the host controller, installs the IC in the DIP socket on the SEPARATOR \({ }^{\text {TM }}\) card, and plugs the adapter into the vacated socket of the host controller.

Percom cautions that opening the Expansion Interface of the TRS-80* computer, which is required to install the SEPARATOR \({ }^{\text {TM }}\), may void the computer's limited 90-day warranty.

The SEPARATOR \({ }^{T M}\), which sells for \$29.95, may be purchased from Percom dealers or ordered direct from the factory. The Percom tollfree order number is 1 -800-527-1592.

Payment for mail orders may be made by certified check, cashier's check or money order, or charged to a Master Card or VISA account. Texas residents must add \(5 \%\) sales tax.
circle 26 on inquiry card.

\section*{Percom Mini-Disk Drives Store More, Cost Less.}


Percom mini-disk drives store more data, are more reliable, yet a 40-track Percom drive costs \(\$ 100.00\) less than a 35 -track Tandy drive.

You can store over 102 Kbytes per disk on Percom TFD-100 \({ }^{\text {4 }} 40\)-track drives, over 197 Kbytes per disk on TFD-200 \({ }^{\text {T }} 77\)-track drives. A patch - supplied free on minidiskette - upgrades TRSDOS" for operation with the newer 40-and 77-track drives.

Both TFD-100 \({ }^{\text {TM }}\) and TFD-200 \({ }^{\text {TM }}\) models are available in one-, two- and three-drive configurations.

Prices start at \(\$ 399\) for a single-drive TFD-100 \({ }^{\top M}\), \(\$ 675\) fora single-drive TFD-200™. Drives are supplied with heavy-duty power supplies. Metal enclosure is finished in compatible silver enamel.

See your nearby Percom dealer or order direct by calling toll-free 1-800-527-1592.

\section*{Five-Inch Disks Store More Than Eight-Inch Disks!}

Garland, Texas - June 25, Model I computer is about 290 1980 - Percom Data Company Kbytes has begun production of a double-density disk controller adapter for TRS-80* Model I computers.

Harold Mauch, president of Percom, made that announcement here today, saying that data storage capacity using the adapter and double-density disk operating system - which is included - can be increased to as much as 354 Kbytes per minidiskette.

By comparison, the maximum storage for larger eight-inch disk systems used with the TRS-80*

Mauch said the PC card adapter, which plugs into the controller chip socket of the computer Expansion Interface, works equally well for either single-density or double-density storage, and users may continue to run programs under TRSDOS*, OS-80 \({ }^{74}\) and other single-density operating systems with the adapter installed.

Price, for the plug-in adapter. the TRSDOS*-like double-density DOS and a utility for converting files and programs from single- to double-density format is \(\$ 219.95\).

BACKGROUNDER

\section*{CRC ERROR! TRACK LOCKED OUT!}

\author{
Dy the Technical Staff \\ Percom Data Company
}

This problem started while we were studying an annoying problem with the TRS-80* computer. Disk drives sold by Percom are realigned and tested before shipment. We noticed, however, that some disk drives would pass the Percom inspection but just would not work reliably on the inner tracks with a TRS-80* computer. These drives were within the manufacturer's specifications, and would function perfectly on other disk systems Percom manufactures - "perfectly" here meaning more than 50 million bytes read without error!

The disk read data separation arrangement in the TRS-80* computer Expansion Interface uses an intemal data separator of the FD1771 disk formatter/controller IC. Use of the FD1771 internal data separator is not recommended by Western Digital, the IC manufacturer. The following note appears on page 17 of the FD1771 data sheet:

Internal data separation may work for some applications. However, for applications requiring high data recovery reliability, WDC recommends external data separation be used.

We suspected the data separator because the problem was most severe on disk inner tracks where storage density is highest and data separation is most critical.

To prove our point, a technician breadboarded a standard Percom data separator circuit, and configured it to plug directly into the FD1771 IC socket of the TRS-80* computer controller.

When connected to the TRS-80* computer, a troublesome drive functioned perfectly! We ran a BACKUP utility many times and never got a track lockout. Before we added the external data separator circuit to the computer, this same drive would at ways lock out tracks, and would have difficulty reading from the inner (higher number) tracks.

The Percom data separator circuit fixes the mini-disk control ler of the TRS-80* computer. The type of drives being used is irrelevant; the circuit eliminates disk read errors resulting from the inability of the Tandy controller design to reliably separate clock and data signals when reading high density inner tracks.

\title{
An Extremely \\ Low-Cost Computer Voice Response System \\ James C Anderson c/o MDMIC Blectronics POB 921 \\ Acton MA 01720
}

A computer speech-output system can be buil which requires no \(\mathrm{A} / \mathrm{D}\) (analog-to-digital) or D/A (digital-toanalog) converters, no multiple-pole filters, no complex hardware, very little software, and yet produces speech which is quite intelligible even to untrained listeners.

A data rate of 9600 bps (bits per second) produces speech quality and intelligibility acceptable for most hobbyist applications This means that a 400 -word vocabulary can be stored on ane side of a single-density g-inch floppy disk, the average word duration being 0.5 seconds. Similarly, the 16 hexadecimal digits, 0 thru \(F\), can be spoken from the data stored in only 8 K bytes of memory. the average word duration for these digits being 0.4 seconds. The memory need not be high quality, and slow memory devices or components with a few random bit failures can be used Thus, for limited vocabularies. the MIMIC speech processor may be the lowest-cost computer speech. processing system available. Other applications include:
-twotone telephone-signal decoding - alarm signal
- automatic word recognition by computer (using software pattern matching against stored speech stamples)
- sound effects
-computer-generated musical tunes
- metronome
- rhythun generator

\footnotetext{
Above the Author
Jounes C Andorion is a gradumet shodent at it the inventor of the MIMIC speveh pracessor. adeuice rinitiar to the one doscribed in this artictas. wophich is mannofacturnod and masivored by MIM/C Eloctronte: Compary.
}

A good deal of redundancy is maintained at 9600 bps since, for example, a lower data rate is achievable by the linear predictive coding method (typically 2400 bps ). This implies that slightly defective memory circuits can be used for storing the speech, with essentially no degradation in speech quality (do not base the cost of a speech-storage system on high-priced memory). The low cost. high reliability, ease of use, and massproducibility of this system make it a good choice for consumer products such as video games. Imagine what a computer could say when it finds litself losing a ganne (onomatopoetic responses such as "awww" are also possible).

> Slxteen spoken words can easlly be stored in 8 K bytes of memory.

There are basically two reasons why speech-storage memory can be inexpensive:
- The mamufacturer's yield on perfect circuits plus slightly defective circuits (those with 1\% of the bits bad) will be higher than the yield on perfect circuiks alone.
-Memories with slow access times can be used. An access time of 10 ms is more than adequate, and circuits of this sort can be purchased al prices far below those of standard semiconductor memories.

\section*{Hardware}

The technique to be used here is called differentiated. infinitely
clipped, and integrated speech. Figure 1 on page 38 is a diagram of the essen. tial hardware. Model speech is input through microphone and a preamplifier (IC1). The unprocessed analog-speech signal is then used as input to a compressor consisting of an operational amplifier (or op amp. IC2). two diodes, and two resistors.
The compressor has a pseudologarithmic characteristic and greatly amplifies low-level signals while somewhat attenuating high-level signals. In this system, the compressor acts as a simple automatic gain control, making the amplitude of the speech signal at the compressor output less dependent upon such things as the human speaker's voice loudness and distance from the microphone.
The output of the compressor goes to a simple R/C (resistor/capacitor) differentiator which has a pole at approximately 8 kHz . The differentiator performs quite well over the entire range of speech frequencies from 100 Hz to \(5 \mathrm{kHz}(300 \mathrm{~Hz}\) to 3 kHz is corsidered "telephone quality" bandwidth for speech signals).
The differentiated analog-speech signal is then applied to a comparator (IC3) which acts as zero-crossing detector, or infinite clipper, and turns the analog speech into a digital bit stream. A resistor is in series with the noninverting input to compensate for the input bias current of the comparator, thus preventing distortion due to "center clipping" of the signal. Only a small amount of DC offset potential in the comparator produces a large degradation in speech intelligibility.

This would complete the speech data-input path except for one problem: when no speech is present, the

Speech Processing
Many techniques now exist for speech processing or digitization (the encoding, storage or transmission, and subsequent decoding of data for speech signals). Some techniques have definite advantages over others depending upon the application.

For example, phoneme synthesizers, which are essentially electrical analog models of the human vocal tract, can produce speech from very low data rates (600 bps (bits per second) or less) and are often used in systems where bandwidth or memory is at a premium. By contrast, timedomain techniques such as delta modulation require greater bandwidth ( 9600 bps or more) and are popular when a mass-storage device (eg: a disk drive) is available. Time-domain techniques simply record speech-signal parameters as a function of time, and may or may not make use of human-vocal-tract characteristics to help reduce memory or bandwidth requirements.

Cost constraints of ten determine which type of speech processor will be used in a system. Synthesizers can be costly both in terms of the initial hardware investment and in the programming and testing time required to convert words into phoneme strings. Neither of these costs is likely to be reduced significantly. It is often more cost-effective to invest in equipment of general utility, such as a floppy-disk drive, and use a low-cost time-domain speech processor. Many forces are acting to drive down the cost of mass storage. For example, optical recording technology has produced a 30 cm disk with storage capacity of 10 billion bits and dataaccess times compatible with speech-processing requirements. Assuming the speech data has been sampled at a rate of \(16,000 \mathrm{bps}\), such a disk can store enough data to produce speech continuously for more than a week.

Many of the time-domain techniques for speech processing have significant drawbacks. Pulse code
modulation, as used in telephonequality systems, requires a high data rate \((64,000 \mathrm{bps})\) and is therefore seldom considered for present-day computer speech applications. CVSD (continuously variable slope delta) modulation produces good-quality speech from a 16,000 bps data stream, and several manufacturers have recently introduced CVSD integrated circuits (MC3417 by Motorola, HC-55516 by Harris Semiconductor, and FX-209 by Consumer Microcircuits of America are examples). However, all the CVSD units are sole-sourced (ie: noninterchangeable with other units).

Each of these components requires a considerable amount of support circuitry for operation, including a power supply, microphone preamp, audio power amp, and complicated filters which use precision ( \(1 \%\) ) capacitors and resistors. Perhaps the greatest drawback to CVSD is the fact that the speech data stream which a CVSD chip produces is meaningful only to another CVSD chip.

For example, if the highly encoded CVSD speech data is to be used for automatic word recognition, it must first be decoded by some rather time-consuming software before any operations such as frequency analysis can be performed. CVSD data also proves to be difficult to "conference" (mix) in communication networks, when several users are talking simultaneously to a single listener.

When time-domain techniques are used to store a large vocabulary in memory, it often becomes a difficult and timeconsuming task to reproduce the words in the vocabulary at the same volume level. This occurs because it is nearly impossible to hold the microphone in the same manner and to speak always at the same volume level when originally recording the vocabulary. It is also difficult to add new words to an existing vocabulary for the same reason. A similar problem arises when attempting automatic speech recognition with a computer, since variations in volume produce
variations in the speech data pattern. Such variations must usually be eliminated by a lengthy amplitude-normalization process in software.

The MIMIC Speech Processor presented in this article is a lowcost time-domain system which has a relatively low bit rate. Using only standard components, the MIMIC Speech Processor requires minimal external hardware for operation. The data produced is not highly encoded, and is therefore easy to analyze and use in communication networks. The MIMIC Speech Processor automatically normalizes the amplitude of all audio input signals, and is therefore not subject to the problem of volume variation.

\section*{Speech Intelligibility}

A common method for evaluating speech intelligibility is the "articulation test." Typically, a person reads a list of syllables or unrelated words to an "untrained" group of listeners (recognition ability improves with practice), and the percentage of items identified correctly is taken as the articulation score. By choosing test material representative of the sound statistics of a language, a realistic test of the system can be made. Word-articulation scores for speech which has been differentiated, infinitely clipped, sampled at a 10 kHz rate, and integrated (in that order) are in the neighborhood of \(90 \%\) for trained listeners.

When words are used in sentences, contextual information is present which leads to considerably higher articulation scores. To test your system, try recording the sentences "Joe took father's shoe bench out," and "She was waiting at my lawn." Together, these sentences contain all of the fundamental sounds in the English language that contribute toward the loudness of speech.

Figure 1: Speech-processing hardware. Model speech information is input through a microphone and preamplifier. The analog signal is processed by compressor and differentiator circuits, and is then applied to a zero-crossing comparator. The result is a serial data stream in which the bit width is modulated to reflect the input frequency. A squelch circuit is provided to disable the processor output when no speech signal is present.
comparator (IC3) puts out unpleasant high-frequency noise. This problem is overcome by controlling the processed speech-data signal with a squelch signal.

The squelch circuit uses amplitude information to shut off the data stream through IC4a. When the overall magnitude of the unprocessed input signal is above a certain threshold value, the circuit quickly enables the data to pass. Op amp IC5, diode D1, and the R/C output filter form an envelope-detector system which follows the positive peaks of the unprocessed speech signal. A comparator with hysteresis (IC6 and its voltage-divider feedback network) is used to give the squelch circuit a fast attack response, but a slow decay characteristic. Thus, the differentiated and infinitely clipped digital speech data stream is created, and squelched when necessary.

The processed speech, in the form of a bit stream, may then be sampled by a computer or other digital hardware at a rate of approximately 10 kHz . The information may be stored in some type of memory, and used later to produce speech.

To reproduce stored speech, the information is dumped at a 10 kbps rate. The speech-output hardware is a filter consisting of IC4c and an R/C network which has a pole at approximately 16 Hz . The buffer (IC7) feeds an AC-coupled power amplifier (IC8) with volume control. The speech produced by this digital recording system has essentially been differentiated before storage, then integrated upon playback.

\section*{Quality}

Although the storage requirement is typically 10,000 bits for each second of speech, the effective amount of storage required can be reduced somewhat by using phoneme concatenation. For example, the spoken word "seven" can be stored as an " \(s\) " sound plus an "eh-vun" sound. The same " \(s\) " sound can also be used in other words such as "six " ("s" plus "ick" plus "s"). Similarly, one recording of the word "teen" will allow you to generate "seventeen" with a simple program which outputs " \(s\) " plus "ehvun" plus "teen."

This method, unfortunately, will not always produce acceptable speech. When "dog" is broken up into "duh" plus "aw" plus "guh," the
resulting audio does not sound like the intended word. This is due to the fact that in natural-sounding speech, the end of one phoneme often blends into the start of the next (but not always, as was shown in "seventeen"). If all of the phonemes are recorded separately, some method is needed to blend them together-a formidable task.

The speech quality of this system is similar to a single-side-band radio signal which is not quite tuned in. The speech produced is quite intelligible yet rather "mechanical" sounding. However, upon listening to speech produced by this system, several people have remarked that it "sounds just like you'd expect a computer to sound when it talks." Thus, it seems to have good public acceptance as far as quality is concerned.

\section*{Theory}

Why does such a simple system work? The answer is not particularly simple. However, an understanding of the theory can point to methods for improving the speech quality and can also give a feel for the system's limitations. During World War II, it was discovered that a large amount of peak clipping could be impressed on a speech signal with the speech remaining at least moderately intelligible.

Infinite clipping is a process which preserves only the zero-amplitude axis-crossing information of the speech waveform (ie: the process tells us whether the signal is positive or negative). The intelligibility of an infinitely clipped speech signal can be
dramatically improved if the clipper is preceded by a differentiator circuit. A simplified conceptual diagram of the hardware is presented in figure 2, which omits the squelch circuit. The system input \(f(t)\) in figure 2 corresponds to the compressor output (IC2) of figure 1.

> The spoken word "seven" can be stored as an "s" sound plus an "eh-vun" sound.

Mathematically, taking the derivative of a function and equating it to zero yields the local maxima and minima (peaks and valleys) of the original function. For example, assume that the system input in figure 2 is a sine wave, \(f_{1}(t)\), as shown in figure 3a on page 40. This sine wave is differentiated so that the cosine wave, \(f_{1}^{\prime}(t)\), of figure 3 b is present at the input to the comparator. Notice that whenever \(f_{1}^{\prime}(t)\) equals zero, as at \(t=\pi / 2\), the original function \(f_{1}(t)\) is at a peak or a valley.

In the next step of processing, the comparator acts as an infinite clipper. The comparator output is high when \(f^{\prime}(t)\) is greater than zero, which means that the original function \(f(t)\) has a positive slope and is rising from a valley to a peak. Similarly, for \(f^{\prime}(t)\) less than zero, the comparator output is low, which means \(f(t)\) is going from a peak to a valley. When \(f^{\prime}(t)\) equals
zero, a critical point is occurring and the comparator output is changing. The comparator output is an infinitely clipped version of \(f^{\prime}(t)\) as shown in figure 3c. This may be sampled and stored as digital information.

An approximation to the original function \(f(t)\) can be obtained by integrating the stored digital information (see figure 3d). Note that only a triangular-type waveform can be obtained at the integrator output because the input to the integrator is always a bivariate (two-level) waveform. However, a triangle wave is a close approximation to a sine wave. In fact, the triangle wave of figure 3d is given in Fourier-series form as:
\[
\begin{aligned}
& (4 / \pi)[\sin t-(1 / 9) \sin 3 t+ \\
& (1 / 25) \sin 5 t-(1 / 49) \sin 7 t \\
& +\ldots .)]
\end{aligned}
\]

The components other than the fundamental \((\sin t)\) can be considered as contributions to distortion and can be reduced by filtering. In general, a DC offset may also be present, but any offset can easily be eliminated in the actual implementation simply by using AC-coupled amplifiers. In summary, the system of figure 2 will provide a triangle wave which can only approximate the original sine wave.

\section*{Amplitude Decoding}

In the system of figure 2, the frequency of the "reconstructed" waveform (at the output) will be the same as the original input frequency. However, the output waveform's


\footnotetext{
Figure 2: Diagram of the processing concept. This simplified diagram omits the squelch and compressor stages of figure 1. The process is easy to follow: any analog input is differentiated and clipped before storage as a digital bit stream; upon playback, the bit stream is simply integrated to recover the original waveform information.
}



Figure 3: The basic process is illustrated on the first four waveforms. If a sine wave \((a)\) is fed to the processor \(\left(f_{2}(t)=\sin t\right)\), the wave will be differentiated to produce a cosine wave (b) \(\left(f_{i}(t)=\cos t\right)\). Notice that the cosine wave crosses zero whenever the sine reaches a peak. This is also reflected in the output of the infinite clipper stage (c) where the waveform may be expressed as: \(f_{1}^{\prime}(t) /\left|f_{1}^{\prime}(t)\right|\). At this point, the information may be stored digitally. An approximation of the original signal ( \(f(t)\) ) can be obtained by integrating the stored information to produce (d):
\[
\int \frac{f_{1}^{\prime}(t)}{\left|f_{1}^{\prime}(t)\right|} d t
\]

Although the output waveform has the same frequency, the amplitude is not always accurately reproduced, since the comparator has a constant amplitude output regardless of input signal level.If the signal shown in (e) is fed to the speech processor \(\left(f_{2}(t)=\sin 6.5 t\right)\), the differentiator will produce the wave of (f) \(\left(f_{2}^{\prime}(t)=6.5 \cos 6.5 t\right)\). The zero-crossing comparator produces the square wave of \((g)\left(f_{2}^{\prime}(t) /\left|f_{2}^{\prime}(t)\right|\right)\), which may be recorded quite accurately. When this information is played back, the wave of ( \(h\) ) will be produced:
\[
\int \frac{f_{2}^{\prime}(t)}{\left|f_{2}^{\prime}(t)\right|} d t
\]

The amplitude is reduced because the integrator stage is essentially a low-pass filter. The same process is performed on more complex waveforms as shown:
(i) \(f_{3}(t)=\sin t+\frac{1}{6.5} \sin (6.5 t+2.3)\)
(j) \(f_{3}^{\prime}(t)=\cos t+\cos (6.5 t+2.3)\)
(k) \(f_{\mathbf{3 c l i p p e d}}^{\prime}(t)=\frac{f_{3}^{\prime}(t)}{\left|f_{3}^{\prime}(t)\right|}\)
(l) \(\int f_{3 \text { clipped }}^{\prime}(t) d t=\int \frac{f_{3}^{\prime}(t)}{\left|f_{3}^{\prime}(t)\right|} d t\)

Note that the overall wave shape and relative amplitudes are well preserved.
amplitude will diminish as the frequency increases; and it will do so regardless of the input amplitude. For example, assume that the input to the system is \(f_{2}(t)=\sin 6.5 t\), as shown in figure 3e. The output of the differentiator is then \(f_{2}^{\prime}(t)=6.5 \cos 6.5 t\), which is a large-amplitude cosinusoid (see figure 3f). This signal is applied to the comparator and the square wave of figure 3 g results, with an
amplitude independent of the inputsignal amplitude.

The square-wave signal is now run through an integrator, which drastically diminishes the amplitude of the signal (see figure 3 h ). This is so because an integrator acts as a lowpass filter, and causes a signal's amplitude to diminish in inverse proportion to its frequency (ie: it attenuates higher frequencies by 20 dB per decade of increase in frequency). Thus, the amplitude of \(f_{2}(t)\) was not preserved in the reconstruction, even though the frequency was.

\section*{The clipped-speech approach presents an alternative to more complex and costly systems.}

We can get an accurate reconstruction of both frequency and relative amplitude only if we guarantee that the input waveform will diminish in amplitude as a function of its frequen-

Listing 1: The author's MIMIC driver. Assembled on Cromemco's CDOS for Z80s, this routine should work equally well on any 8080 -based microcomputer. As noted in the comments at the top, this software should produce a 10 kbps data rate for systems with a 2 MHz clock.
\begin{tabular}{|c|c|c|c|c|c|c|}
\hline \multirow[t]{7}{*}{} & & 0001 & \multicolumn{4}{|l|}{;EXAMPLE: MIMIC DRIVER PROGRAM} \\
\hline & & 0002 & \multicolumn{4}{|l|}{;8080 OR 280 INSTRUCTIONS} \\
\hline & & 0003 & \multicolumn{4}{|l|}{;ASSUMES 4 K OF MEMORY AT LOCATIONS 0 TO FFF} \\
\hline & & 0004 & \multicolumn{4}{|l|}{;ASSUMES MIMIC INTERFACED AT PORT B3 HEX} \\
\hline & & 0005 & ;ASS & JMES & MHZ CP & CLOCK \\
\hline & & 0006 & \multicolumn{4}{|l|}{;RESULTING SPEECH DATA RATE IS 10 KHZ} \\
\hline & & 0007 & \multicolumn{4}{|l|}{;} \\
\hline 0000 & & 0008 & & ORG & 0 & ;PROGRAM STARTS AT ZERO \\
\hline 0000 & 214800 & 0009 & VIN & LD & HL,BUF & :ADDRESS BUFFER MEMORY \\
\hline 0003 & 0 E 08 & 0010 & & LD & C, 8 & ;INITIALIZE BITCOUNT \\
\hline 0005 & DBB3 & 0011 & \multirow[t]{2}{*}{V1} & IN & A,0B3H & ;DIG OUT ACTIVE? \\
\hline 0007 & 17 & 0012 & & RLA & & ;CHECK FOR BIT 7 SET \\
\hline 0008 & DA0500 & 0013 & & JP & C,V1 & ;WAIT FOR IT \\
\hline OOOB & DBB3 & 0014 & \multirow[t]{4}{*}{V2} & IN & \multirow[t]{2}{*}{A,0B3H} & ;GET DATA BIT FROM MIMIC \\
\hline 000D & 1F & 0015 & & RRA & & ;SHIFT BIT ZERO INTO CARRY \\
\hline OOOE & 7E & 0016 & & LD & \multirow[t]{2}{*}{A,(HL)} & ;GET DATA BYTE \\
\hline 000F & 1F & 0017 & & RRA & & ;PUT BIT INTO BYTE \\
\hline 0010 & 77 & 0018 & & LD & (HL), A & ;STORE DATA IN BUFFER \\
\hline 0011 & OD & 0019 & & DEC & C & ;COUNT BIT \\
\hline 0012 & C21E00 & 0020 & & JP & NZ,V3 & ;DONE WITH BYTE? \\
\hline 0015 & 0 E 08 & 0021 & & LD & C, 8 & ;RESET BITCOUNT \\
\hline 0017 & 23 & 0022 & & INC & HL & ;MOVE POINTER \\
\hline 0018 & 7 C & 0023 & & LD & A, H & ;SET UP FOR COMPARE \\
\hline 0019 & FE10 & 0024 & & CP & 010 H & ;AT 4 K BOUNDARY? \\
\hline 001 B & CA2400 & 0025 & & JP & 2,VOT & ;YES, NOW PLAY BACK DATA \\
\hline O01E & CD4100 & 0026 & \multirow[t]{2}{*}{V3} & \multicolumn{2}{|l|}{CALL DEL} & ;100 MICROSECOND WAIT \\
\hline 0021 & C30B00 & 0027 & & JP & V2 & ;LOOP AGAIN \\
\hline & & 0028 & \multicolumn{4}{|l|}{} \\
\hline 0024 & 214800 & 0029 & \multirow[t]{2}{*}{VOT} & LD & HL,BUF & ;ADDRESS BUFFER MEMORY \\
\hline 0027 & OE08 & 0030 & & LD & C, 8 & :SET BITCOUNT \\
\hline 0029 & 7 E & 0031 & \multirow[t]{2}{*}{VT2} & LD & A,(HL) & ;GET DATA BITS \\
\hline 002A & D3B3 & 0032 & & OUT & OB3H,A & ;OUTPUT DATA TO MIMIC \\
\hline 002 C & OF & 0033 & & \multicolumn{2}{|l|}{RRCA} & ;ROTATE BITS IN DATA BYTE \\
\hline 002D & 77 & 0034 & & LD & (HL), A & ;STORE DATA BYTE \\
\hline 002E & OD & 0035 & & DEC & C & :COUNT BIT \\
\hline 002F & C23B00 & 0036 & & JP & NZ,VT3 & ;DONE WITH BYTE? \\
\hline 0032 & OE08 & 0037 & & L & C, 8 & ;RESET BITCOUNT \\
\hline 0034 & 23 & 0038 & & INC & HL & ;MOVE POINTER \\
\hline 0035 & 7 C & 0039 & & LD & A, H & :SET UP FOR COMPARE \\
\hline 0036 & FElO & 0040 & & CP & OlOH & ;AT 4 K BOUNDARY? \\
\hline 0038 & CA2400 & 0041 & & JP & Z,VOT & ;YES, REPEAT AD INFINITUM \\
\hline 003B & CD4100 & 0042 & VT3 & CALL & DEL & ;100 MICROSECOND WAIT \\
\hline 003E & C32900 & 0043 & & JP & VT2 & ;LOOP AGAIN \\
\hline & & 0044 & & & & \\
\hline 0041 & 0609 & 0045 & DEL & LD & B,9 & ;CALIBRATE CONSTANT FOR DELAY \\
\hline 0043 & 05 & 0046 & D2 & DEC & B & \\
\hline 0044 & C24300 & 0047 & & JP & NZ,D2 & ;LOOP UNTIL DONE \\
\hline 0047 & C9 & \[
0048
\] & & RET & & \\
\hline 0048 & 00 & 0050 & BUF & NOP & & ;START OF BUFFER MEMORY \\
\hline & & 0051 & & & & \\
\hline 0049 & (0000) & 0052 & & END & & \\
\hline
\end{tabular}
cy. For example, ( \(1 / a\) ) \(\sin (a t)\) is such a signal, when \(a\) is an arbitrary real (nonzero) constant. Thus, if we had applied ( \(1 / 6.5\) ) sin \(6.5 t\) to the system (instead of just sin 6.5t as in the previous example), the output would have been a reconstructed waveform of both proper frequency and amplitude.
The system of figure 2 is therefore limited to reconstruction of signals which fall off in amplitude by \(20 \mathrm{~dB} /\) decade. Figures \(3 \mathrm{i}, 3 \mathrm{j}, 3 \mathrm{k}\), and 31 show what the system does to a more complicated signal which meets the restriction. The important thing to note is that the wave shape (and hence the frequency content) of the original signal is faithfully reproduced, and the relative amplitudes are maintained.
Speech signals (eg: a voltage waveform produced by a microphone whose output is linearly proportional to pressure) generally have amplitude components which drop off as a function of frequency by about \(20 \mathrm{~dB} /\) decade. This is true for both shortterm ( 125 ms ) and long-term (a minute or so) measurements. Hence, one would expect the system of figure 2 to be capable of reproducing fairly natural-sounding speech which, indeed, it does.
Actually, differentiated-clipped speech is just as intelligible as differentiated-clipped-integrated speech (ie: no new information is produced by simply integrating the bivariate waveform at the comparator output), but it is very unpleasant to listen to. Some types of music can also be recorded using this system, with recognizable melodies and harmonies.

\section*{Distortion}

Distortion may come from several different locations in this system of speech recording and playback. If, for example, the input signal does not have components which fall off in amplitude by exactly \(20 \mathrm{~dB} /\) decade, there is no hope for an "exact" playback using the circuit of figure 1 . This situation arises when several persons are speaking simultaneously at different levels of loudness. The voices tend to mask or distort each other. A similar situation occurs when one person talks in a noisy environment. Another source of distortion comes from the fact that the system can produce only ramp-type
waveforms at its output, no matter what the input looks like.

With additional hardware and software, these problems can be greatly overcome, resulting in an improvement in speech quality. If, instead of a simple squelch circuit, the slowly varying amplitude-envelope signal is sampled with an A/D converter, and if this data is used to amplitudemodulate the constant-level clipped speech signal when it is reproduced for output, the quality of the signal is improved. However, the overall data rate required is approximately \(15,000 \mathrm{bps}\), and requires additional hardware. The system of figure 1 is about the best we can do in terms of simplicity and cost when it comes to low-bandwidth speech processing.

\section*{Sample Rates}

If one is to use clipped speech as a digital recording technique, distortion due to a finite sampling rate must be considered. Figure 1 shows a typical system for recording a vocabulary of selected words which may later be used for computer voice response. Experiments have shown that highly intelligible speech can be obtained with a sampling rate of about 10 kHz . Note that this sampling rate is an experimental result and has nothing to do with the wellknown sampling theorem, which states that the rate of sampling must be at least twice the highest frequency to be recorded, in order to ensure an accurate reproduction. Here we are essentially sampling a square wave, which is not a band-limited signal.

To understand why the 10 kHz sampling rate is adequate, consider the fact that the human ear loses resolution at high frequencies. For example, the note \(A\) above middle \(C\) has a fundamental frequency of 440 Hz . The next note above it (A sharp) has a frequency of \(440 \times \sqrt[12]{2}\), or approximately 466 Hz . The highest \(A\) on the piano, which is 3 octaves above 440 Hz , has a frequency of \(2^{3} \times 440\) or approximately 3520 Hz . Similarly, the highest A sharp has a frequency of \(2^{3} \times 466\), about 3729 Hz .

The difference between 440 Hz and 466 Hz sounds the same as the difference between 3520 Hz and 3729 Hz , even though the actual frequency difference is 26 Hz versus 209 Hz . Thus, our ability to resolve frequencies deteriorates rapidly with increasing frequency. In the case of clipped
speech, time quanta of about 0.1 ms are adequate and the ear cannot easily discern errors introduced in the frequencies which are reproduced. Sampling clipped speech at rates much higher than, say, 20 kHz merely wastes computer memory while offering no appreciable improvement in speech quality.

\section*{Final Note}

It appears that clipped speech techniques can be used in cases where a limited-vocabulary computer voice response is needed. In terms of simplicity, ease of implementation, and low cost, it is probably optimal. For persons on limited budgets such as students, hobbyists, and even professional electrical engineers (who see applications for computer speech output but would have trouble justifying a large investment), the clippedspeech approach presents an alternative to more complex and costly systems.

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\section*{Ciarcia's Circuit Cellar}

\section*{A Computer-Controlled Tank}

\author{
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}

My guess is that when you first scanned the title of this article and a few of the photos, you immediately recognized Milton-Bradley's Big Trak. Perhaps it was one of the gifts your children received during the holidays.

Big Trak, shown in photo 1 , is a

\footnotetext{
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}
computer-controlled, motorized toy tank. Commands to move, to turn, and to fire the "photon cannon" are programmed by a user (via a keypad) into the tank's control system. After the user presses the " \(\mathrm{Go}^{\prime}\) key, Big Trak takes off, executing the stored command sequence.

Big Trak's keypad contains a key for each command. Some commands are completed with a single key-
stroke, while other commands require multiple keystrokes for the entry of parameters. A list of command functions appears in table 1.

Commands may be chained and carried out sequentially. For example, pressing the sequence: Forward, 2, Left, 3, 0, Hold, 1, 0, Fire, 3, Go, causes the tank to drive forward 2 feet, pivot \(180^{\circ}\), wait 1 second, and then fire three cannon blasts. This se-


Photo 1: The Big Trak microprocessor-controlled, user-programmable tank, sold by the Milton-Bradley Company.
quence is four commands. Big Trak can hold sixteen commands.

Considering this month's Circuit Cellar title and the description thus far, you may think this article is about Big Trak and the microcomputer control system it employs. You are half right. Big Trak is indeed the tank mentioned in the title. However, the word "Computer" in "ComputerControlled Tank" refers to your personal computer, rather than the microprocessor inside the tank!
For a long time I have been interested in robotics. I have always fantasized about building a robot to do simple tasks. I am sure that many others have similar interests. Unfortunately, due to the high expense and the mechanical expertise required, most of us never get beyond the idea stage.

Playing with Big Trak is a tease. It is not a robot, nor can it be converted into one. However, it has features that are fascinating as well as aggravating for robot-building procrastinators like myself. Big Trak has a control system that memorizes commands and coordinates a mechanical drive. It converts simple keystrokes into complex movements combined with light and sound effects.
While the microprocessor program that controls the tank is interesting, it is the price/performance ratio of the mechanism that is impressive. Big Trak incorporates a two-wheel/twomotor gearbox. The wheels turn synchronously for forward or backward motion and contrariwise for turns. Left and right turns are precisely definable (to a resolution of 1 part in 60). This drive mechanism would take many hours to fabricate if you were building it from scratch.
For die-hard robotics types, this is kid stuff. EXACTLYI But, to someone with just a passing interest, the capabilities of this \(\$ 50\) toy are fascinating. With a little ingenuity, it could serve as a test bed for robot enthusiasts on a tight budget. It could also serve as a school project combining programming and actual control of a mechanical device.
If only it could be linked with a larger computer and remotely controlled!

This idea sounded like a fun project, so I decided to write an article on converting Big Trak to remote control. The result is an interface that allows complete wireless control of
the tank's operation from your computer keyboard. Virtually no modification is required to your computer if it already incorporates a serial I/O (input/output) port and 300 bps (bits per second) modem.

Writing the control program isn't hard. Commands are communicated as LPRINT CHRS(X) statements in BASIC. (For example, an LPRINT CHR \(\$(81)\) fires the photon cannon.) A program which demonstrates this is included. (See listing 1.)
At the other end of the link, a circuit is installed in the tank to receive control commands from your computer and simulate the user pressing the keypad. This is not a specialized interface applicable only to Big Trak; the receiver has useful applications elsewhere. It is designed in two sec-
tions: a tank interface specifically for this application and a general-use wireless receiver/demodulator. The receiver/demodulator can easily serve as a wireless serial RS-232C extension for your computer in other applications. Don't care to string wires for a printer located in another room? Use this receiver interface up to 200 yards from the computer.
All this will be explained in detail, but first, back to Big Trak.

\section*{Inside Big Trak}

Big Trak gets its control capability from a TI (Texas Instruments) TMS1000-series 4 -bit microprocessor. This single 28 -pin CMOS (complementary metal-oxide semiconductor) integrated circuit contains programmable user memory, ROM

Single Entry:
Test - Tests tank operation by moving and firing cannon
Clr - Erase all previous command entries
Cls - Erase last entry only
Ck - Execute last command entry immediately
Go - Execute complete command sequence
Multiple Entry:

Backward/Forward
Turn (Left/Right)
Fire
- How far? Enter 1 to 99 feet.

Hold
Repeat
- How much? Enter 2-digit turn value.
- How many shots? Enter 1 to 99 shots.
- How long? Enter 0.1 to 9.9 seconds.
- How many steps back? Enter 1 to 15.

Table 1: Summary of commands as entered on Big Trak's keypad. Some commands are completed with a single keystroke, while other commands require multiple keystrokes (to enter qualifying data, such as how far to travel). The actual Big Trak keypad is shown in photo 3.


Photo 2: The microprocessor control system inside Big Trak. The 28-pin integrated circuit is a TI TMS1000-series 4-bit microprocessor. The smaller package is a hex digit driver used in this application to power the various tank functions.


Figure 1: Pin usage of the TI TMS1000 4 -bit microprocessor. The TMS1000-series processors all have the same instruction set, differing in the number of pins used for I/O and in the amount of memory contained in the package.
(read-only memory), and I/O capability. The low cost (under \(\$ 1\) in large quantities) makes this the product of choice for many simple applications such as computer games and appliance controls.
The TMS1000 microprocessor series is actually a family of fifty-odd devices. They all share a common instruction set. The differences are the number of I/O pins and the amount of on-board memory. The package of Big Trak's 28 -pin microprocessor, shown in photo 2, is marked only with a "house" number. It is most likely either a TMS1000 or a TMS1100. The only difference between these two components is the amount of memory they contain. The TMS1000 has 1 K bytes of ROM and 32 bytes of programmable memory, while the TMS1100 has twice as much of each memory.
As shown in figure 1, the microprocessor has four dedicated input lines and nineteen dedicated output lines (O0 thru O7 and R0 thru R10). The eight data outputs, O0 thru O7, are wired in an unusual way and can be set to only 32 out of the usual 256


Figure 2: Schematic diagram of the Big Trak's keypad matrix. The column lines are connected to the \(R\)-series output pins on the TMS1000, and the row lines are connected to the \(K\)-series input pins. The physical structure of the keypad can be seen in photo 4.
values possible with an 8 -bit code. This is because the O-series outputs receive only the 4 -bit values from the accumulator and the status flag ( 1 bit ) as inputs. The enabled range of the 32 values (out of the 256) is mask-programmed during manufacture of the

> The "wireless extension cord" can be used with other peripheral devices besides Big Trak.

circuitry on the silicon chip.
The R-series output lines, on the other hand, are treated as eleven control outputs. Each R output line can be set or cleared individually.

The Big Trak uses these lines to read input data from the keypad, generate sound effects, light up the "photon cannon," and coordinate the operation of the two motors.
Because the TMS1000 is a low-
power device (about 90 mW ), it cannot directly drive a motor. A second integrated circuit (an SN75494) and a few transistors facilitate the connection. The 75494 is a hex digit driver primarily intended to interface CMOS devices to common-cathodeconfigured LEDs (light-emitting diodes). While the tank uses no LEDs, the 150 mA drive-current capability of the 75494 makes it particularly suitable in this application.
Connection of the keypad (shown in photo 3) to the microprocessor is straightforward. The keypad is actually a matrix of processor I/O lines. Outputs R0 thru R5 and inputs K1, K2, K4, and K8 form a 4 by 6 matrix (only twenty-three keys are func-tional-the In key has no contacts) as shown in figure 2. The K signals are the rows, and the R signals are the columns.
Such a keypad operates on a scanned-matrix principle. The processor alternately places a signal on each R line and reads the four inputs for any completed circuit (which shows a key being pressed). Entering a command, therefore, is simply a

\section*{The Big Trak can serve as a test bed for robot enthusiasts on a tight budget.}
process of shorting one of the cross points of the matrix.
The keypad has no springs, magnets, or raised buttons. It is nothing more than two photo-etched plastic sheets with conductive traces, separated by a thin insulator. At the cross points of the matrix, the insulator has a cutout. Any pressure on the keypad surface over this point flexes the plastic and shorts the two contacts, completing the circuit. Photo 4 shows the structure of the keypad.
Practically speaking, any connection between a column and a row of the matrix will be perceived as a valid data input to the processor. For example, if you use a clip lead to connect pins 8 and 26 on the processor package, it will accept this as a Go command and commence operation. This concept is the premise of my remote-control circuit.

\section*{External Keyboard Control}

Remote control of Big Trak starts with an interface that attaches to the processor and functions in place of the keypad. Figure 3 shows the schematic diagram of a circuit that does this. The prototype is shown installed over the processor board in the tank. (See photo 5.) Its location with respect to the tank layout is better shown in photo 6 .
The integrated circuits IC2 and IC3 are 8 -channel type-CD4051 CMOS multiplexers. The 6 matrix column lines are attached to IC2, and the 4 row lines are connected to IC3. The selection of 1 of the 6 column lines and 1 of the 4 row lines is determined by the address-input lines \(A, B\), and \(C\) on each integrated circuit. A total of 5 address bits are required. While a sixconductor cable ( 5 bits of data and ground) strung between the computer and the tank for parallel communications would work, it is hardly efficient as remote control. Serial communication is better, for a number of reasons.
The components IC1, IC4, and IC5 function as a 300 bps serial-to-parallel


Photo 3: Commands are entered into Big Trak's memory through this keypad on the top of the tank.
converter which operates on 9 V (note the use of the General Instrument AY-3-1014A UART, a universal asynchronous receiver/transmitter). Data comes into pin 20 of IC3 at 300 bps where it is reconverted to parallel format. Bits 0 thru 2 (D0 thru D2) go to IC2, and bits 4 and 5 (D4 and D5) go to IC3. The choice is not arbitrary.

By selecting these particular bits as the address inputs, the CMOS switches can be set by binary codes that correspond to ASCII (American Standard Code for Information Interchange) characters. This makes the
interface more flexible, since its functions can be exercised directly through characters output by use of the CHR \(\$(X)\) function in the BASIC language. The necessary codes are common, printable characters and will not interfere with machine operation. (In some BASICs, the CHR \(\$(\mathrm{X})\) function can cause strange things to occur, depending upon the value of \(X\). In my computer system, sending a CHR \(\$(127)\) clears the screen and resets the cursor.) Choosing printable codes also aids troubleshooting. Table 2 lists the twenty-three codes
used in this interface. For example, sending an " R " (with the output statement LPRINT CHR\$(82)) tells the tank to make a right turn.

Oscillator IC5 (a 555 timer) is tuned for 4800 Hz . This sets the communication data rate at 300 bps . A rate of 110 bps is set by changing the oscillator frequency to 1760 Hz .
Operation is straightforward. The UART is hard-wired for 8 bits of
data, no parity bit, and 1 stop bit. When a character is received, the data-output line becomes active and the DAV (data available) line goes high. One section of IC4 serves to delay the reset pulse to the RDAV (reset data available) input. This produces a 10 ms strobe signal which closes the CMOS switches. (While the data rate may be 300 bps , time must be allotted between characters to


Photo 4: A rear view of the keypad, showing its construction. The keypad consists of two plastic sheets containing photo-etched conductors separated by a layer of insulation. At the locations of the function keys, the insulation has a circular cutout through which the two conductive layers can touch when pressure is applied.


Photo 5: The prototype of the Big Trak control interface of figure 3. It is mounted on top of the tank's processor board and is powered by the tank's 9 V battery. The interface contains a 300 bps serial-to-parallel converter which directs the operation of the CMOS switches attached across the keypad matrix.
allow the tank control system to respond. The effective data rate is more like five commands per second.) Whatever points were addressed on IC2 and IC3 will be electrically connected. The tank will then either store or execute the command, depending upon what it is.

Functionally speaking, you could stop right now. If you don't mind a two-wire cord running from your computer to the tank, you can control it with just the circuit so far described. Simply set your serial output port at 300 bps and feed its signals directly to pin 9 of IC4 in the interface. This, in fact, was the way I had to test the circuit before I went on to the next step.

\section*{Constructing a "Wireless Extension Cord"}

The next step is, of course, the real fun part of this project. Since we can now command the tank through serial-character transmissions, it is only natural to consider eliminating the wire and using wireless communication.

Let's take stock. We have a tank that for all practical purposes is remote-controlled. All we have to do is send TTL (transistor-transistor logic)- or CMOS-level serial characters to it. These characters, in turn, come from BASIC LPRINT CHR \(\$(X)\) statements, the output of which is transmitted serially. On the computer side, we have a serial output, and on the tank side we have a serial input. Connecting the two requires an "extension cord," either physical or ethereal.

One method, shown in the block diagram of figure 4, uses radio transmission. The approach is not as strange as it might initially seem. The serial output from your computer is FSK (frequency-shift keyed) modulated and transmitted. Somewhere at a remote location, a receiver picks up this transmission and demodulates it. The reconstructed serial data is fed into the remote device, in our case, the Big Trak control interface.

Please note the following: because this interface uses standard serialdata rates and voltage levels, any wireless communication device we design to accommodate computer/ Big Trak communication will also work for any other similar-rate communication. The computer doesn't know whether it is "talking" to a tank


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Figure 3: Schematic diagram of the Big Trak remote-control interface. This circuit is installed inside the tank, replacing the function of the manual keypad. The address-input lines on each of the two CD4051 8-channel multiplexers select the rows and columns of the keypad matrix.

The A Y-3-1014A UART is a product of General Instrument Corporation, Microelectronics Division, 600 W John St, Hicksville NY 11802.


Figure 4: Conceptual block diagram of a typical wireless communications link.
or to a remote printer. The "wireless extension cord" depicted in figure 5 can just as easily be attached between the computer and any output peripheral device.

Figure 5 outlines a simple way to accomplish this communication. At
the computer, an FSK modulator converts the 1 and 0 levels to 2025 Hz and 2225 Hz tones. These tones are transmitted using an inexpensive 49.86 MHz walkie-talkie. At the receiving end (in this case, the Big Trak), another walkie-talkie receives the
tones and a demodulator reconverts the tones to logic levels which are fed to the UART/control interface.
Figure 6 is a schematic diagram of an answer-type modem modulator. The assembled circuit is shown in photo 7. Serial data from the computer is fed into pin 1 of IC2, as shown. A logic 1 input produces a 2225 Hz tone, and a logic 0 input produces a 2025 Hz tone. These tones are amplified by IC3 and are directly fed to the walkie-talkie transmitter, through a connection across its speaker.

Figure 7 is a diagram of the circuit required at the receiving end. It consists of an originate-type modem demodulator and a walkie-talkie receiver. The guts of the walkie-talkie are removed from its case and mounted in the same enclosure with


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the modem board. Photo 9 shows the receiver mounted in the bottom of the box. The modem board is mounted on stand-offs over the receiver, and batteries are placed along the edge and under the board, as shown in photo 10.
The audio output of the walkietalkie is tapped from speaker leads; a 10 -ohm resistor should be substituted for the speaker if you don't wish to hear the tones. This audio signal is connected to the modem preamplifier input. It is next sent through a band-
pass filter and limiter, which maximizes the signal level yet keeps it under the saturation point of the demodulator. The demodulator, IC3, is an XR2211 monolithic PLL (phaselocked loop). It is set to work at 2025 and 2225 Hz . The output of the demodulator is a logic signal that is compatible with the UART in the tank controller,

The basic circuits shown in figure 6 and 7 were originally presented in the Circuit Cellar article titled "A Build-It-Yourself Modem for Under \(\$ 50^{\prime \prime}\)


Photo 6: Big Trak undergoing modification. The interface circuit of figure 3 may be seen inside, in front of the keypad.


Photo 7: The modulator section of an answer-type modem. The serial data output from the computer is modulated according to an FSK scheme into audio tones with frequencies of 2025 and 2225 Hz .
(BYTE, August 1980, page 22). I refer you to that article for a more complete explanation of modem communication. (See also "BYTE's Bugs," BYTE, October 1980, page 332, and November 1980, page 112.)
Wireless remote control in an auto-mated-house application was discussed in "Handheld Remote Control for Your Computerized Home," BYTE, July 1980, page 22.

The printed-circuit boards shown in photos 7 and 10 are the production modem boards originally offered as a kit with components for those people interested in constructing their own modems from the August article. These circuit boards are still available and were used to construct the interface described in this article. A text box at the end of this article tells how to order one of these boards.

The completed interface is a fairly neat package. While it is large in comparison to the five-integrated-circuit assembly inside the tank, it can still be toted along behind Big Trak by using the Big Trak Transport, the tank's cargo trailer. A cable and jack connect the receiver to the controller in-


Photo 8: The output of the modem modulator is connected by a cable to this walkie-talkie (a Radio Shack number 60-4001) for transmission to the receiver on the Big Trak. The connection to the transmitter section of the walkie-talkie is made across the speaker terminals, with a 10 -ohm resistor inserted in the circuit in place of the speaker. A phono jack installed on the front of the walkie-talkie facilitates the connection.


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Figure 5: Block diagram of the wireless remote-control system described in this article. FSK modulation is employed along with inexpensive walkie-talkies to create a "wireless extension cord."


Figure 6: Schematic diagram of the modulator section of an answer-type modem. The assembled circuit is shown in photo 7. In this FSK-modulation scheme, a logic I input produces an output frequency of 2225 Hz , while a logic 0 produces an output frequency of 2025 Hz . The output is connected across the speaker (which also serves as a microphone) in the walkie-talkie, which is connected to the transmitter section. Capacitors marked with an asterisk (*) should be Mylar type parts.
terface. The combination tank/ trailer is shown in photo 11.

\section*{Programming Big Trak from Your Computer Keyboard}

Now that you have a remotecontrolled tank, you have to write a suitable control program. The complexity of the program depends upon the level of sophistication you desire. Thie interface was designed for simple interaction, and it doesn't require much. Complete direction can be ac-
complished with as little as the following BASIC program:

\section*{100 INPUT A 110 LPRINT CHR\$(A); 120 GOTO 100}

In this program, the value of the variable A should be one of the 23 decimal values listed in table 2. The operator must keep track of the entry sequence, and Big Trak and the communication link must be powered at
all times, because commands are entered singly and stored only in the tank's control system.

A much more sophisticated BASIC program is shown in listing 1. This program allows the operator to assemble a command sequence offline with functional entries (Hold, Fire, etc) rather than coded inputs. In addition, the time needed to develop a command sequence becomes less of a problem, since power to the tank Text continued on page 58

\section*{CIrcle 30 on Inquiry card.}

Listing 1: A program in BASk "int whws the operator to assemble a Big Trak command sequence using functionul intriss. The command sequence is stored within the host computer and is transmitted in ifs rulirety to the Big Trak when the operator gives the Go command.
```

100 REM ************* BIG TI\&Ak R1:MOTE CONTROL PROGRAM ***********
110 REM
120 REM
130 REM
140 REM Clear enough memory space for possible 16 command sequence
150 FOR Q=25000 TO 25048 :POKI: Q,0 :NEXT Q :REM Clear Memory Table
160 REM
170 REM Load conversion table for NSCII 0-9 to tank code
180 DATA 38,53,37,85,52,36,84,51,35,83
190 FOR W=0 TO 9: READ B(W): NEXT W
200 REM
210 REM
220 PRINT:PRINT:PRINT:PRINT"COMPUTERIZED REMOTE CONTROL":PRINT
230 K=0 :REM Reset Command Counter
240 S=0:T=25000: POKE T,65:T=T+1 :REM Set first code in table
250 REM it clear code
260 PRINT"Command list to be repeated each time (Y or N)";:INPUT C\$
270 IF C$="Y" THEN C=1 ELSE C=0 :GOSUB 990 :GOTO 300
280 REM
290 REM
300 IF C=1 THEN GOSUB 990 ELSE GOTO 310
310 PRINT:PRINT"Command";:INPUT AS
320 IF AS="M" THEN GOTO 440
330 IF AS="C" THEN GOTO 600
340 IF AS="H" THEN GOTO 650
350 IF AS="R" THEN GOTO 720
360 IF AS="T" THEN GOTO 760
370 IF AS="F" THEN GOTO 820
380 IF AS="D" THEN GOTO 890
390 IF A$="G" THEN GOTO 920
400 IF AS="L" THEN GOTO }229
410 GOTO 310
4 2 0 ~ R E M
430 REM ------- Move Command --------
440 PRINT" (F)orward,(B)ackward,(L)eft,or (R)ight":INPUT BS
450 IF BS="F" THEN X=33 :COTO 500
460 IF BS="B" THEN X = 34 :COTO 500
470 IF B \$="L" THEN X=50 :COTO 550
480 IF BS="R" THEN X=82 :GOTO 550
490 GOTO 300
500 PRINT"How many feet (1 to 99)";:INPUT Q1
510 IF Ql<=0 THEN 500
520 IF Q1>99 THEN 500
530 GOSUB 980
540 GOSUB 1090: GOTO 300
550 PRINT"Turn how many degrees (0 to 360)";:INPUT Q1 :Ql=INT((Q1/360)*60)
560 GOSUB 980
570 GOSUB 1090 :GOTO 300
580 REM
590 REM ------- Clear Command ---------
600 K=0 :S=0 :T=25000 :FOR Q=25000 TO 25048 :POKE Q,O :NEXT Q
610 PRINT"Stored sequence cleared --- Start Again":POKE T;65:T=T+1
620 GOSUB 990 :GOTO 310
6 3 0 ~ R E M
6 4 0 ~ R E M ~ - - - - - - - ~ H o l d ~ C o m m a n d ~
650 X=49 :PRINT"Hold how many seconds (total times .lsec)";:INPUT Ql
660 IF Ql<=0 THEN 650
670 IF Q1>99 THEN 650
680 GOSUB 980
690 GOSUB 1090 :GOTO 300
700 REM
710 REM ------- Repeat Command _--_-----
720 X=67 :PRINT"Repeat how many steps";:INPUT Q1 :GOSUB 980
730 GOSUB 1090 : GOTO 300
740 REM
740 REM
750 REM ------- Test Command
760 IF T<=25001 THEN 770 F.LSE 790
770 LPRINT CHRS(68);:PRINT"TEST COMMAND TRANSMITTED"
780 GOSUB 990 :GOTO 310
790 PRINT:PRINT"CAN NOT EXECUTE EXCEPT AS FIRST COMMAND" :GOTO 300
800 REM
810 REM -------- Fire Command --------
820 X=81 :PRINT"How many shots (l to 99)";:INPUT Q1
8 3 0 ~ I F ~ Q 1 < = 0 ~ T H E N ~ 8 2 0 ~
840 IF Q1>99 THEN 820
850 GOSUB 980
860 GOSUB 1090 :GOTO 300
870 REM
880 REM _-_-_--- Dump (OUT) Command _-------
890 X=86 :GOSUB 1090 :GOTO 300
900 REM
910 REM -------- Command Transmitter --------
920 X=70 :PRINT"COMMAND CONTROL SEQUENCE IS BEING TRANSMITTED TO TANK"
930 PRINT :PRINT
940 GOSUB 1200
Listing 1 continued on page 58

```


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Listing 1 continued:
950 PRINT:PRINT"Retransmit Same Control Sequence ( Y or N ) ", :INPUT QS
960 IF QS="Y" THEN LPRINT CHRS(70);: GOTO 920
970 IF QS="N" THEN 220 ELSE 950
980 Al=INT (Q1/10) : A=Ql-Al*10 :RETURN
990 REM
1000 PRINT" COMMANDS : "
\begin{tabular}{lll}
1010 PRINT" & (M) ove & (F) ire" \\
1020 PRINT" & (C) lear & (D) ump" \\
1030 PRINT" & (H) old & (G) o \\
1040 PRINT" & (R) epeat & (D) ump"
\end{tabular}

1040 PRINT" (R) epeat
1050 IF T<=25001 THEN PRINT"
1060 RETURN
1070 REM
1080 REM Store Command Code in Memory Table
1090 POKE T,X :T=T+1:K=K+1
1100 IF \(A+A 1=0\) THEN RETURN
1110 IF Al=0 THEN 1130
1120 POKE \(T, B(A 1): T=T+1\)
1130 POKE T,B(A) : \(\mathrm{T}=\mathrm{T}+1\)
1140 PRINT" \({ }^{\prime \prime}\) Command Stored";
1150 IF K>=15 THEN GOTO 1160 ELSE 1170
1160 PRINT : PRINT"NEXT COMMAND MUST BE GO !" :RETURN
1170 RETURN
1180 REM
1190 REM LPRINT Command Sequence from Memory Table
1200 POKE T,X
1210 FOR E=25000 TO T
1220 DI=PEEK (E) :LPRINT CHRS (D1);
1230 FOR C=0 TO 100: NEXT C
1240 NEXT E
1250 PRINT"TRANSMISSION COMPLETE"
1260 RETURN
1270 REM
1280 REM Display codes stored in memory table
1290 FOR N=25000 TO 25048 :PRINT PEEK (N); " ;:NEXT N
1300 GOTO 300
\begin{tabular}{|c|c|c|c|}
\hline Command Name & ASCII Character & Hexadecimal Code & Decimal Code \\
\hline Forward & \(!\) & 21 & 33 \\
\hline Backward & " & 22 & 34 \\
\hline Right & R & 52 & 82 \\
\hline Left & 2 & 32 & 50 \\
\hline Clear (all) & A & 41 & 65 \\
\hline Clear (last) & B & 42 & 66 \\
\hline Hold & 1 & 31 & 49 \\
\hline Repeat & C & 43 & 67 \\
\hline Check & E & 45 & 69 \\
\hline Fire & Q & 51 & 81 \\
\hline Out & V & 56 & 86 \\
\hline Test & D & 44 & 68 \\
\hline Go & F & 46 & 70 \\
\hline 0 & \& & 26 & 38 \\
\hline 1 & 5 & 35 & 53 \\
\hline 2 & \% & 25 & 37 \\
\hline 3 & U & 55 & 85 \\
\hline 4 & 4 & 34 & 52 \\
\hline 5 & \$ & 24 & 36 \\
\hline 6 & T & 54 & 84 \\
\hline 7 & 3 & 33 & 51 \\
\hline 8 & \# & 23 & 35 \\
\hline 9 & S & 53 & 83 \\
\hline
\end{tabular}

Table 2: Correspondence of ASCII characters to the twenty-three Big Trak command codes. The decimal values of the ASCII characters are sent to the transmitter using the BASIC statement LPRINT CHR\$(X).

Text continued from page 54:
and communication interface need to be turned on only when the sequence is to be executed. The Go command transmits the entire repertoire to the tank in one stream of data.

The data sent to the tank can in fact be seen in the sample run of listing 2. I used the same serial port designated for the wireless communications link to list the program. You'll note the
string of extraneous characters after "COMMAND SEQUENCE IS BEING TRANSMITTED TO TANK". "A! \% \(1 \% \& Q \$ 25 \$ 15 \& Q T C \% F "\) is the string sent to the tank by the \(\mathrm{CHR} \$(\mathrm{X})\) function. It ended up on the listing (inadvertently) because both devices (printer and tank) use the same I/O-port address. If you compare these characters to those in table 2, you will see that it represents the
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commands entered during execution of the program.

The program here, of course, is designed more as a demonstration than as a functional illustration of computer intelligence. I don't play with these interfaces every day, and it is easy for me to forget the steps necessary to enter a program on the key-
pad. By making it as idiot-proof as possible, by prompting the correct response, \(/\) can appear more intelligent when I demonstrate Big Trak.

\section*{In Conclusion}

Big Trak will not create any earthshaking movement within the robot-

Text continued on page 64


Photo 9: A second walkie-talkie is used in the receiving section of the remote-control hardware. The working parts of the walkie-talkie have been placed in the same enclosure that will shortly house the demodulator circuit. Here again, the speaker has been removed from the walkie-talkie and a 10 -ohm resistor substituted.


Photo 10: The originate-type modem demodulator of figure 7 has been constructed on a printed-circuit board and placed in this box over the walkie-talkie circuit. The modulator section of the circuit board is not used in this application; therefore the integrated circuits used only by the modulator have been removed. The circuit board is mounted on stand-offs and is powered by two 9 V batteries. \(A\) shielded cable and a phono jack connect it to the tank-controller interface, mounted inside the Big Trak,


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Listing 2: An example of the user interaction produced by the program of listing 1. The coded command-specification characters transmitted to the tank show up in this printout on the next-to-last line, because the same I/O-port address was used for both the remote-control transmitter and the printer interface.
\(r u n\)

COMPUTERIZED REMOTE CONTROL
Command list to be repeated each time ( Y or N )? N COMMANDS :
\begin{tabular}{ll} 
(M) ove & (F) ire \\
(C) lear & (D) ump \\
(H) old & (G) o \\
(R) epeat & (D) ump
\end{tabular}

Command? \(M\)
(F) orward, (B) ackward, (L)eft, or (R)ight
? \(F\)
How many feet (1 to 99)? 2
Command Stored
Command? H
Hold how many seconds (total times .lsec)? 20
Command Stored
Command? F
How many shots (1 to 99)? 5
Command Stored
Command? M
(F) orward, (B)ackward, (L)eft, or (R)ight
? L
Turn how many degrees ( 0 to 360)? 90
Command Stored
Command? M
(F) orward, (B)ackward, (L)eft, or (R)ight
? \(F\)
How many feet (1 to 99)? 10
Command Stored
Command? \(F\)
How many shots (1 to 99)? 6
Command Stored
Command? \(R\)
Repeat how many steps? 2
Command Stored
Command? G
COMMAND CONTROL SEQUENCE IS BEING TRANSMITTED TO TANK

Retransmit Same Control Sequence (Y or N) ?


Photo 11: When the electronic hardware has been built and is fully operational, the Big Trak Transport (a cargo trailer) provides a convenient method for dragging the wireless communication interface along.

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Figure 7: The demodulator section of an originate-type modem. This is required at the receiving end of the computer/Big Trak link to decode the 2025 Hz and 2225 Hz tones received by the walkie-talkie. See photos 9 and 10 for views of the receiving system.

The XR2211 phase-locked loop is produced by Exar Integrated Systems, POB 62229, Sunnyvale CA 94086. Capacitors marked with an asterisk (*) should be the type made from Mylar.

Text continued from page 60: ics community, but neither will it go unnoticed by those of us who like to play with toys. I hope you will recognize the independent capability of the wireless serial-communication link and use it in another application.

As regards extensions of the control concept, a few more ideas came to mind while I was writing. The wireless communication method described in this interface is a one-way link, computer to remote peripheral device. However, the modem boards used in the prototype have fullduplex capability, even though only
half of each unit is used. Furthermore, within the tank-controller interface, I did not use the transmit portion of the UART.

If two more walkie-talkies operating on a different frequency are added, or if the two existing units are switched back and forth between send and receive, we could conceivably receive data sent back from the tank. The required interface components are presently available in the hardware (the other halves of the two full-duplex modem boards) but are not utilized.

What data might the tank send
back? Do you remember that article I did a while back on the Polaroid Ultrasonic Ranging System? [In case you don't, see "Home In on the Range! An Ultrasonic Ranging System," BYTE, November 1980, page 32....RSS]

I'm sure you get the picture, but unfortunately I didn't have enough time to add that feature now. However, if you don't mind looking at Big Trak once more at a future time, I'd like to consider adding "eyes" and demonstrating control programs that exhibit more machine intelligence.

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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 appeating in BYTE from September 1977 thru November 1978. Ciarcia's Circuit Cellar, Volume II presents articles from December 1978 thru June 1980.

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We applaud all parties concerned for conducting this worthy effort.
The deadline for submissions is June 30, 1981. For a descriptive flyer and further information, write to:

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\title{
A Beginner's Guide to Spectral Analysis Part 1: Tiny Timesharing Music
}

\author{
Mark Zimmarmant \\ 9410 Woodland Dr \\ Siliver Sping MD 20910
}

We live in two worlds that co-exist in space and time; they touch each other and interpenetrate at every point and at every moment. In fact, each world contains the other within it.
One is a world of forms, of colors. of sounds; the other is a world of complex numbers, of mathematical functions. Most people aren't aware of this second world, but that doesn't make it any less valid as an expression of reality. It's not hard to peek into this "alkernate universe": this article and the accompanying programs will attempt to aid you in doing so. If a student devotes some time to the concepts suggested here, he'll find himself rewarded with a set of extraordinarily useful tools. Some facts which aren't obvious in one world are obvious in the other; some tasks which are slow, laborious, and expensive in the first world become quick and cheap in the second

My description may sound a bit like Otiental mysticism, but it's not! This artick will try to sketch an introduction to Fourier analysis, one of the most powerful developments in modern mathematics. It will emphasize the feel of the subiect, not the complicated algebraic formalisms. No advanced mathematical training is required, but it may help to have access to a small computer for some parts of the discussion. The programs that I've written for illustrative purposes are in either BASIC or 6502 assembly language, and were specifically designed for the 8 K-byte Commodore PET. It should be a fairly straightforward process to adapt these programs to comparable machines.

The first part of this article will introduce the one dimensional Fourier transform, and emphasize lts importance to music and human perception of sound. Included is a "tiny timesharing" program that is both educational and enjoyable. It generates simple musical themes using the building blocks of intervals, and varies these themes via a series of inversions. New musical elements are introduced pseudo-randomly, so the patterns never repeat, and the tone quality is also constantly varied. All of this uses only about \(0.1 \%\) (yes.

> The "tiny timesharing" program generates slmple musical themes using only \(0.1 \%\) of the computer's time.

one-tenth of one percent1) of the computer's time, which allows other programs to be run simultaneously with no noticeable loss of speed.

In the second part of this article. I will outline the simple extersion of a one-dimensional problem into a twodimensional plane. The program that illustrates this process uses pictures drawn on the PET's video-display screen and transforms them by a process similar to that of making a hologram with coherent light.

The references at the end of each part should be useful for anyone who wants more information on the topics encountered. You may akso find it helpful to consult your neighborhood Fourier guru, who has probably chosen to be reincarnated as an elec.
trical engineer or radio astronomer.

\section*{The Frequency Domain}

The central idea of Fourier (or spec. tral) analysis is quite simple. One of the best ways to understand it is to think about a musical chord, produced by simultaneously hitting several keys on a piano. Suppose you play a chord and want to record it how can you do that?

One way to preserve a chord for posterity would be to record it on a tape deck or (if you collect antiques) on a gramophone wax cylinder. In either case, the method of recording is essentially the same. the sound impubes are translated into magnetic field patterns, or into the wiggles of a groove, and stored just as your ear/ microphone perceives them If you had an oscilloscope, you could display the sound on a screen and photograph it.
But there's also a completely different way to save the chord You can draw a musical scale and write down the notes that are hit. This scale doesn't show the moment-by-moment variations of air pressure against your eardrums; instead, it relates something about the frequency of these pressure waves, and the set of frequencies that is being created by the vibrating piano strings.

A recording method that stores a sound as a function of time is said to work in the time domain. A method that breaks a sound up into its constituent frequencies and records the amount of each frequency component that went into the original sound is said to work in the frequency domain.

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notes on a scale doesn't give enough information to completely reconstruct the original chord. Even if each piano key produces a pure tone with no harmonics or distortions, you should still specify more than which keys were punched. You must say precisely how loud each note in the chord was played and the precise time that each note began (ie: the amplitude and the phase of each pure note in the chord). Given that amount of data, the original sound can be reproduced exactly. The frequency-domain method of recording then contains as much information as the conventional time-domain recording technique.

That's really all there is to Fourier analysis. There are, of course, precise mathematical formulas for translation from the time to the frequency domain, and back. There are also modern improvements on these formulas, such as the fast Fourier transform, which can do the same job in much less time than the old-fashioned method. But the basic ideas remain the same: the Fourier transform is a technique for changing notation from one way to another in order to
record the same information.
There are many references (see references at the end of this article) that explain the mathematics of the Fourier transform. I'd like to avoid these, and try instead to explain the meaning of the transform, and the uses to which it can be put.

\section*{Why Transform?}

I have already mentioned the application of Fourier analysis to music, and I'll return to this topic later. There are numerous other uses for the transform concept. Almost any wave-like phenomenon can show interesting behavior when looked at in the frequency domain. Light, when spread into a spectrum, reveals information about the source that produced it: that's how astronomers determine the composition of distant stars. (The word "spectrum" is the source of the term "spectral analysis.") Radio signals, grouped at different frequencies, carry hundreds or thousands of simultaneous telephone calls, TV broadcasts, etc. A receiver simply performs a partial Fourier analysis in order to separate one: program from the crowd. Ocean

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waves can be resolved into frequency components, each traveling with its own speed. This approach helps, for example, in understanding how tsunamis (tidal waves) are created by undersea earthquakes and travel thousands of miles across the water before cresting on a shore.
Fourier analysis is also applicable to things that aren't functions of time. In calculating the heat distribution within a nuclear reactor core, one useful method involves breaking up the spatial dependence of the temperature into pieces that vary with different spatial frequencies. Similar techniques work to explain the shape of a soap film over a bent wire loop, the electrical field patterns inside a microwave cavity resonator, or the air density and pressure variations inside an organ pipe. (In the latter two cases, time dependences also exist as a .part of the problem; the time dependences can be easily solved once the spatial Fourier analysis problem is understood.)

In recent years, myriad practical applications of spectral analysis have been developed, particularly in electrical engineering. If a signal is first transformed into the frequency domain, it often becomes easy to filter out noise and interference. On the other hand, by scrambling frequency components you can make a voice incomprehensible (unless the scrambling pattern is known) and allow relatively secure communications over a channel that is not secure. Quite often, it's most efficient to manipulate a signal by transforming it into the frequency domain, working it over, and then transforming back; the cost of transforming is more than repaid by the speed and convenience of many operations when applied to the frequency components of a function.

In the field of computing, Fourier analysis concepts have proved to be extremely helpful. The invention of faster algorithms as an aid in multiplying large numbers got its start from fast Fourier transform theorems. The spectral test for random number generators, one of the most powerful tests known for detecting non-random biases, is a Fourier technique. Even before electronic computers existed, mechanical "calculating engines" were built to do Fourier analysis because of the importance of the subject.
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Listing 1: RMS Spectrum Plot for the Commodore PET. This program calculates and displays on the screen the Fourier components produced by a given bit pattern in the PET's shift register. The data is "played" with some extra hardware, as detailed in figure 1.
```

    REM N-BIT POWER SPECTRUM ANALYZER, COPYRIGHT 1979 MARK ZIMMERMANN
    10 INPUT "NUMBER OF BITS"; NB: INPUT "HIGHEST HARMONIC"; HH
30 NM = NB-1: DIM S(NM), C(NM), F(NM), TS(NM,NM),TC(NM,NM)
40 FOR I =0 TO NM: X =2* \pi*I/NB: S(I) = SIN(X)/\pi: C(I)=COS(X)/\pi: NEXT I
50 INPUT "NOTE (1 TO 255)"; NT: POKE 59467,16: POKE 59464,NT
60 FOR I=0 TO NM: FOR J=0 TO NM: X=I*I: Y=X I I: X=X NB*INT(X/NB):
Y = Y - NB*INT(Y/NB)
70 TS(I,J)=S(Y)-S(X):TC(I,J)=C(X)-C(Y): NEXT J: NEXT I
80 REM SET UP MATRICES TO ALLOW SPEEDY INTEGRATIONS LATER
100 INPUT "TONE QUALITY"; D: IF D<256 THEN POKE 59466,D
110 DD = D: REM MAKE BINARY REPRESENTATION OF D IN LINE 120
120 FOR I = NM TO O STEP - 1: F(I)=DD - **INT(DD/2): DD = INT(DD/2): NEXT I
130 PRINT "[cls]";D;"=";: FOR I = O TO NM: PRINT F(I):: NEXT I: PRINT
150 FOR K=1 TO HH:X=K -NB*INT(K/NB): C=0:S=0
160 FOR J = O TO NM: C=C+TS(X,J)* F(J): S = S + TC(X,J)*F(J): NEXT J
170 C=C/K:S = S/K:A = SQR(C*C+S*S)
180 PRINT '"home]";: FOR I = 1 TO O STEP -0.05: IF A > I THEN PRINT TAB(3*K); " ";
190 PRINT: NEXT I
200 NEXT K: FOR I= 1 TO HH: PRINT TAB(3*I - 1);I;: IF I> 8 THEN PRINT "[cl]";
210 NEXTI: PRINT
2 2 0 ~ G O T O ~ 1 0 0 ~

```


Figure 1: Circuits to adapt the PET to a common audio amplifier (top), or to produce an audio output directly (bottom).

Music and the Fourier Transform
Unlike the other senses, the ear seems to work naturally in the frequency domain. Physiologically this may result from the structure of the cochlea in the inner ear; sounds of different frequencies stimulate different spatially separated areas (so that the motion of the eardrum is Fourier transformed!). It is both interesting and educational to experiment with sounds of various frequency spectra. A microcomputer can be a great aid to this kind of experimentation, since it can reliably generate
precise, easily modified waveforms, as well as perform the mathematical work required to calculate the spectrum of any particular wave. Both the pitch and the tone quality are variable.

The program RMS Spectrum Plot (see listing 1) was designed for just this kind of experiment. The mathematical parts can be run on any computer that understands BASIC; on the PET, the spectrum is graphically plotted on the video display, but a numerical output would be an acceptable alternative. This program also
makes use of the recirculating shiftregister in the MOS Technology 6522 VIA (Versatile Interface Adapter) integrated circuit in the PET. The VIA has an output to pin CB2 of the PET's port edge connector. Any trivial amplification circuit (see figure 1) can be used to amplify and isolate this output to give an audible tone. Many other microcomputers have similar tone-generation capabilities; otherwise, a separate waveform generator may be used to study the sounds that are being Fourier analyzed.

RMS Spectrum Plot performs a straightforward \(N\)-bit power-spectrum analysis. For use on the PET and most other microcomputers \(N=8\) is the case of interest, but there is no harm in making a more general program and allowing for an arbitrary \(N\). (Note that for \(N\) not equal to 8 , the tones produced by the PET's shift register are not the same as the tones being analyzed by the program. Also note that for \(N\) greater than 16, PET BASIC will not correctly handle the array look-up operations for arrays TS and TC, which would need to have more than 256 elements.) I won't go into the mathematical operations that are being performed in the course of the spectral analysis: some of the references cited later do that in great detail. Instead, Inl try to explain the results, the physics and the physiology that the program helps explore.

Earlier I mentioned that in order to describe a sound completely in the frequency domain, you must provide more than just the list of frequencies that went into the original sound. A complete specification also requires the amplitude of each frequency component and its phase. By phase, I mean a measure of where a sinusoidal signal is in its cycle of \(0^{\circ}\) to \(360^{\circ}\) at some moment of time. (For example, the functions \(\sin (t)\) and \(\cos (t)\) look very similar, but one is \(90^{\circ}\) out-ofphase with the other.) Two sounds with the same set of component frequencies and the same amplitude can look completely different when displayed on an oscilloscope, and they make completely different wiggles in a phonograph groove (see figure 2).

So, phase information is crucial for the accurate reconstruction of the original sound. High-fidelity amplifier and speaker advertising emphasize this-you must spend lavishly in order to get really good, precise sound reproduction. Or must

\section*{For those speciol people who've steppedahead with amnin-computer}


Figure 2: Different sounds that are composed of the same frequencies. These waveshapes are made up of the same component frequencies, but with a variation in phase between them.
you? The program in listing 1 allows you to see the difference that phase information makes in perceived tone quality. In my experiments, I've found it to make no difference whatsoever. This agrees with most of the unbiased technical references I've read on the subject. The human ear is a marvelous Fourier analyzer as far as separating sounds into their component frequencies, but the ear seems to throw away almost all data about the phase of the sounds. (Perhaps some phase information helps to determine whether sounds are coming from the left, right, or in front of a listener, but that too is unclear.)

Even without phase information, sounds of the same fundamental frequency produced by RMS Spectrum Plot can reveal an interesting variety of textures as their bit patterns are changed. The program allows the user to set the shift register shift rate by choosing the value of the variable NT, between 1 and 255. The fundamental frequency of the output is then determined by the simple formula:
frequency \(=(62,500 \mathrm{~Hz}) /(\mathrm{NT}+2)\)
For example, \(\mathrm{NT}=140\) closely approximates the standard frequency of 440 Hz , the note A above middle C .

Once the frequency of the note is chosen, RMS Spectrum Plot allows you to hear what an arbitrary bit pattern (waveform) sounds like, while the machine does a spectral analysis of the pattern and displays the results. These notes are composed of a fundamental frequency component, called \(f\), plus varying amounts of sound energy at frequencies \(2 f, 3 f\), 4f....-the harmonics of the fundamental tone. After line 170 is executed, for each frequency \(K \times f\), the variables \(C\) and \(S\) contain the amount of the Kth harmonic of the signal which looks like a cosine (in C) or like a sine (in \(S\) ). \(A=S Q R(C \times C+S \times S)\) is the amplitude of the Kth harmonic (the thing that the ear is sensitive to); it is this amplitude A which is plotted on the screen (see photos \(1 \mathrm{a}, 1 \mathrm{~b}\) and 1c for examples).

The best thing to do now is to stop reading and to experiment a bit with

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Photo 1: Sample runs of RMS Spectrum Plot. The program "plays" an arbitrary bit pattern while displaying a power-spectral analysis of the sound.
the program. Try to discover which bit patterns are indistinguishable to the ear; see which ones you like best. (My favorite is 00101101, which has no even harmonics and sounds rather like a clarinet.)

\section*{Distinctive Voices}

The bit patterns that produce distinct frequency spectra are the basic building blocks for generating shift-register-type music. You can certainly find all seventeen different 8 -bit voices by trial and error or long and tedious searching, but such an approach becomes much more difficult as the number of bits increases. In any case, there is a better way to find the set of interesting bit patterns: use a computer! The program Music Generator (listing 2) uses a technique that is simple, yet interesting, and applicable to many other problems.

In setting up the problem of finding all distinct voices, the first thing is to determine how two bit patterns can be "equivalent." (This is involved with the mathematical concept of a group, and is actually a good introduction to that subject.) First, it is obvious that patterns like 00000001 and 00001000 and 10000000 are all equivalent since they look the same (a single 1 and seven 0 s ) once they've started cycling around in the shift register. Similarly, 00101101 and 10100101 are equivalent: the second pattern results from applying five rotate-left operations to the first. We can call the operation which takes the leftmost bit of a bit pattern and moves it to the right end ROL for rotate-left. Any patterns which can be converted into each other by a series of ROL operations are equivalent.

But there are other ways in which two bit patterns can be equivalent. Consider the patterns 11111101 and 00000010 . If you graph these patterns, you can see that the waveforms to which they correspond are exactly the same, except for a shift of the zero-voltage level and a change of polarity. The power spectra of these patterns are also the same, except for the zero-frequency component which the ear can't hear and which isn't plotted by RMS Spectrum Plot. (The zero-frequency component is just the average of the bits, eg : \(7 / \mathrm{s}\) for the pat-
tern 11111101.) Since these patterns are the same as far as the ear is concerned, they should also be called equivalent. In binary arithmetic, the relation between these patterns is that each is the 1's complement of the other: all 1 s are changed to 0 s , and vice "versa. Since the 1's complement of a binary number \(I\) is just 11111111-I (if \(I\) has 8 bits), it's easy to program in BASIC. We can call this operation INV for inverse, and add it to the list of operations that transform bit patterns into other, equivalent patterns.

Listing 2: Music Generator for the PET. When used to generate music waveforms, this program will produce audibly distinct tones based on 8 -bit patterss in the PET's shift register. Qualities are constantly modified through the application of symmetry operations (inversion, rotation, etc) to produce interesting variations.

10 REM BIT PATTERN GENERATOR (C) 1979 MARK ZIMMERMANN
20 DIM V\%(7): REM ARRAY FOR BIT PATTERN DISPLAY
100 FOR I = 1 TO 127 STEP 2: REM TRY ALL POSSIBILITIES THAT DO NOT OBVIOUSLY FAIL
\(200 \mathrm{Z}=\mathrm{I}\) : FOR \(\mathrm{K}=1\) TO 7: GOSUB 5000: REM ROTATE BITS OF 2 LEFT
220 IF Z <I GOTO 1000: REM REDUCED TO A PREVIOUS CASE IF \(\mathrm{Z}<1\)
240 NEXT K: REM PASSED FIRST TEST IF REACH HERE
\(300 \mathrm{X}=255-\mathrm{I}\) : REM INVERT BIT PATTERN ( 1 's COMPLEMENT) - X > I SINCE LOOP WAS 1 TO 127
320 Z \(=\mathrm{X}:\) FOR \(\mathrm{K}=1\) TO 7: GOSUB 5000: REM ROTATE BITS
340 IF \(\mathrm{Z}<I\) GOTO 1000: REM REDUCED TO PREVIOUS CASE...
360 NEXT K: REM IF HERE, PASSED SECOND TEST
400 GOSUB 6000: REM REVERSE BIT ORDER OF I, RESULT RETURNED IN X
500 IF X <I GOTO 1000: REM FAILED AGAIN
600 Z \(=\mathrm{X}\) : FOR K \(=1\) TO 7: GOSUB 5000: IF Z \(<\) I GOTO 1000
620 NEXT K
\(660 \mathrm{Z}=255-\mathrm{X}\) : FOR \(\mathrm{K}=1\) TO 7: GOSUB 5000: IF Z \(<\) I GOTO 1000
680 NEXT K: REM IF HERE, A SUCCESS!!!!!
\(800 \mathrm{X}=\mathrm{I}\) : FOR \(\mathrm{K}=0\) TO 7: \(\mathrm{V} \%(\mathrm{~K})=\mathrm{X}-2^{\circ} \mathrm{INT}(\mathrm{X} / 2)\) : \(\mathrm{X}=\mathrm{INT}(\mathrm{X} / 2)\) : NEXT K: REM GENERATE BITS
900 PRINT I;TAB(10);: FOR K=7 TO 0 STEP - 1 : PRINT V \(\%(\mathrm{~K})\); NEXT K: PRINT
1000 NEXT I
2000 GOTO 9999
5000 REM ROTATE BITS OF \(Z\) LEFT
\(5020 \mathrm{Z}=2^{*} \mathrm{Z}\) : IF \(Z>255\) THEN \(Z=Z-255\)
5040 RETURN
\(6000 Y=I: X=0: F O R K=0\) TO 7: \(X=2^{*} X:\) IF \(Y<>2^{*}\) INT \((Y / 2)\) THEN \(X=X+1\)
\(6020 \quad Y=\operatorname{INT}(Y / 2)\) : NEXT K: RETURN: REM RETURN WITH X THE REVERSED VERSION OF
9999 END

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I've only been able to think of one more symmetry operation to apply to bit patterns. (If you find others that leave the voice that the ear hears unchanged, please let me know.) This final operation is to reverse the bit order. For example, reversal changes 11010000 into 00001011 . Physically, reversal corresponds to playing a bit pattern backwards, or to reversing the flow of time. I abbreviate this operation REV.

Now there are three symmetry operations: ROL, INV, and REV. Applying any one of them to any bit pattern leaves the sound that the ear hears unchanged. By repeatedly
applying these operations, it's easy to discover sets of bit patterns that change into each other (the patterns 00110011, 01100110, 10011001, and 11001100 make up one such set).
How does this theoretical knowledge help you to determine which bit patterns are distinctive voices and which are redundant among the 256 possibilities? A crude way would be to apply various combinations of ROL, INV, and REV to a candidate pattern, and consider it new if it is never transformed into an alreadyknown or old pattern. A slightly better method would be to systematically apply a series of the symmetry

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operations that would guarantee that no possible transformations were missed. For example, it's clear that you need never apply more than seven consecutive ROL operations to a pattern, since the eighth application brings you back to the original pattern. It's also clear that applying INV (or REV) twice in a row makes no sense, since it just flips the bits back again. There are many possible sequences of operations that will find all possible transformations of a pattern. One simple sequence is: ROL seven times, INV, ROL seven times, REV, ROL seven times, INV, and ROL seven times. After each operation, a potentially new equivalent bit pattern is produced. Applying the sequence to the pattern 00001011 will generate all thirty-one other equivalent patterns, with no repetition; applying it to a pattern like 01010101, which has only one equivalent (10101010), will, of course, produce many repetitions.

The program of listing 2 essentially goes through this process in order to find the set of seventeen distinct voices, but with a few refinements to speed it up. First, the program works exclusively with the decimal number corresponding to each bit pattern, not with the pattern itself. This allows the program to use simple BASIC arithmetic operations to perform ROL, INV, and REV. Only when a number is discovered to be a new voice is it converted into a bit pattern for display. Second, no time is wasted in checking even numbers, or numbers greater than 127 . Every even number corresponds to a bit pattern ending in a 0 , and a single rotation right (or seven rotations left) will always produce a pattern corresponding to a smaller binary number. Any number greater than 127 can always be reduced to a number less than 127 by an INV operation. Third, Music Generator doesn't bother storing a list of already-discovered old patterns with which to compare the result of each transformation. Instead, it uses a neat yet trivial mathematical trick, one that should be part of every alert programmer's repertoire. Let me introduce it to you with a short story:

An engineer, a physicist, and a mathematician are taking an intelligence test. Each is led, separately, into a room containing a table and a stove. On the table there is a pitcher of water, a kettle, and box of tea.

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Each test subject is asked to make a pot of tea.

The engineer fills the kettle with water from the pitcher, puts it on the stove, brings the water to a boil, and makes the tea. When the physicist encounters the same situation, he thinks for a while, puts the tea into the cold water, etc, but eventually hits upon the solution. The mathematician takes a little longer, but finally he too solves the problem.

For the second part of the test, each subject is led into another room. In this room, again, there is a stove, a table with a pitcher of water, and a box of tea. The difference is that the tea kettle is now sitting on the floor.

When the engineer enters the room and is asked to make tea, he picks up the kettle, fills it with water, puts it on the stove to boil, and so on, as before. The physicist stops and thinks for a short time, then figures it out, and does essentially the same.

But the mathematician, as soon as he encounters the puzzle, simply takes the kettle from the floor and sets it on the table. Then he stops. He has reduced the problem to a previous case-one he has already solved. As far as he's concerned, nothing more need be done.

This trick of reducing a problem to a previous case may be funny or obvious, but it's also exceedingly valuable in computing, and in other fields. When calculating the factorial function \(n l=n \times(n-1) \times(n-2) \times \ldots\) \(\times 3 \times 2 \times 1\), once you know how to calculate \(n\) ! you can easily get \((n+1)\) ! by reducing the calculation to a previous case. When trying to find the prime factorization of the numbers from 1 to \(n\), once a single factor of a number is found, no more work need be done since the remaining number has already been factored, and is therefore a previous case. There are many other examples.

Music Generator uses this "reduction to a previous case" technique. After each transformation of a candidate bit pattern, the result is checked to see if it is smaller than the original candidate under consideration. If it is smaller, you know that it has been previously handled, and the program immediately skips on to the next candidate (specifically, it branches to line 1000 which is a NEXT I statement). By starting with the smallest candidate, 00000001, and working upward, the program produces a complete list of all the

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\begin{tabular}{|c|c|c|}
\hline Choices for actual locations: & \begin{tabular}{l}
\[
\begin{aligned}
& P=0 \\
& Q=1 \\
& R=2
\end{aligned}
\] \\
\(R N D P T R=D D\) (hexadecimal) \\
\(R N D N U M=D E\) (hexadecimal) \\
\(D=E C\) (hexadecimal) \\
\(V=F 3\) (hexadecimal) \\
\(N=F 4\) (hexadecimal
\end{tabular} & \begin{tabular}{l}
;P,Q,R occupy " \(U S R(X)\) " storage area! \\
;random numbers in PET's \(R N D(X)\) location ;in PET's "EOT character" area \\
; \(V, N\) in tape buffer pointer area
\end{tabular} \\
\hline
\end{tabular}
\(M 1=033 A(\) hexadecimal \()=826(\) decimal \()\)
\(M 2=036 C(\) hexadecimal \()=876\) (decimal)
\(I=03 D 8(\) hexadecimal \()=984(\) decimal \()\)
Music table occupies 03D9 thru 03E0 (hexadecimal) \(=985\) thru 992 (decimal).
\(I N T R V L T A B=03 E 1=993\)
Interval table occupies 03E1 thru 03E8 (hexadecimal) \(=993\) thru 1000 (decimal).
NOTETAB \(=03 E 8=1000\)
Note table occupies 03E8 thru 03FF (hexadecimal) = 1000 thru 1023 (decimal). Note overlap with interval table.
Contents of tables:
\begin{tabular}{lrrrrrrrrrrrrrrrr} 
& 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 & \(A\) & \(B\) & \(C\) & \(D\) & \(E\) & \(F\) \\
03E0: & - & 00 & 00 & 04 & \(F 9\) & 07 & \(F 5\) & \(0 C\) & \(F B\) & \(E D\) & \(E 0\) & \(D 3\) & \(C 7\) & \(B C\) & \(B 1\) & \(A 7\) \\
03F0: & \(9 D\) & 94 & \(8 C\) & 84 & \(7 C\) & 75 & \(6 E\) & 68 & 62 & \(5 C\) & 57 & 52 & \(4 D\) & 49 & 45 & 41
\end{tabular}

\section*{Algorithm Description}

M1. (Initialize) Point PET hardware interrupt vector to M2. SET Q, R, and \(N\) to 8; zero music table I(1), I(2), ... I(8). Set \(P, V\), and \(D\) to 1 .

M2. (Interrupt enters here) Decrement note duration counter \(D\); if result is nonzero, go to PROCEED below.

M3. (Next note) Reset \(D\) to 4 (or other chosen length of note to be played, in units of \(1 / 60\) second). Look up interval I(P) and add that to note \(N\), staying in allowed range (0 to 23). Decrement pointer \(P\); if result is nonzero, go to step M6.

M4. (A measure of eight notes has been completed) Reset \(P\) to 8. Decrement voice V (bit pattern making sound) by 4 (or other choice), and if result is negative, reset \(V\) to maximum \((=85)\). Change voice of note (POKE 59466, V). If counter Q is nonzero, invert interval I(Q) by negating value of \(I(Q)\), decrement \(Q\) and go to step M6.

M5.(All eight inversions have been completed) Reset \(Q\) to 8. Replace interval \(I(R)\) by another "randomly" chosen interval from the allowed table of intervals (in musical notation, table contains thirds, fifths, octaves, etc).

Decrement \(R\), and if \(R\) becomes 0 , reset \(R\) to 8 .

M6.(Play next note) Play new note NOTETAB(N), looked up in notetable. (POKE 59464, \(\operatorname{NOTETAB}(N)\).

PROCEED. Jump to PET's normal interrupt-handling routine (E685).

To use Tiny Timesharing Music give command SYS(826) to turn music on and off. (You must turn it off before tape operations, since the PET uses the same interface chip when reading/writing tapes....)
distinct-tone-quality bit patterns. (Patterns 00000000 and 11111111 are not included, since they're inaudible.)

When written as binary numbers, the legal (irreducible) bit patterns have some interesting resemblances to the set of prime numbers (numbers that have no positive factors except themselves and 1). They are quite dense at the lower end of the range of available numbers, but become fewer and farther between as the candidate numbers get larger. There's a simple reason for that: if a large number is chosen at random, it's likely that
some combination of the operations ROL, INV, and REV will be able to transform it into a smaller number, a previous case. (Similarly, there is a good chance that a large integer chosen at random has a factor among the many smaller integers between itself and 1 , so the density of prime numbers decreases.) However, even as you go to higher numbers, an occasional pair of distinctive bit patterns appears, separated by a single even number. Among the 8 -bit musical patterns, the pair \(43=00101011\) and \(45=00101101\) is a good example of
such a "musical-pair"; if you look at 16-bit patterns, which potentially range from 1 thru 65535, pairs such as 11059, 11061 can be found. Prime numbers can also come in such pairs; as far as I know, however, there is no proof that an infinite number of prime pairs exist. There may be other analogies between the theory of primes and the distinct-voice musical bit patterns-I'd be interested in hearing about your discoveries.

\section*{From Tones to Music}

I began this discussion with a look
\begin{tabular}{|c|c|c|}
\hline \multirow[t]{14}{*}{MJ:} & SEI & sdisable interrupls during changeover \\
\hline & LDA 50219 & \multirow[t]{3}{*}{:PRT hardware intermpt vectore thru \(50219,021 \mathrm{~A}\) chenget normel contentr, \(\$ 88\), to \(\$ 6 \mathrm{C}\). and vice veren} \\
\hline & COR [598 & \\
\hline & STA 50219
LDA 50218 & \\
\hline & EOR ASES & changes \$E6 to \$00, and vice veren \\
\hline & STA 3021A & \\
\hline & LDA 38848 & ; - 59467, suxiliary control regtaler \\
\hline & EOR 1510 & change \(\$ 00\) to and from \(\$ 10\) (free tumaing whti owl) \\
\hline & STA Stas & \\
\hline & LDY 88 & \multirow[t]{5}{*}{now intitilize pege zero mutic couniers} \\
\hline & STYO & \\
\hline & SIY \(i\) & \\
\hline & STY N & \\
\hline & LDA 10 & \\
\hline \multirow[t]{9}{*}{LOOPI:} & SIA I.Y & \multirow[t]{4}{*}{:clear out muxic table in \(1+1\) thru \(1+8\)} \\
\hline & DEY & \\
\hline & BNE LOOPI & \\
\hline & INY & \\
\hline & STYP & \multirow[t]{3}{*}{Anpitalise more page zuro countere} \\
\hline & STYY & \\
\hline & STY D & \\
\hline & Cl & \multirow[t]{2}{*}{Fe enable inlerrupts} \\
\hline & RTS & \\
\hline M2. & DSC D & this is whare Interrupt veclor wast changed to poimt to \\
\hline & BNE PROCEED & ; keop playing teme nole for durstion D \\
\hline \multirow[t]{9}{*}{M3:} & LDA 18 & \multirow[t]{3}{*}{, velue may be changed to very mapo.. A thru 16 is afoe...} \\
\hline & STAD & \\
\hline & LDXP & \\
\hline & LDA 1.x & \multirow[t]{4}{*}{Setch next imerva) from mutce table to be edded to now N} \\
\hline & CLC & \\
\hline & ADCN & \\
\hline & BPL OVERI & \\
\hline & ADC ASOC & \#f dimplacement made N negotive. add \(\mathbf{1 2}\) to move up an oclave \\
\hline & BPL OVER2 & ;illway tote the brench (thit could be oundted to neve 2 \\
\hline \multirow[t]{3}{*}{OVER:} & CMP IS \({ }^{\text {a }}\) & \multirow[t]{2}{*}{take N lees than 24} \\
\hline & BCC OVER2 & \\
\hline & SBC fsoc & \multirow[t]{2}{*}{subibrect on octove to gel in range} \\
\hline \multirow[t]{3}{*}{OVER2:} & STA N & \\
\hline & DEC P & move note poinsar beck one \\
\hline & BNE M6 & to to play note if nomesto \\
\hline \multirow[t]{7}{*}{M4:} & LDY 488 & \\
\hline & STY P & \multirow[t]{2}{*}{Hetor printer \(\mathbf{P}\)} \\
\hline & LDA Y & \\
\hline & Stc & \multirow[t]{3}{*}{:change voice (tose quabiy, bit pariem thiffed oul) used change this number iff ohber potiterss ore dosired} \\
\hline & \[
\text { SBC } 14
\] & \\
\hline & BPL OVER3 & \\
\hline & LDA 1385 & rewel to maximum interesting petiom ( \(\mathbf{0 5}\) decimel) \\
\hline \multirow[t]{10}{*}{OVER3:} & STA V & \\
\hline & STA S 8 OAA &  \\
\hline & LDX O & \\
\hline & BEOMS & trasch if its tius to change an intorval rendoraly \\
\hline & SEC & \\
\hline & LDA 10 & \\
\hline & SEC 1.x & \multirow[t]{3}{*}{invert an interva) (negate in in mutic table} \\
\hline & STA LX & \\
\hline & DEC 0 & \\
\hline & BPL M6 & :almayt toke branch \\
\hline \multirow[t]{14}{*}{MS:} & STY 0 & \multirow[t]{3}{*}{\begin{tabular}{l}
revel Q to 8 \\
move potmer lorward
\end{tabular}} \\
\hline & INC RNDPTR & \\
\hline & LDX ENDPTR & \\
\hline & LDA D,X & \multirow[t]{6}{*}{дel "rendom" number trom page earo ;mix fis bits with previous "random" ones \%eve them for iviure mizing imesk oul bine to get e"rendom" im renge 0 thru 7 prepare to taka an interval from INTRVLTAB table} \\
\hline & EOR RNDNUM & \\
\hline & STA RNDNUM & \\
\hline & AND 137 & \\
\hline & TAX & \\
\hline & LDA INTEVLTAB.X & \\
\hline & LDX 8 & \multirow[t]{4}{*}{Itind out which music toble entry to olhar inserl new "random" interval} \\
\hline & STA I, \(X\) & \\
\hline & DEC 8 & \\
\hline & BNE M6 & \\
\hline & STY R & Repot R to 8 if necomery \\
\hline \multirow[t]{3}{*}{M6.} & LDX N & \multirow[t]{2}{*}{Itind whet note to ploy} \\
\hline & LDA NOTETAB.X & \\
\hline & STA \(\$ 8846\) & ; \(=\) 59464. controle Nift rate \\
\hline PROCEED: & MMP SEces & irtium to normal intorrupt handling chores \\
\hline
\end{tabular}

Living 3: Tiny Timesharing Music. This interrupt-driben program nets concurrevtly with other PET programs, and uses their changing dita to update its toneparameters (seet the text box "Algorithm Description"). The ineerrupt occurs coery \% of a second to cause the PET to check the keyboard for closed keys.
at Fourier analysis, and have wandered through a bit of group theory in looking at shift-registergenerated tones and what they sound like. I'd like to close with a practical application of this material.
I often run fairly long programs, and it can be boring to stare at a static video screen, waiting for the results to appear. Then, too, I sometimes become paranoid and suspect that the machine has crashed, leaving me to wail forever. Well, I thought, why not put a little musical theory to workt Why not have music while l'm waiting for the programs to finish?
The more I thought about it. the better the proposal sounded. The PET is always interrupted sixty times per second, to scan the keyboard and update the internal clock. (This happens as long as the interruptodisable flag hasn't been set in the 6502 mictoprocessor; the flag is rarely set during normal operation.) At each interrupt. the microprocessor branches to the address stored in memory locations 0219.021 A . Normally, these addresses point to hexadecimal location E685, but by changing the address pointed to. I could lake control once every \(1 / 6\) second-and play musid
The requirements that a good interrupt-driven music-generation program must meet are rather evere:
1. It must produce interesting musical patterns. neither too repetitious nor too chaotic.
2. It must be fast so that the main program does not slow down appreciably while music is playing.
3. It must be small; the main programs must not be squeezed out of memory or restricted by the music generator.

The program shown in listing 3 resulled. Tiny Timesharing Music meets the third requirement by occupying only the memory at locations 826 thru 1023 (second cassette buffer). plus five locations on page zero. It satisfies the second requirement by being fast; running at normal

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speed it uses about \(18 \mu \mathrm{~s}\) every \(1 / 60\) second-only \(0.1 \%\) of the machine's time. (Changing notes at top speed uses less than \(0.4 \%\) of the time.) As for whether or not it meets the first criterion, you'll have to judge for yourself: "interesting" is in the ear of the beholder. I enjoy it, although it's certainly nowhere near Bach's Art of Fugue...then again, nothing is.

The algorithm description which accompanies this listing (see the text box "Algorithm Description") should make its method of operation clear. The theory of music is beyond the scope of this article (and mel), but in brief, the program works as follows: first it generates eight intervals, chosen from a musically "nice" set of possibilities (see Arthur Benade's book, and other references, for more details). Beginning with a base note, eight notes are played, each related to the previous note by one of the chosen intervals. After a measure of eight notes is completed, the bit pattern (voice) being used by the shift register is changed, one of the eight intervals is inverted, and another measure is played. (Inversion simply amounts to a sign change: an interval
of +7 (a fifth) is inverted to -7 .) After all eight intervals have been inverted, one is replaced by a new, ran-domly-chosen interval, and the whole process is repeated. The "random" numbers are influenced by the contents of page zero, so if the user is doing something, or running any program, the musical patterns produced will never repeat for long.

As always, I will be delighted to learn of any improvements that readers make in this musical program. The best way to test ideas for musical pattern generation is to run them as non-timeshared BASIC programs. Then they're easily modified and debugged, and if they sound good, they can be coded in assembly language. In Tiny Timesharing Music as presently written, it's easy to change the tempo of the notes: just POKE 881, \(X\) where \(X\) is the length of the notes in units of \(1 / 60\) second (values of \(X\) between 4 and 16 seem to work best). The contents of memory location 918 govern the changes between one voice and the next: the number there (and in location 922) may be changed to vary the sequence of bit patterns used. The table of
musical intervals in locations 993-1000 can be varied according to taste, as can the table of notes (1000-1023; note that one table entry is in common, to save space). I use a digital approximation to a welltempered scale, but you may prefer another choice.

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\title{
Converting Pitch to Frequency
}

This program converts pitch to frequency and can use either the piano tuner's scale (based on a perfect fifth interval), or the scientific, or "just," scale (based on a perfect octave interval). The scales are equally tempered in either case.
The program is written in RPN (reverse Polish notation) for a Hewlett-Packard calculator. Step 8 includes a GTO instruction. If your calculator has labels instead of step numbers, use a label at steps \(8,10,32\), and 35 .

To use the program, place a number from 1 to 7 in the \(x\) register. This represents one of the notes from C to B in the 12 -note scale. To indicate the standard "whole" tones, use a whole number (such as 1 for \(\mathrm{C}, 6\) for A , etc). To indicate an accidental, use an integer plus 0.5 ( 6.5 for A\#, 2.5 for \(\mathrm{D} \#\) ). If the tones are to be in the octave of middle C , make sure a 0 is contained in the \(y\) register. Otherwise, the number in the \(y\) register should be an integer representing the number of octaves above or below middle C. For example, 5.5, -2 represents G\#, two octaves below the octave of middle C. Once the pitch has been entered, all you have to do is press R/S. For example, enter ( 6,0 ) and press R/S. This will display 440 , which is the pitch of \(A\) in the octave of middle \(C\).
The formula is:
\[
261.25 \times(\sqrt[7]{3 / 2})^{P_{1}+P_{2}}
\]

Listing 1: A program to convert pitch to frequency. This listing is in the RPN (reverse Polish notation) for a Hewlett-Packard calculator. If your calculator uses labels instead of step numbers, a label must be used at steps 8, 10, 32, and 35. In a calculator with continuous memory, steps 15 thru 21 and steps 24 thru 29 can be replaced with a constant recalled from memory.
\begin{tabular}{|c|c|c|c|}
\hline 1. & [fix 0 & 20. & g 1/x \\
\hline 2. & 1 & 21. & \(f^{\prime} y^{\prime}\) \\
\hline 3. & - & 22. & \(x \cdots y\) \\
\hline 4. & 2 & 23. & \({ }^{1} \mathrm{Y}^{\text {r }}\) \\
\hline 5. & \(\times\) & 24. & 2 \\
\hline 6. & 5 & 25. & 6 \\
\hline 7. & \(t \mathrm{x} \leq \mathrm{y}\) & 26. & 1 \\
\hline 8. & GTO 32 & 27. & . \\
\hline 9. & 1 & 28. & 2 \\
\hline 10. & \(x \rightarrow Y\) & 29. & 5 \\
\hline 11. & \(1{ }^{1}\) & 30. & \(\times\) \\
\hline 12. & 2 & 31. & GTO 00 (or g RTN) \\
\hline 13. & \(\times\) & 32. & 1 \\
\hline 14. & + & 33. & 1 \\
\hline 15. & 1 & 34. & - \\
\hline 16. & & 35. & GTO 10 \\
\hline 17. & 5 & & \\
\hline 18. & ENTER & & \\
\hline 19. & 7 & & \\
\hline
\end{tabular}

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where \(P_{1}\) is a power within the octave of middle C. \(P_{2}\) is a power that will reach any octave above or below middle C. Steps 15 thru 21 compute the seventh root of \(3 / 2\), which is the relationship of a semitone within the pianotuner's scale, based on perfect fifths and stretched octaves. Replace steps 15 thru 21 with the twelfth root of 2 and you will have the standard, perfect octave scale. When using the perfect octave scale, you may have to change steps 24 thru 29 to 261.63 to obtain an A 440. Steps 24 thru 29 are the frequency of middle C, on which the program is based. Note also that steps 32 thru 35 are a correction factor based on the half step between E and F in the scale.

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Under the provisions of the grant, Educational Solutions must first produce a prototype of the courseware, then test it on public school students. After analysis, the courseware will be revised and prepared for distribution.

\section*{OSU's TABS Project}

The College of Education at OSU (Ohio State University) is busily at work on project TABS. The purpose of this project is to develop and disseminate curricular materials in which high technologies are used to teach basic mathematical skills such as problem solving, estimation, and computer literacy. Funded by the US Department of Education, project TABS's goal is to collect and evaluate existing educational software for microcomputers and select the highest quality programs for distribution. The programs are to be field tested and distributed nationally.

Individuals or groups who have developed mathematics software for the upper elementary-school level are invited to submit their work for possible inclusion in the project. To have materials considered, send a cassette tape or floppy disk with a printout, machine documentation, and any related information to Dr Suzanne K Damarin, TABS Project, Arps Hall 202-A, 1945 N High St, Columbus OH 43210, (614) 422-1257.

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\section*{Software Review}

\section*{Infinite BASIC and Infinite Business}

\author{
Scott Mitchell, 346 S Taylor St, Manchester NH 03103
}

Infinite BASIC is a software-utility package for the Radio Shack TRS-80 sold by Racet Computes. The package has a suggested retail price of \(\$ 49.95\), with an optional Infinite Business package available for \(\$ 29.95\).

The purpose of these packages is to add extra commands to either your disk BASIC or Level II cassette system. Infinite BASIC adds eighty commands to your BASIC vocabulary, so if you thought the Level III add-on for your cassette system was a good deal, you'll consider this a steal for the same price. Level III BASIC (from Microsoft Consumer Products, Bellevue, Washington) always consumes 4 K bytes of memory, even if you use only one or two of its features in your program. Infinite BASIC lets you take only the features you want and put them on a system tape or disk file, thereby saving memory space. Also, you can place the resulting object code in memory anywhere you wish. These two features make Infinite BASIC a versatile package for both disk and tape users.

\section*{Infinite BASIC-Matrix and Strings}

Infinite BASIC is the foundation of the program set.
Text continued on page 100

\section*{At a Glance}

\section*{Name}

Infinite BASIC and Infinite Business

\section*{Type}

BASIC extension software system with independent application modules

\section*{Manufacturer}

Racet Computes
702 Palmdale
Orange CA 92665
(714) 637-5016

\section*{Price}

Infinite BASIC:
\$49.95; Infinite
Business: \(\$ 29.95\)

\section*{Format}

5-inch floppy disk or tape cassette

\section*{Language}

Z80 machine language

\section*{Computer}

Radio Shack TRS-80 with either disk BASIC or Level II cassette system

\section*{Documentation}

Printed booklets 14 by \(22 \mathrm{~cm}(51 / 2\) by \(81 / 2\)
inches); for Infinite BASIC, two booklets totaling 84 pages; for Infinite Business, one booklet with 21 pages

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Listing 1: Sample string-manipulation program and run. Note that the commands are small and compact. The program in itializes string \(A \$\), performs a function on it, and prints it out. After each printout of the modified string, \(A S\) is reset to its original contents and the next operation is performed. With each command that modifies \(A S\), the modified string is stored in 1\$. However, it could simply be put back into A\$. The program runs quite fast.

1 CLS
10 GOSUB1000
11 PRINT:PRINT"A \(\$=("::\) PRINT A\$;:PRINT")"
20 I\$ = \&SLR \(\$(A \$, 6):\) LEFT ROTATION COMMAND
21 PRINT"LEFT ROTATE BY \(6=(":: P R I N T I \$ ;: P R I N T ") "\)
30 GOSUB1000
40 J\$ = \(\&\) SRR \(\$(A \$, 6):\) RIGHT ROTATION COMMAND
50 PRINT"RIGHT ROTATE BY \(6=(":: P R I N T J \$ ;: P R I N T ") "\)
60 GOSUB 1000
70 I\$= \&SLIS(A\$): 'LEFT JUSTIFICATION COMMAND
80 PRINT"LEFT JUSTIFIED = ("::PRINTI\$;:PRINT")"
90 GOSUBI000
100 J\$ = \&SRI\$(A\$):'RIGHT JUSTIFICATION COMMAND
110 PRINT"RIGHT JUSTIFIED = ("::PRINT)\$;:PRINT")" 120 GOSUBIOOO
\(130 \mathrm{~J} \$=\$ \mathrm{SLT} \$(\mathrm{~A} \$):\) :LEFT TRUNCATION COMMAND
140 PRINT"LEFT TRUNCATED \(=("::\) PRINTI \(\$:\) :PRINT")"
150 GOSUB1000
160 J \(\$=\& S R T \$(A \$) ; ' R I G H T\) TRUNCATION COMMAND
170 PRINT"RIGHT TRUNCATED = (";:PRINTI\$;:PRINT")"
180 GOSUB 1000
\(190 \mathrm{~J} \$=\$\) SLS \(\$(A \$, 4):\) ' LEFT SHIFTING COMMAND
200 PRINT"LEFT SHIFTED BY \(4=("::\) PRINTJ \(\$ ;:\) PRINT")"
210 GOSUBJ000
220 J \(\$=\$ S R S \$(A \$, 6):{ }^{\prime}\) RIGHT SHIFTING COMMAND
230 PRINT"RIGHT SHIFTED BY \(6=(" ;:\) PRINTI \(\$ ;:\) PRINT")"
240 GOTO240
1000 A \(\$=\) " ABCD EF "
1010 RETURN
9999 END
RUN
\(\mathrm{A} \$=(\mathrm{ABCD} \mathrm{EF})\)
LEFT ROTATE BY \(6=(\mathrm{D}\) EF ABC)
RIGHT ROTATE BY 6=( EF ABCD )
LEFT JUSTIFIED = (ABCD EF )
RIGHT JUSTIFIED = ( ABCD EF)
LEFT TRUNCATED \(=(A B C D E F\) )
RIGHT TRUNCATED \(=(\) ABCD EF)
LEFT SHIFTED BY \(4=\) (BCD EF )
RIGHT SHIFTED BY 6=( ABCD )

Listing 2: Program and run showing the packed-decimal mathematics function. The numbers must be saved into strings, then converted into packed decimal by the proper command. One may initialize precision up to 500 places; however, the more places you specify, the slower the operation will become. When the answer arrives, it is converted back to a string for printing or further normal mathematics functions. The precision of the exponent printed out in the answer is also initialized to either \(10^{-64}\) to \(10^{63}\) or \(10^{-32768}\) to \(10^{32767}\).

10 CLS:DEFINTC
20 CLEAR2000
\(30 \mathrm{~N} \$=" \mathrm{~J} ": \mathrm{X} \$=\) " \(3994949 "\)
\(40 \mathrm{~J}=\& \mathrm{BPRC}(120,2):\) 'SETS UP 120 DECIMAL PLACES PRECISION
\(50^{\circ} \quad+\) OR - 32767 EXPONENT RANGE
\(60 \mathrm{~N} \$=\$ \mathrm{BCP} \$(\mathrm{~N} \$): \mathrm{X} \$=\$ \mathrm{BCP} \$(\mathrm{X} \$):{ }^{\circ} \mathrm{CONVERTS} \mathrm{X} \$+\mathrm{N} \$\) PACKED DECIMAL
70 A \(\$=\$ B D P \$(N \$, X \$):{ }^{\prime}\) DIVIDES A \(\$\) BY X \(\$\) PACKED DECIMAL
\(80 \mathrm{~N} \$=\& \mathrm{BPC} \$(\mathrm{~A} \$):{ }^{\prime} \mathrm{CONVERT}\) ANSWER TO PRINT
90 PRINT"1/3994949 = ";:PRINTN\$:'PRINTS ANSWER
99 END
RUN
\(1 / 3994949=2.503160866384026429373691629104651899185696\)
7385566123622604443761359656906759009939801484324330548
3999920900116622264764 D -00007


Threaded languages (such as FORTH) are an exciting new class of languages. They are compact and fast, giving the speed of assembly language with the programming ease of BASIC, and combine features found in no other programming languages. An increasing number of people are using them, but few know much about how they work. Is a threaded language interpreted or compiled? How much memory overhead does it require? Just what is an "inner interpreter?"' Threaded Interpretive Languages, by R. G. Loeliger, concentrates on the development of an interactive, extensible language with specific routines for the ZILOG 280 microprocessor. With the core interpreter, assembler, and data type defining words covered in the text, it is possible to design and implement programs for almost any application imaginable. Since the language itself is highly segmented into very short routines, it is easy to design equivalent routines for different processors and produce an equivalent threaded interpretive language for other development systems. If you are interested in learning how to write better FORTH programs or you want to design your own powerful, but low-cost, threaded language specific to your needs, this book is for you.
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Text continued from page 96:
The extra commands available handle functions that, if done as a routine in standard BASIC, would take up to fifty times longer. The commands provide capabilities for matrix and string manipulation, graphics, and data compression.

There are twenty-three commands in the matrix category. Some of the many functions that they speed up are copying, scaling, solving simultaneous linear equations, matrix inversion, and operations on a matrix from constants or another matrix.

The speed of these commands is far superior to conventional BASIC. For instance, if you want to invert a 10 by 10 matrix, the command is \(J=\& \operatorname{MINV}(A, B, C)\), where \(A\) is the matrix to be inverted, \(B\) is the array where the inverted matrix is to be stored, and \(C\) is the size of the matrix to be inverted (default is the dimension of \(A\) ), \(J\) is the return argument. \(J\) is 0 if a solution is found and -1 if not. The command \(A=\& \operatorname{MINV}(A, B, 3)\) is certainly much faster to execute and requires less syntax than standard BASIC commands. For another example, suppose you want to multiply matrix A by matrix B. This is performed by the simple statement \(J=\& \operatorname{MELM}(A, B)\). All matrix commands are of similar format, execution time, and simplicity.

There are fourteen string-compression routines, which are extremely useful for compressing data for increased storage efficiency. However, you must know the type of data with which you are dealing and exactly what you intend to do to the data in the program. You can compress or expand in 4-, 5-, 6-, or 7-bit formats. You can use this
in random-file formats but not in sequential files (since some control characters may be in the data). You can also convert data to lowercase or uppercase and remove multiple characters.

There are fourteen string-manipulation commands provided, and they handle left and right character shifting and rotating, justifying, and truncating. You can also invert a string, sort a string (multiple-key sort), delete a substring, pack string text, and more. (See listing 1, page 98, for an example.)

The graphic commands allow drawing and erasing lines between any two coordinate points. Four commands allow scrolling of the screen up, down, left, or right. There is no wraparound feature, so scrolling up and down will result in a loss of what was at the top or bottom of the screen. These commands can best be used to improve screen presentation of data, and fast execution means little time is lost.

Other available commands include the writing of matrix data onto tape and the transfer of string and variable arguments to a subroutine in the program and back again. There are decimal-to-hexadecimal conversion commands.

\section*{Infinite Business}

Infinite Business is an add-on package giving twenty commands that, among other things, control a printer, provide multiple-precision mathematics, search string arrays for matching elements, and provide hash number generation. (The package needs Infinite BASIC before it will work.)

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I found the automatic page headings and pagination to be the most helpful feature in the printer category-just define the header or footer and run the program. This feature can be turned on or off and reset within the program.

I have found that packed-decimal mathematics is very interesting to most people who have Infinite Business. With it, they can add, subtract, multiply, and divide with up to 500 significant places of precision. I would have liked to have seen some more mathematics functions here such as squares, square roots, logarithms, and other technical-mathematics functions. (See listing 2, page 98, for an example.)

\section*{Conclusions}
- In checking over these packages, I saw two problems. In trying to assemble an Infinite BASIC module for use in low memory on tape, I set an upper limit of hexadecimal 7FFF and the assembler bombed out. I assume this is a result of the assembler placing its code in the same memory that I had specified during the assembly process, thus clobbering the disk operating system. It is unfortunate that the assembler cannot make the object modules in high memory and save them on tape or disk. If this were so, the object modules could then be loaded into the memory locations the user specified. As it is, the assembler will save the object code to tape, but saving to disk requires typing in a cumbersome dump command. The assembler gives everything needed to type for this dump, but it would be much easier if the user did not have to intervene (and if the disk operating system clobbering were eliminated).
-The second problem is that the setting of memory size is difficult for those BASIC programmers who are not especially familiar with machine language. The Infinite BASIC documentation spends little time with examples of how to do this with user-created object modules.
- The Infinite BASIC documentation is about as difficult to understand as the Radio Shack Level II manual. There are three manuals. Two are for Infinite BASIC-one being a general description with lots of examples, the other a definition of the command formats. The Infinite Business manual has both of these elements incorporated into one volume. All the information is there, but there are not enough examples to cover every case, so the result may be that the 100 available commands will be hard for the less experienced programmer to understand. As the command statements are fairly involved, frequent references to the manuals are necessary.
- These packages would be of great help to the more skilled business, game, and general programmer who could best understand and make use of the available power. However, in comparing these to other similar packages, almost anyone would find enough of the 100 commands useful to make it worth the price.

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\title{
A Pascal Library Unit for the Micromodem II
}

\author{
Thomas H Woleki \\ 8140 Stroet NE \\ Waehington DC 20002 \\ (MicroiNet 70220,165\()\)
}

\section*{The Micromodem}

The Hayes Microcomputer Products Micromodem II is a powerful combination of hardware and firm. ware that facilitates computertocompuler communication. The on. board ROM (read-only memory) contains programs for originationg and answering calls (including dialing the telephome) and an ACLA (asynchronous communications interface adapter) device for paralle-to-serial conversion. In addition, the accompanying owner's manual provides a Wealh of information on how to custom program the modem for such applications as repertoire dialing. modifying hardware defaults, and dumb terminal communications. All of the examples given are in BASIC.
At the time I purchased a Micromodem for my Apple II computer. Pascal software for driving it was not available. In fact, certain parts of the modem's firmware refer to locations and roulines used by the old Apple monitor; these routines are accessible from BASIC but don't exist under Pascal. Having forsworn BASIC and being faced with the modem as my only non-Pascal application, I was determined to develop a suitable library of Pascal programs. With a little help from the friendly folks at Hayes Microcomputer Products (who are about to release their own Pascal

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About the Athori Thoonts H Wolskethes a PMD in statimice and is currertly drestoving an interation tatimtict packuse for the Appht If. His toterculs dreluele appitedtions programmaing in Pascal and ayberne developmont for the Ayple If.
}
soft ware), and through close study of the manual, I was able to do just that.

\section*{The Library Unik}

The routines are housed in an intrinsic unit dubbed "micromodem" (see listing 1). Library units are a UCSD addition to Pascal; commonly used routines can be slored in a library unit that can be called by any Pascal program Intrinsic units have the advantage that the obiect code of the unit is never entered into the code fike of the host program, thereby maximizing disk storage space. A slight disadvantage is that the library containing the unit must be on-line (available for access) whenever the hosi program is execuled. I have the unit stored in my system library on the boot disk.

UCSD Pascal units consist of two major syntactical components: an "interface" block and an "implementation" block. The interface block contains the declarations for all the structures available to the calling program, just as if they were declared in the global-data segment of that program The implementation portion contains declarations used by the unit but not available to the host, as well as definitions of all the procedures declared in the interface. All "exdernal" procedures (the independently assembled machine-language programs used by the unit) must be declared at this point and linked in later.
Our interface block begins with the declaration of several constants which correspond to the addresses of certain locations in the modem's ROM and the Apple's memory. The
constants are appropriate 10 having the modem card in slot 2 on the Apple's motherboard. This is the set-up expected by the Apple's low-level I/O (input/output) drivers, the BASIC I/O Subsystem, or BIOS. If you wish to install the card in another slot you will have to modify the addresses and the BIOS accordingly.

The values "acia" and "modem" are the addresses of the ACIA and the modem control and status words. respectively. Both of these registers (actually pairs of registers) have the property that what is writuen to them (the control word) is not what may be read from them (the status word). Since it is important to know what was last written as the modem control word, a copy of this data is stored in location "modemcopy" in a portion of the Apple's memory.

The value "keybde" is the address of the Apple's keyboard, and "datain" is the address where characters received by the modem can be found. The value for "outa" is the address of a routine in the modem's firmware which transmits characters; this routine expects to find the characters in "dataout". Fortunately. the outpui routine does nol reference any "old" monitor locations.

The constants "resetflag" and "seffest" correspond to two special bits in the modem control word Set. ting bit 3 of the word pus the modem into the sell-rest mode, wherein the modem communicates with itsell. Setting bit 4 prevents the ROM from automatically applying default settings to the ACIA.
The next two sets of declarations establish two variables. "br" and

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"md", that may assume the values "low" (corresponding to 110 bps [bits per second]) and "high" (300 bps), and "answer" and "originate" respectively. Following this is a set of declarations for boolean-valued functions that report on various aspects of ACIA and modem status. The inte-ger-valued functions "aciastatus" and "modemstatus" return a complete status report. The interface block concludes with a series of procedure declarations for setting the ACIA and modem control words and for performing such chores as dialing the phone, waiting for the other system to turn on its carrier, and sending and receiving characters. Several of these routines call external procedures declared in the implementation block.

The implementation block begins with a set of declarations that facilitate direct-money accessing from Pascal. The declarations
establish the type "freeunion", a variant record, and a variable ("memory") of that type. The variable has two names (it is a free union; see Peter Grogono's Programming in Pascal, listed in the references) and will be interpreted differently depending on the name used. When referred to as "memory.addrs" it will be treated as an integer, but when referred to as "memory.pntr" it will be treated as a pointer to an array of the type "word". Thus, both the location pointed to and its contents can be manipulated from Pascal as indicated in the following fragment:

VAR \(x: 0 . .255\); ( \(x\) takes integer values from 0 to 255)
memory.addrs: = acia; (point to location acia)
\(x:=\) memory.pntr[0]; (read the Text continued on page 124

Listing 1: Library unit "micromodem" for Apple Pascal system. These routines can be called for use by any Pascal program, but they are intended to drive the Hayes Microcomputer Products Micromodem II.

\section*{(**LFRINTEF:*) \\ 〔*\$St* (N* SWAFFING REQUEREE FOR UNITS *;}

UNIT micromodeniINTRINSIC COLE 23 IIATA 24;

\section*{INTERFACE}
```

CONST datain= -1s217; { {COA7 ;
асia= -15218; { {COAS }
modem= -15219; { \$COAS }
Keybde= -15394; ( $C000 )
    outz= -15870; ($C202 ;
dalaout= 1912; ( \$0778 )
modemcory=185S; ( \$0S7A )
resetflas= g;
selftest= 15;
TYPE baudrate=(lowrinsin);
mode= (answer,orisinate);
VAR mdimode;
bribaudrate;
FUNCTION rinsinsiROOLEAN;
FUNCTION carrier:BOOLEAN;
FUNCTION rcurfull:ROOLEAN;
FUNCTION transempty:ROOLEAN;
FUNCTION aciserror:BOOLEAN;
FUNCTION aciastatus:INTEGER;
FUNCTION modemstatus:INTEGER;
PROCEDURE initacia(wordiINTEGER);
PROCEDURE enabletransmit;
PROCEIURE setmode{mdimode;br ibaudrate);
PROCEDURE pickuf;

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\section*{Scottsdale Systems}

6730 E. McDowell Road \#1 03 Scottsdale. Az. 85257
Open 6 to 6 PM - M S So.

Listing 1 continued:
PROCEIURE dial(nunder:STRING): PROCEDURE waitforcarrieri PROCEIURE hanguf; PROCEIURE setmodemi wordiINTEGER ; PROCEIURE sendchar; PROCEIURE getchar(UAR chichari;

IMPLEMENTATION
-TYPE nord=PACKEI ARFAY[0..1] OF 0..255;
freeunion=RECORII CASE BOOLEAN OF TFUE:( addrsiINTEGEF);
FALSE:(valueifword);
ENII;
VAF nemory:freeunion;

\section*{FUNCTION rinsins;}
[ Iletermine whether the fhone is rinsins \}
BEGIN
memory.addrs:=MODEM;
rinsins:=memors.valuet[0]<128;
ENI;

FUNCTION carrier;
( Test for presence of carrier \}
BEGIN
memors.adors:=aciz;
carrieri=memory.valuet[0] MOLI 8<4;
ENI;
FUNCTION rcyrfull;
(Check if ACIA receiver resister is full)
BEGIN
межогз.adars:=acia;
revrfull: =0ng(memors.valuet[0]);
ENII:
FUNCTION transemfts;
(Check if ACIA transmitter resister is emfty ;
BEGIN
мемогч.addrs:=acia;
transemfts: =0ПM memors,valuef[0] IIV 2);
ENII;
FUNCTION aciaerror;
( Check for ACIA error ;
BEGIN
memory.addrs:=acia;
aciaerrori=memors, valuet[0]>3;
ENI:
FUNCTION aciastatus;
( Ileteraine ACIA status )
BEGIN
memory.addrsi=aciai
aciastatus:=memory, value\{[0];
ENII;
FUNCTION modemstatus;
( Iletermine last value written to modemi )
BEGIN
menory.addrsi=modemcofy;
modemstatus: =memorsivaluef[0];
ENI;

\section*{from 廣玔 to Anvruith ...}
discor
cmatren

\section*{USER'S 6}

คอมพบวเตอ

DISCOVERY คู่มีอการไร discovery
\(\qquad\)
PROCEDURE initzcia;
PROCEDURE initzcia;
    ( Iinitialize ACIA )
    ( Iinitialize ACIA )
    UAR dunmy:INTEGER;
    UAR dunmy:INTEGER;
    BEGIN
    BEGIN
        semory. ador 5:=aciz;
        semory. ador 5:=aciz;
        aemory.valuet[0]:=3;
        aemory.valuet[0]:=3;
        memory.value1[0]:=word;
        memory.value1[0]:=word;
        REPEAT dumms:=0 UNTIL NOT carrier;
        REPEAT dumms:=0 UNTIL NOT carrier;
    END;
    END;
PROCEIURE newmodemvalue(newbits:INTEGER);
EXTERNAL;
    ( Losical or the value last written to
        location modem (stored in modencopy)
        with the arsument, store the result
        in modemcops and wite it to moden, )
PROCEDURE enabletransmit;
    ( Turn on the modem transmitter)
    BEGIN
        newmodemvalue(2);
    END;
PROCEDURE setmode;
    ( Set the mode and baud rate )
    BEGIN
        newmodemvalue( 4*ord(md) ford(br));
    END;
PROCEDURE pickup;
    ( Pick uf the fhone, wait for dial tone)
    VAF duamy maitiINTEGER;
    BEGIN
        newmodeavalue( 128 );
        ( wait for dial tone)
        FOR wait:=0 103000 IO dumus: \(=0\);
    END;
PROCEDURE dialit(number:STRING);EXTERNAL;
    ( Mial the indicated number, displas the disits
        as they are dialed)
PROCEDURE dial;
    ( Dial the indicated number )
    BEGIN
        WRITE 'Dialins...' );
        dialit(number);
        writeln;
    END;
PROCEDURE waitforcarrier;
    ( Wait for carrier after dialing \}
    VAR datarmait:INTEGER;
    BEGIN
    wait:=0;
    WHILE NOT carrier AND (wail< 10000 ) DO
        BEGIN
        wait:=waitt1;
        memory.ador s:=datain;
        datz:=memory.valuef[0];
        END;
    END;
PROCEDURE setmodem;
    C Write a new value to the wodem
        control word \(\}\)

\section*{Say Ahh..}


\title{
Our New grafixPLUS \({ }^{\text {m }}\) 80-column printer opens wide for easy servicing.
}

Introducing the newest members of our grafixPLUSTM family-the DP-9000 Series 80/132 column printers-built on the same tradition of quality printout, solid design and low cost of ownership established by our 132/220 columni DP-9500 Series.

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it-in and print. Also standard are: a sophisticated communications interface for printer control and full point-to-point communications, DEC PROTOCOL, and a 700 character FIFO buffer. An additional 2 K buffer is optional.
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Nautilus Systens' Forth Cross-compiler is now in use by individuals, universities, and major companies around the world.

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\end{tabular}

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Listing 1 continued:

\section*{BEGIN}
nemor 3, addr \(5:=\) modemicors ;
memory.valuef[0]: \(=0\);
newnodenvalue( word);
END;

PROCEIURE hansup;
[ Hans up the fhone, turn off the sodem ]
BEGIN
selmoden( 0 )
END;

PROCEIURE sndchar; EXTERNAL;
[ Get a character from the kescoord, lransfer il lo the modem oulfut localion dataout, and transail the character via the modem rouline located at outa \(]\)
PROCEIIURE sendchar;
BEGIN
sndchar;
ENI;

FUNCTION stchar:CHAR;EXTERNAL;
© Felch the character stored in the podea infut location datain and send it to the screen. Pass the characler as a funclion resull, \}
PROCEIURE setchar;
BEGIN
ch:=slchar;
ENI;

\section*{BEGIN}
selaroden(reselflas);
ENI.

Listing 2: The assembly-language programs called in the implementation block of listing 1. These low-level utility routines are stored as part of a file called NATIVECODE in a library unit, and may be accessed from any Pascal program.

```

;
; THESE ROUTINES GRE STOREII IN THE
SYSTEM LIERARY:
;
; FOKE(UAL'JE,ALIIRS:INTEGER);
; FEEK(ALLDS:INTEGER):INTEGER;
; CaLL(ALIIRS:INTEGER);
; [IIALIT(NUMEER:STRING);
; NEWMOIEMVALUE( WORII: INTEGER);
; SNILCHAR;
; GTCHARF;
;
; THOMAS H.WOTEKI
; LAST UPILATE MAY }199
;--.....---...---.-...-----------------------------
. Macko pop
FLA
STA \%
PLA
STA $\% 1 \neq 1$

```

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Listing 2 continued:

\section*{-ENIM}
\begin{tabular}{|c|c|}
\hline & - HACRO FUSH \\
\hline & L[IA \% \(1+1\) \\
\hline & FHA \\
\hline & UIIA Yi \\
\hline & FHA \\
\hline & - ENIIM \\
\hline & ;Gloral equates \\
\hline PAGCAL & . EDU 00 \\
\hline PASCALIH & .EQU 01 \\
\hline [IOSIM & , EQU OCOB3 \\
\hline [ICSSUT & .EQU OCO8F \\
\hline CONCiECLI & , EQU O[1681 \\
\hline VIIOUT & .EQU OLI7E? \\
\hline
\end{tabular}

;
.F'ROC FOKE,2 i2 FARAMETER WORIIS
i
;FROCEIURE(VALUE, AIIIRS:INTEGER)
; EFFECT:
; VALUE IS STOREII AT AIIIRS

Listing 2 continued
- HACRO FUSH

LIAA \%1+1
ZIIA \%1
FHA
;GLOEAL EQUATES
ensal .EQU 00
F'ASCALLII ,EQU 01
HOSN ERU OCOB3
, EQU OCO8
CJIOLT
;
; VALUE IS STOREII AT ALILRS
```

AIIIRS ,EQU O2
AIIIREHI .EQU 03
FOF FASCAL
LIY \$00 ;INITIALIZE Y-REG
FOF AIIIRS ;SAVE AIIIRESS
;ARGUEMENT
FLA};\mathrm{ ;SE OF VALUE
STA EAIIIRS,Y ;STORE VALUE AT
;AIIIRS
;IISCARII MSE VALUE
FUSH F'ASCAL
FTS ; FACK TO PASCAL

```
\(;=====================================\)
    -FUNC FEEK, 1 i F'AFAMETER WORD
;
;FUNCTION FEER(AIIIRS:INTEGER):INTEGER
; EFFECT:
    THE CONTENTS OF ALIIRS ARE
        FETURNEII GY F'EEK
;
AIIIIRS EQU 02
AIIIRSHI :LQU 03
    POF PASCAL
    FLA gDISCARD 4 BYTES
    FLA ;DF STACK BIAS
    FLA ;ASSOCIATED WITH
    FLLA ;FUNCTIONS
    FOF ALIIRSS ;SAUE ADDRESS TO
        ¡PEEK

Listing 2 continued on page 118

\section*{The best newssince CPM... customizable full screen editing}

As a serious computer user you spend much of your time editing, whether it be for program development or word processing. Make the best use of your time with the help of VEDIT, an exceptionally fast and easy to use full screen editor. VEDIT is a highly refined and proven editor which is easy enough for novices to learn and use. Yet its unequalled set of features also makes it the choice of computer professionals. And because VEDIT is user customizable, it adapts to your keyboard, hardware, applications and preferences.

In VEDIT, the screen continuously displays the region of the file being edited, a status line and cursor. Changes are made by first moving the cursor to the text you wish to change. You can then overtype, insert any amount of new text or hit a function key. These changes are immediately reflected on the screen and become the changes to the file.

VEDIT has the features you need, including searching, file handling, text move and macros, plus it has many special features. Like an 'UNDO' key which undoes the changes you mistakenly made to a screen line. And a mode which allows a programmer to enter all textin lower case and let VEDIT convert the labels, opcodes and operands, but not the comments, to upper case. The screen writing is almost instantaneous on a memory mapped display or can use your CRT terminal's editing capabilities. Disk access is very fast too, and VEDIT uses less than 12 K of memory. The extensive 70 page, clearly written manual has sections for both the beginning and experienced user.

\section*{Totally User Customizable}

Included is a setup program which allows you to easily customize many parameters in VEDIT, including
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The CRT version supports all terminals by allowing you to select during setup which terminal VEDIT will run on. Features such as line insert and delete, reverse scroll and reverse video are used on 'smart' terminals. Special function keys on terminals such as the H19, Televideo 920C and IBM 3101, and keyboards producing 8 bit codes or escape sequences are also supported.

\section*{New Fentures and Support}

The new release includes disk write error recovery, indent and undent keys for structured programming, and the ability to insert a specified line range of another file at the cursor position. Versions for MP/M \({ }^{\mathrm{R}}\) and the Apple \(\mathrm{Il}^{\mathrm{R}}\) SoftCard \({ }^{\mathrm{R}}\) are now also available.

\section*{Ordering}

Specify the CRT version, your video board or microcomputer, the \(8080 / \mathrm{Z80}\) or \(\mathrm{Z80}\) code version, and disk format required.
Standard Package: Disk and manual.
. \(\$ 110\)
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Allows user-defined data types and complex data structures. Five built-in data types: byte, integer, 9 digit floating-point, string and boolean.
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BASIC99 and OS. 9 are trademarks of Microware \({ }^{\text {® }}\) and Motorola. UNIX is a trademark of Bell Laboratories.* Most software is available on ROM or diskette in versions for many popular 6809 computers. Contact Microware \({ }^{\text {© }}\) for specific availability.

\section*{MICROWARE}

Microware Systems Corp., Dept. B2
5835 Grand Avenue, Des Moines, Iowa 50304 (515) 279-8844 • TWX 910-520-2535

Listing 2 continued:
LINA \(\ddagger 00\) ; INITIALIZE TAY ;Y-REG

\section*{PHA}
;PUSH MSB OF ; RETURNED VALUE: ;ZERO

LDA eainds, Y ;LOAD A WITH LSB ;OF RETURN VALUE PHA ;PUSH DN STACK

PUSH PASCAL
RTS ;BACK TO PASCAL
```

;=\#===================================
.PROC CALL,1; 1 PARAMETER WORD
;
;PROCEIURE CALL(ADDRS);
;
EFFECT:
Calls the routine located at addrs
aNII RETURNS tO PASCAL
;USES A FORM OF INDIRECT AIDRESSING
;SUGGESTEII BY KENNETH SKIER IN THE JAN
;1980 OF BYTE, P. 118.:
;
;A JSR INSTRUCTION FOLLOWED BY "ADDRS"
;are lOAIEII INTO CONSECUTIVE LOCATIONS

```
¡BEGINNING AT LOCATION "JUMP". CALL THEN
;EXECUTES A JSR TO THAT LOCATION THEREBY
;TRANSFERRING CONTROL TO THE ROUTINE
; LOCATEI AT "AIIIRS".
;
;WHEN THE RTS IN THE DESTINATION ROUTINE
; IS ENCOUNTEREI, CONTROL IS RETURNED TO
;LOCATION "IIONE", THEN TO THE MAIN BOIIY
;OF CALL, THEN TO FASCAL.
```

JUMF ,EQU 02
AITIRS .EQU 03
AITIRSHI .EQU O4
{IONE .EDU 05
POP FASCAL
LIIA \$20
STA JUMP
LIA \$60
STA IIONE
FOP AIIIRS ;SAVES AIIIRESS OF
;IESTINATION ROU-
;TINE
JSR .JUMP
PUSH FASCAL
RTS
;===========================================
;
.PFKOC IIIALIT.1
;
; A FFROCEIURE TO IIIAL THE PHONE USING

```

\section*{MULTIUSER}

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历 \(490 \square\)
MP／M DPTIONAL．
CF \(\mu\) Aht we r REGISTERED TAADE ALARKS OF EISTAL RESEARCH


Listing 2 continued：
；THE D．C．HAYES MICRDMDEM II．
；
；THIS ROUTINE IS CALLED BY THE PROCEDURE
DIAL（NUMRER：STRING）
IN THE LIRRARY UNIT MICROMDEM．
；THIS ROUTIINE ASSUMES THE MICROMDEM
；IS IN SLOT 2 ON THE MOTHER RDARD．
；IT SHARES＂MODEMCOPY＂，
；WHICH CONTAINS A COPY OF THE MODEM
；CONTROL WORD，WITH THE LIRRARY UNIT．
；
i＝ニニニニニニニニニニニニニニニニニニニニニニニニニニニニニニ＝ニ＝ニ＝ニ＝＝
\begin{tabular}{|c|c|}
\hline MDIEM & ．EQU OCOAS \\
\hline MDIIEMCOF＇ & ，EQU 067A \\
\hline WAIT61 & ．EQU 99 \\
\hline WAI T38 & ．EQU 7A \\
\hline LOCATION & ．EQU 02 \\
\hline LENGTH & －EQU 04 \\
\hline HANGUF＇ & －EQU 06 \\
\hline PICKUF＇ & ．EQU 07 \\
\hline
\end{tabular}
iSAVE THE PASCAL RETURN ADDRESS FOP PASCAL
；PDP THE MEMORY ADDRESS OF THE ；TELEPHONE NUMBER
POP LOCATION
iINITIALIZE LOCATIDNS HANGUF

；AND PICKUP FOR PRDPER DIALING
LDA MODEMCOPY
AND \(\ddagger 7 \mathrm{~F}\)
STA HANGUP
LDA MODEMCOPY
ORA \(\# 80\)
STA FICKUP
；REMEMRER HOW MANY IIIGITS IN
；THE TELEPHONE NUMBER
LIIY \(\ddagger 00\)
LIIA＠LOCATION，\(\%\)
STA LENGTH
；inITIALIZE TO GET THE FIRST
iDIGIT
LIIY \(\$ 01\)

\section*{NXTIIGIT TYA}
pHa ；Save iiggit number on stack
LDA BIOSIN ；SWTICH TO RIDS
LDA BLOCATION，Y iDISPLAY DIGIT
JSR UIIIOUT ION CDNSOLE
LIA BIOSDUT ；BACK TO PASCAL
PLA ；FECDUER DIGIT NUMBER
TAY
LIA ELOCATION，Y ；GET DIGIT AGAIN
；CDNUERT DIGIT FROM CHARATER FORM
SEC
SRC \(\ddagger 30\)
RNE START
LDA \(\ddagger 0 \mathrm{~A}\) IIN CASE DIGIT IS 0
IINITIALIZE X TO COUNT PULSES
TAX
；DIAL THE IIIGIT
FULSE LIIA HANGUP
STA MODEM
LDA \＃HAIT61
JSR WAIT
LDA PICKUP
STA MODEM
LDA \＃WAIT39
JSR WAIT
DEX
BNE FULSE
；WHEN DONE WITH A DIGIT CHECK
；TO SEE IF DONE WITH NUMBER
CPY LENGTH
BEQ DONE
iIF NOT，WAIT A WHILE THEN GET
；THE NEXT DIGIT
JSR LONGWAIT
INY
BPL NXTDIGIT
IIONE PUSH PASCAL
RTS
LONGWAIT LDX \(\ddagger 05\)
AGAIN LDA \(\ddagger O F F\)
JSR WAIT
DEX
BNE AGAIN
RTS
Listing 2 continued on page 122

\title{
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}

Listing 2 continued:
\begin{tabular}{ll} 
WAIT & SEC \\
WAIT2 & PHA \\
WAIT3 & SEC \(\# 01\) \\
& BNE WAIT3 \\
& PLA \\
& SBC \(\ddagger 01\) \\
& BNE WAIT2 \\
& RTS
\end{tabular}
; ===========================================1 ;
.FROC NEMMODEMVALUE,1
;
; A FROCEIURE TO CHANGE THE CONTENTS
; OF LOCATION SCOA WHICH IS THE (SLOT
; 2) LOCATION OF THE MICROMOIEM CONTROL
; WORII. THIS IS A ROUTINE WRITTEN ESPE-
; CIALLy fOR USE BY THE LIBRAFY UNIT
; MICROMODEM.
; THE ROUTINE LOGOCAL ORS ITS ARCUMENT WITH
; THE CONTENTS OF MOIIEMCOFY, 5067 A , SAUES
; THE RESULT IN MOIIEMCOPY ANII WRITES IT TO ; MODEM, §COA5.
```

MOIEMCOFY .ERU 087A

```

MOIIEM .ERU OCOAS
POF FASCAL
;PULL THE VALUE DF THE NEW
```

;RITS TO RE SET ANII UFIATE
;MOIEM
FLA
ORA MOIEMCDFY
STA MOIEMCOFY
STA MOIEM
FLA iIIISCARII MSR OF
;NEWEITS
iBACK TO F'ASCAL
FUSH PASCAL
RTS
;
.FFOC SNIICHAR
;
; APROCEIIURE TO OUTPUT ONE CHARACTER
; THFOUGH THE MICROMOIIEM LOCATEII IN
SLOT 2.
;
; ROUTINE IS CALLEII FROM THE LIRFARY
; UNIT MICROMOIEEM.
;
;---------------------------------------------
FPTK .ERU ORF18
WFTFi .EQU OBF19
CONRUF .EQU 03E1
BUMF' .ENU OII72C
IIATAOUT .EQU 0778
OUTA .EQU OC2O2
LIIA BIOSIN
JSF CONCHECK
LIIX FPTR
CPX WPTR
REG HOME
JSF RUMF
STX FPTF
LIIA CONRUF,X
STA IIATAOUT
JSF OUTA
LIIA EIOSOUT
RTS
; ;==========================================
;
.FUNC GTCHAF
;
; A ROUTINE TO GET ONE CHARACTER FROM
; THE MICROMODEM LIATA INFUT LOCATION
; IIATAIN. the routine assumes the re-
; CEIVER FEGISTER IS FULL.
; AFTEF FETCHING THE CHAFACTEF THE ROU-
; TINE OUTPUTS IT TO THE CONSOLE SCREEN
; ANI RETURNS THE UALUE TD THE CALLING
; FRROGRAM AS A FUNCTION RESULT.
;
; THIS ROUTINE IS F'ART OF THE LIRFARY
; UNIT MICROMOIEEM.
;
IIATAIN .EDU OCOA7
POF FASCAL

```

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Text continued from page 108:
siatus of the acia) memory.pntr(0): \(=x\) : (write the acia control word)

This technique is used in the code for several of the listed routines. Implementation of the technique may be machine dependent. The alternative is to link externally assembled machine-language programs to perform the work of BASICs PEEK and POKE. Such programs are illustrated below.

The procedure "initacia" performs initialization of the ACLA by setting it up for chanacters of the length specified by the parameter value. It then waits for a no-carrier-detected signal before returning.

Several of the procedures call the external procedure "newmodemvalue" which is used to set selected bits in the modem control word to logical 1 whout affecting the status of any other bits. By contrast, "setmodem" sets all bits (except the selected ones) to logical 0 .

Procedure "wailforcarrier" waits a period of time to detect a carrier after dialing the phone. Unloading the location "datain" in the WHILE...DO loop is necessary to satisfy the ACLA, as suggested on pages 38 and 39 of the owner's manual.

The procedures "sendchar" and "getchar" are Pascal hosts for calling the external procedures "sndchar" and "gtchar" which are the work. horses for simple modem I/O. "Getchar" passes the character it gets to the calling program via the variable parameter "ch" in case the user wishes to process "ch" further (say, by sending it to the system primer). I have done this to retain printed copy of terminal sessions.

The statement "setmodem (resetflag):" in the body of the unit will be executed as an initialization step when the host program is executed. Setting the reset flag informs the ACIA that default initializations are not to be applied when the ACLA is first called for imput or output.

\section*{The External Procedures}

The assembly-language programs called in the implementation block of the unit (see listing 2 are part of a file called NATIVECODE. I have stored these and other low-level utility rout ines, such as the PEEK and POKE routines, in a library unit. Therefore they can be called from any of my

PLA :DISCARD 4 BYTES OF FUNC-
PLA :TITM BIAS
PLA
PLA
LDA BIOSJM
JSR CONCHECK
; GEI CHARACIER ANG
:PUSH FUWCTJ OM RESULT
LDA 300
PHA
LDA DATAIN
PHA
;OUTPUT 10 comsole
JSR UIDOUT
LDA gJOSOUT
PUSH PASCAL
RTS
.END

Listing 3: The Pascal program colled "fullduplex". This progrom makes use of the comr pilet code of the unit. linked with the assembled code of NATIVECODE.

PROCRAK PUSIdUFIEX;
USES Alcromodet
FUNCTION \# \#enk location:IWTECER I:IMTEGER ; EXTERHAL;
```

PRDCEDURE daluf:
VAR nuaber:SIRING;
~ord:INTEGER;
PROCEILLRE STlaclacatrI(VAR word:INTEEER);
BEClN
REPEAT
paserioutputhi
sotoxvi0.3)%
wItelm'Seleci the ACla control word:* j%
witelajuritels;
\#HLEla 'CHAR PARIIT STOP COMTROC:%;
wileln('--------------------------------*);
urstelas, ? EvEN 2 I't
uriteloi' ? DDE: 2 5%;
ustelal, ? EVEH 1
uritelar' 7 ODD \& 1%'j
uratelal' 8 wDPE 2 17'ji

```

```

        uratelal' 8 ElE&N 
        watelai
        uratR' 'ACIA coatrol vorg m}->\mathrm{ ');
        readln(word);
        WN1L vord in [1,5,9,13,17,21,2E,39]%
    END; (getcetrlword)
    ```
EEGM( dialup )
    setmodetiresetifas)

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\hline
\end{tabular}

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Pascal programs. As mentioned above, when appropriate, POKE and PEEK can be substituted whenever the variable "memory" is used to address memory.
When a call-by-value is made to an external procedure using scalar parameters, the Pascal interpreter places the values of the parameters on the stack in reverse order of declaration in the procedure, followed by the Pascal return address. External functions have 4 additional bytes added to the stack before the Pascal address. When a call-by-variable (or a call-byvalue using nonscalar parameters) is made, a pointer to the variable is loaded on the stack. The difference in these calls is illustrated in the definitions of POKE, PEEK, and DIALIT.
The declarations for NATIVECODE start with the definitions for two macros and several global equates; these declarations are available to all the routines in the file. One macro pops (removes) 2 bytes from the stack (this implementation of Pascal is 2-bytes-per-word oriented) and saves them in successive locations specified by the parameters in the call; the other macro reverses this.
The global equates BIOSIN and BIOSOUT establish the addresses of two soft switches for gaining access to the Apple's BIOS. One reference to BIOSIN switches it into programmable memory while two successive references enable writing to the BIOS section of memory; a reference to BIOSOUT switches the BIOS out and the Pascal interpreter in. The declaration for CONCHECK establishes it as the starting address in the BIOS for the routine that polls the Apple's keyboard. VIDOUT is the address of the routine for displaying characters on the video monitor.

The procedure DIALIT illustrates call-by-value with a nonscalar value: a pointer to the number to be dialed is passed to the program. After storing the pointer, the routine prepares to dial by setting the temporary locations HANGUP and PICKUP and finding the length of the number. Dialing is accomplished by alternating the phone between the onhook and offhook states. (We assume the phone is off the hook when the routine is called.) The recommended dialing protocol is 61 ms onhook followed by 39 ms offhook with an interdigit delay of at least 600 ms .

The procedure SNDCHAR is used

Listing 3 continued:
```

fase(output);
sot0:%s(0,5);
writeln('Enter the Fhone number.');
writeln;
write(' --> ;);
readln( number);
getaciacntrl(word);
fase(output);
sotosy(0.5):
writei 'Freforins to dial, fiease wait...');
initacia(vord);
fickuf;
setmodel orisinate,hish);
writeln('OK');
dial(number);
writeln;
writelni'Waitins for carrier...' b
waitforcarrier;
ENI;

```
PROCEDURE terminal;
VAR ch:CHAR;
        error:INTEGER;
BEGIN
    pase(outrut);
    sotorey 0,5\()\);
    writeln('Carrier OK. Eesin comeunications.');
    enabletransmit;
    REPEAT
        If aciaerror
        THEN IF NOT carrier
                THEN BEGIN
                    hansup;
                    unitclear(1);
                    exit(terminal);
                    ENII
                ELSE BEGIN
                            urite('\#');
                            error:=feek(datain);
                    ENII
        ELSE IF rovrful]
                IHEN setchar(ch)
                ELSE senơchar;
    UNIIL NOT carrier;
ENII;
FUNCTION tryasain: BOOLEAN;
VAR answr:CHAR;
EEGIN
        REFEAT
        fase(outrut);
        soto: \(3(0,5)\);
        write('No carrier. Try asain? (Y, N) - \({ }^{\prime}\) );
        read answr);
        writeln;
        tryasain:=answr IN ['Y','y'];
        UNTIL answr IN ['Y', 'N','y', 'n'];
ENII;
EEGIN ( fulldufle: )
    REFEAT
        dialuf;
        If carrier
            THEN terminal;
    UNTIL NOT tryssain;
    hansup;
ENII.

\title{
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to transmit characters through the modem. It does not check to see if the ACIA transmitter register is empty; this should be done in the calling program using "transempty". Location CONBUF is the start address for the BIOS's console keyboard buffer, and WPTR and RPTR indicate the number of characters written to and read from the buffer. BUMP is the address of a routine that updates these numbers.

SNDCHAR first polls the console keyboard. If there is a character in the buffer, it loads it into DATAOUT, then calls the output routine on the modem. At the end of all this, the address for returning to Pascal is still on the top of the stack, so an RTS (return from subroutine) instruction transfers control to the calling program.

In GTCHAR, VIDOUT is the address of the BIOS routine for sending characters to the video monitor. GTCHAR (analogous to SNDCHAR) assumes the ACIA's receiver register is full, a condition that should be checked in the calling program. The routine starts by saving the Pascal return address, discarding 4 bytes of stack bias, and polling the Apple's keyboard. It then fetches the character from the input location DATAIN, pushes it on the stack as the function result, and jumps to VIDOUT to display the character.

\section*{Using the Unit}

At this point, we need only compile the unit, assemble the file NATIVECODE, link the two, and store the resulting final code in a library in order to use the unit. The program "fullduplex" (see listing 3) illustrates the use of the unit. The program also makes a call to the external function PEEK.

The main body of "fullduplex" and the procedure "dialup" are selfdocumenting. As for "terminal", the procedure continues sending and receiving characters until an ACIA error is found. If the error is the lack of a carrier, the program hangs up the
phone, clears the keyboard buffer of any junk, and exits "terminal" to "tryagain". If any other error is encountered, the character "\#" is written to the video display and the receiver register is emptied to clear the error condition. I have used this program to communicate with several time-sharing systems and it has no problem keeping up at 300 bps .

\section*{Modifying the Apple's BIOS}

The procedures presented thus far are quite adequate for a variety of dumb terminal applications, but they are not particularly well suited to mass-data transfer applications such as transmitting preprocessed files or whole volumes. For the latter, we would like to make use of the repertoire of UCSD Pascal intrinsic procedures for processing files. The key to using these procedures is an understanding of the BIOS (basic input/output system).

Each implementaton of UCSD Pascal, such as Apple's, requires an interpreter and a BIOS to support it. Roughly speaking, the interpreter translates \(p\)-code (the code emitted by the Pascal compiler) into machine language, and the BIOS handles the physical I/O to system devices. The BIOS modifications discussed below apply only to the Apple and may require revision if new versions of the BIOS are released. Hints on modifying another system's BIOS may perhaps be found in the UCSD Pascal User's Manual published by SofTech Microsystems. However, it is likely you will need a commented listing of your BIOS; I obtained a copy of the Apple BIOS from Apple in the form "The Preliminary Guide to Interfacing Foreign Hardware."
To fully explain the operation of the BIOS and the options the programmer has for modifying it would require a great deal of discussion. Instead I will provide a summary of its operation and offer a set of modifications that have worked for me.
Whenever a call for input or output is made from a Pascal program, the interpreter formats the data and determines which device is being called. Following this, the BIOS is switched in and then determines how the device is interfaced with the system. As currently configured, the Apple's interpreter and BIOS can recognize four types of external

Text continued on page 136

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Listing 4: External procedure that modifies Apple BIOS for use with the Micromodem II. This expands the Apple's utility beyond that of a dumb terminal, allowing mass transfer (and processing) of whole files via the Micromodem II.
```

;=========================================
;
.PROC SYSGEN
;
;
;----------------------------------------
BIOSIN .EQU OCO83
CONCHECK .EQU ODG81
ACIA .EQU OCOAG
DATAOUT .EQU 0778
DATAIN .EQU OCOAT
MODEK .EQU OCOAS
OUTA .EQU OC202
ICOM .EQU OD7A3
RINIT .EQU OD79C
RWRITE .EQU 0D809
WCOM .EQU OD81F
RCOM .EQU OD85D
RREAII .EQU OD84E
LDA BIOSIN
LDA BIOSIN
L
STA RINIT,Y
INY
CPY \$03
BCC XRINIT
LDY \$00
LDA PRG3,Y
STA ICOM,Y
INY
CPY \$OA
BCC XICOM
LDY \$00
XRWRITE LDA PRG4,Y
STA RURITE,Y
INY
CPY \$06
BCC XRWRITE
LDY \$00
XWCOK LDA PRG5,Y
STA WCOM,Y
INY
CPY \#11
BCC XWCOM
LY \$00
XRREAD LDA PRG6,Y
STA RREAII,Y
INY
CPY \$03
BCC XRREAD

```

Listing 4 continued on page 132

\title{
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} \\ \\ Mayberry Systems，Inc．，Belleville，Illinois
}
My compile times？
Incredible．Over 1,500
lines compile and link in
just five minutes．
I know what you＇re
thinking．Sounds great，
but I wouldn＇t want tobe
when he translated all
those DIBOL programs
to COBOL－80．＇Well，
surprise．Since most auo 70800 olu！alel
－sued samieal 70810 for－one，we converted the source code six
times faster than
originally scheduled．
how Mayberry Systems


a lot of sense to
small businesses．

class．And I thought
you should know about
it too．＂
COBOL－80 now sup－ ports Level II ANSI
SORT／MERGE state－ SORT／MERGE state－
ments to interface with Microsoft＇s new sort facility，M／SORT． COBOL－80 with
documentation，\(\$ 750\) ． Documentation purchased
separately，\(\$ 20\) ． M／SORT，\＄125．

next．And it was great
find that COBOL－80＇s ACCEPT／DISPLAY
statements give for－




can be sure late segmentation too．

seven DIBOL programs
into one segmented

 than memory size o
0
0
0
0
0
\(\vdots\)
0
0
0
0
0
0
0
0 gram for travel
\[
\begin{aligned}
& \text { Believe me, we } \\
& \text { checked them all, and } \\
& \text { onlv COBOL- } 80 \text { had all }
\end{aligned}
\]
 features，plus the new CHAIN feature，pro－



The CHAIN feature
impressed even a
先 driven systems，I have
 program will execute

\begin{tabular}{l} 
D \\
0 \\
0 \\
0 \\
0 \\
0 \\
0 \\
0 \\
\(\pm\) \\
\hline
\end{tabular}
\begin{tabular}{|c|}
\hline pue sel！foud quelped әાqen！əวə」 słunoove ＇6u！̣！ud＇6u！！əqe｜ \\
\hline ＇6u！lıq＇Kıołuənu！pəəds \\
\hline of＇samineə！08－70900 до әбиел әןочм әчд \\
\hline Kıev！⿰end asn｜Kı！！！es \\
\hline \begin{tabular}{l}
－дə＾pue Kt！！！！ \\

\end{tabular} \\
\hline \begin{tabular}{l}
әлош puも sбu！̣ł әшes \\

\end{tabular} \\
\hline роо КШ иецł әл！suədxə \\
\hline  \\
\hline  \\
\hline sitfosodilw pue \\
\hline ＇sıəındmosodılu pa \\
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\hline  \\
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\hline uо！pewגоృu！ \\
\hline luelped of ssajoe \\
\hline  \\
\hline  \\
\hline －גəded ı0 әбпןəp әul－ \\
\hline  \\
\hline swajqoıd хәןdmos әчł \\
\hline əлjos Ot әлец sweג6 \\
\hline －oad Ku sueam jeul \\
\hline səivemseyd ：punose \\
\hline səs！ıdıəıuə ธu！puewəp \\
\hline łsow əut do əuo of swəł \\
\hline  \\
\hline 6u！！｜әs ı0 ssəu！snq ә૫ł \\
\hline ul mi mouy pinous । \\
\hline ．08－70900．，s．tosor0！w \\
\hline pue „」adeayo．， \\
\hline әıse！．，әy！l spıoM \\
\hline sossauisnq liems of \\
\hline prosad sajes dnoर 10 t \\
\hline səseıyd Кау мә！ \\
\hline \\
\hline
\end{tabular}

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Listing 4 continued:
XRCOH
LDY \(\$ 00\) LDA PRG7, Y STA RCDM, Y INY CPY \(\ddagger\) OF RCC XRCOM

LDA BIOSDUT* KTS

PRG2
PRG3
\begin{tabular}{ll} 
- BYTE OA9,03 & ILIA \(\ddagger 03\) \\
-BYTE 8D,OAG,OCO & ;STA ACIA \\
-BYTE OA9,15 & ILIA ¥15 \\
-BYTE 8D,OAG,OCO & ISTA ACIA
\end{tabular}

PRG4
\begin{tabular}{|c|c|}
\hline - BYTE OAB & ; TAY \\
\hline - BYTE OA2,00 & ;LDX \(\ddagger 00\) \\
\hline  & ; JMP UCOM \\
\hline
\end{tabular}

PRG5
- BYTE 20,81,0II6 ;JSR CONCHECK
- BYTE OAD,OA6,OCO:LDA ACIA
- BYTE 29,02 ;AND \(\ddagger 02\)
- BYTE OFO,OF6 ; BEQ HCOM
. BYTE 8C,78,07 ;STY DATADUT
.BYTE 20,02,0C2 ;JSR DUTA .BYTE 60 ;RTS

PRG6 .BYTE 4C,5D,0I8 ;JMF RCOM
PRG7 .BYTE 20,81:016 ;JSR CONCHECK
-BYTE OAD,OAG,OCO;LIA ACIA
- BYTE 4A ;LSR A
-BYTE 90,0F7 ;BCC RCOM
- BYTE OAI,OA7,OCOILIIA IAATAIN
- BYTE OA2,00 iLIX \(\ddagger 00\)
.BYTE 60 iRTS
.ENI
PROGRAM startuf;
PROCEIURE syssen;EXTERNAL;
BEGIN
syssen;
soloxs (0,5);
writelne'Melcone to Mr. Wo's Apfle Fascal!');
uriteln;
writelnt 'The sytem has just been nodified to');
writeln("enable communications throush the' );
writelns'Micronodem II in slot 2.');
uriteln;
writelne'please set the DATE usins the Filer.' ;
ENII.

Listing 5: A program to test the Micromodem II system. The program prompts the operator, then puts the modem through its various modes of operation.

FROGKAM Lestmodem;
CThis prosram lests the transmission and reception of the printins characters throush the Micromoderi II installed in slot 2 on the Arfle's board. The frosram uses the Library Unit 'micromodem' and custom I/O drivers installed as modifications in the Affle's gIOS.3

Listing 5 continued on page 134


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Listing 5 continued:

\section*{USES micromodem;}

\section*{CONST lowchar= ' '; ( blank \}} hishchar='a';

VAF chout,chin:CHAF;
errorcountiINTEGER;
niARFAY[mode] OF STRING[10];
b:ARFAY[baudrate] OF STRING[10];
reminoremoutiINTERACTIVE;
BEGIN ( \(\operatorname{main}\}\)
reset(remin,'remin:');
rewrite(remout,'remout:');
m[answer ]i='answer';
m[orisinate]:='orisinate';
b[low \(\mathrm{l}=\) ='110 baud';
b[hish \({ }^{\prime}=’ 300\) baud';
FOF mdi=answer TO orisinate IIO
FOR br: \(=10 \mathrm{w}\) TO hish IIO BEGIN
Fase output);
sotoxy 0,5\()\);
writelns'Testins', m[nd ]:' mode, ',b[br ] \()\); writelniwriteln;
writeln('Resettins modem and ACIA.');
writef'Please wait...');
setmodem (selftesttresetflas);
initacia(21);
pickus;
setmode(mdebr);
writeln('OK');
writeln;
writef'Please wait for carrier...' \(/ ;\)
enabletransait;
waitforcarrier;
writeln('OK');
writeln;
writelnf'Hesir: test...');
errorcount:=0;
FOR chout:=lowchar TO hishchar IIO
BEGIN
writelremout,chout);
readfreminochin);

IF (ordichout)-ord(lowchar)) MOD 40<39
THEN write(chout)
ELSE writeln(chout);

IF choutくchin
THEN BEGIN
errorcount:=errorcount+1;
writeln('Error in sendins', chout); END;

\section*{END;}
writelniwriteln;
writeln('Total errors this test= ',errorcount); writeln;
writé'Tufe íret. to continue...')ireasln;
ENI;

\title{
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Text continued from page 128:
physical devices-consoles, printers, disks, and remote input/output devices (such as modems)-provided these devices are interfaced via an Apple-brand card. For nondisk I/O, the Apple's BIOS recognizes the Apple communications, serial, and parallel-printer cards. If a foreign card is plugged into a slot, the Apple will know that something is there, but will not know how to communicate with it unless the card's setup happens to coincide with one of the Apple cards. Such is the case for the Micromodem interface: the Apple thinks it is communicating with a remote device via an Apple communications card, but it can't do I/O because of an address mismatch. The solution is to insert the correct addresses.

The Apple's BIOS is set up to do three things with the modem: initialize it, read from it, and write to it. In each case, the BIOS receives control from the interpreter, jumps to a location reserved for the appropriate operation with the remote \(1 / O\) device, determines which type of card it is dealing with, then jumps to a location reserved for that combination of
card and operation. After completing I/O, it returns control to the interpreter. This combination of jumps was observed in my modifications. Since I have no Apple communications cards connected to my system, I customized the locations to suit the requirements of the Micromodem. These modifications are applied at system startup time via an external procedure SYSGEN hosted by the program "startup".

The procedure SYSGEN (see listing 4) first enables writing the BIOS. Then it modifies the routine located at RINIT so that a JMP to location ICOM is made. In the unmodified BIOS, RINIT is the name of a routine for initializing the remote device: it first determines what type of card is in slot 2 ; after finding a communications card it jumps to ICOM to initialize the card. Under these modifications, control is transferred to ICOM immediately. SYSGEN next modifies RWRITE, the "write-to-remote" routine, and WCOM, the "write-to-comm-card" routine. Similar to the unmodified initialization routines, the interpreter passes control to RWRITE, which determines the type of card occupying slot 2.


Upon finding a communications card, it transfers control to WCOM. SYSGEN closes with modifications to RREAD and RCOM.

One can implement the modifications, as I have, in a program that is executed each time the system is booted up. First assemble SYSGEN, then link it to a Pascal host "startup", and then store the final code in the file SYSTEM.STARTUP on the boot disk. The program will be executed automatically at boot time.

\section*{A Test Program}

The program "testmodem" tests the modem and the BIOS modifications. It starts by opening the files "remin" and "remout" and associating them with the volumes "remin:" and "remout:" respectively. The latter are the names given to remote \(1 / O\) devices under Apple UCSD Pascal. Following this procedure, the program sets up some strings to prompt the operator, and the nested FOR...DO loops put the modem through its various operating modes.

When the statement "write (remout,chout);" is encountered, the interpreter determines that a call for output to slot 2 is being made. At this time control is transferred to the BIOS location RWRITE. In order for execution to proceed satisfactorily from there, the system must recognize the card in slot 2. The situation is similar for the statement "read (remin,chin);". Thus, the program serves as a test of the BIOS modifications as well as the modem.

\section*{Summary}

The library unit "micromodem" and the BIOS modifications presented here are a complete package of building blocks for developing remote communications programs using the Micromodem running under the Apple implementation of UCSD Pascal. Techniques similar to those described here should enable operators of other systems to enjoy the same advantages.

\footnotetext{
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1. Grogono, P. Programming in Pascal. Addison-Wesley, 1978.
2. Hyde, D J. Micromodem II Owner's Manual, 2nd edition. Norcross GA: Hayes Microcomputer Products Inc, May 1979. 3. "The Preliminary Apple Pascal Guide 10 Interfacing Foreign Hardware." Cupertino CA: Apple Computer Co, Dec 1979.
4. UCSD Pascal User's Manual. San Diego CA: SofTech Microsystems, 1978.
}


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\section*{Technieal Forum}

\title{
Recording with Current Instead of Voltage
}

\author{
David Hein \\ 2821 Chariot Lane \\ Garland TX 75042
}

Most of the articles I have seen on the theory of mass storage using cassettes begin with a discussion of how the magnetization of the tape depends on current flow, and how changing the head-drive current creates cells of different magnetization. During a read, it is normally assumed that the sharper the transitions between current and lack of current, the higher the output and the greater the density (or speed) that can be used.
Yet after all this discussion on current, head drive is most often performed by a voltage amplifier driven to saturation. Current devices should be driven with current rather than voltage.
The circuit I use for this is simple. It consists of two current drivers, some control gates for writing, an RS flip-flop for reading, and an amplifier with a gain of 200, capacitively coupled to a differential sense amplifier (see figure 1 on page 140).
Four channels along with voltage amplifiers easily fit on a two-sided, 4 - by 6 -inch card with standard 22 -pin connectors (see photo 1). That's enough circuitry for two tracks each on twin transports.
My tape deck, which has digital (narrow-gap) heads is capable of 8 K bps (bits per second) at 5 ips (inches per second). My neighbor's standard cassette deck is capable of 2400 bps at \(1 \%\) ips.


Photo 1: Finished version of the circuit shown in figure 1. This 4 - by 6-inch board with 22-pin connector has enough room for the circuitry of two tracks each on dual recorders.

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Figure 1: A circuit for driving record heads with current rather than voltage. This simple circuit enables data transfer rates of up to 2400 bps (bits per second) on a standard cassette tape recorder.


\title{
Dynamic Memory: Making an Intelligent Decision
}

\author{
Larry Malakoff \\ Mearoremen Syetemi and Controls \\ 067 NM Min St \\ Orange C.A 92666
}

Mention the words dynamic memory to an S-100 bus user and the responses will vary from one end of the spectrum to the other. In the early days of the S-100 bus, many users had bad experiences with poorly designed dynamic-memory boards. The problems variedfrom inadequate memory refreshing to designs that worked with only a particular processor board However, things have come a long way since then. For the vast majority of today's applications. dynamic memory offers the best cost/performance ratio available. With so many of the large S-100 computer manufacturers such as Cromemco. North Star, Vector Graphic, and others using dynamic memory in their systems, all users should seriously consider the advantages of including dynamic memory in their nexd system design.

\section*{Dynamuc vs Static}

In the S-100 world, static memory is the alternative to dynamic memory. When comparing the iwo types, three major advantages of dynamic memory are apparent. First. dynamic boards contain more memory than static boards. Even with the supporting control logic that dynamic memory requires, today's largest available S-100 memoryboard sizes are 64 K bytes for

\footnotetext{
Aborat the Author
Larry Malakoff ts ele Markerting Directer of Measurement Syetems and Controls inc. loctied in Orange. Calflomida. He has born in-
 boardi and is curronety bparking wieh cuptonere to moloe therir application ros quirementa for syifem memory. Lerry reculoed his Moster of Scirnce in Enginvering from UCLA and has brow intootual in electronic dedipn for ober dighe yedr:
}
dynamic memory and 32 K byles for sitalic memory. For those systems that require large amounts of memory. such as the Cromemeo and Alpha Micro multi-user systems, the increased densily of dynamic memory can mean the difference bet ween having enough available slots on the motherboard for all the cards necessary to complete the system or not being able to fit all of the required cards into a given chassis.
The second and probably most important advantage of dynamic memory is the low level of power dissipated This not only reduces the amount of heat generated, but also reduces the current requirements from the power supply. A typical 64 K-byte dynamic-memory board dissipates approximately 8 watts of total power compared to as much as 50 watts for 64 K bytes of static memory. This decrease in power dissipation of more than sixfold can make a big difference in the reliability of the entiresystem. 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 memory-intensive systems.
The third major advantage of dynamic memory is cost. Historically. Its cost has always been lower. and this will continue to be so due to the increased density of dynamic. memory circuits. Once an integratedcircuil manufacturer has regained the initial development investment (assuming the yields are about equal). the price for higher-density dynamicmemory circuits can be about the
same as for lower-density staticmemory devices. Since it takes sixityfour of the 4 K-by-1-bit static. memory devices to build a 32 K -byte memory board as compared to thirtytwo of the \(16 \mathrm{~K}-\) by-1-bit dynamicmemory circuits to build a 64 K-byte dynamic-memory board, it becomes apparent. even when the control logic \& taken into account, that a dynamicmemory board costs less to build than the corresponding static-memory board

In comparing the two types of memory, there is one application where static memory may be a better choice. Not all types of DMA (direct memory access) controllers will correctly interface with all types of dynamic-memory boards. Depending on the particular DMA controller. static memory may be the only type that will work correctly. More will be said about this later.

\section*{Memory Features to Look For}

Now that the general merits of dynamic-memory boards have been brought to light. it is important to discuss some of the differences between the commercially available designs, and what features in particular to look for when choosing a dynamic-memory board for your system. This discussion will be separated into two application aress -those requiring maximum of 64 K byles of memory and those requiring more than 64 K bytes of memory (for multi-user and multitasking applications incorporating software-controlled bankselectable memory).

Many manufacturers make only one memory-board product that tries to bridge the gap between the two types of applications. However, these two applications require that the

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}
memory used have different features, often resulting in a compromise where one or both of the application areas lacks the necessary hardware for a truly cost-effective solution.

\section*{Single-User Features}

In a single-user system that requires 64 K bytes or less of memory, the most important feature to have is the ability to deselect memory in as small an increment as possible. For the majority of 64 K -byte dynamic-memory boards that offer this feature, 4 K bytes is usually the smallest block of memory that can be turned off.
(Some of the older 16 K -byte memory boards allow deselection to 1 K bytes.) This feature is necessary to allow the system monitor in readonly memory and memory-mapped controller cards to reside in the memory-address space without interfering with normal memory operations.

Another useful feature is the ability to buy a memory board in either a 16 , 32,48 , or 64 K -byte size, with those boards containing less than 64 K bytes able to be expanded to 64 K bytes by inserting the necessary integrated circuits into empty sockets.

\section*{1a}

\(1 b\)


Photo 1: Different kinds of memory boards. These two 64 K-byte memory boards have fundamental differences that tailor them for specific types of systems. The Measurement Systems and Controls DMB6400 (photo 1a) is intended for multi-user and multitasking systems and provides a bank-select feature so that memory addresses may be shared by users. The DM6400 (photo 1 b) is produced specifically for single-user systems and has a deselect feature that allows memory-mapped peripherals to occupy any 4 K address block. Both boards are manufactured by Measurement Systems and Controls of Orange, California. Prices are \(\$ 1195\) and \(\$ 895\) respectively.

This gives the small user the ability to expand as necessary. It is important that the manufacturer test these boards as full 64 K -byte boards even though they may be sold as 16 K-byte boards. This is the only way the end user can be assured that the board will work when the extra devices are plugged in to increase the memory size.

\section*{Multi-User Features}

Most multi-user and multitasking S-100 systems require bank-selectable memory boards. The requirements placed on the memory board for these applications are quite different from those placed on the single-user applications. A typical multi-user system might have an operating system of 48 K bytes and five user banks of 16 K bytes each, The operating system might occupy the upper 48 K -byte address space and be on all the time, while the five users might share the lower 16 K -byte address space. Only one user can be on at a time (there can never be more than 64 K bytes of memory on at any one time), but the operating system allows all five users to access the computer on a rotating timeshared basis. Through software control, each of the 16 K -byte banks of memory is turned on or off as required. This is usually accomplished by doing an OUT instruction to a particular \(1 / \mathrm{O}\) (input/output) port that the memory board is set to decode. The data on the bus then determines which banks are to be on or off.

A 64 K -byte dynamic-memory board optimized for this type of application would allow the user to implement the above example with only two memory boards. Other 64 K-byte dynamic-memory boards that compromise on the hardware design would require one 48 K -byte memory board and five 16 K -byte memory boards. In this case, the number of motherboard slots required increases, the total power dissipation increases, and the total cost of memory increases.

The difference between the two memory boards in the above example is in how the 64 K bytes of memory are partitioned into softwareselectable banks. The optimal design, considering the limitations of board "real estate," is to have four totally independent 16 K -byte banks of memory. This allows the user to have


\section*{Multi-User}

UniFLEX is the first full capability multi-user operating system available for microprocessors. Designed for the 6809 and 68000 , it offers its users a very friendly computing environment. Afier a user 'logs-in' with his user name and password, any of the system programs may be run at will. One user may run the text editor while another runs BASIC and still another runs the C compiler. Each user operates in his own system environment, unaware of other user activity. The total number of users is only restricted by the resources and efficiency of the hardware in use.

\section*{Multi-Tasking}

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\section*{1514}

UniFLEX is offered for the advanced microprocessor systems. FLEX, the industry standard for 6800 and 6809 systems, is offered for smaller, single user systems. A full line of FLEX support software and OEM licenses are also available.

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read and write operations are not being executed, thus allowing a refresh operation to take place without requiring the processor to wait. The result is that the system is not slowed down by the necessary refresh cycles.

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generated timing that is required by the memory board for transparent refresh. Thus, the occurrence of either of these conditions must cause the memory board to enter an automatic refresh mode that continues until the processor again starts its generation of the timing signals.

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of dynamic-memory boards is good documentation. This should include board set-up documentation, detailed theory of operation, schematics, timing diagrams for the different processor-board types, a parts list, a board-layout drawing, and applications notes.

Finally, the dynamic-memory board should be backed up by the manufacturer through both guarantee and applications support. Several of the available memory boards come with a full one-year guarantee. The manufacturer should also be able to support the product with the necessary applications information to
determine if it will work in your particular system.

\section*{Limitations of Dynamic Memories}

Although dynamic memory usually represents the best cost/performance ratio, there are several limitations that may prevent it from functioning correctly. The system designer should investigate these cases with the memory-board manufacturer before deciding to use a product.

It should be apparent from the above discussion that not all dynamic-memory boards will work with all processor boards. Only the
manufacturer can tell you if the memory board has been tested with the particular processor board you are planning to use.

Another troublesome area is in interfacing with DMA controllers. Generally, the problems arise from two different sources. First, the actual timing required from the DMA controller will vary depending on the particular memory board used. Not all memory boards use the same S-100 bus signals, thus complicating the DMA interface. If this timing is not compatible, then the memory read or write cycles will not function correctly.

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The second trouble area involves the correct refreshing of the memory. The majority of the dynamic-memory devices used today are the 4116-type, which require 128 refresh cycles every two milliseconds. This requirement is easily met when the processor controls the bus and the memory board uses transparent refresh. However, when the DMA controller takes over the bus, most memory boards will cease to do refresh cycles. If the DMA controller has access to the bus for a small number of byte transfers, this does not present a problem.

A problem may exist, however, when the DMA controller does a burst sector or track transfer. This may prevent refresh from occurring for too long a time interval, causing the memory to lose data. Some DMA controllers, particularly hard-disk controllers, avoid this problem by doing the DMA transfer to an onboard sector buffer consisting of static memory. Memory or I/O move instructions are then used to transfer the data in this memory to the system memory. Again, it is important to check with the memory-board manufacturer for compatibility with the DMA controller you plan on using.

One last area of concern involves interfacing with a front-panel type of system. Extra circuitry is required for a dynamic-memory board to correctly work with the front-panel functions such as examine, deposit, and run. Many memory-board manufacturers do not include this necessary circuitry so that they may add other functions that they think are more valuable in their intended marketplace. If you need this function, check with the memory-board manufacturer.

In summary, the dynamic-memory board represents a superior cost/performance ratio when compared to static memories. When looking at dynamic-memory boards, choose one that is optimized for your particular application, whether it be a singleuser or multi-user system. It is also a good policy to check with the memory-board manufacturer before your purchase to verify that the board will work correctly in your particular system. You are best protected by a good return policy in case you experience any problems after testing the memory board.

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\title{
Stacking Strings in FORTH
}

\author{
John J Cassady \\ 339 15th St \\ Oakland CA 94612
}

Anyone who is familiar with writing programs in BASIC and who later switches to writing in FORTH surely misses the convenience and ease of BASIC string handling. Fortunately, there is no need to deprive yourself all these features: they can be implemented in FORTH with the additional bonus of not being tied to the preconceived ideas of your software vendor. If you do not like the way the string operators work, you can change them: you control the source code.

\section*{Adding Strings to FORTH}

Tools for manipulating strings of characters and other data items are useful to the personal computer programmer. The routines presented here are an extension to FORTH. They run in fig-FORTH (the versions of FORTH for various microprocessors written by the FORTH Interest Group) and should run with little adaptation in any standard FORTH.

String implementations abound in FORTH. Some, like the one presented here, use stacks. The use of stacks seems appropriate in FORTH. Most of FORTH programming consists of manipulating entities on various stacks.

A stack is a LIFO (last in, first out) list. Stacks usually have a fixed width; that is, the number of bits that are simultaneously pushed (ie: put onto the stack) or popped (ie: taken off the stack) does not vary. An item on the stack is usually limited to some maximum size (eg: 16 bits) that can
represent numbers up to decimal 65,535 . The FORTH parameter and return stacks both have fixed widths.

The string stack is like the parameter stack and the return stack, but it is not restricted in width. Stringstack items can be any width and any combination of widths. However, item size and total stack size are limited only by the amount of memory devoted to them. As a rule of thumb, a few hundred bytes are more
than enough.
Figures 1 and 2 and listing 1 illustrate two ways of visualizing string stacks. They show the stacks growing downward from high memory. This is typical in FORTH. Even though the string stack grows downward, we will refer to the most recent entry on the stack as the top of the stack. The unchanging end of the stack (hexadecimal 2000 in figure 2) will be called the base. When something is popped


Figure 1: One implementation of a string stack in FORTH. As the name implies, a string stack is a stack of variable-length strings (as opposed to fixed-length numbers) organized such that only the string most recently put on top of the stack can be removed from the stack. Each stack entry consists of the length of the string, expressed in 2 bytes, followed by the characters of the string itself. Due to an initial design decision, this string grows toward low memory locations (ie: down) rather than toward high memory locations (ie: up). Despite this physical orientation, the most recently placed string is located at the top of the stack - at the lowest address in the stack.

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from the stack, it is the top item (as defined above) that is removed.

A string consists of a 2-byte length word followed by the text of the string, as you are moving upward in memory. Since the length is explicitly stated, there is no need for a separator or delimiter. Any of the 256 possible 8 -bit quantities, for example, can appear in the string. Strings can
include binary numbers, floatingpoint numbers, encrypted messages: in short, anything that can be stored in a byte.

Before considering routines any further, heed the caution that this article presents an example of an extension to FORTH. It's not the only way to implement strings nor, perhaps, the best way. The article


Figure 2: Another view of the string stack of figure 1. \$0 is a constant that points to the address of the base of the string stack. Here it has the value of hexadecimal 2000. See listing 1 for the FORTH dialogue that uses the string stack shown here.

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simply illustrates a FORTH program and an interesting mixture of two quite distinct logical structures: the stack and the string. And it has some desirable features: it is easy to visualize and modify the operations.

\section*{Some String-Manipulation Words}

In listing 2, the word "\$* creates a constant with a value equal to the size of memory to be reserved for the string stack during compilation. The stack size can be changed simply by changing this one value and recompiling.

The words \(\$ 0, \$ P\), and \(\{\$ P!\}\) are
direct duplicates of the words SO, SP , and \{ SPI \} used in the FORTH kernel. The only difference is that they operate on the string stack instead of on the parameter stack. \(\$ 0\) is a constant that returns the address of the fixed end of the string stack (ie: the base) to the parameter stack. (See line 4 of listing 2.) This means that the value of \(\$ 0\), the memory address, is pushed onto the parameter stack when it is used.
\(\$ P\) is a variable. It is the stack pointer. At any given time, it contains the address of the top string on the stack (which is the length word of

the top string). When \(\$ \mathrm{P}\) is executed, it places the address (not the value) of the stack pointer onto the parameter stack. Therefore, to get the value of the string-stack pointer, we need to type the following two-word sequence:
\[
\$ P @
\]

This sequence is reduced to a single word \$P@ , which is defined at line 7 of listing 2. Listing 3 shows a FORTH dialogue that explains the use of VARIABLE, CONSTANT, and @ (pronounced "fetch").

The word \(\{\$ P!\}\) empties the string stack. [The braces used in \(\{\$ \mathrm{Pl}\}\) and elsewhere in the article are not part of the FORTH word. Following a convention set in the August 1980 BYTE, braces are used to surround a FORTH phrase or a FORTH word that contains a punctuation mark....GW] It does this by placing the value for the base of the string stack onto the parameter stack and making it the current value for the string-stack pointer. The word \(\{\$ P!\}\) is the first colon definition encountered. The words CONSTANT, VARIABLE, and \(\{:\}\) compile words into the FORTH dictionary.

Our next definition, in line 8 of listing 2, is \$DROP. This will drop (ie: delete) the string on top of the string stack. It may seem we are getting ahead of ourselves - after all, we are defining \$DROP before we define any word that puts strings onto the string stack. But this is okay as long as we don't use any undefined words inside the definition. FORTH compiles its words in one pass, and it won't give us an error message as long as we don't give it a word it doesn't recognize.

If we "walk" through \$DROP, we see that the value of the string-stack pointer is placed on the parameter stack by the word \$P@. It is then duplicated by the word DUP, leaving two copies. The top copy of the address is replaced by the contents of the location pointed to when the word @ is executed. This places the length of the top string on the parameter stack. The word + adds this length to the value of the stack pointer, and \(2+\) increments that result by 2 . The value on top of the parameter stack is now the address of the word containing the length of the second string on the string stack.

The sequence \(\{\$ P!\}\) is a two-step process that places the address of the variable containing the string-stack pointer on the parameter stack and storing the new value into it. Thus, after executing \(\$ \mathrm{DROP}\), the stringstack pointer is changed to point to what was the next-to-top string. This effectively drops the top string, even though there was nothing changed in the contents of the memory buffer devoted to the string stack.

This definition of \$DROP is not entirely adequate. If you execute this word with an empty string stack, there is a good chance of moving your string-stack pointer into a memory area where it doesn't belong. To avoid this, additional code must be added. The word \$DROP should check that the stack is not empty before it executes. Safeguards of this nature are appropriate in many of these routines. To include them in this article would, however, needlessly complicate the description of the words.

\section*{Loading, Storing, and Printing Strings}

The word \(\$ @\) (line 9 of listing 2) is the first that expects parameters on the parameter stack. It expects a text address as the second stack item and a quantity on top of the stack. The text address points to a memory location of the first byte of the string that will be moved to the string stack. The quantity is the length of the string. Thus, if the expression "the quick brown fox" was residing in memory starting at hexadecimal location 2C80 and we wanted to move it to the string stack, we would type the following sequence:

\section*{2C80 13 \$@}
with the hexadecimal 13 (or decimal 19) being the length of the string. The quantities could be in decimal if the FORTH word BASE has been set to decimal.

The word \(\{\$ 1\}\) complements \(\$ @\). It takes the string on top of the string stack and moves its text to whatever memory location is addressed by the top of the parameter stack. Thus, the string can be moved into a string variable, to an output buffer, or to a memory-mapped video display.

To print a string we use the twocharacter word \(\{\$\).\(\} (pronounced\) "string dot"). This follows the

FORTH convention of using dot for output. It also uses the FORTH operator TYPE to accomplish it.
\$DUP (line 13 of listing 2) is shown as an example of one of several operators that might be written to manipulate string-stack items. Useful additions are \$SWAP and \$OVER. The need çould also arise for a \$ROT, although I've never wanted it. \$DUP simply gets the length and location of the current top string on the string stack and executes \(\$ @\).
For a truly useful system, we want a person to sit at a keyboard and be able to type a sentence directly to the
string stack. This and more is accomplished by the one-character FORTH word \{"\} (pronounced "quote"). The techniques used in quote are exactly the same as in the fig-FORTH message-handler word \{." \}. This word (pronounced "dot quote") is a period followed by a double quote mark. This word checks to see if we are interpreting from the keyboard or compiling a definition. If we are interpreting, it accepts input until it detects another quote, then moves the text between the two quotes to the string stack. If we are compiling a

Text continued on page 162



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Listing 1: Manipulating the string stack and string pointer. Figures 1 and 2 show the state of the string stack at the beginning of this dialogue. Here and in following listings, user input is underlined and computer response is not. See listing 3 for further details on the FORTH word @ (pronounced "fetch").

Dialogue With Computer
HEX OK
\(\$ 0.2000 \mathrm{OK}\)
\$P @. 19E2 OK
\$P@@.6OK
\$. SPRINGOK
\(\$ 0.2000 \mathrm{OK}\)
\$P @. 19EA OK
\$P@@.6OK
\$. SUMMEROK
\$. FALLOK
\$. WINTEROK

Commentary
All numbers will be expressed as hexadecimal.

Base of string stack is hexadecimal 2000.

Location pointed to by stack pointer \(\$ \mathrm{P}\).
Contents of location (length word of string on top of stack).

Print top string; notice no space between STRING and prompt OK.

The base of the stack hasn't changed. (It's a constant.)

But the stack pointer has changed.

Print the next three strings,
popping them from the string stack.

Listing 2: Defining string-manipulating words. See text for details.
```

( FORTH STRING STACK EXTENSION
FIGFORTHI.l )
HEX FORTH DEFINITIONS
200 CONSTANT *\$* (NUMBER OF BYTES RESERVED FOR $STK )
``* ALLOT ( LEAVE GAP IN THE DICTIONARY OF `$* BYTES FOR \$STK )
HERE CONSTANT \$O ( \$O RETURNS FIXED BASE OF \$STK TOPSTK )
\$0 VARIABLE \$P ( \$P RETURNS ADDR OF VAR HOLDING \$STK PTR )
: \$P! \$0 \$P ! ; ( \$P! EMPTIES \$STK BY RESETTING \$P TO $0 )
:$P@ $P @ ; ($ \$P@ RETURNS VALUE OF \$PTOPSTK )
: \$DROP $P@ DUP @ + 2+$P ! ; ( DROPTOPSTRING )
: \$@ DUP > R \$P@ ( TA -2 OTY-1--- FETCH STRING TO \$STK )
SWAP - SWAP OVER R CMOVE 2 - R> OVER ! \$P ! ;
: \$! DUP 2+ SWAP @ ROT SWAP CMOVE \$DROP : ( ADDR-1--- )
: \$. \$P@ DUP 2+ SWAP @ TYPE \$DROP ; (OUTPUTSTRING )
: \$DUP \$P@ DUP 2+ SWAP @ \$@ : ( DUPLICATE STRING )
;S

```

Listing 3: A dialogue that explains the FORTH words CONSTANT, VARIABLE , @, and \{. \}. The main point to remember is that when you name a constant, its value is put on the stack; but when you name a variable, the address that contains the value is put on the stack.

Dialogue With Computer
100 CONSTANT CON OK

100 V ARIABLE VAR OK
CON OK
.100 OK

VAR OK
\({ }_{-6}\)
6480 OK


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Listing 3 continued:
VAR OK
(9) OK
.100 OK

VAR (0. 100 OK
VAR ? 100 OK

The address of VAR is on the stack. (a) replaces the address with its contents. The value of memory location 6480 should now be on top of the stack.
It is; this shows that VAR stores the value 100 .

This can be done on one line
\(\{\) ? \(\}\) is the same as \(\{\) (1) . \}

Listing 4: More string-manipulating words.
```

FORTH STRING STACK EXTENSION
FIGFORTH1.1 )
(") }\textrm{A}\mathrm{ DUP 2+ SWAP @ (GOVESIN-LINE STAINGTO\$STACK )
DUP 2+ A> + >R \$@ ;
" ( IF COMPILING EMPLACE AN IN-LINE STRING TO )
( BE MOVED TO STRING STACK AT EXECUTION TIME )
( ELSE PUT ENCLOSED STAING ON STAING STACK )
22 STATE @
IF COMPILE (") 0 C, WORD HERE C@
-1 ALLOT DUP , ALLOT
ELSE 0 C. WORD HERE C@ - | ALLOT HERE !
HERE DUP 2+ SWAP @ \$@
ENDIF ; IMMEDIATE
;S

```

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Listing 6: Defining a word to get the date from the keyboard. This word, GETDATE . prompts for and will accept only an input of exactly seven characters.

FORTH Statements Commentary
7 \$VARIABLE TDATE
\begin{tabular}{ll} 
GETDATE & Begin definition of word GETDATE. \\
BEGIN & Start BEGIN...UNTIL loop. \\
\(\$ P!C R\) & Clear string stack. \\
" Input today's date (DDMMMYY):" \(\$\). & Output message. \\
\$INPUT & Accept input from keyboard. \\
\(\$ P @ @\) & Push length of string onto stack. \\
\(7=\) & Compare to 7. \\
UNTIL & Loop to BEGIN if length of string \(\neq 7\). \\
&
\end{tabular}

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the solution of a larger program. \(\quad\) can be used to manipulate text during FORTH. Once defined, these words several ways to manipulate strings in
 that allow us to manipulate strings of Here, we have defined fifteen words
that allow us to manipulate strings of problems in a given application. you need, but it allows you to add
new words that can be used to solve guage. It doesn't have every function FORTH is a "framework" lanand, in fact, have been added to the
basic structure I've described. structures? All of these niceties can be check sorting efficiency or test file and back to strings? And why not
have a random string generator to transformations to binary numbers metic directly with strings of numeric
characters and avoid the tedious and merging. Why not perform arith-
metic directly with strings of numeric comparisons are essential for sorting able to extract a substring. String catenation is required, and string ed-
iting is convenient. We need to be vide a complete string facility. ConThese routines by no means pro"FORTH Extensibility," in the August
1980 BYTE, page 164....GW] greater detail in Kim Harris's article, selves define new types of FORTH ABLE or VARIABLE ) that thembriefly, these last two words allow <BUILDS and DOES>. Stated
briefly, these last two words allow SVARIABLE is a defining word that
uses the special FORTH words like the above word, GETDATE. could be used to implement a system
of string variables for use in a routine Listing 7 illustrates definitions that
 is the correct length, the word will


 wait for a response ended by a return. today's date (DDMMMYY):" and GETDATE executes, it will prompt definition given in listing 6. When
 allows us to write programs that
prompt the user to supply text to the The combination of \(\{"\}\) and
\$INPUT (defined in listings 4 and 5)

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\title{
Articulate Automata: An Overview of Voice Synthesis
}

\author{
Kathryn fons and Tim Cergagliano \\ 1394 Rankin St \\ Troy MI 4epst
}

The time has arrived for computers to begin speaking for themselves! We discussed some basic techniques for using the TRS- 80 Voice Synthesizer in the October 1979 BYTE ("The TRS-60 Speaks," page 113). Response from readers showed many were interested in a more detailed look at voice synthesis. The information presented here is concerned with the basic theory of voice synthesis and the basic procedures involved in constructing a vocabulary. The type of synthesis we focus on is electronic phoneme synthesis. A phoneme is a basic unit of sound from which speech can be constructed.

\section*{Voice-Synthesis Technology}

During the past two decades, almost every aspect of computer technology has progressed through several generations of advancement. A relatively recent addition to this list is speech synthesis. The area of computer lechnology which would seem to gain most from speech synthesis is the man-to-machine interface. This is an area which remains in need of a great deal of development. Today. computers play a role in almost everyone's life. yet we rely on a group of specialists to control the computers. If computer technology is to continue to advance, there will be a strong need for the inexperienced user to communicate directly with the computer. It seems obvious that the man-to-machine interface will be one of the biggest challenges facing this industry in the 1980 s.

Another problem confronting computer users is visual confusion and/or saturation. This can occur after watching a video monitor or scanning a printoul for hours at a time. Part of this problem can be eliminated by including a nonvisual output channel in the computer system. The

\footnotetext{
About the Authors
The atehors are both enployed by the Votrax Divintion of foderal Screve Works in Michigan. Kathryn Fons is a apoch mientite: Tim Gergatilano is a computer engineer. Both have done extentite research in landyuggr-procrstice symems and have warked on the Votrax text-lo-
 reflation to the meds of the handictipped and invere inquiries of the ado draw photima abouv.
}
obvious choice is voice, since most people normally communicate verbally. In a number of situations, the serial mature of voice output is more desirable than parallel data from a printout or video screen.
A number of applications are already using voice syn. thesis. Among these are telephone order entry systems, telephone access systems, reading machines and terminals for the blind, communicators for the verbally im. paired, and computerized dispatcting.

\section*{Phystology of Speech}

The production of speech in the human vocal system begins with a source of acoustical excitation to drive the vocal tract. There are two kinds of excitation: periodic and random. The first type of excitation is a pulse train caused by the vocal folds blowing apart and collapsing under lung pressure (see figure 1 on page 166). The pulse (rain is rich in harmonic content due to its sharp wave shape. The second type of excitation is noise (frication) caused by air passing over the articulators fongue. cheeks, lips, teeth. etc) with the vocal folds open.
Phonemes containing periodic excitation are called voiced phonemes (eg: the vowel/a/). Phonemes contain. ing only frication are said to be unvoiced (eg: the consonant (f). It is also possible for a voiced phoneme to con(tain frication (eg: the consonant /2/).
The human vocal tract is formed from resonant cavities including the mouth and nasal cavities which respond to input excitation by filtering the inpul. At any given time, placement of the articulators determines the frequency response of the vocil tract. Generating speech from the input excitation involves sequentially varying the frequency response of the resonant cavities in the vocal tract This is done by movement of the articulators. The vocal tract is a fairly complex time-variant fiker net. work.

Speech is composed of several bands of frequencies called formants (see figure 2). Each formant varies in position, amplitude, and quality with respect to time. A static sound, such as a continuous vowel, is produced by moving the air through the vocal tract and over the articulators, which are appropriately positioned to create


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\section*{(1b)}

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Figure 1: Periodic excitation of the human vocal tract starts with the vocal folds repeatedly opening and closing (1a), regulating air flow from the lungs. This results in a pulse train of air (1b) which passes through the resonant cavities of the mouth and nasal passages.


Figure 2: Speech is composed of several bands of frequencies known as formants. Shown is a generalized formant envelope for the first two formants.
that sound. During the production of a word, the articulators are constantly moving from one phoneme position to another. This sequencing of the articulator movements is one reason why each sound in the sequence influences every other sound around it. Note that the change in articulator positions does not occur in a singlestep fashion, but rather in a continuous movement from one target position toward another. The frequency response of the vocal tract is in flux between the target of the last phoneme and the current phoneme. The acoustical changes that occur during the transition are referred to as dynamic articulations. They are important to the production of intelligible speech-human or synthetic. Without dynamic articulation, speech becomes choppy and often unintelligible.

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Photo 1: A selection of voice synthesizers. Top left: Votrax MLI multilingual synthesizer. Bottom left: phonetic keyboard for controlling a synthesizer without the use of a computer. Right top to bottom: Radio Shack TRS-80 Voice Synthesizer, Votrax VS6 synthesizer, Votrax VSK single-board voice synthesizer. Not shown: Votrax SC01 single-chip voice synthesizer.


Photo 2: An electronic analog of the human vocal tract using filters, oscillators, and noise-source modules. Control of these circuits requires an understanding of the static and dynamic parameters of human speech.


Photo 3: A spectrum analyzer display of a static phoneme. The \(X\) axis is frequency; the \(Y\) axis is amplitude.

The Electronic Equivalent of the Vocal Tract
An electronic analog of the human vocal tract can be constructed using filters, oscillators, and noise-source modules (see photo 2 ). Control of these modules is complicated, and requires measuring the static and dynamic parameters of human speech.

The study of speech parameters requires some complex instruments. Speech is most frequently considered in terms of frequency composition, rather than waveforms measured as a function of time. Therefore, analysis of speech is typically carried out in the frequency domain. This requires instruments that are able to measure and plot frequency, amplitude, and time in various relationships. A spectrum-analyzer scope can display a picture of amplitude versus frequency for an instant in time (see photo 3). This provides accurate measurement of energy distribution among the frequencies of a static sound.

Another type of spectrum analyzer used in the study of speech is a voiceprint machine. This device provides a picture of amplitude versus frequency versus time which is collapsed into two dimensions (see photo 4 on page 172). This type of printout allows us to study the dynamic characteristics of speech, such as phoneme duration and dynamic articulations. Notice how the frequencies continuously move during the transition from one phoneme to the next.

\section*{The area of computer technology that stands to gain most from speech synthesis is the man-to-machine interface.}

With these instruments, measurements can be made of the center frequencies of formants, their amplitudes, and their bandwidth. These measurements are the basis for designing the filter networks used in an electronic vocal tract. A model of a voice synthesizer in its simplest form is shown in figure 3. Depending on the desired speech quality, a varying number of parameters must be controlled. The number of bits stored for each parameter depends on the needed range and quantization tolerance of each parameter. To control this type of synthesizer, parametric data must be updated every 5 to 25 ms . The update frequency must be high enough to capture the parametric movements during phoneme transitions. While this synthesizer model can provide much flexibility, it does so at the expense of a high bit-rate/storage requirement and complex vocabulary generation.

\section*{The Votrax Phoneme Synthesizer}

A phoneme synthesizer can be modeled by adding a parametric control generator and a dynamic-articulation control unit. A model for a Votrax phoneme synthesizer with several options is shown in figure 4 on page 174. Rather than have the user update all the parameters of a phoneme several times during its production, the synthesizer automatically does it using an internal algorithm. Because the Votrax phoneme synthesizer is implemented totally in hardware, there is no requirement for an external computer/memory to generate phonemes.

A high-quality phoneme synthesizer (with many internal parameters) is no more complex for the user to con-


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Photo 4: A voiceprint of the message "hello readers." The \(X\) axis is time; the \(Y\) axis is frequency. Amplitude is displayed as a function of print density.


FS- FRICATIVE EXCITATION SOURCE
PS-PERIODIC EXCITATION SOURCE
FN-FILTER NETWORK
\(a\) - VARIABLE AMPLIFIER GAIN
Figure 3: A parametric speech synthesizer. The number of bits stored for each parameter depends on the needed range and the quantization tolerance of each parameter. In order to control this type of synthesizer, parametric data must be updated every 5 to 25 ms .

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\[
\begin{aligned}
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& \text { disk controdiler, to to } 4 \mathrm{MB} \text { sity } \\
& \text { CP/M2.2 DOS MP } 4 \mathrm{MB} \\
& \text { operating system MP/Mmulti-user } \\
& \begin{array}{l}
\text { S-100 (IEEE) motherboard } \\
\text { BASIC LANG }
\end{array} \\
& \begin{array}{l}
\text { BASIC LANG motherboard } \\
\text { Compiler } \\
\text { Realag. ...ime C-BASIC }
\end{array} \\
& \text { Real-time clock } \\
& M \text { Mitor in PROM } \\
& \text { Manuals supplied: All documen- } \\
& \begin{array}{l}
\text { lation and schemalits, inclumen- } \\
\text { "CP/M Handbook" by Syding }
\end{array} \\
& \text { Accounting systeok" by Sybex. } \\
& \text { A/P, P/R, instuded. G/L, A/R, }
\end{aligned}
\]


Figure 4: A basic Votrax voice synthesizer. A phoneme command word is presented to the unit on the positive edge of the phonemerequest signal. The parametric control generator greatly reduces the synthesizer data consumption by calling out \(N\) parameters from only 6 bits. The dynamic-articulation controller generates continuous parametric transitions at phoneme boundaries.
trol than a minimal unit because both utilize the same phoneme call-out procedure. A command word is used to signal phoneme production. The command word for a phoneme includes phoneme-select data and optional pitch, rate, and amplitude data. Typically, there are sixty-four phonemes produced, each requiring a 6 -bit command word.

> There are areas where a person must interact with a computer, but where the use of a visual output channel is inappropriate, unavailable, or ineffective.

A simple digital controller or microcomputer is all that is needed for vocabulary retrieval. In the phoneme synthesizer we have modeled here, the duration of each phoneme is controlled by an internal timer. At the end of an interval, the timer output momentarily goes low, requesting the interface to send the next phoneme command word. This phoneme request signal can be used to generate an interrupt request to a microprocessor or clock a command word out of a FIFO (first-in/first-out) buffer, an interface, or ROM (read-only memory). See figure 5 on page 176.

Several types of Votrax synthesizers are available. A recent addition to this family is the SC01, the first singlechip phoneme synthesizer; it represents a significant breakthrough in speech-synthesis technology. Contained in a 22 -pin dual-inline package, this low-power CMOS (complementary metal-oxide semiconductor) synthesizer can be easily used on a printed-circuit board. Latched parallel inputs permit direct connection to a microcomputer data bus. A master clock input on the SC01 permits a variety of voice effects and highly textured sound effects to be generated.

\section*{Phonetic Programming}

There are a few specific speech rules that dictate how phonemes are sequenced for intelligible speech output. Pronunciation guidelines and symbols, established by the IPA (International Phonetic Association), are often used to identify the phonemes and the altered or adapted units of sound (called allophones). These are used because the standard alphabetic characters may have more than one sound associated with a single symbol. Using phonetic guidelines, phonemes and/or allophones are combined to form the symbol sequence that represents the spoken word in a language. The written symbology, however, does not always directly translate into the sounds available in a phoneme synthesizer. Thus, a sequence of the synthetic phonemes constructed from the phonetic guide-

Text continued on page 180
(5a)

(5b)

(5c)


Figure 5: Interface characteristics. A new phoneme is sent on the positive edge of the phoneme-request signal (5a). A FIFO (first-in//first-out) shift register (5b) provides an elastic buffer by shifting data in at a rate independent from the data being shifted out. Phoneme-request (5c) sets a flip-flop which generates an interrupt request ( \(I R Q\) ) to the microcomputer. When the computer writes the next phoneme command into the latch, the flipflop is reset.

\section*{Programming Phoneme Voice Synthesizers}

There are a number of steps involved in programming a voice synthesizer. Initially, you will probably have to frequently refer to table 1, which lists symbols and example words which represent sounds:
-Select the words to be programmed.
- Speak the words out loud.
- Select the appropriate phonetic symbols to represent the sounds in the words. The number of phonetic symbols you use should equal the number of sounds counted when the words are spoken.
- Enter the phoneme sequence into the synthesizer and listen to the speech output. Check the synthesizer's pronunciation for the appropriate duration of each syllable and rhythm of each word. The accent (or stress) placed on each word or syllable will help define the duration parameter.
- Select the longer-duration vowel phoneme for the accented syllable and the shorter-duration vowel phoneme for the unaccented syllable. Reenter the program and listen to it again.
- Adjust the program as many times as needed to achieve the desired pronunciation. This can be done by selecting different vowel-phoneme durations for the stressed vowel so that the durational relationship between the syllables sounds correct (see table 3). You can also adjust the sound by inserting a transition allophone between main vowels and consonants to achieve smooth pronunciation (see tables 2 and 3).

\section*{A few examples are:}
\begin{tabular}{lll} 
Word & Initial Program & Refined Program \\
move & \(M-U-V\) & \(M-U 1-U 1-V\) \\
family & \(F-A E-M-L-E 1\) & \(F-A E 1-E H 3-M-L-Y\) \\
harvest \(H-A H-R-V-I 3-S-T\) & \(H-A H 1-U H 3-R-V-I 3-5-T\)
\end{tabular}
\begin{tabular}{|c|c|c|c|c|c|}
\hline Phonetic Symbols Votrax & IPA & Key Words & Phonetic Symbols Votrax & IPA & Key Words \\
\hline B & b & bat - rub & NG & \(\square\) & ring - drink - single \\
\hline D & d & dad - raid & & & \\
\hline G & 9 & get - log & R & r & race - hard - hair \\
\hline P & p & pack - flap - happy & L & 1 & low - late - call \\
\hline T & \(t\) & tip - pat - asked & w & \(w\) & wake - always - when - quit \\
\hline K & k & kill - kick & Y & j & yard - berry \\
\hline DT & \(\dagger\) & butter & & & \\
\hline Z & 2 & zap - haze - pans & \[
\begin{aligned}
& \text { A,A1,A2 } \\
& \text { E,E1 }
\end{aligned}
\] &  & tame - pail - make beef - be - even \\
\hline ZH & 3 & pleasure azure & 1,11,12,13 & 1, 1, 12, \(\mathrm{r}^{3}\) & pit - in - swim \\
\hline V & \(v\) & van - pave & 0.01,02 & 0, 01, 02 & for - torn - bold \\
\hline THV & 8 & the - smooth - mother & U,U1 & u, ul & move - school - June \\
\hline \(J\) & \({ }^{1}\) & job - jazz - age & & & \\
\hline S & & & AE,AE1
\[
\mathrm{AH}, \mathrm{AH} 1, \mathrm{AH} 2
\] & ¥, ¥1 \({ }_{\text {a, al, a2 }}\) & dad - plaid
top- father \\
\hline SH & f & sheep - fish - action & AW,AW1,AW2 & o, 31, 32 & call - paw \\
\hline F & \(f\) & fake - cuff - phone - laugh & EH,EH1,EH3,EH3 & £, \(\varepsilon 1, \varepsilon 2, \varepsilon 3\) & ready-leg.said \\
\hline TH & \(\theta\) & thing - math & ER & 2 & third - heard - churn - over \\
\hline CH & \(1 /\) & cheese. march - match & UH,UH1,UH2,UH3 & A, A1, ^2, a & cup - random - around - under \\
\hline H & h & hoop - have & O0,001 & u, ul & took - put - good - could \\
\hline M & m & mat - dim & AY & (ex) & you-music \\
\hline N & n & no. son & Y1 & (ju) & you - music \\
\hline
\end{tabular}

Table 1: Phoneme-conversion table. Shown are the Votrax and IPA (International Phonetic Alphabet) phonetic symbols and example words that show the pronunciation of each sound.

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\begin{tabular}{|c|c|c|c|c|}
\hline & Front Vowels & Medial Vowels & Back Vowels & Mouth \\
\hline Base Vowels & \[
\begin{aligned}
& E \\
& 1 \\
& A \\
& E H \\
& A E
\end{aligned}
\] & \[
\begin{aligned}
& E R \\
& U H
\end{aligned}
\] & \begin{tabular}{l}
U \\
00 \\
0 \\
AW \\
AH
\end{tabular} & \begin{tabular}{l}
Closed \\
Open
\end{tabular} \\
\hline Vowel Allophones (durational) & \begin{tabular}{l}
E1 \\
11,12,13 \\
A1, A2 \\
EH1,EH2,EH3 \\
AE1
\end{tabular} & UH1,UH2,UH3 & \begin{tabular}{l}
U1 \\
001 \\
01,02 \\
AW1,AW2 \\
AH1,AH2
\end{tabular} & \begin{tabular}{l}
Closed \\
Open
\end{tabular} \\
\hline Vowel Allophones (sound) & \begin{tabular}{l}
Y1 (short, cons \\
AY (short, relax
\end{tabular} & \[
\begin{aligned}
& \operatorname{ted} \text { E1) } \\
& \text { E1) }
\end{aligned}
\] & IU (between the 001 and U1) & Closed \\
\hline
\end{tabular}

Table 2: Vowel phonemes are categorized here according to their place of production within the human vocal tract. Durational vowel allophones have a number following their symbol which indicates their durational relationship to the base vowel. (The suffix 1 indicates the longest duration; 3 indicates the shortest duration.) The Votrax phonetic symbols are used here.
\begin{tabular}{llll} 
& Voiced & Voiceless & Group Name \\
& B,D,G & P,T,K,DT & Stop Plosives \\
Consonants & Z,ZH,V,THV,J & S,SH,F,TH,CH,H & Fricatives/Affricates \\
& M,N,NG & & Nasals \\
& R,L,W,Y & & Semivowels/Glides
\end{tabular}

Table 3: Consonant phonemes are listed here according to their voicing quality and grouped according to the manner in which they are produced. Note that all vowels are classified as voiced phonemes.
\begin{tabular}{|c|c|c|c|}
\hline Phoneme Sequence & Usage & \begin{tabular}{l}
Phoneme \\
Sequence
\end{tabular} & Usage \\
\hline D-J & \begin{tabular}{l}
"ji"-like sounds. \\
Example: Judge \(=\mathrm{D} \cdot \mathrm{J} \cdot \mathrm{UH} 3 \cdot \mathrm{UH} 1 \cdot \mathrm{D} \cdot \mathrm{J}\)
\end{tabular} & S & Completes the phonetic sequence of a word being pluralized only when the root word ends in a voiceless sound other than \\
\hline T.CH & \begin{tabular}{l}
"ch"-like sounds. \\
Example: Church \(=\) T-CH•ER•R-T -CH
\end{tabular} & & \begin{tabular}{l}
S or SH. \\
Examples: plants \(=P \cdot L \cdot A E 1 \cdot E H 3 \cdot N \cdot T \cdot S\) \\
shops \(=\) SH.AH1-UH3.P.S
\end{tabular} \\
\hline PAO & \begin{tabular}{l}
A short pause between words for rhythm. Example: Copy this list \(=\mathrm{K} \cdot \mathrm{AH} 1 \cdot \mathrm{UH} 3 \cdot \mathrm{P}\). Y-PAO-THV-13-12.S.L.I1-S.T \\
Also used to separate stop-plosive sounds like " \(k\) "and " \(n\) " when they occur in sequence.Example: Correct \(=\mathrm{K} \cdot \mathrm{O} \cdot \mathrm{A} \cdot \mathrm{EH} 2\). K-PAD-T
\end{tabular} & D & \begin{tabular}{l}
\[
\text { laughs }=L \cdot A E 1 \cdot E H 3 \cdot F \cdot S
\] \\
Completes the phonetic sequence of a word with a past-tense suffix only when the root word ends in a voiced sound or a T. \\
Examples: smiled \(=\) S.M.AH1-Y.UH3•L•D scored \(=\) S.K.O1.O2.R.D
\end{tabular} \\
\hline PA1 & The first and last phoneme in the completed sequence, used for maintaining the articulation of the first and last sound in the sequence. Example: The sequence is complete \(=\) PA1 \(\cdot\) THV.UH3-UH3.S-E1.K. W-EH1-N.T-S.PAO-13-13.Z-K-UH1.P.L.AY. Y.T.PA1 & T & \begin{tabular}{l}
wanted \(=\mathrm{W} \cdot \mathrm{AH} 1 \cdot \mathrm{UH} 3-\mathrm{N} \cdot \mathrm{T} \cdot 13 \cdot \mathrm{D}\) \\
Completes the phonetic sequence of a word with a past•tense suffix only when the root word ends in a voiceless sound other than \(T\). \\
Examples: typed \(=\) T-UH3.AH2.Y.P.T \\
matched \(=\) M-AE1-EH3.T-CH•T
\end{tabular} \\
\hline Z & \begin{tabular}{l}
Completes the phonetic sequence of a word being pluralized. Used only when the root word ends in a voiced sound, an S , or an SH. (See table 3 for a list of voiced sounds.) \\
Examples: cans \(=K \cdot A E 1 \cdot A E 1 \cdot N \cdot Z\) \\
balls \(=\mathrm{B}-\mathrm{AW} \cdot \mathrm{L} \cdot \mathrm{Z}\) \\
goes \(=\mathrm{G}-01 \cdot \mathrm{U} 1 \cdot \mathrm{Z}\) \\
ashes \(=\) AE1-EH3.SH-13•Z \\
buses \(=\mathrm{B}-\mathrm{UH} 3 \cdot \mathrm{UH} 1 \cdot \mathrm{~S} \cdot \mid 3 \cdot \mathrm{Z}\)
\end{tabular} & & \[
\begin{aligned}
& \text { washed }=\text { W.AW.SH.T } \\
& \text { missed }=M \cdot 13 \cdot 11 \cdot S \cdot T
\end{aligned}
\] \\
\hline
\end{tabular}

Table 4: Since a number of phonetic sequences consistently produce intelligible speech, they can be classified as phonetic pattern rules. The most consistent patterns are shown here. Other phonetic patterns are more flexible, and many specific "sound effects" can be created through experimentation.

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Phoneme Sequence Usage
AE1-EH3 The vowel sequence, for words requiring the AE sound, that creates smooth pronunciation transition from the vowel into the following consonant. Also used to create duration for the stressed syllable. Examples: admit \(=\) AE1 \(\cdot E H 3 \cdot D \cdot M \cdot|1 \cdot| 3 \cdot T\) dash \(=\) D.AE1•EH3•SH
AE1-13 The vowel sequence for words requiring the AE sound followed by NG or another nasal sound.
Example: hanger \(=\mathrm{H} \cdot \mathrm{AE} 1 \cdot 13 \cdot \mathrm{NG} \cdot \mathrm{ER}\)
AH1-UH3 The vowel sequence, for words requiring the AH sound, for smooth transition into other sounds.
Examples: got \(=\) G.AH1-UH3.T father \(=\) F.AH1-UH3.THV.ER

S-S Doubles the \(S\) phoneme when more duration is desired, as at the end of a phrase or sentence.
Examples: gas \(=\) G-AE1-EH3-S.S
witness \(=W \cdot 11 \cdot 12 \cdot T \cdot N \cdot 13 \cdot S \cdot S\)
D.J.J Doubles the fricative portion of the " j " sound sequence for emphasis. Examples: Germany \(=\mathrm{D} \cdot \mathrm{J} \cdot \mathrm{J} \cdot \mathrm{ER} \cdot \mathrm{R} \cdot \mathrm{M} \cdot 13 \cdot \mathrm{~N} \cdot \mathrm{Y}\) large \(=L \cdot A H 1 \cdot U H 3 \cdot R \cdot D \cdot J \cdot J\)

Table 5: In voice synthesis, it is often desirable to lengthen or shorten a vowel or consonant sound at the end of a syllable, word, phrase, or sentence. Shown here are several of the most common "tricks" for creating such effects.

Text continued from page 174:
lines might produce an awkward, if not unintelligible, pronunciation of the word being translated. The pronunciation guidelines from any phonetic symbol system (IPA, Webster's Dictionary, Thorndike's Dictionary) can be used to establish a basic synthesized phoneme sequence, but listening is the final step used to determine the selections for a refined phoneme sequence (see textbox, "Programming Phoneme Voice Synthesizers," on page 176).

For the purposes of this article, all phonetic sequences are presented utilizing the Votrax Phonetic Symbol System. This system is used because it utilizes characters that are found on a standard computer terminal, as well as those needed for translation.

\section*{Phonemes}

The sixty-four synthetic phonemes produced by a Votrax speech synthesizer are used here as the base syn-thetic-phoneme reference. The phonetic symbols representing these sounds and example words are listed in table 1 on page 176. There are twenty-five different consonant sounds, thirty-six basic vowel and vowel-allophone sounds, and two pause phonemes. The sixtyfourth phoneme is called a zero-decode command phoneme. It emits no sound, but can be used as a short interruption. When you select the appropriate synthetic sounds and place them in a specific sequence, the speech synthesizer can produce any word in the English language (as well as many other languages).

\section*{Vocabulary Storage}

Vocabulary storage requirements are dependent on the

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C1P Sams C1P Service manual ..... 8
C4P Sams C4P Service manual ..... 16
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Listing 1: An example assembly-language program designed to store a permanent vocabulary for voice synthesis in a read-only memory. The program generates a table of words which the user has entered and stores them sequentially in memory. It then produces a look-up table with entries that point to the corresponding word in the wordstorage table.

\(000273>\) \(00028200039350 \mathrm{H30}\) 00028200413333513 0002920080212002 A 00029 200C OH
000302001 OBOCOF 15
000302011 1A
00031201204092313
000312016 OE
00032201706120526
00033 201F 0C333506
00033 201F 14
000342020 OE281515
00035202413143 F 38
00035202810
00036202914383526
00036 202I OD
00037 202E 19281515
000372032 1A2F
0003820341639350 C
000382038192815
00039 203E 00
00041
00042
00043
00045
\begin{tabular}{ll}
00047 & 0000 \\
00048 & 0039 \\
00049 & \(003 F\) \\
00050 & \(002 A\) \\
00051 & 0002 \\
00052 & 0004 \\
00053 & 0005 \\
00054 & 0033 \\
00055 & 0035 \\
00056 & \(002 F\) \\
00057 & 0006 \\
00058 & 0009 \\
00059 & 0023 \\
00060 & 0028 \\
00061 & \(000 F\) \\
00062 & \(000 C\) \\
00063 & 0001 \\
00064 & \(000 E\) \\
00065 & \(000 F\) \\
00066 & 0010 \\
00067 & 0012 \\
00068 & 0013 \\
00069 & 0014 \\
00070 & 0015 \\
00071 & 0038 \\
00072 & 0016 \\
00073 & 0026 \\
00074 & 0019 \\
00075 & \(001 A\) \\
00076 & 0030 \\
00077 &
\end{tabular}

ORG 2000H
ACCESS HYTE AE1,EH3,K,F'AO,S.,EH1,EH3,S.
GREAK BYTE B.,R.,AI,AY,K
CLOSE GYTE K,L.,01,U1,Z.
IISK EYTE II.,II,I3,S.,K
FREE GYTE F,R.,EI,Y
LEFT GYTE L.,EH1,EH3,F,T
NEW EYTE N,IU,U1,U1
STOF EYTE S.,T,AH1,UH3,F'.
TIME EYTE T,AH1,EH3,Y,M.
USER EYTE Y1,IU,U1,U1,Z.,ER
VaLUE EYTE U,AE1,EH3,L,fy1,IU,U1
XXX EYTE 0

> NOTICE: THIS SCHEME IOESNT CARE HCNJ MANY GYTES ARE ALLOCATEI TO EACH WORII. THERE ARE MANY UARIATIONS ON THIS SCHEME.
; F'AFTIAL FHONEME EUUATES hELOW
\begin{tabular}{|c|c|}
\hline A1 & ERU 0 \\
\hline AE 1 & ERU 57 \\
\hline AH1 & ERU 59 \\
\hline AY & ERU 42 \\
\hline E. & EQU 2 \\
\hline 11. & ERU 4 \\
\hline E1 & EQU 5 \\
\hline EH1 & EQU 51 \\
\hline EH3 & EQU 53 \\
\hline ER & EQU 47 \\
\hline F & ERU 6 \\
\hline 11 & ERU 9 \\
\hline 13 & ERU 35 \\
\hline IU & EQU 40 \\
\hline K & EQU 11 \\
\hline L. & ERU 12 \\
\hline M. & EQU 13 \\
\hline N & EQU 14 \\
\hline 01 & ERU 15 \\
\hline F' & ERU 16 \\
\hline R, & ERU 18 \\
\hline S. & ERU 19 \\
\hline T & ERU 20 \\
\hline U1 & EQU 21 \\
\hline UH3 & EaU 56 \\
\hline \(\checkmark\) & EGU 22 \\
\hline \(Y\) & EaU 38 \\
\hline Y1 & EaU 25 \\
\hline 2. & ERU 26 \\
\hline PAO & ERU 48 \\
\hline & ENII \\
\hline
\end{tabular}


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}

\title{
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}

The general purpose microcomputer was first introduced as a computer for hobbyists and experimenters. However, as the industry has grown, microcomputers have become specialized for personal use or for small business use. There is virtually no computer for the serious experimenter with one important exception, the Ohio Scientific Challenger 8 P.
The C8P is unique in that it incorporates the features of state-of-theart personal computers, with the memory and disk storage capacity of business computers, along with the "mainframe" bus architecture and open ended expansion capability of industrial control computers.
models. It has upper and lower case and graphics in 16 colors. The C8P's standard I/O capabilities are far more extensive than any other computer, with joystick and keypad interfaces, sound output, an 8 -bit D/A converter, 16 parallel I/O lines, modem and printer interfaces, AC remote control and security monitor interfaces and a universal accessory port that accepts a prom blaster, 12-bit analog I/O module, solderless prototyping board and more.
Ohio Scientific offers a large library of personal applications programs, including exciting action games such as Invaders and Star Trek, sports simulations, games of logic

\section*{Personal Computer}

Features
The C8P DF's specs beat all personal computers hands down. It executes instructions two to three times faster, and displays more alphabetic characters on its screen than other

\title{
puter explorations.
}

\section*{Business Computer Features}

The C8P DF utilizes dual 8 " floppy disk drives which store up to eight times as much information as personal computer mini-floppies, and an available double-sided option expands capacity to 1.2 megabytes of on-line storage. The C8P DF is compatible with Ohio Scientific's business computer software, including OS-65U an advanced operating system, and an Information Management System (OS-DMS) with supplementary inventory, accounting, A/R-A/P, payroll, purchasing, estimation, educational grading and financial modeling packages. The system also supports word processing (WP-3) and a fully integrated small business accounting system (OS-AMCAP V1.6). The C8P DF's standard modem and printer ports accept high-speed matrix printers and word-processing printers directly.

\section*{Home Control and \\ Industrial Control}

The C8P DF has the most advanced home monitoring and control capabilities ever offered in a computer system. It incorporates a real time clock and a unique FOREGROUND/ BACKGROUND operating system which allows the computer to function with normal BASIC programs, at the same time it is monitoring external devices. The C8P DF comes standard with an AC remote control
interface, which
allows it to control a wide range of AC appliances and lights remotely, without wiring, and an interface for home security systems which monitors fire, intrusion, car theft, water levels and freezer temperature, all without messy wiring. In addition, the C8P DF can accept Ohio Scientific's Votrax voice I/O board and/or Ohio Scientific's new universal telephone interface (UTI). The telephone interface connects the computer to any telephone line. The computer system is able to answer calls, initiate calls and communicate via touch-tone signals, voice output or 300 baud modem signals. It can accept and decode touch-tone signals, 300 baud modem signals and record incoming voice messages. These features collectively give the C8P DF capabilities to monitor and control home functions with almost human-like capabilities.
For process control applications, a battery back up calendar clock with automatic computer restart capabilities is available. Ohio Scientific's unique accessory ports allow the connection of a nearly unlimited number of 48 line parallel I/O cards and 12 -bit high speed instrumentation quality analog l/O modules to the computer by inexpensive 16 -pin ribbon cables.

\section*{Exploring New Frontiers}

Ohio Scientific's vocalizer software processes normal BASIC print statements with conventional spellings and speaks them clearly in real-time
on computers equipped with the UTI (CA-15B or CA-14A). This voice output capability, combined with the C8P's remote control, remote sensing, telephone interface capabilities and reasonable cost open up new frontiers for computer applications.

\section*{Documentation}

The C8P DF is not a beginner's computer and doesn't come with beginner's documentation. However, Ohio Scientific does offer detailed documentation on the computer which is meaningful for experts, including a Howard Sams produced hardware service manual that includes detailed block diagrams. schematics, parts placement diagrams and parts lists. Ohio Scientific is now also offering fully documented Source Code in machine readable form for OS-65D, the Challenger 8P's operating system allowing experimenters and industrial users to customize the system to their specific applications.

\section*{What's Next?}

Ohio Scientific is working on a speech recognizer to complement the UTI system, with a several hundred word vocabulary. The company is also developing an 8 megabyte low-cost, add-on hard disk for use in conjunction with natural language parsing to further advance the state-of-the-art in small computers. The modular bus architecture of the C8P assures system owners of being able to make use of these new developments as they become available just as the owner of a 1976 vintage Challenger can directly plug in voice output, the UTI and other current state-of-the-art OSI products.
The C8P DF with dual \(8^{\prime \prime}\) floppies, BASIC and two operating systems costs about \(\$ 3000\), only slightly more than you would pay for a dual mini-floppy equipped personal computer with only a fraction of the capabilities of the C8P.
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Photo 5: A communicator for the verbally impaired. The Phonic Mirror HandiVoice HC-110 is a battery-operated speech synthesizer controlled by a microprocessor. The user can select from its 500 word/phrase vocabulary by touching the keypad.


Photo 6: The Phonic Mirror HandiVoice HC-120 is an advanced version of the voice synthesizer shown in photo 5. It has a 1000 word/phrase vocabulary selected by entering a 3-digit numeric code. Paralyzed users can operate the unit through the use of a paddle switch and a scroll mode.


Photo 7: Talking typewriters for use by the verbally impaired. The units, which use phonemes, have a virtually unlimited vocabulary.

Listing 2: A driver program in BASIC which accesses the vocabulary as stored by the program shown in listing 1. The end of a word is detected by the starting address of the adjacent word in the table.

number of words in the vocabulary and the number of bits in a phoneme-command word. For example, a vocabulary of 100 words using a 6 -to 8 -bit command word to represent each phoneme will require 600 bytes of storage. A 1000 -word vocabulary will require 6000 bytes of storage. A 12 -bit command word will require 900 to 1200 bytes for a 100 -word vocabulary and 9000 to 12,000 bytes for a 1000 -word vocabulary (depending on the packing techniques).

When using a phoneme synthesizer with a 6 -bit command word and a high-level computer language that allows literal strings to be assigned to a variable, vocabulary storage can be embedded within the program statements by using ASCII strings. This is because a 6 -bit command word has only sixty-four possible commands, where there are at least 64 printable ASCII characters. A word or phrase is assigned to a string variable immediately before being sent to a speech-output routine. This routine pulls characters out of the string variable one at a time and sends them to the synthesizer. This technique is suitable for small vocabulary requirements. With large vocabularies, there tends to be word duplication because the storage unit is a sentence or phrase.

A technique better suited for handling large word bases is the assignment of the phoneme string for a single word to a subscripted string variable. This avoids the word duplication experienced by the previous technique and saves memory (provided that the language stores character strings with no wasted space). To generate a sentence using this technique, a sequence of variable subscript numbers is passed to a routine which calls up the indicated variables. Phoneme strings are then removed from the variable and sent to the synthesizer.

For permanent vocabularies stored in ROM (read-only memory) or loaded into programmable memory from a disk file, a word-address look-up scheme works well. This is done by generating a table of words stored sequentially in a portion of the memory. You then produce a look-up table whose entries point to a word in the word-storage table. The number of the look-up-table entry corresponds to the number assigned to the word (eg: the fifth entry in the look-up table will point to the fifth word in the word table). These tables can be generated easily (see listing 1). Sentences are called out in the same fashion as the previous scheme.

The assembler scheme works well with any size pho-neme-command word, since it does not care how many bits are used to represent a phoneme. However, the driver program must know whether to pull \(1,11 / 2\), or 2 bytes per phoneme. Listing 2 shows a driver program in BASIC to access the vocabulary in listing 1. Note that the
end of a word is detected by the starting address of the adjacent word in the table.

\section*{Applications}

In the field of computer technology alone, there is tremendous potential for the use of speech output. Through voice synthesis, applications can expand into areas formerly closed. These are areas where a person must interact with a computer, but where visual output is inappropriate, unavailable, or ineffective.

Currently, a blind person who wishes to use a computer must rely on a sighted person to relay information from a video display or printer. To eliminate this dependency, a terminal for the blind can be built to incorporate voice synthesis. Several such terminals are beginning to appear on the market.

Another situation where speech output is desirable is a warehousing/dispatching system. It is not often costeffective to place terminals around a large warehouse to list pending tasks. A better method is speech output from a computer connected to a radio link, which dispatches a worker carrying a pocket receiver/transmitter. Similar systems are in use or being developed today.

Another area where computers are presently ineffective is in interfacing with the nonreading population. Such is the case when the users are preschool children or nonreading adults. They are the prime candidates for using CAI (computer-aided instruction) as a supplement to their education. Applications such as computerized testing and evaluation of children would invite advancements in the educational field if a speech-output channel was used.

Synthetic speech applications are not limited to merely the computer peripherals mentioned. When used with a small, dedicated microcomputer or digital controller, a stand-alone device can be produced. Such is the case with a reading machine for the blind.

A second type of stand-alone speech system is a communicator for the verbally impaired. A battery-operated microcomputer system and a speech synthesizer can provide a voice for individuals stricken with neurological or physical disorders which impair the human speech mechanism (see photos 5 and 6).

Other applications for voice synthesis are in the area of entertainment electronics. Talking card games, chess games, and video games are beginning to use voice synthesis. Many of these applications are made possible by LSI (large-scale integration) circuits such as the Votrax SC01 single-chip voice synthesizer.

The interface of man-to-machine will provide a challenge for the 1980 s. Speech synthesis will play an important role in the future of computer technology.

Editor's Note: One of the first voice-synthesis products for consumers was Texas Instruments Speak \& Spell, which uses a ten-stage lattice filter to simulate the human vocal tract. In the fall of 1980, as part of the continuing trend toward integrating voice synthesis into everyday products, MB Electronics (a subsidiary of Milton-Bradley) introduced an electronic game called "Milton." The game is controlled by a Texas Instruments TMS-1000-series 4 -bit microprocessor and utilizes a custom voice-synthesis integrated ci, wit designed by MB engineers....SM

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Adding voice I/O to your own programs can be done veryeasily too. All that is needed to nave your computer recognize a word or say a word is a single USR statement in BASIC. No machine language programming is necessary.

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\section*{Technical Forum}

\section*{Nonlinearities in Illumination}

Christopher Terry, 324 E 35th St, New York NY 10016
I certainly do not wish to be hastily critical of an excellently documented and very interesting project. However, my points may help constructors to carry their experiments with computer-controlled light dimmers a bit further and to avoid disappointment with the results.

The dimmer, as described in John Gibson's "A Com-puter-Controlled Light Dimmer" (January 1980 BYTE, page 56), will certainly fade a lamp from blackout to full brightness or vice versa. However, it is important to realize that a smooth, steady fade cannot be obtained by incrementing the delay count in equal steps throughout the fade time. Linear change of this kind is an analog of the steady motion of a dimmer slide, whose scale is normally calibrated from 0 to 10 in equal divisions. On the other hand, the response characteristics of the digital dimmer, of incandescent lamps, and of the eye itself, are all highly nonlinear.

Figure 1 shows the curve of light output (expressed as a percentage of maximum light output in lumens) versus voltage applied to a lamp (expressed as a percentage of the rated, normal operating voltage). Data for this curve was taken from the Sylvania GTE Lighting Handbook


Figure 1: The nonlinear response of light output versus the voltage applied to an incandescent lamp. Although the curve is almost linear above the \(60 \%\) illumination point, an incandescent bulb can require as much as \(40 \%\) of rated voltage to illuminate at all. Note that driving lamps with higher-than-rated voltage will reduce life drastically.

\section*{One Stop Shopping.}


\section*{New CPU Card Completes the Package.}

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One of the outstanding features of this new CPU board is memory-management hardware that allows dynamic mapping of logical to 1 Megabyte of physical memory in 4 K blocks. Moreover, the CPU board is especially
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and is valid for most incandescent lamps. The most linear part of the curve is above the \(60 \%\) illumination point. The nonlinearity is even more apparent in figure 2, which shows a standard calibration curve for theatrical SCR (silicon-controlled rectifier) dimmers controlling 120 V lamps from a 120 V RMS (root mean square) supply. The percentage of light output is also shown on the voltage axis. Note that 70 V RMS must be applied before the brightness reaches \(10 \%\), and that raising the voltage from 80 V to 109 V increases the brightness from \(25 \%\) to \(75 \%\).

Figure 3 shows the predicted RMS voltage applied to the load for trigger-delay angles from \(0^{\circ}\) to \(179^{\circ}\), and also the percentage of light output corresponding to the applied voltage. The angle versus volts curve was derived from the formula given in the SCR Handbook for triacs and back-to-back SCRs. The formula is:
\[
V_{\text {LOAD(RMS })}=\frac{E_{p}}{\sqrt{2 \pi}}(\pi-a+0.5(\sin 2 a))^{0.5}
\]
where \(a\) (the firing angle) is in radians (not degrees), and \(E_{p}\) is the peak value of the supply.

Evaluating this equation with a BASIC program gave excellent experimental results. Using a \(46 \mu \mathrm{~s}\) clock to drive the counter, computed values agree quite closely with this curve. (The true time for \(1^{\circ}\) per pulse is \(8333 / 180=46.294 \mu \mathrm{~s}\), but the \(46 \mu \mathrm{~s}\) clock is easily derived from a 1 MHz system clock and is only \(1^{\circ}\) off at \(160^{\circ}\).)

The human eye's response, too, is very nonlinear. When the area lit by a controlled lamp is surrounded by

constant illumination at \(20 \%\) of the maximum brightness of the controlled lamp, the apparent brightness of the controlled lamp follows a Munsell curve somewhat similar to the Munsell curve relating the apparent loudness of a sound to its frequency and power.
Because of these effects, theatrical dimmers, which receive a linear control voltage from the slide potentiometer, contain internal curve-generating circuits that cause the dimmer output to follow either the linear light curve of figure 2 , or more usually the square law curve. The manner in which these curves relate linear dimmer motion to apparent light output is shown in figure 4-it is evident that the square law curve provides the most linear relationship, at least for the theatrical stage.
The eye is most sensitive in the region from \(25 \%\) to \(85 \%\) of maximum light output. In this range, a sudden jump of 1 V produced by a delay count change is perceptible, and jumps of 1.5 V to 2 V are quite obnoxious dur-


Figure 2: Calibration curve for theatrical lamp dimmers. The control voltage is interpreted by the dimmer to produce a linearseeming response. Note that the voltage actually applied to the lamp is not linear, but is related to the response of the lamp to voltage and the response of the human eye to light.

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Figure 3: Effect of trigger-delay angle on the RMS voltage applied to the load of a thyristor-type dimmer. Plotted along with the percent of light out put expected from an incandescent lamp, this curve is valuable for computer-controlled dimmer applications. This curve is based on calculations made with a \(46 \mu \mathrm{~s}\) clock, which may be developed from a 1 MHz system clock.
ing a long fade (eg: 20 seconds or more). To obtain a smooth fade, it is necessary that the linear timing pulses are translated to delay counts that will generate the square law curve. Also, since sudden changes are inevitable with a digital dimmer, it is desirable that the magnitude of each incremental change is small, especially during a long fade. This implies increasing the number of steps so that smaller, more frequent voltage jumps will better approach the continuous change of an analog dimmer. So far, I have obtained the best results by using an 8 -bit delay counter, which is not started until after a delay of \(20^{\circ}(920 \mu \mathrm{~s})\); the range from \(20^{\circ}\) to \(160^{\circ}\) is then divided into 256 steps. The actual value loaded into the counter is obtained from a software table that converts linear increments to values that follow the square law.

I have some cautionary notes to add, based on my own experiments. Triacs are much more persnickety and difficult to control than a pair of back-to-back SCRs with a bridge to steer the trigger pulse. Unless great care is taken in the design of the \(d v / d t\) and di/dt damping networks, triacs generate a much larger amount of RFI (radio frequency interference), are more subject to "pulling," are liable to be unpredictable and have infuriating interaction between channels on the same AC power phase. I have some doubt as to whether the simple RC (resistor/capacitor) damping networks shown by John Gibson in his figure 9 will support multiple channels, all changing at different rates in different directions, without interaction. A damped inductive filter is recommended by General Elec-

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Figure 4: Theatrical dimmer setting versus apparent light output. Internal curve-generating circuitry of most theatrical dimmers follows either the linear light curve or the square law curve, as shown.
tric, and I have found this type more effective in reducing RFI and interaction between channels. (See figure 5.)

Also, triacs seem to be more vulnerable to spike overloads than SCRs. This becomes important when you realize that applying full voltage to a cold lamp filament, which has a very low resistance, causes an inrush current



Figure 5: A damped inductive filter for triac dimmers. By removing RFI with an effective filter arrangement, interaction between dimmers can be reduced. This is especially important when multiple channels are used to control lamps at differing rates and in different directions.
spike that may peak at three to six times the normal fullbrightness operating current of the lamp. While lowwattage lamps warm quickly, the thermal inertia of lamps rated at 200 W or more may allow the spike to be several milliseconds in duration and cause damage to the triac. Triacs are particularly vulnerable to such spikes, and I make it a rule never to load a triac to more than half its rated maximum current in applications where full voltage could be applied to a cold filament.

Theatrical dimmers reduce inrush problems by keeping filaments warm with a blackout voltage of 12.5 V RMS. You may find that this results in a perceptible filament glow. If you reduce the blackout voltage to 6 V , you will kill the glow while still keeping the filaments warm enough to avoid inrush problems.

Finally, I suggest that readers interested in precise light level control and color mixing should consult the following books:
- The SCR Manual, 4th Edition. General Electric Co, 1967 or later. This is the basic bible on proportional control and SCR/Triac circuit design.
- Sylvania GTE Lighting Handbook. Sylvania Co, any recent edition. This is a handy reference book on incandescent lamps, fixtures, and space lighting principles.
- CORTLI (Computer Output of Real Time Lighting Information), The Mimi Garrard Dance Company, Soho Loft Theatre, 155 Wooster St, New York NY 10012, 1978. (The cost is \(\$ 10\).) This describes a complete lighting system using digital dimmers under the control of an 8080-based microcomputer: about fifty pages on how it came to be, over one hundred pages of detailed technical information, including detailed schematics and software listings in 8080 assembly language, and some operating information. It's very readable, and you get a tremendous amount of both solid information and speculation about future possibilities; likewise, it's an excellent source book for the money. The system works really well, tool I have seen it in action a number of times.

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\section*{Technical Forum}

\section*{Build a Null Modem}

\author{
Robert Haar, 1675 Thetford Rd, Towson MD 21204
}

When connecting computers, terminals, and communication equipment, it is sometimes useful to have a device called a null modem. To understand what a null modem is and why you might need one, it is first necessary to know what a modem does and what is meant by the term RS-232C serial interface.

\section*{Modems}

You probably have some idea of what a modem does. It allows computers and terminals to communicate over phone lines. This is done by converting serial binary data (individual bits transmitted one bit at a time) into audible tones that can be sent over normal telephone lines. Another modem at the opposite end translates these tones back into a stream of bits, which is then regrouped into 8 -bit bytes. Figure 1 is a diagram of this setup. The most common type of modem is called Bell 103A compatible.

\section*{RS-232C Serial Interface}

The term \(R S-232 C\) refers to a standard that specifies the connection between a modem and either a computer or a terminal, covering the physical, electrical, and functional aspects of that interface. We are most familiar with the physical side of this standard since it describes the ubiquitous 25 -pin D-shaped connector (the DB-25) that is used on most terminals and computer serial I/O (input/output) ports. The electrical aspects of the standard specify what kind of electrical signals can be applied to the pins of such a connection. The functional part says what the signals on each pin are supposed to mean.

The modems shown in figure 1 are called DCE (datacommunication equipment), while both the terminal and the computer are called DTE (data-terminal equipment). It makes no difference whether a unit is a terminal, a computer, or anything else-if it connects to a modem, it is DTE. One pin in the RS-232C connector is designated as a transmit-data line. This pin carries serial data from the DTE to the modem (DCE). Another pin is called re-ceive-data, and its data goes in the other direction. It is important to note that the transmit/receive designation is always defined in reference to the DTE-to-DCE connection.

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\section*{Null Modems}

The name "null modem" suggests a black box that looks like a modem but doesn't do anything. To see why you would need an "empty" modem, suppose that the terminal and the computer shown in figure 1 are in the same room and you wish to connect them together. You might be able to physically connect them if you have a cable with a DB-25P plug (male connector) on the end and the other has a corresponding socket, the DB-25S. But if both of them have been wired to connect to modems, you have a problem. Both will be sending information on the same transmit-data pin and both will be expecting to receive data from the other on the same receive-data pin. This would be equivalent to the effect of talking to someone on the telephone while the telephone handset is upside down. It just won't work.

The simplest variety of null modem cross-connects the transmit- and receive-data lines as well as connecting the ground pins, which are required to establish a voltage reference for the other signals. In many instances, this is all you will need to allow the terminal and computer to talk to each other. In some cases, either the terminal or the computer requires other signals in addition to the data and ground lines. Table 1 lists the most commonly used pins in the RS-232C interface, along with their usual abbreviations and meanings.

Pin Number and Name
1 (AA)
2 (BA)
3 (BB)
4 (CA)
5 (CB)
6 (CC)
7 (AB)
15 (DB)

17 (DD)
20 (CD)
22 (CE)

24 (DA)

Function
FG (frame ground), protective ground connection.
TD (transmit data), from DTE to DCE.
RD (receive data), DCE to DTE.
RTS (request to send), the DTE asking permission to send to the DCE.
CTS (clear to send), the DCE granting transmit permission.
DSR (data set ready), indicates that the DCE is powered up.
SG (signal ground), ground reference for the TD and RD signals.
TC (transmit clock), clock used to generate the serial transmitted data (DCE to DTE)
RC (receive clock), clock for received data (DCE to DTE).
DTR (data terminal ready), indicates that the DTE is powered up.
AI (ring indicator), says that the incoming phone line is ringing; used with modems with answer capability.
XTC (external transmit clock), like TC but from the DTE to the DCE.

Table 1: Summary of RS-232C serial interface connections and their function.

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Figure 1: Diagram of a typical setup that allows a terminal to communicate with a computer over standard telephone lines. The modems shown are called DCE, or data-communication equipment, while both the terminal and the computer are called DTE, or data-terminal equipment. When referring to the RS232C serial interface, the transmit/receive designation is always defined in terms of a DTE-to-DCE connection.

Many terminals and computer serial I/O circuits generate the request-to-send and data-terminal-ready signals and expect to receive the corresponding signals clear-to-send and data-set-ready back from the modem. If these are not turned on, the DTE will not allow itself to transmit or receive data. If you plug together two pieces of equipment, both of which are configured as DTE, their data-terminal-ready and request-to-send signals will be connected together, and neither will know how to get the required data-set-ready or clear-to-send acknowledgments. Again, the solution is to cross-connect the corresponding signals so that the DTR signal output of one device goes to the ready DSR input of the other and each unit's RTS signal goes to its own CTS input.

The clock signals listed in table 1 are rarely used. If you need them, cross-connect them. Sometimes a device will need the ring indicator from a modem before it will start accepting incoming data. This can be obtained by connecting this pin to the DTR pin of the other device.



Figure 2: The interconnection scheme for a null modem. A null modem is a "black box" that allows two pieces of data-terminal equipment to communicate with each other when a phone line is not required (such as when they are in the same room). If the two pieces of equipment were connected without the use of a null modem, both would be sending information on the same \(R S\)-232C connector pin and also would expect to receive data on the same pin.

\section*{Construction}

Figure 2 is a diagram of an interconnection scheme that works in most cases. If you need a different set of signals, it may be modified; table 1 provides the necessary information. In some cases you will need to connect a device that requires the DSR control signal to another that doesn't generate the corresponding DTR signal. In this event, connect the DSR pin of the first device to its own DTR pin.

If you buy one of the commercially produced null modems, you will probably get a box about the size of a large paperback book, with two female connectors (DB-25S sockets). I found it more convenient to use one male and one female connector, because their pin numbers are mirror images of each other. Placing them back-to-back lines up all the pins with the same number. I bolted one-inch separators between the screw holes of the two connectors to hold them in place and then wired the connections as shown in figure 2. I wrapped the whole thing in electrical tape to seal it. The result is a much smaller package than the commercial product. It can easily be attached to the end of the RS-232C cable and left there.

Keeping to my practice of documenting whatever I produce, I drew a diagram like figure 2 on adhesive label material and placed it on the null modem's cover. If in the future I need to know which pins are connected, I won't have to remove the covering or hunt through my files for the circuit description. It is always right there.

\section*{For Further Research}

If you would like more comprehensive information on this subject, consult chapter 26 of the book Technical Aspects of Data Communication by John McNamara, published by Digital Press.
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\title{
IRV, a TRS-80 Utility Program
}

\author{
Teri Li, POB 481, Peterborough NH 03458
}

IRV is a new machine-language utility program for the BASIC programmer. It supplies features that all programmers will appreciate, and it uses less than 1 K bytes of programmable memory (unless you add to its definitions).
IRV gives you a flashing cursor, auto repeat on any key held down for more than one second, and keyboard control of the cassette remote plug (you can turn the cassette motor on and off simply by hitting shift-clear). [In this review, words in italics refer to keys of the same name as those on the TRS-80 keyboard....GW] This is followed by the ability to define any key to your chosen definition. As sold by The Programmer's Guild, all of the shifted alphabetic keys are defined as BASIC keyword commands (see table 1); this duplicates features of the utility program called T-Short.

However, if you don't like any of the provided definitions, you can easily change them by pressing the shift
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and down-arrow keys, followed by the shift (alpha) key you want to redefine. When you have finished defining, press the shift-down-arrow combination once more. (Hitting enter merely inserts a carriage return into the definition.) This ability to redefine is not restricted to alpha keys: it extends to all of the keys on the keyboard, except for the shift keys and the shift-down-arrow key combination. This means that you can redefine both the break and enter keys!
How is this possible? Simple: IRV pokes new addresses into the keyboard Device Control Blocks used by the TRS-80. The new addresses point to IRV, which is in high memory. IRV processes each input keystroke before calling routines in read-only memory. This gives IRV its great power and versatility.

If you decide that you don't want the programmedkeys mode in operation, you can turn this feature off by hitting shift-down-arrow twice. To turn it back on, hit the shift-down-arrow twice again.
The usefulness of these definable keys is not restricted to single BASIC commands; you can actually define a key as any message, command, or series of commands up to a maximum length of 255 characters. This is true for all of the keys. If you were to exercise this option to its fullest, you would fill almost 25 K bytes of programmable memory ( 100 keys, uppercase and lowercase, times 255 characters per key).

Yes, one keystroke can represent a series of commands. Hitting enter inserts a carriage return but does not end the

\section*{At a Glance}

Name:
IRV
Type:
BASIC utility
Manufacturer:
The Programmer's Guild
POB 66
Peterborough NH 03458
Price:
Cassette \(\$ 24.95\)
Disk \(\$ 29.95\)

\section*{Format:}

Cassette or 5-inch
floppy disk

Language:
Z80 machine language

\section*{Computer:}

Radio Shack TRS-80,
Model I with Level II BASIC and 16 K bytes or more of memory (disk drive optional for cassette version only)

Documentation:
5-page booklet, 14 by 22 cm ( \(51 / 2\) by \(81 / 2\) in)

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\hline shift-W & RND( & shift.H & RIGHT\$( \\
\hline shift-E & ELSE & shift-J & INKEYS \\
\hline shift-R & RETURN (enter) & shift-K & CSAVE" \\
\hline shift-T & THEN & shift-L & CLOAD \\
\hline shift-Y & LEN( & shift-Z & EDIT \\
\hline shift-U & USING & shift-X & STR\$( \\
\hline shift-I & INPUT & shift-C & CHRS( \\
\hline shift-O & ASC( & shift-V & VAL \\
\hline shift-P & LPRINT & shift-B & INT( \\
\hline shift-A & STRING\$( & shift-N & NEXT \\
\hline shift-S & GOSUB & shift-M & MIDS( \\
\hline shift-D & DATA & shift-@ & CONT (enter) \\
\hline shift•F & LEFT\$( & shift•right-arrow & TAB \({ }^{\text {d }}\) \\
\hline
\end{tabular}

Table 1: One-keystroke strings supplied with IRV. When IRV is loaded into the TRS-80, any of the single shifted keystrokes shown here will cause its associated string to be "typed" on the video display. (The word "enter" means that the last character typed is the same as pressing the enter key. thus causing the line to be executed.) These equivalencies may be changed or deleted by using the characterredefinition mode.
definition, so you can actually define one key to execute an entire series of commands when pressed. It will do this while executing either a machine-language or a BASIC program. For example, the back-up routine in TRSDOS (call BACKUP, answer all the questions: date, password, drives used, etc) can be abbreviated to a one-keystroke command. This is convenient, especially if you are duplicating several disks.
One interesting advantage to IRV is that you can define the unshifted as well as the shifted keys. I used this feature to set up my keyboard to simulate the experimental Dvorak typewriter layout. [The Dvorak system is a typewriter with a keyboard layout that increases speed and accuracy during touch-typing....GW1 Other possibilities could include rearranging the keys to accommodate foreign languages that use the standard Roman alphabet, but use letters in frequencies different from English.
At this point, IRV is far superior to T-Short and other keystroke shorthand routines. But IRV does not stop here: it has even more capabilities.
IRV gives you on-screen BASIC line editing similar to the on-screen line-editing features of the Commodore PET. To use this feature, first list your program on the video, then hit the shift-break key combination. The blinking rate of the cursor will change slightly. Now you can use the four arrow keys to move the cursor anywhere you like on the video screen. Full-screen wraparound is supported: if the cursor leaves the screen from the bottom, it will appear at the top of the screen in the same column; leaving the screen to the right will put the cursor on the left of the same line.
Once you have put the cursor on the line in which you are interested, you may type anything you want over the line. If there are too many characters on the line, hitting the clear key will delete 1 character. If you need more room, each time you press the break key one space will be added, over which you may type. Holding down either key for more than one second causes each key to repeat its function as long as the key is depressed.

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directly onto the screen, then the word PRINT, and put quotes in front and at the end of the graphics characters. When you hit enter, that line will be entered into BASIC as a new line. When you list the line, you will see the graphics characters printed as BASIC keywords, but when you execute the line, the graphics figure will be drawn on the screen. You can also set the drawings equal to strings (see figure 1).

\section*{Implementation Details}

IRV can be purchased in 5 -inch floppy disk or cassette form. The cassette version has instructions for saving the file to disk; disk-based users may want to do this, even though the program takes exactly 17 seconds to load from cassette. Different versions of IRV are loaded (from either cassette or disk) depending on whether your TRS-80 has \(16 \mathrm{~K}, 32 \mathrm{~K}\), or 48 K bytes of memory. All three programs are contained on either the disk or cassette versions of IRV. You must also answer the MEMORY SIZE? prompt when entering BASIC in order to allow sufficient space for the storage of IRV and its key redefinitions. This is simple to do and is explained in the IRV booklet supplied with the software.

IRV is available from several software suppliers, including The Programmer's Guild (POB 66, Peterborough NH 03458), The Software Exchange ( 6 South St, Milford NH 03055), and Scott Adams' Adventure International (POB 3435, Longwood FL 32750). IRV is sold with predefined keys (see table 1) and will operate in both Level II and disk BASIC. It is compatible with TRSDOS, NEWDOS, and OS-80. For those of you with newversion Level II ROMs (or read-only memories, which power up with the abbreviated message R/S L II BASIC instead of spelling out all the words), there is also a version of IRV that will operate on your keyboards: just specify that you have the new Level II ROMs.

\section*{Conclusions}
- IRV is a versatile piece of utility software for the TRS-80 Model I BASIC programmer. It allows you to redefine any keystroke as any character or series of characters, and to modify BASIC programs by simply typing over a listing of the program.
- IRV can be used to renumber BASIC lines or to merge several lines or parts of lines without having to retype the lines involved. This is a valuable aid when modifying an existing program.
- IRV can be used to turn the cassette motor on and off without repeatedly plugging and unplugging the remote motor-control plug; this is a great help when trying to work with cassette tapes.
- IRV gives every key an auto-repeat facility.
[Editor's note: IRV is one of the most exciting pieces of software I've seen in a long time, primarily because it allows you to devise uses for it that are not specifically planned by the software designers. For example, when editing a line of BASIC code, you can use a single key that is defined as ten copies of the string " \(S\) D" (each of which will search for a blank and delete it) to take all of the spaces out of a line: this speeds up the task at hand by eliminating dozens of keystrokes. Because of its openended design, IRV can be used in a variety of situations, and \(I\) feel that it is as important and innovative as the popular VisiCalc program. Philip Mork, the author of \(I R V\), is to be commended for his fine work...GW]■

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8 BIT CPU Z
Like many others, we claim full conformance to IEEE 696/S-100 specifications; unlike many others, we'll send you the timing specs to prove it. CPU \(\mathbf{Z}\) includes all standard \(\mathrm{Z}-80 \mathrm{~A}^{\circ}\) features along with power on jump, on-board fully maskable interrupts for interrupt-driven systems, selectable automatic wait state insertion, provision for adding up to 8 K of on-board EPROM, and 16/24 bit extended addressing. Works with 6 MHz CPUs; supplied with 4 MHz CPU. \(\$ 225\) Unkit, \(\$ 295 \mathrm{~A} / \mathrm{T}\), \(\$ 395\) csc.

\section*{16/8 BIT CPU 8085/88}

When we shipped the first CPU 8085/88 board back in June of 1980, we created a bridge between the 8 bit world of the present and the 16 bit world of the future. By using an 8088 CPU (for 16 bit power with a standard 8 bit bus) in conjunction with an 8 bit 8085, CPU 8085/88 is downward compatible with 8080/8085 software, upward compatible with 8086/88 software (as well as Intel's coming P-Series), designed for professional-level high speed applications, and capable of accessing 16 megabytes of memory. . While conforming fully to all IEEE 696/S-100 standards (timing specs available on request).

Looking for a powerful 8 bit CPU board? Looking for a powerful 16 bit CPU board? Then look at CPU 8085/88, the best of both worlds.
Prices: \$295 Unkit, \$425 A/T (both operate at 5 MHz ); \$525 CSC (with \(5 \mathrm{MHz} 8085,6 \mathrm{MHz} 8088\) ). Owner's manual available separately for \(\$ 5\).

\section*{8 BIT CPU 8085}

This is a single 8 bit processor version of the above board, and may be easily upgraded to full 16 bit operation at a later date. \(\$ 235\) Unkit, \(\$ 325\) A/T, \(\$ 425 \mathrm{CSC}\)

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MPX 1, a powerful front end processor/system multiplexer, unloads the host CPU to handle heavy 8 or 16 bit multi-user/multi-task traffic. This results in greatly increased throughput and speed of operation. MPX includes an on-board 5 MHz 8085 microprocessor, 2 K of ROM, 4K or RAM, interrupt controller, and much more. Finally. . .multi-processing is an affordable reality. Call for pricing and delivery information.

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Active Terminator Board Memory Manager Board Mullen Extender Board. \(\qquad\) Mullen Relay/Opto-Isolator Control Board. Spectrum color graphics board. 2708 EPROM Board (2708s not included). Interfacer 1 (dual RS-232 serial ports). Interfacer \(2(3\) parallel +1 serial port).
\(\$ 34.50 \mathrm{Kit}\)
\$59 Unkit, \$85 A/T, \$100 CSC \(\$ 59 \mathrm{Kit}\)
\$129 Kit, \(\$ 179 \mathrm{~A} / \mathrm{T}\)
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\hline & Unkit & A/T & CSC \\
\hline 8K RAM 24. & \$159 & \$189 & \$239 \\
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\hline 16K RAM 20-16 (extended addressing and bank select). & \$319 & \$399 & \$479 \\
\hline 24K RAM 20-24 (extended addressing and bank select). & \$429 & \$539 & \$629 \\
\hline 32K RAM 20-32 (extended addressing and bank select). & \$559 & \$699 & \$799 \\
\hline 128K RAM 21-128 (extended addressing). & n/a & n/a & \$2795 \\
\hline
\end{tabular}

Most Compupto products are available in Unkit form. Assembled/Tested, or qualified under the high.reliability Certified System Component (CSC) program (200 hour burn-in. extended 2 year warranty, more). Please note that unkits are not intended for novices, as de-bugging may be required due to problems such as ic infant mortality. Factory service is available for Unkits at a flat service charge.

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\title{
News And Speculation About Personal Computing
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\author{
Conducted by Sol Libes
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UNIX Standard Called For: "/usr/group" is a newly formed group for users of UNIX and UNIX-like operating systems. At a recent group meeting, a Western Electric representative disclosed that his company has granted approximately 156 commercial licenses at about 244 commercial sites. Many present at the meeting complained about Western Electric's excessive charges for unsupported software. The company typically charges \(\$ 12,000\) for a single processor license and as much as \(\$ 40,000\) for users of the DEC (Digital Equipment Corporation) VAX machines.

UNIX users, now faced with many different im. plementations of UNIX, are beginning to be concerned with standards. To help cope with the problem the group plans to issue a UNIX Users Guide.

Also at the meeting, Microsoft announced plans for implementations of its Xenix package on the Texas Instruments TI9900, IBM Series/1, and Point 4 Data Corporation systems.

For more information write, /usr/group, POB 8570, Stanford CA 94305.

U

\section*{CSD Pascal 4.0 To Be}

Released: A new version of UCSD Pascal will soon be released by Softech MicroSystems. The good news is that Pascal 4.0 will have many new features, such as multitasking and better screen handling. In other words, it will be more flexible, do more jobs, and be generally more powerful.

The bad news is that it will generate code that includes four new p-code instructions. Hence, the Pascal MicroEngine, presently the fastest available Pascal
system, will not be compatible with the new 4.0 version. Of course, WD (Western Digital) can recode the MicroEngine microcode ROMs (read-only memories) to include the new instruc. tions, but I don't know. Considering that it took WD nearly a year to come out with the present ROM set, I do not foresee the possibility of MicroEngine Pascal 4.0 for some time yet.

Volce Entry System For The Apple: Scott Instruments, Denton, Texas. will introduce an Apple version of its voice entry system. To be called "Applevet," this system will be able to recognize as many as 680 words or utterances. An \(\$ 895\) price tag for the system will include a plug-in board, a noise-canceling microphone, and demonstration disk.

\section*{Volce-Operated tele-} phone Dialer Tested: Bell Labs, Murray Hill, New Jersey, has disclosed that it is testing a telephone dialer that is voice operated. The caller can ask for a 4 -digit telephone extension or a name in the directory of the system, and the system will then dial the number. The dialer has already demonstrated a high reliability. If in doubt as to what it is told, it asks the caller to repeat the entry.

The system uses a highspeed array processor attached to a minicomputer to detect the presence of speech and identify voice features to be used by a word recognizer. The word recognizer compares the features of the utterance to a subset of stored features
and generates a word-candidate list, which is ordered according to the probability of the word's occurrence. The system uses a feature template of the caller's voice, learned during a training period, to recognize the caller's voice input and dial the number. The system recognizes only isolated word inputs, and the user must speak slowly and haltingly.

Mhere Are The
64 K-Bit Memory ICs? At one time, memory size quadrupled every two years. But four years have now elapsed between the introduction of the 16 K -bit and the 64 K -bit memory ICs. Skyrocketing development costs and difficulties in working with such dense devices have caused most of the delay. It is likely that the next quadrupling will take even longer.

Over two dozen suppliers are now delivering samples of 64 K -bit programmable memories to computer manufacturers; some of the samples are already in limited production. You can expect to see the first products using 64 K -bit integrated circuits in the third or fourth quarter of this year. However, do not look for their widespread use until sometime in late 1982 or 1983, when prices should drop to under \(\$ 10\) each.

American memory manufacturers are extremely concerned about Japanese competition in this area, however. The first company to supply 64 K -bit circuits was Fujitsu Ltd, and eight other Japanese manufac. turers are jumping in too. Some manufacturers fear that the Japanese may snare \(60 \%\) to \(70 \%\) of the

64 K -bit memory market. If this occurs, the entire American computer industry may find itself in trouble.

A
pple Stock Goes On Sale: Shares in Apple Computer Inc, one of the most eagerly awaited public stock offerings, went on sale early in December 1980. Apple offered \(8 \%\) of the company's 52.4 million shares (ie: 4.6 million shares) at a price of \(\$ 22\) per share.

Apple, incorporated in 1977, reported profits of \(\$ 11.7\) million on sales of \(\$ 117\) million for the fiscal year ending September 26 , 1980. 1979's earnings were \(\$ 5\) million on \(\$ 48\) million sales, and, in 1978, sales were \(\$ 7.8\) million with profits of \(\$ 793,497\).

Steve Jobs, 25 years old, and Steve Wozniak, 30 years old, the creators of the Apple computer, each hold 8.3 million shares. That means that they own well over \(\$ 100\) million worth of stock. A C Markkula, 32 years old, who took Apple from a garage operation to its current enviable position, also holds 8.3 million shares. Venrock Associates, a venture capital firm, holds 3.8 million shares. Significant blocks are held by several other venture capital concerns. Xerox holds 80,000 shares.

\footnotetext{
\(S\)
tatus Report On The IAPX-432: Late last spring, Intel announced its iPAX-432 32-bit microprocessor with great fanfare. At that time, only very general specifica tions were released and subsequently reported on in this column. (See "Intel Releases Data On 32-Bit Microproces-
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by
sor," August 1980 BYTE, page 94.) During the fall, however, Intel made largescale presentations to several major systems-level houses. Rumor has it that Intel will deliver a paper at the International Solid State Circuit Conference (ISSCC) this month, in which it will divulge full details on the architectural design of the iAPX-32. Intel should start delivering samples within another month or two.

The iAPX-32 is a 3 -chip set that uses more than 100,000 transistors per IC (all 64-pin packages). The design of the instruction set is aimed at supporting high-level compiled programs written in Pascal, Ada, and FORTRAN.

Intel had also let it be known that it planned to supply microcoded firmware in the processor device that would directly execute the Ada high-level language. However, rumor currently has it that Intel is retreating from this concept.

S
tatus Report On 16-Bit Microcomputers: The 16 -bit scene matured during 1980. Intel sold about 200,000 of its 8086 devices (at well over \(\$ 100\) apiece, Intel appears already to be profiting from this unit). By midyear, Zilog had managed to remove the bugs from the Z8000 and, by year's end, was in full production. Motorola must be given credit for designing the most powerful 16-bit microprocessor (imagine having seventeen 32 -bit-wide registers and 23-bit addressing to reach 16 megabytes of memory directly). It must be considered a landmark achievement that Motorola was actually shipping limited production quantities of fully functional 68000 devices by the end of 1980 that met specifications. This is particularly impressive when you consider the number of elements in the device (about 70,000 ) and the large size of the silicon chip ( 246 by 280 mils).

In production now for two years, the 8086 is just beginning to develop a respectable software base. For example, Digital Research is starting to supply an 8086 version of \(\mathrm{CP} / \mathrm{M}\). The software bases for the Z8000 and 68000 are still extremely limited and are probably more than a year behind the 8086 software base.
National Semiconductor expects to start shipping samples of its new 16032 16-bit chip set, which promises features similar to the DEC (Digital Equipment Corporation) 32 -bit VAX machines. The silicon area on this device ( 250 by 300 mils) is even larger than Motorola's 68000. Industry observers concede that this set of devices is significantly more powerful than the 68000 , the \(Z 8000\), or the 8086. However, many observers doubt whether National will be able to compete with Intel, Zilog, and Motorola, because of its late start and the great expense of such a project.
 cessor: According to a technical report released by CDC (Control Data Corporation), the Soviet Union is manufacturing a microprocessor that is very similar to Intel's 8080A design. Control Data obtained samples of the integrated circuit from the Hungarian government, and promptly dissected it. They discovered that the device, called the K801K80.77, uses the same circuit blocks as the 8080A, except that it is adapted for the NMOS ( \(n\)-channel metaloxide semiconductor) process.

In the manufacturing process, Soviet technicians relaxed line widths and geometry separations and used a larger chip size (214 by 192 mils, compared to 193 by 171 mils for Intel, which Intel later reduced to 165 by 161 mils). The Soviet design is thus more conser-
vative and more expensive to produce. CDC identified several "workmanship flaws" in the devices (eg: questionable die attachments and scraping of bond wires). CDC felt that the Soviet technology was equal to American technology, vintage 1977. The device uses a 48 -pin package with eight unused pins.

\section*{H \\ ome-BankIngl Information System Inaugurated: Radio} Shack, CompuServe, and United American Service Corporation have joined forces to inaugurate a nationwide home-banking and information system. (See "You Can Bank on It," January 1981 BYTE, page 10.) Using the new TRS-80 Color Computer, a television receiver, and a modem, a subscriber will be able to pay bills, obtain a bank statement, do bookkeeping, apply for a loan, send and receive electronic mail, and access the CompuServe data base. The service will cost between \(\$ 15\) and \(\$ 25\) a month. United American expects to have forty banks and 20,000 subscribers in the system by the end of the year.

\section*{D \\ Igltal Research To} Introduce Record-Retrleval System: Digital Research (DR) will soon introduce a record-keeping software package called BT-80. Basically, it is the kernel for a data-base management system. DR has also indicated that it is "taking a hard look at possibly implementing CP/M, MP/M, and PL/I on 68000 arid Z8000 systems." Further, they have purchased a Digital Equipment Corporation VAX machine. Although this machine is primarily intended to keep track of their internal operations, it will be using the UNIX operating system. Does this mean that DR might be taking a close look
at UNIX? After all, several DR staffers have strong UNIX backgrounds.

Digital Research has also disclosed that it is considering the possibility of developing a software interface between CP/NET and the EtherNet systems.

\section*{T he Microprocessor} Catch-22: Intel is currently the only supplier of the 8088 microprocessor (which is actually a 16 -bit 8086 with 8 -bit input and output). Most designers tend to avoid a part that is not "secondsourced." In other words, they want to be able to get the part from another source if their primary source has delivery problems. Mostek has said that it is interested in second-sourcing the 8088 if demand warrants. My question is, how is the demand to materialize while waiting for a second-source to enter the marketplace?

R
andom Bits And Random Rumors: The EtherNet's specifications have been finalized and published. If you would like a copy, contact the EtherNet Literature department at either Xerox, Intel, or Digital Equipment Corporation.... NEC is about to introduce a low-cost version of its Spinwriter word-processing printer. This new machine will sell for \(\$ 1400\) (in lots of 100 ) and it will also be used with a new NEC microcomputer system rumored for introduction later this year.... It is being whispered that Epson America Inc, Torrance, California, will soon unveil a low-cost daisy-wheel printer.... Ontrax Corporation, Sunnyvale, California, plans to introduce a 116-megabyte 8 -inch Winchester disk drive soon.... Before long, General Instrument will place on the market a speech-synthesis chip set in the \(\$ 5\) price range for large volumes. The set will include the controller, 32 K bytes or 128 K bytes of ROM and speech modules....

\title{
DG: Realizing the H8's Potential For the Engineer; Businessman; and Serious Hobbyist.
}

\begin{abstract}
NEW! DG-64D5 Now Available Uses Single 5 Volt Supply DYNAMIC RAMS. Like our DG-64D, asynchronous refresh maintaips memory contents during extended wait states. Call for additiona information:

\section*{Powerful, Bank Selectable 64K RAM}

Our high capacity, low power DG-64D 64K RAM allows more efficient utilization of space, freeing your motherboard for peripheral interfacing.

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The DG-ADP4 allows for operation of the DG-80 EPU at 4 MHz while maintaining compatibility with the H17 Disk:System. Execution time of CPU intensive programs is reduced to half even before utilizing the enhaneed Z 80 instruction set.
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\section*{Now Use Standard CP/M \({ }^{\circledR}\) Software}

DG's system enhancements provide for RAM in Low Memory allowing the use of the widely accepted STANDARD CP/M.

\section*{Now Operation in Powerful Z80 \({ }^{\text {® }}\) Code \\ OurDG-80 \(280^{\circ}\) based CPU opens a new world of more powerfil AND efficient languages and sottware.}

\section*{Increased Flexibility With New Monitor}

DG's EP8 mohitor allows tront panel depbugging of 8080:AND \(Z 80\) machine language programs in either hexadecimator octal format. Maintains all PAM- \(8^{\circ}\) entry points and features. AIT register sets available.

The DG system enhancements for the Heath H8 computer are definitely a step above in price, performance, and factory support.

\section*{THE DG-80 ZILOG Z80 \({ }^{\text {B BASED }}\) CPU — \(\$ 249.00\) (Documentation Only \$25.00)}

\section*{FEATURES:}
- Compatible with Heath* H8 hardware and software
- 280 CPU - Enhanced instruction set - Provisions for up to 8K ROM/EPROM and/or 4K RAM - Jump-On-Reset to any 1 K boundary - DIP switch selectable wait
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Hewlett-Packard is about to set forth a single-board microprocessor version of its 1000-L computer to compete with the Digital Equipment Corporation LSI-11.... Control Data plans to introduce a self-contained PLATO system. The PLATO system is currently a mainframe-based system that includes remote terminals with high-resolution graphics and an extensive library of interactive educational software.... Shugart Associates, the current leader in floppy-disk drives, is rumored to be developing an optical diskstorage system. The basic technology for this system was developed by Shugart's parent organization, Xerox, and Thompson-CSF....


Irst Xenlx/28001 System Announced: TriData Systems, City of Industry, California, is the first company to announce a microcomputer system using the Zilog Z8001 and Microsoft's Xenix operating system. The Z8001 employs segmented rather than direct addressing. This desk-top system, called the SST, contains a \(Z 8010\) memory-management integrated circuit that dynamically relocates
code and protects memory areas. The SST utilizes a tenslot motherboard for memory expansion in 128 K -byte modules.

\section*{W \\ III Microcomputers Leapfrog Over Minicomputers and Malnframes?} The newer 16- and 32-bit microprocessors, soon to be sampled by integratedcircuit manufacturers, will contain some new and sophisticated features. For example, the forthcoming N516000 16-bit microprocessor from National Semiconductor and the IAPX-432 microcomputer from intel will both have true virtual memory capability that will allow very large memory systems. Sixteen-bit microcomputers like the 8086, Z8000, and 68000 do not lend themselves to virtual memory systems. Intel, however, says that it expects to have an 8086 with virtual memory later this year.
Virtual memory requires the microprocessor to stop in the middle of an instruction if it determines that the address called is not in mem. ory, back up execution of the instruction, and restart the instruction after the contents of that virtual address have been brought in from a
mass-storage device (eg: a hard disk).

Returning to the original question, experts concede that, simply because microcomputers now have features once found only in larger machines, it does not follow that they will overtake minicomputers and maxicomputers. Each year the minicomputers and maxicomputers add performance features that keep their power far ahead of microcomputers. In fact, the new more powerful microcomputers now have features that were found in larger systems five or more years ago.

Robot
KIt Announced: In the December 1979 BYTE News, I predicted that a robot kit would be introduced in 1980. It now seems as if that prediction will come true in 1982. Heath Company recently demonstrated a 3 -foot-high robot prototype to Heath retailers that it plans to introduce in 1982. The robot kit will use the Motorola 6802 microprocessor with 4 K bytes of programmable memory and 32 K bytes of ROM (read-only memory). It will have a detachable
joystick, voice synthesis, and one multipurpose arm. At this time, it is projected that the kit will cost less than \(\$ 1000\).

hange Of Name: Seagate Technology is the new name for Shugart Technology. Seagate Technology is the Scotts Valley, California, firm that manufactures Winchester-technology 5 \(1 / 4\)-inch hard-disk drives. The decision to change its name was made by Seagate Technology to help distinguish it from the famous maker of floppy-disk drives, Shugart Associates. Both companies were founded by David Shugart. However, Mr Shugart is no longer affiliated with Shugart Associates.

MAIL: 1 receive a large number of letters each month as a result of this column. If you wish a response, please include a stamped, self-addressed envelope.

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\title{
Image Processing With a Printer
}

\author{
Clark A Calkins \\ 2564 Walvat illvd \#106 \\ Walme Creek CA 949\%
}

For a long time I have been interested in producing recognizable images using a basic Teletype just as you see in many computer stores; and I thought that an expensive camera and interface were required to digilize the picture But in 1979 an article in \(D_{r}\) Dobb's lournal described just how to do this type of image processing with - Diablo printer. (See reference 1.) While I didn't have this type of printer, I figured the concept should work with my Model 43 Teletype or any other printer. After all, the hardware interface required looked simple enough. What could I losel I worked out my ideas, implemented the system, and now I can process images inexpensively at home. So as a successful personal-computer experimenter, 'l'll pass on my experience to you.

\section*{An Overview of the System}

The principle behind this image processing system is easy to understand and implement in a home compuler system. The procedure used to

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Clisk A Celinity hats worked for 11 ymisa
 Vallocito Nuclots Repesth Cintiv and noter
 the Albenerd Nagiont Applictations Group
}
prepare a digital picture conlains the following steps:
- Connect a light-sensitive device (such as a phototransistor) to the input of an \(A D D\) (analog-to-digital) converter that is connected to the compuler.
- Mount the phototransistor on the print head of the printer so that it senses liqht reflected off the paper in the printer's print position.
- Place the paper containing the image in the printer so the print head will traverse the image; then send a series of space characters to the printer to cause the print head to move across the paper.
- Measure and store the values of light intensity at each character position under program control, using A/D-sonverter output.
- Insert a blank sheet of paper into the printer.
- Use a computer program to print selected characters onto the blank sheet: each character corresponds to the light intensity at given print position. The higher the intensily, the lighter the character should be.

Having decided that this would be an interesting project, I went to the local electronics store and purchased the necessary parts and assembled the unit. When I loaded in a sample control program written in BASIC, the
thing actually worked, and after a litthe experimentation, I could even recognize some features! Then the fun started, I cut pictures from the magazines lying around the house and started to process them while trying differend substitution characters. This was greal fun for my entire familyl

After a few hours of playing with this system. I started to realize that I needed a better control program that would execute faster. The BASIC program worked at about three characters per second, but with a faster program, I could try larger pictures. The basic functions required were:
- Scan over a variable-width image of any reasonable length at a much faster speed.
- Save the resulting digital data out on a disk file for later use.
- Be able to use a user-defined char. acter-substitution sequence (the more flexible, the better).

The results of this effort are shown in listing 1. Here is a control program written for the CP/M (version 1.4) operating system that does what is required (and a little more), It can scan a line of up to 255 characters and as many as 255 lines (memory permitting). The character-substitution sequence is limited to sixty-four char-


Figure 1: The image reproduced by IMAGE was originally a black-and-white photograph. The analog-to-digital converter used by the author registered a dark-to-light difference of 130, when the picture was processed. Magazine and book photos or artwork can also be reproduced satisfactorily.
\[
\begin{aligned}
& F=\text { file the data. } \\
& H=\text { help, display menu. } \\
& M=\text { set maximum and minimum values. } \\
& P=\text { print the data back out. } \\
& Q=\text { quit and return to CPIM. } \\
& R=\text { read the file in. } \\
& S=\text { scan a new page. } \\
& \mathrm{T}=\text { set the tone array. } \\
& \text { Table 1: The menu displayed by } \\
& \text { IMAGE. }
\end{aligned}
\]
acters, and there is a primary and secondary string. Two separate strings were chosen so the printer would not have to backspace to provide overstrike capability; characters from the secondary string print on top of those from the primary string. However, it does have to return the carriage without feeding a line.
For an example of what a user can do with this system, refer to figure 1. In order to achieve the desired contrast, it was necessary to use overstrike on the darker areas. This picture originally was a black-and-white photograph reproduced from a magazine page. The difference between the maximum and minimum values read from the A/D converter for this picture, was decimal 130. The higher this difference is, the more contrast the resulting printout will have and the better it will look.

\section*{Using IMAGE}

The image processing program, IMAGE, is run as a transient program under Digital Research's CP/M operating system. If IMAGE is being used under some other system, the start-up procedure would change. The program is initially executed by typing in the following command line:

\section*{A \(>\) IMAGE filename}

In this case, the data-storage file is identified as "filename.img". (The extension "img" is assumed by the program.) This will be used for all correspondence with the disk. When control is transferred to this program, a heading and initial menu are displayed, allowing the user to choose one of several options. (See table 1.) The user may type either \(\mathrm{F}, \mathrm{H}, \mathrm{M}, \mathrm{P}\), Q, R, S, or T (uppercase or lowercase). Anything else is ignored and causes the full list to be printed.

\section*{F: File the Data}

This writes out the data that was Text continued on page 240

Listing 1: IMAGE, the control program for image processing. This version is written for CP/M version 1.4 (compatible with version 2.0) and can scan 255 lines of up to 255 characters. Overstrike capability is provided to increase contrast of output pictures by darkening areas as necessary. Try squinting your eyes or holding the images at different viewing distances to obtain a maximum of picture clarity (ie: the illusion's gestalt).


Listing I continued on page 224

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Listing I continued:
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\hline 0128 & FE50 & CPI & 'P' & ;PRINT THE FILE \\
\hline 012 D & CA0502 & J2 & PRT & \\
\hline 0130 & FE54 & CPI & 'T' & ;SET THE TONES \\
\hline 0132 & CA5A03 & J2 & TSET & \\
\hline 0135 & FE53 & CPI & 'S' & ;SCAN A NEW PAGE \\
\hline 0137 & CA4CO1 & J2 & SCAN & \\
\hline 013A & FE51 & CPI & '0' & ;QUIT PROCESSING \\
\hline 013C & CAOOOO & J2 & 0 & \\
\hline 013 F & FE52 & CPI & 'R' & ;READ IN THE FILE? \\
\hline 0141 & CAOFO3 & J2 & READF & \\
\hline 0144 & FE4D & CPI & \(\cdots{ }^{\prime \prime}\) & ;SET MAX AND MINS \\
\hline 0146 & CA7D03 & J2 & SEtMax & \\
\hline 0149 & C31601 & JMP & OPT & ;NOT RECOGNI2ED \\
\hline
\end{tabular}

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0179 3AD507
\(017 C 47\)
017 CDCFO
018077
0181 3AD307
0184 BE
0185 D28C01
0188 7E
0189 32D307
018 C 3AD407
018 FE
0190 DA9701
0193 7E
019432 D 407
019723
019814
0199 F2A501
019C 3A0807
019 F 3C
O1AO 320807
OIA3 1600
01A5 1E20
O1A7 CDOAO4
OIAA 05
01AB C27D01
OIAE IEOD
O1BO CDOAO4
O1B3 1EOA
O1B5 CDOAO4
\(01 B 8\) CDFDO3
01BB DACFOI
01BE D5
i
; SCAN aCross the page and collect data from the a/d. at first
; ASK THE USER FOR THE LINE LENGTH TO USE (A DECIMAL NUMBER).
; THEN GIVE HIM/HER AN OPORTUNITY TO POSITION THE PAGE BEFORE
; STARTING. CONTINUE SCANNING UNTIL 255 LINES HAUE BEEN CHECKED
; OR THE USER HAS TYPED A KEY 〔CHECKED AT THE END OF A LINE
; ONLY). UHEN DONE, REPORT THE MAXIMUM AND MINIMUM VALUES READ
; FROM THE A/D. WE HOPE THAT THE USER HAS ENOUGH MEMORY FOK ALL
; OF THIS SCAN DATA (ONE BYTE PER COLUMN PER LINE) AS A CHECK
; IS NOT MADE (BUT COULD BE IN NECESSARY).
;
\begin{tabular}{|c|c|c|c|}
\hline SCAN & XRA & A & \\
\hline & STA & MAX & ; SET MAXIMUM AND MINIMUM VALUES \\
\hline & DCR & A & \\
\hline & STA & MIN & \\
\hline & LXI & D,LLNGTH & ;FIND LINE LENGTH FRON USER \\
\hline & HVI & C, 9 & \\
\hline & CALL & CPM & \\
\hline & CALL & GETNUM & ;GET NUMBER FROM USER. \\
\hline & STA & LNGTH & \\
\hline & MVI & E, 13 & ;RETURN THE CARRIAGE \\
\hline & CALL & PRINT & \\
\hline & LXI & D, POS & ; TELL USER TO READY the paper \\
\hline & CALL & ASK & \\
\hline & MVI & D,4 & ;THIS IS A SECTOR COUNTER \\
\hline & MVI & A, 1 & \\
\hline & STA & NSECT & \\
\hline & HVI & C, 255 & ; MAXIMUA ROW COUNT \\
\hline & LXI & H, BUFF & ;SET BUFFER ADDRESS \\
\hline OUTLP & LDA & LNGTH & ; COLUMAN COUNT \\
\hline & HOV & B, \(A\) & \\
\hline INLP & CALL & READ & ;GEt a value from the a/d \\
\hline & HOV & H, A & \\
\hline & LDA & MaX & ; KEEP TRACK OF MaX and min values \\
\hline & CHP & M & \\
\hline & JNC & D01 & \\
\hline & MOV & A, M & \\
\hline & STA & MAX & \\
\hline D01 & LDA & MIN & \\
\hline & CMP & M & \\
\hline & JC & D02 & \\
\hline & HOV & A, H & \\
\hline & STA & HIN & \\
\hline D02 & INX & H & \\
\hline & INR & D & ;COUNT BYTES \\
\hline & JP & D03 & ;SECTOR LIMIT YET? \\
\hline & LDA & NSECT & ;YES, COUNT THEM \\
\hline & INR & A & \\
\hline & STA & NSECT & \\
\hline & NUI & D, 0 & \\
\hline D03 & HVI & E, ' \({ }^{\prime}\) & ; MOVE ONE COLUMN \\
\hline & CALL & PRINT & \\
\hline & DCR & B & \\
\hline & JNZ & INLP & \\
\hline & MUI & E, 13 & ;NEXT LINE \\
\hline & CALL & PRINT & \\
\hline & HVI & E, 10 & \\
\hline & CALL & PRINT & \\
\hline & CALL & CHECK & ;CHECK THE KEYBOARD \\
\hline & JC & TOUT & \\
\hline & PUSH & D & \\
\hline
\end{tabular}

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Listing 1 continued:
\begin{tabular}{|c|c|c|c|c|c|}
\hline 018 F & 110000 & \multirow{4}{*}{dELAY} & LXI & D,0 & \multirow[t]{2}{*}{; DELAY to allow return of carriage} \\
\hline \(01 C 2\) & 1B & & dCX & D & \\
\hline 0163 & E3 & & \multicolumn{2}{|l|}{XTHL} & \\
\hline 0164 & E3 & & \multicolumn{2}{|l|}{XTHL} & \\
\hline 0155 & 7B & & MOV & A, E & \\
\hline 0166 & B2 & & ORA & , & \\
\hline 0167 & C2C201 & & JNZ & delay & \\
\hline OICA & D1 & & pop & d & \\
\hline \(01 C B\) & 0 D & & DCR & c & ;DONE WITH PAGE? \\
\hline OICC & C27901 & & JNZ & dutlp & \\
\hline OICF & 3EFF & \multirow[t]{3}{*}{tout} & NUI & A,255 & \multirow[t]{2}{*}{; COMPUTE NUMBER OF LINES USED} \\
\hline 0101 & 91 & & SUB & c & \\
\hline 0102 & 32D607 & & STA & \multicolumn{2}{|l|}{lines} \\
\hline 0105 & OC & & INR & c & \\
\hline 0186 & OD & & DCR & \multicolumn{2}{|l|}{[} \\
\hline 0187 & OEO1 & & NVI & C,1 & ;RETRIEVE CHARACTER TYPED \\
\hline 0109 & C40500 & & CNZ & CPM & ;UNLESS THERE HAS NONE. \\
\hline O1DC & 214A06 & \multirow[t]{2}{*}{Prita} & LXI & H, MAXV & \multirow[t]{2}{*}{; SETUF the max and hin values for the ;USER TO SEE} \\
\hline 01 lf & 3ad307 & & LDA & HAX & \\
\hline 01 E2 & 5 F & & nov & E, A & \\
\hline \(01 E 3\) & 1600 & & nUI & \multicolumn{2}{|l|}{D, 0} \\
\hline 01 ES & 010a03 & & LxI & \multicolumn{2}{|l|}{B, 3*256+10 ; USE DECIMAL} \\
\hline 0158 & CD3404 & & CALL & \multicolumn{2}{|l|}{BIOA} \\
\hline 01 EB & 215406 & & LXI & \multicolumn{2}{|l|}{H, HINV} \\
\hline 01 EE & 3AD407 & & LDA & \multicolumn{2}{|l|}{HIN} \\
\hline \(01 F 1\) & 5 F & & hov & \multicolumn{2}{|l|}{E, A} \\
\hline \(01 F 2\) & 1600 & & nUI & \multicolumn{2}{|l|}{D, 0} \\
\hline 0154 & 010a03 & & LXI & \multicolumn{2}{|l|}{B, \(3 * 256+10\)} \\
\hline \(01 F 7\) & CD3404 & & CALL & \multicolumn{2}{|l|}{BTOA} \\
\hline \(01 F A\) & 112 E 06 & & LXI & \multicolumn{2}{|l|}{d, MAXMIN ;PRINT THIS data nous} \\
\hline \(01 F D\) & OE09 & & MUI & \multicolumn{2}{|l|}{C, 9} \\
\hline \(01 F F\) & CD0500 & & CALL & \multicolumn{2}{|l|}{CPM} \\
\hline 0202 & C31E01 & & JHP & UHAT & \\
\hline & & \multicolumn{4}{|l|}{print out the inage. there are tho tone arrays that will be used for each line such that ooverstrike may be used hith a ; printer that does not backspace. each tone array hill be ; considered seperatly (they don't have to be the same length). ; this uill allow the user to have lots of control over the ; DUTPUT, IF HE/SHE CAN EUER DECIDE ON WHICH CHARACTERS TO USE.} \\
\hline 0205 & 119705 & PRT & LXI & D, POS & ; tell user to ready paper \\
\hline 0208 & CDF303 & & CALL & \multicolumn{2}{|l|}{ASK} \\
\hline 020B & 3AD607 & & LDA & \multirow[t]{2}{*}{LINES} & ;this is hou long the scan is \\
\hline 020E & 47 & & HOV & & \\
\hline 020 F & 210707 & & LXI & \multirow[t]{2}{*}{H, BUFF} & ; the scan data starts here. \\
\hline 0212 & EB & \multirow[t]{2}{*}{PRTLP} & XCHG & & ; MOVE DATA address to (DE) \\
\hline 0213 & C5 & & PUSH & B & ;Save length \\
\hline 0214 & 211107 & & LXI & \multirow[t]{2}{*}{H, TONEI
NUMBRI} & ; This is the prinary tone array \\
\hline 0217 & 3A1007 & & LDA & & ;AND ITS LENGTH \\
\hline 021A & D5 & & PUSH & D & ; Save data address \\
\hline 021 B & CD4E02 & & Call & \multirow[t]{2}{*}{PRINTLN} & ;PRINT ThIS LINE \\
\hline \(021 E\) & D1 & & POP & & ;RESTORE DATA ADDRESS \\
\hline \(021 F\) & 215307 & & LXI & \multirow[t]{2}{*}{H, TONE2
HUMBR2} & \multirow[t]{2}{*}{; mol use the secondary tone array} \\
\hline 0222 & 3 A5207 & & LDA & & \\
\hline 0225 & A7 & & ANA & A & ;ND SECONDARY ARRAY. \\
\hline 0226 & D5 & & PUSH & D & ;SAVE ADDRESS \\
\hline 0227 & C44E02 & & CNZ & \multicolumn{2}{|l|}{PRINTLN} \\
\hline 022A & E1 & & POP & \multirow[t]{2}{*}{H CHECK} & ;SEt (HL) to start of line just printed. \\
\hline 022B & CDFD03 & & CALL & & ;ChECK the keyboard \\
\hline 022E & DA4502 & & JC & pout & ;and duit if anything is present \\
\hline 0231 & 1 EOA & & NUI & \multirow[t]{2}{*}{E, 10} & ;ADD A (LF) to the output for the next \\
\hline 0233 & CDOAO4 & & Call & & \multirow[t]{2}{*}{\begin{tabular}{l}
;LINE. \\
;COMPUTE START OF NEXT LINE
\end{tabular}} \\
\hline 0236 & 3AD507 & & LDA & Lngit & \\
\hline 0239 & 5F & & MOU & \multicolumn{2}{|l|}{E, A} \\
\hline 023A & 1600 & & nvi & \multicolumn{2}{|l|}{D,0} \\
\hline 023 C & 19 & & DAD & d & \\
\hline 023 D & C1 & & POP & \multicolumn{2}{|l|}{\multirow[t]{2}{*}{B ; DECREMENT LINE COUNTER.}} \\
\hline 023 E & 05 & & DCR & & \\
\hline 023 F & C21202 & & JNZ & \multicolumn{2}{|l|}{Prtip} \\
\hline 0242 & C31E01 & & JMP & \multirow[t]{2}{*}{LHAT} & ; back to option selection level \\
\hline 0245 & C1 & \multirow[t]{4}{*}{POUT} & POP & & ; SEt stack Straight \\
\hline 0246 & OEO1 & & MVI & C, 1 & ;GEt character typed \\
\hline 0248 & CD0500 & & CALL & CPM & \\
\hline 024B & C3IEOI & & JMP & UHAT & ;but ignore \\
\hline
\end{tabular}

\section*{Hutris: 0isis MESTH: nomwic}

\section*{Computer experts}
(the pros) usually have big computer experience.
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\section*{(THENCOMPARE.)}

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Listing 1 continued:
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\hline 02AA & 115C00 & & LXI & D, 005CH & ; USE DEFAULT FCB \\
\hline 02 AD & OE13 & & KVI & C, 19 & ; DELETE THE FILE \\
\hline 02AF & CD0500 & & CALL & CPM & \\
\hline \(02 \mathrm{B2}\) & 115000 & & LXI & D,005CH & \\
\hline 0285 & OE16 & & HVI & C, 22 & ; CREATE IT NOW \\
\hline 02B7 & CDO500 & & CALL & CPM & \\
\hline 02BA & 115 COO & & LXI & D,005CH & \\
\hline 02BD & OEOF & & MVI & C, 15 & ;AND OPEN IT. \\
\hline 02BF & CD0500 & & CALL & CPM & \\
\hline 02 C 2 & 3C & & INR & A & \\
\hline 02C3 & C2D102 & & JNZ & F1 & \\
\hline 02C6 & 11 B805 & ERR & LXI & D, ERR1 & \\
\hline 02C9 & OE09 & & MVI & C,9 & \\
\hline 02CB & CD0500 & & CAI.L & CPM & ;NO ROOM \\
\hline 02CE & C30000 & & JMP & 0 & \\
\hline 02D1 & 210307 & FI & LXI & H, MAX & ; THIS IS WHERE IT IS STORED. \\
\hline 0204 & AF & & XRA & A & ;SET INITIAL SECTOR COUNTER TO ZERO \\
\hline 02 D 5 & \(327 C 00\) & & STA & \(005 \mathrm{CH}+32\) & ; IN DEFAULT FCB. \\
\hline 02D8 & 3 A0807 & & LDA & NSECT & ;AND THIS IS HOW LONG \\
\hline 02DB & F5 & FILELP & PUSH & PSW & \\
\hline 02DC & E5 & & PUSH & H & \\
\hline 02DD & EB & & XCHG & & ;SET THE TRANSFER ADDRESS \\
\hline 02DE & OEIA & & MVI & C,26 & \\
\hline 02E0 & CD0500 & & CALL & CPM & \\
\hline 02E3 & OE15 & & NUI & C, 21 & ;WRITE THIS SECTOR \\
\hline 02 E 5 & 115000 & & LXI & D, 005CH & \\
\hline 02E8 & C00500 & & CALL & CPM & \\
\hline 02EB & E1 & & POP & H & \\
\hline 02EC & A7 & & ANA & A & ; Check status of last urite \\
\hline 02ED & E2C602 & & JNZ & ERR & ; MUST BE OUT OF SPACE \\
\hline 02F0 & 118000 & & LXI & D,128 & ;COMPUTE ADDRESS OF NEXT \\
\hline 02F3 & 19 & & DAD & D & \\
\hline 02F4 & F1 & & POP & PSW & \\
\hline 02F5 & 30 & & DCR & A & \\
\hline 02F6 & C20B02 & & JNZ & FILELP & \\
\hline 02F9 & 115000 & & LXI & D,005CH; & ; CLOSE THE FILE NOW \\
\hline 02FC & OE10 & & MVI & C, 16 & \\
\hline 02FE & CD0500 & & CALL & CPM & \\
\hline 0301 & C31E01 & & JMP & UHAT & \\
\hline 0304 & 115506 & ; NOTHING & LXI & D, NONE & ; TELL USER TO SCan sonething first. \\
\hline 0307 & OE09 & & MVI & C, 9 & \\
\hline 0309 & CD0500 & & CALL & CPM & \\
\hline 030C & C31E01 & & JMP & WHAT & \\
\hline & & \[
\begin{aligned}
& \text {; REAI } \\
& \text {; }
\end{aligned}
\] & IN & FILE THAT & t was given in the initial command. \\
\hline 030F & 115000 & READF & LXI & D,005CH & ;OPEN THIS FILE \\
\hline 0312 & OEOF & & HVI & C, 15 & \\
\hline 0314 & CD0500 - & & CALL & CPM & \\
\hline 0317 & 3C & & INR & A & ;WAS THIS FILE PRESENT ? \\
\hline U318 & CA4F03 & & J2 & MOF ILE & \\
\hline 031 B & 210307 & & LXI & H, MAX & ;PUT THE DATA HERE \\
\hline 031E & AF & & XRA & A & ;SET InItIal SECtOR COUNTER TO ZERO \\
\hline \(031 F\) & 327C00 & & STA & \(005 \mathrm{CH}+32\) & ;IN DEFAULT FCB. \\
\hline 0322 & F5 & READLP & PUSH & PSW & \\
\hline 0323 & E5 & & PUSH & H & \\
\hline 0324 & EB & & XCHG & & ;SET THE TRANSFER ADDRESS \\
\hline 0325 & OE1A & & MVI & C, 26 & \\
\hline 0327 & CD0500 & & CALL & CPM & \\
\hline 032A & 115C00 & & LXI & D,005CH & ;READ A SECTOR \\
\hline 032D & OE14 & & HVI & C,20 & \\
\hline 032F & CD0500 & & CALL & CPM & \\
\hline 0332 & A7 & & ANA & A & ;ZERO IS A GOOD READ \\
\hline 0333 & C24003 & & JNZ & READDN & \\
\hline 0336 & 118000 & & LXI & D, 128 & \\
\hline 0339 & E1 & & POP & H & \\
\hline 033A & 19 & & DAD & D & ;COMPUTE NEXT ADDRESS \\
\hline 033B & F1 & & POP & PSW & ;COUNT THEK SECTORS READ. \\
\hline 033C & 3C & & INR & A & \\
\hline 0331 & C32203 & & JMP & READLP & \\
\hline 0340 & F1 & READDN & POP & PSW & ;SAUE SECTORS READ \\
\hline 0341 & 320807 & & STA & NSECT & \\
\hline 0344 & 115000 & & LXI & D,005CH & ;CLOSE THE FILE \\
\hline 0347 & OE10 & & MVI & C,16 & \\
\hline 0349 & CDO500 & & CALL & CPM & \\
\hline
\end{tabular}

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Listing 1 continued:


ELECTRONICS SERIES: Entire Series \(\$ 259.95\) (A) (1)
LOGIC SIMULATOR: SAVE TIME AND MONEY. Simulate your digital logic circuits before you build them. CMOS, TTL, or whatever, if it's digital logic, this program can handle it. The program is an interactive, menu driven, full-fledged logic simulator capable of simulating the bit-time response of a logic network to user-specified input patterns. It will handle up to 1000 gates including NANOS, NORS, INVERTERS, FLIP-FLOPS, SHIFT REGISTERS, COXUNTERS and user-defined MACROS. Up to 40 user-defined random, or binary input patterns. Simulation results displayed on CRT or printer. Accepts network descriptions from keyboard or from LOGIC DESIGNER for simulation.

LOGIC DESIGNER: Interactive HI-RES Graphics program for designing digital logic systems. A menu driven series of keyboard commands allows you to draw directly on the screen up to 15 different gate types, including 10 gate shape patterns supplied with the program and 5 reserved for user specification. Standard patterns supplied are NAND, NOR, INVERTER, EX-OR, T-FLOP, JK-FLOP, D-FLOP, RS-FLOP, 4 BIT COUNTER and N-BIT SHIFT REGISTER. User interconnects gates just as you would normally draw using line graphics commands. Network descriptions for LOGIC SIMULATOR generated simultaneously with the CR \(\dagger\) diagram being drawn . . . . . . . . \(\$ 159.95\)

MANUAL AND DEMO DISK: Instruction Manual and demo disk illustrating capabilities of both programs . . . . . . . . . . . . . . . . \(\$ 29.95\)

\section*{MATHEMATICS SERIES: Entire Series \(\$ 49.95\)}

STATISTICAL ANALYSIS I: This menu driven program performs LINEAR REGRESSION analysis, determines the mean, standard deviation and plots the frequency distribution of user-supplied data sets. Printer, Disk, \(1 / 0\) routines
. \$19.95
NUMERICAL ANALYSIS: HI-RES 2.Dimensional plot of any function. Automatic scaling. At your option, the program will plot the function, plot the INTEGRAL, plot the DERIVATIVE, determine the ROOTS, MAXIMA, MINIMA, INTEGRAL VALUE. \(\qquad\) . 19.95
MATRIX: A general purpose, menu driven program for determining the INVERSE and DETERMINANT of any matrix, as well as the SOLUTION to any set of SIMULTANEOUS LINEAR EQUATIONS
3.D SURFACE PLOTTER: Explore the ELEGANCE and BEAUTY of MATHEMATICS by creating HI-RES PLOTS of 3 -dimensional surfaces from any 3 -variable equation. Disk save and recall routines for plots. Menu driven to vary surface parameters. Hidden line or transparent plotting.

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Listing 1 continued: 03C3 69

RET
;ALL DONE, RESULT IS IN (A).
03C4 110006
03C7 OE09
03C9 CDO500 03CC [39CO3

O3CF E5
03DO C5 03D1 210000
03040608
\(03 D 6\) CD1604
030985
03DA 6F
O3DB 3E00
03DD 8C
O3DE 67
O3DF 05
03E0 C2D603
\(03 E 30603\)
03E5 A7
\(03 E 6\) 7C
03E7 1F
03E8 67
03E9 7D
OJEA 1F
03EB 6F
O3EC 05
03ED C2E503
\(03 F 0 \mathrm{Cl}\)
03 F 1 El
03F2 C9

; ASK A MESSAGE POINTED TO BY (DE), AND GET A ONE CHARACTER
; RESPONCE. THE RESPONCE IS RETURNED IN (A). ALL REGISTERS ; ARE USED AND NOT RESTORED.

ASK MVI \(C, 9\);PRINT MESSAGE AND GET RESPONCE
\(\begin{array}{ll}\text { CALL } & \text { CPM } \\ \text { HVI } & C, 1\end{array}\)
JMP CPH
;
IS THE KEYBOARD TO SEE IF ANYTHING IS READY. ON SYSTEM
; THAT LATCH THE DUTPUT FROM THE TERMINAL, THE USER JUST HITS
; A KEY AND THEN THIS WILL DETECT IT. ON OTHER TYPES (LIKE MINE),
; THE USER MUST HOLD THE KEY DOUN UNTIL THIS ROUTINE IS CALLED.
; A MINOR INCONUENIENCE. ALL REGISTERS EXCEPT (A) ARE SAVED.
; IF A KEY IS TYPED, THEN THIS WILL RETURN WITH THE CARRY FLAG
; SET.
CHECK PUSH B ;CHECK THE KEYBOARD FOR ANYTHING
PUSH H
\(\begin{array}{ll}\text { PUSH } & \text { D } \\ \text { HVI } & \text { C, } 11\end{array}\)
CALL CPM
POP
\(\begin{array}{ll}\text { POP } & H \\ \text { POP } & B\end{array}\)
RAR
RET
;
; SEND ONE CHARACTER TO THE LIST DEVICE. THE CHARACTER MUST bE ; IN REGISTER (E) AND ALL REGISERS (EXCEPT A) ARE SAVED.

O40A C5
O40B E5
040C D5
0400 OEO5
040F CDO500

PRINT PUSH B :PRINT (E)
PUSH
PUSH
MVI C,5 CALL CPM
;PRINT (E)

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Listing 1 continued:
\begin{tabular}{lll}
0412 DI & POP & D \\
0413 EI & POP & H \\
0414 CI & POP & B
\end{tabular}

0415 C9
RET
\(0416 C 5\)
0417 AF
04180680
041A OEOB
041 C 80
041D D302
\(041 F\) F5
0420 DB02
0422 E601
0424 C22A04
0427 F1
042890
0429 F5
042A78
042B 1F
042C 47
042D F1
O42E OD
042F C21CO4
0432 Cl
\(0433 \mathrm{C9}\)


043681
0437 FE3E
0439 DABEO4
043C 1607
043E 4F
;
043F 78
04403620
044223
0443 3D
0444 C24004
0447 2B
;

TO USE: ; (buFFER HAS TOD SkALL).
\begin{tabular}{ll} 
CPI & \(\prime 9^{\prime}+2\) \\
JC & BTOAI
\end{tabular}
BTOAI MOV C, A
blank out the buffer space
\begin{tabular}{ll} 
MOU & \(A, B\) \\
HVI & M,, \\
INX & \(H\) \\
DCR & \(A\) \\
JNZ & \(B T O A Z\) \\
DCX & \(H\)
\end{tabular}

READ THE A/D. IT IS ASSUMED HERE THAT THE SETUP IS SIMILAR TO THAT PROPOSED IN DDJ, OCTOBER 1979. HERE, THE D/A IS ; CONNECTED TO OUTPUT PORT 2, AND THE RESULT OF THE COMPARITOR ; IS READ FROM INPUT PORT 2, BIT O. FOR THE DIGITAL GROUP SYSTEM, ; the infut data will be inverted by the cpu card. if yours does ; NOT WORK THIS WAY, CHANGE THE 'JNZ' TO A 'JZ' IN THE CODE BELOL. ; the resulting value is returned in (a) and all other registers ; ARE SAUED. THIS PROCEDURE USES A BINARY SEARCH TEChMIQUE TO FIND ; the value of the voltage input to the a/d.
;
```

ATOD

```
PUS

XRA A
NUI
\[
1,128
\]

ADLDOP
;READ A/D (. 34 MS PER READ AVERAGE). ;READ THE A/D
\[
[, 8
\]
; SET THE D/A
;READ AND CHECK BIT MO
;*** SYSTEM DEPENDENT ***
; TOD FAR, BACK OFF
; NEXT BIT
;DO ALL 8 BITS
\begin{tabular}{|c|c|c|c|}
\hline AD1 & MOV & A, B & \multirow[t]{2}{*}{BIT} \\
\hline & \multicolumn{2}{|l|}{RAR} & \\
\hline & MOV & B, A & \\
\hline & POP & PSW & \\
\hline & DCR & C & ;DO ALL \\
\hline & JNZ & ADL & \\
\hline
\end{tabular}

> GINARY TO ASCII ROUTINE

THIS ROUTINE UILL CONUERT A 16 BIT BINARY NUMBER INTO ASCII
ACCORDING TO A SPECIFIED RADIX VALUE. THE DIGITS USED ARE:
\(0,1,2,3,4,5,6,7, B, 9, A, B, C, D, E, F, G, H, I, J, K \ldots \ldots\)...ETC
; HL=ADDRESS OF A BUFFER FOR THE RESULTING ASCII DIGITS
; DE=CONTAINS THE 16 BIT NUMBER TO CONUERT
; B =THE MAXIKUK LENGTH OF THE BUFFER
; C \(=\) THE RADIX TO USE \((2,8,16, \ldots E T C)\)
; ON RETURN, THE CARRY FLAG IS SET IF AN OUER-FLOU OCCURED
\(\begin{array}{lll}\text { KUI } & \text { A, }{ }^{\prime} O^{\prime} \quad ; \quad A D J U S T \\ A D D E & C\end{array}\)
; CONUERT THE NUMBER NOW.
04483630
044A 7A
044B B3
044C C8
044D 34
\begin{tabular}{|c|c|c|}
\hline NVI & \(\mathrm{M},{ }^{\prime} \mathrm{O}^{\prime}\) & ;ZERO OUT THE FIRST DIGIt. \\
\hline MOV & A, D & ;CHECK FOR ZERO \\
\hline ORA & E & \\
\hline RZ & & \\
\hline INR & M & Listing 1 continued on page 238 \\
\hline
\end{tabular}

\section*{ANALOG INTERFACES}

\section*{Industrial, Scientific, Laboratory, or Commercial Microcomputer Users-}

> Industrial quality data conversion boards are available for APPLE, S-100, PET, TRS-80, AIM, and KIM systems. Tecmar can provide individual boards, data conversion subsystems, or complete Data Conversion Systems. Tecmar's growing productline offers outstanding features, meticulous engineering, exceptional documentation, and a seven year record of proven reliability.

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AD212
\[
\begin{aligned}
& \text { S• } 100 \text { A/D and Timer Board } \\
& \text { Apple A/D Board }
\end{aligned}
\]
\(\$ 695\)
AD211

\section*{AD-200 Features}
- 12 bit accuracy and resolution standard
- 30 KHz conversion rate standard
- 16 single-ended or 8 true differential inputs - jumper selectable
- External trigger of A/D
- Output formats: Two's complement, binary, offset binary
- Auto channel incrementing from any channel to any channel
- Data is latched providing pipelining for higher throughputs
- Provision for synchronizing A/Ds
- Utilizes interrupt or status test
- Jumper selectable input ranges: \(\pm 10 \mathrm{~V}, \pm 5 \mathrm{~V}, 0\) to \(+10 \mathrm{~V}, 0\) to +5 V

In addition the S-100 version:
- Complies with IEEE S. 100 specifications
- Transfers data in 8 or 16 bit words
- Provides for expansion to 256 channels
- Is switch selectable I/O or memory mapped

\section*{Timer Features on S-100 Board}

In addition to the A/D features, the S-100 Board contains a powerful timer circuit which can start \(A / D\) conversion and can also be used independently for time of day, event counting, frequency shift keying and many other applications.
- 5 independent 16 bit counters (cascadable)
- 15 lines available for external use
- Time of day
- Event counter
- Alarm comparators on 2 counters
- One shot or continuous frequency outputs

\section*{Options for AD-200}
- Programmable gain up to 500
- Complex duty cycle and frequency shift keying outputs
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- 16 bit accuracy
- 100 KHz conversion rate
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- Thermocouple cold junction compensation
- Rack mounting assembly with plexiglass cover
- Low level. wide range permitting low level sensors such as thermocouples, pressure sensors and strain gauges to be directly connected to the module input

TRS-80

\section*{Apple D/A Features \$295}
- 12 bit accuracy and resolution
- 2 independent digital to analog converters
- 8 parallel latched output lines
- Jumper selectable output ranges: \(\pm 10 \mathrm{~V}, \pm 5 \mathrm{~V}, \pm 2.5 \mathrm{~V}\),

0 to \(+10 \mathrm{~V}, 0\) to +5 V
- 3 microsecond conversion time
- Minimal software required
- Optional \(4-20 \mathrm{~mA}\) board available

\section*{S-100 PET \(^{2}\) TRS-80 \({ }^{1}\) AIM \(^{3}\) KIM \(^{2}\)}

The original Tecmar data conversion boards (AD-100 and DA.100) continue to solve less sophisticated conversion problems. These S-100 boards interface to the PET, TRS-80, AIM, and KIM through \(\mathrm{S}-100\) expansion interfaces.

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- 30 KHz conversion rate
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- Minimal software required
- 1/O or memory mapped operation for S 100 systems - jumper selectable
- Jumper selectable input ranges: \(\pm 10 \mathrm{~V}, \pm 5 \mathrm{~V}\), 0 to \(+10 \mathrm{~V}, 0\) to +5 V
- IEEE S-100

\section*{DA- 100 Features \\ \$395}
- 12 bit accuracy and resolution
- 4 independent digital to analog conveiters
- 3 microsecond settling time
- Jumper selectable output ranges: \(\pm 10 \mathrm{~V}, \pm 5 \mathrm{~V}, \pm 2.5 \mathrm{~V}\),

0 to \(+10 \mathrm{~V}, 0\) to +5 V
- I/O or memory mapped operation for S-100 systems - jumper selectable
- Minimal software required
- IEEE S. 100
- Optional 4.20 mA board available

Expansion board, power supply, and enclosure for PET \$250
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- Digitizes and Displays in 1/60 sec, flickerfree
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Text continued from page 222:
collected onto the file specified in the initial command "filename". If this file already exists, it will be deleted. This allows the user to keep the basic data for processing at a later time. When completed, the user is returned to the option-selection level. Two possible errors may occur here:
- "Disk or directory full". This means that you don't have enough room on the current disk to save all the data. Sorry, you will have to start over. Note that the storage space required is 1 byte per column per line. - "No image was scanned". Here, you must scan an image before trying to file the data.

\section*{H: Help Me}

The user can type \(H\) to view the whole menu again. Normally only the "option" line is printed.

\section*{M: Set the Maximum and Minimum Values}

This option allows the user to specify what values are to be used in place of the actual maximum and minimum values in the data array. This is necessary when you want to print two separate pictures with the same character-substitution sequence. (For example, this is the case when, due to its size, a picture was broken up into two or more sections.) The numbers are entered as decimal numerals in the range 0 to 255 . If the data is filed after making this change, the new maximum and minimum values will be permanent.

\section*{P: Print the Data}

When you are ready to print the image, with the charactersubstitution array set and an image scanned, this option will give you time to change the paper and position the carriage by issuing the following message:

\section*{Position paper (space)}

Hit the space bar when ready to begin. The program scales all of the light intensity levels stored so that the picture fits the length of charactersubstitution array entered. (Both the primary and secondary arrays are treated separately.) To terminate the printed listing prior to the actual end of the data, type any key. You are returned to the option-selection level.




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\section*{Q: Quit and Return to CP/M}

This returns control directly to \(\mathrm{CP} / \mathrm{M}\). If you want to save the collected data, this must be done prior to quitting the program.

\section*{R: Read In the File}

The current disk will be searched for "filename.img", as specified in the initial command. If it is found, the entire data file will be read into memory. The maximum and minimum values associated with the data will be printed. If the file cannot be found, then an appropriate message will be printed and the user will be returned to the option-selection level.

\section*{S: Scan a New Page \\ The length of the scan line will be}
asked first. Type in the decimal number of characters per line ( 1 to 255 ). You will be given a chance to position the paper before the scan is started. Hit the space bar to begin. The program will scan over the image in the print device until 255 lines have been scanned or a key has been hit. The maximum and minimum values read from the \(\mathrm{A} / \mathrm{D}\) converter are printed, and control is returned to the optionselection level.

\section*{T: Set the Tone Array}

This is the heart of the processing system. For each column position, up to two characters will be typed to represent the A/D-determined intensity at this point. To accomplish this character substitution, two tone
arrays are used. A primary tone array is always used and consists of up to sixty-four characters chosen by the user. They are entered in the order of maximum darkness to minimum darkness. (Minimum darkness is usually a space.) A secondary tone array can also be given for overstriking characters to achieve greater density variation. This array, if given, is generally the same length as the primary array, although this is not required. The program will determine which character to use for any given value read from the \(A / D\) converter by the procedure:

> SCALE \(=(\) MAX-MIN \() / \mathrm{N}\)
> INDEX \(=\) (VALUE-MIN)/SCALE
> if \(\operatorname{INDEX}>\mathrm{N}-1\) then \(\operatorname{INDEX}=\mathrm{N}-1\)

where:
\(M A X=\) the maximum integer value in data.
\(\mathrm{MIN}=\) the minimum integer value in data.
\(\mathrm{N}=\) the integer number of characters in the tone array.
VALUE \(=\) the integer value read from the A/D converter for this position.
SCALE \(=\) the integer scale factor to use.
INDEX \(=\) the integer index into the tone array ( 0 to \(\mathrm{N}-1\) ).
The result of these computations (INDEX) specifies which of the \(N\) characters in the tone array will be used. A 0 refers to the first (or maximum density) character and ( \(\mathrm{N}-1\) ) refers to the last available character (the minimum density). Note the value of (INDEX) is prevented from being greater than ( \(\mathrm{N}-1\) ).

Integer arithmetic is used for all computations and, as such, the number of characters in the tone array affects the scale factor used. If the number of characters in the tone array is not an even divisor of the maximum-to-minimum variation, then the truncation that occurs in computing the scale factor has the effect of extending the minimum-density character until the number is an even divisor. This can cause large blank areas to appear in the final printout.

The tone arrays are entered using \(\mathrm{CP} / \mathrm{M}\) 's buffered input routine. This means that all normal correction keys can be used on mistakes. Type a carriage return to end the line. To skip


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Secondary-"\#\#\#\#\#\#\#\#!!!!!
Table 2: The primary and secondary image-tone character arrays, with highintensity correspondence increasing from left to right.
the secondary tone array, just type a return. This doubles the output speed but won't allow overstrike on certain characters.

\section*{Setting the Tone}

To help me decide which characters to choose for the substitution arrays, I wrote a simple program (though it's not included here) that took the character set as a dot matrix and looked at all overstruck combinations of two characters. The following algorithm
was used to determine the resulting intensity from each combination:
\[
\begin{aligned}
& I(i, j, k, l)=R C I *[P(i, j, k)+\{S(i, j, l) \\
& -R C I * P(i, j, k)\}] \\
& \text { INTENSITY(k,l)=sum } l(i, j, k, l), \\
& i=1 \text { to } n, j=1 \text { to } m
\end{aligned}
\]
where:
\(\operatorname{INTENSITY}(k, 1)=\) intensity value for character " \(k\) " printed over character " 1 ".
\(\mathrm{P}(\mathrm{i}, \mathrm{j}, \mathrm{k})=\) primary character num-

ber " \(k\) ", row " \(i\) ", and column " \(j\) "
\(=0\), if this dot is not printed.
\(=1\), if this dot is printed.
\(\mathrm{S}(\mathrm{i}, \mathrm{j}, \mathrm{l})=\) secondary character number " 1 ", row " \(i\) ", and column " \(j\) ".
\(=0\), if this dot is not printed.
\(=1\), if this dot is printed.
\(\mathrm{RCl}=\) ribbon condition index
(range from 0.0 to 1.0 ).
\(n=\) number of rows for character matrix.
\(m=\) number of columns for character matrix.

Using this method, I checked all combinations of two characters and made a list ranging from maximum to minimum darkness. (There were 4560 in all.) The resulting intensities ranged from 0 (a space over a space) to 27 (a \# on an @). To account for the results of typing one dot on top of another, an RBI (ribbon-condition index) was used. It works like this: for a new ribbon ( \(\mathrm{RBI}=1.0\) ), two superimposed dots are not blacker than one dot. However, for an older ribbon ( \(\mathrm{RBl}<1.0\) ), the second dot will result in a darker intensity. A value of 0.75 for RBI seems about right for a normal ribbon. The characters I use for the Teletype 43 are shown in table 2. Note that the quotes (") at the ends are used here as delimiters and should not be typed in.
If your printer does not use a dotmatrix system, there are other ways to objectively judge character combinations. Write a simple BASIC program to print out a character combination and then position the phototransistor over this and read the result with the A/D converter. Or, of course, you could just guess. The characters listed in table 2 would be a reasonable place to start. Experimentation is the way to find the best character-substitution array for your own printer.

\section*{Recognition of Images}

Pictures generated by this system are easier to recognize if they are "blurred" by moving the paper or your head rapidly, by squinting, or by viewing the object from a distance. This has the effect of reducing the geometric distortion caused by the sudden change in contrast from one character to the next. Such blurring can be automated. A simple procedure would be to select the intensity value at a given point by averaging the points around it. This average value is then used when

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selecting an appropriate character to print. Different amounts of blurring can be simulated by using more or fewer points in the averaging process. Obviously, the current program would have to be modified to accomplish this.

\section*{Area for Further Investigation}

Due to the digital form of the data, an area that would be interesting to
look into is anamorphic art. This term refers to pictures that are greatly distorted (usually by some geometric procedure) and the original contents are difficult to recognize without transforming the image back by an appropriate means (like curved mirrors). A description and analysis of anamorphic art is contained in Martin Gardner's "Mathematical Games" noted in the references.

Because the images are in digital form, transformation becomes a mathematical problem and not an artistic one. I am sure that many enthusiastic hobbyists can produce fascinating pictures along these lines.

\section*{Running Under Another \\ Operating System}

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cluding cassette-tape systems, if the necessary system routines are provided. The calling sequence for all \(\mathrm{CP} / \mathrm{M}\) functions is to specify the desired function by using the C register, loading any arguments using the DE register pair, and calling location 0005 (hexadecimal). Function results are returned in register \(A\). The functions used by IMAGE are:
- Function 1: Read a character from the keyboard. This routine will return a character (with bit 7 cleared) in the A register. If a character is not ready, it waits until it is.
- Function 5: Print a character on the list device. The contents of the E register are sent to the printer.
- Function 9: Print a message. The ASCII (American Standard Code for Information Interchange) character string pointed to by DE will be sent to the console device. A dollar sign (\$) terminates the message.
- Function 10: Buffered input. The register pair DE points to a character buffer that will contain a line typed by the user. The first byte must contain the maximum number of characters to be read; the second byte will
be set to the actual number read (less the carriage return). The following space will be used to store the input characters (bit 7 cleared).
- Function 11: Interrogate console status. This checks the status of the keyboard. If a character is ready to input (by function 1), the A register will be set to hexadecimal FF. Otherwise the A register is cleared.
- Function 15: Open a file. For this call, DE points to a FCB (file control block) describing the file that will be opened. The program uses the default FCB built by the initial command processor within CP/M. The file is opened for either reading or writing unless the A register contains hexadecimal FF , indicating that the file was not present.
- Function 16: Close a file. Pointing DE at the FCB for the desired file will cause it to be closed. All I/O (input/output) must be completed. The directory will be updated.
- Function 20: Read the next record. The next 128 -byte record will be read from the file (DE points to the proper FCB). The data will be read into a buffer whose address is set with function 26. On return, \(A\) will contain a 0

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(if the transfer went properly) or a 1 (if the end of the file was reached).
- Function 21: Write the next record. The FCB pointed to by register pair DE indicates from which file the 128 bytes are taken. The address of the data must be set by function 26 . On return, the A register should contain 0 ; anything else is interpreted by IMAGE as an out-of-space error.
- Function 26: Set the DMA (direct memory access) address. The next disk read or write will reference data at the address specified by register pair DE. If this is never called, hexadecimal 0080 will be assumed by default.

So there's my system. It's simple, inexpensive, and leaves enough room for your creative modifications such as manipulating blurriness, shadows, outlines, overstrikes, etc. The possibilities are myriad-how about using colored ribbons on your printer to obtain different overstrike hues? Whatever modifications you design, enjoyment is guaranteed.

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For those readers who do not care to type in a program as long as the one in listing 1, the author is willing to provide source code on a floppy disk for \$10. The disks will be IBM soft-sectored format, written in single density, and will be compatible with \(C P / M\) versions 1.4 and 2.0. Contact:

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\title{
Southern California
}


Southern California-a mecca for engineers-is rallying in anticipation
engineers. This year, according to economists, an additional 15,040 will be required by the high-technology companies that need them.
With \(40 \%\) of the total aerospace population employment in the United States located in Southern California, New England, another high technology area, runs a distant second, providing \(14 \%\) of the nation's aerospace engineering employment. Southern California will continue to outshine the rest of the nation in this industry during the 1980s because of two reasons:
1. The projected spurt in defense spending by the Reagan administration.
2. The construction of commercial, fuel-efficient jet aircraft that will be sold here and abroad.

A spokesman for a major aircraft
manufacturer says, "There's talk of a new military bomber, either the B-1 or another one. There is even the possibility that the \(M X\) missle program may be sited for our state, and that the cruise missile program will be accelerated. The Polaris, a submarine-launched missile, may also be built here."
Another engineer at the plant of a major aircraft manufacturer confided, "Because Reagan is homegrown, we hope he'll let us build the B-1 bomber here." He added that in addition to the need for aerospace engineers, there are also great opportunities for those interested in alternative energy sources.

The reason is that tax credits of \(25 \%\) to \(50 \%\) are awarded to anyone who installs solar heating. Approximately 100,000 solar-heated

homes and businesses exist in the Golden Gate State. Obviously Southern California is a hot market for this field, which is growing in importance.

The computer business is also booming, and companies are scouring the country seeking engineers with the qualifications necessary to develop the high technology products we need for tomorrow.

In addition to the progressive scientific climate, the weather in Southern California is "the closest thing to perfect," according to the United States Weather Bureau. The average temperature is a sunny 71 degrees, with only 14 inches of rain a year, falling mostly between November and March. ("It never rains in Southern California," so the song goes.) The proximity of the ocean, the
desert, and the mountains makes it possible to ski, bask in the desert sun, and swim in the Pacific ocean, all in the same day.

Southern California's standard of living is one of the highest in the nation: the median family income in Orange County in 1980, for example, was \(\$ 29,000\). Los Angeles families averaged \$26,000, Santa Barbara, \(\$ 27,000\), and San Diego households took home \(\$ 24,000\). But the Catch- 22 on housing is that the median price was a whopping \(\$ 100,000\), and this substantial rate is exacerbated (if not caused) by a housing shortage and high interest rates. Businesses employing engineers are, in some instances, trying to circumvent this problem by paying part of the interest rate on the mortgages of employees that relocate. For example, if the mortgage rate is \(14 \%\), the company may pay \(4 \%\) of the cost.

To help ease the housing problem, business-oriented Lieutenant Governor Michael Curb has assembled a task force of real estate, government, and labor officials. He blames rent control for the shortage because he says it discourages construction of new housing.
"If we could increase the supply of houses, demand would diminish, and so would prices," an aide says. He adds, "Average personal income in the state is the highest in the country; it's \(\$ 9,900\) compared with a national average of \(\$ 8,700\). Housing is the only major stumbling block to an otherwise excellent quality of life."

He concludes, "Today business is no longer a dirty word. It's a four letter word meaning jobs."

This statement is borne out by recent figures that show that California will continue to grow at a rate of \(30 \%\) to \(50 \%\) through the mid-'80s. Economists in the state predict that there will be 300,000 new jobs needed for manufacturing in the next few years, a sure sign of the state's vibrant economy.

Another advantage of living and working in Southern California is that it offers engineers the opportunity to continue their education. The University of California at San Diego, for example, boasts three Nobel Prize winners on its staff and 36 members of the National Academy of Sciences.

California Institute of Technology in Pasadena is another first-rate school for engineers.

In addition, many of the high


California's Lt. Governor, Mike Curb, is working with a task force of real estate, government, and labor officials to help ease the housing problem.
technology companies in Southern California offer their employees in-house courses. In some cases engineers are updated in their specialties through the use of closed-circuit television beamed from schools in other parts of the state.

Most companies encourage their engineer employees to upgrade their skills, and many pay full or partial tuition.

To sum up, the demand for engineers in beautiful Southern California in this decade is expected to remain strong. The salaries are high, thework is both exciting and important, and industry is hiring at an accelerated rate. In addition, the Golden Gate State offers a lifestyle with every kind of cultural and recreational activity available anywhere in the world.

As one Southern California economist put it, "Where are all those engineers? We need them."

If you are a recent graduate or a veteran engineer seeking a virtually unlimited future, the Golden Gate State offers an opportunity that you may never have again. If you are serious about your career, are an electrical/electronic, computer science, data communications, or an aerospace/aeronautical engineer, don't miss the following Southern California Career Opportunities Section featuring blue-chip companies that are interested in you and your talents now and in the future.
-John Brand

\section*{SOUTHERN CALIFORNIA CAREER OPPORTUNITIES}

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\title{
The Heath H-14 Printer
}

Bradford E Rehm, 1004 Middle Cove Dr, Plano TX 75023

What this country needs is a good \(\$ 250\) printer. It ought to accept characters at 9600 bps (bits per second) and print them at 100 lines per minute. It should produce letter-quality print in various formats, including 80,96 , and 132 columns per page and 6,8 , or 10 lines per inch. It should have graphics capabilities, and it should offer an adjustable tractor-feed mechanism that can use narrow or wide paper. It should be very reliable, easy to service, quiet, and pleasing to look at.

Has Heath given us the All-American line printer? Perhaps not, but the folks in Benton Harbor, Michigan, have chalked up real accomplishments in several areas. As a \(\$ 595\) kit, the \(\mathrm{H}-14\) comes closer than any other 80 -column impact printer on the market (at this writing) to meeting the price criterion. The somewhat higher "assembled" price still falls below most of its competitors' prices. And the \(\mathrm{H}-14\) does this while making a fine showing in the area of capabilities.

\section*{The H-14 Kit}

The kit version of the printer is somewhat intimidating because of the sheer number of parts that emerge from the shipping carton. Rumors have been circulating to the effect that Heath had simply built electronics around an imported printer mechanism or that they had built a new enclosure around a familiar American-made mechanism which uses the Practical Automation dot-matrix print head. The truth is that while Heath uses the Practical Automation DM-101 print head, the rest of the mechanism (except, of course, for the driver motors) is of Heath's own design.

The builder, at any rate, assembles the printer mechanism from the very beginning. Happily, it is surprising to discover how easy the assembly is to execute, because, as always, Heath has done an outstanding job of preparing the kit manual. In fact, it is hard to believe that Heath charges \(\$ 300\) more for the assembled version.

There are few special parts in the mechanical portion of the printer. Two of the four shafts that operate the sprocket feed and support the print head, for example, are standard, quarter-inch extension shafts. This allows use of common quarter-inch bushings, collars, and grommets, which not only contributes to the low cost of the device, but also makes maintenance simpler.

Heath chose a more expensive route in providing a substantial die-cast metal base upon which the printer is built. It forms the lower half of the housing and supports the print-head mechanism, power transformer, and printed-circuit board. Although the molded plastic cover of the device is very light (why not, since it supports nothing), the metal base gives the \(\mathrm{H}-14\) the hefty, stayput feel of a heavy-duty piece of equipment.

\section*{The Electronic Circuitry}

Nearly all of the parts in the electronics portion of the \(\mathrm{H}-14\) are mounted on two printed-circuit boards. The main board is busy but by no means crowded, and there are two extra LEDs (light-emitting diodes) available for checking logic functions as the integrated circuits are installed. The second, smaller board, which corrects a design oversight and which was not initially shipped with the kit (original shipment, February 1979), is mounted adjacent to the paper-drive motor.

The circuit is assembled on a double-sided, 12.5 by \(25.5 \mathrm{~cm}(43 / 10\) by \(10 \%\) inch ) board which includes the power-supply rectifier diodes, the printer-data-handling electronics, and the print-head and motor-driver circuits. The power-supply filters, a low-voltage regulator and a series-pass transistor, and an end-of-paper sensor are mounted off the board.

Because a microprocessor-controller is used, the circuitry is straightforward. Data enters and leaves the printer through a pair of EIA or 20 mA current-loop interfaces. These are connected to a UART (universal asynchronous receiver/transmitter) that provides the inter-

At a Glance

Name
H-14

\section*{Manufacturer}

Heath Company
Benton Harbor MI
49022, (800) 253-0570

\section*{Dimensions}

Height: 12.2 cm (43/4 inches); Width: 46.5 cm (183/: inches); Depth: 36.2 cm ( \(14^{1} /{ }_{1 / 6}\) inches)

\section*{Price}
\$595 kit; \$895
assembled

\section*{Features}

Controlled by Fairchild F8 microprocessor; uses Practical Automation DM-101 print head ( 5 by 7 dot-
matrix, impact); ASCII 96-character set; 75 cps maximum print speed ( 40 cps average); 80-, 96-, or
132-column line width, software selectable; accepts \(21 / 2\) - to \(91 / 2\)-inchwide paper, fan-folded sprocket-feed only

\section*{Software}

Requires H-8-14,
H-8-17, or H-8-18 software for use with Heath H-8 computer or HT-11 software for use with Heath H-11A computer

\section*{Hardware Options}

Serial interface via
RS-232 or 20 mA current loop, 110 to 4800 bps

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\section*{Two Interesting Circuit Details}

Two other sections of the circuit merit attention. Asked about how Heath was able to make the Practical Automation print head operate at speeds in excess of 120 cps (characters per second) while other printers using the same head have been restricted to lower speeds, an engineer at Heath explained that the \(\mathrm{H}-14\) continually monitors the resistance of one of the head magnet coils. In light-duty printing, the coil temperature does not rise significantly. During long printing jobs or when using the compact 132 -column print, the internal temperature will rise to the point at which the head could be damaged. The increased temperature also increases the resistance of the winding, however, so a simple bridge circuit, monitored by two op amps, is used to detect the change and briefly halt printing.

On learning about this trick, one wonders if the printer will spend most of its time cooling down after it reaches operating temperature. In practice, however, this arrangement works well. The \(\mathrm{H}-14\) printed eight to fifteen 80 -column pages before pausing to cool. The number of pages it executes seems to depend mainly on the ambient air temperature and circulation. Heath has left a slot in the bottom plate to provide cooling air from below, which can exit through the paper-viewing slot in the top cover, so the Heath engineers clearly understand that air circulation affects throughput.

That large rectangular slot in the bottom plate, just below the print head, is surrounded by a row of small holes. Some \(\mathrm{H}-14\) owners will visualize a blower and bellows arrangement fastened to the bottom plate at a flange bolted at these holes. It is surprising that they are not there for that reason at all. Although the printer is not certified by the US Underwriters' Laboratories, it has been approved by the latter's Canadian counterpart. The row of holes is necessary so that the \(\mathrm{H}-14\) can pass a test in which flaming oil poured into the enclosure must be quenched as it exits from the ventilation slot on the bottom plate. (Isn't it good to know your \(\mathrm{H}-14\) can be used as a flaming-oil quencher! '

The number of pages which can be printed before the first cool-down pause is smaller, of course, when the 96or 132 -column print format is selected. The duty cycle of the head is increased in these modes-laying down 96 characters in a line before taking a breath (while going to the next line starting position) is more taxing than printing only 80 characters before taking a line break. Nevertheless, the pauses the \(\mathrm{H}-14\) takes for head cooling are not long. Again, the time required depends upon the ambient air temperature, but I find that most pauses are on the

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order of two to five seconds, and they occur, nominally, every two to five lines after an eight- to fifteen-page warm-up period.
How closely does the \(\mathrm{H}-14\) approach the thermal limits of the print head in this kind of operation? A call to Practical Automation in Shelton, Connecticut, yielded the information that the DM-101 head can be operated at 100 cps (characters per second) bidirectionally if sufficient forced-air cooling is available. Continuous bidirectional operation above 16.5 cps is not recommended without forced ventilation or other protection, and the maximum internal operating temperature of the head is \(62^{\circ} \mathrm{C}\).

Heath claims that the temperature threshold for the shutdown has been set at approximately \(50^{\circ} \mathrm{C}\), which is well within the Practical Automation specification. This suggests that the printer can be run for long periods without fear of overheating the head. If you should want to try this, by the way, you may want to make sure that the head nose bearing has adequate lubrication. There is a felt-pad oil retainer on the back of the unit which should normally be given a few drops of machine oil after running through five boxes of paper. Giving it a drop or two before printing a whole box nonstop would be prudent.

There is no way to directly lubricate the solenoidoperated wires that actually do the printing. As is true for most wire-matrix heads, the wires are continuously lubricated by ink in the ribbon. This means that if you intend to realize the full, 100 -million-character life of the H-14's head, you will never want to run the printer with a dry ribbon or without paper. You will also want to use only nylon ribbons, since cloth ribbons are easily perforated by the head wires.

Practical Automation recommends that nylon ribbons containing oil-based ink be used. A Heath representative that I contacted could not confirm that the office-equipment-type ribbon Heath supplies contains an oilbased ink. Testing at Heath has shown, however, that maximum head life is possible with its ribbons. (The manufacturer of one of the leading brands of ribbons available in office-supply stores was also contacted in an attempt to learn whether the ink used in these products is oil-based. In spite of the best efforts of the company's Dallas office, we were not able to acquire the information.)
The other interesting circuit is the driver for the paperfeed motor. There was a note in the original instruction manual for the H-14 saying that Heath would provide, upon request, a modification kit to enable the printer to more reliably lift paper from a box placed on the floor below it. The problem addressed occasionally appeared when my \(\mathrm{H}-14\) was required to lift 20 -pound paper. The paper-drive stepper motor would occasionally growl and feed the paper in fractional-line increments instead of a full line.

The original stepper drivers used 7416 open-collector inverter/buffer devices to interface the microprocessor port to transistors that switched the motor on and off. One side of each winding was pulled high by a 12 V supply, while the other was pulled low by a transistor. A step was executed by turning off a pair of transistors. The problem was that the motor did not develop enough torque with a 12 V supply, but a higher voltage would probably have overheated it (stepper motors consume

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power even while they are not in motion). The solution required removing the motor-driver transistors from the main circuit board and adding a piggyback board at the motor.
The new circuit uses three 7486 two-input exclusiveOR gates and a flip-flop to determine whether the circuit is in the step or the hold mode. A diode and a pass transistor are added to determine whether 12 V or 35 V DC will be applied to the motor windings. The rest of the circuit is similar to the original, except for the addition of another set of inverter/drivers, which are necessary because the wiring to the motor-winding pairs has been reversed. In the hold mode, the diode feeds 12 V to the motor windings, enabling them to hold the feed mechanism at the current line. When a step signal arrives from the processor, the transistor is turned on (by the exclusive-OR gates and the flip-flop) and applies 35 V to the motor. In this way, the higher voltage is available for stepping, when maximum torque is needed. The rest of the time, the motor sees only 12 V , and its average power-dissipation limit is never exceeded.
Once again, Heath assures that this tactic, which coaxes superior performance from a conventional part, will not appreciably shorten its life. Thumb-and-indexfinger measurement confirms that the motor does not become appreciably hotter with the new driver than it did with the original one. Apparently, burning the candle at both ends works in this instance.

\section*{Configuring the \(\mathrm{H}-14\)}

When the printer has been assembled and tested, it is time to connect it to a computer and do some printing. As with most interfacing tasks, this one requires some planning. Heath chose to include a 256 -character buffer in the H-14 so that, for example, a multitasking system could fill the buffer and go off to continue other tasks. To facilitate this kind of operation, the \(\mathrm{H}-14\) can accept serial ASCII (American Standard Code for Information Interchange) data at up to 4800 bps ( 110 to 4800 bps options are selected at a switch in the printer). Handshaking between the printer and the computer system can take place in either of two ways. When the buffer is empty, the H-14 sends an ASCII Control-Q (hexadecimal 11) on the return communication line to its host. When the buffer is full, a Control-S (hexadecimal 13) is transmitted. The computer software can therefore use these characters as signals to start or stop sending data.
The other handshaking option includes having the computer system look at the RTS (Request To Send) line from the printer. When the line buffer is empty, RTS is on (low), indicating that there is room for sixteen more characters; when it is full, RTS goes off.
I have already mentioned that the \(\mathrm{H}-14\) can provide variable line widths and line spacings. The 80 -column and 132 -column options can be selected by means of a push-button on the front panel. These and all the other options can also be obtained through software commands transmitted in the text. The sequence Escape/u/ Control-T, for example, switches the output from 80 -column to 96 -column format; an Escape/y sets the line spacing to 8; the Form Feed (hexadecimal OC) executes a carriage return and a form feed. The front panel also has Feed Forward and Feed Reverse buttons which can be used to position the print head at the top of a form, when the printer is switched off-line.
One option which will probably not be offered for the

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\(\mathrm{H}-14\) is an F 8 processor with different programming to permit graphics printing. The reason is the lack of program and table space in the processor. Another consideration is that the paper movement is not reversible because of the H-14's rear paper inlet. One is tempted to try to feed the paper through the ventilation slot in the bottom plate of the enclosure-it is in just the right position below the print head and platen. An LED and photodiode are mounted in the normal feed path, however, to detect the out-of-paper condition. If the paper were brought in through the bottom of the cabinet, modifications to a paper guide would have to be made and the paper-detector feature would have to be sacrificed.

\section*{The Results}

The print output of the \(\mathrm{H}-14\) is pleasing to the eye and easy to read, even when the 132 -column format is used. The ribbon is canted a few degrees to minimize ink draining caused by the print head's covering the same area of the ribbon in repeated passes across the page. The ribbon can be canted further by shifting washers under its pulley. This gives additional protection from draining.

The spacing between the tractor-feed gears is adjustable, so that they can accept papers from 5.5 to \(24.5 \mathrm{~cm}(21 / 2\) to \(91 / 2\) inches) wide. Although I normally use 24.5 cm ( \(91 / 2\)-inch) forms which can be burst to a \(22 \mathrm{~cm}(81 / 2\)-inch) page, I have also used 22 cm multiform paper and 8 cm ( \(31 / 2\)-inch) wide label forms. The \(\mathrm{H}-14\) handles the heavy labels very well, and it easily pulls 20 -pound paper from a box on the floor, two feet below the feed inlet.


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Apple II
TRS-80
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Is the \(\mathrm{H}-14\) the All-American Printer?
A number of new, inexpensive impact printers have entered the market since the \(\mathrm{H}-14\) was first advertised in January 1979. IDS, C Itoh, and Anadex are a few of the companies which have produced under- \(\$ 1000\) offerings with a variety of features. A buyer faced with the task of choosing among them will do well to check the performance specifications very closely. The H-14's need for cool-down time after printing ten or fifteen pages could be annoying in an office environment. On the other hand, some of the units that can print continuously may have no thermal overload protection and rely on the office air conditioning to keep things cool. Others have long duty cycles, but do not offer variable page and line widths.

The \(\mathrm{H}-14\) is a particularly good choice for the personalcomputer user because it not only performs well, but it should be inexpensive to maintain. It accepts a standard B-72 Teletype ribbon that can be purchased at most office supply stores for two or three dollars. If the kit is assembled, the buyer has a working knowledge of the construction of the unit and can probably repair mechanical faults which might develop. The excellent testing and troubleshooting guides included in each of the printer's two manuals cover most electrical problems.

Finally, there are Heath's own service and parts distribution facilities. Service is available in many cities at Heathkit stores, and parts are shipped from the factory within 24 hours of a telephone call, if a credit-card number is provided.

Parts are not expensive, by the way. The most expensive is the print head itself, which costs \(\$ 133\). The next dearest (excluding the power transformer) are the paperdrive motor and F8 microprocessor, priced at \(\$ 15.95\) and \(\$ 14.90\), respectively. Considering that a service contract for a commercial printer can cost in excess of \(\$ 50\) per month and that a service call to replace an ailing circuit board has been known to cost over \(\$ 125\), the \(\mathrm{H}-14\) should, indeed, be very economical to operate, even in the unlikely event that a part should fail.

The H-14 does not quite satisfy my criteria for the AllAmerican line printer, but it is certainly an excellent buy and, more important, a tough competitor for the title.

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\section*{Is BASIC too SLOW?}

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\section*{Product Review}

\title{
Zork, The Great Underground Empire
}

\author{
Bob Liddil, POB 66, Peterborough NH 03458
}

> Deep within the inky underground Lurk things only half whispered of
> And twisty hidden passages
> Which hide both treasure and death. But who can deny the challenge Offered to he who would trespass here, For would not the lure of gold and glory Be worth more to a man than breath?

From Song of Zork by
Freerover the Bard
Adventure has evolved many times during its short history. From Crowther's and Wood's creation to the genius of Scott Adams to the wild antics of Greg Hassett, the journey has been exciting and entertaining for the fans of inventive computer puzzles. No single advance in the science of Adventure has been as bold and exciting as the introduction of Personal Software Inc's Zork, The Great Underground Empire.
The first thing that everyone will look for when Zork boots up is the blinking cursor, and the "I AM..." and "YOU SEE..." format that Scott Adams has popularized in his nine Adventures. That is not the case here. The screen layout is arranged in such a way as to move the

\section*{At a Glance}

\section*{Name}

Zork, The Great Underground Empire

\section*{Type}

Adventure game
Manufacturer Personal Software Inc 1330 Bordeaux Dr Sunnyvale CA 94086 (408) 745-7841

Price
\$39.95

\section*{Format}

5-inch floppy disk

\section*{Language}

Z80 machine code

\section*{Computer}

Radio Shack TRS-80
Model I with 32 K bytes of memory and one disk drive

Documentation
Printed instructions included

\section*{Audience}

Anyone interested in Adventure or fantasy gaming
Backup Capability
None apparent

WHERE prompt (which gives your current location in the game) down to the bottom of the screen. I found this most useful after reading ten or twelve lines of detailed area description. Additionally, the number of turns elapsed, the number of points accumulated, and the location form an information display on the bottom line of the screen. Other game information scrolls upward as the game progresses, giving a very professional screen layout for the game.

If you happen not to have an unlimited amount of time to spend with your computer, Zork has a SAVE command that allows you to save your position in the game onto a blank, initialized floppy disk. While some cowards use it to retain their hard-earned position in the game before making some dangerous move, the true purpose of this command is to let you follow the game through to its ultimate end (which may take weeks), or as protection against losing your position due to, say, a brief power failure.

Zork comes on a write-protected single-density 5 -inch disk with what appears to be its own operating system doing the booting and initialization. The disk defied examination by the most sophisticated methods available to me. I hope that Personal Software (which distributes Zork) will be able to foil the software pirates and traders for a while. The disk seems to be absolutely uncopyable.

Loading and preparing for play is simple enough. Merely insert the Zork disk into drive 0 and press the reset button of your computer. When the program is up and running, a pleasant block cursor greets you. You are now ready to play Zork.

Zork requires a 32 K -byte disk system (in this case, a Radio Shack TRS-80 Model I with 32 K bytes of memory and one disk drive) due to the eloquence of the descriptions and the large number of locations that are stored on the disk to be recalled at the appropriate times during the game. The advance copy I used had no instructions, so, in the beginning, I played a fairly straight game of Adventure.

I was eager to test Zork's biggest selling point, intelligent input (ie: its ability to accept free-form instructions). I typed "OPEN THE BAG AND GET THE LUNCH," in reference to a brown paper sack inside the house. The computer complied. There was water and food, so I typed "EAT THE LUNCH AND DRINK THE WATER," to which the computer responded with gratitude for satisfying its hunger and thirst.

I was hooked.

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\section*{Exploring Zork}

This Adventure begins in a beautiful forest near a large white house that is boarded up in an obvious attempt to keep explorers out. I managed to get into the house through the front once, but I was plunged into darkness and eaten by a monster called a grue. The game gave me the option of reincarnating myself, which I did (at a cost to myself of 10 points). I was revived in a forest.

Beyond the forest is a deep and beautiful canyon through which the River Frigid flows. This was the first time I had ever been at the end of the rainbow. No, I didn't see a pot of gold, but just because I didn't see it doesn't mean it wasn't there.

In these three locations (ie: house, forest, canyon), the descriptions were lavish, sparing no words in their bestowal of clues and information to the player. An ordinary jeweled treasure, in the form of a bird's egg, more than once sent me scurrying to the dictionary in search of the meanings of some of the words used to describe it.

There are many tools available to the explorer. I was able to obtain a lantern (light wards off grues), a length of rope, a nasty-looking knife, an elvish sword (which glows for reasons of its own), a refillable water bottle, a lunch, and garlic (which presumably repels Were-beings or Vampires, though I encountered none). Armed with these things, I entered the Underground Empire in search of gold and glory.

There was this pugnacious troll who popped up in the middle of a room description early in the game. Here, I got a chance to test the combat capabilities of the game. I

typed "ATTACK TROLL", to which the computer supplied a supplemental <with hands>. Look out! Remembering that the program accepts more complex input, and, having survived the first combat turn, I typed "ATTACK TROLL WITH SWORD." This gave more satisfactory results: the troll expired, his body obligingly turning to black smoke in the interest of litter-free dungeon delving.

A thief came along shortly thereafter and challenged my right to exist in Zork. I typed "THROW KNIFE". He caught it in his sack and dispatched me to the netherworld, all in one swift motion. I could still hear him laughing as I lay ruefully reincarnated on the forest floor. I was ten points lighter and my possessions were scattered to the four winds. Sadder but wiser, I reentered the lower levels after 20 minutes of rounding up those items that were absolutely needed.

More cautious now, I explored the passages and tunnels of Zork (level 1). There are no unwarranted locations here-unless you can count the presence of a dam with color-coded control buttons in a maintenance room. Gleefully, I began pushing buttons, something I should know better than to do, as a veteran of the Death Dreadnought and Strange Odyssey Adventures. When the water level began rising, I was not concerned. Then I drowned.

The program was really getting testy with me by now. Grudgingly I was reincarnated by the Patron Deity who guards the souls of all Adventurers. Empty-handed once more, I resumed my journey. I retraced my steps to the Loud Room, where whatever you say is echoed. Then, after 768 turns and an afternoon of unparalleled enjoyment, my luck ran out. I became Grue Munchies, part of the balanced diet of silly dungeon players allotted to those carnivorous native dark dwellers of Zork.

On other occasions, I have been expelled from Zork on multiple charges of being a reckless Adventurer. Nonetheless, armed with the dubious rank of Amateur Explorer and my knowledge of the highest levels, I am looking forward to the time when I will plunge once more into the troll-, thief-, and grue-laden depths of the Underground Empire.

Zork, as peer to the Microsoft Adventure and heir apparent to the throngs of Adventure cultists who wait breathlessly for each new offering, is equal to the awesome task it has been given. That the program is entertaining, eloquent, witty, and precisely written is almost beside the point. Unlike the kingdoms of the Adventures for machines with 16 K bytes of memory and far from the classic counter-earthiness of the Colossal Cave in the original Adventure, Zork can be felt and touched-experienced, if you will-through the care and attention to detail the authors have rendered.

I've been to Zork today. Tomorrow, I will take a friend. Together we will unwrap the cloaks of mystery surrounding this most excellent and memorable work of computerized fiction. And when we have extracted from this land every drop of adventuring that can be obtained, we will likely not be kept waiting. A sequel is nearing completion, even as this is being written.

Somebody, please, let me know when it's done.

\section*{8 Mhz.}

\section*{8086}

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\section*{BASIC-86}

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\section*{86-DOS \({ }^{\text {(4) }}\)}

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\section*{Programming Quickies}

\title{
Energy-Saving Cost/Benefit Analysis
}

\author{
Richard Hetherington \\ 637 Pendleton Ave, Apt D \\ Chicopee MA 01020
}

The recent skyrocketing cost of energy makes us think of ways of conserving heat and saving money, whether by increased home insulation, using storm windows, lowering the thermostat, or any number of other methods. Cost versus benefit is always debated. How many times have you asked yourself: will the cost of adding 6 inches of insulation to the attic far outweigh the benefits?

In order to answer the cost/benefit question relating to home insulation, the mechanism of heat travel must be understood. I will briefly review the concepts of heat transfer, what influences it, and show how to use a BASIC program to make the cost/benefit decision.

\section*{Heat Transfer}

Heat can travel between locations by any of three mechanisms: conduction, convection, or radiation.

Conduction is the flow of heat by molecular vibration and is usually associated with transfer through solids. For example, when a spoon is placed in a cup of hot coffee, the spoon gets hot by conduction of heat from the liquid.

Convection is the transport of heat through a fluid transporting medium by fluid movement caused by differences in density due to different temperatures, as when air picks up heat from a radiator in the home and distributes it throughout a room.
Radiation transports heat through electromagnetic energy, which is absorbed and converted to heat energy by a solid material. For instance, if you stand close to a blazing fireplace the radiant heat can become unbearable.
Heat can be lost from your home by all three mechanisms, but in most cases, the loss by conduction is most significant and is our main consideration.
The flow of heat from one place to another by steadystate conduction can be expressed by:
\[
Q=T \times A / R
\]
where: \(\quad Q=\) heat flow in BTU (British thermal units)/hour
\(T=\) temperature difference in \({ }^{\circ} \mathrm{F}\) (degrees
\[
\begin{aligned}
& \text { Fahrenheit) } \\
& A=\text { area of heat flow in square feet } \\
& R=\text { resistance to heat flow in } \\
& \quad \text { hour-square-feet }-{ }^{\circ} \mathrm{F} / \mathrm{BTU}
\end{aligned}
\]

The resistance to heat flow is related to the thickness of the material through which the heat is flowing, and the thermal conductivity (shown in table 1) of the material. For flat surfaces, it is found by:
\(R=L / K\)
where: \(\quad L=\) thickness of material in inches
\(K=\) thermal conductivity of the material in BTU-inches/hour-square-feet- \({ }^{\circ} \mathrm{F}\)

If the heat is traveling through more than one material then \(R\) is expressed as:
\[
R=L_{1} / K_{1}+L_{2} / K_{2}+L_{3} / K_{3}+\ldots
\]
where: \(\quad L_{1}, L_{2}, L_{3} \ldots=\) the thickness of each material through which the heat flows \(K_{1}, K_{2}, K_{3} \ldots=\) the thermal conductivity of each material

The \(R\) value can be calculated for any number of materials sandwiched together as long as the thickness and thermal conductivity of each material is known.

Looking at the formulas, you can see that the flow of heat depends on the temperature difference, the area it flows over, and the thickness and thermal conductivity of the material it flows through. Using these three formulas, you can readily calculate heat loss by conduction through flat surfaces.

Once the rate of heat loss is known, its cost can be calculated. Table 2 lists common fuels, the heating value of the fuel, and approximate cost of that fuel. The cost of the fuels will vary significantly depending on your location and the quantity purchased. For maximum accuracy, modify the fuel costs in table 2 to match the particulars of where you live.


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Programming Quickies
\begin{tabular}{|c|c|}
\hline Material & Thermal conductivity (K) BTU-inches/hour-square feet- \({ }^{\circ}\) F \\
\hline air (horizontal heat flow) & 1.00 \\
\hline air (vertical heat flow up) & 1.20 \\
\hline aluminum & 1400.00 \\
\hline asbestos cement board & 5.16 \\
\hline asphalt & 5.16 \\
\hline building brickwork & 4.80 \\
\hline concrete & 6.50 \\
\hline concrete block (6-inch) & 6.60 \\
\hline copper & 2700.00 \\
\hline corkboard & 0.27 \\
\hline corrugated cardboard & 0.44 \\
\hline dry sand & 2.28 \\
\hline expanded vermiculite & 0.48 \\
\hline fiberboard & 0.34 \\
\hline fiberglass & 0.25 \\
\hline granite & 18.00 \\
\hline gypsum & 3.00 \\
\hline ice & 15.60 \\
\hline lead & 240.00 \\
\hline masonite & 0.33 \\
\hline macerated paper fill & 0.28 \\
\hline mineral wool & 0.27 \\
\hline paper & 0.90 \\
\hline plaster & 4.00 \\
\hline plywood & 0.79 \\
\hline polyurethane foam & 0.20 \\
\hline slate & 10.30 \\
\hline snow & 3.24 \\
\hline sawdust & 0.41 \\
\hline styrofoam & 0.31 \\
\hline water & 4.30 \\
\hline window glass & 5.00 \\
\hline white pine & 1.04 \\
\hline wood shingles & 1.15 \\
\hline Table 1: Thermal conduct in construction and insul relatively constant for \(1 / 4\) entering these values int listing 1, use the indic regardless of the thickne various sources researched & of common materials used Note that the \(K\) for air is 4-inch thicknesses. When BASIC program shown in ures for air (1.0 or 1.2) air layer. (Data is from author.) \\
\hline
\end{tabular}
\begin{tabular}{|c|c|c|}
\hline Fuel & Heating Value ( H ) & Cost (Z) \\
\hline LPgas & 21,000 BTU/b & \$0.245/b \\
\hline hardwood & 21,000,000 BTU/cord & \$100.00/cord \\
\hline electricity & 3413 BTU/kW hr & \$0.055/kW hr \\
\hline anthracite coal & 12,700 BTUIL & \$0.04745/b \\
\hline natural gas & 1050 BTU/cu ft & \$0.004845/cu ft \\
\hline \#2 fuel oil & 138,700 BTU/gal & \$0.93/gal \\
\hline kerosene & 135,500 BTU/ga & \$0.97/gal \\
\hline
\end{tabular}

Table 2: The heating value in BTUs (British thermal units) and cost of various fuels commonly used for home heating. The indicated costs are local spot prices in western Massachusetts during the winter of 1979-80 and will vary significantly in different areas. For the greatest accuracy when using the BASIC program shown in listing 1, make sure the fuel costs are accurate for your area. (Data is from various sources researched by the author.)

The cost of heat lost is calculated by:
\[
C=Z \times Q / H
\]
where: \(C=\) cost of heat lost in dollars/hour \(Z=\) fuel cost in dollars/unit
\(H=\) heating value of fuel in BTU/unit \(Q=\) heat flow in BTU/hour

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\section*{Programming Quickies}

Listing 1：A BASIC program for cost／benefit analysis of energy－ saving expenditures．Line 250 adds a constant factor to the resistance to heat flow \((R)\) that takes into account extemal－ surface air－film resistance．This program is written in Processor Technology Extended Cassette BASIC and can easily be modified for other BASIC systems．
```

10 REM--SAVE MONEY BY INSULATING
OO REM--WRITTEN GY RICHARD E. HETHERINGTOH
3O REM-MMRCH 1980
40 FOR J=1 TO 2
PRIMTT "FOR CRSE ":J
INPUT MPREEA OF HEAT FLOUS (SQ,FT,)? ",A
INPUT MINOOOR TEMPERRTURE (DEG,F,?? ",TI
INPUT MOUTDOOR TEMPERATURE (DEG.F)? *TT
INPUT OUTDOOR TEMPERATUPE (OEG.F.)? *.T2
INPUT "HERTING UALUE OF FUEL USED <BTU/UNIT)? *,H
INPUT "COST OF FUEL USED (\$,UNIT)? %,Z
INPUT "THRROUGH WHICH THE HERT FLOUS? ",N
FOR I=1 TO N
PRINT
PRINT "FOR LRYER ": I
INPUT THICKNESS (IN. )? .LCI)
INPUT "THERTAL CONOUCTIUITY 《BTU.IN. TR.SQ.FT.DEG.F.,TY ",K<I)
NEXT I
FOR I=1 TON
LET R(I)=L(I)/K<I)
LET R=R+R(\)
NEXT I
LET R=R+. 5
LET Q(J)=T*RんR
LET C(J)=2*Q(J)/H
PRINT
PRINT "HEAT LOST IS":Q(J);" BTUARR.
PRIHTT "COST OF FUEL LOST IS":C(J):" \$/HR."
PRINT : PRINT : PRINT
NEXT J
PRINT "MERT SAMED CASE \#2 OVER CASE \#1 IS":Q(1)-Q(2);" BTU,HR."
340 PRINT "PERCENT OF HERT SAUED IS":<<<Q(1)-Q(2)>PQ(1)>*100:" %"*
350 PRINT "COST SRUIHGS IS*:C(1)-C(2):N \$/HR."
360 PRINT MWHAT WILL BE THE COST TO YOU"
380 PRINT "PAYOUT PERIOD IS":Eハ(C(1)-C(2));" HOURS"
380 PRIN

```

Another important consideration is the pay－out period． This is the length of time to recover any money spent on conserving energy through fuel savings．The pay－out period is：
\[
P=E /\left(C_{1}-C_{2}\right)
\]
where：
\(P=\) pay－out period in hours
\(E=\) cost to achieve the savings（in dollars）
\(C_{1}=\) cost of heat lost before（in dollars
per hour）
\(C_{2}=\) cost of heat lost after（in dollars per hour）

The pay－out period is the real indicator of whether you should spend the money．Generally，the shorter the pay－ out period the better；however，under certain conditions pay－out periods as long as ten years may be acceptable． For example，it may take ten years to recover the cost of insulating the walls of your home．However，if it is a new home and you don＇t plan to move for a long time，then it will be worth it．

Listing 1 is a BASIC program that uses the equations to calculate the pay－out period and other information．The program is designed to compare two situations．Line 250 adds a constant factor to the resistance to heat flow \((R)\) to take into account external－surface air－film resistance． This resistance becomes significant when considering materials with very low resistance to heat flow．The pro－ gram is written in Processor Technology Extended Cassette BASIC．
One more thing：don＇t forget that you might be able to deduct money spent on energy conservation from your federal income tax

\section*{Problem 1}

You have purchased a home that doesn＇t have any insulation in the attic，and you want to insulate it with 6 inches of fiberglass insulation．The attic is 20 by 25 feet（ie： 500 square feet）．The ceiling below the attic is constructed of \(1 / 2\)－inch pine boards \((K=1.04)\) and \(1 / 2\) inches of plaster \((K=4)\) ．Average attic winter temperature is \(40^{\circ} \mathrm{F}\) and room temperature below the attic is \(68{ }^{\circ} \mathrm{F}\) ．The insulation will cost \(\$ 110\) for 500 square feet \((K=0.25)\) ．The house is heated with natural gas（ \(H=1050\) BTU／cubic foot，\(Z=\$ 0.004845\) ／cubic foot）．You will do the work，so the only cost will be the insulation．Should you insulate the attic？

\section*{Solution}

A \(96 \%\) reduction in heat loss is indicated，and you will recover the money spent in 1970 hours（ie： 82 days） under the conditions given．Since this is less than one winter season，you should insulate．

\section*{Problem 2}

You have a house identical to the one described in Problem 1，except there already are 6 inches of insula－ tion in the attic．Should you add 6 more inches of in－ sulation？

\section*{Solution}

By adding the insulation，you will save \(49 \%\) of the heat presently lost．However the pay－out period is 87，469 hours．This is 3645 days（ie：thirty winter seasons）．Under these conditions it＇s advisable not to spend the money．

\section*{Problem 3}

Your house is well insulated but doesn＇t have any storm windows．There are twelve windows in the house，each 3 by 5 feet．（The total window area is 180 square feet．）Combination windows cost \(\$ 35\) each and will be installed by a contractor for a total cost of \(\$ 600\) ．（The total job cost is \(\$ 1020\) ．）The average outside winter temperature is \(35^{\circ} \mathrm{F}\) ，and the inside temper－ ature is \(72^{\circ} \mathrm{F}\) ．The house is heated with electricity （ \(\mathrm{H}=3413 \mathrm{BTU} / \mathrm{kW}\)－hour， \(\mathrm{Z}=\$ 0.055 / \mathrm{kW}\)－hour）． Should the combination windows be installed？

Material the heat passes through is：
Case 1：one layer of glass（ \(L=0.125\) inches，\(K=5\) ）
Case 2：two layers of glass（ \(L=0.125\) inches each， \(K=5\) ）
one layer of air（ \(L=1\) inch，\(K=1\) ）

\section*{Solution}

There is a \(66 \%\) reduction in heat lost through the windows．The cost savings is quite high at \(\$ 0.135\) per hour．But the installation cost is so high that the pay－ out period is fairly long（about three winter seasons）． The best plan would be to look for a cheaper contrac－ tor and then have the windows installed．

\section*{Programming Quickies}

\title{
A Variable Type Converter for Numerical Quantities
}

\author{
Mike Moskowitz， 23400 E Silsby，Beachwood OH 44122
}

Listing 1：A Hewlett－Packard BASIC program that converts string variables to numeric variables．

```

Z!{ REM CJVVF,RTS STRIVG VARIAZI,FS T'S VIMERIG VARIARI,FS

```

\(49 \quad A=C=\Pi=E=\) ' 9
\(5!\quad B=1\)
\(50 \quad 4.5=\cdots\)
プ ロトIV「 "サ'"
Git TVPיIT AS
\(\rightarrow \mathrm{H} C=1\) F.V ( \(\mathrm{A} S\) )
\(109 \quad F う R \quad \cap=C \quad T i \quad 1 \quad S T F P-1\)


13中 IF \(A S[1), 1]=\cdots ?=T H E V\) 2S


16 IF \(A S[D, D]={ }^{\prime \prime} 5 \prime\) THFV . 3 ?
17in IF \(A \$ \Gamma D, D]=" 6 "\) THEV \(34!\)
1月の IF Asirn, П \(={ }^{\prime \prime} 7{ }^{\prime \prime}\) THEV 3 KG



POM F[D]=0
\(\because 3 M\) SOTO 410
\(\because 4 \pi \quad E[D 1=1\)
25月 ふつT门 41?
26 \(6\left[\begin{array}{c}{[1]}\end{array}\right]=\) ?
273 G)TO 419
28. \(E[D]=3\)
27ク 行Tつ 419
3円ด \(\mathrm{E}[\mathrm{D}] \mathrm{C}=4\)
310 ज) 410
3クП F[D1=5
339 G.)T7 419
34 E[D1=
359 勺リT 419
36.
37ル テつTけ 41の
3R0 F[D]=8
37 G GiJT 417
4のत E[D]=7
419 \(\quad 4=\triangle+F C D] * i\)
\(4 ? \quad B=B * 1: 1\)

Listing 1 continued on page 272

In most versions of BASIC，there are some operations and functions which can be performed only on alpha－ numeric（string）variables and not on numeric variables． Likewise，there are operations which will work only on numeric variables and not on strings．For example，most BASICs will accept operations such as these：
```

10 A=LEN(A$)
20 PRINT A$(1,1)
30 LET A=B*C
40 PRINT SQR(A)

```

But these statements are illegal in BASIC：
```

10 A=LEN(A)
20 PRINT A(1,1)
30 LET A$=B$*C\$
40 PRINT SQR(A\$)

```

It would be convenient to have a subroutine which would convert numeric quantities stored in string vari－ ables into numeric variables，and vice versa．This would allow all numeric quantities to gain the use of both types of functions，regardless of the type of variable they were originally assigned to．This is an easy task in some of the newer，more powerful BASICs which allow access and manipulation of ASCII representations．Most BASIC sys－ tems，however，do not have this capability．

Listing 1 converts numbers from strings to numeric variables．This subroutine is invaluable when some number which must be operated on arithmetically is embedded in an input string．Listing 2 converts numbers from numeric variables into string variables．It allows numeric quantities to receive the use of operations such as substring selection， \(\mathrm{A}(\mathrm{X}, \mathrm{Y})\) ，and the LEN function． These subroutines may be improved by modifying them to accommodate decimal points or scientific notation． These programs were written in BASIC on a Hewlett－ Packard 2000E computer，and may need slight modifica－ tions，but will run on many microcomputer BASICs．

Lutant 1 contimued：
\begin{tabular}{|c|c|}
\hline 4．3：7 & VEXT 9 \\
\hline  & PRIVT A \\
\hline 45.9 & pi？lvt \\
\hline A54 & （3） \(3 \%\) \\
\hline 473 & 戸．v！ \\
\hline
\end{tabular}

Listing 2：A progrom that conterts numeric bariabtes to tring variables．

2И REY GYVVERTS VIMERIC VARIAGLES T）STRIVG VARIABLES．

4）\(A=B=C=0=x=0\)
SA \(4 \$=\cdots\)
G4 PRIVT＂\＃＂：
79 INPlIT A
Ra \(4=8+1\)
IA日 IF IVT（A／IGPB）＝M THEV IPE
110 GOTO Ra
I？FuR \(x=1\) Til \(R\)

14 ज vext \(x\)
153 Cal
I SM FOR \(x=5\) TO I STEP－ 1
179 tF O［x］＝0 THEN 27日
IRO ff \(D[x]=1\) THEV 29 M
190 IF \(D[x]=\) ？THEN 310
200 ［F \(D[x]=3\) THEN 339
219 IF D \(X 1=4\) THEV 359

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\section*{Education Forum}

\section*{Microcomputers in the Chemistry Laboratory}

\author{
Robert P DeSieno, Director, Computer Services Center, Davidson College, Davidson NC 28036
}

Editor's Note: Since writing this article, Mr DeSieno has moved from Westminster College, New Wilmington, Pennsylvania, to his present post at Davidson College.


Photo 1: An Altair 88006 microcomputer, floppy-disk drive, and Lear-Siegler ADM 3A terminal interfaced to a pH meter.


Photo 2: The graphics display presented by an RG-512 Retrographics card in the Lear-Siegler terminal. The \(Y\) axis is calibrated in units of pH , the \(X\) axis in milliliters of titrant. The plot is a titration curve for the reaction between sodium hydroxide and phosphoric acid.

The advances in microcircuitry, the production of solid-state components, and the development of microcomputers provide small chemistry departments with inexpensive resources for interfacing computers and laboratory instruments (see references 1 and 2). Marketed by a cottage industry that serves hobbyists, microcomputers and their peripheral devices offer faculty and students modern means to gather data, process information, and enrich their understanding of chemistry.

\section*{Equipment and Hardware}

In the last three years, faculty and students in the Chemistry Department of Westminster College built from kits an Altair 8800b microcomputer, a Lear-Siegler ADM 3A terminal, 48 K bytes of dynamic memory, two serial ports, and four parallel ports. In addition, the department bought a graphics module (Digital Engineering RG-512 Retrographics card) for the Lear-Siegler terminal and a MITS 3200 disk drive. We assembled these components into a system (see figure 1 and photo 1) that samples the output of gas chromatographs, spectrophotometers, or pH meters, stores data on disks, calculates results, and displays information on a video terminal and a printer.
To change analog signals into digital information for the computer, we use a digital-panel meter (Analog Devices AD2010 DPM) that converts signals in the range \(\pm 199.9 \mathrm{mV}\) into \(31 / 2\) binary coded decimal (BCD) numbers and displays the data transferred to the computer. We program a Motorola PC6820 Peripheral Interface Adapter (PIA) to handle two status bits and thirteen parallel-data bits transferred between the computer and the DPM. The DPM delivers data at controlled rates up to a maximum of 24 readings per second, a pace sufficiently rapid for many instrumental measurements of chemical behavior.

\section*{Laboratory Activity}

To introduce techniques of interfacing, we guide upper-level students for four weeks while they use a microcomputer to study the rate of reaction between ferric and iodide ions and determine titration curves for reactions between acids and bases.
Students use an ultraviolet-visible spectrophotometer (Bausch \& Lomb Spectronic 20) set at a wavelength of 425 nm (nanometers) to observe the increasing absorbance of light in a solution of ferric and iodide ions. Triiodide ions, a product of the reaction in solution, cause the growth of absorbance and the changing absorbance signal in the spectrophotometer reflects the rate of

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Figure 1: Block diagram for interfacing a laboratory instrument and a microcomputer.
this reaction. The absorbance signal is captured at the amplifier of the spectrophotometer and delivered through the DPM to a parallel port of the computer. To transfer data to the processor and calculate rate constants, exponents of terms, and energy of activation from their rate studies, students program the microcomputer in Extended Disk BASIC.

To trace the behavior of acid-base titrations, students use a combination glass and reference electrode to measure changing concentrations of protons in solution and deliver changing potential differences between these electrodes to a pH meter. A syringe driven by a pump delivers the base at a fixed rate into the acid to be titrated. A clock controlled by software coordinates the rate of travel for a vector across the video screen with the rate of delivery of base. The clock and the pH meter (by way of the DPM and a port) provide pairs of data needed to use the graphics terminal as an \(x, y\) plotter (see photo 2 ).

\section*{Educational Approach}

These projects embody chemistry that our students have studied earlier in laboratories of lower-level courses. This earlier experience lends confidence to students and helps them concentrate more effectively on the details of interfacing. Students compare results from observations made with the aid of interfacing to results they obtained from earlier studies and to information reported in the literature. Such comparisons impress upon them the value of checking conclusions on the way to scientific understanding.

Students learn quickly that interfacing a microcomputer to a laboratory instrument requires comprehensive understanding of the work they will do. To attain their goals, they must:
- become familiar with the theory of the measurements they will make in order to write and test software that instructs the computer to calculate results and establish a format for reporting information
- connect the computer with the aid of appropriate hardware to the instrument
- use and test software that will control the transfer of information between the computer and the instrument (handshaking)
- prepare and standardize solutions required for the project

To help students develop the skills they will need, we assign exercises that familiarize them with our microcomputer, aṇ instrument, and the details of interfacing these devices. We divide students into two groups: those who have programmed and those who have not.

Students who have programmed refresh their skills by programming with Extended Disk BASIC to calculate physical properties and chemical behavior of gases, liquids, solids, and solutions. We assign tutorials in computer-aided instruction to students who have had no programming experience and work closely with these students until they grasp the fundamental qualities of programming and can also use the computer to solve


\title{
dBASE II vs. the Bilge Pumps.
}
by Hal Pawluk

We all know that bilge pumps suck.
And by now, we've found out - the hard way - that a lot of software seems to work the same way.

So I got pretty excited when I ran across dBASE II, an assembly-language relational Database Management System for CP/M. It works! And even a rank beginner like myself got it up and running the first time I sat down with it.

If you're looking for software to deal with your data, too, here are some tips that will help:

\section*{Tip \#1: Database Management vs. File Handling:}

Any list or collection of data is, loosely, a data base, but most of those "data base management" articles in the buzzbooks are really about file handling programs for specific applications. A real Database Management System gives you data and program independence (no reprogramming when data changes), eliminates data duplication and makes it easy to turn data into information.

\section*{Tip \#2: Assembly Language vs. BASIC:}

This one's easy: if you're setting up a DBMS, you're going to be doing a lot of sorting, and Basic sorts are s-l-o-w. Run a benchmark on a Basic system like \(S^{*}-I V\) against a relational DBMS like dBASE II and you'll see what I mean. (But watch it: I've also seen one extremely slow assembly-language file management system.)

\section*{Tip \#3: Relational vs. Hierarchal \(\boldsymbol{\&}\) Network DBMS.}

CODASYL-like hierarchal and network systems, around since the 1960's, are being phased out on the big machines so why get stuck with an old-fashioned system for your micro? A relational DBMS like dBASE II eliminates the predefined sets, pointers and complex data structures of a CODASYL-type DBMS. And you don't need to be a programmer to use it.
dBASE II vs. everything else.
dBASE II really impressed me.
Written in assembly language (with no
 need for a host language), it handles up to 65,000 records (up to 32 fields and 1000 bytes each), stores numeric data as packed strings so there are no roundoff errors, has a superfast multiple-key sort, and supports ISAM based on \(\mathrm{B}^{*}\) trees.

You can use it interactively with English-like commands (DISPLAY 10 PRODUCTS), or program it (so when you've set up the formats, your secretary can do the work). Its report generator and userdefinable full screen operations mean that you can even use your existing forms.

And if all this makes your mouth water, but you've already got all your data on a disk, that's okay: dBASE II reads your ASCII files and adds the data to its own database.

Right now, I'm using dBASE II with my word processor for budgeting, scheduling and preparing reports for my clients.

Next come job costing, time billing and accounting.

\section*{An Unheard-of Money-Back Guarantee.}
dBASE II is the first software I've seen with a full money-back guarantee.

To check it out, just send \(\$ 700\) (plus tax in California) to Ashton-Tate, 3600 Wilshire Blvd., Suite 1510, Los Angeles, CA 90010. (213) 666-4409. Test dBASE II doing your jobs on your computer for 30 days. If, for some strange reason, you don't want to keep it, send it back and they'll refund your money.

No questions asked.
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\title{
Ashton-Tate
}
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problems in chemistry. Eight to ten hours of programming on an interactive terminal, guidance from a teacher, and help from other students give all students the ability and confidence to use the computer for elementary interfacing operations.

To help students understand how information is transferred between the computer and an instrument, a process called input/output or I/O, we provide hard and disk copies of routines that manage I/O. Students study these routines and explore the relationships between hardware and the software that executes I/O. The students then embed their software for calculating results within these routines and synthesize a program that controls transfer of information among instrument, computer, and disk files, as well as presents results at the video terminal.
When students have completed these tasks, we provide sample data retrieved from disk files so they can simulate their experiments and test and correct their programs, Assured of hardware and software that work, students complete their lab work by selecting substances and concentrations that will provide a range of data commensurate with the most reliable operation of the instrument and the computer. To enhance their understanding of interfacing, students write a comprehensive report that describes the procedures and apparatus they have used, as well as the relationships between what they measure, how they measure, and what they conclude. These reports reveal that the careful attention to detail inherent in the use of computers improves the quality of our students' laboratory work.


\section*{Conclusions}

We have just begun to teach interfacing of computers in the laboratory. Yet, we believe that such teaching is valuable and conclude:
- Many students who have not used computers fear them and the specific action required to use them successfully.
- Once they use microcomputers to solve traditional problems in chemistry, students develop confidence and approach interfacing with enthusiasm.
- Because students can write software to analyze data only if they possess understanding and expectations of their intended studies, interfacing microcomputers with instruments encourages them to study their project before they begin work in the laboratory.
- Interfacing encourages students to gather more data and analyze the statistical reliability of their information. Moreover, qualities such as signal-to-noise ratio, rates of measurement, and detection limits, frequently given minimal attention in traditional laboratory work, receive careful attention from students when they interface a microcomputer to a laboratory instrument.
- By interfacing the microcomputer with instruments, students learn the differences between analog and digital information and how to report precision and significant figures with the aid of hardware and software.
- Writing software compels students to select a format for information they will report. Thus, experiments that use interfacing encourage students to consider their reader as they use the computer to prepare charts, tables, or outlined presentations of their data and conclusions.
- Interfacing encourages students to blend the systematic use of a computer with their experimental work. Thus, students use, to their benefit, flowcharts to select and guide laboratory activity, or design software for their projects.
- Interfacing of computers encourages a sense of community among students in the laboratory. We urge them to solve their experimental and software problems independently and this produces a variety of solutions for gathering and interpreting data with the aid of the computer. Students enjoy comparing solutions and merging ideas that improve on the techniques they have used.

Our students have emerged from these projects with more confidence in their ability to solve problems. From interfacing, our faculty has gained a more comprehensive basis for discussing the design of laboratory projects and the significance of results that students report. Interfacing microcomputers in the laboratory has guided our students to more detailed awareness of cause and effect. We are designing other interfacing projects that will extend similar educational benefits to students in other laboratories of this department.

\section*{References}
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2. Gerhold, et al, "Bits, Bytes, Boards, Buses, and Beyond," J. Chem. Ed., 56 (3), 7011979.
3. Fudge, A J and Sykes, K W, Journal of the Chemical Society, 119. January-March 1952.
4. Hershey, A V and Bray, W C. Journal of the American Chemical Society, 5B, 1760, 1936.

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\section*{QUALITY}

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\section*{MICROPROCESSOR CONTROLLED INTERFACE}

The microprocessor array provides the intelligence for a dual RS232 serial and a Centronics \({ }^{\otimes}\) type parallel interface. Both inputs are fully buffered to allow the 88G to receive data and print simultaneously. A 1 K character buffer is standard with a 2 K buffer available as an option.
The short line thruput of the 88 G has been increased by incorporation of a Quick Cancel feature that fully utilizes the bidirectional/unidirectional printing capabilities. Built-in diagnostic and self-test capabilities allow the user to easily pinpoint system problems and a Power On confidence test verifies operational status of the printer each time power is applied


\section*{VERSATILITY}

The 88G prints a full upper and lower case 96 character ASCII set with a crisp, clear \(7 \times 7\) matrix in 80,96 , or 132 column formats. For text processing and correspondence applications, an \(11 \times 7\), 80 column serif style matrix can be selected by switch or software command. The dual tractor/pressure-feed paper drive system allows the user to choose either pin-feed, roll, or single sheet papers up to 9.5 inches wide.
Complete forms control allows the 88G to be quickly configured for printing single or multiple-ply invoices, purchase orders, checks, or any type of preprinted form. Optional paper roll holders and single sheet feeders can be quickly attached.
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\section*{Ask BYTE}

\section*{Conducted by Steve Ciarcia}

\section*{Sensing Alarms}

Dear Steve,
I am currently designing a home-alarm system. I have been reviewing your BYTE articles from January 1979 thru March 1979. (See
"Build a Computer-Controlled Security System for Your Home," Part 1, January 1979 BYTE, page 56; Part 2, February 1979 BYTE, page 162; Part 3 , March 1979 BYTE, page 150.) I am hoping that you can clear up a couple of questions I have about your articles.

For a little background, my computer system is based on a Z 80 microprocessor, rather than the 8085 . I will be using sensors which you described in your article, and that is where my questions arise.
To begin with, I refer to photo 3 (January 1979 BYTE, page 68) and figure 1 (March 1979 BYTE, page 151). Is the LM3911 integrated circuit equivalent to
the sensor in photo 37 Can the sensor in photo 3 be used in the system by adding the comparator in figure 1, but leaving out the temperature trigger-point potentiometer, since the sensor in photo 3 will trip above a certain point? My idea is shown as a schematic diagram in figure 1 below. If a commercial device is suitable, can you recommend one for me to use?

Thank you for your time. Brian \(P\) Mulhearn

The sensor shown in January's photo 3 is simply a temperature sensitive switch (shown here as figure 2). It operates like any pushbutton switch. It is either open or closed. When the temperature is below \(135^{\circ} \mathrm{F}\) it will be open, and above that temperature it will be closed. The circuit in figure 2 is a way to test these devices. It consists of an LED (light-emitting diode)
and a 6 V battery. Just dip the sensor in hot water and the LED should light.

The LM3911 is a linear integrated circuit and not a mechanical switch. It uses the difference in emitter-base voltage of transistors (operating at different current densities) as the basic temperature sensitive element. The output voltage of the LM3911 is directly proportional to temperature in
degrees Kelvin ( \(10 \mathrm{mV} /{ }^{\circ} \mathrm{K}\) ).
External resistors can scale this to any desired value through an op amp. Internally, the LM3911 appears as in figure 3. The device itself is the temperature sensor. To measure the temperature of a water pipe the LM3911 would have to be placed against the pipe. To make it operate like the mechanical sensor, a comparator is added which trig-

Figure 3


Figure 4

Figure 1


Figure 2



Figure 5


\title{
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\section*{WHAT DO THE CRITICS SAY?}

BYTE: 'lt was apparently Mr. Weller's goal from the beginning to present the fundamental concepts of assembly language programming in a completely nonthreatening way. He has accomplished this better than any other author to date...Practical Microcomputer Program. ming is'a very powerful series. It is well written and full of essential techniques for the assembly language programmer.". . "The authors know the difference between a novice and a ninny. They never talk down. . . on every page the authors spot and clear up the small ambiguities of technical jargon that can blocik understanding."

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PRACTICAL MICROCOMPUTER PROGRAMMING: THE Z80 by W.J. Weller
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gers when a preser leod is reached (see figure 4). The 50 k -ohm potentiometer is set for some tomperatige of interest. When the output of ICl exceeds the setting, the outpur state of \(\mathbb{1 C 2}\) changes.
The adoantage of this dircuit over the mechanical sensor is that any temperature may be see.

It appears that you umant a sensor that signifies a temperature grecter than \(135^{\circ} F\) and is computible with the computer inpust. Using the methanical semsor. this can be accomplished with the dircuit in figure 5 . A 7414 Schmitl-erigger inberter prodices a dear outpur fied once contact bounce has censed. If you prefer, CMOS (complementary metal-oxide semiconductorl devices can be used instend to reduce power requirements....Steve

\section*{Probing for Prober}

\section*{Detar Steve.}

This is a nontechnical request, but I sure hope you can help me.

I have been trying for two months to locate an outite for the type of probes shown in photo 5 of your article 'Mind Over Matter: Add Biofeedbeck to Your Compurer." ()une 1979 BYTE, page 56). After a letter, three Telex menages, and thret telephone calle to American Optical (both enst coust and west const), I finally received a reply from Cambridge Instruments. formerly Amterican Optical, Medical Division, saying. "We don't make the probes, and we donit know anyone who dots."

I wear atranscutaneona electronic nerve stimulator over a shoulder injury. The Glat carbonized-rubber probes, held on with separate adhesive, sometimes lift free of akin contact when I am active. The nornuw 40 V 23 m pulte (loaded voltage) soes up to about 400 V open line voltuge. When it again contacts the skin, it arts and makes a
sore spot
Your probe, with the predrilled tponge center, looks ent it would work anuch better-if I could only locate It. If you give me the ad. dress of the medical supply house where you obtained yours, I will contact them directly. I used biofeedback. for several months at the UCLAA Pain Control Unit, and I intend to build the unit you describe in your article, using a scope as an output, and powsibly interface it mo comptuter later. Bob Vineom

The ewo kinds of silow/ sifuer-chforide etetetrodes I tried were P/N 5113 from American Optical and P/N 192458 from Hewlett-

\section*{Packard. The probes} themseloes were nothing more than fancy clips at the and of 3 feet of shielded cable. When using thee probes as shounn in the articto, the three shields are connected rogether and attached to the guard imput of the isolation amplifier.

I hope this information helps....steve

\section*{Nemote Data Emtry}

\section*{Dear Steve.}

I have been trying to find a way of interfacing inexperaive terminals (calcula-tor-pad type) to the TRS-80. I heve aloo been trying to locate a method for doing this with as many as thirty. two terminals. The system would be used as a feedback device for working with mall to claseroom-aize groupm. Can you give me any leads to manuffacturens of hardware, designers of such syuterus, and persons who have expertise in such matters?
Brother Eugene Meyerpetor, SM
In the Septamber 1980 BYTE. my "Circuit Ceflor" article was entitled "Build a Lou-Cost, Remote DeeaEntry Terminal" (see page 26). And if is exactly what you need. To build this terminal, it cakes essemtiony a calculator pad, which your
make into a serial terminal using only two integrated circuits. All communication is at 1200 bps (bits per second), full dupfex.

To use it in your endironment. you awould burild thirty turo of them and attach them to the TRS-80 ehrough a serial port (such as the Radio Shack TRS-232 board or a COMM 80). To communicate wieh a single student, you would need a 32-position switch to allow you to select the indioidual line from that student's terminal. All outputs to the remote terminals can be tied cogether when you want the same message sent to all untits simultancously.

I have preserted the design but I dori' know anyone producing it current1y. Perhaps you could find an emerprising person who would custom-build thirty. two of tham for you from my schematic.... Steve

\section*{Vohage Flucturtors}

\section*{Dear Steve,}

I have a Radio Shack TRS-80 Model L Ocentionally the machine acts serangely, either by "locking-up" to that the retet button must be used to start it again, or by randomly accessing the diak. When I'first sot the diaks, the problem with the random tccesses wats quite frequent. I have since purchased Radio Shack's power-line fileter and kseens move he alonont eliminated the prob. lem.

I suspect that the difficud. ty is caused by fluctultions In the voltage in my office. ! have noticed interference on the video display when runring the printer and when the air-conditioning unit starta. However, seither of thete seems to cause the problem, at lenst, not consistently.

The landlord says that the power 解rvice into the building is 600 a mpm. Also, certain offices having unusual power requirements have their own circuits
within the building (not. however, separmte service entirtly). He aloo has some sort of transformer that he says should eliminate flucouations cauned by the air conditioners.

My questions are.
- Is the TRS-80 senalitive to power fluctuations? elf so, how can I montor the cirruits in my office to determine whether the computer's requirements are being met
- If the circuis aren't adequate, if there any wisy to shield the compater from the fluctumtions?
- If power fluctuations aren't to blame, what might bet

I have no knowledge of electronics, so I would be interested in tither buyping or renting for borrowing) whate ever I might need to solve the problem, rather than building somthing. Cwerrif Stevena
fiterwittent operation and bizore behavior are by no means limited to the TRS-80. If can be a problem with any compure er isselled and operating under what might be termed marginat conditions. There are quite a few TRS-80s. so. if juse 1\% have problemes, approximnately 3000 people would have complaimes.

The first order of business is 10 determine the source of the problem. Three possibitities immediatily come to mind:
> - bus cabling bet wasen peripherals
> - pouver fluctuations - power tive transimbs and induced noise

Make sure you keep the interconnecting cables between peripherals away from powe lines and as short as possible. Do not leave equipment attached directhy to the computer that is not powered or property cerminated. Keep the bus cobling and disk cables aweay from the left side of the


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Ask BYTE
video display (where it can pick up noise from the highvoltage flyback transformer).

Power fluctuations can indeed cause marginal operation. In my mind, however, there are two separate problems: fluctuations and transients. Fluctuations are slow (greater than 5 ms ) voltage changes involving a 10 or \(20 \%\) variation in line voltage. As long as the line voltage does not dip below 105 V AC, you should be all right. Have you ever noticed your room lights dim when you plug in a toaster or an air conditioner? Well, that dimming of the lights is a typical case of power-line fluctuation. A drop of only a few volts will visibly dim a lamp. Fixing this problem is easy, but it is expensive.

Transients, on the other hand, are fast ( \(1 \mu \mathrm{~s}\) to \(5 \mu \mathrm{~s}\) ) changes in line voltage. Generally these are caused by the inductive kickback of motors and equipment. Usually, the more sophisticated
measures employed to limit general line noise (a powerline filter) will eliminate this problem as well. If you have particularly strong narrowband noise, then a special low-pass filter may have to be used. For example, if the reason your computer malfunctions is the 200 W radio transmitter from the business next door, then a 30 MHz filter might be required.

The fact that you have no knowledge of electronics limits the diagnostic tests that you could use to determine the problem. If you can find a nearby Radio Shack store (or, perhaps, a friendly technician) where you can obtain a VOM (volt-ohm-meter), set it on the 200 V AC range and put the probes in the wall socket next to the computer. The "safe range" is between 110 and 120 V AC. If, however, you notice the indicator taking a dive every now and then, you have a lineregulation problem. This is

only a rudimentary check, because the meter has slow response. Checking for line noise and transients requires an oscilloscope (to see the fast pulses).

If you find you need better power-line regulation, you will have to resort to a constant-voltage transformer from the power company (or it may be installed privately). Two companies to contact for further information are: Sola Electric, 1717G Busse Rd, Elk Grove Village IL 60007, (312) 439-2800, and Califomia Instruments, 5150G Convoy St, San Diego CA 92111, (714) 279-8620. Finally, if all else fails, you could encase the entire computer in copper screening and run it from a battery. See my article on "Electromagnetic Interference" in last month's BYTE....Steve

\section*{Should I, or Should I Not?}

Dear Steve,
I would like your opinion on the purchase of a computer through mail order.
Although a Radio Shack dealer is only a 5 -minute walk from my house, the discounts offered by out-ofstate dealers on the TRS-80 make a mail-order purchase very tempting. Can you give me your thoughts before I send a \(\$ 700\) check to someone sight unseen? David Kupferman

The only sure way to tell the winners from the losers in the mail-order business is with time. No company that is crooked will be in business very long.
Remember that there have been those occasions where many people were swindled in a short period of time, as happened with World Power Systems. For the most part, the good prevail.

I suggest that you review past issues of BYTE and look for advertisers who have been there for a long time and have steadily increased their product line. This will give you some in-
dication of stability and market responsibility.

While it is always good to go to a store and see the item that you are purchasing, much can be gained from mail-order buying. In general, mail-order outlets offer discounts well below the store prices, and, when you order outside of your home state, you usually pay no sales tax; however, you often pay shipping costs.

If you are still concerned, find someplace that takes cash-on-delivery orders and pay for your computer when it arrives on your doorstep....Steve

\section*{Modem}

\section*{Dear Steve,}

Thanks for the article on modems. (See "A Build-ItYourself Modem for Under \$50," August 1980 BYTE page 22.) It got me thinking about something.

I am an ACM (Association for Computing Machinery) member at OSU (Ohio State University). I am lucky enough to be able to have an open account on computers like the DEC PDP-10, IBM 370, and PDP-11. To log onto the system, you call a telephone number, and I would like to use the modem you described to do this from my dorm room. (I have to walk about fifteen blocks to get to the computer center, and, boy, is it cold in the winter.)

How can I build a cheap keyboard/modem/television set terminal? I can wirewrap and understand schematic diagrams. I know a bit about computers but not a lot.
Marc Taylor
At first I was going to point out that there have been numerous articles in previous issues of BYTE on the design and construction of a video terminal. There are also some kits offered for less than \(\$ 200\) in the advertisements at the back of every issue. At least that's what I was going to say.


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However, I have changed my mind in favor of practical reality.

Microcomputers and terminals configured from them are becoming cheaper all the time. It isn't quite like the 6 -transistor radio or the cal-culator-yet. But, you may find that the cost of building a terminal is greater than what it costs to buy one. This is especially true if you purchase used equipment.

Also, the new Radio Shack Videotex combination terminal and modem for \(\$ 399\) is worth investigating. It sounds exactly like what you need-at a reasonable price.

As soon as I can get a chance, I'm going to attempt to make a terminal using the Sinclair ZX80 computer. How does a \(\$ 300\) smart terminal sound?...Steve

\section*{Shedding Some LIght}

Dear Steve,
My name is Chris

Richard, and I'm 13 years old. I am doing a science project called "Talking on a Beam of Light." I saw your article in the May 1979 BYTE (see "Communicate on a Light Beam," page 32), and I was wondering if you could tell me where I can buy some optical fibers. Could you also send me a list of reading material on optical communications; I am especially interested in getting several plans for optical transmitters and receivers.
I really enjoyed your article, and I learned a lot from it. Thank you for any help you can give me.
Chris Richard

The best sources of information on optical fibers are the manufacturers themselves. Many of them publish application notes which are usually free for the asking. Three of the largest suppliers are: Amp

Inc, 449G Eisenhower Blvd, Harrisburg PA 17105; Corning Glass, Electronic Products Division, Department G, Houghton Pk A2, Corning NY 14830; and Galileo Electro Optics, Department G, Galileo Pk, Sturbridge MA 01918.

Another source of circuits comes from optoelectronics manufacturers application notes. These are companies with familiar names like Texas Instruments, General Instrument, General Electric, and HewlettPackard. Any good library should have an electronics
manufacturers product directory. Ask the librarian if he or she has the Gold Book or EEM Directory.

As far as getting optical fiber materials, unless you want a few thousand feet of cable, I suggest you write for a catalog from: Edmund Scientific Company, Department G, E Gloucester Pike, Barrington NJ 08007.

I think you have chosen a good subject. I wish you luck. When you write to the optics companies, tell them it is for a science fair project. You may find them to be very helpful....Steve■

In "Ask BYTE," Steve Ciarcia answers questions on any area of microcomputing. The most representative questions received each month will be answered and published. Do you have a nagging problem? Send your inquiry to;

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DATA MANAGER: A Data Base Management System and Mailing List (Lutus) Store information on a lloppy disk, and retrieve it quickly and easily by specific names, or by caregory. 04909. Apple II Disk Version. \(\$ 49.95\)

MCAP: A Microcomputer Circuit Analysis Program (Savon) Performs a linear voliage. impedance. or transfer impedance analysis of an electronic circuit 04501. PET; 04503. TRS.80Level II: 04504. Apple II: each tape \$24.95: 04513. HeathkitiZenith Disk. \(\$ 29.95\)
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\title{
Forcing the Z80 Starting Address
}

\section*{Randy Soderstrom, 1201 W Valencia Apt 224, \\ Fullerton CA 92633}

Late in the design phase of my homebrew Z 80 micro-processor-based system I realized there would be a problem in bringing the system up. My monitor program was in ROM (read-only memory) and was written to begin at hexadecimal page F0, character 00 . My programmable memory began at page 00 , character 00 , and to further


Figure 1: This circuit will force a \(\mathrm{Z80}\) microprocessor to begin execution at hexadecimal page \(F 0\), character 00 , instead of page 00 , character 00 . The circuit can be easily modified to begin execution at other addresses.
complicate matters, my system had no front panel.
I faced a number of problems in order to get the processor to begin execution at page FO. When the Z 80 reset line was enabled, it zeroed the program counter, causing execution to begin at location 00 . Since the interrupt mode was unpredictable on power up, it was no help either.

After some thought, I came up with the circuit shown in figure 1. When the Z 80 reset line goes low, the circuit prevents the memory from being enabled. Instead, machine code is generated for a jump to the start of the program monitor.

When the reset switch is pushed, flip-flop IC1 (integrated circuit 1) is set. This makes the output of OR gate IC2 high, no matter what happens with the processor RD line. Any memory-read operations are inhibited and the IC3 buffers are activated.
While all of this is happening, the Z80 is clearing the program counter and will begin execution on page zero at location 00 . However, when the \(Z 80\) pulses the RD line low, the OR gate (IC2) blocks it, and no memory data is placed on the bus.

The IC4 NOR gates decode the address, which in this case is 00 , and place hexadecimal C 3 on the data bus. Since this is the machine code for a jump instruction, it is executed as such.

Next, the processor expects to find the low bits of the branch address. Address 01 is decoded to address 00 and is placed on the data bus. It will be used as the eight loworder bits of the branch address.

Finally, the Z80 places 02 on its address bus and expects the eight high-order bits of the branch address on the data bus. Gates IC4 place hexadecimal FO on the system data bus. After this byte is read, the Z 80 executes the entire instruction and jumps to page FO , character 00.

Because of the jump, address bit A15 goes from low to high, clocking a zero into the flip-flop. This change disables the buffers and restores the system to its normal state.
The Z80's refresh cycle does not interfere with the circuit. The refresh register operates only on A0 through A6.

If you require a more complex initialization, this same concept can be used with a ROM (read-only memory) placed on the bus rather than gates. Done in this manner, the memory space becomes free for other uses after initialization.

\section*{Software Received}

The following 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. 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.

Apex, disk operating system for the Apple II. Floppy disk, \$99. Apparat Inc, 4401 S Tamarac Pky, Denver CO 80237.

Apple Assembly-Language Development System, a 6502 assembler/editor for the Apple II. Floppy disk, \$39.95. Hayden Book Company Inc, 50 Essex St, Rochelle Park NJ 07662.

Asteroid, graphics game for the Apple II. Floppy disk, \$20. Adventure International, POB 3435, Longwood FL 32750.

Communications Software for the RS-232C, utility program for the transmission of data over telephone wires. Cassette, \(\$ 29.95\). Radio Shack, 1 Tandy Ctr, Fort Worth TX 76102.

Concentration, graphics game with sound for the TRS-80. Cassette, \(\$ 9.95\). Adventure International (see above).

Data Manager, data base system for the Apple II. Floppy disk, \(\$ 49.95\). Hayden Book Company Inc (see above).

Dogfight, graphics game for the Apple II. Floppy disk, \$29.95. Micro Lab, 811 Stonegate Dr, Highland
Park IL 60035.
FINPLAN, a small business financial planning program for the TRS-80. Floppy disk, \(\$ 74.95\). Hayden Book Company Inc (see above).

Generate, a TRS-80 program generator. Floppy
disk, \$100. DataWorks Inc, 97 Jackson St, Cambridge MA 02140.

Interactive Fiction-His Majesty's Ship Impetuous, role-playing game for the TRS-80. Floppy disk, \$19.95. Adventure International (see above).

Interactive Fiction-Local Call for Death, role-playing game for the TRS-80. Floppy disk \(\$ 19.95\). Adventure International (see above).
Interactive Fiction-Six Micro Stories, role-playing game for the TRS-80. Floppy disk, \$14.95. Adventure International (see above).

Interactive Fiction-Two Heads of the Coin, roleplaying game for the TRS-80. Floppy disk, \(\$ 19.95\). Adventure International (see above).

Magician's Hat, a game program for the Commodore PET/CBM. Floppy disk, \(\$ 25\). Southern Software Ltd, 100 Anzac Ave, POB 8683, Auckland, New Zealand.

\section*{Micro Music Audio} Sampler, music composer package for the Apple II. Cassette, \$5. Micro Music Inc, POB 386, Normal IL 61761.

Microtyping, touch-typing tutorial program for the Apple II. Cassette \(\$ 10.95\). Hayden Book Company Inc (see above).

Musical Yat-C, strategy game for the TRS-80. Cassette, \$9.95. Adventure International (see above).

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FILEDRIVE MAP. The original package had all data files on the same drive as the programs. Ours allows you to dynamically specify the drive assigned to each file. In fact, you can change the drive assignments whenever you wish, to accommodate expanded file sizes or new hardware - all without recompiling!
INTEGRATION. The original AR and AP systems had to be changed and recompiled to feed journal entries to GL. Our installation program eliminates this hassle. It simply asks you if you want the systems integrated, and what your special account numbers are.
SPEED. The original programs used a binary search to access the GL account file. We use an enhanced technique that greatly cuts down on disk accesses, thus speeding up account lookups significantly in the GL, AR and AP systems.
BUGS. We have corrected a number of bugs in the original programs. If you find a bug in our programs, we'll fix it - and send you a \(\$ 20\) reward! Our users are sent bug fixes in source form.
MORE! We have made many minor enhancements, and fixed many minor problems. We are committed to the ongoing support of our package. Vandata has been an independent software supplier for over seven years. Quality and support are our way of doing business.
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Formats. Sid. 8". 5" NorthStar DD. TRS-80 MOD \(\|^{\circ}\). H89/Z89. Manuals for GL. AR/AP, and PA are not included in price - add \(\$ 20\) per manual desired (AR/AP are in one manual). CP/M \({ }^{*}\) and CBASIC-2 required to run accounting software. Users must sign licensing agreement. Deater Inquiries invited.

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\section*{Software Received}

PECA-Passive Electronic Circuit Analysis, electronic design utility program for the TRS-80. Cassette,
\(\$ 19.95\). Adventure International (see above).
Pen BASIC, machinelanguage utility for Photopoint Light Pen and TRS-80. Cassette, \$14.95. Micro Matrix, POB 938, Pacifica CA 94044.
PseudoDisk, a disk simulator for Apple II Integer BASIC. Cassette, \$24.95, Hayden Book Company Inc (see above).

Royal Flush, poker solitaire game for the Commodore PET/CBM. Cassette, \$14.95. Hayden Book Company Inc (see above).

Royal Flush, poker solitaire game for the TRS-80. Cassette, \$14.95. Hayden Book Company Inc (see above).
Scramble, word-guessing game with sound for the TRS-80. Cassette, \$9.95. Adventure International (see above).
Shark Attack, game for the TRS-80. Cassette, \$7.95. Adventure International (see above).

Slag, multiplayer graphics
game for the TRS-80. Cassette, \(\$ 14.95\). Adventure International (see above).

Spelling, educational graphics game for the Apple II. Floppy disk, \(\$ 21.95\). Software by Witzel, 7778 S Poplar Way E, Englewood CO 80112.

Star Trek 3.5, graphics game with sound for the TRS-80. Floppy disk, \(\$ 19.95\). Adventure International (see above).

TRS-80 Opera, musicplaying program for the TRS-80. Cassette, \$9.95. Adventure International (see above).

Tunnels of Fahad, graphics "chase" game for the TRS-80. Cassette, \(\$ 9.95\). Adventure International (see above).

Word Challenge, game with sound effects for the TRS-80. Cassette, \(\$ 9.95\). Adventure International (see above).

Z-Chess III, chess-playing program for the TRS-80.
Cassette, \$24.95. Adventure International (see above).

Zossed in Space, space exploration for the TRS-80.
Cassette, \$14.95. Adventure International (see above).■

\section*{BYTE's Bits}

\section*{Call for Papers}

The 1981 ACM Annual Conference is soliciting papers for its annual conference to be held November 9-11 in Los Angeles. Technical papers should focus on innovations or recent advances and should emphasize the connection between theory and applications. Suggested topics include operating systems, programming languages, data base systems, artificial intelligence, business data processing, software engineer-
ing, project management, personal computing, office automation, distributed systems, computer networks, computer graphics, and simulation.

Authors of papers or surveys must submit four copies of the work, typed and double-spaced, not exceeding twelve pages in length. The deadline for submission is March 7. 1981. Notification of acceptance or rejection is by May 1, 1981. Mail submissions to ACM 81-Call for Papers, Village Sta, POB 24059, Los Angeles CA 90024.■

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\section*{Books Received}

An Age of Innovation, by the Editors of Electronics. New York: McGraw-Hill Publications Company, 1981; 22 by 29 cm ( \(81 / 2\) by 111/4 inches), 267 pages, hardcover, ISBN
0-07-606688-6, \$18.50.
Computers and Education, James L Poirot. Manchaca TX: Sterling Swift Publishing Company, 1980; 13.5 by \(21 \mathrm{~cm}(51 / 4\) by \(81 / 4\) inches), 84 pages, softcover, ISBN 0-88408-137-0, \$6.95.

Computer Graphics Primer, Mitchell Waite. Indianapolis IN: Howard W Sams \& Company Inc, 1979; 14 by \(22 \mathrm{~cm}(51 / 2\) by \(81 / 2\) inches), 173 pages, softcover, ISBN 0-672-21650-7, \$12.95.

CRT Controller Handbook, Gerry Kane. Berkeley CA: Osborne/McGraw-Hill, 1980; 18 by 23.5 cm ( \(67 / \mathrm{by}\) \(91 / 8\) inches), 206 pages, softcover, ISBN 0-931988-45-4, \$6.99.

Electrical and Electronics Drawing, fourth edition, Charles J Baer and John R Ottaway. New York: Gregg Division of the McGraw-Hill Book Company, 1980; 16.5 by \(24.5 \mathrm{~cm}(61 / 2\) by \(91 / 2\) inches), 432 pages, hardcover, ISBN 0-07-003010-3, \$16.25.
Machine Independent Organic Software Tools (Mint), M D Godfrey, H J Hermans, D F Hendry, and R K Hessenberg. New York: Academic Press, 1980; 15.5 by 23 cm ( \(5 \%\) by 9 inches), 340 pages, hardcover, ISBN 0-12-286980-X, \$28.

Microcomputer Primer, Mitchell Waite and Michael Pardee. Indianapolis IN: Howard W Sams \& Company Inc, 1980; 14 by 22 cm ( \(53 / 8\) by \(8^{1 / 2}\) inches), 367 pages, softcover, ISBN

0-672-21653-1, \$11.95.
Microcomputer Systems and Apple BASIC, James L Poirot. Manchaca TX: Sterling Swift Publishing Company, 1980; 13.5 by 21 cm ( \(51 / 4\) by \(81 / 4\) inches), 136 pages, softcover, ISBN 0-88408-136-2, \$9.95.

Owning Your Home Computer, Robert L Perry. New York: Everest House Publishers, 1980; 18.5 by 25.5 cm ( \(71 / 4\) by 10 inches), 200 pages, softcover, ISBN 0-89696-093-5, \$10.95.

Programming \& Interfacing the 6502, With Experiments, Marvin L De Jong. Indianapolis IN: Howard W Sams \& Company Inc, 1980; 14 by 22 cm ( \(51 / 2\) by \(81 / 2\) inches), 407 pages, softcover, ISBN 0-672-21651-5, \$15.95.

\section*{Radar \& Radio}

Communications IC Handbook, Plessey Semiconductors. Irvine CA: Plessey Semiconductors, 1980; 14 by 22 cm ( \(51 / 2\) by \(81 / 2\) inches), 436 pages, softcover ISBNnone, \$4.

Son of Cheap Video, Don Lancaster. Indianapolis IN: Howard W Sams \& Company Inc, 1980; 14 by 22 cm ( \(51 / 2\) by \(81 / 2\) inches), 220 pages, softcover, ISBN 0-672-21723-6, \$8.95.

Teams in Information Systems Development, Philip C Semprevivo. New York: Yourdon Press, 1980; 15.5 by 23 cm ( 6 by 9 inches), 126 pages, softcover, ISBN 0-917072-20-0, \$16.75.

Using CP/M, Judi N Fernandez and Ruth Ashley. Somerset NJ: John Wiley \& Sons Inc, 1980; 17.5 by 25.5 cm ( \(63 / 4\) by 10 inches), 236 pages, softcover, ISBN 0471-08011-X, \$8.95.■

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 tities 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.

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Note: CP/Mand North Starare registered trademarks of Digitul Researchand North Star Computcrs. respectively.

\section*{Clubs and Newsletters}

\section*{Pascal/z Users Group}

The purpose of the Pascal/Z Users Group is to spread the application and use of the Pascal language. The group is offering four disks of public-domain software applicable to Z 80 and Pascal/Z systems. The floppy disks cost \$10 each; membership in the group is
not required for purchase. The programs are in source code and in a COM file. They include tutorials, utilities, and various applications. The group is continually seeking quality software from programmers. A bimonthly newsletter is available for \(\$ 6\) per year. Additional details can be obtained by writing the Pascal/Z Users Group, 7962

Center Pky, Sacramento CA 95823.

\section*{I-SUG}

This group has been organized as a co-op to enable Exidy Sorcerer users to gain access to a mailing list and a user-contributed library. The library contains programs and other tech-


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\section*{Pocket Computer Newsletter}

The Pocket Computer Newsletter reports on the latest developments concerning pocket and hand-held computers. Published ten times a year, the newsletter also features programming tips, operating time-savers, tutorial articles, notes on customizing units, programming shortcuts, listings of programs, technical information, application forums, and product reviews. The subscription price is \(\$ 20\) in the US, \(\$ 24\) in Canada, and \(\$ 30\) elsewhere. For information, contact The Pocket Computer Newsletter, POB 232, Seymour CT 06483.

\section*{Monroeville Apple Users Club}

This club has just recently formed. If you would like more information, write to the Monroeville Apple Users Club, attn: Dr G J Harloff, 579 Carnival Dr, Pittsburgh PA 15239.

\section*{The Cursor Group}

The Cursor Group is a manufacturer-supported user group for the Bally Arcade that supports over forty affiliated local users groups. The Bally Arcade employs an enhanced version of Palo Alto Tiny BASIC, which includes analog-to-digital con-

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version, a three-voice music synthesizer, 156 by 128 resolution with up to 256 colors, and user-accessible graphics. Commands and routines not included in the documentation are published in the group's newsletter, The Cursor. Other manuals are being published. Contact The Cursor Group, POB 266, North Hollywood CA 91603.

\section*{SD User Exchange}

SD User Exchange is a dealer group designed to meet the needs of the SD dealer. The group's goal is to provide an avenue for the exchange of software programs, technical knowledge, marketing tools, and ideas among SD dealers. This group was recently formed, so if you would like to become a part of this growing pool of SD resources, contact SD Systems, 3401 W Kingsley Rd, Garland TX 75041, or call Bob Sherman,

Director of Marketing, at (214) 271-4667.

\section*{Newsletter for Home Computer Users}

Home Computers is a brand-new newsletter for hobbyists, investors, and the small-business person. The publication is written for home computer users who use their machines for taking inventory of collections or products, investment analysis, bookkeeping, and educational and recreational game playing. Home Computers contains equipment reviews, programming methods, a forum for input standards, coding for specific functions, and a primer for beginning programmers. Subscription information can be obtained by sending a self-addressed, stamped envelope to Home Computers, POB 616, Silverton OR 97381.

\section*{SuperLetterl}

SuperLetter is for SuperBrain users. Subscribers will be able to keep pace with the latest technical news, operating tips, accessory ideas, and software designs for Intertec's machine. Regular monthly features include a technical corner, a question-and-answer forum, the latest-breaking news from the factory, guest interviews, and the SuperClassifieds. SuperLetter inquiries can be addressed to Abrams Creative Services, 369 S Crescent Dr, Beverly Hills CA 90212, (213) 277-1588.

\section*{PET Users Group}

At 7:30 PM on the second Tuesday of the month, you can find the NW PET Users Group meeting in the University of Washington's Academic Computer Center, 3737 Brooklyn, in Seattle, Washington. This group is
dedicated to the use of PET/CBM microcomputers. The NW PET Users Group publishes a newsletter on a semiregular basis and it occasionally charges membership dues. Contact Richard Ball, 2565 Dexter N \# 203, Seattle WA 98109, (206) 284-9417, for complete information.

\section*{Club In Venezuela}

Civil Engineering students and professors at the University of Carabobo, Valencia, Venezuela, have formed a computer club. The Club de Computación Lampas de Carabobo meets on the first and second Tuesdays of each month. The primary interest is in the application of microcomputers to civil engineering practice and teaching, including basic sciences as well as administrative and technical aspects. Write to the club at Apartado 716, Valencia, Venezuela, 2001A.■

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\section*{Event ©ueue}

\section*{February 1981}

\section*{February-May}

Courses from ICS, various cities throughout the US. ICS (Integrated Computer Systems) is presenting a series of intensive 3 - and 4-day courses on computerized robots; interactive computer graphics; programming in Ada; structured design and programming; microprocessor software, hardware, and interfacing; computer network design and protocols; and many other topics. Contact ICS, 3304 Pico Blvd, POB 5339, Santa Monica CA 90405, (800) 421-8166; in California (800) 352-8251.

\section*{Febnıary-May}

Greater Boston Area ACM
Lectures, the Mitre Corporation, Bldg J, Middlesex

Tpke, Burlington MA. The Greater Boston Area Chapter of the ACM (Association for Computing Machinery) is sponsoring a series of lectures ranging from "Cryptography and Computer Security" and "Software Tools" to "The Future of Data Base Systems" and "Computer Simulation." For a schedule of times and lecture fees, contact the Greater Boston Chapter of the ACM, POB 465, Lexington MA 02173.

\section*{Febnuary-jume}

The Hartford Graduate Center, Winter-Spring Courses, The Hartford Graduate Center, 275 Windsor St, Hartford CT 06120. A listing of courses from the Hartford Graduate Center is available by calling (203) 549-3600, ext 252, or by writing Don Florek at the
center. The courses offered cover hardware and software topics, along with management and theory studies.

Febnuary 9-10
Applying Single-Chip Microcomputers, Hyatt Regency Cambridge, Cambridge MA. This seminar is designed to help anyone with a basic working knowledge of computer hardware. It is being sponsored by Electronics. The fee is \(\$ 445\). Contact Barbara Bancroft, c/o McGraw-Hill Seminar Center, 305 Madison Ave, Rm 3112, New York NY 10017, (212) 687-0243.

Febnary 9-13
Reliability Engineering, Testing and Maintainability
Engineering, University of California, Los Angeles CA.

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\section*{February 14-16}

International Conference on Microcomputer Applications to Industrial Controls,
Jadavpur University, Calcutta, India. Papers will be presented on the applications of microcomputers to industrial controls in the areas of general systems. Contact Dr Sushil Dasgupta, Professor and Head, Electrical Engineering Department, Jadavpur University, 40B, Southern Ave, Calcutta-700029, India.

Febriuary 17-18
Integrating Word Processing and Electronic Data Processing: Technology, Architecture, Planning, The Harvard Club, New York NY. The topics of this seminar will be the study of word processing today and its future, the evaluation and selection of systems, electronic mail and communications, and the automated office. For further details, contact the seminar coordinators at the Center for Management Research, 850 Boylston St, Chestnut Hill MA 02167, attn: Ms Karen Smolens, (617) 738-5020.

February 18-20
Business- and Personal-
Computer Sales and Exposi-
tion and the Houston
Business Show, Houston Civic Center, Capitol Ave and Bagby St, Houston TX. Data-processing managers, systems analysts, programmers, educators, hobbyists,
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\hline CPIA \& BASIC A+ & \$ 150 & \$150 \\
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and user's groups will find this exposition useful. The business show is primarily designed for purchasing and office managers, executives, business owners, attorneys, accountants, and physicians. For details, contact Produx 2000 Inc, POB 2000, BalaCynwyd PA 19004, (215) 457-2300.

\section*{February 23-26}

Computer Science Conference, Stouffer's Riverfront Towers Hotel, St Louis MO. The conference is sponsored by the ACM (Association for Computing Machinery). The Ninth Annual Computer Science Employment Register will be conducted. This register aids in matching computer scientists and data-processing specialists with employer opportunities. For information, contact Orrin E Taulbee, ACM Computer Science Employment Register, Department of Computer Science, University of Pitts-
burgh, Pittsburgh PA 15260 , (412) 624-6475.

February 24-25
The Ninth Annual Midwest Digital Equipment Exhibit and Seminar, Thunderbird Motel, Minneapolis MN. More than sixty manufacturers of computer terminals, data-communication equipment, peripherals, and test instruments will be displaying their products. Over 1500 users and manufacturers are expected to attend. Registration at the entrance area is required, but there is no charge to attend exhibits or seminars. Contact Kim Shobe, c/o Loonam Associates Inc, 7720 Bush Lake Rd, Minneapolis MN 55435, (612) 831-1616.

\section*{February 26-27}

Louisiana Computer Exposition, University of Southwestern Louisiana, Lafayette LA. Papers will be read on operating systems, data-base management and support, distributed com-
puters systems, and related topics. Contact William R Edwards, c/o the Computer Science Department, University of Southwestern Louisiana, POB 44330, Lafayette LA 70504, (318) 264-6284.

\section*{March 1981}

\section*{March-November}

Advanced Data Processing Workshops, Deltak Inc, various cities throughout the US and Canada. These 5-day workshops are aimed at data-processing training managers responsible for the management and administration of data-processing training and involved in planning, monitoring, evaluating, and reporting to upper management on the status of the training. For a schedule of dates and locations, contact Deltak Inc, 1220 Kensington Rd, Oak Brook IL 60521, (312) 920-0700.

\section*{March 8-11}

TI-MIX 1981, Marriott Hotel, New Orleans LA. This is a conference for Texas Instruments equipment users. Thirty-six sessions consisting of individual presentations, panel discussions, and workshops are planned. Two exhibit rooms featuring the latest computer equipment from Texas Instruments will be open. Contact TI-MIX, M/S 2200, POB 2909, Austin TX 78769, (512) 250-7151.

March 11-13
Business- and PersonalComputer Sales and Exposition and New York Business Show, Madison Square Garden, New York NY. See February 18-20 for details.

March 17-20
The Fourteenth Annual Simulation Symposium, Tampa FL. Papers describing digital discrete simulation and other techniques will be read. This symposium is a

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forum for the exchange of ideas and techniques in computer simulation. Contact Annual Simulation Symposium, POB 22621, Tampa FL 33622.

March 20
Digital Computer Association Annual Meeting, Pacifica Hotel, 6161 Centinela Blvd, Culver City CA. Cocktails, dinner, and the annual meeting are the features of this gathering. For more information, contact Mary Rich, 731 Bayonne St, El Segundo CA 90245.

\section*{March 23 -25}

Office Automation Conference, Albert Thomas Convention Center, Houston TX. This conference will present seminars on concepts and methods behind the latest office technologies and an exhibition of office equipment. Contact Office Automation Conference, POB 9659, Ar-
lington VA 22209, (703) 558-3617.

March 24-26
The Southwest Semiconductor Exposition, Phoenix Civic Plaza Convention Center, Phoenix AZ. More than 140 equipment and materials makers will exhibit semiconductor, hybrid, and printed-circuit board production, processing, and test equipment. Contact
Cartlidge \& Associates Inc, 491 Macara Ave, Suite 1014, Sunnyvale CA 94086, (408) 245-6870.

\section*{March 31-April 2}

Cincinnati Business Show, Cincinnati ConventionExposition Center, Cincinnati OH . Office equipment and services, including automated systems, communications, computers, telephone systems, word processing, data processing, printing equipment, and other office supplies, will be featured. A program of


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business seminars is also scheduled. Contact Ray G Nemo, 5679 Creek Rd; Cincinnati OH 45242, (513) 531-5959.

\section*{April 1981}

April 1-3
Assuring Quality in Electronic Data Processing Applications, McCormick Inn Hotel, Chicago IL. The objective of this conference is to explain the methods, tools, and techniques that are valuable in improving the quality of computerized applications. Tutorials will cover the areas of quality assurance; managing structured design; and designing, implementing, and enforcing application standards. Contact DPMA Quality Assurance Conference, 12611 Davan Dr, Silver Spring MD 20904, (301) 622-0066.

\section*{April 3-5}

The Sixth West Coast Computer Faire, Civic Auditorium, San Francisco CA. The Faire, a major personal-computing event, has continually attracted larger and larger numbers of exhibitors and attendees. A full program of talks plus a large display of hardware and software are featured. For more information, contact Computer Faire, 333 Swett Rd, Woodside CA 94062, (415) 851-7075.

April 7-8
Top Secrets '81, Pointe Resort, Phoenix AZ. Honeywell's annual computer security and privacy conference. Many authorities in the field of data security will discuss the business and legal impact of the latest incidents in computer crime and abuse. The conference fee is \(\$ 500\). Contact the Security Symposium Registrar, Honeywell Information Systems, M/S
T-99-4, POB 6000, Phoenix
AZ 85005, (800) 528-5343.

\footnotetext{
April 7.9
Computerized Office Equipment Expo, O'Hare Exposi-
}
tion Center, Rosemont IL. Over 200 exhibitors will be featuring their office equipment at this show. Executives and administrators from wholesale, retail, commercial, financial, and industrial establishments are invited, along with the general public. Contact Industrial \& Scientific Conference Management Inc, 222 W Adams St, Chicago IL 60606, (312) 263-4866.

April 7.9
Electro/81, New York Coliseum and Sheraton Centre Hotel, New York NY. Electro/81 will feature computers and computer-related equipment, plus seminars on components, devices, and materials; computer communications; memories; office automation; speech; and more. Contact Electronic Conventions Inc, 999 N Sepulveda Blvd, Suite 410, El Segundo CA 90245, (213) 772-2965.

April 13-16
The Fifteenth Annual Symposium on Minicomputers and Microcomputers, MIMI '81, Sheraton Hotel, Mexico City, Mexico. This symposium covers hardware, software, distributed processor architecture, computer networks, telecommunications, real-time applications, education, and more. Contact Ing. Jorge Gil, Academic Secretary, MIMI Symposium, IIMASUNAM, Apartado Postal 20-726, Mexico 20 D F, Mexico.

\section*{April 26-30}

Saudibusiness '81, Riyadh, Saudi Arabia. This show has been designed for the fastgrowing Saudi Arabian business community. Pavilions by the United States, the United Kingdom, West Germany, France, Italy, and approximately fifteen other countries will be featured. For more information; contact Donald Ryan, Project Manager, Rm 3200, US Department of Commerce, Washington DC 20230, (202) 377-4652.


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MAPPER II adapts the TRS. 80 to run both 5 " and \(8^{\prime \prime}\) drives. With NEWDOS/80, storage is increased to 300 K per \(8^{\prime \prime}\) drive. \(\$ 99\) plus \(\$ 10\) per cable connector.
MAPPER I adapts the TRS 80 to run the vast. library of CP/M software as well as the TRS. 80 software. All Lifeboat Software may be ordered for the MAPPER I. All MAPPER I CP/M software is compatible with the CP/M for the Model II. With MAPPER II and \(8^{\prime \prime}\) drives, the Model I becomes disk compatible with the Model II.

Standard features include lower case support, serial and parallel printer drivers, and an addressable cursor. MAPPER I is supplied with complete utilities including a memory test, a disk test, a copy program, and a proprietary program for converting TRS-DOS files to CP/M files. \(\$ 199\).

WORD PROCESSING-MAPPER I supports professional word processors like the Magic Wand and Word Star (see reviews in June 80 Kilobaud). Omikron's implementation includes a blinking cursor, auto repeat, shift lock, debouncing, and an input buffer that eliminates missed characters. MagicWand super discount price \(\$ 299\).

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See review in July 80 BYTE By Jerry Pournelle.


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\section*{Book Revlews}

\section*{Writing \\ Interactive \\ Compilers and Interpreters}

P J Brown
Wiley Interscience
New York, 1979
256 pages, hardcover \(\$ 26.95\)

Reviewed by
Paul Chisholm
209 Bernard Ct
Madison WI 53715
There are two important aspects of compiler writing. One is that compilers are big programs, and big programs are very difficult to write. (A thousand-line program is considerably more than ten times as difficult to write as a hundred-line program.) The other aspect is that there are many well-known techniques for translating or interpreting programs. Brown's book deals with this aspect. He assumes you are able to program in a highlevel language (such as Pascal) and that you have had some experience with an interactive language (preferably BASIC).

Brown discusses the fundamentals of compiler writing. He strongly emphasizes interactive programming languages, like BASIC, where programs are developed one segment at a time, as opposed to being carefully edited and put through a compiler. He also assumes that most of his readers are working with single-user microcomputer systems which have limited memory. Therefore, he often mentions ways to squeeze a few extra bytes from the programs; but he does not worry very much about speed.

The book is divided into eight parts. They deal with planning of the project, the overall structure of the compiler (including the internal representation language, error checking, symbol tables, storage management,
and such), the internal language (most often Reverse Polish Notation), parsing and translation, the run time system, other modules, compiler testing, and advanced topics.

Throughout the book, Brown emphasizes the modular approach-designing, coding, and testing the system one piece at a time. He spends much time on the recreation of programs from the internal representation. For instance, if the BASIC you use sometimes inserts or drops spaces in your statements, it is because the editor within the BASIC system does not store your program the way you typed it in. Instead, it stores it in its own internal representation. Unless you also want to store the program exactly as it was entered, using a total of twice as much memory, you need a way to recreate the program from the internal representation.
Brown also discusses incremental compiling-compiling a program a segment at a time. (If the version of BASIC you use translates each line as it is typed in, it is doing incremental compilation.) And Brown talks about handling what he calls "break ins"-what must be done after you hit the break or reset key. There is a very complete index, and an excellent, bibliography.

Brown does not say much about the other major aspect of compiler writing-how to write very large programs. However, he suggests several "deadly sins" to avoid. He recommends the book Software Tools, by Brian Kernighan and P J Plauger, for more on this subject.
If you have had some experience with writing very large programs, Writing Interactive Compilers and Interpreters has all you need to know to write a compiler or interpreter that handles BASIC, PILOT, or Logo (or even APL or LISP). It is a little weak for handling more complex languages


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suading millions to share his maniacal and destructive views. It was my conviction then, as it remains now, that everyone needs to have a habitually critical attitude towards language-his own as well as that of others,"

In order to fully appreciate his book, you must transfer the concept of "language" as the spoken word to the concept of "language" as it exists in the computing world. Both have syntax (how you say it), semantics (what you mean), and pragmatics (what you are trying to accomplish). Once you grasp the generality of language, you can understand the concept of computer language. Languages, specifications, and documentation suddenly appear in a new light.

Beginning programmers often seem unable to recognize the arbitrary nature of the symbols in the programming language. It is as if they see the term "SIN \((X)\) " as some kind of magical incantation, rather than as a programmed abstraction of a particular language. Hayakawa's statement on this is as follows:
"We are, as human beings, uniquely free to manufacture and manipulate and assign values to our symbols as we please. Indeed, we can go further by making symbols that stand for symbols."

Although all computer languages manipulate and assign values to symbols, the early computer languages, such as FORTRAN, COBOL, and BASIC, restrict the dynamic manipulation of these symbols. Newer languages have gone further, creating symbols that stand for symbols, as in APL, PL/1, MUMPS, LISP, and Pascal.

For those initially confused by the apparent complexities of higher-level languages, Hayakawa offers this encouragement:


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'The fact that more things can go wrong with motorcars than with wheelbarrows is no reason for going back to wheelbarrows. Similarly, the fact that the symbolic process makes complicated follies possible is no reason for wanting to return to a cat-and-dog existence. A better solution is to understand the symbolic process, so that instead of being its victims, we become, to some degree at least, its masters."

He also warns that symbols must be viewed in their relationship to other symbols. I once had an experience with a computer programmed to assist in medical diagnoses. I was asked to type in my symptoms, and the computer would respond with a possible diagnosis. Being on the last leg of a hectic cross-country trip, I selected symptoms of headache, tiredness, and so forth. The computer responded with the suggestion that I was suffering from pre-menstrual tension. It unfortunately ignored the critical context that I was male.

The chapter on "Reports, Inferences, and Judgments" directly corresponds to the chronological development of the computer technology industry. The "report" concept is equivalent to the old batch-run systems in which the entire file is reported to the user after each batch is run. Many of these systems are being reprogrammed to run on-line with the manipulation of only selected data-in correspondence to Hayakawa's "inference." And finally, the "judgment" concept applies to the use of the computer in the future, as it becomes actively involved in making its own decisions in such disciplines as artificial intelligence or modeling.

Hayakawa then turns to a discussion about standards. He cites the chaos existing in the time zone standards before the year 1883 :
"When it was noon in Chicago, it was 12:31 in Pittsburgh, 12:24 in Cleveland, 12:17 in Toledo....There were twenty-seven time zones in Michigan alone. (When the time zones were standardized, farmers were afraid of the change, saying that their cows would not know when to come home.)"

The comparison with computer language standards is clear. How many BASIC and Pascal dialects and extensions are there? And how many interpretations of the S-100 bus are floating around? When it comes to getting modernday language implementors to agree on a standard version, one meets just as many sacred cows.

His section "Presymbolic Language in Ritual" could just as well have been discussing the ritualistic statements forced upon the COBOL programmer every time he writes a program. A strong comparison could be made between this meaningless process in COBOL and the multitude of religions around the world which conduct services in old and forgotten languages.

In "How We Know What We Know," Hayakawa explains the process of abstracting. He takes us from a quote by Ambrose Bierce:
"An edible: Good to eat and wholesome to digest, as a worm to a toad, a toad to a snake, a snake to a pig, a pig to a man, and a man to a worm...."
to an exposition of the levels of abstraction of a cow, in an essay that should be required reading for all programmers who strive for structured programming or structured design.

The section "On Definitions" should be read by anyone who is too impressed by program documentation outside the program:

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\title{
\(\mathrm{A} / \mathrm{D}\) and \(\mathrm{D} / \mathrm{A}\) Conversion An Inexpensive Approach
}

\author{
Rogs W Mikel \\ \(5 \$ 04\) Thomas In \\ Fi Worth TK 76114
}

Although there are many ways to achieve the conversion of data from analog to digital form, a converter that is simple, fast, inexpensive, and reasonably accurate is seldom available to the serious experimenter. Here I will describe a design that fulfills these characteristics.

To be of practical use, a converter should have at least 8 bils of resolution and be accurate to \(0.4 \%\) (the value of the least significant bit). In most cases, the conversion should be complete in 10 to \(20 \mathrm{\mu s}\); this is about as fast as most microprocessors can collect two measurements and do anything with them

Theory
After ruling out V/F (voltage-tofrequency conversion), slope incegration, and charge-balancing systems because of their slowness or complexity. I finally decided that the circuilt should consist of a counter cycling continuously to drive a \(\mathrm{D} / \mathrm{A}\) (digital-to-analog) resistance ladder. commonly called an R/2R circuit. The ramp signal produced is used as a reference volage which the analog input signal is compared with.

The output of a comparator may be used to strobe latches that sample the output of the counter. This means
that a conversion is completed every 256 clock cycles-at 20 MHz , the conversion takes less than 13 uss.

\section*{The Circuit}

The clock circuit is based on a K1100A packaged oscillator produced by Motorola, designated as

> Thls converter Is slmple, fast, Inexpenslve, and reasonably accurate.

IC1 in figure 1. This particular circuit was chosen primarily because one was on hand. There are a number of other circuite that would work as well. such as a 74123 multivibrator connected in an astable configuration. or an NEsss timer (if speed is not a consideration). For full-speed operation, the clock frequency can be in the range of 20 MHz and should have a clean square-wave output to drive the counter stage properly.
The counter stage consists of IC2 and IC3. both \(\mathbf{7 4 1 9 3}\) synchronous 4-bit up/down counters. These are
designed to \(s\) witch simultaneously and therefore do not produce the switching transients seen at the outpuls of asynchronous ripple counters. Such "glitches" would resull in erratic comparator operation.
A. second advantage of these devices is that they may be loaded in paralkel: this allows us to use the circuit in converting dala both to and from digital form. The parallel output from these counters drives the 74173 quad-D latches (IC4 and ICS) as well as the resisuance ladder.

The resistance ladder is a network of resistors designed to produce a vollage proportional to the binary number applied. The oulput voltage that appears at point \(A\) in figure 1 is described by equation 1. E0 thru E7 represent the vollages present on the eight counter-output lines. Since the counter output is nominally \(\$ \mathrm{~V}\). volages from 20 mV to almost \(\$ \mathrm{~V}\) can be generated in 20 mV increments.

The actual value of \(R\) in figure 1 is not too important, and can be anywhere in the range of 5000 to 50,000 ohms. It is important that all resistances in the ladder are closely matched because this will affect the accuracy of the circuit. A good method to ensure close tolerance is to

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\section*{SOFTWARE FOR THE ATARI 800*}

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Modules \(2-5\) may not have to be loaded with the user's application program, allowing for some efficiencies in program overhead. Full error statements (not just numerical codes) are printed out, including most disk error statements. QS FORTH requires at least \(24 K\) of RAM and at least one disk drive. For the Atari 800 only.

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ASSEMBLER by Gary Shannon. Write your own 6502 machine language programs with this inexpensive in-RAM editor/assembler. Use the editor to create and edit your assembler source code. Then use the assembler to translate the sourcecode into machine language instructions and store the code in memory. Simple commands a low you to save and load the source code to and from cassette tape. You can also save any part of memory on tape and load it back into RAM at the same or at a different location. The assembler handles all 6502 mnemonics plus 12 pseudo-ops that include video and printer control. A very useful feature allows you to view and modify hexadecimal code anywhere in memory. Instructions on how to intertace machine language subroutines to your BASIC programs are included. Requires 16K of user memory and runs on both the Atari 800 and the Atari \(400^{*}\).

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6502 DISASSEMBLER by Bob Pierce. This neat 8 K BASIC program allows you to dis assemble machine code, translating it and listing it in assembly language format on the video and on a printer if you have one. 6502 DISÅSSEMBLER can be used to disassemble the operating system ROM, the BASIC cartridge, and machine language programs located anywhere in RäM except where the DISASSEMBLER itself resides. Also works as an ASCII interpreter, translating machine code into ASCII characters. 6502 DISASSEMBLER requires only 8 K of user memory and runs on both the Atari 800 and the Atari 400 . Diskette version requires 24 K .

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Equation 1
Output Voltage \(=\frac{E 7}{2}+\frac{E 6}{4}+\frac{E 5}{8}+\frac{E 4}{16}+\frac{E 3}{32}+\frac{E 2}{64}+\frac{E 1}{128}+\frac{E 0}{256}\)
buy twenty-five resistors of the same value from the same batch, then use two resistors in series for each 2 R leg. In the D/A conversion mode, the output, which may be taken from point A, must be buffered, since the counter outputs are of the low-power type.
The voltage comparator (IC7) compares the analog input signal to the output voltage of the resistance ladder. Since the counter increments from zero, the ladder output should start out lower than the analog signal. When the ladder output level is
greater than the analog signal, the comparator senses the change and provides a strobe to latch the counter values into IC4 and IC5. A 5 k -ohm potentiometer may be included to attenuate input signals greater than 5 V .

The comparator is an LM311, which was chosen because it requires only a single-ended power supply. This simplifies construction considerably.

The output latches (IC4 and IC5) are a pair of 74123 quad-D flip-flops. They were chosen because of their low drive requirements and their
three-state outputs. The output pins may be connected to the parallel inputs of the counter circuit, and their three-state ability allows the use of one port for both input D/A and output A/D (analog-to-digital) operation.

\section*{Operation}

A complete A/D conversion cycle goes as follows (refer to figure 2 ):
- The cycle starts as the counter goes through hexadecimal 00. The voltage at point A is at zero and the output latch contains the result of the last conversion cycle.
- The counter increments toward hexadecimal FF, and at some

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Figure 2: This timing diagram shows that, when the reference voltage (point A) has reached the level of the analog-input signal, the comparator toggles to strobe the 74173 latches. Data in the latches remains valid until the comparator toggles again.
point the voltage at point A will be equal to the analog input voltage. At this time, the comparator will drive the clock input (pin 7) to the latches high.
- The rising edge of the pulse will cause the latches to retain the state of the counters at that time.
- This data is retained until the next conversion is finished.

In the A/D mode, the data is applied to the counter inputs with the load pin (pin 11) grounded. This feeds the digital information directly to the resistance ladder, so conversion is immediate.

\section*{Construction}

As long as component leads are kept short, no special construction practices are required. I believe that
wire-wrap is the best way to build such projects. Due to the high speed of the circuit, it is important to bypass each integrated circuit with a \(0.1 \mu \mathrm{~F}\) capacitor. I soldered the bypass capacitors directly to the back of the sockets. Any component failures in the bypass network will show up as erratic operation (due to noise).

\section*{Application}

The A/D operation of the circuit is very simple. Connect the circuit to an 8 -bit I/O (input/output) port; when you want a measurement, simply read the value that appears at the port. Operation is similar in the D/A mode; simply write data to the port (with the select switch set to D/A). The analog input signal may range from zero to about 4.5 V (or greater with the optional attenuator). Analog outputs have the same range, unless you take the trouble to install a buffer amplifier.

Of course, the concept is expandable; 12 -bit and 16 -bit converters are easily possible with a few more components, although conversion times will be longer.

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\title{
Turn Your COSMAC VIP into a Frequency Counter
}

\author{
Andrew Modla \\ 5 Derby Pl \\ Newtown PA 18940
}

Many electronic construction projects include a decade-frequency counter somewhere in their hardware. For example, I have seen decade-frequency counters in pH meters, digital voltmeters, capacitance meters, tachometers, digital thermometers, camera shutter-speed meters, event counters, etc. This article describes a frequency counter that is somewhere else-in software. This application is an example of the elimination of hardware by using software techniques. No additional hardware is required. Your microcomputer can replace decadecounter hardware in each of the construction projects named above.

I programmed my RCA COSMAC VIP microcomputer to perform as a general-purpose, audio-range


Figure 1: General flowchart for a program that enables a microcomputer to act as a frequency counter.
decade-frequency counter. The program will count in the 1 to \(11,004 \mathrm{~Hz}\) range. It checks the transitions of the COSMAC 1802 microprocessor EF4 input flag for one second. The binary count taken is then converted to a decimal value for display on the video monitor. After two seconds to show the count, the program begins to count again.
The program derives its accuracy from the crystal clock that runs the microprocessor. Timed program loops check the input line at precise intervals to obtain a count. Figure 1 shows the flowchart of the program. The program is shown in listing 1. It consists of a COSMAC VIP CHIP-8 interpretive-code main program for control and display, and an RCA CDP1802 machine-language subroutine to perform the counting function.

One of the parameters passed to the machine-language subroutine is a time parameter that, when incremented to zero, gives a precise 1 -second interval used in counting. The COSMAC VIP has a 3.521280 MHz crystal. If you use a different crystal, the following formula will provide a number that, when subtracted from 65,536 , will count for one second:
\[
T=\frac{\begin{array}{c}
\text { number of clock } \\
\text { cycles in } 1 \text { second }
\end{array}}{\begin{array}{c}
\text { number of clock } \\
\text { cycles to execute } \\
\text { looping instructions }
\end{array}}
\]
\[
=\frac{\frac{F}{2} \times \frac{10^{6} \text { clock cycles }}{\text { second }} \times(1 \text { second })}{\frac{8 \text { clock cycles }}{\text { machine cycle }} \times \frac{2 \text { cychine }}{\text { instruction }} \times(5 \text { instructions })}
\]
\[
=\frac{F \times 10^{6}}{160}
\]

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\begin{tabular}{|c|c|c|}
\hline ADDRESS & CODE & COMMENTS \\
\hline 0200 & OOEO & ERASE DISPLAY \\
\hline 0202 & A3FB & I = ADDR OF 5-BYTE DECIMAL-CONVERSION AREA \\
\hline 0204 & 0300 & CALL MACHINE-LANGUAGE COUNTING PROGRAM \\
\hline 0206 & AA08 & TIME PARAMETER \\
\hline 0208 & 6600 & \(\mathrm{V} 6=00\) \\
\hline 020A & 6410 & V4 \(=10\) \\
\hline 020C & 6510 & \(V 5=10\) \\
\hline O20E & A3FB & I = ADDR OF 5-BYTE DECIMAL-CONVERSION AREA \\
\hline 0210 & F6IE & \(\mathrm{I}=\mathrm{I}+\mathrm{V} 6\) SET I TO DIGIT ADDRESS \\
\hline 0212 & F065 & VO:VO=MI VO CONTAINS DECIMAL DIGIT \\
\hline 0214 & F029 & \(\mathrm{I}=\mathrm{VO}(\mathrm{LSDP})\) GET DIGIT PATTERN ADDR \\
\hline 0216 & D455 & DISPLAY DIGIT USING V4 AND V5 \\
\hline 0218 & 7405 & V4+05 NEXT HORZ TV DIGIT LOCATION \\
\hline 021A & 7601 & V6+01 NEXT DIGIT \\
\hline 021 C & 3605 & SKIP IF V6=5 \\
\hline O21E & 120E & GO TO 20E \\
\hline 0220 & 6878 & V8 \(=78\) \\
\hline 0222 & F815 & SET TIMER FROM V8 \\
\hline 0224 & F807 & GET TIMER INTO V8 \\
\hline 0226 & 3800 & SKIP IF V8=00 \\
\hline 0228 & 1224 & GO TO 224 \\
\hline 022A & 1200 & GO TO 200 \\
\hline
\end{tabular}

Listing 1: The main frequency-counter program for the RCA COSMAC VIP microcomputer. The program is written in CHIP-8 interpretive code.
where \(F\) is the crystal frequency in MHz . For \(F=\) 3.521280 , \(T\) has the value 22,008 . Since the program counts up to zero, the count used in the program is decimal \(65,536-22,008=43,528\), or hexadecimal AA08. Note that the VIP microcomputer halves \(F\) by using a flip-flop. The maximum frequency that can be counted by the program is \(T / 2\) or \(11,004 \mathrm{~Hz}\) using the above crystal frequency. This assumes no half-cycle of the signal being measured is shorter than five instruction executions, or \(45.438 \mu 5\).

The counting subroutine uses a five-instruction loop for counting in both the high and low halves of a cycle. Every five instructions, the time-parameter count is incremented by 1 . When the time parameter becomes zero Text continued on page 323


Figure 2: Flowchart for the frequency-counting program written for the CDP1802 microprocessor. The program can be adapted to work with almost any microprocessor.

Listing 2: The counting subroutine for the frequency-counter program written for the RCA COSMAC VIP microcomputer. The subroutine is written in CDP1802 microprocessor code and corresponds to the flowcharts in figures 2 and 3.


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Figure 3: Flowchart for the binary-to-decimal-conversion program. RA contains the address of the digit storage area.

Text continued from page 320:
(this 16 -bit value will overflow to zero at 65,536 ), the binary-to-decimal-conversion portion of the subroutine gets control. This routine successively subtracts multiples of ten stored in a table from the binary number and stores decimal digits each time the frequency count underflows.

Once you have your frequency counter running, you might want to modify the program to check EF2 instead of EF4 input. With this change, sine waves on EF2 can be counted using the tape-input line of the VIP.

Other useful applications for the frequency-counter program are the alignment of a modem kit like the Pennywhistle 103 and the adjustment of cassette-tape clock interfaces.

Even if you don't have a COSMAC VIP, you can program your microcomputer to perform frequency counts using the flowchart contained in this article. Happy counting!

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\section*{Programming Quickies}

\title{
KNIGHT: A Knight's Tour Problem in MMSFORTH
}

\author{
Ulrich Frei, Aalweg 13, D 7922 Bolheim, West Germany (BRD)
}

I run MMSFORTH on my Radio Shack TRS-80 Model I. I wrote the KNIGHT program in listing 1 to compare the speed of FORTH with other languages. The program in listing 1 shows the trial-and-error solution of the Knight's Tour problem (ie: to find a sequence of Knight moves such that each chessboard square is visited exactly once) displayed on the screen while the solution is being worked out. A modified version of this program that does not give a dynamic display of each move was compared in execution speed and relative program size to the same algorithm coded in TRS-80 Level II BASIC and in Z80 machine code. The results are given in table 1.

Listing 1: The program KNIGHT, a Knight's Tour problem written in MMSFORTH. This listing was made on a European printer, which necessitates the American user to change all the percent signs (\%) to exclamation points (!). The exclamation point is actually the familiar "store-value" variable in FORTH and is used in the words \(\{1\}\) and \(\{+1\}\).


( KNIGHTSTOUF F'AR' 3 OF 4 ELDCK 82 )

XFOS ONO OIRECT O IX O + XNEW . XNEW \(\square\) YNEU \(Q\) HOAEU 0 XNEW O XF'OS \% YNEW 1 YFOOS : \(1 \mathrm{~N}+\%\)

 ONO OIRECT \% O XFOS O YFOS \(\because\) HOARL YFOS N O OIRECT G LXX - XFOS \%
;

\title{
A Heating and Cooling Management System
}

\author{
Tom Hall \\ 8500 Cameron Rd \\ Austin TX 78753
}

This article describes a practical application for computer-automated management of your home's heating and cooling needs.
Let's review some simple facts about the home that will be helpful in planning a home heating and cooling management system. Of course, you may have a few of your own to add after reading the list:
- The kitchen is usually warmer than the rest of the house during cooking periods.
- The laundry room, while being used, is usually warmer than the rest of the house.
- During normal sleep periods, we care only about the temperature of the bedrooms.
- In a two-story house, the temperature upstairs is usually significantby warmer than downstairs.
- We do not care what the temperatyre is (within reasonable limits) in the house when we are away.

Now let's take a look at the basic weakness of most central heating (and air conditioning) units. There is only one thermostat and it is located in one room. Therefore, only the term-
perature of that room is really regulated, and the thermostat must be manually adjusted. Now let's examine a system that can be used to help manage the heating and cooling of a home. The components of the system are the computer, the central

> Your personal compurer can optimize your home heating and cooling system even when you're away from home.

heating unit, a real-time clock, a switch that indicates whether anyone is at home, and an array of computercompatible temperature sensors.

\section*{Designing the System}

The first step is to determine how many of the temperature sensors you will need. For a week or so, measure the temperature in each room of your house about six or eight times a day. At least two of these times should be during cooking and washing periods. You will probably find that the
temperatures in all the bedrooms are about equal. Several other rooms will probably be similar under most conditions. The number of sensors needed for your home will vary with your conditions, but you will probably not need a sensor in every room. You will want to place a temperature sensor outside, in the kitchen, in a bedroom, and in any room that shows a temperature difference of several degrees in a day's time.

To approximate the thermal capocity of each area, determine the numbben of cubic feet of space served by each sensor. This is necessary to compate the average temperature of the house. From this information, we will decide whether to turn on the heating (or cooling) system or to just balance the temperature throughout the house by turning on blower fans. Of course, when we do not care about the temperature balance (such as when we are sleeping or away from home), it will not be controlled as tightly.

The flowchart of figure 1 presents a possible control routine for the hardware described here. It is written for winter with the assumption that our main concern is keeping the house warm.


Figure 1: Flowchart for a winter temperature-control program. Use of this flowchart assumes that the computer has control of the house thermostat and fans and that it can sense temperature through several remote temperature transducers, the sleep/waking status through a real-time clock, and the home/gone status through a user-controlled remote switch.

The flowchart is self-explanatory, but several notes are in order. When installing an interface to your heating system, be sure to leave the existing thermostat active for safety reasons. Also, if you are not familiar with the workings of your heating unit, ask for assistance from a professional.

\section*{Hardware Description}

Figure 2 demonstrates two versions of the remote switch that tells the computer whether or not anyone is home. The version in figure 2a uses one wire from the computer connecting through the remote switch to a natural ground (for example, a water
pipe). The software that samples the STATUS bit should do so several times in order to be sure of the remote switch's position.

Because the use of the home's ground may produce a false reading (due to the "noise" of household appliances, among other things), the more complex circuit of figure 2 b provides a foolproof solution; its disadvantage is that it requires three extra remote lines. The 1 k -ohm resistor close to the 5 V supply limits the current coming from the source in case of an accidental short. The IC4a and IC4b pair form an RS latch that holds the most recent value of the remote
switch (which is a momentary closure switch). This circuit has the advantage of requiring only a conventional electrical ground. The AT HOME OVERRIDE switch is located close to the computer so that the user can change the value of STATUS without throwing the switch at the remote location.
Figure 3 is a schematic of the temperature sensor, which is based on a National Semiconductor LX5700 temperature transducer. The circuit converts the analog output of the transducer to a pulse frequency via a timer circuit. We can later convert this in Text continued on page 330
(2a)

(2b)
\begin{tabular}{|lccc|}
\hline Number & Type & +5 V & GND \\
IC3 & 7404 & 14 & 7 \\
IC4 & 7400 & 14 & 7 \\
\hline
\end{tabular}


Figure 2: Schematic diagram for the home/gone remote switch. The version of this switch given in figure \(2 a\) is simpler, using fewer components and wires, but it may be vulnerable to electrical "noise" in the natural (house) ground it makes use of. The version in figure \(2 b\) is more complex, but it uses a conventional (equipment) ground and two NAND gates wired as a set-reset (RS) latch that remembers the most recent switch position.



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Figure 3: Schematic diagram for the remote temperature sensor. IC1 is the temperature sensor, while IC2 is a transistor array that exhibits stability over a wide temperature range. The output bit CNEN must be high to allow the pulse train CN to appear. The frequency of the pulse train at \(C N\) is proportional to the temperature being sensed.



Figure 4: Schematic diagram for a temperature-count accumulator. This circuit allows the computer to count the pulses from any one of the eight temperature sensors. After the count is finished, the circuit returns the count as an absolute 16-bit number delivered 1 byte at a time. IC5 is an 8-bit shift register that transfers the 8 bits coming from the computer (IBO thru IB7) to the enable lines of the eight temperature sensors (CNENA thru CNENH) when the load-sensor-select-byte input line goes high. IC6 thru IC9 are three-state binary counters that are cascaded to form a 16-bit counter.

Text continued from page 327: software to a temperature reading.

In figure 3, the circuit formed by the transistor Q1, the light-emitting diode (LED), and their two associated
resistors forms a constant-current source. A constant-current source is an efficient way of sending power to a remote circuit because the impedance of the power line to the remote circuit
is not critical. Also, a zener diode is present within ICI to regulate its voltage.
To minimize the number of wires running to the multiple remote sen-

Count Change
\(\left(\begin{array}{l}\text { Per } 1^{\circ} \mathrm{F} \\ \text { Temperature } \\ \text { Change }\end{array}\right)=\frac{(\text { Counts at Hot Water Temperature })-\left(\text { Counts at } 32^{\circ} \mathrm{F}\right)}{\text { (Corrected Hot Water Temperature) }}\)
To figure the actual temperature:


Table 1: Equations for obtaining corrected temperature readings from the sensors.
sors that this design requires, I used a technique that allows the use of the same wire both to supply power to the integrated circuits and to return the pulse train from IC2. The pulse train from IC2 pulls the power line low enough to be recognized as a logical low by IC3. During the short periods that the power line is low, the capacitor C3, assisted by the constant current coming from the transistorLED pair even when the power line is low, maintains power to the sensor.
The pulse train arriving at IC3 has a frequency that is proportional to the temperature being sensed by IC1. The NAND gate of IC4 allows the CNEN line to control the flow of the pulse train to the \(\overline{\mathrm{CN}}\) line.
Figure 4 shows the temperaturecount accumulator that receives the \(\overline{C N}\) signal from any one of eight sensors. The circuits IC6 thru IC9 are each binary counters with three-state outputs (high, low, or disconnect). They will be used to count the number of pulses in a fixed time frame from each sensor in its turn. Figure 5 shows a timing diagram for the temperature accumulator and gives an explanation of its workings.

To calibrate the sensors, a large bucket of ice and a thermometer capable of measuring temperatures from about \(-5^{\circ} \mathrm{F}\) to \(120^{\circ} \mathrm{F}\) are needed. The sensor to be calibrated should be hooked up to the computer in the same way that it will be for remotetemperature sensing. The real-time clock should allow the sensor to count for about 0.5 seconds before the computer reads its count value from the circuit in figure 4. The count for the sensor should be in the range of 3000 to 15,000 counts; this tells us only that the sensor is functioning.
Take each sensor and dunk it in the bucket of ice. Pour in just enough water to cover the ice, stir, and stick the thermometer in. This is called an


Figure 5: Overview of the temperature-sensing process. The events must take place in the following sequence: \((A)\) Deselect all sensors by setting IBO thru IB7 to zeros, then raising the load-sensor-select-byte bit to high. (B) Reset the temperature count with a positive pulse. (C) Select the desired sensor by the above method, but with a 1 going to the IB line of the chosen sensor. (D) After the count is completed, deselect all sensors as in step \(A\). (E) Get the low byte of the count by pulsing the read-byte-1 line. (F) Get the high byte of the count by pulsing the read-byte-2 line. (G) Reset the temperature count as above; then go back to \(C\) if more sensors are to be read.
ice-point bath. The count from each sensor is the number of pulses equivalent to a temperature of \(32^{\circ} \mathrm{F}\). Confirm this reading with your thermometer, which should also read \(32^{\circ}\) F. If it does not, note the difference in the two readings-this number can be used as a correction factor in the next step.

Take the sensors out of the bucket and pour out the ice water. Rinse the bucket with hot tap water. Then fill the bucket with hot tap water, put the sensors back in the bucket along with the thermometer, and stir again. Read the thermometer and record the count for each sensor at the new temperature. If the reading at \(32^{\circ} \mathrm{F}\) was off, you will have to adjust the new temperature by the same amount. This gives us the corresponding count for each sensor for two temperature
extremes. From this we can easily determine the temperature of a given sensor by using the equations in table 1. Knowing the temperature from each sensor, you can proceed to write a program from the flowchart and start keeping track of your home heating system.

\footnotetext{
1. Lefferts, Peter, Linear Applications 2 (National Semiconductor, Santa Clara, California).
2. Smith, M F, "Using Interrupts for ReadTime Clocks," BYTE, November 1977, pages 50 thru 53.
}

\title{
Modifying the SwTPC Computer
}

\author{
Thomas J Weaver 825 N Sherry Ave Norman OK 73069
}

Changing to a newer 6809 microprocessor is a simple way to upgrade a 6800 -based computer. In fact, Southwest Technical Products Corporation makes a conversion kit for its 6800 system that includes a 6809 processor board (see photo 1) and complete instructions. The kit can be built in one evening, but does require some modifications to the existing system.
Because of changes that I had already made to my computer, I was able to ignore the modifications suggested for the memory boards and disk controller. However, these changes are not complex, and should not require much time.
What I found most upsetting were the modifications that had to be made to the motherboard. These changes, if made, would not allow the use of the

6800 processor board. Because I have many large 6800 programs in binary form, without source code, it became necessary for me to fix the motherboard so that it would work with either processor board.

Although several of the bus lines are redefined for 6809 use, some of the changes do not affect 6800 operation. For example, the 6809 uses the UD2 line for the active-low FIRQ signal. All told, these are only five incompatible signals.
By installing a five-pole, twoposition switch, it is a simple matter to change the configuration from 6800 to 6809 . Most of the wiring attachments to the motherboard can be made in a small area, and a ribbon cable allows the switch to be mounted above the reset and power controls. Other connections must be made to the reset switch and the motherboard power-supply connector. These connection points on the bottom of the MP-B motherboard are shown in photo 2. Table 1 summarizes the

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jumpers and traces that must be cut. See figure 1 for the various switch connections.
When the modifications are complete, either processor board may be used by connecting or disconnecting the 6809 reset cable, changing pro-

\section*{Connection Points}

A UD3 on \(1 / O\) bus
B SELECT 5 on \(1 / 0\) bus
C IC 6 pin 7
D IC 6 pin 11
E IC 6 pin 6 (at R12)
F A12 line on SS50 bus
G IC 5 pins 5,6
H IC 4 pin 2 (on connector line)
I IC 4 pins 9,10
\(J\) IC 4 pin 11
K IC 4 pin 12
L IC 3 pin 6 (at R11)
M Master Reset line on SS50 bus
N UD2 line on SS50 bus
\(\mathrm{O}+5 \mathrm{~V}\) (at R1, R2, R3, et al)
\(P\) reset switch
Q reset switch
R power supply connector pin 9
jumper:
A-B
\(\mathrm{H}-\mathrm{L}\)
\(\mathrm{N}-\mathrm{m}-0\)
6.8 k-ohm

P-6809 reset connector
Q - 6809 reset connctor
cut:
\(D-1 /-G\)
near \(D / 1=K\)
remove master reset line at motherboard

Table 1: The five-pole, two-position switch of figure 1 is connected to the points specified in this table. Note that not all modifications are made directly to the switch; some are jumpers.

Address Translation of 48 K Bytes Physical Address Logical Address
\begin{tabular}{|c|c|}
\hline 0xxx & 0xxx \\
\hline 1xxx & 1xxx \\
\hline 2xxx & 2xxx \\
\hline 3 xxx & 3 xxx \\
\hline 4 xxx & \(4 \times \times x\) \\
\hline 5 xxx & 5 xxx \\
\hline 6xxx & 6xxx \\
\hline 7xxx & 7xxx \\
\hline Axxx & 8xxx \\
\hline Bxxx & 9xxx \\
\hline Cxxx & Cxxx \\
\hline Dxxx & Dxxx \\
\hline
\end{tabular}

Table 2: Physical and logical memory addresses are mapped in a slightly different manner.

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cessor boards, and resetting the fivepole switch. Eventually, I plan to disassemble my binary programs and reassemble them on the 6809; but this system is quite flexible, so there is no rush. This allows me to evaluate and disassemble newly acquired 6800 programs without having to borrow a friend's 6800 system.

\section*{The Monitor}

The 6809 processor board includes space for four 2716-compatible 2 K-byte programmable-memory integrated circuits. The address locations for the first two circuits overlap I/O port addresses, while the third has addresses identical to the 8 -inch floppy-disk controller board (this presents no problem for those using 5 -inch floppy disks). The last of the four sets of addresses is occupied by the SBUG-E monitor read-onlymemory integrated circuit.

This monitor is slightly different from SwTPC's SWTBUG monitor, for the 6800 processor, but is also similar in many ways. This monitor


Photo 1: To ensure proper operation of the 6809 processor board, in a modified system, resistor R20 should be installed on the solder side of the board, as shown. It is necessary to trim the leads flush with the top of the board, since they will be covered by the NMI/RESET connector.
allows all registers to be examined and set directly, using the Control key, in combination with the register name. For example, keying ControlD allows the user to examine or change the direct-page register. In the SBUG-E monitor:
- all registers may be displayed using the R command, and the system stack may be examined using the S command.
-There are separate commands to boot 8 -inch (D) and 5 -inch (U) floppy-disk units.



Photo 2: Use of a ribbon cable allows a five-pole, two-position switch to be mounted in a convenient location on the front panel.
- A memory-dump command (E) produces hexadecimal and ASCII dumps.
- The familiar byte-examine and byte-change command ( M ) is still implemented.
\(\bullet\) A memory-test command (Q) checks a specified block of memory.
- The go (G) command has been restructured to obtain the program execution address from the programcontrol register, rather than hexadecimal location A048.
- The go command also removes software interrupts created by the set breakpoint (B) command.
- All breakpoints may be removed at once using the X command.
- The MIKBUG tape load (L) and punch ( P ) commands are still present.

Commands which are conspicuous by their absence are \(J\) (execute program starting at specified location) and \(F\) (find locations containing a specified byte). I hope these commands are included in the next version of the monitor, since I use them frequently, especially while trying to discover why new binary programs refuse to run on my system.

\section*{Memory}

One of the areas that must be mastered before using the memory check (Q) command is Dynamic


Figure 1: The free end of the ribbon cable is connected to a five-pole, two-position switch, according to this diagram.

Address Translation. Basically, memory may have different physical and logical addresses. When powered up, the monitor checks the amount of memory available, and then maps it in 4 K -byte segments, using the following hexadecimal hierarchy: Dxxx, Cxxx, 0xxx, 1xxx, \(2 x x x, 3 x x x\), \(4 x x x, 5 x x x, 6 x x x, 7 x x x, 8 x x x, 9 x x x\), Axxx, Bxxx. Up to 56 K bytes of programmable memory may be mapped in this manner. An example of the physical and logical addresses of 48 K bytes is shown in table 2 . Since the modifications mentioned do not permit user memory at physical addresses 8000 thru 8 FFF for 6800 operation, the memory limit for systems with this modification is 52 K bytes.

The address table for the software interrupts (SWI, SWI2, and SWI3) and the interrupt requests (IRQ and FIRQ) is near the top of the user memory beginning at hexadecimal address DFCO. This table also includes the lower and upper limits for a supervisor-call address table, used in connection with the SWI3 instruction. When an SWI3 instruction is encountered, the following byte is examined. Assume this next byte contains the value \(n\). If the user has provided a supervisor-call address table containing at least \(n+1\) addresses, the supervisor routine indicated by the ( \(n+1\) )th address will be executed. If the supervisor-call address table is not present or does not contain enough entries, the regular SWI3 address will be used.

\section*{Extras}

Several parts of the MP-09 processor board have obviously been designed for expansion. Simple, onboard connectors reconfigure the data rate lines for speeds from 110 to \(38,400 \mathrm{bps}\) (bit per seconds), or use the 110 bps line as a Bus Request line. These and other features suggest that SwTPC has specific enhancements in mind.

The FLEX2 (6800) and FLEX9 (6809) 5-inch floppy-disk operating systems from TSC (Technical Systems Consultants) further enhance the use of this modification. Text files, BASIC programs, and source code may be easily transferred from one system to the other since both use the same disk format. Now disks as well as hardware can be used interchangeably with a dual 6800/6809 system.

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\title{
What's New? \\ SOFTWARE
}

\section*{Stock Portfolio Package}


Stockpak combines Standard \& Poor's expertise with the latest analytical methods of Wall Street investors to help users buy and sell stocks and to manage portfolios. Stockpak assists in evaluating and managing a portfolio of up to 100 securities, with as many as 30 transactions on each issue. Up to 900 New York and American Stock Exchange and over-thecounter common stocks can be analyzed. Users can record buy and sell transactions. price, dividend information, and stock
splits. Companies can also be analyzed. Designed for TRS-80 users, the four Stockpak floppy disks contain the portfoliomanagement system. screen and select system, a report writer system, and a demonstration data base. Stockpak is a creation of the Standard \& Poor's Corporation, and it is available for 549.95 at Radio Shack outlets. An annual subscription to a monthly update service is avallable for s 200.

Circle 400 on inquiry card

\section*{APEX-Apple II FloppyDisk Operating System}

The APEX disk operating system features a command structure that is similar to CP/M's. Twenty command words are contained within the system. and APEX has the ability to treat externa programs as transient commands to the operating system. There is a scrolling editor that is compatible with the Videx 80 character card. APEX can handle both 5 and 8 -inch floppy and hard disks on the same system, and it is fully functional on single-drive and multidrive systems. Back up files, a backup directory, read-afterwrite, and size limit checks are included. File allocation techniques make APEX's file handling four times faster than CP/M's. Automatic default structures set up command strings, file names, and extensions. A special device handler structure allows for interfacing nonstandard peripherals. The basic APEX package includes a twopass resident assembler and a macro-
editor. The assembler generates an alphabetized symbol table, a crossreference table, and it is capable of assembling over 1900 lines per minute. The editor has 18 commands and 10 text buffers. APEX costs \(\$ 99\) from Apparat Inc. 4401 S Tamarac Pky. Denver CO 80237. (303) 741-1778.

Circle 401 on inquiry card

\section*{TRS-80 Program Generator}

The program Generate writes a threeprogram system la selector, input/edit module, and print program) that will maintain a key file. The input/edit module allows the operator to add, delete, or change records and their keys in the file. The print program selects the fields to be printed, and it selects the range to appear on the listing. The program comes on a 5 -inch floppy disk with instructions that include suggested applications. Generate requires a TR§-80 Model I Level II system with at least two disk drives and 32 K bytes of memory. A printer is optional, because the program can be user-adapted for a display screen. The program costs s 100 from Paul Swanson, clo DataWorks Inc, 97 Jackson St, Cambridge MA 02140 (617) 492-4305.

Circle 402 on inquiry card

\section*{OSI Software}

HEXDOS 2.3 is a disk operating system designed for use with OSI (Ohio Scientific) BASIC in ROM (read-only memory). Re siding in 2 K bytes of memory. HEXDOS supports a real-time clock, named floppydisk files, trace and single-stepping of programs, a tone generator, multiple data files, editing capabilities, chaining of programs. and an interactive disassembler. The price for a 5 -inch floppy disk and manual is \(\$ 27.50\).

FOCAL-65 is DEC's (Digital Equipment Corporation) powerful, high-level language adapted for the 6502. th constructs programs that are more compact than similar BASIC programs. All in 8 K bytes. FOCAL-65 features 9 -digit floating-point arithmetic and string handling functions. This language is available on a 5 -inch floppy disk or cassette with a manual for 549.50. Information on either software package can be obtained by writing The 6502 Program Exchange, 2920 W Moana, Reno NV 89509.

Circle 403 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 per sonal computing experimenters and homebrewers who read BYTE, we print it in some form. We openly solicit releases and photos from mariufacturers 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*{What's New?}

\section*{SOFTWARE}

\section*{Statistics Program}


Microstat is a statistics package for CP/M systems using BASIC-80. The program is chiefly oriented towards files. It includes a data-management subsystem that allows users to list, edit, destroy. delete, augment. sort, rank order, lag, move, merge, and transform data into new data. Programs are provided for statistical analysis in descriptive statistics, hypothesis testing. analysis of variance, scatterplors, correlation analysis, simple and multiple regression, time series, and more. Microstat requires 48 K bytes of memory. a single-density 8 -inch floppy-disk drive, and CP/M with BASIC-80. The program is available for the North Star disk operating system and BASIC; two disk drives are recommended. The cost is \(\$ 250\). A manual is S15. For further information. contact Ecosoft. POB 68602. Indianapolis IN 46268, (317) 283-8883.

Circle 404 on inquiry card

\section*{CP/M 2.2 for OSI C3 Systems}

Known as CP/M2, this version of CP/M 2.2 is compatible with the original OSI (Ohio Scientific) C3 computer's CP/M format. All software and data on current OSI CP/M disks can be retained. With CP/M2, disk read operations are four to five times faster, and disk write operations can be as much as fifty times faster. The C3 CP/M2 compensates for 2 or 4 MHz microprocessor operation. The system also includes a CPM disk-to-disk copy routine, a memory test program for the 280 , and I/O (input/output) drivers for most OSI peripherals. CP/M2 is available for \(\$ 200\) from Lifeboat Associates, 1651 Third Ave, New York NY 10028, (212) 860 -0300.
Circle 405 on inquiry card

\section*{CP/Modem}

Information Engineering has released CP/Modem. This package can send files between a CP/M computer and another computer, make a CP/M system function as a terminal to a remote computer, and allow users to operate, control, and perform diagnostics on remote CP/M systems. A high-level protocol supports error checking and automatic retries during file transfers. File transfer is block-oriented. CP/M modem has three oper ating modes: terminal, termecho, and datalink, plus a transitional state command mode. The program has a split-screen display. with status indicators for data rates, mode, parity, stop bits, word length, data type, and file name. The software supports data rates to 19.2 k bps and has full- and halfduplex modes. The CP/M Modem software package is distributed as object code on 5 - and 8 -inch floppy disks in CP/M format. A single microprocessor license is \(\$ 300\). The manual is 515 . Mainframe support for Digital Equipment Corporation's DECsystem-10* is \(\$ 1500\). For further information, contact Information Engineering. 8 Bay Rd. POB 305. Newmarket NH 03857. 1603) 659-5891.

Circle 406 on inquiry card

\section*{muLISP/muSTAR-80 AI Development System}

The muLISP-80 pseudocode LISP interpreter can provide the basis for Al (artificial intelligence) projects. muSTAR-80 provides a resident display-oriented editor and debugging facility. A pseudocode compiler in muLISP-80 produces extremely compact code. Dynamic allocation of data-space boundaries maximizes the use of programmable memory storage. Linkage to machine-language subroutines is easily performed. These two programs work on 8080-. 8085-, and Z80-based systems. The system includes a library file that contains utility functions which provide examples of muLISP function definitions. Supplied with the system are several games, including a mulisp implementation of the Eliza (Doctor) program. Microsoft and Lifeboat Associates are offering muLISP/muSTAR-80 for a variety of microcomputers including those using the TRSDOS and CP/M operating systems, or equivalent systems. For details, contact Microsoft, 10800 NE 8th, Suite 819. Bellevue WA 98004, or Lifeboat Associates. 1651 Third Ave. New York NY 10028.

Circle 407 on inquiry card

\section*{CP/M-86}

Digital Research's CP/M-86 operating system is for any microcomputer that is based upon the intel 8086/8088 microprocessors. CP/M-86 is a single-user operating system designed to take advantage of the 8086's address space and speed, while expanding upon the facilities of CP/M. For compatibility, the file format of CP/M 2 has
been retained. CP/M-86 can function as a slave node in a CP/NET network. Logical and hardware-dependent portions of the operating system are modularized. For more information. write to Harold Elgie, c/o Digital Research, POB 579. 801 Lighthouse Ave, Pacific Grove CA 93950. 1408| 649-3896.

Circle 408 on inquiry card


\section*{VisiCalc Plus for the HP-85 Microcomputer}

VisiCalc Plus is an enhancement of the calculating and bookkeeping VisiCalc program for the Hewlett-Packard HP-85 microcomputer. The program is useful for forecasting, budgeting, and other business and technical applications. The enhancements include a graphics program that lets users turn Visicalc tables into four-color graphics. Line charts. bar charts. pie charts. and curve-fitting graphs are available along with graphics features, such as six styles of lines and hatchings. Twenty extra financial. statistical. and mathematics functions include internal rate of return. standard deviation, and variance. A "Help" facility displays information about a keyword typed by the user. VisiCale Plus comes on tape cartridges and floppy disks for 5200 . A 16 K -byte memory module is required to run the program. For information, contact Inquiries Manager. Hewlett-Packard Company. 1507 Page Mill Rd. Palo Alto CA 94304. (415) 857-1501.

Circle 409 on inquiry card

\section*{TRS-80 Cash Register Software}

Computer Consultants', 312 Hoyt St, Dunkirk NY 14048, (716) 366-0766, TRSPOS allows a TRS-80 Levelll to function as a point-of-sale terminal system. Some TRSPOS features are its English operator prompting and error messages and an electronic memo pad. With TRS-POS, the businessperson can keep track of sales commissions and inventory. The system can be user-configured to suit individual needs. The TRS-POS system comes in a 16 K-byte package that allows 50 userdefinable departments and in a 32 K -byte package that allows 110 departments. TRS POS prices begin at \(\$ 100\)

Circle 410 on inquiry card

\section*{Pascal Express Utility Package}

This package of utilities and other software for the Apple II is designed to help experienced BASIC users become acquainted with UCSD Pascal. Four sections simplify l/O (input/output) formatting: allow access and change in the disk directory from a Pascal program: perform integer, string, and real number conversions; and support files of variable-length records. Also included are Pascal demonstrations with listings on BASIC equivalents, a routine to view disk files in ASCll or hexadecimal code. a text formatter. a program to maintain a variablelength data file, and a Happy Birthday surprise. A manual, a disk, and the sourcecode files cost \(\$ 45\) from Software Express. POB 50453. Palo Alto CA 94303. (415) 856-9244

Circle 412 on inquiry card

\section*{Multi-User, Multitasking Disk Operating System}

The Cromix operating system supports Cromemco's floppy- and hard-disk drives. It includes multiple hierarchical directories and subdirectories: compatible l/O (input/ output). which supports-user redirection of I/O; a shell-sort program; a password security system: data and time support: file buffers: and swapping-free execution of tasks through bank selection. The Cromix operating system includes a CDOS Simula tor that allows CDOS programs to be executed directly. Cromix requires a minimum memory of 128 K bytes. A single 64 K -byte memory card must be added for each additional user or task. Cromix is available on 5 - or 8 -inch floppy disks for s295. Inquiries can be addressed to Cromemco Inc. 280 Bernardo Ave. Mountain View CA 94043. (415) 964-7400

Circle 413 on inquiry card

\section*{The Store Manager}

High Technology Inc. 8001 N Classen Blvd. POB 14665. Oklanoma City OK 73113, (405) 840-9900, is distributing The Store Manager. This program is a point-ofsale and inventory-control system. It produces purchase orders, receiving reports. invoices, packing slips, and quotations. Sales totals and inventory-management reports are also handled. The program is useful for managing small businesses. The Store Manager runs on a 48 K -byte Apple II with at least two floppy-disk drives. The suggested retail price is \(\$ 250\).
Circle 411 on inquiry card

\section*{The Prisoner}

The Prisoner was inspired by the television series of the 1960s. Consisting of twenty interlinked games, the program places the player on an island housing a psychological prison camp. The player's task is to escape both the island and its attempts to extract information from him. The Prisoner requires an Apple computer with 48 K bytes and a single disk drive. The programlists for \(\$ 29.95\). Contact EduWare Services Inc. 22035 Burbank Blvd, \#223. Woodland Hills CA 91367, [213) 346-6783.

Circle 414 on inquiry card

\section*{Track Orders Daily}

CORP is a customer-order review program for a salesperson in any small- to me-dium-sized business. Designed with the TRS-80 Models I and II in mind, CORP tracks the daily orders of individual salespersons. CORP allows management personnel to monitor a salesman's performance and to know which customers have not placed an order since any particular date. Different criteria for selecting reports on customer orders can be specified. CORP contains updating facilities and diagnostics. It is available on a 5 -inch floppy disk, including documentation, for 5195 from \(B \& B\) Software, \(P O B\) 2090. Ann Arbor Ml 48106.

Circle 415 on inquiry card

\section*{Apple II Word Processor}

Computer Solutions. 6 Maize Pl. Mansfield. Queensland 4122. Australia. has announced its word-processor software for the Apple II. The software allows true uppercase and lowercase on the Apple. Full "mailmerge" facilities are included in the system. The software and manual are priced at \(\$ 295\).

Circle 416 on inquiry card

\section*{TFORTH}

TFORTH is a procedural language that specifies process rather than desired result. It produces a compact code that can be executed at high speeds. TFORTH uses a stack for parameters and a dictionary for words that allows new words to be created in terms of predefined words. New data types and new processes can become part of the language. TFORTH can be used to develop new languages. provide simple control of devices, and implement tasks requiring monitoring and decision. Certain hardware modifications can be eliminated by using TFORTH to do digital logic or data reduction. TFORTH is designed for the TRS -80 with 16 K bytes of programmable memory and a single floppy-disk drive using either TRS-DOS or NEWDOS. It costs \(\$ 129.95\) or \(\$ 136.95\). depending on additions. Contact Sirius Systems. 7528 Oak Ridge Hwy. Knoxville TN 37921. (615) 693-6583.

\section*{What's New?}

\section*{PUBLICATIONS and MISCELLANEOUS}

\section*{Sinclair ZX80 Users Magazine}

Sync is a bimonthly magazine for users of the Sinclair \(\mathrm{ZX80}\) microcomputer. The publication carries articles about how best to use the features of the \(\mathrm{ZX80}\). Sync also carries financial analysis, statistics, simulations, and games. Sync has published program listings for Acey Ducey. Hurkle, and the Nicomachus "boomerang" puzzle. Reviews of software, peripherals, and books related to the \(\mathrm{ZX80}\) are also provided. Subscriptions are \(\$ 10\) per year from Sync. 39 E Hanover Ave. Morris Plains NJ 07950. (201) 540-0445.

Circle 418 on inquiry card

\section*{Educational Catalog}

Marck publishes a free mail-order educational software catalog that has descriptions of hundreds of programs for small computers. Related products and articles are also included. Contact Marck. 280 Linden Ave, Branford CT 06405. (203) 481-3271

Circle 419 on inquiry card

\section*{Article Index}

Magdex Research has announced a quarterly publication entitled The Article Index. The Index covers many articles. short notes, and other information contained in the top ten microcomputing journals. The Index is divided into two sections. The first section categorically lists all article titles and short paragraph locations. The second lists references by keyword. In all. The Index has over 11.000 references. Subscription rates are 57.50 for one year. \(\$ 13.50\) for two. \(\$ 18\) for three, and lifetime rates are 545 . Charter subscribers receive indexes for 1977 thru 1980. Contact Magdex Research, POB 706. North Plains OR 97133.

Circle 420 on inquiry card

\section*{PGI Wholesale Publishes Price Card}

PGI Wholesale has published a quickreference price list. The guide contains pricing information on microcomputer products from more than thirty-five manufacturers, including the Archives Business Computer. Contact PGI Wholesale. 1425 W 12th PI. Tempe AZ 85281. (800) 528-1415 or (800) 528-6450.

Circle 421 on inquiry card

\section*{Design Aids for Electronics}


This catalog has been designed for engineers and drattsmen in the electronics industry. It features templates containing the latest in logic and schematic symbology and component layout patterns. All symbols or patterns comply with ANSI. IEEE. IPC. and MIL-STD specifications. The catalog is available from Tangent Template inc. POB 20704. San Diego CA 92120. (714) 292-0046.

Circle 422 on inquiry card

\section*{Continuous Forms}

Discount Data Forms Inc. 407 Eisenhower Ln S. Lombard IL 60148. (312) 629-6850, is marketing a line of continuous computer forms. The product line includes stock invoices, statements, bills of lading. purchase orders, and voucher. payroll, and personal checks. A brochure and samples are available from the company free of charge.
Circle 423 on inquiry card

\section*{Word Processing Report}

The Small Systems Group has begun publication of a series of product evaluation reports. The first report "Word Processing on Personal Computers." is now available. This report introduces word processing with sections on software, hardware, and applications. It describes Auto Scribe, Electric Pencil. Magic Wand, and WordStar word-processing programs. Single copies of the report are available for 510 from the Small Systems Group. POB 5429. Santa Monica CA 90405. [213) 392-1234. Circle 424 on inquiry card

\section*{Education Catalog}

The Micro Software Division of Charles Mann \& Associates has compiled the Education Catalog. This catalog details educational programs for the Apple II. TRS-80, and TI 99/4 microcomputers. The programs can be used to develop customized teaching programs. to teach BASIC programming, and to reduce administrative tasks. Grade reporting. class scheduling, and record-keeping programs are also described. These and other programs have been designed by Charles Mann \& Associates, which is located at 7594 San Remo Trl. Yucca Valley CA 92284. (714) 365-9718.

Circle 425 on inquiry card

\section*{Dual-Purpose Computer Checks from NEBS}

The 9022 computer checks are designed to be used for payroll or accounts payable. The stub portion is blank except for the customer's name and the consecutive check number. The forms are available in quantities as low as 500 for s29.95. Prices include printing the customer's name and address, bank name and number, consecutive numbering. and inclusion of an MICR code line. Contact NEBS Computer Forms, 78 Hollis St, Groton MA 01450. (800) 225-9550, in Massachusetrs (800) 922-8560.
Circle 426 on inquiry card

\section*{Speech Synthesis Evaluation Board}

An assembled circuit board for evaluating the operation and application of the Digitalker speech synthesis inte-grated-circuit set is available from National Semiconductor Corporation. 2900 Semiconductor Dr, Santa Clara CA 9505I. 1408) 737-5000. The DT1000 board requires a single \(9 \vee\) power supply and a speaker for operation. It contains National Semiconductor's speech processor circuit. two speech ROMs (read-only memories). output filter, audio amplifier. keyboard. a microcontroller, and an EPROM (erasable programmable read-only memory). The speech ROMs enable users to link words consisting of numbers and letters, nouns. verbs, tones. and silence durations into phrases and sentences. National Semiconductor's Digitalker speech-synthesis systems utilize human speech and voice waveforms for digital encoding and storage. The DTI 000 is available for \(\$ 495\).

Circle 427 on inquiry card


\section*{Enhanced AIO Board from SSM}

The SSM AIO serial and parallel Apple il interface board has been enhanced. The AIO now interfaces with serial and paraliel devices simultaneously under Pascal. The RS-232 serial interface has three handshaking lines and eight data rates from 110 to 9600 bps (bits per second). Additional data rates are possible through external input. Two bidirectional 8 -bit paratlel ports are provided with four additional interrupt and handshaking lines, as well as interface configurations that are progammable and software controlled. The AIO includes firmware for controlling serial interface and software for driving parallel printers. it includes the cable assemblies necessary for parallel and serial interfaces, and a user's manual. Contact SSM Microcomputer Products. 2190 Paragon Dr. San Jose CA 95131. (408) 946-7400. Circle 433 on inquiry card

\section*{PET Graphic Interface Board}

The MTU K-1008-6 PET Graphic interface adds high-resolution graphics to the PET computer. The expansion board features five ROM (read-only memory) sockets that can be set at the same or different addresses with software control of whichever sockets are enabled. The board provides user control over a matrix of 64.000 dots. The device serves as an 8 K-byte expansion memory when not used for graphics. On-board expansion allows use with an optional light pen. Graphics software is also offered. The board is priced at s320; connectors for older model PETs are 535 ; and connectors for the newer model PETs are \(\$ 59\). For more information, contact Micro Technology Unitd. 2806 Hillsborough St. POB 12106. Raleigh NC 27605, 1919) 833-1458
Circle 434 on inquiry card

\section*{MPI's Model 88G Printer}

The Model 88G impact matrix printer features 100 cps (character per second) bidirectional or unidirectional printing. with throughput rates of up to 150 lines per minute. A full uppercase and lowercase 96-character ASCll |American Standard Code for information interchange) set is printed in a 7 by 7 matrix. with print line formats of 80,96 , or 132 columns per line over an 8 -inch print area. Doublewidth characters are software-selectable in any of the font styles or character densities. A high-resolution, dot-addressable graphics option can be added for plotting. printing of screen graphics, drawing of illustrations, or producing special characters and identification marks. Forms handling is carried out with a paper-feed system that can accept fanfold forms from 1 to \(91 / 2\) inches in width. Sixteen selectable form lengths and a "skip-over-perf" feature are provided. The printer uses continuous-loop ribbon cartridges, and it has an RS-232C, and a parallel interface. It can also be interfaced to devices with an IEEE-488 bus output: A detachable roll paper holder. single-sheet feeder, and a 2 K-byte buffer are available. The Model 88G with the graphics option lists for s799. Contact MPI. 2099 W 2200 South. Salt Lake City UT 84119, (801) 973-6053. Circle 432 on inquiry card

\section*{Turn the TRS-80 into a Time-Sharing Terminal}

TERMCOM is a nardware and software package that turns the TRS-80 into a timesharing terminal. TERMCOM hardware allows Level II users to utilize time-sharing systems without acquiring the Expansion interface and RS-232 board. The software includes full paging capabilities, making it possible to store several screens of data. which are accessible at any time. The TERMCOM program allows lines to be scrolled off the screen while still remaining accessible in memory. The wrap-on-blank capability breaks long lines into two lines between words. For tabular materials. automatic left- or right-justification may be specified. The TERMCOM package can lock information ori the top or bottom of the screen, while keeping the other portion free for normal use. Other features include memory buffer-overflow protection. uploading and downloading of files from disk, and variable rates for file loading to match other systems used in time-sharing. It is compatible with all Radio Shack supplied products. The package costs S 169.95 from Statcom Corporation. 5758 Balcones Dr. Suite 202. Austin TX 78731. (512) \(451-0221\)

Circle 435 on inquiry card

\section*{What's New?}

\section*{SYSTEMS}

\section*{System Zero from Cromemco}

Cromemco's System Zero computer, an S-100 bus microcomputer, includes a 280A-based single-card computer, 1 K bytes of programmble memory. 3 K bytes of Control BASIC in ROM (read-only memoryl, and three extra slots on the S -100 bus. The system is designed for ROM programs, but it can be expanded by adding memory and I/O cards. The System Zero/D is available with floppy-disk drives, the Z80A board, 64 K bytes of programmable memory, and a disk-controller card. The controller contains RDOS-2, a disk operating system that reads and writes single- and double-sided and single- and double-density floppy disks, and also contains a systems diagnostic routine. Software for the System Zero includes RPG II. FORTRAN. COBOL, 16 and 32 K Structured BASIC, LISP, word-processing, database management. business software, and operating systems. The System Zero list price is 5995 , and the Zero/D has a list price of s2995. The Model DDF dual-disk drive is available for si295. Contact Cromemco inc, 280 Bernardo Ave, Mountain View CA 94043, (415) 964-7400.
Circle 429 on inquiry card

\section*{Microcomputers with High-Resolution Graphics Options}

The Dynamic Blackboard microcomputer systems use the S-100 bus and a 280A microprocessor. The systems support either black-and-white, gray shades, or full-color graphics at a resolution of 640 by 512 pixels. CP/M-compatible graphics software and Tektronix-emulation software are also available. Graphics printers are supported. Three Dynamic Blackboard systems are available: the Brilliant Terminal, the Standalone System, and the Network Configuration. The Brilliant Terminal is for larger mainframes, and it can be used as a stand-alone computer and color graphics terminal. The Standalone System has a graphics option, and the Network Configuration allows several microcomputers to share a disk subsystem and a printer. Prices for the single computers are in the \(\$ 10,000\) to \(\$ 15,000\) range. For more information. contact the Cambridge Development Laboratory, 36 Pleasant St. Watertown MA 02172, (617) 926-0869.

\section*{SSM's \(\mathbf{Z 8 0}\) Microprocessor Board}

SSM Microcomputer Products, 2190 Paragon Dr, San Jose CA 95131. (408) 946-7400, has announced the CB2 280 microprocessor board. The CB2 is capable of operating at 2 or 4 MHz , and it includes sockets for two 2716 or 2732 EPROMs (erasable programmable read-only memories) or HM6 1162 K-byte programmable memories. The memory sockets can be enabled or disabled. Run/stop and single/ step switches are also included on the board to permit system evaluation without the need for a front panel.
The CB2 also features a firmware-vector jump and an output port to control eight extended address lines. Memory can be expanded to more than 64 K bytes. Board jumpers can generate the proposed IEEE (institute of Electrical and Electronics Engineers) S-100 signals. The board can emulate 8080 I/O (input/output) addressing, and it is provided with an 8 -bit output port for extended addressing. The CB2 requires +8 V at 0.75 A .

Circle 430 on inquiry card
Circle 431 on inquiry card

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\section*{...By Fersorial Eomputer.}

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\section*{Ampex's Video Terminal}


Ampex Corporation, 200 N Nash St, El Segundo CA 90245, (213) 640-0150, has entered the video-terminal market with the Ampex Dialogue 80, a buffered editing terminal that operates in conversa tional or block modes. The terminal features a detached keyboard. lowercase descenders, and a 25th display line that allows operators to determine the status of various operational modes and note errors. Dialogue 80 has an RS-232C asynchronous interface that operates at half- or full-duplex and a standard serial printer interface. Scrolling is a standard feature in the conversational mode. The display features 24 lines by 80 characters. The format is a 6 by 8 dot matrix in a 7 by 10 field. The terminal has reverse video. blink.
blank, underline, and half-intensity features. Protected fields appear at halfintensity and cannot be changed when in the protect mode. Editing features include erase, insert. and delete character and line functions. The 128 symbols include 96 ASCII (American Standard Code for Information interchangel characters. 21 control characters. and 11 characters to support line drawings. Constants, screen formats, or command sequences for the terminal and host computer are user-programmable. A 2 K-byte expansion memory is optional. The Dialogue 80 is \(\$ 1149\) in single units.

Circle 436 on incuiry card

\section*{Portable Bar-Code Reader}


The Model 9400 bar-code reader is designed for in-house data collection. A bar-code alphanumeric keypad is provided for manual data entry. Bar-code labels up to 32 characters long may be scanned. The memory has a 20 K -byte capacity. The user may select between a belt clip and a shoulder strap to carry the unit. The 9400 may be operated on-line in the terminal mode without affecting data in its memory, and a real-time clock feature is available to store time and date information. Previously stored data can be reviewed and edited. The Model 9401 Charger/Interface unit provides two RS232C connectors. Contact Wade T Nixdorff at Interface Mechanisms inc. POB N. Lynnwood WA 98036. (206) 743-7036.

Circle 437 on inquiry card

\section*{Info 2000's Performer Systems}

The Performer Systems are an entire line of business microcomputers offering word processing, billing. general accounting. data communications, and recordkeeping functions. One model, the Standard Performer, uses 5 -inch floppy-disk drives that store 400 K bytes of memory (about 200 typewritten pages). Another model, the Maxi Performer, uses 8 -inch drives that can hold 1.25 megabytes (about 600 typewritten pages). As a word processor, either Performer can handle
documents such as contracts, engineering reports, and ordinary business correspondence. Functions include true proportional spacing, underlining, boldface, justification, centering, indentation, and more. Typical applications include inventory, purchase or sales orders, court or appointment calendars, and customer or prospective customer lists. Additionally, mailing labels and envelopes can be prepared. Facilities include complex sort sequences and selection criteria, fullformula arithmetic, and multilevel subtotals and page breaks. Accounting capabilities include accounts receivable.
accounts payable, general ledger, and financial statement preparation. A clientbilling package for attorneys. accountants. consultants, and other professionals is available. The Performer also supports the WESTLAW automated legalresearch system and the New York Times INFOBANK services. The systems are priced between \(\$ 12,00\) and \(\$ 18.000\), or they may be leased for \(\$ 400\) to 5600 per month. Contact Info 2000 Corporation. 20620 S Leapwood Ave. Carson CA 90746. (213) 532-1702.

Circle 438 on inquiry card

\section*{On-Board Screen Memory with the V-100 Video Controller}


The V-100 video-controller board. with 2 K bytes of on-board screen memory, can reduce central-processor overhead. It is fully compatible with the IEEE's (Institue of Electrical and Electronics Engineers) S-100 bus standard. The V-100 can be 110 input/output) mapped. so that the screen memory does not take up space in the user's system. Interfacing to the video monitor is handled by writing control information to the V-100's logic. The board can display 24 lines by 80 characters in 7 by 9 dot-matrix formats. Fonts are available for standard ASCll |American Standard Code for Information Interchange). or French. German. or Japanese char-
acters. It also provides 16 user-programmable graphic characters. The board can accept data at 2 megabytes per second. allowing data to be transferred to the screen at the processor speed. A compatible software package. VEDIT, allows screen editing with full cursor control. block moves, file handling, and more. It requires a CP/M-compatible operating system. The \(V-100\) is priced at 5450 per board, and VEDIT is \(\$ 110\). Contact Pliceon Inc. OEM Division. 2350 Bering Dr. San Jose CA 95112. CompuView Products Inc, the maker of VEDIT, is located at 1531 Jones Dr. Ann Arbor Ml 48107. Circle 439 on inquiry card

\section*{TRS-80 Printer and Memory Expansion Module}

This printer/memory expansion module can add 16 K or 32 K bytes of dynamic programmable memory to a TRS-80 microcomputer. It can also drive Microtek's MT80P dot-matrix printer or any Centronicscompatible printer. The module is housed in an aluminum case that sits under the video display. It is available in three configurations: the MT-32A, without memory for S99.50: the MT-328, with 16 K bytes of programmable memory for \(\$ 159.50\); or the MT-32C with 32 K bytes of memory for \(\$ 199.50\). For further information. contact Microtek Inc. 9514 Chesapeake Dr. San Diego CA 92123. (800) 841-1081, in California (714) 278-0630

Circle 440 on inquiry card

\section*{High-Resolution H-8 Color Graphics}

The Heathkit \(\mathrm{H}-8\) is now able to generate high-resolution color graphics with the addition of this color graphics board. The board is fully compatible with the \(\mathrm{H}-8\). It contains 8 K bytes of static programmable memory. which is address dipswitch selectable. On-board RF (radio frequency/ modulation is included for output to color or black-and-white television. The board can generate eight graphic display modes, eight colors, and features a resolution of 256 by 192 pixels. It is available in kit form for 5379 , or assembled and tested for 5479 . Request complete details from Owen Phairis Computer Products. POB 3400. Big Bear Lake CA 92315. (714) 585-8354.

Circle 441 on inquiry card

Apple Plug-Compatible Floppy-Disk Drive


The A-70 and A-40 floppy-disk drives have a jumper-selectable boot PROM (programmable read-only memory) for 13-or 16-sector integer BASIC- or Pascal-language cards as standard features. The A-40 drive provides 40 tracks of storage and track-to-track speeds of 5 ms for S 495 for the first unit and 5395 for additional units. The A-70 has the same features as the A-40; however, it provides 70 tracks of storage and is priced at \(\$ 675\) for the first unit and 5575 for additional units. For more information, contact Micro-Sci. 1405 E Chapman, Suite E. Orange CA 92666. (714) 997-9260. Circle 442 on inquiry card

\section*{Power Supply on a Card}

An 8 W power supply has been introduced by Miller Technology. 16930 Sheidon Ra, Los Gatos CA 95030. (408) 395-2999. The PS-80 supplies +5 V at \(800 \mathrm{~mA}+12 \mathrm{~V}\) at 150 mA , and -5 and -12 V at 150 mA . The power supply card is 11.5 by \(16.5 \mathrm{~cm} / 41 / 2\) by \(61 / 2\) inches). including the 22 -pin edge connector. A standard fuse is supplied. A 115 VAC and a power-line switch can be connected with the supplied connectors The PS-80 is available in kit form for \(\$ 35\) or assembled and tested for \(\$ 60\).
Circle 443 on inquiry card

\section*{PS-8 Power Supply}

Cromemco's PS-8 power supply is designed to power microcomputer systems configured with the Cromemco CC- 8 eight-slot card cage and any combination of S-100 boards. The PS-8 provides one output of \(+7.5 \mathrm{~V} / 12 \mathrm{~A}\). \(+14.5 \mathrm{~V} / 2.5 \mathrm{~A}\), and \(-14.5 \mathrm{~V} / 1.0 \mathrm{~A}\). A system reset switch is built into the power supply. The supply is designed for 110 or 220 V operation. Ambient temperature operation is from 0 to \(55^{\circ} \mathrm{C}\). The power supply is available from Cromemco Inc. 280 Bernardo Ave. Mountain View CA 94043, (415) 964-7400
Circle 444 on inquiry card

\section*{Bar-Code Reader for the Apple}


The ABT BarW and plugs into the Apple II or III and reads standard bar code. ABT has also developed a program to read UPC |Universal Product Codel. Additional programs have also been created to print and read ABT's own LabelCode and Applesoft programs in Paperbyte Code. The latter two programs are forms of bar code that can be printed with a dot-matrix printer. When bar code is entered through the BarWand, a scan tone sounds indicating that the last line of data was correctly read. The suggested retail price of \(\$ 195\) includes the Barwand and a demonstration floppy disk of the UPC. LabelCode, and Paperbyte programs. A ROM |read-only memory) multiprotocol BarWand I/O (input/output) board is also available. For more information. contact Advanced Business Technology Inc. 12333 Saratoga-Sunnyvale Rd. Saratoga CA 95070. 1408) 446-2013.
Circle 445 on inquiry card

\section*{SSI Band Printer Has 900 Lines Per Minute}

SSi's B-900 printer features several bands and a 48-, 64-, and 96 -character set. plus specialized and foreign character sets. The print speed is 1100 lpm flines per minute) at 48 characters. 900 Ipm at 64 characters. and 600 lpm at 96 characters. Vertical spacing for multiple-form lengths. provisions for up to five copies. a diagnostic display. paper-out detect sensors. and print-to-bottom of the form capabilities are included. The \(8-900\) is compatible with Digital Equipment Corporation's DECsystems 10 and 20. HewlettPackard. Data General. SEL. Texas instruments. Burroughs. and other minicomputers and mainframes. Parallel interfacing is standard. and SSI also supplies serial synchronous and asynchronous interfaces. Contact Southern Systems Inc. 2841 Cypress Creek Rd. Ft Lauderdale FL 33309. (800) 327-5602. in Florida (305) 979-1000.
Circle 446 on inquiry card

96 Tracks Per Inch 5-Inch Floppy-Disk Drives


The SA4 10 (single-sided) and the SA460 (double-sided) drives feature unformatted capacities of 500 K bytes and I megabyte. respectively, using double-density recording. For faster access time, the drives incorporate a helical cam v-groove lead screw for head positioning. The drives also use a DC spindle motor that allows the drive to be shut down when not in use. The drives can back up 5- to 10-megabyte hard disks. including Shugart's SA400 and 450 drives. Other features of the drives include a track-to-
track access time of 6 ms . a tachometer that provides servo speed control. and an activity indicator. A maximum recording density of 5876 bits per inch is another feature. Mean time between failures is 8000 power-on hours. The SA4 10 costs 5325 in OEM |original equipment manufacturer) quantities of 100; the SA460 is priced at \(\$ 400\) in the same quantities. For further details. contact Shugart Associates. 475 Oakmead Pky. Sunnyvale CA 94086. (408) 733-0100.

Circle 447 on inquiry card

\section*{Apple II Nine-Voice Music Synthesizer}

You can turn your microcomputer into a nine-voice music synthesizer with the AM-II package from Peripherals Plus. The AM-II package consists of the software and a board that plugs into the Apple II. The \(\$ 198\) AM-II allows users to compose music with two game paddles. The music is displayed as notes on a music staff. From a menu at the bottom of the screen. users can select notes from a six-octave range. along with duration and other characteristics. The music is displayed with graphic animation during playback. Using the keyboard, the user has control of key. tempo. envelope values and duration. waveform. and length. The AM-II is available from Peripherais Plus, 119 Maple Ave. Morristown NJ 07960, 1800) 631-8112. in New. Jersey (201) 267-4558.

Circle 448 on inquiry card

\section*{Link Winchester ST-506 Disk Drives to GPIB Computers}

The MSC-9305 controller provides onboard interfacing to Seagate Technology's ST-506 disk drives. and incorporates the GPIB interface standard for attachment with computers using the GPIB standard bus. This will allow ST-506 drives to work with the PET. Xerox 1350, and the Hew-lett-Packard HP-85 system. It can also be used with computers accommodating GPIB adaptors, such as the Apple Il. DEC |Digital Equipment Corporation) systems, Prolog. and with computers using Intel's Multibus. The controller employs an integrated data separator. automatic error correction. full-sector data buffer. and automatic position verification. The price of the MSC-9305 is 5700 from Microcomputer Systems Corporation, 432 Lakeside Dr, Sunnyvale CA 94086. 14081 733-4200. Circle 449 on inquiry card

\section*{What's New?}

\section*{Touch-Input Video Display}


The Vuepoint touch-input terminal is 7 cm (23/4 inches) thick and has a 12 -line by 40-character flat-panel display. VuePoint's controller provides for up to fifty-one pages of information. A response is sent to the host computer by finger contact to any one of 240 discrete touch-sensitive locations of the display screen. Communication is by selectable 300 to 19.200 bps
(bits per second) data rates via an RS-232 interface. The controller for the display can be placed up to ten feet from the screen. Prices begin at \(\$ 3500\). For more information, contact General Digital Corporation. 700 Burnside Ave. East Hartford CT 06108. (203) 289-7398.

Circle 450 on inquiry card

\section*{Atari Memory Expansion Kit Has Supporting Software}

This memory expansion kit will upgrade Atari 8 K -byte programmable memory boards to 16 K bytes. The kit provides five times more program space in highresolution graphics and allows access to
higher resolution graphics. The 579.95 price includes all hardware and instructions. Software support includes graphics programs like Plot \& Draw. which generates graphics quickly while saving data for incorporation into BASIC programs. For more information, contact Mosaic Electronics. POB 748. Oregon City OR 97045, (503) 655-9574
Circle 451 on inquiry card

\section*{The Model 460 Paper Tiger Printer}

The Model 460 printer has throughput speeds of up to 160 cps |characters per second). can produce letter-quality print. and provides a variety of programmable print-control functions. The 460 employs a horizontal and vertical overlay dotmatrix character formation technique and a 9 -wire bidirectional print head. Control functions include proportional spacing. bold text printing. and print densities of 10. 12, or 16.7 characters per inch. Automatic text justification. programmable horizontal and vertical tabbing, reverse paper feed, and positioning of characters to \(1 / 120\) of an inch are other control features of the printer. It can print in 80-, 96-, and 132 -column formats. Foreign or custom character sets can optionally be added to
or replace the standard ASCll (American Standard Code for Information Interchangel character set; the printer allows uppercase and lowercase characters with descenders. Forms control features include programmable top and bottom of form. perforation skip, and vertical and horizontal tabs. A microprocessor provides an automatic memory, electronics. and print capability test. A 2 K-byte bu fer and the ability to print graphics such as bar codes, block letters, and illustrations are included. The 460 has an RS-232C serial and a Centronics-compatible parallel interface. Data rates from 110 to 9600 bps are switch-selectable. The price for the Model 460 Paper Tiger printer is \(\$ 1295\) from integral Data Systems inc. Milford NH 03055 . 16031 673-9100.

Circle 452 on inquiry card

\section*{Three HP-85 Interfaces}

The three HP-85 interfaces are a serial (RS-232C-compatible) interface card, a general-purpose parallel \(1 / 0\) (input/output), and a BCD (binary-coded decimall card. The serial-interface card provides the HP-85 with bit-serial asynchronous data communication capability, with support for RS-232C and current loop operations. Features include: user-programmable data rates, parity, bits per character, and stop bits without changing physical switch settings. Other features include full-duplex with I/O buffers, and a 20 mA current loop. This card allows printers, modems, and other peripherals to be used with the HP-85.

The general-purpose interface card provides bit-parallel byte- and word-oriented interfacing. Two bidirectional ports and two output-only ports are on the card. The card can be configured as four separate 8 -bit ports, two 16 -bit ports. or two 8 -bit and one 16 -bit ports. Paper-tape readers. punchers, and card readers can be interfaced with this card.
The BCD card permits all data to be present simultaneously on a set of 48 wires. Instruments can output up to eleven BCD digits: two BCD instruments can be accommodated with the card. Typical applications for this card are in voltmeters. counters. medical equipment, and electronic scales. The serial-interface card is s 395 and the other cards are \$495. Contact the Inquiries Manager. HewlettPackard Company. 1507 Page Mill Rd. Palo Alto CA 94304. (415) 857-1501
Circle 453 on inquiry cara

\section*{6800/6809 I/O Boards by Gimix}

The Gimix 2-port serial \(1 / \mathrm{O}\) board has two independent RS-232-compatible \(1 / \mathrm{O}\) ports, with handshaking. on a 30 -pin board. It features programmable pinouts and independent data rate and interrupt jumpers for each port. The board is compatible with the SS-50 and SS-5OC bus configurations. The 2 -port board. less cables, is priced at \(\$ 128.43\)

Also available is an 8 -port serial \(1 / 0\) board that boasts eight independent RS-232-compatible \(1 / O\) ports with hand shaking-all on a 50-pin board. It features DIP-switch selectable data rates for each port, extended address decoding for the SS-50C bus, and selectable interrupts. An on-board data-rate generator permits rates of up to 38.4 k bps. This board costs s318.46. less cables. Complete details are available from Gimix Inc. 1337 W 37th PI, Chicago IL 60609. (312) 927-5510.

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\(6 \mathrm{bit} / \mathrm{O}, 2 \mathrm{MHz}\) clock. 2K RAM, ROM Breadboard space. Excelient tor control. Bare Board \(\mathbf{2 8 . 5 0}\). Full kit \(\$ 99.00\). Monitor \(\$ 20.00\). Power Supply Kit \(\mathbf{\$ 3 5 . 0 0}\). Tiny Basic \(\mathbf{\$ 3 0 . 0 0}\)
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\section*{Rockwell AIM 65 Computer}

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The Super Elf includes a ROM monitor for program loading, editing and execution with SIN GLE STEP for program debugging which is not included in others at the same price. With SINGLE STEP you can see the microprocessor chip operating with the unique Quest address and data bus displays before, during and alter executing instructions. Also, CPU mode and instruction cycle are decoded and displayed on 8 LED indicators An RCA 1861 video graphics chip allows you to connect to your own TV with an inexpensive video modulator to do graphics and games. There is a speaker system included for writing your own music or using many music programs already written. The speaker amplifier may also be used to drive relays for control purposes.
A 24 key HEX keyboard includes 16 HEX keys
Super Expansion Board with Cass This is truly an astounding value! This board has been designed to allow you to decide how you want it optioned. The Super Expansion Board comes with 4K of low power RAM fully address able anywhere in 64k with built-In memory protect and a cassette interface. Provisions have been made for all other options on the same board and it fits neatly into the hardwood cabinet alongside the Super EIf. The board includes slots for up to GK of EPROM (2708, 2758, 2716 or T 2716) and is fully socketed. EPROM can be used for the monitorand Tiny Basicor otherpurposes. A IK Super ROM Monitor \(\$ 19.95\) is available as an on board option in 2708 EPROM which has been preprogrammed with a program loader editor and error checking multi file cassette read/write software. (relocatable cassette file) another exclusive from Quest. It includes register save and readout. block move capability and video graphics driver with blinking cursor. Break

\section*{Quest Super Basic V5.0}

A new enhanced version of Super Basic now available. Quest was the first company worldwide to ship a full size Basic for 1802 Systems. A complete function Super Basic by Ron Cenker including floating point capability with Scientific notation number range arrays. string arrays: string manipulation; cassette I/O, save and load. basic. data and ma

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Questdata, a software publication for 1802 computer users is available by subscription for \(\$ 12.00\) per 22 issues. Single issues \(\$ 1.50\). Issues 1-12 bound \(\$ 16.50\).
Tiny Basic Cassette \(\$ 10.00\), on ROM \(\$ 38.00\), original Elf kit board \(\$ 14.95 .1802\) soltware; Moews Video Graphics \(\$ 3.50\). Games and Music

\section*{\$3.00, Chip 8 Interpreter \(\mathbf{\$ 5 . 5 0}\).}

\section*{sette Interface \(\$ 89.95\)}
points can be used with the register save feature to isolate program bugs quickly. then follow with single step. If you have the Super Expansion Board and Super Monitor the monitor is up and running at the push of a button.
Other on board options include Parallel Input and Dutput Ports with full handshake. They allow easy connection of an ASCII keyboard to the input port. RS 232 and 20 ma Current Loop tor teletype or other device are on board and if you need more memory there are two \(\mathrm{S}-100\) slots for static RAM or video boards Also a IK Super Monitor version 2 with video driver for full capability display with Tiny Basic and a video interface board. Parallel I/O Ports \$9.85, RS 232 \$4.50, TY 20 ma J/F \(\$ 1.95, \mathrm{~S}-100\) \$4.50. A 50 pin connector set with ribbon cable is ayallable at 515.25 for easy connection between the Super Elf and the Super Expansion Board.
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1802 Tiny Basic Source listing Super Monitorv? 0 I2.

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2114-L200 & & 4.15 & \(20 / 3.95\) & \(100 / 3.75\) \\
2716 EPROM (5 voll) & & 10.45 & \(5 / 9.90\) & \(10 / 9.50\) \\
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MODEL NO \\ DESCRIPTION
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MODEL NO DESCRIPTION
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\hline \[
\begin{aligned}
& \text { ITEM } \\
& \text { NO. }
\end{aligned}
\] & USED IN
KIT NO. & PRI. WINDING TAPS & \multicolumn{3}{|c|}{SECONDARY WINDING OUTPUTS} & \[
\begin{gathered}
\text { SIZE } \\
\mathrm{W} \times \mathrm{D} \times \mathrm{H}
\end{gathered}
\] & \[
\begin{aligned}
& \text { UNIT } \\
& \text { PRICE } \\
& \hline
\end{aligned}
\] \\
\hline \(\mathrm{T}_{1}\) & 1 & OV, 110V, 120V & \(2 \times 7.5 \mathrm{~A}\) & \(2 \times 2.5 \mathrm{~A}\) & & \(33 / 4{ }^{\prime \prime} \times 3{ }^{3} /{ }^{\prime \prime} \times 31 /{ }^{\prime \prime}\) & 21.95 \\
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\hline
\end{tabular}

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\end{tabular}

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\author{
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\hline \multicolumn{2}{|r|}{\[
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& \text { STARTERS }
\end{aligned}
\]} \\
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Retail & \$525.00 \\
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2.5 MHz Z.80 CPU with serial \& parallel I/O ports
CPC-30100K Kit .............. \(\$ 299.95\)
CPC-30100A Jade A \& T

SBC-200 - SD Systems
4 MHz Z-80* CPU with serial \& parallel I/O ports CPC-30200K Kit .................... \(\$ 339.95\) CPC-30200A Jade A \& T \(\ldots . . .\). ... \$399.95

CB2 - S.S.M.
2 or 4 MHz switchable \(Z .80^{\circ}\) CPUwith RAM, ROM, \& \(1 / 0\) CPU-30300K Kit .............. \$239.95
CPC-30300A A \& T
\(\$ 299.95\)
2810 Z-80* CPU - Cal Comp Sys \(2 / 4 \mathrm{MHz} 280 \mathrm{~A}^{\circ}\) CPUw/serial I/O port
CPU-30400A \(A \& T\)
\(\$ 275.00\)

\section*{DOUBLE-D - Jade}

Double density controller with the inside track IOD-1200K Kit ...................... . \(\$ 299.95\) IOD-1200A \(8^{\prime \prime}\) A \& T ................. \$389.95 IOD-1205A \(51 / 4 "\) A \& \(T \ldots . . . . . .\). IOD-1200B Bare board . . . . . . . . . . . . \(\$ 65.00\)

DOUBLE DENSITY - Cal Comp Sys
\(5 / 1^{\prime \prime}\) or \(8^{\prime \prime}\) disk controller with free CP/M 2.2 IOD-1300A \(A \& T\)
\(\$ 374.95\)
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Newdouble density controller for both \(8^{\prime \prime}\) \& \(51 / 7^{\prime \prime}\)
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Our new I/O eard with 2 SIOs, 4 CTC's, and 1 PIO IOI-1045K 2 CTC's, 1 SIO, 1 PIO .. \(\$ 199.00\) IOI-1045A A \& T ..................... \$259.00 IOI-1046K 4 CTC's, 2 SIO's, 1 PIO \(\$ 259.00\)
IOI-1046A \(A \& T\)
IOI-1045B Bare board w/ manual ... \$59.96
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I/O-4 - S.S.M.
2 serial I/O ports plus 2 parallel I/O ports
IOI-1010K
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\(\$ 259.95\)
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Crystal controlled S. 100 clock with NiCad backup
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\(\$ 299.95\)

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Extremely versatile extender board with logic probe TSX-180K Kit ............................. \(\$ 56.00\) TSX-180A A\&T \(\ldots \ldots . . . . . . . . . .\).

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Puts problem boards within easy reach
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VIDEO BOARD - Jade
\(64 \times 16\) assembled \& tested S. 100 video board
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IOV-1050K Kit ......................... \(\$ 99.95\)
IOV-1050A A\&T saleprice ....... \$139.95
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\(80 \times 24\) I/O mapped video board with keyboard I/O
IOV-1020K Kit ...................... \(\$ 399.95\)
IOV-1020A Jade A \& \(T \ldots \ldots . .\).

> VB3 - S.S.M.
\(80 \times 24\) or \(80 \times 48\) memory mapped with graphics IOV-1095K Kit, 4 MHz ............. \(\$ 399.95\)
IOV-1095A A \& T, 4 MHz ......... \$464.95
IOV-1096K \(80 \times 48\) upgrade, 4 MHz . \(\$ 89.00\)
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\(\$ 159.95\)
MEM-99510A A \& \(\ddot{T}\)
\(\$ 239.95\)

\section*{PROM-100 - SD Systems}
2708. 27 16, 2732, 2758, \& 2516 EPROM programmer

MEM-99520K Kit ................... \$219.95
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6502 computer with printer, display, \& keyboard
CPK-60165 \(1 K\) AIM ................. \$374.95
CPK-50465 4KAIM ................ \$449.95
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\(\$ 49.95\)
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Special package price
\(\$ 625.00\)
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CPS-30010K Kit ..................... \$369.95
CPS-30010A Jade A \& T ........... \$459.95
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Silent, simple, and on sale - a better motherboard 6 Slot ( \(51 / 4^{\prime \prime} \times 8 \%^{\prime \prime}\) )
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\(\$ 19.95\)
MBS-061K Kit . . . . . . . . . . . . . . . . . . . . . . . . . . \$39.95
MBS-061A A \& T......................... \(\$ 49.95\)
12 Slot (9x" \(\times 88^{\prime \prime}\) )
MBS-121B Bare board
MBS-121K Kit .
\(\$ 29.95\)
MBS 121A A \(T\)....................... . \(\$ 69.95\)
18 Slot ( \(141 / 2^{\prime \prime} \times 88^{\prime \prime}\) )
MBS-181B Bare board . . . . . . . . . . . . . . \(\$ \mathbf{\$ 4 9 . 9 5}\)
MBS-181K Kit ....................... \(\$ 99.95\)
MBS-181A A \& T ...................... \$139.95

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MAINFRAME - Cal Comp Sys
12 slot S. 100 mainframe with 20 amp power supply
ENC-112105 Kit
\(\$ 309.95\)
ENC-112106 A \& T
\(\$ 349.95\)
DISK MAINFRAME - NNC
Dual \(8^{\prime \prime}\) drive cutouts with 8 slot motherboard
ENS-112320 with 30 amp p.s. ..... \(\$ 699.95\)

\section*{Video Monitors}
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High quality. high resolution video monitor
VDM-750900 \(9^{\prime \prime}\) monitor
\(\$ 149.95\)
13" COLOR MONITOR - Zenith
The hi res color you've been promising yourself VDC-201301
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12" GREEN SCREEN - NEC
20 MHz, P3I phosphor video monitor with audio VDM-651200 \(12^{\prime \prime}\) monitor
\(\$ 249.95\)
SUP'R'MOD II - M \& R Assoc
Color or B \& \(W\) TV interface recommended for Apple IOR-5050A A \& \(T\)
\(\$ 29.95\)

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peripherals, and software. All you have to do is ask for it. Just circle our inquiry number on the reader service card in the rear of this magazine and we will send you the best. It's free and it's easy.

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16K MEMORY UPGRADE
Add IGK of RAM to your TRS-80. Apple, or Exidy MEX-16100K TRS-80 kit ............. \$39.95
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\(51 / 10\) disk drive with controller for your Apple
MSM-12310C with controller ...... \$475.00
MSM-123101 w/out controller ...... \(\$ 375.00\)
\(8^{\prime \prime}\) DRIVES for APPLE
Complete kit with controller, DOS, and two \(8^{\prime \prime}\) driues
Special package price
\(\$ 1475.00\)

> AIO - S.S.M.

Parallel \& serial interface for your Apple 1OI-2050K Kit \(\$ 159.00\) IOI-2050A \(A \& T\) \(\$ 199.00\)

\section*{PRINTER INTERFACE - Cal Comp} Sys
Centronics type I/Ocard w/ firmware
IOI-2041A \(A \& T \ldots \ldots . . . . . . . . .\).
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XME-3100 Without timer
\(\$ 69.95\)
XME-3101 With timer ................. \(\$ 94.50\)
L.S. Engineering UV eraser for up to 48 EPROMs

XME-3200 A \& T

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\(J A D E^{\prime} s\) new dual disk sub-assemblies include: Handsome metal cabinet with proportionally balanced air flow system, rugged dual drive power supply, cooling fan, cable kit, lighted power switch, approved fuse assembly, line cord, Nover. Mar rubber feet, and all necessary hardware to mount 2-8" disk drives - it's all American made, guaranteed for six monthes, and it's in stock!

Dual \(8^{\prime \prime}\) Sub-Assembly Cabinet
END-000421 Cabinet kit
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Highly reliable double density floppy disk drives Shugart 801 R single sided, double density MSF-10801R SA.801R
\(\$ 425.00\)
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\(\$ 395.00\) Special sale price \(\qquad\) 2 for \(\$ 750.00\)
Qume Datatrak 8 double sided, double density MSF-750080 SA-851R compatible .. \(\$ 625.00\) Special sale price ........... 2 for \(\$ 1198.00\)

\section*{JADE DISK PACKAGE}

Double.D controller kit, two \(8^{\prime \prime}\) double density drives CP/M 2.2, cabinet, power supply, \& cables Special package price ............. \(\$ 1395.00\)

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300 baud, auto answer/originate acoustic modem IOM-6200A Special sale price ...... \(\$ 139.00\)

D-CAT 300 baud, direct connect modem IOM-6201A Special sale price ...... \(\$ 179.00\)
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65 cps , bi-directional, letter quality with tractor PRD-55510 with 16 K buffer ...... \(\$ 2595.00\)

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\(9 x N\) dot matrix, letter quality, proportional spacing PRM-15737 Parallel ................. \(\$ 795.00\) With interface for Apple ........... \$895.00

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132 column, \(9 \times 9\) dot matrix, multiple fonts PRM-27080 Save \(\$ 100.00\)........... \$545.00 Interface for Apple
\(\$ 110.00\)
\begin{tabular}{|c|c|}
\hline MICROPROCESSORS & PROMS \\
\hline Z-80 . . . . . . . . . . . . . 10.95 & 2708 450ns ......... 8.85 \\
\hline Z-80A ............ 1285 & 10 for \$89.00 \\
\hline 6502 .............. 11.50 & 2716 12,50 ....... 12.95 \\
\hline 6800 .............. 11.96 & 2716 5v ........... 12.95 \\
\hline 6802 .............. 17.95 & 10 for \$99.00 \\
\hline 6809 .............. 38.95 & 253250 . . . . . . . . . 39.95 \\
\hline 8035 ............. 24.00 & 2732 5v ........... 38.96 \\
\hline 8080A . . . . . . . . . . . . 6.59 & 2758 Sv .......... 18.96 \\
\hline 8085 .... . . . . . . . 15.95 & RAMS \\
\hline 8748 .............. 59,95 & 211022 MHz ...... 125 \\
\hline Z-80 SUPPORT & 21L024 4 MHz .... 1.50 \\
\hline 3881 PlO .......... 9.50 & 2114L 2 MHz ...... 3.75 \\
\hline 3881-4 PIO-4 MKz . 14.50 & 2114LA 4 MHz ..... 3.95 \\
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\hline 3883 STO ......... 29.50 & 4164 64Kxl ..... 175.00 \\
\hline 3884 S1O ........ 49.50 & 52572 MHz ........ 6.75 \\
\hline 6300 & 5257A 4 MHz ...... 7.25 \\
\hline SUPPORT & MK4118 ........... 18.95 \\
\hline 6821P .............. 5.96 & SLPPPORT \\
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\hline 6840P . . . . . . . . . . . . 18.75 & 8214 ............... 4.65 \\
\hline 6850P . . . . . . . . . . . . 4.80 & 8216 ............... 29.95 \\
\hline 6852P . . . . . . . . . . . 5.78 & 8224 ................ 325 \\
\hline 6875L . . . . . . . . . . . . 7.40 & 8224-4 ............ 10.95 \\
\hline 68488P ........... 25.00 & 8226 .............. 3.86 \\
\hline & 8228 ............. 4.95 \\
\hline GENERATORS & 8238 .............. 4.95 \\
\hline MC14411 .......... 10.00 & 8043 . . . . . . . . . . . . . 8.00 \\
\hline 1.843 MHz xtal ..... 4.95 &  \\
\hline UARTS & 8253 ............. 13.85 \\
\hline AY5-1013A ....... 5.25 & 8255 ............. 6.50 \\
\hline AY3-1014A ....... 8.25 & 8257 . . . . . . . . . . . 19.95 \\
\hline TR16028 . . . . . . . . . . 5.25 & 8250 . . . . . . . . . . . . 17.96 \\
\hline TMS6011 ........... 5.85 & 8275 . . . . . . . . . . . 48.96 \\
\hline IM6402 ............ 9.00 & 8279 .......... . . . . 15.95 \\
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Features：Bright 0．3＂＇green disolay．Internal crvstal tima base．\(\pm 0.5\) sec．／aiav accur．Auto．displav brighthass control vellow．Complete－just add switehes and lans． MA 1003 Module ．．．．．．．．．．．．\(\$ 16.95\) MA1023．7＂Low Cost Digitel LED Clock Module 8.95 MA5036．3＂Low Cose Digitem LED Clock／Timer 6.95 MA 1002．5＂LED Displav Dig．Clock \＆Xformer 8.95

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EPROM Erasing Lamp
［HE

Efnes 2708，2716，1702A，52030，5204Q，вRe． Erasas up to 4 chips within 20 minutes
－Special conductive form liner aliminates ontatic build－up －Buile－in safety lock to pre vent UV exposure． －Compact－onlv 7．5／8＂\(\times 2.7 / 8^{\circ \prime} \times 2^{\circ}\)
UVS－11E
\(\$ 79.95\)
Jumbo 6－Digit Clock Kit －Four ． \(630^{\circ} \mathrm{Hx}\) ．ind ewo ． \(300^{\circ \mathrm{h}} \mathrm{ht}\) ． －Uses MM5314 clotk chip
－Switchas for hours，minutes and hold functions －Hours esasily viownile to 30 fest
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- Size： \(6 \mu^{\prime \prime} \times 3.1 / 8^{\prime \prime} \times 1 \mu^{\prime \prime}\)

\＄29．95
6－Digit Clock Kit
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JE701
\(\$ 19.95\)
Regulated Power Supply
Uses LM309K．Hear sink


ADAPTER BOARD －Adapts to JE200－ \(\pm 5 \mathrm{~V}, \pm 9 \mathrm{~V}\) and \(\pm 12 \mathrm{~V}\)

DC／DC converter with +5 V input．Toriodal hi speed switching XFMR．Short circuit protection． PC board construction．Pigpy back to JE 200
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JE205
\(\$ 12.95\)

\section*{MICROPROCESSOR COMPONENTS}
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\section*{DESIGNERS＇SERIES} Blank Desk－Top Electronic Enclosures


Hinh strength epoxy mold ad end pieces in inochat bra wn
finish． Sliding rear／bottom panel for service and component ac．
cessibility． Top／hattam panels． 080 thk alum．Alodine type
finish
（gold tint color）
for best paint adhesion after modiflcation．
Vented top and bottom panels for cooling efficiency． Rinid conspruction provides

CONSTRUCTION：
The＂DTE＂Blank Desk Top Electronic Enclasures are designed to blend and complement today＇s modern computer equipment and can be used in both industrial and home．The end pieces are precision molded with an internal slot（all around）to accept both top and orrome provide maximum righiny to the enclosure．For ease of equipment servicing，the rear ottom panel slides back on doted tracks wite ter of the enclosure rems The molded end piecescan also be painted to match any panel color scheme．


Tha JE610 ASCII Kayboard KIt can be interiaced into most any compulet systam．The kit comess complate
 nentt and doublesided printed wiring board．The
 26 characters，upper and hower chse ASCll set．Fully
 ers．Utilizas a 2376 （ 40 －oin）encoder fsac－only memory etwh．Outpuls directly compatible with TTL／OTL Of
MOS lopic surave．Easv interfacing with． 16 －pin dip or
i
 JE610／DTE－AK tas pictured above）．．．\＄124．95 JE610 Kit \(\begin{gathered}\text { K2．Kay Keybard，PC Board．} \\ \text { Component（no casel．．．．S } \\ 79.95\end{gathered}\) K62 62－Kay Kayboard（Kaybowd only）．．．\＄ 34.95


JE600
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Tha JE 600 Encoder Kivobord Kit providas ewo separats








 K19 ו9－kaykeybome（Kayboard only）．．．．\＄14．95


1. Proven Quality Faclory tested products only,

\section*{2. Guaranteed Satisfaction}
3. Over \(\$ 1,000,000.00\) Inventory 1981 CATALOG AVALLABLE SOON.


IMS STATTC RAMM EOARUS
\begin{tabular}{ccc} 
& 250 ns & 450 ns \\
8 K Static & \(\$ 209.00\) & \(\$ 189.00\) \\
16 S Saitc & \(\$ 449.00\) & \(\$ 39.00\) \\
32K Static & \(\$ 729.00\) & \(\$ 629.00\) \\
\hline
\end{tabular}





Applglexidyaxpando \$49.95 TRS-BO/APPLE \(\$ 49.95\) MEMORY EXPANSION KITS.
4116 's, 16 K ( \(200 / 250 \mathrm{~ns}\).) 8 pCS for \(\$ 49.95\)
Castructions 8
w/instructlons 8 lumpers
Call For Volume Pricing
\begin{tabular}{ll} 
* Speclal: TRS80 Schemalic..... & S 4.95 \\
* Expansion Intertace Schematic & S 4.95 \\
\hline
\end{tabular}
\begin{tabular}{l} 
* Expansion Intertace Schematic. . 54.95 \\
* Expansion Interface Conneclor... 7.95 \\
\hline
\end{tabular}
EXPANDORAM II MEMORY KITS
* Bank Selectable * Uses 4116200 ns.


\begin{tabular}{rrrr}
\begin{tabular}{lll}
\(16 k\) & \(\$ 256.00\) & \(48 K\) \\
\(32 K\) & \(\$ 349.00\) & \(64 K\) \\
\hline
\end{tabular} \\
\hline
\end{tabular}



Z-80/Z-80A/8080 CPU BOARD


\begin{tabular}{|c|}
\hline \multirow[t]{3}{*}{\begin{tabular}{l}
S-100 MOTHERBOARD SPECIAL 8 slot expandable w/9 conn reg S69.95 \\
NOW \$52.95
\end{tabular}} \\
\hline \\
\hline \\
\hline
\end{tabular}


\section*{Send \(\$ 2.00\) for your copy of the mos}




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\section*{\begin{tabular}{l} 
Alisy, 800 \\
Atan 400 \\
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\end{tabular}}

\section*{}

Saly \(15^{\circ} \mathrm{M}\)
Mot 22.1 Mz z

\section*{VERBATIM} DISKETTES \(100 \%\) CERTIFIED ERROR-FREE!
\begin{tabular}{|c|}
\hline  \\
\hline  \\
\hline us \\
\hline  \\
\hline , imon ix foil \\
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\hline
\end{tabular}



This is ABSOLUTELY the LOWEST PRICE EVER for a Hi Speed (300 NS) LO-LO Power 32K RAM.
\(4 K\) by 1 Chips are organized in Selectable Banks.
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* 9 Regulators

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(MINIMUM ORDER \$10.00)
(KIT)

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DIP SWITCHES POS.
\begin{tabular}{|c|c|c|c|c|}
\hline DIP & SWIT & HES & POS.
4
4
5
6
7
8
9
10 & \[
\begin{array}{r}
\text { PRC. } \\
.88 \\
.92 \\
.95 \\
.99 \\
1.05 \\
1.15 \\
1.19
\end{array}
\] \\
\hline &  & & \multicolumn{2}{|l|}{\multirow[t]{10}{*}{AMP - Need we say more? There is a difference in sockets! These aren't the lowest prices you can find. But, if you've been"burned" before by bad connections in your computer, a few pennies for the best is worth it!}} \\
\hline & PC & WW & & \\
\hline 8 & . 10 & . 12 & & \\
\hline 14 & . 13 & . 15 & & \\
\hline 16 & . 16 & . 19 & & \\
\hline 18 & . 18 & . 21 & & \\
\hline 20 & . 22 & . 26 & & \\
\hline 24 & . 32 & . 37 & & \\
\hline 28 & . 34 & . 39 & & \\
\hline 40 & . 45 & . 52 & & \\
\hline \multicolumn{5}{|c|}{\multirow[t]{2}{*}{RESISTORS . 02 ea! (100 PACK) 1/4W}} \\
\hline & & & & \\
\hline 1.0 & 75 & 2.7 K & K 22K & 220K \\
\hline 4.7 & 100 & 3.3 K & K 24K & 330K \\
\hline 6.8 & 150 & 3.9 K & 27K & 470K \\
\hline 10 & 220 & 4.7K & K 33K & 680K \\
\hline 15 & 330 & 6.8 K & K 39K & 1M \\
\hline 22 & 470 & 10K & - 47 K & 1.5 M \\
\hline 27 & 680 & 12K & -68K & 2.2M \\
\hline 33 & 1 K & 15K & 100K & 4.7M \\
\hline 47 & 1.5 K & 18K & 150K & 10M \\
\hline 68 & 2.2K & 20K & & \\
\hline
\end{tabular}

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Packed in 500 Lot Bundles (Length includes \(2^{\prime \prime} \times 1^{\prime \prime}\) Strip) Color-R, Bu, G, Y, Bk, W
\(50 \mathrm{ft} . \$ 1.65-100 \mathrm{ft} . \$ 3.00-500 \mathrm{ft} . \$ 9.50\)
\begin{tabular}{rrr}
\(2.5-3.25\) & \(4.0-3.75\) & \(6.0-4.75\) \\
\(3.0-3.35\) & \(4.5-4.00\) & \(7.0-5.00\) \\
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\end{tabular}

WIRE WRAP TOOL \(\mathbf{\$ 5 . 9 5}\)


6 Amps 125 VAC
7 Amps 30 VDC
dpdt standard toggle
ST21 (ON-NONE-ON)
ST22 (ON-OFF-ON)
ST23 (MOM ON-OFF-MOM ON) ST24 (ON-OFF-MOM ON)
ST25 (ON-NONE-MOM-ON)
ST26 (ON-ON-ON)

HOBEIEST LM323K 5V. 3A.

\begin{tabular}{|c|c|c|}
\hline \multirow[t]{2}{*}{0} & TAB & MOUNT \\
\hline & 7805 & +5V 1A \\
\hline \multirow[t]{2}{*}{4} & 7905 & -5V 1A \\
\hline & 7812 & +12V 1A \\
\hline HEAT
SINKS & 7912 & -12V 1A \\
\hline \(49 ¢\) & & 1.25 \\
\hline \multicolumn{3}{|r|}{\multirow[t]{2}{*}{\begin{tabular}{l}
- GOLD \\
S-100-CONNECTOR
\end{tabular}}} \\
\hline & & \\
\hline
\end{tabular}

\section*{}

SOLDER TAIL
WIRE WRAP

\(\$ 2.50 \quad \$ 3.25\)
\begin{tabular}{|c|c|c|c|}
\hline \multicolumn{4}{|c|}{DIP PLUGS} \\
\hline & PART\# & PINS & PRICE \\
\hline & 08DP & 8 & . 40 \\
\hline GEMMTMMMU & 14DP & 14 & . 55 \\
\hline & 16DP & 16 & . 58 \\
\hline UUVIV & 24DP & 24 & . 95 \\
\hline & 40DP & 40 & 1.50 \\
\hline
\end{tabular}

Socket and Dip Plug priced based on gold not exceeding \(\$ 700\) per ounce.

\section*{CONNECTORS}

DUAL ROW. 100 CARD EDGE \begin{tabular}{l|ll|l} 
PINS & PRICE & PINS & PRICE
\end{tabular}
\begin{tabular}{c|cc|c} 
PINS & PRICE & PINS & PRICE \\
\hline 20 & 2.35 & 20 & 3.35 \\
26 & 3.00 & 26 & 3.80 \\
34 & 3.85 & 34 & 4.65 \\
40 & 4.50 & 40 & 5.50 \\
50 & 5.50 & 50 & 5.90
\end{tabular}

RIBBON - 20 to 34 @ 1.00 ft . \(40 \& 50\) @ 1.30 ft.

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\section*{JUST HOT STUFF}
 than this. Call or write for full spec. sheets.

DISK POWER SUPPLIES
PRIAM-SHUGART-CENTURY - MICROPOLIS \begin{tabular}{|l|l|l|l|l|}
\hline\(+5 \mathrm{~V} @ 9 \mathrm{~A}\) & \(-5 \mathrm{~V} @ .8 \mathrm{~A}\) & \(+24 \mathrm{~V} @ 7 \mathrm{~A}\) & US.384 & 89.00 \\
\hline
\end{tabular} SHUGART - SIEMANS - MPI 5 \({ }^{2}\) +5 V @. 5 A +12V@9A

SHUGART - SIEMANS - CDC 8 \begin{tabular}{|l|l|l|l|l|}
\hline \(75 \mathrm{~V} @ 1 \mathrm{~A}\) & \(-5 \mathrm{~V} @ .5 \mathrm{~A}\) & +24V @ 1.5 A & US-205 & 52.50 \\
\hline
\end{tabular}
 \begin{tabular}{|l|l|l|l|l|}
\hline\(+5 \mathrm{~V} @ 3 \mathrm{~A}\) & \(-5 \mathrm{~V} @ .6 \mathrm{~A}\) & \(+24 \mathrm{~V} @ 5 \mathrm{~A}\) & US .162 & 89.00 \\
\hline
\end{tabular} \begin{tabular}{|l|l|l|l|l|}
\hline\(+5 \mathrm{~V} @ 1.7 \mathrm{~A}\) & \(-5 \mathrm{~V} @ 1.5 \mathrm{~A}\) & +24 V @ 2 A & US. 272 & 69.00 \\
\hline
\end{tabular} \begin{tabular}{|l|l|l|l|l|}
\hline\(+5 \mathrm{~V} @ 2 \mathrm{~A}\) & \(+12 \mathrm{~V} @ .4 \mathrm{~A}\) & \(-12 \mathrm{~V} @ .4 \mathrm{~A}\) & US.HTAA & 37.50 \\
\hline
\end{tabular}

TELEVIDEO 912C
SOROC IO120-\$675.00 Televideo 912C- 665.00 ADDS R-25 - 710.00 Also have S LOC, SOROC, HAZELTINE, etc. What we don't have is room on this page. Call Toll Free 800 number for prices.


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\section*{\(\$ 499.00\)}

Look closely at the photo and see other adds in this rag at \$995.00. Perfect units, warranteed. Only 500 pcs. Same story, manufacturerer had too many.

S-100 CARD EXTENDER
\$12.50
(Gold Contacts)
As long as there is a price war, we will fight your battle. Compare at your local Dept store and buy U\$ MICRO

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\begin{tabular}{|c|c|c|}
\hline 5\%" & SOFT & \$2.65 ea. \\
\hline 5\%" & HARD 10 & 2.65 ea. \\
\hline 5\%" & HARD 16 & 2.65 ea. \\
\hline \(8{ }^{\prime \prime}\) & SOFT 10 & 3.25 ea. \\
\hline \(8{ }^{\prime \prime}\) & SOFT 2 D & 3.85 ea. \\
\hline \(8{ }^{\prime \prime}\) & SOFT 2DDS & 5.00 ea. \\
\hline
\end{tabular}

SPECIAL OF THE QUARTER

\section*{S1-MOD (KIT)}


Complete s-100 12 Slot Computer. Ample system power with regulated power for drives. Excellent for Subsystem or Hobby use.
4 hours to build. ( 6 conn. incl., less fans)

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\section*{\$995.00}

If this looks like a Lobo Drive System, don't be fooled. Just because it ooks like one, works like one, smells like one and tastes like one (?) doesn't mean it has to cost like one!

\section*{EXPANDABLE RAM}
*SPECIAL*SPECIAL*SPECIAL*
This is the best all around 64 K board you can buy. If after you see it, you don't agree return for full refund. Bank Select by extended address lines or 1.0. 40 H .

*\$389.00 A\& T*

\section*{S-100 POWER}
\$79.50
Simple Brute Force S-100 Power Supply \(30 A @+8 V\),
6A @ +16V
6A@-16V
PC Board Design


Z-80 CPU (KIT)

The first time this world popular CPU offered in Kit. 2 serial, 3 parallel, CTC, EProm

2.80 at 4 mhz . Software
buad rate, etc. (less Prom \& cable) \(\$ 212.00\)

\section*{12 SLOT MOTHER}

We have connectors and power supply too. Start your system with quality components. Terminated

CONNECTORS \(\$ 2.50\) ea.

\section*{FANS \$14.95}

These are brand new, in the box fans. Not noisey bearing pullouts.


3-1/8'
Never again at these low prices
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\section*{SPECIALS OF THE MONTH}

\section*{4116s 200 NS}

Expansion 16 K Dynamic RAMs for Apple. TRS-80 S-100 systems. T.I., Mostek Intel, Call for manufacturer.


\section*{DIP-80 \$399.00}

Don't be mislead by this LOW price. This is a rug ged 100\% Duty Cycle
7 by 7 Dot Matrix Printer
Brand new, factory warr.
- RS-232 ADD \$65.00
- TRACTOR FEED ADD \(\$ 70.00\)
\(2114 s\) One of the world's two most popular STATIC
 RAMs. Factory prime tested units. Sold in lots of 8 only.
FUJITSU, HITACHI, etc.
\begin{tabular}{lc} 
TMS-4044 & \(\$ 4.25\) \\
MM-5257 \\
INTEL 2147 & 250 NS
\end{tabular}

The other of the world's most popular STATIC RAMs. This one is 4 K by 1 organization. Don't buy Gold, buy these, the price won't last!
\[
\begin{array}{lr}
2716 s & \$ 13.50 \text { (450 NS) } \\
2708 \mathrm{~s} & \$ 6.95 \text { (450 NS) }
\end{array}
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Remember when 2716 s were \(\$ 50.00\) and hard to get? These units are so beautiful it's hard to part with them. But we will, for a small price. Guaranteed!

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8" 851R \$585.00
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these BRAND NEW current production units. Add \(\$ 10.00\) for Extended 1 Year Warrantee!

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2114-3L \\ 4096 BIT (1024×4) 300ns LOW POWER STATIC RAM
}

\section*{5257-3L}
(TMS 4044) 4096x1 300ns LOW POWER STATIC RAM \(8 /^{5} 50^{00}\) 100 pCs. \(+^{\$} 4^{75}\)

2708
450ns 8 K EPROM

2716
450ns 5 Volt only
16 K EPROM
\({ }^{\text {s }}{ }^{50}\) each \({ }^{\text {s }} 11^{95}\) each or \(8 / 554^{\circ 0}\) or \(10 /^{5} 90^{00}\)

\section*{\(8 /^{5} 32^{00}\)} \(100+{ }^{5} 3^{00}\)

BODBOOP SALE
Static S•100 Memory 32K ECONORAM XX

List Price Our Price
GBT164A16 16K RAM ART \(\quad \$ 3999.00 \quad 5329.00\) \(\begin{array}{llll}\text { GBT164A24 } & \text { 24K RAM A\&T } & \$ 539.00 & \$ 455.00 \\ \text { GBT164A32 } & \text { 32K RAM A\&T } & \$ 699.00 & \$ 569.00\end{array}\) 16K ECONORAM XIV

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GBT143U Unkit
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 \(\begin{array}{lll}\text { GBT144A A\&T } & \$ 399.00 & \$ 349.00\end{array}\)
GBT2D SUB LOGIC UNIVERSAL GRAPHICS

\section*{8085/8088 CPU BOARDS}

Board with 8085 only

GBT161U Unkit \& Tested \(\$ 325.00 \quad \$ 235.00\) GBT161A Assembled \& Tested \(\$ 325.00 \quad \$ 305.00\) BOARD WITH 8085 \& 8088
GBT1612U UnkIt
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INTERFACER I 2 SERIAL I/O
\begin{tabular}{lll} 
& LIST & OUR \\
GBT133U \\
UBTit & PRICE & \(\$ 199.00\) \\
PRICE
\end{tabular} GBT133A A\&T \(\$ 249.00 \quad \$ 219.00\) INTERFACER II 3 PARALLEL 1 SERIAL
GBT 150 U UNKIT GBT 150A A\&T

\section*{SAVE \({ }^{\text {s }}{ }^{23900}\)}


\section*{ECONORAM XA 32K RAM} Order No. GBT129A32
- 4 MHz with \(\mathrm{Z80}\)
- 5 MHz with 8085
- Assembled and Tested
S. 100 Compatible
- Fully Static
- 24 Blt Extended Addressing

TRS-80/APPLE MEMORY EXPANSION KITS 4116's RAMS fom Leading manutacturers (16Kx1 200/250ns)" 8 for \({ }^{s} 29^{\circ 0}\)
ADD \$3.00 FOR PROGRAMMING JUMPERS FOR TRS-80 KEYBOARD
4116's 100 pcs \& UP \(\$ 3.00\) each 1000 pcs \& UP \$2.75 each

\(\$ 35.00\)

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From the power supply through the sturdy chassis, TEI constructs and assembles each mainframe with great care. Every TEI mainframe utilizes a constant voltage transformer (CVT) which delivers clean, regulated power at the proper level, reducing the heat in the computer cards. The output voltage on the transformer remains mately 85 V to 140 V input voltage varying from approxnotice voltage variations or even a brownout it also provides 100 dB noise rejection to protect the computer from voltage spikes and line noise.


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TEIDFDO Desk Cabinet \(\$ 675.00 \$ 599.00\) \(\begin{array}{llll}\text { TEIRFDO Rack Mount } & \mathbf{8 2 0 . 0 0} & 749.00\end{array}\)

Include Money for Shipping on all Mainframes

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ERBOARDS MOTHERBOARDS}

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GBT-153A A\&T6SLOT
GBT-154A A\&T12 SLOT
GBT-154A A\&T12 SLOT
GBT-155A A\&T 20 SLOT
CCS-2810 Z80 CPU
\(2 / 4 \mathrm{MHZ} \mathrm{CPU}\) WISerial I/O
CCS 2810 A \(T\)
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Mimum \(\$ 2.50\). Excess re unded. Just in case... pease include your Dhone no. Prices subject to
-SOCKET and CONNECTO will do our best to maintain prices thru February 1981
-SOCKET and CONNECTOR prices based on GOLD, not exceeding \(\$ 700\) per oz.
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\section*{DISK DRIVES, etc.}

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SHU-SA801R \(\$ 410^{\circ 0}\) 2 OR MORE Capacity
Unformatted Per Disk Per Track IBM Format Per Disk Per Track Transfer Rate Latency (average) Access Time Track to Track Average Setting Time Head Load Time

\section*{\(\$ 395\) ea}

Single Density
\[
\begin{aligned}
& 3.2 \text { megabits } \\
& 41.7 \text { kilobits } \\
& 2.0 \text { megabits } \\
& 26.6 \text { kilobits } \\
& 250 \text { kilobits } / \mathrm{sec} \text {. } \\
& 83 \mathrm{~ms} \\
& 8 \mathrm{~ms} \\
& 260 \mathrm{~ms} \\
& 8 \mathrm{~ms} \\
& 35 \mathrm{~ms}
\end{aligned}
\] 6.4 megabits 83.4 kilobits

MICRQPSLIS
\(\sqrt{35}\) TRACK ADD.ON
FOR THE TRS. 80 SALE \(\$ 279^{\circ \circ}\)

MCP1027M1


MICROPOLIS OVERSTOCK LIST
MDDEL DESCRIPTIDN LIST PRICE S-100 SUB-SYSTEMS
\(\begin{array}{lllll}\text { MCP-1053-4 } & \text { 1.2 MB2 HEADDUAL } & \$ 2605.00 & \$ 1395.00\end{array}\)
MCP-1053-2
MCP-1043-2
\(\begin{array}{llll}M C P-1043-2 & 315 \mathrm{~KB} \text { SINGLE } & \$ 1145.00 & \$ 695.00\end{array}\)
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COMPLETE WIS. 100 CONTROLLER CABLES
MANUALS AND MICROPOLIS MDOS AND BASIC ADD-ON DRIVES
MCP-1033-2 630 KB DUAL \(\quad \$ 1395.00 \quad \$ 895.00\)
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REQUIRES ACCESSORY ADD-ON CABLES TRS. \(80^{\circ}\) DISK DRIVES

MCP-1027-1
MCP-1037-1
MCP-1037-1
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SALE
\(\$ 375.00\)
APP 395M

35 TRACK SINGLE
\(\$ 545.00\) 35 TRACK DUAL 77 TRACK SINGLE

\section*{ACCESSORIES}

NEW DOS/80 TRS-80 35 inru 77 SUPPLIED DN TRACK OPERATING
SYSTEM SYSTEM
PR1-34CEEE-2 Two Drive Data Cable 35 TAACK 77 TRACK \(\$ 149.00 \quad \$ 159.00\)

S29.95
\(\$ 39.95\)

IEEE S. 100 CAMPATABLE SINGLE/DOUBLE DENSITY

\section*{SINGLE/DOUBLE HEADED \\  \\ Verbatim}
\begin{tabular}{lll} 
Sectoring & Application & Box of 10 \\
Soft Sector & TRS-80 Apple & S29.95 \\
Hard 10 Sector & North Star & \(\$ 29.95\) \\
Hard 16 Sector & Micropolis & \(\$ 29.95\) \\
Solt Sector & 77 Track Cert & \(\$ 48.00\) \\
Hard 16 Seclor & 77 Track Cert & \(\$ 48.00\) \\
Hard Sector & Shugart 801R & \(\$ 37.00\) \\
Soft Sector & IBM 3740 & S37.00
\end{tabular}
1.7 megabyles
10.0 megabytes 12,000 bytes

Capacity
Formatted
Track Capacity
Cylinder Capacity
Recording Characteristics
Recording Surfaces
Heads per Surface
Usable Tracks per Surface
Track Density (per inch)
LIST SALE \(\begin{array}{lr}\text { PRICE } & \text { PRICE } \\ \$ 3695.00 & \$ 2995.00\end{array}\)
\begin{tabular}{lrr} 
& PRICE & PRICE \\
THTM10S 10MB 8' & \(\$ 3695.00\) & \(\$ 2995.00\)
\end{tabular}

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10MB 8" HARD DISK DRIVE \& S100 CONTROLLER WITH CP/M 2.2

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\section*{Thinker \\ Toys}

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For example, most \(51 / 4\)-inch floppy disks cut costs by using a cheap, less accurate plastic cam or cam follower to position the read/write head. Most 8 -inch hoppy disks use a better approach, with a rolled steel lead screw for this function.


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FOR SALE: Heath H•11A: 32 K bytes, assembled, serial and parallel interfaces, high-speed paper-tape punch reader, and extended arithmetic chip. Everything for \$1600. Chris Martin, 604 S Remington, Angleton TX 77515, (713) \(424 \cdot 1900\) evenings.

FOR SALE: KIM-SI board; \(\mathbf{\$ 1 7 5 , ~ 8 ~ K ~ p r o g r a m m a b l e ~}\) memory; \(\mathbf{5 1 2 5 ,}\) CRT controller board TH3216 (32 by 16): \$175. All working, Canadian funds, postage paid in Canada. Will sell to first arrived. Dents Beauregard, 2425 rue-Saint-Antoine, Lachine Quebec, H8S IV9 Canada.

FOR SALE: SwTPC 6800 with 36 K programmable memory, MF-68 dual minifloppy, PR. 40 printer, four parallel and one serial \(/ / O\) ports. Price negotiable. Ken Staton, POB 10490, Stanford CA 94305, (415) 329.9888.

FOR SALE: Three S-100 8 K static memory boards. They have been in use for over one year without a memory er ror. Two are Godbout and one is a Processor Tech BKRA. \(\$ 125\) each of \(\$ 325\) for all three. Jerry Bass, 2326 Platt Dr, Martinez CA 94553, (415) 445-2435.

FOR TRADE: Diablo Hytype I multistrike ribbons (recycled, 37 ea) and new 8 -inch fioppy disks. Will trade one for one for 5 -inch floppy disks. Prefer BASF, DYSAN, or Scotch (no Verbatim). Paul Holliday, 4807 Arlene St, San Diego CA 92117

FOR SALE: Polymorphic Systems 8813. An S-100, 8080A-based system with keyboard, 9 -inch monitor, and dual single-sided drives. Confidence package and Wordmaster text editor included. John D Flynn, POB 563, East Longmeadow MA 01028, (413) 525-3981.

FOR SALE: BPI Business General Ledger Package for Commodore PET. Original, complete with manual and instruction booklet. Robert O Williams, 9949 Hawley Rd, El Cajon CA 92021, (714)561-4397.

FOR SALE: Two WHA-11.16 16 K by 16 -bit memory boards for H-11A or LSI-11. Perfect working condition; making room for disk controller. \(\$ 350\) each. G W Schreyer, 412 N Maria, Redondo Beach CA 90277, (213) 376.9348.

FOR SALE: BYTE 1 thru December 1978. Also, extra copy of 1 . PerSc! 1070 disk controller and INFO 2000 S. 100 adapter card. Best offers. Scott Crumpion, 233 Space Sciences Research Bldg, University of Florida, Gaine sville FL 32611.

FOR SALE: Anderson Jacobson AJ 841 I/O printer* terminal. IBM Selectric mechanism. \(130 \mathrm{ch} / \mathrm{line}\). New. Plus, Apple parallel-printer interface card. \(\$ 750\). Virginia Stern, 215 E 11 St, New York NY 10003, (212) 477-6634.

WANTED: I am interested in contacting computerists who are doing advanced forecasting on both stock and commodity markets. I refired early and have done very well in speculation through system approach. Ted Broder, POB 407, Flushing NY 11363.

FOR SALE: Hazeltine 1500 terminal. Brand new and unused. Unopened in original carton. \(\$ 1000\) plus shipping. Bill Leeson, 1546 Becklow Ave, Baltimore MD 21220, (301) 574-4797 evenings, (301) 628-4173 days.

FOR SALE: High-speed paper-tape punch. 120 character/second Tally Model P-120A. Includes manual and Whiteford Laboratory Model P1-12A paper-tape winder. \(\$ 150\) for everything. Richard A Libby, 505 Cascade, Richland WA 99352, (509) 946-7341.

FOR SALE: A reliable S-100 computer in a solid oak cabinet. Partial component list of the computer is: \(\mathbf{Z 8 0}\) processor ( 2 MHz ), 52 K programmable memory, 8 K erasable-programmable read-only memory, PerSci floppy disk and controller, cassette and PPT I/O, video display, Memory Map Video, Dazzler, 40 -column printer, and much more. Extensive software library and documentation included. All for \(\$ 4200\). Write for detailed description. Robert Alkire, 220 E Hellman Ave, Monterey Park CA 91754.

\section*{Digital Harmony}

\section*{by John Whitney}

BYTE BOOKS is pleased to offer DIGITAL HARMONY a major new work by John Whitney, a pioneer of the special effects technology used in STAR WARS and 2001: A SPACE ODYSSEY. His book explores the special union of music and computer graphics, and expands the frontier between sight and sound, synthesizing the two to create a new art form. Whitney tells how it's done, provides a thorough theoretical background, and includes listings and programs for those interested in joining in the discovery of this new art form. DIGITAL HARMONY lays the foundation for audio-visual art made possible by microcomputers. It is must reading for all art, music and home computer enthusiasts.
Illustrated in Color.



FOR SALE: Dr. Dobo's Reference Journal, Vol I, 510 . Basic Computer Games by Dave Ahl, 56 . Basic Software Library, R W Brown, Vol \(\$ \$ 15\). Scelbl's three volumes: 8080 Editor, Assembler, and Monitor with hexadeclmal and octal listings and full discussion of programs and thelr use, \$15. Add \(\$ 1\) shipplng for each book or take all for \(\$ 45\) postpald. R Mendelson, 27 Somerset PI, Murray Hill N」 07974.

FOR SALE: Centronics 101A 165 cps printer. \(\$ 400\). Parallel interface. Logic board \(\# 2\) needs repair or replacement. Bill Webb, 180 Winard Ave, Sellersville PA 18960, (215) 257.1161.

FOR SALE: 32 K Exidy Sorcerer computer; \$685. SD VRB024 video board; \(\$ 295\). S. 100 mainframe, 28 A power supply: \$245. SSM VB1B video board; \$100. Hank, 1714) 245-5054 weakends or evenings after 9 PM.

FOR SALE: Rockwell AIM-65: 4 K programmable memory, BASIC and Assembler read-only memories. Power supply and case. One-year-old; 5550 . Greg Crandall, (213) 991-7871.

FOR SALE: IMSAI B080A mainframe, fully loaded with North Star 280 processor and MDS single-density minifloppy. 44 K of programmable memory. Cromemco TV-Dazzer color graphics. Processor Tech VDM-1 video board and \(3 \mathrm{P}+\mathrm{S}\) UO board. All documentation and over thirty disks of software. Working well for over three years. Best offer over \(\$ 2500\) takes it . Will not unbundle. Tom Gantner, 233 Woodbourne Dr, St Louis MO 63105.

FOR SALE: Compucolor II: Model 5 ( 32 K programmable memory), 117 -key keyboard, two dlsk drives, Soundware audio. game paddies, programming manual. maintenance manual, and more than \(\$ 500\) In software. Many games and utilities. Everything In excellent condtlon. Pete Pacione, 2952 N Meade, Chicago IL 60634, (312) 889-2674.

NEEDED: I want to know Loglan. I want learning alds, Loglan pen pals, or address of the Loglan Institute. Bob Peterson, Apt 1203, 525 E Semoran Bivd, Fern Park FL 32730.

FOR SALE: Jada Big Z Z8OA processor for S. 100 bus. Fully assembled; will sell for \(\$ 110\). Doug Kelley, 3312 Mae Dr, Warren OH 44481, (216) 824-3113.

FOR SALE: Printer: 165 cps , excellent condition, varlable character size, double-width characters, graphics can be added, same mechanism as the IDS printers; 5399 . S Levine, 1802 Melville St, Ocean NJ 07712, (201) 531-8305 after 6 PM.

WANTED: 6502 macro cross assembler program that runs on 6800 or 6809 machines. Must have good documentation. J L Peterson, 7150 N Terra Vista 7704. Peoria IL 61614.

FOR SALE: IBM Selectric II (Micro Computer Devices, Selecterm, system 9710) interfaced for the SOL-20. This Selectric is loaded with all the options. It has tractor feed, dual pltch, \(1 / 2\) backspace, self-correction, and soft ware for a North Star drive. Best offer. Joe Lancaster, 1931 Cedar Ridge Dr \(\% 18\), Stockton CA 95207, (209) 957.7018 .

FOR SALE: Intersil IM-6101 programmable interface ele ment. Compatible with the IM-6100 microcomputer, the PIE provides control signals to peripheral devices for eading or writing on the DX bus by activating the write and read control lines with inputloutput transfer instruc. tions. Excellent lika-new condition. Asking \(\$ 1500\). Glenn Cardinal, (914) 471-9500.

FOR SALE OR TRADE: IMSAI single-board 8048 EROM computer (kit) for \$395, cost \$499; IMSAI 3 A, 5 V power supply for 8048 single-board computer (never used) for 575, cost \$99; IMSAl programmable memory (kit form) for \(\$ 110\), cost \(\$ 149\); or will trade for a video terminal. George Kimble, 203 Eleventh St. Genoa OH 43430, (419) \(855-7743\) days, (419) 855-4082 evenings.

WANTED: Would like to exchange TRS-80 newsletters with other user groups. I want to exchange the data on disks so I will not need to rekey info. If you know of a group that does newsletters exchange on dlsk, please let me have their mailing address so I can contact them. Also, give them my address so they can contact me. 580 userNEWSLETTER. POB 28355, Columbus OH 43228.

FOR SALE: Apple \(11+(48 \mathrm{~K})\), DOS 3.3, disk with controller, all manuals, Sanyo B \& G 12 -Inch monitor, Vldex 80 -column board, Hayes micromodem. Qume 5/45 printer, serlail/F card, RF modulator, Easy Writer professional word processing system. Apple Dow Jones Evaluator, Data Capture software. All purchased new on \(11 / 7180\). \(\$ 6000\) op best offer. Whitley Strleber, 300 E 75th St, New York NY 10021, (212) 744.5603.

FOR SALE: HP-67 calculator with standard pack, math pack, manuals, soft leather and plastic cases, and security cradle. All in excellent conditlon. Best offer. Mark Bellon, 20 Elliot Ave, Centereach NY 11720, (516) 585-5530.

FOR SALE: Commodore PET with 24 K byies of mamory. library of purchased programs, and vinyl cover. \(\$ 595\). Richard Wiesenthal, 145 Central Park W. New York NY 10023. (212) 874.0490.

FOR SALE: Used Texas instruments Silent 700 portable terminal, Model 745. Purchase price last year was \(\$ 1600\). Avallable now for 5900 . A G Fromuth, (603) 625-2932.

FOR SALE OR TRADE: Digital Group 280 computer (26 K), dual Phl-Decks, Printer B, extra 10 board, lots of sottware (including Manuscriptor by MicroWorks and Sargon); \(\$ 1500\) or will trade for Apple. Mark Weber, 6515 Wydown, Box 3812, Clayton MO 63105, (314) 863-7026.


BYTE's Ongoing Monitor Box

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\section*{Article}

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FOR SALE: TRS-80: 16 K, Level II with numerlc keypad. 5550. Heath H. 14 printer, 110 thru 9600 bps. Adjustable pin feed. TRS-232 interface for connection to TRS-80 without expansion interface. Both for \(\$ 550\). Tony Greaves, 1370 Niagara Falls Blvd, Tonawanda NY 14150 . (716) 838-4957.

FOR SALE: TEL.IT message and Inventory computer system. Z8O-based terminal with 18 -character readout (no CRT). Bullt•in R/W tape, real-time clock. Will interface to printer. Cost \(\$ 900\); asking \(\$ 500\). Bob Loveless, (714) 689.7800 .

FOR SALE: IBM 1980 Buffered Terminal (Model 9) and IBM 7441 Control Unit. Used less than one year by credit company. In perfect working order; terminal has Selectric-type ball and could be converted into printer. Has transmit and recelve abillties compatible with Bell Systems. 5600 plus shipping. Doug Arnold, Rte \(\% 1\), Box 278, Hanceville AL 35077, (205) 734-0390 work.

FOR SALE OR SWAP: TI.59, reconditioned and fully operatlonal with Master Library Module. No case or manuals. Will sell for \(\$ 100\) or swap for functlonal PC. 100C printer. Robin Haynes, 352A Wastington Rd, West Point NY 10996.

FOR SALE: Brand-naw Heath H-B microcomputer with 4 K memory board, serial/cassette interface, BASIC lape, all assembly and operating manuals. Fully assembled and tested. Total value \(\$ 614\) (assembled) or \(\$ 489\) (kit); you get them assembled for only 5275 , and I pay shipping. Robert James, 12010 Cabana Ln, Austin TX 78759, (512) 837-4749.

FOR SALE: Intel System 80/10 computer with 19 -inch chassls, SBC-635 power supply, fans, four-slot card cage, SBC-80/10 (single-board computer), SBC-016(16 K programmable memory), SBC-416 (16 K programmable read-only memory). SBC. 108 ( 8 K programmable memory, 4 K programmable read-only memory, six parallel, one serial ports). Also, have extra four -slot card cage with SBC-416, SBC-104 (like 108 but 4 K programmable memory). MCS-80 (SBC card unpopulated). Twenty-six 2708 erasable-programmable read-only memories included. Will sell for about 25\% of list price or swap for S. 100 bus system. John Gill, Rte 5, Box 370 Blountville TN 37617. (615) 323-2453.

\section*{November BOMB Results}

Steve Ciarcia found the mark with "Home in on the Range: An Ultrasonic Ranging System' (page 32), which came in first in the voting. Steve receives the \(\$ 100\) first-place prize.

Second place was won by one of the articles on the issue theme of highresolution graphics, "Micrograph, Part 1: Developing an Instruction Set for a RasterScan Display," by E Grady Booch (page 64). He gets the \(\$ 50\) second-place prize.

Graphics-theme articles also captured the next two positions: "A Simplified Theory of Video Graphics, Part 1" by Allen Watson III (page 180) placed third, and "The Future of Computer Graphics" by Bruce Eric Brown and Stephen Levine (page 22) took fourth.

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