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: the small systems jounnal


## Powerful.



## 68000-Powered for tomorrow

Once again you get a big stride forward with Cromemco. This time it's our new DPU Dual Processor Unit. It gives enormous power to Cromemco computer systems such as our System One shown here.

## Compares with mainframes

With the new DPU you get the almost unbelievably powerful 68000 processor and its 32 -bit data-handling capabilities combined with its $\mathbf{1 6}$ Megabyte address space.

In other words with the System One/DPU combination you get a small machine that's the equal of superminis and mainframes in some areas.

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The dual part of the DPU refers to its on-board 2-80A processor. With this you have access to existing $\mathrm{CP} / \mathrm{M}^{*}$ software.

But besides being compatible with this wealth of existing 8 -bit software, the System One/DPU has available a whole family of new 68000 system software. This includes a wide range of high-level software such as our 68000 Assembler, FORTRAN 77, Pascal, BASIC, COBOL, and C.

Beyond all this there's a version for the 68000 of our widely admired CROMIX $\dagger$ Operating System. It's like UNIX $\ddagger$ but has even more features and gives multi-tasking and multi-user capability. In fact, one or more users can run on the 2-80A processor while others are running on the 68000 . Switching between the Z-80A and 68000 is automatically controlled.

The System One itself is a bus-oriented machine that has options for color graphics, for 390 K or 780 K of floppy storage, a 5 MB hard disk option, communications capability, and multi-processor capability using our $\mathrm{I} / \mathrm{O}$ processor card.

# Powerful new micro. Powerful software. 



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with languages like FORTRAN, $C$, COBOL, ASSEMBLER, LISP, BASIC and others. There is also a wide choice from independent vendors.

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The microcomputer industry is still moving along at a good clip. New̄ ānd improved products proliferate and the battle for shelf space and consumers' cash is as heated as ever. This month we feature several of the latest offerings and look ahead at the shape of things to come. Showcased in "out cover. photo, by Paul Avis, are three such items: the Compaq computer, a portable unit that boasts complete compatibility with the IBM Personal Computer; the HERO-I Robot from Heath Co., an educational device that demonstrates prini- ${ }^{2}$ ciples of automation and robotics; and the Epson OX-IO/Valdocs System, a machine noteworthy for the way in which its software and hardware are integrated (for a product description see September 1982 BYTE, page 54). Chris Morgan describes "IBM's 'Secret' Computer: the 9000," Billy Garrett reviews "The Timex/Sinclair 1000," Timothy Stryker disclusses "The Next Generatiôn off Microprocessor," and Greggory S. Blundell looks at "Personal Computers in the Eighties." Gregg Williams reports on his recent trip to the Personal Com- ' puter World Show in London in "Microcomputing, British Style." Philip A. Schrodt gives us a first-person report of the U.S. Festival, a high-tech rock concert, in "Meet You at the Fair." Steve Ciarcia concludes his three-part article "Build the Circuit Cellar MPX-16 Computer System." Plus we have our regular features and reviews.

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The system builder's best choice for color graphics is a CS5000 color system from SCION. Its basic component is MicroAngelos, the single board graphics display computer that has revolutionized monochrome display capability with low cost $512 \times 480$ pixel graphics resolution and 40 line by 85 character text capacity. When MicroAngelo boards are combined, they create high resolution color graphics that have a unique advantage. The displayed image is a combination of transparencies. So you can add, modify or delete images by transparency rather than as an entire image. SCION's Series CS5000 builds an image with up to 8 bit planes, each generated by a MicroAngelo board. You select the assignment of those bit planes to transparencies. Each transparency can display $2^{n}-1$ colors where $n$ is the number of bit planes it uses... 2 bit planes would make a three color transparency, 8 bit planes would make a 255 color transparency. Onceeach transparency has been defined, your host can work with it independently, generating and modifying its graphics and text without interacting with the others. The independent transparencies are combined by the Color Mixer board which also assigns one of 16.8 million possible colors to each color of each transparency.

Your computer talks to the SCION Color System in SCREENWARE ${ }^{\text {w, }}$ SCION's high level display firmware language. SCREENWARE commands are used by the computer in each MicroAngelo bit plane to generate graphics and text primitives. User interface is made simple with prompted sys-temset-upusingSCION's ColorPak.
MicroAngelo based color graphics systems are easy to use. Just plug the boards into your Multibus or 5-100 host. Or use the freestanding work station configuration with its RS-232 interface. In each case, you get high resolution color graphics for such a low price you can't afford to design your own.
Think SCION for your graphics display needs. Think MicroAngelo. Call us at (703) 476-6100.
System shown is a Model CS5050S

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## if the image is important.



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# New Hardware 

## by Chris Morgan, Editor in Chief

The January issue of BYTE has traditionally been our showcase for new microcomputer hardware because it follows on the heels of the November COMDEX show and the scores of fall product announcements. This month is no exception-you'll find a wealth of the latest items herein.

The industry's new product fever rages on, spurred by record growth in sales and profits. Apple, Tandy, and Commodore, the three biggest names in our business, posted fiscal 1982 sales increases of 75 percent, 70 percent, and 63 percent, respectively-all in the midst of a recession. Equally encouraging are the many product introductions coming from companies new to the computer market. The Compaq from Compaq Computer Corporation, Houston, Texas, is featured in our cover photo this month (for story see page 30). Along with it on the cover are the Heath HERO-1 microcomputer-controlled robot (see page 86) and the Epson QX-10/Valdocs System, which was described by Senior Editor Gregg Williams in the September 1982 BYTE (page 54).


Photo 1: The Compaq, a portable IBM look-alike from Compaq Computer Corp.

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## Editorlal

## The Compaq

Take the IBM Personal Computer and the Osborne 1, put them in an inertia bonding machine, flip the switch, and you have the Compaq computer. At least, that was my first impression when I saw the machine this past summer.
The Compaq was designed to be totally compatible with the IBM Personal Computer. It accepts all the peripheral boards for the IBM, and it was able to run every piece of IBM software we tried in it. It costs less than a comparably equipped IBM Personal Computer ( $\$ 2995$ for the 128 K -byte system with one double-density drive, versus $\$ 3735$ for a similarly equipped IBM PC). And at 28 pounds, the Compaq is definitely transportable. Combining the monochrome and color graphics boards onto one board is another good idea used in the Compaq. The machine's designers deserve straight As for their efforts.

The Compaq will undoubtedly give IBM much to think about. In fact, a spate of IBM look-alikes will soon descend on the marketplace, most likely forcing IBM to restructure its pricing schedules.

## Epson's QX-10

First described by Gregg Williams in his September article, the QX-10 is, at first glance, not a revolutionary machine. Yet in many subtle ways it is. On the surface, its specs are not spectacular: 8 bits, CP/M, two $51 / 4$-inch floppy-disk drives, and a monochrome monitor. But the real power of the machine lies in its careful integration of software and hardware. The software was designed with the hardware in mind and vice versa.

To use an overly familiar phrase, the QX-10 is userfriendly. For example, the Valdocs (for "valuable documents") software system lets you work with characters, numbers, graphics, and time (in the form of an electronic


Photo 2: The Epson QX-10/Valdocs System.

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The cost: $\$ 1200^{*}$ for the 2213. $\$ 1450^{*}$ for the dual time base 2215. You can order, or obtain more information, through the Tektronix National Marketing Center, where technical personnel can answer your questions and expedite delivery. Your direct order includes
probes, operating manuals, 15day return policy and full Tektronix warranty.

For quantity purchases, please contact your local Tektronix sales representative.

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[^1]datebook and event scheduler). The keyboard, patterned after Epson's proposed keyboard standard (see "An Introduction to the Human Applications Standard Computer Interface" by Chris Rutkowski, Part 1, October 1982 BYTE, page 291 and Part 2, November 1982 BYTE, page 379) allows even naive users to work with the Valdocs system quickly and easily.

Such products reflect a growing concern for the user, a recognition that the old standards for hardware and software performance are no longer good enough. We need better-quality products, more attention to details, betterwritten manuals, and state-of-the-art features. Fortunately, the industry is listening.

## Commodore 64 Guide

We just saw the Commodore 64 Programmer's Reference Guide (published by Commodore Business

Machines Inc. and Howard W. Sams and Co. Inc.). The book explains the workings of the Commodore 64, a machine we didn't fully appreciate until now. The Commodore 64 gives you a lot for its $\$ 599$ suggested list price: 64 K bytes of RAM, another 28 K bytes of ROM (most of the top 32 K bytes of memory can switch among various combinations of RAM and ROM), two text modes (monochrome and four-colored text), two high-resolution modes ( 320 by 200 pixels in monochrome and 160 by 200 in four-color mode), eight sprites (easily movable, colored, user-defined shapes), and a sophisticated threevoice sound synthesizer. In addition, you can mix graphics and text modes, display up to 24 rows of 64 characters each, and do smooth scrolling of video images (as on the Atari 400 and 800 computers). The machine is far from perfect, but it is, in its own way, as sophisticated as the state-of-the-art Atari machines. Look for a review of the Commodore 64 in an upcoming issue of BYTE.

## Articles Pollcy

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## Oscllloscope Program Extended

Larry Korba's article "Turn Your Apple II into a Storage Oscilloscope" has many applications besides the one discussed. (See the September 1982 BYTE, page 520.) Looked at from a more general viewpoint, his program will $\log$ analog data at regularly spaced intervals. The display portion may or may not be important to a particular data-logging operation, but data-logging techniques have many applications.

The purpose of this letter is to remove one of the limitations of the program. In his program, the time between samples is limited to a maximum of 50 milliseconds ( ms ) corresponding to a sweep time of $1000 \mathrm{~ms} /$ division. The sample interval can easily be extended to periods as long as two hours, allowing data to be logged over a period of days or weeks.

The following modifications are required. The T1 timer on the 6522 register is set up to run in its free-running mode, toggling pin PB7. The T2 timer/counter is set up to count pulses. Both of these modifications are accomplished by loading the ACR with OEO hexadecimal on lines 174 and 175 of Korba's listing 1b. Next, pin PB7 is connected to pin PB6. Now, T2 is counting pulses from T1. The time $T$ between interrupts from T2 is:

$$
T=2(N 1+2)(N 2+1) T_{c}
$$

where N1 is the 16 -bit number in the T1 timer and N2 is the 16 -bit number in the T2 timer. (For further information, see Marvin L. De Jong, Apple II Assembly Language. Indianapolis, IN: Howard W. Sams \& Co., 1982.) $T_{C}$ is the clock frequency and is approximately 0.97779 microseconds, not 1 microsecond. Of course, the IER should be loaded with OAO hexadecimal rather than $O C O$ hexadecimal (lines 180 and 181 in listing 1b), and another ASL A instruction should follow the ASL A instruction on line 76 of listing 1b.

A short sequence of BASIC instructions will convert the desired time $T$ between samples into $N 1$ and $N 2$, which you can then POKE into the appropriate 6522 registers. It is probably useful to start with $N=0$ for short sample intervals and increase $N 2$ as necessary to achieve the desired sample interval.

For example, with N1 = 60898 and
$N 2=60455$ a sampling interval of two hours is obtained. You could collect data over a period of 20 days at this rate.
Again, the modifications are simple and the versatility of the program is increased if, in effect, the timers on the 6522 are combined to provide a 32 -bit timer rather than a 16 -bit timer.

Marvin L. De Jong, Professor<br>Department of Mathematics-Physics<br>The School of the Ozarks<br>Point Lookout, MO 65726

## No Shortage of Multluser Unix Systems

In the BYTELINES section of the August 1982 BYTE, a brief editorial was presented concerning the apparent shortage of actual shipments of Unix-based multiuser microcomputer systems. (See "Unix Where Art Thou," page 448.)

Codata Systems Corporation has been shipping Unix-based multiuser systems for more than a year. These systems operate under Unisis, our variant of Unix version 7, and provide users with all of the benefits of this powerful operating system.

Codata was the first to offer a micro-computer-based Unix on the M68000; the first to offer APL under Unix; and more recently the first to offer a microcomputer version of BASIC compatible with Digital Equipment Corporation's powerful XBASIC-Plus.

Inasmuch as Codata has more than 500 multiuser Unix systems in the field, and is increasing that number by 50 per month, it was distressing to read that article.

Beau Vrolyk, Vice President, Marketing Codata Systems Corp.<br>285 North Wolfe Rd.<br>Sunnyvale, CA 94086

## Pascal Defended

Some computer hobbyists may, like Mr. Pournelle, be disappointed by some Pascal compilers and by the limitations of one or two of the hundreds of texts available on the subject. (See "Letters, Pascal, CB/80, and Cardfile," September 1982 BYTE, page 318.) Professional programmers, however, will rightly perceive these as superficial grounds for evaluating a computer language. They will more likely
be interested in the strong points of Pascal: its emphasis upon structured techniques, its strong data typing, the flexibility of its user-defined data structures, and the mathematical elegance of its grammar (as reflected in the Backus-Naur formulation).

As one such professional, Pascal enables me to create, very quickly, highly reliable and extraordinarily complex programs for the real-time control of precision automatic machinery.

Pascal is not the end-all of computer languages (being somewhat deficient in string processing and file handling), yet it can prove a most useful tool for anyone who takes the trouble to understand its strengths. But only a fool would attempt to master Pascal in an afternoon.

Dr. Gerald Hull
RD 1, Box 85
Little Meadows, PA 18830

## BYTE Scoops Others

Although I spend $\$ 300$ per year for IEEE and ACM journals, it was BYTE that first told me about France's new World Computer Center. Keep up the good work.

## William Randolph Franklin <br> School of Engineering

Electrical, Computer, and Systems
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## Letter of the Law

BYTE readers should be aware of a serious omission in Richard Stern's article regarding legal protection for object code. (See "The Case of the Purloined Object Code, Part 1: The Problems," September 1982 BYTE, page 20.) Mr. Stern proceeds from the premise that the key determination is whether the work in question is embodied in a "copy." He then argues that object code stored in a ROM (read-only memory) may not be a "copy" entitled to copyright protection under the 1976 Copyright Revision Act and under the 1980 amendment to that Act regarding computer software. Mr. Stern states (pages 430-431) that a "copy" is a tangible embodiment of a work from which it can be-as Mr. Stern quotes the statute-


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"perceived . . or otherwise communicated." He then argues that it may not make sense to say that object code can be "perceived" or "communicated" because object code is primarily intended to constitute a list of instructions for a machine, rather than an expression directed toward another human being.

Mr. Stern's quotation left out words critical to the statutory definition as applied to computer programs. According to the Act, "copies" are "material objects, other than phonorecords, in which a work is fixed by any method now known or later developed, and from which the work can be perceived, reproduced, or otherwise communicated, either directly or with the aid of a machine or device." (Emphasis added.)

I believe Mr. Stern's argument, even as stated, is tenuous, in that object code $i s$ intelligible (albeit with difficulty) and clearly conveys information. However, wheri the complete statutory definition of "copy" is considered, his argument is rendered unsupportable. There can be no question that a work in object-code form can be "reproduced" from a ROM "with the aid of a machine or device."

In addition, Mr. Stern fails to note that the 1980 Software Copyright Act specifically defines "computer programs" to include "a set of statements or instructions to be used directly or indirectly in a computer in order to bring about a certain result." By any straightforward interpretation, object code falls within this definition.

Denying copyright protection for object code would, as a practical matter, render useless the protection which even Mr. Stern concedes Congress established for source code. Most programs are distributed in object code, and, even where they are not, copyright would offer meaningless protection if a purchaser of a copy of the source code could make and market multiple copies of the object code for profit without the copyright owner's consent. An interpretation such as that urged by Mr. Stern puts an enormous loophole in the copyright protection provided by Congress. This, in fact, is exactly what was found in the most recent federal appellate decision on this subject (August 2, 1982), William Electronics Inc. v. Artic International Inc., squarely upholding the copyrightability of object code.

Mr . Stern made errors in analysis in the article as well. For example, in characterizing object-code programs as "utilitarian objects," he seems to be confusing infor-
mation with the medium in which the information is stored. Distinguishing the computer programs stored in a ROM from the ROM itself (i.e., the utilitarian object) should be no more difficult than distinguishing what is written in a book from a blank ream of paper.

Ronald Abramson
Fenwick, Stone, Davis \& West
Two Palo Alto Square
Palo Alto, CA 94304

## Solution Doesn't Fit Problem

We'd like to take issue with some comments made in Jerry Pournelle's September BYTE User's Column. He criticizes Pascal compiler systems for their handling of syntax errors. The observations are valid; however, his proposed solution is questionable and fails to address the primary problem.
A Pascal compiler can do a lot to identify and describe mistakes, but syntax correction is extremely difficult and often incorrect. For instance, Mr. Pournelle does not understand why " $=$ " cannot be replaced by " $:=$ " in obvious situations. This simple example illustrates the difficulties that can arise:

| You want: | IF $A=B$ |
| :--- | :--- |
| You type: | IFA $=B$ |
| The compiler corrects as: | IFA $:=B$ |

Many similar problems require complicated heuristics to provide reasonable corrections. The same constraints apply when inserting missing semicolons. Many people do not recognize that semicolons are statement separators, not statement terminators. Statement separators are necessary for multiple-statement lines and multiple-line statements. How many people, for example, are thrilled with FORTRAN's single statement per line restriction?

What can be done if the compiler does not remove such annoyances? Certainly, switching languages is a drastic measure. Pascal is more portable than BASIC (try moving a BASIC program written in one dialect to another BASIC system). Also, BASIC programmers encounter simple syntax errors. The interactive nature of BASIC suggests a strategy.

The approach employed in the UCSD Pascal system offers a solution. When the UCSD Pascal compiler detects an error, it invokes the editor. The location of the error is highlighted, and the diagnostic

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message is displayed. The error is quickly fixed and compiling resumes. This interactive technique is very fast. Syntax checkers or pretty printers can also scan text to locate syntax errors before compiling. Syntax-directed editors are a sophisticated solution that prevents errors before they occur. Knowledge of the language grammar allows these editors to significantly reduce program text entry time.

We do not think Pascal should be "stuffed into a culvert" for the reasons outlined by Mr. Pournelle (though Pascal does have shortcomings). His comments do have merit as a critique of available software tools.

Mark A. Morely
Stephen J. Schmitt
2400 Science Parkway
Okemos, MI 48864

## Jerry Pournelle Replies

Your point is well made; I shouldn't want a compiler to make that correction, and I see the problem of making one smart enough to know what I do want. Yetthough your point is well taken-the problem is, why would a practical programmer use a compiler (rather than an interpreter)? Surely there must be ways to let the computer do bean counting.

Some may program splendidly, without trivial errors. Alas, I don't. I don't program for a living, and when I want my computer to do something, I simply want a job done. Thus, simple old interpretive BASIC survives, because it gets the simple problems solved fast.

As to Pascal's portability, you talk about moving BASIC programs from one system to another: we've had terrible problems moving Pascal programs from one compiler to another on the same system! Yet for all that, I continue to work with Pascal because I too like its "philosophy": it's the way that philosophy was implemented that I don't care for.

That's why I'm searching for the proper extensions to the standard. . .

Perhaps the SCUD (UCSD) Pascal is indeed the solution, especially on fast machines like the 68000; we're supposed to get a Sage computer that runs UCSD as .the operating system, and if that solves the problem, believe me, I'll be glad to tell everyone.

Meanwhile, please read what I said, which is "there are times when I am willing to take Pascal and stuff the language into a culvert," which, I would have
thought, implies that those times are outnumbered by times when I'm not so in-clined-else why would I devote so much space to the language? But I can't think it hurts to chronicle the pains of a computer user in trying to learn the language. . . .

## A Source for Computer Alds for the Disabled

It was very encouraging to see the September 1982 BYTE devoted to the advancements being made with computers for the disabled.

As a manufacturer of speech-synthesis products and a long-time advertiser in BYTE, Street Electronics missed the opportunity to inform BYTE readers of our dedication in that area.

A sizable share of Street Electronics' sales efforts have been directed to the disabled community, including the blind, the nonvocal, and others with various learning disabilities. The Echo II allows a blind individual to program on the Apple computer. Our Talking Terminal program turns the Apple into a terminal with features similar to those discussed in David Stoffel's article ('Talking Terminals," page 218) for a substantially lower price.

We hope BYTE readers find this information as informative as we found the September BYTE.

Andrew Clare, Vice President
Street Electronics Corp.
1140 Mark Ave.
Carpinteria, CA 93013

## Passlve Reslstance Alds Plrates

Last year the Soviet Union paid $\$ 500,000$ to steal ADABAS source code on tape in the United States because, I am told, they were unable to buy a paperback edition at W. H. Smith's in London.

But by Mr. Leach's reasoning (see "Of Paperbacks and Program Protection," June 1982 BYTE, page 28), it would appear that it is Software A. G.'s fault that the Soviets had to steal. Had it priced ADABAS at $\$ 100$ instead of $\$ 100,000$ the Snviets could have bought 5000 copies legally!

Similarly, am I expected to rationalize obtaining a photocopy of International Resource Development (IRD) Inc.'s industry analysis and forecast, The Robot Market Explosion, because $\$ 1285$ for 150 pages could only be justified by goldimpregnated ink and then only if pages are embellished with solid print areas.

In thumbing through BYTE and other publications, I have come across numerous attempts at oversimplifying what, after all, is a complicated subject. Mr. Neiburger's and Mr. Pelczarski's decisions must not be mistaken for do-all, cure-all solutions. (See "Outsailing the Software Pirates," June 1982 BYTE, page 26.) Apple Computer's Mike Markkula has merely made a decision that is a far cry from a solution-and then again such a decision is easier made by a hardware vendor than a software vendor.
Attempts to solve the problem must first of all recognize what the problem is (i.e., giving due benefit to owners of intellectual property). Marc Brown in his article "New Court Created to Strengthen Patents" (Electronics, June 30, 1982, page 24) reports on how the U.S. Court of Appeals for the Federal Circuit can make litigation less expensive and heard by judges in the know. Bill HR 6420 seeks to punish software pirates. And Atari would not hesitate to take any pirate to court.
Why is there preference for legal protection and expensive, tedious legal redress? The answer lies in the absolute belief on the part of intellectual property owners that pirates are not pirates because they are naive or dumb. On the contrary, they are smart enough to hide behind an impractical legal quagmire. So let us look at some basic facts:

1. The price of software is not synonymous with the cost of its reproduction. In addition, the development cost must be recouped. Other factors include the applaudable desire to make money and pride in being able to charge more than the guy next door because you have a superior product. Mr. Leach is trying to enforce uniform mediocrity, which is fundamentally against the concept of free competition.

A person buys software because it is worth it. So we have $\$ 10$ software and we have $\$ 1$ million software. But $\$ 1$ million paperbacks are difficult to sell, and in the absence of intimidating paperwork and antipiracy contrivances, impossible to insure.


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"Paperback" software is suitable for consumer-type software. But certainly not for any old software. In fact, some publishers practice antipaperback strategy. For example, Walt Disney Productions would not license videotape (video tape is the paperback of films) distribution of full-length cartoons. Consequently, it is easy to prosecute anyone who sells Snow White on tape.
2. The price of software is not related to the price of hardware. You should be able to buy $\$ 100$ software for the IBM 3081 and $\$ 10,000$ software for the Osborne 1. Again, one buys software because it is worth it, not because it is cheap. But the same software for large computers can cost more than it does for small computers. Example, Cincom's Total for minicomputers costs $\$ 20,000$ but for mainframes it may cost $\$ 100,000$; not because of relation to cost of hardware, but because the mainframe user derives more benefits from its use. Similarly, software may be "free." Hewlett-Packard lets you have Image when you buy a minicomputer. Of course, you can bet your bottom dollar that this software will not run on any other machine.
3. Somewhere in the world there are people and businesses whose only source of income is the sale of software. Can you blame them for being chagrined by uncontrolled copying of their software?
4. Somewhere in the world there are people who are conspicuously, naively, or conveniently unaware that somewhere in the world there are people and businesses whose only source of income is the sale of software. So it is pointless in counting on conscience to protect your investment in software development.
Mr. Neiburger's control of the situa-tion-by sending updated software only to licensed users-is a good but incomplete solution. Who wants updated Pac-Man?
5. Somewhere in the world there are people who have no qualms about giving disks upon disks full of other people's software when they sell a machine. Because they derive no direct benefit from this copying, how would the law catch up with them?
6. Somewhere in the world there are people who would make money selling pirated software, It is worth it. Apple won't prosecute. Tandy won't pro-
secute. Papa and Mama cannot afford to prosecute. And even Mr. Neiburger would not prosecute discovered pirates; he prefers to convert them to dealers. Those not discovered get away scot-free.
7. Copyright and patent legislation is imprecise for the purpose of software property protection. Because Mr. Neiburger, for example, dishes out source code, can he prosecute someone who modifies it and then sells the modified object code? Is the modified program provable by Mr. Neiburger as a derivative of his software, or can the modifier simply say his software is reverse-engineered?
Even then, is reverse-engineering a valid defense? If a game can be patented, who cares if you wrote the source code yourself by understanding what someone else's implementation does? The end result is the same game! The recent Atari judgment seems only to be concerned with whether it is the same game-not whether one program is a copy of the otherl
Therefore, is SB-80 an infringement on CP/M? After all, SB-80 uses the same system calls and parameters. It does what CP/M does. And, is Idris an infringement on Unix?

Clearly, we have not heard the last of software copyright and patents. Clearly, there is no panacea. Clearly, there should be no romanticism in the criticism of software pirates. But it's also clear that any legislative attempt to protect software copyright owners will not stop piracy. It merely makes more criminals. And please don't go away thinking humans by nature refrain from breaking laws. Fifty percent of working Americans drive above 55 miles per hour every day! Nobody says you cannot break laws. All it means is that you are liable to get caught if you do.
The situation, apart from being frustrating for our business, is rather insidious. A system vendor who insists on licensed copies of operating systems, languages, utilities, and applications is at a disadvantage to pirates, is assailed by prospective customers as do-gooders, and given absolutely no backup by copyright owners to handle the situation.
While the legislature is mulling over what laws to enact, I think the least copyright owners can do is to stand up. It may be expensive to sue the user of an infringed copy. But it is also not worth spending thousands of dollars to defend

Text continued on page 24

-ipplaII

 $\left[\operatorname{con}^{2}+\operatorname{cic}^{2}+\right]^{2} 1$


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$$
\begin{aligned}
& \text { ARE YOU STIL } \\
& \text { PRNNIVG } \\
& \text { WIHOUT USING } \\
& \text { AMICROBUFER? }
\end{aligned}
$$

## WHY?

## USING YOUR COMPUTER TO DRIVE YOUR PRINTER IS A WASTE OF TIME.

While your printer is running, your computer is tied up. All you can do is twiddle your thumbs until the program is finished.

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The serial stand-alone will support different input and output baud rates and handshake protocol. The 32K model starts at $\$ 299, \$ 349$ for 64 K , and 64 K addons (for up to a total of 256 K ) are just \$179.

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the "savings" of $\$ 750$ by using, say, pirated Microsoft COBOL.
My questions to companies like Microsoft, Digital Research, Visicorp, Softech, and others are quite simple:

- Do they agree their software is of value to licensed users and pirates alike?
- If the software is of value, would it then stand to reason that a pirate user cannot simply do without the software in his business or profession?
- Should such users be found, it would cost them plenty to either defend an infringement suit or stop using the software, making it penny wise and pound foolish to use pirated software in the first place. Therefore, will these software companies prosecute such users if the identities of these individulas are brought to companies' attention?

I guess the ball is in the court of those who are hurt most by pirates. If they do not stand up for their rights, pretty soon nobody else will.
K. C. Toh, Group Managing Director

Unidata Snd. Bhd.
6th Floor
Syed Kechik Foundation Building
Bangsar, Kuala Lumpur 22-16, Malaysia

## PC Software Irksome

I recently got a personal computer after years of intermittent use of various mainframes and languages. My new computer, an IBM Personal Computer, is apparently considered a well-designed, well-implemented system. I have no complaints about the hardware except the usual ones about the keyboard. But if its software is truly well designed and executed compared with that on other microcomputers, then I am astounded. Microsoft, which wrote PC-DOS and BASIC for the machine, forces users to memorize a large amount of arbitrary material and seems to expect all users to be system programmers.
For example, most I/O statements in BASIC take arguments. I know at least four different syntaxes for specifying multiple arguments:

$$
\begin{gathered}
(x, y), z \\
x, y \\
x ; y \\
(x, y)-(w, z)
\end{gathered}
$$



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## Letters

PC-DOS uses slashes (/) to separate some arguments and commas for others. Furthermore, commands that are common to both PC-DOS and BASIC are completely different. (DIR versus FILES, for example.)

The crowning example of an avoidable idiocy is the names of the commands for finding the cursor position. To find the line the cursor is on, use "CSRLIN". To find the cursor column, however, instead of "CSRCOL", we have to use " $\operatorname{POS}(n)$ ". Not exactly consistent or easy to remember. And the argument ( $n$ ) is only a dummy argument. It can be anything the programmer wants (i.e., the computer doesn't really need it!). My only hypothesis about why one is required is that it is intended to confuse and discourage new programmers, so that they will be forced to buy canned software.

Finally, I must mention BASIC's onscreen editor, It is wonderful, But it would have been more wonderful if Microsoft had defined the first five function keys to do what they do in EDLIN, which is the editor when you are in DOS and which has some very useful functions. Instead, you have some rarely used expressions, such as TRON and "LPT1:", to save a few fractions of a second of typing time.
I admit it: I don't like BASIC to begin with. I'm really just waiting for a decent version of APL to come out. (IBM's BASIC doesn't even support two-dimensional matrices. The ability to use $n$ dimensional arrays again and to manipulate them easily will make my fingers dance with joy.) But I pity all the people who will think that writing their own programs has to be this painful.
None of these problems are critical or make the machine unusable. Indeed, for someone who writes programs on it every day, they probably soon recede from consciousness as the various quirks are memorized. But why should I, who will never do much programming, have to struggle to remember or look up each function I use? Am I expecting too much? Perhaps for people who have used previous generations of microcomputers these problems are trivial compared with what they are used to. But I see no reason to accept such obvious flaws.

## Roger E. Bohn 73 Boston St

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It takes 41/2 Apples to equal the capacily


The Elite Two offers an impressive 326K bytes and 40 tracks on each side. This drive is making a real hit with users who need extra storage, but don't require top-of-the-line capacity. Costwise, it takes $21 / 2$ Apple drives to equal the performance of our Elite Two. And twice as many diskettes. Leave it to Rana to produce the most cost efficient disk drive in the world.

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So ask for an Elite One, Two, or Three. Because when it comes to disk drives, nobody uses their head like Rana.

## RanaSystems



## Product Description

# The Compaq Computer 

# A portable and affordable alternative to the IBM Personal Computer. 

Mark Dahmke<br>Consulting Editor

What emulates an IBM Personal Computer, can easily be carried from place to place, and costs a lot less than the competition? The Compaq computer, and because it can run any major business and professional software written for the IBM PC, it looks like a sure winner. I visited the Compaq Computer Corporation's headquarters in Houston recently to try out a prototype of its brainchild.
The Compaq computer is a full-function portable business computer that resembles the IBM PC in almost every way. Not only did Compaq obtain a license to use Microsoft's MS-DOS, but the company's designers also rewrote the low-level system functions used by BASIC and the operating system from the specifications required


Photo 1: The Compaq computer is a portable system that is compatible with the IBM Personal Computer and less expensive.
by the higher-level software. By rewriting instead of copying the code, the designers circumvented copyright infringement yet still created a computer that can run IBM PC software. This interesting approach to duplicating the functions of the IBM PC, as well as the overall quality of the machine, is a testament to the designers' engineering expertise. The designers, who came from such major microelectronic corporations as Texas Instruments, have experience in every aspect of the industry, from portable terminals to Winchester disk drives. Their efforts led to the development of a prototype Compaq in less than six months. (See photo 1.)

## The Physical Design

The Compaq computer is designed to be portable, and although it weighs 28 pounds, it achieves that goal. To transport it, you simply secure the keyboard to the main unit by locking two sliding latches. The closed case measures 20 by 8.5 by 15.3 inches and has a built-in carrying handle.

The cabinet is a plastic shell that has access panels on three sides for servicing. You can reach all of the circuit boards by removing the top panel and exposing the aluminum chassis. You can then open three main key-hole-mounted aluminum panels to reach the video display, the 120 -watt power supply, the expansion slots, and the motherboard (see photo 2 ). The aluminum chassis, panels, and a special front panel around the video display and disk drives are elements in a design that complies with all FCC emission standards for personal computers. (In fact, an independent lab report indicates that for all frequencies tested, the Compaq was more than 10 decibels below the standard.)


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 THE PRISM PRINTERTW When it comes to color graphics, output quality used to be a function of price. That is, until Integral Data Systems introduced the revolutionary new Prism Printer. The modular design of the Prism Printer now allows you to upgrade by modular components, including the ability to produce brilliant color output at a fraction of the cost of any other color printer/plotter available today.Prism Printer "paints" in strong, vibrant colors to help display the ups and downs of complex data quickly, point out changes, show trends, and make your point unforgettable, because color communicates. You can produce output quality such as you see in this beautiful graphic representation of the ocean floor made at Woods Hole Oceanographic Institution.
And whether your output requires color or not, that's only one facet of Prism Printer's upgradable flexibility. In addition to Prism Colori", there are other optional modules for virtually any application you can think of -

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All Prism Printers offer as standard features correspondence-quality output in a single pass with our exclusive overlapping-dot Maisey Mode ${ }^{\mathrm{TY}}$, and dual-speed capability for highspeed printing of 200 cps with our Sprint Mode ${ }^{\text {™ }}$, In addition, we offer software packages which enable you to print color graphics from Apple II ${ }^{74}$ and the IBM ${ }^{\text {T4 }}$ Personal Computer.
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Photo 2: By removing the top, you can easily reach the circuit boards, video display, and power supply for servicing.

## At a Glance

## Name

The Compaq Computer

## Manufacturer

Compaq Computer Corporation
12337 Jones Rd.
Houston. TX 77070
(713) 890.7390

## Components

Keyboard: detachable 6-foot retractable coiled cord: 83 keys

Storage: $\quad 320 \mathrm{~K}$-byte double-sided $51 / 4$-inch floppy-disk drive

Size:

Weight:
Processor:
Memory:

Display:

Expansion:
width 20 inches. depth 15.3 inches. height 8.5 inches 28 pounds
Intel 8088 16-bit microprocessor and socket for future addition of intel 8087 coproce550r 128 K bytes of RAM (random-access read/write memoryl. expandable to 256 K on the main system board
9 -inch high-resolution video display: 25 lines. 80 characters: thigh-resolution graphics with RGB color monitor connection: adjustable viewing angle: composite video connector: RF modulator in IBM-ıdentical keyboard layout: I Okey numeric pad and 10-key function pad: adjustable typing angle included: optional second 320K-byte drive three IBM PC-compatible expansion slots: parallel printer interface included

## Software

MS-DOS operating system and BASIC licensed from Microsoft: IBM PC-compatible: can run all major business and professional software packages sold for use on the IBM PC

## Optlons

serial-interface board. 320K-byte disk drive: 64 K -byte memory increments to an additional 128K bytes: light pen for use with coior monitor; asynchronous communications interface

## Price

52995 for a basic system with 128k bytes of memory. one 320K-byte disk drive: 53590 for a two-disk-drive system.


Photo 3: A sliding door conceals a storage compartment, the power switch, and the ventilation fan.

On each side of the computer, you'll find a sliding door. One conceals a storage compartment for the power cord and the power switch and provides an opening for the ventilation fan (see photo 3). To plug the power cord into its standard chassis socket, you must first open the access door, which prevents the computer from overheating. The second access panel covers the expansion slots (see photo 4).

Although the Compaq keyboard is the image of the IBM PC, it is actually quite different in several respects. The Compaq's keys have a softer touch and the hardwired click is missing. You can select your own level of audible feedback for keystrokes by simultaneously pressing the ALT key and the + or - key to raise or lower

## The Compaq's floppy-disk drives have major advantages, Including 320K bytes of storage capacity each.

the volume from no click to a loud one. The keyboard connects to the computer by a 6 -foot coiled cord that is stored in a tube built into the front of the unit. Both the computer cabinet and the keyboard have recessed feet that let you elevate the unit to a five-degree angle. You can also angle the video display five degrees.

## Disk Drives

The Compaq uses Control Data Corporation 51/4-inch floppy-disk drives because they have three major advantages. First, they are much quieter than the IBM PC's single-sided Tandon drives. Second, when you turn the Compaq off, the two read/write heads remain unloaded, so they won't touch each other. For a portable computer, that's an important feature because it eliminates the possibility of the heads damaging each other in transit.



Photo 4: A second access panel covers the three expansion slots.

## The Brains Behind the Operation

The Compaq Computer Corporation was founded in February of 1982 by three former Texas Instruments (TI) senior managers. Rod Canion, president and chief executive officer, was manager of three different TI Product Customer Centers, where research, engineering, and märketing departfrents combine their efforts to create new products and bring them into the marketplace. James Harris was a vice-president of engineering who managed several key engineering and product-development efforts at TI, including $51 / 1$ - and 8 -inch Winchester disk drives, the 770 intelligent terminal, and the development of bubble-memory storage for other products. Harris also shares the patent for the architecture of the TI 990 compater. William Murto, a former vice-president of marketing and sales for TI, managed business development and product planning there.

Compaq has raised more than $\$ 10$ million in funding from major venture-capital firms. The lead investor was Sevin Rosen Partners, headed by Benjamin Rosen, the respected personal computer industry analyst who publishes the Rosen Electronics etter, and L. J. Sevin, founder of Mostek.

While the company recommends that you insert a cardboard retainer when you transport the unit, the designers assume that most people would forget or wouldn't be able to find the cardboard when they wanted to move the computer. To offer additional protection, the drives are shock mounted. The third advantage of these drives is their storage capacity. Each double-sided disk drive holds 320 K bytes of programs or data. You can still read standard IBM disks with the Compaq, but you also have the option of formatting user disks for twice as much storage as the standard IBM PC offers.

Unlike the IBM machine, the Compaq does not have a disk-drive expansion connector from the disk-interface board, but you can plug an IBM floppy-disk controller board into one of the expansion slots and add two additional drives. Finally, the Compaq, in another variation from the IBM PC, does not have a cassette interface; the

Compaq's disk drive is a standard feature, so its designers chose not to include one.

## Memory Capacity

The Compaq comes with 128 K bytes of RAM (random-access read/write memory) soldered in to increase reliability. You can expand to 256 K bytes of RAM on the motherboard. By comparison, the IBM PC comes with 16 K bytes of RAM and can expand to 64 K bytes on the motherboard. The design of the Compaq motherboard gives you access to the additional memory-chip sockets without requiring you to remove the board.
The large amount of RAM in the Compaq enabled its designers to omit the cassette BASIC interpreter in ROM (read-only memory), one of the IBM PC's features. With 128 K bytes of RAM on the Compaq, you can use BASICA (Advanced Disk BASIC on the DOS disk) without sacrificing RAM memory space needed for programs.

## Monochrome and Graphics

The Compaq improves upon the design of the IBM PC by consolidating monochrome and color graphics into one board. Hence you get the best of both worlds in one monitor display. Internally, the software always recognizes the color-graphics board and acts accordingly. When you specify the 80 - by 25 -line mode, however, the

## With both monochrome and color graphics on one board, you get the best of both worlds.

hardware switches to the character set of the monochrome board. The available character sets are identical to those on the IBM PC, and the Compaq has both RGB (red-green-blue) and composite-video outputs as well as an RF (radio-frequency) modulator output so that you can connect the computer to your television.

## Ultimate Compatibility

When a company advertises a computer as being "IBM PC-compatible," the best way to test its claim is to try to load an IBM release of PC-DOS, CP/M-86, or the UCSD p-system. I didn't have the p-system, but I did have both PC-DOS and CP/M-86 and was able to try both of them on a prototype of the Compaq computer. The systems loaded and executed perfectly, with the exception of the BASIC on PC-DOS, which wouldn't execute because the Compaq doesn't have ROM BASIC. The BASICA provided on disk and all of the IBM PC sample BASIC programs found on the PC-DOS disk ran without incident. I also tried some CP/M-86 assembler-level software that I had written, and it worked without a hitch as well. I spent about an hour loading and running a number of game programs and some professional packages such as Wordstar and Supercalc. With one exception, they all worked correctly. The one that didn't was a game program that ran perfectly but died when I tried to terminate

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[^4]
# Microcomputing, British Style 

## The Fifth Personal Computer World Show

by Gred\& Williams, Senior Editor

Quick: what's the most microcomputer-hungry country in the world? The United States, of course, right? We've got Silicon Valley and Route 128 (recently dubbed Technology Highway) near Boston. We've got BYTE, Apple, Atari, and IBM. True enough, but Britain has the people-and it has a lot more than we do.
There's ample evidence that, compared to the U.S., proportionally more of Britain's population is interested in microcomputers. The Fifth Personal Computer World Show, a business and hobby microcomputer show hosted by one of Britain's leading computer magazines, Personal Computer World, is a case in point. From September 9 to 12, 1982, 47,461 people attended the show-12,000 more than visited this year's West Coast Computer Faire, which also lasted four days and was-until now-the world's largest microcomputer show. If that's not enough evidence, consider that the Personal Computer World Show held at the Barbican Center in London had far fewer exhibitors and less exhibition space than the Computer Faire, yet drew roughly one-third more people. A quick check in an almanac confirms that the population of the United States is almost four times that of the United Kingdom, which makes the attendance figures even more impressive. Something rather important is happening over there.
Last September, I attended the show to observe the state of microcomputing in Britain firsthand. And if the crowds I saw in London were any indication, more Britons from a wider range of ages (still almost exclusively men and boys, though) are clamoring for microcomputers than Americans are on the basis of any American convention I've ever attended. On the weekend, I saw a line-er, excuse me, queue-of people several blocks long waiting to buy tickets. It must have taken hours to reach the window, and once inside you couldn't move or see anything.
Why are the British so enthusiastic about microcomputers? Part of the answer lies in the official support of the British government, which decided that microcomputers are important enough to warrant governmentsponsored public education on the subject. The British Broadcasting Corporation (BBC) sponsored a tutorial series on computers and commissioned an official microcomputer to be used in conjunction with the programs. I'm told that the television programs have been


The Personal Computer World Show on one of the slow days. You should have seen it when it got crowded! (Photos by Gregg Williams and Chris Morgan.)


The ACT Sirius 1, as popular in Britain as the IBM Personal Computer is in the United States, is said to be the Victor 16-bit microcomputer in a different housing. An entire section of the show was devoted to ACT and third-party hardware and software vendors.


The Sinclair machines may be the most popular in Britain, but that doesn't mean that people like their keyboards-a brisk market exists for add-on keyboards and enclosures for Sinclair machines. This one, from DK'tronics, includes a full-size keyboard with keypad and an enclosure large enough to fit the computer board and other Sinclair peripherals. Its £45 price tag (almost as much as the $£ 50$ ZX81 computer) indicates the amount of interest in such products.
augmented by books and materials to be used in the public school system. A BBC series on programming is planned, and the National Extension College, a homestudy institute, already has a course on BASIC programming using a generalized version of the language.

Jack Schofield, editor of another leading British microcomputer magazine, Practical Computing, has his own hypothesis for the popularity of microcomputers in Britain. The past decade has not been kind, economically or socially, to Britain, and as a result most people have learned to accept long lines and high prices as part of daily life. Fearful that high technology may put him out of a job someday, the average Briton has accepted the computer as a potential influence, but one that he has some control over. This, Schofield says, may explain the strong interest in microcomputers that transcends British class and economic boundaries.

Whether or not Schofield's hypothesis is correct, the British appetite for microcomputers owes a good deal to the pivotal work of one man: Clive Sinclair. As head of Sinclair Research, the company that makes the ZX80, the ZX81, and the Spectrum microcomputers, Clive Sinclair is to the British small computer what Adam Osborne is to the American business computer: the creator of a product whose price is so low that the competition finally accepted it as the price to beat. Before Sinclair brought out the ZX80 at about $£ 100$ (less than $\$ 200$ ), the British had only expensive American imports. Discounted Commodore VIC-20s and Atari 400s, for example, sell for around $£ 200$ and $£ 300$ respectively, almost twice their American prices. Because it is so expensive abroad, the Apple II is known primarily in Britain and Europe as a business machine, believe it or not. American microcomputers have always been just too expensive for the average person. You can then imagine the exultation when Sinclair Research brought out the ZX80 for under £100-one-half to one-third the price of the imports. Granted, it wasn't as good a computer, but more people could afford it, and that made the difference. Now more than half the microcomputers in Britain are ZX80s and ZX81s. The ZX81 now sells for $£ 50$, and British manufacturers are interested in creating a full-featured computer for less than $£ 300$.

My first observation at the Personal Computer World Show was that people were insatiably curious about microcomputers. After that, I was impressed by the diversity of inexpensive machines. I've written short descriptions of the six machines most worthy of note-the Acorn BBC Model B, the Dragon 32, the EACA Genie III, the Camputers Lynx, the Grundy Newbrain AD, and the Sinclair Spectrum. (All but the Genie III are low-cost machines.) I've included a chart that compares those computers, a collection of photos from the show, and a list of addresses for all the products mentioned in this article. So lean back and enjoy the show-at least you don't have to fight the crowds.


Here's a 3-inch disk pack for the Grundy Newbrain $A D$ computer. The Newbrain disk-drive module houses two 3-inch disk drives in a small unit the size of the computer itself-in fact, the disk-drive module is meant to fit unobtrusively under the computer.


The Osborne computer is very popular in Britain. (Actually, I'm a sucker for a clever ad.)


A section of the show was devoted to the Third European Chess Championship, a toumament among microcomputer chess programs. Toumament rules stipulated that all machines average 30 moves per hour, a computational limit that put several computers at a disadvantage.


The Microwriter is one of the most interesting devices I saw at the show. A one-handed dataentry unit, it can be hooked up to a printer or a microcomputer, and it even has some limited word-processing features. You enter data by pressing down and releasing certain combinations of the six buttons. At $£ 557.75$ (less than $\$ 1000$ ). it's a bit expensive, but its portability and onehanded operation make it desirable to some.


Even more interesting than the Microwriter is the Jupiter Ace, a low-cost microcomputer that has FORTH instead of BASIC in ROM. Any resemblance to the Sinclair Spectrum is not accidental; Steve Vickers and Richard Altwasser, who designed the Ace, were the codesigners of the Spectrum and are now running their own company. The Jupiter Ace is a very interesting implementation of Forth Interest Group FORTH with some innovative extensions to adapt it to a cassette-only environment.


These stamps, issued recently by the British Post Office, reflect Britain's commitment to and awareness of computers in everyday life.


## The Sinclair Spectrum

If Clive Sinclair's black-and-white ZX80 and ZX81 have become the most popular microcomputers in Britain (and, for that matter, in the rest of the world), is it any wonder that his company's new color microcomputer, the Spectrum, is doing just as well?

The success of the Spectrum is a source of great comfort to Clive Sinclair, especially since the BBC chose Acorn's design over his for use in its computerliteracy program. (Incidentally, Sinclair could be accused of the same tactic for which he had berated Acorn: advertising the product long before he was able to deliver it.) As the British ad for the Spectrum points out, the Spectrum is markedly simpler and more elegant than the Acorn BBC Microcomputer when measured by the number of chips on its main circuit board. However, the Spectrum shows a quirkiness that is the price we pay for its circuit board elegance and low cost. And Clive Sinclair's statement that the Spectrum is "less than half the price of its nearest com-petitor-and more powerful" is only half right: half the price, yes, but definitely not more powerful.
First of all, you have to consider the keyboard. For $£ 125$, we can't quite demand the full keyboards offered by machines that are considerably more expensive than the basic Spectrum. Given the price differential, we can make allowances for the Spectrum's unique keyboard, which is basically a pressure-sensitive mem-
brane (like those of the ZX 80 and ZX 81 ) mounted under a piece of molded gray rubber that protrudes above the plastic cover to make "keys." This interesting scheme works surprisingly well, but the cramped 9.3 -inch-wide keyboard has other faults that are harder to excuse.
Inexpensive or not, the keyboard layout is impossible to justify. It may be innovative, but it's also poorly designed in several respects. The layout is clever in that you can use it to enter letters, numbers, onestroke BASIC keywords, graphics symbols, and the like. But that scheme makes the keyboard busy. Most keys have five legends: three printed on the key and one each immediately above and below the key. This design may be necessary, but it also causes eyestrain and confusion. I'd be willing to forgive all this, but I can't excuse such thoughtless "innovations" as providing only one Caps Shift key (in the lower left-hand corner; the one on the right is used as a Symbol Shift key) and placing the space key in the lower right-hand corner of the keyboard.
The Spectrum's BASIC is a superset of the Sinclair BASIC used in the ZX80 and ZX81, and it has some valuable features, most of them having to do with the rather clever way graphics are implemented. ZX81 cassette tapes will not load on a Spectrum, and most

Continued on page 50


## The Acorn BBC Model B Mierocomputer

The BBC Microcomputer enjoys a colorful reputation because of its history. (See "The BBC Computer," Popular Computing, October 1982.) More than two years ago, the BBC decided to start a computer literacy television series. The network realized that, with more powerful and increasingly inexpensive microcomputers, it would soon be possible to create them with enough computing power to offer their owners personal hands-on experience with microcomputers at an affordable price. The BBC considered the Newbrain computer and rejected it. Acorn and Sinclair Research, along with other companies, then submitted designs, and the Acorn won. (Sinclair went on to market its design as the Sinclair Spectrum.) Clive Sinclair has been quick to point out problems with the Acorn unit, and the interaction between the two companies has been a source of entertainment for the British computer community.

Although the BBC Model B is more expensive than some units (see page 49), it has an advantage over most of the very-low-cost ones: it is a no-compromise computer that has many uses beyond self-instruction in computer technology. I will confine my remarks to the Model B unit instead of the less expensive Model A (at £299) because the latter lacks most of the features that make the BBC Microcomputer competitive with other similarly priced units.

The BBC Model B has eight video-display modes, five pixel-graphics modes in which you can display text, and three text-only modes. The highest graphics mode ( 640 by 256 pixels, 2 colors) requires a video monitor, while the lowest one ( 160 by 256 pixels, 4 or 16 colors) offers roughly the same resolution, practically speaking (i.e., once the image is displayed on a standard color television) as the Apple and Atari computers, but it also offers additional colors.

The most innovative feature of both BBC computers is the Tube, a special interface built into the computer that enables the main computer (which uses a 6502 board) to communicate with any suitably designed auxiliary microprocessor board. This is, not coincidentally, a way for Acorn to provide a Z 80 board so that the BBC computer can run business software available through Digital Research's popular CP/M operating system. At first, the Tube sounds like the Microsoft Consumer Products' Softcard for the Apple II, but the connection it uses is different. The Softcard and similar boards share the address and data lines with the main microprocessor. The Tube, however, uses a dedicated $2-\mathrm{MHz}$ serial link with memory buffers on each side of the link and interrupt-driven software. This scheme allows true coprocessing with both processors running at full speed. Acorn has plans to

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## The Dragon 32

The Dragon 32 is named for its standard 32 K bytes of memory-quite a selling point in a country accustomed to microcomputers with memories as small as 1 K bytes. And because the Dragon 32 is one of the newest British microcomputers, it offers more features for the money than most of its competitors (see table 1).
The Dragon 32 seems to be a very adequate machine, but there's nothing exceptional about it. In fact, I can sum it up in one sentence: it looks like a Radio Shack TRS-80 Color Computer with 32 K bytes of memory. (I've found that some Color Computer cartridges will run on the Dragon 32, but they must be taken out of their plastic shells to fit in the Dragon 32 cartridge slot.) Its similarities to the TRS-80 Color Computer include use of the 6809E microprocessor and Microsoft's Extended Color BASIC (right down to command names-PMODE, HEX\$, and DEFUSR, for example), nine colors for color graphics display, five graphics modes, joysticks, and cartridge software.
The Dragon 32, however, does have several advantages over the TRS-80 Color Computer. First, in Britain it is considerably cheaper than the Color Computer. Second, the Dragon 32 can be expanded to a full 64 K -byte workspace (unlike the Color Computer, which can only be expanded from 16 K to 32 K bytes of memory). Third, the Dragon 32 has a typewriter-style keyboard that is somewhat better than the TRS-80 Color Computer's adequate but calculator-like keys. Finally, the Dragon 32 includes a Centronics-type parallel-printer port.

Dragon Data Ltd. plans to market its computer in America but hasn't decided on a date. You can be sure the company will take care of its home market before expanding internationally. When that happens, American buyers will have a choice of lowcost color computers.


## The EACA Genie III

The Genie III is the only one of the six microcomputers profiled here that doesn't fall in the low-cost category. I included it because, of all the business machines at the show, it's the one that caught my eye. Like the IBM Personal Computer, it is newsworthy not because it's innovative but because it carefully combines the best features of other computers. It is manufactured by EACA International and distributed in Britain by Lowe Electronics.
The Genie III is housed in two units. The main one contains the computer itself, a 12 -inch greenphosphor video display, and two $51 / 4$-inch doublesided 80 -track floppy-disk drives. (These can be augmented by either two $51 / 4$-inch or two 8 -inch floppy disks.) The other unit is a detachable 86 -key keyboard, which includes a numeric keypad around whose two edges eight function keys are wrapped.

Emulation capabilities are the Genie III's main claim to fame. It is supplied with two operating systems, NEWDOS-80 version 2.0 and CP/M 2.2. If you load NEWDOS-80, the BASIC loaded is a RAM (random-access read/write memory) version of Radio Shack TRS-80 Model I BASIC supplied (legally) by Microsoft; the video display shows 16 lines of 64 characters each, and the machine emulates a TRS-80 Model I. If you load CP/M, the video display shows 24 lines of 80 characters each, and the machine emulates a CP/M system with a standard screen size. (Under software control, NEWDOS can also use the 24 by 80 video format.)

Table 1 lists some of the Genie III's features. Its built-in real-time clock, optional high-resolution graphics (288- by 640 -pixel) board, and optional programmable-character interface board are also of interest. With additional hardware, the Genie III can support multiple users and run Digital Research's MP/M operating system. You can also add an external 5-megabyte hard disk.


## The Grundy Newbrain AD

In the July 1982 issue of Personal Computer World, managing editor Dick Pountain writes, "When the Newbrain was announced to the world two years ago, the design concept was significantly in advance of anything that had been seen in the field of handheld computing." And so it was-even though problems plagued the design. In fact, the company that created it, Newbury Labs, sold the design to its current owner, Grundy Business Systems Ltd. At one time, the Newbrain was in line to be the BBC computer, but design problems and the change in ownership caused the BBC to look elsewhere.

The machine is now being advertised as a compact but powerful microcomputer, and the number of hardware and software features and options it offers supports this point of view. The Newbrain AD, which contains a 16 -character fluorescent display, is complemented by a cheaper version, the Newbrain A, which sells for $£ 199$. The Newbrain M, a third model that includes a battery-backup option, is scheduled to be released soon.

The basic unit includes a 280 A microprocessor that runs at 4 MHz , a National Semiconductor COP 420 M microprocessor dedicated to handling input and output, 32 K bytes of RAM, and 29 K bytes of ROM (readonly memory). Through an external expansion box, you can increase this to a staggering 2 megabytes of RAM and 4 megabytes of ROM. Grundy plans to market the $\mathrm{CP} / \mathrm{M}$ operating system and popular
applications-software packages in ROM, which will convert the Newbrain to a "crashproof," stand-alone computer dedicated to one task. The keyboard has cal-culator-type keys in a standard configuration; the spaces between keys are just slightly smaller than those on a standard typewriter keyboard. The Newbrain video-display character set contains 512 letters, numbers, and graphics as well as videotex symbols. The character set is divided into two 256 -character banks, only one of which can be selected at a time.

A Multiple Communication/Network Module adds 8, 16, or 24 (depending on the model) RS-232/V24 bidirectional serial ports. According to the manufacturer, Newbrains connected through this module constitute a de facto network that can share floppy or hard disks, printers, and other peripherals.

An optional Videotex Module enables Newbrain owners to access British Teletext and Prestel services.

The Newbrain produces a monochrome text or graphics video image. The machine offers a choice of several pixel densities: $256,320,512$, or 640 pixels per row. In addition, you can split the video display into separate graphics and scrolling-text areas (with text above graphics); a graphics-only display has 250 rows of pixels.

The Newbrain software is equally versatile, if confusing on occasion. The 29 K bytes of ROM contain the Newbrain operating system as well as its BASIC,

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## The Camputers Iynx

The Lynx, from Camputers Ltd., is one of the newest machines I saw in England. "Previewed," not announced, at the Personal Computer World Show, it offers more computing power for the money than any other machine I saw there.

The unit itself is almost Spartan in appearance and size, but it has some rather attractive features. The keyboard, which houses the entire computer, is fullsized and conventionally laid out. Unfortunately, the Delete key is where the Return key usually is, and the Return key is, oddly enough, to the right of the right Shift key. The Lynx comes with 48 K bytes of memory,
but it can be expanded to an impressive maximum of 192 K bytes. The computer runs a Z80A microprocessor and can optionally run CP/M. It has a good 40-character, 24 -line video display that converts to an 8 -color, 248 - by 256 -pixel graphics display. With additional memory, video resolution doubles to 80 characters per line and 248- by 512 -pixel graphics. I was told that the unit allows user-defined characters.

Representatives from Lynx say a $51 / 4$-inch disk drive will be available for the unit and that the company will eventually market an adapted version of the machine in the United States.

## Vendor List

Ace: Jupiter Cantab, 22 Foxhollow, Bar Hill, Cambridge CB3 8EP, England. Telephone 0954-80437.

BBC Models A and B: Acorn Computers Ltd., Fulboum Road, Cherry Hinton, Cambridge, England. Telephone 0223-245200.

Cambridge Ring (network system): Orbis Computers Ltd., 4a Market Hill, Cambridge CBZ 3NJ, England. Telephone 0223-312449.

Dragon 32: Dragon Data Ltd., Queensway, Swansea Industrial Estate, Swansea SA5 4EH, England. Telephone 0792-580651.

Genie III (British distributor): Lowe Electronics, Bentley Bridge, Chesterfield Rd., Matlock, Derbyshire, DE4 5LE England. Telephone 0629-2430.

Genie III (manufacturer): EACA Intemational Ltd., EACA Industrial Bldg., 13 Chong Yip St., Kwun Tong, Kowloon, Hong Kong. Telephone 3-896323.

Lynx: Camputers Ltd., 33a Bridge St., Cambridge CB2 1UW, England. Telephone 0223-315063.

Microwriter: Microwriter Ltd., 31 Southampton Row, London WC1B 5HJ, England. Telephone 01-831-6801.

Newbrain A and AD: Grundy Business Systems Ltd., Grundy House, Somerset Rd., Teddington TW11 8TD, England.

Sirius: ACT (Sirius) Ltd., 111 Hagley Rd., Edgbaston, Birmingham B16 8LB, England. Telephone 021-454-8585.

Spectrum: Sinclair Research, 6 Kings Parade, Cambridge, Cambridgeshire CB2 1SN, England. Telephone 0276-685311.

ZX81: see Spectrum, above.
ZX80/ZX81/Spectrum enhanced keyboard and enclosure: DK'tronics, 23 Sussex Rd., Gorleston, Great Yarmouth, Norfolk, England. Telephone 0493-602453.

## How They Compare

|  | BBC Model B | Dragon 32 | Genie III | Lynx | Newbrain AD | Spectrum |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Price (pounds, including Value Added Tax) | £399 | £199 | $£ 2185$ | $£ 225$ | $£ 229$ | $£ 125$ |
| Microprocessor used | 2 MHz 6502 | 6809E, speed unknown | $4 \mathrm{MHz} \mathrm{Z80A}$ | $4 \mathrm{MHz} \mathrm{Z80A}$ | $4 \mathrm{MHz} \mathrm{Z80A}$ | $3,5 \mathrm{MHz}$ Z80A |
| Standard RAM | 32K bytes | 32K bytes | 64 K bytes | 48K bytes | 32K bytes | 16K bytes |
| Maximum RAM | 32K bytes <br> (see note 1) | 64 K bytes | 64K bytes (see note 2) | 192K bytes | 2 megabytes | 48K bytes |
| ROM included | 16K bytes | 16K bytes | 2K bytes | 16K bytes | 29K bytes | 16K bytes |
| Text display (columns, rows) | 40 by 24 or 80 by 25 | 32 by 16 | 64 by 16 or 80 by 24 | 40 by 24 <br> (see note 3 ) | 40 by 30, or 80 by 30 | 32 by 24 |
| High-resolution graphics display (in pixels) | 640 by 256 | 192 by 25 | 160 by 72 , optional 640 by 288 | $\begin{aligned} & 248 \text { by } 256 \\ & \text { (see note } 3 \text { ) } \end{aligned}$ | 640 by 256 | 176 by 256 |
| Number of colors available | 16 | 9 | monochrome only | 8 | monochrome only | 8 |
| Type of keyboard | Pull-size typewriter style plus function keys | full-size typewriter style | full-size typewriter style plus keypad and function keys | full-sized typewriter style | full-sized keyboard with calculator-style keys | smaller-sized keyboard with rubber membrane keys |
| Subjective rating of keyboard (1 = unacceptable, $10=$ excellent) | 8 | 7 | 8 | 6 (see note 4) | 7 | 3 (see note 5) |
| Interfaces included (excluding TV output) | RS-423 serial parallel port, RGB monitor output, 8-bit 1/O port, four 12-bit analog input channels | paraliel port joystick and cartridge ports, color monitor output | RS-232C and parallel ports | RS-232C port | two RS-232C ports, composite | none |
| Disk drive available? | yes | yes | two $51 / 4$-inch drives ( 800 K bytes each) included | yes | yes | yes |
| Other features | high-speed serial link for second processor | includes <br> Extended <br> Microsoft <br> Color <br> BASIC | detachable keyboard, runs NEWDOS-80 and CP/M 2.2 | optional Videotext module |  |  |

Note 1: Acorn is working on a 16 -bit processor with 128 K bytes of RAM that connects to the BBC Model B computer via a high-speed serial link; this would bring the computer (in an unconventional way) to 160 K bytes of RAM.

Note 2: In the multiuser system, the Genie III has 192K bytes of memory.
Note 3: With an optional expansion box, the Lynx can display 24 rows of 80 columns each and 248 by 512 pixel graphics.
Note 4: The Lynxkeyboard suffers from having a Return key to the right of the right Shift key and a Delete key where the Return key would be on most keyboards.

Note 5: The Spectrum has a very idiosyncratic keyboard that is partially excusable because the unit is so inexpensive. See the main text for more details.

Sinclair Spectrum continued from page 44:
ZX81 BASIC programs will require some modification to work.

Sinclair used his earlier computers as a testing ground for several original features. Some of these (like the "intelligent" cursor that prevents you from entering syntactically incorrect BASIC statements) have remained in the Spectrum, while others (like the nonstandard character code used in the ZX80 and ZX81, abandoned for the ASCII code in the Spectrum) are mercifully absent.

The character-oriented video image is 24 lines of 32 characters each. Each character has a separate attribute byte (each one of eight colors, chosen independently) that determines its foreground and background colors, brightness, and flashing/steady status. The screen is always in the bit-mapped graphics mode (192 by 256 pixels), and characters are "painted" onto the video display in a pixel pattern. (This makes possible unrestricted mixing of text and graphics as well as an OVER command that merges a character string with whatever image is already on the screen.)

Actually, it's easiest to think of the video screen in terms of monochrome pixel graphics (i.e., each pixel is either on or off), with each 8 - by 8 -pixel square (character) having its own foreground and background color. Using the metaphor of images being "printed" on video "paper," the BASIC commands INK and PAPER set the foreground and background, respectively, of the next character to be printed. Unfortunately, this scheme
restricts the color combinations of two adjacent pixels (unlike most high-resolution graphics schemes, which allow two adjacent pixels to be almost any color pair). The Spectrum also has 21 user-defined characters, each of which can be defined via special BASIC commands (thus simplifying the process more than other microcomputers).

Like the ZX81, the Spectrum has a rear-edge connector that contains a full set of address, control, and data lines. The Spectrum will accept the same ZX printer that the ZX81 uses, but, unlike the ZX 81 , it is upgraded to its maximum 48 K bytes of memory via an internal 32 K -byte board and won't work with the ZX81 16K-byte memory pack. Other peripherals in the works from Sinclair are a $£ 20 \mathrm{RS}-232 \mathrm{C} /$ network interface board and a $£ 503$-inch disk drive. The company's Microdrive (as it is called) is noteworthy because it costs well under $\$ 100$. Each 3 -inch floppy disk can hold up to 100 K bytes of data; its average access time is 3.5 seconds, and its data-transfer rate is 128 K bits per second.

How will the Spectrum fare in the American market? That depends. Timex Corporation has the rights to market the Spectrum (it already markets a modified ZX81 as the Timex/Sinclair 1000). If the Spectrum were to sell for the equivalent of $£ 125$, its price in Britain, it would cost roughly $\$ 220$ in the United States-hardly competitive with comparable low-cost American units. My guess is that Timex will market an American version of the Spectrum for somewhere between $\$ 125$ and $\$ 175$ within

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the next six months.
In any case, the Spectrum is a promising machine. I'll reserve further judgment until it becomes available here in the United States.

Acom BBC Microcomputer continued from page 45:
offer 6502 and $Z 80$ auxiliary boards and is experimenting with a board containing National Semiconductor's 16 -bit 16032 chip.

Acorn is offering an interface to its Econet local network system that will make it possible to hook up as many as 254 microcomputers using inexpensive 4 -wire telephone cable. Orbis, a subsidiary of Acorn, supports the Cambridge Ring (developed at the Cambridge University Computer Laboratory), a high-speed local network in a ring configuration that can connect to anything from mainframes to microcomputers.

BBC BASIC is closely modeled after the de facto standard Microsoft versions, but it adds several good extensions. The most important of these are local variables, subroutines that pass parameters, and recursion. BASIC has always been severely handicapped because it lacks these features (especially the first two), and I applaud the BBC's inclusion of them in the language. (Language designers, especially Microsoft, take note.) Another fascinating feature is a built-in 6502 assembler that allows 6502 assembly-language code in a BASIC pro-gram-bravo again! How Acorn got these and many other features into a 16 K -byte BASIC, I'll never know.

The BBC Model B includes an RS423 serial port, which is said to be an RS-232C-compatible interface that facilitates a higher data-transfer rate and a longer maximum cable length than the RS-232C. In addition, the Model B includes an 8 -bit Centronics-type parallel port, an 8 -bit input/output (I/O) port, an RGB (red-greenblue) color-monitor output, and four 12-bit analog-todigital ports.
Although some other British microcomputers offer
more features for a given price, none of them surpasses the BBC Model B microcomputer in terms of versatility and expansion capability. Acorn has plans to produce a version of its computer for American use but has not yet set an availability date.

Grundy Newbrain AD continued from page 47:
mathematics package, screen editor, graphics package, and device-driver software. The BASIC conforms to the ANSI (American National Standards Institute) $\times 3.2 / 78$ standard instead of the more common de facto Microsoft BASIC standard. The Newbrain's graphics package combines traditional point-to-point drawing with Logo-like "turtle" commands (e.g., move-forward-drawing-a-line and rotate-pen-to-new-facing-angle). In addition, commands that draw arcs and fill areas with color are available.

The most useful commands relate to data streams, which are the "pipeline" through which all data transfer occurs. As with the Atari 400 and 800 computers, all input and output is handled through the operating system. This procedure accomplishes two things: first, it allows I/O to be handled in a standard way, regardless of the language or hardware involved; second, it is an openended approach that lets you write software interfaces that will work with any hardware you connect the machine to. Up to 255 data streams can be open at one time. For example, multiple data streams opened to the Newbrain screen editor give you multiple graphics "pages" that can be written to and displayed independently.

The Newbrain is obviously a complex, capable machine designed with open-ended expansion in mind. I personally do not like its small size, and its design is sometimes too complex. I would, however, want to examine it more carefully before making a final decision on it.

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## Ciarcia's Circuit Cellar

# Build the Circuit Cellar MPX-16 Computer System Part 3 

# The final installment describing the design of the MPX-16, which is I/O-compatible with the IBM Personal Computer. 

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

This month's article is the last of three on the construction of the Circuit Cellar MPX-16 computer, which is built around the Intel 8088 microprocessor. In part 1, I presented an overview of the system and a discussion of the coprocessors and bus structures. Last month, in part 2, I described the memory, interrupt mechanism, expansion bus, and I/O(input/output) decoding sections. This month I'd like to finish by describing the serial and parallel I/O, counters and timers, the floppy-disk interface, and an overview of certain parts of the CP/M-86 operating system.
Because the MPX-16 is somewhat more complex than the typical Circuit Cellar project, I've had to simplify or

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[^5]abbreviate my treatment of many details to fit the articles into only three issues of BYTE; to learn some nuances of the individual system parts, you should consult the references I have listed on page 82 . (More detailed information on the MPX-16, including timing diagrams and list-

## Most of what you can learn about the MPX-16 applies also to the IBM Personal

 Computer.ings, is available in the MPX-16 Technical Reference and User's Manual, available from The Micromint.) But these articles contain enough information for you to understand the basic functions of all the subsystems and how they work together. And most of what you can learn applies also to the IBM Personal Computer and other similar ma-
chines. We'll continue the presentation after we review the major features of the MPX- 16 .

## MPX-16 Features

The Circuit Cellar MPX-16 computer system, shown in photo 1 on page 56 , fundamentally consists of a single 9 - by 12 -inch five-layer printedcircuit board (containing 120 integrated circuits), to which various peripheral devices are attached. Its I/Oexpansion bus is completely compatible with that of the IBM Personal Computer but has nine expansion positions instead of five.

The MPX-16 uses the Intel 8088 microprocessor and the optional Intel 8087 numeric coprocessor; the main circuit board has room for 256 K bytes of user memory and contains two serial and three parallel I/O ports, a floppy-disk controller, and EPROMs (erasable programmable read-only memories) containing the BIOS (basic input/output system) module of Digital Research's CP/M-86 16-bit disk operating system. The MPX-16 can be expanded by plugging in various circuit boards and interfaces

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## Teletek's HD/CTC

A hard disk and cartridge tape controller together on one board? Magic? Not really. It's Teletek's HD/CTC. The hard disk and cartridge tape drive controller provide the support necessary to interface both a rigid-disk drive and a cattridge tape deck to the $\mathrm{S}-100$ bus.
A colorful addition to Teletek's already impressive line of S-100 boards, the HD/CTC's specifications include:

- A Z-80A CPU providing intelligent control of the rigid-disk and cartridge tape drives.
- Support of $51 / 4^{\prime \prime}$ rigid-disk drives with transfer rates of 5 megabits per second. Minor changes in on-board components allow the support of other drive types/sizes and transfer rates up to 15 megabits per second. (Interface to disk drive is defined by software/firmware on board.)
- Controller communications with the host processor via 2 K FIFO at any speed desirable up to the limit of 2 megabytes per second for a data block transfer. Thus the controller does not constrain the host processor in any manner.
- Two 28-pin sockets allowing the use of up to 16 k bytes of on-board EPROM and up to 8 k bytes of on-board RAM.
- Individual software reset capability.
- Conforms to the proposed IEEE-696 S-100 standard.
- Controller can accommodate two rigid-disk drives and one cartridge tape drive. Expansion is made possible with an external card.


# Teletek's HD/CTC Offers A Hard Disc Controller, Plus Cartridge Tape Controller, All In One Board. 



Photo 1: The MPX-16 has been designed to be compatible with the IBM Personal Computer in that peripheral devices made for use with the IBM PC can be plugged into the I/O-expansion bus of the MPX-16.


Photo 2: This keyboard, made by Key Tronic Corporation (Building 14, Spokane Industrial Park, Spokane, WA 99214), is nearly an exact copy of the keyboard of the IBM Personal Computer.
to provide a full megabyte of user memory and additional external mass storage. A more detailed list of characteristics appears in table 1 on page 59.

The MPX-16 was initially designed to run $\mathrm{CP} / \mathrm{M}-86$, but eventually Microsoft's MS-DOS operating system will be available for it, making it possible to run most software written for the IBM Personal Computer on the MPX-16, except software that uses unique features of the IBM machine. The principal difference is this: with the present operating-system BIOS, the MPX-16 communicates with the user through a serially interfaced display terminal instead of through a memory-mapped video display. In theory, you could plug an IBM Display Adapter into one of the expansion slots and connect a serial keyboard (such as the Key Tronic model shown in photo 2) for exact


Photo 3: Blasts and flying fluids won't faze an MPX-16 computer protected by a Hoffman heavy-duty NEMA 12 enclosure. (Photo courtesy of Owl Electronic Laboratories Inc.)

## hardware emulation.

The MPX-16 is well suited for use as a low-cost 8088 -based computer for integration into a complete hardware/software package chiefly because it combines so many functions on a single printed-circuit board. Putting together the hardware of a complete system, you need only add a power supply, a serial videodisplay or printing terminal, and one floppy-disk drive (either $51 / 4$ - or 8 -inch). By the time you read this, an enclosure for the circuit board should be available. Many applications need nothing more.
Photo 3 shows the MPX-16 along with all the other components needed to create an industrial control system, including a NEMA 12 (a National Electrical Manufacturers Association specification) enclosure, which should protect it from any environment you'd want to operate it in.

## Parallel I/O Interface

The MPX-16 System Board supports four independent parallel I/O ports; of these, two are dedicated to single purposes and two are available as general-purpose I/O ports. The two dedicated ports use the Intel 8255A-5 programmable peripheral interface (PPI), which appears as IC60 in section 4 of the schematic diagram, figure 1 on pages 60 and 61. The other two ports are implemented using the Intel $8155 \mathrm{H}-2$ chip, IC47 in figure 1, which contains two I/O ports, a 14-bit counter/timer circuit, and 256 bytes of read/write memory. (This memory is not used in the MPX-16. I've written about the 8155 before; see reference 3.) The relationship of the parallel I/O subsystems with the global system bus structures can be seen in the system block diagram (see figure 2 in part 1, November 1982 BYTE, pages 84 through 86). Most
notably, the 8155 communicates over the local address/data bus shared with the processors, while the 8255 receives its data through the buffered resident data bus.
One of the dedicated ports is used during system initialization to read the settings of DIP (dual-inline pin) switches SW1 through SW8, which form an 8 -bit system-configuration value. The eight lines of the configuration switches drive the port-A lines of the 8255 . These lines are initialized by the power-up software initialization routine as input lines in the 8255 's operating-mode 0 (basic input/output). The operating system can read the switch settings via an input instruction from I/O address hexadecimal 1A0. Data bits 0 to 7 in the value obtained contain the respective settings of SW1 to SW8.

The second dedicated parallel port in the 8255 is normally set up as a

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Figure 1: Section 4 of the schematic diagram of the MPX-16 computer. Section 1 appeared in November's article; sections 2 and 3 appeared in December's article. Connections to other sections of the schematic are shown by the notation *( $n$ ), where $n$ is the number of the other section.


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Both transmitter-ready and receiv-er-ready interrupt-request signals are generated during communication sequences. These signals are fed into interrupt-request lines IR0, IR1, IR2, and IR3 of the slave 8259A programmable interrupt controller, IC62 (which appeared in section 1 of the schematic diagram in November's article). The channel-0 interrupts have priority over the channel-1 interrupts, and the receiver-ready interrupt requests have priority over the transmitter-ready requests.

Both types of request signals are active-high. The receiver-ready interrupt request, which signals the main processor that a character has been received and converted to a parallel format, is obtained from the 8251A USART's RXRDY output line. Similarly, the transmitter-ready interrupt request, which signals the processor that the 8251 A is ready to transmit another character to a peripheral device, is taken from the TXRDY output line of the 8251 A . (Each USART also provides four control lines that can be used for modem control.)

## Counter/Timers

Four independent counter/timers are found on the MPX-16 system board. All four are used for dedicated system functions and generally should not be used for other purposes. Three of these counter/timer circuits are part of the Intel 8253-5 programmable interval timer (PIT), IC61. The fourth one is the timer section of the $8155 \mathrm{H}-2$, IC47, which was discussed above. All of the counter/ timers are visible in section 4 of the schematic diagram, figure 1.

The 8253-5 PIT contains three independently programmable 16-bit counter/timer circuits capable of clock rates of up to 2 MHz (megahertz). These counters can be operated in any of six different modes: terminal-count-interrupt generator, programmable one-shot, rate generator, square-wave generator, soft-ware-triggered strobe, and hardwaretriggered strobe.

On the MPX- 16 system board, all three counter/timers of the 8253 PIT are programmed by the power-upinitialization software routine to <br> <br> \section*{HARD DISK PAGKAGE DEAL: <br> <br> \section*{HARD DISK PAGKAGE DEAL: <br> <br> \section*{HARD DISK PAGKAGE DEAL: <br> <br> <br> 5 cosprat <br> <br> <br> 5 cosprat <br> <br> <br> 5 cosprat <br> <br> <br> 16 MEGABYTES WITH CONTROLLER <br> <br> <br> 16 MEGABYTES WITH CONTROLLER <br> <br> <br> 16 MEGABYTES WITH CONTROLLER <br> <br> <br> 8 MEGABYTES WITH CONTROLLER} <br> <br> <br> 8 MEGABYTES WITH CONTROLLER} <br> <br> <br> 8 MEGABYTES WITH CONTROLLER}


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operate in mode 3 (square-wave generator). The input clock signal that drives all three of the 8253 's counter-clock-input lines is obtained from a simple crystal-controlled oscillator circuit consisting of a $4.9152-\mathrm{MHz}$ crystal, a couple of inverter gates, a few resistors, and a capacitor. The output of this circuit, a $4.9152-\mathrm{MHz}$ square wave, is then divided down by a 74LS393 binary counter to form a $2.4576-\mathrm{MHz}$ USART clock and a $1.2288-\mathrm{MHz}$ clock to drive the 8253 PIT counters.
The first counter circuit of the 8253 PIT is used as a software-programmable data-rate generator, producing a signal called BAUDO. Similarly, the second counter circuit is used to produce the data-rate signal BAUD1. The data rate for both serial channels is set at power-up for 9600 bps (bits per second) using a data-rate multiplier factor of 16 . The system software then automatically initializes the data rate for the console serial channel (channel 0) when the user types a Return character in ASCII
(American Standard Code for Information Interchange). The first character must be Return for proper datarate initialization. If the input data rate of the console terminal is not 9600 bps , the program reinitializes the counter-1 circuit of the 8253 to match the new data rate.

> So that system crashes will not occur, the memory-refresh signal must never be altered by application software.

The third counter/timer circuit of the 8253 PIT is intended for use as a real-time clock for either time-of-day or software-timing-delay applications. This clock is initialized at power-up by software, preset for a $10-\mathrm{ms}$ (millisecond) period ( 100 Hz ). This clock output drives the IRO line of the master 8259 A interrupt controller, IC35, and forms the highest-
priority maskable system interrupt. This timekeeping capability can be very useful in interrupt-driven, realtime process-control applications.
The fourth counter/timer on the MPX-16 system board is the timer section of the $8155 \mathrm{H}-2$, IC47. This timer is driven by the SYSCLK2 ( $2.386-\mathrm{MHz}$ ) clock signal to produce the square-wave signal REFRQST, which has a period of $15.1 \mu \mathrm{~s}$ (microseconds). The REFRQST output signal activates the periodic refresh operation required by the dynamic RAMs (random-access read/write memories). This vital signal must never be altered by the user's application software; if it is, system crashes may occur.

## Floppy-Disk Drive Controller

The MPX-16 system supports up to four floppy-disk drives. Versatility is provided by jumper-selectable features of the MPX-16's floppy-disk controller interface: either $51 / 4$-inch or 8 -inch drives may be used and up to four drives may be attached to the

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## A. Power Lines

All power to the disk drives is supplied from an external power supply through separate power cables. A typical $51 / 4$ - inch floppy-disk drive will require approximately +5 V (volts) DC at 0.5 A (amps) and +12 VDC at 1 A . A typical 8 -inch drive will require +24 VDC at 1.3 A , +5 V DC at $0.8 \mathrm{~A},-5 \mathrm{~V}$ DC at 0.05 A and 115 V AC at 0.3 A .

## B. Output Lines

DRIVESEL $x$ : The four drive-selection lines, numbered 0 through 3 , are provided to enable the selected drive to respond to input signals and consequently to output data and/or status information. Each individual drive must be configured to respond to one of the four driveselect signals. This is usually accomplished via a programmable shunt header or a DIP switch. A drive is selected by a logic low state on the select line assigned to it.

DIRECTION: This control line defines the direction of motion of the selected drive's read/write headduring a step operation. A high state (equivalent of logic 1) will cause the head to move out, toward the outer edge of the disk. A low state (logic 0) will cause the read/write head to move in, toward the center of the disk.

STEP: This control line causes the selected drive to move its read/write-head carriage one position in the direction controlled by the direction-select line. Each step is initiated by the low-to-high transition of the STEP pulse. Direction changes must occur at least $1 \mu$ sefore the trailing edge of the step pulse.

WR ENABLE: The write-enable, or write-gate, signal enables the writing of data onto the disk when it is active-low. When this line is inactive-high, the read-data logic and head-step logic circuits are enabled.

HEADLOAD x: The four head-load lines, numbered 0 through 3 , are alternative output lines which usually require the user to install or configure the drive unit to accept them. The head-load line can be used to load and unload the read/write head from the disk's surface. If desired, the heads may be kept loaded to avoid the $50 \cdot \mathrm{~ms}$ head-load time. Typically a drive will be configured so that the read/write head loads when either the drive-select line or the motor-on control line becomes active.

MOTOR ON x: Three output lines, numbered 0,1 , and 2 , are provided for motor-on/motor-off control. The MOTOR ON $\overline{\text { M }}$ line on pin 16 of J 11 and J 12 is the standard floppy-disk interface signal. The MOTOR ON 1 and MOTOR ON 2 lines are available as alternative output control lines. When the MOTOR ON line of the floppy-disk drive (if available) is driven active-low, the drive motor will be turned on, allowing reading or writing on the drive. Typically, a 1 -second delay is required after activating the motor control line prior to reading or writing. To maximize motor life, the motor for the drive is usually turned off after 2 seconds if no commands have been issued to the drive.

SIDESELECT: This output control line is used to select which side of a two-sided floppy disk is to be used for reading or writing. This line is provided for future system expansion; it is not supported by the current MPX-16 system software. A logic high on this line designates the read/write head on side 0 , and a logic low indicates selection of the side- 1 read/write head. A typical delay of $100 \mu \mathrm{~s}$ is required before reading or writing after switching sides.

LOW CURRENT: This output control line is an active-low signal used only by 8 -inch drives. It causes a reduced current flow through the read/write head when writing data on tracks 43 to 76 . When tracks 0 through 42 are selected, the low-current signal is high, causing a greater current flow.

FAULT RESET: This is an active-low output signal which can be used to reset a disk drive's fault logic, if the drive has some.
 $\overline{\text { ENABLE }}$ control line. Each positive transition on the WR DATA line causes the current through the read/write head to be reversed, thus writing a data bit onto the disk.

## C. Input Lines

READY: The active-low $\overline{\text { READY }}$ input line can be used to indicate the status of the disk drives when the circuitry in the drive supports such a function. This signal typically indicates that the drive motor is rotating at the correct speed and that two index holes have been detected after a disk has been inserted into the drive. If drive-ready indication is not supported by the drive being used, the jumper to ground must be installed. The $\overline{\text { READY }}$ signal is conditioned by a 150 -ohm pull-up resistor and a Schmitt-trigger inverter.

INDEX: The INDEX interface line is an active-low signal that occurs once for each revolution of the disk. This signal indicates the logical beginning of a track. It is conditioned by a 150 -ohm resistor and a Schmitt-trigger inverter.

TRACKO: This input line is active-low when the drive's read/write head is positioned over track 0 of the disk (the outermost track) and the access logic circuitry is driving current through phase 1 of the stepper motor's windings. This signal is at a logic 1 at all other times. The TRACKO signal is conditioned by a 150 -ohm pull-up resistor and a Schmitt-rtigger inverting buffer.

TWOSIDED: The active-low TWOSIDED input signal, for 8 -inch drives, indicates that a double-sided disk is contained in the drive when low, and a single-sided disk is in the drive when high. This signal is terminated by a 150 -ohm pull-up resistor and a Schmitt-trigger inverting buffer. This signal is not supported by the current system software but is available for future use as two-sided drives become more widely used.

WRITE PROTECT: This active-low input signal indicates that the disk inserted on the selected drive has been write-protected, and thus no write operations can be performed. On 8-inch drives, the write-protect notch is left uncovered to write-protect the disk; conversely for $51 / 4$-inch drives, the write-protect notch on the disk must be covered to write-protect the disk. This input line is terminated by a 150 -ohm pullup resistor and a Schmitt-trigger inverting buffer.

FAULT: When available, on 8 -inch drives, this input line indicates that a fault condition has been detected by the drive-control logic and that further operations on the drive should not be permitted. Thus active-low input is terminated by a 150 -ohm pull-up resistor and a Schmitttrigger inverting buffer.

RD DATA: The read-data input signal contains serial data and clock-bit information read from the disk when the WR ENABLE control line is high (inactive). This line provides an active-low pulse of approximately 200 ns for each flux reversal detected by the drive electronics, whether a data bit or a clock bit. This raw data signal is conditioned by a 150 -ohm pull-up resistor and a Schmitt-trigger inverter.

Table 2: Descriptions of the floppy-disk-drive interface signals found in the MPX-16 system. Both 8-inch and 51/9-inch drives are supported by the floppy-disk controller.

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Menu driven installation Startup command file Setup CRT function keys Support newest CRT terminals Support smart CRT functions Customizable keyboard layout

system. Three drive-motor-control lines and four head-load-control lines are available; both $34-$ pin and $50-$ pin connectors, with industry-standard signal/pin assignments, are provided for $51 / 4$-inch and 8 -inch drives, respectively. A description of the functions of each interface signal is given in table 2 on page 66.

Either single- or double-density recording may be selected under software control. The normal disk format is compatible with the IBM 3740 for-
mat (in the 8 -inch size) or with the IBM Personal Computer (in the $51 / 4$ inch size-what might be called the IBM 5150 format), but this can be changed via a software modification. Single-density recording uses the FM (frequency modulation) technique, while double-density operation uses the MFM (modified frequency modulation) technique. (See reference 7 for an explanation of FM and MFM as applied to floppy disks.)

The heart of the floppy-disk inter-

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face is an Intel 8272 single-chip floppy-disk controller, or FDC (IC21). This device appears in section 5 of the schematic diagram, figure 2 on pages 70 and 71 , along with the rest of the floppy-disk interface logic.

The Intel 8272 was designed to be pin- and function-compatible with the NEC (Nippon Electric Company) $\mu$ PD765 floppy-disk controller. These controllers support 15 software commands, processor-interrupt generation, DMA (direct memory access) data transfers, and generation of several control signals that can be used to reduce the amount of hardware support logic required to employ double-density recording formats. The 8272 FDC, in conjunction with the 8237A DMA controller, IC48, forms an efficient disk-interface subsystem.

There are six basic functional sections in the disk interface: clock-sig-nal-generation logic, motor-on/off logic, drive-control logic, data-write logic, processor-interface logic, and data-recovery logic for reading the disk.

## Clock-Signal Generation

The 8272 FDC requires two external clock signals as input: a 4 - or $8-\mathrm{MHz}$ square-wave clock and a datawrite clock, with a pulse duration of 250 ns (nanoseconds), that is pulsed at one of three frequencies.

The square-wave clock input at pin 19 of the FDC is derived from an $8-\mathrm{MHz}$ crystal oscillator, IC10. If 8 -inch drives are to be used, jumper JP16 must be installed and JP17 removed. This routes the $8-\mathrm{MHz}$ clock directly to pin 19. When $51 / 4$-inch drives are to be used, JP27 must be installed and JP16 removed, applying a $4-\mathrm{MHz}$ signal to pin 19 , instead.

The repetition rate of the 250 -ns data-write clock pulse is $1 \mathrm{MHz}, 500$ kHz (kilohertz), or 250 kHz , depending on the disk-drive type and disk format. Multiplexer IC3 selects the correct clock frequency for the desired recording density. When the MFM signal coming from the 8272 is in a logic low state, single-density frequencies are selected. When MFM is high, the double-density frequencies are selected.

Text continued on page 72

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Figure 2: Section 5 of the MPX-16 schematic diagram. Here are shown the system-board power connections and the floppy-disk controller, including the PLL (phase-locked loop) circuitry used to recover data read from a disk. Connections for both 8-inch and 51/4-inch drives are shown.


A complete table of the MPX-16's integrated circuits was printed in the part 2 of this series (December 1982 BYTE, pages 56and 60). The table included a listing of power connections and a cross-reference by schematic section.

## Motor Control

The floppy-disk-drive interface provides three separate motor-on/off control lines for the floppy-disk drives: $\overline{\text { MOTOR ON O, }}$, MOTOR $\overline{\text { ON 1, }}$, and MOTOR ON 2. These signals are generated by a 74LS173 quad D-type register chíp, IC6. The 4-flip-flop register is addressed as an I/O device residing on the resident data bus at hexadecimal address OAO.

The QO output of IC6 controls the MOTOR ON 0 line. To turn the motor on, a logic 1 is written into Q0, and to turn off the motor a logic 0 is written. The Q1 and Q2 outputs of IC6 similarly control the MOTOR $\overline{\mathrm{ON} 1}$ and MOTOR ON 2 lines.

The MOTOR ON 0 line is connected to pin 16 on both J11 (the $51 / 4$ -inch-drive connector) and J12 (the 8 -inch-drive connector), Use of this pin for motor control in floppy-disk interfaces is fairly standard throughout the computer industry. The other two motor-control lines are not standard but are provided to allow additional control, if needed, by wiring
the interface cable appropriately. The most common arrangement is for $\overline{\text { MOTOR ON } 0}$ to control drive A, MOTOR ON 1 to control drive B, and MOTOR ON 2 to control drives C and D. All three control lines have an onboard jumper that can be used to disconnect the signal from the diskdrive connectors.

## Drive-Control Logic

The floppy-disk-interface drivecontrol logic consists of all control signals other than the motor-on/off control signals supplied to or received from the electronic circuitry inside the floppy-disk drives. All of the output signal lines are driven by type7406 open-collector inverting drivers or type-7407 open-collector noninverting drivers. All input signal lines are conditioned by 150 -ohm pull-up resistors and 74LS14 Schmitt-trigger inverter gates. All of the signals, input and output, are active-low.

The RW/SEEK line of the 8272 FDC is used to multiplex eight DC in-

terface signals onto four pins of the 8272. When the FDC is in the seek mode (with $\overline{\mathrm{RW}} /$ SEEK low), pin 19 of the 74LS240 octal inverting buffer IC22 is driven low. This causes the TRACKO and the TWOSIDED signals to be input into pins 33 and 34 of the FDC, and the DIRECTION and STEP signals from pins 38 and 37 to be output to the drives.
When the FDC is in the read/write mode (with $\overline{\text { RW/SEEK high), pin } 1 \text { of }}$ the inverting buffer IC22 is driven low. This allows the WRITE PROTECT and FAULT signals to pass into pins 34 and 33 of the FDC and lets the FAULT RESET and LOW CURRENT signals from pins 37 and 38 of the FDC pass to the drive. Note that the four signals that were gated by a low state on the $\overline{R W} /$ SEEK line are now blocked by the high-impedance state of their buffer sections. A pull-up resistor is provided to ensure that a false $\overline{\text { STEP }}$ command is not issued to the drive units.
The 8272 FDC provides two control signals to select one of four drives, USO and US1 on pins 29 and 28. These two lines drive the 74LS139 dual 2-to-4-line demultiplexer, IC26, which selects the desired drive by placing a low state on the corresponding DRIVESEL $x$ line. The signals from USO and US1 are tapped off to another section of the demultiplexer to activate the head-load signal at the same time. (The interface may be wired to load all heads together or separately.)

The HD (head-select) output of the 8272, pin 27, is available for applications where two-sided disk drives are available. This signal can be used to select one of the two read/write heads. Initially, the MPX-16 system software supports only single-sided drives and does not use this control signal. A two-sided modification will eventually be incorporated.
Two input pins, the READY and INDEX signals are conditioned by 74LS14 Schmitt-trigger inverters and routed directly to the 8272 . The READY line can be jumpered to ground if the attached drives do not provide a status-ready indication. An index pulse occurs once per revolu-

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tion of the disk when a soft-sectored floppy disk (the type supported by the MPX-16) is being used in the selected drive.

## Data-Write Logic

The data-write logic consists of the 74LS175 quad type-D flip-flop IC17 and the 74LS153 4-to-1 decoder, IC11. The 74LS175 is configured as a shift register clocked by the single/ double-density write clock, which provides the precompensation required for double-density recording. The actual value ( 250 or 125 ns ) depends on the particular drive size being used and is selected by jumpers JP20 and JP21.

## Data-Recovery Logic

The data-recovery (data-read) logic of the floppy-disk interface, shown on page 70 of figure 2, is fairly complex, due to the subtleties of MFM double-density recording. The MPX-16 uses a PLL (phase-lockedloop) circuit to decode the doubledensity data. The 8272 floppy-disk
controller, IC 21 , requires two input signals, the RDD and RDW signals at pins 23 and 22 , respectively, to be generated from the raw-data signal read from the disk and transmitted to the interface by the drive electronics. The RDD signal consists of one positive pulse for each magnetic-flux reversal read from the disk, which can signify either a clock bit or a data bit. The RDW signal tells the 8272 of the status of the "data window" (a period of time in which a pulse may or may not occur), which is used by the 8272 to determine if the flux reversal is a data bit or a clock bit (see reference 7).
The 8272 provides two output signals, the VCOSYNC and MFM signals, that simplify the implementation of a PLL data-recovery circuit. The VCOSYNC signal goes activehigh when valid data is being read from the disk and is used to enable the PLL logic. When a gap area (a place on a floppy disk where no data is recorded-for example, between the disk's identification and data
fields) is being read by the read/write head, the VCOSYNC signal goes low to disable the PLL. In addition, the VCOSYNC signal can be high only after the read/write head has been loaded and the head-load time has elapsed. The MFM signal from the 8272, when active-high, indicates that the 8272 has been programmed for double-density operation; when MFM is inactive-low, single-density operation is indicated. This signal, along with the data-recovery logic, allows the recording mode to be soft-ware-selected between single- and double-density operation.

The active-high RAWDATA pulses from the disk-drive circuitry trigger two one-shot multivibrator sections, both in IC2, which serve as pulse shapers for the phase-detector logic. Section IC2a shapes the single-density (FM) data pulses, while section IC 2 b works for double-density (MFM) data. Separate one-shots are provided for the MFM and FM modes so that the recording format can be selected only by software.

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The one-shots take the raw data pulses from the drive and stretch or shrink them to a constant length, as required. The duration of the output pulses of the one-shots is determined by resistors R1 through R4 and capacitors C6 and C7. Jumper connections JP9 through JP12 are used to set up the correct pulse duration for $51 / 4$ inch or 8 -inch drives. The RC (resistance/capacitance) values are chosen to provide a shaped data pulse width that is one-half the duration of the data window. These values are $2 \mu \mathrm{~s}$ for $51 / 4$-inch and $1 \mu \mathrm{~s}$ for 8 -inch FMDAT (single-density data) pulses, and $1 \mu \mathrm{~s}$ and 500 ns for $51 / 4$-inch and 8-inch MFMDAT (double-density data) pulses, respectively.

A type-74S124 voltage-controlled oscillator (VCO), IC4, generates a free-running $8-\mathrm{MHz}$ VCO output frequency used to track the incoming data stream. The VCO frequency is also divided by 2 to produce a $4-\mathrm{MHz}$ clock pulse. Jumpers JP8 and JP15 select the correct VCO frequency for the type of drive in use ( 8 MHz for 8 -inch and 4 MHz for $51 / 4$-inch).

The read-data pulse for the 8272's RDD input is derived from IC13 and IC16. Pin 5 of IC13 (the Q output) goes high when this flip-flop detects the rising edge of each inverted data pulse, which corresponds to the leading edge of the negative-going raw data pulse from the disk drive. On the rising edge of the next inverted $8-\mathrm{MHz}$ VCO-clock pulse, the Q output of IC13 is then clocked into flipflop IC16, forming the positive RDD pulse required by the 8272 .

## CP/M-86 BIOS

Digital Research's CP/M-86 operating system is designed to operate in almost any 8086 - or 8088 -based microcomputer system. This flexibility has been made possible by dividing the operating-system code into functional sections, one of which is accessible to the computer's manufacturer, dealers, and users. This section is the lowest-level portion and is called the basic input/output system or BIOS (usually pronounced "by-ahs" or "byohs" for short).

The higher-level BDOS (basic disk operating system-"bee-dahs"), the
nucleus of CP/M-86, calls on the BIOS to gain access to the physical hardware of the computer system, in our case, the MPX-16. This provides a very machine-independent environment for the BDOS.

Imagine the BIOS as a slave that the BDOS can order around. The BDOS knows what it wants to do (communicate with the disk controller or console serial port, for example) but doesn't know exactly how to talk to the hardware. It does have rapport with the BIOS, though, and can ask the BIOS to communicate with the hardware and return the results.

As a user, you will almost always receive your CP/M-86 computer system with a customized BIOS previously installed by your manufacturer or dealer. But if you buy CP/M-86 directly from Digital Research, it will not contain a BIOS that will work with the MPX-16. To support this project, I have arranged for a customized BIOS to be written, burned into EPROMs, and distributed by The Micromint for use with the MPX-16.
The inner workings of the BIOS and full instructions on how to customize it are too complex to deal with in this article and are covered in great detail in the CP/M-86 documentation, so rather than duplicate that material, I shall attempt to explain in English terms what the various parts of the BIOS do.

## BIOS Organization

The BIOS portion of CP/M-86 resides constantly in user memory during normal system operation. When power is first applied to the MPX-16, the 8088 processor comes up executing instructions at the very top of memory, in the space assigned to EPROM in the MPX-16. The first instruction it encounters is an initialization vector that causes control to branch to the initialization routine. This routine first performs diagnostic operations to make sure that the system is working properly, then it copies the BIOS out of its storage locations in the EPROM into addresses low in memory. Control is then transferred to the cold-start vec-

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Figure 3: Memory map of the CP/M-86 operating system as configured for the MPX-16. In $64 K$-byte systems, the CS, DS, SS, and ES registers will all contain a value of zero, and the segments will overlap. User programs are loaded into the TPA (transient program area).

| Offset from Start of BIOS | Instruction | BIOS <br> Function Number | Description |
| :---: | :---: | :---: | :---: |
| 0000 | JMP INIT | 0 | cold start |
| 0003 | JMP WBOOT | 1 | warm start |
| 0006 | JMP CONST | 2 | console status check |
| 0009 | JMP CONIN | 3 | console character input |
| 000C | JMP CONOUT | 4 | console character output |
| 000F | JMP LIST | 5 | list-device character output |
| 0012 | JMP PUNC | 6 | punch-device character output |
| 0016 | JMP READER | 7 | reader-device character input |
| 0018 | JMP HOME | 8 | move to track 0 |
| 0018 | JMP SELDSK | 9 | select a disk drive |
| 001E | JMP SETTRK | 10 | set track number |
| 0021 | JMP SETSEC | 11 | set sector number |
| 0024 | JMP SETDMA | 12 | set DMA-offset address |
| 0027 | JMP READ | 13 | read selected disk sector |
| 002A | JMP WRITE | 14 | write selected disk sector |
| 002D | JMP LISTST | 15 | return list-device status |
| 0030 | JMP SECTRAN | 16 | sector translation |
| 0033 | JMP SETDMAB | 17 | set DMA segment address |
| 0036 | JMP GETSEGB | 18 | get MEM region table offset |
| 0039 | JMP GETIOB | 19 | get IOBYTE |
| 003C | JMP SETIOB | 20 | set lOBYTE |

Table 3: BIOS (basic input/output system) jump vectors for CP/M-86 on the MPX-16. These jump instructions are the 21 entry points to the BIOS. The BDOS module calls these subroutines when it needs to send commands or receive data from the actual hardware (machine-dependent) interfaces, such as disk drives or serial ports. The offset address is from the start of the BIOS, which is located at an address in memory hexadecimal 2500 locations up from the start of the CCP/BDOS code segment.
tor of $\mathrm{CP} / \mathrm{M}-86$, and normal operation begins.

Figure 3 shows a typical memory map for a CP/M-86 installation. The BIOS is made up of several subsections. The first 63 bytes contain 21 jump vectors, each 3 bytes long. Each jump vector is an instruction to transfer control to the address in memory of a routine that performs an assigned low-level function, such as restarting $\mathrm{CP} / \mathrm{M}-86$ or getting a console character. These functions are listed in table 3.

As shown in figure 3, the BIOS resides in memory at an address offset by hexadecimal 2500 from the base address of $\mathrm{CP} / \mathrm{M}-86$. This offset is constant, but the upper boundary of the BIOS may change, depending on the size and special requirements of the microcomputer hardware. For example, some disk controllers are interrupt-driven, some are set up to use DMA transfers, and some use regular I/O transfers to communicate with the processor. The complexity of the BIOS depends on how many different features like these it must support.

The first two jump vectors, as shown in table 3, are for system reinitialization. The first one is called directly by the CP/M-86 loader program and performs any needed hardware initialization when CP/M-86 is loaded "from cold start" (for the first time after the computer is turned on). The second is called the "warm-start" vector because it is called whenever a program terminates (through BDOS function 0 ). After the warm-start operation has been completed, control is immediately transferred to the part of CP/M-86 with which the user converses, the console command processor, or CCP.
The next six jump vectors in table 3 transfer control to various characterI/O routines. In all of the routines, a character being sent out to a device must be placed in the CL register, and any character or status information being returned will appear in the AL register. For example, CONST, CONN, and CONOUT pass characters to and from the logical console device in this manner. The next vector (LIST) sends a character to the

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logical list device (usually the printer). Further down, we see that function 15 (LISTST) returns the status of the list device.

The reason why the list-status routine is not located adjacent in memory to the list-output routine is simple: when the first version of CP/M-80 was written, no list-status routine existed. It was added later, but to avoid rearranging all the jump vectors, it was added as function 15. In CP/M-86, other jump vectors were added after it. The logical device names Reader and Punch are actually obsolete. They were intended for a paper-tape reader and punch, but these routines are now used to operate various auxiliary input and output devices.

## Disk I/O Routines

BIOS functions 8 through 14 and function 16 are used for disk-controller communications. For example, the HOME function causes the currently selected disk to return to track 0 (that is, it causes the read/write head to seek to the outermost track). The SELDSK function activates the disk drive whose address is passed in the CL register and makes it the current disk (this is how the default disk is activated).

The READ and WRITE functions transfer a single record (128 bytes)
from the current DMA buffer (set with SETDMA) to or from the currently selected disk (SELDSK) at the current track and sector (SETTRK and SETSEC). The BDOS refers to the disk directory on disk to know where to read or write information when needed.

## Disk-Definition Tables

All of the recently introduced operating systems from Digital Research, including CP/M-86 and CP/M-80 version 2.2 , are table-driven. This means that all the disk definitions and storage-allocation information is kept in tables in the section of memory occupied by the BIOS, rather than in the BDOS. This allows for flexibility in interfacing disk drives and other peripheral devices to the system. Early versions of CP/M-80 assumed that all disks attached to the system were identical: 8 -inch single-density drives. Now, many systems have one to four floppy disks, and perhaps an additional hard disk, for mass storage. A few even have so-called RAM disks (large-capacity semiconductor random-access read/write memories set up to simulate disk drives). Because the modification of the tables is usually performed by an experienced programmer, the user rarely has the need to modify them. (To keep this article from running
overlong, I'll let those of you who are really interested look to the CP/M-86 documentation to learn those software mysteries.)

## In Conclusion

That's all the information on the MPX-16 we can reasonably cover in three magazine articles, but more information is available for those of you who need it in the MPX-16 Technical Reference and User's Manual, available separately from The Micromint.
You've probably noticed a great reliance on Intel components throughout the computer. These are present in the MPX-16 for compatibility, because they are used in the IBM Personal Computer, but I suspect that IBM's design team selected these components because of Intel's foresight in promptly supporting its 16 -bit microprocessors with parts that work well together, at reasonable cost, in a complete solution to a computerdesign problem.
Overseeing the design of the MPX-16 has been quite an adventure for me these past few months. I hope you've enjoyed reading this epic.

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To receive a complete list of Ciarcia's Circuit Cellar project kits available from the Micromint. circle 100 on the reader service inquiry card at the back of the magazine.

Editor's Note: Steve often refers to previous Circuit Cellar articles as reference material for each month's current article. Most of these past articles are available in reprint books from BYTE Books, McGraw-Hill Book Company, POB 400, Hightstown, NJ 08520.
Ciarcia's Circuit Cellar, Volume I, covers articles that appeared in BYTE from September 1977 through November 1978. Ciarcia's Circuit Cellar, Volume II. contains articles from December 1978 through June 1980. Ciarcia's Circuit Cellar, Volume III, contains the articles that were published from July 1980 through December 1981.

[^6]The following items are available from:
The Micromint Inc.
561 Willow Ave.
Cedarhurst, NY 11516
(516) 374-6793
(for technical information)
(800) 645-3479
(for orders only)

1. MPX-16 single-board computer system: assembled, tested, and burnedin. Includes 64 K bytes of RAM, Digital Research CP/M-86 operating system on 8 -inch or $51 / 4$-inch floppy disk, CP/M-86 BIOS in EPROM, MPX-16 Technical Reference and User's Manual. Requires power supply and one floppy-disk drive.
Single-quantity price.
$\$ 1895$
2. MPX-16 single-board computer system, as above, but with 256 K bytes of $R A M$ installed.
Single-quantity price.
$\$ 2135$
3. MPX-16 single-board computer system, assembled and tested, with 64 K bytes of RAM.
In OEM quantities of $100 . \ldots . \$ 1200$ each

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19. Tandon TM848-1/TM848.2 Product Specification. Chatsworth, CA: Tandon Corporation, 1980.
20. Complete MPX-16 disk-based system: includes MPX-16 single-board computer, assembled; tested, and burned-in, with 256 K bytes of RAM installed, CP/M-86 operating system on 51/4-inch floppy disk, CP/M-86 BIOS in EPROM, power supply, one single-sided $51 / 4$-inch floppy-disk drive, connecting cables, MPX-16 Technical Reference and User's Manual. Enclosure sold separately.

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5. Wave-soldered printed-circuit board for MPX-16, with all sockets, all passive components, and 5 expansion connectors installed; no integrated circuits included. . . . . . . . . . . . . . $\$ 595$
6. Digital Research CP/M-86 documentation (three-volume set), sold separately................... . $\$ 40$
7. MPX-16 Technical Reference and User's Manual, sold separately.... $\$ 35$
8. Enclosures for MPX-16 circuit board, power supplies, and floppydisk drives............. . call for prices
9. Unpopulated (blank) printedcircuit board for the MPX-16 computer system: five-layer, screened, and solder-masked. Includes CP/M-86 BIOS in EPRंOM, MPX-16 Technical Reference and User's Manual.

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When it becomes available for the MPX-16, Microsoft's MS-DOS operating systemi may be optionally substituted for CP/M-86.

The MPX-16 is available to OEMs in large quantities. Various forms of kits and subassemblies will eventually be available. Call The Micromint for prices and delivery information. The Micromint will test previously wavesoldered circuit boards assembled by users for a fee of $\$ 50$.

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## Product Description

# Heath's HERO-1 Robot 

Steven Leininger<br>Leininger and Associates<br>5402 Summit Ridge Trail<br>Arlington, TX 76017

Heath, a leading supplier of educational electronic kits, began a few years ago to design an industrial electronics course. Intending to teach the broad range of skills necessary for electromechanical control and real-world interfacing, the instructors wanted a hardware training kit that would demonstrate stepper-motor control, sound input and output, and object detection and ranging.


Photo 1: The assembled Heath HERO-1 robot.

One proposed kit had all of the actuators and sensors mounted on a breadboard chassis plus a book detailing the experiments that could be performed. That was the way Heath instructors had taught computer technology with their classic microprocessor trainer. But they decided to go beyond the microprocessor-trainer concept and build an educational device that would be fun to use after the experiments were over. A robot seemed to be the ideal solution.

The engineers at Heath approached the robot project with great enthusiasm. Imagine having the charter to design a robot that demonstrates virtually all principles of automation and robotics. The final product of this engineering effort is now available as HERO-1 (Heath Educational Robot-1).

## The Mobile Robot, Circa 1982

The HERO-1, completed and "fully clothed" (see photo 1), looks like a distant cousin of R2D2. It stands about 20 inches high on its three-wheel base and weighs 39 pounds. Though HERO-1 is not as strong, fast, or accurate as its industrial counterparts, it does have an impressive list of capabilities. It can sense sound, light, motion, distance, and time; it can move about the room and grasp objects with its optional programmable arm. It can even do a credible job of speaking with its optional speech synthesizer.

The robot is controlled by an onboard computer that can be programmed manually via the hexadecimal keypad on top of the head assembly. Each function of the HERO can be exercised with just a few lines of code to verify correct operation or to demonstrate one or more principles of industrial automation. After the low-level functions of the robot are understood, the user can then get a taste of real-time robot programming with the

D)azzled by 16-bit and 32-bit machines? When it comes to multiuser applications you've got to talk about TOTAL processing power. Not just the number of bits on a single processor.

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Photo 2: The Heath HERO-1 robot from the assembler's perspective. Note the teaching pendant (remote control) and the variety of sensors in the robot's head.
teaching pendant (see photo 2 ). The teaching pendant, basically a remote controller connected to the robot by wires, can be used to select the desired motion, such as forward motion at half speed or raising the arm to a horizontal position, as well as to control the duration of that motion.

## Inside the HERO-1

Fourteen printed-circuit boards, three wiring harnesses, and four heavy-duty rechargeable batteries make up the bulk of the electronics. The main processor board comes from Heath already assembled and tested so that the student of robot technology does not have to be a computer-troubleshooting technician as well. The processor board has 4 K bytes of programmable memory, 8 K bytes of ROM (read-only memory), and a Motorola 6808 microprocessor. The ROM contains the machinelanguage debugger program that allows hexadecimal data to be loaded into the HERO-1 via the keyboard. It also contains the Robot Interpreter program, which simulates a possible ideal instruction set for the control of the motors, speech, and real-world interfacing.

Power for the HERO-1 comes from four gelledelectrolyte rechargeable batteries connected as two independent 12 -volt (V) supplies. Enough power is available to run the robot for at least an hour of untethered operation. The robot can also operate con-
tinuously if connected to the battery charger included with the HERO-1, but of course mobility is impaired by the line cord.

An internal power-supply board contains a switching regulator that generates the required voltages for the computer, control, and sensory circuitry and provides the necessary regulation when recharging the batteries. A switching regulator was chosen because its high efficiency translates into longer battery life and cooler operation.

The basic HERO-1 has two stepper motors and a permanent-magnet DC motor. One stepper motor is used to rotate the head, so that sensors can be pointed in the desired direction independent of the body attitude. The other stepper motor is used to set the direction of the drive wheel with respect to the body for steering.

Heath chose a large DC motor as the main drive because of the torque required to move nearly 40 pounds of plastic, metal, and electronics. In order to provide some sort of feedback to the system about the distance traveled, an optical sensor was mounted on the front wheel with an encoder disk to send pulses to the computer for counting.
The HERO-1 senses distance with a pulsed ultrasonic SONAR (sound navigation/ranging) system operating at 35 kHz . An ultrasonic transmitter emits a pulse to be detected by an ultrasonic receiver. The time interval between the transmitted and received pulses is proportional

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to the distance to the object. The system has a resolution of 0.42 inches over a range of about 8 feet. This ranging feature is primarily useful for avoiding obstacles while moving about under program control.

The motion, sound, and light-detection circuits are in-

## At a Glance

## Name

HERO-I Robot
Manufacturer
Heath/Zenith Educational Systems
Department $150-145$
Benton Harbor. MI 49022
16161982-3200

## Price

Basic HERO- 1 kit |ET-18), without the arm and speech synthesizer. s999.95; arm add-on kit, s399.95; speech add-on kit. S149.95: HERO.I package including arm and speech synthesizer, S1495: training course. 599.95: assembled HERO-I (ETW-18). 52495

## Features

Size: maximum of 20 inches high by 18 inches wide 150 cm by 45 (m); 39 pounds ( 17.6 kg )

Sound detection: frequency range, 200 Hz to 5000 Hz ; amplitude range, 256 discrete sreps; directional characreristics. almost horizontally and vertically uniform
Light detection: frequency range, visible spectrum: amplitude range. 256 discrete steps: sensor beam angle. approximately 30 degrees
Ultrasonic ranging: pulsed ultrasonic, 35 kHz ; range, 0 to 8 feet 10 to 2.4 meters): resolution. 0.42 inches (1 cm): sensor beam angle. approximately 30 degrees
Motion detection: continuous-wave ultrasonic field: range, can detect an adult at about 15 feet 15 meters): directional characteristics, horizontally and vertically uniform if pointed at wall
Time sensing: battery-powered clock IC: in units of seconds. minutes. days of week. days of month, months: accuracy. plus or minus 120 seconds per year
Mechanical: head, rotates 350 degrees in horizontal plane: shoulder, rotates 150 degrees in vertical plane: arm, extends 5 inches 112.7 cmf; wrist. pivots 180 degrees, rotates 350 degrees; gripper capacity. 0 to 6 inches (0 to 15.2 cm): arm payload. horizontal and retracted, 16 ounces 1450 grams): horizontal and extended. 8 ounces (225 grams): gripper force. 5 ounces ( 140 grams); minimum turning radius. 12 inches Battery charger: power requirements. $120 / 240 \mathrm{~V} \mathrm{AC}, 50 / 60 \mathrm{~Hz}$. 60 watts maximum: output voltage. 27 V DC (maximum) unregulated: output current. 1.9 A (maximum) into fully discharged batteries: recharge time. 10 hours (maximum) with robot off
Batteries: four 4-amp-hour, 6-V gellec-electrolyte rechargeable cells Speech loptionall: phonemic speech IC: number of phonemes. 64: levels of inflection. 4

## Documentation

Assembly manual. user's manual. technical manual. and speech dictionary

## Audlence

Anyone interested in learning about robots
terfaced to the onboard microprocessor with an 8 -bit A/D (analog-to-digital) converter. This produces a binary digital number ranging from 0 to 255 in response to an input voltage from a sensor selected by the controller. The higher the voltage from the sensor, the higher the output value to the 6808 microprocessor.
Motion is detected by using a continuous-wave ultrasonic field like that used in an ultrasonic burglar alarm. The robot looks for a change in the amplitude of the reflected ultrasonic waves to indicate that something is moving in its field of coverage. Of course, the robot must remain stationary during motion detection so that it is not simply detecting its own motion.
Light can be detected and quantized with a lightdependent resistor connected to the robot's $A / D$ converter. The robot can aim the light sensor by moving its head so that it can determine the direction of a light source by looking for the maximum intensity. (This way, the HERO-1 can surely find the light at the end of the tunnel.)

Sound is detected with a microphone connected to the A/D converter. While it is not capable of any sort of complex speech recognition, the properly programmed robot can listen for and count syllables to effect crude recognition. In other program applications, the ambient sound level may be important. Once again, the A/D converter provides an 8 -bit representation of the sound level at any given instant, which can be processed as desired in the user's program.

The HERO-1 uses the Votrax SC-01 speech synthesizer integrated circuit as its "larynx." This device produces phonemes in response to digital inputs. These phonemes, which are the basic building blocks of intelligible speech, can be combined under program control to produce words, phrases, and sentences. The HERO-1 comes with several built-in phrases, such as "Warning! Warning! Intruderl I have summoned the policel," "Your wish is my command," and "Oh no! I do not do windowsl" You can program your own phrases and sound effects into the robot via the keypad, so that the speech can be tailored to satisfy your special requirements.
An onboard calendar/clock counts seconds, minutes, hours, days of the week, days of the month, and months. You can use this in programs and experiments to delay the actual execution of an event until some future time (like having HERO-1 say "happy birthday" when you come within detector range on your birthday).
An experimenter's solderless breadboard, with connections to an I/O (input/output) port and interrupt line on the microprocessor board, is mounted on HERO-1's head. Ground signals and $5-\mathrm{V}$ and $12-\mathrm{V}$ power are supplied so that an external power supply is usually not required. Heath provided this breadboard to give the user a chance to perform experiments from Heath's Robotics Course and to encourage individual experimentation.
The optional manipulator arm has five more stepper motors and is attached to the head. The arm can pivot about its shoulder, extend and rotate the hand at the wrist in two independent directions, and actuate its claw.

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3M Hears You...

This arm is not as fancy or as accurate as some standalone robot arms, but for $\$ 399.95$, the HERO-1 arm assembly is an outstanding bargain that helps an experimenter become familiar with robot control.

## Operation of the HERO-1 Robot

When power is first applied to the robot, it responds with the synthesized word "ready." HERO-1 is now in the executive mode and is ready to enter one of the five other modes.
The utility mode can initialize the mechanical components, set the internal clock, and handle the saving and loading of program data. The initialize command causes the robot to seek a known position by stepping each motor until a limit switch corresponding to that motor is tripped. HERO-1 is now in its home position. As the robot performs head and arm movements, it remembers just how far it has moved, so that it can return the arm to the home position via the shortest route when given the Home Arm command.
With the utility mode you can save programs on or load them from cassette tape. Lengthy experiments can be saved for further study, or application routines can be loaded after power-up, eliminating the drudgery of reentering previous work manually. This mode also has a command that allows the user to set and display the time and date in the clock/calendar. The clock runs even when

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the robot is turned off, so that the time is always accurate once it has been set.
The manual mode permits operation of HERO-1 with the teaching pendant, whose cable and connector attaches to the rear of the robot. Unfortunately the pendant allows only one function at a time, so the operator can't move the arm and drive at the same time. There are four switches on the teaching pendant:

- The trigger switch acts as a dead-man switch, meaning that no motion is allowed unless this switch is pressed.
-The function switch selects between arm functions (moving the head, arm, and gripper) and the body functions (drive and steering motor operations).
-The rotary selector switch is used for motor selection in the arm mode and combined speed and forward-or-reverse selection in the body mode.
-The motion switch is a three-position, return-to-center rocker switch. In the arm mode, it determines the direction of the selected motor, thus providing the complementary tasks of opening and closing the hand, extending and retracting the arm, and so on. In the body mode, you can choose the direction of travel with the motion switch. When the motion switch is released in the body mode, the drive wheel is returned to the straightahead position.

The learn mode is very similar to the manual mode, except that the commands from the pendant are entered into memory at the same time that the motions are being performed. You can then instruct the robot to repeat the previous movement sequence in its entirety or to move through the sequence a step at a time. You can even tell HERO-1 to reverse arm and head motions to undo what it did.

The program mode is entered from the executive mode and is a hexadecimal debugger/monitor program like those usually found on microprocessor training kits. With this mode the real die-hard hackers (computer experimenters) can enter machine-language code to be executed directly by the 6808 microprocessor.

The repeat mode is an improvement over the program mode because it provides access to the Robot Language, a robotics interpreter that supports motion control and sensor management as additions to the 6808 machine language. The interpreter runs 10 to 100 times slower than its pure machine-code equivalent, but the simplification of applications-program writing usually makes this compromise worthwhile.

Both the program and repeat modes help the user perform apparently simultaneous operations-such as arm motion, sensing, talking, and moving around-by alternating tasks so quickly that they appear to be happening at the same time.

## Taking the HERO-1 for a Test Drive

On a visit to the Heath facilities in Benton Harbor, Michigan, I had a chance to evaluate (read that "play

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with") one of the preproduction prototypes of the HERO-1. When the robot was first initialized, it responded with a mechanical-sounding "ready." I picked up the teaching pendant, and everyone stood around confidently watching as I examined the controls.

> I directed HERO-1 around the room and trapped It between some chairs . . . Going back to the arm mode, I reached for a coffee cup and picked It up.

Having recently completed my review of a robot arm (see "Colne Robotics Armdroid, The Small Systems Robot" in the May 1982 BYTE, page 286), I decided to test HERO-1's arm first. After some practice, I was able to zero in on a Styrofoam coffee cup and pick it up (hmm, not bad).

Of course, the microcomputer had stored all of my commands in its memory and could repeat those motions to duplicate my feat. When my commands were "played back," the robot waved its arm back and forth just as I had done while becoming familiar with the controls. The Heath engineers showed me how the sequences could be examined with the keyboard and display and how they
could be edited to remove or adjust undesired sequences.
For the mobility test, I flipped the function switch on the pendant from "arm" to "body," selected the speed and direction, and pulled the trigger to make it go. Boy did people move fast! I almost drove one of only three HERO-1s off the conference-room table! The Heath people invited me to continue the trial run with the robot on the floor, (Ah, that's what I needed, running room!)
With the pendant in my hand, I directed HERO-1 around the conference room and trapped it between some chairs. A little change of direction and I backed it out of the dead end and steered for the table. Going back to the arm mode, I reached for another coffee cup and succeeded on the first attempt.
After evaluating HERO-1 for about an hour, I can truly say that it is a product of extraordinary flexibility and function. I've seen speech synthesizers before, worked with robotic manipulators, watched maze-solving, microprocessor-controlled "mice," and used microprocessor trainers and breadboarding systems, but I have never seen all of that in one package before!

## The Written Word

HERO-1 comes with four manuals. At the time this review was being typed, only the user's manual was available for preview; but well-written manuals have always been a mark of the Heath company, and after exa-

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mining the user's manual, it looks as if the ones for this product will be no exception.

The user's manual is a basic overview of the robot's operation, a quick lesson in how to use HERO-1. This document gives the first-time user the information necessary to perform simple tasks with HERO-1. It explains the different modes of operation and gives some short sample programs that demonstrate the sensory and speech capabilities of the robot.

Heath will include the assembly manual with all HERO-1 kits. While there are a lot of printed-circuit boards to be assembled and tested, the task doesn't appear to be significantly different from that of building a color television set, so an assembly manual for HERO-1 should be a simple matter for Heath.

Heath will supply a technical manual to describe the function and use of the robot in detail. This will perhaps be the most challenging manual that Heath has undertaken. To adequately describe, in detail, all the subtleties of the sensory, motion, manipulative, and speech systems is truly a formidable task. I've been assured that a lot of time is going into making this a "heavy-duty, here's-everything-you-need-to-know" document.

A speech dictionary made up of the most common words will also be supplied to help users build their own sentences and phrases to use with the speech synthesizer.

## A Training Course Too

Heath will be offering a robotics training course to supplement hands-on experience with the HERO-1. Students will learn the principles and fundamentals of industrial robotics. The course will cover robot terminology, types, and applications; motors and power sources; basic hydraulics and pneumatics; robot control and controllers; and sensors and real-world interfacing.

The course, to be available for $\$ 99.95$ (excluding HERO-1, of course), covers a 1200 -page manual and has experiments that you can perform on HERO-1 to demonstrate concepts.

## The Bottom Line

If you are interested in robotics, Heath will show you the way. HERO-1 is available in kit form for $\$ 999.95$, less arm and speech synthesizer. The manipulator arm costs another $\$ 399.95$, and the speech synthesizer costs an additional $\$ 149.95$. A combination package with all three costs $\$ 1495$. If you don't want to spend 35 hours building the robot, plus 3 hours on the voice, and 10 hours on the arm, a fully assembled, ready-to-roll HERO-1 is available for $\$ 2495$. Anticipating interest from hobbyists, industry, and educational institutions, Heath is going to support a HERO-1 users group so that programs, ideas, and applications can be presented, swapped, and supported.

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## The QX-10. <br> It won't make you <br> any smarter, <br> it'll just make you feel that way.




That, of course, was the promise nearly all computer manufacturers made to us.
But along the way, the promise was unfulfilled.
People found out that even the simplest computer languages were as troublesome and timeconsuming as high school French - fine if you like that sort of challenge, but a real barrier if what you want to do is use a computer, as opposed to learning to use a computer. A lot of people found they could live their whole lives without ever knowing what GOSUB, LOGIN, or MID\$ meant.
The first anybody-can-use-it computer.
That, in a nutshell, is what makes the Epson QX-10 the most astonishing breakthrough in personal computer technology ever. Not only does it have some of the most advanced hardware available on the market today, it is a system that requires no computer classes, no study, no lectures, no books; a system you can use, right out of the box, backed by little more than logic, intuition and native intelligence.
It's a software system called VALDOCS. And it's designed on a whole new standard to make serious, useful computing no more difficult than typing. Someday all computers may be built this way. But for now, there's only one.
The Epson QX-10.
The manageable manager.
The QX-10/VALDOCS system was designed
from the very beginning to handle the details of human existence in a remarkably straightforward, accessible, human manner. For all intents and purposes, it has already built into it all the software you will ever need to successfully manage the details of your life.

Consider what the standard configuration of VALDOCS will do:

- It's a full-function, sophisticated word processor;
- an information indexer for easy access to files;
- an address book;
- and an electronic mail system.
- It's also a calculator;
- an appointment book and notepad;
- an event timer;
- and a clock and calendar.
- It gives you an automatic list of "things to do"
- and lists your schedules and itinerary.
- Finally, it's a business graph drawing system.

That's what it does right out of the box; what you can make it do within minutes of unpacking it. Without buying additional software or writing your own programs in what amounts to a foreign language.

It's like suddenly being a computer expert; suddenly being smarter. You can do in minutes - and often with a single key - what may have

taken users of other systems days to learn, or hundreds of dollars in supporting software to accomplish.
You're overcome with an unmistakable feeling of power.

Simply stated, what the QX-10 does better than any other personal computer system in existence is to free you from manipulating the computer, and allow you to manipulate information.

And, after all, isn't that what you want a computer for?
The keyboard is the key.
The HASCI keyboard - short for Human Applications Standard Computer Interface - has been designed to place important fundamentals like STORE and RETRIEVE in plain view on dedicated function keys. Virtually every program in other computers does these fundamentals differently, and how to do these functions is hidden right down with the most obscure technical details.
The VALDOCS system.
What VALDOCS does better than any other software system currently available is to take the "interactive" concept to its logical conclusion; it asks you to make choices, then executes commands based on your decisions.
The common sense of such a system reduces the amount of time needed to master the QX-10 to a fraction of that needed for other computers: in
effect it displays the message, "Press this key to perform this function; press that key to perform that function; or press another key to move on to something else."

No brochure, of course, can do justice to the VALDOCS system; to fully appreciate it, you must sit down at a QX-10 and experience it. But to appreciate the range of its capabilities, examine them one by one.
Word processing.
When you turn the QX-10 on, it comes to life as a word processor. And as such, it does everything you'd expect a word processor to do.

Of course you can add and delete words and sentences; shift copy blocks from one place to another; even locate a specific word or thought on documents ranging from a few words to multiple pages.

That's where most word processors stop. But not the QX-10.

The QX-10 allows you to format exactly the way you'd like your document to appear in print. So when you press the key labelled ITALICS, the type on the screen changes to italics; when you press BOLD, it changes to boldface. With the QX-10, you can vary the SIZE of the type and even change the STYLE.

So when you press PRINT, your document is printed exactly the way you've already seen it on the screen. What you see is what you get!

## Scheduling.

Scheduling, in its essence, is the manipulation of time. And the QX- 10 makes it easy in a way that no appointment book, or calendar, or list of things to do ever could.

To begin with, the QX-10 always knows what time it is. The internal clock/calendar has a battery backup which keeps track of the date and time, even if the computer has been unplugged.

As a scheduler, the QX-10 works like a desk calendar, but gives you instant, electronic access to dates and times, past, present and future. It automatically opens to today's electronic "page," it allows you to make appointments, jot down notes and reminders, list things to do, or
even set an alarm for yourself.
Most important - and useful - the SCHEDULE function is always available. If you're typing a letter in the word processing mode, for example, you can stop in the middle and book an appointment just by pressing the SCHED key; pressing it again returns you to the word processing mode, right where you left off. Calculating.
To simplify the entering of numeric data, the QX-10 has a separate 10 -key pad that lets you add, subtract, multiply and divide. Just like a calculator. Its decimal tab key allows you to automatically align columns of numbers. But the QX-10 can sum the numbers within a document

## EPSON



SYSTEM CONTROLS


FILE CONTROLS


CTAL
being word processed or place the total of a calculation at any point within a document. That's the sort of thing that makes the QX-10 usable. Graphics.
Generally speaking, pictorial information (charts and graphs) is a lot easier to digest than numeric information (columns of figures). Fortunately, the QX-10 makes graphics very, very simple.

In the DRAW mode, the QX-10 allows you to create a line graph, a bar graph, or a pie chart. Based on your choice, it will ask you for pertinent information such as the names, range and intervals for each axis, and the numeric value of each data point to be charted or graphed. Once all the information is entered, it will automatically plot
the coordinates and draw the graph, even superimposing different types of data on the same graph. It couldn't be easier.
Filing.
The block of File Control keys on the HASCI keyboard allow you to do everything you need to do with a finished document: STORE it; RETRIEVE it; MAIL it to someone else's computer electronically; or PRINT it on the printer. Each with the stroke of a single key.

But those functions can't hold a candle to the power of INDEX. In the QX-10/VALDOCS system, every document, every graph - everything is indexed by up to eight keywords of your choice. And instantly a vailable.



TYPESTYLES

VALDOCS DOCUMENT PROCESSOR



Here's how it works: for every file, you assign a name up to eight words long. Like "Mom's Recipe for Thanksgiving Pumpkin Pie from Scratch," or "Personal Financial Statement for SBA Loan Application." When you need to, you can retrieve any file, using one or more of the keywords you assigned in the name. For example, "Mom's Recipe," "Thanksgiving," "Financial Statement," or "SBA," will give you all the documents having to do with those topics.

And that is the most astonishing and useful filing system you're ever likely to run across.

## Electronic mail.

On the QX-10/VALDOCS system, sending information to, or receiving information from another computer starts with a single key. It provides you, in effect, with electronic "in" and "out" baskets, gives you an "address book" of your correspondents, even allows you to schedule transmission times to coincide with less expensive telephone rates. Best of all, VALDOCS handles all your electronic mail functions without interfering with any of the other computer functions. So you can word process, calculate or graph while VALDOCS handles your mail.

## System controls.

Say you're in the middle of a project and you don't know what to do next; or you give the computer a command and then wish you hadn't; or
you want to stop some function the computer is performing - now. VALDOCS makes it easy.
The HELP key is always available to you, and can be pressed any time the system offers you a choice. The STOP key immediately stops whatever function the computer may have been performing; the UNDO key undoes the last thing you told it to do - so you can un-select a function, or even $u n$-delete a file.
CP/M compatibility.
The Epson QX-10 has a side benefit that's going to make it very popular with some people - it's CP/M 2.2 compatible. Which means that most any CP/M software you have - or would like to have - will run on the QX-10. Most of these will be accessible under the MENU key which displays a menu of all the non-VALDOCS programs on file, in English, and lets you select the one you wish to run.

## State-of-the-art hardware.

Up to now, we've only talked about what the QX-10/VALDOCS system does for you, because after all, what a computer does is far more important than how it does it.
But in order to create a system like the QX-10, we've had to come up with some of the most advanced - and spectacular - hardware on the personal computer market.
When you unpack the QX-10, here's what you get: a detachable HASCI keyboard with its own

processor; an ultra high resolution monochrome display; two ultra thin $51 / 4^{\prime \prime}$ disk drives with a capacity of 340 K bytes per disk; a Z 80 microprocessor with 256 K of main memory; a separate display processor chip with 128 K of videodedicated memory; a DMA controller; an interrupt controller; a built-in calendar/clock with battery back-up, an RS-232C interface; a parallel printer interface; a light pen interface; internal space for up to five peripheral cards; and the VALDOCS software package.

All that for under $\$ 3,000$.
Frankly, none of the so-called "third generation" microcomputers will do for you what the QX-10/VALDOCS system will do. And all of them cost more; some of them cost a lot more.

But for the price, none are more advanced.
The QX-10 video display features both bit mapping and the more usual character operation. The bit mapping allows multiple type fonts or high resolution graphics to be displayed on the screen in a remarkable 640 by 400 dot format - a feature available in only a few of the world's highestpriced systems. To get this performance, we turned to a new 16 -bit video controller chip from NEC to give us the additional "oomph" we needed. But the central processor is the 8 -bit $\mathrm{Z}-80$, instantly compatible with the world's largest base of software - CP/M. Our five expansion slots are not used for any of this performance.

## Relax-it's from Epson.

Epson is best known in the U.S. for its full line of printers. We're known for the fact that every third dot matrix impact printer sold in this country has our name on it; for the fact that we make more printers and print mechanisms than all the other manufacturers in the world combined; and for the fact that Epson printers have a reliability rate of over $98 \%$.
But that doesn't mean we're new in computers. Not by a long shot. Epson has been building and selling fine quality business computers in other countries since the 1970's, and we have a history of precision manufacturing dating back more than a hundred years.

## The most important component is you.

You don't buy a computer for how "smart" it is. You buy one for how smart it makes you.
The Epson QX-10 was conceived, designed, engineered and built with just one thought in mind: to vastly expand your ability to see, to think, to create with a system that acts as a natural extension of the human mind.
And the critics agree the design concept is one of the best they've seen.

The QX-10 is not a computer designed to play games, although it plays games as well as any and better than most.

It's a computer for people who think.
And who want to think better.


## SPECIFICATIONS

| CPU and Memory |  | Interfaces |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Main CPU | Z80A Microprocessor, 4 MHz Clockrate | Serial |  | RS-232 Programmable, DB-25 Connector, Synchronous or Asynchronous |  |
| Main Memory | 64 K to 256 K RAM |  |  |  |  |
| CMOS Memory | 2K RAM Battery Backup | Printer |  | Standard Parallel |  |
| IPL | Up to 8K | Light Pen |  |  |  |
| Controllers |  | Option slotsSpeaker |  | Five |  |
| Video/Graphic | NEC 7220 Graphic Display Controller |  |  | Controlled by Countertimer |  |
| Disk | Double Density Floppy Disk Controller | Environmental |  |  |  |
| DMA | Programmable DMA Controllers <br> $\left.\begin{array}{l}\text { 1Main System } \\ 1 \text { Option Slot }\end{array}\right\} 7$ DMA Channels | Temperature |  | Operating Range $41^{\circ}$ to $104^{\circ} \mathrm{F}$ ( $5^{\circ}$ to $40^{\circ} \mathrm{C}$ ) |  |
| Interrupt | Programmable Interrupt Controllers (15 Interrupt Levels) |  |  | ge Range $30^{\circ} \mathrm{C}$ to $70^{\circ}$ | $158^{\circ} \mathrm{F}$ |
| Control/Timer <br> Printer $1 / F$ | Two Programmable Interval Timers | Humidity |  | Operating Range $10 \%$ to $80 \%$ |  |
| Printer I/F | Programmable Parallel Interface |  |  | Non-CondensingStorage Range $10 \%$ to $90 \%$ |  |
| Serial L/F | Multi-Protocol Serial Controller |  |  | n-Conden |  |
| Clock | CMOS Realtime Clock/Calendar with Battery Backup | Physical Characteristics |  |  |  |
| Display | 12" Green Monochrome <br> High-Resolution Monitor <br> $640 \times 400$ Pixels <br> 80 characters $\times 25$ lines <br> Non-Glare Screen <br> Dedicated Memory 32K or 128 K | Size | CPU | Monitor | Keyboard |
|  |  | Width | $\begin{aligned} & 20.3 \mathrm{in} \\ & (508 \mathrm{~mm}) \end{aligned}$ | $\begin{aligned} & 12.4 \mathrm{in} \\ & (312 \mathrm{~mm}) \end{aligned}$ | $\begin{aligned} & 20 \mathrm{in} \\ & (510 \mathrm{~mm}) \end{aligned}$ |
|  |  | Depth | $\begin{aligned} & 13.6 \mathrm{in} \\ & (340 \mathrm{~mm}) \end{aligned}$ | $\begin{aligned} & 13.6 \mathrm{in} \\ & (340 \mathrm{~mm}) \end{aligned}$ | $\begin{aligned} & 8.9 \mathrm{in} \\ & (224 \mathrm{~mm}) \end{aligned}$ |
| Mass Storage | Dedicated Memory 32K or 128 K Two 51/4-inch, Double Sided Floppy Disk | Height | 4.1 in ( 103 mm ) | $\begin{aligned} & 10.6 \text { in } \\ & \text { (266mm) } \end{aligned}$ | $\begin{aligned} & 1.9 \mathrm{in} \\ & (49 \mathrm{~mm}) \end{aligned}$ |
|  | Drives; <br> Capacity: 340K Per Disk | Weigh | $\begin{aligned} & 20.6 \mathrm{lb} \\ & (9.4 \mathrm{~kg}) \end{aligned}$ | $\begin{aligned} & 12.1 \mathrm{lb} \\ & (5.5 \mathrm{~kg}) \end{aligned}$ | $\begin{aligned} & 5.5 \mathrm{lb} \\ & (2.5 \mathrm{~kg}) \end{aligned}$ |
| Detachable <br> Keyboards ASCII <br>  HASCI |  | Power Requirements $115 \mathrm{VAC}, 60 \mathrm{~Hz}$; with Switching Power Supply 100 Watts |  |  |  |

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Jones: "Couldn't that be a lot of phone calls? After all, we've got the Dow Jones Averages to get out every day."
Dow: "Don't worry, Jones. Our software is very easy to use, and we have a fully staffed Customer Service Department to
respond to our dealers and customers."
Jones: "Just what can our software do?"
Dow: "In a nutshell, Jones, with a personal computer, a telephone, a modem and Dow Jones Software, you can easily perform complex analyses on the information available from our information service, Dow Jones News/Retrieval ${ }^{0}$."

Jones: "People really use our software to make decisions?"
Dow: "Absolutely. Once you've stored the information you want, our software does the rest. For instance, with one Dow Jones Software product you can follow indicators for stocks, sort, rank, screen and set critical points for buying and selling. With another, you can easily construct technical charts. Look at this beautiful graph."
Jones: "You mean all those calculations I've been doing by hand I could do in a fraction of the time with this software? That's great!"
Dow: "It is, Mr. Jones. Just like the Journal, Dow Jones Software is a resource you can bank on!"


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added features like Multibus'interfacing, real time clock, power fail detection and comprehensive diagnostics.

But that's just the beginning. Link multiple Altos' together and communicate in the office of the future today. Serve hundreds of users with full Ethernet'" and ALTOS-NET'" hardware and software support. And save money with fewer interconnects.

In addition, Altos supports remote communications protocols such as 2780/3780, 3270, X.25, and SNA/SDLC.

Altos has all the 16 -bit software you need, too. With popular operating systems like XENIX' / UNIX'" (with a user-friendly "business command menu interface"), CP/M-86.'" MP/M-86,'" OASIS-16. MS'- -DOS and PICK for 8086-based systems; plus UNIX System III'" and RM/COS'" for 68000-based systems.

Altos also has high-level languages (BASIC, FORTRAN, COBOL and PASCAL), and applications software (ABS/86 and ABS/68 for general accounting. word processing and financial planning).

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# IBM's "Secret" Computer The 9000 

# IBM Instruments Inc. manufactures a 68000-based instrumentation computer that could become a powerful business machine. 

Chris Morgan<br>Editor in Chief

The best-kept secret of 1982 may have been that IBM makes a 68000 computer. If that surprises you, you're not alone. The unit, called the IBM Instruments Computer System, is IBM's second major microcomputer pro-duct-the first, of course, is the IBM Personal Computer. The 9000 made its debut in June 1982 at the COMDEX show in Atlantic City, even though it was publicly announced the previous month by IBM's subsidiary, IBM Instruments Inc., in Danbury, Connecticut. The announcement was so unhyped that few people took notice.

The machine is marketed as a laboratory instrumentation computer, yet its design innovations and modularity make it a natural candidate for a business or general-purpose computer-with the appropriate engineering and cosmetic changes, of course. IBM has declined to comment on this possibility, however.

In this article I'll describe the features of the machine, which I saw during a recent visit to the IBM Danbury facility, and speculate about the impact of a 68000 -based microcomputer from the world's largest computer company.

## Features

The IBM 9000 is well suited to the laboratory: its modular construction revolves around a basic chassis containing a processor board, a 12 -inch black-and-white CRT display, and a $57-$ key keypad, all included in the $\$ 5695$ price. The 9000 has been engineered with crowded lab benches in mind: the modules stack vertically to conserve space. When augmented by the printer/plotter,
keyboard, and a host of other options, the 9000 becomes a powerful 16 -bit computer system. A full-blown configuration typically costs $\$ 10,000$ or more.

## Design Methodology

Why has IBM decided to offer a 68000 computer? To answer that question, I interviewed the machine's designers at IBM Instruments, a recently acquired, wholly owned subsidiary of IBM. For years it has been active in the design of computer-oriented laboratory equipment. The division's status as a separate profit center within IBM allows it to experiment more freely with unusual computer designs-in particular, development of a laboratory-oriented microcomputer.

The incentive to do this came from a major change in the instrumentation field. During the 1970s laboratory techniques such as nuclear magnetic resonance and gas chromatography became more popular-techniques that required masses of sophisticated mathematical calculations. These calculations demanded more in the way of mathematical analysis than 8 -bit computers could deliver. For example, fast Fourier transform (FFT) analysis (a common mathematical technique in the laboratory) consumes huge portions of memory. Thus laboratories had to stick to more expensive but powerful minicomputers. A real need arose for ways to improve the productivity and cost-effectiveness of data acquisition and processing in the laboratory.

So the IBM 9000 was born. It has the memory space (up to 5 megabytes of RAM!) to handle sophisticated labora-


Photo 1: The new IBM 9000 Instrumentation Computer, manufactured by IBM's instrumentation division in Danbury, Connecticut. The machine uses the Motorola 68000 processor and includes (in this implementation) a 12-inch CRT display, a 57-key keypad with user-definable keys, an 83-key keyboard, four-color printer/plotter, custom IBM multitasking operating system, five I/O ports, disk controller for up to four $51 / 4$-inch or 8 -inch floppy-disk drives or hard disks, Versabus interface, and room for up to 5 megabytes of RAM onboard. The implementation shown in the photo costs close to $\$ 10,000$.


Photo 3: The IBM 9000 seven-layer planar processor board, showing the remarkably dense population of ICs and VLSIs. This state-of-the-art board has over 1600 test points and could not have been manufactured just over a year ago because of the density of the components. By plugging in an optional expansion board, up to five Versabus (a 32-bit bus standard developed by Motorola) cards can be plugged into the main board.


Photo 2: Close-up of the 57-key keypad (at top) and the 83-key keyboard on the IBM 9000.


Photo 4: The stripped-down version of the IBM 9000, with CRT display, 57-key keypad, processor board, and chassis, retails for $\$ 5695$.


Photo 5: Close-up of output from the dot-matrix printer/plotter, which features four-color printing, 200 characters per second in draft mode, and 220 by 336 dots per inch of resolution.

## At a Glance

## Name

The IBM Instruments Computer System

## Manufacturer

International Business Machines
IBM Instruments Inc. Division
Orchard Park
POB 332
Danbury. CT 06810

## Components

Basic System Module
[Comprises processor board. CRT display, keypad. and chassis]
Size: width 22.3 inches. depth 17.2 inches, height 23.2 inches (with CRT display positioned on bridge); weight (main chassis alonej: 31.5 pounds: weight with CRT, printer, and keyboard added: 78.8 pounds
Electrical needs: 120 volts $A C$
Processor: $\quad$ Motorola 68000, with 32-bit registers/16-bit data flow: 24 -bit addressing fup to 16 megabytes|
Memory: $\quad \begin{aligned} & \text { I } 28 \mathrm{~K} \text { bytes of RAM: up to } 128 \mathrm{~K} \text { bytes of } \\ & \\ & \text { ROM }\end{aligned}$
Keypad: $\quad 57$ keys for data entry, arranged in three color-coded rows. pressure-sensitive type with audible click: all keys are userdefinable. and six keys have LEDs under program control
CRT display: $\quad 12$-inch raster-scan type with 768 - by 480-pixel bit-mapped display. 80 characters by 30 rows. green-on-black display: 10 user definable keys beneath the display with user-chosen legends at botrom of screen: display has unique single-tever tilt and swivel adjustment
Interfaces: $\quad$ EEEE-488 interface, standard bus. I-MHz operation: three RS-232C serial ports. ASCII coded. asynchronous. 19.200 bps maximum data rate, software-settable parameters: one 8 -bit parallel bidirectional port with handshaking signals and TTL-level signals System bus: superset of Motorola Versabus; main board accepts up to five Versabus cards via artachable expansion card: 32 programmable interrupts on four hardware levels; seven hardware levels total: four channels of DMA at I MHz maximum
Standard software: IBM custom operating system. with reattime. multitasking nucleus: drivers for IIO (input/output) including CRT. printer. sensors. etc.: graphics; fie handling and disks: debugger: and diagnostics
Miscellaneous: three built-in 16-bit timers with up to 2-MHz pulse source: built-in real-time clock with battery backup

## Optlons

Printer/plotter: impact. dot-matrix type, bidirectional: 200 characters per second in draft mode; plotting resolution: 220 by 336 dots per inch: four-color ribbon: accepts $81 / 2$ - by 11 -inch regular paper or $91 / 2$-inch pinfeed fanfold paper; unit mounts in processor unit chassis

| Keyboard: | 83-key keyboard. virtually identical to IBM Personal Computer keyboard; has full ASCll character set with numeric keypad \|not to be confused with 57-key keypad on main chassis); cursor control. print control. 10 programmable function keys (distinct from softkeys on CRT display): automatic repeat on all keys: keyboard is movable. with detachable 6 -foot coil cable |  |
| :---: | :---: | :---: |
| Disk drives: | up to four drives in any co available in $51 / 4$-inch size: double-density, 327K bytes 250.000 bits/second trans size: double-sided. double bytes formatted. S00.000 transfer rate. IBM standard | d. <br> d. <br> 8-inch <br> 85K |
| Expansion card: | system bus card with five sauus card slots |  |
| Additional memory card: | up to I megabyte per car 256K bytes; 500 -nanosec memory includes single-bi hardware | ents of time: Cking in |
| Hard-disk controller card: | controls up to four $51 / 4$-in and/or $10-\mathrm{meg}$ abyte form drives. 625.000 bytes/seco using SAIOOO and ST506 | byte <br> disk <br> rate. |
| Analog sensor card: available in five versions |  |  |
| Software options: | BASIC with extensions: op tension on disk; editor: m linker/loader/librarian; disk chromatography applicati | stem ex- <br> ler: |
| Planned future software: | FORTRAN 77 compiler: P mathematics/statistics pack tion capabilities through I 3270 emulation sof ware; | er: <br> unica- <br> d <br> editor |
| Hardware Prices |  |  |
| Basic unit (with process | sor board, keypad. CRT) | 55695 |
| Memory expansion ca | ard with 256K bytes of RAM | 1095 |
| Additional 256K bytes | of RAM expansion | 995 |
| Single $51 / 4$-inch disk dr | ive mounted in display | 650 |
| Cabinet with one 51/4 | -inch disk drive | 795 |
| Additional $51 / 4$-inch disk | isk drive | 650 |
| Cabinet with one 8-in | ch disk drive | 1495 |
| Addithonal 8 -inch disk | drive | 975 |
| Hard-disk controller |  | 1295 |
| 5-megabyte hard-disk | drive with cabinet | 2495 |
| Additional S-megabyt | e hard-disk drive | 1995 |
| 10-megabyte hard-dis | k drive with cabinet | 2695 |
| Additional 10-megab | te hard-disk drive | 2195 |
| Keyboard |  | 270 |
| Printer/plotter |  | 2095 |
| Sensor board " $A$ " |  | 850 |
| Expansion feature with | five slots | 95 |
| Software Prices |  |  |
| BASIC language |  | 5195 |
| Operating system ext | ensions | 155 |
| Chromarography app | lications package | 495 |

83 -key keyboard. virtually identical to IBM Personal Computer keyboard: has full ASCII e confused win 57 key keypad on main be confused with 57 -key keypad on main programma softkeys on CRT display): automatic repeat on all keys: keyboard is movable. with op avale in 5 V - in ch siz: dold a bie 5ity 327 K byes formaned. double-density. 327 K bytes formatted onsecond transter rate. size: double-sided. double-density. 985k transfer rate. IBM standard format system bus card with five additional Ver. up to 1 megabyte per card in increments of 256K bytes; S00-nanosecond access time: memory includes single-bit error checking in controls up to four $51 / 4$-inch 5 -megabyte and/or 10 -megabyte formatred hard-disk drives. 625.000 bytes/second transfer rate. available in five versions BASIC with extensions: operating system extension on disk; editor; macroassembler: linker/loader/librarian; disk utilities: chromatography application program

FORTRAN 77 compiler: Pascal compiler: apiskis packag communica tion capabilities through IEM 3101 and 3270 emulation software; full-screen editor

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Photo 6: Close-up of the 12-inch, green-on-black raster-scan CRT display, with 768- by 480-pixel bit-mapped display and 80 characters by 30 rows. Ten user-definable keys are located along the bottom of the display, with user-chosen legends on the screen. The display has a unique single-lever tilt and swivel adjustment.
tory mathematics. It has modular hardware features needed in the lab, such as a high-resolution color printer to create graphs and charts, a swiveling CRT display, and a movable keyboard that can go where the experiment is. More important, it has the Motorola 68000, a powerful 16-bit processor. Long a favorite with many software designers, the 68000 was chosen by IBM despite the fact that the IBM Personal Computer uses the Intel 8088 processor (which is not a true 16 -bit processor). The 68000 won out mainly because of its superior benchmark performance. According to its designers, the 68000 gives the 9000 a better price/performance ratio and provides a standard method to control all IBM instruments. The 9000 has real-time multitasking capability-important in data acquisition-and its five I/O interfaces allow it to be easily connected to a variety of laboratory instruments.

The real star of the 9000 is its remarkable state-of-theart planar processor board. Seven layers deep, it is literally crammed with ICs and VLSIs to the saturation point. IBM says the board could not have been manufactured just over a year ago because of its high chip density (the board has more than 1600 test points). On this single board are the complete computer, five I/O ports, the disk controller, and slots for an auxiliary expansion card that will hold up to five Versabus cards. The advantage to single-board construction is the freedom from printedcircuit board connection points-a major source of computer failure. (Incidentally, IBM will swap processor boards with customers in an overnight service in case of hardware failure.) The 32 -bit Versabus ensures compatibility with future instruments. In addition, the Versabus stands an excellent chance of becoming a standard bus in the future.

One look at the 9000 's processor board reveals its


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designers' eclectic approach: it contains ICs from over a dozen U.S. and Japanese companies-Advanced Micro Devices, Signetics, Motorola, National Semiconductor, Texas Instruments, Intel, Intersil, Hitachi, Western Digital, and others. Each chip was chosen for its specs alone. This would have been heresy back in IBM's monolithic days, when practically every IC inside an IBM computer was custom made by IBM.

## Other Features

In addition to the RAM and ROM within the machine, a 64 K -byte ( 12 -bit word) graphics memory handles the screen display; the Motorola 6845 CRT controller chip manages the display logic in the IBM 9000 . Other features include a memory-protect scheme (useful in multitasking applications) and composite video.

The IBM 9000 automatically conducts a power-on diagnostic routine, and a second diagnostic routine can be initiated by the user.

The CRT display has excellent resolution ( 768 by 480 pixels) and one felicitous feature: a single handle control that lets you quickly shift the position of the display horizontally and vertically by merely pulling the handle toward you and repositioning the screen. Beneath the screen is a row of user-definable keys like those on Hewlett-Packard machines. The printer/plotter is well suited to the 9000 , with 220 by 336 dots per inch and excellent four-color printing.

The 57-key user-definable keypad is perhaps the 9000's oddest feature; yet having that many user-definable keys could be a boon for some applications. One spectator at the COMDEX show suggested using the keys to represent Wordstar commands. Though I'm no fan of this type of touch-sensitive key, I suppose it does the job.

The 9000 operating system (custom designed by IBM) has multitasking capability and a sophisticated I/O manager that queues up all I/O requests. The software is menu driven with keyword bypass for the expert user. The system features contiguous file allocation to minimize access time, and the various high-level languages (BASIC, Pascal, and FORTRAN 77) all share a common graphics interface-a decided plus.

Laboratory-oriented software available includes a gas chromatography program. A nuclear magnetic resonance station is also available for $\$ 250,000$.

## Speculation

The IBM 9000 is ideally suited to the laboratory. But it strikes me that the 9000 's processor board could become the heart of a general-purpose microcomputer for the business market. As I said earlier, IBM is not commenting on this speculation. (Incidentally, IBM 9000 customer deliveries should have begun by the time you read this.)

I think the 9000 is, in its quiet way, one of the most exciting new arrivals on today's microcomputer scene. I predict it will start showing up in all sorts of unexpected applications. In one gesture IBM has legitimized a microprocessor that deserves more attention: the Motorola 68000.


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## THE BASICS

The main boardhas three functions standard: Parity checked and fully socketed memory up to 256 k in 64 k increments, clock/calendar with battery back-up, asynchronous communication port (RS232C serial) which can be used as COM1 or COM2, (DCE for a printer, or DTE for a modem). Optional is a $100 \%$ IBM compatible par allel printer port, and a second async port for another $\$ 50$ each. Also included are: SuperDriverm disk emulation and SuperSpoolertm printer buffer software.

## NO CORNERS CUT

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Our clock is poweredby a simple $\$ 4$ lithium watch battery a vailable at your corner drug store. It is clipped on, not soldered like some other clock boards. How useful is a battery warranty that requires you to send your board to the manufacturer to replace it? We send you a diskette with a program that sets the time and date when you turn on your computer. Now your programs will always have the correct time and date on them without you ever having to think about it. (Just which version of that program you were writing is the latest one?)

## MEGAPAK OF MEMORY

The picture in the inset shows the optional 256 k MegaPakтм board mounted "piggyback' on the main board. This expandability feature gives those who need it 512 k of add-on memory in a single slot. Now you can create disk drives in memory up to

320k, set aside plenty of space for print spooling, and still have plenty of memory for your biggest programs. An exclusive design allows the memory to be split at two memory addresses to take full advantage of the memory disk feature of concurrent $C P / M$.


## FREE SOFTWARE

The disk emulation software creates "disk drives'" in memory which access your programs at the speed of RAM memory. The print spooler allows the memory to accept data as fast as the computer can send it and frees your computer for more productive work. Some manufacturers sell hardware printerbuffers that do only this for hundreds of dollars. SuperSpoolerim eliminates the need for these slot robbing products.

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Socketed and expandable in 64 K increments to 256 K , full parity generation and checking are standard. A Quadboard exclusive feature allows parity to be switch disabled to avoid lock-up upon error detection. The dip switches also allow it to be addressed starting on any 64 K block so that it takes up only as much as it has memory installed. Memory access and cycle time naturally meet all IBM specifications.

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A 16 pin header on Quadboard is used for inserting a short cable containing a standard DB25 connector. The connector is then mounted in the knock-out hole located in the center of the PC backplane. The parallel port can be switch disabled or addressed as Printer 1 or 2. No conflict exists with the standard parallel port on the Monochrome board, The internal cable, connector and hardware are oll included.

## ASYNCHRONOUS (RS232)

COMMUNICATION ADAPTER.
Using the same chip as that on the IBM ASYNC board, the device is software programmable for baud rate, character, stop, and parity bits. A male DB25 connector located on the back connector is identical to that on the IBM Async Adapter. The adapter is used for connecting modems, printers (many letter quality printers require RS232), and other serial devices. Switches allow the port to be configured as COMI or COM2 and the board fully supports IBM Communications Software.

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CORPORATION

## Hardware Review

# Apple-Cat II <br> A Communications System from Novation 

James A. Pope<br>458 Elm St.<br>Denver, CO 80220

A modem, of course, is merely a device used to convert digital signals into analog form and vice versa, thereby allowing computers to communicate with each other over telephone lines. Novation's Apple-Cat II, the latest in the "Cat" series of modems, has been promoted as not
merely another modem but the base unit for a sophisticated "personal communications system" for the Apple II computer.

In this article I will discuss the product as it currently exists, describe some of the enhancements that are being developed, and give you some

## At a Glance

Name
Apple-Cat II Communications System

## Type

Modem for the Apple II Plus, expandable to a full communications system

## Manufacturer

Novation Inc.
18664 Oxnard St.
Tarana. CA 91356
(213) 996.5060

## Price

Base system: 5 389: Options: Expansion Modue: s39: Bell 212 upgrade module: 5389: BSR X-10 controller: S 19: TouchTone decoder: 599: ROM firmware chip: 529

## Computer

Apple II Plus. with 48K bytes of RAM |random-access read/write memory) and one disk drive: printer foptionall

## Hardware

Base system: single circuit board. telephone cable, and telephone sockets; Options: Bell 212 protocol expansion board. BSR X-10 controller, telephone handset. Expansion Module. Touch-Tone decoder chip. firmware ROM |read-only memory) chip

## Software

Single disk. DOS 3.2. copyable. containing a terminal operation program. test programs. and file-conversion programs

## Features

300 bps full-duplex (Bell 103) transfer. 1200 bps half-duplex (Bell 202) transfer. auto-answer. 27 K -byte buffer. status display line. onboard RS-232C port

## Audience

Apple II users who want to transfer data over telephone lines
help in using the present system to its fullest extent.

## "1200 Baud"

Like many companies, Novation has planned its product development in such a way as to provide for future expansion. This includes the wording of certain pieces of advertising copy. For example, the early advertising and sales materials for the basic Apple-Cat II system claimed speeds of " $0-1200$ baud." You will indeed be able to communicate with someone at 1200 baud (or to be more precise, 1200 bits per second or bps), but you may have trouble finding someone to communicate with.
The Apple-Cat II can transmit at 1200 bps, but only with the Bell 202 protocol that very few computers use anymore (see text box on page 112 on 1200 -bps protocols). Of the 1200 -bps protocols, the Bell 212 and RacalVadic VA3400 are much more popular. This means that 300 bps is likely to be your maximum transmission rate unless you are talking to another Apple-Cat using Bell 202.
Fortunately, by the time you read this an add-on card will be available

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## 1200 bps:

Half- vs. Full-duplex
The most popular mode of transmitting data to and from personal computers over telephone lines is the Bell 103 protocol, which transmits data at the rate of 300 bps (bits per second) or about 30 characters per second. Three protocols for 1200-bps data transfer are available, however: Bell 202, Racal-Vadic VA3400, and Bell 212.

Bell 202 was the first of these highspeed protocols, but it can send data in only one direction at a time. In other words, it is a half-duplex protocol. This method is difficult to use because, among other things, it is hard to determine the direction in which data is traveling. Bell 103, on the other hand, is slow ( 300 bps), but it can transmit data simultaneously in both directions (i.e., full-duplex, using both originate and answer channels) and is rather easy to use.

Then came the VA3400 and Bell 212 protocols. These can transmit at 1200 bps in full-duplex mode, using both an originate channel and an answer channel just like the much slower Bell 103 protocol. Unfortunately, modems for these protocols require special phase modulation hardware that has caused them to be about two to four times more expensive than a Bell 103 modem. . . .R.M.
that will enable the Apple-Cat II to use the full-duplex, 1200-bps Bell 212 protocol, but this will add about $\$ 390$ to the price of the modem. Novation should make this point more clear in its advertisements.

## The System

As I mentioned before, Novation has produced not just a modem for the Apple II, but a communications system that allows your Apple to "communicate with the outside world." As of this writing, however, Novation has not produced all of the additional components of such a system. The basic unit as it stands today gives you the following capabilities:

- Full-function, low-speed (0-300 bps), full-duplex, originate/answer


Photo 1: The Apple-Cat II basic system circuit board with the telephone connector cables. The cables are connected to pins located along the top of the card. Also shown are the two empty sockets for chips. The one on the left is for the Touch-Tone receiver chip; the other one (near the upper right comer) is for firmware ROM chips. (All photos are by the author.)


Photo 2: The Expansion Module contains sockets for a modular telephone line and handset, an RS-232C connector, a BSR X-10 controller, and a tape recorder. Also present is an LED to indicate an "off-hook" condition. The module mounts on the back of the Apple with double-sided tape and connects to the Apple-Cat II via the three cables shown here (the single pair for the phone line, the double pair for the handset, and the ribbon for the rest).
modem capabilities which, with the software provided, allow you to set up a very intelligent terminal.

- Full-function, 0-1200 bps communication through an RS-232C port allows for in-house transfer of information.
- Data may be transferred at 1200 bps (half-duplex, Bell 202) over phone lines to another Apple-Cat II system. - With the addition of a standard telephone handset (optional), you can use the Apple-Cat II as a telephone or change to voice communications
before or after a data transfer to another computer.
- A 27 K -byte memory buffer is available for data-transfer storage.
- The system offers a high capability for expansion.


## Installation

The Apple-Cat II is fairly easy to install. When you open the box you will find a single printed-circuit board (see photo 1), two modular telephone sockets (RJ11), a telephone cord, and a manual. The circuit board can be inserted into any slot other than slot 0 (although slot 2 is best for reasons I'll explain soon). One of the telephone sockets is for the telephone line, and the other is for the optional telephone handset. Both of the telephone sockets have attached wires that must be plugged into the circuit board. After these are connected, the sockets themselves are slid into the slots in the back of the Apple and the appropriate telephone cables are plugged in.

If you are like many Apple owners, however, the several cables you probably already have coming out of the back of your machine may not leave enough room for the two sockets to fit in the slots. The optional Expansion Module (see photo 2) eases this problem somewhat. This unit contains telephone sockets, tape recorder jacks, "off-hook" LED indicator, BSR X-10 controller connector, and RS232 C port. When installed (see photo 3 ), this unit saves quite a bit of space and also allows you to take advantage of future developments. It really should have been part of the basic system, but $\$ 39$ is a reasonable price to pay for the convenience this unit provides.

## Documentation

The documentation for the AppleCat II is adequate but not exceptional. Editing and organization are the primary problems. For example, general specifications given early in the manual are contradicted later on. The use of green blocks with inverse type for highlighting and green ink to distinguish the computer responses is a nice idea, but it's not well exe-cuted-the effect makes the manual


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Photo 3: The Apple-Cat II and Expansion Module installed. Using the Expansion Module reduces cable clutter. The author has turned the unit sideways to permit full use of the adjacent slot on the back of the Apple.
hard to read. Also, some portions seem to be missing. But all in all, reading the manual will teach you how to use the basic system.

## The Com-Ware II Program

Unless you are a fairly sophisticated 6502 assembly-language programmer, the only way you can currently use the Apple-Cat II is with Com-Ware II, the software package provided with it. Other packages that are compatible with Apple-Cat II, such as ASCII Express: The Professional System and Visiterm, have come out recently, but in this review I will focus on only the Com-Ware II program.

If you didn't insert the circuit board into slot 2 , your Apple II will sound an alarm the first time you boot the software disk. The reason is very simple-a configuration section of the terminal program has certain defaults set when it is created, and the default slot number is 2 . If the card is not in that slot, the program will tell you so. When this happens, call the terminal configuration program and change the slot number. The command for this and any of the other functions is a single keystroke.

The terminal configuration program sets the various operating pa-
rameters, including card location, tone or pulse dialing, Touch-Tone decoding, input/output selection (modem or port), operating mode, speed, number of data bits, number of stop bits, parity type, and uppercase or lowercase display. Any of the parameters may be changed while the system is online. A list of the various Com-Ware II program functions is shown in table 1.
The actual operation of the Apple II as a terminal is uncomplicated. Files may be transmitted in text or binary form, and program files can be converted to binary using a routine provided. (They will have to be changed back after being received by the other system, however.)
A helpful feature is a status line that appears on the bottom rows of the screen. This line tells you the conditions of the various options and functions, such as upper- or lowercase, carrier detect, full/half duplex, on/off line, operating mode (originate, answer, or automatic), and memory buffer conditions, including on/off, amount used, and amount free. All in all, it is a very friendly program (see photos 4-6).
Unfortunately, without the ComWare II program, the Apple-Cat II itself is difficult, if not impossible to

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| Key | Function |
| :---: | :---: |
| <ESC> | Escape. Places you in "Command" mode. |
| A | Auto-dial. Allows for entry of up to 56 digits and can sense additional dial tones and pauses in 2 -second increments. You may also re-dial the last number entered. |
| B | Print memory. Sends the contents of the 27 K -byte buffer to the configured printer port. |
| C | Terminal CHAT mode. Allows for two-way communication without affecting the buffer contents. |
| D | Disk command. Allows for the entry of any DOS command, e.g., CATALOG to allow you to see what data files are on the disk. |
| F | High-speed Com-Ware transfer. Allows for 1200-bps transfer rate between two Apple-Cat II systems (Bell 202). |
| H | Hang up. Does just that. |
| 1 | Toggle local echo (on/off). Sometimes known as full/half duplex on some terminals, this controls the echoing of characters to the Apple's screen, as opposed to true full/half duplex, which signifies whether there is full twoway simultaneous transfer capability. |
| K | Keyboard to memory. Allows for direct entry into buffer for later transmission. |
| L | Load memory from disk. Loads a specified text or binary file from disk into memory. |
| M | Terminal memory mode. In this mode all keystrokes (transmitted and received) are stored in memory. |
| N | Serial number. Performs a self-test of the operating software and returns a status message. |
| P | Pick up phone. Answers incoming voice call and allows for switching from data transmission mode to voice. |
| Q | End program. |
| R | Reconfigure terminal/printer. Calls the configuration program. |
| S | Save memory. Writes buffer contents to disk. |
| U | Unattended answer/memory on. Gives you an Apple 11 answering machine (data only). |
| $v$ | Verify memory. Verifies the contents of the buffer and returns a checksum for comparison. |
| X | Send memory. Transmits the contents of the buffer. |

Table 1: A list of one-key commands for the Com-Ware II program of the Apple-Cat II.
access through BASIC or Pascal. In contrast, other modems, such as those manufactured by Hayes Microcomputer Products, are fairly easy to access, and dozens of programs that take advantage of this have been written. Novation has provided a means for easier access, which I will touch on later.

## The RS-232C Port

A 25-pin connector included on the circuit board of the basic system provides access to various auxiliary signals for expanded use of the system. Table 2 describes these pins and explains their uses. One group of these pins comprises an EIA (Electronic Industries Association) standard RS-232C connection. If you use the optional expansion module, these signals, together with those from pins 5 through 14, are brought out to the
connectors on the back of the module.
The use of the RS-232C connector is not well documented in the manual. The printer portion of the configuration program refers to a Novation printer port, while the terminal portion of the same program refers to an external port for input/output. These references seem to indicate that you can communicate through an external port rather than the phone line and also access a printer hooked up to an onboard printer port. Well, you can, but not really at the same time-the two ports in question are, in fact, one and the same. The system doesn't care which way you use the port, and it doesn't have a built-in check to see if you have the port configured to be used both ways at once. As you can see, some conflicts could arise.

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Photo 4: The main menu of Com-Ware II, the Apple-Cat II's terminal program, as shown on the author's screen. The two lines at the bottom form a status display. Commands are entered via a single keystroke. Pressing $\langle E S C\rangle$ in any mode will return you to this screen.


Photo 5: After typing $A$ in the main menu (photo 4), you get this screen, which shows the auto-dial menu. Pressing $R$ now will redial the last number entered. Pressing $D$ will give you the next screen (photo 6).

A section on printer characteristics appears in the configuration portion of the Com-Ware II program. This section allows you to choose whether you wish to send printer output to the port or to a card in another slot. You also determine the handshaking
method to be used and at what speed you want the port driven, along with the structure of the data (length, parity, and number of stop bits). Because most users who have a printer also have an interface card, this option might not be used very

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Photo 6: Selecting $D$ from the previous screen (photo 5) gives this entry screen for phone numbers. Note that the options include pauses and waiting periods for a second dial tone. Since the Apple-Cat II can dial using either tone or pulse dialing, it can be used with private brarich exchanges ( $P B X$ ) or long-distance services that require tones, such as MCI. Most other modems do not function in both dialing modes.

| Pin | Signal Name | Description | Option |
| :---: | :---: | :---: | :---: |
| 1 | PRT.TXD | output, transmit data | RS.232C |
| 2 | PRT-RVD | input, receive data | and |
| 3 | PRT-CTS | input, clear to send | printer |
| 4 | GND | signal ground | port |
| 5 | 60 Hz | input, $A C$ line reference | BSR X-10 |
| 6 | GND | signal ground | controller |
| 7 | + 12 V | output, + 12 V DC |  |
| 9 | BSR-SIG | output, $120 \cdot \mathrm{KHz}$ control signal |  |
| 8 | + 12 V | output, + 12 V VC . | off-hook |
| 12 | OH LED | output, LED drive | LED |
| 10 | TAPE 1 | output, tape recorder control | tape |
| 11 | TAPE 2 | output, tape recorder control | recorder |
| 13 | AUDIO | output, signal to tape |  |
| 14 | GND | signal ground |  |
| 15 | 212.RXD | input, receive data | Bel\| 212 |
| 16 | 212.TXD | output, transmit data | modem |
| 17 | 212.TXE | output, transmitter enable | card |
| 18 | 212.CAR | input, carrier detect |  |
| 19 | 212.XMT | imput, ttansmaiter sigmal |  |
| 20 | GND | signal ground |  |
| 21 | AUDIO | output, audio, phone line | speech |
| 22 | AUDIO | output, audio, phone line | synthe- |
| 23 | SPCH-EN | output, speech enable | sizer |
| 24 | SPCH-IN | input, synth. speech signal | card |
| 25 | GND | signal ground |  |

Table 2: This is the pin configuration for the expansion input/output port on the Apple-Cat II board. The Expansion Module plugs into pins 1 through 14; the remaining pins are reserved for future developments.
often. However, you may want to drive another serial device as if it were a printer, and this option enables you to do that. Once set up, this option can be designated as a default condition if you wish.

If you elect to use the port as a printer port and want to print the contents of the Apple-Cat II buffer, you'll find the commands for doing so are very easy. You merely type B, which causes the contents to be transmitted to the printer via the port. You may stop the transmission by pressing $<$ ESC $>$. It is as easy as it sounds. (Actually, the command is the same whether you're printing using the built-in port or an interface card in another slot.)

## Driving an External Device

This is one of the nicer features of the Apple-Cat II. If you need to communicate with an in-house host and outside sources as well, you can switch from one to the other without undoing a lot of cables or buying another interface card. The AppleCat II can be switched from modem to port communications via the configuration portion of the program. In fact, some rather interesting combinations are available to you. Let's consider the following situation: You need to use both low-speed ( 300 bps ) and high-speed ( 1200 bps ) dial-up communications, and the higher speed uses Racal-Vadic VA3400 protocol, which means you have an additional modem to drive occasionally. If you hook the VA3400 modem into the RS-232C port, you can configure the system to drive the external modem whenever necessary. This capability saves you the need for another interface card and gives you buffer and auto-dial capabilities with the higher-speed communications.

## Expansion Capabilities

The following optional attachments. will probably be available by the time this review appears in print:
-a Bell 212 protocol card that will allow you to transmit data at 1200 bps in full-duplex mode
-a separate BSR X-10 controller unit that will plug into the Expansion

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Other options that are still under development include a tape recorder output that would allow you to record Apple-Cat II transactions and a speech synthesizer card that would enable the Apple-Cat to "speak."

As mentioned before, one of the most frustrating aspects of the AppleCat II is the inability to access it directly from BASIC, Pascal, or by any other way than via the provided software or special software packages. Novation has just recently developed an EPROM that will allow you to access the Apple-Cat II from the BASIC environment. This

EPROM will feature commands that are compatible with the Hayes Micromodem II. However, only those programs for the Micromodem II that are written in BASIC will function, as the two units are accessed differently in the 6502's assembly-language environment.

## Conclusions

You might have gotten the impression at the beginning of this article that I was disappointed about the features Novation or its dealers were pushing to market the basic AppleCat II unit. I still am. While I feel that Novation should flaunt its accomplishments, I feel even more strongly that the company's literature should be very explicit about the unit's present capabilities and future developments. After all, we, the professional hackers of the microcomputer world, are going to use these products in many ways-including some that Novation never imagined. I feel that it is only fitting that we be given ac-
curate information as to just how far the manufacturer has gone and where it plans to go from here.
I would feel much better if I had found an insert in the manual saying, "This manual has been written with a fully developed system in mind. As of this date, $x x / x x / x x$, the following areas have been finished: A, B, C, etc. Future developments are. . ." After all, we pay for the product, and keeping us informed would show a lot of goodwill.
As for the future of the Apple-Cat II, it's clear that Novation has the best combination going in the field of Apple II communications. My advice to current modem owners (Hayes and others) is to watch the developments and weigh the advantages of switching. If you don't, you may find yourself left behind. Apple users shopping for a modem would be wise to consider this system very carefully if they even contemplate using the Apple II as something other than a dumb terminal.

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It will not be long before integrated-circuit manufacturers begin to come out with single-chip processors that can directly execute high-level-language instructions. When this happens, the resulting explosion in the availability of highspeed, high-quality software could make the present stage of the computer revolution look like a halfhearted warm-up exercise by compariнол.

The reason for this is very simple: it is far more convenient to develop software in high-level languages than it is in the assembly languages that are currently available. This convenience factor has meant that most custom-designed software has been written in high-level languages, even though, under current microprocessor architectures, an enormous penalty in terms of performance is typically paid One commonly hears statements that an assembly-language program will run hundred times faster than the equivalent program written in BASIC. The only reason that most programs continue to be written in BASIC is that it is perhaps
a hundred times easier to do so. Although compilers are available that can boost high-level-language performance, they are costly and require the use of large, expensive computers. And even a compiled program may be 10 times slower than an assembly-

> An Inexpenslve processor whose assembly language was Itself a high-level language would galn wlde market acceptance virtually overnight.

language program. An inexpensive processor whose assembly language was itself a high-level language would gain wide market acceptance virtually overnight. IC manufacturers are naturally aware of this, and concrete evidence of this awareness (i.e., an actual chip) can be expected soon.
No doubt a fair amount of confu-
sion exists at present as to just how to go about the implementation of a high-level language in hardware. National Semiconductor and Zilog have each introduced single-chip microcomputers incorporating small BASIC interpreters in on-chip ROM (read-only memory). While this is a step in the right direction, the utility of these chips is greatly diminished by their slow processing speeds. The low-level archirectures of both chips are entirely conventional in mature, and the fact that they happen to incorporate BASIC on-chip rather than in an external ROM represents merely an advantage in terms of decreasing system chip count. Higher up on the scale are Western Digital's Pascal and Ada Microengines, mulichip processors that have experienced only limited market acceptance due to their high costs. The Intel iAPX-432 processor appears to be a promising development in this area, but the great complexity of its architecture would appear to put it out of the sights of most potential users for the time being
Another much-discussed approach


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Figure 1: Simple threaded object code. The program counter points to certain object code, which in turn points to a machine-language routine. When that routine is finished, the program counter is incremented and points to the next object code, which points to the next machine-language routine.


Figure 2: Threaded object code, FORTH style. In FORTH the object code points not to a machine-language routine, but to another pointer, which then points to the routine. If the routines are short, more time is spent jumping to the routines than executing them.
to the question has centered around the prospects for a FORTH machine. FORTH would appear at first to be the perfect candidate for implementation in hardware because of its reverse Polish syntax and its inherently stack-oriented nature. The reason that these factors single FORTH out as a prime candidate for hardware implementation is that other types of high-level languages must invariably translate user requests for expression
evaluation into stack-oriented terms at some level. In order for a high-level language to appear as the true, one-for-one, assembly-level equivalent of machine language, it is almost a necessity that the high-level language itself be stack-oriented. FORTH is the only well-known stack-oriented highlevel language; hence, FORTH comes to mind as a major contender for hardware implementation.
A more detailed examination of the
structure of FORTH may, however, help explain why the implementation of this language in hardware has not gained wide support. FORTH was conceived as an inherently threaded language. This means that its object code, unlike that of most compiled languages, is set up as a series of pointers, rather than as directly executable machine code. In principle, a threaded language could be designed in which these pointers directly indicated executable machine-language routines (see figure 1). FORTH, however, is set up so that the pointers indicate other pointers, which, in turn, point to the executable machinelanguage routines (see figure 2). The way in which FORTH transfers control from one machine-language routine to the next is by having each machine-language routine terminate in a JUMP to a routine called NEXT. This routine increments FORTH's "program counter" to address the next object-code pointer in sequence. Control is then passed by another sequence of pointers (or a doubleindirect JUMP) to the next machinelanguage routine desired.

This double-indirect control-transfer process is all very fine as long as the number of machine cycles required to accomplish the effect of a typical FORTH operator is large in comparison to the number required for the double-indirect JUMP itself. In designing a processor with a stackoriented architecture, however, one would certainly intend to create single-byte op codes like ADD and SUBTRACT, whose function would be to accomplish, in very few cycles, the addition or subtraction of the top two stack entries to or from one another. Under these circumstances, the number of machine cycles required for getting to the op codes in question, via the double-indirect JUMP, could be substantially greater than the number required to do the operations themselves. This observation applies even if the machine's instruction set were to incorporate a 1-byte NEXT instruction that could be placed at the end of each machinelanguage routine instead of a JUMP to a whole NEXT routine. Thus, it would appear that, paradoxically, the

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very object structure attributes that make FORTH nearly ideal for non-stack-oriented hardware make it relatively ill-suited for use as the basis of a true stack-oriented machine.

## An Alternative

The primary disadvantage of using FORTH as the basis for the hardware implementation of a high-level language is, as discussed, its threaded nature. I would like to present an alternative scheme that skirts these difficulties and that represents a viable, cost-effective approach to the implementation of a high-level language in hardware. This scheme is the result of more than three years of extensive commercial refinement and testing in such applications as realtime industrial process control, compiler development, and database analysis.

One of the first things to be established in the design of any new processor is the range of intended applications that the processor should address-in commercial terms, its intended market. The market segment that is ripe for exploration at this point is the small, inexpensive, but largely custom-programmed, soft-ware-intensive system for which speed of development and speed of data manipulation must go hand in hand. For systems of this type, 16-bit data-handling and 16 - to 24 -bit addressing capabilities should be sufficient for the next several years. Of primary importance is that the costs associated with both hardware and software development in systems of this type should be minimized.
If we agree that software development costs are best minimized through the implementation of a stack-oriented high-level language as the assembly language of the machine, the design problem then revolves around the question of how to best optimize system efficiency in terms of both processing speed and memory-space usage, at the lowest possible cost in silicon. In optimizing the design of the system for processing speed and memory-space usage, we must consider the typical uses to which the system will be put-in particular, we must ask three questions:

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- What operations are necessary in order to provide the minimum level of power consistent with the user's need for high-level-language capabilities?
- What additional operations would be desirable, and how does the cost of their inclusion compare with the software development costs that would be incurred by leaving them out?
- What will the relative frequencies of occurrence of each of these operations be in terms of both time and
space in typical user programs?

In answer to the first question, most people would agree that the operations considered vital would include the following:
-16-bit numeric push and pop

- top-of-stack duplicate and top-pair swap
- 16-bit two's-complement addition and subtraction

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- 16-bit Boolean AND, OR, and NOT operations
- 16-bit comparison operations (greater-than, less-than, and equals), and some means for using the results of comparisons to control program flow (if-then)
- subroutine call and return
-16-bit memory-fetch and memorystore
- GOTO (all structured programming ballyhoo to the contrary)

Note that we do not have to concern ourselves here with any questions as to addressing modes. The stackorientation of the language takes care of all that automatically. For example, the memory-fetch operation would be expected to replace the top stack entry with the contents of the memory location originally addressed by that stack entry. To do an indirect fetch then, one would simply perform two ordinary memory-fetch operations in a row. To do an indexed fetch, one would merely get the base address and the index into the top two positions on the stack, perform an addition, and then perform a normal memory-fetch. Other addressing modes of arbitrary complexity, such as triple-indirect and dnubly indexedindirect, can be simila. ly formulated simply by using the basic operations as building blocks. This synergy is a function of the beautiful simplicity and cleanliness of the stack-oriented approach. We can achieve a fully symmetrical, easy-to-learn instruction set of enormous power without spending a fortune on silicon.

One is tempted at this point to begin wondering just how the various capabilities listed above would be made available to the user, how they would be implemented in the hardware, and so on. Let us leave these questions aside for the moment until we have had a chance to address the last two questions raised earlier. The above collection of operations would appear to represent the true barebones minimum needed. What else would it be desirable for the architecture to support in the form of hardware primitives?

Here we enter into a realm of speculation in which there is con-

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siderable room for disagreement. Each individual has a different idea as to what constitutes the ideal mix of hardware capabilities, and we find little in the way of objective criteria to go on, because the whole field of stack-oriented high-level-language development is still in its infancy. For this reason, actual working experience with such languages is invaluable. It is only by having used a stack-oriented language extensively that one can get a feel for what features are particularly desirable and what features are not. As noted above, I have been experimenting with these languages for more than three years now, and my personal experience is reasonably representative of many of the kinds of applications in which a processor such as the one discussed here would be used.

Turning first to the question of additional arithmetic operations, multiplication and division arise as prime candidates for inclusion. I have found considerable use for both, even in connection with entirely logicbased tasks. Multiplication is of particular use in multidimensional array indexing and singly dimensioned array indexing in cases where the array element size is not a power of 2 . The need for division crops up somewhat less frequently. but it and its corollary, the modulo operation, are sufficiently time-consuming (in both development and execution time) for a programmer to implement in software that it is a real blessing to have them available as language primitives. Thus, full 16 -bit unsigned multiplication (with a 16 -bit result), division, and modulo are all included in the architecture presented here.

Right-shift and left-shift operations are commonly found in current assembly languages for good reason, and we would hope to have them available here as well. Left-shift, synergistically enough, can already be accomplished very easily using the top-of-stack-duplicate and addition functions. Right-shift cannot. I would propose to rectify this, not by supplying a right-shift operator, but by designing the division hardware such that if division by a power of 2 is called for, the operation will be car-
ried out as a simple right-shift of the appropriate number of bit-positions. This arrangement has the additional benefit that ordinary divisions need take no longer to execute than the minimum amount of time, even in cases where the programmer does not know in advance whether or not the divisor in the computation will be a power of 2 .

The exclusive-OR or XOR operation is the only Boolean operation conspicuously missing from the above list. It is infrequently needed, but to derive it using the other operators is comparatively timeconsuming. One possibility would be to design the equals function as a bitwise exclusive-NOR. This, however, while intriguing, would lead to problems in other areas. Given that XOR is not particularly costly to implement in hardware, it should be included as a hardware primitive.

In writing programs in a stackoriented language, one constantly finds the need for stack-manipulation operators more powerful than the simple top-of-stack-duplicate (let's call this DUP, as FORTH does) and top-pair-swap (SWAP). Because it is frequently useful to create a fresh copy of the stack entry just below the one on top (as FORTH's OVER operator does), this operation should be included as a hardware primitive. It is even useful to have the ability to access entries arbitrarily deep in the stack. Sometimes the depth within the stack of the desired entry can be specified literally by the programmer in the source code; at other times it is useful to allow the depth of stack access to be a computed variable. By covering the latter case, we cover the former as well. Thus, we will implement an operator called N -TH that will take the top stack entry as its argument, and replace it with a fresh copy of the $n$th item in the stack.

I have also found considerable use for a peculiar stack-manipulation operator, not ordinarily found in FORTH, called ROTATE. This operator bears the same relation to SWAP that N-TH does to OVER, that is, it takes the top stack entry as an argument and rotates out the $n$th item in the stack, placing it on top of the

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[^10]stack and deleting it from its previous position. This operator would be relatively costly to implement in hardware (presenting perhaps a level of difficulty comparable to that of implernenting multiplication hardware). However, it is impossible to simulate the effect of this operator using a sequence of other operators. Also, in many situations, having it available can substantially simplify software development. For these reasons, ROTATE should be included as part of the instruction set presented here. One might also envision the need for an inverse-rotate operator, one that takes the top stack entry and inserts it a given depth into the stack. Such a capability is rarely needed, however, and using ROTATE, we could construct such an operation in software fairly easily.

Control of program flow is a vital aspect of software design. Handling of conditional branches is best done through the use of an IF operator that examines the top stack entry. If it is 0 , IF loads the program counter with the
address of the point to be branched to. This allows the programmer the freedom to make branches conditional on the basis of the evaluation of any arbitrary expression involving both arithmetic and logical quantities

> With a stack-oriented approach, we can achieve a fully symmetrical, easy-to-learn instruction set of enormous power without spending a fortune on silicon.

and relations. Note that, with a GOTO operator, an IF-THEN-ELSE construct can easily be provided via assembly-time macroinstructions without any need for further instruc-tion-set support. At the point in the user's code at which the ELSE occurs, the assembler can automatically
generate a GOTO pointing to the address of the end of the else-clause.

The other prime flow-controlling constructs of structured programming, such as DO...WHILE, REPEAT...UNTIL, and CASE, can all be implemented using various arrangements of IF and GOTO, generated, where desired, under the control of assembly-time macroinstructions.

One construct, however, stands out as being so useful that it deserves further consideration: the iterative loop. My proposed architecture contains a FOR instruction that expects upper- and lower-loop bounds to be presented to it on the stack; it also has a NEXT instruction that executes as a conditional branch back to the corresponding FOR, along with incrementation of the loop variable. This arrangement has a number of implications for our machine architecture. For one, it implies that we must have a second stack for storing this FOR...NEXT loop context (we knew we needed this extra stack anyway to


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support the subroutining feature). For another, it means that we will need two additional instructions, one to push the current value of the loop variable onto the main stack (the corresponding operator in FORTH is generally called either PI or I ), and another to cause the current FOR...NEXT loop context to go away if the FOR...NEXT loop is terminated prematurely (sometimes called LEAVE in FORTH).

Whether or not there should also be a STEP instruction, for changing the loop step size, is open to debate. I have occasionally found the need for such an instruction, but have also found that convenient alternative software solutions are usually available where this need exists. For the sake of minimizing the cost of the silicon, I am in favor of leaving it out.
One area I have purposely left to the end of the discussion of desirable features is that concerning data types. So far we have spoken only about 16-bit integers. Certainly, however, hardware support for other data types could be extremely useful; single-byte data, for one, but floating-point numbers and character strings also come readily to mind. Here, however, we must be careful not to get carried away on the wings of overworked imagination. The support of floating-point arithmetic in hardware is a gigantic undertaking. If we are seriously interested in designing an inexpensive high-level machine, we will have to forgo this luxury for the time being. Perhaps in the year 1995, when chips are fabricated using genetic-engineering techniques and gates are only 5 or 10 protein molecules in size, inexpensive floating-point hardware will become feasible. Until then, software floating-point arithmetic or, at the most, coprocessor architectures should remain the rule for inexpensive systems.

On the other hand, single-byte data and character-string data present no such overwhelming design burden. We can expect that the addition of 8-bit memory-fetch and memorystore operations would require little in the way of additional processor logic. Also, if these operations are set
up so that they behave just like their 16-bit equivalents except that they pertain only to the low-order 8 bits of each 16 -bit stack word, all our existing 16-bit operators will work with 8 -bit data as well. Character strings, being nothing more than sequences of single-byte data, should also be easy to support in hardware. If strings are represented on the stack in the form of length foremost followed by string body, with one 8 -bit character per 16-bit stack entry, they are in fact very convenient to deal with, as experience has shown. I have found the string-push-immediate operation to be the most useful, followed by string-push-absolute (in which the string address is taken from the top-of-stack), and, somewhat less useful, string-store-absolute. This last operation, in fact, is rather infrequently needed, rather costly to do in hardware, and rather easy to do in software. Therefore, I think it would best be omitted.

The veteran FORTH user may be wondering at this point what all the fuss here is about. So far, everything we have discussed has appeared to resemble FORTH so strongly that to say we are not speaking of implementing FORTH in hardware would appear to be an exercise in semantics. This is no accident. As mentioned earlier, FORTH is currently the most popular stack-oriented high-level language, and any source-level compatibility that we can preserve between FORTH and the language that is proposed here can only be beneficial to users of both languages. The driving differences between FORTH and the language proposed here appear primarily at the object-code level. FORTH object code is threaded, whereas what we are discussing here is an object code based on executable op codes. This means that, for example, the way in which a subroutine invocation will occur here is for the address of the called routine to be pushed onto the stack, after which a CALL instruction will be executed in order to actually transfer control to the desired routine.
Nothing in what has been said so far has in any way touched on the question of I/O (input/output) struc-

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A byte of the form:

invokes the execution of op code zzzzzz

Figure 3: An instruction decoding method for the proposed numeric push operations. Using only 1 byte, you could push any number from 0 to 63 onto the stack. With 2 bytes, you could push any number up to 32,767.
set. Compared to existing microprocessors, it is remarkably short, simple, and straightforward. In particular, because so few op codes will be required to implement this set, we have the opportunity to do something quite astonishing here.

One of the questions I raised at the beginning of this discussion called attention to the possibility that some operations may be found to occur more frequently in typical user programs than others. This is in fact the case: experience has shown that the numeric push operation typically occurs far more frequently, in both time and space, than any other single operation. It stands to reason, then, that if we can somehow optimize the implementation of the numeric push for both speed and space efficiency, we can create an architecture whose performance is as unassailable as its ease of use. The fact that so few op codes are needed to implement the
rest of the instruction set gives us this opportunity.

Let's suppose that we wish to stick with the standard of the 8-bit byte as the basic unit of memory addressability. The total number of op

> A processor of this type could of course be programmed in many other languages, in addition to its high-level assembly language.

codes shown in table 1 is only 33. Allowing room for expansion and rounding up to the next higher power of 2 , we decide to make allowance for 64 distinct op codes in our instruction set. This leaves 256 minus 64, or 192,
bit patterns available for other purposes. What better use to put these to than as short, high-speed forms of the numeric push operation?

The design adopted for these short, high-speed numeric push operations is very simple. Small numbers such as 0,1 , and 2 are the most commonly pushed quantities. These could be set up in the form of ultrashort, singlenybble instructions, but this would gain us little because we are already presupposing at least an 8 -bit-wide data bus for the purpose of reading in the ordinary op-code bytes. In addition, numeric pushes of larger num-bers-typically those representing the addresses of data areas, jump points, and subroutines-are very common, and we would like to optimize these to whatever extent we can. For these reasons, I have found it desirable to recognize two distinct flavors of short-form push, one of which consumes 64 of the available bit patterns, and the other of which consumes the remaining 128 . The first of these encodes single-byte pushes of numbers from 0 up to 63; the other acts as the first byte of a 2-byte instruction whose effect is to push numbers that, while large, do not cover the full 16-bit range.

The way this works is outlined in figure 3. When the processor enters the execution phase of its instruction cycle, it examines the high-order 2 bits of the byte it has just fetched from memory. If these 2 bits are both high, the remaining 6 bits in the byte are treated as a normal op code (e.g., ADD, FETCH, etc.). Otherwise, if the high-order bit of the byte is high, but the next-to-high-order bit is low, the remaining 6 bits in the byte are taken as a 6-bit quantity to be pushed onto the stack. Finally, if the highorder bit of the byte is low, the rest of the byte is taken as the high-order byte of a 2-byte quantity to be pushed, and the low-order byte of this quantity is taken from the next sequential location in memory. In this way, numbers up to 32,767 can be pushed onto the stack in 2 bytes or less-by locating one's object code within this address range, one can generate incredibly space-efficient code.


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There is a further bit of serendipity to be exploited here. Because, as now envisioned, all operations besides pushes of numbers exceeding 63 can be encoded in a single byte, we have reason to suppose that we may not need more than an 8 -bit-wide external data bus in order to derive virtually the full level of performance of a 16-bit machine. All we need to do in order to take advantage of this is to separate out our two stacks from the user's address space and to place them (and their internal 16-bit-wide bus) entirely on-chip.

In fact, doing so will have the additional advantage that we can then implement the stack-manipulation and arithmetic hardware much more easily and directly-indeed, it even makes sense under these circumstances to consider making the processor cycle rate a significant multiple of the main-memory-access cycle rate. It is as though, without half trying, we have arrived at a low-cost architecture incorporating a high-speed cache memory (i.e., the stacks) whose contents are always guaranteed to be the most useful possible because its contents are entirely under program control!
Figure 4 shows a possible pinout for a microprocessor of the kind described here. Astute readers may recognize the pinout as being identical to that of the well-known 6502. Rearranging the pins slightly, one could imagine a processor of this kind being made pin-compatible with the 6809 or any of several other currently common microprocessors.

N.C. $\approx$ NO CONNECTION

Figure 4: A possible pin diagram for a proposed microprocessor that could directly run a FORTH-like high-level language. Some readers may notice that this is the same pinout as that for the 6502 microprocessor.

## Some Closing Remarks

A processor of this type could of course be programmed in many other languages, in addition to its highlevel assembly language. Most if not all currently popular high-level languages, including BASIC, Pascal, PL/I, APL, FORTRAN, COBOL, LISP, and Ada, would be considerably easier to implement on a processor of this sort than they have been on existing microprocessors.

More to the point, the compilers and interpreters for these languages would consume much less memory space on a machine like this than they do now, which would allow systems manufacturers to cut their prices substantially on systems supporting these languages.

The ideas outlined here were developed independently (with a great deal of help from Mr. Ken Wasserman) but are no doubt similar in many respects to those presently under discussion at all the major integrated-circuit manufacturers' engineering facilities. Stack-oriented high-level-language hardware represents an eminently practical, cost-effective mechanism for extracting minicomputer performance from microcomputer hardware-at "nanocomputer" cost.

The reason that this development has been so long in coming is due to a number of factors, not the least of which is that until recently softwareoriented personnel have had little input into instruction-set design. In addition, an architecture of the sort presented here would probably not have been feasible prior to the advent of VLSI (very-large-scale integration) as a commercially viable massproduction technology.

In this connection, it is amusing to note that Electronics magazine once ran as part of a "New Year's Wish List" the fervent hope that Intel Corporation's Gordon Moore be granted "inspiration on what to do with a chip holding 1 million transistors." This wish may be granted yet.



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The classic multiuser system consists of a single CPU (central processing unit), lots of memory, and the appropriate number of I/O (input/output) ports. The single processor serves all the users of the system by means of timesharing. The concept is fairly simple (although implementation is quite tricky): every few microseconds, a timer causes an interrupt to the system that causes the processor to suspend what it is doing for the current user and to do something else for the next user in line. In a twouser system, the processor switches back and forth between the users. In a system with more than two users, the processor usually goes around the circle, servicing each user in turn. A more sophisticated system might give certain users more time than others, according to each user's priority.

Although it is by no means simple to write, the software for the classic multiuser system is all written for one processor. This means that the
operating system is in tight control of all the system resources (in theory, anyway). The effectiveness of this approach depends greatly on the efficiency of the hardware used to implement it. Hardware that performs well in a single-user environment may perform miserably in a multiuser environment (but we'll delve into that later). At some point, the maximum capacity of every single-processor multiuser microcomputer system is reached, usually at around three to four users. In simpler terms, we could say that the maximum capacity of the system is reached when the speed or performance suffers noticeably if another user is added to the system. With poorly designed hardware, this could happen at the two-user level; with well-designed hardware, it could occur as high as the eight-user level. Of course, the application of the system has a lot to do with the point at which performance seems affected. For example, in a computation-intensive environment, the maximum capacity of a well-designed system might be reached at four users. In a less intensive environment (such as a database inquiry system in which terminal use is low, and the chance of everybody's using the system at once is minimal) the maximum capacity of the system might be 16 users.

The point of this discussion is that every single-processor multiuser sys-
tem will at some point reach its maximum capacity, and if the desired number of users exceeds the maximum capacity of the system, the system will slow down. The degree of slowdown depends on how many users the system is handling above its maximum capacity. Depending on the application, the slowdown may be tolerable. In most cases (with well-designed hardware) the system will still be many times faster than timesharing with a large computer at 300 bps (bits per second) over the phone lines.

But many of us are accustomed to fast single-user microcomputers and notice (and resent) the least slowdown. An obvious solution is to keep our single-user microcomputers and let the other people in the office get their own if they need computers. In many cases this is a good solution, although it's usually much more expensive than a multiuser system. The major problem with this solution is the difficulty of sharing common resources, such as an expensive harddisk drive, a letter-quality printer, or a common database that everyone needs to access. With independent microcomputers, sharing of common resources is next to impossible.
Of course, it's possible to hook together all these independent systems to form a network of microcomputers. In a network, each connected device is called a node. Every node

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must have a certain amount of intelligence. A combination terminal/com-puter/mass-storage node (commonly referred to as a workstation), must have the raw computing intelligence to perform normal computing tasks and to send and receive messages over the network. If the node is a printer, it need possess only enough intelligence to send and receive messages.

## Distributed Processing

Networking is one form of what is called distributed processing. The name comes from the fact that the processors are distributed throughout the computing environment. In the case of networking, these processors are located some distance from one another, and they are not linked together very tightly; that is, it would be very difficult for one processor in the network to control the actions of another. Appropriate software could make one processor appear to control another, but in reality each processor is quite isolated from the others. Such a system is said to be loosely coupled.

Another form of distributed processing involves multiple processors housed in the same cabinet. In this instance, a master processor usually controls the actions of all the slave processors. In a single-user environment, various parts of the computing task would be divided among the processors; each would perform a certain part of the task but simultaneously with the other processors, thus speeding up execution. This process is called parallel processing because many processors are used to complete the task, each processor running in parallel with the others.

Large-scale computers use parallel processing to get very high throughput. The technique is being implemented at the chip level as well. For example, the Intel 8086 uses two processors internally: one to handle operations on the bus and the other to decode and execute the instructions. This has a measurable effect on performance. The concept has been expanded further in the Intel iAPX 286 (also known as the 80286) with four internal processors, further subdividing the tasks. The effect on per-
formance is dramatic.
The above-mentioned form of parallel processing is also a network of processors. However, it differs from the networks I discussed previously in being tightly coupled; that is, one master is in tight control of all its slaves.
In microprocessor systems, parallel processing has been used to increase the throughput of multiuser systems by essentially assigning a processor and independent memory to each
user. The advantage of such a system is that the maximum system capacity is extremely high, usually only limited by the speed of mass storage. Such systems operate as networks, with each processor running independently. Some implementations are loosely coupled, and others are tightly coupled.

## Hardware That Supports Multiuser Architectures

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formance degradation in multiuser systems in several ways. The most obvious method is to use high-speed RAM (random-access read/write memory), high-performance diskdrive controllers, and powerful, highspeed processors. One of the reasons that Compupro has designed its family of products to such high standards of performance is to make certain that nothing will impede multiuser architectures. In fact, much of our hardware is designed to enhance the per-
formance of multiuser architectures. Later in this article, I will describe a new processor board that brings unprecedented multiuser computing power to the realm of microcomputers and the IEEE (Institute of Electrical and Electronics Engineers) 696/S-100 bus. First, however, I will discuss other ways of enhancing the performance of multiuser systems.

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memory access) transfers, which offer maximum throughput because they move data between an I/O channel and memory without going through the processor. Our I/O boards are designed to allow easy integration into a multiuser environment.
All of our products are designed for the IEEE $696 / \mathrm{S}-100$ bus. The modularity and flexibility of that bus are vital to our ability to offer the wide range of multiuser solutions we are about to discuss. In our multiuser System 816/C, one central processor board's time is shared among all the users in the system. The processor board happens to be our innovative CPU 8085/88 dual-processor board, which allows simultaneous execution of both 8 - and 16 -bit programs. The operating system is a proprietary implementation of Digital Research's MP/M-86 that we call MP/M-816. It is a true 16 -bit operating system; 8 -bit applications are handed off as a task to the 8 -bit processor for execution. This system can handle up to 15 users, depending on the application.
However, this system incorporates products that system integrators have been familiar with for years. Let's discuss some of our newer hardware designed specifically for multiuser applications.

## Multiplexer Channels

IBM developed a type of data channel, known as the multiplexer channel, that is actually a separate, small computer dedicated to increasing the speed of input/output operations. The channel controls the flow of data between the system's RAM and the outside world. A channel that serves only a single I/O device (such as a terminal) is called a selector channel. A multiplexer channel serves more than one I/O device by interleaving data from the various devices under its control.

Compupro's MPX-1, a multiplexer channel for the S-100 bus, contains a $6-\mathrm{MHz} 8085$ processor, 4 K or 16 K bytes of RAM, up to 8 K bytes of EPROM (erasable programmable read-only memory) using a 2764 device, an 8259 A interrupt controller, and a complete TMA (temporary master access) interface to the bus.

The soes, RAM, and EPROM allow execution of programs on the MPX-1 in parallel with the CPU on the bus. The interrupt controller monitors any or all of the eight vectored-interrupt lines on the bus. The TMA interface allows the MPX-1 to talk to any memory location or 1/O port on the bus. Also included are a mechanism that enables the master CPU (sometimes called the host CPU) to get the MPX-1's attention and a mechanism by which the MPX-1 can cause an interrupt to the host.
The purpose of a multiplexer channel is to off-load the task of processing system interrupts from the host CPU. Consider what happens in a normal system when an I/O board causes an interrupt because a character is ready from a terminal. The CPU has been running a task for its current user when a second user presses a key. The I/O board receives the character from the terminal and causes one of the vectored-interrupt lines to go into the active state. The CPU must suspend what it is doing for the current user (which it does by geving its entire state on the stack) and jump to the service routine for that interrupt. The service routine reads the character from the $1 / \mathrm{O}$ board and puts it into a bulfer. First the service routine may check the character to see if it is any of several special control characters such as a back space or carriage return. If a line has been completely entered (indicated by carriage return) it may set a flag so that the task that requires this input will know that it's ready for processing. Buffer pointers need to be updated along with a status byte that tells the number of bytes in the bulfer. Then the service routine returns to a routine that restores the state of the previous task and resumes execution of that task.

This whole operation, simply to process one character, may take several hundred processor cycles for execution. This is time stolen from the original current task, which has the result of slowing that task down.

Now consider the same process if a multiplexer channel such as the MPX-1 is in the system: the same interrupt line is made active on the bus.
but this time the MPX-1 sees the interrupt and the onboard 8085 responds instead of the host CPU, which contimues its excecution undisturbed. The MPX-1 then steals one bus cycle to read the character from the I/O board The MPX-1 checks the character for special control characters and responds accordingly. Buffer pointers are updated, and the character may be written to a buffer in the host's memory space (stealing one more bus cyck) or be kept in a buffer on the MPX-1. A flag may be set if it was a carriage retum (again stealing another cycle).

The difference is that the MPX-1 procested the interrupt in parallel with the host CPU, stealing only a few cycles from another task, rather than several hundred. It is clear that a multiplexer channel can greatly increase the throughput of a multiuser system. The MPX-1 is capable of performing many other tasks in a system (printer spooling is another), and more than one MPX-1 can be used in the same system.

## Slaves and Masters

We have seen how the addition of a front-end processor can speed up the operation of a single-procestor mulkiuser system, but in many situations even that speed improvement is not enough In these cases, devoling a separate processor to each user is the only way to get maximum throughput, but it is also nice to rettion the advantages of a tightly coupled environmen.

Compupro has recently introduced two new products to satisfy these requirements. However, before I get into the specifics of these products, I should clarify the various ways that multiple processors can exist on the IEEE 696/S-100 bus.

Each S-100 system must have a master processor that is in control of the whole system. This is called the permanent master. In most systems, this is the processor board that we are all familiar with. The system may also have up to 16 temporary masters that request control of the bus from the permanent master. A priority system decides which of the 16 temporary masters gets control of the bus.

The process of requesting and receiving control of the bus (and the subsequent rurning of bus cycles by the temporary master) is called TMA (temporary master access). TMA differs from DMA (direct memory access) in that a temporary master may either access memory or perform 1/O.
The MPX-1 and all of Compupro's disk controllers are implemented as true IEEE 696 temporary masters. They request use of the bus from the permanent master and arbitrate for priority in the manner prescribed by the IEEE standard.

Memory and I/O boards on the bus are known as bus slaves because they are subservient to the masters. Any bus master (permanent or temporary) may talk to any bus slave. The bus-interface circuitry is much more complicated for a master than it is for a slave.

Compupro's two new products that address the need for a processor per user are called slave processors for two reasons. One is that there is always a powerful master CPU overseeing system operations (which well get to later). The other is that these processors are implemented as IEEE $6 \%$-bus slaves rather than as temporary masters.

We had many reasons for implementing our slave processors as bus slaves instead of temporary masters. As I mentioned earlier, the busointerface circuitry for a slave is less complex (meaning it takes up less precious board space) than it is for a temporary master. When we get into the specifics of each slave processor, youll see why that's important.

Also remember that a temporary master can access any memory or 1/O Jocation on the bus. If the slave processors were implemented as temporary masters, it's possible that one slave could severely mess up the operation of another slave, causing slave or system crashes. Protecting one user from crashing another or the whole system is vital. How protection was achieved by implementing the slave processors as slaves will become clear later.

Another important design consideration in developing a processor-per-user system was the limitation on
the number of temporary masters allowed by the IEEE 696 arbitration scheme. Up to 16 temporary masters are allowed, but that doesn't translate to 16 users. Remember that disk controllers and the like are also implemented as temporary masters, and this would cut down the number of users a system could support.

Last came the consideration of the software required for such a system. The orchestration of multiple temporary masters is a much greater task than programming a single, powerful CPU to handle interprocessor communication.

The first slave processor we designed was intended to fill two basic needs. The first requirement was to provide 8-bit and 16-bit capability for our 16-bit-only processor boardsCPU 8086/87, CPU 68K (the Motorola 68000), CPU 16032 (the National Semiconductor 16032), and CPU 286 (more on this later). When we developed the first 8 - or 16 -bit dualprocessor board, the CPU 8085/88, we realized that we were fulfilling the
very real need to use the newer 16 -bit software while retaining the ability to use older 8-bit software. Unfortunately, we couldn't fit an 8-bit processor on every new 16 -bit processor board, so we needed a slave 8 -bit processor to give dual-processing capabilities to systems based on the newer processor boards.

The second need was for a highperformance, 8 -bit node in a pro-cessor-per-user multiuser system.

Compupro has filled both these needs with a Z80B-based slaveprocessor board called the SPU-Z (SPU for slave-processing unit, Z for Z80). The SPU-Z contains the following: a $6-\mathrm{MHz}$ Z80B processor, 192 K bytes of DRAM (dynamic RAM), two RS-232C serial ports, an attention port so that the host CPU can get the SPU-Z's attention, a method by which the SPU-Z can cause an interrupt to the system, 2 K bytes of startup EPROM, and 4 K bytes of fast, static, and dual-port RAM for communication between the bus and the SPU-Z.

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## SPU-Z Specifics

Let's examine the various portions of the board in more detail: The Z80B and 64 K bytes of DRAM form the main execution engine for any 8 -bit task. The two serial ports provide connection for a terminal and local printer for the user. Having the terminal and printer local rather than on the system bus helps to keep bus usage down and therefore increase the bus capacity.

The SPU-Z's dual-port RAM probably requires the most explanation. Dual-port RAM is memory that two processors can access. In this case, the two processors are the onboard Z 80 B and any other $\mathrm{S}-100$ bus master (either permanent or temporary). The dual-port RAM is used by SPU-Z to transfer information to and from the host system. The dual-port RAM can reside on any 4 K -byte boundary in the full 16-megabyte address space on the S-100 bus. Internally, the dualport RAM can be made to overlay any 8 K -byte section of the DRAM (along with the EPROM). Also, Compupro's disk controllers and the MPX-1 can transfer data directly to the dual-port RAM, again maximizing throughput.

Lastly, the SPU-Z may cause an interrupt to the host system, and the host system may signal the SPU-Z by its attention port, much like the operation of an MPX-1.

## Super Slaves

We realized that the need existed for a truly high-performance slave processor, which meant that the slave itself should have 16 -bit capability. High-speed number crunching was also at the top of the want list for users who needed a higher performance node.

Having one of the few multiuser systems in existence with a place for a high-speed Intel 8087 math processor (on the CPU 8086/87), Compupro was one of the first companies to realize a definite limitation of the 8087 in multiuser systems.

The problem is that the 8087 has quite a number of registers, all 80 bits long. Remember that to switch users, all these registers must be saved on

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Figure 1: A typical system configuration with a CPU 286 master processor (based on Intel's iAP $\chi$ 286) with its main system memory and floppy- and hard-disk storage. Up to 4 megabytes of $M$-Drive/H solid-state disk is supported by the system for ultrafast access times. Any mix of up to sixteen 8 -bit or $8-16$-bit slave processors may be plugged into the system. (Figure provided courtesy of Compupro Systems.)
the pushdown stack (where a microprocessor temporarily puts data that will be needed later) and another user's previous register's contents must be moved into the 8087 . Well, that's a lot of information to move that often, and that means operation gets slower. The solution seemed obvious to us: give users who need to crunch numbers their own 8087 s .

Because many people are accustomed to using both 8 -bit and 16 -bit software, we decided to give this high-performance slave node an 8 -bit processor as well.

So there you have the basic architecture for the SPU-D-an $8-\mathrm{MHz}$, 16-bit Intel 8088, an 8087 socket, and a $6-\mathrm{MHz}$ Z80B. We also needed at least 192 K bytes of DRAM (16-bit programs are big), the same dual-port RAM and EPROM as are on the SPU-Z, and two serial ports. That's a lot of
computing power to give each user in a multiuser environment.
The SPU-D operates with its dualport RAM in an identical fashion to the SPU-Z. The two boards differ mainly in the addition to the SPU-D of the $8088 / 87$ pair.

## Power and User Protection: CPU 286

Any of Compupro's previous CPU boards (CPU Z, CPU 8085/88, CPU 8086/87, CPU 68K, CPU 16032) can be used to control a system consisting of any number of slave processors (limited by the available slots in the motherboard), but we wanted to provide a processor board that could serve as the foundation of a multiuser microcomputer system with unprecedented power.

The CPU 286 is a processor board based on Intel's 80286 super 16-bit
microprocessor, and is particularly suited to this task (see figure 1). The Intel 80286 can address 16 megabytes of RAM (from a 1-gigabyte virtual address space), has full memory mapping and protection built into the chip, and is designed to switch between tasks very quickly. In fact, the 80286 can switch tasks in only 17 to 22 microseconds ( $\mu \mathrm{s}$ ); by comparison, the admittedly powerful Motorola 68000 takes around $150 \mu \mathrm{~s}$ and its enhanced descendant, the 68010, takes $110 \mu \mathrm{~s}$. Furthermore, the 80286 will run any code written for the 8086/88 but executes the code four times faster than an 8086 running at the same clock speed, Incidentally, the CPU 286 board runs at 10 MHz . It also has a socket for the 80287 math coprocessor chip, and additional circuitry to allow the use of either 8 - or 16-bit memory.

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Among the 80286's many impressive features, none is more important than its built-in memory protection. One of the drawbacks of a singleprocessor multiuser system is that it is extremely difficult to keep the sophisticated user from crashing another user or the whole system. Because a single processor is doing everything, it also has access to everything. It can get to the last bit of every user's memory area. Processors such as the 80286 provide a great deal of protection between users, but it's still possible for one user to crash the entire system.
The advantage of using the slave processors is that the master processor is in direct control of communications within the system. The master processor also never has to execute a program for a user; it's only executing the operating system. (In a single-processor system, the processor executes the program and the operating system.) It now becomes easy to restrict the system-wide effects of a single slave processor. Of course, sophisticated users can crash
their own slave, but they can't affect any others. The system still runs.

## Summing Up

We at Compupro believe that our multiuser architecture embodies the best of both network systems and single-processor systems. The architecture includes a network of highperformance slave processors that exhibits the best characteristics of both loosely and tightly coupled networks, with the network organized around a single processor of tremendous power.

Because our systems are based on the IEEE 696/S-100 bus, we can mix and match any combination of the multiuser systems I've discussed (software permitting). We could start out with a single-processor system such as a System 816/C, later upgrade that to use a CPU 286 as the master processor, and add an MPX-1 to increase throughput even more. Then we could add an M-Drive/H solid-state disk emulator (for up to 4 megabytes of super-fast storage). When that system reaches its limit (which shouldn't
be for quite a while) we can start to give some users their own SPU-Zs. Those users who need even greater computing power can get their own SPU-Ds.

## The Next Step:

## Networking Multiuser Systems

I haven't talked much about how Compupro proposes to connect several of the above systems into a network of multiuser systems. To be truthful, we're waiting for the dust to settle a bit with all the various networking schemes presently in operation before we decide which one to use. For the time being, several people are using the synchronous serial channels on our Interfacer 3 and 4 boards to connect multiple Compupro systems together. Imagine the potential of several 16 -user, SPU-D/CPU-286-based systems all hooked together in a single network. We intend to continue producing the most powerful microcomputer systems possible while maintaining flexibility to use future technological innovations.

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# Personal Computers in the Eighties 

# A recent study shows the market potential for the next decade is enormous. 

Geragory 5. Bhundel<br>The Eutem Management Group 520 Speedwel Ave Morris Plins, NJ 07950

Data-processing managers, manufacturers. and market analysts alike have raved in unison about the vast potential for personal computers. The diverse applications, the encouraging pricefperformance ratios, and the vast untapped market all promise big things for those small systems. But just how bis will the future market be and what will it inchide?
According to a recent study by The Eastern Management Group, firm specializing in market forecasts for the data-processing industry, the market potential over the next decade is enormous. The Eastern Management Group interviewed many of the major mamufacturers and vendors of personal computers, some potential manufacturers of these computers, and more than aso owners or

[^12]operators of microcomputers. We weighed the information received from these interviews against several factors, including the present and projected economic climates, the key choices confronting the personal computer marketplace (such as that between 8. and $16-\mathrm{bit}$ microprocessors), and the potential acceptance

> One of the princlpal forces contributing to the recent market growth has been the gradual acceptance of personal computers by corporate dataprocessing managers.

of microcomputers in the home, business, and educational markets throughout the decade Combining all of these factors, we were able to make several forecasts by extrapolating two different types of sales data: that concerning personal computers sold as replacements and that concerning computers sold as
new systems or additions. We then collected the results of all this work into a report called "The Ten Year Market for Personal Computers." Here I will present several findings from that report that may be of interest to BYTE readers.

Growth of the Market
It turns out that 1982 was a banner year for mierocomputers. Approximately $1,440,000$ personal computers were shipped around the world; more than 1 million were sold in the United States alone. That translates into a 70 percent leap over the previous year's shipments-and that in the midst of an ailing economy. And this loaks to be only the beginuing (see figure 1).
Why has this happenedt For one thing, personal computers are undergoing a liberation from "basement toy" status. As this changeover aceelerates, more and more home users, who at one time merely contemplated the purchase of a personal computer, will now actually take the phunge and buy one.

Furthermore, through the late

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Figure 1: Predicted worldwide shipments of personal computers.

1970s and early 1980s, a growing change in the structure of the labor force became evident. New managers entering the business community brought with them a keen awareness of computer systems gained from both college study and home use.

Indeed, one of the principal forces contributing to the recent market growth has been the gradual acceptance of personal computers by cor-
porate data-processing (DP) managers. From 1975 to 1982, an initial reluctance on the part of DP managers to use personal computers was slowly supplanted by a grudging admittance of the microcomputer's usefulness. In 1983, DP managers will play a commanding role in the purchase of personal computers. Not only will they be buying Apple IIs, TRS-80s, etc., for themselves, but
they will also be laying down guidelines as to what systems may be used by their employees.

The change is significant. It indicates the emergence of a coordinated approach on the part of the business sector toward personal computers. In 1983, 45 percent of personal computers brought into businesses will be acquired through the decision-making policies of corporate data-processing managers; by 1985, the number will rise to 70 percent.
Home users also will approach personal computers deliberately and systematically. These buyers will include not only experimenters and pioneers but also educated consumers who measure system excellence in terms of performance and productivity.

## The Business, Home, and Educational Markets

During the 1980 s , most of the personal computer users will be in the business community. The primary users will continue to be white-collar managers, administrative personnel, scientists, and engineers.

Many manufacturers realize this. IBM has followed Apple and Tandy into the business market. The latecomers, Digital Equipment Corporation (DEC) and Wang, will also focus on the business sector. By 1985, revenues will clearly indicate that for companies like IBM, DEC, and

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Figure 2: The predicted shipments of personal computers in the U.S. broken down into three market segments: businesses, homes, and educational institutions. Although a majority of personal computers will continue to end up in businesses, an increasingly larger portion will be purchased by home users and schools.

Wang, the path to greatest success leads (as it always has) directly into the business market.

Accordingly, DP managers and other business users can expect enhanced marketing and advertising campaigns directed at them, and more systems permitting a great variety of applications will be promoted in the marketplace with gusto.

The reason for this enthusiasm is that the potential business market is huge. Approximately 55 million white-collar workers are employed in the U.S. alone. At the end of 1982, $1,600,000$ systems were spread among U.S. business establishments; thus only 1 out of every 34 whitecollar workers could boast a personal computer.

Throughout the 1980s many corporations that have not yet purchased a system will buy one. By 1991, ap-
proximately 55 percent of all businesses owning one system will have invested in an additional personal computer. The result will be a substantial number of new personal computers claimed by the business sector each year. In 1983, 1,026,000 new systems will be shipped to U.S. companies, bringing the installed base (total units installed) of business personal computers up to $2,642,000$. By 1988, about $12,500,000$ will have been installed. As we embrace the 1990s, U.S. business establishments will have accrued an installed base of more than 15 million personal computers (see figures 2 and 3).
U.S. households will also begin buying personal computers at an increasing pace, although not as rapidly as domestic businesses. New lowpriced systems such as the Timex/Sinclair 1000 (for a review in


Figure 3: The predicted total number of personal computer units installed in the U.S., broken down by market segment.
this issue, see page 364), the Commodore VIC-20, and the Atari 400 will appeal to finance-minded households that once viewed personal computers as unjustified luxuries. Aggressive and clever advertising, such as that evidenced by Commodore, is aimed at the heart of the home market. Personal computer technology is becoming less a threatening concept and more a familiar acquaintance.

Families with annual incomes of more than $\$ 25,000$ will account for the overwhelming majority ( 90 percent) of households investing in a system. Such a system will be purchased with money set aside for recreation. These households will naturally have fairly large recreation funds to tap and, therefore, be willing to approach the personal computer marketplace.

At present, 621,000 systems are scattered throughout U.S. households. One year from today, that number should jump to more than 1 million. According to our studies, five years from now, 4.2
million systems will be located in U.S. homes; and as 1990 rounds the bend, U.S. home users should account for 6.8 million systems (see figure 3).

A third part of the personal computer market triad, the education segment, will be slower to turn to personal computers than the other two. Lack of response to date has been primarily due to the poor economic factors plaguing school districts and universities. Simply stated, school budgets at the local level have not grown at the same rate as expenses.
Despite financial limitations, however, a change is in the offing. Computer training and literacy are on the rise at all levels of education. Using personal computers as teaching aids, universities and colleges are offering many courses in computer science, while at the same time providing easy access to the personal computer regardless of the student's field of study.

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Educational institutions are growing more receptive to computers each year. Their logic is simple: the investment of often less than $\$ 300$ per student to introduce him or her into the intricacies of data processing is an investment well made. At this time, barely 250,000 systems exist in U.S. schools. By the beginning of 1990 , that number will jump almost tenfold (see figure 3 ).

## 8 Bits versus 16 Bits

The proliferation of personal computers is not occurring in a vacuum. Snveral competitions are pulling and shaping the marketplace. One of these is the tacit yet intense battle between 8 -bit and 16-bit personal computers.

Prior to 1981, very few 16-bit personal computers existed. Data-
processing managers and home users studied the market arid generally came away with an Apple II, a TRS-80 Model II, or a Commodore PET-all 8-bit systems.

But soon advances in semiconductor technology permitted a reduction in prices, and affordable 16-bit microprocessors began appearing in

> The competition between 8-bit and 16-bit systems means a far wider selection, especially for the business segment.

personal computers. During 1982, a wave of personal computers carrying 16-bit microprocessors washed over the marketplace. A majority of these systems were built around two microprocessors: Motorola's 68000 chip and Intel's 8086 chip. (Indeed, within the 16 -bit microprocessor ranks, there seems to be a contest to
see who will be king of the hill, Intel or Motorola. In terms of numbers, Intel holds an advantage. But, Motorola is coming on strong with its 68000, which was chosen by Tandy for its Model 16.)

As the number of systems carrying a 16-bit architecture increased, so too did the number of 16 -bit operating systems. Currently, the two most popular 16-bit operating systems are Microsoft's MS-DOS and Digital Research's CP/M-86. But the competition here is also heating up, and more entrants, such as perhaps a 16-bit Unix-like system, are sure to enter the fray.

This competition between 8 - and 16-bit machines means a far wider selection of products to choose from, especially for the business segment. The various 16 -bit systems now available-and you can bank on more appearing as the year pro-gresses-allow wider and more sophisticated applications. The upper echelon of the white-collar work force will turn to these 16 -bit systems

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So far, businesses have used personal computers most often for client records and accounting purposes, text editing, mailing lists, and financial planning. Applications such as stock/ investment analysis and graphics do not appear to be as common. The power of the 16 -bit systems will promote more sophisticated applications by businesses. Because of their price tag-a typical system costs $\$ 5000$ these 16 -bit personal computers will initially find their way into larger organizations. But that too will begin to change during the 1980s as 16 -bit systems become less expensive. They will gradually supplant 8 -bit systems within the business market segment.

The home market segment, on the other hand, doesn't really have a need for a personal computer carrying a 16-bit microprocessor. According to one of our surveys, the top four applications in the home market segment are, in descending order, games (entertainment), financial planning, education, and banking. The 8 -bit machines on the market now can handle those applications as well as a 16-bit machine. And in the case of games, some 8 -bit machines are distinctly better.

This does not mean 16 -bit systems will not affect the home market. Quite the contrary, 16-bit personal computers such as the Fortune 32:16 and the TRS-80 Model 16 will have great impact. Because of the extremely competitive nature of 16 -bit systems marketing, vendors of 8 -bit systems will have to keep lowering their prices. And as prices are slashed, it is ultimately the home user who will benefit.

The shift from 8 -bit to 16 -bit machines will also affect the software industry. For a long while, independent software vendors focused on the 8 -bit operating system called CP/M. But no longer are they concentrating solely on 8 -bit software. Their efforts are more and more being directed toward the 16 -bit world. For the business user this means a wider selection of enhanced software; and home users will find more software directed specifically toward them. <br> \section*{Be Wise
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## 



Photo 1: The Osborme 1 portable computer.


Photo 2: The Compass portable computer by Grid Systems.

In short, the division of the personal computer marketplace into two segments, 8 -bit and 16 -bit systems, will mean a greater selection for users in terms of both price and performance.

## Portable Systems

One of the biggest changes in the personal computer marketplace during the 1980s will be a marked increase in the number of portable computers. Personal computers designed to be carried comfortably from one location to another are rapidly working their way into the repertoire of sales representatives and executives across the country. Businesses that already operate an Apple or Tandy desktop computer are investing in portable units such as the Osborne 1 (see photo 1 ) and using them as convenient and effective tools for the road.
Sales personnel, who make up more than 12 percent of the total white-collar work force, will probably be the prime impetus behind the boom in portables. Even those sales personnel who normally interact with terminals or executive workstations will be seeking company sanction of a portable system to be used for business trips, conferences, and, yes, overtime at home.

But sales personnel will not be the only ones using portable units. Managers, professionals, and even
people from the clerical ranks will be turning to these briefcase computers. Consider for a moment that, depending on system sophistication, you can use portables for the following purposes: accounts receivable, mailing lists, financial planning, stock/investment analysis, sales tracking, inventory, limited graphics, invoicing, general ledger, and more-all in a system that can be conveniently transported from one place to another.
Indeed, next to processing power, probably the key factor is weight. Portable computers come in all shapes and sizes: The Osborne 1 weighs about 24 pounds; the Otrona Attache, 19 pounds; Grid Systems' Compass, 9.25 pounds (see photo 2 ); and the list goes on.
Other factors to consider are price, microprocessor size, and the amount of random-access read/write memory (RAM). These are good indicators of the operational scope of the portable system. Osborne, the company that virtually pioneered the portable computer market, is today the most popular. The computer's basic statistics are impressive even for a desktop unit: $\$ 1795$, Z80A 8 -bit processor, 64 K bytes of RAM, two disk drives, and a small pile of software.
As the 1980s mature, the dominant trend will be toward greater power in smaller size. To date, the most sophisticated portable personal com-
puter, and not coincidentally the most expensive, is the Compass from Grid Systems Corporation.
The Compass offers more than many desktop systems. At $\$ 8150$, this system has 256 K bytes of RAM plus 256 K bytes of nonvolatile bubble memory and a flat display screen. It is, in effect, the elite choice of the portables. Corporate executives and other high-ranking white-collar workers make up the target market. The prestige factor alone should ensure its success.
Like the rest of the personal computers, different portables will be assigned to either the low- or highend markets. Consumers will be able to select from a range starting with an inexpensive basic processing tool, priced at less than $\$ 100$, and moving up to a sophisticated multipurpose computer system with a cost that could easily approach $\$ 10,000$. Some key players to watch in this relatively new game are Osborne, Grid, Otrona, and IBM.
Each year, portable systems will account for a larger share of total personal computer shipments. By the end of 1983, 12 percent of all shipments will be portable; by 1990, the share will reach 25 percent (figure 4).

## Personal Computer Pricing

Before we discuss prices, let's define exactly what we mean by personal computer. In putting our study

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## PORTABLE COMPUTERS

PERCENT OF TOTAL WORLDWIDE
PERSONAL COMPUTER SHIPMENTS


Figure 4: Because of a growing response from white-collar workers, portable personal computers will account each year for a greater percentage of personal computer shipments.

AVERAGE PERSONAL COMPUTER PRICES


Figure 5: Over a 10-year period, the average price of a business desktop computer should decrease from $\$ 3275$ to $\$ 2700$. Home computer prices should drop from an average of $\$ 530$ to $\$ 350$.
together, we placed a price ceiling of $\$ 10,000$ on personal computers. Home personal computers are simply defined as any personal computers that are to be used mostly in the home. Home system prices may or may not include peripherals such as disk drives and printers, depending on the computer.

What we considered to be the average price of a business system would cover the integral keyboard, monitor, and starting amount of RAM and only necessary peripherals, such as a low-cost dot-matrix printer and two floppy-disk drives.

The last seven years of this decade will see system pricing for home and
business users either drop or remain stable while products deliver more processing power and more RAM. Between 1982 and 1987, average system prices will drop 20 percent, while the average amount of RAM will increase over fivefold (48K bytes to 256 K bytes).

Beyond 1987 and into 1990, average prices will drop even more as home-user purchases of low-end models increase. In 1990, the average personal computer price, including basic peripherals and software, will be $\$ 2350$, down from the early 1983 mark of about $\$ 2600$.

Average pricing of the entire personal computer industry, however, is somewhat deceptive. The crux of the matter is that the range of systems available to the buyer will be significantly larger in the next 10 years than it was in 1980, 1981, and even 1982.

The average price of a home personal computer is currently about $\$ 530$. These lowend systems are bought by both businesses and households, but their greatest potential by far rests with the home user.

With the exception of a few hobby kits, initial systems shipped in the home sector have for the most part fallen in the high-end range, i.e., generally $\$ 1000$ or more. Until recently, the prices of home personal computers often paralleled the prices of business personal computers. There seemed, for instance, to be almost as many Apple IIs being set up in U.S. homes as there were in U.S. businesses.
Last year more companies like Commodore and even Timex became aware of the home market. The key to their marketing tactics, which many other companies will follow, is aggressive marketing through low prices. They know that home users recoil from the idea of paying what in many instances is the price equivalent of a fine used car for what remains in many eyes to be an elaborate toy. Therefore, much of the potential home-user market has remained untapped. Low-cost systems with enough RAM and application potential to be useful are what home users are now after.


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The home market, accordingly, will see the average cost of a low-end system fall from $\$ 530$ in 1982/1983 to $\$ 370$ by 1990 (figure 5). Home users can look forward to more personal computers breaking the $\$ 200$ and $\$ 100$ barriers as manufacturers gear up production and begin slashing prices to compete in what is rapidly becoming an overcrowded market.

Although the typical cost of a personal computer sold in the business segment has recently been substantially higher than the price of a typical home system, the average business system too will enjoy a reduction in cost. Between 1983 and 1990, the cost of a typical business system will drop from $\$ 3300$ to $\$ 2700$.

Probably the single factor carrying the greatest weight for business system pricing is the battle between 8 -bit and 16 -bit systems. The new breed of personal computers, those built around 16 -bit microprocessors, is generally priced at about $\$ 5000$. A majority of 8 -bit systems is approximately half that amount. Furthermore, 8 -bit systems, in order to compete in both home and business markets, will continue to undergo price reductions. Prices of personal computers for business will naturally follow suit.

The final outcome of this price jockeying will be a truly complete range of personal computers. Different systems boasting different characteristics and carrying vastly different price tags will be available.

## Companies on the Move

As 1983 begins to roll, three prime contenders for the personal computer crown emerge: Apple, Tandy, and Commodore. No surprise there. The question is, with established behemoths like IBM, and dynamic newcomers like Sinclair, will the "Big Three" still retain that title as the decade comes to a close?

What will ultimately determine the answer to that question is the market focus the various competitors adopt. Corporate market emphasis will vary depending on the structure of present strategies, and the unfolding developments within each of the three market
segments. For example, it is indisputable that the biggest potential market is the home market. If the home segment were to live up to its potential, the company that could win the lion's share of that market (Timex/Sinclair?) would steal away the personal computer crown. But, home consumers are for the most part still extremely wary about the relatively new personal computer technology. Although they will gradually open their doors to personal computers, their purchases will not even come close to the number of systems absorbed by buyers from the business market, that is, at least not by 1990 .

The business market holds the greatest immediate rewards for personal computer vendors. Business users will pay higher prices, make multiple system purchases, and, guided by the data-processing manager, boldly explore all the diverse avenues in the personal computer terrain. All the major vendors are aware of this.

Through the 1980s, then, the greatest emphasis will be placed on the business market. Apple, Tandy, and Commodore each have penetrated this market very nicely and established a good position.

But IBM, DEC, Wang, Burroughs, and other data-processing and officeproduct companies are already besieging that position. And they have a background in the U.S. business marketplace that will help facilitate the entire sales process.

Look at IBM. Big Blue shipped 40,000 systems in the first five months of market participation. DEC, Wang, and several of the other larger contenders should run into little difficulty following suit.

Accordingly, during the next seven years, the lead of the Big Three will erode. In 1983, Apple, Tandy, and Commodore will, between themselves, record 54 percent of worldwide personal computer shipments totaling 2.2 million units (19.3 percent, 17.7 percent, and 17.0 percent, respectively).

By 1990, the competition will have severely narrowed the gap. IBM will claim 11 percent of 1990 shipments,


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the changing market share of WORLDWIDE PERSONAL COMPUTER SHIPMENTS


1982
1.5 MILLION UNITS TOTAL


1990
9.8 MILLION UNITS TOTAL

Figure 6: As the 80 s progress, the top five contenders for the personal computer crown will be Apple, Tandy, Commodore, IBM, and Sinclair. But, although the market will expand, the present Big Three-Apple, Tandy, and Commodore-will lose much of their present market share.
exceeding 9.8 million systems. At the same time, Apple will ship 11.6 percent; Tandy, 11.5 percent; and Commodore, 11.9 percent (figure 6). Commodore, therefore, will eventually assume a slim market lead in shipments, thanks to a strong worldwide presence, and an almost equally divided tapping of both the home and business market reservoirs. But close behind and nipping away at the lead will be companies like IBM, DEC, NEC, and, of course, Timex/ Sinclair.

Users can also look forward to new systems from unfamiliar sources. Last year showed conclusively that there still is enough time for more lastminute entrants into the personal computer race. In 1982, at least 10 new manufacturers announced plans to market a personal computer. But, although more will do likewise in 1983, the number will not be quite as high.

In the past three years, the influx rate of entrants into the personal computer marketplace has been nothing short of incredible. So far, the market has been open enough to support just about any and every interested vendor. But by 1990, too many personal computer vendors will be competing for a market that can no longer support them all. The inevitable outcome, by 1990 or perhaps as early as 1988, is an industry shakeout.

When looking back at the 1980s,
future analysts will no doubt characterize it as a decade of transition for the personal computer industry. In this time frame, the personal computer industry will achieve maturity. System capability will undergo a constant upgrading, vendors will widen product lines, and buyers from each segment will increase their spending. In 1990, worldwide personal computer revenues will exceed $\$ 23$ billion; domestic revenues, $\$ 14$ billion.

Increases in memory storage, greater processing power in more compact sizes, and a general lowering of system prices will combine to effect an overall enhancement of the consumer's image of personal computers.

In the final analysis, what has happened in the early 1980s and will continue throughout the mid and late 1980s is the unfolding of a technological revolution. The advent of a more affordable, accessible, and versatile personal computer and its potential market acceptance have always promised to have enormous impact on U.S. businesses and homes. The coming-of-age of these small systems reflects not only a growing awareness on the part of industry of the needs of the mass market, but also a growing acceptance of personal computers in the minds of more and more consumers, who are now turning confidently to the personal computer marketplace, and who will continue to do so throughout the 1980s.

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## High-tech meets an old tradition at the US Festival.

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Saturday, September 4, 1982, 8:30 a.m. Glen Helen Regional Park. San Bernardino County, California. The desert sun hangs low, the air still clear of windblown dust, the surrounding mountains starkly etched brown and stone-white in the low morning light. A campground slowly stirring to life $-100,000$ people camped in a sandy treeless desert wash $-100,000$ people who had been amazingly considerate and quiet the nigh before. despite media fears of mass orgies and punk-rock terror. The US (United in Song) Festival. Steve Wozniak's $\$ 12.5$-million gamble on human nature, is into its second day.

To the south, a perfect amphitheater the size of 40 football fields has been created. A stage the size of an office building towers above with

[^14]500.000 digitally coordinated watts of perhaps the finest sound system ever assembled. The festival has its own interstate offramp and its own airport control tower, deserves its own zip code, and, with a total attendance of about 250,000, is larger than any one of the 14 smallest members of the United Nations. It is Wozniak's folly or Wozniak's gift to the "US" generdo tion, depending on your perspective. And it if the first rock concert ever to feature a computer technology exhibit.
The music doesn't start for at least two hours, but already a steady stream of people heads into the festival grounds. Joining the cattle drive through the entrance gate, passing the innumerable booths selling soff drinks, food, and rock memorabilia. I head down to the three large circus tents that house the computer exhibits. Wozniak (cofounder of A.pple Computer Inc.) though you could mix rock music and computers. Friday was the trial run. And it's working
The exhibitors are feeling pleased. Yesterday was good, the traffic is
coming through. In fact the exhibitors are feeling smug. They are the pioneers - they bet this thing would work and risked at least $\$ 1000$ on renting and running a booth. They trusted Woz's latest crazy idea and feel it paid off, and they sound a note of contempt toward those in the trade who couldn't see how the rock crowd could benefit them The exhibitors here feel vindicated-they knew this would work, they knew you could reach out to the masses. In short, they shared Woz's dream and participated, while the bulk of the industry stayed back.

I wander about, people-watching. talking with exhibitors, checking out the displays. There's something oddly familiar about this - the heat, the tents, the music, the technology. Yet this is supposed to be a novel experience . . . but wait, this dkid vu is nothing more than recollections of sultry August days in rural Johnson County, Indiana. Woz has reinvented the country fairt

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pressively, a complete drum set. It is always mobbed.

An assortment of dealers features business machines-usually either $\$ 10,000$ hard-disk systems or $\$ 2500$ portables that resembled you-knowwhat with a larger screen. Yes, the Osborne 1 has clearly emerged as the small computer people love to hate, replacing the TRS-80 in that vaunted position. And speaking of the TRS-80, Tandy is conspicuously absent from the Festival.

The real fun is at the small exhibits. The small exhibitors see themselves collectively as "the industry." They have had the time to talk among themselves and have analyzed their audience. This is not the West Coast Computer Faire. The consensus is that the Festival goers are about 1 percent people in the trade, maybe 9 percent who have some acquaintance with computers, and the remaining 90 percent no exposure at all, ever. So it is fun and a challenge presenting to people for the first time a technology that they've heard about, seen in the movie Tron, but never experienced
firsthand. And the industry exhibitors are encouraging the viewers to sit down, relax, and chat a while, avoiding the pressure of the trade fairs.

The fascination of it is you can't tell the programmers from the druggies (always a problem, admittedly). I talk with a Silicon Valley dealer for the lovely new Jonos Ltd. "Courier" portable (Z80A, 64 K bytes of memory, 9 -inch video display, $31 / 2$-inch Sony floppy disks, state of the art): "What kind of people do we get? All kinds. This tall guy comes along, strange looking, missing a couple of teeth. Sits down and starts pounding away at the keyboard. I'm getting worried. Then he asks, 'Hey, how do you install Wordstar on this machine?' Gets into the operating system, pretty soon has everything switched around. And finally exclaims, What are you guys doing with Apple II Wordstar in this machine?' Turns out he's a programmer for Micropro. But he liked the machine and wants to help us upgrade the Micropro software for
it. . . . Two other types of people are those who don't know the first thing about computing and those who stand here in front of the air conditioner.'

## Behind the Scenes

The Festival is organized by promoter Bill Graham's organization, and the computer people know a lot more about rock ' $n$ ' roll than Bill Graham knows about computers. When I unsuccessfully tried to get press credentials, they asked me how to spell BYTE, a somewhat discomforting inquiry. Never heard of it, and my explanation that BYTE was the Rolling Stone of microcomputing didn't seem to impress anybody. Meanwhile several exhibitors were giving detailed critiques of the US Festival, Woodstock, and the final Stones tour, all based on personal experience.

However, the organization was not flawless. Take the case of Rana Systems, the disk-drive company. Rana had a disk problem-10,000 disks to be precise. Frisbee disks.

Mike Mock and I talked standing in from of a 3 -foot-high pile of Rana Frisbees. We've been planning this promo for months. Talked to Ususon (a corporation formed by Sieve Wozniak to fund this Festival and future Festivals] on the phone; they said Fr isbees weren't on the prohibited list. Sounded great. We sent them the design so they could approve the US logo - no problem. So we show up here and now they tell us that Frisbees are prohibited at the Festival. . . . So? 'Well, we're having people fill out these little cards . . . ." Mike pauses to stop some people from helping themselves to Frisbees, "and well disuribute the Frisbees through local dealers. Probably work out better that way anyhow, for the dealers. And Unuson's beginning to talk about helping us pay postage."

No Frisbees? At rock concert? That's right - no wine, no coolers, no beach balls either, no Hare Krishnas, no Moonies, security everywhere. I suppose it's necessary - being smacked in the eye with a Frisbee is no Jun-but Woodstock this ain't. Twenty years of organizing concerts and Graham's people have this to a science. Los Angeles Times rock critic Robert Hilburn called it "humane." which is accurate. It works-il is smooth, it is safe, buit it is not spontaneous. Can't be. The trains run on time, period-Benito Mussolini would have been proud.

## More Exhibitors

You can see an assortment of slandard exhibits. Maxwell Corporation has the inevitable fake robot-body by Toys-R-Us and all the intelligence that could be programmed into 50 nashlight bulbs and a CB transceiver. Ah for the day when we will be dealing with real robots. $A D$ of the music and art exhibits are getting a lot of attention. The outer space exhibits-L-S Society. Deha Vee, and an elaborate UPO exhibit - are not: this is definitely a low-tech crowd. Curiously, the banks of video games also attract little attention. Music is the priority here.

And with a music crowd at this exhibition, the Systauri Corporation, which produces a sophisticated syn-
thesizer rusning on an Apple II, is in paradise. At the indersection of rock music and computers, with a framed better of appreciation from some folks making a movie called Trom, and a booth righ under the air-conditioning vents. Symauri couldn't have it better.
Lenore Wolgelenter, sales director for Syntauri, explains the response they are getting. "The musicians are unfamiliar with this technology, but they are willing to learn. Show them that computers are something they can use, and theyIII take the time to learn about them. Its only beginning. Only recently have we started getting calk from musicians who say, 1 want to do the following. . . . Can you tell me how to do it? But that is the kind of thing we're hoping to encourage."
They're so right. I pass the Syntauri booth and a couple of guys looking very much at home with a keyboard are trying one of the demos. They are still there a half hour later, experimenting. Syntauri may have something: Rock music is in the absolute doldrums. Computers give composers an unparalleled creative tool. Maybe at the US Festival in 2001 the computers will be on stage, and the tents will display electric guitars and mechanical drum sets.
Outside of the music field. the response is harder to predict. For example, take the Stahler and Via Video exhibits. Stahler Company is a small San lose firm that produces specialized drill bits for preparing primedcircuit boards without etching. It is largely a family operation, and Mary Stakler, daughter of the company president, was happy to have the opportunity to represent the firm at this fair for the same reason that her parents wanted to avoid it - the rock concert. Stahler is doing surprisingly well given the completely technical nature of the product-no Pac-Man here-and figured to about break even with the exposure as a bonus.
In contrast, one of the most impressive displays Via Video's animation system. With the sweep of a pen acrows a graphics tablet, it can do the day's work of a Disney artist, in color and displayed on a 5 -foot monitor. But this isn't attracting
much attention. Perhaps an audience who has never tried to do computer animation doesn't appreciate the accomplishment. Magic is magic, after all.

Out to the Music
By midday, the exhibitiontents are really getting crowded. Must be the heat. I'm getting tired of interviewing, and J've always wanted to hear Santana live. So, after an invigorating lunch of nachos and Tecate. I wander into the brave new world of the concert amphitheater.

Any collection of 200,000 people silting in the desert sun is bound to be impressive. To take in the ambience of the place, one must appreciate two factors: skin and water.

Skin: the Southern California tan. These are not people who spend 12 hours a day in front of video displays, undess those monitors have real ultraviolet leakage problems. All shades of tan: tanned Nordic Caucasian blending into Sudanese Alrican without missing a shade. Exposed skin-lots and lots of it. Unlike Woodstock, there is very little mudity here, as changes in fashion have made that rather unnecessary. With the advent of the string swimsuit, only a bit of imagination and a basic understanding of human anatomy separate fashionable dress from mudity.
Water: this site if desert-quite a beautiful bit of desert, dust-shrouded, sun-bleached mountains as fine as I've seen. But as in all deserts, the quest for water dominales. And so the "Ritual of the Spray Bottle," a new form of friendly social interaction, doubtlessly coded by the same segment of DNA that causes chimpanzees to pick lice. Everybody has spray bottles and is spraying everybody else with water. Massive fire hoses are mounted on the sound towers, soaking the audience, who loves it (as does this writer). Ouldoor showers - pure genius - a hall-acre of spraying water, fabulous, lowers the temperature a good 20 degrees, an ancient device, no self-respecting Persian or Islamic palace was without one.

It is, however, a rather subdued crowd for a rock concert. Very few


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drugs-by rock concert standards that is, meaning I have been propositioned to buy dope only about 20 times and was there a good half hour before smelling marijuana. But the crowd isn't really lively, and the performers are clearly a bit uncomfortable with this. The heat, the economy, the security, or maybe just the 1980s?

Had any of the music fans been to the tech exhibits? Just look for the promotional material. Apple decals everywhere. But then, you couldn't drive down the main streets of Cairo, Egypt, last summer without seeing Apple logos everywhere, so that isn't surprising. But Syntauri stickers are seemingly on every third person. Link Systems is making a big hit with its (prohibited) Datafax visors, which read "Tame the Data Monster." Here are thousands of people who don't know what a database manager is, much less know Link from Stoneware, but they've got those visors on.

Computer nerds? Yes, I saw one-University of Arizona Department of Computer Science T-shirt, wire-rim glasses, white cords, pale complexion, looking like he was dreaming of a 32-bit microprocessor rather than taking in the music. Classic nerd. But I saw only one.

Santana is fine, with a guest appearance by Herbie Hancock, but time to get back to work. If you want a review of the music, check Rolling Stone. Besides, by now I'm a bit leery of the dust and heat. I had stayed out most of the day Friday, and around 6:00 p.m. Friday evening, I returned to my tent with every expectation of suffering an agonizing demise via a combination of heatstroke and asthma.

By midafternoon Saturday, most people have had their fill of the heat, and there is a general movement toward the tents as the temperature rises to the daytime maximum. The exhibition tents are air-conditioned, remember? So in the afternoon, they really start getting the traffic. How, the scoffers had asked, are you going to get a bunch of rock-crazed hippies wandering through these industry tents? Air-conditioning and 105 degrees does it nicely. And the ex-
hibitors just smile. . . .
Still, not everybody was pleased with the turnout. Take the case of the new magazine for the IBM Personal Computer, PC. Its booth was abandoned Saturday morning. As I heard the story from the folks at Softalk, who were doing a brisk business in giveaway posters, $P C$ 's publisher had given up late Friday. The publisher's assessment: "Look at this crowd. Do you see anybody who can even afford an IBM PC7"

Brilliant deduction, Sherlock! See that scuzzy looking guy standing there - filthy old jeans, a stupid felt hat that's been through too many rainstorms, idiotic T-shirt with a big fat raccoon on it? Well, friend, he's made the purchasing decisions on $\$ 20,000$ worth of microcomputer equipment the past two years, influenced the purchase of another $\$ 20,000$, and he's got $\$ 5000$ in a grant and is trying to decide between an Apple III and IBM PC. I know-he's me. Appearances don't mean much. That woman you were ogling in the bathing suit that contains slightly more material than an 8 -inch floppy is president of a software consulting firm and those wizened old dudes with the gold dog tags that say 'Woz Guest" in Epson expanded print aren't exactly tyros in this business. But if you'll talk only to those done up in three-piece suits, you won't find much business here.

But protective camouflage aside, it makes good business sense to talk to that 90 percent who don't know a thing about computers. There you have Jane Six-Pack, out with her boyfriend listening to Tom Petty and the Heartbreakers. She can actually play with the graphics tablet on an Apple II and draw pictures with it and see computers in applications more sophisticated than a Space Invaders machine. She can't afford an Apple, but that VIC-20 or Timex/ Sinclair 1000 is certainly inexpensive enough, and her child is going to be in school in a couple of years and the school board really should get a couple Apple IIs or Atari 800s. And hey, look at that, you touch this dot and the figure turns upside down; this is kind of cute. We are never going to

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To have a truly personal computer market-as opposed to an elite computer market, or a Space Invaders market - the industry is going to have to reach the masses. Not just the computer nerds, not just the MerrillLynch crowd, not just the college students. The mass market. And there is no better or more natural way than the rock concert and its analogs. It worked for John Deere and International Harvester, it will work for Apple and Atari - and Syntauri and Link and Rana and Microflow and Stahler and dozens of other small firms that took the chance to exhibit here.
Monday morning. Driving back north, California highway 101, soon to penetrate the heart of Silicon Valley but now in the rich agricultural Salinas Valley, John Steinbeck's country. Dodging trucks hauling cauliflower, tuned in to KNBR, a San Francisco soft-rock station, low-class stuff, for jerks like me who don't care enough about music to install an FM radio and will listen to anything that isn't disco. "The next hour of music is brought to you by Osborne, the personal business computer!" The Osborne 1, that aggravating microscreen turnkey system, advertising on a rock ' $n$ ' roll station! And doubtlessly laughing all the way to the bank. The personal computer revolution is only beginning.

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# Public Key Cryptography 

An introduction to a powerful cryptographic system for use on microcomputers.

Johen Smuth<br>21505 Evalyn Ave<br>Torrence, CA 90s03

Cryptography, the art of concealing the meaning of messages, has been practiced for at least 3000 years. In the past few centuries, it has become an indispensable tool in the military affairs, diplomacy, and commerce of most major nations. During that time there have been many innovations, and cryptography has changed and grown to accommodate the increasingly complex needs of its users. Present techniques are very sophistbicated and provide excellent message protection. Current developments in computer technology and information theory, however, are on the vege of revolutionizing cryptography. New kinds of cryptographic systems are emerging that have incredible properties, which appear to eliminate completely some problems that have plagued cryptography users for centuries. One of these new systems is public key cryptography.

In public key systems, as in most forms of cryptography, a piece of information called a key is used to translorm a message into cryptic form. In conventional cryptography this key must be kept secret, for it can also be used to decrypt the message. In public key cryptography, however, a message remains secure even if its encryption key is publicly re-
vealed. This unique feature gives public key systems great advantages over conventional systems.
Ths article deals with the theory and application of public key cryptography. It reviews the methods and problems of traditional cryptography and describes the remarkable concept and advantages of public keys. It also describes a real public key cryptosystem, showing examples of the encryption and decryption operations; and it attempts to clanily the concept of trap-door one-way functions, upon which public key systems are based
Computers are essential for implementing many modern cryptosystems, including the one described here Several BASIC-language programs (TRS-80) are included to itlustrate algorithms used in this system. These can be used to experiment with the encryption, decryption, and derivation of small keya.

## Conventional Cryptosystems

A cryptosystem must have two methods for transforming messages: a method of encryption, which renders messages unintelligible; and a method of decryption, for restoring them to their original forms. For simplicity, normal message text shall be called
plaintext. and the encrypted form, ciphertext. Ciphertext messages may alloo be called cryptograms, or may just be called messages when it is clear that the encrypted form is meant.
To appreciate the significance of a public key system, we need to know some of the methods and problems of conventional cryptosystems. In a conventional system (see figure 1). a plaintext message is converted to a cryptogram by an encryptor and sent over a communication channel. Whik in transit, the cryptogram may be intercepted by someone other than the intended recipient. If is encrypted well, it will be meaningless to the interceptor. At the receiving end, the cryptogram is converted back into plaintext by a decryptor. The eno cryptor and decryptor may be procedures executed by people or computers or may be specially constructed devices In any case, they are both supplied with keys from a key source.

Cryptographic keys are analogous to the house and carkeys we carry in our daily lives and serve a similar purpose In many modern systems, each key is a string of digits. For example, keys defined by the Data Encryption Standard of the National Bureau of Standards consist of 64


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$-\longrightarrow \rightarrow$ PUBLIC CHANNELS

Figure 1: A conventional cryptographic system. Encrypted messages (cryptograms) are sent over a public communication channel, while the keys needed for encryption and decryption are sent over secure channels, for example, via courier. The key source may be located at the encryptor or decryptor, in which case one of the secure channels is very short.
binary digits, 56 of which are significant. To encrypt a message, a key and the message are somehow inserted into an encryptor, and the cryptogram that emerges is a jumble of characters that depends on both the message and the key. To decrypt the message, the correct key and the cryptogram are inserted into a decryptor, and the plaintext message emerges. In conventional systems, the correct key for decrypting a message is the same one used to encrypt it. Obviously, the keys used must be closely guarded secrets.

In a good system the number of possible keys should be very large, and decryption of any cryptogram should be possible with only very few of the keys, often with only one. These conditions make it impractical to try decrypting a message with one key after another until the one that reveals plaintext is found. The Data Encryption Standard provides more than $7 \times 10^{16}$ keys (a 7 followed by 16 zeros), and there is some controversy over whether this number is sufficient!

The keys to be used are obtained from a key source, which selects them, perhaps randomly, from the large set of all usable keys. The key source may be located near the en-
cryptor, near the decryptor, or elsewhere. But each key to be used must be made available to both the encryptor and the decryptor. Therein lies the most serious problem of conventional cryptosystems: some safe method must exist for distributing secret keys to the encryptor and the decryptor.

This problem is illustrated with a simple example: let's say you want to communicate privately with a friend ramed Mary. Many communication channels are available to you, none of which may be completely private: telephone, mail, and computer networks, for examples. You could send encrypted messages, but Mary could not read them without the keys. And you dare not send secret keys over these public channels. One of you must visit the other, so that you could agree on a key to use for future correspondence. But if your communication need was for only one private message exchange, it could be transacted during the visit, rendering the conventional cryptosystem unnecessary. Or if your communication need were immediate, a personal visit could cause an unacceptable delay. And if you need to communicate with several people, all the necessary visits could entail considerable expense.

Most conventional cryptosystems, including the Data Encryption Standard system, have this problem. Public key cryptosystems, however, can avoid this problem entirely.

## Public Key Systems

The concept of public keys may be one of the most significant cryptographic ideas of all time. A public key system has two kinds of keys: encryption keys and decryption keys. It may seem that having two kinds would make the key distribution problem worse, or at least no better. These keys, however, have remarkable, almost magical, properties:

- for each encryption key there is a decryption key, which is not the same as the encryption key
- it is feasible to compute a pair of keys, consisting of an encryption key and a corresponding decryption key
- it is not feasible to compute the decryption key from knowledge of the encryption key

Because of these properties, Mary and you can use a public key system to communicate privately without transmitting any secret keys. To set it up, you generate a pair of keys, and send the encryption key to Mary by any convenient means. It need not be kept secret. It can only encrypt messages-not decrypt them. Revealing it discloses nothing useful about the decryption key. Mary can use it to encrypt messages and send them to you. No one but you, however, can decrypt the messages (not even Maryl), as long as you do not reveal the decryption key. Figure 2 illustrates the flow of information in this situation, with Mary on the left and you on the right. To allow you to send private messages to her, Mary must similarly create a pair of keys, and send her encryption key to you.

You can also go a step further. Since your encryption key need not be kept secret, you can make it public, for example, by placing it in a computer network public file. Once you have done so, anyone who wants to send you a private message can look up your public key and use it to

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Figure 2: A public key cryptographic system. Encryption keys can be safely sent over the ordinary communication channel because the information they contain cannot be used to decrypt messages. Decryption keys are created near the decryptor and are not sent anywhere else. Each person who expects to receive encrypted messages creates a key for encryption and a corresponding key for decryption and sends the encryption key to those who will originate the messages.
encrypt a message. Since you need not transmit the decryption key, and since it cannot be computed from your public key, the message is secure. Only you can decrypt it. Other people can place their encryption keys in the same public file, which would thus become a directory of public keys. Any two people with directory entries could then communicate privately, even if they had no previous contact. It would be necessary, however, to protect the keys in such a file so that no one could change someone else's encryption key, for example, by substituting another encryption key. Fortunately, there is a way to protect the keys themselves with a public key cryptosystem, but that is another topic.

## The RSA Cryptosystem

Now that the general concepts of public key cryptography have been examined, the next problem is how to design an actual working system. Indeed, when Whitfield Diffie and Martin Hellman conceived the basic properties of this cryptosystem in 1976, no one knew how to make a system that could employ them. The situation was similar to that of space travel in 1950. It was conceivable, but no one had accomplished it. In 1977, three researchers at the Massachusetts Institute of Technology, Ron Rivest,

Adi Shamir, and Len Adleman, published an elegant method for creating and using public keys.

In the Rivest-Shamir-Adleman (or RSA) cryptosystem, the keys are 200-digit numbers. The encryption key is the product of two secret prime numbers, having approximately 100 digits each, selected by the person creating the keys. The corresponding decryption key is computed from the same two prime numbers, using a nonsecret formula.

Anyone who knows the secret prime numbers can compute the decryption key, but the primes are hidden because only their product, the encryption key, is revealed. Of course, the primes may be discovered by factoring the key, but factoring such a number is about as easy as traveling to Alpha Centauri, especially if the person who constructs the number has done it in a way that discourages factoring. Rivest, Shamir, and Adleman estimated that a fast computer would require 3.8 billion years (nearly the estimated age of the earth) to factor a 200 -digit key. Estimates of the time required to factor keys of several other lengths are shown in table 1.

Before encryption, a message is converted into a string of numbers. This step is common in cryptosystems, as it is in computers and communication systems. Next, the
message is subdivided into blocks, much as computer text files are subdivided into records or sectors. Each block contains the same number of digits, and is treated as one large number during encryption. To encrypt the message, an arithmetic operation involving the encryption key is performed on each block, resulting in a cryptogram containing as many blocks as the original message. The arithmetic operation, described below, is the same for all blocks. To decrypt, the inverse arithmetic operation, which requires the decryption key, is performed on each block of the cryptogram. The result is the original message in its numerical form.

As you can imagine, it would be cumbersome to illustrate these operations with 200 -digit numbers, so the detailed descriptions below use small keys and messages; otherwise, the operations shown are the same as those used in a full-size RSA system. Also, the encryption method described here is actually a subset of the original RSA method. This modification, which is due to Donald Knuth (see reference 3), uses the basic RSA technique, while lessening somewhat the number of computations involved. (For more detailed information, the reader should refer to the original Rivest-Shamir-Adleman paper, shown as reference 5.)


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Arithmetic with a Modulus
The Rivest-Shamir-Adleman cryptography system uses arithmetic modulo $n$ in encoding, decoding, and key selection. Because arithmetic modulo $n$ is almost the same as ordinary arithmetic, it is easy to use.
To add or multiply modulo $n$, first add or multiply in the usual way. Then divide the result by $n$, and use the remainder for the final answer. For example, in arithmetic modulo 5 , $3+4=2$, because $3+4$ is ordinarily 7, and 7 divided by 5 leaves a remainder of 2. This equation is usually written

$$
(3+4) \bmod 5=2
$$

where the notation "mod 5" indicates that arithmetic modulo 5 is being performed. Using this notation:

$$
(4 \times 4) \bmod 5=1
$$

since $4 \times 4=16$, and 16 divided by 5 leaves a remainder of 1.
The number $n$ is called the modulus, and may be any positive integer. All answers in arithmetic modulo $n$ are smaller than $n$, but are never negative. For example, when $n$ is 5 , every correct answer is $0,1,2,3$, or 4. If the initial result of addition or multiplication is less than $n$, the division step is unnecessary.
When performing a chain of opera-
tions, such as

$$
(2 \times 3 \times 4) \bmod 5=4
$$

the division step may be performed after each operation or at the end. The answer will be the same. When performing a chain of multiplications, it is best to perform the division step after every multiplication to keep the intermediate results from growing larger and larger. This is especially important where the intermediate results could overflow a computer's storage area.
Several common devices inherently perform arithmetic with a modulus. For example, most automobile odometers use a modulus of 100,000 . If such on odometer reads 99,987 at the start of a 45-mile trip, it will read 32 at the destination; in the notation of arithmetic modulo $n$ :

$$
(99987+45) \bmod 100000=32
$$

Computers are easily programmed to perform arithmetic modulo n. In BASIC, one extra statement is required for each arithmetic operation. For example, to calculate $(A \times B) \bmod n$ :
$500 X=A * B$
$510 X=X-I N T(X / N) * N$
Many interpreters allow placing both statements on the same line. $I N T(X / N)$
is the quotient that would result from division of $X$ by $N ; I N T(X / N) * N$ is the quotient times the divisor; and $\chi-I N T(X / N) * N$ is the remainder.

In this article, an encryption operation is described that requires that a number be cubed modulo $n$. This BASIC subroutine computes $B=\left(A^{3}\right)$ $\bmod n$ :

```
500 REM COMPUTE \(B=(A * A * A)\)
    MOD N
\(510 B=A * A\)
\(520 B=B-I N T(B / N) * N\) :
    REM MOD N
\(530 B=B * A\)
    REM ( \(A * A\) ) * \(A\)
\(540 B=B-I N T(B / N) * N\) :
    REM MOD N
550 RETURN
```

When multiplying integers, the number of digits in the result is usually the sum of the numbers of digits in the operands. If the result has more digits than the interpreter uses in its variables, the computed result will not be exact. Use double-precision variables, if they are available. Exact results will be obtained if the number of digits in the modulus is no more than half the number of digits used by the interpreter, and all operands are smaller than the modulus, which is usually the case.

## How to Encrypt

While the encryption and decryption operations are normally performed by a computer program, I will describe them as if you were performing them by hand. Normally, the only manual operation required is entering the message to be encrypted.
Suppose you wish to encrypt the message

## MARY HAD A LITTLE LAMB.

Once entered into a computer, the message will be in numerical form, frequently in ASCII (American Standard Code for Information Interchange). In ASCII, this message is

776582893272656832

653276738484766932
7665776646
This is not yet encrypted, of course. It is merely written as a computer might represent it (all the numbers in this article are decimal). Group the message into blocks with six digits each:

> 776582893272656832653276
> 738484766932766577664600

Each block except the last consists of three consecutive characters from the ASCII representation above. The last block consists of the last two characters plus two zeros added at the right to make the final block as long as the rest. Digits added for this purpose may have any value.

Suppose that the encryption key, usually called $n$, is 94815109 . This is the product of two prime numbers. To encrypt the message, treat each block as a number, and cube it modulo $n$ (see the text box "Arithmetic with a Modulus"). For example, to encrypt the first block of the message:
(776582×776582×776582) $\bmod 94815109=71611947$

Performing the cubing operation on all eight blocks produces the cryptogram

> 716119474848436403944704
> 037417786154436235331577
> 8827809150439554


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Arithmetic modulo $n$ is a fundamental part of the RSA system It is also used in decryption and creating keys. Most of us have used arithmetic modulo $n$, although perhaps we didn't call it that. For instance, arithmetic modulo 12 is frequently used in calculations related to keeping time. The text box "Arithmetic with a Modulus" reviews the mechanics.

Almost any method may be used to convert the text to numbers. It would have worked just as well to use $A=1$. B=2, . . Z=26, but the ASCII code is already in wide use, and it includes mumbers for spaces and punctuation. The block length should be almost equal to the key length, because making it long minimizes the number of blocks per message. When considered as number, however, no block should be as large as the key. For the above key, no block should be larger than 94815108. Making the block length slightly less than the key length ensures that this requirement is met. Of course, with full-length keys, there will be about 100 characters per block.

Listing 1 is a BASIC program that uses the above key to encrypt a line of text. Two bines of the program ( 670 and 680) perform the encryption. The rest deal with input, formatting, and printing. If desired, the encryption key in line 220 may be changed; use a key with seven or eight digits, or reduce the number of characters per block (line 210).

The programs in listings 1 through 4 were written for the TRS-80 BASIC interpreter, which is capable of 16 -digit precision. They may be adapted for use with other interpreters, and I have tried to structure and annotate them well enough to make them easy to modify.

## How to Decrypt

Since the RSA system is a public key system, the decryption key, usually called $d$, differs from the public encryption key. For the above encryption key, $d$ is 63196467 . Knowing the value of $d$, you can decrypt the message by raising each cryptogram block to the power $d$, modulo $n$. That is. if a cryptogram block is C. you must compute ( $C^{*}$ ) mod n. For
example, to decrypt the first block of the above cryptogram:

## (71611947*1***) mod 9481S109= 776582

converts this block back to the first three ASCII codes of the original message. Each of the remaining blocks is decrypted in the same way.
Forturnately, raising a number to a large power does not require performing a comparable number of multiplications. One efficient algorithm is a variation of the "Russian Peasant Method" of multiplication (see reference 4). It computes $M=\left(C^{4}\right) \bmod n$, as follows:

1. Let $\mathrm{M}=1$.
2. If $d$ is odd, let $M=(M \times C)$ mod $n$.
3. Let $C=(C \times C) \bmod n$.
4. Let $d=$ integer part of $d / 2$.
S. If $d$ is not zero, repeat from step 2; otherwise, terminate with $M$ as the answer.

To raise a number to the power 63196467, this algorithm executes its loop (steps 2 through 5) 26 times. It is employed as a subroutive in the BASIC-language decryption program of listing 2. Line 200 contains the keys, which may be changed, if desired Lines 340 through 350 ex ecute the algorithm.

Text comtimuat on page 210

Llating 1: A progrian in BASJC (TRS-80) io demonstrate the encryption process described in the text. Lines $670-680$ perform the encryption Whan the program prompts you. type the text to be encrypted. The progstan wall then pritut the text in numerical form, followed by the cryptogram. Use uppercase letters ondy.

```
100
110
120
130
140
150
160
180 '
230
250
290 PRINT
300
$10
320
330
300
390
400
|
120
430
440
```

```
170. DEPINE PARNETERS.
```

170. DEPINE PARNETERS.
190 DEPOBL C.M,N * C. M. AND N HAVE 16 DIGITS
190 DEPOBL C.M,N * C. M. AND N HAVE 16 DIGITS
200 DIM M(100)
200 DIM M(100)

- MESSAgE BLOGKS
- MESSAgE BLOGKS
210 CHRS - 3 CHARACTERS PER BLOCK
210 CHRS - 3 CHARACTERS PER BLOCK
210 CHRS - 3 CHARACTERS PER BLOCK
210 CHRS - 3 CHARACTERS PER BLOCK
220 N = 94915109 * ENCRYPTION KEY. OR MOOULUS
220 N = 94915109 * ENCRYPTION KEY. OR MOOULUS
220 N = 94915109 * ENCRYPTION KEY, OR MODOLUS
220 N = 94915109 * ENCRYPTION KEY, OR MODOLUS

240. GET THE NESSAGE PRON THE USER.
241. GET THE NESSAGE PRON THE USER.
260 PRINT : MS - mm
260 PRINT : MS - mm
270 INPUT "MESSAGE", MS " MESSAGE POR ENCRYPTION
270 INPUT "MESSAGE", MS " MESSAGE POR ENCRYPTION
200 IP MS = "* THEN END * STOP IP NOTHING IS ENTERES
200 IP MS = "* THEN END * STOP IP NOTHING IS ENTERES
340 L - LEN(M$) - LENGTH Of MESSAge
340 L - LEN(M$) - LENGTH Of MESSAge
350 Q = INT L/CHRS ) * NUNPER OP CONTLETE BLOCKS
350 Q = INT L/CHRS ) * NUNPER OP CONTLETE BLOCKS
360 R = L - Q CHRS - LENGTH OF PARTIAL BLOCK
360 R = L - Q CHRS - LENGTH OF PARTIAL BLOCK
370 If R , O THEN MS - MS + EHR$(O) : gOT0 340 * ADO A zEROR
370 If R , O THEN MS - MS + EHR$(O) : gOT0 340 * ADO A zEROR
```
- ENCRYPT NESSAgES, USING A mINIATURE VERSION OP THE
```

- ENCRYPT NESSAgES, USING A mINIATURE VERSION OP THE
RIVEST-SHAMIR-ADLERAN PUBLIC REY CRYPTOSYSTEM.
RIVEST-SHAMIR-ADLERAN PUBLIC REY CRYPTOSYSTEM.
PRONET POR THE NESSAGE TO BE ENCRYPTED. PRINT THE
PRONET POR THE NESSAGE TO BE ENCRYPTED. PRINT THE
NTMEELC PORM OP THE NESSAGE, AND PRINT TEE CRYPTOGNAM,

```
    NTMEELC PORM OP THE NESSAGE, AND PRINT TEE CRYPTOGNAM,
```




```
    CONVERT THE MESSAGE TO NUMERIC PORM, AND PRINT IT.
```

    CONVERT THE MESSAGE TO NUMERIC PORM, AND PRINT IT.
    POR I*O TO 9-1 * IS THE BLOCK NUMBER
POR I*O TO 9-1 * IS THE BLOCK NUMBER
M(I) - O - CONVERT BLOCK I TO NLMERIC
M(I) - O - CONVERT BLOCK I TO NLMERIC
POR J=1 TO CHRS P POR EACH CHAR IN BLOCK
POR J=1 TO CHRS P POR EACH CHAR IN BLOCK
A - ASC(MIDS(M\$,3\I4J.1) . CONVERT TO NLMBER

```
        A - ASC(MIDS(M$,3\I4J.1) . CONVERT TO NLMBER
```

                                Listing a contimen on page 200
    
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[^16]Listing 1 continued:


Listing 2: A program in BASIC (TRS-80) to demonstrate the decryption process described in the text. Lines $340-390$ decrypt one block of a cryptogram by raising it to a power. The program asks for a cryptogram block to be decrypted. Several seconds later, it prints the decrypted characters in ASCII. If you enter 0 , the program will terminate.

100
110 120 $130^{\prime}$
140 ' PROMPT FOR THE CRYPTOGRAM BLOCK TO BE DECRYPTED, AND
150 ' DECRYPT AND PRINT THE MESSAGE BLOCK, IN NUMERIC FORM.

170 ' DEFINE PARAMETERS.
180 '
190 DEFDBL C,D,M,N $\quad$ DOUBLE PRECISION
$200 \mathrm{~N}=94815109$ : $\mathrm{D}=63196467$ ' KEYS
210
220
230
240 INPUT "CRYPTOGRAM BLOCK"; C 'USER ENTRY
250 IF $C=0$ THEN END $\quad$ STOP IF NO ENTRY
260 GOSUB 340 ' DECRYPT BLOCK
270 PRINT M

- MESSAGE BLOCK
- REPEAT

280 GOTO 240
290
300 ' SUBROUTINE. DECRYPT C, CRYPTOGRAM BLOCK.
310 ' COMPUTE $M=\left(C^{\wedge} D\right)$ MOD $N$. USE MODIFIED RUSSIAN PEASANT
320 ' ALGORITHM (BYTE, OCTOBER 1981, PAGE 376).

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```
340 D1 = D : M = 1
350 IF Dl/2 = INT(Dl/2) GOTO 370 ' IF DI IS EVEN, SKIP
360M=M*C :M=M-INT(M/N)*N ,M = (M*C)MODN
370C=C*C:C=C-INT(C/N * N , C = (C*C) MODN
380 Dl = INT(Dl/2) : IF Dl > O GOTO 350
390 RETURN
```

400 '

## How to Derive Keys

Earlier, I said that it is feasible to derive a pair of keys, $n$ and $d$, for encryption and decryption, but not feasible to calculate $d$ from $n$. That seems incredible, but experts believe it is true when $n$ and $d$ are constructed in the following way.

The encryption key, $n$, is the product of two large prime numbers, $p$ and $q$ :

$$
\begin{equation*}
n=p q \tag{1}
\end{equation*}
$$

The decryption key, $d$, is calculated from $p$ and $q$ by

$$
\begin{equation*}
d=[2(p-1)(q-1)+1] / 3 \tag{2}
\end{equation*}
$$

Although $n$ is made public, $p$ and $q$ remain secret. If $n$ is sufficiently large, say 200 digits, it is practically impossible for anyone to factor it and discover the values of $p$ and $q$; and without knowing $p$ and $q$, it is equally difficult to compute $d$.

For the encryption and decryption examples given earlier, the keys were constructed as follows:
prime number, $p=7151$
prime number, $q=13259$
encryption key, $n=7151 \times 13259$
$=94815109$
decryption key, $d=(2 \times 7150 \times$
13258+1)/3
$=63196467$
Because $p$ and $q$ may have 100 or more digits in an operational RSA system, their selection requires computer assistance. The following three restrictions apply to how they should be chosen. First, neither $p-1$ nor $q-1$ must be divisible by 3 , or the decryption operation will not work correctly. Second, $p-1$ and $q-1$
should both contain at least one large prime factor. Third, the ratio $p / q$ should not approximate a simple fraction, e.g., $2 / 3,3 / 4$, etc. These last two restrictions help ensure that $n$ will be difficult to factor. Donald Knuth, in the second edition of his book (see reference 3), gives a detailed procedure for selecting $p$ and $q$, which ensures that these restrictions are met. While the procedure described is for constructing 250 -digit keys, it is applicable to other key lengths.
Enough keys are available for everyone. The number of 250 -digit keys constructible with Knuth's procedure is much greater than $10^{200}$. For comparison, the number of atoms in the known universe is about $10^{80}$.

To create a different pair of sevenor eight-digit keys, find primes $p$ and $q$ such that neither $p-1$ nor $q-1$ is divisible by 3 , and the product $n=p q$ is a seven- or eight-digit number. Then calculate $d$ from formula (2). Divisibility by 3 is easily checked by casting out 3 s , and the BASIC programs described below are helpful in finding prime numbers.

## How to Find Large <br> Prime Numbers

To find a large prime number, select a random odd number of the required size and determine whether it is prime. If it is not, increase it (or decrease it) by 2 and try again, repeating until finding a prime. It is not necessary, however, to attempt to factor a number to determine whether it is prime.

To test whether a number $n$ is prime, select any number greater than 1 and smaller than $n$, say $x$, and calculate

$$
y=\left(x^{n-1}\right) \bmod n
$$

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If $y$ is not equal to $1, n$ is not prime. But if $y=1, n$ may be prime, and further testing is required. Repeat the test using another value of $x$. If this test is performed with many different values of $x$, and if $y=1$ for all the test cases, $n$ is probably prime. Listing 3 is a BASIC program that uses 10 values of $x$ to test a number for primality. If the program says the number is not prime, it is not prime. But if the program says the number is probably prime, there is a small chance that it is not.

What is the probability that this program will make an error? I don't know, but it illustrates a class of programs, some of which are very good. Knuth (reference 3, page 375) presents one that is slightly more complicated, for which the odds against an error are a million to one when 10 values of $x$ are used for testing, and are a million million to one when 20 values are used. For serious work I would use the more complicated program, but the one presented here illustrates the process of testing without factoring-and it doesn't seem bad. It has not made an error in several hundred trials.
Listing 4 is a BASIC program that searches for a prime number using the same test method as the previous program. The program will begin with the number you enter and search downward until it finds a probable prime, which it will identify. If you enter 99999999, it will find the largest eight-digit prime. This program helps to find primes for constructing small keys like the ones above.

## One-Way Functions and Trap-Doors

Public key cryptosystems derive their unusual properties from mathematical functions called trap-door one-way functions, which are useful because they can act as ordinary functions or as one-way functions.

One-way functions are like oneway streets. The ordinary cube function, $B=A^{3}$, resembles a one-way function in that it is easier to calculate $B$, given $A$, than it is to calculate $A$, given $B$. The latter calculation, the cube-root function, is called the inverse of the cube function. The in-

Listing 3: A program in BASIC (TRS-80) to test whether a number is prime. This program demonstrates a primality test that does not attempt to factor the number being tested. For very large numbers, it is much faster than factoring.


```
110 ' TEST WHETHER A NUMBER IS PRIME.
120 ' USE PROBABILISTIC TEST BASED ON FERMAT'S THEOREM.
130 ' SEE KNUTH, "SEMINUMERICAL ALGORITHMS".
140
150 ' PROMPT FOR NUMBER, TEST IT, AND PRONOUNCE VERDICT.
160 '=======================================================
170 ' DEFINE PARAMETERS.
180'
190 DEFDBL N,P,X,Y ' DOUBLE PRECISION
200 K = 10 ' NUMBER OF TEST CASES
210
220 ' GET A NUMBER TO BE TESTED. CHECK THE SIZE.
230
240
INPUT "NUMBER"; N ' GET A NUMBER TO TEST
IF N < 3 THEN END
IF N , 99999999 THEN PRINT "TOO BIG" : GOTO 240
' DETERMINE WHETHER N IS PRIME.
```



```
PRINT "TEST NUMBER: ";
FOR I=1 TO K ' TEST CASES
        X = 2 + INT((N-2)*RND(O)) ' TEST VALUE
        PRINT X;
        GOSUB 490 ' PERFORM TEST
        IF Y <> 1 GOTO 380 ' NOT PRIME?
NEXT I
PRINT : PRINT ' NOT PRIME IF Y <> l
' PRINT THE VERDICT.
IF Y = l THEN PRINT N; "IS PROBABLY PRIME."
IF Y & l THEN PRINT N; "IS NOT PRIME."
G--------------------------------------------------
'-------------------------------------------------------
' SUBROUTINE. COMPUTE Y = [X^(N-1)] MOD N.
Y = 1 : P = N-1
IF P/2 = INT(P/2) GOTO 520 ' IF P IS EVEN, SKIP
Y = Y * X : Y = Y - INT(Y/N) * N ' (Y * X) MOD N
X = X * X : X = X - INT(X/N) *N ( (X * X) MOD N
P = INT(P/2) : IF P > O GOTO 500
RETURN
```


verse of an automobile would convert smog to gasoline. A mathematical function is said to be one-way if it is much more difficult to compute the inverse than to compute the function itself. To qualify as a one-way function, the inverse must be very difficult to compute, even by machine.

A function that could be computed in a few seconds, for which computing an inverse required thousands of years, would fit the definition.
To create a public key cryptosystem, a trap-door one-way function is used. It is easy to compute an inverse of a trap-door one-way function, but


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it can be very difficult to determine how. Compuling an inverse can take millions of years because finding out how to do it can take that long. If the method is known, computing an in. verse may take only a lew seconds. This is a completely different situa. tion than that created by a one-way function, for which there is no easy way to compute an inverse. When a trap-door one.way function is being constructed, the persan conslructing il has accest to information, called trap-door information, that reveals how to compute inverses. Once the function is constructed, the trap-door information is hidden so well that it can take millions of years to find

The Knuth modification of the RSA system encryption Junction, cubing a number modulo $n$, is a trapdoor one-way function. Its inverse function is the cube root modulo $n$. In arithmetic modulo $n$, "cube root" is defined as in ordinary arithmetic: if $B$ is the cube of $A$, then $A$ is the cube root of $B$. Notice that this definition does not say how to compute cube roots (in either kind of arithmetic). If you know how to compule cube roots modulo n, you know how to decrypt mescages. In modulo $n$ arithmetic, the cube foot of $B$ is computed by faising $B$ to some power $d$, modulo $n$. But knowing this doesn't help unless you know the value of $d$. And $d$ can be computed by formula (2) if n has two factors ( $p$ and $q$ ). and $p-1$ and $q-1$ are not divisible by 3. If you construct the modulus, $n$, you know $p$ and $q$. and can therefore calculate the value of d. Knowing d. you can come pute cube roots; in other words, decrypt cryptograms. The values of $p$ and a are hidden from other people by the dilliculty of factoring $n$. They are deprived of the value of $d$, and therefore cannol comptie cube roots. Hence, they cannot decrypt cryptograms created by cubing modulo $n$. In the RSA system, the value of $d$ is the trap-door information that reveals how to compute inverses (cube roots). You might think of $p$ and $q$ as comprising a trap-door through which the value of $d$ is oblained. Factoring $n$ is analogous to finding the trap-door, but it is very difficult to do.

Listing s: A program in BASIC (TRS.80) that searches for a prime number. Si illustrases the search technique and may be used to help construct small keys for the public key cryptosystem described in the text. Enter any number of eight digits or fewer, and the program will find a prime number that does not excesed the number entered.

```
1 0 0
110
120
130
140
150
1 6 0
170
180
190
200
210
220
O
230
240
250
260
270
200
$0
300
310
320
330
340 PRJNT N:
3$0 POR I=1 TO K - TEST CASES
360 X=2 +NT(N-2)*RND(O)) \ TEST VALUE
370 GOSvB $20 * PERPONM TEST
400 IP Y & 1 coT0 400
- sOT PRIME?
390 NEXT I
400 REM
410
420. IP N IS PRIME, TERMINATE TELE PROGRNM. OTHERWISE.
430 , DECREASE IT BY TWO. AND TRY MGAIN.
40
450 IP Y - }1\mathrm{ THEN PRINT =1S EROBABLY PRINE. = | END
460 PR&NT %MO." N = N - 2 : GOTO 340
470
400 GOFO 220 - RNN THE PROGRAM AGAIN
490
$00
$10
$20 Y = 1 : P = N-1
$30 IP P/2 - INT(P/2) GOTO $50 * IP P IS EVEN, SkIP
$40 Y = Y * X Y Y Y = INT(Y/N) *N (Y (Y X) MOD N
$50 X = X X X X = X = INT(X/N) N N (X X) MOON
$60 P - INT(P/2) : IP P , 0 GOTO $30
570 RETJRN
```



Other trap-door one-way functions undoubtedly exist, and these could be the foundations for other public key cryptosystems. For each of these
systems, the same principles would apply. The creator of the system parameters would have access to certain trap-door information, which


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Editor's Note: Recently, a software product became available that allows Z80 system owners to take advantage of the benefits offered by public key cryptography in their private correspondence. Called The Protector (from Standard Software of Randolph, Massachusetts; list price: \$165), the new system uses a 77-digit key. On a $4-\mathrm{MHz}$ Z80 microcomputer running under the CP/M operating system, message encryption and decryption take about one minute plus the necessary disk access time. The time needed to generate the encryption and decryption keys ranges from 15 minutes to 4 hours. The memory re-
quirement is 38 K bytes.
Although the 77-digit key is much shorter than the 200-digit key proposed for the full-size Rivest-ShamirAdleman system, the key may be more than adequate for most applications. The author of the system, Charles Merritt of PKS Inc., has received estimates of the time needed to break the system ranging from three uninterrupted days on a Cray-1 to one year.

When asked about the people who were using the system, Mr. Merritt replied that he had not heard from any of them. Apparently, they also want to keep their identities secret. . . .R. M.
would reveal how to compute inverses. For everyone else, the trapdoor would be hidden, and for them the encryption function would be, in effect, a one-way function.

## Is the RSA System Unbreakable?

Successfully analyzing a cryptosystem, and being able to read its cryptograms without authorization, is called breaking the system. Theoretically, the RSA system can be broken by a determined analyst. Factoring the encryption key, or modulus, would do the trick, for then the decryption key could be easily calculated from formula (2), after which any message could easily be decrypted. However, factoring a key of the recommended length and construction does not seem feasible. Knuth gives a procedure for constructing a 250 -digit key and considers it inconceivable at this time that such a key could be factored. Experts acknowledge that a breakthrough in the art of factoring large numbers would render the RSA system worthless but consider such a breakthrough extremely unlikely. Apparently, factoring large numbers is not a new problem, but one that expert mathematicians have attacked for centuries, and it is known to be very difficult.

Another way to break the system is to determine the value of $d$ without factoring $n$. Although you can approach this problem in several ways,
experts believe that none of them are likely to be fruitful.

Yet another method of breaking the system is to learn how to compute cube roots modulo $n$ without knowing the value of $d$. Less seems to be known about the difficulty of doing this than is known about the difficulty of factoring $n$. At this time, no one knows how to compute such cube roots in a reasonable time without knowing $d$.

Any new cryptosystem should be viewed with suspicion. The accepted method of demonstrating the adequacy of a new system is to subject it to prolonged, concerted attack by people with experience in breaking other systems. If the new system proves resistant to such an attack, it may tentatively be considered secure. The process of validation is continuing, but a fairly large number of preliminary studies done so far indicate that the system is quite secure.

## Digital Signatures

Very closely related to public key cryptography is the concept of digital signatures. One problem with corresponding electronically, such as via a computer network, is that messages can be easily forged-you usually cannot be certain that the sender of a received message is actually the person claimed in the message. A public key cryptosystem, however, can be used to provide positive identification of any sender who has a public key

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## Late Developments

Ron Rivest, one of the authors of the RSA public key cryptosystem, reports that it is presently finding commercial application in the transmission of keys for the U.S. Data Encryption Standard, a conventional system that can process information at a much faster rate. He and the other authors of the system are now at work producing a single-chip implementation of the system that can be used on a microprocessor bus, which should be able to process about 150 characters per second.

In a related item, Adi Shamir, another of the RSA authors, claims to have broken a rival public key system called the Knapsack System. Shamir's report, however, remains to be interpreted, and some variations of the Knapsack technique may still be usable. This system, developed by Ralph Merkle and Martin Hellman, is based on a well-known problem of determining which numbers of a given set of numbers were added together to produce a given sum.
on record. If, for example, Mary has filed a public key in some public access file, she can digitally sign a message to you by decrypting it with her private key before transmitting it. After receiving the message, you (or anyone else) can read the message by encrypting it with Mary's public encryption key. The process is essentially the reverse of the cryptosystem: the message is first decrypted and then encrypted, and anyone can reveal the message, but only Mary with her secret decryption key can create it.
In addition, messages using digital signatures can be subsequently encrypted with another key. After Mary decrypts her message to you with her secret decryption key, she can then encrypt it with your public encryption key. The result is a message that only Mary could have created, and only you can read!

Messages with digital signatures have other interesting and useful properties and may be used to advantage with other (non-PKC) cryptosystems. These properties and applications might easily justify an article on digital signatures alone.

## Summary

This article has described the principles of public key cryptosystems. One example has been given, the Rivest-Shamir-Adleman system. We have seen how keys are constructed and used, and have at our disposal four BASIC programs for further experimentation. These programs may also be useful as models for assemblylanguage programs that could manipulate larger numbers and run faster. We have seen that the RSA cryptosystem provides public keys in more than astronomical quantities and that it is believed to be unbreakable.

Several questions come to mind: Is a personal computer powerful enough to run a full-size RSA system? How long would a small computer take to construct a 200 -digit key? Or even a 100 -digit key? How long would it take to decrypt a mediumlength message?
Regardless of the answers to these questions, the prospects are good for using public key systems with small computers. New computer models appear almost monthly, and their performance is improving rapidly. The theoretical work that gave birth to the RSA system is also proceeding at a rapid pace, and we can expect new and different public key systems to result from that work. Some of these may be suitable, perhaps even optimized, for small machines, and the prospects are exciting.

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## System Notes

# Exploring <br> the Commodore VIC-20 

Joel Swank<br>12550 SW Colony ${ }^{\#} 3$<br>Beaverton, OR 97005

I was excited when I first obtained my Commodore VIC-20, and I spent several contented days playing with the new system. I soon realized, though, that it was capable of much more than simple games, so I decided to explore further. The nontechnical users manual offered little help; I would have to do my exploring on my own. Moreover, because the VIC has only CBM BASIC, determining its internal workings would be difficult.

The first step in unraveling the mysteries of the VIC is to find the location of the system functions (memory, input/output ports, and programs) in the memory space of

| RUN1 | Hexadecimal dump of memory. Enter the starting and <br> ending addresses when prompted. Memory is dumped <br> 4 bytes per line. |
| :--- | :--- |
| RUN2 | ASCII dump of memory. Enter the starting and ending <br> addresses when prompted. Memory is displayed in <br> ASCII, 8 bytes per line. <br> Hexadecimal to decimal conversion. Enter the hexa. <br> decimal number; the decimal equivalent will be <br> displayed. |
| RUN4 |  |
| Decimal to hexadecimal conversion. Enter the |  |
| decimal number; the hexadecimal equivalent will be |  |
| displayed. |  |
| RUNadecinal to binary conver sion. Enter a hexa. |  |
| Hecimal number up to four digits long; the binary |  |
| equivalent will be displayed. |  |

Table 1: Memory Utility Program functions. When you enter the commands RUN1, RUN2, etc., the program will perform the corresponding functions.
its 6502 microprocessor. All documentation for the 6502 processor uses hexadecimal numbers to describe its features, but the VIC's BASIC uses decimal numbers only. Working with the 6502 requires using hexadecimal numbers. To solve this problem I wrote the VIC Memory Utility Program, a BASIC program that emulates a few of the capabilities of a monitor program (see listing 1). It has seven functions executed by typing RUN1, RUN2, RUN3, etc. (see table 1). The utility program allows you to display memory in hexadecimal and ASCII (American Standard Code for Information Interchange), alter memory in hexadecimal, convert hexadecimal to decimal and decimal to hexadecimal, convert hexadecimal to binary, and execute a machine-language program. The base conversion of numbers can be of great help to those unfamiliar with hexadecimal and binary notations. Using the utility program, I was able to learn a great deal about the VIC's functions.

## Memory Locations

Some of the locations of the VIC's functions are given in the users manual in decimal numbers. Using these as a start, I soon had mapped the entire 64 K -byte memory space (see figure 1). The lower half of the address space is reserved for RAM (random-access read/write memory), while the upper half is for ROM (read-only memory) and I/O (input/output). The control program for the VIC is stored in ROM, and BASIC programs are stored in RAM. Some of the things that I found while exploring the VIC are described in the following paragraphs. All addresses are given in both hexadecimal and decimal. Hexadecimal numbers are preceded by a dollar sign (\$); decimal numbers are in parentheses.

The patterns for the VIC's character sets are contained

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Listing 1：Memory Utility Program．This operates much like a monitor program，enabling you to examine and modify the VIC－20＇s memory．

```
READY.
G REM VIC MEMOFY UTILITV
1 GOTO1日E : HEX UUMP
2 GOTC4B0日 :ASCII DUMP
3 GOTO1日g日Q :HE% TO DECIMAL
4 GOTO110日日 : DECIMAL TO HEX
FGOTOEGEO :HEX TO BINARY
SGOTOSQRE :JUMP TO SUBROUTINE
7 GOTO12EGG :HEX POKE
1B REM
1日G PRIINT*HEX DUMP"
15e Gosubzama
205 GOSUB 30日G
3日日 J=1
4日B FOR I=SSTOEN
45日 IFJ=1 THENGOSIJBSpgrg
50G K:%=PEEK(1)
60日 GOSUB 960日
1日gG PRINT:960!
11日日 J=J+1:IF;J<S THEN13日G
12日日 PRINT:J=1
13EQ NEXT
14FE END
19صE REM SETUP SUB
2GEg HEX&="E1234567B9ABCDEF*
21g日 RETURN
2990 REM INPUT START AND END
3G6日 INPUT "ENTER START";S*
322日 GOSUB TA日E : IFTTCETHEN S日E日
323日 SS=TT
33日日 INPUT "ENTER END"*;S*
333E GOSUB TGBE : IFTTCGTHEN33EE
333日 EN=TT
350E RETURN
399E REM
40日日 PRINT*ASCII DUMP**
403日 GOSUB 3EAG
4日5日 J=1:GOSUB 2eag
410日 FOR I=SS TO EN
415G IF J=1THENGOSUB ge0e
420日 K=PEEK(I)
4300 IFKD191THENK=32
44日日 PRINTCHR*(X);
45日日 J=J+1:IFJ=9 THENJ=1:PRINT
460日 NEXT
470日 END
SQ日日 PRINT"JUMP TO ML PROGRAM'.
51日a GOSUBZQ日a
S20R INPUT"ENTER 'TO" ADIRESS*;S$
53日日 GOSUB PQ日日: IFTT<E THEN GOTOS2日日
54日E SYS<TT)
55日G END
59日G REM
GGEE PRINT"HEX TO EINAPRY*
61日E INPUT "ENTER HEX";S$
620日 IF LEN(SS>>4 THENGOSUB 7750:GOTNG10日
6360 GOSUB TE日E:IFTTCETHENG1G日
64日日 M=2^15:J=0
65日G FOR I=1TO1.6
```

```
6608 J=J+1:IFJ=5THENJ=1:PRINT"***
```

```
6608 J=J+1:IFJ=5THENJ=1:PRINT"***
```




```
6日GE PRINT"G";
```

6日GE PRINT"G";
690日 M=M/2;NEXT:END
690日 M=M/2;NEXT:END
PQ日G REM CONVERT HEX TO DECIMAL SUE
PQ日G REM CONVERT HEX TO DECIMAL SUE
TOSE TT=Q:FOR L=1TO LEN(S*)
TOSE TT=Q:FOR L=1TO LEN(S*)
T1日e T$=MID$(S$,L,1)
T1日e T$=MID$(S$,L,1)
715日 IFT*R"'Q"THEN PTEE
715日 IFT*R"'Q"THEN PTEE
720日 IFT$\.9* THEN735日
720日 IFT$\.9* THEN735日
?25E J=VAL(T*)
?25E J=VAL(T*)
73E日 GOTO 755日
73E日 GOTO 755日
735日 FORJ=1 TOG
735日 FORJ=1 TOG
740E IFT$=MID$(*ABCDEF**,J,1) THENF5E日
740E IFT$=MID$(*ABCDEF**,J,1) THENF5E日
745日 NEXTJ:GOTOPTEG
745日 NEXTJ:GOTOPTEG
75E日 J=J+9
75E日 J=J+9
755日 TT=TT莧16*J
755日 TT=TT莧16*J
PGE日 NEXTL
PGE日 NEXTL
765日 RETURN
765日 RETURN
77日日 TT=-1
77日日 TT=-1
7P5日 PRINT..INVALID HEX \#*

```
7P5日 PRINT..INVALID HEX #*
```




```
7g日G RETURN
```

7g日G RETURN
P9日E REM PRINT I AS \& HEX DIGITS
P9日E REM PRINT I AS \& HEX DIGITS
G日日e X%=INT(I/256)
G日日e X%=INT(I/256)
81日G GOSUB 96日G
81日G GOSUB 96日G
82日G X%=INT(I-INT(I, 256):256)
82日G X%=INT(I-INT(I, 256):256)
83日G GOSUB 960日
83日G GOSUB 960日
O40G PRINT.. %RE
O40G PRINT.. %RE
日4日G PRINT"
日4日G PRINT"
PE日G RETURN
PE日G RETURN
95GG REM PRINT X% AS 2 HEM DIGITS
95GG REM PRINT X% AS 2 HEM DIGITS
9E日G Y%=INT (Y%/16)
9E日G Y%=INT (Y%/16)
970日 Z%=X%ーY%目6
970日 Z%=X%ーY%目6
9日有 T1$=MID$<HEX$, Y%+1,1)
9日有 T1$=MID$<HEX$, Y%+1,1)
99日自 T2%=MID*(HEX*, 2%+1,1)
99日自 T2%=MID*(HEX*, 2%+1,1)
995日 PRINTT1*;T2*;
995日 PRINTT1*;T2*;
996日 RETURN
996日 RETURN
1日日日G PRINT*HEX TO DECIMAL**
1日日日G PRINT*HEX TO DECIMAL**
181E8 INPUT "ENTER HEX"; S:
181E8 INPUT "ENTER HEX"; S:
102EB GOSUB TEGE:IFTT<QTHEN1日1GG
102EB GOSUB TEGE:IFTT<QTHEN1日1GG
103日日 PRINTS*;"c"; TT
103日日 PRINTS*;"c"; TT
104日日 END
104日日 END
1G908 REM DECIMAL TO HEX
1G908 REM DECIMAL TO HEX
1G908 REM DECIMAL TO HEX
1G908 REM DECIMAL TO HEX
11E日G PRINT" LECIMAL TO HEX**
11E日G PRINT" LECIMAL TO HEX**
111日日 INPUT "ENTER DECIMAL"; I
111日日 INPUT "ENTER DECIMAL"; I
1115% GOSUB2BEO
1115% GOSUB2BEO
1120日 PRINTI;"=";
1120日 PRINTI;"=";
1139日 GOSUB2B0日
1139日 GOSUB2B0日
114日6 GOSUB BQ日日
114日6 GOSUB BQ日日
1150G END
1150G END
12g日8 PRINT*HEX POKE*
12g日8 PRINT*HEX POKE*
1215日 GOSUE2日GG
1215日 GOSUE2日GG
122GG INPUT*EENTER START ANLRESS";S:
122GG INPUT*EENTER START ANLRESS";S:
123日日 GOSUETGGE:IFTTCETHENIEEBQ
123日日 GOSUETGGE:IFTTCETHENIEEBQ
124EG ADD=TT
124EG ADD=TT
12gGG I=AID : SOSURSEGG:INPUTS*
12gGG I=AID : SOSURSEGG:INPUTS*
12EGE IFSH:.NENI." THEN ENT.
12EGE IFSH:.NENI." THEN ENT.
126ge IFS*="ENL",THEN ENI.
126ge IFS*="ENL",THEN ENI.
127gG 30SU\&TEGG: IF TTRGTHENIこSEG
127gG 30SU\&TEGG: IF TTRGTHENIこSEG
1275日 IFTTJ2SSTHEH\&OSUETTSG 6OTC1ごSOG
1275日 IFTTJ2SSTHEH\&OSUETTSG 6OTC1ごSOG
12%日G POKEADD.TT
12%日G POKEADD.TT
129eg ADI=ADI+1:60T012SEG
129eg ADI=ADI+1:60T012SEG
REATY.

```

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Figure 1: The VIC-20 memory map shows the organization of the VIC's memory with starting addresses in both decimal and hexadecimal for each block.
\begin{tabular}{|c|c|c|}
\hline \$9000-\$900F & (36864-36879) & TV controller \\
\hline \$9000 & (36864) & Horizontal position control \\
\hline \$9001 & (36865) & Vertical position control \\
\hline \$9005 & (36869) & Character set selection \\
\hline \$900A-\$900E & (36874-36878) & Sound control \\
\hline \$900F & (36879) & Screen/border color control \\
\hline \$9110-\$911F & (37136-37151) & First 6522 VIA; controls user port, joysticks, and light pen \\
\hline \$9120-\$912F & (37152-37167) & Second 6522 VIA; controls keyboard, printer, disk, and tape \\
\hline
\end{tabular}

Table 2: Input and output addresses. The values at these memory locations control the video and sound output as well as the input and output from the keyboard and peripherals.
in a 4 K -byte ROM located at \(\$ 8000\) (32768). The pattern for each character requires 8 bytes of data. The bits of the first byte determine which dots of the top row of the character will be on, the second byte does the same for the second row, and so on. The order of the character patterns in the ROM is the same as the order in the table on page 141 of the users manual. There are actually four separate character sets contained in this ROM, each taking 1 K bytes for the patterns of the 128 characters per set. The first set, located at \(\$ 8000\) (32768), is the standard VIC character set. The next, at \(\$ 8400\) (33792), is the
reverse standard character set. At \(\$ 8800\) (34816) is the VIC alternate character set that includes lowercase letters in place of graphics. At \(\$ 8 \mathrm{C} 00\) (35840) is the reverse of the alternate character set. The byte at \(\$ 9005\) (36869) determines which of these character sets is used. When the VIC is powered on, this location is set to FO hexadecimal, which selects the standard character set. When the shift and Commodore keys are pressed together, the value in \(\$ 9005\) (36869) is changed to F 2 hexadecimal. This selects the alternate character set at \(\$ 8800\) (34816). Pressing the shift and Commodore keys a second time changes back to the standard set. The value in location 36869 can also be changed from the keyboard with a POKE command or even from a BASIC program.

The integrated circuit of the VIC's TV controller uses the value in location 36869 to determine which character set is currently in use. It always assumes that the reverse character set immediately follows the selected one in memory and uses that reverse character set to blink the cursor. The cursor flashes between the character and its counterpart in the succeeding character set. Location 36869 can also be used to select other character sets. For instance, storing F1 hexadecimal in 36869 selects the reverse character set at \(\$ 8400\) (33792). This makes all normal characters on the screen reverse. Because the TV controller selects the immediately following character set for reverse characters, the alternate character set at \(\$ 8800\) becomes the reverse in this mode. That means that the cursor blinks between reversed uppercase and normal lowercase characters.
The value of the byte at \(\$ 9005\) (36869) can select still more character sets. If FC hexadecimal is stored there, the RAM starting at \(\$ 1000\) (4096) is used for the character patterns. This allows you to design your own character sets. Character sets at \(\$ 1400\) ( 5120 ), \(\$ 1800\) ( 6144 ), and \(\$ 1 C 00(7168)\) can also be selected with values FD, FE, and FF hexadecimal respectively. In fact, the 4 K -byte block of RAM at \(\$ 1000\) (4096) will completely replace the ROM at \(\$ 8000\) (32768), and all features mentioned above will work for the user-designed character sets. Of course, on the standard VIC this RAM area is used for the BASIC program buffer and therefore cannot be used entirely for your own character sets. Also, the screen buffer takes the top 512 bytes of this area.

\section*{Input/Output}

The entire area from \(\$ 9000\) (36864) to \(\$ 9 F F F\) (40959) is reserved for I/O (see table 2). Locations \(\$ 9000\) (36864) to \(\$ 900 \mathrm{~F}\) (36879) are for the TV controller. The character sets, screen and border color selections, and sound controls are all located here. Locations \(\$ 9000\) (36864) and \(\$ 9001\) (36865) control the horizontal and vertical position of the VIC's screen within the border. I sometimes use my VIC with an ancient black-and-white television. Because the corners of the screen are rounded on this set, each corner of the VIC's display loses three characters off the edge of the screen. To circumvent this, I store an 8 (instead of the normal 5) in location \(\$ 9000\) (36864). This

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\hline \$2F.\$30 & \((47.48)\) & Address of start of BASIC arrays \\
\hline \$31,\$32 & \((49,50)\) & Address of end of BASIC arrays \\
\hline \$33,\$34 & \((51,52)\) & Address of bottom of BASIC strings \\
\hline \$37.\$38 & \((55,56)\) & Address of end of BASIC memory \\
\hline \$73 & (115) & Subroutine to load next BASIC text character \\
\hline \$AO-\$A2 & (160-162) & Time of day clock in 60ths of a second since midnight \\
\hline \$AE,\$AF & \((174,175)\) & Data pointer for SAVE and LOAD \\
\hline \$B2.\$B3 & \((178,179)\) & Tape buffer pointer \\
\hline \$87 & (183) & Length of file name for SAVE, LOAD. and OPEN \\
\hline \$BA & (186) & Device code \\
\hline \$BB,\$BC & \((187,188)\) & File name pointer for SAVE, LOAD, and OPEN \\
\hline \$C5 & (197) & Current key down (if any) \\
\hline \$C6 & (198) & Key-input stack pointer \\
\hline \$D1.\$D2 & (209,210) & Current cursor position in screen buffer \\
\hline \$F3,\$F4 & \((243,244)\) & Current cursor position in color buffer \\
\hline
\end{tabular}

Table 3: Page 0 memory locations. These addresses show the locations of the various functions of the VIC's operating system.
\begin{tabular}{lll}
\(\$ 200-\$ 258\) & \((512-600)\) & Line input buffer \\
\(\$ 277-\$ 27 F\) & \((631-639)\) & Key-input stack \\
\(\$ 286\) & \((646)\) & Current color \\
\(\$ 28 D\) & \((653)\) & Shift-key-down flag (if any) \\
\(\$ 300-\$ 332\) & \((768-818)\) & User exit vectors \\
\(\$ 30 C-\$ 30 F\) & \((780-783)\) & Processor register save area for SYS \\
\(\$ 33 C-\$ 3 F B\) & \((828-1019)\) & Tape buffer
\end{tabular}

Table 4: Page 2 and 3 memory locations. The VIC uses these addresses as a scratch-pad memory for the operating system.
\begin{tabular}{lll}
\(\$ 300\) & \((768)\) & BASIC error routine \\
\(\$ 300\) & \((770)\) & BASIC warm start \\
\(\$ 304\) & \((772)\) & Keyword-to-token conversion \\
\(\$ \$ 06\) & \((774)\) & LIST command \\
\(\$ 314\) & \((788)\) & IRQ processor interrupt \\
\(\$ 316\) & \((790)\) & BRK processor interrupt \\
\(\$ 318\) & \((792)\) & NMI processor interrupt \\
\(\$ 31 A\) & \((794)\) & OPEN command \\
\(\$ 31\) & \((796)\) & CLOSE command \\
\(\$ \$ 24\) & \((804)\) & Input line from keyboard/screen \\
\(\$ 326\) & \((806)\) & Output a character to screen \\
\(\$ 330\) & \((810)\) & LOAD command \\
\(\$ 332\) & \((812)\) & SAVE command
\end{tabular}

Table 5: User exit vectors. You can access particular routines in the VIC's ROM programs by using these addresses.


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moves the VIC's display to the right, allowing me to see all of the leftmost characters, but more characters are lost off the right side. Because the left side of the screen is used the most, this solution takes care of most situations. I can always use a POKE command to enter a 2 into location 36864 whenever I need to see all of the right side of the display.
Locations \(\$ 9110\) (37136) through \$912F (37167) are used to operate the VIC's two 6522 VIAs (versatile interface adapters). These VIAs provide 32 programmable external-control lines that the VIC uses for communication with external devices such as tape, disk, or joysticks.

At location \(\$ 9400\) ( 37888 ) are 512 bytes of RAM organized as 1024 half-bytes, or nybbles. A nybble may contain any number between 0 and 15 . The nybbles from \(\$ 9600\) (38400) to \(\$ 97 \mathrm{FF}\) (38911) are used for the screen color codes. There is one nybble for each character position in the screen buffer at \(\$ 1 E 00\) ( 7680 ). The color for a character is selected by using a POKE command to enter the color code (0-7) into the desired nybble.

\section*{Memory Organization}

The RAM on the standard VIC is divided into two sections, the 4 K -byte block at \(\$ 1000\) (4096) to \(\$ 1\) FFF (8191) and the 1 K -byte block at 0 to \(\$ 3 \mathrm{FF}\) (1023). All of the 1 K -byte block is reserved for special purposes. Page 0 ( \(0-\$ \mathrm{FF}\) ) is accessed in a special way by the 6502 microprocessor; it contains much of the VIC's most important data. Table 3 lists some of the data that is stored there. Page \(1(\$ 100-\$ 1 F F)\) is reserved by the 6502 for the hardware stack and should not be used by any programs. The VIC uses pages 2 and 3 ( \(\$ 200-\$ 3 F F\) ) for various data (see table 4).

One of the VIC's most important features, found at locations \(\$ 300-\$ 332\) ( \(768-818\) ), is the series of user exit vectors. The user vectors are pointers to locations in the VIC's ROM programs. The VIC uses these vectors as the
addresses of important routines. This allows you to change the addresses of these routines by changing the addresses in the vectors. The concept of user vectors is common in larger computer systems, but it is just catching on in the microcomputer world. User exits are significant because they make it easy for you or professional software developers to add new features and I/O devices to the VIC, increasing its flexibility (see table 5).

The VIC's design also allows for memory expansion. The logical first step in such expansion is to fit 3 K bytes of new RAM into the gap from \(\$ 400\) (1024) to \(\$\) FFF (4095), between the two blocks of RAM on the standard VIC. This brings the total up to 8 K bytes and allows userdesigned character sets to be fully implemented. This new RAM also allows the VIC to create high-resolution graphics.
Up to an additional 24 K bytes of RAM may be added in the range from \(\$ 2000\) (8192) to \(\$ 7 \mathrm{FFF}\) (32767), giving the VIC a maximum capability of 32 K bytes of RAM. Locations \(\$ 9800\) (38912) through \(\$ 9\) FFF (40959) are reserved for expansion of the VIC's I/O capability. Any of a wide variety of I/O devices could be added here (up to 2048 of them). Locations \(\$\) A000 (40960) through \$BFFF are reserved for ROM expansion. This is where the VIC's future hardware cartridges will reside. A routine in the VIC's initialization program checks this area for the presence of a cartridge during cold and warm starts. If a cartridge is present, it will be initialized instead of VIC BASIC, thus allowing the program in the cartridge to assume complete control of the VIC.

\section*{Conclusion}

This article is not meant to be a comprehensive study of the VIC. Nonetheless, the information provided here, together with the VIC Memory Utility Program, should be enough to give you a good start on using your VIC-20 to its fullest potential.

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\title{
Atari Player-Missile Graphics in BASIC
}

\title{
The Atari computer offers a unique method to manipulate graphics in a BASIC program.
}

\author{
Paul S. Swanson \\ 97 Jackson St. \\ Cambridge, MA 02140
}

If you have ever tried to move an object around on the screen using BASIC, you probably made the object look like it was jumping from one point to the next instead of moving along smoothly. One reason for this is that BASIC, which is an interpretive language, has a major draw-back-it is too slow. You may have resorted to a crash course in machine language to find a solution to this problem. But machine language, even with the aid of an assembler to form the code from assembly-language statements, takes longer to program and debug than BASIC.

In addition to being slow, BASIC compounds the problem of moving the object. If it is more than one line high, computations must be made to

\footnotetext{
Editor's Note: This article covers one of the methods for working with player-missile graphics. For details on working with playfield animation, see "The Atari Tutorial, Part 3: Player-Missile Graphics," BYTE, November 1981, page 312. For an excellent overview of Atari BASIC, see "The Atari Tutorial, Part 6: Atari BASIC." BYTE, February 1982, page 91. . . .S. J. W.
}
determine where each line will fall after the move. If the object is 5 dots high and 5 dots wide, you move 25 dots using 5 calculations for determining placement of the object. This does not include the fact that you must first erase the old image, which usually means drawing the shape in

\section*{Consider the possibility of superimposing an object on the screen without disturbing the images already there.}
the old location using a background color. This doubles the time required from the amount required to draw it-first you "undraw" it in one location, then draw it in the next location.

To complicate matters even further, consider the case where you want to move the object "in front" of some other images that you want on the screen. How do you calculate what colors to put back in the place of the old shape? If you don't put
them back, the object will leave a path through the images on the screen in the color you are using to erase the object when you move it.

\section*{The Atari Solution}

Consider the possibility of superimposing an object on the screen without disturbing the images already there. The object will not be "on" the screen in memory. Therefore, it will not destroy any part of the images when it moves. Since the Atari computer has two-, four-, and five-color graphics modes, wouldn't it also be nice to use an extra, independent color for this object? That would add a third, fifth, or sixth (depending on the graphics mode) color to the display. As long as we have gone this far, how about having four of these objects, called players, all with independent colors and movements and all with different shapes?

Player-missile graphics on the Atari can do all these things, plus a few other tricks. In addition, it also offers you four 1- or 2-byte-wide "missiles" that you can use.
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Figure 1: A 5- by 5-dot \(\chi\)-shape can be defined with only 5 bytes of memory.

The players are 8 dots wide. In addition, the dots for the players and the missiles can be single, double, or quadruple width. The width definition can be controlled for each player, but all missiles must have the same width.

Player-missile graphics also solves another problem. The 5 - by 5 -dot object that was described earlier will require only 5 bytes to describe its shape and the bytes are next to each other. No separate calculations for each line are required to display the object.


Figure 2: Memory allocation for the player-missile graphics. Definitions for the shape and vertical position of both the players and missiles are kept in this area of memory.

Controlling the players is a fairly simple task. You must describe to the computer the player's position, color, shape, and size. You must also specify what happens if another color is on the screen in the same position as part (or all) of the player. After a few initial steps required to set up the player-missile graphics mode, which is done once for all players and missiles, each of the players is con-
trolled the same way.
Each player occupies a 128 -byte strip in memory. A player is one color and is shaped by using one byte in the strip for each horizontal line. Each of the 8 bits will turn on a dot of the player color if it is a 1 and turn off a dot if the bit is a 0 . For example, a simple shape such as an \(X\) can be defined in a 5 - by 5 -dot grid (see figure 1), which is what you would do

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if you wanted to PLOT the character on the screen.

In figure 1, the values of the 5 bytes required to define it are computed using each horizontal row as 1 byte, taking empty squares as 0 and full squares as 1 . The value of the first row converted from binary to decimal is 17 , the second row is 10 , and the third row is 4 . Rows five and six are the same as rows two and one, in that order. The shape may then be defined as a string of characters with
the values \(17,10,4,10\), and 17 . (If the figure is not symmetrical, the first byte defines the top of the figure.) Using this method defines the 25 -dot figure with only 5 bytes.

\section*{Movement}

Player-missile graphics uses two different methods to move the player in horizontal and vertical directions. Horizontal motion is the easier. All you do is use the POKE command to enter the horizontal position (0-255)

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into a memory location. Vertical motion is a little harder. You must move the player up and down in the 128-byte strip.
As you may have suspected, there is one catch to using player-missile graphics. The player-missile area must be located in a certain position with respect to a 1 K - or 2 K -byte boundary. The sample program (see listing 1) uses a double-line resolution player, which requires that the position be aligned with respect to a 1 K -byte boundary (see figure 2). A finer method of describing the player shape (single-line resolution) that requires that it be set up starting at a 2 K -byte boundary is also available. In that method, the player strips are 256 bytes long.
In the double-line resolution method (i.e., each horizontal line of the player is represented by two television scan lines), the missile area must start 384 bytes after a 1 K -byte boundary. The missile area is 128 bytes long. After the missile area, at 512 bytes after the 1 K -byte boundary, players 0 through 3 take 128 bytes each so that player 3's area ends on the next 1 K -byte boundary.
The problem with this is that BASIC locates the string area in memory depending on the length of the program statements as represented in memory. If you modify a program by adding a statement or two, the strings are started in a higher memory location. This makes it difficult to guarantee that a string will start on the 1 K -byte boundary.

One solution is to find the area above the memory that BASIC is using and place the player-missile areas there. Then you can use POKE to move the player vertically. This works, but vertical motion is very slow. If the player is moved with a FOR. . .NEXT loop, the vertical motion distorts the shape of the player so that it looks like it is swimming up and down the screen. A loop is too slow. FOR. . .NEXT statements with a POKE in between are not the fastest way to do this.

BASIC can move data around in strings at very high speeds. The POKE command is not too fast because it moves only 1 byte at a


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Listing 1：Sample program using player－missile graphics．The program requires a joystick．

9 REM＊＊FIND GTAET OF GTFTNG SFACE＊＊ 10 ［IM X X （1）
20 A＝ADF（X末）
\(29 \mathrm{REM} * * \mathrm{GET} \mathrm{FIFGT}\) 1K EOUNDAFYY＊＊＊＊＊＊
\(30 \mathrm{E}=\mathrm{INT}((\mathrm{A}-\mathrm{E} 12) / 1024+1) \times 1024\)
39 FEM＊＊FILIL UF TO FIMYEF O AFEEA \(* *\)
40 DIM Fक（E－\(-\hat{A}+511)\)
49 REM＊＊FOU TG FILAYER ZEFO AREEA＊＊＊＊
50 DIM FO（0（128）
58 FEM＊＊S\＄TS SHAFE，HM AND UM AFEE
59 REM ．．．USED TO READ JOYSTICK \(* * * * *\)
60 DIM \(\subseteq\) क（12），HM（15），UM（15）
69 REM＊＊DEFINE FIIAYER ZEFK SHAFE：＊＊＊
70 与叔：＂侖米的＂
79 REM＊＊READ JOYSTCCK UALUEG \(* * * * * * *\)
80 FOF I＝1 TO 15
90 FEAD HF，UF
1．00 HM（I）：＝HF
110 UM（I）：＝UF
120 NEXT I：
129 REM＊＊CILEAF FLIAYER ZERG AFEEA \(* * * *\)
\(130 \mathrm{FO}(\underline{=1} \mathrm{CHF}(0)\)
\(1.40 \mathrm{FO}(128)=(\mathrm{HF} \$(0)\)
\(150 \mathrm{FO} 0 \mathrm{~F}(2)=\mathrm{FO} 0\)
159 FEM＊＊DFAW GCFEEN EACKCREUND \(* * * *\)
1.60 GRAFHICS 4

170 GETCOLOF O．O． 0.10
180 COLOK 1
190 FLOT 45.18
200 DFAWTO 45． 12
210 DRFWTO 30.12
220 DFAMTO 30．24
230 DFAWTO 55，24
240 DFAWTO 55，6
250 DRA以TO 20.6
260 DFAWTO 20，30
270 DRAWTO 65；30
280 DFA4lTO 65，0
290 DFA以TO 20，0
\(299 \mathrm{FEM} * * \mathrm{SET}\) FFIGFITY＝ 1 ＊＊＊＊＊＊＊＊＊＊ 300 FOKE 623.1
309 FEM＊＊CTUE ANTIC F／M EASE FAGE \(A *\)
310 EOKE E4279，TNT（E／2E6）
319 FEM ＊＊GET TWC－ITNE GFAFHTCS \(* * * *\)
\(320 \mathrm{FOKE} \mathrm{E5} 9,46\)
329 FiEM＊＊ENAEIEE F／M CFAPFHICG
330 FOKE 53277．3
339 FEM＊＊COLOF \(=-2, \operatorname{LILUM}=4\)＊＊＊＊＊＊＊
340 FCKE 704,36
349 FEM＊＊HORIZ，FOSTTXON＝ 110 ＊＊ж＊＊
350 HF＝110
359 FEM＊＊UEFT，FOGTTXON＝

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360 UF=50
369 FEM ** SET HOFTZONTAL FOSTTXON \(* * *\) 370 FOKE 53248, HF
379 FEM ** SET DOUELE SIZE FLAYEF \(* * * *\) 380 FOKE 53256, 1.
389 FEM \(* *\) SET NO.EYTES IN FLAYEF \(* * * *\)
390 LS=LEN(Sq)
409 FEM ** INIT. COLLSIXON FLAG \(* * * * * *\) 410 HITC=0
\(419 \mathrm{FEM} * * \mathrm{DISAELE} \mathrm{CLFSDF}\) ************
420 FOKE 752. 1
429 FEM ** CLEAF COLITSTON FEGTGTEF **
430 FOKE 53278,0
439 FEM ** FUT FLAYEF IN AFEA \(* * * * * * * *\)

449 FEM ** WAIT UNTML USEF IS FEADY **
450 ? "FFESS TEXGGEF TO START"
460 IFF STEXC(0)=1 THEN 460
470 ? "马": \(5 E M\)--..CLEEAF SCFEEN
489 REM ** TNTTXALYE SCORE COUNTEF **
490 COUNT=0
499 FEM ** FLAYEF MOUE LOOF \(* * * * * * * * * *\)

510 COUNT =COUNT +0.1
512 IF COUNT=TNT(COUNT) THEN SOUND \(1,20,12,7\)
520 HT=FEEK(E325?)
522 SOUND 1,0,0,0
530 G=strck(0)
540 HFFFFF+HM(S)
550 UF:=UFNUM(S)
560 FOKE 5 5248, HF
570 FOKE 53278,0
\(5 \%\) TF HFC80 THEN 700
580 ? TNT(COUNT):"י"
590 TF HTT:0 THEN HITC:=0: ©OTO E00
600 XF HXTC=1 THEN 500
610 5OUND \(0,20,12.7\)
620 ? ? ? "YOU HITT THE WALI. ! !"
630 ? "THAT COSTS YOU 2 F FOTNTS!!":?
635 COUNT \(=\mathrm{COLONT}+25\)
640 ? INT(COUNT):"י":REM MOUE CUFSGOF UF
650 SOUND \(0,0,0,0\)
\(660 \mathrm{HITC}=1\)
670 GOTO 500
699 FEM ** END OF GAME FOUTXNE **
\(700 \mathrm{FOKE} 75 \% 0\)
710 ? י"י"FEEM CLEEAR SCFEEN
720 ? "YOUF SCORE : ":COUNT
730 ? "FFESS FETUFN TO FLAY AGATN";
740 ENFUT XW
750 ©0TC 130
999 FEM ** DATA FOF HMOUE, VMOUE \(* * * * * * ~\)
1000 DATA \(0,0,0,0,0,0,0,0,1,1,1, \cdots, 1,0,0,0\), \(\cdots 1,1, \cdots 1, \cdots 1, \cdots 1,0,0,0,0,1,0, \cdots 1,0,0\)

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time. First, BASIC must read the command and interpret what to do. After all that "overhead," all you get is 1 byte transferred. Using LET statements between strings is a much more efficient method because you have the overhead of reading and interpreting only once. Then the statement can be one that moves as many bytes as you want. It is therefore very much to your advantage to use strings instead of POKE in playermissile graphics.

\section*{Sample Game}

Listing 1 is included here to help describe how to implement playermissile graphics in BASIC using strings. It is a simple game using a background screen over which player 0 can move. It uses the joystick to get the player out of a simple maze.

Lines 10 through 50 set up and dimension PO\$ for player 0 , so that the starting location of the string is 512 bytes above a 1 K -byte boundary. Lines 10 and 20 find where the string area starts. Line 30 sets \(B\) equal to the value of the 1 K -byte boundary that is within 512 bytes of the start of the string space. Player O's area must begin 511 bytes above that location minus A. That is handled by placing a filler string (line 40) to move the pointer that will locate POS at the right spot. Line 50 dimensions PO\$.

This method will always place POS at 512 bytes above a 1 K -byte boundary, no matter how long the program is, until you run out of memory. To use players 1 through 3 , you can simply add the strings P1\$, P2\$, and P3\$, each dimensioned to 128 , onto the dimension statement (keep them in order).
Now that the string has been set in the correct position, initialization of all the variables and other items can take place. The first part defines the player shape. The player in this game is a flattened X . The design is in figure 3. Two zero bytes are used, one on each end of the player (vertically) so that it will erase the old image when you create the new image (the program allows the player to move only one vertical position at a time). The bytes from top to bottom are 0,65 , \(42,28,28,42,65\), and 0 . Line 70


Figure 3: The modified \(X\)-shape as used in the program.
defines the player using a controlcomma for the zero bytes, capital A for 65 , an asterisk for 42 , and escape-control-hyphen for 28 . The characters to use for most values can be found in Appendix C of the Atari BASIC Reference Manual. If you are not that ambitious, you can substitute a FOR. . NEXT loop. The following loop will work in place of line 70:
\begin{tabular}{ll}
70 & FOR \(I=1\) TO 8 \\
72 & \(\operatorname{READ~S}\) \\
74 & S\$(I) \(=\operatorname{CHR}(S)\) \\
76 & NEXT I \\
78 & DATA \(0,65,42,28,28,42,65,0\)
\end{tabular}

The DATA statement in line 78 will not interfere with the operation of the next FOR. . .NEXT loop because the data for that will begin at line 1000.

The loop starting at line 80 reads values into two arrays that will help decode the joystick movements into \(+1,0\), or -1 horizontally and vertically. The two arrays defined here will make the reading of the joystick much faster; speed is important in that loop.

The next series of statements, starting at line 130, sets all bytes in POS to 0 . The only bits we want set are where the player is to be. All the others must be 0 .

Lines 160 through 290 draw the maze the player is to move through. This maze is actually a spiral-like series of lines at right angles, as you will see when you run the program. Any shape that the player can fit through will work.

The next section of the program, starting at line 300 , sets up the playermissile area. One part writes to special memory locations, called hardware registers. These are actually data lines to the graphics controller microprocessor, called ANTIC. It controls the screen display and all graphics commands go through it. ANTIC also superimposes the players and missiles over the screen image.
You can't read what is in the hardware registers, but you can read and write to the shadow registers. The shadow registers are memory locations, which in this case are below 1024. The operating system reads the shadow registers and sends their values to the corresponding hardware registers. These values are sent when the screen is blanked-out before the scanner starts to trace the next video frame. Since ANTIC receives these values 60 times per second, the delay is minimal.

Line 300 refers to one of these shadow registers. This sets up the priority of the players and missiles. Using the POKE command to enter a 1 in this location causes the players and missiles to have priority, which makes them look as if they are moving in front of the images on the screen. A value of 8 causes the players and missiles to appear to move behind the screen image.
Line 310 tells ANTIC (directly-no shadow register) where to find the player-missiles. The value put in this location using POKE is the page number of the 1 K -byte boundary that is just below the player-missile area. It adds to this location (INT(B/256)) to find your images.
Line 320 tells ANTIC through a shadow register that you want double-line resolution on the players. Other "legal" codes are at this location that will do different things. Be very careful what you put here with POKE.

The color of player 0 is set at line 340. The value is the color number times 16 plus the luminance value. This location, which is a shadow register, controls the color of player 0 and missile 0 (the missiles are the same color as the player of the same number). You can set the colors for


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players 1,2 , and 3 by adding lines to POKE values in registers 705, 706, and 707.

Lines 350 and 360 set the variables that will be used by the program for the horizontal and vertical position values of the player. Line 370 tells ANTIC what the horizontal position of player 0 is to be. Players 1, 2, and 3 are in locations 53249, 53250, and 53251. The horizontal positions for missiles 0 through 3 are at locations 53252 through 53255.

Line 380 sets ANTIC to display the shape at double its horizontal size. Values of 0 and 2 at this location set single size; a value of 3 sets quadruple size. This is read in binary and the last 2 bits are the only ones that are read by ANTIC. Therefore, a value of 4 will be interpreted as a 0 , a 5 as a 1, etc. Players 1, 2, and 3 use locations 53257, 53258, and 53259.

LS is set to the length of \(S \$\) in line 390. The variable LS is used in moving the player instead of LEN(S\$) because it is faster.

There is a provision for reading when players are in "conflict" with other players, screen colors, and missiles. Also, another provision detects a conflict between missiles and screen colors. Separate locations can be read to find out if such a conflict has occurred, one of which is used in this program. HITC is used in the program (line 410) to store a flag of 1 if a conflict has taken place and has not been cleared.

A constantly updated display will be in the text window that shows elapsed time. Because the cursor would serve no purpose in it and would make the number harder to read, line 420 shuts it off.

When a conflict has taken place, the corresponding location is set to 1 . It is not reset when the player or missile is moved out of conflict. Location 53278 resets all the conflict indicators (Atari uses the term "collision" instead of conflict). ANTIC sets the registers again a few milliseconds later if there is still a conflict.

Line 440 places the player on the screen by putting the shape into the player area. This string statement can now be used because the player-area string is in the correct position. This

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\hline Line & \\
\hline Number & Description \\
\hline 500 & Places the player image into the player area at ver tical location VP. The first time through this has already been done, but the loop must always end by repositioning the player. It branches back to 500 to do this. \\
\hline 510 & Increments the counter by 0.1. This is incremented each time the loop is run and will have the effect of timing the game in arbitrary units. \\
\hline 512 & At each tenth increment, when COUNT is an integer, the computer will generate a click in the television speaker. The person playing can keep track of time without referring to a number that he or she hasn't got time to look at. \\
\hline 520 & Reads the collision register for player-to-playfield position. \\
\hline 522 & Shuts off the sound started in line 512. \\
\hline 530 & Reads the value of joystick 0 . \\
\hline 540-550 & Updates the horizontal and vertical positions using the two arrays to interpret the joystick value returned. \\
\hline 560 & Tells ANTIC what the new horizontal position is. \\
\hline 570 & Clears the collision registers. ANTIC has plenty of time between this statement and the next read of the collision register (line 520) to update them several times. \\
\hline 575 & Detects the end of the game. \\
\hline 580 & Displays the current time value. \\
\hline 590 & Clears the HITC flag and returns to the beginning of the loop if there is no conflict. \\
\hline 600 & Begins the routine that is used when the player hits the side of the maze. If the HITC.flag is 1 , the hit was already counted. Therefore, this statement goes back to the beginning. \\
\hline 610 & Begins sound effect of hitting the wall. \\
\hline 620-640 & Displays message that the player hit the wall, adds a penalty to the timer, and redisplays the timer. \\
\hline 650 & Stops sound effect started at line 610. \\
\hline 660 & Sets HITC flag to indicate hit has been counted. \\
\hline 670 & Goes back to start next loop. \\
\hline 700 & Line 575 branches here if the player is moved beyond the left edge of the maze, which is assumed to end the game. Since a message will be printed followed by an INPUT statement, line 700 furns the cursor back on. \\
\hline 710.740 & Displays the full score (previous displays were the integer value) and waits for the RETURN key. \\
\hline 750 & Goes back for another game. \\
\hline
\end{tabular}

Table 1: Description of the main section of the sample program. Lines previous to line 500 initialized the player-missile graphics.
statement replaces, in this example, 8 POKE statements, which would take much longer to execute. The statement in line 440, placed in a FOR. . .NEXT loop that goes from 1 to 1000 , takes 15 seconds. Using a corresponding POKE statement in a FOR. . .NEXT loop to place 8 bytes would have taken 2 minutes, 38 seconds in the same FOR. . .NEXT loop. Allowing 8.5 seconds for the FOR. . NEXT loop, a simple division shows that line 440 is more than 17 times faster than using a POKE statement.

Lines 450 through 490 first wait for the person playing the game to press the trigger button and then set the scoring variable COUNT to 0 . Note that the clear screen statements clear only the text window.

Now that everything is initialized, we can use player-missile graphics in
the game. Because of the concern for speed of execution, REM statements were minimized in the next portion of the program. The function of these statements is described in table 1.

> The program cannot check to see if you go "through" a wall when you hit It-It merely fines you 25 points.

\section*{Error Checking}

This game does have a few faults (meaning that it is not idiot-proof). It has no checks if the player is moved off the screen and out of the player area. This will result in error messages. The program cannot check to see if you go "through" a wall
when you hit it. It will fine you 25 points when you hit the wall, but has no way of determining if you got out of the conflict on the correct side of the wall. Lastly, it tests for the "game over" condition by checking the horizontal position of the player. If it is low enough, it is assumed that the player left the maze at the correct. point.

The above faults can be eliminated by using extra statements in the loop (lines 500 through 670) to test the conditions. Testing if the player went through a wall instead of going back from where it came may be a little difficult, but the range check is simple-just test that HP is between 0 and 255 and that VP is between 1 and 128-LS. You can refine the finish test by also testing that the vertical position is less than 18 (like the screen vertical positions, the player-missile vertical positions go from the top \(=1\) to the bottom \(=128\) ).

The collision-detection register will not be 1 for a collision if you do not use, in this case, the COLOR 1 statement for the maze. The detection is bit-coded so that it may also tell you what you hit. Because the low-order 4 bits are used, the value never exceeds 15. The positions of the bits that are on correspond to the SETCOLOR numbers of the color bit. The register indicates 1 for color 0,2 for color 1,4 for color 2 , and 8 for color 3. The BASIC COLOR statement COLOR 1 actually specifies the color from color register 0 , which is why it returns a value of 1 . If the maze were drawn with a COLOR 2 statement preceding it, the collision detection would return a 2 when there is a conflict. The program would have to be altered to compensate for this.

Note one very important item in the use of strings for the playermissile graphics. The player positions will move when you go from deferred mode while the program is running to immediate mode. This is caused by BASIC moving things around when the program is not running. Any position tests you do on the player must be done during the time the program is running. Stopping the program with the Break key, then using CONT to resume, will also alter the
position. The program should be RUN from the beginning to get an accurate position.

You may also have noticed that, when you go to the second or subsequent game by pressing Return at the end of one game, the player turns into a jittering stripe running vertically the full length of the screen. This happens when a player is on the screen during a GRAPHICS statement execution. This will destroy the position of the player, causing the line of garbage. In this program, the player-missile graphics is reinitialized completely, which puts the player back where it belongs. When writing the initialization part of programs that use playermissile graphics, remember to execute the GRAPHICS statement before you set up the player-missile graphics. The stripe can be eliminated in this program by adding the line

745 POKE 53248,0
This moves the player off the left side of the screen. The vertical stripe still
exists, but it occurs in the part of the video cycle where the scanner is turned off to go from the end of one line to the beginning of the next line.
You can also move the player faster by making it increment twice in each loop. The fastest way to do this is to first add zero bytes at the beginning and ending of \(\mathrm{S} \$\) so that it starts and ends with two zeros instead of one. Second, alter lines 540 and 550 to add \(\mathrm{HM}(\mathrm{S}) * 2\) and \(\mathrm{VM}(\mathrm{S}) * 2\) instead of \(\mathrm{HM}(\mathrm{S})\) and \(\mathrm{VM}(\mathrm{S})\). The player will not move quite as smoothly as before, but will still be vastly smoother than if you plotted it directly on the screen.

\section*{Conclusion}

This is only a brief introduction and one example of player-missile graphics. Atari can supply you with manuals that describe them in more detail. You can combine the information from Atari manuals with this method to create some very impressive graphics. The method of locating boundaries for setting the start of ar-
rays can also be used to place alternate character sets for character graphics, screen displays, and display lists.

This method of moving the players in BASIC opens up more uses for BASIC in graphics, but it is still a very slow way to execute graphics routines if they require smooth motions around the screen. It can be used only if the computations and testing required in the loop are small in number. Remember that BASIC is running in milliseconds, not microseconds like machine language; it is 1000 times slower at its best.

The incredible graphics power of your Atari computer can, as shown in this modest example, compensate for the speed difference somewhat and perform some things that are not possible in BASIC on any other microcomputer I have used. If you take advantage of the right things, for example, the speed of string-to-string transfers in LET statements, you will be amazed at what your Atari can do-even in BASIC.

\section*{}

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\title{
Problem Oriented Language Part 2: Writing a Module
}

\author{
Mark Finger \\ 2439 Overlook Cirche \\ Lawrence, KS 6604
}

In part 1 of this series (December 1982 BYTE, page 314), the concept of a Problem Oriented Language (POL) was introduced. POL uses input that incorporates terms normally used in describing a particular problem. These terms are organized into phrases and sentences that resemble English sentences. The input is relatively free of the format restrictions normally associated with question-and-answer or mem input. Much more information can be input with a single entry. A typical entry, such as, "Draw an XY graph, X from 0 to 4, Y from - 2 to 3, Titk 'Contour Plot", Execute", would replace dozens of responses required for other types of input. POL-type programs are normally used in technical or graphics applications where there are many possible parameters to change but only a few need to be set at any given time.

The Problem Oriented Language Programming System (POL/PS) was introduced in order to provide mierocomputers with the capability of handling POL, especially in terms of solving technical problems. The series of routines (POL-80) for handling POL input was presented and their capabilitits were examined.

\section*{Developing a Module}

One of the goals of POL/PS is to enable the user to write programs in a
modular format. Progrars can then be easily extended, and the modules can be used in other programs.

POL-80 was developed from my experiences with a PORTRAN syslem called GRIP. One of the problems encountered in the writing of GRIPcompatible modules (see part 1 for more background on GRIP) is the lack of proper program development. Frequently, CRIP programs have had input that is as awkward as the question-and-answer sessions they were designed to replace. In addition, there has been some resistance to the

> One of the goals of POLIPS Is to enable the user to witte programs In a modular format.

use of GRIP because of the "difficully" in understanding what it did and how it could be used Rick Hilst (current developer of GRIP) and I have discussed at length how to simplify the learning process. Based on classroom experience, we have developed a series of eight steps that can be useful in the writing of most programs, but which must be used in writing POL programs. The steps must be followed faithfully. Using these steps can cut the learning time
in half for POL.PS and can reduce program development time by 25 to 50 percent.
As a sample problem, we're going to develop a module to find the roots of polynomial equations by using five common methods. (The root of a polynomial equation, such as \(P(X)\), is a number \(A\) such that \(P(A)=0\).) A1though this module can be used by itself, it is best used as part of a larger mumerical-methods program, or it can be used as a module in other programs. Actually, this module is rather small and its application is some what trivial, but it is representative of the much more complex and powerful modules that would be part of an application package. Larger modules may have more siatements, but the part of the module relating to the framework of POL/PS would not be any more complicated. Root finding was chosen because the actual computations are relatively simple. Thus, the user may be able to concentrate more on the input and other aspects of POL/PS. Larger, more complex modules will have a greater degree of difficully in their mathematical contputations, but the input should not be any more difficult.

For those not familiar with mumerical methods, root finding is done by making an initial estimate of one of the roots of an equation, checking the value obtained, and ad-

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justing the estimate according to some formula. This trial-and-error method is continued until the root is found within some acceptable error criteria.

\section*{Step by Step}

The first step in developing a POL program follows.
1. Write a paragraph identifying the goals of the program or module. Be specific! The more careful you are now, the fewer problems there will be later. For the sample module, the goals are these:

The module will find roots of equations using five methods: Newton's, Approximate Newton's, Secant, Interval-Halving, and Regula Falsi. Failure to find roots will be indicated, if necessary.

This paragraph lists the main result desired and the standard algorithms (plans for step-by-step solutions) that will be used. A secondary goal (an additional or alternate output) is also indicated-a possible alternative to the main result.
2. Define all the expected forms of output. Our sample module requires that (A) the numerical value of the root found will be output to the terminal, along with the number of evaluation attempts required, and (B)
failure to find a root will be indicated by a message to the terminal listing the number of evaluations attempted.

The specific form of each output is well defined, whereas it was only hinted at in step 1 . Frequently, programmers begin to plan the actual code at this point. This is unfortunate because both the output and the input must be defined before the program design can be done well.
3. Identify the information required to produce the desired output. The information inputs required for root finding include:
- the method to be used
- the equation to be solved
- the derivative of \(Y\) with respect to \(X\) when Newton's method is used
- initial estimates of the roots
- the maximum number of evaluations permitted before declaring failure
- the absolute value of \(Y\) that is the criterion for success

Each of these inputs must be changeable because different situations may require different values. It is also desirable to be able to change any of the inputs without leaving the program, especially when changing equations.

At this point, we realize that we need the ability to verify that the starting values required for the regula falsi and interval-halving methods ac-
tually trap a root between them. This means that one point gives a positive value for \(Y\); the other gives a negative value. In verifying that the two starting points give proper \(Y\) values, we must add an additional output to step 2: (C) output the value of \(Y\) of the equation for any given \(X\).

The inputs identified in step 3 are determined by steps 1 and 2, i.e., they are the ones required to meet the goals of step 1 and produce the output of step 2. Other input should not be required within this module.
4. Choose the format of the input. We identified three input formats in part 1: question-and-answer, menu, and POL. POL will be our choice for several reasons: (A) the user of this module is expected to be familiar with numerical methods, and probably will use this module frequently enough to remain familiar with the keywords; (B) usually, several tests or trials will be run at one session with only minor changes in the parameters between trials; and (C) in a large numerical-methods package, the initial keyword can eliminate a question or a menu, and the whole input is much faster and easier.

Not all problems are suited to the POL method, but technical problems, especially those requiring graphics, are easily adapted to this form of input.
5. Design the input. Now is the time

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to actually choose the keywords used to enter the information. To identify this module, we will use the word "Roots." Command sequences for various types of input are then formed. These sequences should use terms that normally describe the type of problem involved. A sample input for this module might be this:

Roots using secant, the equation is ' \(Y=\operatorname{SIN}(X)^{\prime}\), starting points are 2 and 2.1, execute

Many other possible lines could be shown, but this one will serve as an example.

At this time, the number of characters to be matched within each keyword should be chosen. (I choose four unless I feel that I must have more.) Rewriting the input, capitalizing the required letters of the keywords, results in

> ROOTs USINg SECAnt, the EQUAtion is ' \(\mathrm{Y}=\operatorname{SIN}(\mathrm{X})^{\prime}\),
> STARting points are 2 and 2.1, EXECute

Note that some words do not have a portion capitalized. These are "filler" words used to make the input more readable. However, the program must be able to recognize and skip over them. Some common fillers can always be omitted. The ones
omitted for this module are "A_", "AN__", "THE__", "FOR_"" "AND__", "OF__", "EQUAL_"' "EQUALS__", "IS__", and "ARE_' (where the underscore represents a space). In addition, two characters will always be skipped-"," and " =". The word "points" in the previous example is skipped on a location-bylocation basis.
6. Write the "tree" structure. As we write the input lines for the previous section, we should also arrange the keywords in a hierarchical structure. The simplest way to show this structure is a "tree" diagram. Each branch should have only one meaning or function. Sometimes, several branches will use the same words and sections of the program, but internal flags can maintain the difference.

The tree for this module is shown in listing 1. Sufficient keywords and options are available in it to perform all the actions listed under step 3.
7. Write the "Help" routine. Now that keywords have been chosen for this problem, we should begin writing the exact functional definitions of each input term and how this term will help attain the desired goals. At this time, the following items should be considered:
- What internal flags will be used to control routines?
- What exact information is required

Listing 1: Tree structure of keywords for the ROOTs program. The words are arranged in hierarchical order.

\section*{ROOT's}
```

USINg
NEWTON
APPPoximate NFWTTon
SECAnt
INTEIval ra\&luing
REGUla FALSi
STARTjng (points) \#\#.* (\&\#.\#)
MAXImum (EVALuatjons) 争
EPSIlon 争.
VALUe (at) **,****,....
EOUAtion 'Y=function of X'
DYDX YPRIME=function of }X\mathrm{ *
CLEAr
EXECute

```
to perform the action associated with each possible input?
- What default values will be used if that information is not supplied?

For example, a flag called METHOD \% is used to keep track of which method is used. A second flag keeps track of the number of starting points currently entered. An error message would be printed if, for example, the interval-halving method were attempted using only one starting point.

The full version of the functional definitions is used to assist in writing the program. A condensed text version, saved on the disk in a file called
\(\qquad\) ROOT", is used to assist the user (see listing 2). The blank in the filename is the prefix. This prefix consists of the first four letters of the major program name, NUMR in this case, because it is planned as part of a


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numerical-analysis package.
A list of errors should also be planned to catch mistakes and omissions in input. The list for the sample module is given in listing 3. It attempts to cover almost any input error and also checks that necessary information has been entered. Be sure to rewrite and revise the tree, the HELP list, and the error listing several times before starting to write the code.
Before we proceed, note that in all the development done so far, very little time has been spent on planning the actual program code (other than
choosing a few needed flags). All the steps so far have concentrated solely on the problem to be solved, not on the programming language to be used. Usually, the first seven steps will take about half of the development time for a module. The extra time spent on planning will save a lot of time later in changing program code and debugging. This emphasis on planning, on examining the problem, and on using terms normally associated with the problem in a phrase or sentence structure is why this type of input is called Problem Oriented Language.

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8. Write the program. During the discussion on writing the program, consult listing 4 and the variables in listing 5. The comments on POL-80 in listings 4 and 5 in part 1 of this series are also important for understanding the explanations below.
Begin by writing the keyword recognition lines and the required action if a match is found. This consists of the following four actions:
- Set the pattern to be matched in AM (line 3200 ).
- Set the number of letters to be matched in NLET. This may include numbers and one space at the end of the entity.
- Call the matching routine (GOSUB 750).
- Determine if the match was successful (FLAG=1) and perform the required actions accordingly.

Because "ROOTS" will be checked at a higher level (by the program that will call this module), the first keyword we are interested in is "USINg". Its line is
```

3200 AM="USING"
:NLET $=4$
:GOSUB 750
:IF FLAG=1
THEN GOTO 4000

```

The first option at line 4000 is now
\[
\begin{aligned}
& 4000 \text { FCD }=1 \\
& \text { :AM }=\text { "NEWTON" } \\
& \text { :NLET = } 4 \\
& \text { :GOSUB 750 } \\
& \text { :IF FLAG = } 1 \\
& \text { THEN METHOD } \%=1 \\
& \quad \text { :GOTO } 3200
\end{aligned}
\]
(Check for the next command on the line)

The remainder of the matches for words can be written in a similar manner.

\section*{Organizing the Program}

The portions written so far can now be organized into a program format. The highest level of matching is located at line 3200, immediately after the initializing statements. Each

Text continued on page 268



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Listing 2: These HELP messages will assist an inexperienced user in working with the ROOTs program.
```

The ROOTs module is used to find the real roots of any equation.
The following words are always skipped over at any place in the line:
A
AN
THE
FOR
AND
EQUALS
EOUAL
IS
ARE
OF
Commas(,) and equivalence signs(=) are also skipped.

```
The options of ROOTs are:
    USINg method
        where the methods are:
        NEWTON (Newton s method)
        APPRoximate NEWton
        sECAnt
        INTERVal HALuing
        (Secant Method)
        (Interval Halving Method)
        ReGUla FALSi (Regula Falsi Method)
    STARTing (points) (\#. (*) (*)
        sets the start points for the methods.
            Newton" 5 method requires 1 point.
            Approximate Newton's method requires 2 points close together (4.99 \& 5)
            Secant Method requires 2 points.
            Interval Haluing and Regula Falsi require 2 points that bracket the
                root between them.
    MAXImum (EVALuations) *
        * is the maximum number of evaluations before reporting failure to
            meet convergence requirements.
    EPSIlon (in
        When \(A B S(Y)<\) (i) the root is considered to be found.
    Value (at) *. (at.|.....
        will give the value of the current equation at the values of \(x\) entered
    EQUAtion " \(Y\) =function of \(X^{\prime}\)
        used to enter the current equation in correct Basic. syntax.
    DYDX \({ }^{\text {© YPRIME }}\) function of \(X^{\prime}\)
        used to enter the derivative of \(X\) needed by Newton's Method,
        using correct BASIC syntax.
    CLEAT
        used to set values of varlables to their default values
        equivalent to the following commands
            USINg SECAnt
            STARting 0 l
            MAXImum EVALuations 20
            EPSTIon 0.1
            EQUAtion " \(Y=X^{\prime}\)
            DYDX "YPRIME=1"
    EXECute
        causes the root to be found.

Listing 3: Error messages for the ROOTs program. When developing an error-message list, try to anticipate all typical errors.

1521,"Unexpected entity after ROOTs"
1522,"Unexpected name of method after USINg"
1523,"Missing first number after start"
1524,"Both starting numbers are equal"
1525 , "Expecting integer (between 2 and 10000 ) after MAXImum evaluations"
1526 ,"Expecting real number (<10) after epsilion"
1527, "Expecting a number after VALUe"
1533,"Missing string after EOUAtion"
1534,"Missing string after DYDX"
1535, "Missing 2 starting values when method requires \(2^{* *}\)
1536, "Did not redefine DYDX after changing EOUAtion"
1541, "Failed to decode remainder of 1 ine"


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Listing 4: ROOTs program listing. ROOTs is designed to work with the POL-80 program.

Module ROOTs

3000 REM MODULE ROOTS (NUMRRCOT)
3001 REM COPYRIGHT MARR FINGER 1981
3010 GOSUB 7100
\(: F C D=0\)
\(F A R T=1\)
**Stores return addresses anc
initializes parameters

3020 FART=1
: \(\operatorname{AART}(0)={ }^{* A}{ }^{\prime \prime}\)
: AART (1) ="AN "
: AART (2)="THE "
: AART (3)" \(=\) IS "
:AART (4) ="ARE "
:AART (5) = "EOUALS "
: AART ( 6 ) = "EQUAL
: AART (7) ="AND *
: AART \((B)=\) "FOR "
: \(\operatorname{AART}\) (9) =" OF
: NART=9
3030 FCOM=1
\(: \operatorname{ACOM}(0)=", "\)
: \(\operatorname{ACOM}(1)={ }^{\prime}="\)
: ACOM \(=1\)

Matching on the highest level of the tree structure below ponps
```

3200 AM="USING"
:NLET=4
:GOSUB 750
:IF FLAG=1
сото 4000
3210 AM="START"
: NLET=4
:GOSUB 750
:IF FIAAG=1
GOTO 4100
3220 AM="MAXIMUM"
:NLET=4
:cosub 750
:IF FLAG=1
GOTO 4200
3230 AM="EPSILON"
:NLET:4
:GOSUB 750
: TF FLAG=1
GOTO 4300
3240 AN="VATUE"
:NLE?:=4
:GOSUB}75
:IF FLAG=1
FLAG=l
:CO'NO 4400
3250 AM="ECUATTON"
:NT,ET=4
:GOSUB 750
:IF FLAG=l
GOTO }460
3260 AM="пYDX"
:NLF:T=4
:Gosug 750
:IF FLAG=1
co"\}470
3270 AM="EXECUUTE"
:NLET=4
: GONTM 750
: IF F'AG=l
GOTO 5000
3200 AM="CLEAR"
: NLE'r=4
:GOSUE }75
:IF FLAG=1
GOTO 4800
3290 IF FCD=0
THEN NERR=1521
GOSUB }120
3291 IF FCD=1 AND IECF=0
THEN NERR=1541
:Gosue 1200
395 FERR==
3300 GOSUB 7000
:CHAIN MEPGE ARET,IREY,DFLEMF 3000-nO90

```
Matching for the methor under using
4000 FCD=1
    : AM="NFZPron"
    \(:\) AM \(=\) "NF
: NLE
    : \(\operatorname{COLSUB} 750\)
    \(:\) GOSUB 750
\(:\) IF \(F T A G=1\)

            :GOMO 3200
4010 AM="APPROXIMA"E"
    : NLET=4
    : GOSUB 750

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: IF FLAG=1
THEN AM="NEWTON"
: NL.ET=4
: GOSUB 750
: \(M E T H O D=2\)
:GOTO 3200
4020 AM="SECANT"
: NLET=4
: GOSUB 750
:IF FLAG=1
THEN METHODI \(=3\)
: GOTO 3200
```

4030 AM="INTERVAL"
: NLET=4
: GOSUB 750
:IF FLAG=1
THEN AM="HALVING"
: NLET=3
: GOSUB 750
:METHOD8 $=4$
: GOTO 3200

```

\section*{040 AM="REGULA"}
```

: NLET=4
: GOSUB 750
:IF FLAG=1
THEN AM="FALSI"
:NLET=4
: GOSUB 750

``` :GOTO 3200
```

050 NERR=1522
: GOSUB 1200

```
: GOTÓ 3295

Setting the number of starting points and their values
```

4100 FCD=1
:FT=1
:GOSUB 950
:IF FLAG=1
THEN Xl=DV
:FSP=1
:GOTO 4150
4110 AM="POINT"
: NLET=4
:GOSUB 750
:IF FLAG=1
GOTO 4100
4120 AM="AT
: NLET=3
:GOSUB 750
:IF FLAG=1
GOTO 4100
4140 NERR=1523
: GOSUB 1200
:сото }330
4150 FT=1
:GOSUB 950
:IF FLAG=0
GOTO }320
4160 X2=DV
: FSP=2
IF X2<>X1
GOTO 3200
4170 FSP=1
:NERR=1524
GOSUB }120
GOTO }329

```
Setting the number of MAXImum EVALuations
4200 FCD=1
    : \(\mathrm{FT}=3\)
    : \(\mathrm{BB} 1=2\)
    : BB2=10000
    : GOSUB 850
    - IF FLAG=1
        THEN NUMEVAL=IV
        : GOTO 3200
4210 NERR=1525
    GOSUB 1200
    : GOTO 3295
Setting the value of EPSIIon

4300 FCD=1
    : ET = \({ }^{2}\)
    \(: B B 1=1 E-20\)
    : \(\mathrm{BB} 2=10\)
    : GOSUB 950
    :IF FLAG=1
        THEN EPSILON=DV
        : GOTO 3200
310 NERR=1526
    : GOSUB 1200
    :GOTO 3295


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Listing 4 continued:
\(\qquad\)
Returning the value(s) of \(Y\) at the requested \(X\left({ }^{\prime \prime} s\right)\)
```

4400 FCD=1
4430 AM="AT
:NLET=3
:GOSUB 750
: FT=1
:GOSUB 950
:IF FLAG=1
THEN FVA=1
X=DV
GOSUB 9000
PRINT "The value at ";X;" is m;Y
GOTO 4430
4440 IF FVA=1
GOTO 3200
4450 NERR=1527
GOSUB 1200
GOTO 3295

```
Entering the EQUAtion
4600 FCD=1
    : GOSUB 800
    IF FLAG=0
        THEN NERR=1533
            GOSUB 1200
            GOTO 3295
4610 AEQ="9000 " \(+\mathrm{AB}+^{\prime \prime}\) : RETURN"
    : \(F E \times T=0\)
    : FEXT=0
4620 OPEN "O", 7, "EQUATION.BAS"
    : PRINT 7, AEQ
    : CLOSE 7
    :CHAIN MERGE "EQUATION",4630,ALL,DELETE 9000
4630 GOSUB 1480
    :GOTO 3200
Entering the derivative of the equation
    (required by Newton \(s\) method)
4700 FCD=1
    : GOSUB 800
    : IF FLAG=0
        THEN NERR \(=1534\)
            : GOSUB 1200
            :GOTO 3295
4710 AEQD="9001 " + AB+ " : RETURN"
    : FDX=1
4720 OPEN "O", 7 , "EQUATION.BAS"
    : PRINT17,AEOD
    : CLOSEM
    :CHAIN MERGE "EOUATION",4630,ALL,DELETE 9001
4730 GOSUB 1480
    : GOTO 3200
CLEAring the parameters to default values
4800 FCD \(=1\)
    :METHOD \(8=3\)
: X1 \(=0\)
: \(\times 2=1\)
\(: F S P=2\)
: NUMEVAL=20
:EPSILON=. 1
: AEQ= "9000 Y=X: REmURN"
: AEQD="9001 YPRIME=1: RETURN"
: FDX \(=1\)
: GOTO 3200
EXECution of root-finding
```

5000 FCD=1 *\#Initializing values
: X= xl
:IF FSP=2
THEN }X=x
:GOSUB 9000
: YLAST=Y
:YLAST=Y
:XLAST=
5010 IF METHOD\&<>1 AND FSP<<2 **Checking for 2 starting
THEN NERR=1535
:GOSUB 1200
:GOTO 3295
5020 IF METHOD\&=1 AND FDX=0 **Checking for derivative
THEN NERR=1536 update if Newton's method
:GOSUB 1200
:GGSUB 1200
polnts for methods that
update if Newton's method
is used

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successful match, except for EXECute, directs the computer to a line in the 4000 s for further processing on that branch. For example, lines 4000 to 4050 handle matching for the methods and set a flag (METH. OD\%) for internal use by the program. Each of the other keywords, at the same level in the tree as USINg. has its own sections for further processing.

## Error Trapping

What happens if someone goofs and misspells a word or simply gets a wrong word tine 3290 checks for this. A flag (FCD) is set to 0 upon entering this module. A successful match on any of the acceptable words resuls in FCD being set to 1 (see lines 4000,4100, etc.). If line 3290 is reached, we may or may not have a problem. If the end of the current command has been reached, and we have already found at least one valid command (FCD-1), we may return to the calling program If no valid keyword has been found ( $\mathrm{PCD}=0$ ), or if we have not reached the end of the current command, implying that there are more words to be processed. we have an error.

One of the variables (FEOC) in the POL-80 program is set whenever an end-of-command is reached. It can be examined as needed If an error is found, an error number is set, a message is printed (the subroutine at line 1200), the remainder of the current command line is ignored (FERR=1), and control is returned to the calling moduk or main program (line 3300). Each error in the ROOTs program is handled similarly; line 4050, Jor example, is reached if an acceptable root-finding method is not chosen.

## Variations in Input

Not all input is in words, however. Sometimes a number is required, for example, the maximum number of evaluations for MAXImum EVALuations. Line 4200 in ROOTs shows the steps required to extract a number. The type of number is set by FT. In this case FT is positive, implying that either an integer or a real value is ac-

Listing 5: Variables and their descriptions as used in the ROOTs program.

| AEQ | Internal equation containing the root to be found | Default is " $Y=X^{\prime \prime}$ |
| :---: | :---: | :---: |
| AEOD | Contains the derivative of AEQ | Default is "YPRIME=1" |
| EPSILON | The value for determining success of finding root--success if <br> ABS ( $Y$ ) $<=E P S I L O N$ | Default $=.01$ |
| FCD | Flag for checking command syntax |  |
| FDX | Fiag for making sure a new AEDD is entered if AEO is changed (required for Newton's Method) |  |
| FSP | Number of starting points entered | Default $=2$ |
| FVA | Flag for syntax after Value (AT) |  |
| METHOD: | Flag for method to be used | Default $=3$ (Secant) |
| numeval | Maximum number of attempts ito find root) before fatlure is declared | Default= 20 |
| x | Independent variabje in AEO and AEOD |  |
| X1 | Starting point 1 | Default = 0 |
| X2 | Starting point 2 | Default = 1 |
| Y | Dependent variable in AEO |  |
| YPRIME | Dependent varjable in AEOn |  |
| XOTHER | A previous $x$ value attempted |  |
| YOTHER | $Y$ value at XOThFir |  |
| XLAST | Another previous $X$ value attempted |  |
| ylast | $y$ value at XLAST |  |
| XNEW | $x$ value for next attempt |  |

ceptable, but that it should be rounded to the nearest integer. Acceptable values are between 2 and 1000. Because other values are not acceptable, FT is set to 3 . An error is set if the number is not in the proper range. Lines 4100,4300 , and 4535 show other examples of extracting numbers.

Sometimes strings are required. In ROOTs, strings may be required for the equation and its derivative (lines 4600 to 4630 and 4700 to 4730 , respectively). To get a string, GOSUB 800 is called. If the current entity is a string, it returns $\mathrm{FLAG}=1$, and the string is stored in $A B$. Because the string represents an equation we wish to use in the program, a line of BASIC code is built up as a subroutine by placing one of the reserved line numbers, 9000 or 9001 , at the beginning of the string and a RETURN at the end. The line of code is stored in a BASIC program file. Then, that line is put into the current program using CHAIN MERGE, and the files are reset.

Although it is not done in ROOTs, a match may be done on a specific character, if desired, by using GOSUB 750 as if a word that is one character long were being matched ( $\mathrm{NLET}=1$ ).
The portions of the program discussed so far can be directly tied to the "tree" and the HELP listings. Because each keyword has very specific actions associated with it, the actual coding is relatively simple. Standard sequences for matching or extracting entities are used; normally, one or two flags or values are set, or an error may be set. Compare lines 3200 to 5000 with the tree. What seems complex is actually simple when examined in detail. The difficult part of programming in POL is designing the input and writing the tree (steps 3 to 6 above).
Lines 5000 to 7000 form the main computational section. Flags are first checked and appropriate actions taken, then the computational loop is started (lines 5100 to 5210 ). The two possible endings are handled in lines

5220 to 5420 . Lines 6000 to 7000 contain the subroutines for the five rootfinding methods.
Finally, initialization routines are required. Lines 3010 to 3030 and the subroutine at line 7100 do initialization on a normal entry, while line 3300 and the subroutine at line 7000 handle return to the main program. The procedures in these lines are a minimum set for a simple module.

## Summary

This part of the series has presented a step-by-step procedure for writing an individual module. In part 3, we will look at the relationship between modules, how to write the main program that links modules, and ways in which modules can be made more useful. I will also present a more flexible and comprehensive method of entering and exiting modules.

> The following items are available from the author:

1. The POL/PS User's Manual and the ROOTs User's Manual for $\$ 20$. These manuals generally supplement but do not duplicate the material presented here. Topics include detailed rules of input, theory and examples of operation, and programming rules and hints.
2. The two manuals above and a disk containing all the appropriate files for $\$ 30$.
3. The items listed above and the graphics package (which includes the contour plotter module) for $\$ 200$. The ROOTs module in this package will have additional graphics capabilities, such as plotting the equation and graphically following the root-finder as it seeks the root.

These items will be offered on several disk formats ( $C P / M 8$-inch. Osborne, and others as I can make arrangements). A user's group will be set up. and I will sell software written by others for the POL/PS on a royalty basis. For more information, or to order items, contact:

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## Book Reviews

## Teletext and Videotex In the United States

John Tydeman, Hubert Lipinski, Richard P. Adler, Michael Nyhan, and Laurence Zwimpfer Data Communications McGraw-Hill
Publications Company New York, 1982
314 pages, hardcover $\$ 30$

Reviewed by
Rich Mailoy
Technical Editor

Back in 1974, a British research engineer named Sam Fedida displayed a working model of a new telecommunications system that he called viewdata. The basic idea of the system was to attach an inexpensive converter to a home television set and thereby enable viewers to access tremendous amounts of data stored on huge central computer systems. This system would enable people to retrieve information, send messages, make banking transactions, and calculate their income tax, all in the privacy of their homes.

Fedida's effort resulted in the British telecommunications system called Prestel, which was started in 1979 and now has 15,000 subscribers. The name viewdata has since been replaced by the generic term videotex, now defined as any two-way data communications link between a host computer and a low-cost terminal (usually a home television with an attached decoder using telephone lines for communication).

Shortly before Prestel was put into service, a videotex system was started by the Canadian government. This system, called Telidon, allows
high-quality graphics because it has much sharper resolution than the British system, but it requires a more expensive decoder. In 1980 several other countries, including France, West Germany, the Netherlands, Austria, and Japan, began testing their own videotex systems-usually slight variations of the British Prestel system.

Meanwhile, a similar technology called teletext was also developing. In teletext, home television sets can receive news and other data from a host computer via a one-way communications link-usually part of a broadcast television channel. Because it requires a less expensive decoder, teletext has become much more popular than videotex. Two British teletext systems, Ceefax and Oracle, have over 300,000 subscribers.

But what about the United States? What is the present state of videotex and teletext development here? How will these new technologies work, and, perhaps more important, how much will they cost? Teletext and Videotex in the United States answers all of these questions and many more.

From the authors we learn that AT\&T has developed in the U.S. a new videotex and teletext protocol called North American Presentation Level Protocol (NAPLP), which is an expanded version of the Canadian Telidon system. The authors report that several experimental projects are being conducted throughout the U.S. using either the Prestel or the NAPLP system. Also, a rudimentary teletext service (National Captioning Institute closed captioning) now provides captioning for about 40,000 hearing-impaired television viewers.

Tydeman et al. have done a very thorough job of collect-
ing almost all the information necessary to make informed decisions about videotex. Their book is aimed at "corporate, trade, consumer, and government decision makers," and a major portion of the book is indeed devoted to public policy issues. This may be the first time that the implications of a new technology have been so well examined so early in its development.
The book contains many interesting facts not only on videotex but also on every technology associated with videotex, including computers, telephone networks, cable networks, and television broadcasting. For example, the authors note that different technological advances have been accepted at different rates. It took 70 years before even half of all U.S. households had telephones, but television was in 75 percent of all households in just 11 years.

One of the problems with videotex as it now stands is the tendency of its proponents to regard personal computers merely as hobbyists' devices. Tydeman et al. are more open-minded than most in that they treat personal computer networks such as The Source, Compuserve, and Dow Jones News Retrieval Service as bona fide videotex
puters and videotex: (1) Whichever standard (Prestel or NAPLP) is adopted in the U.S., personal computer users will probably be able to use either one. (2) For the same price as a videotex decoder, a person could buy a personal computer that can do all that a videotex decoder can do plus much more. (3) Personal computer users will be able to

> The book contains many interesting facts on videotex and every technology associated with it.
networks. Actually, the total number of subscribers to these services $(77,000)$ is more than twice the number of videotex subscribers in the rest of the world combined.

The book unfortunately does fail to explore three important points about the potential of personal com-
generate, not just receive, videotex images.

Another complaint about the book is that parts of it read as if it had been written by committee. Indeed, the book is the result of a study by a California group called the Institute of the Future and was sponsored by the Nation-
al Science Foundation. Perhaps as a consequence of this, some of the sentences are a bit long-winded: 'The aim of the policy analysis is to provide a context for policymakers to assess their role in the emergence of teletext and videotex services."

Overall, though, the book is a very valuable reference for anyone involved in communications and, in one sense or another, that includes just about all of us. In fact, the book has been so popular that its first printing sold out in about two months. It's also extremely timely; the publisher has done an excellent job getting the book out while the information is still current. If you're professionally involved with communication or just want to know what all the fuss is about, Teletext and Videotex in the United States should answer virtually all of your questions. $\quad$.

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## Book Reviews

## Structured Systems Programming

Jim Welsh and
R. Michael McKeag

Prentice-Hall Inc.
Englewood Cliffs, NJ, 1980
324 pages
hardcover, $\$ 26$
Reviewed by David D. Clark 246 South Fraser St. State College, PA 16801

Whether you're a hobbyist or a professional programmer, at some point you'll probably toy with the idea of writing a compiler or operating system tailored to your needs. And when you do, Structured Systems Programming may be your most valuable guide. Part of the Prentice-Hall International Series in Computer Science, the book explains how to apply structured techniques to the development of compilers and operating systems. C.A.R. Hoare, the series' editor, states in the forward that the books are dedicated to elevating computer programming from a craft to a profession. Because structured programming methods lead to reliable and understandable programs, the topic is an integral part of the sequence.
The authors chose a programming language called Pascal Plus, a variant of Pascal, to illustrate the concepts they cover in the text. Several important extensions to standard Pascal make the language particularly useful in systems programming. For example, the language supports separate compilation through the use of a construct called an "envelope." Similar to the UCSD Pascal UNIT, an envelope lets you declare public and private constants, data structures, variables, and
procedures and lets you initialize and terminate them. The language supports concurrent processes as well.

Structured Systems Programming is clearly and functionally organized. Using Pascal Plus as a vehicle, the authors instruct the reader in basic structuring techniques by dividing their presentation into three main parts. The first of these, appropriately enough, is an introduction to structured programming. Welsh and McKeag use the stepwise-refinement method to demonstrate program structuring. By making use of Pascal's excellent facilities for constructing new data types, the authors explain data structuring in a manner that is easy to understand.

The block structuring method includes the use of procedures, envelopes, processes, and monitors. In Pascal Plus, a process is roughly equivalent to a procedure that can run concurrently with the main program and other processes. A monitor program enables several processes to have access to common buffers and procedures, but only one at a time. The need for such mutual exclusivity is obvious if you consider what might happen if one process is changing a piece of data while another process is using it. The monitor program provides a simple, structured method for avoiding chaos.

With the preliminaries taken care of, the second section of the book tackles an application: the construction of a structured compiler for a simple programming language. The authors were wise to illustrate the value of structured programming techniques by applying them to a nontrivial program that could otherwise become a quagmire of patches and afterthoughts.

The analysis of the problem

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begins with a precise specification of exactly how the completed program should operate. Next, the authors define Mini-Pascal, the language the model compiler translates. The authors analyze the problem in a logical order, treating source handling, lexical analysis, syntax analysis, semantic analysis, and code generation in sequence. In each of these sections, the authors specify the problem and break it down into its various parts. At the end of each section, you have a working piece of program that fulfills the objectives it was designed to meet. Almost before you know it, you have been lead through the development of a working compiler for a simple language that runs on a hypothetical machine.

The third and final section of the book details the programming methods you'll
need to build a structured operating system. For two reasons, the operating system is more complicated than the compiler presented in the previous section. First, the operating system must be able to handle system resources
including the main store, processor, and several peripherals such as card readers, line printers, typewriters, and the file store. As in the preceding section, the authors use stepwise refinement to divide each task into smaller and simpler

> The operating system is more complicated than the compiler because it must be able to handle system resources concurrently and it has to interact more intimately with its hardware.
concurrently. Second, the operating system has to interact more intimately with the hardware it runs on. Once again, the authors start with a program specification. The analysis prockeds with an examination of the resources that the operating system makes accessible to the user,
pieces, then they devise a method to handle each of these smaller tasks. Pieces of the working operating system are listed at the end of each chapter.

The book has several strong points. It is both well written and well organized. The compiler and the operating system
have been implemented successfully, which eliminates the subtle errors that often appear in books when the programs they detail have not actually been tested. In terms of its underlying philosophy the book resembles Niklaus Wirth's Algorithms + Data Structures = Programs, except that Welsh and McKeag's presentation is more geared to an experienced programmer. My main criticism is that the authors might have discussed concurrent programming more thoroughly, because it is a topic that will be new to many programmers.

The book's rather formidable price of $\$ 26$ (apparently the going rate for books in the series) might deter some prospective readers, but its contents make it worth the money to anyone who is seriously interested in a clear introduction to systems programming.


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# Eratosthenes Revisited 

 Once More through the Sieve
# A closer look at a benchmark prime-number program and various Pascal and $C$ compilers. 

You can measure computer system's performance in much the same way as you measure that of a racehorse take out a stopwatch and measure how long it takes to go the distance. The "distance" for a computer, however, is often a set of benchmarks. programs that are designed to test the capabilities of a given system.
In a previous article in BYTE (see "A High-Level Language Benchmark," September 1981 BYTE, page 180) we proposed a simple benchmark program for microcomputers and used this program to compare a number of

[^17][^18]Mn Clibreath and Cary Clymeath 7266 Courtney Dr. Smindego, CA 92111

high-level languages on various computers. The particular program we used was a variant of the Sieve of Eratosthenes (pronounced Er-ah-TOS-the-reez), which finds all of the prime numbers between 3 and 16,381.

It is probably presumptuous to dignily this effort with the term "benchmark." A benchmark is usually very comprehensive and may require hours to run, even on a large mainframe computer. But the large volume of mail generated by our original article indicates that there is a significant interest in language testing and that many readers found the results to be useful as well as intriguing. In fact, several compiler writers indicated a rekindled interest in better code generation and have improved their products as a result. But the program is, at best, just one point on a very long curve and should be used as only one of many considerations in picking a language or a system

In this article, we will take a closer look at this Sieve benchmark program, and we will pay particular attention to several Pascal and C compilers that have recently come onto the market.

The Program
A brief review of the program (bstings 1 and 2 in Pascal and C, respectivelyl seems in order for the benefit of those who don't have ready access to the first article. The Sieve of Eratosthenes is a simple procedure for finding prime numbers, which was developed in the third century B.C. A prime number can be defined as a natural number that has two and only two distinct divisors (our thanks to James C. Fairfield for this definition). Thus 2 is the first prime, and all the rest are odd numbers. In the classic sieve procedure, you arrange all of the natural numbers in order and then cross out every second number after 2, every third number after 3, and so on, crossing out every nth number after $n$. The numbers that are not crossed out, which "pass through the sieve," are prime numbers.

Because all primes after 2 are odd, we start with the prime number 3 and "strike out" entries in an array of flags that represent odd numbers only. This array can now be only half as long as the largest prime we desire to calculate.
One feature of the program is that
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Listing 1: The Sieve of Eratosthenes prime-number program in Pascal.

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(* Eratosthenes Sieve Prime Number Program in Pascal *)
program prime;
const
    size = 8190;
var
    flags : array [0..size] of boolean;
    i,prime,k,count,iter : integer;
begin
    writeln(`10 iterations`);
    for iter := lo 10 do begin {do program 10 times}
                count := 0;
                for i := 0 to size do
                        flags[i] := true;
            for i := 0 to size do
                if flags[i] then begin {found a prime}
                        prime := i+i+3;
                                {writeln(prime);}
                    k := i + prime;
                    while k <= size do begin
                                    flags[k] := false; {zero a non-prime}
                                    k := k + prime {next multiple}
                                    end;
                                    count := count + 1 {primes found}
                    end;
    end;
    writeln(count,' primes`)
end.
```

Listing 2: The prime-number program in $C$.

```
/* Eratosthenes Sieve Prime Number Program in C */
#define true l
#define false 0
#define size }819
    char flags[size + 1];
main() {
    int i,prime,k,count,iter;
    printf("10 iterations\n");
    for(iter = l; iter <= 10; iter++) { /*do program 10 times*/
        count=0;
        for(i=0; i <= size; i+t)
            flags[i] = true;
        for(i=0; i <= size; i+t) {
            if(flags[i]) /*found a prime*/
                prime ='i + i + 3;
/* printf("\n&%d",prime);/*
                                for (k=i+prime; k<=size; k+=prime)
                        flags[k] = false; /*kill all multiples*/
                            count++; /kprimes found*/
            }
        }
    }
    printf("\n%d primes.",count); /*primes foundon l0th pass*/
}
```

it avoids multiplication and division because these operations are usually slow, especially on microcomputers that do not have native instructions for these operations.

The first article listed several implementations of the Sieve program in various languages, but some of these
listings contained errors. In the FORTH program, the word PRIME on line 11 should have been FLAGS. The FORTRAN program used array subscripts beginning with 0 (which is illegal for many compilers). And the COBOL program was not fully compliant with the ANSI (American Na-


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Lhting $x^{2}$ The prime－number program in FORTH．

```
(Eratosthenes Sleve Prim Number Program in Porm\)
(This progrem doge OlCY OTe iteration)
(Multiply limes by }10\mathrm{ for Oumarimon)
8190 cowstaNr SI2E
O VRRTABLE PLASS SIEE NHOT
: DO-PRNE
    FHNGS SI2E 1 FILC (SET M|⿸⿻一丿工⺝心AY )
    O (0 COUNT | SIIE 0
    dO flacs I + Ce
                If I DEP + 3 + DeP I *
                BRGIN DRP SIEE <
                *HILE O OVER ILNSS * CI ONAR + RGPEAT
                DNOP DNOP 14
```



```
    tocf
    . "* Pryms* ;
```

Listing 4：The prime－number program in FORTRAN SV．

```
C Sleve Program in "Structured" Portren IV
    logical flags(8191)
    integer i,jok, count it ter prime
    write(1,100)
    formet (" 10 iterations")
    © 92 iter - 1.10
        count=0
        \(1=0\)
        do 101 - 1.8191
        Flags(i) - .true.
        do 91 1 1.8191
                If (.not. flags (i)) go to 91
                prime - i + \(1+1\)
c
                writell,200) prime
                fornat ( \(1 \times, 16\) )
                count = count +1
                \(k=1+p r i n g\)
                if ( \(\mathbf{k}^{2}\)-gt. 8191) go to 91
                © \(60 \mathrm{j}=\mathrm{k}\), 8191, príne
                    flags (j) - false.
                contimue
    continue
    write (1,300) peina, count
    format (1x. 16 ." is the largest of "16, "primes')
    and
```

L．bitug 5：The prime－number progyam in BASIC．

```
S DPTNT A-2
10 din Flags(8191)
20 print "10 iterations*
30 foc = = 1 to 10
40 count = 0
foz 1 = 0 to 1190
                                    flags(i) = 1
    mext 1
    for 1 = 0 to al90
                If flags(i) = 0 goto 170
                                prime - i + 1 +3
                                print pring
    F
        k = 1 + prin\
        while k < 8 8190
                            flags(k)=0
                            * = k + prime
                                wend
                                count = count + 1
    next i
180 next m
190 print count,"reines"
200 end
```


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 Serial \#1Other products available for:1BM PC: "1) ComboPlus" (clock, serial, printer \& max 256k) Bisync Emulation Package; 3) Advance Communication Card (Async, Bisnyc, SDLC, HDLC): 4) Expansion Parity Memory ( $64 \mathrm{~K}-256 \mathrm{~K}$ now with SuperDrive") 3 Disk + (memory, Async \& disk host adaptor); 6) Original Memory Combo; 7) Async Communication Card (1 or 2 ports); 8) Wire Wrap Card ( $13.1^{\prime \prime}$ ₹ $4^{\prime \prime}$ ); 9) Extender Card: Numbers 584.586

## Now, Interconnect Any Two RS232 Devices

Listing 6: The prime-number program in COBOL

* Eratosthenes Sieve Prime Number Program in COBOL IDENTIFICATION DIVISION.
PROGRAM-ID. PRIME.
ENVIRONMENI DIVISION.
CONFIGURATION SFCTION.
DATA DIVISION.
WORKING-STORAGE SECTION.
01 MISC.

| 03 I | PIC $9(4)$ COMP. |
| :--- | :---: |
| 03 K | PIC $9(5)$ COMP. |
| 03 TOTAL-PRIME-COUNT PIC 9 (4) COMP. |  |
| 03 PRIME | PIC 9 (5) COMP. |
| FLAG-AREA. | PIC 9 COMP OCCURS 8191 TIMES. |
| 04 FLAGS |  |

PROCEDURE DIVISION.
P. DISPLAY " 10 iterations". PERFORM TIER-ROUTTNE 10 TIMES. DISPLAY TOTAL-PRIME-COUNT" primes". STOP RUN.
ITER-ROUTINE. MOVE ZERO TO TOTAL-PRIME-COUNT.
PERFORM TABLE-FULER-ROUTINE VARYING I FROM 1 BY 1 UNTIL I > 8191.
PERFORM DETATL-COMPARE TARU D-C-EXIT VARYING I FROM 1 BY 1 UNTIL I > 8191.
TABLE-FILLER-ROUIINE.
MOVE 1 TO FLAGS (I).
DETAII-COMPARE.
IF FLAGS $(I)=0$ GO TO D-C-EXIT.
COMPUTE PRIME $=\mathrm{I}+\mathrm{I}+1$.
COMPUTE $K=I+$ PRIME.
PERFORM STRIKOUT
UNTIL K > 8191.
ADD 1 TO TOTAL-PRIME-COUNT.

* DISPLAY ' F UND PRIME $=$ ' PRIME.

D-C-EXIT.
EXIT.
STRIKOUT.
MOVE 0 TO FLAGS (K). ADD PRIME TO K.

Listing 7: The prime-number program in Ada.
-- Erathosthenes Sieve Prime Number Generator Program in Ada PRAGMA Rangecheck IS (off);

- Faster execution

PACKAGE BODY Sieve IS
Size : CONSTANT := 8190;
Flags : ARRAY (0..Size) OF BYTE;
$Y$ : BYTE := BYTE(1);
N : BYTE := BY'TE (0);
Count : INIEGER;
K : INTEXER;
Prime : INTEGER;
BEGIN
PUT("10 Iterations") ;
NEW LINE;
FOR Iter IN 1. 10 LNOP
Count := 0;
FOR I IN 0 .. Size LOOP
Flags (I) : $=\mathrm{Y}$;
END LOOP;
FOR I IN 0 .. Size LOOP
IF Flags $(I)=Y$ IMEN
Prime : $=\mathrm{I}+\mathrm{I}+3$;
K := I+Prime;
WIILE K<=Size LOOP Flags $(\mathrm{K})=\mathrm{N}$; K : = K+Prime;
END LNOP;
--

- PUT(Prime):

NE LINE; rount : = Count+1;
-- Larqest index
-- Array of flags
-- Number of primes found
-- Index into flag array
-- Prime number

- Type starting message
-- Output end of line
- Do whole thing ten times
- No primes yet
-- Set array of flags to
- TRUE (Y)
-- Go through whole array
-- We have a prime
- Value of prime
-- Index to multiple
-- Wooo to kill multiol.es
-- Set non-primes to FALSE (N)
-- Next non-prime
-- End of kill multinles loop
-- Display prime
-- Output end of. line
- Up count of orimes

The Logical MicroComputer Company 16-bit microcomputers are general purpose computer systems designed for maximum performance and reliability using state-of-the-art technology. Our systems bridge the gap between single-user personal computer systems and much more costly minicomputers. They are ideal for applications requiring either more processing power or more memory than "personal" computers. In addition, they support many more users simultaneously-for example, LMC systems can support up to 32 users simultaneously and soon will be available with virtual memory. With approximately ten times the throughput of the older 8 -bit microcomputers, they are suitable for tasks ranging from pure engineering and scientific applications (arithmetic processing and process-control) to business applications requiring multiple
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- End of tound primets
- Bnd of loop through actay
- EnA of lter ation forp
- Outhut ramber of pelimes
- Pound

Luting the prive number Frogram in Modula-2


```
(*) Info = Gunter Dotzel, Institut fur Informatik *)
(* ExM-2entrum \(\mathrm{CH}-8092\) zuerich *)
```



```
MoM mout DPORT weiteln, writeInt, Writestring:
Const size=8190
VAR Flagai Arrevilo. .Sizel tif hOOLPAN:
        1.pring, k, count. iter ; Carontal:
Bests
    位Itelny tritestring ("10 iterations") :
    POR iter: \(=1\) To 100 DO
        countrol
        POR 1t.0 to size DO PLags (i) : Minte
        20:
        POR \(\mathrm{H}=0\) To size DO
            [F Flage ( 1 ] Tris
                primat \(=142+3\);
                \(\mathrm{k}_{1} \mathrm{~m}+\mathrm{pr}\) ine;
                mintek < size 00
                    Flage (k): \(=\) FAlE:
                        ncik.primel ;
                END;
                Dre(count) )
            205
        DN
        BND
        Weiteln; 敒iteint(count, 6) ; Writestring(" peimes");
ENO Prina.
```

Lsting 9. The prime-mumber program in APL. Bnerause our machenery carmot handle some of the APL chanacters. Alpa K. Kehta of Telecomprate Integrated Systems Inc. has kindly sent us this listing.

## $\theta$ PRIME N

[1] $B+I+1 \mathrm{mPTR}+\mathrm{N}_{\mathrm{m}} \rho 0$
(2) L1: $-(N<B \times B+P R\{I-I+1]) / E N D m P R-(\sim P T R) / I N$
[3] ST $: \rightarrow L 1 m P T R-P T R \vee(B \rho 0), B+N \rho 14 B+1$
[4] END: 6 30คPR 18000
[5] 0
plays "1899 primes"). Information regarding compile time, the amount of code generated, and the amount of memory used is not shown because it was usually not provided by the contributors. It is interesting to note that the ratio of speed between the fastest and slowest is more than 700,000 to 1.

Later Versions of the Compllers
Because we gathered most of the data for the first article somewhat in-
formally, many significant products were not tested. When we first presented our results at a local computer society meeting prior to submitting them to BYTE, we used whatever languages were accessible in computer stores or available from members of the San Diego Computer Society. Many of the latest and greatest versions were not available for testing. which disappointed some software developers who fell they were compared unfairly with competitor's
later work Unfortunately, this problem will always be present to some extent because this field is continually blossoming with new implementations.

For this article we decided to concentrate on the Pascal and $C$ programming languages because of two recent events that have made these languages particularly noteworthy: the advent of a $\$ 29.95$ Pascal compiler from IRT Systems, and Ron Cain's generous gift to the world of the source code for a small C compiler. This gift has spawned a number of low-cost and very useful versions of $C$, which are rapidly being implemented in just about every hardware enviromment.

> The 8-blt Pascal and C compllers were tested on a $4-\mathrm{MHz} \mathbf{Z 8 O}$ system with 8-Inch doubledensity floppy-disk drlves.

To be sure that a comparison of these products would be reasonably current, BYTE's editors helped in obtaining the latest versions of 6 Pascal compiers and 10 C compilers for the $8080 / 280$ and 8086 microprocessors.

We tested the 8-bit Pascal and C compilers using a 4-MHIz Z80 system with 8 -inch double-density floppydisk drives. The few 16 -bit compilers available were tested on an $8-\mathrm{MH}_{2}$ 800\% system with the same disk drives Compiler options for increased speed, such as twining off ar-ray-bound-checking and code-debugging capabilities, and so on, were used as available. The Pascal program was changed a bit from the original version (see 1981 BYTE artide) to eliminate the use of the FLLCHAR keyword because not all Pascal systems support it. It was replaced by a simple FOR loop, which may be a few percent slower but, at keast, is the same for all. The results of these compilers on the primenumber program are given in table 3 (on page 303).

Improving the Execution Speed
Some compilers (most of the C


If your Apple is locked into the "PRINT" mode so much that you've taken up solitaire to kill the boredom, you need a buffer. And if your computer is the Apple II or III, the only buffer for you is The Bufferboard. Expandable to 64 K of storage, The Bufferboard stores an instantaneous bucketful of print data from your computer. Then it feeds the data to your printer at its own printing rate. Your Apple is set free from driving your printer and is ready for more data from you.


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The Bufferboard is made by Orange Micro, Inc.; the same people who brought you the popular Grappler + printer interface. Both the Grappler + and The Bufferboard are now available at your local Apple dealer.
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## 5oranoenicro

3150 E. La Palma \#G, Anaheim, CA 92806 (714) 630-3620, TELEX: TX 183511 CSMA

| Computer | Operating System | Language | $\begin{aligned} & \text { Time } \\ & \text { (seconds) } \end{aligned}$ | Contributor |
| :---: | :---: | :---: | :---: | :---: |
| 6502 OSI Superboard |  | Assembly | 13.9 | Paul Von Huben |
| 65021 MHz OS |  | XPLO | 245 | Don Box |
| 6502 |  | FORTH | 265 | BYTE, Sept. 1981 |
| 65021 MHz |  | RPL (Samurai Software) | 265 | Timothy Stryker |
| 65021 MHz |  | FORTH (Figforth) | 287 | Timothy Stryker |
| 6809 |  | Assembly | 5.1 | Douglas K. Beck |
| 6809 |  | Lucidata Pascal | 735 | Douglas K. Beck |
| 6809 |  | TSC XBASIC | 965 | Douglas K. Beck |
| 6809 |  | C'ware BASIC | 4303 | BYTE, Sept. 1981 |
| 68091 MHz | MDOS | Omegasoft Pascal | 40 | Robert Reimiller |
| 68091 M Hz |  | Figforth | 89 | Raymond Mannarelli |
| 68092 MHz |  | IMS Pascal native | 8.78 | Steve Keller |
| 68092 MHz |  | IMS Pascal p | 105 | Steve Keller |
| 68092 kHz | Flex | C (Introl) | 11.0 | John Wisialowski |
| 68092 kHz |  | Figforth | 45 | Raymond Mannarelli |
| 68092 MHz Gimix Ghost |  | TSC XBASIC | 700 | Conrad Swartz |
| 680008 MHz |  | Assembly | 0.49 | Andrew Wood |
| 680008 MHz |  | SMPL (Ebnek) | 2.6 | Steve Keller |
| 680008 MHz (Sun PM68K) | ROS | Pascal (Telesoft) | 4.28 | Craig Maudlin |
| 680008 MHz (Sun PM68K) | ROS | Ada (Telesoft) | 4.4 | Craig Maudlin |
| 68000 Wicat 150WS | MCS/Unix | C (Johnson) | 4.71 | Authors |
| 680008 MHz (HP-9830) | ROS | Ada (Telesoft) | 5.0 | Craig Maudlin |
| 680008 MHz (HP.9830) | ROS | Pascal (Telesoft) | 5.0 | Craig Maudlin |
| 680008 MHz | UCSD | Pascal (Softech native) | 5.0 | Softech |
| 680008 MHz |  | Pascal (IMS Inc.) | 5.8 | Steve Keller |
| 680008 MHz (HP.9830) | Pascal 1.0 | Pascal (Hewlett-Packard) | 5.9 | Craig Maudlin |
| 68000 Charles River 68 | UNOS | C | 6.3 | Authors |
| 68000 Wicat 150 |  | Pascal | 6.5 | Richard Lane |
| 68000 ( 4 MHz ) |  | Pascal (Pascal MT) | 9.00 | BYTE, Sept. 1981 |
| 680008 MHz Exormacs |  | C (Whitesmiths) | 9.82 | Douglas K. Beck |
| 68000 ( 4 MHz ) |  | Pascal (Telesoft) | 10.2 | BYTE, Sept. 1981 |
| 680008 MHz Exormacs |  | Pascal (Motorola 1.2) | 11.2 | Douglas K. Beck |
| 680008 MHz | MSP68000 | FORTH (Hemenway) | 27 | Walt Patstone |
| 8080 (MDS 8080) | ISIS | PLM (Intel) | 48.0 | BYTE, Sept. 1981 |
| 8080 |  | Dada | 49 | Dannie E. Davis |
| 8080 (MDS 8080) |  | FORTH (JKL) | 440 | BYTE, Sept 1981 |
| 80868 MHz |  | Assembly | 1.90 | BYTE, Sept. 1981 |
| 80868 MHz | CP/M-86 | C (Digital Research V1.0) | 2.8 | Digital Research |
| 80868 MHz | CP/M-86 | Pascal (Digital Research MT +86 ) | 4.76 | Steve Clamage |
| 8086 (Altos) | Xenix Unix | C (Microsoft) | 6.0 | Authors |
| 80868 MHz | CP/M-86 | C (Computer Innovations) | 7.2 | Authors |
| 80868 MHz | MS-DOS | C (Computer Innovations) | 7.2 | Authors |
| 8086 SBC 86/12 5 MHz |  | PLM 86 | 8.8 | Fred Dunlap |
| 80865 MHz |  | Pascal (Intel Pascal-86) | 9.05 | BYTE, Sept. 1981 |
| 8086 | UCSD | Pascal (Softech native) | 17 | John Tennant |
| 8086 SBC 86/12 5 MHz |  | FORTH (Figforth 8086) | 64 | Fred Dunalp |
| 80885 MHz |  | Assembly | 4.0 | Raymond Mannarelli* |
| 80885 MHz | UCSD | Pascal (Softech native) | 19.4 | John Tennant |
| 80885 MHz |  | FORTH (Laboratory Microsystems) | 55 | Ray Duncan |
| Apple II |  | Pascal (Apple Pascal) | 160 | Daniel Moroz |
| Apple II |  | FORTH (Fullforth) | 190 | Raymond Mannarelli |
| Apple II |  | FORTH (Cap'n Software) | 198 | Raymond Mannarelli |
| Apple II |  | FORTH (Figforth 1.0) | 208 | Guido Bettiol |
| Apple II |  | BASIC (On-line expediter) | 213 | James D. Childress |
| Apple II |  | Pascal (Mill-enhanced) | 273 | Raymond Mannarelli |
| Apple II |  | Sweet 16 | 292 | Raymond Mannarelli |
| Apple II |  | FORTRAN (Mill-enhanced) | 333 | Raymond Mannarelli |

Table 1: Execution times of the Sieve of Eratosthenes prime-number program as run on various computers, operating systems, and programming languages. The results are listed alphabetically or numerically according to computer name. The results were either taken from the original BYTE article (September 1981, page 180), contributed by readers, or determined by the authors. We did not verify the results from contributors but simply printed them as we received them. That is why the number of significant digits varies. An asterisk (*) indicates a result that confirms a time listed in the original article. Execution time of the Sieve program, of course, should be regarded as only one of several considerations in choosing a particular language, system, or processor.

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Table 1 continued:

| Computer | Operating System | Language | Time (seconds) | Contributor |
| :---: | :---: | :---: | :---: | :---: |
| Apr.le II |  | Pascal (Apple) | 390 | Raymond Mannarelli |
| Apple II |  | FORTRAN (Apple) | 509 | Raymond Mannarelli |
| Apple II |  | UCSD Pascal | 516 | Raymond Mannarelli |
| Apple II |  | FORTH (Insoft Transforth) | 1080 | Charles Wells |
| Apple II |  | FORTH (Transforth) | 1150 | Guido Bettiol |
| Apple II |  | BASIC (Apple integer) | 1850 | BYTE, Sept. 1981 |
| Appie III |  | BASIC | 1860 | R.W. Shore |
| Apple II |  | BASIC (Applesoft) | 2806 | Raymond Mannarelli |
| Atari 800 |  | Pascal (Atari) | 190 | Raymond Mannarelli* |
| CDC Cyber 760 |  | FORTRAN | 0.723 | Kerry Chesbro |
| CDC Cyber 170 Model 720 |  | BASIC | 9.5 | Terry J. Deveau |
| Cray-1 |  | FORTRAN | 0.110 | Kerry Chesbro |
| DEC-20 |  | BASIC | 7.7 | Peter Fallon |
| H-6000 |  | FORTRAN | 2.06 | Clark A. Calkins |
| Harris/6 |  | Assembly | 2.39 | Peter M.B. Shames |
| Harris/6 |  | FORTRAN 77 | 3.66 | Peter M.B. Shames |
| Harris/6 |  | C | 4.89 | Peter M.B. Shames |
| Honeywell 6080 |  | FORTRAN | 0.80 | Richard Lane |
| HP-85 |  | Assembly | 21 | Ronald B. Johnson |
| HP. 85 |  | BASIC | 3084 | Ronald B. Johnson |
| HP. 1000 F |  | Assembly | 3.5 | Rick Perins |
| HP-1000F |  | FORTRAN 77 | 4.6 | Rick Perins |
| HP.1000F |  | . FORTRAN IV X | 5.3 | Rick Perins |
| HP. 1000 F |  | Pascal 1000 | 5.8 | Rick Perins |
| HP-1000F |  | C | 6.6 | Rick Perins |
| HP. 1000 F |  | Algol | 23.2 | Rick Perins |
| HP. 3000 |  | FORTRAN | 10.0 | BYTE, Sept. 1981 |
| HP-3000 |  | RATFOR | 10.0 | BYTE, Sept. 1981 |
| HP3000 |  | Pascal | 20.0 | BYTE, Sept. 1981 |
| HP-3000 |  | COBOL | 58.0 | BYTE, Sept. 1981 |
| HP. 3000 |  | BASC | 60.00 | BYTE, Sept. 1981 |
| H. 89 |  | UCSD Pascal | 450 | Desmond J. Charron |
| H. 89 |  | BASIC | 4100 | Desmond J. Charron |
| IBM 3033 |  | Assembly | 0.0078 | Andrew Wood |
| IBM 3033 |  | PLI | 0.036 | James Gerber |
| IBM 3033 |  | COBOL | 0.0824 | James C. Fairfield |
| IBM 3081 |  | PUI | 0.034 | James Gerber |
| IBM 4341 | CMS | PLI | 0.135 | James Gerber |
| IBM 3033 AP |  | FORTRAN H | 0.258 | Richard Franke |
| IBM 3033 | CMS | FORTRAN | 2.1 | Richard Lane |
| IBM Series 14955 | EDX | COBOL | 38.7 | A. Ross Stewart |
| IBM PC | DOS | C (Computer Innovations) | 22.1 | Authors |
| IBM PC | CP/M-86 | C (Computer Innovations) | 22.1 | Authors |
| IBM PC | DOS | FORTH | 70 | Raymond Mannarelli |
| IBM PC | DOS | BASIC (Integer) | 1950 | Raymond Mannareli |
| IBM PC | DOS | BASIC (Integer BASICA) | 1990 | Raymond Mannarelli |
| IBM PC | DOS | BASIC (Floating BASICA) | 2400 | Raymond Mannarelli |
| LSI-11/23 | Xenix Unix | C (register variables) | 4.0 | John Wilson |
| LSI.11/23 | Xenix Unix | C | 9.3 | John Wilson |
| LSI-11/23 | Xenix Unix | RATFOR | 11.4 | John Wilson |
| LSI-11 Heath H-11 |  | UCSD Pascal | 221 | George Schreyer |
| LSI-11 Heath H-11 |  | UCSD FORTRAN | 281 | George Schreyer |
| LSI-11 (Terak) |  | UCSD Pascal | 317 | BYTE, Sept. 1981 |
| Microengine |  | UCSD Pascal | 63.0 | BYTE, Sept. 1981 |
| Modcomp Classic 7835 |  | FORTRAN | 4.56 | Bob Van Cleef |
| Modcomp 11/26 |  | FORTRAN | 7.5 | Brad Boyce |
| Northstar Z 80 |  | N*BASIC | 1580 | Warren Lambert |
| NOVA 3 |  | Assembly | 4.2 | Anne Anderson |
| NOVA 4 |  | Assembly | 3.1 | Anne Anderson |
| $\begin{aligned} & \text { Pascal } 100 \\ & \text { PDP. } 11 / 03 \\ & \text { PDP. } 11 / 15 \end{aligned}$ | UCSD | UCSD Pascal UCSD Pascal FORTRAN | $\begin{gathered} 54.0 \\ 128 \\ 63 \end{gathered}$ | BYTE, Sept. 1981 Daniel Moroz Clark A. Calkins |
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| PDP.1123 |  | UCSO Pascal | 40 | Denied Moroz |
| PLP.11/34 |  | EOPTRAN | 30 | Metai HCataja |
| PCP. $11 / 40$ | Unik | C (UNW, 6 ) | 6.10 | Erite Sept 1981 |
| POP. 1160 | Unix | NeS Pascal | 4.50 | BYTE Stal. 1981 |
| POP. 11770 | Unix | C (Unbx, 6) | 1.52 | BYTE, Sept. 1981 |
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| z8001, 55 MHz | Unix | C | 1.97 | Lavrence A Leak |

compilers, for example) provide alternative data storage methods that can be optimized for some applications. Forcing variables to be register, static, or global instead of automatic (stack-dwelling) can, with some compilers, provide dramatic improvements in execution speed, though
often at the expense of something else such as recursion ability or memory size. We experimented with these things on all the C compilers to see just how fast we could get each to run the program. The most dramatic improvement was oblained with the BD Systems compiler by moving all the
data into the global area, thus effectively making the data static (i.e.keeping the data in memory rather than on a slack). Table 4 (on page 303) gives the results of the best speed we attained with each compiler, but there may be room for improvement. We probably didn't find all the secrets.
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| Computer | Operating System | Language | Time (Seconds) | Contributor |
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| IBM 3033 |  | Assembly | 0.0078 | Andrew Wood |
| IBM 3081 |  | PUI | 0.034 | James Gerber |
| IBM 3033 |  | PUI | 0.036 | James Gerber |
| IBM 3033 |  | COBOL | 0.082 | James C. Fairfield |
| Cray- 1 |  | FORTRAN | 0.110 | Kerry Chesbro |
| IBM 4341 | CMS | PUI | 0.135 | James Gerber |
| PERQ-1 | POS | Microcode | 0.239 | Gary Bickford |
| IBM 3033 AP |  | FORTRAN H | 0.258 | Richard Franke |
| 68000.8 MHz |  | Assembly | 0.49 | Andrew Wood |
| Univac 1100/82 | OS 1100 | FORTRAN 77 | 0.67 | Tom Gruber |
| HP.85 |  | BASIC | 3084 | Ronald B. Johnson |
| PET |  | PET BASIC | 3180 | Raymond Mannarelli |
| 280 |  | APL | 3276 | Alpa K. Mehta |
| TI 99/4 |  | TI-BASIC | 3960 | Victor Dodier |
| H-89 2 MHz |  | BASIC | 4100 | Desmond J. Charron |
| 6809 |  | BASIC | 4303 | BYTE, Sept. 1981 |
| 280 | CP/M | C (tiny-c) | 4720 | BYTE, Sept. 1981 |
| TRS.80 Mod III | TRSDOS | BASIC | 4780 | Matt Ewing |
| Z80 | CPIM | COBOL Microsoft | 5115 | BYTE, Sept. 1981 |
| Xerox 820 | CP/M | RMCOBOL | 5740 | J. Stevens Blanchard |

Table 2: The ten fastest and slowest systems of those tested with the Sieve of Eratosthenes prime-number program as listed in table 1. Again, execution time of the Sieve program should be regarded as only one of several considerations in choosing a particular language, operating system, or processor.

|  | Compiled Bytes | Memory Used (bytes) | Compile Plus Load (seconds) | Execution Time (seconds) |
| :---: | :---: | :---: | :---: | :---: |
| Pascal Compilers |  |  |  |  |
| UCSD Pascal, Softech, IV. 03 with 280 Native-Code Generator | 442 | 18,874 | 87.9 | 19.7 |
| Pascal/MT+, Digital Research, V5.5 | 344 | 3816 | 50.8 | 22.7 |
| Pascal/Z, Ithaca intersystems, V4.0 | 687 | 3645 | 75.0 | 31.4 |
| UCSD Pascal, Softech, IV. 03 | 237 | 18,669 | 46.7 | 156 |
| JRT Pascal, JRT Systems, V2.0 | 224 | 22,008 | 34.5 | 383 |
| Pascal/MT + 86, Digital Research (8.MHz 8086) | 301 | 11,129 | 50.2 | 4.76 |
| C Compilers |  |  |  |  |
| C180, Software Toolworks, V2.0 | 279 | 3106 | 37.2 | 25.4 |
| C, Whitesmiths Lid., V2.1 | 332 | 12.018 | 310 | 25.5 |
| Aztec C, Manx Software, V1.04 | 355 | 8515 | 86.2 | 32.9 |
| C, Supersoft Inc., V1.1.0 | 394 | 17.729 | 84.7 | 34.1 |
| C, Telecon Systems | 382 | 5751 | 201 | 37.9 |
| BDS C. BD Software, V1.46 | 311 | 3701 | 20.7 | 39.9 |
| (with ee and -o options) | 354 | 3839 | 20.9 | 24.7 |
| Q/C, Quality Computer Systems, V2.0b | 361 | 3310 | 49 | 48.8 |
| C, Infosoft Systems, V2.03 | 410 | 8655 | 96 | 50.8 |
| CWIC, The Code Works, V1.0 | 399 | 1833 | 71 | 53.2 |
| C86, Computer Innovations, V1.29B (8-MHz 8086) | 250 | 4097 | 58 | 7.2 |

Table 3: Performance of the Sieve of Eratosthenes prime-number program on several new Pascal and C compilers. Compilers are listed in order of execution speed. Memory used does not include the 8191-byte array but does include necessary library routines and $p$-code interpreters.
$\left.\begin{array}{|lrrrr|}\hline & \text { Compiled } \\ \text { Bytes }\end{array} \begin{array}{c}\text { Memory } \\ \text { Used } \\ \text { (bytes) }\end{array} \quad \begin{array}{c}\text { Compile } \\ \text { Plus Load } \\ \text { (seconds) }\end{array} \begin{array}{c}\text { Execution } \\ \text { (seconds) }\end{array}\right\}$


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Listing 10: The improved prime-number program in $C$.

```
/* Improved Sieve Program in C */
\#define true 1
\#define false 0
\#define size 8190
\#define maxi 127
    /* maxi is sqrt(2*size) */
char flags[size +1\(]\);
int i,k,prime,count, iter, strikout;
main()
(
    printf("10 iterations\n");
    for (iter = 1; iter \(<=10\); iter ++ ) \{
        strikout = true;
        count \(=0\);
        for (i = 0; i <= size; it+) flags[i] = true;
        for (i = 0; i <= size; \(i++\) )
            if(flags[i]) \{
                prime \(=\mathrm{i}+\mathrm{i}+3 ;\)
/* printf(" ôd",prime); */
                count ++;
                if(strikout) (
                if(prime > maxi)
                strikout = false;
                else
                                for (k = i + prime; k <= size; k += prime)
                        flags[k] = false;
                \}
            \}
        \}
    \}
    printf("\n\%d is largest of 8 d primes.",prime,count);
\}
```

Listing 11: A further improved Sieve program in C. This program saves time by blanking out multiples of primes starting at the square of the prime rather than at the prime times 3. Unlike the other programs, this program uses multiplication.

```
/* A C version of the Sieve program as suggested by KNUIH */
/* (uses a multiply, though) */
#define true l
#define false 0
#define size 8190
char flags[size + l];
int i,k,prime,count,iter,strikout;
main()
    printf("10 iterations\n");
    for(iter = 1; iter <= 10; iter ++) {
        strikout = true;
        count=0;
        for(i = 0; i <= size; i++) flags[i] = true;
        for(i = l; i <= size; i++) {
            if(flags[i]) {
                prime = i + i + l;
/* printf(" %d',prime); */
    count++;
                if(strikout) {
                if((k = ((prime*prime)-l) >> l) < size)
                                for(; k <= size; k += prime)
                            flags[k] = false;
                    else |
                                strikout = false;
                                continue;
                        }
                }
            }
        }
    }
    printf("\n%%d is largest of %\mp@code{ primes.",prime,count);}
}
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Listing 12: An improved Sieve program in FORTRAN written by Charles Marcus. This program saves time by blanking out multiples of primes starting at the square of the prime and does not use multiplication.

C Charles Marcus ${ }^{\text {F }}$ Fortran version without multiplication integer size,prime,count
logical flags (8191), last
data size /8191/
write( 1,10 )
10 format ( 100 iterations")
do 20 iter $=1$, 100
count $=0$
do 30 i = 1 , size
flags(i) $=$.true. $\mathrm{k}=4$
last $=$.false.
do $40 \mathrm{i}=1$, size
if (.not. flags(i)) go to 50
prime $=i+i+1$
count $=$ count +1
C
11

60
50

40
20
12 format (lx, i6, " primes") end
speed for this type of program. Both techniques have their place. P-code allows sophisticated features such as true dynamic storage, unrestricted recursion, and easier implementation on a variety of hardware but at the expense of speed for most problems. Softech Microsystems' Z80 Native Code Generator attempts a marriage of both methods. It processes a .CODE file from the p-code compiler, producing a second. CODE file that contains Z80 machine code wherever feasible. It increased the execution speed for the prime program by a factor of nearly eight if range checking was turned off.

## Another Benchmark

Since the Eratosthenes Sieve program does a lot of looping and array subscripting and is thus biased strongly toward machine-code compilers, we decided to compare the Pascal and C compilers on another program that does a lot of file reading and writing and simple string processing. This second program is an elementary wire-list program, which we

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originally presented in an article in Microsystems (Jan/Feb 1982, page 66), titled "Use Your Computer to Build a Computer."
The purpose of this program is to prepare a list of wires to connect the pins of the integrated circuit chips and components of a given circuit. To do this, the program takes as input a list of the pin numbers and corresponding signal names for each component of the circuit. The program's output, after it is sorted, is a list in which all of the pins with the same signal name are grouped together. This grouping makes it very easy for a technician to connect these pins, whether by wire-wrap or printedcircuit board.

Listings 13 and 14 present the program in Pascal and C. The input file used for the comparisons is the coded schematic for a $\mathrm{Z80}$ processor board. (A copy of the input file is available from the authors on 8 -inch $\mathrm{CP} / \mathrm{M}$ disk for $\$ 5$ in case you need it for comparisons with other languages or hardware.)

Performance of this program depends very much on the specific implementation of the run-time interface to the operating system. Buffer sizes and blocking procedure are strong influences, and so is any existing fragmentation of the file system. We ran each test on a "clean" disk so that seek-time differences would be minimal. Some changes from the listings had to be made for some of the compilers. Transporting the program to the different C environments was relatively easy. Implementing the Pascal program was considerably more difficult because of differences in string abilities and the widely differing file input/output (I/O) procedures. We have probably not taken best advantage of every language's I/O possibilities, and we did not attempt to write the Pascal program in adherence to "standard" Pascal, which has no strings, because all the compilers tested have some type of strings available. The results of our testing are given in table 5 (on page 323).

## Opinions and Impressions

This article is not intended to be a

Listing 13: The wire-list program in Pascal.

```
program wirelist;
    Program to process a CPM file in the form:
        . SOCKET =ICTYYE
            PIN-NO SIGNAL, PIN-NO SIGNAL,
            PIN-NO SIGNAL, EIC
The program asks the input file name. It then asks for an outout base file name, and produces 3 output files, named BASE. ERR, BASE.IC, and BASE.PAR, containing error messages, parts list, and parsed signal-pin list, respectively. the . PAR file, when sorted into alphabetical order, becanes a network list which is useful. for wire-wrap, PC layout, error checking, and documentation.
var
error : boolean;
result : integer;
inname,
outname : string;
infile : text;
errfile : text;
icfile : text;
parsefile : text;
linenum : integer;
term : char:
word : string;
socket,
ics,
pinname : string;
```

file of input data
base file name for output info
where data comes from )
where errors go )
where parts list goes \}
where parsed output goes \}
keeps track of line numbers on input file \}
what terminated each word \}
where getword puts the word it got ?
where socket name goes
string to save socket and ic type \}
so it is )
procedure initfiles;
var
dumnty : string;
begin
write ("Input fille name? '):
readln(inname);
assign(infile,inname):
reset(infile);
writeln;
write ('Base name of output files: "): \{ ask for cutput file \}
readlri (outname) ;
assign(errfile, concat (outname, ". ERR"));
rewrite(errfile);
assign(icfile,concat (outname, '. IĆ)):
rewrite(icfile):
assign (parsefile, concat (outname, ". PAR')) :
rewrite (parsefile):
end;
procedure check_for_eoln;
begin
if eoln(infile) then
linenum $:=1$ inenum +1 ;
end:
function start_of_word(c:char) :boolean;
begin
if ( $c=\operatorname{chr}(13)$ ) or $(c=\operatorname{chr}(9))$ or $(c=\cdots$ ) then
start of word $:=$ false $\quad$ [ not start of word \}
else
start of word := true; $\{$ it is start of word \}
end;
function end_of word(c:char) :boolean;
begin


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Listing 13 continued:

```
        check_for eoln;
        get(infile): { pass by spaces, tabs }
        end;
    if eof(infile) then
        getword := chr(0)
    else
        begin
            i:=1;
            repeat
            word[i] := infilen; { build string }
            i := i + 1;
            get(infile);
            check for eoln;
            until (\overline{nd of word(infile^)) or (eof(infile));}
            if eof(infile) then
            getword := chr(0)
            else if eoln(infile) then
                getword := chr(13) { return c/r for end of line}
            else
            getword := infilen; { else return termination character }
            get(infile);
            word[0] := chr(i-1); { set string length }
        end;
end;
procedure process pin;
begin
    if word[1] = '$" then { ignore any word beginning with $ }
        term := getword;
    if term <> chr (0) then { if not end-of-file }
    begin
        if (term }x\operatorname{chr}(9))\mathrm{ or (term }=\operatorname{chr}(13)) or (term = " ") then
            begin
                pinname := word; {save pin name }
                    term := getword; { read signal name }
                if (term = ',') or (term = chr (13)) or (term }=\operatorname{chr}(0)) the
                        [ output completed line of signal, socket, pin }
                        writeln(parsefile,word," ",socket," ",pinname)
            else
                    error := true { signal name must end in comma or c/r }
            end
        else
            error := true { pin didn't end in tab, space or c/r }
    end;
end;
```

begin (* main program *)
linenum :x 1 ;
initfiles;
term : $=$ chr (1); \{ assign non-zero value to term \}
error : $=$ FALSE;
while term <> chr (0) do
begin
repeat
term :x getword; $\{$ get next word into word \}
until word [1] $=?$ ";
socket : $x$ word; $\quad\{$ save IC socket name \}
ics : $=$ word;
a.lso in another string $\mid$
term := getword;
$\{$ read pin name, probably $\}$
while (not error) and (term <> chr (0)) do
begin
if word[1] $=$ " $x$ " then
ics :x concat (ics, word)
$\{$ add IC type to socket string \}
else if word[1] $=?$ then
add IC type to so
new socket name )
begin
socket : $=$ word; \{ save new socket name \}
writeln(icfile,ics) ;
ics := word; \{ save it here too \}
end
else
process_pin;
if term $\langle>$ chr ( 0 ) then term $:=$ getword;
end;
if error then begin
writeln('Error on line", linenum);
writeln(errfile, 'Error on line ", linenum);
error $:=$ false; $\{$ set back to norma] for next try \}
end;
end:


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Listing 13 continued:
writeln(icfile,ics); close(infile,result) ; close (errfile,result); close(icfile,result); close (parsefile,result); writeln("Finished"); end.

Listing 14: The wire-list program in $C$.
/* Program to process a CP/M file in the form:
.SOCRET =ICTYPE
PIN-NO SIGNAL, PIN-NO SIGNAL, PIN-NO SIGNAL, etc

If not supplied on the command line, the program asks for the input file name. It then asks for an output base file name, and produces 3 output files, named BASE.ERR, BASE.IC, and BASE.PAR, containing error messages, parts list, and parsed signal-pin list, respectively. The . PAR file, when sorted into alphabetical order, becomes a network list which is useful for wire-wrap, PC layout, error checking, and documentation.
*/
*define YES 1
*define no 0
*define NULL 0
char error:
char inname [20], /* name of input file */ outname [20];
/* base name of output files */
FILE *infile, $/ *$ channel number of input file */
*errfile, /* channel number of error file */
*icfile,
*parsefile;
int linenum;
char term;
char word[40],
socket[40],
ics [40],
pinname [40];
/* channel number of ic file */
/* channel number of parse file */
/* keeps track of line numbers on input file */
/* what terminated each word */
$/$ * where getword puts the word it got */
/* where socket name goes */
$/ *$ string to save socket and ic type */
/* so it is */
main ()
error = NO;
linenum $=1$;
Initriles(); /* open output files */
while (1) |
do
term $=$ Gethord () ; /* get next word into word */ while (*word != ".'); /* find first period */ strcpy(socket, word) ; /* save ic socket name */ strepy(ics, word); /* also in ic string */ do 1
term $=$ (retWord(); $\quad / *$ read pin name */
if (*word $={ }^{\prime \prime}={ }^{\prime}$ ) /* add ic type to */ strcat(ics, word); $/ *$ socket string */
else if (*word $==$ ".") $/ *$ new socket */ strcpy(socket, word) ; /* save socket */ fprintf(icfile,"\%s $\backslash n^{\prime \prime}$, ics); strcpy(ics, word) ;
\}
else
\} while (!error);
printf("Error on line $8 d \backslash \mathrm{n} "$, linenum);
fprintf(errfile, "Error on line \%d $\mathrm{n}^{\prime}$ ", linenum) ; error $=\mathrm{NO}$; $/ \star$ reset for next try */
\} $\quad$
/* ProcessPin - process next pin/signal pair */
ProcessPin()

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Listing 14 continued:

```
    if (*word == '$') /* ignore any word */
    term = GetWord(); /** starting with $ */
    switch (term) (
    case" ":
    case \\t":
    case "\n':
        strcpy(pinname, word): /* save pin name */
        temm = GetWord(): /* read signal name */
        switch '(term) {
        case
        case '\́n":
                fprintf(parsefile,"%s %s %s\n",word,socket,pinname);
                break;
            default:
                error = YES;
                break;
        }
        break;
    default:
        error = YES;
        break;
    }
}
/* InitFiles - open all the output files */
InitFiles()
char filename[20];
printf("Name of input file 一>");
gets(inname);
if ((infile = fopen(inname, "r")) = NULS) {
    printf("Can't open %s\n", inname):
    exit();
}
printf("Base name of output files -->");
gets (outname);
strcpy(filename, outname);
strcat(filename,".IC"); /* make .tc file */
if ((icfile = fopen(filename, "w")) = NULL)
    printf("Couldn"t goen %s\n", filename);
    exit();
}
strcpy(filename, outname);
strcat(filename,".ERR"): /* make .ERR file */
if ((errfile = fopen(filename, "w*)) = NULI) {
    printf("Couldn"t open %s\n", filename):
    exit():
}
strcpy(filename, outname);
strcat(filename,".PAR"); /* make .PAR file */
if ((parsefile = fopen(filename, "w")) = NUL工) {
        printf("Couldn't open is\n", filename):
        exit():
    I
}
```

/* Getword - gets next word into global string word */
GetWord ()
int i;
int c;
c = getc (infile): /* get character from input file */
while (!StartOfword(c) \&\& c != EOF) 1 /* pass by white space */
ChkForNewLine (c) :
$\mathrm{c}=$ getc(infile):
\}
if ( $\mathrm{C}=\mathrm{EOF}$ )
Handlepor () :
$i=0 ; \quad / *$ assemble the word now */
do [
word[i++] = c; /* build string */
$\mathrm{c}=$ getc (infile):
ChkForNewLine (c) :
) while (!Endofword (c)):
word[i] = \0\%; $/ *$ tack on end of string char */

## 

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Listing 14 continued

## J

return (c);

return termination character *
/* ChkForNewLine - see if character is a newline. bump line counter */ ChkForNewLine (c)
char c ;

```
    if (c == \n`) /* if new line character */
    linenum+t; /* bump line counter */
1
/* Handlemof - take care of end of file condition */
HandlePOF()
!
```

    fprintf(irfile," \(\% \mathrm{~s} \backslash \mathrm{n}\) ",ics); /* write out last of parts list */
    fclose(infile); \(/ *\) close input file */
    fclose(icfile); \(\quad / *\) close . IC file */
    fclose (errfile); \(\quad / *\) close .ERR fil.e */
    fclose(parsefile); /* close .PAR file */
    printf("\nFinished\n");
    exit(); /* go back to operatinq system */
    \}
/* StartOfword - see if c is a start of word character */
Startofword (c)
char c ;
1
switch (c)
case $\ln$ ":
case ":
return (NO): /* not start of word char */
break;
default:
return (YES); /* it IS a start of word char */
break;
\}
/* Endofword - see if c is an end of word character */
Endofword (c)
char c;
1
switch ( c )
case $\mathrm{n}^{\prime}$ :
case " $1 t^{\prime}:$
case ",
case ",
return (YES); /* it IS an end of word char */
break;
default:
return (NO); /* not an end of word char */
break;
1
gets (s)
char s[];
int c ;
while ( $(c=$ getchar ()$)!=$ EOF \&\& $\left.c!=\eta n^{\prime}\right)$
${ }^{*}{ }^{*}={ }^{\prime} \backslash+=c ;$
।
review of these languages and compilers. However, in the course of the many long hours of fussing with these products trying to get them all to run the programs, we developed some likes and dislikes, which you may be interested in knowing. They should be regarded merely as opinions.

First, some observations about the Pascal compilers. During the process
of getting these two programs (especially the wire-list program) to run on the Pascal compilers, our previous enthusiasm for Pascal has diminished a bit. It is not as portable as we expected. The language itself is basically standard, but of the four types of Pascal compilers tested, no two of them handled file I/O in the same manner. Pascal file I/O is clumsy at
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| C86, Compuler innovations, vi.298 (8 WH-2 8086) | 1271 | 14,464 | 79 | 21.8 |
| -Failed to dose output fie. Estimated time. |  |  |  |  |

best, and thal's one reason why the Modula-2 language may catch on.

The Pascal documentation we received was generally complete but overwhelmingly voluminous and, in some cases, difficult to read with 100 -plus loose-leaf pages. But then Pascal is big language. Softech's four manuals were typeset and nicely bound. The Pascal/MT + and Pascal/Z manuals had invaluable indexes, which we used a lot.

We had few problems in getting the wire-list program to run with either Pascal/MT+ or Pascal/Z. On the other hand, we had a great deal of trouble with both JRT Pascal and UCSD Pascal. We could not get the text files in IRT Pascal to work and finally had to resort to Binary files and checking for end of file (EOF) and end of line (EOLN) directly. Both Pascal/MT + and Pascal/Z provided a convenient means to set the length of a string arbitrarily whereas neither of the other two did (it cannot be done in IRT Pascal, and in order to do it in UCSD Pascal, you must turn range checking off first). Though arbitrarily selting the length of a string is not something you need to do a lot, it was absolutely necessary in order for this program to work.

We liked the C compilers much better. The file I/O was handled pretty
much the same with all compilers. The only differences were in the "getc" and "putc" Junctions. CP/M unfortunately uses a two-character sequence (CR-LF) to indicate end of line, and Unix uses the single character newline (LF). Because you might

> The degree of compatlbility among the C compliers Is remarkable In that no C standard exists.

occasionally need to fiddle with a binary file, having "getc" and "putc" ignore all $C R$ bytes (hex OD) is intolerable. To get around this, you can do one of three things: (1) provide two separate "getc" and "putc" routines, (2) open the file in optional Binary or Text mode and have the routines remember which mode they were in; or (3) consider all files to be in the Binary mode.
None of the compilers support the entire Unix Version 7 C language, but that would be expecting a lot. The degree of compatibility that does exist is remarkable since there is no C standard All the compilers support "argc" and "argv" and file redirection in some way. The Aztec $C$ compiler
supports "long," "float," and "double" types very nicely. Only Whitesmiths supports bit fields.

The libraries included with the Supersoft, BD Systems, and Aztec compilers were the most complete (Supersoft had just about all the functions one could want, inchuding all the various "printf" and "scand" variations). Infosoft and BD Systems provided "long" and "float" operations but only as function calls (no expressions or data types). The Q/C compiler was the only one nor to support structures (a collection of variables grouped logether under one name).

The fastest compiler was the BD Systems C compiler. (Most other compilers were all chugging away when this one had already gone through two compile passes and a link and was beginning execution.)

## Turnaround Time

The complete production cycle (compile, lest, edit, and compile again) is an important consideration for programming productivity, and we think the compile-plus-load times are significant, especially in a profitoriented environment. Hardware improvements such as hard disks and disk-simulating memory can influence this profoundly. But so can
the software environment. Softech's UCSD Pascal system and Digital Research's Speed Programming Package for Pascal/MT+ both offer a wellintegrated environment for program editing, which is tied closely with the compiler and/or fast syntax checker.

## Compiler Output

Most of the C compilers produce assembly language, which means another step is required to produce machine language. Usually, this extra step is a nuisance, but it is an advantage for incorporating machine-level code. This is probably the reason why $C$ is experiencing such a growth in popularity and portability because it is relatively easy to change codegeneration tables for another type of assembly language. Most of the C compilers can produce assembly language acceptable to the Microsoft M80 assembler, which means there is compatibility at the de facto industrystandard .REL level (.REL is the CP/M file extension for relocatable
code files). The BDS compiler is fast and generates relocatable code directly, thus avoiding the assembly-language level entirely. But its output is not .REL-compatible. 'Tis a pity!

JRT Pascal has a remarkably low price at $\$ 29.95$. Whether or not that is a bargain depends on the application.

## Programming in C is fun, like driving a small car: it feels zippy, but beware of taking corners on two wheels!

Because it is a p-code interpreter, it is slow, but that may not matter for many applications. For those who want to learn Pascal with a minimum investment, it is an excellent value. If speed is important, we think you should look to a well-supported object-code compiler.

## Frustrations and Kudos

We found Softech's UCSD P-system ( p -code) difficult to bring up for the first time via a CP/M bootstrap. The delivery system is evidently not intended for the end user, but rather for original equipment manufacturers who will have a lot of customizing to do anyway. Support from Softech's staff was truly outstanding, however.
We didn't find as much to complain about with the C compilers, except we couldn't get Whitesmiths' version 2.1 to close the wire-list files properly. In fact, the execution time for Whitesmiths C in table 5 had to be estimated. The Whitesmiths people were notified of the problem, but they declined to send us a revised version of their compiler for testing. The Whitesmiths compiler is very complete and provides a lot of flexibility at each step in the compilation and link process. But this process requires five separate programs to go from source code to executable code. Its robustness seems to make it very

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large and slow (which may not be a problem with a hard-disk system). It's a professional's tool, like a Mack truck. It takes a long time to get it moving and to stop, but it can carry the freight. The language itself is essentially standard, but unfortunately the function names in the library are quite atypical. For example, the command "printf" is missing, though "putfmt" is similar but with different conversion specs, as in the following:
putfmt ("\%i \%p", x, str)
instead of
printf ("\%d \%s", x, str)

This kind of thing makes portability to and from other C systems more difficult, especially to Unix-like systems. Code generation, however, looked good.
The Aztec C compiler has virtually everything except bit fields and includes all the extended data types
such as unsigned, long, float, and double, which are missing from most of the others. It also has full macro substitution in the preprocessor, and we found it to have good source compatibility with other $C$ systems except for the "getc/putc" problem with $\mathrm{CP} / \mathrm{M}$ mentioned before (use "agetc" instead).

C/80 has unsigned numbers, type casts, good debugging aids, and good portability of source code to other systems and is an all-around solid product and good deal at $\$ 49$. We especially appreciated the trace and execution-time-profiling utilities that came with $\mathrm{C} / 80$. With utility program CPROF you can see just how your execution time is distributed and where the greatest potential is for improvement.

Q/C has the advantage of coming with the source code for the compiler (written in C of course), so you can see what makes it tick and, in the process, really learn C .

We had available for test only two

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16-bit compilers (both for the 8086): Pascal/MT +86 from Digital Research and C86 from Computer Innovations. Both ran the programs without any changes on the first attempt. C86 seems to have all of the features of Aztec C and is claimed to be entirely source-level compatible. If so, C86 and Aztec C form a nice software bridge between the 8080 world and the 8086 world. This is also true for Pascal/MT+, by the way.

Computer Innovations has a code optimizer in the works, and Digital Research has a C compiler cooking. By the time you read this, several more exciting products will surely be available, especially for the $C$ language, since this field is bursting with the labors of love of some very talented people who work with C all day, then go home at night and work with it for fun.

## The Joy of C

We're not knocking Pascal; its place in the world as a versatile and safe language is quite secure. But C was more fun to work with. Programming in C is a bit like driving a small car: it gets the job done quickly, briefly, and with a minimum of restrictions. It feels zippy and maneuverable. But you can get into a jam if you take too many corners on two wheels! When it won't run right it can be puzzling until you see your blunder, a blunder that Pascal might have warned you about. It is quite possible to write clever, innovative code that you may not understand six months later. It is equally possible, however, to write clear, structured, well-documented code that is a delight to produce and read. Please do so, by all means.

## References

1. Gilbreath, Jim. "A High-Level Language Benchmark." BYTE, September 1981, page 180.
2. Gilbreath, Jim and Gary Gilbreath. "Use Your Computer to Build a Computer," Microsystems, January/February 1982, page 66.
3. Knuth, Donald E. The Art of Computer Programming: Semi-Numerical Algorithms, Vol. 2 Reading, MA: Addison-Wesley, 1969.

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## Software Review

# Whitesmiths C Compiler 

Larry Reid and Andrew P. McKinlay<br>Datatec Computer Systems Ltd.<br>344 Second Ave. 5<br>Saskatoon, Saskatchewan<br>S7K 1L1, Canada

C is a high-level structured language that offers a concise and regular syntax, along with great flexibility. A general-purpose language, C's consistency makes it easy to use and remember. Its flexibility allows programmers to get very close to machine level when necessary, yet it

## At a Glance

## Name

Whitesmiths C compiler
Type
Compilet for the C programming language

## Manufacturer

Whitesmiths Ltd.
Building B
Parkway Towers
485 U. S. Route 15
Iselin, NJ 08830
(201) 750-9000

Price
S700. plus 550 media charge

## Format

RKO5 hard-disk packs, 9-track tape, RXOI 8-inch floppy-disks, and CP/M single-density single-sided 8-inch floppy disks

## Computer

Versions of the compiler are available for the following operating systems and processors: CP/M and derivatives (for intel's 8080 and 8085. Zilog's Z80), Unix, Idris, RSX-11. RT I 1, RSTS, IAS (LSI-11, PDP-111, VMS (VAX-11), and Versados (Motorda 68000). The CP/M version requires at least 60K bytes of memory.

## Documentation

Two manuals

## Audience

Serious programmers
still retains the features of a high-level language. It encourages programmers to write modular programs, not by restricting them to certain language features but rather by making modular programs a natural result of thinking in C. Its modularity helps programmers when writing large applications programs, while its ability to get close to the machine level also makes it an excellent systemsprogramming language. Listing 1 gives an example of a program written in Whitesmiths' flavor of C.

The definitive description of C is The $C$ Programming Language by Brian Kernighan and Dennis Ritchie (see reference 2). This book contains a tutorial on C , the C reference manual, and many examples that demonstrate both the C language and a good programming style. The reference manual is the definition of the C language. You should have some knowledge of programming before you read this book. A good review of the $C$ language appeared in Electronics magazine (see reference 3).

We have evaluated the Whitesmiths $C$ compiler package using the following criteria: amount of language supported, portability of the compiler and compiled programs, ease of use of the compiler and compiled programs, efficiency of the compiler and compiled programs, the support offered by Whitesmiths, and the cost of the package. (To prevent you from getting lost in the maze of jargon, we have included a glossary of compiler termssee the text box on page 334.)

## Contents of the Package

Whitesmiths' products are available on RK05 hard-disk packs, 9 -track tape, RX01 8-inch floppy disks, and CP/M single-density single-sided 8 -inch floppy disks. (We reviewed the $\mathrm{CP} / \mathrm{M}$-disk version.) The documentation consists of two printed manuals, bound with plastic rings inside a plastic cover.

The software itself comes in relocatable form, with an

color Gazelle brochure or visit your local computer store.

Listing 1: A sample $C$ program that totals the number of lines, words, and characters that are input.

```
/* count lines, words, and chars. in input */
#include <std.h>
#define NEWLINE '\n'
#define BLANK ' '
*define TAB '\t"
main()
{
TEXT c;
COUNT nl, nw, nc;
BOOL inword = NO;
nl= nw = nc= = ;
while(EOF != (c = getch())){
        ++nc;
        if(c == NEWLINE)
            ++nl;
        if(c == BLANK ||c== NEWLINE ||c== TAB)
        inword = NO;
        else if(inword == NO){
        inword = YES;
        ++nw;
        }
            }
putfmt("%i lines, %i words, %i chars.\n", nl, nw, nc);
}
```

executable version of the linker. Before you can use any part of the package, you must link the relocatable modules with routines from the various libraries. This is a nuisance, but only a minor one, especially because it allows you to make changes to some aspects of Whitesmiths' programs relatively easily. Whitesmiths supplies some submit files (i.e., files of CP/M commands) with the $\mathrm{CP} / \mathrm{M}$ version to do most of the work of linking the programs.
Whitesmiths' C compiler package for $\mathrm{CP} / \mathrm{M}$ systems contains:
$-p p$, p1, and p2: the three passes of the compiler
-an: a-natural assembler

- anat: a-natural translator
-ld80: CP/M link editor
- lib: a librarian program
- rel: a program for inspecting relocatable files
-clib: a portable subroutine library
- mlib: a machine-dependent subroutine library
-documentation


## The Preprocessor pp

The first pass of the compiler is a macro processor (known as the preprocessor), called pp. It interprets certain lines in a file as commands. These commands permit
definitions of symbols as other symbols (constants), definitions of parametized macroinstructions, conditional acceptance or rejection of lines in the input file, and inclusion of other files in a file.
From the C programmer's standpoint, these facilities are most useful. The definition of symbolic constants makes programs more readable and more easily modifiable. For example, suppose the value -1 means end-offile in some program. If you have to change the end-offile value, you must recode each -1 individually to ensure that you convert only -1s that mean end-of-file. This process is tedious and error prone. If, however, you could define the symbol EOF to mean -1 , then to change the end-of-file value you need only rewrite the line defining EOF as -1 .
Macroinstructions can be used to implement subroutines that do not have to worry about the type (i.e., integer, long integer, floating point) of their arguments. It is often convenient to put commonly used symbol and macro definitions in one file and to use the preprocessor to include them with each C source file. For this purpose, Whitesmiths supplies a standard header file, called std.h. (See listing 1 for examples using some of the preprocessor features.)
Because the preprocessor can evaluate simple conditions, lines may or may not be compiled, based on condi-

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tions existing at compile time. This is a convenient way of turning on (or off) debugging output or of compiling several slightly different versions of the same program. pp is also useful by itself as a general macro processor for an assembler because none of its operations are inherently dependent on C . It could be used, for example, as a macro processor for an assembler.

## The Parser p1

The C parser, p1, analyzes a program syntactically, reports any errors, and passes flow graphs and parse trees to the code generator. Whitesmiths' parser accepts the full set of C commands; including long integers (usually 4 bytes), floating-point numbers, and structures.

## The Code Generator p2

An assembly-code generator that creates an assemblylanguage program for the target machine, p 2 is the only target-machine-dependent program in the compiler itself. The $\mathrm{CP} / \mathrm{M}$ version produces a-natural assembly code; a-natural is an assembly language for 8080-type processors.
Using assembly language as an intermediate form has several advantages. The compiler-writer has a simpler interface to many operating systems, because most systems have an assembler. You can inspect, or even modify, the assembly-language program. This optimization of code after compilation is a good way of obtaining programs that are both fast and small. You let the compiler do most of the work, and you can then do what optimization is necessary.

## The a-Natural Assembler an

The a-natural assembler for the 8080 , an, was developed by Whitesmiths. For an assembly language, a-natural has a rather unique syntax. This syntax is supposed to make a-natural easier to read and write than ordinary assembly language. (One of the authors, who has no experience with 8080 assembly languages, finds a-natural easy to read, although we both fear that no assembly-language experience can make writing 8080 code less than frustrating. See listing 2 for a comparison of a-natural and standard assembly language.) The output of an is a relocatable object file, so an can be used as an assembler by itself.

## The a-Natural Translator anat

anat translates a-natural assembly language to standard assembly language that is accepted by either the ISIS-II asm80 or the Microsoft Macro-80 assembler. It is useful for interfacing $C$ or a-natural programs to existing 8080 code.

## The 8080 Link Editor ld80

Relocatable object modules produced by an are linked by Id80. It also produces an executable machine-language program. The input routines may be from several files. C supports (or rather, does not prevent) separate compilation of routines in one program. The linker loads modules from any library, if they are needed. By default, the $\mathrm{CP} / \mathrm{M}$ version loads programs starting at location hexadecimal 100 in memory. The user can specify a different starting address and separate loading addresses for


#### Abstract

\section*{A Glossary of Compiler Terms}

Compiler writing has become a science. In developing this science, compiler authors have coined many terms or have given old terms new meaning. Here is a glossary of some common compiler terms. Nonitalicized words are cross-referenced to other entries in this glossary.


Code generator: The last pass of the compiler. It produces either an assembly-language or relocatable machine-code version of the high-level program.

Compiler: A program or series of programs that takes a program written in a high-level language (e.g., C, PL/I, ALGOL) and translates it into a low-level language. This low-level language is usually, but not always, the assembly or machine language of the host computer.

Compiler-compiler: A program to help write compilers. It takes a grammar for a language and generates a parser for a compiler.

Cross-compiler: A compiler that generates machine- or assembly-language programs for a computer other than the host computer (e.g., a compiler running on a PDP-11 that produces machine code for an 8080).

Data Type: The logical class of a data item (variable). Some data types are string, integer, and floating point.

Executable: An executable program is a program completely ready to run on a computer.

Flow Graph: A description of some properties of a program.
Grammar: A high-level description of the syntax, or construction rules, of a language.

Library: A special file that contains many useful, and usually related, modules or subfiles. The built-in subroutines of a language are commonly stored in a library.

Link Editor: See linker.

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like: B:XPNW = MAIL
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No "Cryptic Commands" like: pip d:=c:*.??v

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Linker: Also known as loader or link-editor. A program that takes relocatable modules, combines them with any needed routines from available libraries, and produces an executable program.

Loader: See linker.
Macroinstruction: A macroinstruction (or simply a macro) is a predefined piece of text that may be inserted as a block into some other text. Frequently used pieces of code are often made into macros; instead of writing out the code each time, the programmer only has to name the macro. Macros may have arguments much like subroutines; however, a macro is not the same as a subroutine. Many general assemblylanguage books discuss macros.

Module: A piece of code. Usually refers to a block of machine code.

Object Module: A module of machine code. The code is usually in relocatable form.

Parser: The first or second pass, or program (see preprocessor), of a compiler. It produces flow graphs and parse trees: to be passed on to the code generator.

Parse Trees: $A$ description of some properties of a program.
Preprocessor: If present, it is the first pass of the compiler. Typical duties of the preprocessor include macro expansion, textual substitution, and passing or not passing lines to the output depending on some conditions.

Relocatable Module: A relocatable module is an object module where one or more memory references have not been defined (e.g., the destination of a jump or the address of a variable hasn't been defined). Using a linker, a relocatable module can be made into an executable module that can run anywhere in free memory.

Semantics: The meaning of a program.
Syntax: The structure of a language.
instructions and data (useful for programs that will be put into read-only memory).

## The Librarian lib

The lib program maintains files, known as libraries, that contain many other files. The user can create, add to, and delete from libraries and can extract names and copies of modules in the library. Its primary use is in maintaining libraries of compiled subroutines that may be connected by the linker.

## The Portable Library clib

Whitesmiths standard subroutine library, clib, contains subroutines callable from $C$ and a-natural routines. In clib are various routines to do I/O (input/output), string handling, memory management, number-to-text and text-to-number conversions, and a convenient sorting routine. The $\mathrm{CP} / \mathrm{M}$-dependent clib has a routine to allow direct CP/M system calls from C programs. Table 1 lists some of the routines found in clib.

## The Machine Library mlib

The machine-dependent mlib library of routines boosts the power of the 8080 . Most of these routines do arithmetic on various types of numbers such as integer, long integer, and floating point.

## Documentation

A set of manuals comes with the compiler. These manuals cover all the programs and routines in the package. They do not cover the $C$ language itself in any detail. Kernighan and Ritchie's The C Programming Language is not included in the package but is available from Whitesmiths. You should also be able to find the book at your local computer shop or at a university bookstore.

## Use

Each program compiled with Whitesmiths $C$ can be run under CP/M by simply typing its name. You may give additional strings on the command line to be passed to the program as arguments. The program may interpret these arguments as flags or file names. Flags specify optional actions or values for the program. For example, the flag most commonly used by $\mathrm{CP} / \mathrm{M}$ users directs the nontext output of some of the programs to a file other than the default. In all cases, the program supplies a reasonable default value.

Most of Whitesmiths' programs, and all programs normally compiled under it, support the notion of com-mand-line I/O redirection. This is an incredibly simple and powerful tool that allows most normal programs to read and write disk files, I/O devices, or the terminal in the same manner and without changing the program at all. (See the accompanying text box about I/O redirection on page 342.)

A CP/M submit file (command file) for operating the compiler is part of the package. This submit file runs each pass of the compiler and assembles and links a single $C$ source file. C permits, and even encourages, separate compilation of each file that makes up a program; however, this submit file is inadequate. Also, each pass of the compiler can take some flag values from the command line to specify optional actions for that pass. The submitfile mechanism does not allow the user to conveniently set these flags. (We wrote a program to drive the various passes of the compiler, the assembler, the librarian, and the linker so that a one-line command can perform a large number of operations, with a clean, concise, and consistent syntax. This driver program makes using the compiler much easier.)

Untion 2：A comparison of monaturni with assmbly lenguage in this expmple，both progrems are a code seguence for mabtracting two 16－bit integern one at location $x$ ，and the other at location $4+d$ ．
annaturaf
$a=(b c s e x)-(h 1=4+d e) \Rightarrow b c=$ －（be＋1）－$(\mathrm{bl}+1) \Rightarrow \mathrm{bc}$
assembly fanguage
LXI $B, X$
INX B

LDAX 8

LXI H，4

DAD D

SUB M
LDAX B

STAX B

Library of Sutmoutinas

| meloc | allocate space on the hemp |
| :---: | :---: |
| cmpstr | compare two stringt for equality |
| cpm | do CPid ind CDOS system callo |
| coyst | cooy mumiple string＊ |
| decode | Convert arcuments to toxt under format control |
| encode | convert text to afouments under format contred |
| errint | fommat ouput to error 殅复 |
| ent | terminate progrem execution |
| 傦 | propagate 解 character in tutter |
| tree | frees space on the heap |
| treat | trees a di of asocated cells |
| cettias | coldect filst from command line |
| pethags | collect thass from commend line |
| getimt | formet input from stendard input |
| instr |  |
| 郒㽞pha | test for atphatetic character |
| 4\％\％it | test for diplt |
| dslower | test for lowercase character |
| deunpor | test for uppercase character |
| iswhite | test for whiteapace charectar |
| terstr | find tength of string |
| lower | comvert characters in buttor to lowerches |
| Tax | find maximum of two nurtors |
| min | fing minimum of two mumbers |
| notstr | find frst occurtence of charactitr not in set |
| onemit | call function on proctam exit |
| greter | test if one string is motefix of the ctiom |
| gutimt | format woumertis to standimd output |
| putstr | copy multiple titings to tive |
| remove | remove o tie |
| \＄cnst | scan sting for chyracter |
| sort | sortiterns in memory |
| souepze | Getete character from butfer and compress |
| 1910\％ | convert character to lowrercase if necestery |
| toupper | convert character to upporcase if necestary |
| untime | create a unitue fen nome |

Table 1：Some of the routines mupplied by Whitauriths in the subrourtine hibrery chib．

Language Completeness
Whitesmiths＇compiler compiles the full standard C languages defined in Kernighan and Ritchie＇s book． We found only a few very minor syntactic differences． and Whitesmiths＇compiler recognizes a few extensions to the standard．Anyone who has used or it using Unix ver－ sion 9 C will probably notice no differesce all．

## Portablity

Whitesmith＇compilers run on a number of operating systems and procestors（see At a Clance text box）．Within this family of compilers，a few possible portability prob－ lems remain：

1．The processor influences the size of an integer for each compiler．The 8080－family processors（i．e．，the L51－11．the PDP－11．and the MC68000）have 16－bit integers；the VAX machine has a 32－bit integer．
2．The host operating system influences the length of， and legal characters in，external identifiers（i．e．，sub－ routine names and global variables）．
3．The soso does not necessarily compare 16 －bit quanti－ ties correctly．Therefore，the results of a comparison can differ between an 8080 and a PDP－11．（We have yet to encounter this problem in actual use．）

Of course，if you insist on writing programs that use absolute memory locations，operating system calls，or other machine－dependent features，expect portability to suffer．Whitesmiths＇documentation has a section full of hints to help you write more portable programs．

## Ease of Une

The submil file supplied by Whitermiths to drive the compiler is adequate for most tmall programs，but it＇s in－ flexible and inadequate for larger programs．Were White－ smiths＇programs not to easy to use individually，it would have been very difficult to build the driver program men－ tioned earlier．（This is a good illustration of the ides of softuare tools．That is，the idea is to write programs so that they communicate with other programs in a stan－ dard way．For further information，see reference 1．）

Programs compiled by Whitesmiths＇compiler are easy to use because the command－line argumenta and I／O re－ direction facilities encourage the programmer to wrike programs with an intelligent interface to the user．The subroutine library contains some very useful routines that can make the programmer＇s task quite a bit eesier． depending on the application．（See table 1．）

While explaining the ease of use of the C longuage itself is beyond the scope of this article，we will make the bold statement（without giving any support for our position） that $C$ is the best general－purpose programming lan－ guage．The portable library alwo contains many other useful routines．We make extensive use of it．

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## I/O Redirection

To some degree or another, all C programs operate with certain I/O conventions. The primary notion is the concept of standard I/O locations. Most C programs write their output to "the standard output," which, by default, is the terminal. However, with a little bit of wizardry on the command line, this output can be sent to a disk file, device, or I/O port. Similarly, most C programs will read from "the standard input." This too is, by default, the terminal keyboard. Again, this can be redirected at run time, so that a program that normally reads from the terminal can also read from a disk file or device.

## How to Redirect

The wizardry is the command-line notation. The > (greater-than symbol) means "send the output to whatever is named next on the command line." The < (less-than symbol) means "take input from whatever is named next on the command line." For example, pr, a program to print source listings, writes its out put to the standard output. To send its output to a printer on a CP/M system:
pr file1.c file2.c >lst:
while to send it to a disk file:
pr file1.c file2.c > b:files. out

We liked this feature; it allows you to string several programs together to perform complex tasks. A more esoteric, but perhaps more powerful, use of this feature is the following case: suppose you have to do the same series of editor commands on several files. Simply create a file, let's call it
script, that contains the editor commands for each file. This is often easier to do than typing each command because most editors have a copy facility. When this is done, type:
ed < script
and go get a cup of coffee. All the editing is done automatically for you.

There is also a standard place where error messages are written. It is always the terminal and is not redirectable. In this way, a program may write error messages even if the bulk of the output is being redirected.

## Why Redirect?

Redirectable output is a very powerful tool. It means that the same program can write to a file, a device such as a printer, or to the terminal with no change to the program itself. It encourages programmers to write well-defined programs with clean interfaces. Simple programs with simple interfaces may be strung together by having one program write its output to a file, and then having another program use that file as input, and so on. Users of the Unix operating system can create pipelines like this without intermediate holding files. You can save a lot of time and money by doing new things with old programs instead of writing new programs that work in only one specific case.

The definitive work on the subject of software tools is the book Software Tools by Kemighan and Plauger. (See reference 1.) They discuss the concept of stringing together programs in depth, and they present many programs that have proved themselves to be good building blocks.
are quite large on the 8080 -between 30 K bytes and 50 K bytes. A full 64 K -byte $\mathrm{CP} / \mathrm{M}$ system is almost a requirement to run the compiler. For CP/M users, you almost certainly need two $51 / 4$-inch double-density drives or an 8 -inch drive. The compiler itself runs relatively fast: a large C file ( 200 lines) can be compiled and assembled in a minute or two on a $4-\mathrm{MHz}$ Z80A. The link times, however, are another story. Most C programs take 2 to 5 minutes to link; really large ones approach 10 minutes of link time. It's great for catching up on your reading, but, more often than not, it's annoying.

The compiled programs are fast. The figures in table 2 were given in The C Letter (see reference 5) for a bubble sort of a 256 -integer descending-order vector, into ascending order on a Texas Instruments $3-\mathrm{MHz}$ TMS-9900 processor. As table 2 illustrates, C's reputation for speed is not unsupported.

The object-code size of a normal C program under $\mathrm{CP} / \mathrm{M}$ is relatively large. This is because so much (i.e., I/O redirection, argument passing, etc.) must be done in each program. There is no free lunch: if you want these facilities, the code for them has to be somewhere. All is not lost, however. If you do not want or need I/O
redirection or command-line arguments, the processing can be bypassed relatively easily by using a method described in Whitesmiths' documentation. This may save you about 4 K bytes of object code, depending on the library routines your program uses. For example, the following program is 6 K bytes long:


This program is 2 K bytes and does no argument handling or I/O redirection:


A rewriting of the assembler output by an experienced assembler programmer can usually result in a 15 -percent decrease in code size; a careful rearrangement and rewriting of the whole program from scratch by the same programmer may save another 15 percent. (Note this does

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| Pascal P4 | 29 |
| :--- | ---: |
| Pascal Birch-Hansen | 29 |
| BASIC Interpreter | 240 |
| BASIC Compiler | 12 |
| fig-FORTH | 25 |
| PUl | 3 |
| Whitesmiths C | 3 |
| Whitesmiths C (using pointers) | 2 |

Table 2: The results of a bubble sort of a 256-integer descending-order vector into ascending order show the speed of Whitesmiths $C$.
not imply that an assembler programmer will always win by 30 percent.) Compilers, unlike humans, do not get tired and do not usually make mistakes. With the cost of programmers going up and the cost of memory going down, the savings of writing in $C$ can only increase.

## Support

The support we have received from Whitesmiths has been good. The company has patiently and courteously listened to us and allowed us to speak our piece. The $C$ Letter, produced three times a year, is a good forum for users of Whitesmiths C products. A users group is also being formed.

The documentation is excellent. The manuals offer a clear and concise description of their subject matter. They're well organized, so it's relatively easy to find what you're looking for. We have found only a few bugs in the documentation. Our sole complaint about it is the binding. The two manuals are bound in plastic rings with a plastic cover. This type of binding is relatively cheap and clumsy, and we immediately put one copy of the documentation into loose-leaf binders. This is still not ideal because the holes for the original binding do not line up with a loose-leaf binder and, as a result, the pages tear
and come loose. It is somewhat annoying that otherwise excellent documentation is packaged in a relatively unusable form, especially when so much impractical documentation is packaged very smartly.

## Price

This compiler is expensive. The cost is currently about $\$ 700$. Why pay so much? One must weigh the costs and benefits. The salaries of two people for one week almost make the difference between Whitesmiths $C$ and another leading $C$ compiler and more than cover the difference between Whitesmiths $C$ and most Pascals. We feel we easily saved that one week's pay in the first month we had the compiler.

## Conclusions

Whitesmiths' C compiler compiles the full standard C language and is highly portable, as are the programs written under it. It is easy to use and supports command-line I/O redirection. The linker is slow, but most compiled C programs are quite fast. The support available and the documentation are good. The complete Whitesmiths C compiler package is quite expensive, but we feel that it is a wise investment for any serious programmer or programming shop.

## References

1. Kernighan, Brian W. and P. J. Plauger. Software Too/s. Addison-Wesley, 1976.
2. Kernighan, Brian W. and Dennis M. Ritchie. The C Programming Language. Prentice-Hall, 1978.
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4. Thompson, K. L. "The Unix Timesharing System." CACM, July 1974, page 365.
5. Whitesmiths Lid. The C Letter. April 1981, volume 2, number 2.

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# Analyst and Qsort by Structured Systems Group 

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Structured Systems Group of Oakland, California, has developed a database/report writer program called Analyst and a general-purpose sort/merge utility called Qsort. Although the two programs are marketed separately, they are designed to be used together to provide a full database management system (DBMS).

A few words on the system: a DBMS is a program that accepts data in a format that you define, processes it as you request, and then outputs the data in the report format of your choice. Reports may take such forms as tables, checks, receipts, invoices, and appointment lists.
Structured Systems Group states that Analyst is designed to "keep customer and employee records, sales statistics, inventory lists, stock portfolios, schedules, name and address lists, student grades, class enrollment records, book and record collections, plus many more." For many limited tasks of this kind, Analyst alone would be adequate. For most applications, however, you will need both Analyst and Qsort.

## Documentation

Two users manuals accompany Analyst. The first, 66 pages long, offers a clear and detailed description of how to generate a program to record the activities of five salespeople. It includes computations of commissions, subtotals, and totals as well as the formulation and printing of a tabular report. Each required keyboard entry command is listed, along with the video-terminal display it produces. A second Analyst manual containing 149 pages presents information that supplements the first. Both manuals give detailed instructions for using the $\mathrm{CP} / \mathrm{M}$ operating system commands that are required to support Analyst.
Structured Systems' outstanding documentation makes learning to use the program relatively easy. Even the
complex section on report generation is intelligible. (Incidentally, of the six DBMS programs I have reviewed in recent months, only this documentation is relatively free of typographical errors.)

To turn to Qsort for a moment, most of the instructions for its use appear in the larger Analyst manual, but a separate 22-page manual offers additional details about using Qsort to sort files that were not produced by Analyst.

Unfortunately, the three manuals lack indexes, which would facilitate finding and reviewing descriptions of any program function covered in more than one manual.(Unless otherwise noted, "Analyst" or "DBMS" will refer to the combination of Analyst and Qsort for the remainder of this review.)

## Operation

Analyst is written in CBASIC, a compiler and interpreter from Digital Research. The CBASIC compiler converts a programmer's high-level statements (source code) to nonexecutable intermediate code. When the program is run, the compiler translates the intermediate code into executable form. Because the Analyst package includes both the intermediate code for the program and the CBASIC interpreter, you don't need to purchase CBASIC or compile the program.

Analyst runs under $\mathrm{CP} / \mathrm{M}$ version 1.4 or $2 . x x$ and requires 48 K bytes of RAM (random-access read/write memory) and at least one disk drive that can store 300 K bytes. The parameter file can be modified so the program will run on microcomputers with less than 48 K bytes of RAM, but a dealer should do this for you before you buy the package.
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## At a Glance

## Name

Analyst and Osort

## Type

Database management system (DBMS)

## Manufacturer

Structured Systems Group Inc.
5204 Claremont Ave.
Oakland. CA 94618
(415) 547-1567

## Price

Analyst: s250: Osort: $\$ 100$
Total: $\$ 350$

## Format

IBM soft-sector 8 -inch single-density floppy disk: $51 / 4$-inch Micropolis double-density. North Star DD. Zerox. Toshiba. Sharp. HP-I25. Some other formats through dealers.

## Software Required

CP/M operating system, version 1.4 or 2.xx. Analyst and Osort are furnished in compiled intermediate code accompanied by a run-time interpreter.

## Language

CBASIC

## Computer System

Any microcomputer with at least 48 K bytes of RAM and at least one 300K-byte disk drive. A 16 -line by 64-column display: 24 lines by 80 columns improves operation. Printer required, preferably with 132 -column print capability.

Documentation
Three manuals: one 149 pages, one 66 pages (Analyst); one 22 pages (Osort)

## Audience

Anyone who owns a microcomputer
essential. Because many program printouts require it, a 132 -column printer is desirable.

At the start of Analyst, you designate the appropriate CBASIC run-time interpreter (for CP/M version 1.4 or $2 . \mathrm{xx}$ ) and then specify either a 24 -line by 80 -column or 16 -line by 64 -column display. The program retains these selections, and you don't have to reenter them unless you make changes in your computer system. Next, the pro-

gram asks for the date, and you have the option of entering it or hitting a carriage return to save time.

## A Sample Application

I developed a stock-market record-keeping program as a learning exercise and so that I could demonstrate some of the program's functions. The program, called STOCK, computes stock rates of return and provides information the Internal Revenue Service requires for income-tax reporting. The stock-market file consists of five records, each including all the descriptive items (called fields) of information about one stock. Listing 1 shows the specification for the stock-market record file that I developed for STOCK. Analyst records can have up to 50 fields, but record length is limited to 255 characters (bytes). The total number of records possible is determined by the storage available on the system disks.

The first step in developing the stock-record program is defining the input data format. To do this, select the command DEFINE A DATA FILE from the menu. Analyst asks for the total number of fields in one record and then brings up each number field in sequence. Each number is accompanied by a program prompt asking the user to specify the length and data type of each field. Fields may be designated as numeric, integer, alphanumeric, or date. Alphanumeric fields can be up to 132 characters (numbers, letters, or spaces) in length. Numeric fields (decimal numbers) and integer fields (whole numbers) can be up to 14 characters (bytes) in length. Dates are stored as 6 characters.
To edit the file specification, you enter information sequentially in each field in the record and then go back to the beginning and display each field again to make any corrections. In other words, Analyst lacks a full-screen editing capability. After you complete the file specification, Analyst will print it, but you must have a 132- column printer. If you are using an 80 -column printer, all characters in excess of 80 will overprint at the beginning of the line.

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Listing 1: A completed file specification under the Analyst program. The uppermost section contains general features including file name, record descriptions (in this case, information about stocks), the number of data items (fields) in the record, and the total length of each record (all the fields together pertaining to one stock). The bottom section gives a number and name for each field, its position in the record (number of bytes into the record to where the field begins), its length, and its type.

ANaLYST FILE SPECIFICATION

| FILE DEFINITION FILE NAME: | STOCK.FIL |
| :--- | :--- |
| DATA FILE NAME: | STOCK. DAT |
| DATA FILE DRIVE: | g |
| DATA FILE DESCRIPTION: | STOCK RECORDS |
| NUMER OF ITEMS: | 14 |
| RECORD LENGTH | 94 |

record specifications

## ITEM NO ITEM NAME

Iten fosition item length iten thpe

| 1 | DATE PURCHASED | 1 | 6 | DATE |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 2 | COMPANY | 7 | 8 | Al.PHȦ |  |
| 3 | WUMRER OF SHARES | 15 | 6 | INTEGER |  |
| 4 | DIVIDEND | 21 | 6 | NUMERIC | 2 DIGITS TO RIGHT OF DECIMAL |
| 5 | COST PER SHARE | 27 | 6 | NUMERIC | 2 DIGITS TO RIGHT OF DECIMAL |
| 6 | NET COST | 33 | 7 | NUMERIC | 2 DIGITS TO RIGHI OF DECIMAL |
| 7 | COMMISSION | 40 | a | NUMERIC | 2 DIGITS TO RIGHT OF DECIMAL |
| 8 | TOTAL COST | 46 | 7 | NUMERIC | 2 DIGITS TO RIGHT OF DECIMAL |
| 9 | PER CENT RETURN | 53 | b | NUMERIC | 2 DIGITS TO RIGHT OF DECIMAL |
| 10 | DATE SOLD | 59 | 6 | DATE |  |
| 11 | GROSS SALE PRICE | 65 | 7 | NUMERIC | 2 DIGITS to RIGHT OF DECImal |
| 12 | COMnISSION | 72 | 6 | NUMERIC | 2 dIGITS TO RIGHT OF DECIMAL |
| 13 | NET SALE PRICE | 78 | 7 | NUMERIC | 2 DIGITS TO RIGHT OF DECIMAL |
| 14 | NET GAIN OR LOSS | 85 | 7 | KUMERIC | 2 DIGITS TO RIGHT OF DECIMAL |

Next, you enter the data for each stock-market transaction. To do so, select from the menu the command CREATE OR MODIFY A DATA FILE. Analyst sequentially brings up each data-field label as you earlier specified it. Then you type in the descriptive items.(field data) for each stock purchase. Again, Analyst does not have full-screen editing capability, so you must return to the beginning of the record and display each field sequentially, making corrections as you go.
Analyst assigns a record number to each record as it is entered. When you are in the EXTRACT mode, you can retrieve and display records by specifying the number of the desired record. You can also sort the file using a key field of your choice and then retrieve a record by entering the value of the key field in the desired record. For example, I sorted the STOCK files in ascending alphabetical order on the COMPANY field. After selecting the EXTRACT mode from Analyst's menu, I entered EAL (Eastern Air Lines), and Analyst found and displayed all fields of the first record that had EAL in the COMPANY field. I could have continued and displayed the next record in the file by hitting the Return key.

Listing 2 is a sample report produced by Analyst from data in the STOCK data file. The best way to establish a
report format is to use graph paper. You can specify the locations of the headings and the field data that go in the body of the report by entering the line number and the number of columns from the left margin for each heading and data item. There may be as many as five rows for each record. This allows you to generate mailing labels, which will be printed in a format that is one column wide (unfortunately, this is not as fast or inexpensive as printing multiple-column labels).

As many as five fields of one record may be designated "accumulators." You can use two other fields to perform mathematical operations (,,$+- /, *$ ), and the result will be deposited in the accumulator. In the STOCK example, field 9 (\% RETURN) and field 14 (NET GAIN OR LOSS) are designated accumulators. Whenever the STOCK report is requested, the amount in the DIVIDEND field is divided by the amount in COST/SHARE and the quotient is printed in the \% RETURN location. The TOTAL COST is subtracted from the NET SALE PRICE, and the difference is printed in the GAIN OR LOSS position.

You can designate additional accumulators to add data for subtotals or totals desired. For example, the field data in the two IBM stock records NET G OR LS could have

Text continued on page 358

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Listing 2: A report generated by Analyst. Following instructions from the user, Analyst extracted this data from records of stock transactions. See listing 1 for specifications of the stock records.

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Listing 3: Completed file specification for the CBASE file used to time the performance of Analyst. The file specification follows the same general rules explained in the caption for listing 1. The data in the file, consisting of 2000 records, was generated by a CBASIC program. The STOCK NUMBER field contains random integers in the range 10,001 to 99,999 . TYPE contains integers in the range 4000 to 8000 , stepped by 2 QUANTITY also has random integers, this time ranging from 20,000 to 30,000 . BASE METAL holds mixed alphanumeric data. The file exceeds 40 K bytes.

## ANAL'FST FILE gPECIFICATION

| FILE DEFINITION FILE NAME: | CEASE.FIL |
| :--- | :--- |
| DATA FILE NAME: | CBASE.INF |
| DATA FILE DRIVE: | 8 |
| DATA FILE DESCRIPTION: | CONVERTED CEASIC FILE |
| NUMBER OF ITEMS: | 4 |
| RECORD LENGTH | 20 |

RECORD SPECIFICATIONS

ITEM ND ITEM NAME

| 1 | STOCK |
| :--- | :--- |
| 2 | NUMEE |
| 3 | QUANTITY |
| 4 | GASE METAL |

ITEM POSITION ITEM LENGTH ITEM TYPE

| 1 | 5 | INTEGER |
| :---: | :---: | :---: |
| 6 | 4 | INTEGER |
| 10 | 5 | INTEGER |
| 15 | 3 | ALPHA |

Text continued from page 352:
been subtotaled, then all the NET G OR LS data totaled after each page. The results of mathematical operations appear only on the printed report and do not modify stored field data. To change stored data one record at a time, you use the edit function. To modify fields globally (all or selected fields of all records in the entire file) you can "extract" field data from the STOCK data file, process it, and deposit it in a new file. The new file is generated in the same manner as the STOCK illustration, but it is assigned a different file name. You can make logical selections (extractions) by choosing one of the following:
$\bullet$ RANGE-Does the field value fall within a range of alphanumeric or numeric values?
$\bullet$ MATCH-Does the field value equal the value you specify?

- NOT RANGE-Does the field value fall outside a range of values?
- NOT MATCH—Field data not equal.

In the case of the STOCK file, you can, for example, request Analyst to MATCH COMPANY to EAL within a DATE PURCHASED RANGE of 01/01/80 to 01/01/81 and in the COST/SHARE NOT RANGE from $\$ 15$ to $\$ 1000$. Because all these comparisons are true for the EAL stock in our example, the EAL stock will be selected. Using the same approach, you can then write this or any other selected stock(s) to a new file. Analyst lets you use as many as 10 selection screens in one command string. After selection, the stock's field data can be
mathematically manipulated before it is deposited in the new file. You can use the same technique to select groups of records for display. With the CP/M command Control P (holding down the Control key and simultaneously depressing P), you can print selected records.

To assess Analyst's performance a second time, I used a file called CBASE, which contains 2000 records (see listing 3 for a program listing of the CBASE file specifications). Files generated by CBASIC can be transferred to Analyst data files and vice versa.

STOCK NUMBER contains random integers from 10,001 to 99,999 . TYPE contains integers from 4000 to 8000, stepped by two (4000, 4002, etc.). QUANTITY has random integers from 20,000 to 30,000 . BASE METAL is mixed alphanumeric data. Containing more than 40 K bytes, this file is large enough to provide an indication of how this DBMS performs with files of moderate size, but the tests are not comprehensive enough to be considered benchmarks. I ran timing tests on a Dynabyte $8 / 2$ microcomputer. Table 1 shows the results.

The times in table 1 show that Analyst is very fast for some functions. Single-record find and display times are outstanding. Program module load and run times are just acceptable but are long enough to mandate entering or retrieving "batch" data (a number of records at one time) to minimize the effect of the wait periods between different program functions.

## Summary

Although load times for the program modules are slower than machine-language programs, this is not a


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Time
Analyst Program Modules
(in seconds)

| Load Analyst until main menu appears (CP/M previously loaded) | 35 |
| :---: | :---: |
| Go from main menu to start of report printing | 25 |
| Go from main menu to data entry | 15 |
| Return to main menu from data entry | 15 |
| Enter 50 new CBASE records As fa | As fast as you can type |
| Sort 2050-record CBASE on one field | 130 |
| Find single record by key search | 3 |
| Find single record by record | 3 |
| Search 2050-record file for logical selections |  |
| If desired records at start of file | 4 |
| If desired records at end of file | 300 |
| Print a report |  |
| Load Analyst to main menu | 35 |
| Select REPORT on menu until ready to print (plus actual print time; depends on speed of printer and size of report) | print $25$ |
| Return to main menu after printing | 15 |

Table 1: Timings of Analyst in use. Analyst was running on a Dynabyte $8 / 2$ microcomputer. The data processed came from the CBASE file specified in listing 3. That file contains more than 40 K bytes of data. These tests, while they give a rough idea of Analyst's performance, are not comprehensive enough to be considered benchmarks.
limiting factor for many applications. The program can select and display or print records from the database very quickly and so compares favorably with DBMS programs that cost two to three times more than Analyst. Newcomers to computing will have no difficulty generating programs to perform these functions.

Designing formatted tabular reports with Analyst is tedious and, at first, complex.

Analyst's documentation is excellent, and anyone with a reasonable amount of programming experience will have little difficulty. Beginners, however, will need help.

A minor annoyance is Analyst's output of a formfeed (advancing the paper to the top of the next sheet) at the beginning of every printed report or program listing. (If I need to go to the top of a form I like to hit the formfeed, or two or three linefeeds, rather than have the program put what usually turns out to be a full blank sheet of paper between printed pages.) Another drawback is that mailing-list printouts may only be one column wide, which is inefficient if you plan to print many labels.

The report outputs are limited to five lines for one record. As a result, the program as presently designed will not readily print invoices, checks, or other report forms.

Structured Systems Group's Analyst and Qsort is one of the most reasonably priced CP/M packages on the market today. For many applications, it will be as satisfactory as DBMS programs that cost much more. If you're in the market for a DBMS, this one may meet your requirements.

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## Hardware Review

# The Timex/Sinclair 1000 

Billy Garrett<br>POB 18806<br>Greensboro, NC 27419-8806

Many BYTE readers own a personal computer, just as I do. And like many readers, I justify the cost of the computer by using it for word processing, mathematical programs, job-related applications, and even games. But if you're as addicted to computers as I am, you will eventually do something that you may never be able to ex-plain-buy another one.

Sure, I could easily explain such a purchase if my old computer was too slow or unable to do the things that the new one could, but that's not the case at all. That excuse is reserved for some 16- or 32-bit processor that isn't on the market yet. The fact is I suddenly found myself buying a Timex/Sinclair 1000. And what's worse, I already own a Sinclair ZX80! Clearly, this was going to take some creative explaining.

At first, I thought I could convince people that I bought it for experimentation, but that argument is a little shaky. I concluded that the only way to justify the purchase was to write a review of it.

As most of you know, the Timex/Sinclair 1000 is essentially the same as the Sinclair ZX81. What you might not know is that all along Timex has been building the ZX81 for Sinclair. Under either name, the Sinclair people seem to have outdone themselves in designing it. It is similar to the older ZX80, and ZX80 users can upgrade their computers to the full capabilities of a T/S 1000.

In this review, I will first give you a general idea of what the unit is like. I'll then take you on a trip through the inner workings of the hardware. Finally, I'll try to compare the BASIC interpreter against some known standards. When I'm finished, I hope you'll see why the T/S 1000 fascinated me, and why I bought one.

## General Characteristics

The T/S 1000 comes completely assembled and tested for $\$ 99.95$. At one time, if you wanted to save $\$ 20$ and
spend a few hours assembling a computer, you could have ordered the Sinclair ZX81 kit. But Sinclair has now stopped selling the ZX81 and has allowed Timex an exclusive market in the United States. You can expect the new Sinclair Spectrum color computer to be handled in the same way. Sinclair will sell them exclusively for a while, and Timex will then take over the marketing.
The basic T/S 1000 package consists of the unit shown in photo 1 plus patch cords for a recorder, a connection wire and switch box for your TV, a manual, and a transformer. An optional 16K-byte RAM (random-access read/write memory) pack is also shown in photo 1.

The computer is easy to set up and use. Clear instructions show you what to do, and practically anyone should be able to set the computer up quickly. The accompanying manual is well written. Although it is not too simplistic, people with no knowledge of computers will be able to read it.

The T/S 1000 must of course be hooked up to a television set to be useful. The display, made up of black characters on a white background, has 24 lines with 32 characters per line. The two bottom lines, however, are used by the BASIC interpreter. Therefore, you really have only 22 lines. Within the character set are several graphics characters that are useful for games and charts. The cursor on the screen acts as a prompt and appears as a reverse video K, L, F, G, or S, which shows how the computer is going to interpret the next key entered. It will be interpreted as either a keyword, a letter (or number or symbol), a function, a graphics symbol, or a letter to correct a syntax error (if you make one, that is!).

The cassette interface is simple and reliable. You can name programs when you save them, and have the computer search through the tape and find a specific one, or just load the next one found.

The most restricting thing about the computer is the keyboard. I am used to typing, and it is impossible to


Photo 1: The Timex/Sinclair 1000 computer with the optional 16K-byte RAM pack, which attaches to a connector on the right rear of the computer. The basic unit powers the RAM pack. (Photo courtesy of Timex Computer Corporation.)
type on a keyboard as small as this one. Also, each key can signify up to four things (a letter, a BASIC keyword, a function, or a graphics symbol). Although the keys are well marked, it is hard to remember which key does what. Some of the keywords, like Delete and Edit, are in awkward places. The keys themselves provide almost no tactile feedback and are closely spaced; you constantly have to look at the screen to see if you have pressed the right key.
Also, although it's hard to use the keyboard as you would a typewriter, it is not very easy to use as a calculator either. Most calculators have a Function key that accesses a function written above certain keys. With a calculator, you just press the Function key and then the key you want. The Shift key on the T/S 1000 serves the same purpose, but you must hold it down while you press the key you want. This means you have to use two hands. It would be easier if the Shift key could be used as on a calculator.

T/S 1000 BASIC is fairly easy to use. BASIC keywords can be entered with just one keystroke, but that's the only way these keywords can be entered. Line numbers from 1 to 9999 can be used. Multiple statements per line are not allowed. Error codes and program lines start on the bottom two lines of the display and work their way up the screen. Because the error codes are displayed as numbers, you will have to look them up in the manual to see which error occurred.

A nice feature is that the names of most variables can be any length. LONGNAME and LONGNAME2 are different and distinct variables. The T/S 1000's stringhandling capabilities are nonstandard, as will be explained later. All things considered though,'T/S 1000 BASIC is powerful.

Finally, the T/S 1000 has a 90 -day warranty, which should help most users if they find out that their computer is actually a lemon. Timex also offers a one-year extended warranty for $\$ 12$. This offer is good only for people whose warranty hasn't run out, or those who have just had their unit in for repair. Timex even provides a computer club, open to all T/S 1000 owners, that will keep them up to date on any new developments, hardware and software products, and special offers. One last thing, because the T/S 1000 is being marketed everywhere, a good shopper can probably find it for a bit less than $\$ 99.95$. I haven't even looked hard and I've seen it for $\$ 87$.

## The Insides: The Less, The Better

The T/S 1000 uses state-of-the-art circuitry. Only four ICs (integrated circuit chips) are inside the small enclosure, as is shown in photo 2 . These four ICs, along with an IC voltage regulator; two transistors; several diodes, resistors, and capacitors; a video modulator; and the membrane keyboard, make up the entire unit. One


Photo 2: The small circuit board inside the Timex/Sinclair 1000. Note that in this photo some of the chips have been put in backward so that you could read what's on top. The silver plate on the bottom left side is the heat sink. The connector in the right rear is for expansion. The three jacks on the left side are for power, tape in, and tape out. The two small connectors that are part of the right front of the board are where the keyboard is connected. The other parts are clearly labeled. (Photo courtesy of Timex Computer Corporation.)
big change between the ZX80 and the T/S 1000 (ZX81) is a custom 40 -pin IC made by Ferranti (a large British semiconductor manufacturer), which replaces 18 ICs that were in the ZX80 and adds additional logic circuitry. This chip is called the SCL (Sinclair Computer Logic). The new logic circuitry inside the SCL allows the T/S 1000 to display a picture continuously on the TV, even when the computer is executing a program. This is a big improvement over the older ZX80 that couldn't display a picture while executing a program; the screen would go blank every time a program was run or any time you pressed a key.

The Microace company sells a modification for the ZX80 that allows a ZX80 owner to have the equivalent of a T/S 1000. Unfortunately, although the additional logic board is small and contains only seven ICs, the board won't fit inside the ZX80's case. But if you really want the continuous display, the upgrade is only $\$ 29.95$ from Microace (see table 1). It works fairly well, but the board is not made by Sinclair, and I had problems with it. Microace was prompt in responding to my request for help, but its response was that I must have assembled something wrong or that something wasn't working properly. The latter turned out to be the case. After I replaced a 74LS00 chip, the modification board worked fine.

The basic T/S 1000 unit comes with 2 K bytes of static RAM (random-access read/write memory). This is the only difference between it and the Sinclair ZX81; the ZX81 had only 1 K bytes. In either case, this is hardly enough to do any serious programming because the display shares this RAM with the program. A program that fills the TV screen will quickly run out of display room when the program is run. The BASIC interpreter uses 124 bytes of the RAM for its own internal processing, and the display can occupy a maximum of 727 bytes of memory. That leaves 173 bytes for a program in the ZX81 and 1197 bytes in the T/S 1000. Of course, because the display is not hard-mapped to one location in memory, it occupies only as much memory as it really requires.

In addition to the RAM, there is an 8 K -byte ROM (read-only memory) chip in which the character generator for the display and the BASIC interpreter reside. The character generator occupies about 512 bytes of the ROM; the rest is used for the BASIC interpreter and the I/O (input/output) procedures.

The central processing unit not only has to execute the BASIC interpreter, but also must handle the TV display. This is accomplished through a clever arrangement. After each instruction is fetched from memory and executed, the display circuitry accesses the ROM and loads the bits

Informatlon on the flicker-free board for the Sinclair ZX80: Microace
1348 East Edinger
Santa Ana. CA 92705
(714) 547-2526

Monthly newsletter:
Syntax
The Harvard Group
RR 2, Box 457
Harvard, MA 01451
(617) 456-3661

Bimonthly magazine:
SYNC (Published by Creative Computing)
39 East Hanover Ave.
Morris Plains, NJ 07950
(201) 540-0445

Schematics, etc.:
Heuristics
25 Shute Path
Newton, MA 02159

Table 1: The addresses of some companies that might be of interest to owners of the Timex/Sinclair 1000 or the Sinclair ZX81.
of the character to be displayed on the screen. The bits are then serialized and sent to the TV with that custommade 40 -pin logic chip. The processor must coordinate this activity, which requires a lot of its time. Because of this, the T/S 1000 offers two modes of operation available to the user: SLOW and FAST. When the unit is turned on or when a NEW command is executed, the display enters the SLOW mode. This means that the display is on continuously, even during the execution of a program. If you do not need to have the display on all the time, you can use the FAST mode. In this mode, the display is on only when a program has finished running or when the unit is awaiting input. The manual states that the difference in execution speed of the two modes is a factor of about four, but in every test that I have run the difference is almost a factor of six. I haven't run any benchmark programs, but even in the FAST mode this is about the slowest BASIC interpreter I have ever used.

The design of the circuit board is interesting. The current revision has provisions for different types of RAM chips to be plugged into the board. The ZX81s came with two 2114 chips, for a total of 1 K bytes. The T/S 1000 uses a single 2 K -byte RAM chip. When you need more memory, you can buy the 16 K -byte RAM pack for $\$ 49.95$.

One of the most exciting things about the T/S 1000 circuit is that the ROM socket was designed so that largercapacity ROM chips could be plugged in. If you are familiar with the standard ROM pin arrangements, you know that with a 24 -pin package the maximum size of a standard, nonmultiplexed, byte-wide ROM chip is 8 K

## At A Glance

Name<br>Timex/Sinclair 1000<br>Manufacturer<br>Timex Computer<br>Corporation<br>POB 2655<br>Waterbury, CT 06725<br>(203) 574-3331<br>Price<br>599.95<br>\section*{Dimensions}<br>6\% inches wide by 7 inches long by $1 / 2$ inches high 116.8 by 17.7 by $3.9 \mathrm{~cm} \mid$<br>\section*{Processor}<br>Z8OA. 8-bit. $3.25 \cdot \mathrm{MHz}$ clock frequency<br>\section*{Memory}<br>2K-byte RAM standard: 16K-byte RAM optional (549.95): 8K-byte ROM included<br>\section*{Mass Storage}<br>Cassette I/O. only program storage and loading: no BASIC controlled I/O

## Display Used

Standard television set [RF modulator included): 32 black-and-white characters per line. 24 lines; the user cannot use the bottom two lines. which are reserved for the BASIC interpreter's use

## Other Features

Membrane keyboard: built-in modulator (for TV); includes all cables and transformer

## Documentation

154 pages, spiral-bound manual

Software Included BASIC in ROM

Software Options
Various application programs available on cassette

## Hardware Options

16K-byte RAM (549.95): electrostatic printer (S99.95): telephone modem (599.95)

## Audience

Students. businesspeople, or anyone else interested in learning about computers for a very low cost
bytes. Well, Sinclair has already wired the board for a 28 -pin package, which would allow a 16 K -byte ROM chip. Although Sinclair has not commented on the possibility of a 16 K -byte ROM for the T/S 1000 or its successor, you can be sure that someone is thinking about it. A 16 K -byte ROM would increase the capabilities of the T/S 1000 greatly, but it may be a while before we hear anything about that possibility.

Unlike the keyboard in the ZX80, the T/S 1000 keyboard is not an integral part of the main circuit board. It thus can be easily replaced, and Sinclair could design a more conventional "full-travel" keyboard and offer it as a replacement. I, for one, would like a better keyboard; and with more than 200,000 T/S 1000s and ZX81s in existence, Sinclair stands to make lots of money on any good accessories. Current plans, however, include only a printer and a modem.

## T/S 1000 BASIC

The new 8 K -byte BASIC included in the T/S 1000 is remarkably powerful for being just 7.5 K bytes long (remember that the character generator occupies 512 bytes of ROM). Tables 2 through 5 list all the available commands, while table 6 includes some commands that are common for BASIC but not implemented in this version.

| Function | Type of Operand (x) | Result |
| :---: | :---: | :---: |
| ABS | number | Absolute magnitude |
| ACS | $\begin{aligned} & \text { number } \\ & (-1<=x<=1) \end{aligned}$ | Arc cosine in radians |
| AND | binary operation AND | $\begin{aligned} A \text { AND } B & =A \text { (if } B<>0) \\ & =0 \text { (if } B=0 \text { ) } \end{aligned}$ |
| ASN | number $(-1<=x<=1)$ | Arc sine in radians |
| ATN | number | Arc tangent in radians |
| CHR\$ | number (0 to 255) | The character associated with a given code |
| CODE | string | The code of the first character in string (or 0 if $x$ is the empty string) |
| COS | number (in radians) | Cosine |
| EXP | number | Exponential function ( $\mathrm{e}^{\text {r }}$ ) |
| INKEYS | none | Scans the keyboard once and returns the character if a key is pressed or returns the empty string if no key is pressed |
| INT | number | Integer part (always rounds down) |
| LEN | string | Length of string |
| LN | number ( $x$ > $=0$ ) | Natural logarithm |
| NOT | number | $\begin{aligned} \text { NOT } x & =0(\text { if } x<>0) \\ & =1 \text { (if } x=0) \end{aligned}$ |
| OR | binary operation | $\begin{aligned} A \text { OR } B & =1(\text { if } B<>0) \\ & =A(\text { if } B=0) \end{aligned}$ |
| PEEK | number $(0<=x<=65535)$ | The value of the byte in memory whose address is $x$ |
| PI | none | 3.14159265 |
| RND | none | The next number in a pseudorandom sequence of 65,535 numbers |
| SGN | number | Sign of the number $(-1,0,1)$ |
| SIN | number (in radians) | Sine |
| SQR | number ( $x=>0$ ) | Square root of $x$ |
| STRS | number | The number $x$ returned as a string |
| TAN | number (in radians) | Tangent |
| USR | number $(0=<x=<65535)$ | Calls the machine-code subroutine whose start address is $x$; on return, the result is the contents of the BC register pair |
| VAL | string | Evaluates the string as a numerical expression |
| "- " | number | Negation |

Table 2: Some of the functions found in T/S 1000 BASIC.

| Symbol | Operation |
| :---: | :--- |
| + | addition |
| + | subtraction |
| $*$ | multiplication |
| $*$ | division |
| $=$ | raising to a power |
| $>$ | equals |
| $<$ | greater than |
| $<=$ | less than |
| $>=$ | less than or equal |
| $<>$ | greater than or equal |
| not equal |  |

Table 3: The binary operations included in T/S 1000 BASIC.

The manual does a good job explaining the language, and it is interesting to note how this manual was developed. First, there was a British version for the Sinclair ZX81, which naturally tended to use British colloquial expressions. That manual was much more interesting than the subsequent American Sinclair or Timex versions, although all are equally informative. For example, at one point the author of the British version refers to photo 2 and writes, "As you can see, everything has a three letter abbreviation (TLA)." I thought this was a rather amusing comment, and most of the examples are humorous also. This is a good way of making the novice feel a little more relaxed while he or she is trying to learn what all those darn abbreviations are for. Unfortunately, the humor was carefully excised from the American manuals, even though the manuals are exactly the same in content and number of examples. Any one of these manuals, however, is an excellent introduction to BASIC. The many examples and exercises should make it easy and fun to learn.

The manual is mostly devoted to BASIC, but it also covers some rather intricate details of the BASIC interpreter. One interesting point about the manual is that it not only tells you which bytes in memory are used, but also what they are used for. This documentation is helpful if you are going to write any machine-language routines. This is a useful piece of information for them to include, something that many other companies can't or won't do because of their agreements with the authors of their BASIC interpreter.

T/S 1000 BASIC does differ substantially from the Microsoft variety that many of us are acquainted with. This BASIC was apparently written by a group of Cambridge (England) mathematicians. The biggest improvement that this 8 K -byte ROM has over the 4 K -byte ROM that was standard in the ZX80 is that this version handles floating-point numbers. Also included are the usual functions, such as SIN, COS, and LN, that are standard with most BASICs. This version, however, suffers from one really bad problem-string irregularities.

Most people who have used BASIC are accustomed to string functions like LEFT\$, RIGHT\$, MID\$, or other functions like these. For example, LEFT\$(NAME\$) allows you to examine the first letter of a name. But the T/S 1000 uses what they call slicing notation. A few examples will clarify this immediately:

LET AS="SINCLAIR"
PRINT A\$(1 TO 8)
would print: SINCLAIR
PRINT A\$(3 TO )
would print: NCLAIR
PRINT A\$(1 TO 1)+"ILLY" would print: SILLY
Command

AT
CLEAR
as
CONT
copy

Dian
fAST
FORA $=x$
TO $y$
$\mathrm{STEP}_{z}$
cosue

сото
If exp
THEN:
MPUT
LET
UST
LLIST
LOAD I
LPARNT

Function
Weeo in a PRWNT statemam to specity the position of the cursor.
Detertes all vaiables freeing the space they occupled.
Clears the display tue.
Continues it the prog am has any executable wnes left
Coples the contents of the screen to the printer. The COPY command will not change the display.
Reserves enough memory for an arrey of the given dimension and detetes any arrays alleady atet up wifl that name.
uncreasee enecution speed by turning the Gicclay ott when a progam is running.
Executes a FORMEXT wop and deteres any other varieble that will conflict with the loop yariable as wit count from $x$ to $y$ by increments of $z$.
Pushes the ine mumber of the gOSue statement on a stack and cans the BASKC code oterling at that line mumber.
Jumpe to the specified line or the neart one after that number.
If exp is trua, then $s$ is executed, and $s$ must be a statement.
Stops and waits for the user to trput an expression
The varlable assignment statsmemt.
Litsts the progem on the screen.
Same as UST, except that it goes to the printer.
Londe a propram callod $\%$. Loact the tost progam if its min.
Seme as print, except routso to the printer.

Command
New

MEXT
PAUSE $n$

PLOT x,y

POKIE mn
PFPANT
RAND
REW

PETURA
RuN
SAVE
SOROU
s.OW

TAB
UnMen x y

Funclion
Deletes any propam wines and variables. serting asto aly memory up to the top of avaitable RAM or to the symiten varible RAATOP, whichever is tower.
Also enters the SLOW mode.
Ends a for loop.
Siops computing and olaplay the daplay the for in frames (at 80 trimes per second) or untila a key is Dressed.
Elacks in pixel $x, y$ and moves the print position one tolace to the right of that pixel (razolur Hon: 64 by 44)
Peplaces bye at tocation in in menory with byte $n$.
Prints whatever you specity in the print statement on the screan.
Seeds the random-mumber generator.
takes that the a commem statement. which is ignored by the computer. This is useful for plecing machinetanguge sutroutines in REG statements since they don't move blout in memory.
Pops the mumber from the GOSUE stack and returns to the line after it
Puns a program beginning with the boe you specify or the beginning it you don't.
Seves the program, veribles. and other system information on tape.
Scrols the display file up one Ine, "eptacing the botion tine with a NEWLINE chamacter.
Leaves the dibplay on all the time. even during the prog am expcution. The computer powers up in tis mode and returis to the SLOW mode whenevy a NEW command is executal
Prints at this posimion. Must be used in a Priwn statemamt.
Whitent out the pirel $x, y$.

Trable 4: T/S 1000 BASIC commands.

As you can see, the slicing notation takes the number of characters that you specify in the range given in parentheses and prints them. If the first or last number is left off, it assumes the beginning or the end of the string respectively. This is not at all hard to get used to, but it is nonstandard.

One really good feature is that the strings can be any length, but string names are limited to one letter followed by the string symbol " $\$$ ". You can get more than 26 strings, though, by dimensioning them. When you do so, however, you must specily how many characters are going to be in each string. For example, if you type DIM $\mathrm{X} \$(2,20)$. you get two strings each with a length of 20 characters. This too is nonstandard for BASIC.

One bad point about the T/S 1000 is its lack of compatibility with the old ZX80 programs (written using the $4 K-b y t e$ ROM). The programs will run, of course, but the user must make some minor modifications, type them in again, and save them on cassette tape.

As a cassette-based machine, the T/S 1000 has certain limitations. For example, this BASIC does not allow you to suve values of some of the variables without saving all the variables and the program too. In fact, the entire state
of the machine is saved when you execute a SAVE command, so that you can get right back where you were after loading the program and typing CONT. This limitation of the SAVE command makes the T/S 1000 difficult to use with programs that require saving data, but it is convenient for the novice. One limitation is that the SAVE command must not be nested inside a COSUB. Another limitation is that cassette 1/O is slow, and the T/S 1000 is not a likely candidate for a floppy-disk inter. face mainly because of the expense. Certainly, a floppy disk could increase the capabilities of the T/S 1000, but who would buy a controller and disk for $\$ 400$ when the basic computer was only $\$ 1007$ But we dorit know what Clive Sinclair will be up to next . . . a mierofloppy for $\$ 1007$

The actual process of entering a programis easy for the novice but exasperating for the experienced computer user, because BASIC keywords can be entered only by using a one-key abbreviation. If you want to enter RUN, you just press the R key and then the NEWLINE key, instead of pressing R, U, N, and then NEWLINE. It will take a while to kearn the location of each keyword. Some are in awkward places. The RUBOUT (delete) key is a

| Command | Function |
| :--- | :--- |
| EDIT | Edits the current line. |
| Up arrow | Moves the current line back one. |
| Down arrow | Moves the current line forward. |
| Right arrow | Moves the cursor forward. |
| Left arrow | Moves the cursor backward. |
| BREAK | Stops execution of a program. |
| NEWLINE | Terminates every line. |
| RUBOUT | Deletes the last character or keyword. |
| GRAPHICS | The next keys pressed will be interpreted as <br> graphics symbols. |
| FUNCTION | The next key pressed will be the function writ. <br> ten below the key. |

Table 5: Editing commands found in T/S 1000 BASIC.
shifted 0. Frequently, I forget to press the Shift key before I press the 0 key.

Like the ZX80, the T/S 1000 has 40 keys. The keyboard can be accessed in a BASIC program either through an INPUT statement or through the INKEY\$ function.

One more nonstandard feature is that the character code set is totally unique to the T/S 1000; it's not ASCII (American Standard Code for Information Interchange). For example, in ASCII the letter " $A$ " is represented by 41 (hexadecimal); the T/S 1000 refers to the same letter as 26 (hexadecimal). Making this unit into a terminal would take a little hardware and a considerable programming effort.

If you want more information on the T/S 1000, ZX80/ZX81, or the Microace computer (no longer made), see table 1 for addresses of these companies. Also, two other articles on these computers have appeared in BYTE. They are "The MicroAce Computer" by Delmar Searls, April 1981, page 46, and "The Sinclair Research

| AUTO | LINEINPUT |
| :--- | :--- |
| DATA | MEM |
| DEFSTR | MIDS |
| DEFINT | ON ERROR |
| DEFSNG | ON x GOTO |
| DEFDBL | PRINT \# (to cassette) |
| ELSE | READ |
| FNDEF | RESTORE |
| INPUT\# | RIGHTS |
| LEFTS | USING |

Table 6: Some common BASIC commands missing from T/S 1000 BASIC.

ZX80" by John C. McCallum, January 1981, page 94.

## Conclusions

Although T/S 1000 BASIC is different, it is powerful for such a small, low-priced computer. I think that anyone who buys it won't be disappointed. It does, however, suffer from its lack of standardization and omission of powerful BASIC functions.

The TV interface works very well, and the display can easily be read on almost any TV.

The membrane keyboard makes the computer difficult to work with for long periods of time.

The cassette is easy to use for simple program storage, but it is limited and will hamper many application programs.

The major use for this computer will probably be for learning about BASIC or computers in general. The computer itself has limited expansion capabilities, and the keyboard is too small and cramped for any serious work.

## ALIST



## CONTROL DATA

dISKETTES

## IBMPC SOFTWARE

FORTH-32 ${ }^{\text {TM }}$
amows sccess to all of the PC memory using mitermaxed $15 / 32$ bit addressing Screen edtior. assembler. decompler, detoug, graphics procluces compact marketable soltware. $\$ 150$ Ffoeting Pomt Library ISoltware or $80871 \$ 50$
QUESTalk ${ }^{\text {M }}$ Asynchronous
Communications comects your PC to acher computers Mant diven wat henp reatur
terminel or local mode UPL OAD/ ODWMLOAD fie terminel or local mode UPLOAD/ODWMLOAD the transters Multiple eaulo rates. $\$ 45$
Print Pak ${ }^{\text {TM }}$
menu dnven selecuon of page hermzed printouts via character type time date and more $\$ 45$
DiskPak ${ }^{\text {M }}$
news and moodies reccovers erased ides. pront
Edlin Recovery Utility rectame
the le you thought you lost when the disk was ha $\$ 35$



QUEST RESEARCH. WNC.
$\infty$ PO Bom 2553 II Hentsorite al 35604 I 205.573.9405 =


# Vector Graphics for the TRS-80 

## Incorporate machine-language graphics into your BASIC programs.

Radio Shack has given the TRS-80 Model I and III user a flexible alternative to memory-gobbling high-resolution graphics and functionally limited low-resolution graphics - namely, the SET and RESET graphics commands. Unfortunately, due to the size limitations of the BASIC ROM (read-only memory), Radio Shack was unable to inchude any vector-graphies functions. BASIC has no command for drawing lines on the video monitor.

Radio Shack has, however, provided excellent tools for interfacing machine-language code to a BASIC program-the VARPTR and USR functions. Using these tools, it is possible to program graphiss with fast, machine-language software while enjoying all the benefits of BASIC programming.
KWIKIJNE is a last line-drawing program (see listing 1). Using the VARPTR and USR machine-language functions as "hooks," it draws lines composed of either pixels (picture elements) or ASCII (American Standard Code for Information Interchange) characters. This article describes how
to place a machine-language routine in a BASIC program line, how KWIKLINE works, and how to use vector graphics with BASIC.

## Machine Language

in a BASIC String
To summarize the operation of these functions, a USR function will execute a previously prepared machine-language routine, passing

## Using the VARPTR and USR machine-language functlons as "hooks," It draws IInes composed of plxels or ASCII characters.

the 2-byte expression as the single argument. The VARPTR function returns an address from BASIC's variables table. This address may be used as a pointer to the actual storage location of the variable.

Variables created during program execution, e.g., A\$ in the following line:

100 AS $=$ CHRS(191) + CHRS(128)
are stored in high memory within the area reserved by the CLEAR command. But string variables such as As in the line

## 100 AS = "THIS IS A LITERAL"

remain in program memory. Using the VARPTR function with AS would return the address value of the character on the program line directly after the Jirst quotation mark.

The Level $\|$ BASIC Reference Manual explains how to concatenate - aring variable from DATA line values and use the VARPTR value of the string as the starting address of the USR routine. Going one step further, it is possible to create a "dummy" string on a program line. find the location of its first byie using VARPTR, use READ and POKE to place values into the string, and use this string variable as a machinelanguage USR routine. The DATA lines containing the Z80 op-code values and the lines that contain the POKE commands may then be

Tere continund on page 375




[^21]



ArA
GETBIT
idetermine fixel value by
；teking 2 to the Eth fower
2 to the Eth fower
icheck if currentle
；srafhics： 50 if 50 ＊าร4 a4า गeatc asta ！




yox $15^{\circ} \mathrm{ZN}$
（31）H08．67H）
 SUBYTE $H L)$
$(H L), A$




点
．．．．．


Listing 1 continued:

| $00$ |  |  |
| :---: | :---: | :---: |
|  Wew \%ondrydrdyond | $\begin{aligned} & \text { 윰 } \\ & \text { 年 } \end{aligned}$ |  |
|  <br>  |  |  |
|  ㅇ8ㅇㅇㅇㅇㅇㅇㅇㅇㅇㅇㅇㅇㅇㅇㅇㅇㅇㅇㅇㅇㅇ |  |  |
|  |  |  |

Listing 2: BASIC-language version of the KWIKLINE program. The Z80 op codes from Listing 2: BASIC-language version of the KWIKLINE program. The Z80 op codes from
listing 1 are incorporated into the DATA statements in lines 1000-1140. Once line 20 has jauay o so wayt asn puo OS-OI sau!l anos uvo nof 'sapos do asayl ylum payjod uaaq around which to build your own program. Lines 2000-2090 are a simple test of the KWIKLINE program.

PDKEs the achine oode inlo the duany This prosram pokes the machine code into the dumen
strins (line 20) for use as a USR routine. After a
successful RUN, RUN asain to test the code. 10 CLEAR 2000
$30 \mathrm{~V}=\mathrm{UARPTR}$ (LNS )
 0 ADDR=PEEK $(U+1)+P E E K(U+2) * 256$ 70 CLS :PRINTE 975,"CODE IS BEING POKED INTO LNS"; :PRINTE 0, ;


$\begin{array}{ll}110 & \text { CS=CSTM+L } \\ 120 & \text { PRINTASin }\end{array}$




- 1ine,



Id pue




$$
\begin{aligned}
& \text {;add allernate sters } \\
& \text {; to } \times 1
\end{aligned}
$$


If pue




 RRORS

0118002420
0119002450
01100 00950
01030

N
 ष்



## Listing 2 contimuad：

```
130 PDKE ADDR,H*16&L :ADDR=ADDR&1
140 ¢010 B0
150 IF CS - 3217 THEN FRIMT "RuN UAS SUEEESSFUL * *
        ELSE PRINT "*事 BAD DATA ##" SSTOP
$60
```



```
**
```



```
    vi* SUPERZAP or other disk or ae|gey egonitor.
```

1000 DATA CD, $76,0 A, 23,5 E, 23,53,10, D 5,00, E 1,00,66,03,06,6 E$
1010 DATA $04, E 5+00,56,01+00,5 E+02, D 5,76,26+01,92,30+04+26$
1020 DATA FF, $50,44,47,70,2 E, 01,43,30,04,26, F F, E 0,44,4 F, 11$

1935 .
1040 OATA $72,05+00,75104+48+51+48,58,39,04,01,05,55,55,00$



新 75.
1080 DATAEB, $10, E B, 2 C, E B+10, E B, 10,04,7 E, E 3,03, F, 4+3,47, A F$



115 "

1130 DATA O3, DD,75,04,DD,7E,06,FE, 25,C0,11,06,01,15, DD, 19
1140 DATA 18, 日C,EHD
174\%

2000 CLS

2020 [NPUT EEDING PDIUT ( $\times 2+Y 2$ ) $=1 \times 2+Y 2$
2030 [NPYT -SET, FESET, DR CHARAETER MODE (S,R,E) - IMS

2050 IF Hs = 5 - THEH $C=1$



299060102010
deleted from the program－leaving only the machine－language code in a BASIC program line．The advantages of this＂packing＂of the code directly within a BASIC program are：

1．The machine－language code is saved and loaded efficiently with your program．
2．High memory need not be re－ served at power－up．
3．Since the location of the string will not change，the USR－routine entry point doesit need to be redefined．
4．The routine will not interfere with other machine－language pro－ grams．such as keyboard－ debounce routines or printer drivers．
5．The formal is compatible with DOS（disk operating system）and BASKC for both Models I and III of any size memory．

The limitations of this format are
mainly those encountered by the routine＇s original programmer．The program must：
－be fully relocatable，using no ab－ solute jumps or calls to locations within the program
＊contain mo bytes with values of 00 or 22 hexadecimal，as these are BASKC line and string delimiters
＊use no look－up tables within the pro－ gram－the table＇s stanting point will vary with the routine＇s location －be less than 241 bytes in length－the size of BASKCs program－line input buffer

List a program line containing such a packed string，and youll see an odd collection of BASCC tokens and print－ ing control characters．It will look like a bad load from cassette tape． This minor irriation is caused by BASICs LIST processor＇s misinter－ pretation of the machine－language
bytes．The effect is harmless．
Listing 2 is the program that uses POKE commands to place the KWIKLINE op codes into the dummy string．Line 10 reserves a block of memory for string storage and manipulation．BASIC mus encounter this CLEAR command before the LN5 definition or its location will be unknown and the VARPTR function in line 30 will cause an error．Lines 30－50 determine the location of LNS and set up the USR entry address． The same address is used in line 60 for the reference position to begin the POKEs．Then the DATA lines are read．converted from hexadecimal strings to decimal integers，and in－ serted into the dummy string．Line 110 calculates a checksum to avoid the possibility of a typo causing the program to bomb．

Once all the codes have been placed in the string the unneeded lines are deleted from the program． keaving the base lines required for any access of KWIKLINE．Cassette－based system users should save this portion with CSAVE and use it as the starting kernel for experimentation．Disk－ based system users must follow the instructions on line 50 and remember that the kernel program will not be correctly saved with the ASCII op－ tion．Instead，save any application programs with the command SAVE ＂DEMOI／BAS＂．A and merge that file with the result obtained from ex－ ecuting listing 2.

Lines 2000－2090 in listing 2 perform a simple tes of the new graphics capability．Input some sample points at the prompts to verify that every－ thing is working correctly．

## KWIKLINE Operations

KWIKLINE，based on the DDA （digital differential analyzer）algo－ rithm described by Mike Higgins（see ＂Fast Line－Drawing Technique，＂ BYTE，August 1981，page 414），is very fast－the longest line requires 45 milliseconds to be drawn on an un－ modilied TRS－80 Model 1 The routine uses only integer apithmetic and avoids redundant calculations．

Listing 1 is the assembly－language coding of KWIKLINE，showing the algorithm and the control loops that


Figure 1: Hexagon produced by the POLYGON program. The figure took approximately two seconds to draw by using the KWIKLINE program.
implement it. Note that there are two nested loops. The inner loop plots the points along a line defined by the parameter string. The outer loop checks the extension character and loops back for further lines if necessary.

The first lines initialize the IX index register to point to the parameter string. The address supplied by the VARPTR function points to the vari-ables-table byte that defines the length of the string. Since KWIKLINE does not use this byte, it is simply ignored. The following 2 bytes are the desired address in normal Z 80 reverse order-LSB (least significant byte) followed by MSB (most significant byte).

Next, the line parameters are read and saved on the stack - their storage addresses will be temporarily used by the program. Increments and offsets for points along the line are calculated by lines 920-1130 and placed in the temporary storage area by lines 1160-1190.

The SET, RESET, and CHARACTER screen-address conversion routines are the heart of the program.

Lines $1540-1680$ find the screen address needed to place a byte in CHARACTER mode. Lines 18402170 convert an $X, Y$ coordinate pair to the screen position and bit number that defines a certain pixel. The correct SET and RESET action is performed according to the fifth argument of the parameter string. This routine is exceptionally fast, interactive with BASIC, and relocatable.

Once a point has been plotted, the KWIKLINE routine adds offsets to registers $D$ and $E$, which contain the current $X$ and $Y$ values, respectively. The $B$ register, initialized to the length of the longest axis, is decremented and the rest of the line is plotted. When $B$ goes to 0 , lines 2520-2570 restore the original values to the parameter string. This is done to avoid having to redefine the string.

The EXTENSION character is then tested and, if it's not an ampersand character (\&), control passes back to the BASIC interpreter; otherwise, the IX register is bumped to point to the next series of bytes, and a jump is made to the start of the outer loop.

One problem I encountered while
writing KWIKLINE is that the distance between the start and end of the outer loop is greater than the 127 bytes maximum allowed a relative jump. Since KWIKLINE is written to be position-independent, the jump must be made via the "bridge" at line 1720. Another abnormality seen in the listing is the avoidance of bytes with a value of 00 . After the code is placed into a BASIC program line, a zero byte would be interpreted as the End Of Line delimiter. The 2 bytes following the zero byte would be mistaken for a Next Line Pointer and the next 2 bytes as the line number, etc.
To avoid this mess, special steps must be taken. For example, it is necessary in line 2610 to load the DE register pair with the value 6 as an offset for the next set of line parameters. The op code

$$
\mathrm{LD} \quad \mathrm{DE}, 6
$$

would ordinarily be assembled as 110600 , with the zero byte being unacceptable. Instead, the value is loaded in two steps:

$$
\begin{array}{ll}
\mathrm{LD} & \mathrm{DE}, 0106 \mathrm{H} \\
\mathrm{DEC} & \mathrm{D}
\end{array}
$$

The assembled code is 110601 15, avoiding the zero byte. The end result is the same, but the code takes a little more time and memory. The tradeoffs of a slight loss in speed and size for relocatability and BASIC line compatibility are, nevertheless, a great bargain.

## Drawing Lines from BASIC

KWIKLINE requires six 1-byte arguments-a starting coordinate ( $\mathrm{X} 1, \mathrm{Y} 1$ ); an ending coordinate (X2,Y2); a SET, RESET, and CHARACTER mode byte; and an EXTENSION character - for each line drawn (see figure 1). Since BASIC allows the passing of only a single-integer argument to a USR routine, the arguments are concatenated into a string variable, and the storage address of this variable (VARPTR) is sent as a pointer to the arguments.

The starting and ending points may be anywhere on the screen and may define the same point. However,

Text continued on page 379


 SA,S
 Define tecondt hand
K.J-30 : IF K<0 LET Kelit80

XIsFH CX(CIR (K),10)


Y2aFn CYCCIRTJ1,55

Defino minutes hen


$K=J-2$ :IF $K<0$ LET
X 3 eFN CX CIR(K), 35 )
$Y$ (eFN CY(CIR


K $\mathrm{s} \$+2$ :IF K $>59$ LEI


 Derint nours








Listing 3 The POLYGON progyen with draw a polugon with from 3 to 20 comers Imis rausing dawt an M-yon with all verticas cunnected

99 It expects linat $10-50$ defing the tiatkilbe subrouline

30 FOR $J=0$ TO 2期I-.001 STEP 2 护I/N

160 NEXT :CLS
70 FOR JE\& TO N-1
Fon Kisaili : Yla
1090 COSUB 2000
100 MEXT K
$120 \mathrm{~K} \$ \mathrm{IW} \mathrm{I}$
 -ndroints.
 the screen. Again, it uses lines $\mathbf{1 0 - 5 0}$ of the KWIKLINE program.

70 remirnt bish basic






$$
510
$$



 وog909









## Second CMARACTER *node demo <br> - Trapped LIGnTMING"










 sENTEK) Ley to exit



 ILO IF IWKEYI<CMROCIS) TMEN IL6O ELSE RETURN subroutina compiles line pariateter strins 2000 A

Listing f contrnuadi:


Listing 5 The CHARACTER MODE subroutine products either a moving frame around a message or flashes of lighening. Jt afso uses lines $\mathbf{1 0 . 5 0}$ of the KWIKLINE pro. gram.



Figure 2: Screen dump of the CLOCK-80 program. Each new position of the hands is determined by the KWIKLINE program.
these values must agree with the mode byte. If incorrect parameters are passed, lines may be drawn at indeterminate screen locations (they generally "wrap around" the screen) - but the program will write only to video RAM (random-access read/write memory).

## Two Modes

Two types of lines may be drawn using KWIKLINE. The SET/RESET
mode uses the TRS-80 graphics pixel as the display medium. This mode requires the fifth byte of the argument string to be either a $\mathrm{CHR} \$(0)$ for RESET, or CHR\$(1) for SET. Arguments one through four, in this mode, must be in the order $\mathrm{X} 1, \mathrm{Y} 1, \mathrm{X} 2, \mathrm{Y} 2$, with the $X$ values: $0<=X=<127$ and the $Y$ values: $0<=Y=<47$. The fifth byte of the parameter string in the alternate mode, CHARACTER, will have a value $>=2$. The
character in this position will be repeated along a line defined by the $X, Y$ coordinate pairs, where $0<=X$ $<=63$ and $0<=Y<=15$.

The sixth byte of the parameter string defines whether or not another set of line parameters follows the first. This byte must be an ampersand character (\&), CHR\$(38) for EXTENSION. Any other value forces a return to the calling BASIC program. When this byte is an ampersand, KWIKLINE expects six more parameter characters in the correct format in adjacent memory locations. The value of this function becomes apparent when a series of lines must be drawn consecutively. So much overhead is involved, in compiling the parameter string and calling KWIKLINE from BASIC that optimum speed will not, otherwise, be obtained.

This function allows the programmer to define a parameter string of values for multiple lines, say four lines for a box, or two lines, one SET and the next RESET, for a phasor zap or bolt of lightning.

Listings 3, 4, and 5 demonstrate some techniques for compiling the strings for drawing the desired lines. Listing 3 draws a polygon with all vertices connected (see figure 1). The effect can appear very three-dimensional. This program uses the simplest form of parameter passing. The endpoints of the line are determined - note the scaling done to keep the figure symmetrical. Then, a GOSUB to line 2000 draws the line. Listing 4 produces a simulation of


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|an analog clock-digital-clock simulations being passé (see figure 2). It uses a more advanced technique for maximum speed. An array of strings is compiled from the lines to be drawn. The lines define points between the center of the screen and points along the circumference of one of three concentric circles. The outermost circle is for the sweep-second hand, the middle one for the minute hand, and the inner circle defines the arc of the hour hand.

Once the array is compiled, disk BASIC's real-time clock is monitored and the screen is updated accordingly. The time is not determined from the TIME $\$$ function, as manipulating this as a string would cause the delays associated with string reorganization. Instead, the clock's storage memory is examined using a PEEK command, and this numeric value is used as a pointer into the array of line parameter strings. So much string space is used by the program that almost any use of string-manipulation commands within this loop will eventually invoke the "garbage collector," in effect stopping time.

This clock program also demonstrates a drawback of KWIKLINE. Extensive string manipulation is required in defining each hand in every position on the face of the clock. Compiling all these strings takes about two minutes, a lengthy wait for a supposedly fast program! But the result, after the wait, is an example of the TRS-80 doing something that would seem beyond the capacity of a normal BASIC program. It is possible to eliminate this initialization phase by writing the string arrays to disk after the first compilation, and then reading the file upon subsequent runs.

Listing 5 produces demonstrations of the CHARACTER mode of KWIKLINE. These eye-catchers could be used in framing a company logo or luring an unsuspecting passerby into buying a product.

Portability, speed, and flexibility make KWIKLINE a valuable addition to the BASIC library. Learn to use this tool effectively, then stand back and watch as your graphics programs come alive!

## System Notes

# Autograph: a Plotting Subroutine in TRS-80 Level II BASIC 

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No one who remembers character graphics would deny that the ability to represent data graphically is an extremely attractive feature of many microcomputer systems. Yet some programmers still shy away from using graphics because writing programs for them can be tedious. And if you must include several formats or ranges of data values, graphics programs can get excessive.

My solution to such unwieldy programs is a subroutine I call Autograph. This program module automatically scales, titles, and plots data that is conducive to graphic treatment. When called, it displays a fixed chart border, automatically scales the $y$ (vertical) graph axis to include any arbitrary data range, and positions and displays arbitrary titling strings. The latter includes the main title along the top of the display, the low title positioned along the bottom, and the vertical title positioned on the left side. In addition, the program labels the $y$-axis scale to match the data range.

The routine has no horizontal scale values as such. It does, however, allow any arbitrary number of $x$ (horizontal) axis positions up to 104. Each position may correspond to a
day, a week, a year, or any incremental value or event. The data for these positions can be automatically presented as points, ranges, or in bargraph (histogram) form.

> For each horizontal position, Autograph plots $y$-axis data in three forms: point data, data ranges, and histograms (bar graphs).

I wrote Autograph in TRS-80 Microsoft BASIC. Before discussing the program in detail, however, a brief description of the TRS-80 Model I graphics system is in order. Such an explanation may help orient those who are interested in modifying the subroutine to use on other machines.

## TRS-80 Graphics and

## Print-Character Positioning

Graphics for this popular microcomputer are implemented in the common rectangular format of cells. The cells on the video screen consist of rectangular elements that are oriented vertically and arranged in an
array that is 128 cells wide and 48 cells high.

The programmer addresses the elements of this array in BASIC according to coordinates $x$ and $y$. For example: cell $(0,0)$ is located in the extreme upper left-hand corner; cell ( 0,2 ) appears two cells to the right. Following this pattern, cell ( 1,2 ) is immediately beneath $(0,2)$. Cell $(47,127)$ lies at the extreme lower right-hand position.

The BASIC statement SET(X,Y) turns on any particular graphics element. Similarly, RESET(X,Y) turns off any element.

This version of BASIC supports normal PRINT statements and makes alphanumeric character positioning easier by providing the statement PRINT @. The TRS-80 has a 1024-character display that is arranged in a format of 16 lines by 64 characters. The character (print) positions are numbered from 0 to 1023 for use in the PRINT@ statement. Position 0 is the first character in the top line of the display. Position 63 is the last character in this line. Position 1023 is the last character in the bottom line of the display.

Autograph uses the PRINT@ n statement and the string-handling operations LEN and MID\$ to position


Figure 1: An illustration of the screen layout of Autograph. Note the three automatic data-display modes.

Listing 1: The complete Autograph program, including a test section (lines 80-120). The program is in TRS-80 Level II BASIC. To use Autograph as a subroutine, delete the test section and the remarks at lines 50930-50950. Change line 50920 to RETURN.

```
10 "--------- FUITOGRFHPH
2G "Es: Patrick; E. MoGuire
ミ4 Lafayette, LF --138G
40 "A frosr`am module for Eut.omat ic ar:习Fhing
50% data wer`uE time.
```



```
PG autusargrh rout.ine.
:E CLS: CLEAR 1040: DIM FLT&104.2)
"G IHFUIT "DFATA PRIIPITS":NDPAT
10.4 FOR J=1 TO HORT: PRIHT .I
116 IHFIIT FLT(J,1).FLTEJ,2): HEXT J
```



```
13g End TeEt sectior
140
Eet6rge "Eegin Sutroutine "Rutuagr.aFh"
```



```
5gu2g ".and A.डta mirimum (l_I).
56963{1 HI=PLT(1.1): LO=PLT(1,2)
5G6401 FGF: I=1 TO HDAT
EG6EU IF FLT(1.1)%HI THENH HI=FL_T(I.1)
5G06[1F IF PLTGI,2)<LGI THEH LO=FLTSI.2)
FagTG HEST I
sgacg 'End 'HI-LG' Es=tian
```



```
Eg106 "This Eection Est.abl ishes the rezuired number of
S0110 अ-\Xi<iE diviEions
E612G DIU=1: CON=11
501301 IF 6HI-LO\<=COM GOTO 5015G
```

and print its titling strings. The LEVEL II BASIC Reference Manual and numerous other publications offer additional information about graphics on the TRS-80.

## Autograph Layout

The chart borders in Autograph are fixed. The vertical border occupies a column of two adjacent cells with coordinates that begin at $(22,3)$ and $(23,3)$ and reach down to the two adjacent cells $(22,41)$ and $(23,41)$. The horizontal border is one cell high and extends from $(22,42)$ through $(127,42)$. The program reserves the space above and below the graph area for the main title and the low title, respectively. The space to the left of the graph area is for the $y$-scale labels and the vertical title. Figure 1 illustrates some features of the Autograph screen layout; 4000,5000, and 6000 represent $y$-scale labels. Autograph divides the horizontal chart border into fixed increments of four plotting positions. This is easy to change, as I will explain later.

Figure 1 also illustrates Autograph's ability to plot data in three different modes. For each horizontal position, Autograph plots $y$-axis data in three forms: point data, data ranges, and histograms (bar graphs). The kind of plot it chooses depends on the data you give it. The method for giving data to Autograph is a sort of brute-force version of parameterpassing from the main program to the subroutine. I will explain later how to set up the main program to pass the data values to Autograph.

## Using Autograph

To use Autograph, first enter listing 1 in its entirety and save it on disk or cassette tape. Listing 1 contains the Autograph subroutine, a test section (lines $80-120$ ), and some remarks. To use the subroutine with a BASIC program, strip listing 1 of its test section and remarks (to save space) and then change the last line of listing 1 to RETURN. Save the resulting shorter version of Autograph on disk or cassette tape, too. When you start writing a new program that will use Autograph, you can first load this shorter version, the true subroutine.

Of course，your program will have to supply data for Autograph．We＇ll get to that in moment．

The calling program must supply the following as assignment state－ ments：
－NDAT：the number of horizontal increments for which data is to be plotted The maximum is 104 ．
－MTTS：any string of up to 64 char－ acters that will comprise the main title．This will be displayed along the top of the chart．
－LTTS：any string of up to $\$ 2$ charac－ ters to make up the low title displayed below the chart．
－VTTS：a string of up to 13 charac． ters that forms the vertical title．This will be displayed to the left of the chart＇s vertical border and scale labels．

These titling strings must be defined but may be empty（null）．

Of course，you also have to supply the actual information to be plotted． The calling program does this by fill－ ing the array PLT（NDAT．2）with the information to be displayed Data for the first horizontal position is inserted in PLT（1，1）and PLT（1，2）．The process continues through the last data pair PLT（NDAT．1）and PLT（NDAT．2）． Listing 2 shows how a program might supply data．

Supplying two data values for each plot position implements the auto－ matic display of point data，ranges， or histograms．If a single point were to be plotted at position $X$ ，both $\operatorname{PLT}(X, 1)$ and $\operatorname{PLT}(X, 2)$ would be loaded with the same value．If a data range must be shown as a vertical stripe at the position，the program must load PLT（X，1）with the highest value of the range and $\operatorname{PLT}(x, 2)$ with the lowest．To form a histograms with a base（bottom）value of V，PLT（X， 1 ） would contain the data for position $X$ and all PLT（X，2）array entries would be V．

In short，the entries in column 1 of PLT（NDAT， 2 ）are the highest values to be plotted at a particular horizon－ tal position，while the entries in the second colums are the lowest．

Once all the data is set up，the pro－ gram can call the subroutine．

Lixtions 1 continumed：
$30140 \quad$ DIU $=01 U \angle 10: C O M=C O M=10: 50 T 0 \quad 50130$

$30160 \mathrm{MIN}=\mathrm{INT}(60-014) * 014$
50170 CEL TA＝MAX－M1HIs FACT＝．I
30196 FACT＝FACT＊ 10
STOP IF DELTA $<=$ FART THEH SC＝1 ELSE GOTO 50210
36260 G0TM 30349

50220 G1TO 50340
S0．50 IF DEL．TA $\langle=$ 〈З＊FACT \ THEN SC＝S ELSE GOTO 5O250
50240 GOTO 50549
SO259 IF DELTA $=\langle 4-$ PRCT ）THEN SC＝4 ELSE GOTO S027a
Sacka coto so340
WBCTM IF CELTA＜＝《G＊FACT）THEN SC＝5 ELSE GOTO SET－50
50\％．5A 907050340
50290 IF DELTA（＝\＆12＊FRCT）THEN SC＝12 ELSE GOTO 501EO
50300 ＂nnd $4-a x i$ is dinision iection．
$50310^{\prime}$
50320 －This Fetion ettoblishet the maximut ard minimu
50336 ＇chert anelines．
50340 IF SC＜THEN COTO 503E0
50350 ETMFPHIN：
S03E6 HEC＝MAK＋INT（SC－INT（（MFO－ETM）－FART））FFACT
50370 60TO 50390
50350 HSC＝MA：
60390 SK1P＝76S 3C：LNE＝3C
30400 IF SC＝ 1 LHE＝4
50410 －End cheret max－min section
50.429

50430 Thts section displaws the chart bomdert．
－ 04440 CL5


S0470 ROP $X=27$ T0 127 STEP $4:$ RESET $(\%, 42): N E X T ~ \%$.
50480 ＂End chart border section
50490 ．
50500 This lection latelf the y －axis scale．
$50310 \quad$ VSC＝HSC＋FACT

50530 リSC＝1JSC－FACT
Fgrvi40 PRIITIV，पSC：
EQSso ME：T $\because$


Egese Phis saction dividet the chort useticelly with
50500（prrieds（．）．
$50 \in 60 \mathrm{PS}=7 E: C K=-1$
50\％10 PRIPTTAP3：
5032 R FOR PT＝ 1 TO E2：PRINT＂．＂：

50 E 40 IF rK＝1．15 $50 T 050 \leqslant 90$
$50 \leqslant 50107050610$
socke－fnd intrtical division section．

－0eso This rection Arint citles．
$50690 \mathrm{TL}=\mathrm{LEN}(\mathrm{PHT}): \operatorname{LFT}=1 N T(64-\mathrm{TL})$ ） 2 ）
50709 PR1HT数FT．MTT＊：
56710 HST＝LEN（UTT＊）
Ser20 IF MGT＞ 13 THEN MOT $=1$ F

50746 FOR $3=1$ TO HGT
30730 Pt＝Mith（．5TTt．3．1）
SO7EO PRINTHFC．PS：
$39770 P C=P C+64$
Soreo IEXT S
Sorea TL＝LENCLTT）：LFT＝971＋IMT（（52－TL） 2 ）
\＄0e00 PPINT•ILFT，LTT\＆：
S0\％10 End tit le printinut．
sers30 -Thie section setuslly araths the dste.
$52540 x=23$

Geza $\mathrm{x} \times \mathrm{x}+1$

Scess $\mathrm{CL}=1 \mathrm{HT}(($ (HEC-PLT(1.2) $) \cdot(\mathrm{HEC}-\mathrm{MIH})) * 36)+4$

50500 सEKT Y
5 S3IE NEDT 1
serze soto seste
sars30 'End of module. Cranste larw 59920 to 'RETLPN' and
sesuc delote test aection lingen fer debugaing


Lining 2: A routine that thustreses how to make a program pass dota fo the Autograph subu our ine. NDAT is the number of horizontal ponts to plow, PTS is a tariable repretsenting points to plot, and MTTS. LTTS, and VTTS are strings to be printed on the graph as tutes

```
130 NDAF 35
140 POR PAS=1 TO MDAT
150 PLT(PTS.1)=WTEMP(PTS.2)
160 PLT(PTS.2) MITEMP(PTS.1)
```

170 NEXT PTS
180 mTTY*-TURTLE RUN, PA = TEMF.*
190 LTT ${ }^{*}$ " MEEXLY DATA"
200 vTTSa-DEOREES, P.*

## An Example

The manipulation required prior to entering into the subroutine is best described by an example.

Assume that data representing the weekly temperature range for a small town in Pennsylvania is stored in a main program array called WTEMP $(35,2)$. This would represent 35 weeks of data. Assume that the first row of the array contains the lowest temperature and the second row contains the highest, exactly the opposite order required by Autograph. One possible program sequence to set up the data for use in the subroutine appears in listing 2. This routine results in the display of data ranges.
To plot only the weekly high temperatures, you could replace line 160 in listing 2 with

[^22]If, on the other hand, you wanted a zero-based histogram of weekly low temperature, you could change lines 150 and 160 to
$150 \mathrm{PLT}(\mathrm{PTS}, 1)=$ WTEMP(PTS,1)
$160 \mathrm{PLT}(\mathrm{PTS}, 2)=0$

Note that the limuits for the order of magnitude of data are about 0.1 to 8999. Data outside these limits can be conditioned to fall within the bounds when you set up the subroutine. For example, you could show five-figure dollar amounts as thousands of dollars. The titling strings, of course, should reflect such a change. These bimits are imposed not by the program algorithms but by the space allocated for labeling the $y$ axis.

## How Aulograph Works

Listing 1 shows the Autograph program itself. The first section, lines
$80-120$, forms a short testing routine. Here you are asked to supply the number of data points (NDAT). This continues with data entry of the high and low values, in order, for each point. Finally the test routine asks for the tioling strings As I mentioned before, these lines would be deleted to use Autograph as a subroutine. This section simply tests the data to determine the lighest and lowest values Lines $50030-50070$ begin the actual Autograph subroutine.

The program section from lines $\$ 0120$ to 50290 determines the number of major $y$-axis divisions needed to display the data. Given the layout of Autograph, the maximum number of divisions is 12 ( 1 is the minimum). You can use intermediate divisions of 2. 3, 4, and 6 to spread the data over most of the screen area set aside.

The first part of this section normalizes the difference between the data high and low to a range less than 11. DIV is the variable that does this. The value of DIV is set by the number of loops through the sequence S0130-50140. Each loop through the sequence multiplies DIV and the variable COM by 10. If MI-LO is less than the generated value of COM, then DIV is the correct divisor to form MAX and MIN. For example. if your data range were $80-105$, MAX and MN would end up 110 and 80 . Thus the minumum scale range required to display the data would be MN to MAX., The section consisting of lines $50170-50290$ establishes the actual number of divisions that will be used on the $y$ axis. This is also a normalization sequence that acts on the value of MAX-MN. It determines which of the six allowed division incremens is the smallest that will fit the data range. This number is passed on to the rest of the program as the variable SC.
Lines 50340-50400 use data generated in the previous program section to determine the value of HSC. This is the label for the maximum $y$-axis division HSC and SKIP will later establish all the major division labels. The $y$ axis is also subsequently divided by horizontal rows of periods. The number of rows is set equal to the number of labeled divi-
sions except when SC is 1 . In that case, the scale will be divided into quarters by additional lines of periods. LNS is the variable that controls period row-generation.

The sequence of lines 50430-50470 is a simple graphics routine that sets the chart borders. Note that line 50470 is a FOR...NEXT loop to divide the horizontal axis into increments of four plotting positions. You can change this by altering the step size of the loop. For example, if you were displaying daily data, a more appropriate step size might be 7 , which would correspond to one week of data. If you wanted to, you could make the step size a variable that is set by the calling program.

The next section of listing 1 , lines 50471-50550, labels the $y$-axis scale. The variable $y$ is initialized at 69 to define the print position immediately to the left of the top scale line. This value is sequenced through print position 837, which is adjacent to the bottom of the $y$ axis. The variable SKIP was generated earlier and is directly related to the number of major divisions fixed for the data being plotted.

The next sequence of lines, through 50650, prints periods at the major divisions to make the chart easier to read.

Next, a string-manipulating routine beginning with line number 50680 centers the titling strings and displays them.

The final section, beginning with line number 50840, plots the data. The algebraic manipulations in this section proportion the data within the total range of plot positions, which results in cell addresses for the highest and lowest range to be plotted at particular horizontal positions. A FOR... NEXT loop then turns on the appropriate graphics cell or cells.

## Final Remarks

Using Autograph will let you incorporate graphics displays into programs comparatively painlessly. The only thing you sacrifice for not using a custom routine in every case is speed. The information on Autograph's operation should help you to develop a customized version if speed is a problem in your applications. $\quad$

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# Silent Witness: <br> A Novel of Computer Crime 

Ed Yourdon<br>Yourdon Press<br>New York, 1982<br>177 pages,<br>hardcover, \$12.95

Reviewed by
Nancy Hayes
clo BYTE Publications
РОВ 372
Hancock. NH 03449

As its jacket copy testifies, Silent Witness is a story of "computer crime, a missing person, love, dashed dreams, and a chance to start over." If you think that sounds like a cross between "Hill Street Blues" and Love's Tender Fury, high-technology style, you're not far wrong.

The premise of Ed Yourdon's first novel is predictable enough. Tony and Max, a computer operator and a programmer, devise a get-richquick scheme that involves embezzling $\$ 3$ million from Max's employer, a bank by the unlikely name of Metripolidollar. To put the plan in motion, Max creates 30 bogus corporations, authorizes them to borrow up to $\$ 100,000$ without collateral, opens 600 personal accounts at different branches (are you getting all this down?), and then proceeds to withdraw the maximum from each account. Presto: $\$ 3$ million. That's where the second half of the plan comes in: they'll parlay the cash into multiple millions and cover their tracks before anyone's the wiser. What happens when the plan goes awry, as of course if does, is the subject of Silent Witness.

Enter a cast of characters of the stock variety. In addition to streetwise Tony and paranoid Max, we have Andrea, the (what else) beautiful rookie cop; Bernie Kaplan, super schlemiel; Hogie, rough-hewn programming genius; Cooper Harrison, detective extraordinaire; and a few extras with names that would have made Damon Runyon proud. The entire cast, naturally, has a personal or professional stake in the final resting place of the aforementioned $\$ 3$ million.

The telling of the tale is more engaging. Silent Witness is a series of entries, stamped with the date and time, that are told from the perspective of different characters. Consequently, we have a bird's eye view of the agonies and the ecstasies (I'll get to computer love in a moment) of criminal, investigator, and innocent bystander alike. In between these scenes, an omniscient narrator keeps us up to date on the other characters' movements in and around Manhattan, the scene of the crime.

Because each segment focuses on only a few hoursthe action takes place in 23 days-the story moves swiftly, gathering momentum along the way. Yourdon has managed to sustain the element of suspense throughout; at times I distinctly heard a clock ticking dramatically in the background.

Yourdon has clearly drawn on his background as a data processing consultant, and his technical expertise lends the dialogue and plot its ring of truth. Unfortunately, the author just can't keep the consultant down, which results in passages straight out of Computer Science 101: "Application programmers write English-like statements such as $y=x+1$, which are
translated by the compilers into assembly language. . . ." Such explanations are instructive, perhaps, but they are tedious here.

Yourdon also uses Silent Witness to vent his views on the hierarchy of the computer science establishment. Ostensibly for the benefit of the uninitiated, his chapters are laced with lines such as these:

Computer professionals can tell a lot about each other by looking at the way they dress and at the formats of the programs they read. One who wears a suit, and who gets his hair cut regularly, is probably an application programmer or maybe a systems analyst. A data-processing expert in baggy pants and a wrinkled shirt, or sporting a beard and sandals, is likely to be a systems programmer, or possibly a computer operator... in the computer field, though, operators are regarded as mechanics... they rank at the bottom of the pecking order.

One passage that I found instructive and entertaining illustrates how a team of investigators might use databases to track down a criminal. The question in this case is, "Can a new millionaire's seemingly petty purchases betray him?" Databases may be old hat to a seasoned professional, but Yourdon's description of them is the sort of graphic example a novice can appreciate.

If believability is one criterion of good fiction, Silent Witness succeeds only half the time. While most of the details of the crime and the ensuing investigation are plausible, the ending is pure "Fantasy Island." The requisite love scene that Yourdon included is just as embar-
rassing. A case in point: "She felt herself burst into flames feeling his tongue flicker against hers." Lines like that give fiction a bad name.

In spite of its obvious lapses, Silent Witness is a fairly engaging behind-thescenes look at the world according to computer professionals. Because it illustrates the extent to which computers pervade our culture and explains certain fundamental principles as well, the book may be particularly appealing to anyone just discovering the world of computers. This may be the perfect opportunity to introduce your technophobic friends to the mysteries of the science.

## BYTE's Bits

## IBM PC Products Database

Sapana Micro Software is developing a database of hardware and software for the IBM Personal Computer. The listing will be divided into separate hardware and software sections, indexed by title and source, and include the product's name, configuration required, available form, distribution details, and other pertinent data. Two monthly listings will be produced, one covering new additions to the market and the other listing products available to date.
Interested parties developing hardware and software for the IBM Personal Computer and individuals seeking such items are invited to contact Sapana Micro Software, POB 748, Quincy, IL 62301.■

# Another Binary to BCD Conversion Routine 

Pat Coghlan and George White<br>Computer Science Department<br>University of Ottawa<br>Ottawa, Ontario KIN 9B4 Canada

While trying to transport the multibyte binary to binary-coded-decimal (BCD) routine described by Michael McQuade in the February 1980 BYTE (page 106) to a 6502 -based computer, we discovered that the flowchart on page 112 would not work. As given, this flowchart yields the proper results only if the value of the binary field is 0 . Inspecting the last small loop of the flowchart will reveal the reason for this quirk.

Suppose the BCD field is large compared to the binary field. The carry bit will be a 0 upon entry to the loop. The least significant byte of the BCD field is then added to itself along with the carry (which is 0 ), and eventually the RETURN box is entered. Since the least significant byte is always added to itself, the resulting number will always be even.

Having one too many loops in a routine is a common problem that, once identified, is easily fixed. In this case, two changes are necessary. The bit counter should be initialized to $8 \times \mathrm{D}-1$ rather than $8 \times \mathrm{D}$, and the final carry should be added to the BCD field without also adding the byte to itself. Figure 1 shows the repaired flowchart. Our version uses two subroutines to enhance the modularity and improve the understanding of the algorithm. Although we made this change at the expense of some run-time efficiency, we feel the trade-off is definitely worthwhile.
Listing 1 is the conversion routine implemented in 6502 assembly language. It has been tested on an Apple II but should work on any 6502 -based machine, such as a KIM-1 or a PET.

Finally, rotation of the entire binary field is not strictly necessary. A left shift of this field would do just as well. Implementing such an operation may best be done with several 9 -bit rotations involving the carry bit.

Listing $I$ is on pages $388-390$


Figure 1: Flowchart of the binary to binary-coded-decimal ( $B C D$ ) routine given in listing 1 .

Listing 1: The 6502 assembly-language implementation of the binary to binary-coded-decimal routine. Written on an Apple II, it can easily be modified to run on any 6502-based machine.



Listing 1 continued：


RETHRN IF in MORE GARRTS


| 5ivi | W05 | OHTit | 20．3． | EIN | 60． 5 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Eiout | 685 | EALL | Q6Be | EFLD | 曰ご心 |
| OFEO | bec | Bvio | 08e\％ | 20゙0 | 0534 |
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| FBG |  | Fib | Bein | RETi | 68 |



## BYTE's Bugs

## Heurlstic Tree Search Not AdmissIble

A design error in the main program associated with Gregg Williams's article "Tree Searching" ("Part 1, Basic Techniques," September 1981 BYTE, page 72 and "Part 2, Heuristic Techniques," October 1981 BYTE, page 195) resulted in a program that works but is theoretically incorrect. For a heuristic search to be admissible (i.e., finding an optimal solution), nodes of the search tree must be evaluated by the function:

$$
f(n)=\hat{g}(n)+h(n)
$$

An oversight on the part of the author resulted in the BASIC program in part 1 , listing 1 a (page 80 ), evaluating the above equation without the $\hat{g}(n)$ term. (The $\hat{g}(n)$ represents the estimate of the shortest path from the start node to the current node n. Since we are dealing with trees, which have only one such path to any node, the $\hat{g}(n)$ value is also a $g(n)$ value, where $g(n)$ is, theoretically, the shortest path from the start node to node $n$.)

Although the program still solves the puzzles given to it, the lack of admissibility does not guarantee a solution under all cir-
cumstances, nor does it guarantee the shortest possible solution. The changes shown in the listing below, when added to listing 1a, correct the program to include the $g(n)$ term. The format of a node stored in the string array $O \$$ is altered to be as follows:


In an unrelated item, it should be pointed out that the program can be expanded to deal with larger problems simply by expanding the dimensions of the $O, O \$$, and $R S$ arrays in line 100 of listing 1a.
Finally, the author would like to thank Dr. Henry W. Davis, Associate Professor of Computer Science at Wright State University (Dayton, Ohio), for pointing out this error.

## Listing 1

JLIST 244-245

]

JLIST 402-405
402 FEM $--G-H A T$ VALUE OF SUCCESSOR--G9+1--IS ADDED TO H-HAT VALUE
403
$405 \mathrm{Fi}=(G 9+1)+\mathrm{Ki}$
]

JLIST 9301-9303

]

JLIST 9523
9523 REM --FUT $\quad 02 \$="<S T A F T I N G$ FATTEFN>": GOTD 9535" HERE TO BYF'ASS INFU T OF FUZZLE EACH TIME FROGFAM IS FUN

Listing 1 continued:

## JLIST 9551-9553

```
9551 FEM --ADD G-HAT VALUE TO END OF STRING
9552 N1 \(=1:\) GOSUB 9400: Z9\$ = Q
9553 N1 = O: GOSUB 9400:D\$(1) = Z9\$ + "R" + Q2\$ + Q\$:N1 = 1
```

JLIST 9576-9577
9576 FEEM --H2=FIFST CHAF. OF G-HAT VALUE WITHIN STFING D\$
$9577 \mathrm{HZ}=08+L 2+2$
]
JLIST 9514-9615
9614 FEM - Q Q4\$ IS BDAFD IN STFING FOFM ; COMFAFE TO GOAL STFING; QS. $\$$
9615 Q4\$ $=$ MID\$ $(A \$(M 1), H 1+1, L 2)$


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# Simulation of Simple Digital Logic through a Computer-Aided Design System 

## Home-computer logic designers now can have a computer-aided design system comparable to professional systems in all aspects but speed.

Robert McDermott<br>33 Dora Circle Bridgeport, CT 06604

Computer-aided design is not something one normally considers for home use-professional CAD (com-puter-aided design) systems cost half a million dollars and require memory capacity measured in megabytes. But after my son outgrew his " 150 -in-1 Electronics Experiments" kit, CAD seemed like the next logical step for a tinkerer on a budget.

With the power of home computers approaching that of the large computers of past decades, CAD for hobby applications has become feasible. One of the basic CAD programs suitable for such implementation is a logic simulator, a software-based breadboard that allows simulation of a digital circuit with no investment in parts.
A large portion of the code and storage requirements of a professional logic simulator deals with sophisticated processing to reduce run times and with the ability to handle chips containing 100,000 or more logic gates. With the availability of

[^23]"free" computer time at home, and the expectation that hobby designs would be small (fewer than 100 gates), I felt that a logic simulator could be squeezed into a typical 16K-byte computer.
After completing the project, I was amazed to find that such a system could be programmed with fewer than 200 BASIC statements! My son can now experiment freely, satisfying

> Using a software-based "breadboard," you code a proposed design into the computer as an interconnection of various types of logic gates.

his curiosity and expanding his understanding of logic design, and my budget is still intact. I believe the availability of this and other such CAD systems (dircuit simulators, etc.) will assist experimenters as well as provide excellent and inexpensive teaching tools. As more designers use CAD, the availability of CAD at high school and college levels will increase, and students will receive important exposure and experience in computer-aided design. The following discussion, flowchart, examples,
and program listing are provided to foster expanded CAD use.

## Using a Logic Simulator

You use a logic simulator in the same way that you use a hardwarebased breadboard: you interconnect various logic gates to perform the proposed functions, apply power, and test the circuit by applying some input stimuli and observing the resultant output.
If the output is as expected, you can implement the design in a final form (printed-circuit board, etc.). All too frequently, however, the output is not as expected, due to a basic flaw in the logic implementation, a mistake in the wiring, or a faulty gate on the breadboard. At this point, you must go through the time-consuming process of locating the problem and repeat the procedure.
A software-based "breadboard," while used in the same way, has some significant advantages. You code the proposed design into the computer as an interconnection of the various logic gates (the number and types of gates available for use is limited only by the program's capabilities, not by the contents of your spare-parts collection). After all the devices are "interconnected" in software, you can instruct the simulator to supply a series of input stimuli to test and

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[^24]

LOGIC DESCRIPTION TO SIMULATOR

| $x$, | 1, | 2 , | , | , |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| $x$, | 3 , | 4 , | , | , |  |
| A, | 1. | 3, | , | , |  |
| A, | 1. | 2 , | , | , |  |
| A, | 2 , | 3. | , | , |  |
| 0 , | 6, | 7. | 8, | , |  |
| END, | , |  |  |  |  |



Figure 1: Example application of the simulator. The user provides a coded description of the electronic circuit (a full adder, shown at top), as well as a coded description of the input stimuli desired (in this case, the eight possibilities provided by three binary digits). The simulator produces a list of the binary values at each input and output. The user can then compare the list with the expected response. (A"." means logic 0, a " 1 " stands for logic 1, and a "?' means logic unknown.)
verify the design; the complexity and interrelationship of the stimuli are not limited by the availability of signal generators and synchronous interface devices. The fact that the simulator is software based provides each designer with the equivalent of programmable signal generators. The video display of this software breadboard also allows you to monitor as
many signals as the screen will display and so is comparable to a multitrace oscilloscope or logic analyzer.

The one major drawback of a software breadboard, however, is the lack of real-time response and diagnosis (i.e., it is a logic simulator not an emulator). If it is accepted that the primary purpose of the system is validation of logical operation and if
timing analysis can be postponed until after the logic is verified (a device that doesn't perform the desired logical function is useless), then the impact of this limitation is minimal.

Figure 1 shows the use of a logic simulator for verifying the proper logical operation of a proposed design for a full adder. Each gate is coded as a five-input, two-output gate, with unused "pins" left blank. You assign each external stimulus a unique number (nodes 1, 2, and 3). The output of each gate is also assigned a unique number (nodes 4 through 9). The code for each gate follows the format:

TYPE, IN1, IN2, IN3, IN4, IN5, OUT, OUT-

TYPE is the logic-gate type ( $\mathrm{A}=\mathrm{AND}, \mathrm{O}=\mathrm{OR}, \mathrm{X}=$ Exclusive OR), IN1 through IN5 are the node numbers of the signals used as inputs to this gate, and OUT (or OUT-) is the unique number assigned to this node. (If an inverted gate is used, e.g., NAND, NOR, or XNOR, the node number is placed in the OUT- position.) The simulator will simultaneously exercise all gates so that the order in which the elements are entered is irrelevant. The end of the logic description is signaled by a dummy END element.

The simulated circuit in figure 1 is tested by applying each of the eight possible input combinations ( 000 , 001, 010, . . , 110, 111) and verifying that the SUM and CARRY signals (nodes 5 and 9) produce the outputs required ( $00,01,01, \ldots, 10,11$ ). The coding for scheduling input stimuli is of the format:

## NODE,INIT.VAL,INIT.TIME, CHG T1, CHG T2, . . . . CHG T5

NODE is the node number assigned to this stimuli, INIT.VALUE is the initial logic value to be assigned, INIT.TIME is the time to apply the initial value, and CHANGE T1 through CHANGE T5 are the times to "flip" the signal to its opposite value. (If more than five changes are re-


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quired, subsequent lines with this node number are entered.) The end of coding is signaled by a 0 node.

You then enter the signals to be monitored on the resulting timing diagram (nodes 1, 2, 3, 5, and 9), and simulation commences.

An analysis of the output produced by the logic simulator reveals some interesting points. Notice that the outputs are in an unknown state (indicated by a question mark) until driven to a known state. This is one of the significant advantages of logic simulation over hardware breadboarding. A good design should be insensitive to the initial, or power-up, state. In a mass production of a poor design, often some percentage of devices work, but not all. Usually, this is due to differing power-up or default conditions.

An effective logic simulator models at least three states: 0,1 , and "unknown." In the simulator presented here, all nodes are set to the unknown state at the start of simulation and will appear in a known state only
when driven unambiguously to that state. (For example, an OR gate will be driven to a logic 1 state when any input is a logic 1 , independent of the other, possibly unknown, inputs; similar rules can be developed for other logic gates as well.) Also, the relative time delay for the circuit is shown because the SUM and CARRY signals do not change state until two gate times after the input is applied (corresponding to the two gate delays between the primary inputs and outputs).

The design produces the output you would expect from a full adder, so further analysis is not warranted. Had the output been illogical, internal nodes could be monitored for debugging.

Notice that you can do a complete design, verification, and analysis without physically building the circuit.

## The Design of a Logic Simulator

The operation of a logic simulator is similar to that of other time-

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oriented simulations. In the game of Life, for example, each succeeding generation is determined by the previous generation; typically, two arrays are maintained (old and new) and appropriate rules are applied to transform the old state into a new state. After the entire new state is generated, it becomes the old state and the next new state is generated.

A logic simulator, using predefined logical-gate models, operates similarly by using the old state (current signal values), applying the logical rules associated with the logic gates, and generating the new state (resultant signal values). The simulator departs from the Life-game analogy in the acceptance of stimulations (changes in external signal values) during the simulation.

The application of the logic rule is straightforward for each predefined logic element, particularly if Boolean functions are supported by the programming language. The difficulty in logic simulation is in deciding which signals are to be used for each individual gate and managing signal propagation for signals that drive more than one logic gate.

Fortunately, judicious use of indirect addressing and implicit net-list coding simplifies this task considerably. (A net list is a representation of the interconnection of logic elements. An explicit net list is a specific list of each "wire" connecting the elements, as used in instructions for building kits; an implicit net list is a representation from which an explicit net list can be deduced, as used when building kits from a schematic.)
If each signal is given a unique number, and this same number is used regardless of where the signal fans out, this number can be used to "point" to the value associated with the signal in the old and new state arrays. When a signal is coded as an input to a gate, the value in the old state array is used; when the signal appears as an output, the resultant signal value is stored in the new state array. This structure also allows for easy transferring of new to old, in that there is a one-to-one correspondence between arrays.

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Listing 1: The Logic Simulator program written in BASIC for the TRS-80. The program has fewer than 200 lines and requires only 6 K bytes of memory. The array space required for most simulated circuitry is about 20 bytes per gate and 3 bytes per stimulus change.

```
10 DEFINT A-Z
20 CIS
30 PRINT "A EASIC LOGIC SIMULATION SYSTEM"
40, R.MCDEFMOTT 3i=t/B1
$0
90 DIM L.(7,NO)
100 DIM E(7,NE)
110 DIM M(10)
120 DIM ()N9)
130 DIM N(NO)
140 DIM X(6)
150
170 L0=0
90 L1=3
90U=1
ENOI!LO)=L1
210 I(LI) = L0
220I(U)=U
230 X(LO +LE) = LO
240 X(LO +U) =U
250 x(LO +LI)=L.1
200 X(LI +U)=U
270 x(L1 +L1)= L0
280 S$(LO) = "."
2%00 S$(L.1)="1"
300 5$(U) = "?"
310F=0
320 E9 = 0
330 P = 0
340
350
360
I%0
    I = - -1
300 'FF(M L(.,0) THRU L(.,N1)
400 FRINT "INPUT CIFRCUIT DESCRIFTION"
410 I = I + 1
420 IF I > NG THEN GOTO 1EGO , CHECK FOR ARRAY OVERFLOW
430 INFUT !- L(1,I),L(2,I),L(3,I),L(4,I),L(E,I),L(6,I),L(7,I)
440 IF L$ = "END" THEN GOTO 4%0 'CHECK FOR END
450 GOSUE 1770 'CHECK FOF VALID TYFE, FUT INTOLS\O:I:
4 6 0 ~ I F ~ L . ( 0 , I ) ~ = ~ 0 ~ T H E N ~ G O S U E ~ 1 9 0 0 ~
470 IF N\Xi > NO THEN GOSUE 1GSO
4EO EOTO /10
490N1=1-1
500,
510 , ****** READ IN EXTERNAL STIMULI ******
520 1 = -1
530 PRTNT "INFUT CIRCUIT STIMULI"
540 ] = I + 1
SS# IF I > NF THEN GOTO 1930 'OHECK FOR MEMORY OVERFLOW
SG0 INPUT E(0,I),E1,E(2,I),E(3,I),E(4,I),E(5,I),E(4,I),E(7,I)
570 'CHANGE INITIAB UALUE TO INTERNAL FORMAT
E50 E(1,I)=U
5%0 IF E1=0 THEN E(1.I) = LO
400 IF E1 = ! THEN E (1,I) = LI
G1R IF E(B,T) < O THEN GOTO 540 'HECK FOR END
020 N2 = 1 - 1
630 , ***** READ IN MONITOR FOINTS *********
440 PRINT "FLEASE ENTER FOINTS TO PE DISPLAYED,"
350 FRINT "(UF TO 10. 0 T0 END)"
60% FOR I = 1 TO 10
s70 INPUT M(I)
SEO IF M(I) = 0 THEN GOTO 700
690 NEXT I
700 'ANY INFUT CHECKING WOULD GO HERE
710 2****:* DONE WITH INFUT PROCESSING, STOF IF ERRORS ******
720 IF EO < O THEN STOF
730:***** INITIALIZE FOR SIMULATION (SET ALL NODES UNKNOWN)
740 FOR I = O TO 100
750 O(I) = U 'OLD VALUE ARRAY
```

Listing I continued on page 406
external stimuli during simulation by scheduling changes to occur at specific times during the simulation. The use of two arrays, old and new, implies a unit delay: each output from the old state array appears one cycle later as in the new state array. This unit of time is typically referred to as a gate time. If the simulator keeps track of the gate times, then the external stimuli can be applied (by putting its input value into the new array) just prior to the scheduled gate time for this change. Because unique numbers are used for each signal, each stimulus value will remain constant between changes. Hence, only scheduled changes need to be specified and stored: only a single 1 is stored for a signal that is continuously high.
The display of resultant logic values is trivial; the program needs only to look at selected signals in the new state array and convert the logic values stored there to humanreadable form. With graphics available on most microcomputers, the display can be made to look like an oscilloscope's output, a logic analyzer's output, or merely a truth table representation.

## A BASIC Logic Simulator

Listing 1 and the flowchart in figure 2 , demonstrate the feasibility of implementing a logic simulator on a home computer. The program itself requires less than 6 K bytes of memory, and the array storage requirement for a typical design using 100 logic gates and 150 external stimuli changes is less than 3 K bytes, so that a complete system is easily implemented in a TRS- 80 with 16 K bytes of memory.
Listing 1 shows the array requirements, followed by the internal values used for logic 0,1 , and $?$ and their inverses. I made this particular choice of internal values ( 0,3 , and 1 ) to allow the use of the standard AND and OR functions (or MIN and MAX) while maintaining the proper interpretation and propagation of logic unknown states. In other words, for a two-input AND gate, if one input is logic unknown (internal value 1) and the other is a logic 0 (internal value


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Listing 1 continued:
$760 \mathrm{~N}(I)=U \quad$ 'NEW VALUE ARRAY
770 NEXT I
$790 G=-1$

$300 G=G+1$
810

- UPDATE ANY 5CHEDULED STIMULI

320 GOSve 1000
830
, MOVE NEW TO OLD
840 FOR I = 1 TO NJ
$850 \mathrm{O}(\mathrm{I})=\mathrm{N}(\mathrm{I})$
860 NEXT I
970 , PERFORM LOGIC FUNCTIONS
890 GOSUE 1150
890 'PRINT OUT OLD ARRAY, FLAG END OF SCREEN
900 GOSUE 1510
510 IF F 《> 1 THEN GOTO 900
920 'END OF SCREEN, WAIT FOR INPUT
930 PRINT "CONTINUE ? (YES, NO, OR RESTART (Y,N,R))"
940 INFUT $A \$$
550 IF $A \neq x$ "Y" THEN GOTO 300
960 IF $A \$=" R "$ THEN GOTO 640
970 STOF
$990 \quad \rightarrow * * * * *$ SURFIOUTINES $\quad * * * * * *$
990 '茾
1000 FOR I $=0$ TO N2
1010 'CHECK SCHEDULED TIMES
1020 FOR J = 2 TO 7
1030 IF $G( \rangle$ E:J, I) THEN GOTO 1110
1040 ,GOT A MATCH ON TIME, GET SIGNAL NUMEER
$1050 x=E(0, I)$
1060 'FLIP OR INITIALIZE
$1070 \times 1=N(x)$
$1080 N(x)=I(X 1)$
1090 'CHECK FOR INITIALIZE
1100 IF $J=2$ THEN $N(X)=E(1, I)$
1110 NEXT S
1120 NEXT I
1130 RETURN
1140 , ***** PERFORM LOGIC FUNCTIONS ******
1150 FOFI $=0 \mathrm{TO} \mathrm{N}$
1160 'DO' AND, OR' OF XOR OPERATION
1170 ON L (O, J) GOSUE $1210,1290,1370$
1186 GOSUR 1450 'STORE OUTPUTS
1190 NEXT J.
120U RETURN
$1210 \mathrm{Y}=\mathrm{L} 1 \quad$ 'AND GATE
1220 FOR J = 1 TO 5
$123 \overline{0} x=L(J, I)$
1240 IF $x=0$ THEN GOTO 1200
1250 IF $\dot{O}(X)$ \& $Y$ THEN $Y=0(X)$
126 n NEXT J
1270 RETURN
$\begin{aligned} & 1290 \\ & 1290\end{aligned} \gamma=L .0$
$130 \mathrm{FOR} . \mathrm{T}=1 \mathrm{TO} 5$
$1310 \times=L(J, I)$
1320 IF $x=0$ THEN GOTO 1340
1330 IF $O(x)>Y$ THEN $Y=O(X)$
1340 NEXT J
1350 RETURN
$\begin{aligned} & 1360 \\ & 1370\end{aligned} \quad Y=U$
$1380 \times 1=L(1, I)$
$1390 \times 2=L(2 ; \mathrm{J})$
1400 IF $\times 1=0$ THEN GOTO 1430
1410 IF $\times 2=0$ THEN GOTO 14.30
$1420 Y=X(0(X 1)+0(X 2))$
1430 RETURN

$1450 x=L(6, \%)$
$1460 N(X)=Y$
$1470 x=L(7, I)$
$1480 N(X)=I(Y)$
1490 RETURN

1510 IF P $\because$ THEN GOTO 1620 'HEADER REQUIRED ?
1520 'PRINT HEADEF AND SIGNAL NUMEEFS
1530 CL .5
1540 PRINT
1550 PRJNT "TIME ";G
1560 PRINT "SIGNALS"
Listing 1 continued on page 408

# TGE 

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Listing 1 continued:

```
1570 FOR I = 1 TO 10
1580 X = M(I)
1590 IF }x<<< THEN PRINT 2128+64*I,X
1600 NEXT I
1610 'PRINT SIGNAL VALUES
1620 PRINT @D,"CURRENT GATE TIME ":G;
1630 FOR I = 1 TO 10
1640 X= M(I)
!650 IF }x=0 THEN GOTO 1690
1660 Y = O(X)
1670 PRINT a128+5+64*I+P,S$(Y);
1680 NEYT
1690 'CHECK FOR END OF PAGE
1700 F = 0
1710P = P + 1
1720 IF ? < 59 THEN RETURN
1730 P = 0
1710 F = 1
1750 RETURN
:750 ,****** GET LOGIC TYPE ******
1770 L(0,I) = 0
1780 IF L$ = "A" THEN L(D,I) = 1 'AND GATE
```



```
1800 IF L$ = "X" THEN L(O,I) = 3 'XOR GATE
1810 FOR J = 1 TO 7
1620 IF L(J,I) > N3 THEN N3 = L(J,I)
1930 NEXT J
1840 RETURN
1850 '****** ERROR PROCESSINGO ******
1860 PRINT "TOO゙ MANY LOGIC ELEMENTS (";I;") CHANGE NG (";N9;")"
1970 STOP
1980 PRINT "NODE NUMEER INVALID (";N3;") RE-ENTER"
1aSM RETURN
1900 PRINT "INVALID LOGIC TYFE (";L$;") RE-ENTER"
1910 I = 1 -i
1920 RETURN
19.30 PRJNT "TOU') MANY 5TTMUJI I (":I:") C.HANGE NG (":NA:")"
1940 STOP
```

$1580 \mathrm{X}=\mathrm{M}(\mathrm{I})$
1590 IF $x \ll$ THEN PRINT $2128+64 * I, x$
1600 NEXT I
610 'PRINT SIGNAL VALUES
1620 PRINT a』,"CURRENT GATE TIME ":G;
1630 FOR I = 1 TO 10
$1640 x=M(I)$
!650 IF $X=0$ THEN GOTO 1690
$1660 Y=0(X)$
1.570 PRINT $2128+5+64 * I+P, S \$(Y)$;

680 NEXT I
1690 'CHECK FOR END OF PAGE
$1700 \mathrm{~F}=0$
$1710 P=P+1$
$1730 P=0$
$1710 \mathrm{~F}=1$
1750 RETURN
: 750 $\quad{ }^{* * * * * * ~ G E T ~ L O G I C ~ T Y P E ~}{ }^{* * * * * *}$
$1770 \mathrm{~L}(0, \mathrm{I})=0$
1780 IF L\$ $=$ "A" THEN L(D,I) $=1$ 'AND GATE
1790 IF L $~=~ " O "$ THEN L $(0, I)=2$ 'OR GATE
1800 IF L $\$=" X "$ THEN L $(0, I)=3$ ${ }^{\circ}$ YOR GATE
1810 FOR J $=1 \mathrm{TO} 7$
1620 IF L(J,I) > N3 THEN N3 $=L(J, I)$
1830 NEXT J
1840 RETURN
1850
1860 PRINT "TOO MANY LOGIC ELEMENTS ("; I; ") CHANGE NG (";N9; ")"
1970 STOP
1980 PRINT "NODE NUMEER INVALID (";N3;") RE-ENTER"
1as'M RETURN
1900 PRINT "INVALID LOGIC TYFE ("; L\$:") RE-ENTER"
1910 $=1$ -
1930 PRINT "TiOC: MANY STIMNUI (": T:") C.HANGE NG (":NA:")"
1940 STOP

0 ), the AND (or MIN) function applied to these values will produce a 0 , as expected; if a ? and a 1 (internal 1 and 3) are combined by an AND or MIN function, an unknown is produced. The inverse of the values 0,3 , and 1, however, is not equivalent to a NOT function, and explicit coding of the inverses is specified (the I array).

Lines 390 through 680 provide the code for reading the logic description, external stimuli, and monitored signals from the keyboard into the $L$, $E$, and $M$ arrays. (Note: to reduce recoding of a design, you could place the logic description and external stimuli in DATA statements and replace the INPUT statements with READ statements.) Elementary error checking (array overflow, invalid logic gates, etc.) is performed as the data is read in; additional checking (wired output gates, undefined inputs, etc.) could be added to assist in debugging.

If the simulator detects no errors, simulation commences; all nodes are initially set to a logic unknown at

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Figure 2: Flowchart of the Logic Simulator program. The simplicity of this diagram should lend encouragement to those interested in simulating digital logic circuitry. The implementation of this program in a high-level language (see listing 1) can be quite short.
lines 730 through 760 . The external stimuli array ( E ) is then searched (see line 990) for a scheduled initial value or change and scheduled inputs are placed in the new value array ( N ) in preparation for the new to old transfer. The logic values currently stored in the old array (prior to the actual gate simulations) are printed to the TRS-80 screen; use of the PRINT @ command allows the values to be printed across the screen in a method similar to that produced by a logic analyzer.

Each logic gate is then simulated, using the logic values in the old array (pointed to by the node numbers) as inputs. The ON. . .GOSUB command at line 1160 branches to the appropriate logical function routine. These functions each put the resultant (true) output in variable $Y$, and lines 1470 through 1510 store $Y$ and its complement $I(Y)$ in the new array as pointed to by the true and complement output node numbers (an unused output, node 0 , merely causes the unused zeroth array location to be overwritten).
The AND and OR routines are implemented as MIN and MAX functions for demonstration purposes, although the logical AND and OR functions could have been used. The Exclusive OR routine uses a form of "table lookup": the sum of the inputs points to the appropriate logic output (array X).
After simulating all gates, the program loops back to process the next time interval, getting scheduled stimuli, printing values, and simulating gates. After filling the screen, the program prompts for a user input before continuing.
Note that this fixed time delay between input and output provides for an apparent "simultaneous" simulation of all gates and also allows for the simulation of sequential devices (flip-flops, counters, etc.) as well. Figure 3 shows a design of a JK flipflop using a combination of NAND and inverter gates with feedback. The NAND gates are coded as AND gates with inverted outputs; the inverter is coded as a single input NAND. The output demonstrates the simulator's ability to accurately model sequential
devices such as cross-coupled gates used as latches; as such, this simulator is capable of modeling any digital system, subject only to the restraints of the memory available for array storage. Variables N8 and N9 can be changed to customize the program for added elements or stimuli.

## Advanced Simulation Techniques

The Logic Simulator program in listing 1 is provided for demonstration and use for relatively simple designs. It can be greatly enhanced in a few key areas: higher-level models, improved speed, and flexible output.

Higher-level models: Certain medium- and large-scale integration logic devices have become as standard as basic small-scale integration logic gates, specifically D and JK flipflops, 4 -bit counters, etc. A simulator intended for practical applications should contain these elements as predefined logical blocks. If you want to simulate tri-state devices, a fourth logic state (high-impedance) must also be added and models for transmission gates and buses provided.
Improved speed: Obviously, a compiled version of the program will run significantly faster; but even if a compiler is not available, significant speed improvements can be realized using the principle of selective trace. Selective trace is premised on the observation that a gate's output will not change state unless at least one of its inputs changes. A coarse implementation of this concept could be added directly to the Logic Simulator program by setting a flag if, while changing the new array to the old array, you notice that any signal changes value. Simulation of all the gates could be performed only if this flag is set.

The decrease in time to perform simulation will be dependent upon the relative activity in the circuit, but decreases of as much as 50 percent could be realized for typical designs. A complete implementation of the selective-trace concept could reduce run times by an order of magnitude; but this method requires that a drive table or fan-out list be maintained for each node. When the node changes state, the elements driven by this

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| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| A | . | 3. | 2. | 10. | , | , |  | 5 |
| A | - | 4. | 7. | 13. | , | - | , | 6 |
| $A$ | , | 6. | 5 | 14. | , | , |  | 7 |
| A | , | 6. | 12, | - | , | - |  | 8 |
| A | , | 12. | 7. | , | , | , |  | 9 |
| $A$ | , | 8. | 11, | 13. | , | - |  | 10 |
| $A$ | , | 9. | 10. | 14. | , | , |  | 11 |
| A | , | 3. | , | . | - | , |  | 12 |
| EN | 0 | , '. |  |  |  |  |  |  |

INPUT STIMULI CODING

```
1,0,0,18,52.999.999.999
2, 0. 0, 27,48,999,999,999
3, 0. 0, 5,10,15, 20, 25
3, 0, 30,35,40,45, 50,55
13, 1, 0, 35, 38,999,999,999
14, 0, 0, 5,999,999.999.999
0.......
```



Figure 3: Simulation of the logic of a JK flip-flop. The design uses simple NAND and inverter gates and is presented to the simulator in the same way as in figure 1. The success of this model demonstrates the simulator's accuracy with sequential systems. (Crosscoupled gates used as latches present no problem.)

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## Don't Run Out of Gas.

FMS's capabilities go way beyond other data manipulation programs. More fields per record, more open files, more variables, more everything.

|  | FMS | dBASE | Condor |
| :--- | ---: | ---: | ---: |
| Maximum fields <br> per record | 255 | 32 | 127 |
| Maximum number <br> of variables | 281 | 64 | 0 |
| Maximum number of open <br> files in a program | 19 | 2 | 2 |
| Maximum number of open <br> files in a report | 19 | 1 | 1 |
| Maximum display pages <br> per record | 255 | 3 | 1 |

Don't lock yourself into a system that can't handle the big jobs!

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FMS-80 has been leading the field since 1978. NowVersion 3 sets new standards for the future. Contact your local dealer for a test drive.

## SIGNALS

$$
\text { ENA } \quad \ldots . \ldots .+111111111111111111111111111111111111111111111111
$$ RES $\quad 11111.11111111111111111111111111111111111111111111111111$

 Q1 ?????.....11..11..11..11..11..11..11..11.11.11..11..111 Q2 ? ? ? ? .......1111....1111....1111....1111....1111....1111
 Q4 1111111111111111.

Figure 4: Example of a modified output format. In this listing, the simulator printed the output values from a counter every 10 gate times.
node are flagged, and only flagged elements are simulated on the next pass. (The overhead for this marking and tracing can offset the time gain for small circuits, but larger designs [with more than 50 elements] will show significant gains.)

Flexible output: The format of the output can be modified to provide a sweep control, similar to the sweep control on an oscilloscope, which selects from a range. A global view of the proper operation of the design can best be accomplished by sampling the outputs at periodic intervals instead of producing an output at each gate
time. Figure 4 shows the output of a counter circuit sampled every 10 gate times, at half the clock (node 1) frequency, producing the traditional display of the logical operation of a 4-bit counter stepping through its 16 states (nodes 10 through 13 are the outputs of each stage of the counter).

With a system incorporating the above enhancements, plus a few cosmetic changes (named signals rather than numbers, stored output, and hard copy), a logic designer would have a system comparable to those used at professional design centers, albeit slower than most; but time is
usually not a critical factor for personal computer users. The savings in time compared to the time that would be spent building and debugging a hardware breadboard far outweigh the time required to perform the simulation (typically a few minutes for a circuit of 50 nodes and 1000 gate times).

A student can get the hands-on experience required for an understanding of the operation of digital gates and devices through this program. My 10-year-old son now has a thorough comprehension of the function of the basic logic gates and is beginning to get a feel for the concept of sequential devices.

## Logic Simulator Program

The author plans to make available to interested experimenters copies of the program presented here, as well as an advanced version. The price is $\$ 20$. Please respond to:

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## APPLE

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Partition
. . . . . . . . .Partitions The Disk For DOS 3.3, CPM \& PASCAL Allocating The Required Number Of Sectors For Each Given Operating System
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## IBM

UTILITIES
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Interactive manipulation means total flexibility. The Space Tablet's software packages allow interactive manipulation and editing of points in all three dimensions. This capability is unique in computer graphics. Space Graphics ${ }^{\text {'w }}$ software for the IBM Personal Computer lets you select a point in space and "pull" it, and all connecting lines, to another location in 3-space. 3-D models can be scaled, rotated and
moved about any axis. New models can be composed by linking together individual components. Three orthogonal views can be called up at once in a split screen format. Software included with the Apple II Space Tablet system gives you similar capabilities. With either system, it's remarkably easy to try all kinds of "what if" possibilities before generating hard copy.

Now, 3-D design is surprisingly affordable. We've priced the Space Tablet systems well within reach of Apple II and IBM PC users. (Software for

other popular microcomputers will be available soon.) Because it's an entry-level system, the Space Tablet is being used creatively in ways not: normally associated with larger, far more costly CAD/CAM systems . . . molecular modeling, physical therapy programming, cell structure analysis, weapons research, medicine, art, architectural planning and, of course, design and engineering. Additional applications are being discovered by OEM purchasers. And, for those needing a 2 -dimensional digitizer, the Space Lift arm can be held as a pen, or stylus, to trace slides, X-rays, pictures, graphs, maps and more. We see it as a tool to unleash the imagination.

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## User's Column

# Burnouts, Bargains, and Two Sleek Portables 

> The tireless industry critic mourns Ezekial and seeks comfort from the exquisite Adelle, who happens to be an Otrona Attache.

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

I've been away from my desk for a month, and things are piled higher than you can believe. As a consequence, this column is going to be a bit disorganized (try total mishmash), and I hope you'll all forgive me.
I'm a bit upset anyway. Poor old Ezekial, my friend who happens to be a Cromemco Z-2, is stacked in the other room, waiting for Nor Singh to take him over to Tony Pietsch's shop for a complete overhaul. While I was gone, John Carr, our long-suffering associate editor here at Chaos Manor, was working on Space Viking's Return when Zeke, with no warning at all, simply died. Fortunately, John has been trained to save the text early and often, and little was lost.
I suppose I shouldn't be surprised. Several million words went through Zeke. He was running constantly 18 hours a day for nearly five years, and in all that time he wasn't out of ser-
vice for more than a week. Moreover, from the description of the prob-lem-he keeps blowing fuses-it may be no more than a blown capacitor in the power supply. Tony is pretty sure he can get Zeke fixed-when he gets time.

> What happens to software when your computer dies? . . . If it's legal for you to lend my books to a friend, why can't my computers lend programs to each other?

But time is very much a problem. Tony is doing version 1.7 of WRITE (Writers' Really Incredible Text Editor) for Ashton-Tate, and he has
also put together my new Compupro that will have memory-mapped video and the new super-nifty keyboards. I wonder if Zeke, hearing about the new writing machine, simply went away like my old black cat did when the kids brought home a kitten? But that's ridiculous.
Anyway, I'm writing this on The Golem, my big Warp Drive Compupro $8085 / 8088$, using the Televideo 950 terminal, and while it's infinitely easier than using a typewriter or a cheap machine, it's also the first time in five years I've done major work without Zeke.
Of course, there have been exceptions. We took the Otrona Attache to Europe, and I had a Kaypro II in Chicago; more on those later.

## Good Grief, Zeke Can't Die!

That is: not only is Ezekial my friend, and practically a trademark

# Deciding Which Computer to Buy 

Of the 1.9 million people who bought small computers lost year, over 20,000 of them bought the wrong computer for their needs. And no wonder. New products ore introduced into the market at a breothtoking pace. The language question. The terminology problem -RAMS, ROMs, bits, bytes, bauds, protocols and processors. What's important? What's standard and what's optional? Even the dealers ore confused.

To help you tockle this problem, we pulled together many of our sources including leading experts in the field, manufacturers, morketing analysts, computer dealers and customers. In addition, we urilized computer user groups, clubs and associations throughout the United States, contacts in Japan and numerous industry and business publications. COMPUTER GUIDE 1983 is the natural result of learning from the knowledge and mistokes of more than one million people.
The following steps will help you with your computer shopping -whether you're buying your first computer or updating the one you hove. COMPUTER GUIDE 1983 con help you moke the right decision.

1. What is the computer to be used for?

You may wont to use it for entertainment, financial planning, learning how to speak a foreign language, office work, drawing and many other tosks a computer does well. The possible uses of a computer ore as varied as human activities.

## 2. Which program will do the best job?

There ore thousands of application programs on the morket to consider. It is the progrom that gives you the power to control the actions of the computer. You must choose the right application program.
The first section of COMPUTER GUIDE 1983 surveys each of the application programs available with computers today. Similar programs ore grouped together and compared -one against another. COMPUTER GUIDE 1983 contains over 2,000 opplication programs, grouped in over 100 categories - including programs for accounting, management, professional uses, word processing, graphics, research. games, learning and special applications. Programs ore described using comparison charts -listing for each application program: the program nome, computer(s) and system configurotion(s) required, the documentation ovailable and the price.
COMPUTER GUIDE 1983 provides you with o quick and efficient way of deciding which application program ond which computer and options for that computer con do the right job for you.

## 3. The language?

You cannot get a computer to do anything useful unless you know how to talk to it. This is no easy tosk. But. COMPUTER GUIDE 1983 con help.
The second section of COMPUTER GUIDE 1983 guides you in selecting the right language. Different dialects of languages are grouped in their generic category. The BASIC language. for example, is a generic nome and has many dialects -including Microsoft Bosic, Atori Bosic, Bosic Plus and Bosic-80.

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Each of these languages hove their own machine requirements. COMPUTER GUIDE 1983 provides the nome, machine and machine requirements, documentation and price of over 500 dialects, for over 50 languages. COMPUTER GUIDE 1983 helps you solve the language problem.

## 4. What about the machine?

Depending on your needs, there will probably be several computers still in the running. Now the decision is based on the guts of the machines (hardware). COMPUTER GUIDE 1983 compares machine characteristics in on easy to follow format. You don't hove to be on electrical engineer to moke on intelligent decision.

The solution is to work top down and not to go any further down than is needed. Your uses for the computer determines which machine characteristics ore important. COMPUTER GUIDE 1983 divides the machine into five oreas the keyboord, video display, printer, other peripherals and I/O. processor and memory and direct access storage. These five areas correspond to your basic machine needs. For example, on accountant needs a keyboord with a numeric keypod; ward processing requires o printer: games utilize a video display; a mathematician wonts a very fast machine; lots of memory is best when using the LISP language; and so on, as the hardware combines with the application program to develop o complete computer system.

COMPUTER GUIDE 1983 contains machine descriptions for over 250 computer systems, produced by over 150 manufacturers. information is displayed in spreadsheets -allowing you to get the information you need. You don't hove to bother with extraneous details and cumbersome text. COMPUTER GUIDE 1983 con accommodate millions of people in moking the right decision, as varied as those decisions will be.

## 5. Where to buy the chosen computer system.

COMPUTER GUIDE 1983 lists hundeds of vendors, by geographical location, and by the products they sell. It also provides additional consumer information. The first ship date, the ship rate, the number installed to date, prices and what that includes, purchasing terms and warranties. COMPUTER GUIDE 1983 contains the names, addresses and phone numbers of hundreds of manufacturers, dealers and stores throughout the United States.

No one wins when you buy the wrong computer or computer product. Moke the right decision. Use COMPUTER GUIDE 1983.

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(he gets nearly as much mail as I do), but there's the legal problem.

Consider: I have a ton of software running on Zeke. In theory it is licensed for "a single computer system." If Zeke is gone, have I any right to the software? I suppose I should buy it all anew or pay a license transfer fee. Perhaps, though, if Zeke is still connected to the "system"that is, there he sits, connected into a single "system net" so that I have met the legal requirements-must he be alive? Can a dead computer be part of "a single computer system"?

Obviously I'm not serious. Or am I? Because somewhere along the line we've got to come up with answers to some questions. What does happen to software when your computer dies? If you sell the machine, who gets the software? And the solution has to be realistic; I suspect that even those who rail loudest against computer pirates have not actually paid twice for their BASIC (or even transferred the license) after they upgraded from a beginner's machine to something larger.
As for me, I've come to a decision:

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IMS 2 yr. warranty on boardsl SX systems w/8" or $51 /$ " $^{\text {d drives, optional } 10,20 \text {, or } 40}$ MB Winchesters, built-in tape back-up, Z-80 S-100 bus. 5000 System with integrated screen now available. On site service for NY quad-state area.
MULTI-USER IMS: MPU/slave cards give each user CPU, $64 \mathrm{~K}, 2$ serial ports.
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FOX \& GELLER, the producers of QUICKCODE and D-UTIL, are enthusiatic users of IMS multi-user systems with TurboDOS supplied by John D. Owens Associates.

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LOMAS DATA 8086 SYSTEM: Complete Lomas card set in 4 or 12 slot mainframe, dual drives, either single or double sided. Options: $8087 \& 8089 . \mathrm{CP} / \mathrm{M}^{\oplus} 86$ or 86 DOS, 10MB Winchester.

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some of the user-threatening licensing agreements I simply will not sign; and I urge all of you to do likewise. As an author I'm hardly going to quarrel with the idea that programmers and their publishers need protection from pirates; but some of them try for too much, and end with imbecile notions. If it's legal for you to lend (or even give, if you don't copy them) my books to a friend, why can't my computers lend programs to each other?

## Ada Now and Always

The chaps at RR Software continue to produce upgrades and updates to the Janus/Ada package. Two revisions appeared while I was in Europe. $R R$ also has an excellent upgrade policy for its early customers.
Randall Brukardt of RR sent me his latest upgrade with a mild complaint: my lament about the high cost of manuals is misguided. He says, "I am afraid that $\$ 30$ is about the minimum one can charge for a decent-sized manual. Ours now cost $\$ 10$ to print, gather, and bind (in quantity 500you don't dare print more manuals than you can use in a year or so). Shipping costs $\$ 2$. Record keeping, advertising, and other overhead eat up more. And on top of that is the markdown we must give distributors. . . ."
Randall isn't the only one who has that complaint, so perhaps I'd better make my point a bit clearer: I didn't say that one shouldn't charge that high a price for a manual, I said that most manuals I have seen are not worth that much.

I don't care what it costs to produce the manual; what it is worth is determined by what's in it, and that's usually pretty poor. I fear that Randall is confusing effort with work, which is a pretty common mistake with programmers, authors, and many others. You've heard it before: "It took me six months to write that. Don't I deserve a decent price for it?" And of course the answer is, 'Not necessarily."

I'm also pleased to report that as far as I can determine, RR Software does not confuse effort with work. As I said above, it has an excellent record of seeing that its customers get needed
updates and revisions at reasonable costs, and every edition of its manuals has been an improvement. The latest is better organized than the first, and has lots of examples.

If this sounds vague, it's because we still have no Ada experts here at Chaos Manor. However, Alex just got through talking with Randall Brukardt, and help is on the way. It seems RR has a Pascal-to-Ada translator. Alex is going to use that on his Pascal introduction programs, then with the help of some Ada consultants write new programs that illustrate Ada's unique features. When he's done, he'll have an introductory tutorial to accompany the best Ada textbook we can find (which at the moment is still I. Pyle's The Ada Programming Language, Prentice-Hall, 1981), and Workman can add it to its best-selling Pascal introductory package. That plus the RR Software Janus/Ada compiler should be more than enough to teach Ada to anyone seriously interested; and as I said in the July 1982 column, learning Ada is one excellent way to guarantee yourself a reasonable job in the future.
I can say this with some confidence, because people whose opinions I respect and who are quite familiar with the RR Janus/Ada compiler are highly impressed with it.

However, fair warning. Some other so-called Ada compilers for microcomputers are so limited as to be crippled. What's the point of learning a strongly typed language with severe limits on the data types you can use? Janus/Ada, though, is a very healthy subset of the real thing.

## Are My Old Columns Really Worth It?

Alas, Randall's lament about the cost of producing manuals is not so wide of the mark. Barry Workman tells me that to do a loose-leaf version of "Pournelle on Computers" wouldn't be cheap, and if they're to go to bookstores and such, the discounts make things worse.

My problem is simple: Is a collection of my ramblings, most previously printed in one or another magazine, worth the 20 bucks Barry thinks he'll have to charge? Now true: com-
mercial publishers would put out the book for less. The problem with that is obvious: they'd save by printing a lot of them, which, while more profitable for me, practically guarantees that much of what would be in the book would be obsolete before all the copies were sold. The idea of looseleaf was to allow revisions as things change.

As of now we're still pondering that dilemma.

## Communications <br> According to the inquiries Barry

Workman gets, the world is waiting for a good microcomputer communications system useful to beginners; something that starts by explaining what a modem is and how you might install one, and goes on to tell how to use it.

The problem isn't simple and can confuse experienced computer users. A good public-domain program for microcomputer communications is available. Called Modem 7, or XMODEM, it's written by Ward Christensen and is available from the CP/M Users Group. There's only one

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problem: a lot of beginners aren't able to get it running. I've had problems with its documents myself, and unless you know something about the internal architecture of your computer, it's nearly impossible to get Modem 7 tailored to your system's needs.

Christensen, as is his ethical right, isn't interested in having someone rework the instructions for beginners and then sell the program; and so far (as I write this, anyway) no one wants to do it for nothing, because each kind of hardware you'd want to install it on needs a different set of instructions (or at least some changes in
the old), and there'd also be lots of telephone time spent answering questions.
Of course, anyone has the legal right to repackage the program and sell it for anything they want to, and I have horror stories of one firm that sold Christensen's public-domain program to the federal government. It sold some 20 copies at several hundred dollars each (no discount for quantity purchase). A couple of other commercially advertised programs are also clearly based on Christensen's work. Some have decent documentation.

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Some years ago, Larry Hughes wrote a program called LINK. It's available for $\$ 8$ on Disk 19 of the CP/M Users Group. It is now marketed under various names. I suppose that some of those selling it have made improvements, but I'm not certain. LINK was somewhat limited, so Larry wrote a new program called CLINK, which he marketed for a while. That one is also available, with a few modifications, from several companies, at least one of which advertises heavily.
The most painless method I know for getting communications is to buy Larry Hughes' MITE from Mycroft Labs. Hughes has been around microcomputers, including CP/M systems, for a long time. MITE is a very good menu-driven program that will let you send and receive files, link to communications nets such as Compuserve and The Source, and in general do the communications most people would like to do.

MITE does a few things that Modem 7 doesn't do. It lets you get binary (COM) files off other systems that don't speak Modem 7, for instance. It's also much easier for beginners to get MITE running and to operate it after it is running; and Mycroft Labs will assist with problems.

MITE's documentation could be improved, but it's still about the best I've seen, because its purpose isn't to teach you to install MITE, but to show you how to use it, and it does that quite well. MITE will let you talk with most university stations; various online CP/M systems, including those running Ward Christensen Computerized Bulletin Board Systems; XMODEM protocols; etc. MITE is compatible with TRS-80 systems running Modem-80 through a conversion program that converts TRS-80 text files into CP/M format.

You can get MITE preinstalled for many systems, including Xerox 820, Televideo TS801, S-100 with PMMI (Potomac Micro-Magic Inc.) modem or Hayes Micromodem, Apple II with Z80 Softcard and Hayes Micromodem II, and Zenith Z-89. You can also get it "uninstalled" and write a communications input/output sys-

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tem. If you're up to doing that, however, you may not need MITE since one or another of the publicdomain systems could be adequate. Those who don't know a lot about computer communications, though, ought to write Mycroft Labs and find out if there's a version available for their system. It's by far the simplest way to get in touch with the electronic world.
There are good reasons for getting communications, because there's so much cheap-and even free-information available out there in micro-
computer land. You only have to know how to get it.

## Knowledgeable Promises

It doesn't happen often, but sometimes people send me stuff that I feel guilty about not reviewing. One such package is from Knowlogy. It's been sitting on the "Urgent" shelf for a solid year now. Usually, anything that handsome would have been chosen as a project by one of the troops, but somehow it just didn't happen. Maybe the terminally cute name "Knowlogy" scared them off.


Aside from the name, though, Knowlogy's package is a class act, with some of the most readable documentation I've yet seen in this business.

What Knowlogy sells is a Unix-like shell for CP/M. It's called Unica, and it is supposed to let you use Unix-like commands (some directly from Unix) in operating your microcomputer.
Probably the most desirable feature of Unix is that everything is a file. You can direct the output of one process to be the input of another, using imaginary "pipes" to conduct the information.
Knowlogy's Unica preserves this. It also has wildcards (ambiguous file names, such as "JA*.*", which will get every file beginning with the letters "JA"), announcements and verifications, and such like. Programs within the Unica system include file comparators, concatenation, copy, disk map, ways to link files, pattern searches, and more. Each is well documented.

## Unica lets you use Unix-like commands on a microcomputer.

Knowlogy's other product is Unica/XM-80, which is a structured approach to assembly-language programming. To quote from the documentation, "Software synthesis is a methodology which encourages the programmer to design each software module in such a way that it can be used in more than one program. Unica/XM-80 is a programming language which incorporates software synthesis constructs into the $\mathbf{Z 8 0}$ assembly language."

All of Knowlogy's documents are written that way: a bit too polysyllabic, but clear, reasonably precise, and in good English. The claim that Unica/XM-80 is a "language" is a bit strong. From its own documents, it is a preassembler able to translate a number of shorthand notational devices, expand macro instructions, and incorporate previously written routines.
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Knowlogy's package, because we haven't tried it out. Normally, I don't talk about stuff we haven't used here, and I don't intend to break that rule often. The reason in this case is that I have been so impressed with the clarity of writing in the Knowlogy documents that I feel reasonably assured a good job has been done on the rest of the work.

## Honorable Mentions

Not long ago, I started an article on software for the masses. We collected a whole bunch of stuff for less than
$\$ 100$, much of it $\$ 50$ or less.
Three of those items stood out and will get a lot of space in that article. (I'd have it done already except for our vacation. So it goes.)
The first is Walt Bilofsky's Software Toolworks, which we've mentioned here before. Bilofsky has a whole raft of programs that work, and he sells them for reasonable prices. I strongly recommend that you get his catalog.
Second, Comshare Target's Plannercalc, which, although it lacks some of the features of the bigger and
more expensive spreadsheet programs, does a heck of a lot for the money. One warning: we have never met anyone able to get Plannercalc running on a CCS (California Computer Systems) machine. It runs fine on our 8085/8088 and Z80s; apparently, there's an interaction between Plannercalc and the CCS, but whether that's CCS hardware or Plannercalc software I don't know.

Finally, there's JRT Pascal, which at less than $\$ 50$ is a fabulous bargain. JRT Pascal has limits; but it's a lot for the money. We've had it for a month now. Alex, having finally finished his "Intro to Pascal" package for Pascal/M and Pascal MT + , has been working with the JRT compiler with the intention of writing a full introduction as a companion piece for it. The result will be a tutorial, compiler, Programming in Pascal by Peter Grogono, and Software Tools in Pascal by Brian W. Kernighan and P. J. Plauger for less than $\$ 150$ : a bargain at any price.

## Another Problem

I continue to get reports of long delays in getting service for CCS computers. Max, whom I've mentioned before, writes a continuation of his horror story.
Max bought his CCS from a large mail-order discount house. That may have been a mistake, because he knows nothing of computers and lives in upstate New York far from large dealerships and big repair centers. He's working on a very timedependent project that requires a working computer and dBASE II. His problem involves sending his boards Express Mail in the assurance there would be loaners to replace them, only to find that they'd changed the policy of providing loaners even as his were on the way.

Max concludes, "If I had bought Compupro I could have 48 -hour service on the boards. Since Compupro is not twice as expensive as CCS, they are the better buy in the long run."
Certainly, Bill Godbout's Compupro equipment is good stuff, and if anyone asks me, that's what I generally recommend (recall that it's also what I'm most familiar with).

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However, in fairness I have to say that Alex has had no real problems with his CCS, nor has Dr. Possony, and many of my friends are very happy with their CCS systems.
Ours were obtained through Colin Mick of Decision Information Services, and what difficulties we've had have been taken care of quietly and efficiently. We're using Helen-Alex's CCS-to transfer programs and files to and from the Osborne 1, because the CCS can operate both 8 - and $51 / 4$-inch drives simultaneously. (So can my Godbout, which writes 51/4-inch disks in the IBM Personal

Computer format.) Alex did have some problems adding the little disks, but Colin soon straightened them out.

## Now for a Travel Report . . .

I'm writing much of this in Chicago with a thoroughly unfamiliar computer and text editor. Worse, when I do get back home-not too long now-I'll still be using unfamiliar systems (although at least I'll have WRITE to use) because Ezekial is dead.

I'm in Chicago for the World Science Fiction Convention. Before I

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went to the convention-the traditional science fiction name for these things is "Worldcon"-we spent three weeks in Italy, where I carried the Otrona Attache from Los Angeles to Rome to Venice to Verona to Florence. The Otrona worked splendidly, uncomplainingly chewing up strange voltages and even stranger frequencies. I'd be using it still, except that I stupidly tried to operate it off the converter we use for my wife's hair dryer. That, alas, simply didn't work.

Until I managed to damage it, though, the Otrona was a real delight, and I'm sitting here looking rather wistfully at it and hoping it will be easy to repair.
Since I hate to be without a com-puter-I simply can't write without one-I had Alex ship me another to catch up with me in Chicago for the Worldcon. Luckily, we had just received an evaluation copy of the Kaypro II, and Alex just had time to get it to me.

It says a lot for the Kaypro that I got it without any documentation whatever, but I'm still able to write this. It isn't that the Kaypro comes without documents, of course; it's just that when Tyler Sperry of NonLinear Systems brought the Kaypro over to the house a little before I left for Italy, he decided to take it back for some adjustment, leaving the documents in my office; and when it came time for Alex to ship the machine to me, he couldn't find them.

Doesn't matter. I'm using the machine and the Select text editor that comes with it, and I'm not having any real trouble at all.

That surprises me. I am, after all, rather set in my ways, and more than that, I've just tramped all about Europe getting used to the Otrona, which runs Wordstar. Moreover, the Select word-processing editor that comes with the Kaypro looks to be of a type that at first sight I don't like at all, being one of the editors that has various command modes. For all that, I am using it, and am having surprisingly little trouble.

The editor is a little strange, and it will never be my favorite, but by gollies it does work. It is a full-screen editor, with the ability to let you

## THE PRICE SLASHER!


drive the cursor around and do things to the text. (I've just inserted this sentence after finishing the page. That works fine.) You have to go into Insert mode to actually write, and into a Command mode to do anything else (including moving the cursor). Creating text is therefore easier than editing it. It also has the misfeature I like least about Wordstar, namely that every time I hit a key there's a flicker at the top of the page as the editor informs me what line and column I'm at. For all that, Select is surprisingly easy to work with.
(Flash added back home in California: the Select documents tell you how to turn off the status line with its flicker. Hurrahl Now back to Chicago.)
Learning Select is a snap. It's nearly self-explanatory anyway, and there's a long Teach program that does the job also. If I seem to be rambling a bit, I am; I'm learning about the machine even as I write this, and I hope you'll all have patience because this column is due the instant I get home, and there's nothing else to write about just now.

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I'll undoubtedly have more to say about Select later; for now, my impression is that it wouldn't be my first choice, but it's at least as easy to use as Wordstar (so far; but I haven't done anything really tricky yet). It is by all odds the easiest editor to learn I've ever seen. I just sat down to it and started using it. Of course, I have some idea of what to expect from a text editor, but even so, I'm impressed.

Now that I've gone back and done some editing, I'm a little less happy with Select. For one thing, every time you insert something-anything, even a space-you then have to leave the Insert mode before you can move the cursor and type anything else. Before you can do that, though, the machine wants to rejustify your text, and it does it without your asking it to. Alas, it takes a while. How-ever-and this is important-it takes a while only in comparison with machines a lot more expensive than the Kaypro II.
(Another flash from the home front: the documents tell you how to turn off that feature as well, so that you can write away and globally reformat the text once and for all when you're finished. I like the Select approach of letting you have choices about things like that.)

Leave the editor, then, with the bottom-line comment that it will do. Let's look at the computer itself.

The Kaypro II uses a Z80 chip and has 64 K bytes of memory. It comes all up; that is, there's a computer, keyboard, and video screen all included in the price. Kaypro II, from Non-Linear Systems, is intended to compete with Adam Osborne's Osborne 1 and is priced accordingly. CP/M, the Select editor, a spreadsheet program I haven't had a chance to try, and a compiling BASIC called SBASIC are included. The most impressive part of the package is the machine itself.

First, it's handsome enough. It comes in a metal case, with clips to hold the keyboard. The power cord and the telephone-curly cable to the keyboard coil about some jigs on the back of the machine and can be put pretty securely in place. The handle is

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also back there, so that you carry it with the keyboard, cables, and plugs all exposed. I've suggested that they'd be better off making a cover that the handle could stick through, and I understand they offer one as an option.

The machine comes with dual single-sided double-density $51 / 4$-inch disks, and it boots up on CP/M 2.2x on power-up or reset. This one, having been shipped by UPS to Chicago, came up instantly on being turned on.
(Now back home to California to finish this. If this text is in the column, you'll know I was able to transfer from the Kaypro to the Compupro.)
I brought the Kaypro home on the airplane. Indeed, I had the Kaypro and the Otrona, two large suitcases, a briefbag, and a hanging garment bag-I felt sorry for the people who had to board just behind me, but everyone was very nice. I can therefore testify that you can put a Kaypro II into an aircraft overhead rack and get the rack door closed. It's a close
call, but it can be done. It will also fit under an aisle seat.
I had to change planes in Denver, so the Kaypro got a complete exposure to aircraft hazards, went through security twice, and was hustled along airport corridors by a man with far too much luggage. Even

## The Kaypro has a large screen, certainly the largest screen you'll ever get in a portable machine.

so, it booted up first crack on getting home, and I'm working with it now.

Thus, it's certainly rugged. It has other things to like, too. The keyboard is full size and is a full ASCII (American Standard Code for Information Interchange) character-set keyboard, complete with squiggle and curly braces and such like, as well as a numeric keypad and four cursor arrow keys. The key layout is

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more or less Selectric style. The Shift keys are oversize and in the right places, the Return key is suitably large and placed near the home keys, and I've had absolutely no problems touch-typing on the machine.
There's one annoying "feature": a key-click circuit that has an unfortunate sound. In fact, at first I thought it was some kind of squeak and squirted in a bit of WD-40 to try to still the noise. The "squeaky click" isn't all that loud, and after an hour you get used to it, but it would be awfully nice if they had a potentiometer on the thing to let you adjust the pitch or volume. The Otrona has complete software control over both pitch and volume. The Kaypro people tell me there's a program you can run to turn the key click off.

The Kaypro also has a large screen, certainly the largest screen you'll ever get in a portable machine. I measure the glass areas at 7 inches across and nearly 9 inches diagonal. It's green with a brightness control and has the usual 24 lines of 80 characters. I wish it had a knob for contrast as well as one for brightness, but that's only a mild preference.
The Kaypro will display the entire ASCII character set. It has true descender lowercase letters (that is, those with tails do go below the line). Even so, I'm not really fond of the characters. The lowercase " o " is or appears to me to be too large, and some of the other characters seem odd in size. Still, the display is readable, as you'd expect a larger screen to be. People with bifocals may have problems; that is, it's big enough for you to sit far enough away to look at it through the tops of your glasses, but for some reason the letters look better formed and just plain prettier if you get up closer and look through the bottoms. Do recall, though, that I have unusual eye problems, and my normal system has 16 lines of 64 characters displayed on a 16 -inch screen.

## Lovely Adelle

If my initial evaluation of Kaypro is "Good stuff!," my initial reaction to the Otrona Attache is "Great!" Of course, the Otrona costs about twice

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## DUCES TECUM $\square$

 LAWMATEwhat the Kaypro does; but you get a lot for that.
For instance, all the minor annoyances of the Kaypro vanish in the Otrona. Not only can you suppress the Attache's key click, you can change its pitch and volume; and all this is simple to do. Just go ControlEscape and you're in a Setup mode; and across the top of the keyboard are a number of prompts that tell you precisely what to do, from control of screen brightness to bell volume.

## The Attache keyboard is the nicest l've seen on a portable machine.

The Attache keyboard is quite the nicest I've ever seen on a portable machine. It doesn't have a numeric keypad; but it does have a full ASCII key set, complete with squiggle and vertical bar, etc. The key layout is Selectric style, with one not-toopleasant surprise: the Delete key is down left. You won't hit it often by accident, but it takes a while to get used to finding it. I suppose there's no "standard" place for the Delete key, but I can't imagine why they put it there.
Alas, unlike the Osborne, the Attache has no place to stow the power cord or a box of disks (I don't think you'd want to carry disks in the drives). I've suggested to Otrona's management that they make a small Leatherette packet that will hold both power cable and disks and attach to the Attache's handle; but it won't be hard to make one if they don't do it.

Another minor deficiency is that there's no indicator light on the Caps Lock key, nor does that key stay depressed when pushed. Otherwise, though, it's an excellent keyboard and layout. The Shift and Return keys are oversize (although not greatly so). The keys are all placed pretty close together, and they utterly fill the lightweight little keyboard, so that the Otrona's keyboard looks small. By both measurement and feel, however, it is a full-size keyboard, every bit as big as the one on a

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Televideo 950, or for that matter on an IBM Selectric (which it resembles). I know, because when I first saw the Otrona at a Los Angeles computer show, Greg Decoteau of Otrona and I actually carried the Otrona Attache keyboard to an exhibit that had a Selectric and laid the keyboard up against the IBM's. I have had no problems typing text into the Otrona.

The Attache has even tamed Wordstar. There isn't room on the little keyboard for any special word-processing keys, but Otrona has done something as good and perhaps better: it has made the numeric keys across the top generate Wordstar commands. As an example, 6 is normal, and Shift 6 is the ampersand, but Control 6 toggles you into Insert mode, and Shift Control 6 starts a Block in the text. Each key has both Control and Shift Control special meanings for Wordstar, and attractive little labels at the top make it easy to figure out what the various keys turn into.
"Special-feature" keys get you to top of screen, change help levels, find/replace, margin release, reformat, and so forth. They make Wordstar a lot easier to use, or at least I found it so; I was able to write in hotel rooms in Rome, at cafes in Venice, and in other unusual places.

There's been a lot of thought given to the Otrona. Some of it doesn't show until you need it. For example, the Reset key is on the keyboard, something I would have paid to avoid; but it has been tamed. The key is on the left side, outboard of the Shift key, and to use it to reset, you must press Reset while holding down the right-hand Shift key. Ingenious.
It has lots of other nice touches. The Otrona Attache's large handle swings underneath and locks in place to put the display at a convenient uptilted angle. The disk doors open and close with a positive feel. The green screen is small-4 inches wide by $31 / 4$ inches high-but it is bright and very readable, with well-formed characters. I found that with the Otrona on the table in front of me and the keyboard in the natural position, I had no trouble at all reading the 24 lines of 80 characters.

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Chuck Peddle, designer of the Victor 9000 microcomputer and President of the new Victor Technologies, Inc.

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The Otrona uses double-sided double-density small disks, so that you have 360 K bytes per disk; more than I have ever had on Ezekial. You can put fair-size documents on them. I still retain some prejudice against small disks, but I have to admit that the Attache may overcome my doubts, since it has worked under horrible conditions without a glitch.

The Attache comes with CP/M, Microsoft BASIC, and Wordstar. It also includes an unusual program called Valet. The Attache always knows what time it is, because it keeps both time and date stored in nonvolatile memory. With the Valet program, you can turn the Attache into an alarm clock with up to four alarms that both sound audibly and flash messages on the screen. Valet in the alarm mode interrupts your current job, but does it nondestructively. The Valet program also has a fourfunction calculator built in.

Communications gear lets you transfer files to and from 8 -inch disks,
and the Attache can become a very sophisticated terminal to drive either a modem or another computer. The Attache is supposed to do that painlessly, and I have no reason to doubt it since the little dear has done everything else I asked her to. I haven't actually used her as a terminal or extracted my files into The

> As a sophisticated terminal, the Attache can drive a modem or another computer.

Golem because I foolishly managed to blow something internal in Rome.

That was particularly stupid of me. The Otrona comes with a simple mechanism that lets you change from 110 to 140 on up to 250 -volt (V) input voltage, and it apparently isn't interested in the frequency of that juice either. However, some of the older

Roman hotels have nonstandard $225-V$ outlets. I had no way to plug the Otrona in-so I foolishly converted it back to 110 and tried to run it with the converter for my wife's hair dryer. It did run, too, for a minute or so; then with a gentle pop, it expired. Otrona figures it will be fixed in no time, though; its dealers simply replace modules until everything works, then send the modules back to the factory for rebuilding. Since mine didn't come from a dealer, it's taking them a day to figure out which one is going to do my servicing; otherwise, I'd have her fixed already.

Anyway, since the Attache has simple ways for getting stuff to and from your 8 -inch disks, there's little I run on Zeke that won't soon be available on the Otrona, meaning that I can carry a full desktop computer anywhere, use it, and bring the results home for processing on my big machines. Of course, "big" here is a relative těrm, since the Otrona is



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"bigger" in terms of memory and computing power than Zeke was when I first got all 70 pounds of him. Adelle (I think that's her name; we'll see when they get the power supply fixed) is only 18 pounds and looks gorgeous on a Venice cafe table.

## Lots of New Machines , . .

It's really too early for a final evaluation of these machines; I haven't used them long enough. My first impression is that the Osborne remains the VW of the microcomputer field; it's cheap, reliable, handles standard programs well, and, while inconvenient, has some plainwrapper features to compensate. The software with the Osborne retails for about as much as the whole Osborne package complete with computer.
Of course, I've had the Osborne longer than the others, so I'm very familiar with both its strengths and weaknesses. One real strength is Osborne service, which remains efficient and fair-dealing. That's been not only my experience, but that of all
but one of those who have written me about it.
The Kaypro is more like a Chevrolet as the Chevy used to be, reliable and rugged, without much trim or visible frills. The software package with the Kaypro is not as extensive as the one you get with the Osborne. The screen is larger and displays all 80 characters of a line. The keyboard is more complete, and the disks hold more. (Osborne now has a double-density option and 80-character screen.) Also, since the Kaypro comes with a compiling BASIC, it won't be as immediately useful to beginners who want to write their own programs. However, you can buy Microsoft interpretive BASIC for the Kaypro.
Select, the Kaypro word processor, is unlikely to be as complete and full of frills as Wordstar. Since I'm not really fond of either Select or Wordstar, I'm the wrong one to judge between them. I did find Select remarkably easy to just sit down and use, and I'm certain that Kaypro with

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Select is more than adequate as a word processor. Provided that you like the feel of the keyboard and are comfortable with the display, I'd have no hesitation in recommending the Kaypro as a good first machine for a beginning writer, and indeed I may recommend it to one of my partners as his first machine.

The Otrona is definitely the BMW of the portable machines. It comes with an adequate if not extensive software package, it is the smallest and lightest of the portables, and it is by all odds the most gorgeous. The disks run quietly and I had no hitches with them, even after transporting Adelle a long way across water; and that 360 K bytes per disk is very nice.
I loved the keyboard, and the screen display was plenty good enough. Since the Otrona Attache comes with a video output already built in, you can set it up with a large video monitor if you like. It is certainly more than adequate as one's only machine. Of course, for its price, there are other machines that use a bus and are therefore more easily expanded.
(To continue the analogy, my Compupro is more like an International Scout. Of course, my personal car is a Scout. . . .)

## The Bottom Line

The Osborne, as it stands, is just a bit limited in file storage to be your only computer, although now that Osborne has the double-density package, things will change quite a lot.
The Kaypro would certainly work as an "only," although I have reservations about the SBASIC that comes with it.

The Otrona is beautiful, and I've used it enough to know that I could certainly live with it as my only machine; and it's really portable, a true desktop computer that you can carry around.

## And Still More Next Month

While in Chicago I saw the prototype of Lobo's new $\$ 800$ machine. One of those is supposed to be on its way here. Meanwhile, we have an Apple II up and running, and we're

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getting an Atari 800. (I'm going to do a book on small computers. I am also up to my clavicle in small computers.)

Meanwhile, Ezekial, my first love, lies unconscious. Tony says he'll get to him after we set up yet another machine, one that makes use of what I think may just be the world's best
keyboard and will deliver its output to my 16 -inch screen. It's another Compupro.

All this means that next month I'll be able to continue my comparisons of small machines. There's also a large stack of software for review. The microcomputer revolution goes on. I love it.

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The book features detailed instructions for creating a Logo Procedures Disk (also available directly from the author) that contains sample programs and a number of "tool procedures' needed to carry out the projects in the book.

Daniel Wall has been involved in education as a curriculum developer, elementary school teacher, teacher trainer, and researcher. He worked for five years on a series of Logo research and development projects as a member of the MIT Logo Group. At present he is an editor with BYTE Publications and
contributes regularly to Popular Computing and BYTE magazines.

Learning with Logo is written specifically for users of the version of Logo developed at MIT for the Apple It ${ }^{\circ}$ and distributed by Terrapin, Inc. and Krell Software, Inc. It comains appendices for users of Apple Logo ${ }^{\circ}$ and TI Logo ${ }^{\circ}$


## Software Review

# Supervyz and Organizr Two Menu-Driven Front Ends for CP/M 

Christopher O. Kern<br>201 I St. SW, Apt. 839<br>Washington, DC 20024

Supervyz and Organizr are two software products that turn Digital Research's CP/M operating system into a friendlier environment for the nontechnical user by mediating between the user and the operating system. The user sees a menu of available operations and simply chooses the one desired. The operating system receives a syntactically correct command that is generated automatically in response to the user's selection. (Supervyz and Organizr have a great deal in common, and unless otherwise specified, my comments apply to both.)

CP/M may be the most widely used disk operating system in the world of microcomputers, but obviously not everyone finds it congenial. That's why there is a substantial market for books explaining CP/M, and why many hardware manufacturers and software vendors feel they have to supplement the documentation provided by Digital Research.

For the "naive" user, especially the one who considers the computer an appliance rather than a hobby, learning $\mathrm{CP} / \mathrm{M}$ can present a formidable challenge. I recently saw this first-hand when I set up a small computer system for a friend to use in his political-consulting business. Because of the wide variety of CP/M-compatible software, I didn't seriously consider any other operating system. It never occurred to me that my friend would find it difficult to learn how to use the basic system commands he needed, such as those for copying a file, changing its directory attributes (e.g., making it read-only), displaying the contents of a disk, or invoking an application program with the proper command-line syntax. He did have trouble, though, and each foray into his software
manuals seemed to confuse him even more. Ultimately, I had to provide him with a "cookbook" containing precise instructions for each function and program he was likely to use.

## What CP/M Demands

. To use CP/M (or any other general-purpose operating system), you need to have a reasonably clear idea of how the host computer system is organized. At the very least, you need to know when a new program must be executed to perform a given function, what options are available for each program or system command you intend to use, and the particular command syntax that is required to start each program. The two menu-driven front ends reviewed here make it possible to use CP/M without understanding precisely what is going on. All you have to know is what you want the machine to do.

For example, to copy a file under CP/M, you have to understand that copying files is performed by the Peripheral Interchange Program (PIP) and that PIP can be executed only from the command level of the operating system and not from within another program. You must also know which options are appropriate (or required) for copying the particular file and that the command syntax for copying files with PIP is:

> PIP drive:newfile.typ = drive:oldfile.typ[options]
where drive designates the disk drive on which a file resides, oldfile and newfile are file names, typ is a file type or extension, and options is a series of single-letter

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At a Glance<br>Name<br>Supervyz<br>Version<br>1.34<br>Type<br>Menu-driven front end for the CP/M operating system<br>Distrlbutor<br>Epic Computer Products Inc<br>18381 Bandolier Circle<br>Fountain Valley. CA 92708<br>(714) 964-7722<br>Price<br>$\$ 150$<br>\section*{Computer}<br>8080 -based machines running CP/M 1.4 or MP/M I.I or later<br>Documentation<br>77-page manual<br>Audlence<br>CP/M users wanting a simplified command interface to the system: dealers, consultants. and other system integrators

or letter-plus-integer optional parameters that are to be passed to PIP.

If you fail to use the correct command syntax, you're likely to be rewarded with a terse error message that serves as little more than a visible indication that something is wrong. The response that you receive may be even more confusing if you try to run the copying command from within an application program-e.g., in response to a prompt from a word-processing or accounting program-not realizing that a prompt from an applications program is different than a prompt from CP/M.

## Menus

Supervyz and Organizr simply present you with a menu that includes the item "copy a file." They ask you for the appropriate disk drives and file names to use. If you need help understanding the entries on the menu, they supply explanations in response to a question mark entered from the keyboard, instead of forcing you to search through the system or application-program manuals. (See listing 1.)

They also divide up the resources available on a particular computer system into groups, each of which is composed of as many as 10 programs or functions with Supervyz and up to 12 with Organizr. Each group is presented as a separate menu of related programs, and each menu corresponds to one of the major applications of the computer system. On a business system, for example, one menu might provide word processing, another inventory management, a third might be for payroll, and a fourth for accounting.

Grouping related functions together on a menu in this fashion is an important organizational convenience. It

## At a Glance

## Name

Organizr

## Version

2.2.2

Type
Menu-driven front end for the CP/M operating system

## Distributor

The Information People 443 Hudson Ave.
Newark. OH 43055
|614| 349-8644

## Price

\$195 (\$25 for manual only)

## Computer

8080-based machines running CP/M; requires 48K bytes of RAM (random-access memory)

Documentation
31 -page user and reference manual
Audience
CP/M users who want a simplified command interface to the system; deaders, consultants, and other system integrators
means that you are provided with an explicit reminder of what options are available on the computer system to perform a given task. Commonly used programs or system commands, such as those to copy files or list directories, can appear on more than one menu. This reduces the need to flip from one menu to another in the course of a session at the computer.

## Menus of Menus

Both Supervyz and Organizr arrange menus into a hierarchy. Any entry on a given menu can invoke a submenu with 10 or 12 programs (or even sub-sub-menus) of its own. In the example used earlier, one of the choices on the main menu would be "inventory management." Choosing inventory management might lead to a menu with choices for updating the inventory, reporting on turnover, ordering or recording the receipt of new supplies, etc. The updating and reporting choices might represent individual application programs. But the "new supplies" option might lead to a new menu with options for writing a purchase order, matching an invoice against a previous order, showing how many orders are outstanding froma particular supplier, and the like. It might also contain a reference to the program for updating the inventory. This would be the same program that was accessible from the main inventory-management menu, but used in a different context: to remind the employee using the new-supplies menu to update the inventory when the new supplies are received.

Reorganizing a computer system's resources into a hierarchical structure helps clarify the relationship among the programs available. This approach is reminiscent of the directory structure of Bell Laboratories' Unix

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[^27]operating system, though the Unix system's generality is lacking. Still, as the disk capacity of small computers increases, a logical arrangement of the programs that are available is a significant benefit. It helps you cope with complexity. You never have to choose among more than a dozen functions. Minimizing the number of options confronting you makes each decision easier.

## Speed and Stability

As you might expect, these programs exact a price for the convenience they provide. Extra disk accesses are necessary to display new menus or to execute $\mathrm{CP} / \mathrm{M}$

Listing 1: Sample screen displays of the two CP/M front ends. Supervyz (listing 1a) is supplied with a menu of file- and disksupport functions. Once an entry's number has been selected, the appropriate prompts for that function appear. The bottom of the screen is reserved for a catalog of the files relevant to the function selected. Organizr (listing 1b) provides space for short comments about each entry and gives instructions about the possible commands for the entry selected.
(1a)

## Supervyz


(Ib) Organizr


```
Function: Type
Mount FINANCE.OSK on Orive A:
    Command: ORGANIZR
        Command: :KSASIC
        Command: CS
        Command: ((Type CP/M command & prese {ENTER>))
        Command: PAUSE- Function Complete
        COMunand: OBASE
        Command: OATASTAR
        COmmand: FORMGEN
        MENu: MAILSORT
        Menv: SYSUTIL
        Menu: TARGET
        command: LYNC
        COMmand: WS (. BAK
        Commarnt: A:
```

commands. It also takes more time to update the console display with the contents of each menu than it would to display the two characters that make up the CP/M command prompt. On a computer that uses floppy disks for mass storage, delays between commands are usually several seconds longer with Supervyz and Organizr than they are with unadorned CP/M. (By the way, neither program has a signficant speed advantage over the other.)

A well-designed program should never bring about a system crash, and program stability is especially important in software that is designed for inexperienced computer users. Stability is absolutely crucial for any program that attempts to replace or augment some aspect of a computer's operating system. Fortunately, both Supervyz and Organizr seem quite solid. Error recovery is smooth, even from errors that cause the premature termination of applications programs.

Both products come with several utility programs in addition to the menu-selection program. These utilities are used for configuring Supervyz or Organizr for a new computer system, creating and displaying menus and help messages, displaying disk directories, and the like (the expanded Supervyz directory-listing program produces a display similar to a public-domain utility available from the CP/M User's Group).

## The Displays

The Supervyz display is more elaborate than Organizr's. It uses whatever special hardware features are available on the host system's video terminal, such as reverse-video and half-intensity fields. When you choose an option that requires specific parameters, such as a distinct file name to use or which disk drive to search, the questions appear in a fill-in-the-blanks format below the option list. Additionally, Supervyz provides a window just below the parameter field in which a disk directory suddenly appears whenever you are asked to supply a preexisting file name (see listing 1a). These features make Supervyz very interactive, which gives the impression of speeding everything up.

By contrast, the Organizr display is relatively austere (see listing 1b). The sole special terminal-hardware feature that it supports is to clear the video screen. Only the menu itself is displayed on the terminal. Unfortunately, after you choose an option from a menu, Organizr has a tendency to show on the screen the $\mathrm{CP} / \mathrm{M}$ command that it generated. Most users would no doubt get used to that quirk, though it might be a bit confusing at first.

## Installation

Both packages come preconfigured to use their intrinsic utilities along with the built-in commands and system programs common to $\mathrm{CP} / \mathrm{M}$, but custom installation is required to make use of the specialized application software that is available on a given computer system. This will normally be done by the dealer or consultant who installs the system for the end user; however, both Supervyz and Organizr provide instructions for end users who

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want to change their system's configuration or install the products. Supervyz has the more complex installation procedure (partly because it is the more flexible system), but, because it is well automated, it is quite painless.

As I mentioned earlier, these programs function as front ends to CP/M. They translate the menu selections made by the operator into standard $\mathrm{CP} / \mathrm{M}$ commands. They do not replace the operating system. The CP/M command interpreter is still doing the real work, although its operation is mostly invisible to the user. Supervyz occupies about 4 K bytes of memory at the top of the host system's free address space. Organizr does not tie up any memory, although the manual says a 48 K -byte system is required. Both programs can be loaded under $\mathrm{CP} / \mathrm{M}$ or set to start automatically whenever the computer is turned on.

The amount of disk storage that is necessary to use these products will vary with the number and size of the menus (and, with Supervyz, the number of help files that are needed on a particular system). As distributed, the Supervyz package takes up 149 K bytes of disk space. Organizr's distribution package takes up 31 K bytes. Most of this distribution software must be kept on-line, and both products require that certain CP/M utilities be present on disk. As a rough estimate, I think the practical use of either product would require approximately the storage capacity of a single-density 8 -inch disk (i.e., 256 K bytes).

## Configuration

Both packages include configuration programs that can customize the products for various video terminals. The Supervyz configuration process is more elaborate because it uses more of the features of the available terminal. I tested it on a Heath $\mathrm{H}-19$ and a Televideo 950. Shading, reverse video, and the use of multiple display intensities (on the Televideo) made for impressive and attractive menu displays.

Most versions of $\mathrm{CP} / \mathrm{M}$ allow Supervyz or Organizr to be loaded automatically whenever the computer is turned on. The Supervyz configuration program will do this for some systems. In most cases, however, the installer will have to determine the disk track and sector where the $\mathrm{CP} / \mathrm{M}$ command interpreter resides if auto-start is necessary. In a few implementations of $\mathrm{CP} / \mathrm{M}$, such as the one for my Heath H-8, none of that is necessary because an auto-start feature is provided as part of the CP/M BIOS (basic input/output system).
These are well designed products, and it is a pity that their documentation does not come up to the high quality of the software. Both user's manuals are badly written and somewhat disorganized. Neither has an index. Despite their failings, both manuals will probably be adequate for the average end user, because in most cases the system will be configured by a professional and, once it is installed, it should rarely be necessary for the end user to refer to the written documentation. A computer system that is designed around these software packages will pretty much explain itself.

## Conclusions

Supervyz and Organizr provide a simple, menu-driven environment for the CP/M operating system. They make $\mathrm{CP} / \mathrm{M}$ accessible to inexperienced computer users; no knowledge of $\mathrm{CP} / \mathrm{M}$ command syntax is necessary.

Both Supervyz's and Organizr's menus group com-puter-software resources into a hierarchy of functions. On computer systems that are used for multiple applications, this helps the user decide how to perform a given task.

These programs are well designed and stable, but both require extra disk accesses that slow down $\mathrm{CP} / \mathrm{M}$ somewhat.

Supervyz and Organizr can be installed by either a systems integrator or an end user, although installation requires some knowledge of CP/M.■


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## Programming Quickies

# High-Speed Pascal Text File I/O 

K. Brook Richan<br>371 West 1670 S.<br>Provo, UT 84601<br>James S. Rosenvall<br>2488 North 930 E.<br>Provo, UT 84604

As avid fans and teachers of Pascal, we tell people to change standard Pascal commands if they don't like them. One way to do that is to create commands through user-defined procedures which can then be placed in a library. Using this technique, we developed procedures that solve a text file input/output (I/O) speed problem in Apple Pascal.

## Background

In the course of our work with Apple Pascal over the last two years, we began using the Pascal Editor for some of our word-processing needs. We wrote a text-printing program to format text files with pagination, headings, underscoring, and so on. Eventually, what started as a very simple tool acquired some rather sophisticated features. Still, the program ran slowly. We assumed our programming technique was responsible for the problem. At the same time, we were aware of speed problems in the Apple implementation of the READLN command on text files.
In an attempt to explore the problem, we wrote a small test program to examine the speed of the standard Apple Pascal text file I/O commands READLN and WRITELN. After experimenting with the program, it became obvious that the speed of our printing program was heavily influenced by READLN and WRITELN. As a result, Brook Richan wrote a sequence of procedures (see listing 1) to replicate the function of the RESET, REWRITE, READLN, WRITELN, and CLOSE commands on text files. A test program using these new procedures ran an astounding $81 / 4$ times faster than the program that used the standard commands.

## Technique

To implement our procedures, we chose to functional-
ly replicate the standard Pascal I/O commands (see table 1). We also made the calling parameters compatible with the standard Pascal commands. We used the following features in the fast I/O procedures:
A. File Variables: When a file is declared in the VAR section of a Pascal program, space is allocated (on the stack) for control information about the file. Because we wanted to override Pascal's method of reading text files, we declared our own file of type FILE. That enables Pascal to perform low-level, high-speed BLOCK I/O.
B. TYPE Statements: In order to functionally replicate standard Pascal I/O commands, it was necessary to define a special I/O buffer for use in the fast I/O procedures. We defined a record that consists of a file variable, a file buffer, a character count, an end-of-file status, and a mode status. Because Pascal will not allow the definition of a file variable within a record type, it was necessary to define the TYPEstatement in the following manner:

```
TYPE BUFTYPE = PACKED ARRAY [1..1025] of CHAR;
    FILETYPE = RECORD
        FL: ^FILEOFTEXT;
        BUF: ^BUFTYPE
        CURPTR: INTEGER;
        ENDOFFILE: BOOLEAN;
        LASTMODE: (WRITEMODE, READMODE);
    END;
```

In the above statement, BUFTYPE is the size of the page used by the Apple Editor +1 .

There are some subtle maneuvers here. We circumvented the file-reference problem by defining a pointer to


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| Calling Parameters |  |
| :--- | :--- |
| RESET | (file variable, file name) <br> FASTRESET <br> (FILETYPE variable, file name) |
| REWRITE | (file variable, file name) <br> FASTREWRITE <br> (FILETYPE variable, file name) |
| READLN | (file variable, string)* <br> FASTREADLN <br> (FILETYPE variable, BIGSTRING variable) |
| WRITELN | (file variable, string)* <br> (FILETYPE variable, BIGSTRING variable) |
| FASTWRITELN | CLOSE |
| FASTCLOSE | (file variable, command) <br> (FILETYPE variable)** |

*Only one of several variations of the verb. This happens to be one of the forms most commonly used with text files.
**We have chosen to use the CRUNCH option of the CLOSE if the last action was a write and a LOCK if the last action was a read.

Table 1: A comparison of calling parameters. The standard version is on top; the high-speed equivalent is below.
a file variable (FILEOFTEXT). However, PASCAL will also not allow a pointer to a file to be declared. To get around this restriction, we defined a pointer to a file that has not yet been declared. Therefore, this TYPE statement must follow the above FILETYPE declaration:

## FILEOFTEXT $=$ FILE;

Because reading and writing strings longer than 80 characters may be desired, the following type is defined:
BIGSTRING = STRING [255];
C. Heap Allocation and Pointers: The fast I/O procedures use heap allocation for a data buffer and file variable. Because both the data buffer and the file variable are on the heap, pointers are needed for access to the data in the variables. The variable BUF in the FILETYPE record is a pointer to the data buffer. The variable FL is a pointer to the file variable.
D. Block I/O: If you are willing to pay the price in slightly increased code complexity, you can increase I/O speed substantially by using block I/O (BLOCKREAD, BLOCKWRITE) for reading and writing files. That technique was an absolutely essential ingredient in the success of our fast I/O procedures.
E. Variable Declaration: An example of the variables needed to call READLN and WRITELN is as follows:

$$
\begin{aligned}
\text { VAR F: } & \text { FILETYPE } \\
\text { S: } & \text { BIGSTRING }
\end{aligned}
$$

These procedures should substantially increase the speed of your Apple Pascal programs. And, of course, they are compatible with UCSD Pascal.

Listing 1: Fast input/output procedures include FASTRESET, FASTREWRITE, FASTREADLN, and FASTCLOSE. Two demonstrations included at the end of the listing show the speed of the FASTREADLN and FASTWRITELN procedures.


PROCEDURE FASTRESET (VAR F: FILETYPE: FILENAME:STRING),

```
(*---------------*)
VAR 1:INTEGER:
BEGIN
    WITH F DO
        BEGIN
        (* Allocate the FILE variable on the heap *)
        NEW(FL ):
        (* Allocate the data buffer on the heap*)
        NEW(BUF):
        (* Initialize the FILE variable to binary zeroma*)
        FILLCHAR(FL,SIZEOF(FILEOFTEXT),CHR(O)):
        (* Initialize the data buffer to binary zeroes *)
        FILLCHAR{BUF,SIZEOF(BUFTYPE),CHR(O)):
        (* Turn off run-time 1/0 error checking *)
        (-5I-*)
        (* Try to open the file*)
        RESET(FL,FILENAME);
        (* Cheek for 1/O error *)
        IF IORESULTT<O THEN
            BEGIN
                f* Can not open the file. set the HEAP pointer back to
                    What it wan before entering this procedure: then exit *)
                EXIT(FASTRESET)
                END:
        (* Read the firat 2-block data page. Ignore the lat 2-block header *)
        I:-BIOCKREAD(FL,BUF,2,2);
        (* Turn run-time I/O error checking back on *)
        (*5!+*)
        (* Set Endoffile to TRUE if not able to read the blocke*)
        IF (I<>2)OR (IORESULT<>O) THEN
        ENDOFFILE:-TRUE
        ELSE ENDOFFILE:=FALSE:
        (* Initialize read flags an' buffer pointer * 
        LASTMODE:=READMODE;
        BUF(IO25J:=GHR{13):
        CURPTR:=1:
END;
```

PROCEDURE FASTREIARITE(VAR F:FILETYPE: FILENAME:STRING):

VAR II integer;

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Listing 1 continued:
WRITELN:
WRITELN(ChR(7), 'PRESS KEY TO START STANDARD TEXT FILE READING');
READ (KEYBOARD,CH)
READLN(OLDFILE, S):
WHILE NOT EOF(OLDFILE) DO
BEGIN
WRITELN(S);
READLN (OLDFILE, S):
ELOSD (OLDFILE, LOCK):
-*)
(* Demo showing
FASTRESET (FASTFILE, FN);
IF IORESULTSTO THEN
WRIT
WRITELN('IO ERROR'): EXIT (PROGRAM)

WRITELN: WRITELN(CHR(7), PRESS KEY TO START FAST READ');
read (KEyboard. CH);
FASTREADLN(FASTFILE, S):
WHILE NOT FASTFILE.ENDOFFILE DO
begin
WRITELN(S):
fastreadle (fastfile, 5):
END:
fastclose (fastrile ):


WRITE('OUTPUT FILE: '):
READLN(FN);
(*------------*)
(* Demo showing npeed of WRITELN on TEXT flles *)
(* Open a file named the uger apecified name with 's' in front to
(*) Open a file named the uaer opecified name wit
indicate 'otandard' way of doing text $1 / 0$ ) (*SI-*) REWRITE (OLDFILE, CONCAT('S',FN));
END.

```
```

```
(*$I*)
```

```
(*$I*)
IF IORESULTT <>O THEN
IF IORESULTT <>O THEN
    BEGIN
    BEGIN
        WRITELN('IO ERROR'):
        WRITELN('IO ERROR'):
    EXIT(PROGRAM);
    EXIT(PROGRAM);
    END:
    END:
WRITELN:
WRITELN:
WRITELN(CHR(7),'PRESS KEY TO START STANDARD TEXP FILE WRITING*);
WRITELN(CHR(7),'PRESS KEY TO START STANDARD TEXP FILE WRITING*);
READ(KEYbOARD,CH)
READ(KEYbOARD,CH)
FOR I:=1 TO 50 DO
FOR I:=1 TO 50 DO
    BEGIN
    BEGIN
        WRITE(','); (* Write a तot to show action on the screen *)
        WRITE(','); (* Write a तot to show action on the screen *)
        WRITELN(OLDFILE,'RECORD NUMBER ',I:?,'ABCDEFGHI JKLMNOPQRSTUYWXYZ'):
        WRITELN(OLDFILE,'RECORD NUMBER ',I:?,'ABCDEFGHI JKLMNOPQRSTUYWXYZ'):
    END;
    END;
WRITELN(' DONE'):
WRITELN(' DONE'):
Close (OLDFILE, LOCK);
Close (OLDFILE, LOCK);
(* Open a flie named the user mpecified name with a ' }F\mathrm{ ' in front to
(* Open a flie named the user mpecified name with a ' }F\mathrm{ ' in front to
    Open a ficate 'fant' way of doing TEXT I/O #')
    Open a ficate 'fant' way of doing TEXT I/O #')
FASTRENRITE (FASTFILE,CONCAT('P',FN)),
FASTRENRITE (FASTFILE,CONCAT('P',FN)),
FASTREWRITE(FASTFILE,CONCAT('P',FN)):
FASTREWRITE(FASTFILE,CONCAT('P',FN)):
    BEGIN
    BEGIN
        WrITELN('IO ERROR'):
        WrITELN('IO ERROR'):
        EXIT (PROGRAM):
        EXIT (PROGRAM):
    END;
    END;
WRITELN;(CHR(7),'PRESS KEY TO START FAST WRITING'):
WRITELN;(CHR(7),'PRESS KEY TO START FAST WRITING'):
READ(KEYBOARD.CH);
READ(KEYBOARD.CH);
FOR I:=1 TO 50 DO
FOR I:=1 TO 50 DO
    BEGIN
    BEGIN
        WRITE('.'): (*
        WRITE('.'): (*
            STR(I,STRINGI):
            STR(I,STRINGI):
        Write a dot to show action on the screen *)
        Write a dot to show action on the screen *)
            WHILE LENGTH(STRINGI)<2 DO 
            WHILE LENGTH(STRINGI)<2 DO 
        WHILE LENGTH(STRINGI)<2 DO 
        WHILE LENGTH(STRINGI)<2 DO 
            FASTWRITELN(FASTFILE, CONCAT('RECORD NUMBER ',STRINGI,
            FASTWRITELN(FASTFILE, CONCAT('RECORD NUMBER ',STRINGI,
        END:
        END:
WRITELN(' DONE'):
WRITELN(' DONE'):
FASTCLOSE(FASTFILE);
FASTCLOSE(FASTFILE);
```

*------------*)

```
*------------*)
```

*------------*)

```
*------------*)
(* Demio showing, Increased speed of FASTWRITELN on TEXT files *)
```

(* Demio showing, Increased speed of FASTWRITELN on TEXT files *)

```
(* Demio showing, Increased speed of FASTWRITELN on TEXT files *)
```

(* Demio showing, Increased speed of FASTWRITELN on TEXT files *)

```
```

ENDi

```
ENDi
WRITELN;
WRITELN;
WRITELN(CHR(7).'PRESS KEY TO START FAST WRITING')
```

WRITELN(CHR(7).'PRESS KEY TO START FAST WRITING')

```

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Foreword by Douglas Hofstadter

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\title{
News and Speculation about Personal Computing
}

Random Rumors: Next month, Epson is expected to introduce the FX-80, the replacement for the MX-80 dot-matrix printer. The MX-80 had captured an estimated 40 percent of the world market for low-cost printers. The FX-80 is expected to operate at a much higher speed and will include some new features. Epson also plans to unveil a new low-cost printer sometime soon. ... It's rumored that Hewlett-Packard will soon introduce a more elaborate version of its HP-75 portable computer. ... This year, expect to see the merger and acquisition of several software companies.... A version of Microsoft's Xenix operating system (itself a version of the Unix operating system created years ago at Bell Laboratories) is reportedly in development for the IBM Personal Computer. Incidentally, two single-user Unixlike packages are already available for the IBM Personal Computer, as previously reported in this column (see the October 1982 BYTE, page 456).... Tl (Texas Instruments) is expected to introduce a family of handheld and portable microcomputers, starting with an under- \(\$ 100\) unit, during the first quarter of this year. . . . Mattel, which introduced a personal computer two years ago that had a less-than-sensational impact on the market, is expected to make a second attempt this year.... Analysts are predicting the imminent introduction of a 100-megabyte 51/4-inch Winchester-type hard-disk drive. The greatest capacity presently available is 80 megabytes. . . . Sony is expected to introduce short-
ly a 16 -bit system using CP/M. . . . Expect the following Japanese companies to introduce 16 -bit systems into the U.S. this year: Mitsubishi, Sord, Toshiba, Matsushita, Hitachi, and Sanyo. Most are expected to be software compatible with the IBM Personal Computer.

\section*{T}
he Changling Scene: Last year marked a dramatic change in the personal computer market: what was once a hobbyist-dominated market is now geared primarily toward businesses. In the early and mid 1970s, personal computer use was dominated by people interested in experimenting in hardware; they formed a small and determined group that pioneered the field. The late 1970 s saw the introduction of integrated hardware/software systems such as the Radio Shack TRS-80, the Commodore PET, and the Apple II, as well as an emphasis shift toward the software experimenters, who were still primarily hobbyists.
Last year saw personal computer sales move well past the billion-dollar mark; large and well-established companies such as IBM and DEC (Digital Equipment Corporation) entered the market. Personal computers no longer make up one market but several, with products ranging from the low-cost, appliance-type computers being merchandised like any other appliance to computers intended for small businesses and to the workstations sold by the hundreds to the larger businesses.

The hobbyists are still there, and their numbers are
growing, but now they are a minor factor in the industry they created, just as the radio amateurs are long forgotten for the industry they created and pioneered. Although I am amazed at what we are doing with microcomputers today, I still occasionally look back with tender feelings to the early days, to the camaraderie of hobbyists helping one another to learn and explore together. I wonder about the big, competitive, impersonal business that personal computing is becoming.

\section*{- Inclair News: It is} estimated that over 600,000 Sinclair ZX81 and Timex/ Sinclair 1000 computers have been sold already and that the total may reach 1 million by year-end. About 40 percent of the sales were in the U.S. This month Sinclair will cease all mailorder sales of the ZX81 in North America, and the computer will be available only as the Timex/Sinclair 1000. The agreement between Sinclair and Timex called for all mail-order sales to cease when sales of the Timex/Sinclair 1000 reached 75,000 units. The mail-order sales included both those sold directly by Sinclair and those sold by American Express. It's estimated that American Express sold some 70,000 units. Timex will pay Sinclair a 5 percent royalty on all hardware and software sold. The Timex/Sinclair 1000 has a \(\$ 100\) list price, but I have already seen the unit discounted to \(\$ 79.95\). Sinclair continues to sell it outside North America.

The Sinclair Spectrum computer, which I covered
in an earlier column (see the September 1982 BYTE, page 490), is expected to be introduced shortly in the U. S. It has been available in Eng. land for over seven months; however, the under- \(\$ 100\) disk-drive announced for it is still not available. Sinclair is expected to sell the 16 K -byte Spectrum initially through mail order in the U. S.; the price will be well under \(\$ 200\), as competitive units already sell for \(\$ 200\) or less. A 48 K -byte version is expected to sell for about \(\$ 275\). The Spectrum is selling extremely well in the United Kingdom and has a typical back-order delay of three months. Sinclair is also expected to introduce its flat-screen television into the U. S. this spring.

Commodore News: Commodore is believed to be ready to introduce a 3-inch micro-floppy-disk drive for the VIC-20; the unit is being manufactured in Hungary and will store 150 K bytes of data. The drive is also expected to appear in products from Tandy and possibly Apple. Commodore's new 16-bit microprocessors appear to have run into some development snags; there still is no word on when samples will be available.

Commodore's new C64 computer, which the company is promoting heavily in magazine advertisements, reportedly offers a CP/M option and thus the availability of several thousand CP/M application programs; however, this product does not appear close to release and no mention is made as to how users will obtain the


\footnotetext{
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}
software in the Commodore disk format. The latter point has become a serious problem for users of other machines who have bought so-called CP/M options only to find that most of that wonderful CP/M software is available only on 8 -inch, IBM-format, single-density disks.

BM Happenings: Sales of under- \(\$ 500\) home computers are expected to exceed \(\$ 1\) billion this year, and it's believed that IBM will enter this segment of the market. This month, IBM will exhibit at the CES (Consumer Electronics Show) in Las Vegas. CES is oriented to dealers of such mass-market products as video games, electronic toys, etc., and it is unlikely that attendees would be interested in the likes of the IBM Personal Computer, which in some configurations sells for close to \(\$ 5000\).

IBM has taken a very large exhibit space at the March 1983 West Coast Computer Faire, to be held in San Francisco. Speculation has it that IBM will introduce there a new, upgraded version of its Personal Computer using the Intel 80186 or 80188 microprocessors. These devices are expected to significantly improve the system's performance while reducing the IC (integrated circuit) count by about 20 and possibly reducing the cost of the basic unit to under \(\$ 1000\). Also, Intel has introduced the 80286 version of its 8086 microprocessor, with performance equal to or better than the Motorola 68000 family; it's rumored that IBM may introduce an enhanced Personal Computer using this device. This modification would increase the Personal Computer's performance about six times and would probably double its cost. One
feature sure to be added is multitasking.
Dynalogic Info-Tech Corporation, Ottawa, Canada, boasts that it will be the first company to introduce an IBM Personal Computer look-alike. Priced at \(\$ 4995\), the system will include 256 K bytes of memory, dual flop-py-disk drives, a built-in video monitor, and a modem. Software will be available, and the unit will be portable a la the Osborne 1. An IBM Personal Computer look-alike is also expected shortly from Hitachi; however, it is expected to offer better graphics, have more storage space, and cost more than IBM's system.
Also, IBM fired three employees and accused them of stealing information about new personal computer products that IBM was developing. The three were accused of forming a company through which they were funneling advance information to suppliers of IBM peripherals products and also of intent to market such products through the company. Two of the former employees were supposedly the leading designers of the IBM Personal Computer.

Apple Doings: Apple Computer Inc. is now shipping an estimated 20,000 Apple II and 3000 Apple III computers per month. The sales of the Apple II have been holding level for the last several months, Sales had begun to falter in the spring as competition from the IBM Personal Computer increased; however, a drop in price brought Apple II sales back up. Sales of the Apple III, which is purchased primarily by businesses, increased when IBM introduced the Personal Computer, probably due to the resulting increased ac-
ceptance of personal computers in business. Perhaps Apple should thank IBM for legitimizing the use of personal computers in the office.

\section*{Iveaway Computers:}

Personal computers have become the latest thing in premiums. A home builder in Naperville, Illinois, is giving away an Apple II computer to each home buyer; in Columbus, Ohio, a furniture dealer is offering a free Timex/Sinclair 1000 with each furniture purchase over \(\$ 799\).

Radlo Shack News: It is now over 10 months since Radio Shack announced its dual-processor, multiuser

Model 16, and the company has yet to deliver the promised operating system and languages that take advantage of the Motorola 68000 processor. Softworks Limited, a small software house in Chicago, has already beaten Radio Shack to the punch by introducing some languages for the unit, but for the most part purchasers of the Model 16 have been compelled to use the existing Z80-based, single-user software originally designed for the Model II. It's rumored, however, that Microsoft has developed a Unix-like, three-user operating system for the Model 16 and that its introduction is expected momentarily.
It is estimated that Tandy has sold over 3000 Model 16s. Jon Shirley, Tandy's vice-president of computer merchandising, has stated that "we have more 68000
machines in the field than anyone." Of course, he ignored the fact that the machines are all using the 8-bit Zilog Z80 coprocessor and not the 16 -bit 68000 processor.
Matra S. A. of France has signed an agreement with Tandy to manufacture TRS-80 Model III computers in France.

Prrice Wars Intensify: Competition among suppliers of computers selling for under \(\$ 300\) intensified over the summer as price cuts, rebates, and giveaways of software packages were offered by Tl (Texas In struments), Commodore, and Atari. Dealers have cut their own margins so that actual selling prices have moved to under \(\$ 200\).
In the \(\$ 400\)-to- \(\$ 1000\) price
range, Atari increased the memory size of the Atari 800 from 16 K bytes to 48 K bytes, yet the unit's list price remained at \(\$ 899\), and the dealer price stayed at \(\$ 625\) (many dealers have discounted the selling price to under \(\$ 700\) ). The net result is that these systems, complete with display and two disk drives, now sell for less than \(\$ 2000\).
In the under \(\$ 2000\) market, the Osborne 1, Kaycomp Kaypro II, Morrow Decision 1, and Cromemco C-10 are all selling for under \(\$ 1800\) and include much software that users have to pay extra for on the Atari, Apple, Radio Shack, and Commodore systems. It is expected that Osborne will soon reduce its price to under \(\$ 1600\), which is expected to initiate a new round of price cuts.

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tore Numbers Are Declining: The number of independent computer stores has been declining over the past year. Industry experts contend that this is due to business failures and that only a small number of the stores are showing a decent profit. Computer store dealers are finding that the lower-cost systems are difficult to sell due to competition from mass-merchandisers and mail-order discounters, who have cut prices tremendously. The result is that the stores are generally shying away from sales of home-style systems and are moving to the larger, more expensive businessoriented systems where the customer is more concerned with support. Industry experts are predicting that the number of independent
computer stores may drop to half their current number within the next five years. (Incidentally, Tandy already has 330 Radio Shack computer centers in operation, with more to come.)

In the meantime, Computerland, with over 300 franchised computer stores ( 60 outside the U.S.), is encouraging its dealers to open satellite stores to sell packaged software and supplies to home computer users in high-traffic areas. They will provide little in the way of support. Customers requiring support and anyone wishing to purchase systems for other than game applications will be referred to the main store. Computerland expects to open 15 new franchises per month this year. A Computerland franchise costs between

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\(\$ 100,000\) and \(\$ 250,000\) depending on location and inventory. Computerland then takes an 8 percent royalty on each sale, plus 1 percent of the sale for advertising.

Store growth is also expected in another new area: that of computer service stores. Currently several nationwide service organizations provide service support for many manufacturers of microcomputer systems. Sorbus Service, second largest of the independent computer-maintenance concerns, has already opened stores in Los Angeles, Chicago, and Philadelphia. TRW (the largest firm in computer maintenance) plans to open its first store in Dallas. Globuscope Inc., a New York photo-equipment company, plans to shortly open its first Computer Doctor store in New York City. RCA and Western Union are also seriously considering opening service stores.
These "third-party" maintenance companies came into existence to service large computers and last year grossed over \(\$ 500\) million. With the expansion into carry-in stores, they are looking to expand their business to over \(\$ 1\) billion this year. Much of their business is also expected to come from computer retail stores.

\section*{N ew Microproces-} sors: Compupro of Oakland, California, takes the prize as the first \(U\). S. personal computer supplier to introduce a processor board using the new National Semiconductor 16032 microprocessor and the first to show a board using the Intel 80286 16-bit microprocessor. Both are on S-100/ IEEE-696 cards and operate at 10 MHz . Both also have sockets for optional floating.
point and memory-management coprocessors. Compupro is furnishing FORTH and a macroassembler for the 16032, and if Digital Research proceeds with its tentative plans, a version of CPM- 86 will be available for the 80286. It's hinted that versions of Unix will be available for both.

\section*{M \\ Icro-Floppy Stan-}
dard: A tentative accord appears to have been reached between several U.S. and European disk-drive and disk-media suppliers to adopt a standard based on the Sony \(31 / 2\)-inch floppydisk. Included in the accord are Shugart Associates, Micro Peripherals, and Verbatim. A standard has been submitted to an ANSI (American National Standards Institute) committee that calls for the Sony disk to be made similar to the existing \(51 / 4\)-inch floppy disks, having 40 or 80 tracks per side and being single- or double-sided. An 80-track double-sided drive would have a 1-megabyte capacity.
Shugart disclosed that it expects to start shipping sample drives compatible with this standard shortly, at a volume price of under \(\$ 100\) a piece. Volume production is expected toward the end of the year. The other companies who participated in the drafting of the standard include Olivetti, BASF, Xidex, and Brown Disc. Sony, however, has asked the ANSI committee to accept its basic \(31 / 2\)-inch design, rather than that proposed by these companies. The Sony disk is the same in all respects except that it uses a thicker medium and faster rotational speed.

\section*{\(S_{\text {IGIDISabled Founded: }}\)}

The San Diego Computer Society has begun a SIG
(special interest group) for disabled individuals. The SIG presently has 50 members organized into 6 subgroups: communications (networks, etc.), education, home environmental control, career/job enhancement, introduction to computers for novices, and problem solvers. Of the group members, 25 percent have some type of disability. For information contact Barbara E. Sack, 2596 Escondido Ave., San Diego, CA 92123.
AMRAD (Amateur Radio Research and Development Corporation), a group of radio amateurs, is also very active in the area of communications for the physically disabled. For information write to AMRAD, 1524 Springvale Ave., McLean, VA 22101.

Software Leglslatlon: The House Subcommittee on Courts, Civil Liberties, and Administration of Justice is considering legislation for software protection. If passed, the new law will amend the federal Copyright Act as to the definition of computer software and will emphasize that reliance on copyright protection in no way precludes any state trade-secret protection. Also, the use of a copyright mark on unpublished software will not constitute publication. The user will have to deposit the computer software with the Copyright Office in the same manner as printed material.

Computer Games: It is estimated that Atari has shipped 6 million videogame units so far and grossed over a billion dollars from sales (that doesn't include game cartridges). Atari has about 75 percent of the video-games market, while Mattel has about 15 percent;
the remainder is shared by Coleco, Astroarcade, and Emerson Radio.

After several years of skyrocketing growth, sales of video-game units are expected to grow at a much more moderate rate. This is because personal computers are now selling in the same price range and offer other benefits besides the ability to play games. Thus, game manufacturers such as Atari and Mattel have begun to slash prices and offer rebates. Atari is expected to introduce a new game unit with powerful graphics at a price well under \(\$ 200\), while previous plans had called for a price over \(\$ 250\).
Similarly, Commodore, which had previously announced a target price of \(\$ 180\) for its new Max game unit, is expected to drop the price to \(\$ 150\) when the unit finally appears on dealers' shelves. Game-cartridge suppliers such as Parker Bros., Imagic, and Activision, which previously supplied cartridges only for game units, are expected to start supplying their game cartridges for personal computers as well.

\section*{V/Ideotex Starts In} U. S.: In Great Britain, where the videotex idea started, the Prestel system, after one year of operation, has revealed that 85 percent of its customers are businesses, not the individual consumer (for whom the system was originally designed). It is estimated that there are already 775,000 Prestel, Viewdata, and Teletext sets in operation in 15 countries.

In the United States, AT\&T-together with CBS-TV-is conducting a test of videotex involving 200 homes. IBM has announced a private videotex system called SVS/1. Chemical

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Bank, in New York City, has inaugurated a home-banking system for users of Atari 400 personal computers that will be expanded to include other videotex services.
Basically, two different types of videotex services are envisioned: one for use by individual consumers, and another that is operated as a private, in-house business system. The IBM system appears aimed at the latter category. Modular Computer Systems, Fort Lauderdale, Florida, and Rediffusion Computers Ltd., Sussex, England, also are manufacturing private business systems. Further, Tandy has announced a private videotex system, although the company has not yet delivered any units. Wolfdata, of Ithaca, New York, already offers a videotex system based on IBM

Personal Computer systems.
The private business systems generally rely on the telephone lines for communications, although some are using video-cable systems. The consumer systems use either telephone or cable and rely on the TV receiver for display. In the AT\&T tests, 1200-bps (bits per second) modems are used. Half of the homes use a special keyboard and television receiver while the other half are using complete video terminals. Both systems provide a graphics display that updates rapidly using algorithms that replace only those elements in the display that change.

Random News Blts: Intel is the first company to introduce VLSIC (very-largescale integrated circuits) to

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\section*{Out of sight savings} opportunits:

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interface computer equipment to Ethernet local-area networks. Expect 3Com Corporation of Mountain View, California, to introduce shortly its set of integrated circuits. With the availability of these devices, we can expect to see Ethernet options being offered soon on many personal computers. . . Okidata Corporation has ceased manufacturing printers in the U.S. and will now limit itself to importing products from its Japanese parent. . . . National Public Radio and the National Information Utilities Corporation have formed INC Tele. communications to develop the delivery of data via network-based FM (frequency modulation radio) subcarriers. . . . Design Aids Inc., Laguna Niguel, California, has introduced a talking drafting system. The user sketches a drawing and then, with the aid of a digitizer and voice-feedback prompts via headphones, enters the data to the IBM Personal Computer. Cost is \(\$ 19,000\). ... Intel has introduced a 64K-bit (BK- by B-bit) intelligent dynamic memory IC called the iRAM2186 that interfaces as easily as a static memory IC. ... DEC has cut the price of its VT-100:CP/M upgrade from \(\$ 2400\) to just under \(\$ 1300\).

That's quite a price cut. ... Toshiba has unveiled a \(31 / 2\)-inch floppy-disk drive capable of storing 3 megabytes on a single side; its introduction is expected late next year. . . Tandy has bought the remaining 50 percent of Datapoint's share in Texas Peripherals, a floppydisk manufacturer. The firm is a primary supplier of floppy-disk drives for Radio Shack computers. . . . The IEEE (Institute of Electrical and Electronics Engineers) Microprocessor Standards Committee has established a group to develop a standard for the STD-type bus using 100 - by \(160-\mathrm{mm}\) Eurocards and DIN (Deutsche Industrie Norm) 41612-C 64-way connectors. . . Motorola has introduced a CMOS (complementary metal-oxide semiconductor) version of the 6809 microprocessor, perhaps the most powerful 8-bit microprocessor currently in production.

MAIL: I receive a large number of letters each month as a result of this column. If you write to me and wish a response. please include a selfaddressed, stamped envelope.

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\section*{Dow Jones Expands Services}

The complete 20 -volume Academic American Encyclopedia can now be accessed by subscribers of the Dow Jones News/Retrieval service. Produced by Grolier Electronic Publishing, the encyclopedia has 9 million words and more than 28,000 articles indexed by subject. The encyclopedia will be updated twice a year and can be searched using keywords. In addition, lists of cross references are provided.

Dow Jones is also making available a movie review database to its News/Retrieval subscribers. This service, manufactured by Cineman Syndicate of Middletown, New York, provides brief plot descriptions of some 50 films, rated on a scale ranging from great to poor. Contact Dow Jones \& Co. Inc., 22 Cortlandt St., New York, NY 10007. (212) 285-5466.

\section*{Clubs and Nemsletters}

\section*{SD-ACE News and Meetings}

San Diego Atari Computer Enthusiasts (ACE) is a nonprofit organization and users group not connected with the Atari Corp. All meetings are held at \(6: 30 \mathrm{p} . \mathrm{m}\). on the third Monday of each month in the Social Room of the North Park Recreational Center, 4044 Idaho St., San Diego, California. A \(\$ 5\) membership fee includes free access to the SD-ACE computer program library, class information, and a subscription to the group's newsletter. Address inquiries to Dick Hiatt, President SDACE, 5353 Baltimore Dr. \#39. La Mesa, CA 92041.

\section*{TI Users in Southwestern Ohio}

The TI 99/4 Users Group of the Cincinnati-Dayton area produces the monthly CinDay Users Group Newsletter. Subscriptions to the newsletter and other mailings are \(\$ 5\) peryear for nonmembers. For further information, contact The 99/4 Users Group of the Cincinnati-Dayton Area, 11987 Cedarcreek Dr., Cincinnati, OH 45240.

\section*{Apple Readers}

The Rainbow's Edge is a newsletter for Apple Computer users published by Rainbow Computing Inc. It includes product descriptions, articles, and reviews. Send \$1 (\$2 outside the U.S.) to Rainbow Computing, 19517 Business Center Dr., Northridge, CA 91324, or call (213) 349-0300 Tuesdays through Fridays.

\section*{From Tulsa, Oklahoma}

The I/O Port is the official monthly newsletter published by the Tulsa Computer Society, a nonprofit, educational corporation. The \(\$ 6\) annual membership fee includes a one-year subscription to The I/O Port. The Tulsa Computer Society meets on the last Tuesday of each month at 7:30 p.m. in the Tulsa Voca-tional-Technical School seminar center at 3420 South Memorial Drive in Tulsa. For further information, write to the Tulsa Computer Society Inc., POB 1133, Tulsa, OK 74101.

\section*{New Jersey Meetings Planned}

The Computer Club of Ocean County is a nonprofit organization in New Jersey with plans to publish a periodic newsletter and sponsor specialized tutorials, seminars, and workshops. Meetings are scheduled for the first Friday of each month and the proposed agenda includes speakers and demonstrations. Annual dues are \$9, payable in September of each year. For further information, write to Gerry Wagner, 1104 Aspen Dr., Toms River, NJ 08753, or call (201) 349-6070.

\section*{Intercalc Serves Spreadsheet Users}

Intercalc, an independent, international users group, focuses on the use of Visicalctype programs. Intercalc also publishes Spreadsheet, a bimonthly newsletter. It includes tips, programs, applications, and questions and answers relevant to electronic spreadsheet programs. Membership dues are \(\$ 25\) per year and include Spreadsheet. For
more information, contact Intercalc at POB 254, Scarsdale, NY 10583.

\section*{Consulting Computerists}

The Independent is the newsletter of the Independent Computer Consultants Association (ICCA). It is published six times a year and contains information pertinent to computer consulting. Coverage is extensive as there are seventeen chapters of the ICCA located in major American cities. For further information, write to the ICCA, POB 27412, St. Louis, MO 63141, or call (314) 567-9708.

\section*{Pomona Heath Users Group}

The Pomona, California, Heath Users Group (HUG) meets on the fourth Thursday of each month at 7:30 p.m. at the Heathkit Electronic Center in Pomona. For more information, write to Pomona HUG, H. Friedman, 1555 North Orange Grove Ave., Pomona, CA 91767.

\section*{6809 and OS-9 Users Unite}

A users group for people interested in the 6809 processor, the OS-9 operating system, and Unix-like systems on the 6800 series of microcomputers is forming. Goals include a public-domain software library, a commercial-software registry, and a periodical to be either in print or on electronic media. Anyone interested in participating in the formation of this users group may contact one of the following provisional officers: Brian Capouch, RR 1, Box 270, Monon, IN 47949; Shel Epstein, Box 400, Wilmette, IL

60091; Howard Harkness, POB 28954, Dallas, TX 75228; or Erwin Straehley, 1005 Roble Lane, Santa Barbara, CA 93103.

\section*{An IBM Users Group Has News and Hotline}

A worldwide IBM Small Systems Users Group represents owners, users, schools, and third-party software professionals on all IBM Small Systems (the Personal Computer, Datamaster, 5120, S/34, and the Displaywriter). The group publishes Basic Society News monthly, sponsors local Basic Society chapters, and belongs to a software-source hotline. Annual membership is \(\$ 25\). For more information, contact Kathy Ames, Basic Society Inc., POB 345099, Dallas, TX 75234, or call (214) 484-9900.

\section*{Portland Computer Society}

The Portland Computer Society meets every third Saturday and publishes a monthly newsletter. To keep informed with its calendar of events, book reviews, and articles, write to Ted Peterson, W7WWG, POB 230221, Portland, OR 97223.

\section*{Jinsam Newsletter}

Jinsam Newsletter, a publication of Jini Micro-Systems, provides news releases and accounts of applications of the Jinsam Executive database management system. Annual subscriptions are \(\$ 5\) in the U.S. and \(\$ 8\) internationally. For more information, contact Jinsam Newsletter, Jini MicroSystems Inc., POB 274 Kingsbridge Station, Riverdale, NY 10463.■

\section*{January 1983}

\section*{January}

Intensive Seminars for Professional Development, Worcester Polytechnic Institute campus and various sites in the New York City and Boston metropolitan areas. Some of the topics to be presented are "Project Management," "Leadership Skills and Management Tools for HighTechnology Professionals," and "Management Skills for First-Line Supervisors." Fees range from \(\$ 495\) to \(\$ 990\). Complete details are available from Ms. Ginny Bazarian, Office of Continuing Education, Higgins House, Worcester Polytechnic Institute, Worcester, MA 01609, (617) 793-5517. For information on in-house seminars, call Robert J. Hall at (617) 793-5574.

\section*{January}

Courses from Q.E.D. Information Sciences, various sites throughout the U.S. Among the courses offered are "Project Management and Control," "Teleprocessing Network Design," and "Leadership: Managing and Influencing People." Complete course outlines are available from Priscilla Goudreault, Q.E.D. Information Sciences Inc., Q.E.D. Plaza, POB 181, Wellesley, MA 02181, (800) 343-4848; in Massachusetts, (617) 237-5656.

\section*{January-February}

Seminars of Interest to Women Professionals, various sites in the New York City and Boston metropolitan areas. This series of one- and twoday seminars is presented by Boston University Metropolitan College. Among the topics on the agenda are "Tactical Innovations in Marketing Management," "Advanced

Management for Women: Beyond the Basics," and "Data Processing Fundamentals for Accounting and Financial Managers." The seminar fees are \(\$ 325\) and \(\$ 495\), depending on duration. For registration information, contact Ms. Joan Merrick, University Seminar Center, Suite 415, 850 Boylston St., Chestnut Hill, MA 02167, (617) 738-5020.

\section*{January-March}

Courses for Developers and Users of Computer Systems, various sites throughout the U. S. Among the courses offered by the AMA (American Management Associations) are "Fundamentals of Data Processing for the Nondata Processing Executive," "BASIC: A Computer Language for Managers," and "Database Concepts and Design." For complete registration and course information, contact the AMA, 135 West 50th St., New York, NY 10020, (212) 586-8100.

\section*{January 11-12}

Local Area Networks: Architecture, Technology, and Products, Sheraton-Tara Hotel, Framingham, MA. Topics to be covered at this workshop include network concepts and architectures, localnetwork characterization, internetworking, and standards. The registration fee is \(\$ 570\). For further information, contact Technology Concepts Inc., 730 Boston Post Rd., Sudbury, MA 01776, (617) 443-4637.

\section*{January 11-13}

Unix Hands On, Atlanta, GA. This seminar will provide a detailed overview of the Unix operating system. Hands-on experience will be offered. Unix System III, Version 7, and the UC (University of California) Berkeley enhancements will be covered. The
course fee is \(\$ 850\). For further information, contact Cardinal Information Systems, POB 97, Dayton, OH 45449, (513) 435-4653.

Jamary 12-14
Designing Systems Controls, New York, NY. This course explains what systems controls are, why they are important, and how they can be analyzed and evaluated. It is developed for managers, designers, and analysts actively involved in new systems controls. Further details are available from Q. E. D. Information Sciences Inc., Q. E. D. Plaza, POB 181, Wellesley, MA 02181, (800) 343-4848; in Massachusetts, (617) 237-5656.

\section*{January 13}

Network Optimization and Tariff Impact Strategies, San Francisco, CA. This seminar will provide a concise overview of how to maximize network potential and plan corporate strategies to minimize the impact of tariff increases. Contact the DMW Group Inc., Publishing and Seminar Division, 2020 Hogback Rd., Ann Arbor, MI 48104, (800) 521-7802; in Michigan, (313) 971-5234.

January 18.19
Local Area Networks: Architecture, Technology, and Products, Berkeley Marina Marriott Inn, Berkeley, CA. For details, see January 11-12.

\section*{Jamuary 18-20}

Microcomputers in Education, Tallahassee, FL. This workshop is designed for the professional development of educators at all levels. Topics to be covered include BASIC and graphics, Logo, administrative uses of microcomputers, and microcomputers as laboratory instruments. Hands-on experience with a
variety of computers will be provided. Information is available from Ms. Sharon Woodruff, Technical Education Research Centers, 8 Eliot St., Cambridge, MA 02138, (617) 547-3890.

\section*{January 18-20}

Southcon/83, High-Technology Electronics Exhibition and Convention, Georgia World Congress Center, Atlanta, GA. A few of the topics to be covered include aerospace electronics, defense electronics, and energy. For further information, contact Electronic Conventions Inc., 999 North Sepulveda Blvd., El Segundo, CA 90245, (800) 421-6816; in California, (213) 772-2965.

January 18-20
Unix Hands On, Orlando, FL. For details, see January 11-13.

January 18-21
Defining Software Requirements, Specifications, and Tests, San Diego, CA. Participants in this short course will learn how to analyze and document end-user requirements, generate software requirements that include test plans, and plan the sequencing of test and integration procedures. The fee is \(\$ 845\). Further details are available from Ruth Dordick, Integrated Computer Systems, 3304 Pico Blvd., POB 5339, Santa Monica, CA 90405, (213) 450-2060.

January 19-24
NAVA '83/COMMTEX International, Louisiana Superdome, New Orleans, LA. This communications and information technology exposition will feature seminars, specialized conferences, and the annual convention of the Association for Educational Communications and Technology. Seminar topics will cover
audio-visual management, new technologies of instruction in education and training, and audio-visual applications for trade, professional, and corporate communicators. More than 400 manufacturers and producers will display communications products, including audio-visual, video and microcomputer equipment, accessories, and software. For further details, contact the National AudioVisual Association, 3150 Spring St., Fairfax, VA 22031, (703) 273-7200.

\section*{January 20}

The Annual Janus Seminar, Sheraton Center, New York, NY. This year's seminar will focus on the marketing of information services. Panelists and speakers will address marketing issues from various aspects of information services, including online searchers, information brokers, and database or printed material producers. This event is cosponsored by the Metropolitan New York Chapter of the American Society for Information Science and the New York Chapter of the Special Libraries Association. For further details, contact Carol Tschudi, Engineering Societies Library, 345 East 47th St., New York, NY 10017, (212) 705-7610.

January 20-21
The Twelfth Annual National Measurement Science Conference and Exhibition, Hyatt Rickeys Hotel, Palo Alto, CA. This conference is developed for managers, scientists, engineers, and operating personnel. With "Accuracy and Automation" as the theme, seminar sessions will stress practical applications of new equipment and techniques to solve measurement problems. By format and objective, this conference will promote professional and state-of-the-art approaches, and emerging
technologies in the fields of measurement science. For registration information, contact Bob Weber, Lockheed Missile \& Space Corp., Sunnyvale, CA 94046, (408) 742-2957.

January 21-23
CP/M '83, Moscone Center, San Francisco, CA. This international exposition and conference is designed for \(\mathrm{CP} / \mathrm{M}\) manufacturers, software developers, distributors, and users. The exposition is expected to be one of the largest presentations of CP/M-based hardware and software ever assembled. Seminars and conferences will explore CP/M applications, technical information, development aids, venture-capital programs, and software distribution. Adam Osborne, Chris Margan, Tony Gold, Sol Libes, and Gary Kildall have assisted in organizing this show for Digital Research Inc. Contact National Computer Shows, 824 Boylston St., Chestnut Hill, MA 02167, (800) 343-2222; in Massachusetts, (617) 739-2000.

\section*{January 24-25}

Computers in Agriculture Conference and Trade Fair, Red Lion Inn, Sacramento, CA. This conference and exhibition is designed to address the needs of farmers and ranchers in the West. More than 20 speakers and 60 hardware and software exhibitors will attend. The conference seeks to answer basic questions confronting farmers and ranchers considering the purchase of a computer. For details, write to Kim Schnoor, Western Agricultural Chemicals Association, Suite 209, 6650 Belleau Wood Lane, Sacramento, CA 95831.

\section*{January 24-26}

Unix Hands On, Dallas, TX For details, see January 11-13.

January 25-27
The First Annual Automated Office Expo, Moscone Center, San Francisco, CA. This show will feature computer and telecommunications systems, graphics, peripherals, and word-processing systems. This show is sponsored by Infosystems magazine. Contact Automated Office Expo, Suite 400, 222 West Adams St., Chicago, IL 60606, (800) 621-2134; in Illinois, (312) 263-3131.

January 25-28
Designing Real-Time Hardware for Digital Signal and Image Processing, Los Angeles, CA. Participants in this short course will learn how to implement digital filters, fast Fourier transforms, correlation, modulation, and other real-time processes by designing with general-purpose 16-bit microprocessors. Case histories and lectures will be featured. The fee is \(\$ 845\). Contact Ruth Dordick, Integrated Computer Systems, 3304 Pico Blvd., POB 5339, Santa Monica, CA 90405, (213) 450-2060.

January 31-February 2
Communication Networks '83, the Rivergate, New Orleans, LA. This fifth annual conference and exposition will encompass the voice, data, and telecommunications industry with sessions and demonstrations. The theme is "Communications Cost Control Via High Technology." Topics on the agenda include electronic mail and office communications, local-area networks and internetting, and modems and multiplexers. Optional in-depth skill seminars will be held. These seminars, led by industry leaders, include lectures, class activities, and a workbook. The general registration fee is \(\$ 395\); skill seminars cost \(\$ 295\). Contact Louise Myerow, Conference Management

Group, CW Communications Inc., POB 880, Framingham, MA 01701, (800) 225-4698; in Massachusetts, (617) 879-0700 collect.

\section*{January 31-Febnuary 2}

Telefile User Group Winter Conference, Queen Mary Hotel, Long Beach, CA. This conference is for members of the Telexchange, a group for Telefile and Xerox/Sigma computer users. For further details, contact Brian Edens, Telexchange secretary/treasurer, 17131 Daimler St., Irvine, CA 92714, (714) 557-6660.

\section*{February 1983}

\section*{February}

Continuing Engineering Education, George Washington University, Washington, DC, and the Hilton Inn Florida Center, Orlando, FL. Among the courses being offered are "Computer Graphics Systems: Design and Applications," "Configuration Management of Software Programs," and "Selecting Small Computers for Business and Government." Course fees range from \(\$ 685\) to \(\$ 855\). Course outlines are available from Douglas Green, Continuing Engineering Education, George Washington University, Washington, D C 20052, (800) 424-9773; in the District of Columbia, (202) 676-8515.

\section*{February 1-3}

Unix Hands On, Houston, TX. For details, see January 11-13.

\section*{February 1-4}

Advanced Microprocessor Programming and Applications Techniques, Los Angeles, CA. This short course is designed to teach participants how to use real-time operating systems, design customized modules to implement
real-time functions, apply 16-bit microprocessor families, and how to structure multiprocessor and multicomputer architectures. The fee is \(\$ 845\). Contact Ruth Dordick, Integrated Computer Systems, 3304 Pico Blvd., POB 5339, Santa Monica, CA 90405, (213) 450-2060.

\section*{February 1-4}

Defining Software Requirements, Specifications, and Tests, Washington, D C. For details, see January 18-21.

\section*{February 3-6}

The Rocky Mountain Regional Computer Show and Software Exposition, Denver Merchandise Mart, Denver, CO. This show features business computers, video games, and home com-
puters. Admission is \(\$ 5\) for adults and \(\$ 3\) for children. For more information, contact Northeast Expositions, 824 Boylston St., Chestnut Hill, MA 02167, (617) 739-2000.

February 7-9
Microcomputers in Education, Washington, D C. For details, see January 18-20.

February 8-9
Local Area Networks: Architecture, Technology, and Products, Hyatt Regency Hotel, Atlanta, GA. For details, see January 11-12.

February 15-18
Peripheral Array Processors for Signal Processing and Simulation, University of California, Los Angeles. The fee for this course is \(\$ 845\).

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Contact Marc Rosenberg at the UCLA Extension, Continuing Education in Engineering and Mathematics, 6266 Boelter Hall, Los Angeles, CA 90024, (213) 825-1047.

\section*{Febnuary 15-18}

Designing Real-Time Hardware for Digital Signal and Image Processing, Washington, D C. For details, see January 25-28.

\section*{February 16-18}

The Third Annual TALMIS, Ambassador West, Chicago, IL. This conference brings together software publishers and users of microcomputerbased training systems. Issues on the agenda include the home market, local networking, new hardware, and successful distribution channels. Question-and-answer sessions will be held. Further information is available from Mary O'Keefe, TALMIS Inc., 115 North Oak Park Ave., Oak Park, IL 60301, (312) 848-4000.

February 16-19
Data and Telecommunications/Japan Exposition '83, Tokyo Ryutsu Centre, Tokyo, Japan. For information contact Cahners Exposition Group, Cahners Plaza, 1350 East Touhy Ave., POB 5060, Des Plaines, IL 60018, (312) 299-9311. In Japan, contact Cahners Exposition Group S.A., Hino Building 3F, 3-4-11 Uchikanda, Chiyoda-ku, Tokyo 101, Japan; tel: 03-254-6041.

\section*{February 17-19}

Microcomputers in Education, New York, NY. For details, see January 18-20.

February 21-23
Office Automation Conference, Civic Center, Philadelphia, PA. More than 200 exhibitors are expected to participate in this conference. Fifty technical sessions will
explore such topics as advanced office technology, current office technology and systems, and human factors and social issues. Further details are available from the American Federation of Information Processing Societies Inc., 1815 North Lynn St., Arlington, VA 22209, (703) 558-3624.

\section*{February 22-26}

The Eighteenth Annual BiasMicroelettronica '83, Milan, Italy. This international exhibition is expected to attract more than 80,000 visitors. Areas of interest include active and passive components, instrumentation and equipment for component manufacturing, laboratory instrumentation, microcomputers, peripherals, and telecommunications systems. For information, contact Ente Italiano Organizzazione Mostre, BiasMicroelettronica '83, Viale Premuda 2, 20129 Milan, Italy; tel: 796.096; Telex: CONSEL 334022.

February 24-25
Computers in Construction, San Diego, CA. This seminar is designed to assist construction contractors and construction management firms in acquiring computer systems. The registration fee is \(\$ 395\). For further information, contact CIP Information Services Inc., 1105-F Spring St., Silver Spring, MD 20910, (301) 589-7933.

February 25-27
The Second Annual Computer Expo '83, Tupperware Convention Center, Orlando, FL. This exposition features mini- and microcomputers. The focus is on hardware, software, word processing, graphics, peripherals, supplies, services, and computer furnishings. Seminars will be held. For details, contact Tom Blayney, POB

1185, Longwood, FL 32750, (305) 339-1731.

\section*{March 1983}

\section*{March 7-11}

Computer-Aided Engineering and Manufacturing: Seminars and Exhibition, McKimmon Center, North Carolina State University, Raleigh. This comprehensive program is designed to update manufacturing managers, engineers, and professionals on the capabilities of computers, microprocessors, robotics, and CAD/CAM (computeraided design/manufacturing) systems through discussions, hands-on experience, and demonstrations. Workshops will focus on computer numerical control, shop floor control and data collection,
finite element methods, simulation, and software and computing systems. For further information, write to Robert Edwards, Industrial Extension Service, North Carolina State University, POB 5506, Raleigh, NC 27650.

March 8-9
ACM SIGCOMM '83-Symposium on Communications Architectures and Protocols, University of Texas, Austin. This symposium is sponsored by the Association for Computing Machinery. Address inquiries to Rebecca Hutchings, Honeywell/FSD, 7900 Westpark Dr., McLean, VA 22102, (703) 827-3982.

March 9-11
Secretary Speakout '83, Sheraton Hotel, Boston, MA. The theme for this sym-
posium is "The Professional Secretary's New Identity in the Information Age." Speakers will address the impact of office technology through case history presentations, panels, open microphone sessions, and small discussion groups. This event is sponsored by the Professional Secretaries International Research and Educational Foundation. Full details are available from Candace M. Louis, Crown Center G-10, 2440 Pershing Rd., Kansas City, MO 64108, (816) 474-5755.

\section*{Marcli 14-17}

The Seventh Annual Federal Office Systems Expo-FOSE '83, Washington Convention Center, Washington, D C. Sixty high-level sessions will cover the development of integrated office systems in both government and in-
dustry. More than 200 companies will display the latest in office systems technology. For more information, contact Mary Beth Gouled, National Trade Productions Inc., 9418 Annapolis Rd., Lanham, MD 20706, (800) 638-8510; in Maryland, (301) 459-8383.

Marchi 14-18
Computer Graphics Applications for Management and Productivity-CAMP '83, International Congress Center, Berlin, West Germany. This conference features tutorials, technical papers, and exhibits that reflect the practical applications and state of the art of computers and computergraphics technology. Topics on the agenda include computer-aided design and manufacturing, sales-support graphics, and improving the

use of engineering data. \(A\) hardware and software exhibition will be held. Full particulars are available from the World Computer Graphics Association, Suite 250, 2033 M St. NW, Washington, DC 20036, (202) 775-9556.

March 16-17
Business-Expo, Houston, TX. This show features everything from computers, copiers, and telephone equipment to interior decorating office design, and financial consulting. More than 20 seminars on business technologies will be offered. Complete details are available from Business-Expo, 702 East Northland Towers, 15565 Northland Dr., Southfield, MI 48075, (313) 569-8280.

March 17-19
The Third Annual Microcomputers in Education Con-
ference, Arizona State University, Tempe. The theme for this conference is "Forward to the 3 C's: Communicating, Calculating, and Computing." Demonstrations, workshops, and presentations will emphasize the potential of computers to revolutionize the learning process. Topics to be explored include how computers are changing the nature of: content in subject areas, teaching, and what it means to be well educated. University credit will be available. Further information can be obtained from Marilyn Sue Ford, B-47 Payne Hall, College of Education, Arizona State University, Tempe, AZ 85287, (602) 965-7363.

March 18-20
The Eighth West Coast Computer Faire, Civic Auditorium and Brooks Hall, San

Francisco, CA. Attendance this year is expected to reach 40,000 . More than 600 exhibitors and a wide assortment of seminars make this one of the largest annual computer shows. For more information, contact The Computer Faire, 333 Swett Rd., Woodside, CA 94602, (415) 851-7075.

March 21-24
Interface '83, Miami Beach Convention Center, Miami, FL. This conference will cover all aspects of data communications and information processing in technology, management, policy, and strategy. It is Eosponsored by McGraw-Hill's Business Week and Data Communications magazines. For further details, contact The Interface Group, 160 Speen St., POB 927, Framingham, MA 01701, (800) 225-4620; in Massachusetts, (617) 879-4502.

March: 21-24
Personal Microcomputer Interfacing and Scientific Instrumentation Automation, Virginia Polytechnic Institute and State University, Blacksburg, VA. This is a hands-on workshop where the participant designs and tests concepts with the actual hardware. The fee is \(\$ 595\). For more information, contact Dr. Linda Leffel, C. E. C., Virginia Tech, Blacksburg, VA 24061, (703) 961-4848.

March 24-25
Computers in Construction, Orlando, FL. For details, see February 24-25.

\section*{March 25}

Communication Aids and Computers: A Voice for the Non-Vocal, Stokes Auditorium, Children's Hospital, Philadelphia, PA. This conference will present recent advances in technology, me-

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HOW TO BECOME A SUCCESSFUL COMPUTER CONSULTANT
528. by Leslie Nelson. 4th revised edition. December 1981
The rewards of the consultant can be high: freedom, more satisfying work and coubled or tripled income. This manual provides comprehenslve background information and step-by-step directions for those interested to explore this lucrative field.
HOW TO SELL YOUR MICRO SOFTWARE
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by B.J. Korites. Ph.D. May 1982
The best practical guide for those with software to sell. Detailed discussion of the eight best marketing strategies How to sell through distributors. brokers. computer manulacturers. Advertising techniques. Pricing strategies. Software security.
HOW TO START YOUR OWN WORD PROCESSING SERVICE S48. by Leslie Nelson. 2nd edition, November 1982
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\(\$ 36\).
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thodology, and research as they relate to computers and speech technology. Sessions will include lectures, videotapes, and equipment demonstrations. The registration fee is \(\$ 75\) (if postmarked prior to March 4, 1983, the fee is \(\$ 65\) ). This conference is sponsored by the Children's Seashore House and the Division of Child Development and Rehabilitation of the Children's Hospital of Philadelphia. For further information, contact Joan Bruno, Chief Speech Pathologist, Children's Seashore House, 4100 Atlantic Ave., Atlantic City, NJ 08404, (609) 345-5191, ext. 205.

\section*{March 25-27}

Fantasylair '83, Tonkawa High School, Tonkawa, OK. This annual spring gaming convention is sponsored by the Northern Oklahoma

Dungeoneers. It features fantasy and war games, tournaments, a costume contest, seminars, and prizes. The admission is \(\$ 3\) per day; group discounts are available. For information, contact the Northern Oklahoma Dungeoneers, POB 241, Ponca City, OK 74602, (405) 762-0349.

March 28-31
National Design Engineering Show and Conference, McCormick Place, Chicago, IL. The conference is sponsored by the American Society of Mechanical Engineers' design engineering division. It will run concurrently with the National Plant Engineering and Maintenance Show and Conference. Details are available from Clapp \& Poliak Inc., 708 Third Ave., New York, NY 10017, (212) 661-8410.■

\section*{BYTE's Bits}

\section*{Tandy Announces Educatlonal Grants Program}

The Radio Shack division of the Tandy Corporation has announced that \(\$ 500,000\) worth of TRS-80 computer equipment has been committed to a grants program designed to encourage and support the application of microcomputer technology in American educational institutions. The Tandy TRS-80 Educational Grants Program will award TRS-80 hardware, software, courseware, and related products to individuals or nonprofit educational institutions whose proposals are deemed as providing the greatest benefit to the American educational community.
An Educational Grants Review Board has been established to review proposals
and to make recommendations for equipment allocations. The committee is chaired by Dr. Lee Droegemueller of the University of Arizona and includes representatives from the American Association of School Administrators, the National Council of Teachers, and distinguished educators.

A packet of information containing a cover letter, TRS-80 brochure, catalog, submission information, and a proposal cover sheet is available from the Tandy TRS-80 Educational Grants Program, Radio Shack Education Division, 400 Tandy Atrium, Fort Worth, TX 76102.■


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\section*{Software Received}

\section*{Apple}

The Arcade Machine, a program that helps you create your own arcade games. Games may have animated full-color graphics, sound effects, and automatic scoring and are designed by means of menu selections. For the Apple II and II Plus; floppy disk, \$59.95. Broderbund Software Inc., Entertainment Software Division, 1938 Fourth St., San Rafael, CA 94901.

Discover BASIC, a guide to problem solving with Applesoft BASIC. This package includes a teacher's guide and a student workbook for learning about BASIC. Demonstration programs and sample solutions are included. For the Apple II Plus; floppy disk, \$74.95. Sterling Swift Publishing Co., 1600 Fortview Rd., Austin, TX 78704.

Earl's Word Power, an educational program that helps students develop a better vocabulary by introducing new words and then using Shakespearean plays to test word retention. For the Apple II; floppy disk, \$29.95. George Earl, 1302 South General McMullen, San Antonio, TX 78237.

Earth Defender, an arcadetype game. You must save the Earth by manning your laser-equipped spaceship and destroying all invading aliens, nuclear missiles, and asteroids. For the Apple II and II Plus; floppy disk, \$29.95. New Vision, Suite 15, 5150 Peachtree Industrial Blvd., Chamblee, GA 30341.

Editor/Assembler, an editor and assembler package. This menu-driven system features full-screen list and edit capabilities, system status display, and up to 27 K bytes for source code. For the Apple II and II Plus; floppy disk, \$89. Custom Micro Systems Ltd., 16921108 St., Ed-
monton, Alberta, T5X 3B2, Canada.

Free Fall, an arcade-type game. As your player falls through a maze, you must maneuver it around falling debris, which consists of girders, bio-bops, and gunners. This game has three levels of difficulty. For the Apple II; floppy disk, \(\$ 29.95\). Sirius Software Inc., 10364 Rockingham Dr., Sacramento, CA 95827.
The Integer Fix, a system that converts disks containing Integer BASIC so that they may be run on an Apple II Plus. Converted programs can operate with both Applesoft and Integer BASIC. For the Apple II Plus; floppy disk, \(\$ 20\). Barrington Educational Computer, POB 863, Barrington, IL 60010.
Inventory Manager, an inventory-control program that can maintain records on up to 1200 items on a singledisk system or 2700 items on two disks. Items may have as many as 13 categories. For the Apple II and II Plus; floppy disk, \(\$ 149.95\). Synergistic Software, Suite 201, 830 North Riverside Dr., Renton, WA 98055.
Kamikaze, an arcade-type game. You are in control of a coastal defense ship that's under attack by successive waves of kamikaze fighters, low- and high-level bombers, and mines. For the Apple II; floppy disk, \$34.95. Hayden Software Co., 600 Suffolk St., Lowell, MA 01853.
The List Handler, a data-base-management program. This program can create and maintain a file of up to 3000 records, with 255 fields each. It allows editing and can print lists and mailing labels. For the Apple II and II Plus; floppy disk, \$89.95. Silicon Valley Systems Inc., Suite 4, 1625 El Camino Real, Belmont, CA 94002.
Math Strategy, an educa-
tional program that teaches basic mathematics skills through the use of graphics and techniques based on the latest research in learning theory. For the Apple II; floppy disk, \$45. Apple Computer Inc., 20525 Mariani Ave., Cupertino, CA 95014.

Micro Cookbook, a program that will save your recipes, select a recipe based on ingredients on-hand or by category, and adjust a recipe for a number of servings. For the Apple II Plus; floppy disk, \$30. Virtual Combinatics, POB 755, Rockport, MA 01966.

Molec, a program that allows you to view three-dimensional models of molecules. The package is supplied with 13 organic molecules, or you can design your own using up to 64 atoms per molecule. For the Apple II; floppy disk, \$150. Cambridge Development Laboratory, 36 Pleasant St., Watertown, MA 02172.

Money Munchers, an ar-cade-type game. Enter the maze to grab all the money you can, but look out for the money munchers who will eat your booty. You must also evade spiders and snakes. For the Apple II; floppy disk, \$29.95. Datamost, 9748 Cozycroft Ave., Chatsworth, C A 91311.
?sychological Diary, a program that will assist you in developing a better understanding of your inner self. This program provides a personal diary and such tests as personality, relationship, and sentence completion. For the Apple II; floppy disk, \$39.95. Psychological Systems, 1519 Burlington Rd., Cleveland Heights, OH 44118.

Seafox, an arcade-type game. Your mission is to pilot your submarine and destroy the convoy of enemy ships and their escorts. You must dodge depth charges, mines,
and torpedoes. For the Apple II and II Plus; floppy disk, \$29.95. Broderbund Software (see address above).

Shapes in Color, a system that lets you design high-resolution animation and graphics. A variety of color shapes and character fonts can be constructed and saved. For the Apple II; floppy disk, \$49.95. Hayden Software Co. (see address above).

Shuttle Intercept, an arcade-type game. You must retrieve the friendly satellites bearing vital data while avoiding or shooting the enemy satellites, missiles, saucers, and meteors. For the Apple II; floppy disk, \$34.95. Hayden Software Co. (see address above).
Singles' Night at Molly's, a package containing two solitaire card games, Royal Flush and Sly Fox. These programs feature high-resolution graphics and automatic score keeping. For the Apple II and II Plus; floppy disk, \$29.95. Soft Images, 200 Route 17, Mahwah, NJ 07430.
Speed Reader, a five-part program designed to help improve your reading skills. The exercises and lessons will teach you to increase your reading speed and perception. For the Apple II; floppy disk, \$70. Apple Computer Inc. (see address above).
Spelling Strategy, an educational program that helps you to spell better by using a variety of techniques to visualize and remember the correct spelling of words. For the Apple II; floppy disk, \(\$ 45\). Apple Computer Inc.(see address above).
Starcross, an adventuretype game. Your mission was to secure a black-hole power source, but now you've come across gigantic alien spacecraft. You must explore the craft and discover its secrets. For the Apple II; floppy disk,
\$39.95. Infocom Inc., 55 Wheeler St., Cambridge. MA 02138.

Star Maze, an arcadentype game. Your mistion is to find the rine power jewels in each kvel of the maze and retum them to your mocher ship. The maze has 16 levels. For the Apple II: floppy disk. \$34.95. Sir-Tech Software Inc. 6 Main St.. Ogdensburg. NY 13609.

SuperfilOI, a new implementation of the PILOT language. This system features improved graphics control. flexibility to use video tape and videodisc players. and burtegraphics For the Apple 11; floppy disk. \$200. Apple Computer linc. (see address above).

Typa Allack, an educaionil garme. The oblective of this game is to leam to touchtype by seeing characters on the screen and pressing the corresponding keys on the keyboard For the Apple 11: Aloppy disk. \$39.95. Sirius Software low. (see address abovel.

Werp Destroyef, an ar-cade-type game. After traveling through hyperspace. you will be faced with mines. fighters, and probes. You must thoot these and go on to the Zalbian bases before you can retum. For the Apple 11 and 11 Plus: floppy disk. \$29.95. Piecadilly Software Inc., 99 Summit Ave.. Summit, NJ 07901 .

Wayout, an arcade-type game. Working with the cardboard compass and glases provided in the package. find your way out of the maze by using the mapmaker and watching the fireflies. For the Apple II and II Plus: Floppy disk. \$39.95. Sirius Software lnc. (see address above).

Word Weaver ilil, a wordprocesing system. This syp tern utes all standard wordprocesting featuret, including 80-column display. menudriven functions. and global
editing cormanands. For the Apple 111; Floppy disk. \$99,95. Synergistic Software (see addrest above).

You're the Doctor, a simu-lation-type game. You become a doctor examining pabienss. trying to diagnose and prescribe treatment. This simulation game includes Jigheresolution graphics and sound. For the Apple 11; floppy disk \$17.95. Simelations Software. POA 608. Station U. Toronto. Ontario. M8Z SYg. Canada
Zosk 1u: The Dungeon Moster, an adventure-type game. The final episode in the Zork trilogy takes you to a confrontation with the Dungeon Master himself. This game responds to plain English commands. For the Apple 11; floppy disk \(\$ 39.95\). Infocom Inc. (see addrest above).

\section*{Atari}

Claim Jumper, a twoplayer arcade-type game. The object is to get all the gold you can trade it for money. and get your money to the bank. Beware of claim jumpers. snakes, and killer tumbleweeds. For the Atari 400/800, floppy disk \$34.95. Symapse Software. Suite I. 5327 lacuzzi St. Richemond. CA 94804.
Eseape from Vulcen's ldse, - graphics adventure-type game. You're thipwrecked on - desert island You mumexplore and discover way off the island before the volcano erupts. On your way. you collect magie treasures-but avoid the monsters. For the Atari 400/800, floppy divk. \(\$ 29.95\). Epys/Automated Simulations. 1043 Kiel Court. Sunnyvale. CA 94086.
King Arthur's Heir, a graphics advenouretype game You must prove yoursely worthy to hold the crown of Camelot Your quel is to find the Scroll of Truth. hidden by Merlin For the Alari 400/800, floppy disk \$29,95.

Epyx/Automated Simulations (see address above).
Morathon, an edueational game. The object in this math quiz is to get your rumer across the screen first by correctly answering the problems. The game has four kevels of play and is designed for ages 8 to 16. For the Atari 400/600; floppy disk \$19.95. Educational Software Inc.. 4S6s Cherryvale Ave.. Soquel. CA 95073.

Protector 11, an areadetype game. You must rescue 18 people from alien attack and deposit them safely on the other side of a volcano. This game feures improved play and action. For the Atari 400/800; floppy disk. \$34.95. Symapse Software isee addres above).
Space Ganses, games package that includes adven-ture- and arcade-ype games. You must find your way out of the maze and shoot the aliens to save your home in outer space. For the Atari 400/800; floppy disk, \$24.95. Educational Software Inc. (see address above).

Valley of the Kings, a graphics advenoure-cype garme. You are in a mourtainous region of Egypt and you must locate objects and passages to survive the three levels of the game. For the Atari 400/800; floppy disk \$29.95. Dymacomp lac.. 1427 Monroe Ave.. Rochenter. NY 14618.

\section*{CP/M}

Cardbox, a simple data-base-management system. Eneries to this database are treated as electronic index carch. You can select input. report. and display formats and retrieve data using keywords For CP/M-based syzterns: floppy disk. \$245. Caxton Software Publishing Co., 10-14 Bedrord St., Covent Carden, London. WC2E 9HE, England.

MCDisploy, a terminal intefrace program. With this program complete terminal
displays can be defined in advance, which simplifies text and data enories and erhances prompts and metages. Display layout sheets are inclucted For CP/M-based systerns;y floppy disk \$175. Mastercomputing linc.. POB 17442. Greenville, SC 29606.
Medent, an accourtasereceivable system designed for medical and dental officen This system features recordaccess by number or name and automatic statements with aging. For CPM-based systems: floppy disk. \(\$ 1900\). Community Computer Service lnc.. РОB E. Aubum. NY 13021
Members Program, .a mailing-list managemert program. Designed for maintaining member lisss of arganizations, this program can create. modify. and output alphabetically sorted lists or mailing labels. For CP/Mbesed systems: floppy disk \$75. Datamasters, Unit 10. 12700 Northeast 12 th St.. Kirkland. WA 98033.
Microwof Muliphon, an electronic spreadsheet system that features an on-line reference guide. alphanumeric sorting up to esight display windows, use of Visicalc files, and variable-width columns For CP/M-based systems: floppy disk. \$275. Mierosoft Corp. C-97200. 10700 Northup Way, Bet kvue. WA 98004.
Oublintte, an adventuretype game similar to Dungeons and Dragons. You must seek the gold hidden in the dungeron beneath the castle. You can define your players characteristics. For CP M-based sysurns; floppy dialk, \$39.95 Computer Management Service. 501 Jackson, Charleston IL 61920.
SCP \(/ 80\), set of uility programs to enhance CP/M These programs facilitate data movement or modification and display status of files, memory, and devices For CP/M-based systems;
floppy disk，\＄100．A B． Hutchison Engineering， 1354 Southwest 12th Ave．Pom－ pano Beach．FL． 33060.

Youstble Yountilites，a set of 13 Unix－like utility pro－ grams．Sandard features in－ clude redirecting console cut－ put to a disk file，compering files，simple copy and backup procedures，and concatenat－ Ing multiple files．For CP／M－ based systems；floppy disk， 895．Software kland Inc．， Suite 109． 5858 Mt．Alifan Dr．San Ditgo，CA 92111.

\section*{Commodore}

Aggressor，an arcade－type game．Your misskion as a Ma－ rauder pilot is to protect the settarlum ore dump on New Earth from attacking Zaurian spacecraft You are armed with lasers and bombs．For the VIC－20；cartridge， \(\$ 39,95\) ．Humban Engineered Software， 71 Park Lane，Brob－ bane，CA 94005.

The Count，an sdventure－ type game．You wake up somewhere in Transyivaria and you must escape with your life．The game bs adapted from the Scott Adams original．For the VIC－20 cartridge．\(\$ 39.95\) ． Commodore International Lid．，The Meadows， 487 Devon Park Dt．，Wayone，PA 19087.

Dem Bombers，an artade－ type garne．Pilot your plane and avoid the enemy fire if you can You must carefully drop your bombs to destroy the dam and release the flood waters．For the VIC－20；cas－ sette，\(\$ 15.95\) ．Human Engi－ neered Solt ware（see address above）．

Conf，a set of four arcade－ type games：Astro Battles， Lastr Altack，Space Warp， and Flagahip．For the VIC－20： cartidge．\(\$ 39.95\) ．Commo－ dore International Lid．Ssee address above）．

Hes Mon，a 6502 machine－ language monitor featuring more than 25 commands for testing memory，chumping a
screen display to printer，or disasembling machine code into assembly language．For the VIC－20；cartridge． \(\$ 39.95\) ．Human Engineered Software（see address above）．

Hes Wriker，word－pro－ ceesing program that thcor－ porates most standand fea－ tures such as full－screen editing，right and left justifi－ cation，move and delete text． and use of headers and page numbering．For the VIC－20； cartridge， 839.95 ．Human En－ gineered Soltware（see ad－ dress above）．
Imvemment Alloction a program that accepts，pro－ newses，stores，and displays information concerving your investment portfolio．Up to 50 investments can be entered and analyzed．For the VK－20， cassette．\＄8．98．Martin Classer，121－8 Birch Circle， Egin AFB，FL 32542.

Maze of Mikor，an arcade－ type game that challenges you to stexal the Warlock＇s goid as you ty to avoid a de－ mon For the VIC－20；cas－ sette，\＄17，95．Hurran Engi－ meered Software（see address above）．

Mole Attack，an arcade－ type game．You must try to ketp those nasty moles un－ derground by bopping them on the head．Bop as many as you can before time runs out． For the VIC－20；cartridge． \＄29．95．Cormmodore Interna－ tional Lid．（see address above）．
Omage Race，an arcade－ type game．In the middle of a space arenk，you must fight three types of deadly android warrior shlps and avoid two kinds of mines．For the VIC－20；cartidge， 539.95 ． Commodare International Ltd．（see address above）．
Pak Bombers，a pak mon－ ster drops bombs that you must catch or an explosive chain reaction will be set off． For the VIC－20；cassette． \＄15．95．Human Enginetred Software（see address above）．

Renalesence，simulation
game in which the VIC becomes your opporent in an Othello－type game．The com－ puter will give you hints and display a recommended best move．For one player．For the VIC－20；cartridge，\(\$ 49.9 \$\) ． Urited Micrownare lidustertes lice．，3503－C Temple Ave．， Pomona，CA 91768.

Sargon If Chest，is simula－ tion game．Sargon II is a sophisticated computer chess program thit has seven levels of play．You can set up the pieces for practice or end games．For the VIC－20；car－ tridge．\＄39．95．Commodore International Lid．lsee ad－ dres above）

Skier，an arcade－type game．You become a skier in a downhill race．Avoid the flags and obstacles as you hurtle down the slopes．This game features three levels of play．For the VIC－20；cas－ sette，\＄17．95．Human En－ gineered Software（see ad－ dress above）．

Spiders of Mars，an arcade－ type game，As Martion Space Fly，you must defend your planet against the Spiders of Mars and their allies．You possess neutron bombs，but your enemies are murnerous and deadly．For the VIC－20；cartridge． \(\$ 99.95\) ．United Microware In－ dustries lnc．（see address above）．

Tank Trap，an arcade－type game．You must build walls to protect people from the crazed tank driver．This game features four kevels of dif－ ficulty．For the VIC－20；cas－ sette，\＄17．95．Human Engi－ neered Software fsee address above）．

Tonk Wars，anarcade－type game．Match your wits 解解的 the computer as you drive your tank around obstacles and mines．For the VIC－20： chssette，\＄17．95．Human En－ gineered Software（see ad－ dress above）．

Turtie Graphics，an intro－ duction to computer pro－ gramming．This program
provides an easy－to－learn computer language that illus－ trates the basic concepts of computer programming．it features colorful graphics． For the VIC－20；cartridge． \＄39．95．Human Engineered Soltware（see address above）．

VIC PORTH，an imple－ mentation of the FORTH lan－ guage．An interactive com－ puter language．FORTH is faster than BASTC and very memory efficient．This pack－ age features sound，graphics， and a screen editor．For the VIC－20；cartridge．\＄39．9s． Human Engineered Software isee address above）．

Victrak and Victrek BK，a set of two Star Trek－type games．You must scan galac－ tic maps and maneuver through starbases as you bet－ te the Klingons for control of the galary．For the VIC－20； cassette，\＄17．9s．Human En－ gineered Software（see od－ dress above）．

\section*{IIM Personal Computer}

Computer Chef，a com－ puterized cookbook．Ths program lets you enter and save recipes，find recipes with seketed ingredients，and ad－ fust redipes for the number of servings．For the DBM Per－ sonal Computer；Aloppy disk， 549．95．Norell Data Systems， 3400 Wilshitre Blvd．，POB 70127．Los Angeles，CA 90010.

Meteor－Moth an educa－ tional game．Students can learn basic mathematies by answering problems．This program has two modes and feakures sound ecolor，and graphics For the IBM Per－ sonal Computer；floppy disk， \(\$ 30.95\) ．Brauer Computer Support，POB B6634，San Dtego，CA 92138.

Pig Pien，an arcade－type game．You must find your way out of the four levels of the maze and avoid the fierce wild pigs Your only salve－ tion is to find the potent pis pills．For the IBM Personal Computer：floppy disk，
\$29.95. Datamost, 9748 Cozycroft Ave., Chatsworth, CA 91311.

Real Estate Analyzer, an investment analysis program. It allows you to make accurate investment decisions and determine the rate of return on real-estate purchases. Reports show cash flow and profits upon sale. For the IBM Personal Computer; floppy disk, \(\$ 250\). Howard Software Services, Suite 310, 8008 Girard Ave., La Jolla, CA 92037.

System-Backup, a utility program that allows you to make a backup copy of any IBM PC disk, regardless of the sector size and the track format used. This program automatically formats disks. For the IBM Personal Computer; floppy disk, \(\$ 50\). Norell Data Systems (see address above).

Videolink 88, a telecommunications package. This program changes the IBM into an intelligent terminal. Specifications may be userdefined, and the program supports the Hayes Smartmodern. For the IBM Personal Computer; floppy disk, \(\$ 59.95\). Windmill Software Inc., 1058 Joan Dr., Burlington, Ontario, L7T 3H2, Canada.

\section*{TRS-80}

Air Traffic Control, a realtime simulation game that challenges you to direct aircraft to a safe landing by using radar and flight computer displays. For the TRS-80 Color Computer; cassette, \(\$ 8.95\). Geographics Software, 95 Eastbury Hill Rd., Glastonbury, CT 06033.

The Arranger, a computer disk library program. You can create a master disk that contains a record of every file on every disk you own. You can edit entries and locate individual files and their disk numbers. For the TRS-80 Models I and III; floppy disk, \(\$ 29.95\). Triple-D Software,

POB 642, Layton, UT 84041.
Brevi-T, a NEWDOS/80 version 2.0 utility program. You can create abbreviations for commonly used or difficult to remember DOS or BASIC commands. Command abbreviations may be added or changed at anytime. For the TRS-80 Models I and III; floppy disk, \(\$ 19.95\). Softrends Inc., 26111 Brush Ave., Euclid, OH 44132.

Colored Fonts, a charactergenerator utility package with which you can create your own character sets for screen display. Four predefined character sets and an Epson MX-80 screen-dump utility are standard. Available in 16 K - and 32 K -byte formats. For the TRS-80 Color Computer; floppy disk and casstte, \$29.95 and \(\$ 24.95\), respectively. Renaissance Game Designs, POB 1232, Montclair, NJ 07042.

Color-FORTH, an implementation of the FORTH language for the Color Computer. This version has words for graphics, sound, fast math, and an auto repeat and control key. A ROM version is available. For the TRS-80 Color Computer; cassette, \(\$ 58.95\). Hoyt Stearns Electronics, 4131 East Cannon Dr., Phoenix, AZ 85028.

Lasertank Duel, a twoplayer, arcade-type game. You and your opponent control tanks maneuvering along city streets. The object of the game is to score points by hitting your opponent with laser beams. For the TRS-80 Color Computer; floppy disk and cassette, \(\$ 19.95\) and \(\$ 15.95\), respectively. Renaissance Game Designs (see address above).

Stopper, a BASIC programming utility. You can set breakpoints at specific lines within a program, show the current value of a variable, or single-step a program through a range of lines. For the TRS-80 Models I and III; floppy disk or cassette, \(\$ 20\).

The Alternate Source, 704 North Pennsylvania, Lansing, MI 48906.

Strike Force, an arcadetype game. Your task is to defend your five cities from alien attack and destroy the aliens' base. You are armed with star shells and missiles. For the TRS-80 Model I and III; floppy disk and cassette, \(\$ 19.95\) and \(\$ 15.95\), respectively. Melbourne House Software Inc., 333 East 46 St., New York, NY 10017.

\section*{Other Computers}

Home Financial Package, mortgage analysis, IRA Account Planner, and Bond Investment programs. For the Sinclair ZX81; BASIC listing, \(\$ 1\). Florida Creations, Department P, POB 16422, Jacksonville, FL 32245.

Nos BASICode, a utility program that enables the exchange of BASIC programs
between different brands of microcomputers. Most popular brands are supported, with some modification required. For the BASIC language system; cassette, 30 Dutch guilders. BASICode, Administratie Algemen Secretariat, Nos, POB 10, 1200 JB Hilversum, The Netherlands.

TV Sketch, a program that allows you to create colorful video paintings. For the TI-99/4; cassette, \$9. GloData, POB 374, Stony Point, NY 10980.

Z193D.ABS, a threedimensional graphics program. It allows you to create, manipulate, and save threedimensional images. This program features hidden line and hidden surface removal. For the Heath \(\mathrm{H}-19 / \mathrm{H}-89\); floppy disk, \$25. Colorworks, 5337 East Bellevue, Tucson, AZ 85712 .

\begin{abstract}
This is a list of software packages that have been received by BYTE Publications during the past month. The list is correct to the best of our knowledge, but it is not meant to be a full description of the product or the forms in which the product is available. In particular, some packages may be sold for several machines or in both cassette and floppy-disk format: the product listed here is the version received by BYTE Publications.

This is an all-inclusive list that makes no comment on the quality or usefulness of the software listed. We regret that we cannot review every software package we receive. Instead, this list is meant to be a monthly acknowledgment of these packages and the companies that sent them. All software received is considered to be on loan to BYTE and is returned to the manufacturer after a set period of time. Companies sending software packages should be sure to include the list price of the packages and (where appropriate) the atternate forms in which they are available.
\end{abstract}

\section*{BYTE'S Bits}

\section*{Call for Papers}

The International Conference Committee for the Eleventh Automatic Testing and Test Instrumentation Conference is seeking papers on the subject of computeraided design, measurement, and testing (CADMAT). The conference will be held at the Metropole Convention Cen-
tre, in Brighton, England, from December 13 to 15, 1983. Submit a 250 -word synopsis to the CADMAT Conference Secretary, Network Exhibitions Ltd., Printers Mews, Market Hill, Buckingham MK18 1JX, England; telephone (02802) 5226.■

\section*{Books Received}

Apple BASIC, Richard Haskell. Englewood Cliffs, NJ: Prentice-Hall, 1982; 183 pages, 50.5 by 66 cm , softcover, ISBN 0-13-039099-2, \(\$ 12.95\).
Applications and Design with Analog Integrated Circuits, J. Michael Jacob. Reston, VA: Reston Publishing. 1982; 498 pages, 45 by 57 cm , hardcover, ISBN 0-8359-0245-5, \$30.95.
Artificial Reality, Myron W. Krueger. Reading, MA: Addison-Wesley, 1983; 312 pages, 37 by 56 cm , softcover, ISBN 0-201-04765-9, \(\$ 10.95\).

Assembler Language for Application Programming, Don H. Stabley. Princeton, NJ: Petrocelli Books, 1982; 677 pages, 46 by 61.5 cm , hardcover, ISBN 0-89433-176-0, \$35.

COBOL, A Comprehensive Treatment, Thomas L. Naps and Bhagat Singh. Reston, VA: Reston Publishing, 1982; 498 pages, 42.5 by 56.5 cm, softcover, ISBN 0-8359-0830-5, \$17.95.

Comparative Studies in Software Acquisition, Steven Glaseman. Lexington, MA: Lexington Books, 1982; 131 pages, 16.4 by 23.3 cm , hardcover, ISBN 0-669-05422-4, \(\$ 18.95\).

Computing: An Introduction to Structured Problem Solving Using Pascal, V. A. Dyck, J. D. Lawson, J. A. Smith, and R. J. Beach. Reston, VA: Reston Publishing, 1982; 625 pages, 44.5 by 57.5 cm , hardcover, ISBN 0-8359-0902-6, \$21.95.

Concepts of ARC Local Networking. San Antonio, TX: Datapoint Corp. (9725 Datapoint Dr.), 1982; 70 pages, 51 by 66 cm , softcover, ISBN-none, Document Number 50694, \(\$ 4\).

Digital, Analog, and Data Communication, William Sinnema. Reston, VA: Res-
ton Publishing, 1982; 433 pages, 44 by 57.5 cm , hardcover, ISBN 0-8359-1301-5, \(\$ 29.95\).

Electronic Manufacturing, Sheldon I. Kohen and Michael Rose. Reston, VA: Reston Publishing, 1982; 308 pages, 43.5 by 57.5 cm , hardcover, ISBN 0-8359-1642-1, \$25.95.

Experiments for Electrical Circuit Analysis with BASIC Programming, Theodore F. Bogart Jr. Chicago, IL: Science Research Associates, 1982; 288 pages, 51 by 65.5 cm , softcover, ISBN 0-574-21565-4, \$11.96.
How to Write an Apple Program, Ed Faulk. Chatsworth, CA: Datamost Inc. (9748 Cozycroft Ave.), 1982; 220 pages, 32 by 49.5 cm , softcover, ISBN 0-8359-2992-2, \$14.95.
How to Write an IBM.PC Program, Ed Faulk. Chatsworth, CA: Datamost Inc. (9748 Cozycroft Ave.). 1982; 427 pages, 32 by 49.5 cm , softcover, ISBN 0-8359-2991-4, \$14.95.
The Intelligent Microcomputer, Roy W. Goody. Chicago, IL: Science Research Associates, 1982; 344 pages, 52 by 67 cm , hardcover, ISBN 0-574-21560-3, \$19.16.
Interface Projects for the TRS-80 Mod III, Richard C. Hallgren. Englewood Cliffs, NJ: Prentice-Hall, 1982; 152 pages, 41 by 55 cm , softcover, ISBN 0-13-469429-5, \(\$ 12.95\).
An Introduction to Process Control and Digital Minicomputers, Peter L. Ginn. Houston, TX: Gulf Publishing, 1982; 291 pages, 16.4 by 23.4 cm , hardcover, ISBN 0 -87201-180-1, \$26.95.
Pascal Programming Structures for Motorola Microprocessors, George W. Cherry. Reston, VA: Reston Publishing, 1982; 359 pages, 41.5 by 56 cm , softcover, ISBN 0-

8359-5465-X, \$15.95.
Pascal Text and Reference with Waterloo Pascal and Pascal VS, John B. Moore. Reston, VA: Reston Publishing, 1982; 398 pages, 42.5 by 55 cm , softcover, ISBN 0-8359-5457-8, \$16.95.

PET/CBM and the IEEE 488 Bus (GPIB), 2nd edition, Eugene Fisher and C. W. Jenson. Berkeley, CA: Osborne/ McGraw-Hill, 1982; 319 pages, 38.5 by 55.5 cm , softcover, ISBN 0-931988-78-0, \$15.99.

Practical BASIC Programs, IBM Personal Computer Edition, Lon Poole, ed. Berkeley, CA: Osborne/McGrawHill, 1982; 162 pages, 50.5 by 66 cm , softcover, ISBN 0-931988-80-2, \$15.99.

Principles of EDP Management, Alexander Gaydasch. Reston, VA: Reston Publishing, 1982; 336 pages, 44 by 58 cm , hardcover, ISBN 0-8359-5604-0, \$19.95.

Profitable Small Business Computing, Frank Greenwood. Boston, MA: Little, Brown \& Co., 1982; 168 pages, 35 by 54 cm , softcover, ISBN 0-316-327123-3, \(\$ 9.95\).

Residential Electrical Wiring, Harry J. Edwards Jr. Reston, VA: Reston Publishing, 1982; 224 pages, 44 by 59 cm , hardcover, ISBN 0-8359-6652-6, \$17.95.

Software Engineering,

Analysis \& Verification, T. G. Lewis. Reston, VA: Reston Publishing, 1982; 470 pages, 45 by 57 cm , hardcover, ISBN 0-8359-7023-X, \$22.95.

Structured COBOL Report Writer: A Programmer's Productivity Tool, David Schechter and George W. Yvkoff. Reston, VA: Reston Publishing, 1982; 300 pages, 43.5 by 57.5 cm , hardcover, ISBN 0-8359-7097-3, \$24.95.

Structured Programming Using PL/I, 2nd edition, J. N. P. Hume and R. C. Holt. Reston, VA: Reston Publishing, 1982; 400 pages, 41 by 55.5 cm , softcover, ISBN 0-8359-7131-7, \$16.95.

Techniques for Creating Golden Delicious Games for the Apple Computer, Howard M. Franklin, Joanne Koltnow, and Leroy Finkel. Somerset, NJ: John Wiley \& Sons, 1982; 150 pages, 40.5 by 60 cm , softcover, ISBN 0-471-09083-2, \$12.95.
The Visicalc Book: Apple Edition, Donald H. Beil. Reston, VA: Reston Publishing, 1982; 301 pages, 45 by 57 cm , hardcover, ISBN 0-8359-8398-6, \$22.95.

The Visicalc Book: Atari Edition, Donald H. Beil. Reston, VA: Reston Publishing, 1982; 298 pages, 45 by 57 cm , hardcover, ISBN 0-8359-8394-3, \$21.95.

\author{
An Address In Every Port
}

Dear Steve,
After owning a Radio Shack TRS-80 Model I for three and a half years, I purchased a Model III. I was surprised to find that the printer can be addressed at I/O ports 248, 249, 250, and 251. When programming the Model I, it was always my practice to poke a formfeed character to location 37E8 hexadecimal in order to circumvent the Radio Shack printer driver, which converts formfeeds into an appropriate number of linefeeds. In the Model III, that location is assigned to ROM (read-only memory), although performing a PEEK of that address will provide the printer-status information, as in the Model I. Which of the four ports is the correct address to use for the printer, or does it matter (and why)?

\section*{Kerry A. Wilson}

Owensboro, KY
By referring to the schematic diagram of the Model III, I have found that the printer port is enabled when address lines A3 through A7 are high and when A2 is low. Because lines AO and A1 are not used, they don't affect the decoding process. Any of the addresses 248 through 251 will satisfy the decoding requirements and enable the printer port. . . . Steve

\section*{Other Keyboards for the \(\mathbf{Z X 8 0}\)}

\section*{Dear Steve,}

I've just read Wayne J. Cosshall's article entitled "New Keyboard for the ZX80" (March 1982 BYTE, page 256). I have recently decided to
purchase a Sinclair ZX81 microcomputer kit, but have been somewhat hesitant because of its small keyboard. Naturally, I was extremely enthusiastic upon seeing this article.
I happen to have a Jelco Type PR-5701 keyboard that looks quite similar to the one in Mr. Cosshall's article. I would like to wire this into my ZX81 kit, but I'm wondering whether the printedcircuit boards for the ZX80 and the ZX81 are all that similar? With the 8 K -byte ROM (read-only memory) in the ZX 81 , some 40 new functions accessible from the new keyboard have been added. My question is can I still go ahead and wire a full 57-key keyboard in my ZX81, using the directions in Mr. Cosshall's article? If not, how can I wire it into the ZX 817 My Jelco keyboard is the same one used in the Radio Shack TRS-80 series, and I also have a keyboard that is identical to one on Radio Shack's Color Computer. Which one would be better to use for my ZX81 application7 I appreciate your time and consideration on this matter.
Robert Y. Million
Cupertino, CA
The printed-circuit board for the Sinclair ZX81 is different from the ZX80, but the full-sized keyboard can still be installed as described in Wayne Cosshall's article. If you buy the ZX81 kit, you will have the schematic diagram and you will be able to easily locate the connections for A8 through A15. D0 through D4 are located on resistor package RP3 and are wired as follows:
\[
\begin{aligned}
& D 0=K B D 1 \\
& D 1=K B D 0 \\
& D 2=K B D 2
\end{aligned}
\]
\[
\begin{aligned}
& D 3=K B D 3 \\
& D 4=K B D 4
\end{aligned}
\]

You might have some confusion in using the new keyboard with all of the extra functions that the ZX81 now incorporates. Some sort of labeling for the keyboard should help. Either of the keyboards you mentioned should be satisfactory for your ZX81 application. . . . Steve

\section*{Uninterruptible \\ Power Supplies Problem Solved}

The following letter presents an innovative solution to the problem of building uninterruptible power supplies-a topic of perennial interest to many of this column's readers.

\section*{. . . Steve}

Dear Steve,
On moving to Indonesia last year, I was faced with a problem similar to the one Albert C. Pollard encountered (see "Power Backup," February 1982 BYTE, page 366). I wanted to use my Radio Shack TRS-80 Model I, but the commercial power is unreliable: the voltage fluctuates and can be out for quite awhile. In addition, the power is supplied at 220 V (volts) at 50 Hz .

I sought advice from the salespeople at the store where I bought the computer and from a Radio Shack technical representative in Fort Worth, Texas, but they had no help to offer. Then, a distributor of Tripp Lite inverters suggested I try one of its units in combination with an automobile battery. Tripp Manufacturing Company of Chicago, Illinois, makes power inverters that people often use to supply 120 V at 60 Hz to television sets in their campers where
normally only 12 V DC is available.

I was a little dubious at first, knowing that the inverter produced a square wave (rather than the sine wave supplied by commercial power companies), but the arrangement worked flawlessly when I tried it. I now have a UPS (uninterruptible power supply) to run my Model I with its two \(5 \frac{1}{4}\)-inch disk drives and Anadex DP-8000 printer. My Tripp Lite PV-350 inverter can supply about 250 watts ( \(W\) ) to the computer system when connected to my 12-V Delco N -120 TS Freedom battery. The battery is kept charged by a \(12-\mathrm{V}, 6-\mathrm{amp}\) charger built to work with the local \(220-\mathrm{V}\) power. Total cost was approximately \(\$ 200\).

With this system, my computer can run for hours-even during prolonged blackouts. It isolates the computer system from the frequent power surges that are common here, and it has solved the frequency mismatch as well. I have been using the power supply for nine months and have not lost a bit of data due to power problems.

The cost is less than a comparable system I have seen advertised. Also, the battery size can be reduced, depending on how much you want to spend and how long a blackout you anticipate. The only drawbacks seem to be a slightly increased audible hum from the computer's transformer and a slight horizontal disruption of the video-screen's display that travels up the screen about 40 cycles per minute. Neither are particularly distracting; I have tried several of the other Tripp Lite inverters (even the much more expensive PV-500 fre-quency-controlled unit) without any change in the video distortion, which appears to be inherent in the design of the

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inverter (perhaps related to the fact that it produces a square wave).

I have no idea whether a similar system would work for other computers, but it is a simple solution other TRS-80 owners might want to try.
Richard T. Nicholls, MD
Indonesia

\section*{RS366 Specification Explained}

Dear Steve,
In a recent advertisement, a modern was described as being "RS366 and RS-232C" compatible. I know the RS232C, but what is an RS366?

Thanks for the many fine articles you have written for BYTE.
Michael F. Smith
Athens, TN
RS366 is a specification describing the interface between DTE (data terminal equipment) and ACU (automatic calling units) for data communications. The most common system uses the Belltype 801A ACU to generate pulses similar to a rotary-dial telephone. The Bell-type 801C generates Touch-Tone signals.

Each ACU requires an RS366 adapter, an RS-232C interface, and a modem connected to a single phone line. The RS366 interface uses the same 25 -pin connector as the RS-232C interface but has different pin assignments and functions. . . . Steve

\section*{Advice for Potential Homebrewers}

\section*{Dear Steve,}

I am just becoming a computer fan, but I don't know which way to go to get started. My total experience with computers is on the college level; I have a semester of BASIC Plus using a DEC (Digital Equipment Corporation) PDP 11/70.

I would like some advice on acquiring equipment. I have been considering the Sinclair ZX81 with the 16 K -byte memory package, but even in the kit form, it costs more than \(\$ 200\). For a little more money, I could get Commodore's VIC-20, but I would rather build a computer myself, because that way over a period of time I feel that I could get more computer for the money.

Actually, what I am looking for is an instrument that can be assembled by someone with kit-building experience and that would be able to interface with a TV as a video display. It would have to be able to handle limited files in cassette form. I am a Motor Vehicle Department investigator and want to keep some of my work records and cases on it. (Tape is easier to store than reams of paper.) I would like the instrument to have expandable memory, because it will be for general use. In addition to my work, I would like to be able to run games on it.
T. J. Willis

Waterbury Center, VT
With the variety of computers that are now on the market, it is becoming difficult to build a computer with more features for less than you can buy one. Plus, if you have little technical expertise or lack a good dualtrace oscilloscope, troubleshooting a homebrew computer can be a nightmare. One approach to take would be to buy assembled and tested boards that plug into a motherboard for a standard bus, such as S-100. SS-50, KIM, and Z8, to name a few, and expand as your interests and finances warrant.
Determine how much you wish to spend for an entrylevel system, try to establish what you ultimately will do with your computer, and shop accordingly. A local computer store will give you a sales pitch on the brands
that they sell and will explain features that you may not be aware of. Listen to them and ask questions. That will give you a good idea of what is available.

One thing to consider with a home-built computer is the limited software available, especially if it is a cassettebased system. If you are a user rather than a programmer, this will be very important to you. . . Steve

\section*{Tle Chips \\ for More Memory}

Dear Steve,
I have a problem I'm sure a lot of people share. I have a TRS-80 Color Computer and would like to expand the memory to 32 K bytes. When I installed the eight doubled-up (piggyback) 4116s, the PRINT MEM function still responded as if there were only 16 K bytes. I have the old revision D board, and it has no jumper for 32 K . I would appreciate your help in this matter, because I have a limited budget and spent quite a bit on the chips.
Frank R. Durr II
Tampa, FL
Expanding the Radio Shack Color Computer to 32 K is relatively simple. Your scheme of adding eight additional 4116-type memory chips in parallel with the present chips is correct except that pin 4 of the added chips must be separated. Tie pin 4 on all of the added chips together and connect them to pin 35 of the MC6883 (U10). This will provide the required chip select for the second bank and will give you the memory expansion that you desire.

An excellent article on the operation and programming of the Color Computer can be found in the March 1981 BYTE. (See "What's Inside Radio Shack's Color Computer?" by Tim Ahrens, Jack Browne, and Hunter Scales,
page 90.) It is recommended reading for anyone with a Color Computer. . . . Steve

\section*{TVs for Monltors}

\section*{Dear Steve,}

Could you please tell me if there is any information on using a TV (without a radiofrequency modulator) as a monitor? I have some old black-and-white units that I would like to use. Would I feed the video via a field-effect transistor to get the videodrive level? Thank you.
Murray Gilbert
West Hempstead, NY
Converting a television to a video monitor is a relatively simple task if you have some experience. Be sure that the television is the type that has a power tronsformer that isolates the 110-volt AC line from the chassis. It is extremely important to avoid putting potentially lethal voltage on the chassis and into your computer. (Many of the late model sets do not incorporate power transformers.)

An article in the May 1978 BYTE, "Convert Your TV Set to a Video Monitor," by Dan Fylstra (see page 22), describes this conversion using a commercial kit. The Pickles \& Trout TVM-04 direct-entry video kit will allow a clear display of 64 characters per line. . . . Steve

\section*{Emulator Programs Provide More Software}

Dear Steve,
I recently purchased a Radio Shack Color Computer with the idea of designing a program that would allow it to run the numerous programs on the market written for other computers.

I have thought about approaching the problem from the software end by having
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the computer read the tape and, from the signals it received from reading the leader, determine the computer type. From there, it could select the proper simulation mode to understand and be able to run the program. However, I realize that if the program were possible, it would take up all the memory in the computer and the program being translated could not be run. Therefore, I am now trying to approach the hardware end of the problem (which I consider to be much easier than the software approach). The problem is I am not sure how to go about designing the hardware. Are either of my two approaches feasible enough to work with 6809 microprocessor?

I felt that the project could be done because I don't think that there is really that much difference between the 6502 and the 6809 other than the way they record and input information into various computers.
Chris Weaver
East Hartford, CT
The concept of a program that would allow running programs from other computers is sound in theory, but falls apart in practice. Assuming that your program would recognize the tape format of the desired program and enable it to be loaded into your computer's memory, the desired program would still not run. Each computer on the market has its own operating system and monitor. Each computer has its keyboard, screen, and I/O routines located in different areas of memory. A call for a character to be sent to the screen in one program would be totally ignored by another program.

A more than casual difference exists between the instruction sets of the various microprocessors, and the codes for the mnemonics are totally different. A program
that would recognize each machine and instruction set could be written but would probably take more memory than you could afford.
A more realistic approach is to write an emulator program. This is a program that simulates the instruction set of another microprocessor. Several articles have been printed in various computer magazines for emulating microprocessors. If you devise an emulator program, it is possible to run programs from a specific computer on your own computer. . . . Steve

\section*{Calculating Bandwidths}

\section*{Dear Steve,}

It seems to me that there's a lack of information on video monitors used on home com-puters-not one of descriptions of the various monitors advertised, but of what is required to do what. For example, how much bandwidth is required for a satisfactory 80-column line? How much for a good 80 -column line? What do you gain by greater bandwidth? Or, put another way, what does your computer need to use a better bandwidth? Do most monitors accept the same input? What is the result of slightly different sweep rates? (Or is the stability of the sweep rate more critical than its absolute value?) Most monitors seem to have a 75 -ohm input, so is coaxial cable required or will a good audio cable dol In short, what criteria or specifications should one look for in selecting a video monitor? I haven't been able to compare any displaying the same data side-byside.
J. T. Miller

Yucaipa, CA
The bandwidth required for a given line on a video monitor can be calculated by dividing the active-trace time by
the number of horizontal dots. For a monitor with a horizontal-sweep frequency identical to a normal television ( \(15,750 \mathrm{hertz}\) ), the total trace time is \(1 / 15,750=63.5\) \(\mu s\) (microseconds). The activetrace time is this time minus the retrace and blanking time, which is usually about twothirds of the total or \(42 \mu \mathrm{~s}\). If the character matrix is 7 by 9 with a one blank dot space, then 80 characters will require 640 dots and \(42 / 640=65.6\) nanoseconds per dot, or 15.2 MHz . For a character matrix of 5 by 7 , a bandwidth of 11.4 MHz results.

As the monitor bandwidth is reduced, it is less able to clearly display all of the dots, and smearing results. A \(12-\mathrm{MHz}\) monitor is probably the minimum bandwidth required for a satisfactory 80 -column display. Monitors with a greater frequency response can display 80 -column lines with greater sharpness. A rough estimate of monitor bandwidth can be made visually. If all of the dots in each character in an 80-column line are clearly visible, then the
monitor has at least 12 to 15 MHz of bandwidth, depending on the character matrix.

Most monitors have a 75-ohm input and are designed for a composite-video signal (one that contains video information along with the horizontal and vertical sweep). Because the distance from the monitor to the computer is usually only a couple of feet, an audio cable can be used. . . . Steve■

In "Ask BYTE," Steve Ciarcia answers questions on anny 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:

Ask BYTE
c/o Steve Ciarcia
POB 582
Glastonbury CT 06033
If you are a subscriber to The Source. Chat with Steve (TEC317) directly. Due to the high volume of inquiries, personal replies camot be given. Be sure to include "Ask BYTE" in the address.

\section*{BYTE'S Bits}

\section*{Universal Medium for Software Distribution}

Softech Microsystems recently demonstrated a concept called the Universal Medium. Softech claims that this concept could greatly simplify the distribution of applications programs because it provides the means for a single version of a personal-computer applications program to be read and executed by another machine. The applications program that the company demonstrated was encoded on a single floppy disk and was run without modification
on an Apple II, an IBM Personal Computer, a Z80-based system, and on the M68000-based Sage II.

Softech Microsystems points out that widespread use of its Universal Medium concept would mean that only one version of a program would have to be developed and encoded on disks for distribution to personalcomputer users. The company credits the portability characteristics of the UCSD Pascal system as responsible for this development. \(\square\)

Matco Data Products has been supplying California Silicon Valley with superior technology for many years. Our 64 K Memory Board is a product we've had many requests for. It is now on the open market.

The 64 K Memory Board is a 64 K by 8 bit static memory board which may be used with RAM, EPROM, or any mixture of the two. It has been designed to provide the greatest possible flexibility and performance in an S-100 environment, while allowing for growth as the technology continues to change. The primary features are:
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Contact Matco for delivery details and quantity prices. It's a whole new board in Static Memory Technology.

All boards are assembled, tested, burnt in and supplied with 150 nsec CMOS RAMS plus a 1 year limited warranty, and owner's manual.

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A\&T Board (Less RAM) . . . . . 200.00
Distributed by:


Manufacturing and Test Company, Inc. 427 Perrymont, San Jose, CA 95125 (408) 998-1655


\section*{Multi-Personal Computer}

Columbia Data Products' Multi-Personal Computer (MPC) is available in an IBM Personal Computer compatible configuration for approximately \(\$ 4000\). This system is based on a 16-bit 8088 and comes with 128 K bytes of RAM (random-access read/write memory). dual serial ports, a Centronics port, and a detachable keyboard. Standard features include a 12-inch black-and-white monochrome display. color graphics video adapter, and a dual floppy-disk drive system. The MS-DOS and CP/M-86 operating systems and BASIC and macro assembler languages are supplied.

A wide variety of options are available, in-
cluding a 280 CP/M board. a 16 -bit Motorola 68000 board, an 8087 mathematics chip, cache buffer. Winchester hard-disk drive, multiple RS-232C interface. and telecommunications and networking support. Also available are multiuser, multitasking operating systems such as MP/M-86 and Oasis-16. High-level language suppott is provided by BASIC. FORTRAN, COBOL, macro assembler, Pascal, and \(C\). The Xenix operating system will soon be available. For full details. contact Columbia Data Products. 8990 Route 108. Columbia, MD 21045. (301) 992-3400.
Circle 550 on inquiry card.

\section*{QDP-100}

The QDP-100 microcomputer from Quasar Data Products is an 8-bit Z80A-based system. It comes with dual 8 -inch floppy-disk drives, 64 K bytes of RAM (random-access read/write memoryl. cache memory, and CP/M and BASIC. The ODP-100 can be configured as a single-user workstation with the CP/M operating system, or it can serve mut tiple users when equipped with MP/M software and
additional memory. Other features include an online Help system and a menustyle listing of operations.

Options for the ODP-100 include a 10 - or 15 -megabyte hard disk and up to 256 K bytes of RAM. A but letin describing the ODP-100 is available free by writing to Quasar Data Products Inc., Marketing Department, 10330 Brecksville Rd., Cleveland. OH 44141.

Circle 551 on inquiry card.

\section*{ISB 80/85 Has Expandable STD Bus}

The Microsystems Group of GE Intersil Systems has introduced the ISB 80/85 microcomputer. It has a slim-line STD bus card cage that can accommodate as many as six additional STD bus cards. The basic 80/85 is built around a 64 K -byte RAM card, a 12 -inch display, detachable keyboard, and your choice of a \(\mathrm{Z80}\) or an 8085 processor card. Mass storage is provided by either two 51/4-inch doublesided double-density floppydisk drives or a single 51/4-inch floppy disk and a 51/4-inch 10-megabyte Winchester drive. The CP/M 2.2 operating system is standard. Optional scientific, business, and wordprocessing software packages are offered by the company.
Prices for the ISB 80/85 range from \(\$ 5990\) for a version outfitted with dual floppy-disk drives to \(\$ 8990\) for the system with both the floppy disk and Winchester disk drives. OEM
|original equipment manufacturer) prices are available. For details, contact GE Intersil Systems Inc., 1275 Hammerwood Ave.. Sunnyvale, CA 94086, (408) 743-4300.

Circle 552 on inquiry card.

\section*{Micro-Professor II}

Micro-Professor II is now being marketed by Multitech Electronics. The 6502based MPF-ll personal computer offers users color graphics and printing capabilities and comes with a 49-key keyboard. including nine function keys, 64K bytes of RAM (random-access read/write memory), and a 12 K -byte Apple-compatible BASIC interpreter. Cassette tape is
used for backup storage. Video-display capabilities include text and low- or high-resolution graphics in 6 colors. The screen format is 24 lines by 40 columns 1960 characters). using a 5 by 7 dot matrix. Other standard features include a Centronics interface for parallel printers, an RF (radio frequency) modulator. and an onboard 8-ohm speaker.

Optional software car-
tridges provide the MPF-II with assembly. Pascal. Logo: and FORTH languages. Hardware options include a 40 -column thermal printer, joysticks, and a floppy-disk interface. The MPF-II costs \(\$ 399\); volume discounts are available. Contact Multitech Electronics Inc., 195 West El Camino Real, Sunnyvale, CA 94086. 1408) 773. 8400.

Circle 553 on inquiry card.


Micro Decision

Morrow Designs is marketing a \(4-\mathrm{MHz}\) Z80A-based computer that has a singlesided 51/4-inch floppy-disk drive and a full-featured display terminal. Standard features on this computer. called the Micro Decision, include 64 K bytes of RAM (random-access read/write memory). two RS-232C serial ports, detachable keyboard, and the CPIM 2.2 operating system. The Micro Decision has a menudriven front end to CP/M that can be deactivated by the user, a virtual drive that reassigns to drive \(A\) any reference to a nonexisting drive, and the ability to read and write multiple disk formats, such as Osborne, IBM, and Xerox 820. Sup-
plied software includes Micro Mike's Bazic. which is compatible with North Star BASIC. Microsoft's BASIC 80 and the Wordstar word processor, Morrow Designs' Correct-lt spelling checker, and Software Products International's Logicalc electronic spreadsheet.

Micro Decision has a suggested list price of \(\$ 1790\). It can be purchased without the display terminal for S1195. A second disk drive is available for \(\$ 350\). Quantity discounts are offered. For complete technical and pricing information, contact Morrow Designs, 5221 Central Ave., Richmond, CA 94804. \(14151525-4715\). Circle 554 on inquiry card.

\section*{16-Bit \\ Business Computer}

NABU Maunfacturinng Corporation has introduced the NABU 1600, a 16 -bit Intel 8086/8087 coprocessorbased business computer. The 1600 has 256 K bytes of RAM (random-access read/ write memoryl that can be expanded up to 512 K bytes, a 10-meagoyte micro Winchester disk drive, and a high-density minifloppydisk drive with 800K bytes of formaxted storage. Two operating systems, Xenix and MS-DOS, are supplied with the 1600. Using stan-
dard asynchronous/synchronous links, the 1600 can communicate with other computers or it can provide access to broadband cable networks. The 1600 can handle three users simultaneously.

The NABU 1600 has a suggested retai price of \(\$ 12.995\) (Canadian). Full details are available from NABU Manufacturing Corp., 1051 Baxter Rd., Ottawa, Ontario K2C 3P2, Canada. (6131 526-1426.
Circle 555 on inquiry card.

\section*{SOFTWARE}

\section*{IBM Program Development Aids}

The Lazycoder-Screen is the first in a series of program and presentation development aids for the IBM Personal Computer from Nelson Data Resources. Lazycoder has 35 built-in functions that let you use your screen for designing images or for entering data. Completed designs can be printed, generated into a BASIC file maintenance program using the screen for data entry, or put together for a slide show. With Lazycoder-Screen. you can create computerized educational aides or help systems, or you can use its filing system option to enter and retrieve information.
Lazycoder-Screen costs 5125. A free demonstration kit is available. For more information, contact

Nelson Data Resources, Suite 118,900 South 74th Plaza, Omaha, NE 68114. 14021 397-3030.
Circle 556 on inquiry card.

\section*{C Language} for Model 16
Softworks Ltd. is marketing a complete C compiler for Radio Shack's Model 16 computer. This version of \(C\) is based on Whitesmiths C compiler, a complete implementation of the C Ianguage. Cross-compilers for developing Model 16 C programs on different computers are available.

Softworks C costs 5950 . A documentation package is \(\$ 30\). Dealer inquiries are invited. Contact Softworks Ltd., 607 West Wellington. Chicago, IL 60657. (312) 327-7666.
Circle 557 on inquiry card.

\section*{FultScreen Editor for IBM}

PCEdit is a full-screen editor for the IBM Personal Computer from Personal Systems Technology. PCEdit features online heips and prompts, global search and replace, large file editing. block move, and a limited undo capability. It permits full use of all function and editing keys on the IBM's keyboard. Minimum requirements are PC-DOS, one disk drive, and 96 K bytes of RAM (random-access read/write memoryl.
PCEdit comes with complete documentation and full support and service. It's available for 598 at selected Computerland stores or factory-direct from Personal Systems Technology Inc., 22957 La Cadena, Laguna Hills. CA 92653. (714) 859-8871.

Circle 558 on inquiry card.

\section*{Fancy Fonts \\ for Epson Printers}

Softcraft's Fancy Font personal typesetting system provides Epson printers with a variety of type sets, sizes, and faces. Type sizes range from 8 to 21 points, and Fancy Font lets you specify up to 10 fonts or logo sets for any letter or document. Roman, Sans Serif, Script, and Old English with bold. italic. and regular typefaces are all standard. Word-processing capabilities include text centering, justification, and underlining. Parameters such as page size, tabs,
margins, fonts, line spacing. headers, and footers are user-specifiable, and text files can be prepared with any text editor, including Wordstar.

The Fancy Font package comes with the Hershey character database, which contains more than 1500 character and graphics symbols that can be scaied to different sizes and formed into new font sets. Fancy Font costs 5180 and is available in a variety of disk formats for CP/Mbased systems. For a free brochure, contact Softcraft, Suite 1641. 8726 South Sepulveda Blvd., Los Angeles, CA 90045. (213) 641-3822.
Circle 559 on inquiry card.

\section*{Space Sharks Challenges Gamers}

Empire II: Interstellar Sharks is a science-fiction game system from Interactive Fantasies. The object of the game is to manuever your way through the webs of bureaucratic red tape and occasional clandestine dealings of large monopolies to achieve success: wealth and a spacecraft for your escape.

Empire II: Interstellar Sharks is available in Applesoft for 48K-byte Apple computers running DOS 3.3. It costs 532.95 , including a manual and a softcover novella. Contact interactive Fantasies, POB 22222. Agoura. CA 91301. (213) 706-0661. Circle 560 on inquiry card.

\section*{McGraw-Hill Releases New Software Line}

McGraw-Hill Book Company's newly formed Computing \& Educational Software Group develops texts and software for computer courses and other educational areas. Initial offerings are in finance, economics. and graphics. For investment analyses, the company has the RileyMontgomery Investpak. and for time-series economic forecasting the Halt Hall-Lillien: MicroTSP is offered. A generic graphics program for constructing and displaying instructional materials, the Ward-rby:

Hypergraphics, is also avait able.

Future software will touch upon business, engineering. sciences, and other disciplines, as well as text-related and database software, stand-alone computational and tutorial software, and generic software encompassing all areas. For details, contact the Computing \& Educational Software Group. McGraw-Hill Book Co., 1221 Avenue of the Americas, New York, NY 10020. Circle 561 on inquiry card.

\section*{Farm}

\section*{Accounting Package}

Harris Technical Systems' Agdisk Farm Accounting Package offers farmers and ranchers single-entry accounting with doubleentry accuracy on either a cash or accrual basis. Standard functions include entering transactions, the ability to print standard financial reports. special provisions that prevent the accidental loss of data, closing and beginning account periods, and the ability to modify account names, heading. etc. Agdisk will run on IBM, Radio Shack, Commodore, Digital, and Texas instruments systems.

Agdisk costs 5600 and is available at selected Apple and Team Electronics dealers and Computerland stores. The Agdisk manual can be purchased sepa-
rately for \(\$ 29.95\). For more information, contact Harris Technical Systems, 624 Peach St., Lincoin, NE 68508. 14021 476-2811.

Circle 562 on inquiry card.

\section*{Secure Your CP/M Files}

Secure is designed to stop unauthorized access to CP/M files. Manufactured by Century Systems. Secure can encrypt any type of file. such as binary machine code, data, or text. making the theft of CP/M data virtually impossible. Files can be repeatedly processed by Secure for greater levels of security. This system uses two user-supplied "keys" to protect files on any Z80-based microcomputer. It can safeguard financial data and customer data, mailing lists, confidential

\section*{What's New?}
correspondence, computer programs, or data to be transmitted.

Secure version 3.0 is available in a variety of disk formats for systems running CP/M 2.0 or later. It costs S150. Contact Century Systems Inc., Suite 11B, 12872 Valley View Ave., Garden Grove, CA 92645. (714) 895-3381. Circle 563 on inquiry card.

\section*{Resume Preparation Program Single Source Solution's Interactive Resume is for}
people seeking employment. Through a series of questions, Interactive Resume automatically builds your resume, which can be upgraded or tailored to meet the needs of a particular job.

Interactive Resume is available for the Apple. TRS-80, and IBM Personal Computer. A version for CP/M owners is also available. Interactive Resume costs \(\$ 49.95\). For further information and a free software catalog, write to Single Source Solution, POB 578, Concord. CA 94522. Circle 564 on inquiry card.

\section*{PUBLICATIONS}


\section*{Coaxial Ribbon-Cable Assemblies Brochure}

Computer Cable \& Products has issued a new brochure describing its line of miniature coaxial ribboncable assemblies. Included are full specifications and ordering information on the firm's line of standard dual-latch housing coaxial cable assemblies and custom assemblies. With dual-row latch housing connectors, these miniature coaxial ribbon cables
are available with impedances of 50, 75, and 93 ohms and with up to 25 flat conductors. The brochure is available from Computer Cable \& Products Inc., Department D21. 147 Gazza Blvd., Farmingdale. NY 11735. (516) 293-1610.
Circle 570 on inquiry card.

\section*{Commodore 64} Software Catalog
Commodore Business Machines has announced the availablity of an 8 -page catalog describing software for the Commodore 64 microcomputer. Business, financial, word processing. and games software are covered. Contact Commodore Business Machines. The Meadows, 487 Devon Park Rd., Wayne, PA 19807. (215) 687-9750.

Circle 567 on inquiry card.


\section*{Guide to Customizing Apple Hardware}

The Custom Apple, a guide to customizing Apple II software and hardware. has been produced by IJG Inc. Coauthored by Winfried Hofacker and Ekkehard Floegel, this book guides you through a series of projects and applications that show you how to custom design hardware for the Apple. The book includes a general information section that has tips on tools. logic diagrams. binary and decimal numbering systems, and wirewrapping and soldering techniques. In addition. The Custom Apple has a glossary and a parts suppliers source list.
The Custom Apple is available at computer retailers or through the publisher for \(\$ 24.95\). Contact IJG Inc., 1953 West llth St., Upland. CA 91786. When ordering from the publisher, add 54 for shipping and handling. Circle 568 on inquiry card.

\section*{IBM Products Guide}

The current 28-page Buyer's Guide for the IBM Personal Computer describes more than 100 products. Software ranges from a health club membership system to accounting packages. Hardware described includes touch panels, digitizers. light pens, and furniture.

A new edition of the Buyer's Guide for the IBM Personal Computer is available every six weeks. Single copies are SI, and a one-year subscription costs s8. Order your guide from Starware, 1701 K St. NW. Washington. DC 20006. (202) \(466-7351\)

Circle 569 on inquiry card.


\section*{Catalog Spotlights Data-Cable Products}

A full range of data-cable assemblies and related accessories for data processing and computer-center applications is described in a catalog from Kertech Corporation. Communications assemblies covered include EIA (Electronic Industries Association RS232C. RS-449, V.35. IBM

Serpentine, wideband modems, telephone line, coaxial and twin axial. lowcapacitance, null modem, Teflon-insulated cable, and related connector and adapter accessories. Also included in this 20 -page catalog are technical specifications, pricing. ordering, and applications information for each assembly and accessory.

The Kertech Data Cable Catalog is available free of charge from Kertech Corp., 1 MapHill Dr.., POB P. Babson Park, MA 02157. (617) 235-5964.
Circle 571 on inquiry card.

\section*{Computer Literacy Subject of Textbook} The Random House Spotlight on Computer Literacy worktext, by Ellen Richman, serves as an introduction to computer awareness and programming. Written at the junior high school level, this book is divided into three sections and comes with a teacher's manual that has chapter notes and answers to the exercises found in each chapter.

The first section explains what computers are and how they accept. store, process, and produce processed information. The second section discusses the history of computers and details how they are being used today and how they might be used tomorrow. The last section contains both pencil-and-paper and hands-on activities for BASIC programming in-
struction so that students can learn how to program Apple II. Atari, PET, or TRS-80 microcomputers.

Twenty-five copies of Ellen Richman's Spotlight on Computer Literacy cost 's126.25. For further information, contact Random House, 201 East 50th St., New York, NY 10022. (800) 638-6460; in New York, call (212) 751-2600.
Circle 572 on inquiry card.

\section*{PERIPHERALS}

\section*{Business Graphics Plotter and Software}

The Strobe 100 Graphics Plotter and Software package lets you create hardcopy graphics directly from your computer. The Strobe 100 Plotter has a drum platten with \(X\) and \(Y\) stepper motors. It uses Pilot's Razorpoint or Strobe's Transparency pens to plot on standard \(81 / 2\) - by 11 -inch paper. The plotting area is 8 by 10 inches, and the resolution is 500 points per inch. Power requirements are 115 volts AC at 50 Hz or 230 volts \(A C\) at 60 Hz . The Strobe 100 measures \(31 / 2\) inches \((8.9 \mathrm{~cm})\) tall by \(161 / 4\) inches \((41.3 \mathrm{~cm})\) wide by \(81 / 2\) inches ( 21.6 cm ) deep. Parallel TTL ftransis-tor-transistor logic) IVO is required.
Software for the Strobe 100 includes a stand-alone. menu-driven business graphics program that generates alphanumerics and line, bar, and pie charts.

The company also has software that lets you manipulate text and shapes and a program that helps you create reproducible graphics directly from the data files of such electronic spreadsheets as the Apple Business Graphics Package and Visicalc.

Options include a transparency package, pens, an RS-232C cable, and a 50 -sheet package of paper. Parallel interface cards make the Strobe 100 Plotter and Software package available for the Apple II and III, Commodore PET and SuperPET, the TRS-80 Model I, the Franklin Ace 1000, the Osborne 1, and 5-100 bus systems. An RS-232C serial interface can be obtained. For the name of your local dealer, contact Strobe Inc., 897-5A Independence Ave., Mountain View, CA 94043. (415) 969-5130. Circle 573 on inquiry card.

\section*{The Apple Quartet}

Vista Computer Company's Quartet dual floppydisk drive system gives you the capacity of four standard Apple II drives in the space of a single \(51 / 4\)-inch drive. Quartet disk drives are styled to complement your Apple, and they work in either duar-side 40-track or single-side 35 -track modes.

A complete Quartet package comprises two thinline disk drives, case, controller, and software patches for DOS. CP/M,
and Pascal. The suggested list price is 5699 , which inchudes a 120 -day warranty. For further details, contact Vista Computer Co. Inc., 1317 East Edinger, Santa Ana, CA 92705. (714) 953-0523.
Circle 565 on inquiry card.

\section*{TRS-80 Display \\ Expansion Unit}

Holmes Engineering's VID-80 is a plug-in adapter that gives your Radio Shack TRS-80 a 24 -line by 80 -character display. The VID-80 is completely self-contained and has its own memory and video controller. The VID-80 provides enough extra RAM (random-access read/write memoryl and logic to convert the TRS-80 to a 64 K -byte CP/M computer. Use of the VID-80 does not interfere with normal TRS-80 operations.

The VID-80 is available in two versions. The VX-3 for the Model III plugs into sockets inside the computer; no soldering is required. The \(V X-1\) for the Model \(I\) is made up of a small assembly that installs inside the Model l's keyboard and a main printedcircuit board that must be connected into an expansion mainframe, which is available from the manufacturer. The suggested retail price is \(\$ 279\). For more information, contact Holmes Engineering Inc., 3555 South 3200 W. Salt Lake City. UT 841 19, (801) 967-2324.
Circle 574 on inquiry card.

\section*{What's New?}


Scott Instruments' VBLS (voice-based learning system), a computer-based educational/training system incorporating speech-recognition technology, is for business, school, industry. and home use. It lets users commmunicate with an Apple II by talking to it. The firm explains that VBLS evolved around a conversational approach to training and education. Instructors or authors determine the educational materials in any language (e.g., VBLS has been trained to recognize English, Korean, Ger-
man. French, and Japanese) and specify its organization fi.e., fill in the blank or true and faise). The selfpaced, interactive VBLS environment is controlled by the user's voice.

A VBLS system comprises Scott instruments' VET-2 voice-entry terminal and VBLS software. it costs s895.95, including manual. Contact the VBLS National Sales Group. Scott Instruments, 1111 Willow Springs Dr., Denton. TX 76201. (817) 387-9514.

Circle 576 on inquiry card.

\section*{Hard-Disk Storage for Xerox 820}

An interface that connects the Graymatter line of hard-disk systems to the Xerox 820 microcomputer is available from IO Systems. The Xerox 820 Transparent Interface gives the microcomputer faster data access, an enlarged database, complete file-to-file analysis and reporting, and low-cost data storage. Graymatter systems use Seagate Technology's 51/4-inch Winchester-type hard-disk drives and are available in expandable 5-, 10 . or 20-megabyte formatted storage capacities.

The Xerox 820 Transparent Interface comes with step-by-step illustrated instructions and an adapter card for interfacing and formatting a Graymatter harddisk system to the Xerox 820. For more information. write to 10 Systems, 2931 La Jolla St., Anaheim, CA 92806.

Circle 578 on inquiry card.

\section*{MISCELLANEOUS}

\section*{DIP Adapter Plugs}

Samtec's DIP adapter plugs are available in ten different sizes and in six different terminal styles. These plugs can be used for interfacing all component leads to DIP /dual inline package) pinout patterns, and as shorting plugs, I/O plugs, and component mounts. The terminals are precision-machined brass with either gold or tin finish and are available in a choice of styles, including solder-pin, solder-pot, or slotted-head. The body is \(1 / 8\)-inch-thick glass-filled polyester, ULrated 94 V-O. All adapters feature pin 1 orientation and counter-bored-through mounting holes.

Prices start at 50.69 , in 100-piece lots. Complete specifications are available from Samtec Inc., POB 1147. New Albany, \(\mathbb{N}\) 47150. (812) 944-6733.

Circle 586 on inquiry card.

\section*{What's New?}


\section*{Disney Film on Computers}

Computers: The Friendly Invasion, a full-color \(16-\mathrm{mm}\) film from the Walt Disney Educational Media Company, introduces students to computers. Your pupils are shown how computers work, the types of tasks that computers perform, and the opportunities computers offer in the sciences and arts. Computer graphics and a few scenes from Disney's Tron are featured in this 191/2minute film.
Recommended for grades 5 through 12, Computers: The Friendly Invasion comes with a teacher's guide that provides background information, a glossary of computer terms, suggested teaching strategy, and a biblio-
graphy. It costs 5419 . All Walt Disney \(16-\mathrm{mm}\) educational films are available for a free two-week examination. For further information, contact Walt Disney Educational Media Co., 500 South Buena Vistaं St., Burbank, CA 91521. (800) 423-2555. In California. Alaska, and Hawaii, call collect (213) 840-1726.
Circle 579 on inquiry card.

\section*{Relocatable Flowchart Symbols}

Proflo manufactures and markets a complete line of preprinted, pressure-sensitive, relocatable flowchart symbols. These symbols eliminate the hassle of eras-
ing and relocating functions whenever flowchart requirements change. The symbols produce a product that is said to be essentially camera ready.

The manufacturer has available a range of starter kits that contain an assortment of standard symbols. For complete details, contact Proflo, 327 East 5300 South, Murray, UT 84107. (801) 266-5368.

Circle 580 on inquiry card.

\section*{Practice Keyboards}

The Computer Practice Keyboard Company has introduced printed keyboards with each special-function key explained so that it is possible to practice finger positions at any time. Nontypists will find the practice boards helpful aids when attempting to familiarize themselves with standard typewriter-key positions as well as special-key positions.

The portable practice keyboards with a laminated finish are printed on sturdy \(81 / 2\) - by 11 -inch stock. They are available for most popular computers, including Apple, Atari, TRS-80. Ti-99/4. IBM. Wang, Xerox, Osborne, Heath, Advantage, and Timex/Sinclair. The boards cost 59.95 each, postage paid. When ordering, be sure to mention the name and model number of your computer. Contact the Computer Practice Keyboard Co., 616 9th St., Union City, NJ 07087.
Circle 581 on inquiry card.

\section*{Video Screen Cleaner}

Visible Computer Supply's Screenclean CRT cleaner removes dirt. dust, and other contaminants that can build up on video screens. This spray-can formula is also said to dissipate the electrostatic charge on screens, which is the primary cause of dust attraction and machine failure. For a 164-page catalog of products, contact Visible Computer Supply Corporation, 3626 Stern Dr.. St. Charles, IL 60174. (800) 323-0628; in Illinois, call 312 ) 377-0990.
Circle 582 on inquiry card.

\section*{Sinclair-Compatible Products Available}

The 32K RAM Memopak, the Memopak High Resolution Graphics, the Memopak Centronics Parallel Interface, and the Memopak RS232 Printer Interface are Timex/Sinclaircompatible products from Memotech Corporation. The 32K RAM Memopak gives Sinclair computers a full 32K bytes of directly addressable RAM frandomaccess read/write memory). The suggested retail price is \(\$ 109.95\)

A 2K-byte EPROM |erasable programmable readonly memory) monitor containing graphics subroutines, callable by a BASIC USR function or by machine code, comes standard with the Memopak High Resolution Graphics device. This unit gives you fully programmable high-resolution

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Never approach an eagle's roosting or nesting place. It's illegal even to disturb a nest - and you may cause the adult eagles to leave it for good.

The National Wildlife Federation is working to save the eagle too.
companies, we ve purchased land with eagle roosting sites and presented it to the American people.

And the federation has offered a \(\$ 500\) reward for substantial assistance in convicting anyone who kills an eagle.

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capabilities 1192 by 248 pixels), and the number of video pages is limited only by the RAM size leach video page consumes approximately 6.5 K bytes of RAMI. The High Resolution Graphics Interface costs \(\$ 144.95\).

The Memopak Centronics Interface is fully compatible with Sinclair BASIC. A printer can be activated by the BASIC commands LLIST, LPRINT, and COPY. The resident software in this unit provides the ASCII |American Standard Code for Information Interchange) character set, and the interface permits a full 80 -column display. Lowercase characters can be printed by using the inverse character set. This item is available for 5104.95.

\section*{EPROM Programmer}

The PROMPro-7 from Logical Devices is capable of programming 2716. 2732, 2732A, 2532, 8748, and 8749 EPROMs |erasable programmable read-


The Memopak RS232 Printer Interface has many of the same features as the Centronics interface, but it gives your Sinclair the ability to communicate with peripherals and other computers. It can accommodate data rates between 110 and 19.200 bits per second and accepts modems and printers requiring serial RS-232C input. It costs \$ 139.95 .

All Memopak products come with a lo-day money-back guarantee and a six-month warranty. Contact Memotech Corp., Customer Services, 7550 West Yale Ave., Denver. CO 80227. 1800) 6220949; in Colorado, call (303) 986-1516.

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\hline ITEM & IDEAL FOR & +5V OVP & -5V & +24 V (or +12 V & +8V Unreg. & SIZE \(W \times D \times H\) & PRICE \\
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\hline 2716-1 \\
\hline TMS 2716 \\
\hline 2532 \\
\hline 2732 \\
\hline 2764 \\
\hline MC 68764 \\
\hline
\end{tabular}

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450 ns 450 ns 250 ns LP 450 ns 450 ns 450 ns 300 ns LP
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55 ns 55 ns
450 ns 300 ns 300 ns
200 ns
250 250 ns 200 ns
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\hline L.M311 & 14 & LM1310 \\
\hline LM317T & 1.65 & MC1330 \\
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\hline LM5 55 & . 38 & LM3909 \\
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\hline LM566 & 1.45 & LM3916 \\
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\end{tabular} & 45.05 \\
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\end{tabular}
\begin{tabular}{|c|c|c|c|c|}
\hline \multicolumn{5}{|c|}{ Double Side Double Density } \\
\begin{tabular}{|c|c|c|c|}
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\hline \multicolumn{5}{|c|}{59.50} \\
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\end{tabular} \\
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\end{tabular}
\begin{tabular}{|c|c|c|c|c|c|}
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\hline SCOTCH & 740-32 & 29.50 & SCOTCH & 743.0 & 47.50 \\
\hline \multicolumn{2}{|l|}{\multirow[t]{2}{*}{\begin{tabular}{l}
Cutes 5: 40 Datimerisp Tubs - \(\mathrm{C}, \mathrm{c}\). pere \\
G-stent fip Tubs wirde- enter:
\end{tabular}}} & \(\underset{\substack{1295 \\ 298}}{ }\) & MEMOREX & 3114 & 39.50 \\
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\hline \multicolumn{6}{|l|}{} \\
\hline
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\end{tabular} \begin{tabular}{ll|l|l|l}
\hline SEAGATE 51212 Megabyte & 995 & 960 & 960
\end{tabular} TANDON 603SE 14 Megabyte 995 \begin{tabular}{ll|l|l|l|}
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\end{tabular}
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Shugart 801R MSD2801 \({ }^{\text {² }} 1195 \mid\) Dliveli 802 CAL2802 '1250 \begin{tabular}{ll|lll} 
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\hline 2147 & \(4096 \times 1\) & (55ns) & 4.95 \\
\hline TMS4044-4 & \(4096 \times 1\) & (450ns) & 3.49 \\
\hline TMS4044-3 & \(4096 \times 1\) & (300ns) & 3.99 \\
\hline TMS4044-2 & \(4096 \times 1\) & (200ns) & 4.49 \\
\hline MK4118 & \(1024 \times 8\) & (250ns) & 9.95 \\
\hline TMM2016-200 & \(2048 \times 8\) & (200ns) & 4.15 \\
\hline TMM2016-150 & \(2048 \times 8\) & (150ns) & 4.95 \\
\hline TMM2016-100 & \(2048 \times 8\) & (100ns) & 6.15 \\
\hline HM6116-4 & \(2048 \times 8\) & (200ns) (cmos) & 4.95 \\
\hline HM6116-3 & \(2048 \times 8\) & (150ns) (cmos) & 5.95 \\
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\hline HM6116LP-3 & \(2048 \times 8\) & (150ns) (cmos)(LP) & 8.95 \\
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MM5280
MK4108
MM5298
4116-300
4116-250
4116-200
\(4116-150\)
\(4116-120\)
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4164-200
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INS8250 & 14.95
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2.80
2.5 Mhz
\begin{tabular}{lr} 
& \\
Z80-CPU & 3.9 \\
Z80-CTC & 5.9 \\
Z80-DART & 15.2 \\
Z80-DMA & 17.5 \\
Z80-PIO & 5.7 \\
Z80-SIO/0 & 18.5 \\
Z80-SIO/1 & 18.50 \\
Z80-SIO/2 & 18.50 \\
Z80-SIO/9 & 16.9 \\
\multicolumn{2}{c}{4.0 Mhz}
\end{tabular}

Z80A-CPU 780A-CTC \(\quad 8.00\) Z80A-DMA Z80A-PIO 280A-SIO/1 Z80A-SIO/2
Z80A-SIO/9

\subsection*{6.0 Mhz}
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26132 & 34.95 \\
28671 & 39.95 \\
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\section*{CRYSTALS}

\section*{\(\begin{array}{cc}32.768 \mathrm{khz} & 1 \\ 1.0 \mathrm{mhz} & 4.95\end{array}\)}

\section*{\begin{tabular}{l} 
RS \\
\hline .95 \\
\hline
\end{tabular}}
1.8
2.0
2.0

\section*{\({ }^{1022}\) \\ EPROMS \\ \(256 \times 8\) (1us)}

\section*{2708 \\ 2758}
.2716 2716-1 TMS2516 TMS2532 2732 2732-250 2732-250
2732-200 2764
\(2764-250\) 2764-250 2764-200
TMS2564 TMS2564
MC68764
\(1024 \times 8\) ( 450 ns ) \(1024 \times 8(450 \mathrm{~ns})(5 v)\)
\(2048 \times 8(450 \mathrm{~ns})(5 v)\) \(2048 \times 8(450 \mathrm{~ns})(5 v)\)
\(2048 \times 8(350 \mathrm{~ns})(5 v)\) \(2048 \times 8(350 \mathrm{~ns})(5 v)\)
\(2048 \times 8(450 \mathrm{~ns})(5 \mathrm{v})\) \(2048 \times 8\) ( 450 ns )( 5 v ) \(2048 \times 8\) ( 450 ns ) \(4096 \times 8\) (450ns)(5v) \(4096 \times 8\) ( 450 ns )( 5 v ) \(4096 \times 8\) (250ns)(5v) \(4096 \times 8\) (200ns)(5v) \(8192 \times 8\) ( 450 ns ) \((5 v)\) \(8192 \times 8(250 \mathrm{~ns})(5 v)\) \(8192 \times 8\) (200ns)(5v) \(8192 \times 8\) ( 450 ns )( \(5 v\) ) \(8192 \times 8(450 \mathrm{~ns})(5 \mathrm{v})(24 \mathrm{pin})\)
\(5 v=\) Single 5 Volf Supply

EPROM ERASERS
\begin{tabular}{lccrr} 
& Timer & \begin{tabular}{c} 
Capacity \\
Chip
\end{tabular} & \begin{tabular}{r} 
Intensity \\
\(\left(u W / C m^{2}\right)\)
\end{tabular} \\
PE-14 & & 6 & 5,200 & 83.00 \\
PE-14T & \(X\) & 6 & 5,200 & 119.00 \\
PE-24T & \(X\) & 9 & 6,700 & 175.00 \\
PL-265T & \(X\) & 20 & 6,700 & 255.00 \\
PR-125T & \(X\) & 16 & 15,000 & 349.00 \\
PR-320 & \(X\) & 32 & 15,000 & 595.00
\end{tabular}
\begin{tabular}{|c|c|c|c|c|c|c|c|}
\hline \multicolumn{8}{|c|}{74LS00} \\
\hline 74LS00 & . 24 & 74LS86 & . 39 & 74LS169 & 1.75 & 74LS323 & 3.50 \\
\hline 74L501 & . 25 & 74LS90 & . 55 & 74LS170 & 1.49 & 74LS324 & 1.75 \\
\hline 74LS02 & . 25 & 74LS91 & . 89 & 74LS173 & . 69 & \(74 L 5352\) & 1.29 \\
\hline 74L503 & . 25 & 74LS92 & . 55 & \(74 \mathrm{LS174}\) & . 55 & 7415353 & 1.29 \\
\hline 74LS04 & . 24 & 74LS93 & . 55 & 74LS 175 & . 55 & 74LS363 & 1.35 \\
\hline 74LS05 & . 25 & 74LS95 & . 75 & 74LS181 & 2.15 & 74LS364 & 1.95 \\
\hline 74LS08 & . 28 & 74LS96 & . 89 & 74LS189 & 8.95 & 74LS365 & . 49 \\
\hline 74LS09 & . 29 & 74LS107 & . 39 & 74LS190 & . 89 & 74LS366 & 49 \\
\hline 74LS10 & . 25 & 74LS 109 & . 39 & 74LS191 & . 89 & 74LS367 & 45 \\
\hline 74LS11 & . 35 & 74 LS 112 & . 39 & \(74 L 5192\) & . 79 & 74LS368 & 45 \\
\hline 74LS12 & . 35 & \(74 L S 113\) & . 39 & \(74 L 5193\) & . 79 & 74LS373 & 99 \\
\hline 74LS13 & . 45 & \(74 L 5114\) & . 39 & \(74 L 5194\) & . 69 & \(74 L 5374\) & 99 \\
\hline 74LS14 & . 59 & \(74 \mathrm{LS122}\) & . 45 & \(74 \mathrm{LS195}\) & . 69 & 7415377 & 1.39 \\
\hline 74LS 15 & . 35 & 74LS 123 & . 79 & 74LS 196 & . 79 & 74LS378 & 1.18 \\
\hline 74LS20 & 25 & 74LS 124 & 2.90 & 74 LS197 & . 79 & \(74 L 5379\) & 1.35 \\
\hline 74LS21 & . 29 & 74LS125 & . 49 & 74LS221 & . 89 & \(74 L 5385\) & 1.90 \\
\hline 74LS22 & . 25 & 74LS 126 & . 49 & 74LS240 & . 95 & \(74 \mathrm{LS386}\) & 45 \\
\hline 74LS26 & 29 & 74LS132 & . 59 & 74LS241 & . 99 & \(74 \mathrm{LS390}\) & 1.19 \\
\hline 74LS27 & . 29 & 74LS133 & . 59 & 74LS242 & . 99 & 74LS393 & 1.19 \\
\hline 74LS28 & . 35 & 74L5136 & . 39 & 74LS243 & . 99 & 7415395 & 1.19 \\
\hline 74LS30 & . 25 & 74LS137 & . 99 & 74LS244 & . 99 & \(74 L 5399\) & 1.49 \\
\hline 74LS32 & . 29 & 74LS138 & . 55 & \(74 L 5245\) & 1.49 & 7415424 & 2.95 \\
\hline 74LS33 & . 55 & 74LS139 & . 55 & \(74 L\) S247 & . 75 & 7465447 & . 37 \\
\hline 74LS37 & 35 & 74LS145 & 1.20 & 74LS248 & . 99 & \(74 \mathrm{LS490}\) & 1.95 \\
\hline 74LS38 & . 35 & 74LS 147 & 2.49 & 74LS249 & . 99 & 74LS624 & 3.99 \\
\hline 74LS40 & . 25 & 74L5148 & 1.35 & 74LS251 & . 59 & 74LS668 & 1.69 \\
\hline 74LS42 & . 49 & 74LS151 & . 55 & 74LS253 & . 59 & 74LS669 & 1.89 \\
\hline 74LS47 & . 75 & 74LS153 & . 55 & 74LS257 & . 59 & \(74 L 5670\) & 1.49 \\
\hline 74LS48 & . 75 & 74LS154 & 1.90 & 74LS258 & . 59 & 74LS674 & 9.65 \\
\hline 74LS49 & . 75 & 74LS155 & . 69 & 74LS259 & 2.75 & \(74 \mathrm{LS682}\) & 3.20 \\
\hline 74LS51 & . 25 & 74LS156 & . 69 & 74LS260 & . 59 & 74LS683 & 3.20 \\
\hline 74LS54 & . 29 & 74LS157 & . 65 & 74LS266 & . 55 & 74LS684 & 3.20 \\
\hline 74LS55 & . 29 & 74L5158 & . 59 & 74LS273 & 1.49 & \(74 \mathrm{LS685}\) & 3.20 \\
\hline 74LS63 & 1.25 & 74LS160 & . 69 & 74LS275 & 3.35 & 74LS688 & 2.40 \\
\hline 74LS73 & . 39 & \(74 \mathrm{LS161}\) & . 65 & 74L5279 & 49 & 74LS689 & 3.20 \\
\hline 74LS74 & . 35 & \(74 \mathrm{LS162}\) & . 69 & 74LS280 & 1.98 & 74LS783 & 24.95 \\
\hline 74LS75 & . 39 & 74LS163 & . 65 & 74L5283 & . 69 & 81L595 & 1.49 \\
\hline 74LS76 & . 39 & 74LS164 & . 69 & 74LS290 & . 89 & 81LS96 & 1.49 \\
\hline 74LS78 & . 49 & \(74 \mathrm{LS165}\) & . 95 & 74LS293 & . 89 & 81LS97 & 1.49 \\
\hline 74LS83 & . 60 & 74LS166 & 1.95 & 74LS295 & . 99 & 81LS98 & 1.49 \\
\hline 74LS85 & . 69 & 74LS168 & 1.75 & 74LS298 & . 89 & 25LS2521 & 2.80 \\
\hline & & & & 7415299 & 1.75 & 25LS2569 & 4.25 \\
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\(\begin{array}{llll}\text { FND-500 }(503) & .5^{* *} & \text { CC } & 1.25 \\ \text { FND-507 }(510) & .5^{\prime \prime} & \text { CA } & 1.49 \\ & 1.49\end{array}\)




\section*{RIBBON CABLE}
\begin{tabular}{|c|r|r|r|r|}
\hline \multirow{2}{*}{ CONTACTS } & \multicolumn{2}{|c|}{ SINGLE COLOR } & \multicolumn{2}{c|}{ COLOR CODED } \\
\cline { 2 - 5 } & \multicolumn{1}{|c|}{} & \multicolumn{1}{|c|}{\(10^{\prime}\)} & \(1^{\prime}\) & \multicolumn{1}{|c|}{\(10^{\prime}\)} \\
\hline 10 & .50 & 4.40 & .83 & 7.30 \\
20 & .65 & 5.70 & 1.25 & 1.00 \\
26 & .75 & 6.60 & 1.32 & 11.60 \\
34 & .98 & 8.60 & 1.65 & 14.50 \\
40 & 1.32 & 11.60 & 1.92 & 16.80 \\
50 & 1.38 & 12.10 & 2.50 & 22.00 \\
\hline
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22.95 23.95

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68000 Assembly Language
68000 Assembly
Programming
SYBEX
Your Your First Computer
The CP/M Handoook The PASCAL Handbook
Microprocessor Interfacing
Techniques
\[
\begin{array}{r}
\text { Programming } \\
\text { CBAIC User Guide } \\
\text { Sy }
\end{array}
\]

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\(6500,280,8200\), etc.

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\begin{tabular}{|c|c|c|}
\hline 7805T & . 89 & 79055 \\
\hline 7808T & : 89 & 7908T \\
\hline 7812T & . 89 & 7912 T \\
\hline 78157 & . 89 & 7915 T \\
\hline 7824 T & . 89 & 79245 \\
\hline 7805K & 1.39 & 7905K \\
\hline 7812K & 1.39 & 7912 K \\
\hline 7815K & 1.39 & 7915K \\
\hline 7824K & 1.39 & 7924K \\
\hline 78L05 & . 69 & 79L05 \\
\hline 78 L 12 & . 69 & 79 L 12 \\
\hline 78L15 & . 69 & 79 L 5 \\
\hline 78H05K & 9.95 & LM323K \\
\hline 78H12K & 9.95 & UA78S40 \\
\hline \multicolumn{2}{|r|}{\(T=T 0-220\)} & \(K=\) TO-3 \\
\hline
\end{tabular}

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\hline 1224 S. Bascom Avenue & \\
\hline \begin{tabular}{l}
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\hline \multicolumn{2}{|l|}{MONITORS GREEN PHOSPHOR} \\
\hline NEC Јв1201м & \$16900 \\
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\hline  &  &  & \\
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\hline MARDWARE & & DISK DRIVES & & SYSIEMS 4 & \\
\hline Mats 2 Pexs & \(\mathrm{ClM}_{21900}\) &  & \(\mathrm{CML}_{\text {cmi }}\) & \({ }^{\text {apose mess }}\) & 21000
81800 \\
\hline MS 2 Cora mim Semerac & 36900 &  & & usidy & \\
\hline EtECMS & \({ }^{17500}\) & Heriosci 235 wim Conroser & & & 9900 \\
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\hline tex mow Prom mowe & 10900 & Oast Oowe & 35900 & \(x\) Compotr & 29900 \\
\hline \({ }^{\text {cos Prog mmabe }}\) Comer & 10500
6900 & Traca comitouers & 19900 & 20 an Grawics & \({ }_{3500}\) \\
\hline coss mamburcton care & 179.00 &  & 69.00 & games & \\
\hline (ctoril Speetu 5 ymimesia & 175.00 & & & of Mostan & 2900 \\
\hline EDP AC Surp Prozer & & & & mesod & \\
\hline (m.aft & & & & Mexioc's Tome & \\
\hline manaon. 6 Pons Wim Sozerer & 5500 & SCFTwan & & & \\
\hline ees micromodem \({ }^{\text {a }}\) & 29900 & & & 3 P & \\
\hline merobulec 1 H6\% & 229.00 & & 5900 & Crusich Crunde mom & , 0 \\
\hline  & 23500 & Sentrote Sofler & & Orgoon's & 19.00 \\
\hline  & 23500 & & 9900 & Cmporive & \({ }_{21}^{200}\) \\
\hline Herooteh Partilet lichter Gerd & 7900
6900 & WSS mepar & 6900 & Apote Prame & 21.00
3500 \\
\hline Mrovent Cromms Cro & 10900 & Csman & & Sam mixe & 200 \\
\hline men Grones chotick & 14500 & 0.1 & 239500 & ment & 200 \\
\hline Mommine Compueer Ramplus (132) & 15500 & D.i. mister Unuy Pam \(=1\) & 1900 & dresme & \%1200 \\
\hline cisamma & 69.00 &  & 19.00 & Siectioss & \({ }^{2900}\) \\
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RAM 16
－Extremely low power consumption（2 watts typical）
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WANTED: Used DEC VT• 100 monitor. I have a VT. 100 keytoard and need something compatible with it. If not available. I will swap you a keyboard phus cash for a used ter minal from any reputable manufacturer. Louis Yelgin 18 Ox. ford St. Maiden. MA 02148. 1617) 322-3011.

\section*{Programming Woes Speak to Many}

James L. Woodward was evidently speaking to many readers in his article "What Makes Business Programming Hard?" in which he described the problems of writing software to handle routine business tasks. Mr. Woodward placed first in the October BOMB contest for his themerelated article. He will receive the s 100 prize. Second place and its \(\$ 50\) kitry goes to Jerry Pournelle for "A BASIC and Pascal Benchmark. Elegance, Apologies, and FORTH."' Although the first part of his article brought Steve Ciarcia first place in September's BOMB. "Build the Microvox Text-to-Speech Syn thesizer, Part 2: Software" placed third in the October contest.

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101121141161181 \(102122142 \quad 162 \quad 182\) 103123143163183 \(\begin{array}{ll}104 & 124144164184\end{array}\) \(105 \quad 125 \quad 145 \quad 165 \quad 185\) 106126146166186 \(107 \quad 127147167 \quad 187\) \(108 \quad 128 \quad 148 \quad 160 \quad 188\) 109129149169189 \(\begin{array}{lll}110 & 130 & 150 \\ 170 & 190\end{array}\) \(111131151 \quad 771191\) \(\begin{array}{ll}112 & 132152172192\end{array}\) \(\begin{array}{llllllll}113 & 133 & 153 & 173 & 193\end{array}\) \(\begin{array}{llllllllllll}114 & 134 & 154 & 174 & 194\end{array}\) \(115135155 \quad 175 \quad 195\) \(\begin{array}{lll}116 & 136 & 156 \\ 176 & 196\end{array}\) \(\begin{array}{lllllllllll}117 & 137 & 157 & 177 & 197\end{array}\) \(\begin{array}{lll}118 & 138 & 158 \\ 178 & 198\end{array}\) \begin{tabular}{llll}
119 & 139 & 159 & 179 \\
120 & 199 \\
\hline
\end{tabular}

201221241261281 202222242262282 203223243263283 204224244264284 205225245265285 206226246266286 \(207 \quad 227 \quad 247 \quad 267 \quad 287\) 200228248268288 209229249269289 210230250270290 211231251271291 212232252272292 213233253273293 214234254274294 \(215 \quad 235255 \quad 275295\) \(\begin{array}{lllll}216 & 236 & 255 & 276 & 296\end{array}\) \(\begin{array}{llll}217 & 237 & 257 & 271 \\ 297\end{array}\) 218238258278298 219239259279299 \(220 \quad 240 \quad 260 \quad 280300\)

301321341361381 302322342362382 303323343363383 304324344364384
 \(306 \quad 326346366386\)
 \(\begin{array}{lllll}308 & 328 & 348 & 368 & 388\end{array}\) 309329349369389 \(310330350 \quad 370 \quad 390\) 311331351371391 312332352372392 \(\begin{array}{llllll}313 & 333 & 353 & 373 & 393\end{array}\)
 \(\begin{array}{llllll}315 & 335 & 355 & 375 & 395\end{array}\) \(316 \quad 336 \quad 356 \quad 376396\)
 318338358378398 319339359379399 \(320 \quad 340 \quad 360 \quad 380400\)

401421441461481 402422442462482 403423443463483 404424444464484 405425445465485 406426446466486 407427447467467 408428448468488 409429449469489 410430450470490 411431451471491 412432452472492 413433453473493 414434454474494 415435455475495 416436456476496 \(\begin{array}{lllllllllll}417 & 437 & 457 & 477 & 497\end{array}\) 418438458478498 419439459479499 \(420 \quad 440460 \quad 480 \quad 500\)

501521541561581 502522542562582 503523543563583 504524544564584 \(505 \quad 525 \quad 545 \quad 565 \quad 585\) \(\begin{array}{llllllllllll}506 & 526 & 546 & 566 & 586\end{array}\) 507527547567587 508528548568588 509529549569589 510530550570590 511531551571591 512532552572592 \(513 \quad 533 \quad 553 \quad 573 \quad 593\) 514534554574594 \(515535 \quad 555 \quad 575 \quad 595\) 516 536556576596 \(\begin{array}{llllll}517 & 537 & 557 & 571 & 597\end{array}\) 518538558578598 519539559579599 520540560580600

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    Robert M. McDermott is the manager of $C A D$ Software Engineering at International Telephone and Telegraph's LSI Technology Center. He teaches computer science at Bridgeport Engineering Institute and has a B.E.E., an M.S. in computer science, and an M.S. in systems analysis.

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