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*U.S. Pat. No. 4121283

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The SDI has still more features that you should be informed about. So contact your Cromemco representative now and see all that the SDI will do for you.
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This month’s cover painting by Robert Tinney shows our own solution to the energy crunch: a computerized “solar system.” To illustrate this month’s theme of energy conservation, we present a variety of articles, including “Harvesting the Sun’s Energy,” “Computer Simulation of a Solar Energy System,” “Energy Conservation With a Microcomputer,” and “Energy Measurement With the Apple.”

Also in this issue are a discussion of IBM’s new personal computer; the first part of Steve Garcia’s exciting new Z8 single-board computer project (about which there was much interest at the recent National Computer Conference); another solution to the traveling-salesman problem; Micromodem support in Apple Pascal; Kalman filters; hurricane tracking by computer; the Atari Assembler/Editor; a report on the Santa Cruz Computer Othello tournament; and much more, including all the regular BYTE features.
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SOFTWA R E SOFTWARE

by Chris Morgan, Editor in Chief

IBM's Personal Computer

The year 1981 will be important in the history of personal computing for two reasons: the "invasion" of Japanese personal computers, and the entry of major computer companies such as IBM into the market. Rumors abound about personal computers to come from giants such as Digital Equipment Corporation and the General Electric Company.

But there is no contest.

IBM's new personal computer (most likely to be officially announced this month) is far and away the media star, not because of its features, but because it exists at all. When the number eight company on the Fortune 500 list enters our field, that is news. And when you take a close look at the computer's design, that is news, too. Although the complete description of the computer is still subject to conjecture, sources close to IBM have given me an intriguing glimpse of the machine.

System Details

Seemingly contradictory rumors about IBM have raced along the personal computer grapevine for several months now. Part of the confusion stems from the fact that IBM has had not one but two projects going on simultaneously to develop a personal computer—one in Japan, the other in the United States. The Japanese project (code-named "Go") was jointly sponsored by IBM and Matsushita. The culmination of the project was to have been a series of personal computers produced in Japan bearing the IBM logo. That project now appears to have been either scrapped or indefinitely delayed.

That leaves us with the American design. The computer (code-named "Chess") looks like IBM's low-cost ASCII terminal, but with a few inches of extra height to accommodate two double-density, double-sided 5-inch floppy disk drives immediately beneath the black-and-white video display (with 640 by 400 resolution). The keyboard, designed as a separate module, has received high marks from people who have tested it. Internally, the computer uses an Intel 8088 microprocessor (a 16-bit processor with an 8-bit data bus) and an "IBM" bus. There are five slots on the motherboard—a la Apple II— to accommodate additional interface, memory, and peripheral boards.

The machine will probably be available in a low-cost version with entry-level BASIC in ROM and with program storage and retrieval via cassette recorder (the latter will be a separate module rather than built in). The more expensive version will have disk BASIC and a CP/M-like DOS (disk operating system) to be called, simply, "IBM Personal Computer DOS." Color will also be available in at least two modes: four out of a possible eight colors with 640 by 200 resolution, and eight colors with 320 by 200 resolution. A 6-megabyte
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- First Drive Includes DOS: OS-80™, Percom’s fast extendable BASIC-language disk operating system, is included on diskette when you purchase an initial drive kit. Originally called MicroDOS, OS-80 was favorably reviewed in the June 1980 issue of Creative Computing magazine.
- Works with Model III TRSDOS: Besides being fully hardware compatible, Percom’s Model III 40-track drive systems may be operated with Tandy’s Model III TRSDOS — without any modifications whatsoever. And, TRSDOS may be easily upgraded with simple software patches for operating 80-track drives.

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BYTE July 1981 7
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*In Calculus, a fundamental statement in the definition of limit; interpreted here to imply: "For your integration problem, Intersystems has a solution."

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Editorial

Winchester drive (manufactured by Tandon Magnetics) will eventually be available for the machine. IBM has signed agreements with Sears Roebuck and Co and Computerland to market the new machine; J C Penney is reportedly interested, too.

The price? That's a difficult question, but the more expensive version will probably retail in the $3000 to $4000 range. Pricing for the stripped-down version is harder to estimate.

To my mind, the new IBM computer is aimed squarely at the low-end word processing market. It will certainly give machines like the Apple III a run for their money.

The influence of a personal computer made by a company whose name has literally come to mean "computer" to most of the world is hard to contemplate. Its design is a mixture of the conventionally safe (some would say reactionary) coupled with a bit of daring-do (the 8088 holds up the possibility of further 16-bit development).

On the whole I am heartened by the news of IBM's computer. Some factions in our industry have looked upon IBM as the "enemy," the company that gave rise to the mainframe mentality and the coterie of high priests—the computer operators who ran the old behemoths and who formed the only link between the lowly user and the all-powerful computer. Elements of this syndrome are unfortunately still in evidence today. Yet where would we be in the personal computer world if IBM had not sunk millions of dollars into the development of such now commonplace inventions as the floppy disk? Besides, it may not be that easy for IBM to gain wide acceptance for its new computer. Competition is growing from all sides. Last year, for example, Fujitsu outsold IBM in the mainframe market in Japan. It is inconceivable that other American computer companies such as Xerox, Data General, Honeywell, and the like will remain on the sidelines for long. This competition can only further the state of the art. And today's successful microcomputer companies will most certainly not fold up and die in the presence of the giants. Good large companies don't always supplant good small companies. As an example from another field, many small specialty book publishing companies are flourishing today in the midst of a general publishing recession. Why? Low overhead, flexibility, unconventional solutions to problems, attention to customer service—the list goes on.

It would be burying my head in silicon, however, to deny the enormous marketing potential of IBM. But that's all right. I want to see personal computing take a giant step. I liked the recent jocular warning from Intel's Stan Masor to “never trust a computer you can't lift.” Perhaps the warning's unnecessary: the way things are going, small computers may soon be the only game in town.
Just plug the SSM A488 board into any Apple II* expansion slot for a low-cost, full-featured instrumentation interface. SSM gives the Apple II the power and versatility of a $9,000 IEEE-488 controller. At a fraction of the price. Our board converts the Apple II into a truly sophisticated controller that programs and controls up to 15 different instruments connected together on the 488 bus.

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The personal computer.
Letters

"Bug" Takes Flak

In the January 1981 BYTE, W D Maurer reported on a "bug" that he had found in a number of BASIC interpreters on stack-oriented machines. (See "A Bug in BASIC," page 188.)

I ran Mr Maurer's test on the BASIC interpreter that I use. My BASIC is provided with the OASIS operating system by Phase One Systems. The bug doesn't appear to be present in this BASIC.

Donald M Dealy
EDP Director
Fuller Memorial Hospital
231 Washington St
South Attleboro MA 02703

W D Maurer has identified a vexing problem in some BASICs: the abnormal exit from a FOR ... NEXT loop. Another problem with abnormal exits occurs when the interpreter is designed to stack, or nest, FOR ... NEXT loops. A simple search algorithm such as

```
10 INPUT "MATCH?="; X
20 FOR I = 1 TO N
30 IF A(I) = X THEN 60
40 NEXT I
50 GO TO 10
60 PRINT "FOUND "; X
70 GO TO 10
```

can end abnormally if the number of matches in line 30 (ie: abnormal exits) exceeds the nesting level of the interpreter.

Ens G K Baird, SC, USN
USS Peleliu (LHA-5) Bx4
FPO San Francisco CA 96624

I enjoyed W D Maurer's article, but I beg to differ with his conclusion that the Atari 400 and 800 suffer from this problem.

In the Atari BASIC Reference Manual, the POP instruction is discussed. POP is a BASIC command that performs a PLA (Pull Accumulator) instruction on the 6502 processor. If line 135 is added to Maurer's program:

```
135 POP
```

the top location of the stack (which controls the number of loops to be executed) is cleared, and all test runs in listing 2, page 190 of the article, run without error.

Atari provides this instruction for use when an abnormal exit occurs from a FOR

... NEXT loop or a GOSUB/RETURN sequence.

William Hanson
Kentron International
2508 W 22nd St
Yuma AZ 85364

The PET Users Manual warns not to use abnormal exits from loops. So is this really a bug or a design trade-off?

James E Borden
641 Adams Rd
Carlisle PA 17013

Surely the "elegant" solution to the BASIC bug problem is not to stack more information for each loop or to search stacks differently, but to clean up the programming by setting a flag if needed, resetting the counter variable to the end value, and executing the NEXT on the way out. The FOR ... NEXT structure thus becomes a variant of a REPEAT ... UNTIL structure, which, by coincidence, is more or less what David Carew was up to in his "Programming Quickie." (See "Change Your GOTOs to FOR ... NEXT Loops," January 1981 BYTE, page 334.)

John C Miller
110 Riverside Dr #14C
New York NY 10024

Maurer's article "A Bug in Basic" was a bitter reminder of the many hours I've spent chasing down this particular problem in Applesoft BASIC. His solution—to replace a FOR ... NEXT loop with an open-coded equivalent—is a practical one. However, there's an alternative solution that keeps the structure of the FOR ... NEXT loop, but it requires a little more coding.

Recognizing that the problem arises from an abnormal exit from the loop, you can circumvent the difficulty by ensuring that all FOR ... NEXT loops exit normally. This can be done by setting the index of the loop to its final value inside the loop at the point at which the abnormal exit would be made, then proceeding through one more cycle of the loop. The occurrence of abnormal termination can be stored in a flag. In terms of Maurer's example, this code could be used:

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Circle 133 on inquiry card.
Structured Programming Clarifications

I agree 100% with the sentiments expressed by Gregg Williams in “Structured Programming and Structured Flowcharts.” (See the March 1981 BYTE, page 20.) For too long, programmers have worried almost exclusively about program size, coding techniques, and execution speed. Logical simplicity, program reliability, and ease of modification (invaluable in every environment) have taken a back seat.

However, I want to point out the following:

- A design notation is not the same thing as a design method. A notation tells you how to write down something you have already structured mentally. A design method tells you how to arrive at the
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Circle 169 on Inquiry card.
structure and how to write it down. This is a very important distinction. I suggest that figuring out what the structure ought to be is the hardest part of programming.

I find that data-structured design produces programs that are simple, modifiable, and that accurately reflect the problem they are supposed to be solving. This method is explained in *Principles of Program Design*, by Michael Jackson (New York: Academic Press, 1975).

*Mr. Williams's table-search program used as an example of structured flowcharting has some difficulties. The index of the largest element (MAXINDEX) is described in Table 1 (page 22) as:

\[
1 < \text{MAXINDEX} < N
\]

This means that neither the first nor the last entry can be the largest, and that there must be at least three elements in the table.

\[
1 \leq \text{MAXINDEX} \leq N
\]

would have been better, and was probably intended.

Also, the initial setting of MAXVAL to \(-9 \times 10^9\) is much too machine dependent. This number would have to be changed for each compiler/computer combination. Why should a programmer even have to know what the smallest possible number is? It would be much better to set MAXVAL to the contents of the first entry in the table, and MAXINDEX to 1. INDEX can then start at 2, since the first entry in the table does not have to be compared with MAXVAL—it is MAXVAL.

There is another weakness in the program. What if the table has no entries at all? I know this is outside the specification, but it really shouldn't be. As written, the program will print:

\[
\text{MAXINDEX} = 0, \text{MAXV} = -9 \times 10^9
\]

Clearly, this is not true. The program

Listing 1

program FINDVAX
if array is empty (N = 0)
    print "V ARRAY IS EMPTY"
else array is not empty (N > 0)
    set first entry as largest (MAXINDEX = 1, MAXV = V(1))
    comparisons start at second entry (INDEX = 2)
while INDEX < N
    find value of current array element (CURRV = V(INDEX))
    if current array element > largest element so far (CURRV > MAXV)
        new maximum element = current element (MAXV = V(INDEX))
        new maximum index = current index (MAXINDEX = INDEX)
    endwhile
    increment index by 1 (INDEX = INDEX + 1)
print MAXV, MAXINDEX
endprogram

MICROSTAT

Microstat is an advanced statistics package designed for use in research, education and industry. Microstat is a file-oriented statistics package with a Data Management Subsystem (OMS) that creates the data files properly. This ability to edit, file, destroy, delete cases, augment, sort, rank-order, merge, move, and transform the data. The data transforms include: add, subtract, multiply, divide, reciprocal, log, natural log and antilog, exponential, linear transformations plus adding any amount of variables to create new variables.

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The price of Microstat is $250.00 and the user's manual is available for $20.00 and includes sample printouts. Since the printouts reference standard statistics textbooks and journal articles, you can compare the accuracy of Microstat to results produced on much larger systems. No other statistics package seems to have the accuracy to do that. . . . at any price.

Microstat is available for the North Star DDS and Basic, Microsoft's Basic-80™ (5.03 or later) and Compiler Systems' CBasic2™. Please specify 8" SD (soft-sectored) or North Star 51/4" disk when ordering.

INTERCHANGE

If you use the CP/M™ operating system, life just got a whole lot easier for you. Interchange is a Z-80™ assembly language program that gives you all of the features that PIP doesn't, plus several unique features. Some of the features of Interchange include:

- DIR, in the usual fashion, plus listing all files excluding those with a specified character. Read/write status is also given.
- ERA, as usual plus exclusive erases. In addition, a "Q" switch can be used to query on each erase, a "W" allows erases of R/O files without query (normally you are queried), and an "R" switch if system files are to be included.
- LIST permits printer listings with formatting controlled by TAB, WIDTH, LINES and WRAP. If you are using the GT Systems Clock Board, listings include the date and time.
- COPY including exclusive copies and the optional "D", "W" and "R" switches plus an "E" switch that queries if the file already exists. It also allows for changing disks in the middle of a copy if either the disk or directory became full. It automatically verifies copies.
- STAT, with ambiguous, unambiguous and exclusive listings. It produces an alphabetized listing and includes each file length, total directory entries and space used and unused.

Other commands include RENAME (including ambiguous), HELP, START, ENO, CLEAR, RESET, DATE, TIME, TAB, WIDTH, LINES, WRAP, DT, SETIT and TYPE. Once you've used Interchange, we doubt that you'll ever use PIP again. The price of Interchange is $59.95 and the manual is available for $10.00. Orders must be accompanied with your CP/M serial number. Interchange is recommended for a 32K or larger system and will not run with an 8000 CPU. At the present time, only User 0 is supported.

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Letters

should test explicitly for an empty table. The final pseudocode is shown in listing 1. Listing 1 exhibits none of the problems I've mentioned, and it was patterned using data-structured design.

Mayer Wantman
3D Systems
17 Grange Rd
Elstree, Hertfordshire,
WD6 3LY, England

Gregg Williams Replies:
Mr Wantman's distinction between notation and method is a particularly incisive one. Because it is one of those ideas that illuminates the mind and helps clarify its intended subject, I'm sure I will find it useful in the future.

Also, his corrections concerning MAXINDEX, the initialization of MAXVAL, and the possibility of an empty V array are correct. The first was a typographical error, but the last two were, alas, design errors on my part. My thanks to Mr Wantman for pointing them out.

Praise from All Over

It would be nice if more software companies took a leaf from Versawriter's sales program and offered a sample of their products—perhaps a demonstration disk for a dollar plus your disk. Boy, that would certainly help in evaluating the stuff they're offering.

Evans M Harrel
342 Sequoia Dr
Marietta GA 30060

Southwestern Data Systems has recently introduced The Courier, a demonstration disk for dealers. It contains program samples from several manufacturers. While not as convenient as trying out programs in your home, you now have the opportunity to evaluate programs from several sources at your local computer store. . . . MH

In a day when companies charge you at the drop of a hat for an update to their software, here comes Tom Gibson providing an update to tiny-c, without charge. (See the letter from Tom, below.) I've seen or heard of no other company doing this. Practices such as this will
Here's the system builder's solution for successful computers and applications. Push in the CCS component. Push in the operating software. And push on with your application. CCS systems and components are designed to go together quickly, and to keep running reliably, with a proven return rate of less than 1%.

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Circle 52 on inquiry card.
Letters

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Jack M Williams
902 Anderson Dr
Fredericksburg VA 22401

To: tiny-c Two customers

Enclosed is a revision of tiny-c Two. Usually we charge a small fee for updates. But because tiny-c Two is a brand-new product and this is a significant revision, we are sending it without charge to all our tiny-c Two customers.

You may keep your old disk. We would appreciate it if you would remove and destroy its "tiny-c" label, and erase all its files. Then you may use it as a scratch disk.

Tom Gibson
Tiny-c Associates
POB 269
Holmdel NJ 07733

When post-warranty service from a microcomputer manufacturer can be described only with superlatives such as "exemplary" and "outstanding," the time has come to bring it to BYTE readers' attention. In a field noted for its past lack of customer support, my experience with Dynabyte's civilized and decent way of treating consumers convinces me it is in a league with such legendary firms as Rolls-Royce (automobiles) and McIntosh (stereo equipment).

I called Dynabyte in Menlo Park, California, from London, Canada, about an intermittent disk problem with my Dynabyte 5200. Although the warranty period had expired, Roy Wheaton, Dynabyte's new national service manager, telephoned me. He not only spent some time on the phone "walking me through" the problem (I know nothing about the inside of a computer), but also arranged to rush me hundreds of dollars' worth of new parts without payment in advance. He called back several times to check whether they had arrived. The problem, an auxiliary disk controller, was sent back with the unneeded parts he sent, on an exchange basis for $65.

Dynabyte's policy of total customer satisfaction should be contrasted with an increasing number of firms in our society that become incommunicado after the sale. I have never experienced anything like the customer support given by Dynabyte.

Benjamin D Singer
Faculty of Social Science
Department of Sociology
University of Western Ontario
London, Ontario, N6A 5C2, Canada

Null Way To Run

William Sommerfeld's self-replicating program is an elegant one, but not quite the shortest. (See "Letters," March 1981 BYTE, page 16.) That honor goes to the "null" program:

which, if run, also prints exactly itself.

Here is, I think, the smallest self-replicating and self-modifying program. Notice that the program it becomes is also self-replicating (in fact, the one mentioned above):

1 LIST
2 NEW

Finally, if mere self-replication isn't enough, an infinitely self-replicating program:

1 LIST
2 RUN

Robert F Barnes
905 Delaware Ave
Bethlehem PA 18015

Expert Advice

On page 52 of the January 1981 BYTE, there is a photo showing a power-line filter in a video terminal. (See photo 2 in Steve Ciarcia's "Electromagnetic Interference").

The label on the capacitor is 0.1 µF at 1000 V DC. BYTE readers should be warned that the selection of a DC-rated capacitor for use across the power line is a task for an expert. Nonexperts should use capacitors rated for the AC line voltage and recognized for this use by Underwriters Laboratories.

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System Notes

Terminal Width Problems with the OSI Challenger

Shel Sacks, 2 Eldorado Blvd, Plainview NY 11803

If you use an OSI (Ohio Scientific) Challenger 1P computer with a video display having a line length or TW (terminal width) of less than 24 characters, you know that you cannot properly save programs on cassette. This is due to OSI’s BASIC-in-ROM requiring a 72-character terminal width. In fact, 72 is the default value for the TW parameter, which is requested after the system is booted. But this problem of properly saving programs is easily solved.

The TW parameter is found in memory location 15 (decimal). The value of this parameter can be easily changed by a POKE, either given in immediate mode or from within a program. You might want to try a few different values and watch the changes in the display when listing a program.

Due to overscan on the television that I use for a video display, I program with TW set at 22 so that I can see all characters as they are entered. When I’m ready to save the program on tape, I begin with a POKE 15, 72, which returns the TW parameter to 72 and ensures that the program is saved properly. I then SAVE the program as usual.

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Turn your Apple into the world's most versatile personal computer.
The Santa Cruz Open
Othello Tournament for Computers

Peter W Frey
Visiting Professor
University of California
421 Kerr Hall
Santa Cruz CA 95064

In mid January, when the Midwest and Northeast were weathering heavy snows and subzero temperatures, programmers from the US and abroad, laden with microcomputers or terminals and modems, traveled to the University of California in sunny Santa Cruz, for the Santa Cruz Open Othello Tournament. Each programming team had been preparing for months for decisive head-to-head competition in which only one program would triumph as champion. For individuals accustomed to solitary, cerebral pursuits, this tournament provided a public arena in which to demonstrate their skills.

The focus of this concentrated preparation was a complex strategy game, originally called Annexation, then renamed Reversi. It is now known as Othello, a trade name of CBS Inc. The rules of play and strategic ideas for this game have been discussed in earlier issues of BYTE (see references at the end of this article).

The University of California, Santa Cruz (UCSC), was an unconventional site for this electronic confrontation. The campus buildings are nestled among redwood trees on a hill overlooking Monterey Bay, an area of mostly undisturbed natural beauty. When the visitors arrived on campus for the weekend tournament, many must have thought they had been misdirected to a meeting of the Sierra Club.

The weekend was filled with many little surprises. Despite our careful plans, campus security forgot to open the fortress-like Applied Science building at the appointed hour. After traveling great distances at considerable expense, the competitors found themselves at a closed gate surrounded by dense forest. Members of the security force finally responded to our panicky telephone calls and opened the main gate, but then they promptly departed, leaving all of the rest rooms locked. The problems were eventually taken care of, however, and the Othello tournament gained a momentum of its own and proceeded in reasonable order.

Twenty teams were represented—more entries than in any computer-chess competition.

Tournament information was sent to potential participants last September. Later in the fall, most of the personal computing magazines carried announcements of the event. Even though Othello is a recent introduction to this country from Japan, it has gained a loyal following, and the organizers were surprised by the large number of individuals who responded enthusiastically. When tournament day arrived, 20 teams were represented—more entries than in any computer-chess competition.

The Santa Cruz Open was noteworthy also in respect to its budget. There wasn't any. Nevertheless, the event managed to take on the appearance of a big-time competition because of the enormous enthusiasm of the participants and the generous support from various segments of the computing community.

At the request of Dan and Kathe Spracklen, Fidelity Electronics and the Hayden Book Company provided air transportation from New York for the tournament director, Jonathan Cerf. Jonathan had recently returned from London where he had wrested the World Othello Championship from the Japanese. It was the first time that anyone outside Japan had held the title. For US Othello players, Jonathan’s victory was akin to our hockey team's victory over the Russians at the 1980 Winter Olympics. We were extremely pleased to have Jonathan with us, and he turned in an absolutely superb job as tournament director. His efforts were aided by a computer program I had written to keep track of match outcomes.

Text continued on page 32
megastor and apple
the perfect couple

MEGASTOR consists of two very reliable 8-inch drives, complete with integral power supply and controller card for APPLE II. Any software currently running under APPLE II DOS will run on MEGASTOR. Special software is available to convert APPLE II DOS files to IBM 3741 Ebc dic-formatted files, and to read IBM-formatted files.

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All operating systems are available in either floppy or hard disk configurations. The disk drive selection includes single or double sided, double density 8-inch floppies with up to 2.52 megabytes of formatted storage per system, expandable to 5.04 megabytes, and an 8-inch 10 megabyte winchester hard disk.

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Circle 314 on inquiry card.
calculate standings, and make pairings for each new round. The program ran on a Radio Shack Model III TRS-80 lent to us by the local Radio Shack retailer.

We also received generous assistance from many others. BYTE Publications offered a prize of an autographed, bound set of its early volumes. The Computer Room, a retail establishment in nearby Scotts Valley, provided two Commodore PET computers for the weekend. One of these machines was used to run the program of our most distant entrant, Anders Kierulf, who was competing by proxy from the University of Zurich in Switzerland. Members of the local Apple and TRS-80 users' groups also volunteered their assistance. Several ran programs for entrants who could not be at the tournament site.

To accommodate individuals operating from large machines at distant locations, six of my colleagues at UCSC donated the use of their offices and telephones for the weekend. This arrangement avoided the considerable expense of installing telephones in the main tournament room and also provided some unexpected entertainment. Prior to the tournament, we had completed a university requisition to obtain keys for each office. On the first day of the tournament, I assigned office keys to each of the mainframe participants so that their terminals and modems would be secure. Imagine my chagrin when I learned that most of these keys did not work. The weekend was only a few hours old, and already some of the participants were starting to wonder if the tournament organizer had all of his marbles in the right place. A hastily discovered master key saved us.

Having six participants located in faculty offices away from the main tournament room also led to some logistical complications. When a microcomputer was paired with a mainframe, it was a simple matter to move the microcomputer into the proper office. When two mainframes were paired, the solution was not so easy since each was anchored to a telephone outlet. The problem was eventually solved by borrowing a few tricks from the ancient Greeks. Spectators who had dropped by to see this curious event were treated to a modern version of the marathon. Moves were relayed from one office to another, sometimes located on different floors, by messengers running as fast as possible. The spectators, I am sure, were impressed by our brilliant use of modern technology.

The tournament involved a David versus Goliath theme as well. Not only were lowly TRS-80s matched against large systems like the Control Data Cyber 170/730 and the Univac 11/40, but many first-time competitors found themselves sitting across the table from computer

Photo 1: Peter Frey, the author, waits patiently for his TRS-80 to calculate its next move.

Photo 2: Dan and Kathe Spracklen record the move of Larry Atkin's machine as he reaches for the chess clock.
Easy on your eyes and your budget.

This high quality professional computer monitor provides sharp, clear display of up to 80 characters by 25 lines of text, making it ideal for word processing as well as standard business applications.

Lightweight industrial grade construction gives maximum portability with reliable operation.

Color monitor also available for Apple®* Atari® and other popular computers. See your authorized NEC America Dealer.

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Elk Grove Village, IL 60007

80 character display makes it ideal for word processing and scientific applications.
Table 1: Final standings for the Othello Tournament held at UCSC on January 17 and 18, 1981.

<table>
<thead>
<tr>
<th>Rank</th>
<th>Author(s)</th>
<th>Affiliation</th>
<th>Representative at Tournament Site</th>
<th>Hardware</th>
<th>Programming Language</th>
<th>Wins-Losses</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Paul Rosenbloom</td>
<td>Carnegie-Mellon Univ</td>
<td>Kate Rosenbloom</td>
<td>DEC KA10</td>
<td>SAIL</td>
<td>8-0</td>
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<tr>
<td>2</td>
<td>Charles Heath</td>
<td>Instant Software</td>
<td>author</td>
<td>Model I TRS-80</td>
<td>Assembler</td>
<td>7-1</td>
</tr>
<tr>
<td>3</td>
<td>Dan and Katha</td>
<td>Fidelity Electronics</td>
<td>authors</td>
<td>4 MHz 6502</td>
<td>Assembler</td>
<td>7-3</td>
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<td></td>
<td>Spracklen</td>
<td>Miami FL</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4a</td>
<td>Peter Frey</td>
<td>Northwestern Univ</td>
<td>author</td>
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<td>Assembler</td>
<td>7-4</td>
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<td></td>
<td></td>
<td>Evanston IL</td>
<td>Larry Atkinson</td>
<td>2 MHz 6502</td>
<td>Assembler</td>
<td>5-4</td>
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<tr>
<td>4b</td>
<td>Larry Atkin</td>
<td>Applied Concepts</td>
<td></td>
<td></td>
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<tr>
<td>6</td>
<td>Stephen Cheng</td>
<td>DataSoft Inc</td>
<td>author</td>
<td>Model I TRS-80</td>
<td>Assembler</td>
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<tr>
<td>7</td>
<td>Anders Klerulf</td>
<td>Univ of Zurich</td>
<td>Stuart Hastings</td>
<td>Commodore PET</td>
<td>Assembler</td>
<td>5-4</td>
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<tr>
<td>8</td>
<td>Rob Phillips</td>
<td>Univ of Maryland</td>
<td>James Morgan</td>
<td>HP-1000</td>
<td>FORTRAN</td>
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<td>9a</td>
<td>Douglas Larson</td>
<td>College Park MD</td>
<td>authors</td>
<td>CDC CYBER 170/730</td>
<td>BASIC</td>
<td>4-4</td>
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<td>Paul Goethert</td>
<td>Univ of California</td>
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<td>HP-1000</td>
<td>FORTRAN</td>
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<td>Pascal</td>
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<td>David Levy</td>
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<td>authors</td>
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<td>Assembler</td>
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<td>Philidor Software</td>
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<td>14</td>
<td>Michael Riley</td>
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<td>Gerhard Ringel</td>
<td>Gantel Corporation</td>
<td>authors</td>
<td>Gantel System 220</td>
<td>Assembler</td>
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<td>Ron Burke</td>
<td>Summit NJ</td>
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<td>Hewlett-Packard</td>
<td>Philip Manoff</td>
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<td>Brian Redman</td>
<td>Bell Telephone</td>
<td>Brian Redman</td>
<td>VAX 11/780</td>
<td>C</td>
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<td>19</td>
<td>Peter Frey</td>
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<td>Kurt Inman</td>
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<td>BASIC</td>
<td>1-5</td>
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<td>20</td>
<td>Jack Decker</td>
<td>The Alternate Source</td>
<td>Greg Vaughan</td>
<td>Model I TRS-80</td>
<td>BASIC</td>
<td>1-7</td>
</tr>
</tbody>
</table>

luminaries such as Dan and Katha Spracklen, David Levy, or Larry Atkin. These tournament regulars had ten times as much experience as everyone else combined. Despite this, several of the newcomers turned in impressive performances.

Tournament Rules

The tournament rules closely followed those adopted for human competition by the United States Othello Association (USOA). Each contestant was allowed a maximum of 30 minutes for each game and moves were communicated using standard USOA notation. Pairings in the first round were determined by a random process. This was necessary because many programs had not been used in tournaments or they had been modified extensively since their last public performance.

A modified Swiss procedure was used to make the pairings for all subsequent rounds. At the end of each round, all of the contestants were ranked on the basis of their won-lost records and by cumulative piece differential when records were equivalent. Matches were then slated between the programs in first and second place, third and fourth place, fifth and sixth place, and so on. When this led to a pairing between contestants who had already met, a modified set of pairings was prepared which approximated the initial plan as closely as possible. The Model III TRS-80 performed these contestant-juggling acts quickly and accurately. This system of pairings insured that each contestant met an opponent of relatively similar strength. Although this decreased the number of lopsided outcomes, the won-lost records did not accurately reflect the relative playing strength of each program.

After the planned eight rounds had been completed, five programs were tied with records of five wins and three losses. Tournament director Cerf arranged several playoff matches between contestants who could stay a few extra hours. The addition of these extra matches, plus the cancellation of several others because of telephone problems, led to an unequal number of matches for the different programs. To arrive at final rankings, we used a Guttman scaling technique, instead of more conventional procedures. This is an iterative
Percom’s DOUBLER II™ tolerates wide variations in media, drives.

GARLAND, TEXAS — May 22, 1981 — Harold Mauch, president of Percom Data Company, announced here today that an improved version of the Company’s innovative DOUBLER™ adapter, a double-density plug-in module for TRS-80® Model I computers, is now available.

Reflecting design refinements based on both theoretical analyses and field testing, the DOUBLER II™, so named, permits even greater tolerance in variations among media and drives than the previous design.

Like the original DOUBLER, the DOUBLER II plugs into the drive controller IC socket of a TRS-80® Model I Expansion Interface and permits a user to run either single- or double-density diskettes on a Model I.

With a DOUBLER II installed, over four times more formatted data — as much as 3,645 Kbytes — can be stored on one side of a five-inch diskette than can be stored using a standard Tandy Model I drive system.

Moreover, a DOUBLER II equips a Model I with the hardware required to run Model III diskettes.

(Ed. Note: See “OS-80™: Bridging the TRS-80™ software compatibility gap” elsewhere on this page.)

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

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

Circuit misapplication causes diskette read, format problems.

High resolution key to reliable data separation.

GARLAND, TEXAS — The Percom SEPARATOR® does very well for the Radio Shack TRS-80® Model I computer what the Tandy disk controller does poorly at best: reliable separates clock and data signals during disk-read operations.

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

CRCERROR-TRACK LOCKED OUT

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

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

The Percom Separator substitutes a high-resolution digital data separator circuit, one which operates at 16 megahertz, in the low-resolution one-megahertz circuit of the Tandy design.

Separator circuits that operate at lower frequencies — for example, two- or four-megahertz — were found by Percom to provide only marginally improved performance over the original Tandy circuit.

The Percom solution is a simple adapter that plugs into the drive controller of the Expansion Interface (EI).

Not a kit — some vendors supply an untested separator kit of resistors, ICs and other paraphernalia that may be installed by modifying the computer — the Percom SEPARATOR is a fully assembled, fully tested plug-in module.

Installation involves merely plugging the SEPARATOR into the Model I EI disk controller chip socket, and plugging the controller chip into a socket on the SEPARATOR.

The SEPARATOR, which sells for only $29.95, may be purchased from authorized Percom retailers or ordered directly from the factory. The factory toll-free order number is 1-800-527-1592.

Ed. note: Opening the TRS-80 Expansion Interface may void the Tandy limited 90-day warranty. Circle 310 on inquiry card.

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

The Percom DOUBLER II is available from authorized Percom retailers, or may be ordered direct from the factory. The factory toll-free order number is 1-800-527-1592.

Ed. note: Opening the TRS-80 Expansion Interface may void the Tandy limited 90-day warranty. Circle 309 on inquiry card.

All that glitters is not gold
OS-80™ Bridging the TRS-80™ software compatibility gap

Compatibility between TRS-80® Model I diskettes and the new Model III is about as genuine as a gold-plated lead Kleinberg.

True, Model I TRSDOS® diskettes can be read on a Model III. But first they must be converted and re-recorded for Model III operation.

And you cannot write to a Model I TRSDOS® diskette. Nor with a Model III. You cannot add a file. Delete a file. Or in any way modify a Model I TRSDOS® diskette with a Model III computer.

Furthermore, your converted TRSDOS® diskettes cannot be read back for Model I operation.

And Model III is a one-way street. And there’s no retracing.

A point to consider before switching the company’s payroll to your new Model III.

Real software compatibility should allow the direct, immediate interchangeability of Model I and Model III diskettes.

You can run Model I single-density diskettes on a Model III.

You can run Model I double-density diskettes on a Model III.

OS-SO programs allow direct, immediate interchangeability of Model I and Model III diskettes.

You can run Model I single-density diskettes on a Model III.

You can run Model II double-density diskettes on a Model III.

There’s no conversion, no re-recording.

Slip an OS-SO diskette out of your Model I and insert it directly in a Model III. And vice-versa.

Just have the correct OS-SO disk operating system — OS-SO, OS-S0D or OS-SO/I II — in each computer.

Moreover, with OS-S0, you can add, delete, and update files. You can read files and write diskettes regardless of the system of origin.

OS-SO is the Percom TRS-SO OSS for BASIC programmers.

Even OS-S0 utilities are written in BASIC.

OS-SO is the Percom System about which a user wrote in Creative Computing magazine, “...the best $30.00 you ever will spend.”

Requiring only seven Kbytes of memory, OS-S0 disk-operating system resides completely in RAM. There’s no need to dedicate a drive exclusively for a system diskette.

And, unlike TRSDOS®, you can work at the disk sector level, defining and controlling data formats — in BASIC — to create simple or complex data structures that execute more quickly than TRSDOS® files.

The Percom OS-S0 supports single-density operation of Model I computers equipped with a DOUBLER II or DOUBLER II. And, OS-S0 supports both single- and double-density operation. OS-S0D and OS-S0/I II each sell for $49.95.

Mauch said “A DOUBLER II will operate just as reliably two years after it is installed as it will two days after installation.”

The digital phase-lock loop also eliminates the need for trimmer adjustments typical of analog phase-lock loop circuits.

“You plug in a Percom DOUBLER II and then forget it,” he said.

The DOUBLER II also features a refined Write Precompensation circuit that more effectively minimizes the phenomena of bit- and peak-shifting, a reliability-impairing characteristic of magnetic data recording.

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The DOUBLER II sells for $35.00, including the DBLDOS diskette.

Now $39.95!

Mauch said “Like the original DOUBLER, the DOUBLER II™ is a refinement of the Company’s innovative design. The DOUBLER II™ plugs into the drive controller IC socket of a TRS-80® Model I Expansion Interface and permits a user to run either single- or double-density diskettes on a Model I. With a DOUBLER II installed, over four times more formatted data — as much as 3,645 Kbytes — can be stored on one side of a five-inch diskette than can be stored using a standard Tandy Model I drive system. Moreover, a DOUBLER II equips a Model I with the hardware required to run Model III diskettes. (Ed. Note: See “OS-80™: Bridging the TRS-80™ software compatibility gap” elsewhere on this page.) The critical clock-data separation circuitry of the DOUBLER II is a proprietary design called a ROM-programmed digital phase-lock loop data separator. According to Mauch, this design is more tolerant of differences from diskette to diskette and drive to drive, and also provides immunity to performance degradation caused by circuit component aging. Circuit misapplication causes diskette read, format problems. High resolution key to reliable data separation.”

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process that attempts to order the contestants in a way that produces the greatest degree of transitivity. That is, each program should be able to defeat those below it in the standings and should lose to those above it. Our final standings, shown in table 1, closely approximate this goal in respect to the matches that were played in the tournament.

The Winners
The champion program was lago, written by Paul Rosenbloom, a fifth-year graduate student in computer science at Carnegie-Mellon University in Pittsburgh. His DEC KA10 program performed remarkably well, defeating all opponents. In a tournament held six months earlier at Northwestern University, Paul's program placed third in the machine competition, finishing behind the Spracklens' program and my program. Since then, everyone had made major improvements. Paul had apparently learned more than the rest of us. Progress has been so substantial that any one of the top eight programs at Santa Cruz is probably strong enough to defeat the program that placed first at Northwestern. Paul could not be in Santa Cruz, so he vigilantly monitored the contests from Pittsburgh while his sister Kate, a professional programmer working in Mountain View, California, operated a terminal at UCSC.

Second place, and top microcomputer honors, was won by first-time competitor Charles Heath of Waltham, Massachusetts. After several playoff matches, the Spracklens placed third. Fourth place was shared by Larry Atkin and myself. Stephen Cheng from San Jose, another newcomer to the tournament circuit, came in sixth. Anders Kierulf, the Swiss entrant, finished seventh and Rob Phillips, who recently received his PhD from the University of Maryland, took eighth place.

One of the surprises of the tournament was the impressive showing of the microcomputers and hand-held electronic units. Devices based on the Zilog Z80 or the MOS Technology 6502 microprocessors finished in positions two through seven. The Cyber 170 entry tied for ninth place and the VAX 11/780 system came in 18th. All of the programs running on large machines were operated in timesharing environments and this hindered their performance. In addition, these programs were compiled from high-level languages, while the microprocessor-based entries that placed well in the tournament were all written in assembly language. Some of the advantages of the larger machines, such as bigger word size or faster floating-point arithmetic, are not particularly important for Othello where most operations involve simple symbol manipulation.

Microprocessor-based units have also benefited from recent hardware improvements. For example, the 6502-based units entered by David Levy and Larry Atkin are designed to run at twice the speed of the Apple computer. The tournament version of the Spracklens' program used specially prepared hardware to run four
Learning and Playing

Machine Othello programs are becoming good enough to make useful contributions to human play. In the endgame, computers can play perfectly, selecting a final sequence of moves that guarantees them the maximum final disk count. In this respect, they are as good or better than any human. Cerv has played several of these programs and reports that his endgame play has improved noticeably. This may be the first case in which a machine has become sufficiently proficient at a complex strategy game to serve as a useful sparring partner for the world champion.

Tournaments like the Santa Cruz Open provide a rigorous test for new software and the occasion for information exchange. Few programmers are eager to reveal their most important secrets, but one must divulge some information in order to get ideas from others. Santa Cruz was a great learning experience. It was comforting to discover that other apparently sane persons had been working day and night for months on their creations. The enjoyable camaraderie reinforces each one's belief that the shared enterprise is reasonable and worthwhile.

Othello seems to be rapidly overtaking chess as the most popular strategy game for computer programming. Eighteen months ago few serious Othello programs existed. Today there are more than two dozen, and the number is increasing at a rapid pace.

The keen interest in machine Othello reflects the inherent fascination of the game and its logical structure that facilitates programming. The game is conceptually complex and yet the move-generation and evaluation routines can be compact and architecturally aesthetic. The challenge of chess is there with fewer programming headaches. I expect that the current love affair between Othello and microcomputers will produce a long and happy marriage. Long before the final match was played at Santa Cruz, one question was asked by many: "When is the next tournament?"

References

I hope you believe me when I say that I have been waiting years to present this project. For what has seemed an eternity, I have wanted a microcomputer with a specific combination of capabilities. Ideally, it should be inexpensive enough to dedicate to a specific application, intelligent enough to be programmed directly in a high-level language, and efficient enough to be battery operated.

My reason for wanting this is purely selfish. The interfaces I present each month are the result of an overzealous desire to control the world. In lieu of that goal, and more in line with BYTE policy, I satisfy this urge by stringing wires all over my house and computerizing things like my wood stove.

There are many more places I'd like to apply computer monitoring and control. I want to modify my home-security system to use low-cost distributed control rather than central control. I want to try my hand at a little energy management, and, of course, I am still trying to find some reason to install a microcomputer in a car. (How about a talking dashboard?)

Generally, the projects I present each month are designed to be attached to many different commercially available microcomputers through existing I/O (input/output) ports. Most of my projects are applicable for use on the small (by IBM standards) computers owned by many readers, but, unfortunately, a typical home-computer system cannot be stuffed under a car seat.

The Z8-BASIC Microcomputer is a milestone in low-cost microcomputer capability.

The time has come to present a versatile "Circuit Cellar Controller" board for some of these more ambitious control projects. I decided not to adapt an existing single-board computer, which would be larger, more expensive, and generally limited to machine-language programming. Instead, I started from scratch and built exactly what I wanted.

The microcomputer/controller I developed is called the Z8-BASIC Microcomputer. Its design and application will be presented in a two-part article beginning this month. In my opinion, it is a milestone in low-cost microcomputer capability. It can be utilized as an inexpensive tiny-BASIC computer for a variety of changing applications, or it can be dedicated to specialized tasks, such as security control, energy management, solar-heating-system monitoring, or intelligent-peripheral control. [Editor's Note: We are using the term "tiny BASIC" generically to denote a small, limited BASIC interpreter. The term has been used to refer to some specific commercially available products based on the Tiny BASIC concept promulgated by the People's Computer Company in 1975....RSS]

The entire computer is slightly larger than a 3 by 5 file card, yet it includes a tiny-BASIC interpreter, 4 K bytes of program memory, one RS-232C serial port and two parallel I/O ports, plus a variety of other features. (A condensed functional specification is shown in the "At a Glance" text box.) Using a Zilog Z8 microcomputer integrated circuit and Z6132 4 K by 8-bit read/write memory device, the Z8-BASIC Microcomputer circuit board is completely self-contained and optimized for use as a dedicated controller.

To program it for a dedicated application, you merely attach a user terminal to the DB-25 RS-232C connector, turn the system on, and type in a BASIC program using keywords such as GOTO, IF, GOSUB, and LET. Execution of the program is started by typing RUN. If you need higher speed than BASIC provides, or if you just want to experiment with the Z8 instruction set, you can use the...
GO@ and USR keywords to call machine-language subroutines.

Once the application program has been written and tested with the aid of the terminal, the finished program can be transferred to an EPROM (erasable programmable read-only memory) via a memory-dump program and the terminal disconnected. Next, the 28-pin Z6132 memory component is removed from its socket and either a type-2716 (2 K by 8-bit) or type-2732 (4 K by 8-bit) EPROM is plugged into the lower 24 pins. (The choice of EPROM depends upon the length of the program.) When the Z8 board is powered up, the stored memory is immediately executed. The EPROM devices and the Z6132 read/write memory device are pin-compatible. Permanent program storage is simply a matter of plugging an EPROM into the Z6132's socket.

There is much more power on this board than is alluded to in this simple description. That is why I decided to use a two-part article to explain it. This month, I'll discuss the design of the system and the attributes of the Z8 and Z6132. Next month, I'll describe external interfacing techniques, a few applications, and the steps involved in transferring a program into an EPROM.

**Single-Chip Microcomputers**

The central component in the Z8-BASIC Microcomputer is a member of the Zilog Z8 family of devices. The specific component used, the Z8671, is just one of them. Unlike a microprocessor, such as the well-known Zilog Z80, the Z8 is a single-chip microcomputer. It contains programmable (read/write) memory, read-only memory, and I/O-control circuits, as well as circuits to perform standard processor functions. Microprocessors such as the Z80 or the Intel 8080 require support circuitry to make a functional computer system. A single-chip microcomputer, on the other hand, can function solely on its own.

The concept is not new. Single-chip microcomputers have been around for quite a while, and millions of them are used in electronic games. The designers of the Z8, however, raised the capabilities of single-chip microcomputers to new heights and provided many powerful features usually found only in general-application microprocessors.

Typically, single-chip microcomputers have been designed for intensive applications. Under program control, the Z8 can be configured as a stand-alone microcomputer using 2 K to 4 K bytes of internal ROM, as a traditional microprocessor with as much as 120 K to 124 K bytes of external memory, or as a parallel-processing unit working with other computers. The Z8 could be used as a controller in a microwave oven or as the processor in a stand-alone data-entry terminal complete with floppy-disk drives.

**Getting Specific: The Z8671**

The member of the Z8 family used in this project is the Z8671. This component differs from the garden-variety Z8601 chiefly in the contents of the ROM set at the factory. The pinout specification of the Z8671 is shown in figure 1b, and the package is shown in photo 2 on page 41. The Z8671 package contains the processor circuitry, 2 K bytes of ROM (preprogrammed with a tiny-BASIC interpreter and a debugging monitor), 32 I/O lines, and 144 bytes of programmable (read/write) memory.

The operational arrangement of memory-address space is shown in figure 1c. The internal read/write memory is actually a register file (illustrated in figure 2) composed of 124 general-purpose registers (R4 thru R127), 16 status-control registers (R240 thru R255), and 4 I/O-port registers (R0 thru R3). Any general-purpose register can be used as an accumulator, address pointer, index register, or as part of the internal stack area. The significance of these registers will be explained when I describe the tiny-BASIC/Debug interpreter/monitor.

The 32 I/O lines are grouped into four separate ports and treated internally as 4 registers. They can be configured by software for either input or output and are compatible with

---

*Photo 1: A prototype of the versatile "Circuit Cellar Controller," formally called the Z8-BASIC Microcomputer. The printed-circuit board measures 4 by 4 1/4 inches and has a 44-pin (two-sided 22-pin) edge connector with contacts on 0.156-inch centers. A 2716 or 2732 EPROM can be substituted for the Z6132 Quasi-Static memory, plugging into the same socket.*
LSTTL (low-power Schottky transistor-transistor logic). In addition, port 1 and port 0 can serve as a multiplexed address/data bus for connection of external memory and peripheral devices.

In traditional nomenclature, port 1 transceives the data-bus lines D0 thru D7 and transmits the low-order address-bus signals A0 thru A7. Port 0 supplies the remaining high-order address lines A8 thru A15, for a total of 16 address bits. This allows 62 K bytes of program memory (plus 2 K bytes of ROM) to be directly addressed. If more memory is required, one bit in port 3 can be set to select another memory bank of 62 K bytes, which is referred to as data memory. In the Z8-BASIC Microcomputer presented here, a separate data-memory bank is not implemented, and program and data memory are considered to be the same.

The Z8 has forty-seven instructions, nine addressing modes, and six interrupts. Using a 7.3728 MHz crystal (producing a system clock rate of 3.6864 MHz) most instructions take about 1.5 to 2.5 µs to execute. Ordinarily, you would not be concerned about single-chip-microcomputer instruction sets and interrupt handling because the programs are mask-programmed into the ROM at the factory. In the Z8671, however, only the BASIC/Debug interpreter is preprogrammed. Using this interpreter, you can write machine-language programs that can be executed through subroutine calls written in BASIC. This feature greatly enhances the capabilities of this tiny computer and potentially allows the software to control high-speed peripheral devices. (A complete discussion of the Z8 instruction set and interrupt structure is beyond the scope of this article. The documentation accompanying the Z8-BASIC Microcomputer Board describes the instruction set in detail.)

Quasi-Static Memory
A limiting factor in small controller
designs has always been the trade-off between memory size and power consumption. To keep the number of components down and simplify construction, a designer generally selects a limited quantity of static memory. Frequently, the choice is to use two type-2114 1 K by 4 NMOS (negative-channel metal-oxide semiconductor) static-memory devices. In practice, however, the 1 K-byte memory size thereby provided is rather limited. It would be much better to expand this to at least 4 K bytes. Unfortunately, eight 2114 chips require considerably more circuit-board space and consume about 0.7 amps at +5 V. Not only would this make the design ill suited for battery power, it could never fit on my 4- by 4½-inch circuit board.

Another approach is to use dynamic memory, as in larger computers. Dynamic memory costs less, bit for bit, than static memory and consumes little power. Unfortunately, most dynamic-memory components require three separate operating voltages and special refresh circuitry. Adding 4 K bytes of dynamic memory would probably take about twelve chips. The advantages gained in reduced power consumption hardly justify the expense and effort.

The solution to this problem, surprisingly enough, also comes from Zilog, in the form of the Z6132 Quasi-Static Memory. The Z6132, shown in photo 4 on page 43, is a 32 K-bit dynamic-memory device, organized into 4 K 8-bit (byte-size) words. It uses single-transistor dynamic bit-storage cells, but the device performs and controls its own data-refresh operations in a manner that is completely invisible to the user and the rest of the system. This eliminates the need for external refresh circuitry. Also, the Z6132 requires only +5 V power supply. The result is a combination of the design convenience of static memory and the low power consumption of dynamic memory. All 4 K bytes of memory fit in a single 28-pin dual-inline package, which typically draws about 30 milliamperes.

An additional benefit in using the Z6132 is that it is pin-compatible with standard type-2716 (2 K by 8-bit) and type-2732 (4 K by 8-bit) EPROMs. This feature is extremely beneficial when you are configuring this Z8 board for use as a dedicated controller. As previously mentioned, the Z6132 can be removed and an EPROM inserted in the low-order 24 pins of the same socket. Thus, any program written and operating in the Z6132 memory can be placed in a

Text continued on page 44
The following items are available from The MicroMint Inc, Woodmere NY 11598.

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Z8-BASIC Microcomputer power supply</td>
<td>(Size: 2¼ by 4½ inches) Provides: +5 V, 300 mA, +12 V, 50 mA, -12 V, 50 mA</td>
</tr>
<tr>
<td>Z6132 Product Specification</td>
<td>Assembled and tested... $35</td>
</tr>
<tr>
<td>BASIC/Debug Manual</td>
<td>Kit... $27</td>
</tr>
<tr>
<td>ZB-BASIC Microcomputer Construction/Operator's Manual</td>
<td>Assembled and tested... $170</td>
</tr>
<tr>
<td></td>
<td>Kit... $140</td>
</tr>
</tbody>
</table>

All printed-circuit boards are solder-masked and silk-screened. The documentation supplied with the Z8 board includes approximately 200 pages of materials. It is available separately for $25. This charge will be credited toward any subsequent purchase of the Z8 board. Please include $4 for shipping and handling. New York residents please include 7% sales tax.
The Zilog Z6132 Quasi-Static Memory device, shown with the hood up. This component stores 32 K bits in the form of 4 K bytes in invisibly refreshed dynamic-memory cells.

The ZB-BASIC Microcomputer Board attached to a power supply. Power can be supplied either through the separate power connector, as shown, or through the edge connector.

At a Glance

Name
Z8-BASIC Microcomputer

Processor
Zilog Z8-family Z8671 8-bit microcomputer with programmable (read/write) memory, read-only memory, and I/O in a single package. The Z8671 includes a 2 K-byte tiny-BASIC/Debug resident interpreter in ROM, 144 bytes of scratchpad memory, and 32 I/O lines. System uses 7.3728 MHz crystal to establish clock rate. Two internal and four external interrupts.

Memory
Uses Z6132 4 K-byte Quasi-Static Memory (pin-compatible with 2716 and 2732 EPROMs); 2 K-byte ROM in Z8671. Memory externally expandable to 62 K bytes of program memory and 62 K bytes of data memory.

Input/Output
Serial port: RS-232C-compatible and switch-selectable to 110, 150, 300, 1200, 2400, 4800, and 9600 bps. Parallel I/O: two parallel ports; one dedicated to input, the other bit-programmable as input or output; programmable interrupt and handshaking lines; LSTTL-compatible. External I/O: 16-bit address and 8-bit bidirectional data bus brought out to expansion connector.

BASIC Keywords
GOTO, GOto, USR, GOSUB, IF, THEN, INPUT, LET, LIST, NEW, REM, RETURN, RUN, STOP, IN, PRINT, PRINT HEX. Integer arithmetic/logic/operators: +, -, /, *, and AND; BASIC can call machine-language subroutines for increased execution speed; allows complete memory and register interrogation and modification.

Power-Supply Requirements
+5 V ±5% at 250 mA
+12 V ±10% at 30 mA
−12 V ±10% at 30 mA
(The 12 V supplies are required only for RS-232C operation.)

Dimensions and Connections
4- by 4½-inch board; dual 22-pin (0.156-inch) edge connector, 25-pin RS-232C female D-subminiature (DB-25S) connector; 4-pole DIP-switch data-rate selector.

Operating Conditions
Temperature: 0 to 50°C (32 to 122°F)
Humidity: 10 to 90% relative humidity (noncondensing)
So you...

Figure 3: Block diagram of the serial-I/O section of the Z8-family microcomputers. The Z8 contains a full-duplex UART (universal asynchronous receiver/transmitter). The data rates are derived from the clock-rate crystal frequency. Serial data is received through bit 0 of port 3 and is transmitted from bit 7 of port 3. An interrupt is generated within the Z8 whenever transmission or reception of a character has been completed.

Photo 6: The Z8-BASIC Microcomputer in operation, communicating with a video terminal (here, a Digital Equipment Corporation VT52). A memory-dump routine, written using the BASIC/Debug interpreter, is shown on the display screen. The starting address of the dump is the beginning of the user-memory area; the hexadecimal values displayed are the ASCII (American Standard Code for Information Interchange) values of the characters that make up the first line of the memory-dump program.

Z8-BASIC Microcomputer

Figure 5 on pages 46 and 47 is the schematic diagram of the seven-integrated-circuit Z8-BASIC Microcomputer Board, shown in prototype form, with a power supply, in photo 5. IC1 is the Z8671 microcomputer, the member of the Z8 family that contains Zilog’s 2 K-byte BASIC/Debug software in read-only memory. IC2 is the Z6132 Quasi-Static Memory, and IC3 is an 8-bit address latch. Under ordinary circumstances, the Z6132 is capable of latching its address internally, but IC3 is included to allow EPROM operation. IC4 and IC5 form a hard-wired memory-mapped input port used to read the data-rate-selecion switches. IC6 and IC7 provide proper voltage-level conversion for RS-232C serial communication.

The seven-integrated-circuit computer typically takes about 200 milliamps at +5 V. The +12 V and -12 V supplies are required only for operating the RS-232C interface. Power required is typically about 25 milliamps on each.

The easiest way to check out the Z8-BASIC Microcomputer after assembly is to attach a user terminal to the RS-232C connector (J2) and set the data-rate-selector switches to a convenient rate. I generally select 1200 bps, with SW2 closed and SW1, SW3, and SW4 open. After applying power, simply press the RESET push button.

Pressing RESET starts the Z8’s initialization procedure. The program reads location hexadecimal FFFD in memory-address space, to which the data-rate-selector switches are wired to respond. When it has acquired this information, it sets the appropriate data rate and transmits a colon to the terminal. At this point, the Z8 board is completely operational and programs can be entered in tiny BASIC.
Figure 4: Block diagram of the Zilog Z6132 Quasi-Static Memory component. This innovative part stores 32 K bits in the form of 4 K bytes, using single-transistor dynamic random-access bit-storage cells, but all refresh operations are controlled internally. The memory-refresh operation is completely invisible to the user and the other components in the system. The Z6132 draws about 30 milliamps from a single +5 V power supply.

(Basic with the simple address selection employed in this circuit, the data-rate switches will be read by an access to any location in the range hexadecimal C000 thru FFFF. This should not unduly restrict the versatility of the system in the type of application for which it was designed.)

BASIC/Debug Monitor

I'll go into the features of the tiny-BASIC interpreter in greater detail next month, but I'm sure you are curious about the capabilities present in a 2 K-byte BASIC system.

Essentially an integer-math dialect of BASIC, Zilog's BASIC/Debug software is specifically designed for process control. It allows examination and modification of any memory location, I/O port, or register. The interpreter processes data in both decimal and hexadecimal radices and accesses machine-language code as either a subroutine or a user-defined function.

Twenty-six numeric variables, designated by the letters A thru Z, are supported. Variables can be used to designate program line numbers. For example, GOSUB B+100 and GOTO A+B+C are valid expressions.

In my opinion, the 2 K-byte interpreter is extremely powerful. Because it operates easily on register and memory locations, arrays and blocks of data can be easily manipulated.

(Basic appreciation of the Z8-BASIC Microcomputer comes after a complete review of the operating manuals and a little experience. Documentation approximately 200 pages long is supplied with the unit; the documentation is also available separately.)

In Conclusion

It's easy to get spoiled using a large computer as a simple control device. I have heard of many inexpensive interfaces that, when attached to any computer, supposedly perform control and monitoring miracles. Frequently overlooked, however, is the fact that implementation of these interfaces often requires the software-development tools and hardware-interfacing facilities of relatively large systems. The Z8-BASIC Microcomputer, with its interpretive language, virtually eliminates the need for costly development systems with memory-consuming text editors, assemblers, and debugging programs.)
If you need a proportional motor-speed control for your solar-heating system, you don’t have to dedicate your Apple II or shut off your heating system when you balance your checkbook. From now on, there is a small, cost-effective microcomputer specifically designed for such applications. The Z8 board described in this article is not my idea of what should be available; it is available now.

Next Month:
I will elaborate on interfacing and applications for the Z8-BASIC Microcomputer.

Acknowledgment
Special thanks to Steve Walters and Peter Brown of Zilog Inc for help in production of this article.

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

Many Circuit Cellar projects are available as kits. To receive a complete list, circle 100 on the Reader Service card.

Figure 5: Schematic diagram of the Circuit Cellar Z8-BASIC Microcomputer. Five jumper connections are provided so different memory devices can be used. For general-purpose use and program development, the 4 K-byte Z6132 read/write memory device will be used; for dedicated applications, two kinds of EPROMs can be substituted in the same integrated-circuit socket. Standard 450 ns type-2716 or type-2732 EPROM chips can be used. The connection labeled “32 K” should be closed if a type-2732 EPROM is installed; the connection labeled “16 K” should be closed for use of a type-2716 EPROM.

The pull-up resistors adjacent to IC4 (the 74LS244 buffer) are contained in a SIP (single-inline package).
Harvesting the Sun's Energy

As the cost of fuel continues to skyrocket, more people are looking toward the sun to meet their energy needs. The potential use of solar energy for both heating and electric power generation is tremendous. By some estimates, energy from the sun could account for more than one-third of the nation's total energy needs by the year 2000. There are even more optimistic estimates that are based on technological "breakthroughs" such as the much-publicized solar space station. If solar energy can be "harvested" in outer space by a station in geosynchronous orbit, it can be beamed down to the earth's surface as low-power microwaves. In such a scenario, as much as 80% of our energy may come from the sun.

No doubt such highly developed systems for exploiting this vast, non-depletable energy source will come into play as the economics of energy production make solar-conversion technology more competitive with conventional, nonrenewable forms of fuel such as oil, gas, and coal.

The Collector

For most of us, however, the immediate use of solar energy will be to heat our homes and hot water. Already the technology exists for the conversion of sunlight into thermal energy at convenient temperatures and affordable costs compared to the fossil fuel alternative. The solar-energy collector most commonly used involves a thin plate of metal (usually copper, stainless steel, or, sometimes, aluminum) sealed behind a glass panel. A working medium (water, air, or antifreeze) passes behind it to carry away the heat. The plate is coated with a black, light-absorbing substance such as flat black engine paint. The flatplate collectors are connected in parallel by some appropriate ducting or tubing, mounted facing, generally, in a southerly direction. The fluid is circulated through the collectors and then to a storage device, usually a bed of pebbles for air systems or a tank of water for water-based systems. The heat contained in the storage devices is removed and circulated to the point of use by a thermostatically controlled recovery system.

As the engineering details of systems designs are becoming better understood, the technology is gaining wider acceptance. In areas with very high fuel costs, such as the Northeast and Midwest, the price of the hardware may, indeed, be a worthwhile investment. Solar collector panels are showing up now on rooftops all over the country. The best and most efficient collectors, however, are still far from inexpensive.

Orientation

It is very important that the collector be properly oriented in order to maximize the heat gain during the peak of the heating season. Unfortunately, every location has varying constraints such as the position of the house, sun availability, and heating-load periods. All of these must be taken into consideration when designing the system. Detailed information on the timing and amount of solar energy available for a specific location is required when designing a collector. Since the design process involves trade-offs, it would be helpful to be able to predict the gains and losses of alternative strategies, particularly when it comes to the placement of the solar collector array. The governing factor in orienting collectors is that the actual light that can be absorbed falls off as the cosine of the angle of incidence increases between the light beam and the collector surface. When the beam of light is exactly normal (perpendicular) to this surface, as it would be when the collectors face the sun directly, the cosine of the angle (zero degrees) is 1.0 and all of the light is available for conversion into heat. At angles more than zero degrees, the available light falls off, slowly at first, then more rapidly as the angle of incidence increases. It can be seen from this that the proper orientation of the collectors (ie: the tilt angle with respect to the horizontal and the azimuth angle with respect to due south) is extremely important. Of course, there are many important design criteria in addition to collector placement and orientation that will affect the overall performance of the system. However, how and where the collectors are placed are the most important factors contributing to the success of the system.

The program described in listing 1 was developed to assess various placement strategies. It is one of a series of programs that can help a designer make the best use of the sun's energy. In fact, this program uses a simulation model of the theoretical maximum amount of collimated (ie: direct) sunlight striking a tilted flat surface facing southward. The units of output are in Btus (British thermal units) per square foot per solar hour. A solar hour is actually an arc of 15° thru which the sun moves across the sky (360°/24 hours = 15°/hour). This will not always correspond precisely to the local time. The variance, however, will not cause significant errors in the calculations.

A table of values is printed for each
With so many matrix printers on the market today, it may seem tough to find exactly the right one for your application. Some models may offer the speed you need, others the communications flexibility and still others the forms handling capability. But no printer offers all the features you need... until now.

The DS180 matrix printer provides the total package of performance features and reliability required for applications such as CRT slave copy, remote terminal networks and small to mid-range systems. Not a "hobby-grade" printer, the DS180 is a real workhorse designed to handle your most demanding printer requirements. And pricing on the DS180 is hundreds of dollars below competitive units.

High Speed Printing—Bidirectional, logic-seeking printing at 180 cps offers throughput of over 200 Ipm on average text. A 9-wire printhead life-tested at 650 million characters generates a 9x7 matrix with true lower case descenders and underlining.

Non-volatile Format Retention—a unique programming keypad featuring a non-volatile memory allows the user to configure the DS180 for virtually any application. Top of form, horizontal and vertical tabs, perforation skipover, communications parameters and many other features may be programmed and stored from the keypad. When your system is powered down, the format is retained in memory. The DS180 even remembers the line where you stopped printing. There is no need to reset the top of form, margins, baud rate, etc... it's all stored in the memory. If you need to reconfigure for another application, simply load a new format into the memory.

Communications Versatility—The DS180 offers three interfaces including RS232, current loop and 8-bit parallel. Baud rates from 110-9600 may be selected. A 1K buffer and X-on, X-off handshaking ensure optimum throughput.

Forms Handling Flexibility—Adjustable tractors accommodate forms from 3"-15". The adjustable head can print 5-part forms crisply and clearly making the DS180 ideal for printing multipart invoices and shipping documents. Forms can be fed from the front or the bottom.

If you would like more information on how the DS180's low-cost total printer package can fill your application, give us a call at Datasouth. The DS180 is available for 30-day delivery from our sales/service distributors throughout the U.S.
Listing 1: Computer model that will calculate the daily solar flux on a flatplate solar-energy collector given the collector's latitude north or south, the tilt angle with respect to the ground, and azimuth angle with respect to true south. Written in BASIC-11 for use on a DEC PDP-11/V03 microcomputer, this program can be easily adapted to other versions of BASIC.

SOLRA2                MU BASIC/RT-11 V01-01C

1 REM ************* PROGRAM TO COMPUTE AND PRINT *************  
2 REM ************* THE DAILY SOLAR FLUX ON A *************  
3 REM ************* FLAT PLATE COLLECTOR *************  
5 Z=SYS(6,81)  
10 RESTORE 
20 PRINT CHR$(26); 
30 DIM I(11) \ F=PI/180 
40 PRINT 
50 PRINT 
60 PRINT 

70 PRINT 

80 PRINT 

90 PRINT 

100 PRINT 

110 PRINT 

120 PRINT 

130 PRINT 

140 PRINT 

150 PRINT 

160 PRINT 

165 FOR I=1 TO 79 \ PRINT 

170 FOR Q=1 TO 12 

180 READ N \ DS=STRS(Q)+"/21" \ H=75 \ P=0 

190 FOR B=1 TO 11 

200 H1=H*F \ GOSUB 500 \ I(B)=I \ H=H-15 \ P=P+I(B) 

210 NEXT B 

220 B=6 

230 PRINT D$; \ FOR Z=1 TO 11 \ PRINT TAB(Z*B);I(Z); \ NEXT Z \ PRINT TAB 

260 NEXT Q 

270 PRINT 

500 REM ***** SUBROUTINE TO COMPUTE  
510 REM ***** SOLAR INCIDENCE PER HOUR  
520 I=429*(1+.034*COS(360*N/365*F)) 
530 D=23.45*SIN(360*(284+N)/365*F) \ D=D*F 
540 S=SIN(L)*SIN(D)+(COS(L)*COS(D)*COS(H1)) 
550 M=SQR(1229+(614*S)^2)-(614*S) 
560 IF M>94.976 THEN E1=0 \ GO TO 580 
570 E1=EXP(-.65*M) 
580 E2=EXP(-.095*M) 
590 I=I*.56*(E1+E2) 
600 C=SIN(D)*SIN(L)*COS(T)-(COS(L)*SIN(T)*COS(A)) 
610 C=C+COS(D)*COS(H1)+COS(L)*COS(T)+(SIN(L)*SIN(T)*COS(A)) 
620 C=C+COS(D)*COS(T)*SIN(A)*SIN(H1) 
630 I=K \ R=INT(I) \ O=I-K 
640 IF Q>.5 THEN I=I+1 \ GO TO 660 
650 I=R 
660 IF I<0 THEN I=0 
670 RETURN 
800 DATA 21,52,80,111,141,172,202,233,264,294,325,355 
1000 END
Sooner or later, someone had to take all this proven microcomputer hardware and software technology and wrap it up in a portable package at a price that shocks the industry. Adam Osborne decided to do it sooner.

The OSBORNE 1®, from Osborne Computer Corporation. You get full CP/M® disk computer capabilities—Z80A® CPU, 64K bytes of RAM memory, a full business keyboard, a built-in monitor, and two floppy drives with 100K bytes each of storage. You get two interfaces, the IEEE 488 and the RS-232C. Just connect a printer, via either interface.

Software? You get CP/M®, CBASIC-2®, Microsoft BASIC®, the WORDSTAR® word processing system with the MAILMERGE® mailing list feature, and the SUPERCALC® electronic spreadsheet package. All standard. All for $1795.

And it's portable. When the keyboard is clipped over the display panel, only the weatherproof plastic case is exposed. (There are even optional modem electronics, couplers, battery packs, and external monitor connections, providing practically unlimited system portability.)

It's all business. The OSBORNE 1 delivers significant productivity at an irresistible price. At $1795, it's immediate and lasting success as a personal business computer is, quite simply, inevitable.

Orders for the Osborne 1 Computer can be placed over the telephone at (415) 887-8080. Your order will be forwarded by the factory for delivery by your nearest authorized Osborne 1 dealer.
daytime solar hour (7 am to 5 pm) when the light intensity is high enough to be collectible. Representative days for each month are used to print out an hour-by-hour averaged value. The daily amount is totaled and printed in the rightmost column. This allows the comparison of the expected variance between months.

Modeling a System

The program was written in BASIC-11, the DEC (Digital Equipment Corporation) implementation of BASIC. This particular version is running under the RT-11 operating system on a PDP-11/V03 microcomputer. DEC’s BASIC is general enough so that you should have little difficulty adapting the program to your own computer’s particular dialect. The SYS(n,n) command in line 5 is used to set the print buffer to 81 characters (normal default is 72). CHR$(26), which appears in lines 20 and 110, is the ASCII (American Standard Code for Information Interchange) code for clear screen to the ADM-3A terminal that I used. You will want to replace this code with the equivalent control code for your terminal.

All of the numbers in the DATA statement are the sequentially numbered days of the year for the 21st day of each month (January 1 = day 1). The program RUN samples were done on a DECWRITER terminal. If your system has an addressable printer, you may want to include provisions for an LPRINT type option. And for those hardy souls who might want to convert the program to another language, I’ve included the mathematical equations in table 1. The model was derived from work presented by Kreith and Kreider in Principles of Solar Engineering (McGraw-Hill, New York, 1978).

Three major features in the placement of collectors (in addition to making sure they aren’t shaded) affect the amount of solar energy available for conversion. Two of these—the tilt angle (T) and the azimuth angle (A)—are controllable in the design (see figure 1). The third, latitude (L), simply depends on where you live.

An easy way to find your latitude is to call the nearest airport. They can tell you precisely where they are, which is close enough for this calculation. Tilt angle is measured relative to the horizontal. An upright wall has a tilt angle of 90°. The azimuth angle is measured with respect to true (not compass) south, with degrees east given positive signs and degrees west of south given negative signs by convention.

In addition to the above controllable factors, there are several more that contribute to the determination of the intensity of sunlight on a collector surface. Hourly varia-

<table>
<thead>
<tr>
<th>1. Solar incidence outside the earth’s atmosphere (the solar constant)</th>
<th>$I_0$</th>
<th>$I_0 = 429(1 + 0.034\cos(360N/365))$ where $N = \text{day number}$</th>
</tr>
</thead>
<tbody>
<tr>
<td>2. Solar declination</td>
<td>$D$</td>
<td>$D = 23.45\sin(360(284 + N)/365)$ where $N$ as above</td>
</tr>
<tr>
<td>3. Mass of air along the path of light</td>
<td>$M$</td>
<td>$M = (1229 + (614 \sin D))^2 - 614 \sin D (\sin L \cos D \cos H$ where $L = \text{latitude}$, $D$ as above, and $H = \text{solar hour angle}$</td>
</tr>
<tr>
<td>4. Solar incidence attenuated by the air mass</td>
<td>$I_1$</td>
<td>$I_1 = I_0 \times 0.56(e^{-\frac{M}{17}} + e^{-\frac{M}{17}})$ where $e$ base of natural logarithm</td>
</tr>
<tr>
<td>5. Solar power on a tilted surface</td>
<td>$I_{i}$</td>
<td>$I_{i} = I_1 \cos i$ where $i = \text{angle of incidence}$</td>
</tr>
</tbody>
</table>

where $I_0$ = solar incident, $D$ cos $T$ = collector tilt, and $T$ = solar hour angle.

Table 1: These equations form the basis of the calculations performed in the author’s computer model.
CASH FLOW PROBLEMS?

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tions are due, in part, to the distance of the light path through the atmosphere. The path is longer in the early morning and late afternoon, which is why we can watch sunsets and sunrises without burning our eyeballs. Even more important, however, is the fact that the amount of light reflected back from the flat surface increases as the angle of incidence increases. This results in the cosine factor mentioned previously. This fact has prompted some designers to develop special mounting systems for tracking the sun across the sky, thus keeping the collector surface always pointing directly toward the sun. While this will increase the solar power considerably, it also increases cost and mechanical complexity. These increased expenses must be considered carefully for home heating applications.

Monthly variation in daily totals is due to several factors. First, though of lesser importance, is the fact that the earth's orbit around the sun is elliptical; hence, the sun is farther away when the planet is at its apogee. But the major factor is the tilt of the planet with respect to the plane of its orbit. Viewed from the planet's surface, this is perceived as the difference in the sun's altitude between June 21 and December 21, the summer and winter solstices. The sun is lower in the winter sky and, since this is the heating season, the typical design strategy calls for tilting the collector array so that the beam radiation at solar noon on the coldest days of the year (usually January) is almost perpendicular to the surface of the collectors—if the array is used for space heating. If the system is to provide domestic hot water, the collectors must be tilted to split the difference between the two seasons.

The Weather

Finally, there is the age-old variable that can't be predicted, but that has a major impact on the light availability—the weather. The table of hourly radiation produced by this program cannot provide a prediction of how the local cloud cover will attenuate the sunshine. However, if the monthly cloud-cover factors for your area have been tracked for the past twenty years or so, then they can be used to modify the data in the table. The table provides the theoretical “clear day” values. The daily totals for the month can be multiplied by the percent of cloud cover averaged over the past years for that month and by the number of days in the month to get a fair picture of the probable light availability. (As it turns out, the values predicted by this model for clear-day radiation have been verified by empirical methods to within a very small deviation.)

Application

The model has several uses in designing a solar collector. Primarily, you will want to know how much sunlight your area could produce. Suppose your house is oriented such that the section of roof on which you want to mount the collectors faces

---

Figure 1: Diagram of the various solar angles used in calculating the total beam energy striking a roof-mounted solar collector.
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☐ Accounts Payable ☐ Payroll ☐ Inventory Control

Name __________________________
Company ________________________
Address _________________________
City State Zip ____________________
Telephone ( ) ____________

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Structured Systems Group
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Circle 369 on inquiry card.
Listing 2: Sample data obtained by running the program in listing 1. It shows the solar energy that would strike a collector mounted directly on the author's roof. In this case, the roof and the collector have an azimuth of 10°, a tilt with respect to the ground of 18°, and a latitude of 32.5° north. The energy, given in Btus per square foot per hour, is calculated for each daylight hour on the 21st of each month.

RUN
SOLRA2 13-OCT-80 MU BASIC/RT-11 V01-01C

TABLE OF BEAM RADIATION
SOLAR ENERGY

ENTER DATA IN DECIMAL VALUES AS REQUESTED.

LATITUDE? 32.5
TILT ANGLE? 18
AZIMUTH ANGLE? 10

TABLE OF SOLAR RADIATION
BTU'S/SQ.FT.*HR. ON A FLAT SURFACE

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<td>58</td>
<td>125</td>
<td>181 216 226 209 168 109 45 0</td>
</tr>
</tbody>
</table>

END OF RUN

READY

---

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Circle 231 on inquiry card.
In this sample, the collector on the author’s roof has been optimally mounted so that it faces directly south (zero azimuth) and is tilted at a more optimum angle (47.5°). Note that the solar energy striking the collector has increased about 27%.

RUN

SOLRA2 13-OCT-80 MU BASIC/RT-11 V01-01C

TABLE OF BEAM RADIATION
SOLAR ENERGY

ENTER DATA IN DECIMAL VALUES AS REQUESTED.

LATITUDE? 32.5
TILT ANGLE? 47.5
AZIMUTH ANGLE? 0

TABLE OF SOLAR RADIATION
BTU’S/SQ.FT.*HR. ON A FLAT SURFACE

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<td>228 83 1</td>
<td>1774</td>
</tr>
</tbody>
</table>

END OF RUN

READY

Test continued from page 54:

10° east of due south. Furthermore, you would like to mount the collectors flush on the roof, to keep a low profile. Let’s say the roof has an 18° tilt. If you should happen to live in San Diego, as I do, your latitude is approximately 32.5° (use decimal values for all minutes of arc). By plugging these values into the keyboard when requested, you should get an output such as listing 2.

If you can determine how much heat you need to keep warm during January, by doing heat-load calculations on your home, then you can estimate how much collector surface area you’ll need. Incidentally, don’t forget a factor for thermal efficiency. In many states, each collector manufacturer is required to state a standardized rating for its product. This factor modifies considerably the performance of the collectors in absorbing the available sunlight.

Now, if you want to determine how much more light you might get with a more “ideal” orientation, try plugging in some alternatives. One rule of thumb for the optimal tilt angle is to add 15° to the latitude—so let’s try a tilt angle of 47.5° (32.5 + 15 = 47.5). Due south is 0° azimuth. And, of course, you can’t change the latitude unless you move your house, so that remains 32.5°. The resulting output is shown in listing 3. Notice the difference in the values for January between the two mounting strategies. You’ve gained a whopping 406 Btus per square foot for the day; that’s approximately a 27% increase. Now, you have to decide if it’s worth foregoing the low profile to gain that much more heat. For one thing, it means you will be able to reduce the amount of collector surface by 27%. Since the collectors are the single largest cost factor in a typical installation, it might be worth it!

Play around with the model to generate various schemes. If nothing else, you can give your friends their very own, personalized printout of the solar energy they could be enjoying.

A final word of caution about this model. As with any model, simplifying assumptions have been made. The numbers represent theoretical maximums only and can in no way predict the actual performance of a particular solar system installation, so they must be interpreted with care. Use the program for comparing strategies. Who knows, it may help you find a way to beat the escalating cost of energy, or at the very least, you can snub your nose at OPEC!
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You've probably heard them at computer shows or in the local computer store—the music synthesizer peripherals that, along with your Apple II computer, can help you "compose," "turn your Apple into a family music center," or offer "flash and crash sound effects." Six or seven music synthesizers are already available for the Apple II, and in this article we'll examine the most significant new entry into the marketplace—the Mountain Computer MusicSystem—and see how it compares with the competition.

Mountain Computer (formerly Mountain Hardware) is a well-known manufacturer of high-quality Apple peripheral products that have been well received by the Apple-user community. Mountain Computer's products have never been cheap, and the MusicSystem is no exception. At $545 it is one of the more expensive music synthesizers available for the Apple II, and yet, when its capabilities are considered, it costs less than some of the lower-priced units. No other Apple synthesizer on the market offers sixteen programmable waveforms, and the most popular "square-wave" unit, the ALF AMS (by ALF Products, of Denver, Colorado) can cost as much as $795 when expanded to its maximum (nine voices).

Unlike many of the less-expensive music boards that are available for the Apple II, the MusicSystem is a true synthesizer in the sense that a Moog or an ARP is a synthesizer. The user can not only specify the frequency and the amplitude envelope for each note, but also the waveform, waveform variation (within certain limits), and frequency variations during each note. This allows for a simulation of real instrument sounds that is impossible to achieve with a fixed-waveform music board.

The MusicSystem

The MusicSystem is a combined package of hardware and software that allows the user to enter and edit musical scores, to create and edit instrument definitions, and to combine both scores and instruments into PLAY files that produce the final musical output. Some of the pertinent MusicSystem features and specifications are:

- 16 programmable waveform generators (or oscillators)
- 31 KHz sample rate that gives a 13 KHz output frequency bandwidth
- Frequency resolution of 0.5 Hz
- Stereo audio outputs with up to eight waveforms (voices) per output
- Assignment of voices to either right, left, or both stereo speakers
- An integral light pen that is user-accessible for use with other programs
- Music entry and display on Apple high-resolution screen using the light pen, keyboard, or game paddles
- Use of standard music notation throughout the music editor portion of the system
- Multiple editing menus in high-resolution graphics to allow use of all the editing features without having to remember commands
- Part-by-part graphic printout of music scores on Apple's Silentype printer (other printers not yet supported)
- User definition of instrument waveforms, amplitude envelopes, and frequency histories
- Polyphony (chords) within a single part or through the use of multiple parts and multiple instruments
- Interrupt-driven software that allows foreground/background mode operation so that two programs can run concurrently
- The capability to merge COMP (composition) files with the Music Merger program so that extra-long scores can be created
- DMA (direct memory access) to waveform tables stored in the Apple's memory
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Many of the features incorporated into the MusicSystem can be found in existing products, but for the price the combination of features and capabilities is unique.

The MusicSystem package consists of two printed-circuit boards, two double-sided disks of software and demonstration files, and a comprehensive manual. The two circuit boards (see photo 1) are interconnected and designed to occupy any two adjacent Apple II expansion slots (except slot 0). The MusicSystem searches for them automatically wherever they are installed. A light pen and the stereo output jacks are preconnected to the boards, and their cables emerge through the slots in the back of the Apple's case.

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<td><strong>Documentation</strong></td>
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**The Light Pen**

At first glance, the most unusual feature of the MusicSystem is the light pen. The light pen is used to make menu selections, either from the main system menus or from the various editor menus. Due to its limited resolution, the pen is not used to enter music; this must be done with either the keyboard or the game paddles. The pen is very effective when used with the Music Editor, for it provides a quick means of selecting items from the various graphic editor menus. Mountain Computer has thoughtfully provided information that describes how to access the pen so that you can experiment and use it with other software.

The light pen is accessed by the software as a single bit in one of the MusicSystem hardware registers. The state of the pen bit simply indicates whether or not the pen is picking up light. The software recognizes use of the light pen by detecting the 60 Hz flicker from the monitor screen. Once the flicker is detected, the program blinks each allowable portion of the screen until the blink is recognized by the pen. (This is the same technique used by some of the very inexpensive light pens that plug into the Apple's game-paddle connector.)

**Hardware Flexibility**

It takes a while to really appreciate the extreme flexibility inherent in the hardware design. The MusicSystem boards can produce sixteen simultaneous waveforms, each with independent control of amplitude, frequency, and waveshape. A master volume control affects all sixteen waveform generators.

Each waveform is generated from a 256-byte waveform table stored in the Apple's memory. These tables can be created either with the Instrument Definer program or, as shown in the manual, with a user-written program. The MusicSystem boards read values out of the waveform tables by using DMA. When the system is playing music, the tables are accessed by the MusicSystem boards about 500,000 times per second, and so the Apple's 6502 microprocessor is effectively slowed from 1 MHz to 500 KHz (MusicSystem takes half of the available memory cycles). Even though the processor has been slowed down, it can still run normal software, and the speed difference is rarely noticeable. This use of DMA is the key to the MusicSystem's high performance: the technique is not used by any other Apple music synthesizers, although the Casheab synthesizer for the S-100 bus has similar capabilities. (See reference 1.)

Each waveform generator on the MusicSystem boards has software loadable registers that specify amplitude, waveform-table address, and frequency. There are also registers that control overall volume, access the light pen and random-number generator, and enable or disable the DMA and interrupts. Again, Mountain Computer provides all the information necessary to operate the boards with your own programs.

**Frequency Histories**

One unusual feature of the MusicSystem is the ability to specify note frequency histories. Most synthesizers
SuperSoft's Gallery of CP/M Masterworks

Programming Languages

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Utilities

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<tr>
<td>'C' Cross-Compiler (Z8000 Target)</td>
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Sound Quality

The MusicSystem sound quality is excellent. Although there is a very slight background hiss—due to the limited signal-to-noise ratio of the 8-bit D/A (digital-to-analog) converters—it is not objectionable.

The system's 13-KHz frequency response is better than most home cassette tape decks, and it is almost as good as an FM receiver. If your record of Switched-On Bach has been played more than a few times on an average-quality turntable, it probably doesn't extend beyond 13 KHz either.

The separate individual and overall volume controls provide a wide dynamic range with no evidence of distortion at either high or low volumes.

Human Engineering

Mountain Computer has gone to a good deal of effort to make the MusicSystem as user-oriented as possible by providing detailed prompting, menu-driven operation, and operational feedback.

When an input is required, the choices are almost always spelled out on the screen. If an illegal command is entered, the system doesn't die a horrible death or misinterpret the command—it simply beeps, and usually informs you of your mistake. Any command that could cause loss of data requires a second, confirming command. Throughout the system, commands are kept as simple as possible, while still retaining their meaning. The user is not required to remember commands, for the system generally tells you what the choices are when the time comes to make them.

MusicSystem software is accessed through a series of nested menus (see photo 2) rather than direct commands. From the time the software is loaded, the system functions are controlled by selections from the menus. Each selection results in either a direct action, or it causes another menu to appear if further details are needed. The menus are clearly written and most selections consist of a single keystroke and a carriage return.

Visual feedback in the MusicSystem indicates proper operation and shows the results of your input. If the system is compiling a COMP file, it displays: WAIT
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The System 1 main menu. Selections can be made by touching the light pen to the block at the left of each item. The tiny square in the top block indicates the presence of the game-paddle cursor. If the button on paddle 0 is pressed, the Music Player is selected.

- COMPILING. If you select a new instrument for a play file, the parameter display changes to show the results of your selection. Messages from the system are clearly spelled out, with no cryptic abbreviations.

The Software

The MusicSystem software is an integrated package of four main programs and four types of files (see figure 1), divided functionally and physically into two separate systems.

System 1 inputs and edits musical scores, and plays music. It includes the Music Editor, Music Merger, and Music Player programs, and comes with several demonstration COMP and PLAY files on the back side of the disk.

System 2 primarily creates waveforms and instruments (although it also includes a copy of the Music Player program). There are a number of predefined instruments and waveforms on the flip side of the System 2 disk.

System 1 and System 2 are tied together with the Music Player program. The Music Player compiles the COMP files produced by the Music Editor and binds in IDEF (instrument definition) files produced by the Instrument Definer, to produce the final PLAY files. Once a PLAY file is complete, it may be played at any time, and the original COMP and IDEF files may be discarded. The Music Player can also be used to alter instrument and speaker assignments in an existing PLAY file.

The System 1 and System 2 disks are received in Apple's DOS 3.2 format, and they are not copy protected. In fact, Mountain Computer recommends that you copy them as soon as possible to avoid inadvertent destruction of the master disks. If you have Apple's DOS 3.3, the MusicSystem software should be converted to sixteen-sector format rather than run in the thirteen-sector mode, because the system reloads from disk before returning to the main menus.

The system software is written in a combination of 6502 assembly language and XPLO (a block-structured Pascal-like language). The source program is not provided, but the manual contains detailed descriptions of all the file formats. All files and programs are in Apple DOS standard format, and may be copied with the DOS 3.3 FID utility or similar programs.

Interrupt Driven

Although the MusicSystem boards can run continuously under DMA once the appropriate registers have been initialized, playing real music requires changes in frequency and amplitude, while maintaining a specified tempo. MusicSystem accomplishes this with a constant-rate interrupt, which serves as a time-base reference for the play software. Every 8 ms (milliseconds), the MusicSystem interrupts the Apple's processor, and vectors to a

Text continued on page 70
Total user customizability is a predominate reason that over a thousand users find VEDIT the easiest to use full screen editor. It makes VEDIT the only editing package which allows you to determine your own keyboard layout and use the cursor and special function keys on any terminal having them. And only VEDIT fully supports all of the newly available terminals. It may come as a surprise to you, that with any other editor or word processor, you will have to memorize obscure control characters or multi-character sequences, while your terminal’s extra keys and editing functions go unused. The customization extends to setting the default tab positions, scrolling methods and much more. It’s almost like designing your own editor for your system, applications and preferences. And all of this is easily done with the setup program which requires no programming knowledge or ‘patches’, but simply prompts you to press a key or enter a parameter.

**Unequaled Hardware Support**

The CRT version supports all terminals by allowing you to select during setup which terminal VEDIT will run on. Features such as line insert and delete, reverse scroll, status line and reverse video are used on ‘smart’ terminals. All screen sizes are supported, including large ones such as the 60 X 80 format on the Ann Arbor Ambassador terminal. Special function keys on terminals such as the Heath H19, Televideo 920C and IBM 3101, and keyboards producing 8 bit codes are all supported. The memory mapped version is extremely flexible and supports bank select and hardware cursors such as on the SSM VB3. With this level of customizability and hardware support, you will feel for the first time that the software was optimally designed for your system.

**Fully Compatible Replacement for Ed**

Since VEDIT creates and edits standard text files of up to one diskette in length, it serves as a replacement for the CP/M standard editor ED. Of course, you benefit from the fastest and easiest to use ‘What you see is what you get’ type full screen editing available, fast disk access and an editor which takes up only 12K of your valuable memory space. With VEDIT you will never again need or want to use the slow and tedious ED.

**Special Features**

VEDIT is more than just a full screen editing replacement for ED, it gives you many new editing capabilities, such as a scratchpad buffer for moving and rearranging sections of text, complete file handling on multiple drives and iteration macros. Among its special features you will find automatic indenting for use with structured programming languages such as Pascal and PL/I, and other special facilities for Assembler and COBOL. A real time saver is the ability to insert a specified line range of another file anywhere in the text. Unlike most software, VEDIT will even tolerate your mistakes. For example, one key will ‘undo’ the changes you mistakenly made to a screen line, and the disk write error recovery lets you delete files or insert another disk should you run out of disk space.

**Ordering**

Many dealers carry VEDIT, or you may contact us for fast delivery. Specify the CRT version, your video board or microcomputer, the 8080, Z80 or 8086 code version, and disk format required.

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<td>VEDIT for CP/M-66: Disk and manual (NEW)</td>
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<tr>
<td>Manual: Price refunded with software purchase</td>
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series of routines that update the registers in the MusicSystem boards. These routines vary the waveform amplitudes to create note envelopes, and update the frequency registers to change notes. They can also vary the overall volume. Once the updates are complete, execution returns to the program that was interrupted. This technique is called foreground/background operation.

Because the play software is interrupt-driven, the entire task of playing a song file can be accomplished during the time another program is running. A good example of this is the Instrument Definer program, in which the MusicSystem continuously plays a short PLAY file to provide audible feedback while the user is creating waveforms and defining instrument characteristics. In this case, the Instrument Definer program runs in the foreground while the MusicSystem plays and runs its interrupt routines in the background.

There is one main drawback to the use of interrupts (and DMA). The user manual cautions that no other device on the Apple's bus can generate interrupts or use DMA while the MusicSystem is playing. If this happens, both the MusicSystem and the conflicting device fail to work properly. This restriction would probably be encountered only with devices that interrupt continuously (eg: a real-time clock/home-control system combination). In any case, the problem can be avoided by temporarily stopping the conflicting device and then restarting it when you are finished with the MusicSystem.

The Music Editor

The Music Editor program is similar in format to a number of its competitors, but it offers a variety of additional features. The Music Editor divides the screen into two separate functional areas: the upper two thirds of the screen becomes a graphic music display, while the lower portion holds the various editor menus and the status and command lines.

The music display acts as a window on the score in memory. The display can be scrolled right and left through a given part, or up and down from part to part. The display staff formats include the treble, bass, alto, and tenor clefs, as well as the System Clef (ie: the combination of treble and bass clefs used in keyboard sheet music). You can change the clef at any time, and the score will be redisplayed correctly on the new clef. Photo 3 (the Music Editor main menu) shows an example of the system clef.
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The Music Editor main menu. In this example, the music cursor is at measure twelve of the song "America," the music staff is the system clef, and the editor is in the CHORD mode. Chords may be entered within a part, or through the use of multiple parts.

The Music Editor Signature Commands menu displays part two on the bass clef in NOTES mode. This menu is used to select key, time signature, and clef.

The Note Modifier menu inserts dynamic or normal accents, and sets or removes ties between notes. The dynamic sfffz has just been inserted at the first note in measure nine. In this photo, part one is displayed on the treble clef.

You can select items from any of the editor's four graphic menus, with either the light pen or with game paddle. Most of your time will be spent with the main menu: it is used to select note durations, rests, measure bars, and to handle all editing functions. The other three menus are selected from the main menu, and they all return to it. The commands are also available through the keyboard, and a few operations such as LOAD, SAVE, and PRINT can only be executed by typing the command. The various editor menus are shown in photos 3, 4, 5, and 6.

The Music Editor provides a large selection of accents and dynamics that add life and emphasis to your music. Overall loudness is controlled with the SOUND COMMANDS menu, and individual notes may be accented with the NOTE MODIFIER menu. Unfortunately, note dynamic accents, although provided for in the editor, are not fully functional in the Music Player program: they are played as normal accents. The MusicSystem manual states that this will be corrected in a later version of the software. Two other unimplemented commands are user SYNC (designed to synchronize external devices like a slide projector) and GRAD (specifies gradual volume changes to create crescendos and diminuendos). According to the manual, SYNC will be implemented in a later version. GRAD appears only in the SOUND COMMANDS menu; the manual doesn't mention it at all.

The editor's PRINT command allows you to print out part or all of a score in graphics on the Apple Computer Inc Silentype printer. The score is printed as it is shown on the screen, and may be printed in one of two sizes. Each part is printed separately on its own staff, and the printout can be cut and pasted to form a sort-of-orchestral score. I would have liked to have the ability to print out several parts simultaneously, on one set of staves, as this would have made the printout a more useful piece of sheet music. Other graphics printers, such as Integral Data Systems' Paper Tiger, are not supported in this version of the MusicSystem.

You can enter music in either NOTES or CHORDS mode. In CHORDS mode, the music cursor doesn't advance while you are entering notes of the same duration. Most synthesizers require that you use separate parts to enter chords, but the MusicSystem doesn't have this limitation. Multiple parts are only required to define the music played by different instruments.

Notes are placed on the screen with either game paddle 0 or with the keyboard. A small cursor is moved vertically through the staff when paddle 0 is turned, and the note appears when you press the button. You can enter music surprisingly fast through the keyboard. Once the duration and octave are selected, a string of notes may be entered as simply as typing C D E F G A B and pressing RETURN.

I was a little disappointed to find that the editor doesn't provide audio feedback during music entry. However, it
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does sharp and flat notes to match the key signature, so this potential source of errors is removed.

The size of the score that can be handled by the editor is somewhat limited. If you actually entered sixteen separate parts, there would not be room for many measures of music. Fortunately, the Music Merger program can be used to combine COMP files to produce a much larger final result. (There has been talk at Mountain Computer of designing a true "virtual score" capability into the MusicSystem by spooling the score on and off disk as the editor scrolls through it. Whether or not this will be implemented in the next version remains to be seen.)

The editing functions provided by the editor are simple and effective. Unless otherwise specified, the editor is always in insert mode. Music events may be inserted at any time and at any place in the score. The editor provides commands to scroll right and left, delete right and left, and change note durations. You can jump to other locations in the score by using the keyboard GOTO command to access specific measures. I found the editor's responses to be a little slower than I liked, but it wasn't objectionable.

The editor has only two real weaknesses: it lacks both triplets and the capability to repeat musical phrases. The former makes it difficult to enter certain pieces of music, and the latter adds time and wastes space when repeated phrases are encountered. There is no reason why you should have to reenter the same section of music when the computer could do it for you. Also, the editor will not automatically place measure bars, but this drawback is not important because both measure bars and time signatures have no effect on the music played.

My overall reaction to the Music Editor is mixed. On the one hand it is an excellent piece of software with many features that are not found in most music editors. On the other hand there are the unimplemented features...
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OEM pricing available

*Prices subject to change without notice.

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***OASIS is a registered trademark of Phase One Systems, Inc.
+Datapro is a registered trademark of Datapro Research Corp.
The Instrument Definer main menu: The audio feedback level has been reduced and the pitch transposed down one octave by setting DYNAMIC to 30 and TRANSPOSE to -12.

An example of an Attack Profile plot from the Instrument Definer. The plot shown is for oscillator 2 from the instrument WOODDRUM. This example shows an alternate method of defining envelopes. In this case, the entire envelope is defined during the attack phase, so there is no sustain or release.

A special subprogram of the Instrument Definer, called the Wavemaker, is used to create waveforms through a process called Fourier (or additive) synthesis. Just as Fourier analysis breaks down a waveform into its harmonic components, Fourier synthesis creates a waveform from a set of harmonic amplitudes. The process is also called additive synthesis because it is done by adding sine waves of various harmonic frequencies and amplitudes to produce the final result (see reference 6).

The Wavemaker allows you to specify the amplitudes of up to twenty-four harmonics, and you can switch to the waveform display to view the wave at any time during the process. The audio feedback responds to the harmonic changes as you make them, so you can literally design your waveform "by ear." The view of the waveform is interesting, but not really important: it is easier to relate the timbre of the sound to the harmonic mix than to the waveshape. Photos 10 and 11 show ex-
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Figure 2: Structural diagram of the Instrument Definer program, showing access paths to various menus and displays. The Instrument Definer is a large program that operates by loading program segments from disk as different functions are required.
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EXAMPLES OF THE WAVEFORM CREATION PROCESS.

**Envelopes**

In the Instrument Definer, the envelope is specified through a combination of oscillator and global parameters (see figure 3). Each oscillator in an instrument definition has five specified characteristics:

- **Weight**: its amplitude relative to any other oscillators used
- **Attack profile**: the pattern of volume changes during the attack portion of the envelope
- **Frequency history**: the pattern of frequency changes during the attack
- **Sustain exponential**: the sustain amplitude half-life in milliseconds
- **Waveform**

The attack and frequency profiles can each be specified with as many as fifteen segments to allow detailed instrument models. The global attack time defines the interval over which the oscillator attack and frequency profiles are spread.

Instruments whose timbre changes during each note

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**Text continued from page 88:**

...envelopes. The hardware is actually more complex than indicated here, but there is sufficient information provided in the manual to operate the board with your own software.

- Frequency history: the pattern of frequency changes during the attack
- Sustain exponential: the sustain amplitude half-life in milliseconds
- Waveform

The attack and frequency profiles can each be specified with as many as fifteen segments to allow detailed instrument models. The global attack time defines the interval over which the oscillator attack and frequency profiles are spread.

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Two main music-synthesis techniques have been used on the Apple II computer. Each of these techniques has strong and weak points, and each presents features that the other does not. However, neither offers the power and flexibility of the MusicSystem which, in fact, uses a combination of the two techniques.

Square-Wave Music

The first widely available music synthesizer for the Apple II was produced by ALF Products Inc. The ALF synthesizer could generate three square-wave "voices" with note-envelope control and a wide frequency range. Up to three ALF circuit cards could be installed in an Apple II, which provided up to nine musical parts through three separate audio outputs. The ALF software was well written, and the same unit, the ALF Apple Music Synthesizer, is still quite popular today.

The technique used by ALF to generate tones is also used by a number of similar, but lower-quality and less-expensive, synthesizers currently on the market. This technique involves the use of several programmable hardware frequency dividers. Each divides a master frequency by a number that is provided by the controlling software. Different output frequencies are provided by varying the software-supplied divisor. The square-wave output of each frequency divider is then fed into a programmable attenuator, typically a D/A (digital-to-analog) converter, to vary the output level. Thus, the software simply supplies the frequency and output-level information to the card and the hardware does the rest.

One of the advantages of this technique is that the number of voices can be increased by simply adding more synthesizer cards. Even with nine-part music, the software has enough time left over to provide a real-time music display on the Apple's screen.

The main disadvantage of this technique is that it is not true music synthesis. It is impossible to reproduce a wide range of instrumental sounds with a waveform that is limited to a square wave. The control of each note's envelope allows a range of effects to be produced, but the high notes are invariably sharp and brilliant while the low notes have a buzzy sound.

Since the introduction of the ALF synthesizer, a number of similar units have appeared on the market. Most use the General Instrument Ay-3-8910/8912 music synthesizer integrated circuit to produce tones. This is an inexpensive approach, but it offers limited frequency accuracy and only sixteen levels of output volume. The Ay-3-8910 also includes a pseudo-white-noise generator that allows these units to offer (as one advertiser puts it) "flash and crash sound effects."

Software-Driven D/A Synthesis

Another popular approach to personal computer music synthesis utilizes a software-driven D/A converter. The D/A receives a constant stream of numbers from the computer and produces a correspondingly varying voltage at its output. With carefully written software, this technique is capable of producing surprisingly good-quality music.

The current state of the art was largely developed by Hal Chamberlin of Micro Technology Unlimited and his associates, Frank Covitz and Cliff Ashcraft. The software steps through precomputed waveform lookup tables, summing the values found and outputting the sum to the D/A at a constant rate. This allows complex waveforms to be computed and stored in advance, thus reducing the amount of computation required at play time. Note envelopes and timbre variations during each note are accomplished by storing a series of waveforms for each voice. Each stored waveform represents the waveshape and amplitude of the note at a given duration. The amplitude and timbre variations are generated by rapidly switching waveform tables.

Using the current software, the Apple's 1 MHz 6502 microprocessor can produce four-part music with realistic-sounding instruments and a 3.5 KHz frequency bandwidth. Faster processors can produce more parts and a greater frequency response. The technique is extremely flexible and can provide a wide range of instrument sounds. The hardware required is simple and inexpensive because the software does most of the work.

The main disadvantage of the system is that the software uses virtually all available processor time. The bandwidth or the number of musical parts cannot be increased without using a faster processor. Adding another D/A circuit board can provide stereo outputs but will not increase the music capacity of the system. Another disadvantage is that overall volume control and dynamic accents are difficult to implement due to time and memory-capacity limitations. It is not uncommon to fill 32 K bytes of memory with waveform tables without allowing for varying volumes for each instrument. This limitation could be removed by using a multiplying (variable gain) D/A to control the output level, which would also tend to effectively improve the limited signal-to-noise ratio of the 8-bit D/A.

Even with these limitations, the technique has a large number of avid users, and the quality of the music produced continues to improve as the software is refined. Examples of products using this method are devices built by Micro Music Inc (309 Beaufort St, Normal IL 61761, (309) 452-6991) for the Apple II, and products produced by Micro Technology Unlimited Inc (2606 Hillsborough St, POB 12106, Raleigh NC 27605, (919) 833-1458) for the Apple, PET, Aim, and other 6502-based computers.
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Photo 10: A plot of the harmonic partials required to create an approximate square wave. For each odd harmonic specified, the amplitude is equal to 100/n, where n is the harmonic number.

Text continued from page 82:

may be simulated by using multiple oscillators. If you wish to decay the higher harmonics faster than the low ones in order to simulate a plucked or struck string instrument, you can use two or three oscillators with different harmonic contents and design them to decay at different rates.

In contrast to the MusicSystem, many synthesizers use the ADSR (attack-decay-sustain-release) method to specify envelopes. In the ALF synthesizer, for example, you specify the attack slope, the initial decay slope, the sustain level, and the release slope which ends the note. The sustain is always at a constant volume, so it is difficult to simulate instruments, like a piano, which decay...
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gradually while the note is sustained, but drop off abruptly when the key is released. The ADSR method is a simple way of specifying envelopes, but it does not have the flexibility required to simulate real instruments accurately. Figure 4 shows a comparison of the ADSR and MusicSystem envelopes.

Documentation
Mountain Computer provides a comprehensive manual with the MusicSystem. Within its two hundred pages are chapters on system operations, descriptions of all the system programs, and a good section on background and theory.

The MusicSystem manual makes extensive use of walk-through examples to introduce you to each of the MusicSystem programs. You are taken step by step through the Music Editor (through the process of entering the song “America” in two parts), and then through the Instrument Definer, where you learn while creating the instrument ORGAN. The manual also includes a complete list of error messages and their causes, by program, as well as reference material that describes the hardware, the system file formats, and how to control the hardware with your own software.

The manual, and in particular the chapters on the Instrument Definer and MusicSystem theory, should be carefully read by any MusicSystem purchaser. A number of fine points and operational details will not be understood if you “don’t read the instructions until all else fails.”

Comments
According to Avery Dee, Vice President of Marketing, Mountain Computer considers the MusicSystem an evolving product, and plans to support and expand the system through future software releases. The first release of the MusicSystem was version 1.2, which did not include the Instrument Definer or the PRINT command. Since then, the current version 2.0 has been released and made available at no charge to all purchasers of version 1.2. By the time you read this article, another version may have been released. Certainly the unimplemented commands should be fixed, and hopefully, n-tuplets and repeats will be added.

Mountain Computer is currently compiling and providing MusicSystem information to several vendors who are either designing software or interfacing the system to other products. For example, The Alpha-Syntauri keyboard (Syntauri Ltd, 3506 Waverly, Palo Alto CA 94306) is now available interfaced to the MusicSystem as well as ALF’s music boards.

In a way, the development of the MusicSystem can be compared to that of the Apple II three years ago. It has some limitations at the moment, but it is still entirely usable, and shows great potential. With the planned software enhancements, it should satisfy most needs for

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years to come. In any case, it is the most powerful synthesizer available for the Apple II, and it is price-competitive with its closest rival, the ALF unit.

Conclusions
- The Mountain Computer MusicSystem is a flexible, well-designed music synthesizer that provides a combination of features and capabilities currently unmatched by any other Apple II music synthesizer.
- The MusicSystem boards alone provide an interesting avenue for experimentation in computer music for those users who wish to write their own programs.
- The documentation provided by Mountain Computer is complete and comprehensive. In addition to operating instructions, it provides tutorial and theory sections and numerous appendices that cover such categories as the hardware interface, error message causes, and conversion to DOS 3.3.
- The Instrument Definer is a unique program that adds a new dimension to the synthesis process. As much creative effort may be spent defining instruments as was previously spent entering music.
- The two main weaknesses of the MusicSystem are the lack of repeats (musical subroutines) and triplets, or n-tuplets. Hopefully this omission will be rectified in a future software release.
- Other features I'd like to see added are a Play Multiple Songs program, the ability to adjust tempo at play time, and audio feedback in the Music Editor program.

References and Further Reading
5. Tubb, Phil. "Apple Music Synthesizer." June 1980 Creative Computing, pages 74 thru 83. (ALF as described by its designer.)
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What Time Does the Sun Rise and Set?

Bruce Barkstrom
111 Pear Ave
Newport News VA 23607

Do you have to rise before the crack of dawn to go duck hunting? Do you need to know how many hours of sunlight to expect for your new solar collector? Do you want to know if you have enough time to jog ten miles before the sun sets? One way to answer these questions is to use your computer. All you need to know is your latitude, longitude, and the date. The program shown in listing 1 computes the time the sun rises or sets for any date and location on the earth. It uses a precise calculation of the sun’s position in its apparent orbit around the earth and relates this to the time of sunrise and sunset by geometry.

The sun’s orbital position is found with a general method that might be of use in your next space-war simulation. A general Julian-date calendar is also included, which might be useful in keeping track of days in an accounting program. The times of sunrise and sunset are computed with a method that also gives the amount of solar energy falling on the surface of the atmosphere for a given latitude and date. [The amount of solar energy reaching the surface of the atmosphere is considerably different from the solar energy actually reaching the surface of the earth. Although the amount of energy actually radiating through the atmosphere can be calculated, it requires more complex mathematics than those used in this article. The solution involves solving a partial differential equation known as the equation of radiative transfer....SM] For the twentieth century, the times computed are accurate to within two minutes.

The fact that the sun rises at different times during the year is not mysterious. It is caused by the tilt of the earth’s axis with respect to its orbit around the sun. In the summer, the time between sunrise and sunset is longer than in the winter. The question is: “How much longer?”

Describing Celestial Objects

We first need to understand how astronomers describe where objects are in the sky. They start by assuming that all astronomical objects such as the sun, moon, and stars, can be painted on a large sphere around the earth. If you stand in an open field, your line of sight to the unobstructed horizon intersects this celestial sphere in a great circle. The point directly overhead is called the zenith, and the point near the North Star (Polaris) where the stars appear to rotate is known as the north celestial pole. A great circle running through the celestial poles and the local zenith is called the local meridian. These positions and circles are shown in figure 1. The position of the image on the sphere is described by a celestial “latitude” and “longitude,” known as declination (δ) and right ascension (RA) (see figure 2).

The celestial sphere rotates once every 24 hours. By observing the angle between the meridian and a point on the celestial equator rotating with the celestial sphere,
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Listing 1: The Sunrise-Sunset program written in CBASIC Version 2.

REM SUNRISE - SUNSET
REM This program is intended to compute the time of sunrise and sunset, as well as the total solar energy incident on the top of the atmosphere for a given latitude and longitude at a given time of year.
REM Comments are welcome addressed to
REM Bruce R. Barkstrom
REM 111 Pear Avenue
REM Newport News, VA 23607.
REM This program requires about 10K of text storage, and about 3.5K to run when compiled by the CBASIC Version 2 compiler.
DIM First..Day.of.Month(12)
FOR I=1 TO 12:READ First..Day.of.Month(I):NEXT I
DATA 0,31,59,90,120,151,181,212,243,273,304,334
Pi=3.1415926535898:TRUE%=-1:FALSE%=0:A=l:Debug%=TRUE%
REM ** Compute Julian Date **********
DEF FN.Julian.Date(Month,Day,Year)
Yrs.since.O=Year+4712
No.of.IP.yrs=INT((Yrs.since.0-1)/4)
Julian.Date=365*Yrs.since.0 + No.of.IP.yrs
IF Year>=1583 THEN \n   Julian.Date=Julian.Date-10: \n   No.of.cent.yrs.snc.1583=INT((Year-1501)/100): \n   No.of.cent.IP.yrs.snc.1583=INT((Year-1201)/400): \n   Julian.Date=Julian.Date-No.of.cent.yrs.snc.1583+ \n   No.of.cent.IP.yrs.snc.1583
REM ** Deal with month and day **********
Julian.Date = Julian.Date+ First..Day.of.Month(Month) + Day
IF 4*INT(Year/4)=Year AND Month>=3 THEN \n   Julian.Date = Julian.Date + 1
IF Year=1582 AND ((Month=10 AND Day>=15) OR Month>=11) THEN \n   Julian.Date = Julian.Date - 10
FN.Julian.Date = Julian.Date
RETURN
FEND
REM ** Compute Mean Anomaly **********
DEF FN.Mean.Long(T,D)
M00 = -1.52417+(1.50E-4+3.E-6*T)*T*T+0.9856002670*D
IF M00>360 THEN M00=M00-360*INT(M00/360)
FN.M = M00*Pi/180
RETURN
FEND
REM ** Compute Obliquity of Ecliptic **********
DEF FN.epsilon(T)=((3.252294-(1.30125E-2+ \n   (1.64E-6 - 5.03E-7 * T)*T)*Pi/180.
REM ** Compute Mean Longitude of Perigee **********
DEF FN.omEGA(T,D)=(281.22083 + (4.53E-4 + 3.E-6 * T)*T*T \n   + 4.70684E-5 * D)*Pi/180.
REM ** Compute Eccentricity **********
DEF FN.eccentricity(T)=0.01675104 - (4.08E-5+1.26E-7*T)*T
REM ** Compute Longitude of Ascending Node of Lunar Orbit *****
REM FN.Lunar.Long(T,D)
Lunar.Long = 259.183275 + (2.078E-3+2.E-6*T)*T
Lunar.Long = Lunar.Long - .0529539222*D
RETURN
FEND
REM ** Print time or angle in xx:xx:xx.xxx format
REM time.or.angle is assumed to be in radians
DEF FN.Print.Angle(time.or.angle$,Y$,Angle)
IF time.or.angle$="time" THEN factor=12: y0$="Hours" \n   ELSE factor=180: y0$="Degrees"
x1=factor*ABS(Angle)/Pi:x2=INT(x1):x3=60*(x1-x2):x4=INT(x3)
x5=60*(x3-x4):x6=.001*INT(x5*1000)
IF x2<>0 THEN x2=SGN(Angle)*x2
IF x2=0 AND x4<>0 THEN x4=SGN(Angle)*x4
IF x2=0 AND x4=0 THEN x6=SGN(Angle)*x6
Listing 1 continued on page 98
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Listing 1 continued:
PRINT Y$,x2;"":"x4;"":"x6;y0$
RETURN
FEND

REM ** Input Location Information
Idne2=1
WHILE Idne2
100 INPUT "Your latitude (Deg,Min,Sec), Pos for N, Neg for S";LatD,LatM,LatS
    Latitude=LatD+(LatM+(LatS/60))/60
INPUT "E or W, Longitude (0 - 180 Deg,Min,Sec)";Dir$,LonD,LonM,LonS
    Longitude=LonD+(LonM+(LonS/60))/60
INPUT "Your Standard Time Zone (1-24)";Std.Time.Zone
    Err=0
    IF Latitude<-90 OR Latitude>90 THEN \n        PRINT "Latitude out of range":Err=Err+1
    IF Dir$<"E" AND Dir$<>"W" THEN \n        PRINT "You did not input E or W":Err=Err+1
    IF Longitude<0 OR Longitude>180 THEN \n        PRINT "Longitude outside the range (0,180)";\n        Err=Err+1
    IF Std.Time.Zone<1 OR Std.Time.Zone>24 THEN \n        PRINT "Std Time Zone outside the range (1,24)";\n        Err=Err+1
    IF Err<>0 THEN 100
    REM ** Revise longitude and standard time zone to be consistent
    Latitude = Latitude*Pi/180.
    IF Latitude>=0 THEN x$="Arctic" ELSE x$="Antarctic"
    IF Dir$="E" THEN Longitude 360 - Longitude
    Longitude = Longitude * Pi
    Time.Diff=l2*Longitude/Pi
    Tot.time.cliff = Time.Diff - (Std.Time.Zone - 1)
REM ** Input Date and Check for Correctness **********
Idne=1
WHILE Idne
200 INPUT "Date (Month,Day,Year)";Month,Day,Year
    Err=0
    IF Month<0 OR Month>12 THEN \n        PRINT "Month out of range, input again":\n        Err=Err+1
    IF Day<0 OR Day>31 THEN \n        PRINT "Day out of range, input again":\n        Err=Err+1
    IF Err>0 THEN 200
    Day = Day -.5 + Time.Diff/24
REM ** Compute current Julian Date, and Time since 1900
    J.D.Current = FN.Julian.Date(Month,Day,Year)
    D = J.D.Current - FN.Julian.Date(1,0,1900):T = D/36525
REM ** Compute solar orbit
    ecc = FN.eccentricity(T):MO = FN.M(T,D):E = MO
    FOR I=1 TO 3
        E = E +(MO - (E-ecc*SIN(E)))/(1-ecc*COS(E))
    NEXT I
    V = 2*ATN(SQR((1+ecc)/(1-ecc))*TAN(0.5*E))
    IF V<0 THEN V=V+2*Pi
    r = A*(1-ecc*COS(E)):eps = FN.epsilon(T):omeg = FN.omega(T,D)
REM ** Nutation Terms are computed here ********************
    Ll = FN.Lunar.Long(T,D)
    Nutation.of.Obliquity = (2.5583333E-3+2.5E-7*T)*COS(Ll)*Pi/180.
    eps = eps + Nutation.of.Obliquity
    Nutation.of.Longitude = -(4.7872222E-3+4.7222222E-6*T)*SIN(Ll)*\n        Pi/180.
REM ** Compute solar declination ********************
    sine.del = SIN(eps)*SIN(V+omeg)
    cosine.del = SQR(1 - sine.del*sine.del)
    del = ATN(sine.del/cosine.del)
REM ** Compute Equation of Time ********************
    mean.long=omeg+MO
    IF mean.long<0 THEN mean.long=mean.long+2*Pi
    IF mean.long>2*Pi THEN mean.long=mean.long-
Listing 1 continued on page 100
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Listing 1 continued:

2*Pi*INT(mean.long/(2*Pi)) 
y=TAN(0.5*eps) 
y=y*y 
y=(1-y)/(1+y) 
alpha0=omega+V+Nutation.of.Longitude 
IF alpha0<0 THEN alpha0=alpha0+2*Pi 
IF alpha0>2*Pi THEN alpha0=alpha0-2*Pi*INT(alpha0/(2*Pi)) 
alpha = ATN(y*TAN(alpha0)) 
Eqn.of.time = alpha-mean.long 
Eqn.of.time = Eqn.of.time - Pi*INT(Eqn.of.time/Pi) 
IF ABS(Eqn.of.time)>.9*Pi THEN 
Eqn.of.time=Eqn.of.time-2*INT(Eqn.of.time/Pi) 
a0=Eqn.of.time+mean.long 
IF a0>2*Pi THEN a0=a0-2*Pi*INT(a0/(2*Pi)) 
REM ** Print various orbital related quantities if desired ******* 
IF Debug%=TRUE% THEN 
xO=FN.Print.Angle("angle","mean anomaly ",MO): 
xO=FN.Print.Angle("angle","eccentric anom",E): 
xO=FN.Print.Angle("angle","true anomaly ",V): 
xO=FN.Print.Angle("angle","obliquity ",eps): 
xO=FN.Print.Angle("angle","nutation of ob",Nutation.of.Obliguity): 
xO=FN.Print.Angle("angle","longitude ",alpha0): 
xO=FN.Print.Angle("angle","nutation of ln",Nutation.of.Longitude): 
xO=FN.Print.Angle("angle","solar declin ",del): 
xO=FN.Print.Angle("angle","total declin ",a0): 
xO=FN.Print.Angle("angle","equation of tm",Eqn.of.time): 
PRINT "eccentricity ";ecc:
PRINT "r ";r 
REM ** Length of Day 
mum = COS(Latitude - del);mun = -COS(Latitude + del):mua = 0 
REM ** Refraction Effect computed here 
xO=FN.Print.Angle("time","Tot time diff",Tot.time.diff*Pi/12) 
IF -mum*mun>O THEN Refrac.corr = 0.0555555556/SQR(-mum*mun) 
ELSE Refrac.corr = 0: 
IF Debug%=TRUE% THEN 
xO=FN.Print.Angle("time","Refraction corr is ",Refrac.corr*Pi/12) 
IF mun>mua THEN mua=mun 
IF mum>mua THEN 
x = SQR((mua-mun)/(mun-mua)):
frac.of.day.sun.up = 1 - (2/Pi)*ATN(x):
basic.sunset = 12.*frac.of.day.sun.up:
basic.sunrise = basic.sunset:
basic.sunset = basic.sunset + Refrac.corr + Eqn.of.time*12/Pi:
basic.sunrise = basic.sunrise + Refrac.corr - Eqn.of.time*12/Pi:
time.basicsunset = 12 + basic.sunset:
time.sunrise = time.basicsunrise + Tot.time.diff:
time.sunset = time.basicsunset + Tot.time.diff:

fraction.avail.sun = 0.5*(mun+mum)*frac.of.day.sun.up 
+ (mun-mum)*SIN(Pi*frac.of.day.sun.up)/Pi):
PRINT:

PRINT "Sunrise occurs at ",time.sunrise*Pi/12):
xO=FN.Print.Angle("time","Sunrise occurs at ",time.sunrise*Pi/12):
xO=FN.Print.Angle("time","Sunset occurs at ",time.sunset*Pi/12):
ELSE 
PRINT "you are in the ";x$;" winter - the sun doesn't rise":
fraction.avail.sun = 0.
PRINT "Sunlight available at the top of the atmosphere is":
PRINT 1.88846*E6*fraction.avail.sun;" Joules per square meter" 
INPUT "If this is the last date, input 0":Idne 
IF Idne<>0 THEN Idne=1 
WEND 
INPUT "If you have no other locations, input 0":Idne2 
IF Idne2<>0 THEN Idne2=1 
WEND 
END
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Listing 2: A sample run of Sunrise-Sunset.

Your latitude (Deg,Min,Sec), Pos for N, Neg for S 37,0,0
E or W, Longitude (0 - 180 Deg,Min,Sec) W,75,0,0
Your Standard Time Zone (1-24) 6
Date (Month,Day,Year) 9,1,1980
mean anomaly 237 54 : 53.025 Degrees
eccentric anom 237 : 6 : 37.387 Degrees
ture anom 236 : 18 : 34.682 Degrees
obliquity 23 : 26 : 23.519 Degrees
utation of ob 0 : 0 : -6.947 Degrees
longitude 158 : 54 : 51.928 Degrees
utation of ln 0 : 0 : -11.323 Degrees
tsolar declin 8 : 13 : 35.673 Degrees
solar R. A. 10 : 42 : 4.382 Hours
equation of tm 0 : 0 : -1.057 Hours
eccentricity 0.0167180457765
r 1.00907827086
Tot time diff 0 : 0 : 0 Hours
Refraction corr is 0 : 4 : 14.545 Hours

Sunrise occurs at 5 : 30 : 43.307 Hours
Sunset occurs at 18 : 29 : 14.577 Hours
Sunlight available at the top of the atmosphere is
35208038.2944 Joules per square meter
If this is the last date, input 0 1
Date (Month,Day,Year) 12,1,1980
mean anomaly 327 36 : 15.675 Degrees
eccentric anom 327 : 5 : 1.817 Degrees
ture anom 326 : 33 : 34.599 Degrees
obliquity 23 : 26 : 23.934 Degrees
utation of ob 0 : 0 : -6.415 Degrees
longitude 249 : 10 : 6.219 Degrees
utation of ln 0 : 0 : -12.376 Degrees
tsolar declin -21 : 49 : 34.492 Degrees
solar R. A. 16 : 29 : 54.062 Hours
equation of tm 0 : -10 : 57.915 Hours
eccentricity 0.0167179436184
r 0.985965844479
Tot time diff 0 : 0 : 0 Hours
Refraction corr is 0 : 4 : 42.959 Hours

Sunrise occurs at 6 : 54 : 34.914 Hours
Sunset occurs at 16 : 43 : 29.255 Hours
Sunlight available at the top of the atmosphere is
16043293.0622 Joules per square meter
If this is the last date, input 0 0
If you have no other locations, input 0 0
A.

Text continued from page 94:
you can keep track of the time. For example, if the sun were on the celestial equator, at noon it would be on the meridian. You could measure 90° along the celestial equator between the local meridian and the sun's location at 6 PM; it would be 180° from its starting position at midnight. At dawn, it would be 270° around, and at noon 360°—back to its starting position. The angle between the local meridian and a certain celestial longitude is called the hour angle, $H$.

At any given time, $\theta_o$, the angle between the sun and the zenith of an observer at latitude $\phi$, is related to the hour angle and declination of the sun, $\delta$, by the equation

$$\cos(\theta_o) = \sin(\phi) \sin(\delta) + \cos(\phi) \cos(\delta) \cos(H) \quad (1)$$

When the sun sets, it is on the horizon 90° from the zenith, so $\cos(\theta_o)$ is 0. Thus, the sun sets when

$$\cos(H) = -\tan(\phi) \tan(\delta) \quad (2)$$

Computing the Amount of Solar Energy

The actual computation of the time of sunrise or sunset is more useful if, instead of solving equation (2), a method is used allowing you to estimate the amount of energy the sun radiates to the atmosphere during a day.
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The power input to a small portion of the top of the atmosphere is proportional to \( \cos(\theta_0) \). For the time between sunrise and noon (or noon and sunset), \( \theta_0 \) is a monotonically decreasing (or increasing) function of time. Thus, in a time increment \( dt \),

\[
d(\cos(\theta_0)) = -\cos(\phi) \cos(\delta) \sin(Ct) \cdot C \cdot dt
\]

(3)

where \( C=2\pi/24 \text{ hr} \). In this same time increment, the amount of energy per unit area that reaches the top of the atmosphere is

\[
dP = E_0 \cos(\theta_0) \cdot dt
\]

(4)

\( E_0 \) is the solar constant, which is about 1370 watts per square meter. By converting to \( \cos(\theta_0) \) as the variable of integration, you can compute both the time of sunrise (or sunset) and the amount of energy per unit area arriving during the hours of daylight.

The number of hours of sunlight is given by

\[
LD = 24 \left(1 - \frac{2}{\pi} \arctan\left(\sqrt{\frac{\mu_m - \mu_n}{\mu_m + \mu_n}}\right)\right)
\]

(5)

and the amount of energy is given by

\[
AE = (1.184 \times 10^8) \left(\frac{a}{r}\right)^2 \left\{ \frac{1}{2} (\mu_m + \mu_n) LD + (\mu_m - \mu_n) \sin(\pi LD/24) \right\}
\]

(6)

where \( LD \) is the length of day in hours, \( AE \) is the amount of energy per unit area in joules per square meter (J/m\(^2\)), \( a \) is the mean distance from the earth to the sun in kilometers, and \( r \) is the actual distance from the earth to the sun in kilometers. (To convert this figure to Btu per square feet, multiply by 8.80598\times10^{-5}. About half of this energy reaches the surface on a clear day.)

In these expressions, \( \mu_m \) has been used for \( \cos(\max(\theta_0 \text{ during the day}) \), \( \mu_n \) for \( \cos(\min(\theta_0 \text{ during the night}) \), and \( \mu_0 \) for \( \max(0, \mu_n) \). In terms of latitude and solar declination

\[
\mu_m = \cos(\phi - \delta)
\]

(7)

while

\[
\mu_n = -\cos(\phi + \delta)
\]

(8)

Observe that \( \mu_m \) can be less than zero during the arctic winter (\( \delta \) less than zero and \( \phi \) close to 90°) and \( \mu_n \) can be greater than zero during the arctic summer (\( \delta \) greater than zero and \( \phi \) close to 90°). These conditions prevent us from computing a negative square root in equation (5).

Figure 1: Positions on the celestial sphere for an observer at latitude \( \phi \). For observation from the earth, the points of reference are the horizon and zenith. The horizon has attached to it the compass points N, S, E, and W. The zenith is always directly overhead. The meridian is the great circle extending from N on the horizon through the zenith to S on the horizon. The celestial sphere rotates from E to W about the north celestial pole. When the sun is on the meridian, it is local solar noon, and the hour angle \( H \) is 0. As time passes, rotation of the celestial sphere carries the sun toward the western horizon, and the hour angle increases. At the same time, the solar-zenith angle also increases. When the sun is on the horizon (at sunrise and sunset), \( \theta_0 = 90^\circ \).

Figure 2: The position of an object is described by its declination and right ascension. For a person located at the North Pole, the north celestial pole is directly overhead. A person located on the equator has the celestial equator directly overhead. The vernal equinox (March 21) is where the sun intersects the equator in its apparent orbit around the earth.
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Where's the Sun?

To use equations (5) and (6), you must know both your latitude, $\phi$, and the solar declination, $\delta$. Very roughly,

$$\delta = 22.5 \cdot \sin(360f - 90)$$  \hspace{1cm} (9)\]

where $f$ is the number of days since January 1 divided by 365.25, $\delta$ is in degrees, and the argument of the sine function is also in degrees.

This might be satisfactory if you just wanted to know where the sun is. But if it is used to estimate the time of sunrise and sunset, you find large errors (about twenty minutes) in the local solar time of sunrise and sunset. There are basically two kinds of difficulty. The first is that the sun's apparent orbit around the earth doesn't fall on the celestial equator. Once this is recognized, you realize that time is kept by a fictitious mean sun moving steadily along the equator. As a result of the nonzero orbital inclination, the right ascension of the actual sun rarely agrees with that of the mean sun.

The second difficulty is that when the earth is closer to the sun in January, it moves faster in its orbit than it does in June, when it is farther away. The correction for these two effects is known as the equation of time.

The proper way to find the sun's location on the celestial sphere is to find its position in apparent orbit around the earth, then find its right ascension and declination. This is not as difficult as it sounds. The basic orbit description requires only the actual distance from the earth to the sun, $r$, and the angle between the sun and its orbital position at its closest approach to earth. This angle, $V$, is known as the true anomaly.

You can compute $V$ (giving the true position of the sun) through calculations geometrically equivalent to the diagram in figure 3. The apparent orbit of the sun is given by the ellipse in this figure, with earth not at the center of the concentric circles but at one of the foci of the ellipse. (For purposes of illustration, the "flatness" of the ellipse has been exaggerated; in truth, the ellipse is almost a true circle, and the focus where the earth lies is much closer to the center of the concentric circles.) Taking the intersection of the axes of the ellipse as a center, the dotted circle (with radius $a\cdot\sqrt{1-e^2}$) is the path of the imaginary mean sun, traveling at a constant speed along its orbit. The larger, solid circle has the same center but with radius $a$, which is the length of the semimajor axis of the ellipse.

$V$ can be found by calculating two other angles: the mean anomaly, $M$, and the eccentric anomaly, $E$. Although the calculations are involved, the result is this: the area traced out by the mean sun from perigee to its current location (the crosshatched area traced out by angle $M$) is equal to the area traced out by the real sun from perigee to its current location (the crosshatched area traced out by angle $V$). The eccentric anomaly, $E$, is calculated as an intermediate step from $M$ to $V$.

(Actually, the angle $M$ must be adjusted. Its true value, in degrees, for $f$ days into the year is

$$M = 360f + e' - \Omega$$  \hspace{1cm} (10)\]

where $e'$ is the mean longitude of the sun and $\Omega$ is the mean longitude at perigee.)

An object with a position described by $M$ can be geometrically related to another object moving at a con-
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constant rate around an elliptical orbit with the same semimajor axis. The angle between perigee and the position of this second object is known as the eccentric anomaly, $E$. It is related to $M$ by the transcendental equation

$$ E = M - e \sin(E) $$ (11)

where $e$ is the orbital eccentricity (a dimensionless constant). For the earth, $e$ is small, and Newton's method is sufficient for solving equation (11). You start by assuming that

$$ E = M $$ (12)

and then iterate a few times with the equation

$$ E = E + (M - (E - e \sin(E))/(1 - e \cos(E)) $$ (13)

Once $E$ is available, $V$ can be found using the relationship

$$ V = 2 \arctan(\sqrt{(1 + e)/(1 - e)} \cdot \tan(E/2)) $$ (14)

If you are interested in solar energy, the correction for the distance to the sun is available directly, since

$$ r = a(1 - e \cos(E)) $$ (15)

and $a$ is the semimajor axis of the orbit. Equations (10) and (12) through (15) are general and can be used for orbits other than the sun's apparent orbit around the earth. For a derivation, see sections 67 and 68 of *Textbook on Spherical Astronomy* by W M Smart (see reference 4). You might want to try these equations for simulating the orbital elements of comets and for spacecraft in spacewar games.

With the true anomaly available, you can find the solar declination from additional orbital geometry which relates $\Omega$ and the obliquity of the ecliptic, $e$ (i.e., the angle between the earth-sun orbital plane and the celestial equator). The relationship is

$$ \sin(\delta) = \sin(e) \cdot \sin(V + \Omega) $$ (16)

The Solar Ephemeris and the Julian Date

Equations (12) and (5) are not entirely accurate. For precise computation, you should use

$$ M = -1.52417 - (1.5 \cdot 10^{-4} + 3 \cdot 10^{-6} T) T^2 + 0.9856002670 D $$ (17)

where $T$ is the Universal Time since January 1, 1900 in Julian years of 365.25 days, $D$ is the number of Julian days since that date, and the mean anomaly $M$ is in degrees. The longitude of perihelion is

$$ \Omega = 281.22083 + (4.53 \cdot 10^{-4} + 3 \cdot 10^{-6} T) T^2 + 4.70684 \cdot 10^{-5} \cdot D $$ (18)
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where $\Omega$ is in degrees.

You can also write the obliquity of the ecliptic, which is the angle between the celestial equator and the earth's orbital plane, as

$$
\epsilon = 23.452294 - (1.30125 \cdot 10^{-2} \cdot T + (1.64 \cdot 10^{-6} - 5.03 \cdot 10^{-7} \cdot T) \cdot T^2)
$$

(19)

while the orbital eccentricity is

$$
e = 0.01675104 - (4.18 \cdot 10^{-3} + 1.26 \cdot 10^{-7} \cdot T) \cdot T
$$

(20)

It takes the sun 365.2596413 days to increase $M$ by 360°, a period known as the anomalistic year. This is the time required for the sun to return to the same point in its orbit—perigee. However, as equation (18) shows, the zero-point for measuring the position of perigee moved 61.892 seconds of arc during the year. As a result, the time required for the sun to return to the same longitude is nearly 365.2422 days. You could repeat the position of the sun without correcting for this nonrational period only if the number were exactly 365 days.

The first-order correction is to add 0.25 days per year, one day every four years. This correction was instituted by Julius Caesar, resulting in the Julian calendar. However, 365.25 days is 0.0078 days per year too long. To improve the fit, Pope Gregory XIII decreed that October 5, 1582, was to be called the 15th and that, thereafter, three century leap years would be ignored every 400 years (i.e., all leap years ending in 00 not divisible by 400). England did not adopt the change until 1752, when riots broke out because the rioters believed their lives were being shortened by twelve days.

Astronomers wish to be spared such complications, and they have agreed to keep track of the days continuously, beginning with January 1, 4713 BC. January 1, 4712 BC is day 366, January 1, 4711 BC is day 731, and so on. To compute the Julian date is not difficult. You start by taking 365 days times the number of years since 4713 BC. To this, add the number of leap years. In the years since 1581, the proper number of excess leap years must also be subtracted.

Some Physical Complications

In computing the time of sunrise or sunset, there are two major corrections to the procedure described so far: the equation of time and refraction. With the advent of accurate clocks, timekeepers have invented a fictitious mean sun, located on the celestial equator, which advances at the same rate as the mean solar longitude. The solar position in its apparent orbit must be put into right ascension to find how far ahead or behind the true sun is with respect to the fictitious mean sun. The difference in right ascension is known as the equation of time. To compute it, simply compute the solar right ascension, using the relation

$$
\tan(SRA) = \frac{1 - \tan^2(\epsilon/2)}{1 + \tan^2(\epsilon/2)} \tan(SL)
$$

(21)

where SRA is the solar right ascension and SL is the solar longitude, both expressed in degrees. The equation of time is the difference between the solar right ascension and the right ascension of the fictitious mean sun.

The other significant factor is refraction. Although it has been assumed that the sun could be treated as a point mass for the orbital calculation, it subtends about one-
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half degree in the sky. As the sun rises and sets, the rays from different portions of the disk are bent different amounts by refraction in the earth's atmosphere.

As a result, the center of the solar disk must be 51 seconds of arc below the horizon before the upper limb of the sun disappears. The first-order correction to the hour angle in equation (2) is provided by expanding the equation for a correction in $H$ that depends upon having $\theta = 90^\circ + 51$ arc seconds. The number of minutes by which the sun's upper limb rises earlier or sets later is roughly given by

$$\frac{\Delta H}{10} = \sec(\phi) \sec(\delta) \cosec(H)$$

Changes in Orbital Elements

As we go forward or backward in time, the other planets and the moon act on the earth and its orbit to change the orbital elements. One sign of these changes is the precession of the equinoxes, which is the major cause of the 61 arc-second advance per year of the longitude of perihelion that has been noted.

Most of this effect is caused by the tidal friction, which acts as a torque on the earth's rotation and causes the earth's axis to precess like a top or gyroscope. In addition, because neither the moon nor the other planets lie exactly in the orbital plane and because their force is not uniform, the orbital elements reflect a change in the inclination of the earth's orbit. These changes appear in the equation for the ephemeris as terms in $T$ and are known as secular terms.

Besides the secular terms, the earth wobbles in its motion in response to forces exerted by the moon on the mass distribution of the earth. The motion is not too large, but it is much faster than the motion accounted for by the secular terms. The largest element of the nutation (wobbling) is included in the program listing. The remaining terms are found in the American Ephemeris and Nautical Almanac (see reference 2) or in Smart's Spherical Astronomy (see reference 4).

Time Zone Correction

There is one more substantial correction to make. Most of us use standard time. The same time is kept for all points in a standard time zone. Standard time divides the world into twenty-four zones of longitude, each about 15° wide. The boundaries are not exactly longitude lines. They are arranged to miss centers of population.

In order to refer to the correct Julian date, you must have the time difference between the longitude of interest and both the Greenwich meridian and the standard time zone. The time difference between the standard meridian and the longitude of interest ($LG$) is

$$TD = \begin{cases} 
24 + \frac{(24 \cdot LG)}{360} & \text{if } LG \text{ is west of the Greenwich meridian} \\
24 - \frac{(24 \cdot LG)}{360} & \text{if } LG \text{ is east of the Greenwich meridian}
\end{cases}$$

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where $TD$ is the time difference measured in hours. Then, you can refer back to the standard time zone, using the longitude of the standard time zone:

$$TTD = TD - LSZ \cdot \frac{24}{360}$$

(24)

where $TTD$ is the total time difference (in hours), $LSZ$ is the longitude of the center of the standard time zone, and the ratio $24/360$ relates 24 hours per day to the $360\degree$ in a circle.

To calculate daylight savings time in any zone, subtract 1 from the zone number. For example, Eastern Standard Time for the United States is centered at $75\degree 0' 0"$ W longitude and is time zone 6. For daylight savings time, use zone 5 in the program input.

The Sunrise-Sunset Algorithm

The program shown in listing 1 was written in CBASIC Version 2. The features of this language that will strike users of standard BASICs are the long variable names and lack of line numbers. Variable names, which may be up to 31 characters, may be concatenated from shorter phrases by interspersing periods; this allows you to write programs that are considerably more readable than versions of BASIC allowing only 2-character variable names.

The line numbers at the left of listing 1 were added during compilation. The only line numbers in the source code were those connected with error handling on the input. Line numbers are optional when using the IF...THEN...ELSE and similar control structures that enter so prominently into structured coding.

The second set of features that makes programming in CBASIC2 relatively easy is the structured-control features, such as the IF...THEN...ELSE and WHILE...WEND statements. (The WHILE statement executes the loop as long as the stated condition is not zero.) The implementation of these structures is such that no line numbers are required. Within a set of operations, several replacement statements can be strung together by the use of a colon (:) to denote continuation of the activity. Backslashes (\) allow comments at the end of statement lines, making it easy to write self-documenting code.

Beyond these features, CBASIC2 contains the ability to define functions that take arguments. Functions must be defined before they are used, as in Pascal, although there is no requirement for all function definitions to occur before the body of the program. CBASIC2 is a well-designed product that fits well with CP/M.

Final Comments

A sample calculation with some intermediate results is shown in listing 2. This program was checked against the Nautical Almanac and Ephemeris for 1977. Solar positions appear to be correct within about 10 seconds of arc, the error to be expected by neglecting the short-period terms in the nutation. The sunrise and sunset times agreed with those for $50\degree$ N latitude within two minutes at all times of year. The major inaccuracy is in the approximation used for the refraction effect.

There are some simple extensions to this work. With a bit more work, the times of moonrise and moonset could be derived. Beyond this, it should be relatively easy to extend the orbital calculation to other planets, so that a complete computation of the material in the Ephemeris would be available. Finally, the amount of sunlight getting through the atmosphere could be calculated. This last task, however, would require considerable extra work.

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BYTE's Bugs

A Character Fault

In a table comparison of five low-cost microcomputers (see "The Commodore VIC 20 Microcomputer: A Low-Cost, High-Performance Consumer Computer," by Gregg Williams, May 1981 BYTE, page 46), it is stated that the TRS-80 Color Computer has no graphics characters available, but that the unit's color block is one-quarter normal-character size. To clarify this a bit, the Color Computer (without Extended BASIC) does have low-resolution graphics on a 64 by 32 grid. Each of these blocks can be turned on or off individually by using the SET and RESET commands.

Corrupted Interpolation

There are several typographical errors in the second subroutine of "A General Interpolating Graphics Package for the TRS-80," by D K Cohen and D Crowe. (See the November 1980 BYTE, page 296.) Refer to page 308 of that issue for comparison with these improved program statements:

```
20150 IF A1=-Z2-Z2/A THEN Pl=64 ELSE P1=-64
20220 PRINT @ Z5+P1+DU, AX$;
20265 J6=J6+64
20275 W5=J6+A1/2-(INT(W3/2)-1)*64
20290 L8=L8+1
20295 PRINT @ M8+P2,F$ (18):
```

In line 20150 the original has Fl, which is an undefined variable. In line 20220, the entry ends with a comma, which would cause the screen to scroll up one line when this statement is at the bottom of the screen. Lines 20265 and 20275 have the undefined variable J8 in the original listing. Line 20290 had the undefined L6 as a variable, and 20295 had M6, also undefined.

Thanks to Philip F Jackisch of Royal Oak, Michigan, for pointing out these bugs.

Knight Errant

While attempting to run the FORTH program given in the article "KNIGHT: A Knight's Tour Problem in MMSFORTH," by Ulrich Frei (February 1981 BYTE, page 325), Marcel Kurtagic of Caracas, Venezuela, got the error message DCONSTANT ? 28 3 running under Version 1.9 of MMSFORTH.

He corrected the problem by inserting the statement "25 LOAD" into block 80, just after "; TASK;" and before "28 LOAD". With this modification, the program ran perfectly.

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Sculpture by Jeann Chaney
Tropical summer weather in Southwest Louisiana occasionally turns into vicious hurricanes. People in this part of the country, keenly aware of the destructive power of these storms, become very cautious when tropical depressions begin developing in the Caribbean or Gulf of Mexico. Local weather forecasters closely follow these weather patterns from their inception. Hurricane tracking charts appear everywhere. They are even printed on the back of the paper bags used at the local grocery stores.

In summer 1979, I began tracking hurricane David while it was far out in the Atlantic. I listened diligently to the daily weathercasts and recorded the storm's location on my grocery bag tracking chart. After several days of manually keeping track of David, I decided that this would be a perfect application for my computer. I wanted to give my program the ability to track different storms by name as they developed throughout the season, tell me the exact direction the storm was traveling, and the distance it had moved since its last recorded position.

At first, I decided to make the mathematics of the program simple by using plane trigonometry to compute storm direction and distance after I input latitude, longitude, date, and time. In fact, I tracked several storms during the 1979 season using this technique with reasonable accuracy. However, not being completely satisfied I checked out a library book that explained the development and use of spherical trigonometry. After several days of studying equations and trial-and-error testing on my computer, I was able to make my hurricane tracking program function more accurately.

Writing and rewriting this program was a great learning experience for me. I had never really worked with spherical trigonometry before. The equations are really quite simple. However, understanding how they work and making them work for you is not quite so simple.

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HURRICANE program, you must first initialize the storm file using the CSTORM program. CSTORM has to be run once for each new hurricane to be tracked. Then run the HURRICANE tracking program. It will ask if there are any new coordinates to add to the data file. If there are, the program will ask you to enter the date in the form (MM/DD), the time in the form (HH:MM), the latitude, and the longitude. You may enter all or as many new coordinates as you want to bring the file up to date. When all new coordinates are entered, type in END, to end the update phase. The program will then generate the latest tracking figures according to the data in the storm file. Listing 1 shows an example of its output. Listing 2 is the CSTORM program and listing 3 is the HURRICANE tracking program. Change lines 560 and 570 to reflect the longitude and latitude of your location and change line 600 to reflect the name of your city or location.

I can't say that I am anxiously awaiting the next hurricane season, but it will be fun and interesting to once again use this program to track the developing storms.
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Circle 68 on inquiry card.
Listing 2: NorthStar BASIC program CSTORM initializes data in the disk file and must be run for each new hurricane tracked.

```
10 " " THIS PROGRAM CREATES AND INITIALIZES THE FILE"
20 " CONTAINING THE STORM DATA."
30 !
40 INPUT " WHAT IS THE NAME OF THE STORM ? ", A$
50 CREATE A$, 5
60 OPEN #1, A$
70 ! INPUT " ENTER INITIAL DATE (99/99) ? ", D$
80 IF LEN(D$)<>5 THEN 70
90 INPUT " ENTER INITIAL TIME (99:99) ? ", T$
100 IF LENT($)<>5 THEN 90
120 INPUT " ENTER INITIAL LATITUDE ? ", Y
130 INPUT " ENTER INITIAL LONGITUDE ? ", X
140 WRITE #1, D$, T$, Y, X
150 CLOSE #1
160 END
```

Listing 3: HURRICANE performs the actual tracking functions using spherical trigonometry and produces the output shown in listing 1.

```
10 DIM C$(15)
20 FOR I=1 TO 11 
30 " " THIS PROGRAM GENERATES A HURRICANE TRACKING TABLE."
40 ! INPUT " WHAT IS THE NAME OF THE STORM ? ", A$
50 INPUT " ANY NEW COORDINATES TO ADD (Y OR N) ? ", Z$
60 IF Z$="" THEN 240
70 IF Z$="N" THEN 240
80 !
90 OPEN #1, A$
100 IF TYP(1)=0 THEN 130
110 READ #1, D$, T$, X, Y
120 GOTO 100
130 !" " ENTER NEW DATA"
140 INPUT " ENTER DATE (99/99) ? ", D$
150 IF D$="END" THEN 250
160 IF LEN(D$)<5 THEN 140
170 INPUT " ENTER TIME (99:99) ? ", T$
180 IF LENT($)<5 THEN 170
190 INPUT " ENTER LATITUDE ? ", Y
200 INPUT " ENTER LONGITUDE ? ", X
210 WRITE #1, D$, T$, Y, X
220 GOTO 130
230 CLOSE #1
240 !" " INPUT " DO YOU WANT A HARD COPY \(Y\) OR \(N\) ? ", Z$
250 IF Z$="Y" THEN H=1
260 IF H=1 THEN 280
270 !
280 OPEN #1, A$
290 P1=12
300 READ #1, D$, T$, X, Y
310 !" " INITIAL POSITION WAS LAT \(-\) \(Y\) \(\) LONG \(-\) \(X\)
320 IF H=0 THEN INPUT " ", Z$
330 !
Listing 3 continued on page 128
```
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Circle 338 on inquiry card.

* Rental Electronics, Inc. 1981
Listing 3 continued:
340 X0=X
350 Y0=Y
360 IF TYP(1)=0 THEN 510
370 READ #1,D1$,T1$,X1,Y1
380 GOSUB 830
390 IF P1<11 THEN 430
400 !"DATE TIME LAT LON ",
410 !"DISTANCE AND DIRECTION OF TRAVEL"
420 P1=1
430 !"D1$", "T1$", ",X1", " ",
440 !"MILES AT ", ",DEG ",C$
450 IF H=0 THEN P1=P1+1 ELSE 480
460 IF P1<11 THEN 480
470 INPUT " PRESS RETURN TO CONTINUE",Z$
480 X=X1
490 Y=Y1
500 GOTO 360
510 X=X0
520 Y=Y0
530 GOSUB 830
540 T1=0
550 !" ACTUAL MOVEMENT HAS BEEN ",
560 X=93
570 Y=30
580 GOSUB 830
590 !" IS ", ",MILES AT ", ",DEG ",C$
600 !" FROM LAKE CHARLES."
610 P1=P1+3
620 FOR I=P1 TO 10
630 CLOSE #1
640 IF H=0 THEN INPUT "",Z$
650 IF Q>=100 THEN 720
660 !" 
670 !" ************
680 !" WARNING - HURRICANE IS LESS THAN 100 MILES AWAY."
690 !" 
700 !CHR$(7)

Listing 3 continued on page 132
Verbatim comments:

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Circle 96 on inquiry card.
Listing 3 continued:

```plaintext
710 FOR I=1 TO 6
720 NEXT
730 REM THIS SUBROUTINE COMPUTES THE DIRECTION
740 REM AND DISTANCE BETWEEN TWO POINTS ON THE
750 REM GLOBE. INPUT IS - STARTING COORDINATE
760 REM X,Y AND ENDING COORDINATE X1,Y1.
770 REM OUTPUT IS - C$ CONTAINS THE HEADING
780 REM IN WORDS, IE, NORTH OF WEST, DUE SOUTH, ETC.
790 REM D CONTAINS THE ANGULAR HEADING IN DEGREES.
800 REM Q CONTAINS THE DISTANCE BETWEEN THE 2 POINTS.
810 REM USES VARIABLES A,B,G,Q2,D,S,H,U
820 REM X,X1,Y,Y1 ARE UNCHANGED.
830 IF X1=X AND Y1=Y THEN C$="NO MOVEMENT"
840 IF X1=X AND Y1=Y THEN C$="DUE WEST"
850 IF X1=X AND Y1=Y THEN C$="NORTH OF WEST"
860 IF X1=X AND Y1=Y THEN C$="DUE NORTH"
870 IF X1=X AND Y1=Y THEN C$="NORTH OF EAST"
880 IF X1=X AND Y1=Y THEN C$="DUE EAST"
890 IF X1=X AND Y1=Y THEN C$="SOUTH OF EAST"
900 IF X1=X AND Y1=Y THEN C$="DUE SOUTH"
910 IF X1=X AND Y1=Y THEN C$="SOUTH OF WEST"
920 REM
930 REM SUBROUTINE MAY BE ENTERED HERE IF C$ IS NOT REQUIRED."
940 REM
950 U=57.29579
960 Q=0\D=0
970 N=ABS(X-X1)
980 B=90-Y
990 A=30-Y1
1000 S=COS(A/U)*COS(B/U)+SIN(A/U)*SIN(B/U)*COS(N/U)
1010 IF S=S>1 THEN RETURN
1020 Q2=ATN(SQRT(1-S+S))*U
1030 Q=Q2+H=89.5
1035 IF Y=Y1 THEN RETURN
1040 S=SIN(A/U)*SIN(B/U)/SIN(Q2)
1050 IF S>S=1 THEN RETURN
1060 D=ATN(SQRT(1-S*S))/U
1070 D=D/Q-D
1080 RETURN
```

---

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Changes to FLOPTRAN-IV

George H Watson Jr, Physics Department
University of Delaware, Newark DE 19711

I thoroughly enjoyed Mark Zimmermann's article on compiled BASIC for the Commodore PET. (See "FLOPTRAN-IV: A Tiny Compiler," October 1980 BYTE, page 196.) His detailed documentation enabled me to translate FLOPTRAN-IV for use with version 3 PET ROMs (read-only memories). I would like to share with BYTE readers the changes needed for this translation.

•GO% is replaced by G0% in lines 50000, 58760, 58840, and 60080 as shown:

50000 DIMX, LN%(255),G0%(127,1),ML % (19,1):P = 1025:GC = 0
58760 G0%(GC,O) = PC- 32766:PRINH1 ,O:PRINH1 ,O
:PC=PC+3 TL=0
58840 G0%(GC, 1) = TL:GC = GC + 1 :GOT050260
60080 FORX= OTOGC-1:PRINH1,GO%(X,O)+ 32767 :L= GO%(X,1):Z= LN%(L)+ 32767

•Change the DATA statements for the ROM subroutines in lines 49600, 49640, and 49680 as follows:

49600 DATA69,219,216,219,100,219,0,0,91,210,122,210
49680 DATA40,224,140,224,232,214,115,215,54,215,52,217,30,
218,104,222

•The pointer to the start of the variables is at hexadecimal 2A,2B, so the PEEKs in line 58180 must be changed as follows:

58180 PRINT#1,24:PRINT#1,144:PRINT#1,5:PC = PC + 3
:VL = 256*PEEK(43) + PEEK(42) + 2

•The BASIC buffer is now in the second page of programmable memory, so lines 59620 thru 59780 should read:

59620 PRINT#1,117:PRINT#1,32:PRINT#1,2:PRINT#1,1232
:PRINT#1,201:PRINT#1,13
59660 PRINT#1,1208:PRINT#1,1245:GOSUB59300
59680 PRINT#1,169:PRINT#1,12:PRINT#1,133:PRINT#1,132
:PRINT#1,169:PRINT#1,132
59700 PRINT#1,133:PRINT#1,31:PRINT#1,1202:PRINT#1,138
:PRINT#1,32:PRINT#1,143
59760 PRINT#1,214:PRINT#1,162:PRINT#1,ZL:PRINT#1,160
:PRINT#1,ZH
59780 PRINT#1,32:PRINT#1,1224:PRINT#1,218:PC = PC + 46
:GOTO59500

•Line 59780 above and lines 49420, 50720, 51520, 55660, and 59080 require changes, as follows, due to other alterations in subroutine locations:

49420 PRINH1,32:PRINH1,174:PRINH1,218:PC= PC + 7
:RETURN
50720 PRINT#1,32:PRINT#1,152:PRINT#1,217:PC = PC + 3
:GOTO51080
51120 PRINT#1,32:PRINT#1,1224:PRINT#1,218:PC = PC + 7
:GOTO50240
55660 PRINT#1,89:PRINT#1,199:PRINT#1,133:PRINT#1,199
:PC = PC + 6:GOTO51100
59080 GOSUB49190:GOSUB49400:PRINT#1,32:PRINT#1,1233
:PRINT#1,220

In the new ROMs, the array dimensions are limited by the amount of memory available. The number of possible lines in the source file can be increased by changing lines 49940, 50000, and 50200, replacing 255 with the number of lines desired.
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Multiprocessing with Motorola's MC6809E

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Recent years have seen microprocessors assuming applications previously targeted for minicomputers. Their cost and size advantages have spurred their inclusion in a variety of designs such as word processors, computer terminals, and cash registers. Where these functions were once implemented on minicomputers and timesharing terminals, microprocessors can now take on most of the burden in these jobs.

There are still many applications where microprocessors are too slow or are lacking in arithmetic power. However, microprocessors are so attractive from a cost standpoint that ways to use them in computation-bound problems are being intensively investigated. The sharing of resources by more than one processor spreads the cost of expensive programmable memory, mass storage, and peripheral devices. The percentage of utilization is increased, making these resources more efficient.

Multiprocessing (using more than one processor) is one way to accomplish this increase in use. The use of two or more microprocessors sharing common resources, each working on a portion of a problem, allows a microcomputer system to function where a minicomputer was needed previously—provided that the microprocessor can be used in a multiprocessor system. Motorola's new 8-bit microprocessor, the MC6809E, was designed with multiprocessing in mind.

Features of the MC6809E

While the MC6809E features the same instruction set as the MC6809, there are some basic hardware differences (see figure 1 for a pin description). The first difference is the clocks. The MC6809 has an on-board clock generator and inputs to control it: the MRDY (memory ready) pin causes the E and Q clocks to be stretched to allow for a longer access time (for slow memory circuits). The clock signals for the MC6809E, on the other hand, must be generated by an external circuit (see figure 2) that can also be used to stretch the clocks. On the MC6809, the DMA/BREQ input is used to stretch the clocks internally and force the address and data buses into the high-impedance state for DMA (direct memory access) operations. Since the clock generator is external to the MC6809E, this input is not present.

Figure 2 shows a simple clock-generator circuit for use with the MC6809E. The system clock is based on the signal from a crystal oscillator whose frequency is four times the desired clock frequency; the oscillator's output signal is called 4X. The timing of the bus signals is shown in figure 3. The MRDY input is sampled on the rising edge of the 4X signal before the falling edge of E. If MRDY is high, E falls with the next falling edge of 4X, and Q rises one 4X period later. If MRDY is low, E is stretched to remain high and Q is stretched low. Signals on the data and address buses remain valid until MRDY goes high again. E falls on the next falling edge of the 4X signal, and E and Q continue normally from there. The MC6809E can have its clock stretched a maximum of 10 µs.

Figure 1: Basic hardware changes made to develop the MC6809E. Comparing the pin assignments of the original MC6809 with the "E" version's reveals that 4 pins have new functions. The MC6809E does not have an on-board clock generator. It relies on external circuitry to perform this function. This allows the control of the bus accesses in a multiprocessor application.
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In addition, the MC6809E has 4 pins dedicated to signals not used in the MC6809: TSC, AVMA, BUSY, and LIC. Asserting (placing a logical true signal on) the TSC (three-state control) pin forces the data bus, address bus, and R/W (read/write) line into a high-impedance state if the clocks are both held in the logic low state. This can be used to temporarily "remove" the processor from the bus so another bus master, such as a DMA controller, can take over.

The LIC (last instruction cycle) pin is high during the last cycle of an instruction. This signal, in conjunction with a bipolar PROM (programmable read-only memory), can be used to decode unimplemented opcodes and trigger an error condition. The error condition can be used to reset the processor to a known condition and recover. This helps to guarantee system integrity for applications needing fail-safe operation.

AVMA (advanced valid memory access) indicates that the processor will access the bus on the next cycle, whether an opcode or operand. Since the MC6809E sets all address and R/W lines high during cycles in which it is not accessing the bus, this signal is useful to a bus arbiter in deciding which processors are granted bus access and which have to wait. (This will be discussed in more detail later, in a multiprocessor system implementation.)

The BUSY signal indicates that an indivisible memory access is taking place. This occurs during double-byte operations (such as LDX), and also during the read-modify-write instructions (such as shifts and rotates) in which a byte is fetched from memory, modified, and returned. This is also useful in a multiprocessing environment, as will be shown later.

The timing relationship of these signals is shown in figure 4. The example given is the execution of an ASR (arithmetic shift-right) operation on a memory location using the extended (16-bit) addressing mode. AVMA is high for the first three cycles, indicating that the processor is using the bus. This is the opcode fetch (hexadecimal 77) and the operand fetch (hexadecimal 10 and 00) from locations hexadecimal 100, 101, and 102. AVMA then goes false to show that the next cycle is not a...
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valid memory-access cycle; BUSY is then made true to identify the read-modify-write portion of the instruction. The value at address hexadecimal 1000 is read, shifted, and written back to memory. LIC is then made true to indicate the last cycle of the instruction. LIC, AVMA, and BUSY are all valid from the rising edge of the Q clock.

Software

The MC6809 and MC6809E have a powerful instruction set, including a variety of indexed addressing modes,

16-bit math functions, and versatile stack-manipulation instructions. They support position-independent reentrant code and the multiple-stack architecture required by many high-level languages, including Pascal.

The processor's architecture and programming model are shown in figure 5. There are two 16-bit stack pointers (S and U) and two 16-bit index registers (X and Y). Two 8-bit accumulators are provided, but they can be used as a single 16-bit accumulator (D) to perform double-precision additions and subtractions. The DP (direct-page register) allows a "floating" 256-byte page for direct (8-bit address) instructions. (This saves on the amount of code and time required to access frequently used variables.)

Both stack pointers also support all indexed addressing modes, and both index registers can be used as stack pointers:

PUSHAX STA 0, -X TO PUSH, PNTR IS DEC, THEN STORE A
PULLAX LDA 0, X+ TO PULL, LOAD THEN INCR PNTR

This code implements stacks with the X and Y index registers. The X register is used as a stack pointer that always points to the last entry in the stack. The automatic "predecrement" indexed mode is used to implement a push to the stack. (The X register is first decremented by one, and the A accumulator is stored at the location pointed to by X.) In the same fashion, a pull is accomplished with the load-accumulator-indexed instruction with an automatic postincrement operation.
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Listing 1: A completely reentrant search routine for the MC6809E. Each routine in a program passes parameters on a stack and returns them on the stack.

******************CHARACTER SEARCH***************
SEARCH A TABLE OF LENGTH N STARTING AT LOCATION TAB TO FIND CHAR. IF THE SEARCH IS SUCCESSFUL, RETURN WITH ADDRESS ON THE STACK AND C=1, IF NOT THEN CLEAN THE STACK AND RETURN WITH C=0
ON ENTRY CHAR, N AND TAB ARE ON STACK
REGISTER VOLATILITY: A,B,X,Y,CC
CHAR EQU 0
OFFSET ON STACK TO CHAR
TAB EQU 1
2 BYTE ADDR OF TABLE
N EQU 3
NUMBER CHAR S IN TABLE
SEARCH
LDX TAB,S GET ADDR OF TABLE IN X
LDB - N,S GET N
LDA CHAR,S GET CHAR TO FIND
CMPA ,X+ CHECK FOR MATCH, INC PNTR
BNE Sl NOT FINISHED YET
DECB DEC COUNT
BNE Sl NOT FINISHED YET
NOT ANDCC #$FE CLEAR CARRY
LEAS 4,S CLEAN STACK
RTS RETURN
FOUND ORCC #$01 SET CARRY
LEAS 4,S CLEAN STACK
LDY 0,S GET RETURN ADDR IN Y
STX 0,S PUT CHAR ADDR ON STACK
JMP D,Y RETURN TO CALLER

The A accumulator is loaded with the value pointed to by X, and the X register is incremented. In any case, the stack pointer points to the last byte on the stack.

The proper use of stacks in an MC6809 machine-language program allows completely reentrant code to be written, making recursive routines easy to implement. Each routine passes parameters on a stack and returns them on the stack, as well as keeping any temporary variables there. An example of this is shown in listing 1.

The MC6809E also supports position-independent code through its relative-addressing mode and LEA (load effective address) instruction. Two types of branches are provided—short and long. The short-branch instructions have a single-byte signed offset from the current location, allowing a branch within the 256-byte page centered on the branch opcode. The long-branch instructions have a 2-byte signed offset, allowing branches to anywhere in the 16-bit address map.

A particularly useful relative-address mode is the PCR (program counter relative) mode. This allows the use of the program counter itself as an index register. Using this mode in conjunction with the LEA instruction allows the calculation of absolute addresses at run time, even though the final execution address may not be known at assembly time.

The LEA instruction loads the effective address of an operand into an index register instead of the operand itself, allowing absolute addresses to be calculated in position-independent code:

TABLE RMB 20 START OF DATA TABLE

LEAX TABLE,PCR GET ADDRESS OF TABLE
LDA ,X+ GET A BYTE OF DATA

The LEA instruction loads the absolute (effective) address of TABLE into the X register, even though this differs if the routine is executed at different addresses.

Multiprocessor Systems
There is considerable debate about what a multiprocessor system should do and how it should be implemented. On one hand are loosely coupled systems, in which several computers communicate with one another (over a serial link, for example), each processor doing part of a larger job. Local processors can preprocess raw data into a more manageable format to be used with more comprehensive algorithms on another computer. On the other hand are tightly coupled systems, in which several processors share a common bus (of a given bandwidth), using the same memory and I/O (input/output) interfaces in a timeshared fashion. The MC6809E was designed for this latter type of system.

Two types of systems are considered here, the local/global and the global-only. In the local/global system, each processor has a local bus with a block of program-
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Figure 6: Block diagram of a global-only multiprocessor system. Each of the four microprocessors shares the system's memory and I/O resources using a round-robin priority system.
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Figure 7: State diagram of the bus arbiter used in a four-processor system. This resolves conflicts regarding which processor has access to the system resources.

The function of the bus arbiter is to decide which processor will be granted access to the global bus during each cycle of the E clock. The arbiter determines access to the bus for each processor on a cycle-by-cycle basis. The clocks are stretched on the processors that are requesting the bus. Clocks are provided to the processor on the bus. This allows only one of the processors access during a given E cycle. During any given cycle, arbitration takes place for the next cycle unless BUSY is true, in which case arbitration is deferred until it becomes false. This is to ensure that data is not modified during instructions requiring indivisible accesses.

The state diagram in figure 7 shows the logical function of the arbiter. Each state represents the state of the grant outputs shown in table 1. For example, in state 1, GRANT1 is true and the remaining grant signals are false. If BUSY is true, the next state is the same as the present state and the bus continues to be granted to the same processor. BUSY remains true for a maximum of two cycles.

If no other processor requests the bus via its AVMA signal, the bus remains granted to the one currently having possession, even if it does not require it; this simplifies the logic of the arbiter.

If the processor next requesting the bus is next in line to have highest priority (i.e., its number in the round-robin priority scheme is numerically next), it is granted the bus and the rest are denied access. If it does not request the bus and another processor does, the requesting unit with the highest priority is granted an access.

The stretch signals are also generated by the arbiter. If a processor requests the bus and is denied, its grant will be false and its clocks will be stretched with both E and Q held low until that unit is granted the bus and can complete its access. If a processor has not requested the bus, its grant will be false and its three-state bus buffers will be in the high-impedance state, but its clocks will not be stretched—to allow completion of its nonmemory access cycle. This improves system throughput markedly in programs where instructions having many internal cycles
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Table 1: State of the GRANT outputs of the bus arbiter, as shown in figure 7. State numbers are those shown in figure 7. The binary output of the state-register flip-flop is shown in parentheses.

<table>
<thead>
<tr>
<th>State</th>
<th>GRANT1</th>
<th>GRANT2</th>
<th>GRANT3</th>
<th>GRANT4</th>
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</thead>
<tbody>
<tr>
<td>0 (00)</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>1 (01)</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2 (10)</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>3 (11)</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

(such as a multiply instruction) are used frequently. The truth table for the stretch signals is summarized in table 2.

If a processor, having the highest priority for that cycle, were to execute the fifth cycle of an ASR or similar instruction, the BUSY signal would prevent "rearterbitration" and the other processors would be held off for three cycles. If all the processors did the same thing, each would have its clocks stretched for nine cycles. With a 1 MHz E clock, this is 9 μs. Since the maximum time a clock (E or Q) can be low is 9.5 μs, a maximum of four processors can be used in a system of this type. If MC68B09Es (rated at 2 MHz) are used, eight processors can be put on the same global bus.

A circuit implementing the bus arbiter is shown in figure 8. The state machine of figure 7 is implemented using a 74S287 256 by 4-bit PROM, and a 74LS273 octal latch as the next-state latch. Since the AVMA signals change with the rising edge of Q, these signals are latched by the falling edge of E, preventing the inputs to the PROM from changing during arbitration. The outputs of the arbiter are state bits that are decoded with a 74LS139 dual 2-bit to 4-line decoder. The separate grant lines control the enable signals of the three-state buffers, and the stretch signals send the E and Q clocks to the separate processors.

The reset state presents a special problem. When the RESET line is brought low and returned high, the processors fetch their restart vectors from locations hexadecimal FFFE and FFFF. This means that all the processors would execute the same code—hardly an improvement. One way to prevent this is to designate one processor, number 1, for example, as the master. The decoding for the restart vectors would then include GRANTl, so processor 1 would restart into code that would perform the 110 and set up the operating system. The other three units would restart to another location containing a SYNC instruction.

Since the interrupt masks E and I are set during reset, the SYNC instruction causes the processor to wait until it receives an interrupt to continue execution. The master processor then writes a jump instruction to the code that each processor is to execute in the location following the SYNC instruction. A PIA (programmable interface adapter integrated circuit) can be used to toggle the IRQ (interrupt request) lines to each processor, in turn, to initiate the execution of the application program.

Semaphores

Now that the processors are all executing code, how do they communicate with one another? They will possibly need to pass data from one to the other. Perhaps one will need to pass a pointer to data that has been processed to another unit, or it might need to output data and will require an I/O device. How can a resource be allocated to one processor and its use be made known to the others? The answer is semaphores.

A semaphore, in this system, is a memory location set aside by the programmer to be a flag indicating the availability of a resource, memory, I/O, or whatever. The semaphore must show a resource as being allocated or
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unallocated when read by a processor. If it was unallocated, it must show allocated the next time it is read.

Since bus accesses are performed on a cycle-by-cycle basis, there is the possibility that one processor might read the semaphore, finding it unallocated. Another processor might read it and find it still unallocated before the first processor has a chance to change the semaphore. At this point, the resource might (mistakenly) be allocated to both units.

To prevent this, the BUSY signal is used to defer bus “rearbitration.” The shift instructions (which are of the read-modify-write type) can then be used to implement true semaphores:

CHECK ASR SEM READ SEMAPHORE
BCS FREE CAN NOW USE PRINTER
BRA CHECK IN USE, TRY AGAIN
FREE EQU * PRINTER ROUTINE HERE

The ASR instruction is used to allocate a printer to a processor. The location shown symbolically as SEM contains the value 0 if the printer is already in use or the value 1 if it is free. The ASR SEM instruction reads the location and shifts bit 0 into the carry bit of the processor. At the same time, a 0 is shifted into the high-order bit of the location and all other bits are shifted to the right one place. The result is the value 0. This is then written back into memory.

During the two cycles preceding the last write to memory, the BUSY line is high, preventing any other processor from accessing the bus. The BCS (branch-on-carry-set) instruction that follows will branch to FREE if the printer was free. If this is not the case, the program loops back to CHECK to try again. To reset the semaphore and make the resource available, store a 1 in the semaphore location.

The Local/Global System

One problem with the global-only type of system is that, since the processors must access the bus constantly to fetch opcodes, system efficiency suffers. One way to increase efficiency is to provide each processor with a separate, local bus with memory in which to store a program and a portion of the data as well. The only time a processor will be slowed is when it needs to access the global bus. This is called a local/global system.

A block diagram of a local/global system is given in figure 9. The top address bit (A15) is used to determine whether an access is local or global. Addresses hexadecimal 7FFFFF and below are global; 8000 and above are local. This places the restart and interrupt vectors in local address space, alleviating the restart problem mentioned earlier. The BUSY signal should also be gated with A15 to prevent the holding off of “rearbitration” when one of the processors is busy on the local bus. In the system shown, the processors are partitioned functionally. Processor 1 performs all I/O. Processor 2 executes the operating system and directs the operation of the others. Processor 3 and Processor 4 perform data manipulations.

Since it is not known whether an access as indicated by

Text continued on page 154
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Figure 9: Block diagram of a local/global multiprocessor system.
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AVMA is going to be global or local, bus arbitration cannot be accomplished until addresses for the current cycle become valid. Addresses do not become valid until $t_{AD}$ (200 ns in a processor rated at 1 MHz) after the rising edge of E, and arbitration must be complete before the rising edge of Q to prevent BUSY from switching to the valid state for the next cycle.

The E-low-to-Q-high time ($t_{EQ}$) is 250 ns at 1 MHz. Arbitration must be complete in $t_{EQ} - t_{AD} = 250 \text{ ns} - 200 \text{ ns} = 50 \text{ ns}$. Assuming Schottky buffers for the A15 line, there will be a 7 ns delay through the buffer, a 45 ns propagation delay through the 74S287 PROM, an 8 ns propagation delay through the 74S139, and a 22 ns delay for the bus buffers to release from high impedance. This is a total of 82 ns arbitration time. Clearly, this is not sufficiently fast. One solution is to redesign the arbiter using random logic to reduce the arbitration time. Another solution is to slow the system clock to less than 1 MHz, but this reduces throughput. A better solution is to use MC68A09Es. The address delay, $t_{AD}$, is only 140 ns in this part. With a 1 MHz clock, this requires 250 ns - 140 ns = 110 ns to arbitrate, leaving a 28 ns margin.

This type of system can use cost-effective 16 K-bit dynamic memory devices by applying the 6809's unique method of software refresh. In this method, an oscillator is connected to the NMI line, causing a nonmaskable interrupt to be generated periodically. The interrupt routine executed with each interrupt is used to refresh the dynamic memory, and the oscillator is set at a frequency allowing all the memory to be refreshed frequently enough to retain all its information. The interrupt routine is 128 page-2 "pre-byte" opcodes (hexadecimal 10), each of which increments the program counter and fetches the next byte (each instruction takes only one machine cycle). This routine quickly cycles through all possible addresses.
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<td>Qume</td>
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<td>Atari 820</td>
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<tr>
<td>Soroc</td>
<td>$475</td>
</tr>
<tr>
<td>T1 810 Basic</td>
<td>$1100</td>
</tr>
</tbody>
</table>

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which is sufficient to refresh all the 16 K-bit memory combinations of the 8 low-address lines (A0 thru A7), cycles caused by the shared bus preclude efficient refresh by the above method.

Applications

The systems described earlier provide a high concentration of processing power with the ability to communicate over a high-bandwidth medium, the global bus. Appropriate applications for this type of machine include problems that can be broken into subproblems not requiring access to the full block of data; mathematical operations on matrices are an example. Adding, subtracting, multiplying, finding the inverse, and finding the determinant of a matrix are all operations that can be partitioned successfully. If each processor can perform part of the operation and later combine the subproblem solutions, the speed of the system will be substantially increased over conventional serial methods.

A different way to use a multiprocessor system is to functionally partition a problem. Using a separate processor for each task allows simplified system software but retains the cost advantage over separate, loosely coupled systems. Several users can do different tasks simultaneously without a reduction in throughput or the complication of multiple-task operating systems. In any event, multiprocessing certainly has a place wherever concentrated computing power is needed with maximum utilization of resources. Multiprocessing is the wave of the future.

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Energy consumption in the United States in 1979 exceeded 70 quadrillion Btus (British thermal units). That's a lot of energy. About 22% of that was consumed by residential space and water heating. If some of this energy could be supplied directly by the sun, the savings would be considerable.

This goal could be attained in part by thermal-solar-energy heating systems, but their design presents some problems. For example, what collector area would be most cost-effective? Does the building need more insulation? Can a storage tank hold enough energy to supply the building with heat thru a cold spell? A simulator program can help answer these and other important questions.

A computer program using heat-transfer equations can use numerical approximation to effectively simulate a solar-energy system. Program users can begin simulation with the parameters of their home and learn the effect of changes in these parameters on the efficiency of a hypothetical energy system. In this way, an economical system can be engineered for a particular building and location without costly experimentation.

A typical solar-heating system (figure 1) consists of a collector, storage tank, and pipes connecting these and the building. In this article, I consider only a circulating-water system, keeping in mind that the concepts are similar for a hot air system.

The flow, storage, and exchange of heat are governed by several thermodynamic equations. Heat flow in any homogeneous material is given by the equation:

\[ H_f = \frac{(T_h - T_c)}{R_f} \]  (1)

where \( H_f \) = heat flow in kilojoules per hour (kJ/hr), \( T_h \) = temperature on hot side of material, in degrees Celsius, \( T_c \) = temperature on cool side of material in °C, and \( R_f \) = resistance to heat flow in the material, with units of degree-hours per kilojoule (degree-hrs/kJ). The resistance to heat flow is a constant, characteristic of the material thru which the heat transfer takes place. This equation will be used to calculate the amount of heat lost from the building. We can also calculate the amount of heat lost from the storage tank and that lost from the collector to the outside air.

The thermodynamic equation for heat storage is:

\[ H_s = m \cdot C_s \cdot (T_a - T_s) \]  (2)

where \( H_s \) = heat stored in the material, in kJ, \( m \) = mass of the material in kilograms, \( C_s \) = specific heat of the material, in kJ/kg-degree, and \( T_s \) = absolute temperature of the material, in kelvins (K). (Kelvins are equivalent to degrees Celsius plus 273.15.) In this equation, \( H_s \) is the amount of absolute heat in the material. Any change in \( T_s \) will result in a storage or loss of energy.

When water is between 0° and 100°C, its specific heat, or \( C_w \), is about 4.18 kJ/kg-degree. Since one liter of water has a mass of about 1 kilogram in this temperature range, a tank of 1900 liters (about 500 gallons) can store 7942 kilojoules of energy for each degree it is heated, according to equation (2).

Heat exchange, in this case thru water pumped in pipes, is given by the equation:

\[ H_e = m_f \cdot C_p \cdot (T_h - T_c) \]  (3)

where \( H_e \) = amount of heat exchanged, in kJ/hr, \( m_f \) = mass flow rate of water in liters/hr, \( C_p \) = specific heat of water, \( T_h \) = temperature of heat source, and \( T_c \) = temperature of the heat's destination.

This can be restated as:

\[ H_e = \frac{(T_h - T_c)}{R_e} \]

where \( R_e \) = 1/(\( m_f \times C_p \)). In this way the piping system can be modeled as a resistance to heat flow, and our simulation will take advantage of this fact.

To increase our understanding of the simulation, we can make an analogy between a thermal system and an electrical circuit. Basically, electrical and thermodynamic systems have much in common, according to their dynamics. If we suppose that heat is analogous to electric charge, then heat flow is analogous to current. Thermal
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resistance can be compared with electrical capacitance. Compare equation (1) with Ohm's law:

$$I = (V_A - V_L)/R$$

If the above analogies hold, we can see that the voltage in a circuit corresponds to the temperature in a thermal system.

For a clear illustration that capacitance is the counterpart of heat storage in our analogy, compare equation (2) with the fundamental equation for charge on a capacitor:

$$Q = CV$$

Here $C$ is the capacitance, and $V$ is the voltage across the dielectric. If voltage is analogous to temperature, then in our simulation, heat storage can be modeled as capacitance.

Our thermal system (figure 1) can now be described as an electrical circuit, as shown in figure 2. The piping systems from the collector to the tank and from the tank to the building are modeled by the resistances $R_d$ and $R_e$, respectively. The switch $S$ symbolizes the building thermostat, closed when building temperature is below the thermostat setting. The diode shows that heat will be transferred from the collector to the tank only when the temperature of the collector is higher than that of the tank. These heat-flow controls will be implemented in our computer simulation by IF statements and a flag in the program.

The heat-storage capacity of the building is symbolized by $C_b$, and $R_b$ shows the path of heat loss to the environment. The heat-storage capacity of the water tank is shown by $C_w$, and $R_w$ shows the path of heat loss from the tank. Operation of the collector is defined by the values of $k$ and $R_e$. The current source at the left of the circuit is a model of the sun's energy that strikes the collector and turns into heat.

The amount of heat actually absorbed by the collector is less than the amount striking it. This is due to reflection from the cover plates and incomplete absorption by the collector surface. The ratio of heat absorbed to heat striking is referred to as $k$, and is given by the equation:

$$k = a t^n$$

where $a$ = absorptivity of surface (about 0.9 for most black paints), $t$ = transmissivity of cover plate (about 0.8 for glass), and $n$ = the number of cover plates.

Some of the absorbed heat will be lost to the environment. This heat flows thru $R_e$, the value of which is a parameter of the collector. The amount of heat gained from any solar collector can be described by an equation:

$$I_{out} = k I_s - (T_c - T_a)/R_e$$

where $T_c$ = temperature of the collector, $T_a$ = temperature of environment, $I_{out}$ = amount of heat actually sent to the storage tank, and $k$ and $R_e$ given as parameters. Commercially built collectors will list the values of $k$ and $R_e$ on data sheets accompanying the units. Occasionally, this data will be given in the form of an efficiency equation:

$$\text{efficiency} = k - U(T_c - T_a)/I_s$$

with $k$ and $U$ given. $U$ is merely $1/R_e$.

The hot-water-storage tank is modeled in our circuit by an RC (resistor/capacitor) network. The time constant of this RC network is $R_w C_w$. If the tank is large and well in-
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Since the specific heat \( C \) is 4.18 kJ/kg-degree, \( C \) is equal to 4.18 kJ/degree multiplied by the number of liters of water in the tank. A good time constant is a week, or 168 hours, and that requires \( R \), to be about 0.021 degree-hours/kJ for the 1900-liter tank.

A 1-inch thickness of common fiberglass insulation has a thermal resistance value of about 1.95 degree-m²-hrs/kJ. To convert this metric R-value or R-number to \( R, \) it must be divided by the area insulated. The result is in units of degree-hrs/kJ. If the 1900-liter tank has an outside area of 20 square meters, 1 inch of insulation will give \( R = 1.95/20 = 0.098 \) degree-hours/kJ. This would be sufficient to insulate the tank, but more insulation is recommended and will decrease the amount of heat wasted.

The thermal-resistance coefficient of the building must also be calculated. This can be derived from the amount of insulation, heat loss thru windows and doors, and the heating of infiltrating air. This is complicated and beyond the scope of this article, but a guide to this calculation can be found in *Sound Control and Thermal Insulation of Buildings* by Paul Close (see reference 1). An easier way to determine \( R, \) is to divide the number of degree-days in a year by the number of kilojoules of energy burned by the building's heating plant during that year. In this manner:

\[
R, = \frac{24 \times N}{(H. \times \text{eff}) \times 5/9}
\]

where \( N = \) number of degree-Fahrenheit-days in a year, \( H. = \) number of kilojoules burned by heating system in that year, and \( \text{eff} = \) efficiency of the furnace. The factor 5/9 converts degrees Fahrenheit to degrees Celsius.

To find \( H. \), the amount of fuel burned must be multiplied by its energy content. Coal contains about \( 6.2 \times 10^3 \) kJ/metric ton, #2 heating oil contains about 39,100 kJ/liter (148,000 kJ/gallon), and natural gas contains about 19,950 kJ/m³ (565 kJ/ft³). The efficiency of a typical furnace is between 70% and 80%, but it should be measured for each individual furnace. The number of degree-days in a year for a specific geographic region can be obtained from local weather or radio stations.

The heat capacity of the building \( C, \) cannot be easily determined from the design of the building. But the building cools down to the temperature of its environment exponentially as a function of time, with no heat source, by the equation:

\[
T = (T, - T,) \exp(-t/R,C,) + T,
\]

Here, \( T, \) = initial inside temperature, and \( T, \) = temperature of the environment. The time it takes
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730 IF HR=24 THEN 770
740 IF OP$="H" THEN GOSUB 2400
750 IF IP$="H" THEN 260
760 GOTO 320
770 HR=0
780 DA=DA+1
790 IF DA=M(MO) THEN 830
800 IF OP$="D" OR OP$="H" THEN GOSUB 2400
810 IF IP$="D" OR IP$="H" THEN 260
820 GOTO 300
830 DA=1
840 MO=MO+1
850 IF M0=13 THEN M0=1
860 GOSUB 2400
870 GOTO 260
880 REM AUX HEAT
890 IF TH>=TS-5 THEN 720
900 SA=SA+(TS-5-TH)*CH
910 TH=TS-5
920 GOTO 720
930 REM SUBROUTINES
940 REM GET LOCATION
950 PRINT
960 INPUT "LATITUDE (D, M, S)"; LD, LM, LS
970 LA=((LD*60+LM)*60+LS)/3600
980 LA=FNR(LA)
990 RETURN
1000 REM GET DT
1010 PRINT
1020 PRINT "STEP SIZE, IN MINUTES"
1030 INPUT DT
1040 IF 60/DT=INT(60/DT) THEN RETURN
1050 PRINT
1060 PRINT "DT MUST BE A FACTOR OF 60."
1070 GOTO 1120
1100 REM COLLECTOR DATA
1110 REM GET TANK DATA
1120 PRINT
1130 PRINT "COLLECTOR AREA"
1140 INPUT "(SQR. METERS)"; AR
1150 PRINT
1160 INPUT "COLLECTOR LOSS"
1170 INPUT "COEFFICIENT"; RC
1180 PRINT
1190 PRINT "I/O OF COVER PLATES"; NP
1200 AL=0.9
1210 TR=0.8
1220 K=AL*TR*NP
1230 RETURN
1240 REM TANK DATA
1250 PRINT
1260 PRINT "TANK VOLUME (LITERS)"; CT
1270 CT=CT*0.187
1280 PRINT
1290 PRINT "TANK LOSS COEFF."
1300 INPUT "TANK LOSS COEFF."; RT
1310 PRINT
1320 INPUT "FLOW TO TANK (L/MIN)"; ML
1330 KD=1/(ML*0.187*60)
1340 RETURN
1350 REM HOUSE DATA
1360 PRINT
1370 PRINT "HOUSE TIME CONSTANT (HRS)"; HC
1380 CH=HC/RH
1390 PRINT
1400 REM HOUSE DATA
1410 PRINT
1420 PRINT "TANK VOLUME (LITERS)"; CT
1430 CT=CT*0.187
1440 PRINT
1450 PRINT "INPUT: TANK LOSS COEFF."; RT
1460 PRINT
1470 PRINT "FLOW TO TANK (L/MIN)"; ML
1480 KD=1/(ML*0.187*60)
1490 RETURN
1500 REM HOUSE DATA
1510 PRINT
1520 PRINT "HOUSE TIME CONSTANT (HRS)"; HC
1530 PRINT
1540 PRINT "INPUT: HOUSE TIME CONSTANT (HRS)"; HC
1550 CH=HC/RH
1560 PRINT

Listing 1 continued on page 166
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2560 PRINT "KJ REQUIRED "; UT
2570 PRINT " AUX KJ USED "; SA
2580 PRINT
2590 PRINT H/UT*100; " PERCENT SCALAR"
3000 REM
3010 REM
3020 REM MENU OF COMMANDS
3030 REM
3040 PRINT
3050 PRINT "1 - CHANGE LOCATION"
3060 PRINT "2 - CHANGE DT"
3070 PRINT "3 - CHANGE COLLECTOR DATA"
3080 PRINT "4 - CHANGE TANK DATA"
3090 PRINT "5 - CHANGE HOUSE DATA"
3100 PRINT "6 - CHANGE INITIAL TEMPS"
3110 PRINT "7 - CHANGE I/O"
3120 PRINT "8 - CHANGE DATE, HOUR"
3130 PRINT "9 - RUN"
3140 PRINT "10- CONTINUE"
3150 PRINT "11- QUIT"
3160 PRINT
3170 PRINT "TYPE THE NUMBER CORRESPONDING" TO YOUR WISH."
3180 INPUT CD
3190 IF CD>11 OR CD<1 THEN 3000
3200 IF CD = 11 THEN STOP
3210 IF CD = 10 THEN 260
3220 IF CD = 9 THEN 3300
3230 GOSUB 3260
3240 GOTO 3000
3250 REM Dispatch
3260 ON CD GOTO 1000,1100,1200,1400,1500,1620,1700,1800
3300 REM
3310 REM RESET INITS AND RUN
3320 TC=CI
3330 TT=TI
3340 TH=HI
3350 HT=O
3360 ST=O
3370 FT=O
3380 UT=O
3390 SA=O
3400 MO=MS
3410 DA=DS
3420 HR=HS
3430 GOTO 260

About the Program

Understanding all the preceding parameters is important for understanding the simulator program. This program is designed to work easily on the data from the reference book Input Data for Solar Systems, distributed by the United States Department of Energy (see reference 2). This publication contains information in tables for 248 weather stations in the United States. It includes average temperature and standard degree-days (heating and cooling) in degrees Fahrenheit and mean daily solar radiation on a horizontal surface for every station each month of the year.

The simulation program (shown in listing 1) will fit in 8 K bytes of memory with lots of room for expansion. The program was written for an Ohio Scientific CIP, but only those BASIC statements available on most BASIC machines were used.

The first loop, in lines 200 to 220, calls the different subroutines to obtain values for the various heating-system parameters. The initial conditions of the system

Text continued from page 162:

To cool down to 1/e or about 37% of its original temperature is one time constant $R_sC_s$.

If one wishes to find this time constant for a particular occupied house, certain approximations must be made. In practice all houses have many heat sources: people, appliances, lights, and pets. These can be ignored because they produce much less heat than the building's main heating system. To measure $t_h$ (which is $R_sC_s$), turn off the main heating system for a few hours and fit the resulting temperatures over a period of time to the exponential equation shown above. The time constant required (in units of hours) can be divided by $R_s$ to get $C_s$. For example, the $R_s$ of a typical building might be $10^{-3}$ degree-hrs/kJ, and $t_h$ might be two days, or 48 hours, so that $C_s$ would be 48,000 kJ/degree.
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Listing 2: Sample run of the solar-system simulator using actual data obtained from the author's parents' home.

```
CRUN VER 2.03
LATITUDE(D,M,S) 41,20,0
STEP SIZE, IN MINUTES ? 60
COLLECTOR AREA
(SQR. METERS) 40
ANGLE FROM HORIZONTAL 35
COLLECTOR LOSS
COEFFICIENT .0022
# OF COVER PLATES 1
TANK VOLUME(LITERS) 1900
TANK LOSS COEFF. .098
FLOW TO TANK(L/MIN) 5
HOUSE LOSS COEFF. .00213
HOUSE TIME CONSTANT(HRS) 24
FLOW TO HOUSE(L/MIN) 5
THERMOSTAT SETTING 20

INITIAL
COLLECTOR TEMP 10
TANK TEMP 50
HOUSE TEMP 20

MEAN DAILY INSOLATION
FOR SAME PERIOD
(KJ/SQR.METER) 5165
MO DA HR
 2 1 0
TH 15
TT 16.1120664067
TC -3.3333333333

MEAN OUTDOOR TEMP
FOR PERIOD BEGINNING
MO DA HR
 2 1 0

MEAN DAILY INSOLATION
FOR SAME PERIOD
(KJ/SQR.METER) 11250
MO DA HR
 4 1 0
TH 18.1455114873
TT 21.1256652165
TC 2.8222222222

MEAN OUTDOOR TEMP
FOR PERIOD BEGINNING
MO DA HR
 4 1 0

MEAN DAILY INSOLATION
FOR SAME PERIOD
(KJ/SQR.METER) -1
KJ INCIDENT 10416572.1067
KJ COLLECTED 2992020.83061
KJ DELIVERED 3030684.7692
KJ REQUIRED 8510234.7717
AUX KJ USED 3404715.7457

31.1852415659 PERCENT SOLAR

1 - CHANGE LOCATION
2 - CHANGE DT
3 - CHANGE COLLECTOR DATA
4 - CHANGE TANK DATA
5 - CHANGE HOUSE DATA
6 - CHANGE INITIAL TEMPS
7 - CHANGE I/O
8 - CHANGE DATE, HOUR
9 - RUN
10- CONTINUE
11- QUIT

TYPE THE # CORRESPONDING
TO YOUR WISH.

MEAN OUTDOOR TEMP
FOR PERIOD BEGINNING
MO DA HR
 2 1 0

MEAN DAILY INSOLATION
FOR SAME PERIOD
(KJ/SQR.METER) 7815
MO DA HR
 3 1 0
TH 15
TT 17.1636489361
TC -2.6111111111

MEAN OUTDOOR TEMP
FOR PERIOD BEGINNING
MO DA HR
 3 1 0

MEAN DAILY INSOLATION
FOR SAME PERIOD
(KJ/SQR.METER) -1
KJ INCIDENT 38853164.0338
KJ COLLECTED 12498479.6857
KJ DELIVERED 12236803.5069
KJ REQUIRED 21493583.7251
AUX KJ USED' 5478230.3026

56.932555505 PERCENT SOLAR

1 - CHANGE LOCATION
2 - CHANGE DT
3 - CHANGE COLLECTOR DATA
4 - CHANGE TANK DATA
5 - CHANGE HOUSE DATA
6 - CHANGE INITIAL TEMPS
7 - CHANGE I/O
8 - CHANGE DATE, HOUR
9 - RUN
10- CONTINUE
11- QUIT

TYPE THE # CORRESPONDING
TO YOUR WISH.

MEAN OUTDOOR TEMP
FOR PERIOD BEGINNING
MO DA HR
 3 1 0

MEAN DAILY INSOLATION
FOR SAME PERIOD
(KJ/SQR.METER) 5165
MO DA HR
 1 1 0

(mean degrees F) 26

MEAN OUTDOOR TEMP
FOR PERIOD BEGINNING
MO DA HR
 3 1 0
(mean degrees F) 36
```

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are set up. These include the initial temperatures of the tank, collector, and building in degrees C. The time increment for the numerical approximation is set to a value between 1 minute and 60 minutes. This allows a very accurate simulation, if 1-minute steps are used, or a fast simulation, if 30- or 60-minute steps are used. The program is quite accurate even with long steps. Short steps could be effectively used with parameter changes to simulate how a partly cloudy day affects the system.

The subroutine beginning at line 2200 changes daily solar radiation in kilojoules to a half-wave sine approximation of the energy falling during that day. As the simulation proceeds thru the current day, the sun rises at a point in time WS hours before noon and sets WS hours after noon. WS is the hour angle of the sun, calculated from the location's latitude and the declination of the sun (lines 2230 to 2260). The sine wave is implemented in the main loop in lines 360 to 380, as the simulator time proceeds.

The user is asked if he wants output each \( dt \) (step size), hour, day, or month. He is also asked if changing data (outside temperature and solar radiation) should be input each hour, day, or month. The program asks the user for the initial date and hour of simulation, to calculate the angle of incidence of solar radiation. Control is then transferred to lines 3000 thru 3300, where the user is given a menu of different commands that allow him to change any parameters or run the simulation.

As the program is running, it will output the temperatures of the collector, tank, and building until data is required. When data is input, the simulation will continue. If a negative value is input for the solar radiation, the program will stop simulation and output five sums of energy:

- the amount of heat striking the collector
- the amount of heat transferred to the tank from the collector
- the amount of heat delivered to the building from the tank
- the amount of heat that would have been used by the building had its temperature stayed at 20°C (68°F)
- the amount of heat delivered by an auxiliary source

These sums can be compared for different parameter values to find the most efficient and effective heating system. After this output, control returns to line 3000, allowing the user to alter parameters and run the simulation again, or quit the program.

As many will note, this program is far from ideal. Much could be added. If you wish to simulate a system employing a collector with selective surfaces, lines 1320 to 1350 could be changed to allow input of different transmissivities of glass and absorptivities of the surface. If a south-facing wall of the building has many windows, a current source could be added to the electric circuit to model the heat gain from this passive source.

As an example, I calculated the \( t_a \) and \( R_a \) of my parents' home in Pennsylvania. \( R_a = 0.00213 \) degree-hrs/kJ, and \( t_a = 24 \) hours. A tank of 500 gallons with 1 inch of insulation was modeled, and the flow rates of typical water pumps were used (5 liters/minute). Other parameters were 40 square meters of collector area, a single cover plate, and an \( R_c \) of 0.0022 degree-hrs/kJ. The simulator was run for these conditions, giving the output shown in listing 2. The results were significant, since a total of \( 1.2 \times 10^7 \) kilojoules of energy would be supplied by this system, and the house uses \( 2.1 \times 10^7 \) kilojoules without any solar heating during January, February, and March in a typical year.

I hope that some readers will be inspired to develop further some of these ideas, which show the power of computers in engineering alternative energy sources.

References
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The Atari Assembler/Editor plug-in ROM (read-only memory) cartridge is finally available. Anyone who plans to use or learn 6502 assembly language on the Atari 400 or 800 computers will find it a convenient tool. It is especially nice for beginners, since some of the editing and programming features of Atari BASIC are available. The Atari people point out that this assembler is not designed for professional programmers, although they do use it for much of their in-house programming. They describe it as an experimenter's assembler designed for those people writing machine-language subroutines to supplement their BASIC programs when speed, sound, or graphics are factors.

Overview
The Assembler/Editor package includes the cartridge and a user's manual. The cartridge actually contains three programs: the Writer/Editor, the Assembler, and the Debugger/Mini-Assembler. The cartridge will operate with either a cassette-tape drive or a floppy-disk system, but the disk gives more versatility. The cartridge plugs into the left slot in the Atari 800, and it occupies the upper 8 K bytes of user-accessible memory-address space.

Although it does not make any attempt to teach the fundamental concepts of assembly-language programming, the manual does include an overview of 6502 assembly language (command format, addressing modes, types of operands, etc)—something I've not seen in other assembler/editor packages. The beginner will still want to find a good book about 6502 assembly language, however. A large part of the manual contains information explaining the use of each program and the options and procedures available. It seems complete and easy to follow and contains helpful information in the appendices, including sample programs showing how to use machine-language subroutines from BASIC.

This assembler will be used mostly for writing short subroutines that will be called from BASIC programs. Those who decide to write straight machine-language code will need more information about the Atari I/O (input/output) structure, which may be found in the Atari Technical Manual, now available. They will also have to consider the memory capacity of their machine. Atari estimates that the amount of object code that can be "comfortably developed" with the cartridge is about one-tenth of the memory space available. Thus a 40 K-byte system would allow about 4 K bytes of object code to be developed. (Remember that other use of the top 8 K bytes is precluded by the cartridge, so 40 K bytes is the maximum.)

Those who want to write long machine-language segments to attach to BASIC programs may find some other problems. There are only 256 bytes in memory that are guaranteed untouched by BASIC or the operating system. If you want to write a longer machine-language routine, you must incorporate it into the actual BASIC program through the use of strings. This is not an unknown practice. Programmers of Radio Shack's TRS-80 have been using this method for quite some time. The only drawback is that the code must be fully relocatable. That means the subroutine can have no JMP or JSR commands to itself, and no data tables. Some non-relocatable material may be put in the one 256-byte block that is always available, but some headaches may persist. These procedures are well documented in the appendix,
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by the way, with sample programs using calculations, sound, and graphics (a demonstration of putting 128 colors on the screen at once).

Writer/Editor

The Writer/Editor allows you to enter and edit assembly-language programs. Each line of a program is numbered, as in BASIC, and contains an optional label, an instruction, an operand, and an optional comment. These are located in predesignated fields across the line, and pressing either Tab or the space bar moves the cursor to the next field. The Editor also uses the same screen editing that Atari BASIC uses: you may move the cursor to a line, insert, delete, or change characters, then press Return and the new line is entered. The line numbering allows other BASIC-like commands, such as:

- LIST—to list all or part of a program
- DEL—to delete a line or a range of lines
- NUM—for automatic line numbering
- REN—to renumber lines

(Strangely, most of these were left out of Atari BASIC.) The Editor also has FIND and REPLACE commands, plus SAVE and LOAD commands that let you move parts of programs, allowing you to create your own library of subroutines on disk.

The Assembler

The Writer/Editor puts your program into a text buffer in memory. The Assembler takes the source program from the buffer, or from disk or cassette tape, and assembles it into an object program (true 6502 machine language) stored in a specified range of memory, on disk, or on tape. During assembly you can also specify an assembly listing to be displayed on the screen, written to disk or tape, or printed on a printer. Assembly requires two passes, which is standard. Directives to the assembler may be included in your program to control paging and titles in the assembly listing, and to insert values and character strings into the machine code. One feature not provided that would have been helpful is a symbol table that shows the values assigned to labels you’ve used.

Debugger/Mini-Assembler

The Debugger allows you to trace through your program step by step as it runs and make minor changes in conditions or in the code. Options provided allow for single-stepping through your program, displaying and changing register or memory values, and moving and comparing contents of memory locations. There is also the Disassembler, which will display the instruction mnemonics for any range of memory, and the Mini-Assembler, which lets you assemble single lines of code at specified locations.

Conclusions

Although there are three programs in the cartridge, transferring control back and forth between them is simple, thus creating the effect of a nicely integrated system. When you turn the power on, you are in the Editor mode. Typing ASM assembles whatever source code is in the buffer and returns you to the Editor. Typing BUG puts you in the Debugger. Typing X returns you to the Editor again. With a disk, typing DOS gives you access to the disk operating system, and you can access the Atari’s built-in Memo-Pad by typing BYE.

There’s nothing easier than using a cartridge-based system, even if we did have to wait for it. The designers of the Assembler/Editor programs have taken advantage of the cartridge system, and have made a nice, easy-to-use tool for both beginners and assembly-language experts. It was not designed for large-scale machine-language code development, but that shouldn’t bother most people. It is much easier to write the bulk of a program in a higher-level language such as BASIC, leaving machine language for the subroutines that have requirements BASIC cannot satisfy.

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The Atari Technical Manual is available from Atari for $27 plus $3 shipping. A documented operating-system source-code listing is also available for $17 plus $3 shipping. Contact Atari Inc, Customer Service Division, 1346 Bordeaux Dr, Sunnyvale CA 94086.
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Energy Conservation with a Microcomputer

David R Jackson and John M Callahan
University of Connecticut Energy Center
POB U-139
Storrs CT 06268

Many aspects of the present energy situation are beyond the control of the individual. There are, however, a few notable actions that you can take to lessen the impact: one is to conserve conventional fuels; the other is to find economical alternatives. In this article we will present several tools that can be used in conjunction with your personal computer—tools that will allow you to understand energy-use patterns, and change these patterns with sound technical and economic decisions.

We will begin by providing a background on heat transfer and how it governs the energy consumed in a building. After this information is presented, we will outline an example that demonstrates the calculation that you must perform to determine your yearly energy requirements for space conditioning. Included in this example will be a program that you can use to simplify these calculations. We will also discuss energy conservation options available to you and how to determine the economic payback to implement these measures.

Basic Principles of Heat Transfer

Heat, of course, tends to flow from hot places to cold places. This observation fits right in with such other examples as water running downhill, electrical current flowing from high electrical potential (voltage) to low, and fluids moving from high-pressure areas to low-pressure areas. In these and similar phenomena there is a flux of something—thermal energy, matter, or electrical charge—in response to a favorable gradient in some potential. In the case of thermal energy in transit, which is referred to as heat, the potential is a gradient, or difference in temperature. The engineering discipline that attempts to quantitatively relate the flow of heat to temperature differences is called heat transfer.

Why do we care about this? Because the comfortable temperature of our living and work environments is often very different from the outdoor temperatures which surround these spaces. These temperature differences result in an unwanted flow of heat, either into our spaces or out of them. In the former case, which occurs in hot weather, we often “pump” the unwanted heat back outdoors with a type of heat pump called an air conditioner. In cold weather, we usually replace the escaping heat by burning some form of fuel or by operating an electrical resistance heater or a backwards air conditioner, called a heat pump.

The methods by which we cope with unwanted heat transfer all have one fact in common: they cost money to implement and operate. Alarming increases in the price

About the Authors

David R Jackson is Director of the Solar Energy Division of the University of Connecticut Energy Center and a lecturer in the School of Engineering. John M Callahan is a staff member at the Solar Energy Division and is working toward a degree in Electrical Engineering/Computer Science at the University. Both have been involved in a variety of research projects dealing with energy-systems performance analysis, as well as solar energy system design.
of fuel and electricity have caused the energy portion of our cost of living to challenge rent and mortgage payments for the lead item in the family budget.

Types of Heat Transfer

There are three basic types of heat transfer which must be recognized in order to understand and calculate the heating and cooling energy requirements of a building. These are conduction, convection, and radiation. A fourth contributor to the heating and cooling load related to outside air entering the structure will be dealt with separately as infiltration.

Conduction

The movement of thermal energy by conduction is the only mode of heat transfer that is possible within solid materials. However, it is also present and important in liquids and gases. Thermal energy can be visualized in terms of randomly directed motion among the atoms or molecules of a material. In solids, the atoms are bound together by forces so that the only possible atomic motions are various types of vibrations, as opposed to the relative freedom of motion present in liquids and gases. Picture a three-dimensional arrangement of billiard balls, all held in a regular geometrical pattern by springs. If one of the billiard balls is hit with a hammer and caused to vibrate, the vibrations will be transmitted through the springs until all of the balls are shaking. This example is a crude but easy-to-visualize model of the propagation of thermal energy through a solid by conduction.

Now that we have a conceptual idea of conduction heat transfer, we would like to be able to numerically calculate the rate of heat transfer by conduction in various materials for a given, imposed, temperature difference. This calculation is readily performed using Fourier’s law of heat conduction, which states for simple steady-state one-dimensional conduction:

$$ Q = KA \frac{\Delta T}{\Delta X} $$

where:

- $Q$ = the heat transfer rate in Btu/hr
- $A$ = the cross-sectional area in square feet of the material perpendicular to the direction of heat flow
- $\Delta T$ = the temperature difference across the material in degrees Fahrenheit
- $\Delta X$ = the thickness of the material in the direction of heat flow in feet
- $K$ = the thermal conductivity of the material in units consistent with the rest of the equation (e.g. in Btu/hr ft °F)

The use of this equation is best demonstrated by an example. Suppose we have a 14½-inch-wide by 8-foot-long by 3½-inch-thick piece of fiberglass insulation, and we wish to calculate the rate of heat transfer through the...
No, it's not impossible; in fact, we think we've lucked into the S-100 value of the year. Recently a leading manufacturer of static memory for S-100 systems (we can't say who) received a batch of electrically perfect 32K static RAM boards with some minor cosmetic defects. Intended for sale as Assembled/Tested units, the company got as far as soldering the sockets in place before the problem was discovered. We were in the right place at the right time and bought the entire lot; we're offering these memories in kit form with all components and complete documentation. Simply insert the ICs into the appropriate sockets, solder in a few other parts - and you're up and running. Best of all, you'll have the same reliable, ultra-high speed, fully static, and low power performance you've come to expect from the boards made by this prominent company.

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thickness. The warm side is at a temperature of 60°F, the cool side is at a temperature of 30°F, and the thermal conductivity of fiberglass insulation is 0.0265 Btu/hr ft °F.

For this case:

\[ A = \text{length} \times \text{width} = \frac{14.5 \text{ in}}{12 \text{ in/ft}} \times 8 \text{ ft} = 9.67 \text{ ft}^2 \]

\[ \Delta X = \frac{3.5 \text{ in}}{12 \text{ in/ft}} = 0.292 \text{ ft} \]

then:

\[ Q = 0.0265 \times 9.67 \times \frac{(60 - 30)}{0.292} = 26.3 \text{ Btu/hr} \]

Now that we have arrived at this number, how do we interpret it? Officially, a Btu is the quantity of heat required to raise the temperature of one pound of water one degree Fahrenheit. But this fact isn't much help unless we can relate heat requirements to fuel purchases. Roughly speaking, one gallon of number two fuel oil burned in a furnace of average efficiency contains about 100,000 Btu. One kilowatt-hour of electricity contains 3413 Btu. So, if we lost 26.3 Btu per hour through our piece of fiberglass insulation for a period of one month, the total amount of thermal energy lost would be:

\[ 26.3 \frac{\text{Btu}}{\text{hr}} \times 24 \frac{\text{hrs}}{\text{day}} \times 30 \frac{\text{days}}{\text{month}} = 18,936 \text{ Btu} \]

If fuel oil costs $1.35/gal, and electricity $.07/kWh, this corresponds to:

\[ \frac{18,936 \text{ Btu}}{100,000 \text{ Btu/gal}} \times $1.35/\text{gal} = $0.26 \text{ for oil} \]

and:

\[ \frac{18,936 \text{ Btu}}{3413 \text{ Btu/kWh}} \times $.07/\text{kWh} = $0.39 \text{ for electricity} \]

The example used for fiberglass insulation closely resembles the case of a normal American residential wall which is framed by 2-inch by 4-inch (nominal) studs placed on 16-inch centers and insulated with fiberglass batts between the studs. But how do we arrive at the thermal conductivity value used in the example? And what is the so-called "R-value" that is used in reference to insulation?

Actually, the R-value is another way of describing the thermal conductivity of insulation. Often we hear of a given thickness of insulation having a certain R-value. The lumber yards usually stock "R11" or "R19" fiberglass, which refers to 3½-inch thickness or 5½-inch thickness, respectively. Insulating materials also have a certain "R-value per inch." For instance, rigid urethane foam is frequently assigned an R-value of 6.5 per inch of thickness. The R11 fiberglass which is 3½ inches thick therefore has an R-value per inch of 11/3.5 = 3.1 per inch.

But we seem to be going in circles. Let's relate the R-value to the thermal conductivity. People in the building trade find the R-value of materials easier to deal with than thermal conductivity. The equation they use for heat transfer is:

\[ Q = A \frac{\Delta T}{R} \quad (2) \]

Figure 1: Cross section of an insulation combination that is used to demonstrate heat-loss calculations.
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where $R$ is the $R$-value. Quite often it appears in this form:

$$Q = \frac{\Delta T}{R}$$

which gives the heat-transfer rate per area of surface. If we compare equations 1 and 2, we see that $R = \frac{\Delta X}{K}$ for a given thickness, and the $R$-value per inch = $\frac{1}{12}K$. The number twelve is left over from converting $\Delta X$ from feet to inches. Thermal conductivities tabulated in various reference sources may be listed in any of these three forms. References 1, 2, and 3 (given at the end of this article) are good sources for this data.

If we examine the version of Fourier's law of heat conduction that contains the $R$-value and compare it to Ohm's law for electrical conduction, we have the following:

$$Q = \frac{A \Delta T}{R} \quad \text{(Fourier's law)}$$

$$I = \frac{V}{R_{\text{electrical}}} \quad \text{(Ohm's law)}$$

The similarity between these laws is striking. Apparently, temperature difference and electrical potential difference are analogous, as is the $R$-value to electrical resistance and the heat transfer rate to electrical current. Thus, we can conceptually consider thermal circuits of various heat paths with characteristic thermal resistances. This analogy is extremely useful, as it provides the rules for dealing with complicated heat-path systems and leads to some of the more straightforward numerical schemes for solving problems involving complicated thermal networks. For our purposes, we need only the rules for combining series and parallel thermal resistances.

Looking once again at our example of the 3½-inch-thick fiberglass insulation, let's calculate the $R$-value:

$$R = \frac{\Delta X}{K} = \frac{3.5/12}{0.0265} = 11.0$$

R11 is, of course, much easier to remember to characterize 3½-inch fiberglass insulation than are thermal conductivity and thickness.

What happens if we sandwich our fiberglass between sheets of ½-inch-thick gypsum board and ½-inch asphalt-impregnated plywood, both having the same width and height as the piece of fiberglass? We know that the heat must pass sequentially through each of the three materials. This suggests that we should add the $R$-values.
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(in the same manner that we would add the values of electrical resistances in series:

\[ R_{\text{total}} = R_{\text{gypsum}} + R_{\text{fiberglass}} + R_{\text{plywood}} \]

The thermal resistances for gypsum and plywood sheathing (see table 1) are found to be 0.45 for \( \frac{1}{2} \) inch of gypsum and 1.32 for \( \frac{3}{8} \) inch of sheathing. The total R-value becomes:

\[ R_{\text{total}} = 0.45 + 11.0 + 1.32 = 12.77 \]

We must also consider parallel heat paths. The heat transfer through the wooden studs that form the walls of the cavities occupied by our fiberglass insulation (see figure 1) follows a parallel path to the heat passing through the fiberglass. In parallel electrical circuits, we merely add the currents. Here we add the heat transfer rates:

\[ Q_{\text{total}} = \frac{A_1 \Delta T}{R_1} + \frac{A_2 \Delta T}{R_2} = \left( \frac{A_1}{R_1} + \frac{A_2}{R_2} \right) \Delta T \quad (3) \]

where the subscripts 1 and 2 refer to the wall areas associated with the studs and bays between them, respectively.

For each stud that is 1\( \frac{1}{2} \) inches wide by 8 feet long, \( A_2 = 1.0 \) square feet, and the total resistance through the studs, which are also sandwiched between gypsum and plywood, is:

\[ R_2 = R_{\text{gypsum}} + R_{\text{stud}} + R_{\text{plywood}} = 0.45 + 4.35 + 1.32 = 6.12 \]

where \( R_{\text{stud}} \) (pine or other softwood 3\( \frac{1}{8} \) inches thick) = 4.35. (See table 1 for the thermal resistances of several common building materials.) If the inside surface of the wall is at 62°F and the plywood is at 28°F, the heat transfer rate through the wall will be given by equation 3 as:

\[ Q = \left( \frac{9.67}{12.77} + \frac{1.0}{6.12} \right) (62 - 28) = (.921)(34) = 33.3 \text{ Btu/hr} \]

An effective R-value for the stud/fiberglass parallel combination can also be determined. (This will be useful later.) Generalizing the parallel resistance analogy we have:

\[ \frac{A_1 + A_2}{R_{eq}} = \left( \frac{A_1}{R_1} + \frac{A_2}{R_2} \right) \]

For our example (considering just the wood studs and fiberglass), we get the equation:

\[ \frac{9.67 + 1.0}{R_{eq}} = \left[ \frac{9.67}{11} + \frac{1}{4.35} \right] \]

which gives us a value of:

\[ R_{eq} = 9.62 \]
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Convection
Why can't we simply look up the thermal conductivity of air and add it in as a thermal resistance? There are two reasons:

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Q_{convective} = hA(T_{air} - T_{surface})

The R-values given in table 1 are equivalent to the reciprocal of h; reference 1 gives the R-values of a large number of building materials.

Since we can consider 1/h to be an R-value, we are now in a position to add it to the resistance chain on the inside and outside walls.

Radiation
Before we conclude our discussion of heat transfer through an insulated wall, we should discuss radiation, the last of the three principal types of heat transfer. While conduction and convection involve matter as the medium of heat transfer, radiation does not. Radiative heat transfer proceeds unimpeded in a vacuum, where convection and conduction would be precluded. A type of electromagnetic radiation is emitted by all surfaces whose temperatures are above absolute zero. The amount of
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radiation emitted per unit time is proportional to the fourth power of the absolute temperature of the emitting surface. Those surfaces which are separated by a vacuum or other transparent medium experience net heat transfer according to the following:

\[ Q_{\text{radiation}} = \varepsilon \sigma (T_1^4 - T_s^4) \]  \hspace{1cm} (4)

The emissivity, \( \varepsilon \), is a number between zero and one, and it is a measure of the ability of a surface to emit (or absorb) radiant heat. The area, \( A \), plays the usual role, and \( \sigma \) is a constant of proportionality. The nonlinearity exhibited by equation 4 would ruin our thermal resistance model if we attempted to explicitly include a radiation term.

Fortunately, in cases where radiation plays a significant role in building-heat transfer, convection is also present so that the radiation effect may be added into the convective R-value. For example, in the case of double-pane (insulated glass) windows, the panes may radiate to one another but this effect is taken into account in the overall window R-value listed in table 1. Similarly, radiation is included in tabulated R-values in other cases involving air gaps. Of course, when a gap between surfaces is stuffed with insulation, radiation is eliminated through the elimination of the transparency of the gap (so that we don't have to worry about it in those cases either).

Armed with some knowledge of the other two forms of heat transfer, we can complete our analysis of the insulated wall. Figure 1 gives a wall cross section showing the materials already discussed and the addition of exterior siding. Using table 1, reference 1, and our previous calculation, we add the R-values for the entire heat path from inside and to outside air:

<table>
<thead>
<tr>
<th>Item</th>
<th>R-value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Inside surface (air film)</td>
<td>0.68</td>
</tr>
<tr>
<td>Gypsum wallboard</td>
<td>0.45</td>
</tr>
<tr>
<td>Insulation plus studs equiv.</td>
<td>9.62</td>
</tr>
<tr>
<td>Plywood sheathing</td>
<td>1.32</td>
</tr>
<tr>
<td>Wood siding</td>
<td>0.81</td>
</tr>
<tr>
<td>Outside surface, 15 mph wind</td>
<td>0.17</td>
</tr>
</tbody>
</table>

Total R-value = 13.05 °F hr/Btu

If a building had 1000 square feet of wall area constructed in this manner, the total heat loss for an interior temperature of 65°F and an exterior temperature of 25°F would be:

\[ Q_{\text{wall total}} = \frac{A \Delta T}{R} = 1000 \, \text{ft}^2 \times \left( \frac{(65 - 25) \, \text{°F}}{13.05 \, \text{°F/hr/Btu}} \right) = 3065 \, \text{Btu/hr} \]

If we extend this calculation to include other heat paths (doors, ceiling, windows, etc), we would add the resulting heat-transfer rates to get the total:

\[ Q_{\text{total}} = (\sum_{\text{paths}} \frac{A}{R}) \Delta T \]  \hspace{1cm} (5)

People who perform these calculations for a living have found it worthwhile to replace the R-value with its reciprocal, \( U \), the conductance, so that equation 5 becomes:
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Figure 3: Construction of the ceiling and roof of the house shown in figure 2.

\[ Q_{\text{total}} = (\sum_{\text{paths}} UA) \Delta T \]  
\[ \text{where:} \]
\[ U = \frac{1}{R} \]

The units of \( U \) are Btu/ft\(^2\) hr °F, which are easier to remember than those of the \( R \)-value.

**Infiltration**

Remember that unconditioned air entering our building can impose an additional cooling or heating load. If a cubic foot of air at outdoor temperature enters a conditioned space, the heating or cooling system must adjust the temperature of that air to the conditioned temperature. The thermal energy, \( Q \), required to accomplish this is given by:

\[ Q = \text{vol of air in ft}^3 \times \text{density} \times \text{specific heat} \times (T_{\text{inside}} - T_{\text{outside}}) \]
\[ = \text{vol of air in ft}^3 \times 0.074 \text{ lb/ft}^3 \times 0.24 \frac{\text{Btu}}{\text{lb} \cdot \text{°F}} \times \Delta T \text{°F} \]

If the volume of infiltration air is given in cubic feet per minute (CFM), we have:

\[ Q = (\text{CFM}) \times 60 \frac{\text{min}}{\text{hr}} \times 0.74 \frac{\text{lb}}{\text{ft}^3} \times 0.24 \frac{\text{Btu}}{\text{lb} \cdot \text{°F}} \times \Delta T \text{°F} \]
\[ = 1.07 \times (\text{CFM}) \times \Delta T \]  

**Meteorology**

We have seen that in calculation of heating or cooling energy requirements in Btu/hr, we multiply our \( UA \) values by a temperature difference. Here our principal interest is to determine seasonal heating and cooling costs from these calculations. To this end, we need a way to modify our calculations to get this information.

The degree-day is a measure of the average temperature difference between our conditioned space and the outside for a given period of time. Heating degree-days are usually based on an inside temperature of 65°F. For example, if the average daily temperature on a day in February were 35°F, we would accumulate \( 65 - 35 = 30 \) degree-days on that day. Adding up all the heating and cooling degree-days for a month or an entire season provides a measure of the severity of the climate. We use degree-days in our calculations as shown in the following:

\[ Q_{\text{season}} = (\Sigma UA + \text{infiltration load}) \times \text{degree-days} \times 24 \]

Degree-day data is available for various US cities from the US Weather Service (see also references 1 thru 4).

**Example Problem**

To reinforce understanding of the relationship between the basic principles of heat transfer and different building components, we will present an example that outlines the calculations needed to determine the energy requirements for a residential building in Austin, Texas. If you live in the northeast, heating is the major energy consideration, and cooling is usually considered unnecessary, whereas if you live in the southwest, this situation may be reversed. Therefore, we have chosen Austin as a location where both heating and cooling functions are necessary.

First, we will outline the characteristics of the building that will serve as our example. Then we will proceed to show how to calculate the heat loss in the winter and the
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heat gain in the summer. Finally, we will explain how to automate these calculations by using an interactive BASIC program that runs on a personal computer.

Two major factors determine heat loss and heat gain in any building: the climatological conditions and the building components. In Austin there are approximately 1980 heating degree-days and 2908 cooling degree-days. For the purpose of illustration, we will consider a single-story ranch-style house with 1500 square feet of floor area and a ceiling height of 8 feet. Figure 2 shows the floor plan and two elevations for our example house.

To simplify our calculations, we will assume no heat loss through the floor. We will also say that the walls have no insulation and the ceiling has 3½-inch fiberglass. The front and back doors are 1¼-inch-thick solid wood. There are ten windows, each measuring 3 feet by 4 feet. We will also assume that there are no storm doors or storm windows and that there are two exhaust fans, one in the kitchen and one in the bathroom. We will use the wall section shown in figure 1, but without the fiberglass insulation, and the ceiling/roof combination shown in figure 3. Based on the given configuration of our example building and the climatological conditions in Austin, we can now calculate the heat loss and heat gain. The procedure is very simple if it is approached in a logical step-by-step fashion.

First we should calculate or look up all the R-values for the different building elements (see reference 1). Table 1 is a fairly comprehensive list of the R-values of typical building materials; it can be used to determine the R-values for your own home if you are not able to obtain a copy of a standard reference.

We have already calculated the R-value for the wall with insulation and found it to be \( R = 13.05 \). To get the R-value without the insulation, we substitute the R-value of a 3½-inch air space from table 1 for the R11 fiberglass, and get an effective R-value of 4.4 for the wall.

We will now calculate the R-value for the ceiling on a one-square-foot basis. Referring to figure 3 and table 1, we list the ceiling and roof materials and individual R-values. The R-values for the ceiling are:

- Inside still air: 0.60
- Gypsum board, \( \frac{1}{2} \) in: 0.44
- Fiberglass insulation, 3½ in: 11.00
- Still air in attic: 1.14
- Ceiling total: 13.18

The R-values for the roof are:

- Outside air: 0.17
- Asphalt single roof: 0.44
- Building paper: 0.06
- Plywood deck, 5/8 in: 0.78
- Air film: 0.60
- Roof total: 2.05

We will assume that the resistances of the ceiling and roof are additive. This is not quite correct because there is more area associated with the roof, but the answer you obtain by simply adding the two resistances is fairly close, so we get \( R_{ceiling/roof} = 15.23 \). Single-pane windows are very poor insulators; therefore, they have a low R-value, which is approximately \( R = 0.91 \). The R-value for a 1½-inch wooden door is \( R = 1.56 \) (see table 1).

Second, we must determine the total surface area for each building element. Using figure 2, we find the total wall area is 1118 ft², total glass area is 120 ft², total door...
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<table>
<thead>
<tr>
<th>Building Element</th>
<th>Area (ft²)</th>
<th>R-Value (hr °F ft/Btu)</th>
<th>U = 1/R (Btu/hr °F ft)</th>
<th>UA (Btu/hr °F)</th>
<th>Air Infiltration Load (Btu/hr °F)</th>
<th>Percent of Total Load</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ceiling/Roof</td>
<td>1500</td>
<td>15.23</td>
<td>0.066</td>
<td>98.5</td>
<td>213.1</td>
<td>13</td>
</tr>
<tr>
<td>Walls</td>
<td>1118</td>
<td>4.40</td>
<td>0.23</td>
<td>257.1</td>
<td>26.9</td>
<td>35</td>
</tr>
<tr>
<td>Windows</td>
<td>120</td>
<td>4.68</td>
<td>0.23</td>
<td>132.0</td>
<td>4.0</td>
<td>4</td>
</tr>
<tr>
<td>Doors</td>
<td>42</td>
<td>4.16</td>
<td>0.64</td>
<td>26.9</td>
<td>2.6</td>
<td>4</td>
</tr>
<tr>
<td>Air infiltration</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Forced ventilation</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>6.6</td>
<td>&lt;1</td>
</tr>
</tbody>
</table>

Total conduction and infiltration: 514.5 + 219.7
Grand total: 734.2
100%

Table 3: Summary of heat-transfer characteristics of a ranch-style house.

area is 42 ft², and the ceiling area is 1500 ft². The volume of the conditioned space is 1500 ft² × 8 ft = 12,000 ft³.

Finally, we must consider the load imposed by air infiltration. All buildings have some unwanted infiltration, and often have some forced ventilation. A simple way to quantify unwanted infiltration is to speak of it in terms of the number of total air changes per hour (AC/hr). A well-constructed building with tight-fitting windows and doors can have an air-change rate as low as 0.5 AC/hr. On the other hand, a badly constructed building with poorly fitted doors and windows can have an air-change rate as high as 2.0 AC/hr. It is difficult to measure infiltration or to make reasonably accurate estimates, so for our example, we will assign 1.0 AC/hr. We suggest that when you perform your own calculation, you assign a number between 0.5 and 2.0 AC/hr, using the guidelines given in table 2.

We must change the number of air changes per hour to cubic feet per hour to use in our energy calculations. This is done by taking the air changes per hour and multiplying by the total volume of the house. In our example, we get 1 AC/hr × 12,000 ft³ = 12,000 ft³/hr.

Forced ventilation from exhaust fans must now be considered. We estimate the number of minutes each fan is on each day, along with its rated capacity, to determine how much air is exhausted by the fans. Remember that
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any air exhausted by the fans must be replaced by outside air that is heated or cooled. The equation that governs forced ventilation is shown below:

\[
\text{Air ventilation rate (ft}^3/\text{hr}) = \frac{\text{estimated on-time (dmin)}}{24} \times \frac{\text{fan rating (ft}^3/\text{min})}{24} \quad (8)
\]

For our example house we will say that each fan has a rated capacity of 100 ft\(^3\)/min, and each runs about 45 minutes per day. Substituting our numbers, we get the air-change rate for both fans combined:

\[
\text{Air ventilation rate } = 90 \frac{\text{min}}{\text{day}} \times 1 \frac{\text{day}}{24 \text{ hr}} \times 100 \frac{\text{ft}^3}{\text{min}} = 375 \frac{\text{ft}^3}{\text{hr}}
\]

Now that we have determined the volume of air that is exchanged every hour and subsequently replaced by air that is unconditioned, we must determine the amount of energy needed to heat or cool this outside air. This must be calculated in two steps. The **infiltration energy load** is the amount of energy needed to bring to room temperature the air that inadvertently enters the house from outside, while the **ventilation energy load** is the amount of energy needed to bring to room temperature the air that enters the house to replace air deliberately pumped out by a house fan. These can be calculated as follows:

\[
\text{Infiltration energy load } = 12,000 \frac{\text{ft}^3}{\text{hr}} \times 0.24 \frac{\text{Btu}}{\text{lbm} \cdot \text{°F}} \times 0.074 \frac{\text{lbm}}{\text{ft}^3} = 213.23 \frac{\text{Btu}}{\text{hr} \cdot \text{°F}}
\]

\[
\text{Ventilation energy load } = 375 \frac{\text{ft}^3}{\text{hr}} \times 0.24 \frac{\text{Btu}}{\text{lbm} \cdot \text{°F}} \times 0.074 \frac{\text{lbm}}{\text{ft}^3} = 6.66 \frac{\text{Btu}}{\text{hr} \cdot \text{°F}}
\]

The notation "lbm" stands for pound-mass, and is a more accurate description of what we normally call one pound of weight. The constant 0.24 Btu/lbm °F is the number of Btu needed to heat one pound-mass of air one degree Fahrenheit. The constant 0.074 lbm/ft\(^3\) is the number of pound-masses in one cubic foot of air.

So far, the calculations presented have been simplified. If you would like to try a more rigorous approach, we refer you to the references at the end of this article. You will find a number of procedures for calculating heat loss through basements, roof/ceiling combinations, solar-heat gain through windows, and you will also find a more elaborate description of air infiltration.

We have determined the R-value and surface area of each building component, as well as the energy load imposed by air infiltration. This information is summarized in table 3. We can proceed to calculate the yearly energy requirements for our example building. The total yearly
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Listing 2: Output of listing 1, based on an example that uses 3½ inches of insulation in the ceiling.

Listing 3: Output of listing 1, based on an example that uses 9½ inches of insulation in the ceiling.
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energy requirement for space conditioning is the sum of the heating and cooling loads. The governing equation is:

\[ Q_{\text{total}} = Q_{\text{heating}} + Q_{\text{cooling}} \]

**Heating and Cooling Requirements**

The yearly heating requirement for our example house can be easily determined from the combined conduction and infiltration load shown in table 3, and the yearly heating degree-day value of 1980 °F day/year:

\[ Q_{\text{heating}} = \frac{734.2 \text{ Btu}}{\text{hr} \cdot \text{°F}} \times 24 \text{ hr} \times 1980 \text{ °F day/yr} \]

\[ = 34.89 \times 10^6 \text{ Btu/year} \]

We calculate the cooling energy requirements in a similar fashion:

\[ Q_{\text{cooling}} = \frac{734.2 \text{ Btu}}{\text{hr} \cdot \text{°F}} \times 24 \text{ hr} \times 2908 \text{ °F day/yr} \]

\[ = 51.24 \times 10^6 \text{ Btu/year} \]

We have presented these calculations in considerable detail so that the reader will understand the mechanism of heat transfer. Now we would like to outline and demonstrate how to obtain these results using your personal computer. Figure 4 is a flowchart for a simple interactive program that accepts building and climate input and generates a printout (similar to table 3) and a summary of yearly energy consumption.

The program is written in Commodore (Microsoft) BASIC, and it runs on any PET with a Commodore 2022 printer. Listing 1 is the source code and listing 2 is a copy of the output from this program. Readers who are fortunate enough to have Personal Software's VisiCalc will find that the procedures performed by this program can be followed very easily. We will not go into details of the program because it simply carries out the procedures outlined earlier. We suggest that you first try these calculations by hand, then write the BASIC program after you are comfortable with the method.

**Energy Conservation**

At this point, you can see how to get your microcomputer to predict energy consumption in buildings, but you may be wondering whether you should go to the trouble.

The advantage of having a program is that it will allow you to rapidly evaluate the energy savings of such hypothetical changes as adding storm windows or insulation. To serve as an example, we have used our program to evaluate the effect of adding 6 inches of insulation to the ceiling of the example house. This change raises the R-value in the ceiling from 15.23 to 34.23. Listing 3 shows that the new annual energy consumption is 79.35 \times 10^6 \text{ Btu/year}, a savings of 6.41 \times 10^6 \text{ Btu/year}.

By themselves, annual energy savings numbers tell us very little. We still need an indicator that will help us choose from among energy conservation alternatives.

**Energy Conservation Economics**

Armed with our program and a "hit list" of potential conservation measures, we can compile energy savings figures for each measure or for any combination of the measures. But there are two other key pieces of information that we must stir into the recipe: the cost of material and labor for adopting the conservation scheme, and the
fuel cost information required to turn Btu saved into dollars.

Getting a cost estimate for material and labor for residential retrofit work is as easy as calling a contractor. If the labor will be your own, then you should call a local lumber yard to get material cost figures. Once we know how much the proposed modifications to the building will cost, we can turn our attention to the dollar savings associated with the energy savings.

If a fuel is burned to produce heat, we have to know the efficiency of the furnace and the heating value of the fuel. Let's assume we are burning number two fuel oil in a furnace that has an efficiency of 70%. Using 138,000 Btu per gallon as the heating value for this oil and assuming a cost of $1.30 per gallon, we can compute:

\[
\text{Cost per million Btu} = \frac{\$1.30 \text{ per gallon}}{0.7 \times 138,000 \text{ Btu/gallon}} \times 10^6 = \$13.46
\]

All fossil fuels can be calculated in this manner.

For electric heating, we have a cost of $0.07 per kilowatt-hour and an efficiency of 100%. We can compute:

\[
\text{Cost per million Btu} = \frac{\$0.07 \text{ per kWh}}{3413 \text{ Btu/kWh}} \times 10^6 = \$20.51
\]

Electric air-conditioning cost estimates require knowledge of the coefficient of performance of the air-conditioning system—a measure of the ratio of the cooling effect in Btu to the electrical energy purchased. The coefficient of performance of a good air-conditioning system is around 3.0. The cost for cooling then becomes:

\[
\text{Cost per million Btu} = \frac{\$0.07 \text{ per kWh}}{3.0 \times 3413 \text{ Btu/kWh}} \times 10^6 = \$6.83
\]

A time-honored method for putting all of this information together is the calculation of simple payback. In this easy method, we merely calculate how long it will take for the money saved each year on energy costs to "pay back" the capital we invested to carry out the building modification. We then have a simple way to rank our energy conservation options.

Let's return to the example of adding ceiling insulation. The current cost of material for R19 fiberglass is $0.30 per square foot, which amounts to a material cost of $450. Let's assume you install the insulation yourself. Comparing listings 2 and 3, we see an annual energy savings of 2.6 million Btu for heating and 3.81 million Btu for cooling. Using the electricity values estimated previously, our heating and cooling savings are:

Annual heating savings = \(2.6 \text{ million Btu} \times \$20.51\) = $53.33

Annual cooling savings = \(3.81 \text{ million Btu} \times 6.83\) = $26.02

Total savings = $79.35/year

The simple payback period is therefore:

\[
\frac{$450}{79.35} = 5.67 \text{ years}
\]

You probably noticed from listings 2 and 3 that the ceiling heating and cooling load is not, by any means, the predominant load. You might, for example, be tempted to assume that insulating the walls is a better approach. However, don't forget that retrofitting wall insulation is a grim proposition that, in some cases, involves drastic dismantling of the walls. Even when it is blown in loose, wall insulation will still involve a greater initial cost than do-it-yourself ceiling insulation.

### Improving the Economic Model

What if we want a more sophisticated economic model to rate our conservation measures? The shortcomings of the simple payback model are that it ignores the effects of:

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- Escalation of fuel costs with time
- Inflation on the real value of money saved or spent in the future
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We will present a method here called discounted payback, which takes these things into account without becoming terribly complicated. We will also discuss a BASIC program that uses these concepts and gives results for our example house.

Let's assume that a quantity of capital, \( C \), is invested at an annual yield rate, \( Y \), with an annual inflation rate of \( I \). In 1981 dollars, the present value of this investment after \( n \) years is given by:

\[
P = C \left( \frac{1 + Y}{1 + I} \right)^n
\]

The accumulated present value of energy saved from now to year \( n \), while energy costs escalate at rate \( E \) and general inflation is \( I \), is given by:

\[
S = A \frac{(1 + E)}{(1 + I)} \left[ 1 - \left( \frac{1 + E}{1 + I} \right)^n \right]
\]

where \( A \) represents the initial annual energy savings based on 1981 fuel costs.

If we compare by subtraction the accumulated present value of the energy savings for each year with the present value of the invested money, payback occurs when the difference changes sign. Using this method, the financial gains made in the years beyond payback are tangible and easy to interpret because we have discounted everything back to 1981. Reference 4 describes several more elaborate economic models.

Listing 4 shows a program written for a Commodore PET with printer. Listing 5 shows program output for our attic insulation example using an annual energy cost escalation rate of 15%, a general inflation rate of 10%, and a rate of return on investment of 8%. The program accepts input of these three rates, plus heating and cooling energy costs in year zero (1981) and the capital cost of the energy conservation measure.

Conclusions

Some readers may question the simplicity of our methodology. Please remember that we only wish to provide the basics to get you started. The material we have presented must be expanded to be truly useful, but the references cited and the vast body of available literature on the subject should help you develop the material presented here.

---

References

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Circle 315 on Inquiry card.
The VTR Blues

Dear Steve,

I want to use my Radio Shack TRS-80 for generating screen titles for videocassette training tapes, including graphs, etc. My problem is that when I plug the TRS-80's cable into the video recorder (instead of the monitor), I can't get a good recording.

I replaced the TRS-80's monitor with an industrial monitor, and modified the cassette recorder's cable to plug into the video monitor and the VTR (videotape recorder).

As long as I keep the amount of writing on the screen to a few lines, the videotape comes out fine. But if I try to put many lines on the screen, the result is sparkling, rippling letters, etc. Any more than four lines seems to drive the VTR crazy. Also, it seems that the writing has to be kept away from the right edge of the screen.

The VTR I use is a Panasonic reel-to-reel unit that has selectable video-level control. In the automatic mode, the recorder doesn't work so well. I have to keep it on a low manual setting. Even on good recordings, the playback gives a light gray background with black smears running to the right of the letters.

I use this equipment for my work, but many TRS-80 users must own VTRs. This idea is useful in schools for educational tape titling, etc, so solving this problem would benefit a lot of people.

Paul Bendorius
New York NY

The more lines of text on a screen, the greater the bandwidth required to store the information.

It sounds like you have two problems. First, using the cassette cable as you have provides no shielding and is probably very capacitive. Excess capacitance will cause high-frequency loss and probably accounts for the problem you have.

Second, apparently your VTR needs a better signal with more defined synchronization levels. The problem is due to the difference between the standard 1- to 1 1/2-volt peak-to-peak video signal that the recorder expects and the almost 4 V output from the TRS-80.

The video signal in this circumstance is either black or white--there are no gray tones. The synchronization level is correct, but the high white level can be confusing your VTR. The white level should be at +1.5 V, the black level at +0.5 V, and the synchronization level at 0 V.

I see no problem in directly recording this signal. My Magnavox VHS VTR has no problems even with a screen full of text. Other than opening your TRS-80 and changing the values of R23, R27, and R28, there isn't much I can suggest to you. Better cabling should help.

... Steve

Chip Off the Old Program

Dear Steve,

I have some questions about PROM (programmable read-only memory) programming. Like many homebrewers, I'm strong on digital, but weak on analog. I have successfully built a 2708 EPROM programmer, but I encountered a problem when attempting to program Intel 2716s and 2755A's under complete computer control. The +26/+4.4 V programming/verifying voltages complicated the control circuit. My circuitry came up with only +26/+4.4 V. The circuit did manage to program the PROMs and verify correctly, but obviously doesn't meet Intel specifications. The

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question is: given power-supply voltages of +5, ±12, and +26 V, can a transistor circuit be designed to come within the Intel specifications?

I've wanted to use Texas Instruments' 74S-series fuse-like (transistor-transistor logic) PROMs in circuits, but had no way of programming them. I have never seen any designs for a programmer for TTL PROMs. As I see it, there are two problems. First, a controllable power-supply voltage like the one I attempted would be required (except with different voltages). Second, what kind of drive requirements are necessary to program the output bits of the PROMs? Would TTL open-collector outputs (eg: from a decoder) be sufficient, or would an active circuit with transistors be necessary?

Robert A Servis
Ann Arbor MI

I'm not exactly an analog "wizard" myself, but I have designed a few EPROM programmers. Perhaps you should look at the article I wrote in the March 1978 BYTE for examples of voltage-level switching. (See "Program Your Next EPROM in BASIC," page 84.)

Concerning your initial problem, there is nothing inherent in transistors that would preclude them from being set at +5.0 V, and it doesn't require much to do the level shifting you need. The circuit of figure 1 switches between +26 and +5 V as you require. A logic 0 input produces +26 V, and a logic 1 produces +5 V.

Finally, as you've noted, there are few fuse-link programmer schematics around. Perhaps a reader will send me one that I can forward to you. . . . Steve

Incomplete Interface?

Dear Steve,

I enjoy reading your interesting projects in BYTE. Your May 1980 project appeared at the right time; however, I am having some trouble adapting it to my system. (See "I/O Expansion for the Radio Shack TRS-80, Part 1," May 1980 BYTE, page 22.)

I have the Heath H-89 all-in-one computer, which has a serial interface, and a Radio
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Shack Daisy Wheel Printer II, with a letter-quality print wheel and a parallel input (eight data lines and one strobe). I need a parallel interface from my H-89 to my printer. I have tried building the parallel interface explained in your article, but can't get it to work.

I can't afford to lose the money invested in my printer, and I don't want to part with my beloved H-89. So, what can I do to complete the parallel interface except serial input. Given the equipment involved, your best bet is to attach a serial-to-parallel converter to the input of the printer.

Figure 2 is a schematic of a 300 bps (bits per second) serial-to-parallel converter that should solve your problem. Set for 300 bps, no parity, and one stop bit, this circuit will allow communication between the machines. It should not be necessary to tie the printer's handshaking lines back to the H-89 for the printer to operate. If you do this, however, use the input portion of the UART (universal asynchronous receiver/transmitter) IC1 to convert the parallel printer-status bits to serial.

This circuit and other variations on the subject of serial-to-parallel and parallel-to-serial conversion were covered in an article I wrote in the May 1977 BYTE entitled, "Come Upstairs and Be Respectable" (page 50).

... Steve

---

Slow Memory Signals

Dear Steve,

The Intel 8080 microprocessor has an input intended to control memory devices that have slow access times. Can you give me an example of a memory device that produces this signal?

Irv Barditch
Baltimore MD

Generally speaking, memory devices do not have output pins specifically designed to control microprocessor WAIT states. The WAIT input is controlled by separate circuits. The usual method is to trigger a one-shot (a circuit that produces a pulse of adjustable duration) from the device-select strobe (called CS) of the memory bank in use. The one-shot holds the WAIT line low for a specific period so that the memory has time to produce valid data.

If you had a PROM (programmable read-only memory) with a 1 µs access time installed at location 0000 (to bootstrap load a system, for example), you would wire it as you would any other memory device (200 ns access time). However, the CS input on the PROM would have a one-shot attached to it that produced a 1 µs pulse. The Q output of the one-shot is, in turn, attached to the WAIT input of the processor. Whenever data is read from this PROM, the processor is automatically delayed by the one-shot. This delay would appear essentially transparent to the user, unless it is...
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Steve

'Scope Trials

Dear Steve,

I'm faced with the decision to buy an oscilloscope or to continue using a homemade logic probe. What bandwidth 'scope would you recommend: 30 MHz or 50 MHz? (The 16-bit microprocessors are getting into the 10 MHz range, and I want my investment to last.) The problem is that the 50 MHz 'scope is twice the price of the 30 MHz one.

I'd prefer a logic analyzer, but most are designed for specific microprocessors and are just too expensive.

Mel K Schmidt
San Jose CA

The choice of a 'scope must be a trade-off between required operating needs and price. Rarely will you have to deal with the 20 MHz clock frequencies of the new microprocessors. Most likely you will just check to see if the clock is present. A frequency counter is the better instrument to measure period.

In general, most of the signals you will be trying to observe will be at far lower frequencies. You would find very little difference between a 30 and 50 MHz 'scope when displaying a 1 MHz signal.

More important factors to be concerned about when buying a 'scope that will be used primarily on digital circuits are the precision of the trigger and sweep electronics and a dual-trace (not dual-beam) display. Frequently, 'scopes are used to compare two signals while being triggered by a third. If the trigger circuitry is not particularly stable, the comparison of the signals is invalid and misleading (unfortunately, detecting these errors is very difficult). Also, it is often desirable to view the actual trigger signal or wait a specific time interval before starting the sweep. Trigger view and delayed sweep are expensive options.

In my opinion, the most economical choice for a computer hobbyist is a 15 to 25 MHz dual-trace 'scope that has a time-base range between 200 ns and 0.5 s (without the time-base magnifier). Vertical sensitivity should be at least 10 mV per division. Delayed sweep and trigger view are not necessary. This type of 'scope probably costs about $1200.

If you are planning to do digital design, then you must be more particular about your needs. The market is wide open, and it is not unusual to pay $5000 to $15,000 for some 'scopes. My biggest complaint about top-end 'scopes is that they have so many bells and whistles that you need a road map to find the on/off switch.

Finally, if you are determined to buy a 50 MHz 'scope, I suggest the Tektronix Model 455 (about $2200). A comprehensive list of the 'scopes on the market is available in the September 1980 Electronic Products magazine.

... Steve

Dual-Purpose Modems

Dear Steve,

I read with interest your article "A Build-It-Yourself Modem for Under $50." (See the August 1980 BYTE page 22.) I'd like to try to adapt
Atari graphics and sound stand in a class by themselves."
David D. Thorneburg
Compute Magazine, November/December 1980

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Circle 34 on inquiry card.
either your circuit or a commercial modem so that I can use my Apple II both for computer communication and as a deaf-communication device. I am planning to use older model teletypewriters or special-purpose units, such as the Magsat, for the deaf communication project. From what I've been able to determine, they apparently operate at a lower transmission rate (45.5 bits per second?), and they have no carrier frequency.

What changes would be required to make a modem serve this dual purpose? Also, where can I get more information on this subject?

Jerry Black
Oshkosh WI

Remember that a modem is merely a tone generator connected to a serial-data stream. The common data rates are 110 or 300 bits per second (i.e., the bit rate of the data stream). If you transmit at 45.5 bps (bits per second), the modem will operate at 45.5 bps. The modem in my article is rated to work properly from 0 to 300 bps.

If the older units you mentioned have no carrier frequency, they are probably 20 mA current-loop devices. The modem output can be converted to 20 mA with a single-transistor circuit. Such a circuit was given in my June 1980 “Circuit Cellar” article. (See “An Answer/Originate Modem,” page 24.)

Finally, 45.5 bps is a function of the clock rate provided to the transmitting UART (universal asynchronous receiver/transmitter). A serial interface designed for 110 bps can be converted to 45.5 bps by lowering the clock from 1760 to 728 Hz.

At 45.5 bps you would probably use 2 stop bits.

Steve

A Loaded Question

Dear Steve,

I got into computing a few months ago with a 16 K-byte Level II TRS-80, and I love it. So far I have only one problem: loading programs.

How do I load two or more programs at once? For example, I would like to combine a number of game programs into one program for my four-year-old daughter, along with a menu so I won't have...
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to keep loading the tape. Could you recommend a CLOAD, it wipes out every­
thing previously stored.

Dave Bower
Virginia Beach VA

CLOAD on a TRS-80 clears any previous program before it starts loading (ex­cept the memory area re­served when you answer the MEM SIZE? prompt). Every BASIC program, regardless of the line numbers, starts loading at the same point.

On a 16 K-byte Level II, you only have two alter­natives. The first (what most people do) is to load the pro­gram each time you want it to run. A separate tape is re­quired for each program. The second approach is to rewrite all the game programs to fit within 16 K bytes.

To do this, you would type in the first game to have the line numbers from 2000 to 3000, for example, the second from 3010 to 4000, the third from 4010 to 5000, and so on. Lines 0 thru 1999 would be reserved for a menu that allows you to select which of the games you want to run. If you select Game 2, for example, a GOTO statement would send the interpreter to line 3010 to start execution.

The only way to get the flexibility you want without rewriting all the programs is to add a disk system. With a disk, you can write a short menu program that loads the games you want to play ex­actly as you have described. If you feel adventurous, my March 1981 “Circuit Cellar” article is on how to build an Expansion Interface for the TRS-80 Model I. (See “Build the Disk-80: Memory Expansion and Floppy-Disk Con­trol,” page 36). . .

Dear Steve,

I may buy a Compucolor II computer system because this integrated color system has most of the requirements that I am seeking. Most im­portant is its resolution and color capability; however, its bus structure concerns me. My question is this: are there any products available that allow peripherals designed for the S-100 bus to be used on the Compucolor’s S-50 bus?

For other projects that I have in mind, I have looked into boards designed for the S-100, but they, of course, would make the S-50 a liability. I can see that the same signals would not be readily available from the 8080A as from a Z80 microprocessor. For example, take the signal MWRITE: aside from the fact that this particular signal is not available from an 8080A pin, I’m not sure that it could be emulated. Has anyone accomplished this, or at least managed to change an 8080A system to a Z80-based system?

Daniel W McAndrew
Bel Air MD

I haven’t seen an S-50-to S-100 bus converter, but that doesn’t mean there isn’t one. If that is your main con­sideration for buying the Compucolor II, you might want to look around.

As for the 8080, Z80, and S-100 incompatibility: there are a variety of interfaces available, and the MWRITE Z80 signal is easily synthe­sized with a few gates. A good book that covers all these buses (and conversions between some of them) is The S-100 and Other Micro Buses, by Elmer Poe and James C Goodwin (Indiana­polis IN: Howard W Sams & Company). I paid $5.95 for it. . .

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John Whitney is on the Faculty in the Department of Art at the University of California, Los Angeles.

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Scott Kim is a doctoral student in Computer Science at Stanford University and is a concert pianist and composer.

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Dr. Ernest W. Kent is a Professor of Physiological Psychology and Psychopharmacology at the University of Illinois at the Chicago Circle Campus.

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Dr. Kenneth L. Bowles is Director of the Institute for Information Systems, University of California, San Diego.

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bv Thomas Dwyer and Margot Critchfield
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Dr. Thomas Dwyer is a Professor of Computer Science at the University of Pittsburgh.
Margot Critchfield is a doctoral student in Foundations in Education at the University of Pittsburgh.

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Kenneth Skier is a Systems Programmer for Wang Laboratories, Inc., and a Lecturer at MIT.

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Dr. Henry D'Angelo is the Associate Dean of the College of Engineering and Professor of Manufacturing Engineering at Boston University.

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**BUY YOUR OWN Z80 COMPUTER**
by Steve Ciarcio

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Readers can modify the system to meet personal needs.

Steve Ciarcio is a Computer Consultant, Electrical Engineer, and author of "Ask Byte" and "Ciarcio's Circuit Cellar" columns in BYTE magazine.

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This is an exciting graphical simulation of the problems involved in closely observing a black hole with a space probe. The object is to enter and maintain, for a preselected time, an orbit close to a small black hole. This must be achieved without coming so near that the tidal stresses destroys the probe. Control of the craft is realistic and flight simulation should be spectacular stimulation. This program employs Hi-Res graphics and in educational as well as challenging.

SPACE TILT (Apple only) Price: $15.95 Cassette/$14.95 Diskette

Use the joystick to control the plane of the TV screen to "fly" a ball onto a hole to get points. Sound not! When the hole gets smaller and smaller! A built-in timer allows you to measure your skill against others in this habits-forming action game.

MOVING MAZE (Apple only) Price: $15.95 Cassette/$14.95 Diskette

MOVING MAZE employs the games paddles to direct a puck from one side of a maze to the other. However, the maze is dynamiically (and randomly) built and is continually being modified. The objective is to cross the maze without touching (or being hit by) a wall. Scoring is by an elapsed time in-dicator, and three levels of play are provided.

ALPHA FIGHTER (Atari only) Price: $14.95 Cassette/$18.95 Diskette

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INTRUDER ALERT (Atari only) Price: $19.95 Cassette/$19.95 Diskette

This is a fast paced graphics game which places you in the middle of the "Dreadnought" having just stolen its plans. The odds have been ared and are designed to destroy you at all costs. You must fend off and escape the ship with the plans. Five levels of difficulty are provided. INTRUDER ALERT requires a joystick and will run on 68K systems.

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GAMES PACK I (Available for all computers) Price: $24.95 Cassette/$25.95 Diskette

GAMES PACK I contains the classic computer games of BLACKJACK, LUNAR LANDER, CRAPS, HORSE RACE, SWITCH and more. These games have been combined into one large program for fast in loading. They are individually accessed by a convenient menu. This collection is worth the price just for the DYNACOMP version of BLACKJACK.

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GAMES PACK II includes the games CRAZY EIGHTS, JOJTO, ACEDUCY, LIFE, WIMPUS and others. As with GAMES PACK I, all the games are loaded as one program and are called from a menu. You will particularly enjoy THE WIMPUS.

MOON PROBE (Atari only) Price: $19.95 Cassette/$19.95 Diskette

This is an extremely challenging "lunar lander" program. The user must drop off to land at a presentable altitude. You are a fly to collect the treasure, avoid the craters, and escape with the plans. You must score cost to get even! See the software reviews in A.N.A.L.O.G., 80 Software Critique and Game Merchandising.

DYNACOMP is a leading distributor of small system software with sales spanning the world (currenlly in excess of 40 countries). During the past two years we have greatly enlarged the DYNACOMP product line, but have maintained and improved our high level of quality and customer support. The achievement in quality is apparent from our many repeat customers and the software reviews in such publications as COMPUTERWORLD, 80 Software Critique and A.N.A.L.O.G. Our customer support is as close as your phone. It is always friendly. The staff is highly trained and always willing to discuss products or give advice.

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At last! A comprehensive Adventure game for North Star. CRANSTON MANOR ADVENTURE takes you into a mysterious CRANSTON MANOR where you must save the beautiful Fabian bride. Lurking in the manor are wild animals and robots who will not give up the treasures without a fight. The number of choices is greater in this extended version and the associated instructions are much more elaborate than the current popular series of Adventure programs, making this game the top in its class. Play can be stopped at any time and the status saved on diskette.

ABOUT DYNACOMP

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DIGITAL FILTER is a comprehensive data smoothing program which permits the user to design his own filter function or select from a variety of standard filter functions. This program is based on a recursive algorithm which is superior to many other digital filter packages. The recursive algorithm is inherently stable and can be applied to a variety of situations, including the suppression of noise in data sampled at varying rates. The program also includes a variety of standard filter functions, such as moving average, exponential smoothing, and Butterworth filters.

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REGRESSION is a versatile program for performing linear and non-linear regression analysis. It can handle both single and multiple regression problems, and can be used for a wide range of applications, including economic forecasting, scientific research, and engineering design. The program includes a comprehensive set of statistical tests, such as t-tests, F-tests, and chi-square tests, to help users evaluate the quality of their models.
Kalman Mileage Predictor-Monitor

Have you ever wondered how a heat-seeking missile homes in on its prey? How lunar landings are accomplished without dashing the lunar module to bits? Or how satellite orbits are predicted and adjusted? These and other complex problems have been solved through the powerful techniques of optimal estimation theory.

The roots of this discipline can be traced back to Karl F. Gauss, who first used the technique of deterministic least squares in an orbit-measurement problem—circa 1800. Although Gauss recognized and discussed many aspects of the general problem of estimating the state of a dynamic system based on “noisy” measurements of observable quantities, it remained impractical to address the real-time statistical problem until 1960 when R. E. Kalman proposed recursive techniques which can be easily implemented on digital computers. Today “Kalman filtering” problems involving ten to twenty variables are routinely solved in real time using microprocessor-based systems.

A complete understanding of the theory of Kalman filtering requires considerable familiarity with the theory of random processes, but the intuitive concept can be easily grasped by any interested person with some background in university-level mathematics. This article provides insight into the workings of a Kalman filter and at the same time it presents a useful algorithm that can be implemented on any personal computer. The problem addressed is simple to solve with Kalman techniques in that only one variable is involved—the gasoline mileage of your automobile.

A Practical Application

As the price of gasoline spirals, it becomes increasingly important to conserve fuel. Certain driving habits result in poor fuel economy; consequently more of us are suppressing our desire to experience the thrill of acceleration. The EPA ratings have made us aware that even the gas mileage of a properly tuned car will vary substantially depending upon whether it is driven in town or on the highway. This variation tends to obscure the inevitable aspect of gradual deterioration in performance due to aging spark plugs and points, a clogging air filter, and slowly deflating tires. Early detection of this downward trend in the average mileage can save a considerable amount of fuel and money if promptly followed by maintenance.

The problem is that even if we buy an expensive special-purpose onboard computer to monitor and display instantaneous and average mileage, or simply compute and plot mileage on a tank-to-tank basis, we still have to decide when this gradual deterioration is occurring. Although a record of the mileage the car is getting at any instant contains too much random variation (noise), a plot of average mileage versus time can be eyed judiciously or subjected to regression analysis in order to extract the required information. This is comforting to know, of course, but the idea of studying a graph is aesthetically revolting to a personal computer enthusiast, and to store all previous data for display or regression analysis seems like a brute-force approach. Isn’t there an elegant recursive algorithm that will monitor the fuel economy performance? The answer is yes.

This article presents an algorithm for the recursive optimal estimation of a car’s mileage performance, a flow chart for implementing the algorithm, a program written for the Hewlett-Packard HP-67/97, and an example that illustrates the program’s use. I have monitored the performances of a 1973 MGB and a 1971 Mercury Monterey for several months and have found the program to be convenient and useful.

The program, based on optimal estimation theory, implements a single-state linear Kalman filter which recursively predicts the gasoline mileage at each successive fill-up, compares the measured mileage with the prediction, monitors the trend of the data, and sums the miles traveled and cost of the gasoline used since initializing the Kalman filter. The HP-67/97 program also provides alerts when the difference between the predicted and measured mileage exceeds a given threshold, when a trend toward degraded (or improved) performance is established, and when it is due to change the oil. The program and the data for the next update (fill-up) can be stored on just one of the calculator’s magnetic cards.

Optimal Estimation

Optimal estimation theory is

About the Author

Jerry Lobdill is a sonar systems scientist at Tracor Inc in Austin, Texas. As a personal computer hobbyist he has written numerous programs for the HP 67/97, with applications that range from accounting to music.
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applied to navigation systems, satellite orbit estimation, and rocket guidance. Most of the mechanisms
are based on Kalman filtering theory (see references).

An overview of the Kalman filter is shown in figure 1. The Kalman filter recursively estimates a parameter (or
set of parameters), x, called a state vector, based on discrete samples of a
noisy measurement vector, z, and
gives a prediction of the state vector,
\( \hat{x}(+), \)
based on previous measurements.

The measurement vector is
considered to be linearly related to the
state vector, although it need not contain
the same number of elements as the state vector. If it contains fewer
elements, the system is underdetermined;
if it contains more, the system is
overdetermined. (In the case at
hand, both the measurement vector
and the state vector are one dimen-
sional.) The Kalman filter is designed
to produce an estimate of the state
vector which is optimum in a least-
squares sense. Theoretically, no other
 estimator can produce a better
estimate if the actual process and the
model of the process incorporated into
the filter are in accord. The
Kalman filter provides not only an
estimate of the current state vector,
\( \hat{x}(+) \),
but also a prediction of the
next state vector, \( \hat{x}(-) \).

System and Measurement Models
In the Kalman mileage predictor-
monitor, we assume that when the
car is operating properly the true
mileage is a constant perturbed by
additive zero-mean Gaussian noise.
Thus, our system model is defined by
a single state with the following
simple-state transition equation:

\[ x_{k+1} = x_k + v_k \]

where \( x_k \) is the mileage on the \( k \)th fill-up,
and \( v_k \) is a sample from a zero-
mean Gaussian process with variance
given by \( q \). Changes in the mileage
due to different driving conditions
countered on different tanks (not
errors in our measurements) are
represented by plant noise, \( w_k \).

Our \( k \)th measurement of the mile-
age, which we denote by \( z_k \), is
corrupted by another zero-mean
Gaussian noise process, \( u_k \), so that in
the Kalman filter we assume that the
measurement is related to the actual
mileage, \( x_k \), by the equation:

\[ z_k = x_k + u_k \]

where \( u_k \) has a variance denoted by \( r \).
The quantity \( u_k \) is called measure-
ment noise, and it represents the
uncertainty in our measurement pro-
cedure.

The program computes the mileage
measurement, \( z_k \), using the total cost
of the fill-up, \( C_k \), and the price per
gallon, \( CG \). This yields a more
accurate measure of the number of

![Figure 1: The discrete linear Kalman filter computes the optimal estimate of the state
vector, \( x \), from a noisy measurement vector, \( z \), and a prediction of the state vector, \( \hat{x}(+), \) based on the available \( k \) previous measurements. After the \( k \)th measurement,
the optimal estimate of the state vector is \( \hat{x}(+) \). The system and measurement model
describes the filter designer's concept of the
process which produce the observables, \( z_k \). To the extent that these models coincide with
reality, the filter is optimal.](image)
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gallons used than that obtained by using the gas pump reading. Thus:

\[ z_k = \frac{(O_k - O_{k-1}) (CG_k)}{C_k} \quad (3) \]

where \( O_k - O_{k-1} \) is the difference between odometer readings on the \((k-1)\)th and the \(k\)th fill-up.

**Recursive Estimation**

The optimal estimate of \( x \) after the \(k\)th fill-up is given by the following equation:

\[ \hat{x}_k(+) = \hat{x}_k(-) + K_k (z_k - \hat{z}_k(-)) \quad (4) \]

where the \( \hat{\cdot} \) caret denotes an estimate of the state, and the \( (-) \) or \( (+) \) denotes the estimate before or after the \(k\)th fill-up, respectively. A prediction of the \(k\)th value of \( x \) based on the \(k-1\) previous measurements (but not including the \(k\)th measurement) is expressed as \( \hat{x}_k(-) \). \( K_k \) is called the Kalman gain, and the quantity \( (z_k - \hat{z}_k(-)) \) is called the residual, denoted hereafter by \( R_k \).

The Kalman gain is a measure of the confidence the filter places in the current measurement. It is related to the error covariance, \( P_k(-) \), by the equation:

\[ K_k = \frac{P_k(-)}{P_k(-) + r} \quad (5) \]

The error covariance is an estimate of

---

**Figure 2**: Flowchart of the Kalman mileage-predictor program. MNOC is a constant with a value that means "miles since filter initialization."
Listing 1: Program to predict automobile mileage using the Kalman filtering technique. Written for the Hewlett-Packard HP-67 (or HP-97), the program uses a recursive routine that compares the actual fuel economy with the predicted economy and provides a warning if the discrepancy is above a threshold level.

\[ P_{x_t}(-) = (1 - K_t)P_{x_t}(-) + q \]  

By virtue of our state transition model, equation 1, we have:

\[ \hat{x}_{x_t}(-) = \hat{x}_{x_t}(+) \]  

because the Gaussian noise term, \( w_t \), has a zero-mean value. Note in equation 5 that the Kalman gain cannot exceed unity since \( r \), the measurement noise variance, is non-negative. (If \( r \) were zero, our measurements would be error free.) When the gain is small, the filter places more confidence in the prediction than in the new data; when the gain is large, the filter is less skeptical of the new data. After the filter is initialized, the Kalman gain decreases monotonically from the initial value to a steady-state value as the filter is updated. This decrease in the gain is a result of the fact that as more data is accumulated, the error in the estimate of the state decreases (i.e: \( P_x \) decreases). If \( r \) is small, the Kalman gain approaches unity, in which case it disregards new data. In this instance, the error in the estimate of the state would be entirely due to the plant noise, as can be seen by examination of equation 6 with \( K_t = 1 \). Plant noise prevents the filter from deciding that it knows everything, in a sense causing it to behave like a finite memory filter that always responds to new data. The recursive feature of the Kalman filter is evident in that only the present measurement value, \( z_{x_t} \), is required in equations 4 thru 7.

Filter Design Considerations

It is desirable that the filter respond slowly to changes in the mean value...
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of the mileage data. This allows the residuals to be monitored for the purpose of detecting changes in mileage that exceed the expected variation for a properly operating automobile. We generate an alarm if the residual exceeds twice the expected standard deviation of the steady-state estimation error (the alarm detects sudden changes in mileage). We also sum the residuals and generate an alarm if the magnitude of the sum exceeds four times the expected standard deviation of the steady-state estimation error (this alarm detects a gradual trend, either upward or downward). In order to allow the filter to converge, we do not begin to sum the residuals until the third update after initialization.

Flow Diagram
The flow diagram for the Kalman mileage predictor-monitor is shown in figure 2. Note that a number of inputs are required upon initialization. The following guidelines and the example contain a discussion of how to select values for these inputs. Figure 2 shows optional computations that aid in monitoring automobile performance and assure timely maintenance. Specifically, sums of all gasoline costs and total miles traveled since filter initialization are computed and a test is performed to determine whether or not the total miles traveled exceeds the desired oil change interval. If it is time for an oil change, the program outputs an alarm. The user can compute gasoline cost per mile traveled at any time by recalling the summed data and computing the ratio of costs to miles traveled. Other optional computations can be added if you are willing to use more than one HP-67/97 magnetic card for program and data storage or if the program is implemented on a larger machine.

The optional manual action, set \( \Sigma R = 0 \), has been shown in figure 2 to emphasize a point about \( \Sigma R \), the sum of the residuals computed for \( k \geq 3 \). Since the mean value of the residuals is zero, you might expect that the sum of the residuals will remain near zero. However, there is a theorem in probability theory (the theorem of long leads) that states, in effect, that the farther this sum departs from zero, the longer it will be before it returns to zero. This is a result of the fact that a significant departure from zero requires an improbable sequence of events—the occurrence of residuals of improbably large magnitude and/or a sequence of residuals of the same sign. Once such an improbable event occurs, an equally improbable event must occur to return the sum to zero. Therefore, the user may wish to set \( \Sigma R = 0 \) whenever \( |\Sigma R| \) reaches or crosses the threshold, \( |\Sigma R|_{\text{max}} \), in order to prevent this alarm from repeating erroneously after the car has been repaired. The flow diagram shows that the program does not output the filter's estimate of the mileage based on all \( k \) measurements, \( \hat{X}_k(+) \).

<table>
<thead>
<tr>
<th>Register</th>
<th>Contents</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>P0</td>
<td>Cost of current fill-up, ( C )</td>
<td>$</td>
</tr>
<tr>
<td>P1</td>
<td>Measured miles per gallon at current fill-up, ( z )</td>
<td>mpg</td>
</tr>
<tr>
<td>P2</td>
<td>Cost per gallon, ( C_G )</td>
<td>$</td>
</tr>
<tr>
<td>P3</td>
<td>Predicted miles per gallon for next fill-up, ( \hat{X}_k(–) )</td>
<td>mpg</td>
</tr>
<tr>
<td>P4</td>
<td>Threshold for magnitude of the sum of residuals, (</td>
<td>\Sigma R</td>
</tr>
<tr>
<td>P5</td>
<td>Error covariance for next fill-up, ( P_{\text{err}}(–) )</td>
<td>(mpg)^2</td>
</tr>
<tr>
<td>P6</td>
<td>Kalman gain for current fill-up, ( K )</td>
<td>none</td>
</tr>
<tr>
<td>P7</td>
<td>Total miles traveled since initialization, ( \Sigma(O_1 - O_{-\infty}) )</td>
<td>mi</td>
</tr>
<tr>
<td>P8</td>
<td>Total cost of gasoline since initialization, ( \Sigma C )</td>
<td>$</td>
</tr>
<tr>
<td>P9</td>
<td>Sum of the residuals, ( \Sigma R ) (( k \geq 3 ))</td>
<td>mpg</td>
</tr>
<tr>
<td>A</td>
<td>Threshold for magnitude of a residual, ( R_{\text{max}} )</td>
<td>mpg</td>
</tr>
<tr>
<td>B</td>
<td>Odometer reading at current fill-up, ( O )</td>
<td>mi</td>
</tr>
<tr>
<td>C</td>
<td>Total miles between initialization and next oil change, ( MNOC )</td>
<td>mi</td>
</tr>
<tr>
<td>D</td>
<td>Variance of plant noise, ( q )</td>
<td>(mpg)^2</td>
</tr>
<tr>
<td>E</td>
<td>Residual, current fill-up, ( R )</td>
<td>mpg</td>
</tr>
<tr>
<td>I</td>
<td>Number of fill-ups since initialization, including current fill-up, ( k )</td>
<td>none</td>
</tr>
</tbody>
</table>

Table 1: Data-register contents for the mileage-predictor program. P0 thru P9 represent primary registers.
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Instead, the filter's prediction is based on \( k-1 \) measurements, \( \hat{x}_k(-) \). This quantity is more useful because the user is interested in what the mileage should have been on the \( k \)th fill-up.

Alarms are indicated by a code number on the printer. A zero indicates that the magnitude of the residual has exceeded the threshold, a one indicates that the magnitude of the sum of the residuals has exceeded the threshold, and a two indicates that it is time for an oil change.

**HP-67/97 Program Listing**

The HP-67/97 program listing is shown in listing 1. Since it requires 111 steps, the program can be recorded on side 1 of a magnetic card. A value of \( r = 0.4 \) has been incorporated in the program at steps 039 and 040. This choice is explained in the next section and in the example.

Data storage requires primary registers 0 thru 9 and registers A, B, C, D, E, and I. The contents of these data registers can be recorded on side 2 of the card. Table 1 identifies data register contents, and table 2 gives instructions for the use of the program.

**Program Calibration**

When the filter is initialized, it is necessary to specify the initial values of the error covariance, \( P_0(-) \), an estimate of your car's mileage, \( \hat{x}_k(-) \), the plant noise variance, \( q \), and the measurement noise variance, \( r \). A reasonable initial guess at the quantities will cause the filter to converge to a good estimate within three updates. The two parameters which affect the filter's steady-state performance are \( r \) and \( q \). It is recommended that you select \( q = 0.02 \) and \( r = 0.4 \) when you first begin to use the program. These values work well for both of my cars (which perform quite differently). The procedure used to select these quantities requires that you keep a record of mileage data for a number of updates. Try plotting \( z_k \) versus \( Q_k \) for a few fill-ups. By virtue of equation 2, the variance of the measurements, \( \sigma^2 \), is \( r \), provided the data does not contain a trend. If the plot appears to contain a trend, try
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Circle 170 on inquiry card.
<table>
<thead>
<tr>
<th>Step</th>
<th>Instructions</th>
<th>Input Data/Units</th>
<th>Keys</th>
<th>Output Data/Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Load side 1, magnetic card</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>If updating GO TO 5, otherwise continue</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>INITIALIZE: Enter plant noise, (q) (q/(\text{mpg})^2)</td>
<td>ENT</td>
<td>ENT</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Beginning odometer reading, (O_o) (O_o/\text{mi})</td>
<td>ENT</td>
<td>ENT</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Threshold for residual alarm, (R_m) (R_m/\text{mpg})</td>
<td>ENT</td>
<td>ENT</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Threshold for sum of residuals alarm, (</td>
<td>\Sigma R</td>
<td>_m) (</td>
<td>\Sigma R</td>
</tr>
<tr>
<td></td>
<td>Initial guess at the error covariance, (P_o) (P_o/\text{(mpg)}^2)</td>
<td>ENT</td>
<td>ENT</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Initial guess at the mileage, (x_o) (x_o/\text{mpg})</td>
<td>ENT</td>
<td>ENT</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Value of (\Sigma (O_o - O_m)) at next oil change (\Sigma (O_o - O_m)/\text{mi})</td>
<td>R/S</td>
<td>Crd</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Record data on side 2 of card</td>
<td>END</td>
<td>END</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Load side 2 of card</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Enter total price of gasoline at fill-up (C_i/$)</td>
<td>ENT</td>
<td>ENT</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Enter price per gallon (C_g/$)</td>
<td>ENT</td>
<td>ENT</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Enter odometer reading (O_o/\text{mi}) A</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>OUTPUTS: If (</td>
<td>R_o</td>
<td>&gt; R_m):</td>
<td></td>
</tr>
<tr>
<td></td>
<td>(</td>
<td>\Sigma R_o</td>
<td>&gt;</td>
<td>\Sigma R</td>
</tr>
<tr>
<td></td>
<td>Actual mileage measured, (z_o) (z_o/\text{mpg})</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Predicted mileage, (\hat{x}_o) (\hat{x}_o/\text{mpg})</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Residual, (R_o = z_o - \hat{x}_o) (R_o/\text{mpg})</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Sum of residuals for (k \geq 3) (</td>
<td>\Sigma R_o</td>
<td>/\text{mpg})</td>
<td></td>
</tr>
<tr>
<td></td>
<td>If time for oil change:</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Elapsed mileage since initialization (\Sigma (O_o - O_m)/\text{mi})</td>
<td>STO</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Elapsed mileage at oil change interval (\Sigma (O_o - O_m)/\text{mi})</td>
<td>STO</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td></td>
<td>(When this happens, change the oil, add the desired oil change interval to the contents of register P7 to get the new value of (\Sigma (O_o - O_m)/\text{mi}) and DO:</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Record data on side 2 of card</td>
<td>END</td>
<td>END</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>When something causes (</td>
<td>\Sigma R_o</td>
<td>&gt;</td>
<td>\Sigma R</td>
</tr>
<tr>
<td>9</td>
<td>You can compute your gasoline costs per mile traveled over the total miles traveled by:</td>
<td>RCL</td>
<td>8</td>
<td></td>
</tr>
<tr>
<td></td>
<td>RCL</td>
<td>7</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>(+) $/\text{mile}</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Table 2:** Instructions and keypresses necessary for use with the mileage-predictor program.
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Circle 279 on inquiry card.

BYTE July 1981 243
Table 3: Program input data and results (also see figure 3).

<table>
<thead>
<tr>
<th>Alarm Type</th>
<th>k</th>
<th>Ca</th>
<th>CGa</th>
<th>Ga</th>
<th>z</th>
<th>( \hat{z}(\cdot) )</th>
</tr>
</thead>
<tbody>
<tr>
<td>—</td>
<td>0</td>
<td>9.91</td>
<td>0.889</td>
<td>77406.6*</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>—</td>
<td>1</td>
<td>8.77</td>
<td>0.889</td>
<td>77456.2</td>
<td>24.1865</td>
<td>28.0000*</td>
</tr>
<tr>
<td>—</td>
<td>2</td>
<td>5.06</td>
<td>0.879</td>
<td>77784.0</td>
<td>24.1117</td>
<td>24.4690</td>
</tr>
<tr>
<td>—</td>
<td>3</td>
<td>9.45</td>
<td>0.879</td>
<td>78045.0</td>
<td>24.2771</td>
<td>24.2925</td>
</tr>
<tr>
<td>—</td>
<td>4</td>
<td>8.40</td>
<td>0.899</td>
<td>78273.1</td>
<td>24.4121</td>
<td>24.2871</td>
</tr>
<tr>
<td>—</td>
<td>5</td>
<td>9.25</td>
<td>0.899</td>
<td>78519.6</td>
<td>24.7502</td>
<td>24.3208</td>
</tr>
<tr>
<td>0.1**</td>
<td>6</td>
<td>9.10</td>
<td>0.919</td>
<td>78942.6</td>
<td>20.4222</td>
<td>24.3513</td>
</tr>
<tr>
<td>0.1**</td>
<td>7</td>
<td>10.20</td>
<td>0.919</td>
<td>79182.8</td>
<td>21.6415</td>
<td>23.4871</td>
</tr>
<tr>
<td>1.2**</td>
<td>8</td>
<td>10.35</td>
<td>0.949</td>
<td>79627</td>
<td>21.8224</td>
<td>23.1149</td>
</tr>
<tr>
<td>0.1**</td>
<td>9</td>
<td>11.32</td>
<td>0.949</td>
<td>79866.1</td>
<td>20.0447</td>
<td>22.8449</td>
</tr>
<tr>
<td>0.1**</td>
<td>10</td>
<td>10.42</td>
<td>0.979</td>
<td>80108.4</td>
<td>22.5325</td>
<td>22.2798</td>
</tr>
<tr>
<td>0.1**</td>
<td>11</td>
<td>9.89</td>
<td>0.979</td>
<td>80352.5</td>
<td>24.1632</td>
<td>22.3308</td>
</tr>
<tr>
<td>0.1**</td>
<td>12</td>
<td>10.30</td>
<td>0.999</td>
<td>80604.4</td>
<td>22.7935</td>
<td>22.5473</td>
</tr>
<tr>
<td>0.1**</td>
<td>13</td>
<td>10.70</td>
<td>0.999</td>
<td>80850.5</td>
<td>22.5473</td>
<td>22.5473</td>
</tr>
<tr>
<td>0.1**</td>
<td>14</td>
<td>11.05</td>
<td>1.05</td>
<td>81098.3</td>
<td>16.0099</td>
<td>22.5967</td>
</tr>
<tr>
<td>0.1**</td>
<td>15</td>
<td>11.80</td>
<td>1.07</td>
<td>81367.0</td>
<td>24.3652</td>
<td>21.2779</td>
</tr>
</tbody>
</table>

* Initialization values. Since the \( \hat{z}(\cdot) \) guess was wrong, a type-0 alarm occurred on the first fill-up \((k = 1)\). Other initialization data were: \( q = 0.02 \), \( P (\cdot) = 5 \), \( R_{\text{err}} = 1.26 \), \( I_{\text{ER}} = 2.53 \), \( MNOC = 2000 \).

** When type-1 alarms occurred, \( \Sigma R_k \) was set to zero as suggested in the text.

Figure 3: Plots of actual data provided to Kalman mileage predictor (see table 3) and the resulting mileage estimates. The filter program provided alarms that resulted in the following repairs:

- **A**: faulty vacuum hose replaced on carburetor
- **B**: valve job
- **C**: loose spark plug wire

Other interesting points on these plots are marked as follows:

- **0**: indicates that the residual magnitude exceeds the alarm threshold
- **1**: indicates that the magnitude of the sum of the residuals exceeds the alarm threshold
- **2**: indicates that oil-change mileage has been reached or exceeded

Mileage measurements are indicated by a circle; mileage predictions are indicated by a cross.

Equations 4 and 9 demonstrate that the larger the value of \( q \), the more responsive the filter is to new data. However, equations 1 and 10 imply that the predictions, \( \hat{z}(\cdot) \), also become noisier as \( q \) increases. In addition, the ability of the filter to detect trends in the mileage data decreases, as indicated in equation 8.

Obviously, an optimization problem could be defined here. An elaborate simulation experiment could be designed to select a value of \( q \) that would cause the filter to adapt its estimate to track a step function change in the mean value of the measurements within so many updates while still producing an alarm on measurements containing a trend of so many miles per gallon per fill-up.

I prefer the heuristic approach. The idea is to select a sufficiently small \( q \) so that \( \hat{z}(\cdot) \) varies slowly with \( k \) when the car is operating properly and when driving conditions are similar. A value of \( q = 0.02 \) works well for both of my cars and my driving pattern. If I took my car on an extended trip where highway driving would predominate I would probably increase the value of \( q \) by, say, a factor of 10 for one or two fill-ups in

linear regression to obtain a proper value of \( r \).

Once a value of \( r \) is obtained, you must make a choice of \( q \). The choice can be made either analytically or heuristically, but remember that the function of plant noise in the Kalman mileage predictor-monitor is to keep the filter from ignoring new data. At steady state (the value of \( k \) large) the effect of \( q \) on the error covariance and Kalman gain are given by the relations:

\[
\lim_{k \to \infty} P_k(\pm) = \sqrt{\frac{r}{q}}
\]

and:

\[
\lim_{k \to \infty} K_k = \sqrt{\frac{q}{r}}
\]

respectively. The variance of the residuals is given by:

\[
\sigma^2_{\hat{z}_k} = \sqrt{\frac{r}{q}} + r
\]
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Glossary

The following glossary of terms is provided to clarify the meaning of some of the specialized terms used in this article. Definitions have been simplified to avoid the introduction of additional terms.

Convergence: A Kalman filter may be said to converge when the magnitude of the envelope of the residuals is a monotonically decreasing function of the number of filter updates.

Error covariance: In intuitive terms, a statistical estimate of the error in the state vector.

Gaussian noise: Random errors that add algebraically to quantities of interest, such as measurements ($\mathbf{x}_n$), are frequently considered to have a Gaussian probability density with a zero-mean value. For example, the expression:

$$f(v) = \frac{1}{\sqrt{2\pi}} \exp\left(-\frac{v^2}{2}\right)$$

is the probability density for $v$, the measurement noise term of equation 2, which has a variance of $\sigma$ and a mean of zero. Zero-mean random variables are said to be unbiased. A probability density equation gives the probability that a random variable ($v$, in this case) assumes a particular value.

Kalman gain: A function of the error covariance (the measurement matrix which relates the measurement vector to the state vector) and the measurement noise covariance (or variance in the case of a filter with a single element measurement vector). It is a measure of the confidence the filter places in the current measurements. The smaller the gain, the less confidence the filter has in the measurement.

Least-squares sense optimum estimator: An algorithm that produces estimates for which the sum of the squares of the errors in the estimates is minimum.

Linear Kalman filter: A filter in which the equations expressing the measurements in terms of the elements of the state vector are linear equations.

Measurement noise: A random unbiased error which corrupts the measurements.

Overdetermination/underdetermination: If there are more elements in the measurement vector than in the state vector, the Kalman filter is overdetermined. If there are fewer elements in the measurement vector than in the state vector, the Kalman filter is underdetermined.

Plant noise: An additive unbiased random quantity representing some actual physical process which causes the state vector to have statistical variability.

Regression analysis: A process by which a least-squares optimum curve is fit to a set of data points. When the curve is a straight line, the process is called linear regression analysis.

Residual: A Kalman filtering term that denotes the difference between the actual measurement vector and the predicted measurement vector.

Standard deviation: A statistical term that is a measure of the spread of data points about the mean value. Quantitatively, two thirds of the data points are within one standard deviation, plus or minus, of the mean value.

State vector: Any set of quantities sufficient to completely specify the unforced motion of a dynamic system.

Variance: The variance of a set of $n$ measurements, $x_i$ ($i = 1$ to $n$), is given by the formula:

$$\text{variance} = \frac{\sum_{i=1}^{n} (x_i - \bar{x})^2}{(n-1)}$$

where $\bar{x}$ is the mean value of the set. The square root of the variance is called the standard deviation.

Though the filter’s output is based upon all data entered since initialization, and data is not saved. Thus, the amount of memory required to produce successive estimates is minimal and constant—an essential feature of algorithms implemented on the HP67/97.
### MODEL II

<table>
<thead>
<tr>
<th>Model</th>
<th>Description</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>26-4002</td>
<td>64K 1 Drive</td>
<td>$3440.00</td>
</tr>
<tr>
<td>26-4160</td>
<td>1 Drive Exp</td>
<td>$1034.00</td>
</tr>
<tr>
<td>26-4161</td>
<td>2 Drive Exp</td>
<td>$1574.00</td>
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<td>26-4162</td>
<td>3 Drive Exp</td>
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<td>26-4530</td>
<td>Scripsit II</td>
<td>$265.00</td>
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<tr>
<td>26-4512</td>
<td>Profile II</td>
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<td>26-4511</td>
<td>Visicalc II</td>
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<td>26-4501</td>
<td>Gen Ledger</td>
<td>$180.00</td>
</tr>
<tr>
<td>26-4506</td>
<td>Mail List</td>
<td>$72.00</td>
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### PRINTERS

<table>
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<th>Model</th>
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<th>Price</th>
</tr>
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<td>26-1140</td>
<td>Expansion Interface</td>
<td>$249.00</td>
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<td>26-1141</td>
<td>16K Exp. Interface</td>
<td>$359.00</td>
</tr>
<tr>
<td>26-1142</td>
<td>32K Exp. Interface</td>
<td>$469.00</td>
</tr>
<tr>
<td>26-1145</td>
<td>R5232C Board</td>
<td>$84.00</td>
</tr>
<tr>
<td>26-1160/1</td>
<td>Mini Disk Drive</td>
<td>$419.00</td>
</tr>
<tr>
<td>26-1563</td>
<td>Scripsit-Disk</td>
<td>$79.00</td>
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<td>26-1566</td>
<td>Visicalc</td>
<td>$83.00</td>
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<tr>
<td>26-1155</td>
<td>Quick Printer</td>
<td>$187.00</td>
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<tr>
<td>26-1167</td>
<td>9½ Dot Matrix Printer</td>
<td>$360.00</td>
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<td>26-1166</td>
<td>Line Printer V.L.</td>
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<tr>
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order to allow the filter to adapt its estimate to the anticipated improvement in gasoline mileage.

Example
Figure 3 shows the measurement data, $z_k$, as a function of $k$ for my 1973 MGB. Also shown are significant maintenance events during the time period covered by the data. Until the thirteenth fill-up, I did not rely on the Kalman mileage predictor-monitor because all initialization data was based on speculation. On the twentieth fill-up, I calibrated the filter using the data from $k = 5$ through $k = 12$. Since this data contains a trend, I used linear regression to obtain a value of $r = 0.4$ mpg. I then reprocessed the data using $r = 0.4$, $q = 0.02$, $P(-) = 5$ mpg, $x(-) = 28$ mpg, $\Sigma F = 2\sigma 0.4$, and $|\Sigma R|_{max} = 4/\sqrt{4}$. Figure 3 indicates the occurrence of each type of alarm and superimposes the predictions, $x(-)$, on the plot of $z_k$ versus $k$. The filter alarms will indicate the need for maintenance at the proper time. The history of input and output data for the MGB is given in table 3.

One powerful feature of the Kalman filtering technique lies in its use of a recursive algorithm. Though the filter's output is based upon all data entered since initialization, the data is not saved. Thus, the amount of memory required to produce successive estimates is minimal and constant—an essential feature of algorithms implemented on the HP-67/97. The filter program monitors gradual degradation of fuel economy, despite the action of noise and variations due to external sources. While other methods (plotting a graph or regression analysis) could be used, the Kalman technique is elegantly simple.

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This problem is commonly known as the traveling-salesman problem and is referred to by mathematicians and computer scientists as an NP-complete (nondeterministic polynomial) problem.

The difficulty lies in the number of different routes a salesman can take from city to city. If only five cities are involved, the number of different routes is a manageable $4!$ (4 factorial or 24). But the number of routes increases exponentially. So with nine cities, for example, the number of routes jumps to $8!$ (5040). And with 12 cities, the number of possibilities for the trip reaches a staggering 40 million. That's a lot of calculations—even for a computer. In fact, it is not too hard to imagine a traveling-salesman problem that would take the world's most powerful computer centuries to solve.

The fact that NP-complete problems take so long to solve is both a burden and a blessing. The obvious disadvantage is that it is difficult or impossible to solve some very useful problems. But it is a blessing as well since it lends itself to the design of systems to encode information for security purposes. This fact comes at a time when computer fraud is increasing.

Interestingly, the traveling-salesman problem was discussed in an article entitled, "What Computers Cannot Do" (BYTE, January 1980, page 100). Indeed, there is no known way, at present, to solve all traveling-salesman problems in a simple and elegant manner or in a relatively short time. Even the recent breakthrough by the Russian mathematician Leonid G Khachiyan, which solves the linear-programming class of problems, leaves the traveling-salesman problem unsolved. (See "Khachiyan's Algorithm, Part 1: A New Solution to Linear Programming Problems," BYTE, August 1980, page 198, and "Khachiyan's Algorithm, Part 2: Problems with the Algorithm," BYTE, September 1980, page 242, by G C Berresford, A M Rockett, and J C Stevenson.)

However, with a limited number of towns, the traveling-salesman problem is most certainly solvable.

In this article, we discuss a BASIC program that can solve a 12-city problem in less than an hour—not bad, considering that there are 40 million possibilities and that the program was written in BASIC on an 8-bit microcomputer. (Unless otherwise noted, execution times stated are based on a SwTPC [Southwest Technical Products Corporation] 6800 computer system with a 1 MHz system clock using TSC [Technical Systems Consultants] BASIC.)

We loaded the program into a Control Data Cyber 175 large-scale computer to see what it could do with the traveling-salesman problem. The 12-city problem, which requires 47 minutes on the microcomputer, was solved by the Cyber in less than four seconds. When a 16-city problem was given to the Cyber, the execution time was 41 seconds. This is truly astounding, considering that there are 1.3 trillion possibilities for this trip.

Several characteristics of the Cyber account for its speed. Perhaps the greatest gain comes from the fact that it uses a BASIC compiler instead of an interpreter. Its 60-bit word length, hardware arithmetic manipulation,
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and faster cycle rate are other factors that increase its speed. But such a powerful computer is not the ultimate answer to solving NP-complete problems. Even the Cyber would be hard-pressed to solve a 50-city problem in our lifetime.

About the Program
We wanted to develop a program that would be useful in many ordinary situations. For example, while it's possible that you might have to visit 100 or more points in one trip, it's not very likely. It seemed that if we could develop a program that would compute the shortest trip for an 11- or 12-city problem in less than an hour, then the program could solve a large number of real-life situations. Also, we wanted to write a program that could be used on virtually every computer system. (This meant that we had to use BASIC.) But this hampered our goal of fast execution time because BASIC is ordinarily interpreted and, therefore, slow. As previously noted, execution time would be much faster if the program could be compiled.

We first tried to solve the traveling-salesman problem by using a sampling technique in which only a few of the possibilities are calculated. From this sample, the best route for the trip is the answer. Sampling seemed a viable solution; it would certainly reduce the total execution time because all possibilities are not evaluated. The technique does not yield the best route for a trip (at least not normally), but we hoped it would give a good solution.

We were disappointed by the results of this approach, however. Looking back, it is easy to see why: if only a small percentage of the possibilities are examined, on the average, the probability of finding the best route is also very small. In addition, even if only 1% of the possibilities of a 12-city trip are examined, the total that must be tried is still very large (400,000). The weaknesses of sampling were further illustrated by a simple experiment with friends, which showed that a

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dBASE II vs. the Bilge Pumps.

by Hal Pawluk

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**Tip #1: Database Management vs. File Handling:**

Any list or collection of data is, loosely, a data base, but most of those "data base management" articles in the buzz books are really about file handling programs for specific applications. A real Database Management System gives you data and program independence (no reprogramming when data changes), eliminates data duplication and makes it easy to turn data into information.

**Tip #2: Assembly Language vs. BASIC:**

This one's easy: if you're setting up a DBMS, you're going to be doing a lot of sorting, and Basic sorts are s-l-o-w. Run a benchmark on a Basic system like S*:IV against a relational DBMS like dBASE II and you'll see what I mean. (But watch it: I've also seen one extremely slow assembly-language file management system.)

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person could easily outperform the computer.

We were convinced that an exhaustive search of all possible routes was necessary. This meant that in the 12-city problem all 40 million routes would have to be evaluated. Extrapolation from a simple 5-city problem that was run using an exhaustive-search program indicated that the SwTPC computer would require 40 days to solve the 12-city problem. This falls far short of our original goal of solving it in less than an hour.

The solution to reducing the execution time lies in a technique similar to that used in computer chess programs. It is basically a decision-tree pruning method. In the case of the traveling-salesman problem, the idea is to skip over newly examined routes that are poorer than the best route found up to that point.

For example, assume a 6-city problem, with city 1 the starting and ending point. Also, assume that the path thru cities 1, 2, 3, 4, 5, and 6, and back to 1 has been calculated to require 400 miles. (This may or may not be the shortest route; it merely represents the shortest path found thus far.) The program must now generate another path and evaluate it.

Assume the new path is 1, 4, 2, 3, 5, 6, 1. If after evaluating the distance from 1 to 4 to 2 to 3, the accumulated distance is found to be greater than 400 miles, there is no need to continue the evaluation. Continuing would only prove what we already know—that this path is not the shortest. More important, it means we can skip the permutation 1, 4, 2, 3, 6, 5, 1.

Now suppose we know that the shortest possible route involving any three cities then ending at city 1 covers 150 miles. We could then say that if the distance from 1 to 4 to 2 to 3 is greater than 250 miles, there is no point in calculating further. The distance from 3 thru two cities to 1, regardless of the choice of the intermediate cities, will add at least 150 miles to the 250 miles already calculated. The total trip must be at least 400 miles, so it cannot be shorter than a route we already know.
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In fact, if we knew that the shortest possible route involving any five cities, then ending at city 1, covers 300 miles, we would first ask if the distance from 1 to 4 is greater than 100 miles (400 - 300). If it is, we need not bother with the 24 permutations:

1,4,(2,3,5,6),1
1,4,(2,3,6,5),1
1,4,(2,5,3,6),1

Of course these shortest-possible-trip values (stored in an array called M in the program) are not obvious and must be calculated. Indeed, their calculation forms the solution to the problem. We first calculate M(2), which is the shortest possible trip touching any city other than city 1 and ending at city 1. Next we calculate M(3), the shortest route involving two cities then ending at city 1, using M(2) to reduce the number of permutations. Then M(2) and M(3) help in calculating M(4), and so on. Calculating each successive element, M(N), is approximately N times as complex as calculating the previous element. Because of powerful pruning, the time that is saved in calculating the higher-order elements of M more than makes up for the time spent in earlier M-element calculations.

In the 6-city problem, after calculating M(2) thru M(5), we slightly modify the routine to account for a fixed starting point. The resulting answer is the best route for the traveling salesman.

It is largely thru use of this technique that the 12-city problem requires less than one hour; it would normally require 40 days if all routes were fully evaluated. Put another way, of the 40 million possibilities, perhaps only several thousand need to be completely evaluated.

The execution time can be reduced further by converting specific numeric variables to intergers. The program is shown in listing 1 using standard floating-point variables (to allow it to be applicable to most
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How to Use the Program
In this section we discuss two examples. Each illustrates certain features of the program and how they are used. In listing 2, we assume that a traveling salesman is responsible for visiting 12 cities in Illinois, in no particular order.

The program begins by prompting the user to supply the number of destinations to be visited, in this case 12. The program then gives the user three methods for entering the location of the cities. The first method allows the user to supply the location of the cities in rough polar coordinates, using a distance from a reference location and an angle in the form of a map heading (ie: N, S, NNW, etc).

The second method allows the user to supply the location of the cities’ polar coordinates, using a distance from a reference location and an angle from a reference direction expressed in degrees.

Both of these methods force the user to supply the location data with respect to a reference. In listing 2, the reference is the city of Chicago. Any point may be a reference. In fact, the reference point need not be one of the cities in the problem. However, there must be only one reference point.

With the data supplied exclusively thru these methods, the program constructs an “inter-destination” table, which gives the distance from every city to every other city. All computed

readers’ systems). Those with a version of BASIC supporting integer variables (eg: TRS-80 Level II and TSC Extended BASIC) may wish to alter the program to decrease the execution time by about 15%. All numeric variables may be changed to integers except the arrays R and A, and the scalar variables X1, Y1, X2, Y2, XT, YT, ZT, and TP. The percent sign (%) is the standard symbol used to indicate an integer variable in BASIC. Therefore, all references to elements of T may be changed to %, and, in like manner, all references to elements of K may be changed to K%.
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Needless to say, the specs on this machine — and especially at under $1000 — are practically unbelievable. But there's something about the MX-100 that goes far beyond just the specs; something about the way it all comes together, the attention to detail, the fit, the feel. Mere words fail us. But when you see an MX-100, you'll know what we mean.

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Listing 1: The source listing for the traveling-salesman program in TSC BASIC. All variables are shown as floating-point variables. However, changing specific variables to integer-type will decrease the execution time by about 15%. A copy of the program is available on a 5-inch floppy disk for those using a compatible computer system.

10 INIUT "HOW MANY DESTINATIONS"; N
20 IF N<4 THEN PRINT "TOO FEW TOWNS, DO IT YOURSELF!"; GOTO 10
30 DIM D(N,N), T(N+1), C(N+1), K(N+1)
40 DIM N$(N), R(N), A(N), A$(N), M(N)
50 REM *******************************************
60 REM * INSTRUCTIONS FOR SELECTING INPUT METHOD *
70 REM *******************************************
80 PRINT;PRINT
90 PRINT
100 PRINT "TYPE 1 IF YOU WANT TO INPUT THE ANGLE AS MAP DIRECTIONS"
110 PRINT"(E.G. SW, NNW, E, ENE ETC.)"
120 PRINT
130 PRINT "TYPE 2 IF YOU WISH TO INPUT THE ANGLE USING POLAR COORDINATES"
140 PRINT"(E.G. 0 DEGREES=EAST, 270 DEGREES=SOUTH ETC.)"
150 PRINT PRINT "TYPE 3 IF YOU WISH TO INPUT ALL DATA VIA THE"
160 PRINT PRINT;PRINT "INTER-DESTINATION TABLE."
170 IF IM<>1 AND IM<>2 AND IM<>3 THEN 160
180 IF IM=3 THEN 590
190 REM **** CONSTRUCT INPUT TABLE
200 FOR M=1 TO N
210 GOSUB 2490
220 NEXT M
230 REM **** DISPLAY INPUT DATA TABLE
240 PRINT;PRINT
250 PRINT TAB(15); "INPUT DATA TO BE USED"
260 PRINT TAB(8); "DESTINATION" DISTANCE BEARING"
270 FOR M=1 TO N
280 IF IM=1 THEN 300
290 PRINT M;","; N$(M); TAB(32); R(M); TAB(49); A$(M): GOTO 310
300 PRINT M;","; N$(M); TAB(32); R(M); TAB(49); A$(M)
310 NEXT M
320 REM **********************
330 REM * EDIT MODE FOR EDITING INPUT DATA *
340 REM **********************
350 INPUT "DO YOU WANT TO EDIT ANY (Y/N)"; Q$;
360 IF LEFT$(Q$,1)="N" THEN 430
370 PRINT PRINT "TYPE 0 TO END EDITING WHEN ASKED 'WHICH ONE'"; PRINT
380 PRINT PRINT "WHICH ONE"; M
390 IF M=0 THEN 230
400 IF M<1 OR M>N THEN 380 ELSE GOSUB 2490
410 GOTO 380
420 REM **********************
430 REM * CONSTRUCT INTER-DESTINATION TABLE *
440 REM **********************
450 FOR M=1 TO N-1
460 Y1=R(M) * SIN(A(M)*0.01745329)
470 X1=R(M) * COS(A(M)*0.01745329)
480 FOR L=M+1 TO N
490 Y2=R(L) * SIN(A(L)*0.01745329)
500 X2=R(L) * COS(A(L)*0.01745329)
510 IF X1>X2 THEN XT=X1-X2 ELSE XT=X2-X1
520 IF Y1>Y2 THEN YT=Y1-Y2 ELSE YT=Y2-Y1
530 ZT=SQR(XT*XT + YT*YT)
540 D(M,L)=ZT: D(L,M)=ZT
550 NEXT L
560 NEXT M
570 GOTO 680
580 REM **********************
BASIC09™ has a dual personality.

One crave meat-and-potatoes BASIC. The other prefers Programme ala Pascal.

Some people say BASIC09 is really a PASCAL in disguise, others say it's still BASIC. You'll understand this delightful dilemma when you look at both versions of the "bubble sort" program shown below: both can be run by BASIC09. The program on top is unstructured and hard to understand, but it's traditional BASIC. The program on the bottom is well-structured and easy to follow, a virtue of PASCAL. With BASIC09 you can program either way, or mix the best of both. It's like getting two languages for the price of one.

<table>
<thead>
<tr>
<th>DIM A(5)</th>
</tr>
</thead>
<tbody>
<tr>
<td>outer = 5</td>
</tr>
<tr>
<td>WHILE outer &gt; 1 DO</td>
</tr>
<tr>
<td>IF inner = 1 TO outer</td>
</tr>
<tr>
<td>IF A(J) &lt;= A(J + 1) THEN 170</td>
</tr>
<tr>
<td>A(J + 1) = A(J)</td>
</tr>
<tr>
<td>A(J) = T</td>
</tr>
<tr>
<td>NEXT J</td>
</tr>
<tr>
<td>GOTO 110</td>
</tr>
<tr>
<td>RETURN</td>
</tr>
</tbody>
</table>

In ascending sequence

| LOOP ... ENLOOP, FOR ... NEXT and IF ... THEN ... ELSE. If one of the five built-in data types (byte, integer, real, string, and boolean) doesn't suit the problem, you can make a new one of your liking with the TYPE statement. Need a tree, linked list, or symbol table? Complex rectangular data structures using any combination of data types are easy to define. Modular programming breaks down large programs to smaller, more manageable elements. BASIC09 lets you create independent program modules called "procedures" with local variables for recursion plus parameter passing to any other BASIC9 or machine language procedure. There is a complete set of statements for device-independent sequential or random I/O, plus a superlative PRINT USING system.

Makes programs faster

No full-feature BASIC for any 8-bit microprocessor is faster than BASIC09, because it is an interactive compiler. As each program line is entered, it is instantly compiled to a smaller, faster form. Because BASIC09 automatically converts programs back to original "source" form for listing, it is as friendly and easy-to-use as traditional interpreter BASICS. Each procedure can be independently compiled to position-independent, reentrant, ROMable format. Microware® developed a new ultra-fast 9-digit-accuracy floating point math system just for BASIC09. And if that's still not fast enough, there's BYTE and INTEGER arithmetic.

Features that make programs easier to write

The compiler is integrated with a full-feature string AND line-number oriented text editor. If you make a mistake, BASIC09 tells you instantly. String-oriented commands such as search, change, change all occurrences, delete, and insert can be used on programs with or without line numbers. There's an automatic line renumbering function too.

Features that make programs easy to test

Debugging often takes longer than writing a program. That's why BASIC09's integral high-level debugger sets it apart from all other compiled OR interpretive languages. The TRACE command shows you each statement executed in BASIC form, plus the result of any expression evaluation. STEP lets you run one or more statements at a time. LET and PRINT allow you to examine or change the values of variables, by name. STATE lists procedure calling order. And there are nine other debug commands. If you need to correct a program, you can edit, recompile, and rerun it in seconds.

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For compatible hardware see Gimix ad on page 56.

Circle 254 on inquiry card.
590 REM * INPUT VIA INTER-DESTINATION TABLE, GET DESTINATION NAMES *
600 REM ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
610 FOR M=1 TO N
620 PRINT M; "; NAME OF DESTINATION ";
630 INPUT N$
640 N$(M)=N$
650 NEXT M
660 PRINT : GOTO 730
670 REM ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
680 REM * DISPLAY INTER-DESTINATION TABLE *
690 REM ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
700 INPUT "DO YOU WANT TO EDIT OR EXAMINE THE INTER-DESTINATION TABLE "; Q$
710 IF LEFT$(Q$,1)="N" THEN 1080
720 PRINT : PRINT
730 PRINT TAB< 15); "**** INTER-DESTINATION TABLE ****"
740 PRINT TAB< 14); "VALUES ROUNDED TO NEAREST INTEGER"
750 FOR M=1 TO N
760 PRINT TAB(M-1); M;
770 NEXT M
780 FOR M=1 TO N
790 PRINT !PRINT M; ", TAB(M+4);"
800 FOR L=1 TO N
810 PRINT INT(DC$(M,L)+.5); TAB(L+4);"
820 NEXT L
830 NEXT M
840 PRINT
850 REM ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
860 REM * EDIT MODE FOR EDITING INTER-DESTINATION TABLE *
870 REM ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
880 REM ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
890 INPUT "DO YOU WISH TO EDIT ANY VALUES (Y/N)"; Q$
900 IF LEFTS$(Q$,1)="N" THEN 1080
910 PRINT : PRINT
920 PRINT "TO ALTER, USE FORMAT FROM,TO,DISTANCE."
930 PRINT "FOR EXAMPLE, 2,4,512 ALTERS THE DISTANCE FROM DESTINATION 1"
940 PRINT "TO DESTINATION 2 TO 512, DISTANCE FROM DESTINATION 2 TO"
950 PRINT "DESTINATION 1 IS ALSO CHANGED.
960 PRINT "INPUT 0,0,0 TO LEAVE EDIT MODE."
970 PRINT : PRINT
980 I=1
990 PRINT I++; "; FROM,TO,DIST=";
990. INPUT M,L,DI
1000 IF M=0 THEN 680
1010 IF M=L THEN PRINT "ILLEGAL INPUT" : GOTO 980
1020 IF M<1 OR M>N OR L<1 OR L>N THEN PRINT "ILLEGAL INPUT" : GOTO 980
1030 DC$(M,L)=DI
1040 DC$(L,M)=DI
1050 I=I+1
1060 GOTO 980
1070 REM ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
1080 REM * GET STARTING AND ENDING DESTINATIONS *
1090 REM ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
1100 INPUT "WHAT IS YOUR BEGINNING LOCATION "; BL
1110 IF BL<1 OR BL>N THEN 1100
1120 INPUT "WHAT IS YOUR ENDING LOCATION "; EL
1130 IF EL<1 OR EL>N THEN 1120
1140 IF BL=EL THEN K=N ELSE K=N+1
1150 IF K<4 THEN PRINT "TOO FEW TOWNS, DO IT YOURSELF!" : GOTO 1080
1160 IF BL<=EL THEN T(1)=BL : C(1)=BL : T(K+1)=EL : C(K+1)=EL : GOTO 1290
1170 REM **** BEGINNING AND ENDING POINT IS SAME, FIND OPTIMUM POINT
1180 SV=0
1190 FOR M=1 TO N
### Atari® Software

<table>
<thead>
<tr>
<th>Software</th>
<th>Price</th>
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<tbody>
<tr>
<td>VisiCalc</td>
<td>$149</td>
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<tr>
<td>CX4101 Invitation to Programming 1</td>
<td>$17</td>
</tr>
<tr>
<td>CX4104 Mailing List</td>
<td>$17</td>
</tr>
<tr>
<td>CX4102 Kingdom</td>
<td>$13</td>
</tr>
<tr>
<td>CX4103 Personal Fitness Program</td>
<td>$13</td>
</tr>
<tr>
<td>CX4105 Blackjack</td>
<td>$13</td>
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<tr>
<td>CX4106 Invitation to Programming 2</td>
<td>$20</td>
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<tr>
<td>CX4107 Biorythym</td>
<td>$13</td>
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<tr>
<td>CX4108 Hangman</td>
<td>$13</td>
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<tr>
<td>CX4109 Graph It</td>
<td>$17</td>
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<tr>
<td>CX4111 Space Invader</td>
<td>$20</td>
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<tr>
<td>CX4110 Touch Typing</td>
<td>$20</td>
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<td>CX4115 Mortgage &amp; Loan Analysis</td>
<td>$13</td>
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<tr>
<td>CX4116 Personal Fitness Program</td>
<td>$13</td>
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<tr>
<td>CX4117 Invitation to Programming 3</td>
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<td>CX4118 Conversational French</td>
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<td>CX4119 Conversational German</td>
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<td>CX4120 Conversational Spanish</td>
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<tr>
<td>CX4121 Energy Czar</td>
<td>$13</td>
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<tr>
<td>CX4125 Conversational Italian</td>
<td>$45</td>
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<td>CX8108 Stock Charting</td>
<td>$20</td>
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<td>CXL4001 Educational System Master</td>
<td>$21</td>
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<td>CXL4002 Basic Computing Language</td>
<td>$46</td>
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<td>CXL4003 Assembler Editor</td>
<td>$46</td>
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<td>CXL4004 Basketball</td>
<td>$30</td>
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<td>CXL4005 Video Easel</td>
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<td>CXL4006 Super Breakout</td>
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<td>CXL4011 Star Raiders</td>
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<td>CXL4015 TeleLink</td>
<td>$20</td>
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<tr>
<td>Talk &amp; Teach Courseware: CX6001 to CX6017</td>
<td>$23</td>
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<tr>
<td>NEC 5530</td>
<td>$2495</td>
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<tr>
<td>Diablo 630</td>
<td>$2195</td>
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<tr>
<td>Trendcom 100</td>
<td>$299</td>
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<td>Starwriter</td>
<td>$1495</td>
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<td>Trendcom 200</td>
<td>$489</td>
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<td>Paper Tiger 445G</td>
<td>$769</td>
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<td>Paper Tiger 460G</td>
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<tr>
<td>Epson MX-80</td>
<td>$499</td>
</tr>
<tr>
<td>Tally 8024</td>
<td>$1699</td>
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</table>

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- Maxell Disks: 10 for $89
- Syncom Disks: 10 for $29
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### Software

<table>
<thead>
<tr>
<th>Software</th>
<th>Price</th>
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<tbody>
<tr>
<td>EBS Accounts Receivable</td>
<td>$595</td>
</tr>
<tr>
<td>Inventory System</td>
<td>$699</td>
</tr>
<tr>
<td>OZZ Information System</td>
<td>$329</td>
</tr>
<tr>
<td>GPI General Ledger</td>
<td>$329</td>
</tr>
<tr>
<td>Tax Package</td>
<td>$399</td>
</tr>
<tr>
<td>Dow Jones Portfolio Management</td>
<td>$328</td>
</tr>
<tr>
<td>Pascal</td>
<td>$239</td>
</tr>
<tr>
<td>WordPro 3 (40 col.)</td>
<td>$186</td>
</tr>
<tr>
<td>WordPro 4 (80 col.)</td>
<td>$279</td>
</tr>
<tr>
<td>WordPro 4 Plus (80 col.)</td>
<td>$329</td>
</tr>
<tr>
<td>Wordcraft 80</td>
<td>$319</td>
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Listing 1 continued:

1200 SU=0
1210 FOR L=1 TO N
1220 SU=SU + D(L,M)
1230 NEXT L
1240 IF SU>SU THEN OL=M : SV=SU
1250 NEXT M
1260 IF K<4 THEN PRINT "TOO FEW TOWNS, DO IT YOURSELF!" ; GOTO 1080
1270 T(1)=OL : C(1)=OL : T(K+1)=OL : C(K+1)=OL
1280 REM **************************************************
1290 REM * CALCULATE TOTAL POSSIBILITIES FOR TRIP *
1300 REM **************************************************
1310 TP=1
1320 FOR M=1 TO K-2
1330 IF K<4 THEN PRINT Too FEW TOWNS DO IT YOURSELF! : GOTO 1080
1340 NEXT M
1350 PRINT "TOTAL POSSIBILITIES FOR TRIP TP";
1360 REM **************************************************
1370 REM * CALCULATE POSSIBLE DESTINATIONS TO VISIT *
1380 REM **************************************************
1390 FOR PP=2 TO K
1400 FOR M=1 TO N
1410 FOR L=1 TO K-1
1420 IF M=TCL> THEN 1450
1430 NEXT L
1440 TC PP >=M
1450 NEXT M
1460 NEXT P
1470 REM **************************************************
1480 REM * PREPARATION COMPLETE, NOW CALCULATE SHORTEST TRIP.*
1490 REM **************************************************
1500 REM * FIRST COMPUTE SPECIAL CASE OF P=2.*
1510 REM **************************************************
1520 M(2)=32000
1530 FOR L=2 TO K
1540 S=I(T(L),T(K+1))
1550 IF S<M(2) THEN M(2)=S : C(2)=T(L)
1560 NEXT L
1570 REM **************************************************
1580 REM * GENERAL CASE FOR P>2 *
1590 REM **************************************************
1600 LL=2 ; LU=4
1610 SW=32000 ; F=0
1620 FOR PP=3 TO K+1
1630 IF PP<>K+1 THEN P=PP ELSE P=K ; LL=1 ; LU=3
1640 FOR L=1 TO K
1650 K(L)=L
1660 NEXT L
1670 H=LL+1
1680 IF H<>P THEN 1920
1690 REM **** CALCULATE TOTAL DISTANCE FROM TOWN 2 THROUGH P + P TO K+1
1700 S=0
1710 IF H<4 THEN 1750
1720 IF M=LL TO H-2
1730 S=S + D(T(M),T(M+1))
1740 NEXT M
1750 SD=S + D(T(H-1),T(H)) + D(T(H),T(K+1))
1760 REM **** SAVE DISTANCE AND TOWNS OF TRIP IF IT IS A BETTER ROUTE
1770 IF SD>SW THEN 1820
1780 SA=SD ; SW=SD
1790 FOR L=2 TO K
1800 C(L)=T(L)
1810 NEXT L

Listing 1 continued on page 270
THE HARD DISK
YOU’VE BEEN WAITING FOR

$339
10MB

XCOMP introduces a complete micro-size disk subsystem with more...

• MORE STORAGE
• MORE SPEED
• MORE VALUE
• MORE SUPPORT

S100 users... The XCOMP subsystem is now available with 10 megabytes of storage; 5 megabytes also available at $2,898.00. Compare the price and features of any other 5¼-inch — or even 8-inch system, and you’ll agree that XCOMP's value is unbeatable.

OUTPERFORMS OTHER HARD DISKS
Floppy disk and larger, more expensive hard disks are no match for this powerful little system. More data is available on every seek: 64K on 10MB and 32K on 5MB. Faster seek time too — an average of 70Ms. It provides solid performance anywhere with only 20 watts of power. Data is protected in the sealed enclosure, and the landing zone for heads provides another margin of safety. The optional power board plugs directly into the S100 bus and provides power for the drive.

FAST CONTROLLER
The XCOMP controller is the key to this system’s high efficiency operation. Speed-up features include interleave without table lookup, block-deblock with controller buffer, and read lookahead. OEMs worldwide have already proven the outstanding performance of the XCOMP controller.

MORE SOFTWARE
Included with the system is software for testing, formatting, I/O drivers for CP/M®, plus an automatic CP/M driver attach program. Support software and drivers for MP/M® and Oasis® are also available. The sophisticated formatting program assigns alternate sectors for any weak sectors detected during formatting, assuring the lowest possible error rate — at least ten times better than floppies.

WARRANTY
The system has a full one-year warranty on parts and workmanship.

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• General Purpose controllers (8 bit interface), with easy interface to microprocessor-based systems.
• GP controller adapter that plugs directly into most Z80 computers.
• ST/R GP controller for the 5MB and 10MB drive above, with ST506 type interface.
• SG/R GP controller for SA1000 interface.
• SM/R GP controller for storage module drives.
• ST/S, SG/S, and SM/S, same as above, for the S100 bus.

Quantity discounts available. Distributor, Dealer, and OEM inquiries invited.

See your local Dealer, or call:
XCOMP, Inc.
7566 Trade Street
San Diego, CA 92121
Tel: (714) 271-8730
Telex: 182786

Circle 430 on Inquiry card.
### Key Variable Definitions

<table>
<thead>
<tr>
<th>Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A($)</td>
<td>This array is used to store the polar coordinate angle of the destination. If map headings (N, SW, ...) are used as input data, they are converted to an angle before they are stored in this array.</td>
</tr>
<tr>
<td>AS($)</td>
<td>This array is used to store map headings for the destinations if the user enters the data using this method.</td>
</tr>
<tr>
<td>BL</td>
<td>User-specified beginning location of the trip.</td>
</tr>
<tr>
<td>C($)</td>
<td>This array contains the route of the shortest trip found thus far. Each time the shortest-trip-search routine finds a path shorter than that previously encountered, the cities that make up this newly found shortest route must be saved to expedite the searching of subsequent routes. When the program ends, the C array contains the answer to the problem.</td>
</tr>
<tr>
<td>D(0)</td>
<td>This two-dimensional array contains the inter-destination table.</td>
</tr>
<tr>
<td>EL</td>
<td>User-specified ending location of the trip.</td>
</tr>
<tr>
<td>F</td>
<td>This flag variable is used in evaluating trip distances. When the last city in a sequence is changed, the new distance is calculated by merely correcting the previous distance for the change in the last city. However, some changes require a change in the next-to-last city as well. The flag alerts the distance-calculation routine that such a change has been made. This forces the routine to calculate the entire distance of the sequence from the beginning.</td>
</tr>
<tr>
<td>H, K(H)</td>
<td>The combinatorial algorithm used requires that destinations be changed and evaluated for a possible shortest route. Given a sequence of cities (stored in array T), these two variables tell the program to exchange the Hth city in that sequence with the city whose position in the sequence is K(H).</td>
</tr>
<tr>
<td>IM</td>
<td>Three input methods are available to input the location data to the program. This variable is equal to 1, 2, or 3, depending on the input method the user chooses.</td>
</tr>
<tr>
<td>L</td>
<td>A variable used to control a FOR...NEXT loop.</td>
</tr>
<tr>
<td>LL, LU</td>
<td>After all of the elements of M are calculated, limits LL and LU are changed from 2 to 1 and from 4 to 2 respectively: then the last M-element calculation is repeated. Changing these limits brings the fixed starting city into the calculation, and the resulting minimum path is the solution to the traveling-salesman problem.</td>
</tr>
<tr>
<td>OL</td>
<td>Optimum location to start and end the trip. If the user requests that the starting and ending point be the same, the program calculates the optimum location to begin and end, for greatest efficiency in calculating the routes. When the shortest trip has been found by the program, the point used in the calculation is rotated back to the point requested by the user if the optimum location differs from that specified by the user. This step substantially reduces the total execution time by making optimum use of decision-tree pruning.</td>
</tr>
<tr>
<td>M($)</td>
<td>A variable used to control a FOR...NEXT loop.</td>
</tr>
<tr>
<td>M(0)</td>
<td>The shortest-trip-search routine begins by searching for the minimum distance from a single city to the ending location specified by the user. The program then searches for the minimum distance from any two cities ending the route in the location specified by the user. This process continues until the shortest route is found. This array is used to store the optimum location differs from that specified by the user. This step substantially reduces the total execution time by making optimum use of decision-tree pruning.</td>
</tr>
<tr>
<td>NS($)</td>
<td>This character-string array is used to store the names of the destinations specified by the user (i.e., New York, Chicago, etc.).</td>
</tr>
<tr>
<td>P</td>
<td>This variable indexes the M-element calculations. As P sequences from 2 thru K, each of the elements of M is calculated in turn.</td>
</tr>
<tr>
<td>PP</td>
<td>A variable to control a FOR...NEXT loop.</td>
</tr>
<tr>
<td>R()</td>
<td>This array is used to store the distances from the reference location to all destination points. The value is supplied by the user for each of the destinations.</td>
</tr>
<tr>
<td>S, SA,</td>
<td>These variables are all used in SD, ST, the shortest-trip-search routine. They represent the results of various partial or complete distance calculations.</td>
</tr>
<tr>
<td>SW</td>
<td>These variables are used to calculate the optimum location to begin and end a trip. The optimum location may or may not coincide with the location specified by the user. See the definition of variable OL.</td>
</tr>
<tr>
<td>SU, SV</td>
<td>These variables are used to calculate the optimum location to begin and end a trip. The optimum location may or may not coincide with the location specified by the user. See the definition of variable OL.</td>
</tr>
<tr>
<td>TP</td>
<td>This variable equals the total number of possible combinations for a trip. It is not used by the program; it is calculated to give the user an appreciation of the number of possible routes.</td>
</tr>
<tr>
<td>T</td>
<td>Each of the destinations supplied by the user is represented by a number stored in this array. This array is permuted many times before the final result is found and stored in the array C.</td>
</tr>
<tr>
<td>X1, X2</td>
<td>All of these variables are used XT, Y1, to calculate the distance between cities. They serve as the basis for the construction of the inter-destination table.</td>
</tr>
<tr>
<td>Y2, YT</td>
<td>The variable pair X1, Y1 and the pair X2, Y2 represent the x and y components of two cities with respect to the reference location. The variable pair XT and YT are the x and y components of the absolute distance between the two cities, irrespective of the reference. These two variables are used to compute the line-of-sight distance ZT between the two cities.</td>
</tr>
</tbody>
</table>
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HORIZON RAM ASSM 48K = $679 64K = $879
HORIZON DISK DRIVE SALE
DOUB DEN SAVE! $ 445
NORTH STAR HARD DISK 18 Mb $5375 $3923
NORTH STAR TIME SHARING MULTI-USER CALL

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only $725

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AMERICAN SQUARE COMPUTERS BEATS ADV. PRICES
Listing 1 continued:

1820 IF K(H)=K THEN 1850
1830 K(H)=K(H)+1
1840 EX=T(H) ; T(H)=T(K(H)) ; T(K(H))=EX ; GOTO 1750
1850 IF H=K THEN 1900
1860 REM **** RETURN TOWNS BETWEEN H AND K TO ORIGINAL ORDER
1870 FOR L=H TO K-1
1880 EX=T(L) ; T(L)=T(L+1) ; T(L+1)=EX
1890 NEXT L
1900 K(H)=H ; H=H-1 ; F=1 ; GOTO 2060
1910 REM **** GENERAL ALPHA-BETA CHECK
1920 IF H=LL THEN H=H+1 ; GOTO 1680
1930 S=0
1940 IF H<LU THEN 1980
1950 FOR L=LL TO H-2
1960 S=S+D(T(L),T(L+1))
1970 NEXT L
1980 ST=S + D(T(H-1),T(H))
1990 IF ST + M(P-H+2) > SW THEN 2060
2000 REM **** CONTINUE ROUTE EVALUATION
2010 H=H+1
2020 IF H=P THEN 1700
2030 ST=ST + D(T(H-1),T(H))
2040 F=1 ; GOTO 1990
2050 REM **** PATH ALREADY TOO LONG, TRY NEXT PERMUTATION
2060 IF K(H)=K THEN 2100
2070 K(H)=K(H)+1
2080 EX=T(H) ; T(H)=T(K(H)) ; T(K(H))=EX
2090 IF F=0 THEN 1980 ELSE F=0 ; GOTO 1200
2100 FOR L=H TO K-1
2110 EX=T(L) ; T(L)=T(L+1) ; T(L+1)=EX
2120 NEXT L
2130 K(H)=H ; H=H-1
2140 IF H<1 THEN F=1 ; GOTO 2060
2150 IF LL=1 THEN 2260
2160 M(P)=SA
2170 IF P=K THEN SW=D(T(1),C(2)) + M(P) ; GOTO2240
2180 SW=32000
2190 FOR L=P+1 TO K
2200 S=D(T(L),C(L))
2210 IF S<SW THEN SW=S
2220 NEXT L
2230 SW=SW+M(P)+.01
2240 NEXT PP
2250 REM *************************************************************
2260 REM * PERMUTATION COMPLETE, DISPLAY RESULTS. HOWEVER, IF OPTIMUM *
2270 REM * BEGINNING AND ENDING POINT WAS USED INSTEAD OF POINT *
2280 REM * REQUESTED BY USER, ROTATE BACK. *
2290 REM ***************************************************************
2300 IF BL<>EL THEN 2380
2310 IF C(1)=BL AND C(K+1)=EL THEN 2380
2320 C(K+1)=EL
2330 REM **** ROTATE ONE CITY
2340 FOR L=1 TO K-1
2350 EX=C(L) ; C(L)=C(L+1) ; C(L+1)=EX
2360 NEXT L
2370 GOTO 2310
2380 PRINT : PRINT : M=1
2390 IF M=K+1 THEN D=0 ELSE D=(INT(D(C(M),C(M+1))*5)*10)) / 10
2400 PRINT M; "; ; TAB(6); N$(C(M)); TAB(24); D;
2410 H=M+1 ; IF H>K+1 THEN 2450

Listing 1 continued on page 272
High resolution, dot addressable graphics with vertical resolution of 72 dots per inch and up to 82 dots per inch horizontal resolution.

"Q.T." cover reduces noise to an office comfort level. This is an optional feature to our standard sound deadening case.

Single sheet feeder is very simple to use. The only front load feeder available on the market today.

1K standard buffer permits the 88G to print while receiving data. The optional 2K buffer allows a 1920 character dump to the printer freeing the CRT.

The Features Leader

Integrated Paper Handling System
Dual tractor/friction feed allows use of pin feed, roll or single sheet paper.

Versatile Interface
Data input from most computers can be supported by the 88G. RS232C serial and Centronics® type parallel is standard. Options can be added for current loop, IEEE 488 and high speed serial inputs.

Letter Quality Capability
The 88G provides a selectable 11 x 7 serif style dot matrix for correspondence printing.

Cost Effective
The 88G has more features than any other impact printer in its price class. First compare the quality of the 88G, then compare the price—the 88G wins! Single unit price is less than $800.

Micro Peripherals, Inc. 4426 South Century Drive Salt Lake City, Utah 84107 (801) 263-3081

The Printer People


International England Rutter Instruments, Ltd. (0734) 868147 Telex: 849721 Phoenix Sigma International (602) 994-3435 Telex: 165-745 Sigma France iER Tel: 333.67.81 Telex: 620-289 Canada Norango (416) 449-2761

Circle 270 on inquiry card.
Listing 1 continued:

2420 IF M=K+1 THEN D=0 ELSE D=(INT((D(C(M),C(M+1))+.05)*10))/10
2430 PRINT TAB(32); M; ";"; TAB(36); N$(C(M)); TAB(55); D
2440 M=M+1; IF M<=K+1 THEN 2390
2450 PRINT
2460 PRINT "THE SHORTEST TRIP IS ";(INT((S$+.05)*10))/10
2470 END
2480 REM **************************************************************************
2490 REM * SUBROUTINE FOR INPUTTING DESTINATION NAME, DISTANCE, AND ANGLE *
2500 REM **************************************************************************
2510 PRINT : PRINT M; "\"
2520 PRINT TAB(5); "NAME OF DESTINATION ";
2530 INPUT NS$(M)
2540 PRINT TAB(5); "DISTANCE FROM REFERENCE ";
2550 INPUT I$(M)
2560 IF I(M)=1 THEN 2600
2570 PRINT TAB(5); "ANGLE (0 DEGREES=EAST) ";
2580 INPUT A$(M)
2590 RETURN
2600 PRINT TAB(5); "MAP HEADING ";
2610 INPUT A$(M)
2620 IF A$(M)="E" THEN A(M)=0 : RETURN
2630 IF A$(M)="ENE" THEN A(M)=22.5 : RETURN
2640 IF A$(M)="NE" THEN A(M)=45 : RETURN
2650 IF A$(M)="NNE" THEN A(M)=67.5 : RETURN
2660 IF A$(M)="N" THEN A(M)=90 : RETURN
2670 IF A$(M)="NNW" THEN A(M)=112.5 : RETURN
2680 IF A$(M)="NW" THEN A(M)=135 : RETURN
2690 IF A$(M)="WNW" THEN A(M)=157.5 : RETURN
2700 IF A$(M)="W" THEN A(M)=180 : RETURN
2710 IF A$(M)="WSW" THEN A(M)=202.5 : RETURN
2720 IF A$(M)="SW" THEN A(M)=225 : RETURN
2730 IF A$(M)="SSW" THEN A(M)=247.5 : RETURN
2740 IF A$(M)="S" THEN A(M)=270 : RETURN
2750 IF A$(M)="SSE" THEN A(M)=292.5 : RETURN
2760 IF A$(M)="SE" THEN A(M)=315 : RETURN
2770 IF A$(M)<>"ESE" THEN 2600 ELSE A(M)=337.5 : RETURN

A machine-readable copy of the program is available from co-author Richard Parry for $9 on a 5-inch disk. The disk is formatted for TSC's FLEX Version 2.0 for 6800-based systems.
Finally, there is a magazine that speaks to the beginner.

**onComputing** is the new McGraw-Hill quarterly that tells what's ahead — without talking over your head — in the 1980's with personal computers. **onComputing** puts you on target with all the applications that go beyond your imagination.

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Listing 2: Sample run of the traveling-salesman program. The results of this run are shown in figure 1. The problem here is to find the shortest path that will allow a salesman to visit each city only once, beginning from and returning to Peoria. The execution time is 47 minutes on a SwTPC 6800 system.

**How many destinations?** 12

**Type 1**  If you want to input the angle as map directions (e.g., SW, NNW, E, ENE etc.)

**Type 2**  If you wish to input the angle using polar coordinates (e.g., 0 degrees=EAST, 270 degrees=SOUTH etc.)

**Type 3**  If you wish to input all data via the inter-destination table.

**Method 1, 2, or 3?** 2

1. Name of destination? Peoria
   Distance from reference? 128
   Angle (0 degrees=EAST)? 223

2. Name of destination? Chicago
   Distance from reference? 0
   Angle (0 degrees=EAST)? 0

3. Name of destination? Belleville
   Distance from reference? 261
   Angle (0 degrees=EAST)? 244

4. Name of destination? Carbondale
   Distance from reference? 297
   Angle (0 degrees=EAST)? 255

5. Name of destination? Rockford
   Distance from reference? 70
   Angle (0 degrees=EAST)? 163

6. Name of destination? Decatur
   Distance from reference? 158
   Angle (0 degrees=EAST)? 247

7. Name of destination? Waukegan
   Distance from reference? 27
   Angle (0 degrees=EAST)? 104

8. Name of destination? Champaign
   Distance from reference? 126
   Angle (0 degrees=EAST)? 261

9. Name of destination? Dekalb
   Distance from reference? 58
   Angle (0 degrees=EAST)? 184

10. Name of destination? Springfield
    Distance from reference? 178
    Angle (0 degrees=EAST)? 238

11. Name of destination? Kankakee
    Distance from reference? 59
    Angle (0 degrees=EAST)? 266

Listing 2 continued on page 276
At last a 64K Static memory board for S100 systems. But it’s not just a 64K static RAM board, EPROM’s can also be intermixed with RAM making it the only memory board needed for S100 systems. That’s why we call it THE LAST MEMORY.

- **64K DENSITY**
  THE LAST MEMORY uses the new 2016 byte-wide 16K static RAM to achieve a board density twice that possible with old 2114 static memories.

- **2716 EPROM COMPATIBLE**
  A separate board is no longer required for EPROM’s containing monitors, bootstrap loaders, etc. 2716 EPROM’s can be inserted into the board without modification.

- **SIMPLE ADDRESS DECODING**
  Where memory is required, just plug a RAM or EPROM in the corresponding socket. Empty memory sockets occupy no memory space, providing compatibility with memory mapped I/O devices.

- **EXTENDED ADDRESSING**
  THE LAST MEMORY includes the IEEE S100 extended addresses. These are fully decoded allowing expansion to a full 16 megabyte system memory.

- **FAST**
  The standard board allows 4 MHz operation.

- **LOW POWER**
  Only one memory IC is ever active in byte-wide memory systems. The result is far less power consumption than older 16K static memory boards.

- **LOW COST**
  Its best feature is the price:

<table>
<thead>
<tr>
<th>Memory Type</th>
<th>Kit</th>
<th>A&amp;T</th>
</tr>
</thead>
<tbody>
<tr>
<td>RAM-less Board</td>
<td>99.99</td>
<td>139.99</td>
</tr>
<tr>
<td>16K RAM</td>
<td>249.99</td>
<td>289.99</td>
</tr>
<tr>
<td>32K RAM</td>
<td>389.99</td>
<td>429.99</td>
</tr>
<tr>
<td>64K RAM</td>
<td>519.99</td>
<td>559.99</td>
</tr>
<tr>
<td>64K RAM</td>
<td>639.99</td>
<td>679.99</td>
</tr>
</tbody>
</table>

Circle 367 on Inquiry card.
Listing 2 continued:

12. NAME OF DESTINATION? AURORA
DISTANCE FROM REFERENCE? 34
ANGLE (0 DEGREES = EAST)? 204

INPUT DATA TO BE USED

<table>
<thead>
<tr>
<th>DESTINATION</th>
<th>DISTANCE</th>
<th>BEARING</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 . PEORIA</td>
<td>128</td>
<td>223</td>
</tr>
<tr>
<td>2 . CHICAGO</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>3 . BELLEVILLE</td>
<td>261</td>
<td>244</td>
</tr>
<tr>
<td>4 . CARBONDAL</td>
<td>297</td>
<td>255</td>
</tr>
<tr>
<td>5 . ROCKFORD</td>
<td>70</td>
<td>163</td>
</tr>
<tr>
<td>6 . DECATOR</td>
<td>158</td>
<td>247</td>
</tr>
<tr>
<td>7 . WAUKEGAN</td>
<td>27</td>
<td>104</td>
</tr>
<tr>
<td>8 . CHAMPAIGN</td>
<td>126</td>
<td>261</td>
</tr>
<tr>
<td>9 . DEKALB</td>
<td>58</td>
<td>184</td>
</tr>
<tr>
<td>10 . SPRINGFIELD</td>
<td>178</td>
<td>238</td>
</tr>
<tr>
<td>11 . KANKAKEE</td>
<td>59</td>
<td>266</td>
</tr>
<tr>
<td>12 . AURORA</td>
<td>34</td>
<td>204</td>
</tr>
</tbody>
</table>

DO YOU WANT TO EDIT ANY (Y/N)? N
DO YOU WANT TO EDIT OR EXAMINE THE INTER-DESTINATION TABLE? N
WHAT IS YOUR BEGINNING LOCATION? 1
WHAT IS YOUR ENDING LOCATION? 1
TOTAL POSSIBILITIES FOR TRIP 3.99168E+07

1 . PEORIA 90.6 2 . DEKALB 26.1
3 . ROCKFORD 60.7 4 . WAUKEGAN 27
5 . CHICAGO 34 6 . AURORA 52.5
7 . KANKAKEE 67.4 8 . CHAMPAIGN 47
9 . DECATOR 142.2 10 . CARBONDAL 64.4
11 . BELLEVILLE 86 12 . SPRINGFIELD 63.7
13 . PEORIA 0

THE SHORTEST TRIP IS 761.6

READY

Listing 3: An everyday application of the traveling-salesman program. This particular program will chart the best route for someone who must do eight errands at eight different locations and then pick up the baby-sitter. Execution time is 17 minutes on a SwTPC 6800 system.

HOW MANY DESTINATIONS? 10

TYPE 1 IF YOU WANT TO INPUT THE ANGLE AS MAP DIRECTIONS
(E.G. SW, NNW, E, ENE ETC.)

TYPE 2 IF YOU WISH TO INPUT THE ANGLE USING POLAR COORDINATES
(E.G. 0 DEGREES = EAST, 270 DEGREES = SOUTH ETC.)

TYPE 3 IF YOU WISH TO INPUT ALL DATA VIA THE INTER-DESTINATION TABLE.

METHOD 1, 2, OR 3? 1

1. NAME OF DESTINATION? HOME
DISTANCE FROM REFERENCE? 0
MAP HEADING? E

Listing 3 continued on page 278
4MHZ, DOUBLE DENSITY, COLOR & B/W GRAPHICS • THE LNW80 COMPUTER

When you've compared the features of an LNWBO Computer, you'll quickly understand why the LNWBO is the ultimate TRS-80 software compatible system. LNW Research offers the most complete microcomputer system at an outstanding low price. We back up our product with an unconventional 6 month warranty and a 10 days full refund policy, unless shipping charges.

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** TRS80 Product of Tandy Corporation.
** PRC Product of Personal Microcomputer, Inc.

** BARE PRINTED CIRCUIT BOARD & MANUAL ........... $89.95**
The LNWBO - A high-speed color computer totally compatible with the TRS-80. The LNWBO gives you the edge in satisfying your computer needs in business, scientific and personal computation. With performance of 4 MHz, 286A CPU, you'll achieve performance of over twice the processing speed of a TRS-80. This means you'll get the performance that is comparable to the most expensive microcomputer with the compatibility to the world's most popular computer (TRS-80) resulting in the widest software base.

** FEATURES:
- TRS-80 Model I Level II Software Compatible
- High Resolution Graphics
- RGB Output - 360 x 192 in 8 Colors
- NTSC Video or RF MOD - 128 x 192 in 8 Colors
- Black and white - 480 x 192
- 4 MHz CPU
- 500/1000 Baud Cassettes
- Upper and lower case
- 1KB bytes RAM, 12K bytes ROM
- Solder Masked and Silk-screened

** LNW SYSTEM EXPANSION**
- ** BARE PRINTED CIRCUIT BOARD AND MANUAL ........... $69.95
- WITH GOLD CONNECTORS .......... $44.95
The System Expansion will allow you to expand your LNWBO, TRS-80*, or PRC-80** to a complete computer system that is truly totally software compatible with the TRS-80* Model I Level II.

** FEATURES:
- 32K bytes Memory
- 8 Floppy Controller
- Parallel Printer
- Real Time Clock
- Screen Printer Bus
- On Board Power Supply
- Solder Masked and Silk-screened

** LNW RESEARCH CORPORATION**
2620 WALNUT ST.
TUSTIN CA. 92680

ORDERS & INFO. NO. 714-544-5744
SERVICE NO. 714-641-8850

Circle 207 on inquiry card.

VISA MASTER CHARGE UNLESS NOTED ACCEPTED

---

** LNDoubler & DOS PLUS 3.3D**
- Assembled and Tested W/DOS PLUS 3.3D .......... $775.00.
Double-density disk storage for the LNW Research's "System Expansion" or the Tandy's "Expansion Interface". The LNDoublerTM is totally software compatible with any double density software generated for the Percom's Doubler***. The LNDoublerTM provides the following outstanding features.
- Store up to 350K bytes on a single 5" disk
- Single and double density data separation
- Software switch between single and double density
- Easy plug in installation requiring no etch cuts, jumpers or soldering
- 35, 40, 77, 80 track 5" disk operation
- 120 day parts and labor warranty

*** Doubler is a product of Percom Data Company, Inc.

** DOS PLUS 3.30**
Micro System software's double density disk operating system. This operating system contain all the outstanding features of a well developed DOS, with ease in usability.

** KEYBOARD**
LNW KEYBOARD KIT ......... $86.95
The Keyboard Kit contains a 63 key plus a 10 key, P.C. board, and remaining components.

** CASE**
- ** LNW CASE ** ......... $84.95
The streamline design of this metal case will house the LNWBO, LNW System Expansion, LNWBO Keyboard, power supply and fan, LNDoublerTM, or LNW Data Separator. This kit includes all the hardware to mount all of the above. Add $12.00 for shipping.

** PARTS AVAILABLE FROM LNW RESEARCH**
- 4116 - 20ma RAM .......... 6 chip set $26.00
- 8 chip set $33.50
- 16 chip set $64.00
- 24 chip set $94.00
- 32 chip set $124.00
- LNWBO "Start up parts set" LNWBO-2 $33.00
- LNWBO Transformer LNWBO-3 $18.00
- LNWBO Transformer LNWBO-4 $16.00
- 40 Pin computer to expansion cable $16.00
- LNWBO Expansion Transformer $19.00
- Floppy Controller (101/77) and UART (TRI602) $30.00

ADD $3 FOR SHIPPING
Circle 324 on Inquiry card.

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<td>Pearl III</td>
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The Purchasing Agent
1635 School Street, Suite 101
Moraga, CA 94556
(415) 376-9020

Listing 3 continued:

2. NAME OF DESTINATION ? QUILT SHOP
   DISTANCE FROM REFERENCE ? 3
   MAP HEADING ? NE

3. NAME OF DESTINATION ? HARDWARE STORE
   DISTANCE FROM REFERENCE ? 4
   MAP HEADING ? N

4. NAME OF DESTINATION ? SCHOOL
   DISTANCE FROM REFERENCE ? 10
   MAP HEADING ? NW

5. NAME OF DESTINATION ? AUTO SHOP
   DISTANCE FROM REFERENCE ? 4
   MAP HEADING ? NW

6. NAME OF DESTINATION ? GROCERY STORE
   DISTANCE FROM REFERENCE ? 5
   MAP HEADING ? W

7. NAME OF DESTINATION ? BIKE SHOP
   DISTANCE FROM REFERENCE ? 6
   MAP HEADING ? SSW

8. NAME OF DESTINATION ? BAKERY
   DISTANCE FROM REFERENCE ? 3
   MAP HEADING ? S

9. NAME OF DESTINATION ? SHOE STORE
   DISTANCE FROM REFERENCE ? 5
   MAP HEADING ? S

10. NAME OF DESTINATION ? BABYSITTER
    DISTANCE FROM REFERENCE ? 4
    MAP HEADING ? SE

    INPUT DATA TO BE USED
    DESTINATION DISTANCE BEARING
    1. HOME 0 E
    2. QUILT SHOP 3 NE
    3. HARDWARE STORE 4 N
    4. SCHOOL 10 NW
    5. AUTO SHOP 4 NW
    6. GROCERY STORE 5 W
    7. BIKE SHOP 6 SSW
    8. BAKERY 3 S
    9. SHOE STORE 5 S
    10. BABYSITTER 4 SE

    DO YOU WANT TO EDIT ANY (Y/N) ? Y

    TYPE 0 TO END EDITING WHEN ASKED 'WHICH ONE'.

    WHICH ONE ? 4

    4. NAME OF DESTINATION ? SCHOOL
       DISTANCE FROM REFERENCE ? 1
       MAP HEADING ? NW

Listing 3 continued on page 291
ALL THESE FEATURES...
IN THIS SMALL SPACE...
AT THIS LOW PRICE!

Greater computer power . . . fewer separate components . . . larger capability . . . simpler to operate . . . modular maintenance . . .

These are the unique benefits of the Quasar Data QPD-100 Floppy Disk Computer . . . plus unsurpassed reliability . . . plus 12-month warranty on all PC boards.

Its highly reliable, double density drive is compact. Accepts both single AND double-sided disks.

Upgradeable from the Z-80® microprocessor-based system to our 16 BIT microprocessor-based system by simply plugging in extra PC cards. Hard disk and multi-user systems available.

As your requirements grow, your QDP-100 can grow to fit them.

The Quasar Data QDP-100H is a larger version with 6-megabyte capacity; includes one double-sided floppy and one 5¼ winchester hard disk.

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QUASAR DATA'S QDP-100
COMPUTER SYSTEM.

18" wide
16¾" deep
11" high

Complete systems available

FEATURES

Z-80, 4-MHz CPU
64K memory, bank selectable
Two (2) double-sided, double-density 8" floppies, 2 megabytes
Four (4) ports . . . 2 serial, 2 parallel
Double-sided, double-density disk controller, to 4 MB
CP/M 2.2 DOS, MP/M multi-user operating system. (Optional)
S-100 (IEEE) motherboard
BASIC LANGUAGE . . . CBASIC compiler
Real-time clock
Monitor in PROM
Manuals supplied: All documentation and schematics, including "CP/M Handbook" by Sybex.

Z-80 is a trademark of Zilog Corp.
CPM and MP/M are trademarks of Digital Research Corp.
CBASIC is a trademark of Compiler Systems Inc.

Quasar Data Products
10330 Brecksville Road, Brecksville (Cleveland), Ohio 44141
Phone: 216/526-0838 / 526-0839
Telex: 241596

Circle 330 on Inquiry card.
When Eight Is Not Enough:  
CP/M-86™ and CBASIC/86™

"In 1977 Compiler Systems, Inc. introduced CBASIC™ as a CP/M® programming language. It quickly became the most widely used BASIC dialect. Since then CBASIC has been adapted for use on systems supporting MP/M™ and TRS-DOS."

"At Compiler Systems we learned the lessons of the past well. So well, that in the relatively short time we've been in the software business, we managed to make history ourselves. In fact, CBASIC is the standard for CP/M-based business systems."

— Gordon Eubanks, CSI president

Today CSI offers CBASIC/86 designed for 16-bit microcomputer-based systems running under CP/M-86. CBASIC/86, now available worldwide, is based on concepts first used by CBASIC including such business-oriented features as: BCD arithmetic with fourteen-digit precision; full format control of printed reports; random and sequential records of any length (not limited to 256 bytes); aids to structured design, i.e. multiple line functions and control structures as well as excellent file-handling and stringing capabilities.

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OEMs contact us for pricing

Worldwide Distribution From

Compiler Systems, Inc., 37 N. Auburn Ave., P.O. Box 145
Sierra Madre, CA 91024, (213) 355-1063

Circle 65 on inquiry card.
Listing 3 continued:

WHICH ONE ? 7

7. NAME OF DESTINATION ? BIKE SHOP
   DISTANCE FROM REFERENCE ? 6
   MAP HEADING ? SW

WHICH ONE ? 0

INPUT DATA TO BE USED

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<th>DESTINATION</th>
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<td>HARDWARE STORE</td>
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<tr>
<td>SCHOOL</td>
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<tr>
<td>AUTO SHOP</td>
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<td>BABYSITTER</td>
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</table>

DO YOU WANT TO EDIT ANY (Y/N) ? N
DO YOU WANT TO EDIT OR EXAMINE THE INTER-DESTINATION TABLE ? Y

***** INTER-DESTINATION TABLE *****
VALUES Rounded To NEAREST INTEGER

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DO YOU WISH TO EDIT ANY VALUES (Y/N) ? Y

TO ALTER, USE FORMAT : FROM,TO,NEW DISTANCE.
FOR EXAMPLE, 2,4,512 ALTERS THE DISTANCE FROM DESTINATION 1 TO DESTINATION 2 TO 512. DISTANCE FROM DESTINATION 2 TO DESTINATION 1 IS ALSO CHANGED.
INPUT 0,0,0 TO LEAVE EDIT MODE.

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DO YOU WANT TO EDIT OR EXAMINE THE INTER-DESTINATION TABLE ? Y

Listing 3 continued on page 282
Listing 3 continued:

**** INTER-DESTINATION TABLE ****
(VALUES ROUNDED TO NEAREST INTEGER)

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DO YOU WISH TO EDIT ANY VALUES (Y/N)? N
WHAT IS YOUR BEGINNING LOCATION? 1
WHAT IS YOUR ENDING LOCATION? 10
TOTAL POSSIBILITIES FOR TRIP 40320


THE SHORTEST TRIP IS 41.2

READY

MARYMAC INDUSTRIES, INC.
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Katy (Houston) Texas 77450

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TRS-80® BY RADIO SHACK. Brand new in cartons delivered. Save state sales tax. Texas residents add only 5% sales tax. Open Mon.-Sat. 9-6. We pay freight and insurance. Come by and see us. Call us for a reference in or near your city. Ref: Farmers State Bank, Brookshire, Texas.

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Houston Intercontinental Airport Delivery
U.P.S. BLUE
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☐ We use Direct Freight Lines. No long waits.
☐ We always pay the freight and insurance
☐ Toll free order number
☐ Our capability to go to the giant TRS-80® Computer warehouse 5 hours away, in Ft. Worth, Texas, to keep you in stock.

Save 10% 15% OR MORE

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In Texas Orders Questions & Answers
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Katy (Houston) Texas 77450

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Figure 1: The shortest route for visiting all 12 cities. The sample run from which this data was calculated is shown in listing 2. The total distance for the trip is 761.1 miles. While the results may seem simple, the total number of possible paths thru these 12 cities is 40 million. The program must evaluate each path to determine the shortest route.

The third method for entering data allows the user to insert all distances directly in the inter-destination table. For this method to be used, the user must know the distance between every possible pair of points. In practice, a traveler will not have this information. But, over a period of time it is possible to get it. This input method is the most accurate, since true distances are used instead of line-of-sight distances.

In most situations, the user will start with one of the first two methods and then edit the inter-destination table by inserting known distances. Listing 3 shows how the inter-destination table can be edited.

In listing 2 polar coordinates are used to input the data. The program prompts the user to supply the name, distance, and angle of each of the 12 cities. When this step is completed, the program displays the input data in neat tabular form—this lets the user easily check the accuracy of the information. If an error is discovered, the user may edit the data before it is used.
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...Continued from previous page...

The program then constructs the inter-destination table and gives the user the option to have it displayed. The user must now supply the starting and ending locations for the trip. In this example, Peoria (city 1) is the point from which the salesman starts and to which he returns. The program then executes the search algorithm and finds the shortest route. The time required for this calculation is 47 minutes.

All 12-city problems do not require this amount of time. The input data plays a major role in determining the execution time. In fact, our studies have shown that a 10-city problem can require more time to solve than an 11-city problem because of the tendency of the decision-tree-pruning method to use certain data more efficiently.

The program ends by displaying the shortest route as well as the distance between the cities and the total distance for the trip. For the sample run, the total distance is 761.6 miles. The results are shown in figure 1. In this particular example, we referred to an Illinois road map and changed 45 of the 132 line-of-sight distances to true traveling distances. With this more accurate data, the path was identical. Only the total distance changed.

Figure 2 illustrates an everyday application of the traveling-salesman problem. It will pick the most efficient route for someone who must, for example, do eight errands at eight different locations and then pick up the baby-sitter. The sample run in listing 3 shows how the data is supplied to the program using map headings. Note that two errors were made while supplying the data. The example shows how the edit mode is called to correct the errors. Both the school’s distance and the bike shop’s map heading are altered.

When all the location data has been supplied, the program constructs the inter-destination table. We now want to edit the table, because we know that several of the line-of-sight distances are inaccurate. Of the 90 distances in the table, 10 distances are
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altered. When editing is complete, the table is displayed again to show that it has been modified correctly.

The user must supply the starting and ending points, in this case his home. With this input, however, it is possible that the shortest route computed would require that the babysitter be picked up first, which means that the babysitter would be forced to tag along on all the errands. To eliminate that problem, the babysitter's house is supplied to the program as the end point. In this way the user can place some constraints on the route.

Before the program searches for the shortest route, the total number of possibilities for the trip is calculated and displayed. In this case, there are 40,320 possible paths.

When the search is completed, the best route is displayed as well as the distance between each point and the next point in the path. The total distance of 41.2 miles is also displayed. Figure 2 shows this path as a dotted line. The solid line is the route that would have been calculated if only the line-of-sight distances had been used. The figure vividly shows the need to supply the program with accurate distances.

In preparing this article, I gave maps to friends to see just how well they could do compared to the computer. In general, my friends did well. In fact, in some cases a person calculated the correct solution or near-correct solution more quickly than the computer. However, this apparent case of a person outperform-
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Energy Measurement with the Apple II

William H Murray, Engineering Science Department
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California Computer Systems came to my rescue when I tried to tackle this problem. It makes a 3½-digit A/D (analog-to-digital) converter and a clock/calendar

Text continued on page 299

Figure 1: Resistor networks used to ensure that input signals are within the proper range for use with A/D converter boards. The component values specified in figure 1a will divide the input voltage by a factor of 50. The circuit shown in figure 1b provides current division by a factor of 5. Both factors are taken into account by the Applesoft BASIC program in listing 1.
Listing 1: This Apple BASIC program performs data-logging functions. The A/D converters and the clock/calendar are initialized with the routines in listings 1b thru 1d.

(1a)

31010 REM : LOAD MACHINE LANGUAGE
20 US $SET CHECK = 4
30 PRINT $D "$LOAD ENERGY A/D5.O"
40 PRINT $D "$LOAD ENERGY A/D7.O"
50 PRINT $D "$LOAD ENERGY.OBJO"
60 REM : RUN MACHINE LANGUAGE
70 CALL 50374
80 REM : CLEAR SCREEN
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Listing 1 continued:

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C511010 03 03 13  STA $303
C20110 03 03 14  LDA $CD01
C21110 03 03 15  LDA $CB00
C23100 06 03 16  STA $D001
C24100 06 03 17  LDA $CD00
C25100 06 03 18  LDA $CD00
C26100 06 03 19  LDA $CD00
C27100 06 03 20  LDA $CD00
C28100 06 03 21  LDA $CD00
C29100 06 03 22  LDA $CD00
C30100 06 03 23  LDA $CD00
C31101 06 03 24  LDA $CD00
C32101 06 03 25  LDA $CD00
C33101 06 03 26  LDA $CD00
C34110 06 03 27  STA $306
C35110 06 03 28  RTS
C36110 06 03 29  STA $306
C37110 06 03 30  LDA $306
C38110 06 03 31  STA $306
C39110 06 03 32  LDA $306
C40110 06 03 33  STA $306
C41110 06 03 34  LDA $306
C42110 06 03 35  STA $306
C43110 06 03 36  LDA $306
C44110 06 03 37  STA $306
C45110 06 03 38  LDA $306
C46110 06 03 39  STA $306
C47110 06 03 40  LDA $306
C48110 06 03 41  STA $306
C49110 06 03 42  LDA $306
C50110 06 03 43  STA $306
```

(1c)

```
SOURCE FILE: ENERGY A/D

C730110 06 03 19  LDA $CD00
C730110 06 03 20  LDA $CD00
C730110 06 03 21  LDA $CD00
C730110 06 03 22  LDA $CD00
C730110 06 03 23  LDA $CD00
C730110 06 03 24  LDA $CD00
C730110 06 03 25  LDA $CD00
C730110 06 03 26  LDA $CD00
C730110 06 03 27  LDA $CD00
C730110 06 03 28  RTS
```

(1d)

```
SOURCE FILE: ENERGY1

C730110 06 03 19  LDA $CD00
C730110 06 03 20  LDA $CD00
C730110 06 03 21  LDA $CD00
C730110 06 03 22  LDA $CD00
C730110 06 03 23  LDA $CD00
C730110 06 03 24  LDA $CD00
C730110 06 03 25  LDA $CD00
C730110 06 03 26  LDA $CD00
C730110 06 03 27  LDA $CD00
```

Source: BYTE, July 1981
Listing 1 continued:

C45B12F 80 CO 44
C45E12F 03 45
C46D19D CO 02 46
C4631CA 47
C46A1VF 27 48
C46D19B 80 CO 49
C46D19B 00 51
C46D19B CO 02 52
C4711CA 53
C472199 2B 54
C474199 81 CO 55
C47719F 80 CO 56
C47A129 0F 57
C47C19D CO 02 58
C47F1CA 59
C48019F 29 60
C48219B 81 CO 61
C48519B 80 CO 62
C488129 0F 63
C48A19D CO 02 64
C48D19D 65
C48E19F 2A 66
C49019B 81 CO 67
C49319B 80 CO 68
C496129 0F 69
C49B19B CO 02 70
C49D1CA 71
C49E19F 2B 72
C4A119B 81 CO 73
C4A4129 0F 74
C4A619D CO 02 75
C4A91CA 76
C4AC19F 2C 77
C4AF19B 81 CO 78
C4AF19F 80 CO 79
C4B129 0F 80
C4B419D CO 02 81
C4B812F 00 82
C4B812F 00 83
C4B812F 00 84
C4B812F 00 85
C4B812F 00 86
C4B9220 3F FF 87
C4C610B 88
C4C714B 89
C4C818A 90
C4C914B 91
C4CB1A 92
C4CD18A 93
C4CE18D 00 94
C4CE18D FF 95
C4CF19F 00 96
C4D119B FF 03 97
C4D710A 98
C4D710A 99
C4E41AA 100
C4E516B 101
C4E6128 102
C4E718B 103
C4ED160 104
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C4E516B 108
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module that can be directly interfaced with the Apple II computer to give accurate energy measurements.

The module's principle of operation is fairly simple. The clock calls for an interrupt once each second. Data is sampled and placed in a memory location where an Applesoft BASIC program assembles it into voltage, current, power, and energy readings. The clock/calendar card and the A/D cards must be fitted with 2112-type programmable memories to hold the machine-language programs shown in listing 1 (two devices per card). The machine-language programs were written to be "slot dependent," and unless they are modified, the clock/calendar must reside in slot 4, the voltage A/D card in slot 5, and the current A/D card in slot 7.

The Applesoft program in listing 1 uses a split screen to display the data. Because a clock/calendar module is used, you have the ability to record the date when the samples are taken, along with the time of maximum readings (often extremely important to solar- and wind-generator experimenters). The program displays the present voltage, current, and power being produced by the source, along with average and peak power, number of kilowatt-hours, number of samples, and time of maximum readings. The date and time are updated once per second, with the remainder of the data being updated once each minute.

If the power is being fed into a constant load, only one A/D converter will be necessary because you'll be able to calculate power from the equation:

\[ P = \frac{E^2}{R} \]

where \( P \) is power in watts, \( E \) is voltage, and \( R \) is the load resistance in ohms. If this is the case, delete lines 40, 360, 370, 380, 390, 400, 570, and 580 from listing 1. Modify line 770 to read \( PC = \frac{(V12)^2}{R} \) and line 590 to read \( C = \frac{V}{R} \), where \( R \) is the resistance of your load.

The A/D converter has a full-scale reading of 3.999 V, but the range can be extended with the use of a voltage divider. For example, the wind-driven generator I work with produces a maximum of +200 V DC. Figure 1a shows the voltage-divider network used in that application. The voltage-divider network reduces 200 V to 4 V, which is a 50-to-1 reduction. (Note that 50 is the multiplier constant in line 560 of the program.) The 50 k-ohm potentiometer permits calibration, while the two 1-megohm resistors and the fuses protect the Apple and the converter boards from trouble.

Current can be measured indirectly by sampling the voltage drop across a series resistance. (See figure 1b.) In my work application, currents of up to 20 A can be expected, so a shunt resistance of 0.25 ohms was made from a piece of 30 gauge wire, 2½ inches long. Again, the 50 k-ohm potentiometer permits calibration and the two 1-megohm resistors and the fuses provide protection. This current divider produces a 5-to-1 division (note the multiplier in line 590 of listing 1).
Every now and then someone comes along who refuses to be impressed by your computer. He thinks the games are silly. He sees better graphics on television. The really interesting programs he can't understand. Try this one on him. But don't let the tears fall on the keyboard.

In this simple program we ask the computer the age-old question "What does the future hold for me?"—and it answers, "Trade in your wallet for a wheelbarrow."

The BASIC program INFLATION (see listing 1) reads in the United States' CPI (Consumer Price Index) from 1945 to the present as a one-dimensional array. It computes how much a certain amount in the past would buy today, or how much a current sum would be worth in yesterday's dollars. Within limits, it extrapolates inflationary trends into the future. (The limit being the assumption that inflation will continue at a steady, predictable rate. If you believe that, boy, do I have a bridge for you!)

The program helps when you are making a decision to buy something—check the item against an old catalog and see how much of a price increase is justified by inflation. You can also find out how much of a pay raise you actually got last time, or how to set the price of a piece of real estate. My own use for it has been in the preparation of a book on the space program, trying to get a realistic perspective on how much a few billion dollars is really worth, from Eisenhower to Reagan. (Answer: $10 billion 1952 = $36 billion 1981.)

One technical point is that there are now two Consumer Price Indices, our government having discovered that a dollar is worth more to a poor person than to a rich one. The CPI-W index is based on the purchasing patterns of urban wage-earners and clerical workers; the CPI-U index is weighted toward the needs of the retired and unemployed. I've used the former index, figuring that rather few people buy their computers with food stamps.
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Programming Quickies

Listing 1: This Applesoft BASIC program, using Consumer Price Indices for past years, can calculate the current value of $50 from the year 1956, or help determine the increase in value of a piece of property due to inflation. Lines 190 and 210 must be updated every year.

10 REM ***************
20 REM ** INFLATION **
30 REM ***************
40 REM
50 REM ** A PROGRAM GIVING
60 REM DOLLAR EQUIVALENTS FOR
70 REM ANY TWO YEARS BETWEEN
80 REM 1945 AND THE NEAR FUTURE
90 REM
100 REM (NOTE THAT STATEMENTS
110 REM 190 AND 210 MUST BE
120 REM ANNUALLY UPDATED.)
130 REM
140 DIM X(2000)
150 REM
160 REM ** READ IN CONSUMER
170 REM PRICE INDEX
180 REM
190 FOR I = 1945 TO 1981
200 READ X(I)
210 DATA 1.855,1.709,1.495,1.38,
7.1,1.401,1.387,1.285,1.258,1.248,1.242,1.247,1.229,1.186,
1.155,1.145,1.127,1.116,1.111,1.104,
4.1,1.091,1.076,1.058,1.029,1.019,1.008,0.996,0.988,0.981,
0.976,0.970,0.965,0.960,0.955,0.950,0.946,0.942,0.938,
0.934,0.930,0.926,0.922,0.918,0.914,0.910,0.906,0.902,
0.898,0.894,0.890,0.886,0.882,0.878,0.874,0.870,0.866,
0.862,0.858,0.854,0.850,0.846,0.842,0.838,0.834,0.830,
0.826,0.822,0.818,0.814,0.810,0.806,0.802,0.798,0.794,
0.790,0.786,0.782,0.778,0.774,0.770,0.766,0.762,0.758,
0.754,0.750,0.746,0.742,0.738,0.734,0.730,0.726,0.722,
0.718,0.714,0.710,0.706,0.702,0.698,0.694,0.690,0.686,
0.682,0.678,0.674,0.670,0.666,0.662,0.658,0.654,0.650,
0.646,0.642,0.638,0.634,0.630,0.626,0.622,0.618,0.614,
0.610,0.606,0.602,0.598,0.594,0.590,0.586,0.582,0.578,
0.574,0.570,0.566,0.562,0.558,0.554,0.550,0.546,0.542,
0.538,0.534,0.530,0.526,0.522,0.518,0.514,0.510,0.506,
0.502,0.498,0.494,0.490,0.486,0.482,0.478,0.474,0.470,
0.466,0.462,0.458,0.454,0.450,0.446,0.442,0.438,0.434,
0.430,0.426,0.422,0.418,0.414,0.410,0.406,0.402,0.398,
0.394,0.390,0.386,0.382,0.378,0.374,0.370,0.366,0.362,
0.358,0.354,0.350,0.346,0.342,0.338,0.334,0.330,0.326,
0.322,0.318,0.314,0.310,0.306,0.302,0.298,0.294,0.290,
0.286,0.282,0.278,0.274,0.270,0.266,0.262,0.258,0.254,
0.250,0.246,0.242,0.238,0.234,0.230,0.226,0.222,0.218,
0.214,0.210,0.206,0.202,0.198,0.194,0.190,0.186,0.182,
0.178,0.174,0.170,0.166,0.162,0.158,0.154,0.150,0.146,
0.142,0.138,0.134,0.130,0.126,0.122,0.118,0.114,0.110,
0.106,0.102,0.098,0.094,0.090,0.086,0.082,0.078,0.074,
0.070,0.066,0.062,0.058,0.054,0.050,0.046,0.042,0.038,
0.034,0.030,0.026,0.022,0.018,0.014,0.010,0.006,0.002,
0.000
220 NEXT
230 YEAR = I - 1
240 REM
250 REM ** (FIGURE FOR 1981
260 REM IS A CONSERVATIVE
270 REM EXTRAPOLATION ...)
280 REM
290 PRINT : PRINT : PRINT "WHAT IS THE AMOUNT?"
300 INPUT P1
310 PRINT : PRINT : PRINT "IN WHAT YEAR?"
320 INPUT Y1
330 PRINT : PRINT : PRINT "FOR WHAT YEAR WOULD"
340 PRINT "YOU LIKE THE EQUI-
350 PRINT "VALENT PRICE?"
360 INPUT Y2
370 IF Y2 > YEAR GOTO 510
380 P2 = P1 * X(Y1) / X(Y2)
390 REM
400 REM ** PUT ANSWER INTO 410 REM "DOLLAR" FORMAT
420 REM
430 IF INT (P2) THEN P$ = "$" + STR$(P2): GOTO 450
440 P$ = "$" + STR$(INT(P2)) + 
450 PRINT : PRINT : PRINT "IF IT COST $”;P$;" IN \n460 PRINT "THEN IT WOULD COST "; 
470 PRINT "ANOTHER COMPUTATION? (Y OR N)"": PRINT
480 INPUT Q$ 
490 IF Q$ = "Y" GOTO 290
500 END
510 PRINT : PRINT : PRINT "WHAT RATE OF INFLATION"
520 PRINT "DO YOU PREDICT?"
530 PRINT "(EXPRESS AS DECIMAL)"
540 INPUT R
550 P2 = P1 * X(Y1) / X(YEAR)
560 P2 = P2 * (1 + R) ^ (Y2 - YEAR)
570 GOTO 440
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FEATURES

- 8-bit microprocessor
- Real-time clock/calendar
- 8K PROM
- Various high-speed logic devices
- Single 9V battery operation

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DESCRIPTION

This 8-bit 5102 Compatible Digital/Transistor Switch is designed for switch applications in digital and analog systems. The device is fabricated using a 5102 compatible process. All pins of the connection are switched with PNP transistors. The con-
CSNET Approved: The National Science Foundation has approved the establishment of CSNET (computer science network), a cooperative effort of computer scientists to establish a computer-based communications network that will interconnect research groups in universities, industry, and government. Based on recent advances in computer-networking technology, including international protocol standards and the availability of commercial packet networks, CSNET will provide a means for collaborative work at the forefront of computer-science research. CSNET will initially link host computers on a number of other communications networks, including ARPANET, Telenet, and Tymnet. Later, it may be expanded to include other networks.

Video disk Players And Microcomputers Combined: The newest rage in DBS (data-base systems) and CAI (computer-aided instruction) is the combination of a videodisk player and microcomputer system. This allows large, highly intelligent, and low-cost CAI or DBS programs to be created. The videodisk player (VDP) is usually hooked up to the computer system via an RS-232C serial interface or IEEE-488 bus channel.

A user can interrogate and directly access any part of the information on the VDP in a fully interactive manner, with a typical response time of 1 second. For example, the DiscoVision VDP can store up to 100,000 megabytes on either side of a VDP disk. That's roughly the contents of 180 volumes of 300 pages each, or about fifteen years' worth of BYTEs. With this approach, an immense library of information is instantly accessible to the user. Doctors, lawyers, engineers, and any other professionals constantly accessing reference material can have a complete library at their fingertips.

In CAI, the VDP/microcomputer combination makes high-fidelity mono- or multiple-channel audio, color video, and data available. If voice-input equipment matures, it's conceivable that the microcomputer keyboard may not even be needed.

SSM Microcomputer Products demonstrated a VDP/microcomputer system this past April at the San Francisco Computer Fair. The system used a DiscoVision Associates VDP (which is a joint venture of IBM and MCA) and an Apple II.

Peddie and Palvenen Back In Business: In 1975, a small outfit by the name of MOS Technology introduced a microprocessor called the 6502. Nobody paid much attention to it with heavyweights like Intel's 8080 and Motorola's 6800 around. Yet, the 6502 presented some unique features, and a few smart designers latched on to it (eg: Apple Computer Inc.). Then in 1976, MOS Technology introduced a single-board computer called the KIM. Before the KIM, few had even conceived of a whole computer on a single printed-circuit board; and, in 1977, MOS Technology shook everybody with the first "totally integrated personal computer"—the PET.

The 6502 went on to surpass the 8080 and 6800 in sales. The KIM and PET were copied by many companies and spearheaded the rocket-like growth of the personal-computer market.

The two fellows who started and led MOS Technology through its pioneering projects were John O Paivenen (founder) and Chuck Peddle (the technical guru). In late 1976, the company was bought by Commodore International, and John and Chuck lingered there for awhile, then left. They have now started a new venture called Sirius Systems Technology, Scotts Valley, California. Their first product will be a computer system to compete in the small-business-computer field. Strangely enough, it will use an Intel 8085 microprocessor.

Amateur Data Net Urged: A data-communications network for amateurs is being developed by AMRAD (Amateur Radio Research and Development Corporation). A formal proposal for funding of the AMNET (amateur network) project has been submitted to ARRL (American Radio Relay League). In it, AMRAD calls for a North American computer-communications network composed of seven HF (high-frequency) nodes (packet radio stations) tied into local VHF (very high frequency) message systems. (See the July 1981 "BYTELINES," page 214.) A portable node may be added later.

If approved, ARRL will serve as the network manager, AMRAD as the developer, and the VADCG (Vancouver Amateur Digital Communications Group) as the system designer. AMRAD hopes to have its link in operation soon. Different message formats are being developed for electronic mail, information conversations, and file transfer.

Two data-communications networks are already on air, one in Vancouver, British Columbia, and the other in San Francisco. Both systems use the VADCG packet-node-controller boards.

In other data-communications news, Kelly Smith, one...
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of the leading developers of CP/M remote-network systems, is now publishing the CP/M-Net News. The newsletter has up-to-the-minute reports for CP/M developers and users. It costs $18. For details, write to CP/M-Net News, 3055 Waco St, Simi Valley CA 93063.

On another front, Novation Inc, the maker of low-cost modems, has set up a free computer-accessible information number. The system is available 24 hours a day. The data rate is 300 bps (bits per second). To gain access, dial (213) 881-6880 and type CAT followed by Return. You'll be given an eighteen-item menu of the information files (eg: there are modem and printer tests). The files are updated monthly.

Another UNIX Users Group Formed: Uni-ops is a new organization for UNIX fans. It intends to publish a monthly journal and a members' directory. Uni-ops will hold a convention the third week of October in San Francisco. Membership is $24. For details, write to Uni-ops, POB 5182, Walnut Creek CA 94596, or call (415) 933-8564.

Rockwell Casts Off Bubble Memories: Rockwell International, one of the earliest entrants in the bubble-memory market, is abandoning the race. Company sources concede that the bubble-memory market refused to develop as expected. The company will continue making the 256 K-bit bubble-memory devices for military applications. Rockwell had been working on a 1-megabit bubble device. Intel, Texas Instruments, and National Semiconductor are still making bubble-memory devices, and Motorola is expected to enter the market.

Maximum IC Density Predicted: Stanford University's James D Meindl has predicted that the maximum number of transistors fabricated on a single integrated-circuit chip will be 1 billion and that this density will be reached by the turn of the century. That's a big leap from current 8-bit microprocessors, which have about 30,000 transistors, or Intel's new iAPX432 32-bit microprocessor, which has approximately 150,000 transistors on each of the integrated circuits in its three-chip set.

OSI and Montgomery Ward Open Computer Stores: For more than a year, Ohio Scientific and Montgomery Ward (MW) have been experimentally marketing personal computers in selected MW stores. Now the two companies have reached an agreement whereby OSI will site computer stores within MW outlets. Six such stores will be opened soon. The computer stores will be owned and operated by OSI dealers with a percentage of the income going to the Montgomery Ward store.

Memory Fixes Itself On-the-Fly: National Semiconductor has made public details of its new ECC (error-correcting code) memory. The ECC has sixteen spare programmable-memory integrated circuits per megabyte and substitutes a good memory for a faulty one on-the-fly. The error-checking and replacement are transparent to the main computer. While the technique is not new, applying it on the integrated-circuit level is.

Here's how it works: all data written is automatically read back and verified to determine if there is a memory error. If there is, a new integrated circuit is switched with the defective chip by "blowing" off fusible links. The system keeps track of the number of replacement circuits and gives a warning when the number of spares gets low.

Intel also has a self-correcting memory system. It switches memory banks into and out of a system.

Random News Bits: Atari will "private-label" microcomputer systems for Sears Roebuck .... Tandy will go into the OEM (original equipment manufacturing) computer business. Incidentally, Tandy reported net sales for January 1981 of $141.3 million, up from $112.3 million last year, a 26% gain. ... Venture Development Corporation, Wellesley, Massachusetts, is predicting that shipments of personal computers will increase from fewer than 400,000 units in 1980 to almost two million in 1985. That's an effective growth rate of 37% per year. ... RCA has been selected to design and install the Postal Service's first electronic mail system. It's projected to be operating by 1982 .... Intel Corporation has reduced the price of the plastic-package version of the 8088 microprocessor to $14.10, in quantities over 100. The 8088 is instruction-set-compatible with the 16-bit 8086 microprocessor, but uses an 8-bit data bus ....

Random Rumors: It's rumored that Fujitsu is working on a large-capacity Winchester-technology disk drive for the micro/minicomputer market. The "Eagle" will supposedly have a capacity of 464 megabytes, using a 12-inch platter. It is expected to sell for $8000-$8500, in original equipment manufacturers quantities. ... Apple Computer Inc may soon offer a modem card that operates at up to 1200 bps. It may be made by Novation. ... Expect Hewlett-Packard (HP) to unveil a new color-video terminal at a substantially reduced price. It could be out by late summer. HP's current color terminal costs $40,000. ... It's rumored that the Japanese Ministry of International Trade and Industry may fund the development of a "fifth generation" computer with a new architecture far beyond semiconductors. The funding could be as much as $2.1 billion. The undertaking could involve five large Japanese component manufacturers over a seven-year period . . .

Quote Of The Month: "More than a million computers are churning out 220 billion pages of information every working day".... Robert M Price, President, Control Data Corporation.

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

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When I added Apple Pascal to my Apple II Plus system, I discovered that a few of my peripheral-device cards not made by Apple Computer Inc. didn't work under the system. One was the Hayes Microcomputer Products Micromodem II direct-connect modem. Although the Pascal BIOS (basic input/output system) recognizes the Micromodem as a communication card, the BIOS does not contain the software necessary to control the modem's operations.

In BASIC, I could easily call and communicate with other modem-equipped systems, or have them call me. In Pascal, my system can't answer the phone even though the REMIN: and REMOUT: device names are associated with the Micromodem I/O card. This happens because BIOS doesn't use the Hayes modem's on-card firmware as Apple's DOS (disk operating system) and monitor ROM (read-only memory) do.

Various solutions were possible. In the February 1981 issue of BYTE, Thomas H. Woteki described an Apple Pascal support procedure for the Hayes modem. (See "A Pascal Library Unit for the Micromodem II," page 106.) His method included modifying the BIOS routines in the SYSTEM.APPLE disk file and using a fair amount of machine-language routines. I decided against modification of the BIOS to maintain program compatibility with other Apple Pascal users. By using a programming trick that permits direct examination and modification of memory locations from Pascal, I knew I could reduce the amount of machine-language code needed. The final solution was to write a set of Pascal routines to supply some of the original Hayes modem firmware's services and use them in programs as needed.

I have several programs that would use these routines, so I wanted to have them compiled separately from the calling programs. Apple Pascal offers separately compiled routines through the "unit" option. A program gains access to the contents of the unit during compilation through inclusion of a "uses" statement. The object-code file from the compilation is linked with the unit's object-code file to make an executable program. Basically, a unit consists of three parts:

- the unit header, which specifies the name of the unit just as the program header does for normal programs. The name chosen is included in the USES statement of calling programs
- the "interface" portion, which specifies usable items to the calling program. These items could be procedures or functions, and include global data declarations
- the "implementation" portion, which specifies actual routines and functions that implement this unit and its interfaces.

The code included in the interface portion of the Micromodem unit was determined by functions I needed. The BIOS didn't support dialing other systems, answering incoming calls, or handing up the phone. Additionally, I thought that a function to determine if new data is available (similar to the APPLESTUFF "keypress" routine) would be useful because Apple Pascal is not interrupt-driven. Thus the Pascal routines to be coded were:

```pascal
function MM__DIALER (NUMBER: string): boolean;
function MM__ANSWER (TIMING_ENABLED: boolean): boolean;
function MM__KEYPRESS: boolean;
procedure MM__HANGUP;
```

Before programming the implementation portion, I had to solve the fundamental problem of accessing the Control and Status registers on the Micromodem card. Actually, I needed to fool Pascal into allowing access to the contents of actual memory locations. This was accomplished through the infamous Pascal TRIX record, shown in listing 1, which sets up a relation between the variables ADDRESS and MEMORY like that produced by the EQUIVALENCE statement in FORTRAN.

To use the TRIX record, an assignment to the variable ADDRESS (the address field) is done followed by a read or write using the MEMORY
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Listing 1: The TRIX record structure in Apple Pascal produces a relation between the variables ADDRESS and MEMORY like that produced by the EQUIVALENCE statement in FORTRAN.

```pascal
type TRIX =
  record
  case boolean of
    false: (ADDRESS: integer);
    true: (MEMORY: Achar);
  end;
```

Listing 2: The BTRIX record structure is a modification of TRIX for operation on individual bits. Due to the 16-bit operation of the packed-array type, some care must be taken during its use.

```pascal
type BBITS = packed array [0..7] of boolean;
BTRIX =
  record
  case boolean of
    false: (ADDRESS: integer);
    true: (BITS: BBITS);
  end;
```

Listing 3: This short Pascal program demonstrates the use of the TRIX record.

```pascal
type TRIX =
  record
  case boolean of
    false: (ADDRESS: integer);
    true: (MEMORY: Achar);
  end;

procedure MM_SET_MODEM (CBYTE: char);
var MMII: TRIX;
begin
  MMII.ADDRESS := -16251 + 32;
  MMII.MEMORYA := CBYTE;
end;
```

field. The “record” structure makes the integer field into a character pointer.

The TRIX record is adequate except for operations on individual bits in a character. It is common to test bits in I/O interfaces to determine the current status and service required (such as reading a character). For the Micromodem, bit testing is used to determine whether the phone is ringing or if a carrier tone has been detected on the phone line. The bit-operation TRIX record is shown in listing 2. Using the BTRIX record does have its side effects, however. A packed-array type causes the ADDRESS field to point at a word (16 bits or 2 bytes) not just a character (8 bits or 1 byte). When a reference to the MEMORY field is done, 2 bytes are read or written. This is normally not a problem because Pascal allocates data structures of that type in a word.

Reading 2 bytes can be a problem for the Micromodem because the Status and Data registers are adjacent bytes in the address space. A test of the Data Ready status bit will cause the character to be read and thrown away. (The MM_KEYPRESS function in the unit MICROMODEM was written in assembly language to circumvent the double-byte reference.) The example program in listing 3 demonstrates the use of the TRIX-type records.

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Listing 4: Apple Pascal support "unit" for the Hayes Microcomputer Products Micromodem II. Since the Pascal language system does not use the on-board firmware included with this peripheral card, functions to support dialing, answering calls, and automatic hang-up are provided in this procedure. Note that the "_" (underline, ASCII decimal 95) character is used to make the listing more readable, and that the "[*$+*]" braces often replace the "(* *)" comment delimiters.

```
(*$S+*)
unit MICROMODEM;

M I C R O M O D E M  II  S U P P O R T

Author: Scott G. Robinson
120 Upland Rd.
Marlboro, Ma.

Version: 1.0
Creation Date: August 27, 1980
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interface
function MM_KEYPRESS: boolean;
function MM_DIALER(NUMBER: string): boolean;
function MM_ANSWER(TIMING_ENABLED: boolean): boolean;
procedure MM_HANGUP;

implementation
const
[ These ensure Phone Co. standards
  DIAL_PULSE = 120;
  DIAL_PAUSE = 60;
  DIGIT_DELAY = 1200;
  A_2_SEC_DELAY = 3400;
]
[ These describe the Micromodem Registers
  SLOT_X_16 = 32;
  MODEM = -16251;
    M_OFFHOOK = 128;
    M_INIT = 8;
    M_ORIG = 4;
    M_XMTE = 2;
    M_300BAUD = 1;
  STATUS = -16250;
    S_PE = 64;
    S_OVRN = 32;
    S_FE = 16;
    S_RESET = 8;
    S_CD = 4;
    S_XRDY = 2;
    S_RRDY = 1;
  CONTROL = -16250;
    C_INIT = 3;
    C_8BITS = 21;
  DATA = -16249;
]
type
  TRIX = record
    case boolean of
      false: (ADDRESS: integer);
      true: (MEMORY: char);
    end;
  BBITS = packed array[0..7] of boolean;

  BTRIX = record
```
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Listing 4 continued:

```pascal
case boolean of
false:(ADDRESS:integer);
true:(BITS:BBITS);
end;

var
  DIGIT : integer;  // Holds digit while dialing
  I,J : integer;    // Misc loop control vars
  CD,RI : boolean;  // Indicates carrier or ring

procedure WAIT(HOWLONG:integer);
begin
  Delay for specified amount
  var DELAY : integer;
  begin
    for DELAY := 1 to HOWLONG do
      end [WAIT];
  end {WAIT};
end {WAIT};

function MM_GET_STATUS(BIT_NUMBER:integer): boolean;
begin
  Test STATUS BIT_NUMBER and return true if set
  WARNING! An assembly language routine should be used in data transfer usage because PASCAL may read the DATA reg along with the STATUS reg thus causing lost characters or worse.
  var MMII: BTRIX;
  begin
    MMII.ADDRESS := STATUS+SLOT X 16;
    MM_GET_STATUS:=MMII.BITS^[BIT-NUMBER];
  end {MM_GET_STATUS};
end {MM_GET_MODEM};

function MM_GET_DATA: char;
begin
  Return copy of DATA reg as char
  NOTE: PASCAL’s unitread should normally be used for this function.
  var MMII: TRIX;
  begin
    MMII.ADDRESS := DATA+SLOT X 16;
    MM_GET_DATA:=MMII.MEMORY^;
  end {MM_GET_DATA};
end {MM_GET_DATA};

procedure MM_SET_CONTROL(CBYTE:char);
begin
  Set CONTROL reg with CBYTE
  var MMII: TRIX;
  begin
    MMII.ADDRESS := CONTROL+SLOT X 16;
    MMII.MEMORY^ := CBYTE;
  end {MM_SET_CONTROL};
end {MM_SET_CONTROL};
```
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Listing 4 continued:

```pascal
procedure MM_SET_MODEM(CBYTE:char);
begin
    var MMII: TRIX;
    MMII.ADDRESS := MODEM+SLOT_X_16;
    MMII.MEMORY := CBYTE;
end {MM_SET_MODEM};

procedure MM_SET_UP;
begin
    MM_SET_CONTROL(chr(C_INIT));
    MM_SET_CONTROL(chr(C_8BITS));
end {MM_SET_UP};

function MM_KEYPRESS;
begin
    MM_KEYPRESS returns true if a character is ready for input from the micromodem external;
end {MM_KEYPRESS};

function MM_DIALER;
begin
    MM DIALER attempts to establish communication with a modem after dialing NUMBER. If successful the function is 'true' otherwise 'false'.
    MM_SET_MODEM(chr(M_OFFHOOK));
    WAIT(A_2_SEC_DELAY);
    Then dial NUMBER requested. 
    for I := 1 to length(NUMBER) do 
    case NUMBER[I] of 
        '0', '1', '2', '3', '4', '5', '6', '7', '8', '9': 
        begin 
            DIGIT := ord(NUMBER[I])-ord('0'); 
            if DIGIT = 0 then DIGIT := 10; 
            repeat 
                WAIT(DIAL_PAUSE);
                MM_SET_MODEM(chr(0)); 
                WAIT(DIAL_PULSE);
                MM_SET_MODEM(chr(M_OFFHOOK));
                DIGIT := DIGIT - 1;
                until DIGIT = 0;
                WAIT(DIGIT_DELAY);
                end;
        '**': WAIT(A_2_SEC_DELAY);
    end [case];
    end {MM_DIALER};
```

Listing 4 continued on page 318
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Listing 4 continued:

if not(CD) then MM_SET_MODEM(chr(0))
else MM_SET_MODEM(chr(M_OFFHOOK + M_ORIG + M_INIT 
+- M_XMTE + M_300BAUD))

MM_DIALER := CD;
MM_SETUP;
end {MM_DIALER};

function MM_ANSWER;
{
MM_ANSWER answers the telephone if ringing occurs 
during the wait interval and returns "true" if 
a carrier is detected otherwise "false"

begin

{ Wait for Ring indication and then carrier }
J := 20;
CD := false;
RI := false;
repeat
I := 0;
repeat
if not(MM_GET_MODEM(7)) then RI := true;
I := I+1;
until (I=500) or RI;
if TIMING ENABLED then J := J-1;
until (J=0) or RI;
if RI then

{ Answer the phone and wait for carrier }
MM_SET_MODEM(chr(M_OFFHOOK + M_XMTE + M_300BAUD + M_INIT));
I != ord(MM_GET_DATA); {Ensure valid CD-bit}
J := 15;
repeat

Listing 4 continued on page 320

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LISTING 4 CONTINUED:

```pascal
WAIT(A 2 SEC DELAY);
CD := not(MM.GET_STATUS(2));
if TIMING ENABLED then J := J-1;
until (J=0) or CD;
end;
{ If carrier wasn't found then hangup the phone }
if not(CD) then MM.SET.MODEM(chr(0));
MM_ANSWER := CD;

MM_SETUP;
end {MM_ANSWER};
```

procedure MM_HANGUP;
HANGUP hangs up the telephone and returns to the caller.
begin
MM.SET.MODEM(chr(0));
end {HANGUP};

begin {Main Program just Initializes }
MM_SETUP;
end {unit MICROMODEM}.

LISTING 5: Assembly-language routine for the 6502 microprocessor that determines if the next character to be received is waiting in the Micromodem, eliminating problems caused by attempts to retrieve a character before it is ready. The name MM_KEYPRESS is derived from its similarity to the APPLESTUFF "keypress" routine, which performs the same function for the Apple keyboard.

ASMLR:MMKEY.TEXT (c) 1980 Scott G. Robinson Sept. 14, 1980 Page 1
;MM_KEYPRESS support for MICROMODEM

```
.TITLE "MM_KEYPRESS support for MICROMODEM"
;-------------------------------------------------
; MM_KEYPRESS returns a boolean value indicating 
; whether a character is waiting in the micromodem 
; and can be read with UNITREAD in PASCAL 
; Author: Scott G. Robinson 
; 120 Upland Rd. 
; Marlboro, MA 01752 
; (c) 1980 by Scott G. Robinson 
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;-------------------------------------------------

RETURN .EQU 0 ;Return Address
SLTX16 .EQU 020
MMSTAT .EQU 0C0A6 ;Status Register
.FUNC MMKEYPRESS

; function MM_KEYPRESS : boolean;
; PLA
STA RETURN ;Store Return Address
PLA
STA RETURN+1 ;Discard Stack Bias
PLA
PLA
PLA
```

Listing 5 continued on page 322
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Listing 5 continued:

```
LDA MMSTAT ;See if character available
AND #01 ;Bit 0 is Character Ready
TAX ;Store temp
LDA #00 ;Put MSB of return
PHA
TXA
PHA ;Put LSB of return value
LDA RETURN+1 ;Put Return Address back on Stack
PHA
LDA RETURN
PHA
RTS ;Exit Routine
.END
```

Listing 6: Sample utility program that gives the user menu-driven access to the Micromodem support procedure, MICROMODEM.

```
program MMUTIL; uses APPLESTUFF, (*$UMICROMODEM.CODE*)

Micromodem Utility Routine
Demonstrates the usage of the micromodem support unit.
Author: Scott G. Robinson
120 Upland Rd.
Marlboro, MA 01752

const
KEYINP=2;
MMINPUT=7;
MMOUTPUT=8;

var
ANYCHAR : char;
DONE : boolean;
NUMBER : string[32];
RESULT : boolean;
PCHAR: packed array[0..0] of char;

procedure PRINT_MENU;
begin
  page(output);
  writeln('D.C. Hayes Micromodem II Utility');
  writeln('');
  writeln('Pick an option from the following list:');
  writeln('');
  writeln(' # --> Number to Dial = ',NUMBER);
  writeln('');
  writeln(' D --> Dial the number');
  writeln(' A --> Answer the phone');
  writeln(' H --> Hangup the phone');
  writeln(' T --> Go into Terminal mode');
  writeln('');
  writeln('Type <esc> to leave program');
end [PRINT_MENU];
```
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Listing 6 continued:

DONE := false;
NUMBER := "999-9999";
repeat
  RESULT := true;
  PRINT_MENU;
  read(keyboard,ANYCHAR);
  if ANYCHAR <> chr(27) then
    case ANYCHAR of
      ":
        begin
          page(output);
          writeln("Enter Telephone Number to dial:");
          readln(NUMBER);
        end;
      ":
        begin
          page(output);
          writeln("Waiting for call...");
          RESULT := MM_ANSWER(true);
        end;
      ":
        begin
          page(output);
          writeln("Dialing ",NUMBER);
          RESULT := MM_DIALER(NUMBER);
        end;
      ":
        MM_HANGUP;
      ":
        begin
          page(output);
          writeln("Terminal Mode - type 'P to exit");
          RESULT := false;
          repeat
            if keypress then
              begin
                unitread(KEYINP,PCHAR[0],1,1,1);
                if PCHAR[0] = chr(16) then RESULT := true
                else unitwrite(MMOUTPUT,PCHAR[0],1,1,1);
              end;
            if MM_KEYPRESS then
              begin
                unitread(MMINPUT,PCHAR[0],1,1,1);
                write(PCHAR[0]);
              end;
            until RESULT;
          end;
        end [case]
    else
      DONE := TRUE;
    if not(RESULT) then
      begin
        page(output);
        writeln("Operation Failed, type <space> to continue");
        repeat read(keyboard,ANYCHAR); until (ANYCHAR = ' ');
      end;
  until DONE;
end.

Text continued from page 310:
The remaining program listings contain comments that detail the full implementation of the unit. These listings contain characters that you are probably not used to seeing in Apple Pascal unless you have an external terminal. The "_" (underline) character breaks names to make them more readable. You can leave out the "_" everywhere it appears and the program will still work. The brace characters "{ }" replace the comment delimiters "(* *)", in most cases. Listing 4 is the completed Micromodem support unit. Listing 5 is the 6502 assembly-language MM_KEYPRESS routine used as part of the unit. Listing 6 is a sample utility program that uses the unit.
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Life After Death

In the conventional game of Life, death is final, and birth is the beginning. Cells simply vanish when they die, and they appear magically out of nowhere when births occur. The void on both ends saddened me. I could not accept Life without hope or a spiritual dimension. The result is Life After Death. After all, we create the microcosms known as cellular automata and make the rules known as state transitions. We can just as easily change the rules. If we want a cell to have an existence in the hereafter, then so be it.

In Life After Death, cells that die pass on to another state of existence; they enter a netherworld. Likewise, when a birth occurs, a cell from the other world descends to become the newly born cell, a gift from cell heaven or a reincarnation, if you will. More on this later.

The idea behind Life After Death is to explore Life systems with a view to generating interesting moving video displays or attractive printed patterns. This kind of study, however, poses several problems. One is the time and effort required to modify algorithms for new Life systems. A second problem is the slow execution of high-level interpretive languages. (Few of us have the time or inclination to tackle such studies in machine language or assembly language.) A third problem is the difficulty involved in analyzing results and manipulating output. This article illustrates one approach to simplifying these problems. It also suggests the many structures and rules that can be readily implemented.

A good starting point is offered by Jonathan Millen in “One-dimensional Life” (BYTE, December 1978, page 68). One-dimensional Life is easy to program in high-level languages. It also runs fast enough for study purposes.

A program to run this one-dimensional form of Life is shown in listing 1. It is written in extended BASIC for the Radio Shack TRS-80 Model I microcomputer. This version uses a wrap-around procedure so that the first cell, UN(1), is treated as being adjacent to the last cell UN(E), where E represents the number of elements in the cellular universe, or Life-line. The ASCII (American Standard Code for Information Interchange) codes 32 and 191 represent a blank and a fully white video character block on the TRS-80. To facilitate study, the program displays each line as it’s generated. But, the entire screen can be changed by storing the lines and then displaying them after a time delay between displays.

Adding a Hereafter

One way to add a hereafter is to specify a parallel one-dimensional universe of cells, or H-line (hereafter line). Once a pattern is formed in the real world, or P-line (present line), two events immediately take place.

1. An H-line is formed as a negation of the P-line of zeros and ones, i.e.: each zero or off-cell in P is paralleled by an on-cell or a one in H, and vice versa. Second, the H-line drifts relative to the P-line by rotating one cell to the left. (These events are shown in figure 1.)

The rules for Millen’s one-dimensional Life are now applied to the P-line, but with a significant exception. An otherwise possible birth will not occur unless a parallel cell in the spirit world is on. Likewise, a moribund cell will not die unless the adjacent cell in the hereafter is vacant. Its time has not come. (This is illustrated in figure 2.)

Figure 1: A parallel pattern in the hereafter, H-line, is formed by negating the current Life pattern, P-line, and then rotating it by a circular shift to the left.
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Listing 1: Radio Shack Level II BASIC program for one-dimensional Life using Millen's rules. The Life-line wraps around to form a logical circle composed of \(E\) elements. Lines are displayed successively as generated until the screen is full. The display then returns to the top of the screen and continues.

100 

110 CLEAR 128: DIM UN(64): G=0: C=0
115 INPUT "DISPLAY WIDTH (MAX 60)" , E: IF E<0 OR E>MAX THEN PRINT: INPUT P$
120 PRINT"ENTER PATTERN OF 1'S & O'S --MAX": PRINT: INPUT P$
125 IF E<LEN(P$) THEN E=LEN(P$): CENTERING ROUTINE 125-150
130 K=INT((E-LEN(P$))/2)
140 FOR J=1 TO LEN(P$)
150 UN(K+J)=VAL(MID$(P$, J, 1)): NEXT
155 CLS: PRINT @18,11: GOTO 310
160 I=1: G=G+1: C=C+1
165 L1=UN(I): L2=UN(I+1)
170 T0=UN(I): N=T2+T1+L1+L2
180 IF N=0 THEN GOTO 220
190 IF NOT (N=2 OR N=4) THEN UN(I)=0: GOTO 230: ELSE 220
200 IF N=2 OR N=3 THEN UN(I)=1
210 IF N=2 OR N=4 THEN UN(I)=0: GOTO 230: ELSE 220
220 IF N=2 OR N=3 THEN UN(I)=1
230 T2=T1: T1=T0: I=I+1
240 IF I=E GOTO 180
250 IF I=E THEN L1=UN(E): L2=UN(I+1)
260 IF I=E THEN L1=UN(E): L2=UN(I+1)
270 IF NOT (N=2 OR N=4) THEN UN(I)=0: GOTO 190: ELSE 180
280 L=15427+C*64: PRINT @0,9: --DISPLAY ROUTINE 310 TO 340
290 FOR J=1 TO E
300 IF UN(J)=1 POKE L+J, 191: ELSE POKE L+J, 32
310 NEXT: IF C>13 THEN C=-1: GOTO 155: ELSE 155: --MAX C=13!!!

The rules for Life After Death can now be stated:

- Every cell in the hereafter is set opposite in state to its corresponding cell in the parallel current pattern immediately after it is established.
- The cells in the hereafter then drift (rotate) one position to the left. The cause of this drift is not known. Perhaps the drift is more apparent than real. While the world rushes on with its daily concerns of growth and survival, the occupants of the tenuous spirit world simply fade into memory.
- The cells of the pattern are scanned. A birth occurs if a cell is off and has 2 or 3 neighbors and the adjacent spirit cell is on. A neighborhood consists of 2 cells to the left and 2 cells to the right of the cell being scanned. The changes are deferred until the next step is complete.
- A death occurs if a cell in the pattern is on and has 0, 1, or 3 neighbors and the adjacent spirit world cell is off. Changes reflecting births and deaths are now made in the pattern-line. A new cycle of rules can now be applied.

To achieve the objective of easy exploration, Mil len's one-dimensional Life (MIL) was implemented in APL, as shown in listing 2. This gives results identical to the results of the BASIC version in listing 1 except that the APL program is set up for printing. This particular version was run on an APL microcomputer, the MCM-70, of Micro Computer Systems. Readers who studied the article by Mark Niemiec "Life Algorithms" (BYTE, January 1979, page 90) will see that this is the same type of APL algorithm used for John Conway's two-dimensional Life, but much simpler in the one-dimensional system. [Editor's note: John Conway is the English mathematician who invented the game of Life.] The heart of the algorithm is in line 6 of listing 2. The extended pattern (universe) is rotated 2 and 1 positions to the left and 2 and 1 positions to the right. The 4 shifted patterns are then summed.

Figure 2: Without a spirit in the adjacent otherworld cell, an otherwise possible birth cannot occur. If the adjacent space in the hereafter is occupied, an otherwise moribund cell cannot die.
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11 TAXDEP Cash flow vs. depreciation tables
12 CHECK2 Prints NEBS checks along with daily register
13 CHECKBK1 Checkbook maintenance program
14 MORTGAGE/A Mortgage amortization table
15 MULTMON Computes time needed for money to double, triple, etc.
16 SALVAGE Determines salvage value of an investment
17 RVARN Rate of return on investment with variable inflows
18 RCRRNT Rate of return on investment with constant inflows
19 EFFECT Effective interest rate of a loan
20 FVAL Future value of an investment (compound interest)
21 PVAL Present value of a future amount
22 LOAPAY Amount of payment on loan
23 REGWITH Equal withdrawals from investment to leave 0 over
24 SIMPLEX Simple discount analysis
25 DATEVAL Equivalent & non equivalent dated values for oblig.
26 ANNDEF Present value of deferred annuities
27 MARRUP % Markup analysis for items
28 SPINKFUDS Sinking fund amortization program
29 BONDVAL Value of a bond
30 DEPLETE Depletion analysis
31 BLACKSH Black Sheldon options analysis
32 STOCKVAL Estimate of future earnings per share for company
33 VARVAL Value of a warrant
34 BONDE2 Value of a bond
35 EPEST Estimate of future earnings per share for company
36 BALETH Computes alpha and beta variables for stock
37 SHARPE Portfolio selection model, what stocks to hold
38 OPTWRITE Option writing computations
39 RIVAL Value of a right
40 EXPVAL Expected value analysis
41 BAYES Bayesian decisions
42 VALPRF Value of perfect information
43 VALADD Value of additional information
44 UTILITY Derives utility function
45 SIMPLEX Linear programming solution by simplex method
46 TRANS Transportation method for linear programming
47 EROAC Economic order quantity inventory model
48 QUELUE Single server queueing (waiting line) model
49 CVPR Cost-volume-profit analysis
50 CONDROF Conditional profit tables
51 OPTLOSS Opportunity loss tables
52 FQUEO Fixed quantity economic order quantity model

NAME DESCRIPTION
53 FGOODS As above but with shortages permitted
54 FGOODS: As above but with quantity price breaks
55 QUELGCB Cost-benefit waiting line analysis
56 CTANL Net cash flow analysis for simple investment
57 PROFIND Profitability index of a project
58 CAPI Cap. Asset Pr. Model analysis of project

59 WACC Weighted average cost of capital
60 COMPPAY True rate on loan with compensating bal. required
61 DISCBAL True rate on discounted loan
62 MERRAN Merger analysis computations
63 FINRAT Financial ratios for a firm
64 PMV Net present value of project
65 PRINLAS Lapse year price index
66 PRINOPA Peashe price index
67 SEASON Season adjustment index for company
68 TIMTR Time series analysis linear trend
69 TIMEMO Time series analysis moving average trend
70 FURRNF Future price estimation with inflation
71 MALLPC Making list system
72 LETWRF Letter writing system
73 SORTT Sorts list of names
74 LABEL1 Shipping label maker
75 LABEL2 Name label maker
76 BUSELP BUSELP business bookkeeping system
77 TIMELOC Computes weeks total hours from timeclock info.
78 ACCTPAY Generate invoice on screen and print on printer
79 INVOICE In memory inventory control system
80 WINES In memory telephone directory
81 TDRIL Time analysis
82 TIMSUN Optimal assignment algorithm for job assign.
83 AXDROTE In memory accounts receivable system
84 ACCRTEC Computes 3 methods of repayment of loan
85 TERMAS Computes gross pay required for given net
86 PAYNET Computes selling price for given after tax amount
87 SELLPR Computes selling price for given after tax amount
88 ARBPRF Arbitrage computations
89 DEFRSP Sinking fund depreciation
90 ACCTPAY Finds UPS zones from zip code
91 ENVELOPE Type envelopes including return address
92 AUTOEXP Insurance policy file
93 FILES In memory payroll system
94 PAYROLL2 Payroll
95 DILANCE Dilution analysis
96 LOANPRF Loan amount a borrower can afford
97 RENTPRF Purchase price for rental property
98 SELLPR F Salesleasback analysis
99 RCONVPB Investor's rate of return on convertible bond
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The next 3 lines apply the transition rules as a series of logical operations. I refer to this as the "shake and bake" algorithm.

The advantage of using APL becomes evident when we modify the program to achieve Life After Death (LD1), as shown in listing 2. All we have to do is replace line 3, which is a do-nothing line in MIL, with a new line. This defines the hereafter, H, as the negation of the pattern, P, rotated 1 cell to the left. This is done with the built-in editor, which is a standard feature of APL. The new variable joins the logical operations in line 9. OLD represents survivors; NEW and H represent births; P and H represent those whose time has not yet come. Note how closely the coding follows the concept (negate, rotate). It's easy and fast. Another advantage is the ease of display manipulation.

Preliminary experiments with these two programs, MIL and LD1, reveal a weakness in Life After Death. While one-dimensional patterns usually settle down to oscillating forms, the LD1 forms become stationary objects with a tendency to drift to the right of the screen (see figure 3). Failure to generate interesting patterns by a simple extension of one-dimensional Life is another example of a long-known fact—it is difficult to improve existing Life systems. This applies to Millen's simplified system as well as to Conway's two-dimensional Life. The remainder of this article explores ways out of this difficulty. Some of the suggestions may well apply to the standard game of Life.

Before we discuss the addition of a netherworld, it is worth noting that we are dealing with a generalization of the game of Life. We are adding parallel structures with their own transition rules and with rules for interaction between the structures. In the present case, we have two or three parallel, interacting, one-dimensional spaces. Theorists may be quick to point out that Life After Death is equivalent to a simple one-dimensional Life with more than two states for cells and with more complex transition rules. Thus, the states "on" and "off" are augmented by the states "off but candidate for on" and "on but candidate for off." There are practical advantages with the present approach—ease of handling and pattern-generation spinoffs. We can, for example, print only the hereafter or netherworld Life-lines (by replacing P in line 4 of LD1 [listing 2] with H, for example), or we can combine the different Life-lines in various ways for display effects. Note the simplicity of specifying a display. An array of characters is indexed by an array of integers with the result taking the shape of the indexing array.

The introduction of a netherworld, N, brings complications. To speed things along, we will use a cellular theology of heaven and hell. As creators of such a system, we now face difficult choices. Shall hell be the negation of heaven or the reversal? Shall it drift or rotate in the opposite direction and how far? There are more problems. Shall dead cells go to one place or the other? If vacancies exist? Shall the spirits of the newborn come only from heaven, or shall the innocence of the newborn be corrupted from below? After some experimentation, LD3 and LD6 emerged as interesting for pattern-generation potential. They are shown in listing 2 and are compared with MIL and LD1 in the last two columns of figure 3.

LD3 leans toward a variety of oscillators and stationary forms, while LD6 leans more toward stationary forms with some tendency for wider growth. Both of these triple-line forms of Life allow birth if an adjacent cell is occupied in either heaven or hell. Both of them also require an opening in at least one of the parallel lines for an otherwise allowable death to occur. They differ in that hell for LD3 is a combined negation, reversal, and rotation of one cell to the right. LD6, on the other hand, sees the netherworld as a simple contrary rotation of the heavenly pattern 2 cells to the right. These modifications are shown in line 3 of LD3 and LD6 in listing 2. The birth and death consequences show up in line 9. To assist in the inter-

Text continued on page 332
Listing 2: These APL programs for four different Life systems differ in lines 3 and 9 only. Program MIL gives the same results as the BASIC program in listing 1. LD1 adds a hereafter, H. LD3 adds a nethenvorld, N. LD6 does the same, but defines N differently (see text). The influence of the parallel N- and H-lines is determined in line 9 of each program.

```
DISPLAY 'MIL'
0VR+S MIL P
1 +0x12*p,S+(1pS),(1+S)\p+,P
2 R=0pP+(1+S)\p((0.5x(1+S)-pP)\pG+0),P='1'
3START:X+'!
4 0\p' '0' '([P+1],')',\pG
5 +0\x1(G+G+1)>-1+1pS
6 SUM+/[1]2 1 1 2 (4,O,P)\p
7 OLD+(2=SUMxP)v4=SUMxP
8 NEW+(2=SUMx~P)v3=SUMx~P
9 P+OLD\\pNEW
10 +START

DISPLAY 'LD1'
0VR+S LD1 P
1 +0x12\p,S+(10S),(1+S)\p+,P
2 R=0pP+(1+S)\p((0.5x(1+S)-pP)\pG+0),P='1'
3START:H+1P~
4 0\p' '0' '([P+1],')',\pG
5 +0\x1(G+G+1)>-1+1pS
6 SUM+/[1]2 1 1 2 (4,O,P)\p
7 OLD+(2=SUMxP)v4=SUMxP
8 NEW+(2=SUMx~P)v3=SUMx~P
9 P+(PAH)\p(NEWAH)\pOLD
10 +START

DISPLAY 'LD3'
0VR+S LD3 P
1 +0x12\p,S+(10S),(1+S)\p+,P
2 R=0pP+(1+S)\p((0.5x(1+S)-pP)\pG+0),P='1'
3START:N+ 1\pH+1\pB
4 0\p' '0' '([P+1],')',\pG
5 +0\x1(G+G+1)>-1+1pS
6 SUM+/[1]2 1 1 2 (4,O,P)\p
7 OLD+(2=SUMxP)v4=SUMxP
8 NEW+(2=SUMx~P)v3=SUMx~P
9 P+(PAH)\p(NEWAH)\pOLD
10 +START

DISPLAY 'LD6'
0VR+S LD6 P
1 +0x12\p,S+(10S),(1+S)\p+,P
2 R=0pP+(1+S)\p((0.5x(1+S)-pP)\pG+0),P='1'
3START:N+ 2\pH+1\pB~
4 0\p' '0' '([P+1],')',\pG
5 +0\x1(G+G+1)>-1+1pS
6 SUM+/[1]2 1 1 2 (4,O,P)\p
7 OLD+(2=SUMxP)v4=SUMxP
8 NEW+(2=SUMx~P)v3=SUMx~P
9 P+(PAH)\p(NEWAH)\pOLD
10 +START
```

pretation, the three phrases in line 9 of LD3, for example, can be read as:

- Cells whose time has not yet come (P, H, and N)
- Cells that are newborn (NEW, H, or N)
- Cells that survive (OLD)

The use of the reversal operation (backward order) in LD3 leads to an interesting property. The uniqueness of a pattern is determined not only by the sequence of on and off cells, but by its position with respect to the wrap-around point or “ends” of the Life-line. This is shown in figure 4 where the patterns 1011100, 0101110, and 0010111 are compared using LD3. Another point to note with circular or wrap-around Life is that the number of elements and their parity (odd or even) will modify the results when interacting patterns crowd the available space and approach the wrap-around point. Things get more interesting and complicated with larger patterns and Life-lines than are shown here. Many continue to evolve after a few dozen generations. These are left for the interested reader to explore. For those lacking access to APL, it will be necessary to modify the BASIC program accordingly. While not terribly difficult, it will take much more time and effort. Although APL has its problems, when it comes to speed of creating an application and maintaining (modifying) it, it has no peer among languages.

Now what about pattern generation? Many possibilities are open to us using what we have developed here. One scheme would be to fill the screen, then select a different pattern by program every time the scan starts at the top of the screen. Alternatively, a new pattern could be created by some random change in the pattern of the first video line. Likewise, the graphic characters can be changed on each new full screen cycle. Another variation would be to switch algorithms. Strong symmetries can be produced by running the reversed order line display on each half, quarter, and so on, of the screen.

### Figure 3: Comparison of the four APL Life systems using four simple starting patterns.
The Life-lines are 15 cells wide and were run for 14 generations.
the routines are implemented in machine language, they will change much faster. Generally, this makes patterns more interesting. It would also allow lines to be traversed up and down at good speeds so that changing borders or rectangles might be designed. The key to pattern generation thru Life forms is that patterns are evolved not by programming their development but by changing the input data. This is easier than programming specific displays, and it may at times produce some spectacular surprises. The monotony or limited variation that is characteristic of programmed displays is easily avoided with the Life approach.

Many people say that the game of Life is addictive. One purpose of this article is to show how you can study Life without spending entire days in front of your computer. For example, I conducted trials of various triple-line Life systems while I went about other business by writing short supervisory programs (3 short APL lines) that could grind out sequences of pattern variations. I occasionally find it relaxing to experiment with Conway's Life. But I try to avoid the tube-trance syndrome by keeping a notebook on starting patterns and then placing a cardboard screen in front of the tube. On suitable occasions, I let myself peek. If a bare piece of cardboard is too stark for you, label it something like "Conway Cage" or "Anti-Medusa screen."

One final observation on the game of Life. We all have had the experience of demonstrating our home computer to non-computer-type guests who just stand by and yawn. I have found one sure-fire way to hold their interest: say nothing about Life, simply draw their initials or even their names on the screen. Then hit the start key. The reaction is always the same, a cry or a gasp as they see the familiar lines suddenly disintegrate or explode into strange patterns. Now as you explain what your computer does, they won't be bored. You'll have their attention—they've just seen your machine do something magical.
Percom’s Doubler, an add-on circuit board that allows your TRS-80 to store and retrieve data from the Radio Shack disk drives in double-density mode, has been on the market for almost a year now (see the review “Percom’s Doubler” on page 344 in this issue of BYTE). The board comes with Percom’s Double-DOS (disk operating system), an adaption of Radio Shack’s TRS-DOS that lets you use the doubler board without buying a DOS from another source.

Double-DOS is simply Radio Shack’s TRS-DOS with the BACKUP, FORMAT, and COPY commands altered to operate in double-density mode. The COPY command has been changed to let you use special syntax to specify when you are going to transfer files to and from single-density DOS disks. Thus, as soon as you have installed the board and turned on the system, you can immediately enter double-density mode.

The disadvantage of the DOS supplied by Percom is that you can only use double-density formatted disks; single-density disks cannot be mixed with double-density disks. You can transfer files to and from single-density disks, but you cannot read data files, read the directory, or use the disks in any other way while running Percom’s double-density DOS.

There is, however, another double-density DOS on the market that can do this and more: DOSPlus is a complete rewrite of TRS-DOS. Available from Micro Systems Software of Hollywood, Florida, it is a double-density DOS that not only outperforms Percom’s double-density DOS, but also outperforms most of the single-density DOSs. DOSPlus has all the features of TRS-DOS (and Percom’s Double-DOS), so I won’t detail the duplicate functions. Instead, I will focus on the additions to TRS-DOS by DOSPlus, beginning with the LIB (library) functions.
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DOSPlus Commands

The LIB command clearly shows the additions that have been made by DOSPlus (see table 1 for a comparison list of the library functions supplied by TRS-DOS and DOSPlus).

The next major difference is in the FREE command. Rather than give the number of available free granules in the disk drives, DOSPlus gives an actual map of the disk drive specified, clearly labeling those granules used by the directory (a D is displayed), and by programs or data files (an X is displayed). Unused granules have only a period displayed (see listing 2).

Another improvement is in the COPY command. It is not necessary to repeat the name of a file to copy it. For example:

COPY MYFILE/CMD:0 TO MYFILE/CMD:1

does the same thing as the TRS-DOS command:

COPY MYFILE/CMD:0 TO MYFILE/CMD:1

Table 1: Comparison of functions provided by Radio Shack's TRS-DOS versus those provided by DOSPlus.
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<table>
<thead>
<tr>
<th>Model</th>
<th>TCU-100</th>
<th>TCU-150</th>
<th>TCU-500</th>
<th>TCU-410</th>
<th>TCU-68</th>
<th>TCU-2100</th>
<th>TCU-200</th>
<th>TCU-310</th>
<th>SLC-1</th>
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<tr>
<td>Price</td>
<td>$495</td>
<td>$460</td>
<td>$325</td>
<td>$325</td>
<td>$325</td>
<td>$395</td>
<td>$550</td>
<td>$385</td>
<td>$640</td>
</tr>
</tbody>
</table>

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There are other improvements but they are minor.

New Library Commands

BREAK lets you disable the break key to prevent people from using it to get into your programs.

BUILD lets you build a file of DOS commands that can be executed one right after the other. You can build a file that can go from a "boot-up" all the way to running a BASIC program (and setting the memory size to protect a machine-language program and any necessary disk buffers), without the operator having to do anything except press the Reset button.

CLEAR is a simple command that sets all memory locations above hexadecimal 7000 to 0.

CONFIG lets you tell DOSPlus of any special system or drive configurations. You can modify the number of tracks on a disk from 35 to 80, set the track-to-track stepping rate of the read/write head of the drive, use the high-speed or reverse-video modifications (if you have them), or specify if your drives are double sided. You can use this command, for example, to tell DOSPlus that you have an 80-track drive as drive 0, a 35-track drive as drive 1, and a double-sided 40-track drive as drives 2 and 3, as well as take advantage of the high-speed clock modification you've put into your computer. It will now "know" this each time you turn it on, giving you maximum effectiveness and efficiency.

CREATE lets you allocate space to a file before you actually put any information in it, thus eliminating the time required for updating the directory when you use the file. As well, this helps to prevent the file from being "chopped up" into many segments all over the disk. (Keeping the file together reduces drive-head seek time.)

DO tells DOSPlus to execute a file constructed by the BUILD command. It can be used in the AUTO command structure.

FORCE lets you route the I/O (input/output) between the different devices. You can force the computer to send all LPRINTs to the video instead of to the printer, for example. Or you can send the keyboard echo to the printer instead of to the video (handy when trying to do program documentation).

FORMS is, by far, one of the most

Listing 1: An example of the DOSPlus directory function.

<table>
<thead>
<tr>
<th>DIRECTORY</th>
<th>FILENAME</th>
<th>DRIVE</th>
<th>LRL</th>
<th>#LOG</th>
<th>#PHY</th>
<th>#GRN</th>
<th>#SEG</th>
<th>EOF</th>
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<tr>
<td>BASIC</td>
<td>CMD</td>
<td>0</td>
<td>256</td>
<td>16</td>
<td>16</td>
<td>5</td>
<td>1</td>
<td>120</td>
</tr>
<tr>
<td>DDISKZAP</td>
<td>CMD</td>
<td>0</td>
<td>256</td>
<td>11</td>
<td>11</td>
<td>3</td>
<td>1</td>
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<td>COMP6476B</td>
<td>OBJ</td>
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<td>1</td>
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<td>TRANSFER</td>
<td>CMD</td>
<td>0</td>
<td>256</td>
<td>4</td>
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<td>1</td>
<td>1</td>
<td>4</td>
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<td>CRUNCH</td>
<td>CMD</td>
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<td>256</td>
<td>3</td>
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<td>1</td>
<td>1</td>
<td>65</td>
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<td>RESTORE</td>
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</tr>
<tr>
<td>***</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>18 G</td>
</tr>
</tbody>
</table>

Listing 2: An example of the DOSPlus FREE function.

Free space map - Drive 0
00-06: X X X X X X X X X X X X X X X X
07-13: X X X X X X X X X X X X X X X X
14-20: X X X X X X X X X X X X X X X X
21-27: X X X X X X X X X X X X X X X X
28-34: X X X X X X X X X X X X X X X X

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DO command so the user can perform a needed operation such as inserting a data disk. It can be executed from BASIC by using the CMD "DO" command.

RS232 automatically prints out the switch settings of the RS232 board.

DOSPlus Utilities

The BACKUP utility works essentially the same as the BACKUP supplied with TRS-DOS except it is possible to BACKUP a 35-track disk to a 40-, 77-, or 80-track (or any number in between) disk, without losing the additional tracks. This means that although you have purchased a 35-track DOS, you can convert it to a 40-track DOS simply by using FORMAT to make a 40-track disk, and then using BACKUP to move all of the system files, utility files, and any other files on your 35-track disk, to the 40-track disk. You can also reverse the procedure and BACKUP a 40-track disk to a 35-track disk. If you have used only 34 tracks of your 40-track disk, this will work without problems, but if you have used all 40 tracks of your 40-track disk, then you will lose those files on the last 5 tracks.

FORMAT is similar to the TRS-DOS; the difference is that DOSPlus asks you how many tracks you want to format onto the new disk. Any number from 35 to 80 is acceptable.

CLRFILE is an interesting utility that lets you set the contents of a disk file to all 0s, achieving the results of KILLing a file without altering the file's directory entry. The end result is...
as if you used the CREATE command to preallocate space to a file.

COPY1 allows single-drive owners to copy a file from one disk to another without keeping a system disk in drive 0.

CRUNCH is a compression utility that removes unnecessary blanks and REM statements from a BASIC program. CRUNCH will ignore lines containing DATA statements to preserve the integrity of any string DATA. Unlike all the other compression utilities, this one is executed from DOS and reads the BASIC program file and writes it back to the disk under a new name. Thus, you have two files on the disk instead of one—your source file and your new file.

DISKDump is a machine-language program for displaying and modifying files on the disk.

DISKZAP is a powerful disk editor. It is similar in many ways to Apparat's Superzap. It lets you put all Os in disk sectors, copy sectors, print them, verify them, format a disk, and display and modify sectors.

PURGE takes the drudgery out of removing files from your disk. When you type and enter PURGE, DOSPlus will list each file in the directory, one at a time, followed by a question mark. If you type Y, then that file will be deleted from the directory. If you just press ENTER, then nothing is done to that file and the next one is listed.

RESTORE is an emergency use utility. It recovers files that you've accidentally KILLED. It cannot recover files that have been overwritten by SAVEs or DUMPs that you've done since you KILLED the target file.

SPOOL is good for handling large amounts of printer output when you don't want to tie up the computer. This program sets up a buffer in memory (you set the size when you call up this utility) in which output to the printer is stored as it is generated. This buffer is dumped to the printer as fast as the printer can accept it, but if the program is generating data faster than this, the buffer holds the data until it can be printed. This allows more efficient use of the computer's time, since it no longer has to

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stop and wait for the printer to catch up with it. In addition, if the buffer is likely to be overfilled itself, you can specify a disk file that will be used to store data.

TRANSFER moves all the user files on one drive to another in one command, instead of typing in COPY for each file.

DOSPlus BASIC

DOSPlus is sold with two different BASICS on the disk. Both are written in Z80 Assembly Language code, unlike Microsoft BASIC that is written in 8080 code. It has many advantages over the BASIC sold by Radio Shack (and Percom). You can:

- Load BASIC with no protected memory and no disk-file buffers: <BASIC>
- Go from BASIC to DOS, and then reenter BASIC without losing your program: <BASIC *>
- Load BASIC and automatically RUN a program: <BASIC filespec>
- Load BASIC and reserve disk-file buffers: <BASIC -F:2>
- Load BASIC and protect memory: <BASIC -M:64000>
- Do 3, 4, and 5 together: <BASIC filespec -F:3 -M:60000>

Any DOS command can be executed from BASIC by typing CMD"DOS command". (This works internally or externally to a program.) You can move a line from one place in a program to another without having to type it in again: DI xxxx, yyyy moves line xxxx to a new line numbered yyyy. You can duplicate a line: DU xxxx, yyyy puts a duplicate of line xxxx at a new line numbered yyyy. The RENUMBER command allows renumbering of all or part of any BASIC program.

You can add data directly to the end of a sequential file without having to read the entire file into memory first: OPEN"E", 1,"filespec". Sector deblocking of file records is supported in random-access files: OPEN"R", 1,"filespec", xx where xx is

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any number between 1 and 256. Therefore, you can deal with any logical record length desired, regardless of the length of a physical disk sector.

The TAB function has been fixed so that you can LPRINTTAB(101) and have the line printer correctly tab to the 101st column of your paper. TRACE has been modified to control execution of a program by pressing <ENTER> each time you want the next program line to be executed. A variable and line number cross-reference utility has been added to BASIC. And a new command, CMD"M", is now available. CMD"M" will automatically give you a list of all of your program's variables and their current values. CMD"M" is a valid programline command. It is easily the most powerful debugging tool a programmer could have.

Three main differences exist between DOSPlus BASIC and memory-saving DOSPlus TBASIC (Tiny BASIC): BASIC gives you 35,978 available memory locations; TBASIC gives you 40,205. TBASIC does not have expanded error messages (TBASIC says SN ERROR instead of SYNTAX ERROR). And TBASIC does not allow DOS commands from BASIC.

Overall, DOSPlus is a well written and executed DOS. It includes many features not found on other DOSs. It certainly outperforms Percom's Double-DOS. And even though you have to buy it as a separate unit from the Doubler board, it is worth the money, considering its power.

Update
Since this review was written, Micro Systems Software has released version 3.3 of DOSPlus which contains several new features as well as some changes to original functions. Version 3.3 is available in three formats: single-density Radio Shack TRS-80 Model I, double-density TRS-80 Model I with the Percom Doubler, and double-density TRS-80 Model III. Except for some minor aspects of the system conversion (ie: single-density to double-density conversion) utilities and storage capacity, these three versions of DOSPlus are identical from the user's point of view. In fact, DOSPlus-equipped Model IIIIs and Model Is can read each other's double-density disks.

Several changes were made to the basic system configuration. The version 3.3 CONFIG utility no longer assigns a separate drive number to each side of a double-sided disk drive; it defines them as one drive with two sides, A and B. Thus, the user may have either four single-sided drives or three double-sided drives on a system (only three double-sided drives are supported because the select signal for the fourth drive is used as a side-select signal). Unlike version 3.1 DOSPlus, all disk drives on a given system are assigned the same number of tracks.

CONFIG also can access a mode where TRS-80 graphics characters may be directly transmitted to compatible printers such as the Epson MX-80 and the Okidata Microline-80.

Version 3.3 DOSPlus has an improved RS232 command that lets you alter as well as display the serial interface control parameters. You can specify the communications rate in bits per second, alter the format of a data word (number of stop bits, word length, and parity), and control the handshaking protocol for interfacing with virtually any RS232C-compatible device.

The CLEAR command has been modified so that it clears memory starting at location 5700 hexadecimal.

The MAP command shows the disk space allocated to each file on a disk, by track and sector.

In BASIC, a CMD"REF", <parameter> command will immediately print a cross-reference by line number of all variables, keywords, or targets of GOTOs and GOSUBs (with optional hard copy) of any BASIC program in memory. A "LOAD filename,V" or "RUN filename,V" command placed in a BASIC program will execute or load the next BASIC program specified without destroying the contents of the variables used by the previous program. You can now easily pass data and arrays from one BASIC program to the next without having to write to the disk. ...
Hardware Review

Percom’s Doubler

Mahlon G Kelly, 268 Turkey Ridge Rd
Charlottesville VA 22901

Did you ever wish that you had an 8-inch floppy-disk-drive system, 80-track drives, or even a hard disk for your (Radio Shack) TRS-80 Model I?

Granted, disks were a great improvement over cassette tape for storage of programs and data, but many of us quickly found that even disk storage was limiting. Consequently, we bought additional drives but still wanted more storage than was available on each drive. Few of us could afford to trade in our old drives on the new, larger units, and many experimenters read about double-density drives and sighed wishfully, “Why didn’t Radio Shack make the Model I a double-density system?”

A single-density drive expects that much of the data stored on the disk is in the form of null characters. With the older recording heads and disks this practice was necessary. Removal of the null characters can improve storage capacity by 80% (and effect an equivalent change in the data transfer rate). This is called double density, and, in theory, by changing the LSI (large-scale integration) disk-controller device and the DOS (disk operating system) software, it should work with the TRS-80.

More than two years ago, one of the main suppliers of floppy-disk drives, Vista, advertised (and even pictured) a unit that would allow double density with the TRS-80. I was among the first to place an order, and about six phone calls and a year later I learned that they had abandoned the project because of insurmountable software problems. They actually told me that it couldn’t be done.

Ten months ago, Percom, another disk-drive supplier, advertised a similar system, called the Doubler. With a certain amount of skepticism I ordered one. After a month (with delivery promised in a week) and two lost purchase orders, the double-density system arrived. Is it reliable? Does it perform as promised? Is it compatible with other software? Is it easy to install? These and other questions occurred to me, and now that I’ve answered them, I’m convinced. Percom’s conversion nearly doubles the capacity of most disk drives, and it’s very easy to use.

Hardware and Operation

How does the Percom system work? The answer is simple: by putting 18, rather than 10 sectors on a disk track. With a 40-track drive and normal density, you have 400 sectors of storage. With Percom’s Doubler system you have 40 times 18, or 720 sectors of data. During routine operation you only notice this change by the increased storage and speed. (The speed is greater by a factor of 1.8 because more data is read on each rotation of the disk.) If you have 35-, 40-, or 77-track drives, the track number
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doesn't change—there is simply more data stored on each track. The change is made by the simple installation of a small printed-circuit board in the Expansion Interface, and use of one of the double-density operating systems provided by Percom (it provides five different operating systems, the standard being DBLDOS). I will describe these systems later in the article. (See also "DOSPlus: A Double-Density Operating System" on page 334 of this issue.)

Percom supplies almost no information on the hardware modification, although it gives very detailed (almost intimidating) directions for the simple installation. Installation consists of removing the large, conspicuous disk-controller integrated circuit from the interface, plugging it into the little board, and then plugging the board into the original disk-controller socket. There's no trace cutting or soldering. Percom's printed-circuit board has ten small integrated circuits, a few capacitors and resistors, a second disk controller, and a socket for the controller from your interface. I was amused that Percom has removed all of the numbers from the devices, yet an advertisement in a major magazine shows a picture of the board on which all of the numbers can be read. The new controller circuit is used for double-density operation, while the old one allows normal operation. The double-density operating system actually boots in single density, then actuates a software switch that changes between the controllers (the first track on the doubledensity disks is really single density).

An important point of the modification is that if you used your old single-density operating system, you would never know that the hardware modification had been made, except that operation would be more reliable. (For some time, Percom has sold a nice modification called the Data Separator that corrects a reputed design fault in the TRS-80. This board, installed in the same way as the Doubler, prevents read/write and format errors on the highly packed center tracks. The Doubler does the same thing.)

Software

Percom provides five different operating systems: OS-80D, a modification of its own BASIC-oriented operating system OS-80; DBLDOS, the system provided with the Doubler (which is a modification of TRSDOS 2.1 but with errors and key bounce corrected); and NEWDOS/80 or VTOS 4.0, for which it sells patch programs (called DoubleZaps) that convert the systems for double density. It also sells a "super" version of the NEWDOS/80 patch (DoubleZap 2) that sets individual drives to either single or double density. Thus, just as NEWDOS/80 lets you set up a mixture of 35-, 40-, and 77-track drives, this lets you mix single- and double-density units.

I haven't used the OS-80 or OS-80D, and I've only briefly used VTOS without Percom's modification, so I'll say nothing about those systems. Percom tells me that the operating systems are continuously upgraded and that revisions will be sent to users who have returned their warranty card. I did not, however, find much need for revision.

The logical place to begin discussing the software is with DBLDOS. DBLDOS is so similar to TRSDOS that the TRS-80 manual is used for DBLDOS (and you'll need it if you're buying drives for the first time). Percom's documentation of the differences is very complete, with more examples than most of us want to read. There are changes in the BACKUP, FORMAT, and COPY functions, in the invocation of BASIC, and in different track numbers and track seek times. (The useless DEVICE function is also eliminated.) The function changes are needed for double density; the others are logical, simple enhancements of TRSDOS.

To back up (save a copy) or format (initialize) a disk, DOUBLE must be entered first. DOUBLE FORMAT :0 (enter) starts the double-density formatting procedure. You are then asked for the drive name, the date, and the number of tracks on the disk. Nonstandard track numbers are supported, and the default value on the number of tracks is 40.

The command DOUBLE BACKUP :0 TO :1 does what you would expect: it produces a double-density backup of the disk in drive 0 by copying to drive 1, and with the same number of tracks. DOUBLE BACKUP :0 TO :1 T77, however, would format the disk in drive 1 at 77 tracks, and then back up the information from 0, regardless of the number of tracks on that drive. Thus, the 35-track disk that DBLDOS is supplied on can be

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PROBLEMS

DIRCHECK/CMD, and the machine-language version of SuperZap will not work (although the BASIC version will), and RSM2D will not work with disk commands. Patches (using PATCH/BAS) for Electric Pencil, SUPERSCRIPT, the MISOSYS DISK*MOD EDTASM, and the Microsoft editor are provided. Microsoft compiled BASIC works, except for a minor and apparently unimportant change in the use of the Break key. Microsoft FORTRAN-80 is compatible. I'm sure that there are other programs that don't work, but they must be few in number since they would have to have their own disk I/O (input/output) routines, and not many do. All of my own utilities (and I have many) work well.

Problems

Are there any disadvantages to DBLDOS and the Doubler? Yes. The disadvantages become apparent if you have to convert many disks to double density, if you want to use double- and single-density disks on different drives at the same time, or if you want to use cheap disks and cheap drives. Every file must be individually copied from single to double density, and if you have several hundred files it is a very tedious task. Percom should have provided a single-to-double-density backup facility to remedy the problem.

Similarly annoying is the fact that neither the FREE nor DIR command will work on a single-density disk with DBLDOS installed. Thus, when you copy files from single to double you must have another list of file names that were produced using a single-density operating system. Suppose you have a three-drive system and a single-density disk installed in drive 2. If you type FREE, the system will "hang up" while drive 2 makes ten passes, then gives you a meaningless error message. Suppose that, while in DOS, you type GRIBBLE by mistake: the machine will search drives 0 and 1 and then hang up on drive 2 while it is trying to find this absurd, nonexistent file. The delays are irritating, and Percom's advertising doesn't alert you to the problem. Worse, the way I read the advertising suggested that single-density disks could be directly accessed from DBLDOS, and a conversation with a sales engineer left me with the same misconception. If you rely on DBLDOS you should have only double-density disks in the drives unless you are converting from one density to the other.

Percom's answer to this problem was that there is not enough memory to allow mixed-disk (double and single density) operation, although such a system could have been programmed. I can't believe that the system couldn't have been designed so that it would at least recognize a single-density disk and immediately respond with an error message. Also, DIR and FREE utilities (perhaps $DIR and $FREE) that work with single-density disks would have made things much easier. Both programs should have loaded into the same space.

Percom's documentation warns against using disks that are not rated for 40-track and double-density use. If you try to format a bad disk several errors will occur, and if
more than five errors occur the system will refuse to format the disk. I use the cheapest disks available, and some are more than two years old. I found only two out of ten disks that could not take double density, and they only failed on the oldest and most battered of my three drives. I called Percom, and an engineer said they were having a problem discovering which disks worked best with which disk drives (including their own). When I told him I was using MPI (Micro-Peripherals Inc) drives, his response was, “Oh, that explains it—they’ve been checking their drives for double density for more than a year....”

Not all drives are created equal.

Many of the drives that are rated for double density perform well only with disks that are certified for double-density use. I was lucky. If you’re not sure whether or not your drives will work with the commonly available disk media, be prepared to pay for double-density-rated disks, or to replace your drives. (Percom warns that early Shugart Associates drives, as sold by Radio Shack, may not work with double density, although several of my friends use them successfully.)

More on Software

Can these problems be overcome if you use other operating systems? NEWDOS/80 works the same in double density as in single, except that the enhancements for file copying are the same as those used in DBLDOS. And the problems are there as well. All of the utilities that come with NEWDOS/80 also work, except for SuperZap, which is a real loss. The DoubleZap 2 for NEWDOS/80 overcomes all of my previous complaints. If you have a multiple-drive system, any of the drives will automatically operate as single or double density as soon as the command ADR (automatic density recognition) is given after power-up. The status of the drives can be found and changed with the command DSET. Thus DSET may respond with: 0=A/D, 1=A/S, 2=S, indicating that drive 0 is in automatic mode with double density assumed for the first try, 1 is automatic but in single, and 2 is set in single. DSET 2=D would change drive 2 to fixed double, while DSET 2=A/D would make it automatic. The only time I use DSET is to format a disk in single density or to find the setting of the drives.

There are some other changes in DoubleZap 2, and most relate to the allocation of disk space. The operating system now works with “logical track numbers,” each composed of ten physical sectors. Since there are eighteen sectors on a track, the physical track and logical track numbers are different. This has few repercussions except when you are copying. A disk copy is done by logical tracks, so you see 70 tracks copied on a 40-track drive. SuperZap (the machine-language version now works) also looks at logical tracks unless the DFS (display files sector) option is used. This use of logical tracks means that when a disk is copied it must already be formatted, and the copy must be done with the NFMT (no format) option. Otherwise, the copy would try to use the old for-
mat routine (which is still there and can still be used for single-density formatting).

Copying from single to double density must be done using the CBF (copy by file) specification, since the track numbers are different. Double-density formatting is done with the DBLFMT command, which works in the same way as the old FORMAT. A final difference is that when a system disk is copied, the single-density track 0 must be written by a separate routine loaded by the command FIXBOOT. A complete copy sequence for a system disk would look like the following:

```
DBLFMT :1 NAME 12/12/80
COPY :0 TO :1 12/12/80 NFMT
FIXBOOT 1
```

All of the other features of NEWDOS/80 seem to work well, and with double, single, and mixed density. This includes DIRCHECK, FREE, DIR, and every command I tried. In my estimation, the DoubleZap 2 modification of NEWDOS/80 is almost essential for serious use of the modified system.

Are there any remaining problems? Very few. I had some trouble installing DoubleZap, but that was my own fault. Installation is complex, but it is very well described. It does require that all zaps (software patches) through 31 be applied to the old system, and I made a mistake in zap 31 that took me some time to locate.

(Presumably, the mistake would have found me sooner or later.) The double-density system is not compatible with some of the more recent NEWDOS/80 zaps, but Percom has provided modified zaps.

A real problem lies in the use of DBLFMT. I found that it would not work on virtually any of my disks; it told me there were verification errors on the upper tracks. Upon inquiry, Jim Stutsman of Software Etc, who wrote the system, sent me a zap that solved the problem. Apparently the verify uses a worst-case test, and a less stringent test (as used in DLBDOS) passes many more disks. He did warn me to use the modification at my own risk, since bad disks might be formatted.

What about service for any problems that might arise? Although I had problems when I bought the unit, I later found that a knowledgeable sales engineer was always available when I called. I have had no hardware problems, and the three sets of initials on the board that I received showed that it had been very well checked. Percom's literature describes one of the best service arrangements I have seen, and its reputation for service on disk drives is very good. All of my encounters with the manufacturer have been pleasant, and the response has always been helpful and refreshingly forthright.

Overall
Should you buy the Doubler system? If you want more disk space, and particularly more room on each disk, then this seems a practical choice. If you are satisfied with your present system, then it's a gimmick, and unless you like gimmicks you don't need it. If you have 77-track drives, the Doubler will give you more space than you would have with installation of 8-inch drives. If you have 40-track drives, for $200 you can have almost as much space as you would with a 77-track unit. If you have a single 35- or 40-track drive, it might be cheaper to sell your drive and buy a 77-track system.

The Doubler seems to be most useful to a multiple-drive user who must store large amounts of data or many programs; that is, the same person who might consider buying 8-inch drives. In this case, the "super" NEWDOS/80 operating system is almost essential. Most users who need additional drive space will have many files to copy, and the ability of DoubleZap 2 to allow copying of whole disks really improves speed. Of course, the ability to mix double- and single-density disks is also nice.

In summary, I like the Doubler; it's the greatest improvement to my system since I installed disks. It is well designed and reliable, the manufacturer is helpful, the software support is outstanding, and the flexibility of having five operating systems available is great. There's room for improvement in the procedure for converting from single to double density with the operating system provided, but I'm sure that will come. The TRS-80 has had a reputation for being a toy, but with the right enhancements it is a professional machine. The Doubler is one such enhancement.
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Videx Keyboard and Display Enhancer

Mark Pelczarski, 1206 Kings Cir, West Chicago IL 60185

If you plan to use your Apple II computer for word processing and are looking for a lowercase adapter, the Videx Keyboard and Display Enhancer may be your answer. Several adapters allowing an Apple to display lowercase letters on the screen are available. But a problem occurring with most Apple word-processing systems, or any software using uppercase and lowercase, is that the Apple keyboard does not recognize most shifted keys. It will, for instance, identify I and shift-I as the same character, even if you wanted one of them to be lowercase. The most popular adaptation has been to use the ESC (Escape) key as a pseudoshift. When ESC is pressed, a character is actually sent to the computer. Therefore, most text editors have required any character you want capitalized to be preceded by an Escape character. If you wanted the word HUMBUG in all capitals, you'd have to type ESC, H, ESC, U, ESC, M, ESC, B, ESC, U, ESC, G. This tedious process is necessary with most other lowercase adapters because they modify only the display, not the input from the keyboard.

The Videx Keyboard and Display Enhancer modifies both the display and the keyboard input. It uses a jumper to the keyboard ROM (read-only memory) to allow acceptance of standard shift-key operations, and it displays uppercase and lowercase letters on the screen. With this device, you can use an Apple as you would a typewriter. In addition, the Enhancer allows you to change RESET to work only when the CTRL (Control) key is pressed, a useful safety feature for people with early-production Apples. It also allows you to remap character sets by modifying the 2716 EPROM (erasable programmable ROM) included on the board.

The Hardware

The Keyboard Enhancer comes on a 6¼- by 5½-inch card that fits onto the Apple motherboard beneath the keyboard. It replaces the character-generator chip, and two other chips are moved from the motherboard to the Enhancer board. Also, a jumper wire is attached to the keyboard circuit on the underside of the keyboard. Installation takes about an hour, since the Apple housing must be disassembled to reach the required circuits. The manual gives detailed and easy-to-follow instructions for installation, with many photographs. It can be accomplished easily by a novice.

The 2716 EPROM contains two character maps and a character set. The maps determine which character is displayed when a certain keystroke is received. The character set includes all 96 ASCII display characters. All 128 ASCII codes are accessible from the keyboard. Any character or mapping may be changed by reprogramming the EPROM.
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There are two versions of the Enhancer card: one for Revision 0 thru 6 Apples, and one for Revision 7 and later. The Revision 0 thru 6 card has a set of four DIP (dual-inline pin) switches. These switches control the mode of operation the Apple assumes when turned on. In the alpha-lock mode, the Apple operates as it would without the Keyboard Enhancer until you press SHIFT-RESET. This puts you in the alpha-unlock mode, giving you uppercase and lowercase. A Reset operation returns you to the default mode. The DIP switches may be set so the modes are reversed and alpha-unlock is the default. The switches may also be set so the reset key itself does nothing; CTRL-RESET accomplishes the Reset operation. The fourth switch selects between the two alternate character maps.

The Revision 7 version contains an additional set of four switches. One setting of these switches selects whether a set of flashing characters will be numerals and special characters or lowercase letters. The other setting for these switches changes inverse characters to flashing characters, or vice versa.

Compatibility

The de facto standard for lowercase adapters has been the one produced by Dan Paymar. The Videoterm board works with any software compatible with the Paymar adapter. The manual also contains simple modifications allowing Apple Writer, a word-processing program from Apple Computer Inc, to work with the Enhancer. Also in the manual are patches allowing Pascal and either Applesoft floating-point BASIC or Integer BASIC to use the lowercase capabilities. The manual details modifications for any Apple configuration, describing each option available.

The Keyboard Enhancer works with any peripheral card compatible with the Paymar adapter, including the Videoterm 80-column board, the Microsoft SoftCard (except that the SoftCard changes all display output to capitals, though some 80-column boards correct this), and the Hayes Micromodem II. A single-byte adjustment to the Micromodem software is also given in the manual.

Conclusions

When I opened the Enhancer package, I was quite skeptical. There were prominent disclaimers saying Videoterm would not be liable for damage done to any hardware as a direct or indirect result of installing its product. "The entire risk as to its quality and performance is with the buyer." That sounded ominous! After finally getting the nerve to risk the health and well-being of my Apple, I pulled it apart and installed the Enhancer. From step one of the installation, I was extremely impressed with the documentation. The simple instructions answered every question I had. Buyers are not left scrambling for back issues of magazines or newsletters to find fixes for software. The price is $129, twice that of other lowercase display adapters, but if you do much word processing, it's worthwhile.
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CAI, or computer-assisted instruction, programs have achieved a high level of effectiveness as surrogate teachers. These programs present the student with written material on a video display and invite a response to written questions—a valuable approach, as the computer can be programmed to answer according to the individual response, and either reinforce correct answers or aid in the discovery of errors (see figure 1). Unfortunately, the effectiveness of this traditional use of CAI programs is limited by the student's interest in the material and his ability to read it. In many cases, a student does not learn effectively from the written word—whether it appears in a book or on a video screen.

An Example of a Lesson
This article will present a CAI lesson module that uses animated graphics and sound, in addition to the written word, to introduce material to a student. The module is not truly interactive, since my purpose is to demonstrate the use of animation and sound in computer-assisted instruction, but it would be a straightforward procedure to make it interactive. The program is written for the Radio Shack TRS-80 in Level II BASIC, but it can be adapted to other personal computers.

The subject of the module is the replication of a DNA (deoxyribonucleic acid) molecule, which, since it concerns the transmission of hereditary information, is one of the most important topics in any biology course.

The Audio Program
The program in listing 1 uses the BASIC instructions SET and RESET to control the TRS-80 video graphic display and present diagrams that represent the structure of the DNA molecule. (The POKE instruction can be used on other systems.) These diagrams move on the screen, in demonstration of how a DNA molecule replicates itself in the nucleus of a living cell, while an audio text, recorded on cassette tape and controlled by the program, explains the figures and the written information on the video screen. The key BASIC instruction is the Level II output instruction OUT port, value. On the TRS-80, output port 255 controls the cassette recorder: a value of 5 in the OUT instruction turns the recorder on, and a value of 16 turns it off.

The instructor prepares both the visual display and the accompanying audio material on a cassette tape. The most laborious aspect of the preparation concerns the coordination of the display with its accompanying sound. Once the instructor has recorded the audio information in proper sequence, he must determine its duration so that the program can delay the visual display and coordinate it with

Figure 1: The common CAI program follows this general flowchart. The instruction is repetitive, and since only simple text is displayed, no real advantage is gained through the use of a video display.
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Listing 1: This program, designed for use with the CAI lesson module and written in Level II BASIC for the Radio Shack TRS-80, presents an animated visual display of DNA replication.

The subroutine beginning at line 890 fixes the location of a nucleotide on the screen, with its base facing downward. The subroutine beginning at line 760 places a nucleotide on the screen with its base facing upward, and moves it vertically. The values of Q and Z determine which nucleotide is to be displayed (for thymine, Q=1 and Z=1; for adenine, Q=2 and Z=1; for cytosine, Q=1 and Z=2; and for guanine, Q=2 and Z=2). The subroutines beginning at lines 580 and 670 present an entire segment of a DNA molecule, and call the subroutines at lines 890 and 760 as needed.

```
1 REM "THE REPLICATION OF DNA--A TRS-80 COMPUTER ASSISTED INSTRUCTION MODULE"
2 REM AUTHOR: RICHARD R. ECKER
3 REM BOX 145, STATION A, FONCE, PUERTO RICO.
4 REM IN ORDER TO COORDINATE PROPERLY WITH THE AUDIO TEXT I HAVE ON TAPE,
5 REM ALL (REM) STATEMENTS SHOULD BE REMOVED FROM THE PROGRAM.
6 REM A, B, C, D, E DETERMINE THE POSITION ON THE SCREEN OF THE VARIOUS
7 REM LINES 580--670 DELINEATE ONE-HALF OF THE MOLECULE
8 REM SINCE S=Y1, IT WILL NOT MOVE
9 REM DRAW IT
10 REM PREPARE TO DRAW NUCLEOTIDE WITH THYMINE POINTING DOWNWARD
11 REM PREPARE TO DRAW NUCLEOTIDE WITH ADENINE POINTING UPWARD
12 REM SINCE S=Y1, IT WILL NOT MOVE
13 REM PLACE MOVING NUCLEOTIDES ON SCREEN TO DEMONSTRATE REPLICATION
```

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**Listing 1 continued on page 362**
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the audio material. In the program of listing 1, the subroutine beginning at line 950 turns on the recorder, line 960 converts the duration of the audio material (expressed in seconds and stored in the variable TM) to the appropriate terminal value of a FOR-NEXT delay loop (lines 960 and 970), and line 990 turns the recorder off.

**Video Animation**

The program listing contains many comments, but an explanation of some of the graphics may also be helpful. The subroutines beginning at lines 890 and 760 do most of the work. The former fixes the location of a nucleotide (one of the basic structural units of DNA) on the screen, and its base facing downward to the variable TM). The latter subroutine places a nucleotide facing up. Also, the variable TM) to the terminal value of a FOR-NEXT delay loop (lines 960 and 970), and line 990 turns the recorder off.

**A Sample Lesson**

Before a lesson begins, the material is recorded on tape, and the cassette is placed in the recorder. The connecting cable from the computer must be removed from the earphone jack on the recorder for the speaker to be activated. The recorder must be set in the play mode before the program is started.

When the program begins to execute, the first in a series of graphic displays appears on the video screen, and the cassette recorder matches its information to the appearance of the images. Some of the more interesting graphic displays are shown in the ac-

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**Listing 1 continued:**

```plaintext
590 X=20+HMX110=112+N
600 OUT225,N
610 TM=TM+105
620 FORM+1 TO2
630 X=52+HMX110=212+N
640 GOSUB879
650 NEXT
660 RETURN

669 REM SUBROUTINE 670-756 DRAWS THE LOWER HALF OF THE DNA MOLECULE
670 FORM+1 TO2
680 X=52+HMX110=212+N
690 GOSUB576
700 NEXT
710 FORM+1 TO2
720 X=52+HMX110=212+N
730 GOSUB576
740 NEXT
750 RETURN

756 REM SUBROUTINE 748-808 DRAWS THE NUCLEOTIDE FACING DOWNWARD
757 REM THE NUCLEOTIDE DRAWN DEPENDS ON THE VALUES OF (x & z)
758 REM IF x=1, THE NUCLEOTIDE REMAINS STATIONARY; IF IT MOVES
759 REM AND EVENTUALLY MATES WITH ITS PARTNER ON THE UPPER HALFWAY OF THE CHAIN.
760 FORY=YSTHSTEP=1
770 FORX=XTOX+10ISET(I,Y)NEXT
780 FORX=XTOX+6STEP2ISET(1,Y-2)NEXT
790 FORX=XTOX+7STEP3ISET(I,Y-3)NEXT
800 IFZ=1THENF600-XTOX+8STEP4ISET(I,Y-2)NEXT
810 IF Z=1 THENF600-XTOX+3STEP5ISET(1,Y-1)NEXT
820 FORX=XTOX+1ISET(I,Y)NEXT
830 IFY=YTHENRETURN
840 IFZ=1ANDY=6THEN860
850 FORX=XTOX+7STEP5ISET(1,Y-5)NEXT
860 FORX=XTOX+8STEP6ISET(1,Y-6)NEXT
870 FORX=XTOX+5STEP7ISET(I,Y-7)NEXT
880 NEXT
890 REM SUBROUTINE 890-948 DRAWS ONE NUCLEOTIDE FACING DOWNWARD.
899 REM THE NUCLEOTIDE DRAWN DEPENDS ON THE VALUES OF (x & z)
900 FORX+XTOX+10ISET(1,Y)NEXT
910 FORX=XTOX+5STEP1ISET(1,Y-1)NEXT
920 IFZ=1THENF600-XTOX+6STEP2ISET(I,Y+2)NEXT
930 IFZ=1 THENF600-XTOX+3STEP5ISET(1,Y+1)NEXT
940 RETURN
950 REM SUBROUTINE 950-1008 TURNS ON THE CASSETTE RECORDER, DELAYS
960 REM ACCORDING TO THE VALUE OF TM, AND THEN TURNS OFF THE RECORDER.
970 OUT225,N
980 TM=TM+105
990 FORM=0TO101NEXT
1000 RETURN
```

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Education Forum

companying photos, but many of the displays are animated so it is impossible to convey the true image.

Audio Transcript

DNA is a molecule found in the nuclei of all living cells. In this lesson we’ll examine the role it plays in the process of cell division. The DNA molecule is a double chain of nucleotides; let’s look at a section of this molecule. (Display in photo 1a appears.)

Here we see part of the double chain. Now let’s split it down the middle to examine its structure. (Photo 1b.)

We see the chain split down the middle. Each section of the chain consists of a nucleotide, and each nucleotide...
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Photos 3a thru 3g: Animated sequence that demonstrates the passing of genetic information from parent cell to offspring cells. The DNA chain splits, the missing portion of each half is replaced when free nucleotides bond in place, and the new DNA chains take their positions as the cell splits.

The replication has finished, and a new DNA molecule, identical to the original, has been formed from each half of the double chain. (Photo 3g.) We have seen how the molecule DNA, found in all living cells, replicates itself and passes the genetic information to new cells.

Acknowledgments
I wish to thank Ramon Rivera for his technical suggestions regarding this project.
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Anyone who has tried to track down glitches and bugs on a data bus has probably looked with envy at advertisements for those multi-thousand-dollar logic analyzers. If those Cadillac devices are out of your price range, you might like to try the Byte Catcher. This device has quickly become an invaluable addition to my test bench.

Very often your goal is to catch a malfunctioning microprocessor at a particular portion of a program: the occurrence of one instruction, or a port output. Often you simply want to know if a program reached a certain stage. Unfortunately, the days of the front panel with that row of blinking address lights and a single-step switch are gone. Did a certain memory select signal come up when it was supposed to? Is that PROM (programmable read-only memory) putting out correct data?

The Byte Catcher can answer most of these questions. It is based on Advanced Micro Devices' 25LS2521, an 8-bit Equal-to Comparator. This 20-pin TTL (transistor-transistor logic) integrated circuit puts out a logic-low signal whenever the eight A inputs are equal to the eight B inputs. By switch selecting the A inputs you can catch that elusive byte on the fly whenever it occurs. The match can be as short as about 10 ns, which is fast enough for most microcomputer circuits.

A separate enabling line on the chip allows you a ninth input, which is usually used as a data strobe. You can use any number of the eight inputs. I often set the Byte Catcher to watch a single line. On the other hand, gang two of these devices together allows you to monitor all sixteen address lines.

With the addition of a few gates for polarity selection, a DIP (dual-inline package) switch, a 555 timer, and two LEDs (light-emitting diodes), you end up with a fairly powerful multibit logic probe.

The components fit nicely on a breadboard strip, or you can mount the circuit in a box. Since the entire circuit pulls a maximum of only 65 milliamps (with both LEDs on), you can usually take your power off the circuit under test.

Figure 1 shows the Byte Catcher's design. The 8-bit "word" for comparison is preset on the switch SW1. I used an 8-line mini-DIP type, but there are various other types — a thumbwheel hexadecimal switch might be nice for a box-mounted version. The set data is negative logic (that is, a closed switch for a logic zero) because TTL is

---

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easier to pull low than high. The 4.7 K pull-up resistors (R5 to R12) are not really necessary, but are good insurance against noise.

The B inputs come from the device under test. You can fit them onto the board any way you choose, but my experience is that care here saves a lot of cursing later. I bought some Tektronix test clips which attach onto an integrated circuit pin and stay there, as well as some flexible test leads from AP Products (who also make breadboard strips). I brought all inputs to a 16-pin DIP header which plugs into the breadboard.

The optional input trigger (pin 1 of IC2) is handy for creating a "window"; the device will only signal a match when the input trigger is active. For example, you might want to search the data bus for a particular byte, but only when some specific device-select signal is active. SW2 allows either an active high or active low trigger. With the exclusive OR gate (IC2), the rule is to set the switch for the same polarity as your desired trigger; to ground for active low, to VCC for active high. If the trigger is not used, leave the switch on VCC, since an open TTL input pulls itself high; or better, tie the trigger high.

The remainder of the circuit gives you a visible clue of what is going on in the test. More often than not, I take the comparator's output (pin 19 of IC1) and use it as a scope trigger or send it back into the test circuit to generate an interrupt or some other function.

For poking around in a circuit, however, it is handy to use LEDs. The RC (resistor-capacitor) network (R1 and C1) provides a fast trigger pulse for the 555; if the data matches and stays matched for longer than the timer's duty cycle, it stays latched on and you don't know what's happening. R2 and C2 provide the 555 (rigged as a monostable multivibrator) with an on-time of about a half second; you can change this value to suit your taste.

Or, you can substitute a beeper for the LED.

The LED (D1) will light for any data match down to about 10 ns. I use the cross-coupled NAND gate set-reset latch to "remember" a data match, in case I have my head buried in a circuit when it occurs. D2 will light and stay lit when a match occurs. SW3 resets the latch and turns the LED off again. This feature can be eliminated if desired.

You can add any bells and whistles which occur to you. For example, to gang two of the comparators together, you would tie the enable out (pin 19) of the first to the trigger input (pin 1) of the second and use the second enable out as your signal. Tying these two directly to the address bus gives you a switch-selectable, memory-mapped device-select strobe.

Another possibility is to use a pre-settable binary or decade counter (such as a 74LS161) to keep track of how many "hits" occur, or as a trigger input divider (flag a data match on the third... or fifth... or tenth... occurrence of a certain signal). Further gating of the inputs from the device under test could be added for various boolean functions. Or the output (pin 19 of IC1) could be tied back into the polarity selector on the exclusive-OR gate for further decoding. The possibilities are almost endless; I have found I can usually rig up whatever logic I need quickly, with the Byte Catcher as my basic test instrument.

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Figure 1: Schematic diagram of the Byte Catcher Logic Analyzer. The 25LS2521 integrated circuit is an 8-bit Equal-to Comparator made by Advanced Micro Devices which outputs logic low whenever the eight A inputs are equal to the eight B inputs. Parts placement is not critical. See the text for a number of possible variations and modifications to this circuit.
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BYTE July 1981 371
Event Queue

July 1981

July - September
Short Courses from the Continuing Education Institute (CEI), various sites throughout the US. Three- and four-day courses on data-base systems, applied microprocessor systems, microprocessor interfacing, digital filtering, and applied time-series analysis, are being offered by CEI. Fees range from $595 to $795. Contact the Continuing Education Institute, 10889 Wilshire Blvd, Suite 1030, Los Angeles CA 90024, (213) 824-9545.

July 9-10
Software Engineering, Denver CO. Tailored for systems analysts, designers, programmers, and managers, this seminar examines the latest developments in software engineering. For more information, contact Battelle, Seminar and Studies Program, 4000 NE 41st St, POB C-5395, Seattle WA 98105, (206) 523-3130.

July 13-15
The Automated Office, Chicago IL. Sessions will describe an automated office and how it functions. Word and data processing, electronic-communication, and computerized records-management approaches to implementing office automation will be covered. This conference is designed for executives and professionals. Contact Department K-Automated Off, NIMR Seminars, POB 3727, Santa Monica CA 90403, (213) 450-0500.

July 13-17
The Eighth International Colloquium on Automata, Languages, and Processing (ICALP 81), Palm Beach Hotel, Acre (Akko), Israel. Among the seminar topics to be covered at this conference are factoring algorithms, data-flow analysis, linear-decision trees, and countable nondeterminism. For more information, contact Dr Oded Kariv, ICALP 81, Computer Science Department, The Technion, Haifa, Israel.

July 13-24
Computer Camp East, various sites throughout New England. The camp is open to children aged 10 to 17. Contact Professor Howard A Peelle, Instructional Applications of Computers, School of Education, University of Massachusetts, Amherst MA 01002, (413) 545-0496.

July 15-17
Summer Computer Simulation Conference, Washington DC. This conference will present over forty sessions on topics of computer-simulation technology and applications. Contact William E Buchanan, Applied Physics Laboratory, Johns Hopkins Rd, Laurel MD 20810, (301) 953-7100.

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July 20
Passive-Solar Architecture and Computers, Berkeley CA. CALFAS3 is a computer program to model the thermal performance of residential buildings. It is explained in this class for architects, engineers, and energy consultants. Contact Sara Bennett, Berkeley Solar Group, 3140 Grove St, Berkeley CA 94703, (415) 843-7600.

July 20-21
Software Engineering, Seattle WA. For details, see July 9-10.

July 22-24
Diagnostic Software: Planning and Design, the Registry Hotel, Bloomington MN. This is a seminar for designs, test, and diagnostic engineers and managers. Design examples, lectures, informal sessions, and individual and group diagnostic-programming sessions are part of the course. Tuition is $495. Contact Professor Donald D French, Institute for Advanced Professional Studies, One Gateway Center, Newton MA 02158, (617) 964-1412.

July 27-August 10

July 29-31
The 1981 Microcomputer Show, Wembley Conference Centre, London, England. Seminars on microcomputer applications in business, production, and education will be presented. Topics for conference sessions include hardware availability, software packages and development, automatic test equipment, robotics and process control. Exhibits from major European and American manufacturers will also be featured. Contact TMAC, 680 Beach...
August 1981

August 3-7
Workshops in Digital Sound Synthesis and Processing, Digital Music Systems Inc, Boston MA. These workshops will provide a hands-on introduction for electronic-music composers and performers, recording engineers, psychoacoustic researchers, and others who work in the digital-audio field. The topics to be covered are fundamentals of digital audio, unit generators, automated synthesis and processing, nonlinear techniques, digital delay, filtering and reverberation, digital-audio hardware, and future trends. The fee is $300. Contact Digital Music Systems Inc, POB 1632, Boston MA 02110, (617) 542-3042.

August 10-14
Reliability and Life Testing, University of California, Los Angeles, Los Angeles CA. Engineers and scientists involved with the reliability, design, product assurance, quality, and safety aspects of components, equipment, and systems are invited to attend this course. The fee is $775. Contact the Short Course Program Office, 6266 Boelter Hall, UCLA Extension, Los Angeles CA 90024, (213) 825-1047.

August 10-21

August 10-14
Workshops in Digital Sound Synthesis and Processing, Digital Music Systems Inc, Boston MA. For details, see August 3-7.

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- Ward C:Copies discettes without stopping for bad sectors. Bad sectors are replaced by spaces.
- Ward D: “Un-erasers” files. That is, Ward D will recover accidentally erased disk files.
- Ward E: Displays directory of recoverable erased files.

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August 26-29
The Fifth Annual National Small Computer Show, New York Coliseum, New York NY. Daily lectures and a five-hour executives-only seminar will be featured. The executive seminar is designed for upper-level managers who need an introduction to the understanding, acquisition, and use of computers in business. The registration fee for the show is $10 per day. The seminar for executives is $200, which includes all materials are designed for the show is $10 per day. The seminar for executives is $200, which includes all materials.

August 28-30
Personal-Computer Arts Festival '81 (PCAF '81), Philadelphia Civic Center, Philadelphia PA. PCAF '81 will include technical sessions, demonstrations, and exhibits. Also featured is the annual computer-music concert and computer-graphics film and video show. PCAF '81 is being held in conjunction with the Personal Computing Show '81. For complete details, contact PCAF '81, POB 1954, Philadelphia PA 19105.

September 1981

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Four Seminars from Management Information Corporation (MIC), various sites throughout the US. These seminars are designed for businesspeople who need an introduction to system selection and use. For a complete

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Computerized Office Equipment Expo (COEE), Civic Center, Atlanta GA. COEE provides a forum where the owners and executives of small and large businesses can learn about office automation. Office equipment for word processing, record storage and retrieval, and micrographics will be exhibited. Contact Cahners Exposition Group, 222 W Adams St, Chicago IL 60606, (312) 263-4866.

September 9-11
Eurographics '81, Technical University, Darmstadt, West Germany. Almost seventy exhibitors are expected to attend this computer graphics show. Detailed information can be obtained from Diebold Deutschland GmbH, Attn: Dr H J Grobe, Feuerbachstrasse 8, D-6000 Frankfurt/Main, West Germany.

September 10-13
Mid-West Computer Show, McCormick Place, Chicago IL. This show features office systems, data- and word-processing equipment, telecommunications equipment, microcomputers, computer graphics, peripherals, and other related supplies. For information, contact the National Computer Shows, 824 Boylston St, Chestnut Hill MA 02167, (617) 739-2000.

September 14-17
Productivity-An Urgent Priority, Capital Hilton Hotel, Washington DC. This conference is intended to provide a focus on productivity throughout the computer industry. General inquiries for program information should be addressed to Compcon
September 15-17
WESCON/81, Brooks Hall, Municipal Auditorium, and Hilton Hotel, San Francisco CA. Sessions on communications, components and devices, computer and microprocessor hardware and software, office automation, and memory systems will be presented. Computer equipment and related products exhibits will be featured. Contact Electronic Conventions Inc, Suite 410, 999 N Sepulveda Blvd, El Segundo CA 90245, (213) 772-2965.

September 16-18
Diagnostic Software: Planning and Design, Boston MA. For details, see July 22-24.

September 16-18
The Engineer as a Communicator, Crystal City Marriott, Arlington VA. This conference will feature discussions on communications technology, information gathering, storage, and retrieval, using computers in technical communications, and other related topics. Contact Dr Daniel Rosich, School of Business Administration, University of Connecticut, Stamford CT 06903, (203) 322-1673.

September 24-25
Microprocessors: Hardware, Software, and Applications, Worcester Polytechnic Institute, Worcester MA. Among the courses to be offered are hardware and software basics, selection and evaluation of microprocessors, memory and input/output systems, multiprocessor systems, real-time system design, and circuit testing and debugging. For more information, contact Ginny Bazarian, c/o Office of Continuing Education, Worcester

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Call for Papers

"Reliability in Electrical and Electronic Components and Systems" is the theme for the Fifth European Conference on Electrotechnics. The conference will be held at the Technical University of Denmark June 14 through the 18, 1982.

The program committee is soliciting papers on reliability theory, management and economic issues, human and legal aspects, energy processing, and communication data and signal processing. Three copies of a one- or two-page summary in English (the conference language) should be submitted by September 1, 1981. The papers will be accepted on the basis of the summaries. Authors transfer their copyright to the conference after submission of the article.

The conference program will be designed for electrical and electronic engineers, marketing experts, and those concerned with research and development, manufacturing, and applications of electrical and electronic systems. Contact DIEU, Danish Engineers' Post Graduate Institute, The Technical University of Denmark, Bldg 208, DK-2800 Lyngby, Denmark.

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Each issue presents topics applicable to all levels of data processing and to all data-processing systems. Software Maintenance Techniques has articles on the latest modification tools and approaches. Reader contributions are invited. Subscriptions are $20 per year. Contact EduCo Corporation, 6777 Wadsworth, Suite 102, Arvada CO 80003, (303) 424-4425.

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Flint 6500 Users Group

The Flint 6500 Users Group can be contacted at POB 4310, Flint MI 48504; or by calling R Riley (313) 695-1117, weekdays from 7 to 8 PM.
Computer Club in Delaware

DUMPS (Delaware Users of Micro-Processor Systems) is a group of enthusiasts in northern Delaware. DUMPS has a program exchange and supports different microcomputers. Contact John T Lund, 901 Centre Rd, Westover Hills, Wilmington DE 19807, (302) 655-1854.

Apple Group for Teachers

The Apple for the Teacher group promotes the educational uses of Apple computers. Its primary interests are in computer-aided instruction, special education, and funding sources for educational uses of the Apple. A journal, Apple Educators Newsletter, is published.

For additional information, contact Ted Perry, 5848 Riddio St, Citrus Heights CA 95610, (916) 961-7776.

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Educational Electronics is a new monthly newsletter with information on advances in technology for educational purposes. It focuses on the development of computer hardware and software for instructional and administrative purposes. Also included is material on information-retrieval systems, voice synthesis, speech control, audio-visual equipment, and materials for training the handicapped.

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Software Received

Apple

App-L-ISP, a version of the LISP programming language for the Apple II. Floppy disk, $124.95. DataSoft Inc, 19519 Business Center Dr, Northridge CA 91324.

The Asteroid Field, a graphics arcade game for the Apple II. Floppy disk, $24.95. Cavalier Computer, POB 2032, Del Mar CA 92014.

Baker's Trilogy, three arcade-type games for the Apple II. Floppy disk, $29.95. Softape, 10432 Burbank Blvd, North Hollywood CA 91601.

Graphtrix, a text and high-resolution graphics-printing program for the Apple II. Floppy disk, $55. Data Transforms Inc, 906 E Fifth Ave, Denver CO 80218.

Job Costing II, a project-management program for the Apple II. Floppy disk, $160. Garbo, 1205 W Riverside Dr, Carlsbad NM 88220.

Personal Check Manager, a checkbook utility program for the Apple II. Floppy disk, $30. D R Poling, 6929 La Cienega Blvd, Los Angeles CA 90045.

Star Warrior, a graphics action game for the Apple II. Floppy disk, $29.95. Automated Simulations Inc, POB 4247, Mountain View CA 94040.

Super FORTH, a version of the FORTH programming language for the Apple II.

Floppy disk, $49.95. Hayden Book Company Inc, 50 Essex St, Rochelle Park NJ 07662.

CP/M

Eliza, the original Rogerian therapist simulation program for CP/M computers. Floppy disk, $24.95. The Artificial Intelligence Research Group, 921 N La Jolla Ave, Los Angeles CA 90046.


Radio Shack

BasicPro, BASIC programming utility for the TRS-80 Model I. Cassette, $24.95. Softworx, Inc, POB 9080, Seattle WA 98109.

CIE Head Azimuth Alignment Tape, a program-recorder head-alignment utility for the TRS-80 Model I. Cassette, $3.95. Computer Information Exchange, POB 159, San Luis Rey CA 92068.

Devil's Island, an adventure program for the TRS-80 Model I. Cassette, $14.95. Computings, 708 Broadway, Chelsea MA 02150.

GAPP, a cassette-based file-card program for the TRS-80 Model I or III. Cassette, $9.90. Robert G Gallie, 4726 W 13th St, Cicero IL 60650.

Menu Master, a formatted video input and output utility for the TRS-80 Model I or III. Cassette, $24.95. AHEA, 545 Macenta Ln, Diamond Bar CA 91765.

Star Warrior, a graphics-action game for the TRS-80. Cassette, $29.95. Automated Simulation (see above).

Texas Instruments


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Calling All TRS-80 Model II Users

A group of enthusiasts invites all TRS-80 Model II users to participate in a project to document user-developed SVCs (supervisor calls) for TRS-DOS 2.0 and to establish a BASIC memory map for those users that want to use the PEEK and POKE modifications available from several sources. The project seeks to act as a clearinghouse for all TRS-DOS 2.0 SVCs and BASIC memory-map information. The accumulated data will be published and distributed to all participants.

Here are the guidelines:

All submissions must include name, address, and telephone number. Submitted material must not be restricted from being published. When submitting information, send a listing in 80-column format, with as many remarks as possible. The purpose of the SVC must be explained. If the purpose of the SVC is not apparent, a listing using the SVC should be given. Any variables passed must be identified, and their handling into and out of the SVC must be explained. Indicate if the SVC is not original and give the source if possible. Any memory-map information submitted with doubts about its location must be indicated. If the location must work with others, document the use.

The group would appreciate the SVCs being sent on floppy disk, which will be returned after transfer. The group reserves the right to select or reject any submissions and to merge or condense the submission with another. Those submissions printed will be credited to the persons or companies that submitted them.

The group is also interested in any Model II "tricks" or subtle programming ideas. Send submissions to Pete Charlton, 491 Elbow Ct, Weatherford Tx 76086.

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At a trade show a few years ago, I saw a high-quality graphics terminal that was used with a light pen to draw schematic diagrams. A menu of devices was available from the keyboard, and the light pen was used to place the selected device on the screen. Fantastic! ... and only $150,000.

Technology marches on. Some time ago, Apple Computer announced a new product—a Graphics Tablet. My Apple already had Pascal and an M & R Enterprises Sup’r'terminal board, so I only needed the Graphics Tablet (and some software) to build a computer-aided drafting system (see photo 1).

I began the project with a great deal of enthusiasm. Being fairly proficient with Pascal, I did not anticipate any major problems. It was only after I read the fourth page of the Graphics Tablet operation manual that I began to realize I might have bitten off more than I could compile. It read, “... the Graphics Tablet software will not operate ... in an Apple Pascal environment.” I immediately called the Apple Software Hotline (408-996-9868).

Fortunately, the people at Apple were very helpful. They explained that the reason the tablet would not interface to Pascal was that the Pascal BIOS (basic input/output subsystem) did not recognize its existence. They sent me a copy of the BIOS initialization routines, from which I was able to write an assembly-language linkage routine to read data from the pad and transfer it back to Pascal. (Not one to dwell on failures, suffice it to say that it took me three weeks of experimentation to reach that point.)

The program that accomplished this feat was called PAD.ASSY.TEXT (see listing 1). It contained two procedures, one for setting the default parameters, and the other for reading the pad, flashing the cursor, and scaling the results. Both procedures worked in essentially the same manner. First, I accessed hexadecimal location CFFF to disable any active read-only memories in the C800 thru CFFF range (one is found on the Sup’r’terminal board). Then the slot number that contained the Graphics Tablet interface card was stored at hexadecimal location 7F8 and in the 6502 microprocessor’s X-register (a small piece of information missing from the Graphics Tablet manual).

The first address of the slot where the interface card was located was accessed (with a load or store instruction) to enable the read-only memory. (In my case, this was slot number five.) Now the subroutines in the read-only memory were available to the processor. After I called the routines that I needed, I turned off the read-only memories at hexadecimal C800 and executed a return. Pascal’s BIOS took care of turning the Sup’r’terminal read-only memory back on.

After reading the tablet and flashing the cursor, the x and y coordinates were stored at decimal locations 645 thru 648. Pascal recovered this data using the PEEK intrinsic that I added to my library (see “Notes on Absolute Location Interfaces to Apple Pascal,” September 1980 BYTE, page 324). After compiling the main program the Pascal linker linked the program to PAD.ASSY.CODE.

As soon as I could read data from the tablet, I began to work on the program, which I had named LOGIC-
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Listing 1: Assembly-language routine that reads data from the Graphics Tablet for use in Pascal.

; assembly language linkage
; to APPLE GRAPHICS TABLET
;if procedure SETUPAD; external;
; procedure READAD; external;

CFFF .EQU @CFFF ; TURN OFF ALL ROMS
MSTR .EQU 7F8 ; ACTIVE SLOT = Cn
C500 .EQU @C500 ; SLOT ADDR FOR PAD
MREAD .EQU @CF9 ; READ THE PAD
CBF0 .EQU @CBF0 ; XOR CURSOR AND SCALE PAD OUTPUTS
CCA1 .EQU @CCA1 ; MINFAST COUNTRY WITH MUCH OIL
CE90 .EQU @CE90 ; SETUP PAD
C8EA .EQU @C8EA ; SETUP PAGE AND #PAGE FOR SCREEN 1
0800 .EQU 80 ; DELAY FOR 0WAIT (CURSOR ON)

.PROC SETUPAD, 0;
0000 0800 AD FFCF DFLT LDA CFFF LDA #0C5 TAY STA MSLOT LDA PADAT JSR DEFAULT LDA #20 TAY JSR DEF4 STA MSLOT JSR MRPAD RTS

.PROC READAD, 0;
0000 0800 AD FFCF READIT LDA CFFF LDA #0C5 TAY STA MSLOT LDA PADAT JSR MRAD ; PAD ON JSR CURSOUT ; FLASH CURSOR & SCALE X & Y LDA #0DE LDA #0C3 JSR CURSOUT LDA CFFF JSR CURSOUT STA MSLOT RTS

; ON EXIT >> PEN UP/DOWN - <40 (decimal)
; SCALED X (HIGH BYTE) = 46
; SCALED X (LOW BYTE) = 45
; SCALED Y (HIGH BYTE) = 48
; SCALED Y (LOW BYTE) = 47

Assembly complete: 62 lines
0 Errors flagged on this Assembly

DESIGN. At first, I had intended to include the initialization of the logic symbols in the program, but the program got very large, very fast. I then decided to create a file with the logic symbols in it (I needed the practice). I used the example on one of the disks supplied with the Apple's language card (APPLE3, the butterflies program) as a basis for converting groups of strings into boolean arrays. The program LOGIC.SYMB.TEXT (see listing 2) was the result.

As you can see from the listing, each named shape is a square array of pixels (picture elements), 16 elements on a side. Some of the larger devices (eg: JK flip-flop, MSI) are made up of two shapes, end to end. There are ten initialization procedures (INIT1 thru INIT10): Pascal, it seems, has a limit to the number of (code) words in a procedure. When executed, the program creates two files called LOGIC.CHARSET and USER.CHARSET. The files must exist on the prefix disk prior to running LOGICDESIGN. The source file (LOGIC.SYMB.TEXT) and the code file (LOGIC.SYM.CODE) used to create the character-set files
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BYTE July 1981 391
should be saved elsewhere, as they occupy too much room on the disk and are not needed once the character sets have been created.

The program LOGICDESIGN (see listing 3, on page 415) performs an initialization of the tablet and then, waiting for input from the tablet, loops in the procedure MYPLTN. The bottom three rows of the tablet are used as a menu (see figure 1) for selecting the device to be plotted or the function to be executed.

The command menu, from the lower leftmost corner of the tablet to the lower right-hand corner (ie: the bottom row), is decoded as follows:

- CLEAR SCREEN: clears the graphics screen
- CLEAR BLOCK: clears a section of the screen
- CLEAR LOCK: clears the horizontal and vertical locks
- HORIZ LOCK: sets the horizontal lock
- VERT LOCK: sets the vertical lock
- LIST ITEMS: lists the device names on the text screen
- LOAD: loads an image file to the HIRES screen
- SAVE: saves the HIRES screen to an image file
- EXIT: leaves the program (does a SAVE first)
- PRINT SCREEN: transfers the HIRES screen to the printer
- ERASE BORDER: removes the border from the HIRES screen
- DRAW BORDER: draws a border around the HIRES screen
- LABEL: writes characters on the HIRES screen
- DRAW LINES: draws horizontal or vertical lines only

- EAT RIGHT: deletes lines going to the right
- EAT LEFT: deletes lines going to the left
- EAT UP: deletes lines going upwards
- EAT DOWN: deletes lines going downward
- SET USER: allows the user to create a new device
- TOGGLE DEBUG FLAG: sets/clears debug flag

The next two rows up from the bottom of the tablet are used to select devices for plotting (see figure 1). Representations of the devices that can be plotted are shown in the boxes in these two rows. When the program is running, the user simply selects the device he wants to plot or the command he wants to perform from the tablet's menu. The Sup'terminal screen displays the active mode and other useful information (see photos 2a and 2b).

I wrote the program LOGICDESIGN a little at a time and added new functions as I debugged the old ones. Such is the beauty of Pascal. Two procedures do most of the work: the first, MYPLTN, is inside a never-ending loop in the main program (the variable HELLFREEZESOVER does not ever become true). MYPLTN calls MENU if the pen is pushed down outside of the tablet area that is mapped on the Apple's HIRES (high-resolution) screen (ie: if VALIDXY is false). If the pen is pushed down within the screen area, the active device is plotted (if you're in the plotting mode).

When you enter MYPLTN, it checks to see if the pen is down over the CLEAR pad in the upper left-hand corner of the tablet: this executes a special function. It exclusive-OR's the last device plotted, thus making it disappear from the screen. The variable D is used to determine which device to plot. If D is 0, then nothing is plotted. The procedure MENU selects the device that will be plotted or calls a sequence of procedures to effect a specific function. MENU begins by setting D to 0. It then divides X and Y by a value that neatly generates integers concurrent with the boundaries of the boxes on the tablet. (The actual value of the divisor may be different on another tablet.) A set of nested
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CASE statements determines the function that is to be performed.

The procedures SAVESCREEN and LOADSCREEN can (with one or two minor alterations) be found in the Pascal Reference Manual in section 2.2.6.2 (untyped files). These procedures are used to save (or load) the Apple's HIRES display to (or from) a disk file. The disk files are sixteen blocks long (8 K bytes). HIRES image files are appended with .SCRN for the purpose of directory identification. I have considered compressing the data in order to save disk space, but unfortunately I haven't found a method that guarantees this result. I have tried various approaches, including counting the number of similar dots in succession. This works, but if there are more than 4 K changes (on-to-off, off-to-on) then the disk file exceeds sixteen blocks. (I'd be glad to hear any innovative ideas in this area.)

The procedures CONVERTFROM and CONVERTO are used to convert small integer values (between 0 and 16) to and from the boolean array USER3. The values that are stored are the plot offsets used by the "draw-block" statement in MYPLOT. The offset aligns the cursor with a specific point in the plot array. CONVERTO is called by SETUSR. SETUSR allows you to define two devices that are then saved on disk in the file USER.CHARSET, along with the offset information.

GETXY reads the tablet. When this routine is called, it loops around the external procedure READPAD until the pen is pushed down. It then sets the condition of VALIDXY and fixes the Y value. (The tablet's 0,0 is at the top left, Pascal's is the bottom left.)

The final routine that I will mention is PRINTOUT. PRINTOUT is decidedly implementation-dependent. My printer is a HyType I (old, slow, and occasionally reliable) with a serial interface, and it has a limited graphics capability. This limitation is primarily one of time: at 300 bps (bits per second) it takes about 1½ hours to print the screen; to generate a dot, I print "space-space-space", and "space-space" for no dot. (See figure 2.) In order to increase the speed of this process, I look ahead at the beginning of each line, and stop after the last dot in the line. (I also try to avoid printing pictures with borders.)

The sequence of screens in photo 3 labeled "CMOS frequency doubler" gives you some idea of the ease of designing with this system. It took about 1½ minutes to reach the stage shown in photo 3. I then changed the

Figure 2: Sample hard copy produced by HyType I with serial interface.
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Here is great entertainment for everyone! Two players listen while the Atari starts playing a tune. As soon as a player thinks he knows the name of the song, he presses his assigned key or joystick button. There are two ways to play. The first way requires you to type in the name of the song. Optionally, you can play multiple choice, where the computer asks you to select the title from four possibilities. The standard version requires 24K of RAM (32K on diskette) and has over 150 songs on it. You also get a 16K version that has more than 85 songs. The instructions explain how you can add songs to the program, if you wish. Written in BASIC.
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By James Albanese
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Photo 3: Sequence of displays in an actual design project. Diagrams 3a thru 3c were created in less than two minutes, and the circuit was slightly changed in photo 3d. The finished product is shown in photo 3e.

Photo 4: Definition of nonstandard devices. Each component is composed of a 16 by 16 pixel array; two menu items allow users to draw their own components on the video screen.

Listing 2: Apple Pascal program INITLOGIC for creating the components displayed on the video monitor.

```
3 1 1:D 1 (*$L PRINTER:*)
3 1 1:D 1 (*$I PART1,SYMB.TEXT*)
4 1 1:D 1 (**************************************************
5 1 1:D 1 *
6 1 1:D 1 *  This program creates the file 'LOGIC.CHAR.SRT'
7 1 1:D 1 * which is used by LOGICDESIGN. Each character
8 1 1:D 1 * is a 16 by 16 array (of boolean .. i.e. true
9 1 1:D 1 * or false .. 1 or 0).
10 1 1:D 1 *
11 1 1:D 1 * Dan Sokol - 2 Apr 80
12 1 1:D 1 *
13 1 1:D 1 ***************************************************)
14 1 1:D 1 Program INITLOGIC;
```

ever. I already have several ideas for additions, and have had abundant input from friends. And although I have managed to resist the urge to modify long enough to write this article, now that it's done... Did I hear someone say, “Boolean equations as input, schematics as output”?
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BYTE July 1981 397
Listing 2 continued:

15 1 i:D 3 type SHAPE = packed array [0..15,0..15] of boolean;
16 1 i:D 3
17 1 i:D 3 var INVERTER, NAND, NOR, ORGATE, ANDGATE, DTOP, DBOT, JKTOP, JKBOT, BUFFER, GND, PLUS,
18 1 i:D 3 MINITOP, MSIBOT, INV, INTHING, OUT, DOT, CAP, RESISTOR, XOR, XNOR, HCAP, DIODE, SM, BAT,
19 1 i:D 3 MINIDIP, HDIODE, OPAMP, NPN, PNP, MINIDIP, HMSIL, HMSIR, XTAL, WIPER, ZENER,
20 1 i:D 3 LCOIL, RCOIL, VRESIST, USER1, USER2, USER3 : SHAPE;
21 1 i:D 691
21 1 i:D 691 USERFILE, SHAPEFILE : file of SHAPE;
21 1 i:D 1323
21 1 i:D 1323 I,J,ROW : integer;
21 1 i:D 1326
21 1 i:D 1326 BIT : boolean;
22 1 i:D 1327
22 1 i:D 1327
23 1 i:D 1327 (************************************************************************
24 1 i:D 1327 procedure SAVF: SHAPES;
25 1 i:D 1327 heq in
26 1 i:D 1327 rewrite(SHAPF.FILE,'LOCIC.CHARSET');
27 1 i:D 1327 end;
28 1 i:D 1327
29 1 i:D 1327
30 1 i:D 1327
31 1 i:D 1327
32 1 i:D 1327
33 1 i:D 1327
34 1 i:D 1327
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Listing 2 continued on page 400
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Listing 2 continued:

```plaintext
SNAPFILG*:=WIPER; put(SNAPFILG);
SNAPFILE*:=ZENER; put(SNAPFILE);
SNAPFILG*:=LCOIL; put(SNAPFILE);
SNAPFILE*:=RCOIL; put(SNAPFILE);
(* create dummy userfile *)

107 1 3: 1 746 close(USERFILE, lock);
108 1 3: 1 746 USERFILE":=USER3; put(USERFILE);
109 1 3: 1 746 USERFILE":=USER3; put(USERFILE);
110 1 3: 1 746 rewrite(USERFILE, 'USER.CHARSET');
111 1 3: 1 746 close(USERFILE, lock);
112 1 3: 1 746 makeshapes(INV, 'X X
113 1 3: 1 746 makeshapes(INV, 'XX
114 1 3: 1 746 makeshapes(INV, 'XX
115 1 3: 1 746 makeshapes(INV, 'XX
116 1 3: 1 746 makeshapes(INV, 'X X
117 1 3: 1 746 makeshapes(INV, 'X X
118 1 3: 1 746 makeshapes(INV, 'X X
119 1 3: 1 746 makeshapes(INV, 'X X
120 1 3: 1 746 makeshapes(INV, 'X X
121 1 3: 1 746 makeshapes(INV, 'X X
122 1 3: 1 746 makeshapes(INV, 'X X
123 1 3: 1 746 makeshapes(INV, 'X X
124 1 3: 1 746 makeshapes(INV, 'X X
125 1 3: 1 746 makeshapes(INV, 'X X
126 1 3: 1 746 makeshapes(INV, 'X X
127 1 3: 1 746 makeshapes(INV, 'X X
128 1 3: 1 746 makeshapes(INV, 'X X
129 1 3: 1 746 makeshapes(INV, 'X X
130 1 3: 1 746 makeshapes(INV, 'X X
131 1 3: 1 746 makeshapes(INV, 'X X
132 1 3: 1 746 makeshapes(INV, 'X X
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Listing 2 continued on page 402
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Listing 2 continued:

```
133 1 4:1 330 MAKESHAPES(INVERTER,'X X X X '));
134 1 4:1 354 MAKESHAPES(INVERTER,'X X X X ',)
135 1 4:1 378 MAKESHAPES(INVERTER,'X X X X ',)
136 1 4:1 402 MAKESHAPES(INVERTER,'X X X X ',)
137 1 4:1 426 for I:=1 to 5 do
138 1 4:2 440 MAKESHAPES(INVERTER,' X X X X ',)
139 1 4:1 474 ROW:=15;
140 1 4:1 478 MAKESHAPES(OR &=ATE,'XXXX X XX X X',)
141 1 4:1 502 MAKESHAPES(OR &=ATE,'X XX X X ',)
142 1 4:1 526 MAKESHAPES(OR &=ATE,' X X X X ',)
143 1 4:1 550 MAKESHAPES(OR &=ATE,' X X X X ',)
144 1 4:1 574 MAKESHAPES(OR &=ATE,' X X X X ',)
145 1 4:1 598 MAKESHAPES(OR &=ATE,' X X X X ',)
146 1 4:1 622 MAKESHAPES(OR &=ATE,' X X X X ',)
147 1 4:1 646 MAKESHAPES(OR &=ATE,' X X X X ',)
148 1 4:1 670 MAKESHAPES(OR &=ATE,' X X X X ',)
149 1 4:1 694 MAKESHAPES(OR &=ATE,' X X X X ',)
150 1 4:1 718 MAKESHAPES(OR &=ATE,'XXX X X X ',)
151 1 4:1 742 for I:=1 to 5 do
152 1 4:2 756 MAKESHAPES(OR &=ATE,' X X X X ',)
153 1 4:1 780 ROW:=15;
154 1 4:1 794 MAKESHAPES(NOR,'XXXX ',' X X X X ',)
155 1 4:1 818 MAKESHAPES(NOR,' X X X X ',
156 1 4:1 842 MAKESHAPES(NOR,' X X X X ',
157 1 4:1 866 MAKESHAPES(NOR,' X X X X ',
158 1 4:1 890 MAKESHAPES(NOR,' X X X X ',
159 1 4:1 914 MAKESHAPES(NOR,' X X X X ',
160 1 4:1 938 MAKESHAPES(NOR,' X X X X ',
161 1 4:1 962 MAKESHAPES(NOR,' X X X X ',
162 1 4:1 986 MAKESHAPES(NOR,' X X X X ',
163 1 4:1 1010 MAKESHAPES(NOR,' X X X X ',
164 1 4:1 1034 MAKESHAPES(NOR,' XXXX ',
165 1 4:1 1058 for I:=1 to 5 do
166 1 4:2 1072 MAKESHAPES(NOR,' X X X X ',
167 1 4:0 1106 end;
168 1 4:0 1126 (*SP*)
169 1 4:0 1126 **************************** INIT2 ****************************
170 1 4:0 1126 *
171 1 4:0 1126 * Creates arrays from strings.
172 1 4:0 1126 *
173 1 4:0 1126 * Called from : Main program loop.
174 1 4:0 1126 *
175 1 4:0 1126 ****************************
176 1 5:0 1 procedure INIT2;
177 1 5:0 0 begin
178 1 5:1 0 write(' ',
179 1 5:1 10 for I:=1 to 5 do write(' ',
180 1 5:1 14 MAKESHAPES(XOR,' X XXXX ',
181 1 5:1 38 MAKESHAPES(XOR,' X X X X ',
182 1 5:1 62 MAKESHAPES(XOR,' X X X X ',
183 1 5:1 86 MAKESHAPES(XOR,' X X X X ',
184 1 5:1 110 MAKESHAPES(XOR,' X X X X ',
185 1 5:1 134 MAKESHAPES(XOR,' X X X X ',
186 1 5:1 158 MAKESHAPES(XOR,' X X X X ',
187 1 5:1 182 MAKESHAPES(XOR,' X X X X ',
188 1 5:1 206 MAKESHAPES(XOR,' X X X X ',
189 1 5:1 230 MAKESHAPES(XOR,' X X X X ',
190 1 5:1 254 MAKESHAPES(XOR,'X XXXX ',
191 1 5:1 278 for I:=1 to 5 do
192 1 5:2 292 MAKESHAPES(XOR,' ',
193 1 5:1 326 ROW:=15;
194 1 5:1 330 MAKESHAPES(XNOR,' X XXXX ',
195 1 5:1 354 MAKESHAPES(XNOR,' X X X X ',
196 1 5:1 378 MAKESHAPES(XNOR,' X X X X ',
197 1 5:1 402 MAKESHAPES(XNOR,' X X X X ',
198 1 5:1 426 MAKESHAPES(XNOR,' X X X X ',
199 1 5:1 450 MAKESHAPES(XNOR,' X X X X ',
200 1 5:1 474 MAKESHAPES(XNOR,' X X X X ',
201 1 5:1 498 MAKESHAPES(XNOR,' X X X X ',
202 1 5:1 522 MAKESHAPES(XNOR,' X X X X ',
203 1 5:1 546 MAKESHAPES(XNOR,' X X X X ',
204 1 5:1 570 MAKESHAPES(XNOR,'X XXXX ',
205 1 5:1 594 for I:=1 to 5 do
206 1 5:2 608 MAKESHAPES(XNOR,' ',
207 1 5:1 642 ROW:=15;
208 1 5:1 646 MAKESHAPES(NAND,' XXXX ',
209 1 5:1 670 MAKESHAPES(NAND,' X X X X ',
210 1 5:1 694 MAKESHAPES(NAND,' X X X X ',
211 1 5:1 718 MAKESHAPES(NAND,' X X X X ',
212 1 5:1 742 MAKESHAPES(NAND,' X X X X ',
213 1 5:1 766 MAKESHAPES(NAND,' X X X X ',
214 1 5:1 790 MAKESHAPES(NAND,' X X X X ',
215 1 5:1 814 MAKESHAPES(NAND,' X X X X ',
216 1 5:1 838 MAKESHAPES(NAND,' X X X X ',
217 1 5:1 862 MAKESHAPES(NAND,' X X X X ',
218 1 5:1 886 continued on page 404
```

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Listing 2 continued:

218  1  5:1  886  MAKE SHAPES(NAND, 'XXXX' );
219  1  5:1  910  for I:=1 to 5 do
220  1  5:2  924  MAKE SHAPES(NAND, ' ' );
221  1  5:0  958  end;
222  1  5:0  976
223  1  5:0  976  (*SP*)
224  1  5:0  976  *************** INIT3 ***************
225  1  5:0  976  (*SP*)
226  1  5:0  976  * Creates arrays from strings. *
227  1  5:0  976  * Called from : Main program loop. *
228  1  5:0  976  +
229  1  5:0  976  +
230  1  5:0  976  +
231  1  6:0  1  procedure INIT3;
232  2  6:0  0  begin
233  3  6:1  10  write('.');
234  3  6:1  110  ROW:=15;
235  3  6:1  14  MAKE SHAPES(ANDGATE, 'XXXX' );
236  3  6:1  38  MAKE SHAPES(ANDGATE, 'XX' );
237  3  6:1  62  MAKE SHAPES(ANDGATE, 'X XXX' );
238  3  6:1  86  MAKE SHAPES(ANDGATE, 'X X' );
239  3  6:1  110  MAKE SHAPES(ANDGATE, 'X X X' );
240  3  6:1  134  MAKE SHAPES(ANDGATE, 'X X X X' );
241  3  6:1  158  MAKE SHAPES(ANDGATE, 'X X X X X' );
242  3  6:1  182  MAKE SHAPES(ANDGATE, 'X X X X X X' );
243  3  6:1  206  MAKE SHAPES(ANDGATE, 'X X X X X X X' );
244  3  6:1  230  MAKE SHAPES(ANDGATE, 'X X X X X X X X' );
245  3  6:1  254  MAKE SHAPES(ANDGATE, 'X X X X X X X X X' );
246  3  6:1  278  for I:=1 to 5 do
247  4  6:2  292  MAKE SHAPES(ANDGATE, ' ' );
248  4  6:1  326  ROW:=15;
249  4  6:1  330  MAKE SHAPES(BUFFER, 'X' );
250  4  6:1  354  MAKE SHAPES(BUFFER, 'XX' );
251  4  6:1  378  MAKE SHAPES(BUFFER, 'XXX' );
252  4  6:1  402  MAKE SHAPES(BUFFER, 'XXXX' );
253  4  6:1  426  MAKE SHAPES(BUFFER, 'XXXXX' );
254  4  6:1  450  MAKE SHAPES(BUFFER, 'XXXXXX' );
255  4  6:1  474  MAKE SHAPES(BUFFER, 'XXXXXXX' );
256  4  6:1  498  MAKE SHAPES(BUFFER, 'XXXXXXXX' );
257  4  6:1  522  MAKE SHAPES(BUFFER, 'XXXXXXXXX' );
258  4  6:1  546  MAKE SHAPES(BUFFER, 'XXXXXXXXXX' );
259  4  6:1  570  MAKE SHAPES(BUFFER, 'XXXXXXXXXXX' );
260  4  6:1  594  MAKE SHAPES(BUFFER, 'XXXXXXXXXXXX' );
261  4  6:1  618  MAKE SHAPES(BUFFER, 'XXXXXXXXXXXXX' );
262  4  6:1  642  MAKE SHAPES(BUFFER, 'XXXXXXXXXXXXXX' );
263  4  6:1  666  MAKE SHAPES(BUFFER, 'XXXXXXXXXXXXXXXX' );
264  4  6:1  690  MAKE SHAPES(BUFFER, 'XXXXXXXXXXXXXXXXX' );
265  4  6:1  714  ROW:=15;
266  5  6:1  718  MAKE SHAPES(RESISTOR, 'X X X X X' );
267  5  6:1  742  MAKE SHAPES(RESISTOR, 'XXX X X X XXXX' );
268  5  6:1  766  MAKE SHAPES(RESISTOR, 'X XXXX X X X X' );
269  5  6:1  790  for I:=1 to 13 do
270  6  6:2  884  MAKE SHAPES(RESISTOR, ' ' );
271  6  6:1  838  ROW:=15;
272  6  6:1  842  for I:=1 to 5 do
273  7  6:2  856  MAKE SHAPES(GND, 'X' );
274  7  6:1  890  MAKE SHAPES(GND, 'XXXXXXXXX' );
275  7  6:1  914  MAKE SHAPES(GND, 'XXXXXXXXXX' );
276  7  6:1  938  MAKE SHAPES(GND, 'XXXXXXXXXXXX' );
277  7  6:1  962  MAKE SHAPES(GND, 'XXXXXXXXXXXXX' );
278  7  6:1  986  MAKE SHAPES(GND, 'XXXXXXXXXXXXXXXX' );
279  7  6:1  1010  for I:=1 to 6 do
280  8  6:2  1024  MAKE SHAPES(GND, ' ' );
281  8  6:0  1058  end;
282  8  6:0  1078  (*SP*)
283  8  6:0  1078  *************** INIT4 ***************
284  8  6:0  1078  (*SP*)
285  8  6:0  1078  * Creates arrays from strings. *
286  8  6:0  1078  * Called from : Main program loop. *
287  8  6:0  1078  *
288  8  6:0  1078  *
289  8  6:0  1078  *
290  7:0  1  procedure INIT4;
291  8  7:0  0  begin
292  9  7:1  0  write('.');
293  9  7:1  10  ROW:=15;
294  9  7:1  14  MAKE SHAPES(PLUS5, 'XXX XXX ' );
295  9  7:1  38  MAKE SHAPES(PLUS5, 'XXXXXXXX XXX XXX ' );
296  9  7:1  62  MAKE SHAPES(PLUS5, 'XXXXXXXXX XXX XXX XXX XXX ' );
297  9  7:1  86  MAKE SHAPES(PLUS5, 'XXXXXXXXXXX XXX XXX XXX XXX XXX XXX ' );
298  9  7:1  110  MAKE SHAPES(PLUS5, 'XXXXXXXXXXXX XXX XXX XXX XXX XXX XXX XXX XXX XXX ' );
299  9  7:1  134  for I:=1 to 5 do
300  10  7:2  148  MAKE SHAPES(PLUS5, ' ' );
301  10  7:2  182  for I:=1 to 6 do
302  10  7:2  196  MAKE SHAPES(PLUS5, ' ' );

Listing 2 continued on page 406
Ultimate STATIC RAM is here!

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Listing 2 continued:

ROW:=15;
for I:=1 to 4 do
  MAKESHAPES(CAP,' X ');
end;

ROW:=15;
for I:=1 to 4 do
  MAKESHAPES(DOT,' XX ');
end;

ROW:=15;
for I:=1 to 4 do
  MAKESHAPES(INTTHING,' X ');
end;

ROW:=15;
for I:=1 to 4 do
  MAKESHAPES(JKTOP,' XX ');
end;

ROW:=15;
for I:=1 to 4 do
  MAKESHAPES(JKBOT,' XX ');
end;

Listing 2 continued on page 408
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Listing 2 continued:

387   1   8:1   966   || MAKESHAPES(JKBOT, X X X X X);
388   1   8:1   980   || MAKESHAPES(JKBOT, X X X X X);
389   1   8:1  1014   || MAKESHAPES(JKBOT, X X X X X);
390   1   8:1  1038   || MAKESHAPES(JKBOT, X X X X X);
391   1   8:1  1062   || MAKESHAPES(JKBOT, X X X X X);
392   1   8:1  1086   || MAKESHAPES(JKBOT, X X X X X);
393   1   8:1  1110   || MAKESHAPES(JKBOT, X X X X X);
394   1   8:0  1134   || MAKESHAPES(JKBOT, X X X X X);
395   1   8:0  1154   (**$I PART1.SYMB.TEXT**)
396   1   8:0  1154   (**$I PART2.SYMB.TEXT**)
397   1   8:0  1154   (**$I**)
398   1   8:0  1154   ************ INIT6  **************
399   1   8:0  1154   * Creates arrays from strings.
400   1   8:0  1154   *
401   1   8:0  1154   * Called from: Main program.
402   1   8:0  1154   *
403   1   8:0  1154   ********************************
404   1   9:0  1 procedure INIT6;
405   1   9:0  0   begin
406   1   9:1   0   write ('.');
407   1   9:1   10
408   1   9:1   14   || MAKESHAPES(DTOP, X X X X X);
409   1   9:1   38   || MAKESHAPES(DTOP, X X X X X);
410   1   9:1   62   || MAKESHAPES(DTOP, X X X X X);
411   1   9:1   86   || MAKESHAPES(DTOP, X X X X X);
412   1   9:1  110   || MAKESHAPES(DTOP, X X X X X);
413   1   9:2   124   || MAKESHAPES(DTOP, X X X X X);
414   1   9:1   158   || MAKESHAPES(DTOP, X X X X X);
415   1   9:1   182   || MAKESHAPES(DTOP, X X X X X);
416   1   9:1   206   || MAKESHAPES(DTOP, X X X X X);
417   1   9:1   230   || MAKESHAPES(DTOP, X X X X X);
418   1   9:1   254   || MAKESHAPES(DTOP, X X X X X);
419   1   9:1   278   || MAKESHAPES(DTOP, X X X X X);
420   1   9:2   302   || MAKESHAPES(DTOP, X X X X X);
421   1   9:2   326   for I:=1 to 2 do
422   1   9:2   340   MAKE SHAPES(DTOP, X X X X X);
423   1   9:2   374   || MAKESHAPES (DROT, X X X X X);
424   1   9:1   378   || MAKESHAPES(DROT, X X X X X);
425   1   9:1   402   || MAKESHAPES(DROT, X X X X X);
426   1   9:1   426   || MAKESHAPES(DROT, X X X X X);

Listing 2 continued on page 410
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Listing 2 continued:

```plaintext
512 1 111:1 0  write(',');
513 1 111:1 10  ROW:=15;
514 1 111:1 14  for I:=1 to 3 do  
515 1 111:2 28  MAKESHAPES(PNP, ' X X X X ');
516 1 111:1 62  MAKESHAPES(PNP, ' X X X X ');
517 1 111:1 86  MAKESHAPES(PNP, ' X X X X ');
518 1 111:1 110  MAKESHAPES(PNP, ' X X X X ');
519 1 111:1 134  MAKESHAPES(PNP, ' X X X X ');
520 1 111:1 158  MAKESHAPES(PNP, ' X X X X ');
521 1 111:1 182  MAKESHAPES(PNP, ' X X X X ');
522 1 111:1 206  MAKESHAPES(PNP, ' X X X X ');
523 1 111:1 230  MAKESHAPES(PNP, ' X X X X ');
524 1 111:1 254  MAKESHAPES(PNP, ' X X X X ');
525 1 111:1 278  for I:=1 to 4 do  
526 1 111:2 292  MAKESHAPES(PNP, ' X X X X ');
527 1 111:1 326  ROW:=15;
528 1 111:1 330  for I:=1 to 3 do  
529 1 111:2 344  MAKESHAPES(PNP, ' X X X X ');
530 1 111:1 378  MAKESHAPES(PNP, ' X X X X ');
531 1 111:1 402  MAKESHAPES(PNP, ' X X X X ');
532 1 111:1 426  MAKESHAPES(PNP, ' X X X X ');
533 1 111:1 450  MAKESHAPES(PNP, ' X X X X ');
534 1 111:1 474  MAKESHAPES(PNP, ' X X X X ');
535 1 111:1 498  MAKESHAPES(PNP, ' X X X X ');
536 1 111:1 522  MAKESHAPES(PNP, ' X X X X ');
537 1 111:1 546  MAKESHAPES(PNP, ' X X X X ');
538 1 111:1 570  MAKESHAPES(PNP, ' X X X X ');
539 1 111:1 594  MAKESHAPES(PNP, ' X X X X ');
540 1 111:2 608  MAKESHAPES(PNP, ' X X X X ');
541 1 111:1 642  ROW:=15;
542 1 111:1 646  MAKESHAPES(BAT, ' X X X X ');
543 1 111:1 670  MAKESHAPES(BAT, ' X X X X ');
544 1 111:1 694  MAKESHAPES(BAT, ' X X X X ');
545 1 111:1 718  MAKESHAPES(BAT, ' X X X X ');
546 1 111:1 742  MAKESHAPES(BAT, ' X X X X ');
547 1 111:1 766  MAKESHAPES(BAT, ' X X X X ');
548 1 111:1 790  MAKESHAPES(BAT, ' X X X X ');
549 1 111:1 814  for I:=1 to 9 do  
550 1 111:2 828  MAKESHAPES(BAT, ' X X X X ');
551 1 111:1 862  ROW:=15;
552 1 111:1 866  MAKESHAPES(SW, ' X X X X ');
553 1 111:1 890  MAKESHAPES(SW, ' X X X X ');
554 1 111:1 914  MAKESHAPES(SW, ' X X X X ');
555 1 111:1 938  MAKESHAPES(SW, ' XX X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X X
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Listing 2 continued:

Listing 2 continued:

```plaintext
595  1  12:1  458  MAKESHAPES(XTAL, ' X X ');
596  1  12:1  482  for I:=1 to 9 do MAKESHAPES(XTAL, ' X ');
597  1  12:2  496  for I:=1 to 9 do MAKESHAPES(XTAL, ' X ');
598  1  12:1  530  ROW:=15;
599  1  12:1  554  - MAKESHAPES(WIPER, ' X ');
600  1  12:1  557  MAKESHAPES(WIPER, ' X ');
601  1  12:1  580  MAKESHAPES(WIPER, ' XXX ');
602  1  12:1  603  for I:=1 to 4 do MAKESHAPES(WIPER, ' X ');
603  1  12:2  617  for I:=1 to 9 do MAKESHAPES(WIPER, ' X ');
604  1  12:1  650  for I:=1 to 9 do MAKESHAPES(WIPER, ' X ');
605  1  12:1  664  MAKESHAPES(WIPER, ' X ');
606  1  12:1  677  MAKESHAPES(WIPER, ' X ');
607  1  12:1  701  MAKESHAPES(ZENER, ' X ');
608  1  12:1  724  MAKESHAPES(ZENER, ' X ');
609  1  12:1  747  MAKESHAPES(ZENER, ' X ');
610  1  12:1  770  MAKESHAPES(ZENER, ' X ');
611  1  12:1  793  MAKESHAPES(ZENER, ' XXX ');
612  1  12:1  816  MAKESHAPES(ZENER, ' X ');
613  1  12:1  839  MAKESHAPES(ZENER, ' XXX ');
614  1  12:1  862  MAKESHAPES(ZENER, ' XXX ');
615  1  12:1  885  MAKESHAPES(ZENER, ' XXX ');
616  1  12:1  908  for I:=1 to 4 do MAKESHAPES(ZENER, ' X ');
617  1  12:2  922  for I:=1 to 3 do MAKESHAPES(ZENER, ' X ');
618  1  12:1  955  MAKESHAPES(ZENER, ' X ');
619  1  12:2  969  MAKESHAPES(ZENER, ' X ');
620  1  12:0  1002  end;
621  1  12:0  1030  (*SP*)
622  1  12:0  1030  ************* INIT0 *************
623  1  12:0  1030 *
624  1  12:0  1030 * Creates arrays from strings.
625  1  12:0  1030 *
626  1  12:0  1030 * Called from : Main program.
627  1  12:0  1030 *
628  1  12:0  1030 ************* INIT0 *************
629  1  13:0  1 procedure INIT0;
630  1  13:0  begin
631  1  13:1  0  for I:=1 to 4 do begin
632  1  13:1  14  ROW:=16-(4*I);
633  1  13:1  24  MAKESHAPES(LCOIL, ' X X ');
634  1  13:1  57  for I:=1 to 8 do begin
635  1  13:1  71  MAKESHAPES(LCOIL, ' X X X ');
636  1  13:1  83  for I:=1 to 4 do begin
637  1  13:1  116  MAKESHAPES(LCOIL, ' X X X X ');
638  1  13:1  130  for I:=1 to 4 do begin
639  1  13:1  147  MAKESHAPES(LCOIL, ' X X X X ');
640  1  13:1  175  for I:=1 to 4 do begin
641  1  13:1  189  MAKESHAPES(RCOIL, ' X ');
642  1  13:1  199  for I:=1 to 8 do begin
643  1  13:1  232  MAKESHAPES(RCOIL, ' X ');
644  1  13:1  246  for I:=1 to 8 do begin
645  1  13:1  258  MAKESHAPES(RCOIL, ' XXX ');
646  1  13:1  291  for I:=1 to 4 do begin
647  1  13:1  305  MAKESHAPES(RCOIL, ' X X ');
648  1  13:1  317  for I:=1 to 4 do begin
649  1  13:1  350  MAKESHAPES(RCOIL, ' X X ');
650  1  13:1  354  for I:=1 to 16 do
651  1  13:2  368  MAKESHAPES(USER1, ' X ');
652  1  13:1  401  for I:=1 to 16 do
653  1  13:1  405  MAKESHAPES(USER2, ' X ');
654  1  13:1  419  for I:=1 to 16 do
655  1  13:1  452  MAKESHAPES(USER3, ' X ');
656  1  13:1  456  for I:=1 to 16 do
657  1  13:2  470  MAKESHAPES(USER3, ' X ');
658  1  13:1  503  MAKESHAPES(USER3, ' X ');
659  1  13:1  567  MAKESHAPES(VRESIST, ' X ');
660  1  13:1  580  MAKESHAPES(VRESIST, ' X ');
661  1  13:1  553  MAKESHAPES(VRESIST, ' X ');
662  1  13:1  576  MAKESHAPES(VRESIST, ' X ');
663  1  13:1  599  MAKESHAPES(VRESIST, ' X ');
664  1  13:1  622  MAKESHAPES(VRESIST, ' X ');
665  1  13:1  645  MAKESHAPES(VRESIST, ' X ');
666  1  13:1  668  MAKESHAPES(VRESIST, ' X ');
667  1  13:1  691  MAKESHAPES(VRESIST, ' X ');
668  1  13:1  714  MAKESHAPES(VRESIST, ' X ');
669  1  13:1  737  MAKESHAPES(VRESIST, ' X ');
670  1  13:1  760  MAKESHAPES(VRESIST, ' X ');
671  1  13:1  783  MAKESHAPES(VRESIST, ' X ');
672  1  13:1  806  MAKESHAPES(VRESIST, ' X ');
673  1  13:1  829  MAKESHAPES(VRESIST, ' X ');
674  1  13:1  852  MAKESHAPES(VRESIST, ' X ');
675  1  13:0  875  end;
676  1  13:0  906
677  1  13:0  906 (*SP*)
```

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**Listing 3:** Apple Pascal program LOGICDESIGN accepts plotting inputs from the Graphics Tablet.

```
1 1:0 1 (** PRINTF.PAX**) last update - 25 Apr 80 *)
4 1 1:0 1 (** PARTIAL LOGICDESIGN *)
5 1 1:0 1 program LOGICDESIGN;
6 1 1:0 3 (************************************************
7 1 1:0 3 This program draws logic diagrams on the hires
8 1 1:0 3 screen. It uses the Graphics Tablet for most
9 1 1:0 3 input.
10 1 1:0 3 *************************************************)
11 1 1:0 3 PROCEDURE POKE(VAR ADDR,DATA:INTEGER);
12 1 1:0 3 FUNCTION PADDLE(SELECT: INTEGER): INTEGER;
13 1 1:0 3 FUNCTION BUTTON(SELECT: INTEGER): BOOLEAN;
14 1 1:0 3 PROCEDURE TTLOUT(SELECT: INTEGER; DATA: BOOLEAN); 
15 1 1:0 3 FUNCTION KEYPRESS: BOOLEAN;
16 1 1:0 3 FUNCTION RANDOM: INTEGER;
17 1 1:0 3 IMPLEMENTATION
18 1 1:0 3 TYPE
19 1 1:0 3 SCREENCOLOR=(none,white,black,reverse,radar,
20 1 1:0 3 black1,green,violet,white1,black2,orange,blue,white2);
21 1 1:0 3 PROCEDURE INITTURTLE;
22 1 1:0 3 PROCEDURE TURN (ANGLE: INTEGER);
23 1 1:0 3 PROCEDURE TURNTO (ANGLE: INTEGER);
24 1 1:0 3 PROCEDURE MOVE(DIST: INTEGER);
25 1 1:0 3 PROCEDURE MOVETO(X,Y: INTEGER);
26 1 1:0 3 PROCEDURE PENCOLOR(PENMODE: SCREENCOLOR);
27 1 1:0 3 PROCEDURE TEXTMODE;
28 1 1:0 3 PROCEDURE GRAFMODE;
29 1 1:0 3 PROCEDURE FILLSCREEN(FILLCOLOR: SCREENCOLOR);
30 1 1:0 3 PROCEDURE VIEWPORT(LEFT,RIGHT,BOTTOM,TOP: INTEGER);
31 1 1:0 3 FUNCTION TURTLEX: INTEGER;
32 1 1:0 3 FUNCTION TURTLEY: INTEGER;
33 1 1:0 3 FUNCTION TURTLEANG: INTEGER;
34 1 1:0 3 FUNCTION SCREENBIT(X,Y: INTEGER): BOOLEAN;
35 1 1:0 3 PROCEDURE DRAWBLOCK (VAR SOURCE;
36 1 1:0 3 ROLESIZE, XSKIP, YSKIP, WIDTH, HEIGHT,
37 1 1:0 3 XSCREEN,YSCREEN,MODE: INTEGER);
38 1 1:0 3 PROCEDURE WSTRING(S: STRING);
39 1 1:0 3 PROCEDURE CHARTYPE(MODE: INTEGER);
```

Listing 3 continued on page 416
Listing 3 continued:

20 19:D 2 uses peek poke, apple stu, turtle or;

(*$3*)

GLOBAL VARIABLE DECLARATIONS

**type SHAPE = packed array [0..15, 0..15] of boolean;**

INTEGER VARIABLES

var

<table>
<thead>
<tr>
<th>PITCH,</th>
<th>(* frequency for audio feedback *)</th>
</tr>
</thead>
<tbody>
<tr>
<td>DURATION,</td>
<td>(* length of audio feedback *)</td>
</tr>
<tr>
<td>PEN,</td>
<td>(* pen switch (up or down) *)</td>
</tr>
<tr>
<td>X, Y,</td>
<td>(* pen position on pad *)</td>
</tr>
<tr>
<td>D,</td>
<td>(* Device being plotted *)</td>
</tr>
<tr>
<td>I, J, K,</td>
<td>(* various loop counters *)</td>
</tr>
<tr>
<td>USR1X, USR1Y, USR2X, USR2Y,</td>
<td>(* position pointer for user 1 &amp; 2 *)</td>
</tr>
<tr>
<td>LASTD, LASTX, LASTY,</td>
<td>(* last D, X, &amp; Y for plotting *)</td>
</tr>
<tr>
<td>DMODE</td>
<td>(* mode used for plotting *)</td>
</tr>
<tr>
<td>: integer;</td>
<td></td>
</tr>
</tbody>
</table>

PLOTTED SHAPE NAMES

INVERTER, NAND, NOR, ORGATE, ANDGATE, DTP, DBOT, JKTOP, JKBOT, RUF T, RUF D, RUF R, GND, PLUS,

MSITOP, MSBOT, INV, INT, INT, OUT, DOT, CAP, RESISTOR, XOR, XOR, HCAP, DIODE, SM, RAS,

MINIDIP, HDIODE, ORGATE, NAND, ORGATE, AMDGATE, DTOP, DBOT, JKTOP, JKBOT, RUF T, RUF D, RUF R, GND, PLUS,

LCOIL, RCOIL, VRESIST, USER1, USER2, USER3 : SHAPE;
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Elko, Nevada 89801
Listing 3 continued:

140 | 1430 : char;
141 | 1431 (*************** SAVESCREN ***************)
142 | 1432 (*SP*)
143 | 1433 (*************** SAVESCREN ***************)
144 | 1434 | 1431
145 | 1431 * Copies HIRES screen 1 into a file named by the
146 | 1431 * user (FILENAME).
147 | 1431 *
148 | 1431 * Called by : MENU,EXIT
149 | 1431 *
150 | 1431 (*************** SAVESCREN ***************)
151 | 1431 (*$I-*)
152 | 2 procedure SAVESCREEN;
153 | 2 var BLOCKNUMBER,SCREEN : integer;
154 | 3 IMAGE : file;
155 | 3 BUFFER : packed array[0..511] of char;
156 | 3 RADIO : boolean;
157 | 2 begin
158 | 2 write(chr(l2)); write('Save with what name?'); readln(FILPNAMF);
159 | 2 if length(FILENAME) = 0 then exit(SAVESCREEN);
160 | 2 if length(FILENAME) > 10 then
161 | 2 begin writeln('File name is too long!!!',chr(7));
162 | 2 end;
163 | 2 end;
164 | 2 if length(FILENAME) = 8192; BLOCKNUMBER:=0; RADIO:=false;
165 | 2 end;
166 | 2 begin
167 | 2 for I:=0 to 511 do
168 | 2 if I=0 to 511 do
169 | 2 begin
170 | 2 if I:=0 to 511 do
171 | 2 begin
172 | 2 close(IMAF,lock);
173 | 2 end;
174 | 2 end;
175 | 2 end;
176 | (*$I+*)
177 | 330 (*************** LOADSCREEN ***************)
178 | 330 (*$I+*)
179 | 330 * Copies file named by the user into HIRES screen 1.
180 | 330 *
181 | 330 * Called by : MENU
182 | 330 *
183 | 330 (*************** LOADSCREEN ***************)
184 | 330 (*$I+*)
185 | 3 procedure LOADSCREEN;
186 | 3 var BLOCKNUMBER,SCREEN : integer;
187 | 3 IMAGE : file;
188 | 3 BUFFER : packed array[0..511] of char;
189 | 3 RADIO : boolean;
190 | 3 begin
191 | 3 write(chr(l2)); write('Load what file name?'); readln(FILENAMF);
192 | 3 if length(FILENAME) = 0 then exit(LOADSCREEN);
193 | 3 if length(FILENAME) > 10 then
194 | 3 begin writeln('File name is too long!!!',chr(7));
195 | 3 end;
196 | 3 end;
197 | 3 reset(IMAGE,FILENAME);
198 | 3 while ( (IORESULT=0) and (NOT eof (IMAGE)) and (BLOCKNUMBER<16) do
199 | 3 begin
200 | 3 for I:=0 to 511 do
201 | 3 for I:=0 to 511 do
202 | 3 begin
203 | 3 end;
204 | 3 close(IMAF,lock);
205 | 3 end;
206 | 3 end;
207 | (*$I+*)
208 | 304 (*************** CLEARTTY ***************)
209 | 304 (*$I+*)
210 | 304 * Part2 of LOGICDFS.CM *)
211 | 304 (*************** CLEARTTY ***************)
212 | 304 (*$I+*)
213 | 304 * CLEARTTY clears Text screen & homes cursor.
214 | 304 *
215 | 304 * Called from : Just about everywhere....
216 | 304 *
217 | 304 (*************** CLEARTTY ***************)
218 | 304 (*$I+*)
219 | 304 procedure CLEARTTY;
220 | 304 begin
221 | 304 July 1981 © BYTE Publications Inc
write(chr(12));
end;

(**************** BEEP ****************)

(* Audio feedback *)

(* Called from: Just about everywhere.... *)

(**************** KEY ****************)

(* Replaces applesstuf KEYPRESS function which doesn't work if there is a card in slot #3. *)

(* Called from: GETXY *)

(**************** CONVERTFROM ****************)

(* Converts the boolean information in the shape to the integer values used by MYPLOT as the X & Y offset information. *)

(* Called from: GETSHAPES *)

(**************** GETSHAPES ****************)

(*loaded the shapes from the file 'LOGIC.CHARSET' *)

(* Called from: Main program loop. *)

(**************** GETSHAPES ****************)

(*reset(SHAPEFILE,'LOGIC.CHARSET'); *)

(*INVERTER:=SHAPEFILE"; get(SHAPEFILE); *)

(*NAND:=SHAPEFILE"; get(SHAPEFILE); *)

(*NOR:=SHAPEFILE"; get(SHAPEFILE); *)

(*OHGATE:=SHAPEFILE"; get(SHAPEFILE); *)

(*AMDGATE:=SHAPEFILE"; get(SHAPEFILE); *)

(*DOR:=SHAPEFILE"; get(SHAPEFILE); *)

(*DBOT:=SHAPEFILE"; get(SHAPEFILE); *)

(*JKTOP:=SHAPEFILE"; get(SHAPEFILE); *)

(*JKBOT:=SHAPEFILE"; get(SHAPEFILE); *)

(*BUFFR:=SHAPEFILE"; get(SHAPEFILE); *)

(*GND:=SHAPEFILE"; get(SHAPEFILE); *)

(*PLUS:=SHAPEFILE"; get(SHAPEFILE); *)

(*MSITOP:=SHAPEFILE"; get(SHAPEFILE); *)

(*MSIBOT:=SHAPEFILE"; get(SHAPEFILE); *)

(*INV:=SHAPEFILE"; get(SHAPEFILE); *)

(*INTM:=SHAPEFILE"; get(SHAPEFILE); *)

(*OUT:=SHAPEFILE"; get(SHAPEFILE); *)

(*DOT:=SHAPEFILE"; get(SHAPEFILE); *)

(*CAP:=SHAPEFILE"; get(SHAPEFILE); *)

Listing 3 continued on page 420
Listing 3 continued:

302 1 8:1 330 RESISTOR:=SHAPEFILE; get(SHAPEFILE);
303 1 8:1 346 XOR:=SHAPEFILE; get(SHAPEFILE);
304 1 8:1 362 XOR:=SHAPEFILE; get(SHAPEFILE);
305 1 8:1 378 HCAP:=SHAPEFILE; get(SHAPEFILE);
306 1 8:1 394 DIOIDE:=SHAPEFILE; get(SHAPEFILE);
307 1 8:1 410 NDIOIDE:=SHAPEFILE; get(SHAPEFILE);
308 1 8:1 426 OPAMP:=SHAPEFILE; get(SHAPEFILE);
309 1 8:1 442 NPN:=SHAPEFILE; get(SHAPEFILE);
310 1 8:1 458 PNP:=SHAPEFILE; get(SHAPEFILE);
311 1 8:1 474 BAT:=SHAPEFILE; get(SHAPEFILE);
312 1 8:1 490 SW:=SHAPEFILE; get(SHAPEFILE);
313 1 8:1 506 MINIDI:=SHAPEFILE; get(SHAPEFILE);
314 1 8:1 522 HMMRI:=SHAPEFILE; get(SHAPEFILE);
315 1 8:1 538 * HMMR2:=SHAPEFILE; get(SHAPEFILE);
316 1 8:1 554 XTRA:=SHAPEFILE; get(SHAPEFILE);
317 1 8:1 570 WIPE:=SHAPEFILE; get(SHAPEFILE);
318 1 8:1 586 ZENRR:=SHAPEFILE; get(SHAPEFILE);
319 1 8:1 601 LCOIL:=SHAPEFILE; get(SHAPEFILE);
320 1 8:1 616 RCOIL:=SHAPEFILE; get(SHAPEFILE);
321 1 8:1 631 VRESIST:=SHAPEFILE;
322 1 8:1 638 close(SHAPEFILE);
323 1 8:1 647 reset(USERFILE,'USER.CHARSET');
324 1 8:1 672 USER1:=USERFILE; get(USERFILE);
325 1 8:1 687 USER2:=USERFILE; get(USERFILE);
326 1 8:1 702 USER3:=USERFILE; get(USERFILE);
327 1 8:1 717 close(USERFILE);
328 1 8:1 726 CONVERTFROM;
329 1 8:0 728 end;
330 1 8:0 740
331 1 8:0 740 (*SI PART2.TEXT*)
332 1 8:0 740 (*SI PART3.TEXT*)
333 1 8:0 740 (*SP*) (* Part3 of LOGICDESIGN *)
334 1 8:0 740
335 1 8:0 740 (**************** SETUPAD & READPAD *******************
336 1 8:0 740 *)
337 1 8:0 740 * Assembly language procedures to setup and
338 1 8:0 740 * read the graphics tablet.
339 1 8:0 740 *
340 1 8:0 740 *
341 1 8:0 740 *)
342 1 8:0 740 *
343 1 8:0 740 *)
344 1 9:0 740 1 procedure SETUPAD; external;
345 1 9:0 1
346 1 10:D 1 procedure READPAD; external;
347 1 10:D 1
348 1 10:D 1 (*************** CONVERTO ***********************
349 1 10:D 1 *)
350 1 10:D 1 *)
351 1 10:D 1 *)
352 1 10:D 1 *)
353 1 10:D 1 *)
354 1 10:D 1 *)
355 1 10:D 1 *)
356 1 11:D 1 procedure CONVERTO;
357 1 11:D 1 var X1,X2,Y1,Y2 : integer;
358 1 11:D 0 begin
359 1 11:1 0 for I:=0 to 15 do for K:=0 to 15 do USER3[I,K]:=false;
360 1 11:1 53 I:=0; XI:=USR1X;
361 1 11:1 59 while XI :=0 do begin
362 1 11:1 64 USER3[I,XI]:=true; XI:=XI-1; end;
363 1 11:1 88 I:=1; Y1:=USR1Y;
364 1 11:1 94 while Y1 :=0 do begin
365 1 11:1 99 USER3[I,Y1]:=true; Y1:=Y1-1; end;
366 1 11:1 123 I:=2; X2:=USR2X;
367 1 11:1 129 while X2 :=0 do begin
368 1 11:1 134 USER3[I,X2]:=true; X2:=X2-1; end;
369 1 11:1 158 I:=3; Y2:=USR2Y;
370 1 11:1 164 while Y2 :=0 do begin
371 1 11:1 169 USER3[I,Y2]:=true; Y2:=Y2-1; end;
372 1 11:0 193 end;
373 1 11:0 218
374 1 11:0 218 (*************** SETUSR ***********************
375 1 11:0 218 *)
376 1 11:0 218 *)
377 1 11:0 218 *)
378 1 11:0 218 *)
379 1 11:0 218 *)
380 1 11:0 218 *)
381 1 11:0 218 *)
procedure SETUSR;
begin
  CLEARTTY; writeln('Build your own device....');
end;

procedure SETUSR;
begin
  CLEARTTY; writeln('Which one (1 or 2)?'); read(CH);
  if (CH='1') or (CH='2') then begin
    for I:=0 to 15 do begin
      for K:=15 downto I do begin
        write(chr(I+3,K)); end;
      end;
    end;
end;

procedure FXT;
begin
  SAFETY:=true;
  CLEARTTY;
  writeln('Do you want to save the screen?'); read(CH);
  if (CH='Y') or (CH='y') then begin
    if SAFETY then exit(1); end;
end;

procedure BEEPREADY;
begin
  PITCH:=24; DURATION:=15; BEEP;
end;

procedure GETXY;
begin
  writeln('Read tablet and get the X & Y coordinates. ');
  writeln('Determine if X & Y are on screen (VALIDXY). ');
end;

Listing 3 continued on page 422
Listing 3 continued:

463 1 14:0 20 *******************************************
        procedure GETXY;
464 1 15:D 1
465 1 15:D 1 var B1,B6,B7,B8,
466 1 15:D 1 B9 : integer;
467 1 15:0 0 begin
468 1 15:1 0
469 1 15:1 0 B1:=640; B9:=648;
470 1 15:1 10 repeat READPAD;
471 1 15:2 27 PEN:=peek (B1);
472 1 15:2 36 X:=256*(peek (B7))+peek (B6);
473 1 15:2 57 Y:=256*(peek (B9))+peek (B8);
474 1 15:2 78 if FLAG then begin
475 1 15:4 83 gotoxy (X,23);
476 1 15:4 88 write ('X = ','X', ' ' Y = ','Y', ' ');
477 1 15:3 159 end;
478 1 15:2 159 if key then
479 1 15:3 165 begin
480 1 15:4 165 VALIDXY:=false;
481 1 15:4 169 X:=-100; Y:=-180;
482 1 15:4 177 exit (GETXY);
483 1 15:3 181 end;
484 1 15:1 181 until PEN=2;
485 1 15:1 187 if (X>0)
486 1 15:1 190 and (X<280)
487 1 15:1 195 and (Y>0)
488 1 15:1 199 and (Y<192)
489 1 15:1 205 then VALIDXY:=true
490 1 15:1 208 else VALIDXY:=false;
491 1 15:1 218 if VALIDXY then Y:=191-Y;
492 1 15:0 230 (* Y axis inverted in Pascal *)
493 1 15:A 244
494 1 15:0 244 (**SP**)
495 1 15:0 244 ****************************************** PRINTYPE ****************************************** *
496 1 15:0 244 *
497 1 15:0 244 * Prints out the name of the device that will be plotted. Determined by the value of D. *
498 1 15:0 244 *
499 1 15:0 244 *
500 1 15:0 244 *
501 1 15:0 244 *
502 1 15:0 244 ******************************************************* PRINTYPE *******************************************************
503 1 16:D 1 procedure PRINTYPE;
504 1 16:0 0 begin
505 1 16:1 0 case D of
506 1 16:1 3 0:IDENT:='** INVALID ** '; 
507 1 16:1 29 1:IDENT:='tri-state buffer';
508 1 16:1 55 2:IDENT:='output arrow ';
509 1 16:1 81 3:IDENT:='input arrow ';
510 1 16:1 107 4:IDENT:='D flip-flop ';
511 1 16:1 133 5:IDENT:='JK flip-flop ';
512 1 16:1 159 6:IDENT:='MSI box (vert) ';
513 1 16:1 185 7:IDENT:='connection dot ';
514 1 16:1 211 8:IDENT:='resistor (horiz) ';
515 1 16:1 237 9:IDENT:='capacitor (vert) ';
516 1 16:1 263 10:IDENT:='gnd ';
517 1 16:1 289 11:IDENT:='plus 5 ';
518 1 16:1 315 12:IDENT:='exclusive-or ';
519 1 16:1 341 13:IDENT:='exclusive-or ';
520 1 16:1 367 14:IDENT:='nor gate ';
521 1 16:1 393 15:IDENT:='or gate ';
522 1 16:1 419 16:IDENT:='and gate ';
523 1 16:1 445 17:IDENT:='and gate ';
524 1 16:1 471 18:IDENT:='invert symbol ';
525 1 16:1 497 19:IDENT:='inverter ';
526 1 16:1 523 20:IDENT:='zener diode ';
527 1 16:1 549 21:IDENT:='vertical arrow ';
528 1 16:1 575 22:IDENT:='crystal ';
529 1 16:1 601 23:IDENT:='minidip ';
530 1 16:1 627 24:IDENT:='switch ';
531 1 16:1 653 25:IDENT:='battery ';
532 1 16:1 679 26:IDENT:='pnp transistor ';
533 1 16:1 705 27:IDENT:='npp transistor ';
534 1 16:1 731 28:IDENT:='op amp ';
535 1 16:1 757 29:IDENT:='diode (horiz) ';
536 1 16:1 783 30:IDENT:='diode (vert) ';
537 1 16:1 809 31:IDENT:='cap (horiz) ';
538 1 16:1 835 32:IDENT:='MSI box (horiz) ';
539 1 16:1 861 34:IDENT:='coil (left side) ';
540 1 16:1 887 33:IDENT:='transformer ';
541 1 16:1 913 35:IDENT:='resistor (vert) ';
542 1 16:1 939 36:IDENT:='user1 ';
543 1 16:1 965 37:IDENT:='user2 ';
544 1 16:1 991 38:IDENT:='user3 ';
545 1 16:1 1023
546 1 16:0 0 end;
Listing 3 continued on page 424
Listing 3 continued:

var OLDX, OLDY: integer;
procedure DRAWLINE;
begin
  pencolor (white); TERNLAST;
  if not VALIDXY then MENU;
  if D=8 then exit (MYPLOT);
end;

begin
  if BIT then begin if LOCKX then X:=LASTX; if LOCKY then Y:=LASTY; end;
  if VALIDXY then case D of
    1: drawblock (BUFFER, 2, 0, 16, 16, X, Y, 9, DMODE);
    2: drawblock (OUT, 2, 0, 16, 16, X, Y, 12, DMODE);
    3: drawblock (INMING, 2, 0, 16, 16, X, Y, 12, DMODE);
    4: begin drawblock (D_TOP, 2, 0, 16, 16, X, Y, DMODE);
        drawblock (D_BOT, 2, 0, 16, 16, X, Y, DMODE); end;
    5: begin drawblock (INTOP, 2, 0, 16, 16, X, Y, DMODE);
        drawblock (INTOP, 2, 0, 16, 16, X, Y, DMODE); end;
    6: begin drawblock (MSIBOT, 2, 0, 16, 16, X, Y, DMODE);
        drawblock (MSITO2, 2, 0, 16, 16, X, Y, DMODE); end;
  end;

  if not BIT then
    (*SP*) (* Part6 of LOGIC DESIGN *)
    if X=0 then exit (MYPLOT);
    (*SI PART6 TEXT*)
    (*S*)
    (* Draw LINE *****************************
    7: drawblock (DOT, 2, 0, 16, 16, X, Y, 13, DMODE);
    8: drawblock (RESISR, 2, 0, 16, 16, X, Y, 14, DMODE);
    9: drawblock (CAP, 2, 0, 16, 16, X, Y, 14, DMODE);
    10: drawblock (GM, 2, 0, 16, 16, X, Y, 15, DMODE);
    11: drawblock (PLSR, 2, 0, 16, 16, X, Y, 15, DMODE);
    12: drawblock (DN, 2, 0, 16, 16, X, Y, 15, DMODE);
    13: drawblock (XOR, 2, 0, 16, 16, X, Y, 10, DMODE);
    14: drawblock (NOR, 2, 0, 16, 16, X, Y, 10, DMODE);
    15: drawblock (OR, 2, 0, 16, 16, X, Y, 10, DMODE);
    16: drawblock (AND, 2, 0, 16, 16, X, Y, 10, DMODE);
    17: drawblock (ANDGATE, 2, 0, 16, 16, X, Y, 10, DMODE);
    18: drawblock (IN, 2, 0, 16, 16, X, Y, 14, DMODE);
    19: drawblock (INVETER, 2, 0, 16, 16, X, Y, 10, DMODE);
    20: drawblock (ZENER, 2, 0, 16, 16, X, Y, 16, DMODE);
    21: drawblock (WIPER, 2, 0, 16, 16, X, Y, 10, DMODE);
    22: drawblock (XTAL, 2, 0, 16, 16, X, Y, 11, DMODE);
    23: drawblock (MINIDP, 2, 0, 16, 16, X, Y, 11, DMODE);
    24: drawblock (SW, 2, 0, 16, 16, X, Y, 11, DMODE);
    25: drawblock (BAT, 2, 0, 16, 16, X, Y, 12, DMODE);
    26: drawblock (RN, 2, 0, 16, 16, X, Y, 8, DMODE);
    27: drawblock (NN, 2, 0, 16, 16, X, Y, 8, DMODE);
    28: drawblock (OPAMP, 2, 0, 16, 16, X, Y, 8, DMODE);
    29: drawblock (NI, 2, 0, 16, 16, X, Y, 12, DMODE);
    30: drawblock (DIODE, 2, 0, 16, 16, X, Y, 12, DMODE);
    31: drawblock (HCAP, 2, 0, 16, 16, X, Y, 12, DMODE);
    32: begin drawblock (MSI, 2, 0, 16, 16, X, Y, 7, DMODE);
        drawblock (MSIR, 2, 0, 16, 16, X, Y, 7, DMODE); end;
    33: begin drawblock (ROCOIL, 2, 0, 16, 16, X, Y, 16, DMODE);
        drawblock (COIL, 2, 0, 16, 16, X, Y, 16, DMODE); end;
    34: drawblock (ROCOIL, 2, 0, 16, 16, X, Y, 16, DMODE);
    35: drawblock (VRESIST, 2, 0, 16, 16, X, Y, 16, DMODE);
    36: drawblock (USER1, 2, 0, 16, 16, X, Y, 16, DMODE);
    37: drawblock (USER2, 2, 0, 16, 16, X, Y, 16, DMODE);
end; (* OF CASE STMNT *)

PICT=D=5; DURATION=2; BEEP; DMODE=14;
begin (* SI PART5 TEXT *)
  if VALIDXY then begin LASTX:=X; LASTY:=Y; LASTD:=D; end;
  if not BIT then begin BIT:=true; D:=0; CANCEL; end;
end;

var OLDX, OLDY: integer;
begin
  if not VALIDXY then MENU;
  if D=8 then exit (MYPLOT);
end;

Listing 3 continued:
704 1 25:1 0   GRTXY; BEEP; pencolor(white);
705 1 25:1 8   moveto(X,Y); pencolor(white);
706 1 25:1 17  while VALIDXY do begin
707 1 25:3 22   OLDX:=X; OLDY:=Y; GRTXY; BEEP;
708 1 25:3 32   if abs(OLDX-X) > abs(OLDY-Y) then Y:=OLDY else X:=OLDX;
709 1 25:3 51   if VALIDXY then moveto(X,Y);
710 1 25:2 61   end;
711 1 25:0 63   end;
712 1 25:0 78
713 1 25:0 78 (*......................... EATLINE ............................)
714 1 25:0 78  
715 1 25:0 78  * Deletes lines in any one direction until
716 1 25:0 78  * it runs out of line.
717 1 25:0 78
718 1 25:0 78  * Called by: MENU
719 1 25:0 78
720 1 25:0 78 (*..........................) 
721 1 26:D 1 procedure EATLINE;
722 1 26:0 0   begin
723 1 26:1 0   repeat GETXY; until ((screenhit(x,y)) or (not VALIDXY));
724 1 26:1 16  if screenhit(X,Y) then
725 1 26:2 25   begin
726 1 26:3 25   PITCH:=5; DURATION:=12; BEEP;
727 1 26:3 33   pencolor(white); moveto(X,Y);
728 1 26:3 42   pencolor(black);
729 1 26:3 46   while screenhit(X,Y) do
730 1 26:4 55   begin
731 1 26:5 55   moveto(X,Y);
732 1 26:5 60   case CH of
733 1 26:5 65   'H': X:=X+1;
734 1 26:5 72   'I': X:=X-1;
735 1 26:5 79   'J': Y:=Y+1;
736 1 26:5 86   'K': Y:=Y-1;
737 1 26:5 93   end;
738 1 26:4 108
739 1 26:2 110  end;
740 1 26:0 110  end;
741 1 26:0 126

Listing 3 continued on page 426
Listing 3 continued:

```pascal
procedure LISTMODE;

begin
  gotoxy(0,15); write('Mode = '); case CH of
    'A': write('Clear an area on screen - contact any 2 diagonal corners');
    'G': write('Draw lines');
    'H': write('Delete lines - to the right');
    'I': write('Delete lines - to the left');
    'J': write('Delete lines - going up');
    'K': write('Delete lines - going down');
    'P': begin write('Plot devices'); gotoxy(17,5);
    if LOCKX then write('<<< HORIZONTAL AXIS IS LOCKED AT ',LASTX,' >>>');
    if LOCKY then write('<<< VERTICAL AXIS IS LOCKED AT ',LASTY,' >>>');
    if (not LOCKX) and (not LOCKY) then write
      ('');
    end;
    'B','C','D': write('Setup lock');
    'E': write('Transferring screen to printer - cancel with any key');
    'F': write('?????????? ');
    'Z': write('');
    'E': write('Transfering screen to printer - cancel with any key');
    gotoxy(17,5);
    if (not LOCKX) and (not LOCKY) then write
      ('');
    end;
end;
```

```pascal
procedure SETLOCK;

begin
  case CH of
    'C' : begin LOCKX:=false; LOCKY:=false; end;
    'D' : begin LOCKX:=true; LOCKY:=false; end;
    'B' : begin LOCKX:=false; LOCKY:=true; end;
end;
```

```pascal
procedure WRITEONSCREEN;

var ST: string;

begin
  gotoxy(17,5);
  if LOCKX then write('<<< HORIZONTAL AXIS IS LOCKED AT ',LASTX,' >>>');
  if LOCKY then write('<<< VERTICAL AXIS IS LOCKED AT ',LASTY,' >>>');
  if (not LOCKX) and (not LOCKY) then write
    ('');
end;
end;
```

```pascal
procedure LISTMODE;

begin
  gotoxy(0,15); write('Mode = '); case CH of
    'A': write('Clear an area on screen - contact any 2 diagonal corners');
    'G': write('Draw lines');
    'H': write('Delete lines - to the right');
    'I': write('Delete lines - to the left');
    'J': write('Delete lines - going up');
    'K': write('Delete lines - going down');
    'P': begin write('Plot devices'); gotoxy(17,5);
    if LOCKX then write('<<< HORIZONTAL AXIS IS LOCKED AT ',LASTX,' >>>');
    if LOCKY then write('<<< VERTICAL AXIS IS LOCKED AT ',LASTY,' >>>');
    if (not LOCKX) and (not LOCKY) then write
      ('');
    end;
    'B','C','D': write('Setup lock');
    'E': write('Transferring screen to printer - cancel with any key');
    'F': write('?????????? ');
    'Z': write('');
    'E': write('Transfering screen to printer - cancel with any key');
    gotoxy(17,5);
    if (not LOCKX) and (not LOCKY) then write
      ('');
    end;
end;
```

```pascal
begin
  case CH of
    'C' : begin LOCKX:=false; LOCKY:=false; end;
    'D' : begin LOCKX:=true; LOCKY:=false; end;
    'B' : begin LOCKX:=false; LOCKY:=true; end;
end;
```

```pascal
begin
  gotoxy(17,5);
  if LOCKX then write('<<< HORIZONTAL AXIS IS LOCKED AT ',LASTX,' >>>');
  if LOCKY then write('<<< VERTICAL AXIS IS LOCKED AT ',LASTY,' >>>');
  if (not LOCKX) and (not LOCKY) then write
    ('');
end;
end;
```

```pascal
begin
  case CH of
    'C' : begin LOCKX:=false; LOCKY:=false; end;
    'D' : begin LOCKX:=true; LOCKY:=false; end;
    'B' : begin LOCKX:=false; LOCKY:=true; end;
end;
```

```pascal
begin
  gotoxy(17,5);
  if LOCKX then write('<<< HORIZONTAL AXIS IS LOCKED AT ',LASTX,' >>>');
  if LOCKY then write('<<< VERTICAL AXIS IS LOCKED AT ',LASTY,' >>>');
  if (not LOCKX) and (not LOCKY) then write
    ('');
end;
end;
```

```pascal
begin
  gotoxy(17,5);
  if LOCKX then write('<<< HORIZONTAL AXIS IS LOCKED AT ',LASTX,' >>>');
  if LOCKY then write('<<< VERTICAL AXIJS IS LOCKED AT ',LASTY,' >>>');
  if (not LOCKX) and (not LOCKY) then write
    ('');
end;
end;
```

```pascal
begin
  case CH of
    'C' : begin LOCKX:=false; LOCKY:=false; end;
    'D' : begin LOCKX:=true; LOCKY:=false; end;
    'B' : begin LOCKX:=false; LOCKY:=true; end;
end;
```

```pascal
begin
  gotoxy(17,5);
  if LOCKX then write('<<< HORIZONTAL AXIS IS LOCKED AT ',LASTX,' >>>');
  if LOCKY then write('<<< VERTICAL AXIS IS LOCKED AT ',LASTY,' >>>');
  if (not LOCKX) and (not LOCKY) then write
    ('');
end;
end;
```

```pascal
begin
  case CH of
    'C' : begin LOCKX:=false; LOCKY:=false; end;
    'D' : begin LOCKX:=true; LOCKY:=false; end;
    'B' : begin LOCKX:=false; LOCKY:=true; end;
end;
```

```pascal
begin
  gotoxy(17,5);
  if LOCKX then write('<<< HORIZONTAL AXIS IS LOCKED AT ',LASTX,' >>>');
  if LOCKY then write('<<< VERTICAL AXIS IS LOCKED AT ',LASTY,' >>>');
  if (not LOCKX) and (not LOCKY) then write
    ('');
end;
end;
```
procedure CLEARBLOCK;
var X1,Y1,X2,Y2 : integer;

begin
  GETXY; BEEP; X1:=X; Y1:=Y; if not VALIDXY then exit(CLEARBLOCK);
  GETXY; BEEP; X2:=X; Y2:=Y; if not VALIDXY then exit(CLEARBLOCK);
  pencolor(none);
  if X < X1 then X2:=X1; X1:=X; end;
  if Y < Y1 then Y2:=Y1; Y1:=Y; end;
  for I:=X1 to X2 do begin
    moveto(I,Y1); pencolor(black);
    moveto(I,Y2); end;
end;

procedure PRINTOUT;

begin
  Transfers HIRES screen 1 to the printer.
  (In this case a Hytype I with limited graphics capability.) There are a number of
  local procedures which can be changed as required for other printers.
  Called by : MENU

procedure PRINT(X: char);
(* sends 1 character to printer *)

begin
  unitwrite('(+',X,+));
end;

procedure CRLF;
(* small LF .. 1/64th inch .. *)

begin
  PRINT(chr(CR)); PRINT(chr(LF));
end;

procedure SETPRINTER;
(* RELL sets Text mode, ACK sets *)

begin
  PRINT(chr(RELL)); PRINT(chr(ACK));
end;

procedure CLEARPRINT;

begin
  PRINT(chr(RELL)); CRLF;
end;

function LASTTRUE(J: integer) : integer;
(* Finds the location *)
(* of the last not in *)
(* in the line. Saves *)
(* time at 300 baud *)

begin
  K:=XMAX;
  repeat K:=K-1
    until ((screenbit(K,YMAX-J)) or (K=8));

  LASTTRUE:=K;
end;

procedure PRINTIT;
(* does the real work *)

begin
  if KEY then I:=0; (* clears keyboard strobe *)
  pencolor(none);
  for J:=0 to YMAX do
    begin
      for I:=0 to LASTTRUE(J) do
        begin
          pencolor(none); moveto(I-1,YMAX-J);
          repeat K:=K-1
            until ((screenbit(K,YMAX-J)) or (K=8));

          LASTTRUE:=K;
        end;
    end;
  end;
end;
Listing 3 continued:

903     1 36:5  56        if screenbit(I,YMAX-J) then PRINT('');
904     1 36:5  72        PRINT(' ') PRINT(' ');
905     1 36:5  78        pencolor(reverse); moveto(I,YMAX-J);
906     1 36:4  91        end;
907     1 36:3  98        CRLF; moveto(I-1,YMAX-J); pencolor(none);
908     1 36:3 115        if KEY then exit(PRINTIT);
909     1 36:2 125        end;
910     1 36:0 132        end;
911     1 36:0 148        end;
912     1 30:0  0      begin (* procedure PRINTOUT *)
913     1 30:0  8     write(chr(25));
914     1 30:1 10     write('Print the screen (takes a while) - Type "Y" to start."
915     1 30:1 75     read(CH); writeln; if (CH='Y') or (CH='y') then
916     1 30:2 107     begin
917     1 30:3 107     SETPRINTER;
918     1 30:3 109     PRINTIT;
919     1 30:3 111     CLEARPRINTER;
920     1 30:3 113     CRLF;
921     1 30:2 115     end;
922     1 30:0 115     end;
923     1 30:0 128     end;
924     1 30:0 128     (*SP*)
925     1 30:0 128     ********** CLEARSCREEN  **********
926     1 30:0 128     *
927     1 30:0 128     * Clears Hires screen 1.*
928     1 30:0 128     *
929     1 30:0 128     * Called by : MENU *
930     1 30:0 128     *
931     1 30:0 128     **************************************************
932     1 37:0  1 1 procedure CLEARSCREEN;
933     1 37:0  0     begin
934     1 37:1  0     CLEARTTY; write('CLEAR THE SCREEN - Are you sure? (Y/N)');
935     1 37:1  52     read(CH); if (CH='Y') or (CH='y') then initturtle;
936     1 37:0  79     end;
937     1 37:0  92     *
938     1 37:0  92     **************** CANCEL  ****************
939     1 37:0  92     *
940     1 37:0  92     * Fixes Text screen on leaving any command. *
941     1 37:0  92     *
942     1 37:0  92     * Called by : MENU,MYPLOT,main *
943     1 37:0  92     *
944     1 37:0  92     **************************************************
945     1 21:0  1 1 procedure CANCEL;
946     1 21:0  0     begin
947     1 21:1  0     CLEARTTY; gotoxy(27,12); write('*** NO MODE ACTIVE ***');
948     1 21:1  41     PITCH:=6; DURATION:=3; BEEP; PITCH:=4; DURATION:=6; BEEP;
949     1 21:1  57     D:=0; CH:='2';
950     1 21:0  64     end;
951     1 21:0  76     *
952     1 21:0  76     ******* ACCEPT *******
953     1 21:0  76     *
954     1 21:0  76     * Beeps when a MENU command is acceptable. *
955     1 21:0  76     *
956     1 21:0  76     * Called by : MENU *
957     1 21:0  76     *
958     1 21:0  76     ********************
959     1 38:0  1 1 procedure ACCEPT;
960     1 38:0  0     begin
961     1 38:1  0     PITCH:=(X div 16) + 5; DURATION:=7; BEEP;
962     1 38:0  12     end;
963     1 38:0  24     end;
964     1 38:0  24     end;
965     1 38:0  24     (*$! PART7.TEXT*)
966     1 38:0  24     (*$! PART8.TEXT*)
967     1 38:0  24     (*$!*)
968     1 38:0  24     (* Part 8 of LOGICDESIGN *)
969     1 38:0  24     ***************** MENU *****************
970     1 38:0  24     *
971     1 38:0  24     * Main mode selection happens here. *
972     1 38:0  24     *
973     1 38:0  24     * Called by : MYPLOT *
974     1 38:0  24     *
975     1 20:0  1     procedure MENU;
976     1 20:0  1     var XPOS, YPOS : integer;
977     1 20:0  0     begin
978     1 20:1  0     D:=0;
979     1 20:1 18     XPOS:=trunc((X-65) / 16.0); (* actual value of the divisor *)
980     1 20:1 18     YPOS:=trunc((Y-224) / 16.0); (* may vary from Tablet to Tablet *)
case YPOS of
  3: case XPOS of
  (* Bottom row, left to right *)
  0: begin CLEARSCREEN; CANCEL; end;
  1: begin CH:='A'; CLEARTTY; LISTMODE;
     ACCEPT; CLEARBLOCK; CANCEL; end;
  2: begin CH:='B'; CLEARTTY; LISTMODE;
     ACCEPT; SETLOCK; CANCEL; end;
  3: begin CH:='C'; CLEARTTY; LISTMODE;
     ACCEPT; SETLOCK; CANCEL; end;
  4: begin CH:='D'; CLEARTTY; LISTMODE;
     ACCEPT; SETLOCK; CANCEL; end;
  5: begin LISTALL; end;
  6: begin ACCEPT; LOADSCREEN; CANCEL; end;
  7: begin ACCEPT; SAVESCREEN; CANCEL; end;
  8: EXT;
  9: begin CH:='E'; CLEARTTY; LISTMODE;
     ACCEPT; PRINTOUT; CANCEL; end;
 10: begin CH:='F'; BORDER; CANCEL; end;
 11: begin CH:='G'; BORDER; CANCEL; end;
 12: begin ACCEPT; WRITEONSCREEN; CANCEL; exit(MYPLOT); end;
 13, 14: begin CH:='H'; CLEARTTY; LISTMODE;
     ACCEPT; SETUSER; CANCEL; end;
 15: begin CH:='I'; CLEARTTY; LISTMODE;
     ACCEPT; EATLINE; CANCEL; end;
 16: begin CH:='J'; CLEARTTY; LISTMODE;
     ACCEPT; EATLINE; CANCEL; end;
 17: begin CH:='K'; CLEARTTY; LISTMODE;
     ACCEPT; EATLINE; CANCEL; end;
 18: begin CH:='L'; CLEARTTY; LISTMODE;
     ACCEPT; EATLINE; CANCEL; end;
 19, 20: begin ACCEPT; SETUSR; CANCEL; exit(MYPLOT); end;
 21: FLAG:=not FLAG;
 22: begin D:=XPOS+1; if D>19 then 0:=0; GETYPE; end;
 23, 24: begin D:=XPOS+20; if D>37 then D:=0; GETYPE; end;
 25: end; (* of YPOS = 3 *)
 26: 2: begin D:=XPOS+1; if D>19 then D:=0; GETYPE; end;
 27: 1: begin D:=XPOS+20; if D>37 then D:=0; GETYPE; end;
 28: end; (* of YPOS case stmt *)
 29: end;
 30: end;
 31: end;
 32: end;
 33: end;
 34: end;
 35: end;
 36: end;

************ MAIN PROGRAM LOOP ************

1021 1 20:0 404 * Calls the initialization routines, loads *
1022 1 20:0 404 * shapes, loops in MYPLOT till the EXIT *
1023 1 20:0 404 * routine is called. *
1024 1 20:0 404 *
1025 1 20:0 404 *
1026 1 20:0 404 *
1027 1 1:0 0 begin
1028 1 1:0 0 (* initialize booleans *)
1029 1 1:1 0 SAFETY:=true;
1030 1 1:1 26 HELLFREEZESOVER:=false;
1031 1 1:1 30 FLAG:=false;
1032 1 1:1 34 LOCKX:=false;
1033 1 1:1 38 LOCKY:=false;
1034 1 1:1 42 (* initialize plotting mode *)
1035 1 1:1 42 LASTD:=100; DMODE:=14;
1036 1 1:1 48 write('loading "LOGIC.CHARSET"'); GETSHAPES; writeln; BREPREADY;
1037 11:1 95 (* setup pad and screen *)
1038 1 1:1 95 SETUPAD;
1039 1 1:1 97 INITTURTLE;
1040 1 1:1 100 (* setup text screen *)
1041 1 1:1 100 CANCEL; LISTMODE;
1042 1 1:1 104 (* lets doit *)
1043 1 1:1 104 repeat
1044 1 1:1 104 GETXY; MYPLOT;
1045 1 1:1 104 GETXY; MYPLOT;
1046 1 1:1 104 GETXY; MYPLOT;
1047 1 1:1 104 GETXY; MYPLOT;
1048 1 1:1 104 GETXY; MYPLOT;
1049 1 1:1 104 GETXY; MYPLOT;
1050 1 1:1 113 end.
I CAN REALLY GET INTO THIS ADVENTURE GAME.

LETS SEE NOW. I HAVE TO FIND THE BURIED TREASURE. I'M ON THE LEDGE OF THE TYPE MISMATCH MOUNTAIN.

THERE'S A TUNNEL NEARBY.

I'LL GO IN.

IT'S DARK IN HERE... I KNOW! I'LL 'LIGHT CANDLE?

THAT GIVES HIM A HOBBY.

OH MAN! WHAT DO I DO NOW?

LONGJOHN! OVERFLOW AREAS AND BLOCKS YOUR EXIT.

HERE YOU GO.

OOH! A DIVIDE BYZERO TROLL!

I MUST BE IN THE VALLEY OF THE DROPPED BITS.

GEE, HERE'S THE RECTIFIER BRIDGE.

OH NO! A DIVIDE BYZERO TROLL!

WHAT LUCK! I FOUND THE TREASURE.

NOW I BETTER GET BACK BEFORE THESE SPECIAL CHARACTERS GET ME.

THERE ARE SOME OLD RUINS AHEAD.

WHAT A WILD SITUATION TO BE IN.

OH OH! THE SYNTAX MONSTER.

WOW! WHAT A WILD SITUATION TO BE IN.

SYNTAX MONSTER CRABS YOU.

BUT THE ONLY TROUBLE IS THAT THE GAME IS NOT VERY REALISTIC.
It's not hard...

to win with fast, reliable, mass storage

- The Cameo cartridge disk subsystem provides 40 to 100 times the storage capacity of floppy disks. Data transfer rates and reliability are correspondingly faster.
- Our cartridge feature lets you ... COPY ... BACK UP ... EXTEND ... or REMOVE your data base easily by just removing the disk pack as you now remove your floppy.
- The densely packed cartridges, although storing five million characters each, are byte-for-byte less expensive than floppy diskettes!
- Available on most 8-bit microprocessors (Apple, Heath, S-100, TRS-80 and others*) with most major operating systems (CPM, APPLE DOS, TRS DOS, OASIS, PASCAL, MPM, SCREEN EDIT and others*).

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*REGISTERED TRADE MARKS

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Holds 50-60
5¼” DISKS

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SHIPPED WITHIN
ONE BUSINESS DAY

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Circle 225 on inquiry card.
### What’s New?

#### PERIPHERALS

<table>
<thead>
<tr>
<th>Serial-Interface Board for Multibus</th>
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<tbody>
<tr>
<td>The Multibus Octal Serial Interface Board allows up to eight RS-232C interfaces to be hooked to any Multibus system. Each interface has a data-rate generator that enables users to set each USART (universal synchronous/asynchronous receiver/transmitter) at a different speed. The board allows 16-bit addressing and interrupt capabilities. Available data rates range from 50 to 19,200.</td>
</tr>
<tr>
<td>The Multibus Octal Serial Interface Board costs $435. For more information, contact Central Data Corporation, 713 Edgebrook Dr, Champaign IL 61820, (217) 359-8010. Circle 500 on inquiry card.</td>
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</table>

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<thead>
<tr>
<th>Paper-Tape Reader for Hobbyists</th>
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<tbody>
<tr>
<td>The Model 605 paper-tape reader reads at 150 cps (characters per second), has a parallel TTL (transistor-transistor logic) output, and is bidirectional. It stops on character and has automatic taut-tape sensing. The reader has 5 V DC and 24 V DC output power available and an optional internal clock. The 605 costs $495. It is available from Addmaster Corporation, 416 Junipero Serra Dr, San Gabriel CA 91776, (213) 285-1121. Circle 501 on inquiry card.</td>
</tr>
</tbody>
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<tr>
<th>Portable RS-232C Memory System</th>
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<tbody>
<tr>
<td>The MTL 900 is a portable cassette system for remote data gathering, memory downloading, and remote program updating. The unit uses a Braemar digital-cassette read/write unit with RS-232C interfacing. The necessary cable and connector assembly is included. Each miniature cassette holds up to 86 K bytes at 800 bits per inch. The MTL 900 has a data-transfer rate of 2400 bps (bits per second). Power is normally supplied from the host equipment, but internal AC or battery power supplies are available as options. The MTL 900 is priced at $425. For additional information, contact Braemar Computer Devices Inc, 11950 12th Ave S, Burnsville MN 55337, (612) 890-5135. Circle 502 on inquiry card.</td>
</tr>
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<tr>
<th>Graphics Printer</th>
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<tr>
<td>The Model 84G graphics printer features a 7 by 7 or 14 by 7 dot matrix, six different character sizes, 100 cps (characters per second) bidirectional print speed, and selectable tractor or friction paper feed. It has variable line density and continuous form-length controls. Its high-resolution graphics capability can provide plotting, printing, videographics hard copy, and special-effect symbols. The printer has a 96-character ASCII set, upper- and lowercase printing, an 800-character buffer, a 100% duty cycle, and 40 to 132 characters per line. Operator controls include power, select/deselect, line-feed, top-of-form, self-test, and variable vertical-tab setting. The 84G is $795. For more information, contact DIP Inc, 745 Atlantic Ave, Boston MA 02111, (617) 482-4214. Circle 503 on inquiry card.</td>
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<tr>
<th>Thin, 58-Key Sealed Keyboard</th>
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<tbody>
<tr>
<td>The Model MK 058-001 keyboard meets the ergonomic (safety) standards now required by many European countries. The keyboard profile is approximately 0.4 inch. Key spacing, operating force, and row-offset of the MK 058-001 are that of a conventional typewriter. Normal specifications include 15 million mean characters between failure, 0.06-inch travel, 2.8-ounce force, 2 ms bounce, and 2-ohm contact resistance. The keys are sealed and provide tactile feel. For information, contact Advanced Input Devices, POB 1818, Coeur d’Alene ID 83814, (208) 773-3586. Circle 504 on inquiry card.</td>
</tr>
</tbody>
</table>

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**Where Do New Products Items Come From?**

The information printed in the new products pages of BYTE is obtained from "new product" or "press release," copy sent by the promoters of new products. If in our judgment the information might be of interest to the personal computing experimenters and homebrewers who read BYTE, we print in some form. We openly solicit releases and photos from manufacturers and suppliers to this marketplace. The information is printed more or less as a first-in first-out queue, subject to occasional priority modifications. While we would not knowingly print untrue or inaccurate data, or data from unreliable companies, our capacity to evaluate the products and companies appearing in the "What’s New?" feature is necessarily limited. We therefore cannot be responsible for product quality or company performance.
Lowercase Conversion Kit for TRS-80 and Centronics Printers

The Conversion Kit I for the TRS-80 and the Centronics 779 printer allows the option of lowercase. This is a full 96-character ASCII (American Standard Code for Information Interchange) upper- and lowercase set with the option of changing slash zero to a standard zero. The kit does not require etch cuts or soldering. Installation can be done with a screwdriver. No program modification or additional interfacing is required. The kit can be removed in a matter of seconds should any warranty repairs on the printer be required. The price is $125. For details, contact Service Technologies, 32 Nightingale Rd, Nashua NH 03062, (603) 883-5369.

Circle 505 on inquiry card.

Speech-Synthesizer Module

The Series III Speech Module can accommodate standard and custom vocabularies up to a total of 256 utterances. It consists of TSI’s (Telesensory Systems Inc’s) speech synthesizer, vocabulary memory, an on-board speech filter, and an audio amplifier. It is TTL- (transistor-transistor logic) compatible and uses a single ±5 V supply. The memory can be a combination of one or two 16,32, or 64 K ROMs (read-only memories) or PROMs (programmable ROMs), providing up to 128 K bits. With the Series III, about 100 seconds of speech can be stored in ROM. For complete details, contact Telesensory Systems Inc, 3408 Hillview Ave, POB 10099, Palo Alto CA 94304, (415) 493-2626.

Circle 575 on inquiry card.

Boost TRS-80 5-Inch Floppy-Disk Storage to 354 K Bytes

Using the Doubler, TRS-80 Model I users can store up to 354 K bytes of data on a 5-inch disk. The Doubler adapter plugs into the controller device socket of the TRS-80 Expansion Interface. The device reads, writes, and formats either single- or double-density floppy disks. The price for the Doubler, DBLDOS operating system, and a utility for converting TRSDOS, Percom OS-80, and other single-density files and programs into double-density format is $219.95. For additional information, contact Percom Data Company, 211 N Kirby, Garland TX 75042, (800) 527-1592.

Circle 506 on inquiry card.

Hand-Held Terminal with an LCD

The TransTerm I uses a 64-character, 5 by 7 dot-matrix LCD (liquid-crystal display) organized in two 32-character lines with an underscore cursor. The character set is standard 96-character ASCII. The keyboard contains fifty-three membrane keys. The unit communicates in full-duplex RS-232C serial asynchronous ASCII, with 20 mA current loop or RS-422 available as options. Switch-selectable data rates of 300 to 9600 bps (bits per second) are included. A teletype-writer-compatible mode, blocksend mode, or polled multidropping operation are included. The unit measures 29.7 by 17.5 by 4.4 cm (11% by 6% by 1% inches), it consumes 10 W of power.

The TransTerm I is available for $449 from Computewise Inc, 4006 E 137th Ter, Grandview MO 64030, (816) 765-3330.

Circle 507 on inquiry card.

8-Inch Floppy Disks for North Star

John D Owens Associates Inc has an 8-inch floppy-disk subsystem for North Star microcomputer users. The 8-inch drives allow transfers to and from standard North Star 5-inch drives. This software/hardware package is designed to operate in single or double density on 8-inch floppy disks.

The subsystem’s hardware includes a Tarbell double-density controller and dual Shugart 800R drives in a cabinet with power supply, fan, and all cables. The software interface, DMA-DOS, is a single-user CP/M-compatible 8080A/Z80 disk operating system that maintains control of the microcomputer systems’ resources. Features of DMA-DOS include user-protect passwords; file-write protection and invisibility to the directory; storage for up to six files for printing; batched console processing; user-oriented prompting and error messages; support for disk files of up to 4.2 megabytes; and 20 basic system commands. The subsystem is available from John D Owens Associates Inc, 12 Schubert St, Staten Island NY 10305, (212) 446-6283, for $1910. The software can be purchased separately without the Tarbell interface for $150, or with the interface for $200.

Circle 508 on inquiry card.
What's New?

PERIPHERALS

TRS-80 Data Separator
Parasitic Engineering's 5-inch floppy-disk-drive data separator eliminates most disk errors, including CRC, track locked out, and disk I/O error. The separator uses a phase-locked-loop circuit for error tracking. It plugs inside the TRS-80 Model I Expansion interface. The data separator is compatible with all TRS-80 software and includes the FD1771 disk controller. The 5-inch-drive unit is upward compatible with 8-inch drives.

The data separator costs $250. Contact Parasitic Engineering Inc., 1101 Ninth Ave., Oakland CA 94606, (415) 839-2636.

Circle 512 on inquiry card.

Color-Matrix Printer from Britain
The Integrex CX80 is a new color-matrix printer that doesn't require special-absorbency paper. The machine can print text, graphs, histograms, and videotape images in seven colors without restrictions on mixing characters, dot-addressed areas, and color changes on the same line. Stripes from a three-color ribbon are selected to produce the required colors.

The unit is dot-addressable in all seven colors, and a character-set ROM (read-only memory) contains 96 ASCII (American Standard Code for Information Interchange) and 64 graphics characters. The seven-wire head produces 5 by 7 and 6 by 7 formats. The print width is 80 columns, reverse. Buffer length is two lines. Paper movement is programmable.


Circle 514 on inquiry card.

Serial Interface for the Epson MX-80
The Epax is a buffered serial interface with selectable data rates for the Epson MX-80 printer. Epax is a single board that installs inside the printer and provides 1000 characters of buffer storage. Transmission restraints can operate in one of two ways: XON-XOFF signaling or Centronics-compatible handshaking. Buffer-control characters are user-selectable.

The Epax is $175 from Vardon & Associates, Inc., 1401 Walnut Hill Ln., Irving TX 75062, (800) 527-7700; in Texas (214) 659-3800.

Circle 515 on inquiry card.

Interface for IBM Electronic Typewriters
The Mediamix ET1 connects IBM Model 50, 60, and 75 electronic typewriters to any computer with a Centronics-type parallel port. The device includes a Z80 microprocessor and 2 K bytes of programmable memory. It features user-definable codes and characters for any word-processing program and the ability to use all the functions of the IBM typewriters with most programs.

For more information, contact Mediamix, POB 67B57, Los Angeles CA 90067, (213) 475-9949.

Circle 513 on inquiry card.
50 W, Triple-Output Power Supplies

The Series 3050 power supplies feature two models, the 3050-1A and the 3050-2A. The Model 3050-1A has +5 V DC at 6 A and ±12 V DC at 1 A, and the Model 3050-2A has +5 V DC at 6 A and ±15 V DC at 1 A. Basic specifications include 80% efficiency; 90 to 130 V AC input; 20 kHz clock oscillator; ±0.1% line regulation; ±0.1% load regulation; 50 mV peak-to-peak output noise; 300 µs response time; and 1500 V AC input/output isolation. The units weigh 18 ounces. Output current limit and soft start are standard on both models. No external heat sink is required.

The price for Models 3050-1A and 3050-2A is $595 each. Contact Power General, 152 Will Dr, Canton MA 02021. (617) 828-6216. Circle 509 on inquiry card.

TRS-80 Model I Development System

The Developmate 81 upgrades the TRS-80 Model I into a full development system. Priced at $329, the Developmate 81 adds 280 in-circuit emulation and EPROM (erasable programmable read-only memory) and EEPROM (electrically erasable programmable read-only memory) capabilities. The device plugs into the expansion connector and includes the PROM programmer and the emulator. The unit can handle 2758, 2508, 2716, 2516, 2532, 2816, and 48016 devices. Software for programming and verification is included.

When the target-system hardware and software works under emulation, the program is copied into PROM by the built-in PROM programmer. During emulation development, DMA (direct memory access) is not supported, nor are the HALT, NMI, RFSH, and M₁ signals. Clock speed during emulation is 1.8 MHz. Address mapping is not provided in the emulator, so target-system address assignments must be made to avoid conflict with addresses used by the TRS-80. Any of the 251 unassigned I/O (input/output) ports can be used in the target system. A program can be tested at one address space and run at another without reassembly.

Developmate 81 comes with a power supply, emulation cable, TRS-80 cable, and a universal personality module. The TRS-80 Expansion Interface is not required. For more information, contact Orion Instruments, 172 Otis Ave, Woodside CA 94062. (415) 851-1172.

Circle 510 on inquiry card.

Programmable Character Generator

The Model 801 character generator is a test instrument that aids in the design and production of raster-scan video displays. The unit is microprocessor-controlled and has an internal frequency synthesizer that provides video dot rates up to 65 MHz. Video-sync timing is user-programmable. The unit has a complete set of 5 by 7 and 7 by 9 characters and can display up to 256 characters per row with 128 rows. A built-in battery-backup memory system allows storage of five complete display formats. The unit automatically calculates and displays the vertical, horizontal, and video rates as a result of entered display parameters. It costs $1995. Contact Quantum Data Inc, 455 E Kehoe Blvd, Carol Stream IL 60187, (312) 668-3301. Circle 511 on inquiry card.
**Multiuser, Multiprocessor Microcomputer**

The Model 6500 is an S-100 bus, CP/M-compatible system expandable from one to sixty-four users. The motherboard can accommodate up to twelve users, and additional enclosures allowing up to eighteen users each can be added. Each unit contains two microprocessors, 64 K bytes of programmable memory, and serial and parallel I/O (input/output).

OSM's CP/M-compatible MultiUser System Executive operating system is written in Z80 code and features automatic print spooling, user selection of a local or a master system printer, file-sharing interlock, and a password/security system. Directories are provided for user- and common-file areas. Logon/off time is automatically stored.

Options include two 8-inch double-density double-sided floppy-disk drives and 29- to 96-megabyte hard-disk subsystems. System prices start at $5715. For more information, contact OSM Computer Corporation, 2364 Walsh Ave, Santa Clara CA 95051, (408) 496-6910.

Circle 516 on inquiry card.

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**64 K Bytes Standard with SuperBrain**

SuperBrain, an S-100 microcomputer, is now marketed with 64 K bytes of programmable memory instead of 32 K. The retail price of the unit is $3495. SuperBrain features dual 5-inch floppy-disk drives capable of storing 350 K bytes, Digital Research's CP/M operating system, a 12-inch video monitor, and two Z80A microprocessors. For more information, contact Intertec Data Systems, 2300 Broad River Rd, Columbia SC 29210, (803) 798-9100.

Circle 517 on inquiry card.

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**6802 Single-Board Microcomputer**

The CompTrol-1 Model SBC681 features a 6802 microprocessor and up to 8 K bytes of ROM or EPROM (read-only memory or erasable programmable ROM). Programmable-memory expansion sockets are provided for a 1 K-byte expansion beyond the 128 bytes inside the 6802. The board is provided with a 6821 PIA (peripheral interface adapter) and/or a 6522 VIA (versatile interface adapter). The VIA contains an 8-bit shift register, two programmable 16-bit timers, and two parallel ports. Jumper options select processor-interrupt connections and ROM size.

The board operates at 1 MHz from a single 5 V supply, or with a power-supply option, from an unregulated 8 V supply. Mounting options are provided. For more information on this $139.42 microcomputer board, contact Industrial Micro-Systems Inc, POB 306, Plantsville CT 06479, (203) 628-4844. Circle 518 on inquiry card.
### What's New?

#### SOFTWARE

<table>
<thead>
<tr>
<th>Mate Solves Chess Problems on the Apple</th>
</tr>
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| Mate is a chess-problem-solving program that quickly determines whether or not mating is possible within the remaining number of moves, and it can solve mate in n moves, helpmate in n moves, and self-mate in n moves. Mate supports all four promotions, en passant, and casting. Abbreviations for the pieces are in FIDE (World Chess Federation) standard and the board layout uses European notation, but users can define their own abbreviations. Mate consists of instructions to use the program, examples of use, assembly-language code, chess-specific information tables, and a 6 K-byte data area. 

Mate requires an Apple II or Apple II Plus with 48 K bytes of programmable memory and one floppy-disk drive. It is available for $60 from Mika Korhonen, Neitysytpolku 6 A 8, SF-00140 Helsinki 14, Finland. Circle 519 on inquiry card. |

<table>
<thead>
<tr>
<th>Data-Base System for CP/M Systems</th>
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<tbody>
<tr>
<td>IDM-C1 is a data-base-management system that includes an initialization program, a data-base-manipulation program, and a report writer and generator. Features include up to forty fields, search commands, statistics, reuse of deleted records for key access, error trapping, and more. It requires a dual-disk system with 60 K bytes of programmable memory and CP/M. IDM-C1 costs $159 from Micro Architect Inc, 96 Dothan St, Arlington MA 02174, (617) 643-4713. Circle 521 on inquiry card.</td>
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<tr>
<th>Data-Base System for Commodore Computers</th>
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<tbody>
<tr>
<td>Jinsam 8.0 for the Commodore 8000 series and Jinsam 4.0 for the Commodore 4000 series computers are data-base-management systems that use relative files, hold approximately 1900 records per data base, allow different data bases on each data disk, and impose no limit on record lengths or number of fields. The programs include the database core, label and report writers that allow sorting of three fields at one time, Wordpro interface for form-letter generation, mathematical and statistical interfaces, four-level password system, auto-time-out feature, auto-dating of all printouts, two recovery systems, and a rotating backup system. Utilities that upgrade data files to new Jinsam systems, change the current data-base form, and generate new data bases from an existing system are included. Jinsam 8.0 controls screen format and displays the maximum defined field lengths. For more information, contact Jini Micro-Systems Inc, POB 274, Riverdale NY 10463. Circle 522 on inquiry card.</td>
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<tr>
<th>6809 Cross Assembler</th>
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<tr>
<td>XASM6809 is a 6809 cross assembler written in FORTRAN IV and designed for industrial and scientific applications. The assembler includes free-format input, statement labels up to eight characters long, and compatibility with all the instructions and addressing modes of the target microprocessor.Assembler directives are mostly identical to those found in the original manufacturer's assembler products. Output of complete assembly listings, including object code, source lines, addresses, and the number of machine cycles required for each instruction, is provided. Error messages are inserted into the assembled listings. The assembler comes in a punched-card-deck package for $75 and on magnetic tape for $100. Contact Intelligent Devices of Minnesota, POB 14538, Minneapolis MN 55414, (612) 427-0787. Circle 523 on inquiry card.</td>
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<tr>
<th>Form-Letter Module from Muse</th>
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</table>
| The Form-Letter Module features automatic repetitive printing of letters from mailing-list records using the Muse Address Book software, individual printing of letters without permanent mailing-list storage, insertion of mailing-list information anywhere in a letter, on-screen prompts, and commands that allow changing the contents of individual letters dependent on the recipient. 

The program runs on the Apple II or Apple II Plus with 48 K bytes of memory and a disk drive. It retails for $100. Contact Muse Software, 330 N Charles St, Baltimore MD 21201, (301) 659-7212. Circle 524 on inquiry card. |
**What's New?**

**SOFTWARE**

**Financial Planning Software for CP/M Systems**

FPL (Financial Planning Language) can perform profit and loss forecasts, commercial-loan evaluations, pro forma statements, product-line planning, budget planning and consolidation, product evaluation, cash-flow management, real-estate acquisition and development analysis, acquisition or merger analysis, and computations for marketing plans and performance, material and labor requirements, and capital-investment analysis. Users can customize worksheets with FPL. Special report functions allow combination, extraction, and comparison of separate sets of data.

FPL operates on any Z80- or Z80-based microcomputer with 60 K bytes of programmable memory. CP/M, and Microsoft BASIC, version 5.x. The program costs $695, and documentation alone is $30. Contact Lifeboat Associates, 1651 Third Ave, New York NY 10028, (212) 860-0300.

Circle 526 on inquiry card.

**PET Programs for Young Students**

Menu-driven addition and subtraction programs, suitable for grades 1 through 6, provide twenty-four levels of difficulty for addition and twelve levels of difficulty for subtraction. Immediate feedback is given, with graphics reinforcing correct responses. The letters and numbers program uses large characters created with PET graphics. Options include matching of one or more items, completing sequences, and filling in missing items.

The match-game program is useful for memory building and for putting lesson reviews into a game format. The game can be played with exact matches or paired matches (eg: synonyms or translations). Users can enter their own items or can choose from options including shape matching, math problems and answers, and synonyms. One to four players can participate, and single players can play against the computer. These programs are available for $20 on cassette. They will run on any PET with at least 8 K bytes of memory and versions 1.0, 2.0, or 4.0 of ROM (read-only memory). For information, contact Teaching Tools, POB 12679, Research Triangle Park NC 27709, (919) 851-2374.

Circle 527 on inquiry card.

**Smart Programs for the TRS-80 Model III**

Smartill is a smart-terminal program for the TRS-80 Model III. It permits transfer of BASIC programs and source-code files between a remote computer and the local cassette or disk-storage device. The FILE program permits generation and storage of text, then transmission by Smartill, for those who do not have word processors. AUTOBUF opens and closes the data-storage buffer automatically when up- or downloading. Smartill recognizes the automatic buffer-open and -close codes transmitted by another Smart-series (ie: Model I or II) program. With Smartill, the video-display line length can be formatted. Half- or full-duplex operation is software-selectable. The program will automatically send messages to bulletin boards and can be used with any RS-232C-compatible modem.

Smartill is priced at $99.50 from The MicroPeripheral Corporation, 2643 151st Pl NE, Redmond WA 98052, (206) 881-7544.

Circle 528 on inquiry card.

**Graphic Writer Program**

The Graphic Writer program allows Apple users to get hard copy of the Gothic, Blippo Black, Roman, Outline, and other character sets available in Apple's Applesoft Tool Kit. This software can be used in conjunction with the Applewriter word-processing program. Graphic Writer can also be used as a stand-alone product for use with PRINT statements within a user's program.

Graphic Writer is available for Silentype and Paper Tiger Model 440G, 445G, or 460G printers. It requires a 48 K-byte Apple II or Apple II Plus, DOS 3.3, the Applesoft Tool Kit, Apple parallel or Centronics interface card, and a printer. It is available from Computer Station Inc., 12 Crossroads Plz, Granite City IL 62040, (618) 452-1860. The suggested retail price is $34.95.

Circle 529 on inquiry card.

**A Gem of a Program**

Amethyst combines Mince, a full-screen editor; Scribble, a text formatter; the BDS C compiler; the Mince command-set source code; and a user-support program. Mince is written in C, so it is possible to personalize or extend the editor. Amethyst can be used as an editor/compiler combination for program development. A user's manual and a book describing theory of operation are included. The program requires a 48 K-byte CP/M system and a video terminal with cursor positioning. Amethyst is $350. Mince and Scribble are $125 each, or $175 for both. Contact Mark of the Unicorn, POB 423, Arlington MA 02174, (617) 489-1387.
## What's New?

### PUBLICATIONS

#### Personal Computer Letter
The Carl Helmers Personal Computer Letter is a monthly analysis of issues, trends, and current events that affect the small-computer industry. A major topic affecting the design, marketing, and support of small-computer hardware and software is discussed in each letter. Some of the forthcoming topics include studies on computer options for small colleges, mass-storage technology, configurable software, standards, color graphics, the importance of smooth power supplies, object-oriented languages, artificial intelligence, local communications networks, high-level languages, and interactive operating systems.

Another feature of the newsletter is a free personal-computer industry telephone conference call held once a month. With up to twenty people on a conference line, Mr Helmers moderates discussions and answers questions from subscribers about issues concerning popular microcomputers and the industry.

A charter subscription to the newsletter is $200. For more information, contact North American Technology Inc, Strand Bldg, Suite 23, 174 Concord St, Peterborough NH 03458, (603) 924-6048.

Circle 530 on inquiry card.

#### Program Listing Catalog
Personal Computer Applications Software Compendium will contain program descriptions and information on how and where to buy programs written for many different microcomputers. For additional information on how you can be a contributor and place a listing in this book, contact El Dorado Publishing Company, POB 446, Los Alamitos CA 90720.

Circle 532 on inquiry card.

#### CMOS Databook

Circle 534 on inquiry card.

#### Keyboard Catalog
A catalog of standard keyboards is available from George Risk Industries. Bulletin KB-20 includes data on the company’s Model 753, 756, and 771 keyboards, plus models ranging from 10 to 98 keys. Featured are the Process Control Keyboard for industrial-control-system applications, user-programmable ASCII (American Standard Code for Information Interchange) keyboards, and keyboard enclosures and accessories. Off-the-shelf models include units for hobby and educational use and keyboards suitable for a variety of prototype, limited production, and specialized applications. Versions for heavy-duty industrial and military applications are also offered.

Your free copy can be obtained from George Risk Industries Inc, GRI Plz, Kimball NE 69145, (800) 445-5218; in Nebraska (308) 235-4645.

Circle 534 on inquiry card.

#### Guide to Optical Cable
In its Guide to Optical Cable, Probe Research describes and compares the optical-communications cable being sold in the data and telephone/CATV applications market. Tables compare operating and mechanical specifications of the cables, including type of fiber used, cabling loss, application, cable construction, tensile strength, bandwidth, and more. The report also describes this rapidly changing market, including regulatory implications and the type of purchasing being done. The Probe Guide to Optical Cable is available for $50 from Probe Research Inc, POB 251, Millburn NJ 07041, (212) 732-5415.

Circle 535 on inquiry card.

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### Books from Addison-Wesley

#### Books on languages, hardware fundamentals, programming, and computer science are featured in the "Books About Computers" catalog from Addison-Wesley Inc, Reading MA 01867, (617) 944-3700.

Circle 531 on inquiry card.
Shirt-Pocket Guide to the 6502
The 6502 Instruction Handbook is a handy shirt-pocket-sized guide to the 6502 microprocessor. It contains a synopsis of each instruction available for the 6502, with mnemonic and machine codes in hexadecimal format provided for each addressing mode. Appendices list the instruction set alphabetically by assembler mnemonics and numerically by machine code. A hexadecimal-to-decimal conversion chart is provided. A circuit pinout diagram, basic timing information, and diagrams of the architecture are also included.

The 6502 Instruction Handbook is available for $4.95 plus $0.50 postage from Scebi Publications, 20 Hurbut St, Elmwood CT 06110. Circle 536 on inquiry card.

Computer Equipment on CIA's List
CIA is a publication for advertising new and used computers, software, and related products. Display ad rates range from $35 to $175. The subscriber rate for classified ads is $0.10 per word, and the nonsubscriber rate is $0.30 per word.

For more information on deadlines and subscription prices, contact Computer Instant Ads Association, 277 E 6100 South, Salt Lake City UT 84107, (800) 453-6464; in Utah (801) 268-3000. Circle 537 on inquiry card.

Power Supply Catalog
Power General, makers of power supplies, has published a catalog describing its products. For a copy, contact Power General, 152 Will Dr, Canton MA 02021, (617) 828-6216. Circle 538 on inquiry card.

Challenge Computer Supplies Catalog
Challenge Computer Supplies has published its Spring/Summer 1981 Catalog. The company sells computer furniture, magnetic media, computer-paper forms, and related items. For a copy, contact Challenge Computer Supplies Inc, POB 3269, 727 Middlefield Rd, Redwood City CA 94064, (415) 365-8105. Circle 539 on inquiry card.

Ampex Offers a Magazine
Databits is a quarterly magazine designed to keep Ampex customers informed of developments in the Ampex Memory Products Division. The magazine reviews new Ampex computer-developed developments, discusses applications of existing products, lists trade shows, and provides technical discussions of various aspects of computer technology. Interested readers can obtain a free copy of Databits by writing Ampex Corporation, Memory Products Division, Attn: Marketing Communications M-15, 200 N Nash St, El Segundo CA 90245.

Circle 540 on inquiry card.

Furniture Catalog
A color catalog from Structural Concepts Corporation describes furniture for office and personal computers. Both stock and custom units are available. Pre-wired and dedicated electrical circuits are available in some of the furniture. A variety of options and accessories, including pass-throughs and shared terminal turntables, are featured. Contact Structural Concepts Corporation, 17237 Van Wagoner Rd, Spring Lake MI 49456, (800) 253-5102; in Michigan (616) 846-3300. Circle 541 on inquiry card.

Catalog Lists TI 99/4 Hardware and Software
TI Source is a catalog and newsletter for TI 99/4 users. Included in the catalog are software programs for education and science, business and professional applications, games, music, utilities, and languages. Many accessories are listed. The newsletter contains news and reviews of software packages. The free catalog and newsletter is available from Microcomputers Corporation, POB 191, Rye NY 10580, (914) 967-8370. Circle 542 on inquiry card.

Free Courseware Catalog
The MicroMedia catalog contains over 400 kindergarten through grade 12 instructional programs, games, packages, and books for use with Apple, Atari, PET, and TRS-80 microcomputers. Organized by subject and grade level, each entry includes program name, type, functional description, and memory requirements. Contact MicroMedia, 686 Sierra Vista Ln, Valley Cottage NY 10989, (914) 358-2582. Circle 543 on inquiry card.

Adventure Games Brochure
If you are looking for something to do on sleepless nights, try an adventure game from Adventure International. Its catalog describes dozens of fantasy and role-playing games available for TRS-80, Apple, PET, Atari, and Sorcerer microcomputers. For a copy, contact Adventure International, POB 729, Casselberry FL 32707, (800) 327-7172; in Florida (305) 862-6917. Circle 544 on inquiry card.
What's New?

MISCELLANEOUS

Programmable Memory Has 8 K

The 8112 static programmable memory is pin-for-pin compatible with the 2716 EPROM (erasable programmable read-only memory). Built into the design of the 8112 is a delatched write function that allows incoming data to be controlled by the write-enable function. This arrangement provides for a delayed write. Power-consumption requirements are lower with the 8112 because the device operates in an enabled and disabled mode. It requires a single +5 V supply. Organized as 1024 words by 8 bits, the 8112 is available in access times of 200, 300, and 400 ns. In lots of 100, prices for the 8112 range from $10.70 to $14.70. Contact GTE Microcircuits, 2000 W 14th St. Tempe AZ 85281. (602) 968-4431.

Low-Power LCD

A 3½-digit LCD (liquid-crystal display) panel meter has been introduced by Datel-Intersil. The DM-LX3 has a ½-inch-high display. Using CMOS (complementary metal-oxide semiconductor) circuitry, the meter uses 17.5 mW (+5 V at 3.5 mA). The device can operate continuously for several months on a battery of four AA alkaline cells. The meter displays digits with an accuracy of ±0.1%. The board measures 10.5 by 5 by 1 cm (4 by 2 by ½ inches).

The DM-LX3 features balanced differential inputs, high-impedance inputs with low-bias currents, autozeroing, selectable display and hold, and blank circuit pads for attenuation or shunt resistors. The DM-LX3 sells for $57.50. Contact Datel-Intersil Inc. 11 Cabot Blvd, Mansfield MA 02048. (617) 339-9341.

Computer Stands

Comstand computer stands hold microcomputers and small-business systems. They have a table height of 66.5 cm (26½ inches), the same as a typewriter stand. A storage shelf is mounted below the table. There are additional shelves above the table for monitors, disk drives, or other items. The Model 2036, priced at $150, is 90.5 by 137 cm (36 by 54 inches) and the Model 2048, priced at $165, is 123 by 120 cm (48 by 47 inches). Both styles have 50-centimeter- (20-inch) wide tables. An optional printer stand with two shelves and a middle slot for paper feed is priced at $140. Contact Ever Roll, 3988 Troy Rd, Springfield OH 45504. (513) 964-1322.

EAROM from General Instrument

The ER4201 EAROM (electrically alterable read-only memory) is an N-channel device for applications that require a small memory and where ease of use and speed are important. The 128- by 8-bit ER4201 features +5 V operation in read mode, 350 ns maximum access time, in-circuit electrical word alterability, and on-board address, mode, and data latching. A program command will place the device in the busy mode and initiate an erase followed by a write. This allows the processor and system bus to be freed during the EAROM's 10 μs reprogramming operation.

In quantities of 250, the EAROM price is approximately $11.50 each. For more information, contact General Instrument Corporation, Microelectronics Division, 600 W John St, H Hicksville NY 11802, (516) 733-3120.

Keep It Quiet

Vitech Inc has a sound enclosure that blocks noise pollution from printers, word processors, and Telex machines. The interior and exterior panels are covered with plastic laminate, and the acrylic tops are transparent. Custom covers can be made for any printer. Models start at $275.

For more details, contact Vitech Inc, 4555 W 77th St. Minneapolis MN 55435. (612) 831-8757. Circle 548 on inquiry card.

Multistrike Ribbon Cartridge

Aspen Ribbons Inc has a version of the multistrike ribbon cartridge required by NEC (Nippon Electric Company) printers. The used ribbons can be returned to the company for replacement. Each ribbon costs $5. For additional details, contact Aspen Ribbons Inc, 1700 N 55th St. Boulder CO 80301. (800) 525-0646; in Colorado, (303) 444-4054.

Circle 546 on inquiry card.

Circle 549 on inquiry card.
Cross Reformatter for CP/M and DEC Files

MicroTech Exports' Reformatter conversion software allows CP/M users to exchange data files with DEC (Digital Equipment Corporation) computers using a floppy disk as the transfer medium. Reformatter runs under CP/M and reads and writes in the DEC RT-11 format. Data files can be transferred bidirectionally and any fields in the directory can be altered. Reformatter lists the DEC directory and displays the unused areas of the disk. The price of the program is $195 from MicroTech Exports, 467 Hamilton Ave, Palo Alto CA 94301. (415) 324-9114.

Datapro Offers a Catalog of Reports

Information processing professionals can look to the 1981 Datapro Report catalog for information comparing electronic data processing, word processing, office, and data communications products. Datapro's free catalog describes studies on fifty-two categories of popular equipment and management methods. The reports contain narratives, comparison charts, prices, specifications, and characteristics on products and services. User ratings are included in many reports, which are priced at $15 each. The catalog is available from Datapro Research Corporation, 1805 Underwood Blvd, Delran NJ 08075. (609) 764-0100.

All-CMOS Microcomputer

The Model PPS-12 is an all-CMOS (complementary metal-oxide semiconductor) microcomputer system. The system employs an IM6100 CMOS microprocessor, and has been designed for applications where only battery or solar power is available. Operation requires only a 5 V power supply at less than 0.5 mW. The board includes three parallel I/O (input/output) ports, one RS-232C serial port, a programmable real-time clock, 4 K 12-bit words of CMOS EPROM (erasable programmable read-only memory) and read/write memory, a memory-expansion controller, and an on-board monitor and debugger. The board is also supported by parallel and serial I/O modules, memory-expansion modules, an all-CMOS A/D (analog-to-digital) converter, and bubble memory. The modules can be plugged into any Multibus card cage.

The 12-bit IM6100 microprocessor uses a binary instruction set identical to Digital Equipment Corporation's PDP-8 and VT-78 DECstation minicomputers. The single-quantity price for the PPS-1201 is $999. For more information, contact Pacific Cyber/Metrix Inc. 6800 Sierra Ct. Dublin CA 94566. (415) 829-8700.

Computer Cable and Interface Catalog

A computer cable and interface catalog is available from CCP Computer Cable Products Division, 147 Gazza Blvd, Farmingdale NY 11735. (800) 645-9434; in New York (516) 293-1610. Described are specifications for RS-232C, EIA 449 assemblies, and bulk cable. Accessories described in the catalog include ribbon, coaxial kits, switching boxes, plenum and molded assemblies, adapters, and isolated power supplies. Request catalog H10.

High-Speed Memory

The CI-6800-2 dynamic memory board is designed for Motorola's EXORcisor I and II and Rockwell's System 65. The memory is available in 16 K-, 32 K-, 48 K-, or 64 K-byte configurations. The board features hidden-refresh control logic. The access time is 225 ns and cycle time is 400 ns, which allows the unit to operate as a static programmable-memory device at clock rates in excess of 1.5 MHz. For 2 MHz operation, the memory board can be configured to utilize a cycle-stealing refresh operation.

Memory selection is available in 4 K-byte increments up to 64 K bytes. The memory has on-board even parity, with output jumper-selectable to the system bus as a parity error or maskable interrupt. Power consumption is under 7 W. The prices are $565 for the 16 K-byte board and $750 for the 64 K-byte board. Contact Chrislin Industries Inc, 31352 Via Colinas #102, Westlake Village CA 91361. (213) 991-2254.

Anti-Static Mats

Anti-static floor and table mats can protect terminals, computers, and disk drives from electrostatic discharge. Pervel Industries' mats can be placed on tables and floors and connected to ground.

For more information, contact Pervel Industries Inc, POB 61, Plainfield CT 06374. (203) 564-2741.
Robot for Hobbyists
The Robot Unit RU-II is a package of mechanical modules that includes the base transport (legs), structural unit (body), and manipulator units (shoulders, arms, and hands). Also included are the relay controls required to drive the motors and a manual pushbutton control box to drive the relays. RU-II comes in kit form, including all parts, except a 12 V battery. There is room inside the body unit for more mechanical and electrical accessories. All the components can be used separately for experiments. The robot can be controlled by remote-control transmitter/receiver systems or by interfacing a computer into the relay control units.

RU-II weighs less than 100 pounds and can carry more than 50 pounds of batteries, computers, and other external loads. Speed of the unit is approximately two feet per second, fully loaded. Each arm can grasp, lift, and move more than 15 pounds.

RU-II comes with a one-year update, manual, and a free subscription to the Amateur Robotics Designer Newsletter. The price of the RU-II is $1495, plus 5% shipping and handling. Contact Hobby Robotics Company, 4055 Lawrenceville Hwy, Suite 410, POB 997, Lilburn GA 30247. (404) 923-5650.

Circle 557 on inquiry card.

Digital Multimeter Uses LCD Display
A hand-held 3½-digit LCD (liquid-crystal display) digital multimeter has been introduced by Eico Electronic Instrument Company. Priced at $89.95, the Eico 274 measures AC and DC voltages, DC current, and resistance in twenty-one ranges. It features single-circuit LSI (large-scale integration) logic, automatic decimal point, and overload protection. Up to 200 hours of operation time are possible from a 9 V transistor power cell. An automatic low-power indicator is provided. Accuracy is better than 0.8%. Input impedance is 10 megohms. The Eico 274 comes with a 9 V power cell, test probes, carrying case, and a spare fuse. Contact Eico Electronic Instrument Company Inc, 108 New South Rd, Hicksville NY 11801, (516) 681-9300.

Circle 558 on inquiry card.

Portable Design Kit
The LD-1 Pencil Box Logic Designer is a portable logic-design and breadboarding device. Among its features are a variable clock, two pulsers, eight LED (light-emitting diode) displays, eight logic-level switches, and E & L Instruments' SK-10 breadboarding socket. Power is supplied through batteries or an optional AC supply. All of this is contained within a portable molded-plastic case with a hinged cover.

The LD-1 kit is $75 and the assembled unit is $99.50. For more information, contact E & L Instruments Inc, 61 First St, Derby CT 06418, (203) 735-8774.

Circle 559 on inquiry card.

Headcleaning FlexyDisks from BASF
BASF Headcleaning FlexyDisks clean read/write heads on floppy-disk drives in one minute. The disks, available in 5- and 8-inch sizes, are for single-sided floppy-disk drives only. Each FlexyDisk can be used up to thirty times. A package of three retails for $45 from BASF Systems Corporation, Crosby Dr, Bedford MA 01730, (617) 271-4000.

Circle 560 on inquiry card.
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PRINERS

150 cps bidirectional-9x9 dot matrix, quietized case, 136 col, vertical form control and many other functions

We feel this printer offers the best price/performance ratio available.

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Teletype 43

from $995

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R.O./tractors $2795

$3050

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$2270

C. ITOH Starwriter, 25 cps, daisy wheel

$1575

C. ITOH Starwriter, 45 cps, daisy wheel

$1849

EPSON MX-80, 80 cps, 9x9 dot matrix

$454

ANADEX 9500/9501, up to 200 cps, high resolution dot

$1349

OKIDATA Microline 80, 80 cps, 9x7 dot matrix

$599

Microline 82, bidirectional, friction/pen feed

$490

Microline 83, bidirectional, 120 cps, uses 15" paper

$975

DEC LA-34

$1085

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2810A Z-80 CPU, serial port, ROM monitor $310 $259

2422A Floppy Cont, CP/M 2.2, ROM monitor $425 $345

CB2 Z-80 CPU 2P + 2S I/O interface $344 $295

$290 $249

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NMC industrial grade enclosure for 2 drives with P.S.

$489

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Discus 2 + 2 + CP/M®

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Constellation Network Multiplexer

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Mirror Video Tape Disk Backup

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$9999

MORROW 29MB + controller + CP/M® 2.2®

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$3995

CAMEO cartridge drive controller

$1500

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controller, CDC Hawk Drive (5 fix, 5 rem)

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CCS 300-1A w/1.2MB floppy drives, 2 serial, 2 parallel ports

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CCS 400-1A w/10MB hard disc, 2 serial, 2 parallel ports

$6999

Optional CP/M for CCS 300, 400 (OASIS available)

$150

NMC 80 w/floppy drives, 2 serial, 3 parallel ports

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ALTO single and multi-user systems

$699

MORROW Decision I, MICROSOFT basic, UNIX

$399

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TELEVIDEO 912 C

920 C

$950

$1030

Soroc IQ 120

IQ 140

$995

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INTERTUBE III or EMULATOR (multi-terminal)

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DEC VT-100

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RadioShack® is a trademark of the Tandy Corp. CP/M® is a trademark of Digital Research

Circle 422 on Inquiry card.
What's New?

MISCELLANEOUS

Wire-Wrapping Tool

The ST-100 cuts and strips wire and automatically generates the proper strip length for wire wrapping. The stripping blade is replaceable. The ST-100 is available for wire sizes from 20 to 30 AWG from OK Machine and Tool Corporation, 3455 Conner St., Bronx NY 10475. (212) 994-6600 for $9.84.

Circle 561 on inquiry card.

V300 Daisy-Wheel Printers

The V300 series of daisy-wheel printers is available in 25 and 40 cps (characters per second) models. Both models are impact printers that produce letter-quality printing using standard Diablo- or Qume-type 96-character print wheels. The printers can accommodate paper widths of up to 15 inches and can print up to 136 columns. Character spacing is 1/120 inch minimum, and line spacing is 1/48 inch minimum.

The V300 series are available with Centronics parallel or RS-232C interfaces. Seven- or eight-bit character lengths, single or double stop bits, odd or even parity, and 300, 600, 1200, or 2400 bps (bits per second) data rates are all switch-selectable. Form lengths of up to 66 lines with top-of-form and vertical-tab justification are programmable.

Form indicators are provided for power on, on-line status, and for paper and ribbon out. Multistrike fabric or carbon-film Diablo-type cartridge ribbons can be used.

The V300-25 is priced at $1895, and the V300-45 is $2195. For complete details, contact Vista Computer Company, 1317 E Edinger Ave, Santa Ana CA 92705, (714) 953-0523.

Circle 562 on inquiry card.

Programmable Memory and Disk Protector

When the AC power is interrupted for more than a few milliseconds, most microcomputers using the CP/M operating system attempt to bootstrap CP/M from the disk. Sometimes the disk controller destroys the operating system’s tracks rather than reading them. To prevent this disaster, the AMC Protector allows the computer to be initialized in the proper sequence by powering up the computer, then calling up the operating system from disk. The programmable memory and other circuitry is protected by a capacitive reactive RFI (radio-frequency interference) filter. This provides protection from lower-voltage RFI that causes semiconductor circuits to change state. The standard AMC Protector has a 20 A, 115 V capacity, reset and off-momentary switches, a power-on light, and is housed in a steel box with six grounded AC outlets. Prices start at $110. Contact American Microcomputer Company, 465 Jillana Ave, Livermore CA 94550, (415) 449-0323.

Circle 564 on inquiry card.

64 K-Bit Memory Circuit

The MSM3764 is a 64 k-bit programmable-memory integrated circuit. It is offered in three operating speeds: 200, 150, and 120 ns. The MSM3764 is a fully decoded dynamic circuit organized as 65,536 one-bit words. Soft-error protection is featured.

The MSM3764 has noncritical clock-timing requirements. It needs a single +5 V supply with ±10% tolerance. All inputs and outputs are TTL (transistor-transistor logic) compatible. Each 200 ns device (ie: MSM3764-20) is priced at $50.70. The 150 ns unit (ie: MSM3764-15) is $62.40 for one, and the 120 ns memory (ie: MSM3764-12) is $107.25 for one unit. OKI will be introducing a 256 K-bit programmable memory device that will be pin-compatible with these 64 K-bit memories.

Contact OKI Semiconductor Inc., 1333 Lawrence Expy, Santa Clara CA 95051, (408) 984-4842.

Circle 563 on inquiry card.
## DISK DRIVES

<table>
<thead>
<tr>
<th>Model</th>
<th>Capacity/Tracks</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>CCI-100</td>
<td>5.25&quot; 40 Track</td>
<td>$314</td>
</tr>
<tr>
<td>CCI-280</td>
<td>5.25&quot; 80 Track</td>
<td>$429</td>
</tr>
<tr>
<td>CCI-189</td>
<td>5.25&quot; 40 Track</td>
<td>$394</td>
</tr>
<tr>
<td>CCI-289</td>
<td>5.25&quot; 80 Track</td>
<td>$499</td>
</tr>
<tr>
<td>Z-87</td>
<td>Dual 5.25&quot;</td>
<td>$995</td>
</tr>
</tbody>
</table>

External card edge and power supply included. 90-day warranty/one year power supply.

### RAW DRIVES

- 8" SHUGART 801R: $395
- 5.25" TEAC or TANDON: $395

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  - 8" Scotch: $45
- Plastic FILE BOX: 50 5.25" diskettes: $19.00
- Plastic LIBRARY CASE: 5.25": $3.00
- Plastic LIBRARY CASE: 3": $4.00
- HEAD CLEANING DISKETTE: $25.00
- FLOPPY SAVER: $11.95

### 16K RAM KITS

- 200 ns for TRS-80: $19
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### SYSTEM SPECIAL

Apple II Plus 48K w/drive and controller, Epson MX-80 printer and interface, SUP-R Mod: $2795

### COMPUTERS/Terminals

- ARCHIVES: 64K, 2-Drives, 77 Track: $5495
- ALTOS ACG5000 Series: $CALL
- TRS-80: 16K: $3499
- ZENITH 48K, all-in-one computer: $2200
- ZENITH 2-19: $735
- TELEVIDEO: 920C: $748
- IBM 3101 Display Terminal: $1189
- ATARI 400: $479
- APPLE PERIPHERALS: $CALL

### MONITORS

- APF 9" B & W TVM-10: $115
- BELL & HOWELL: 9" B & W BHD911: $195
- LEEDEX: 12" B & W: $129
- SANYO: 9" B & W: $155
- SANYO: 12" B & W DM5012: $226
- SANYO: 12" Green Screen DM1512: $238
- SANYO: 13" Color DM6013: $406
- ZENITH: 13" Color: $349

### TELECOMMUNICATIONS

- LIVERMORE STAR MODEM: 2-year guarantee: $125
- UNIVERSAL DATA SYSTEMS UDS-103: $179
- D-CAT HARD WIRE DIRECT MODEM: $189
- AUTO-CAT: Auto Answer, Direct Connect Modem: $249
- D.C. HAYES MICRO-MODEM: $295
- CCI Telnet Communications Package: $135

## PRINTERS

- **NEC Spinwriter**
  - Letter Quality High Speed Printer: $2395
  - R.O.: $2555
  - R.O. with tractor feed: $2795

- **CITOH**
  - Starwriter: $1695
  - Starwriter II: $1849

- **EPSON**
  - MX-80: $2795
  - MX-70: $2895

- **PAPER TIGER**
  - Graphics & 2k buffer: $699
  - Graphics & 2k buffer: $1050
  - Graphics: $1450

- **OKI DATA**
  - Microline 80: $415
  - Microline 80, friction & pin feed: $500
  - Microline 82: $615
  - Microline 83: $849

- **CENTRONICS**
  - 730: $595
  - 799: $737
  - 740: $749

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For fast delivery, send certified checks, money orders or call to arrange direct bank wire transfers. Personal or company checks require two to three weeks to clear. All prices are mail order only and are subject to change without notice. Call for shipping charges.
Universal Socket Jumpers

A P Great Jumper Company's keyed socket jumpers are interchangeable replacements for all industry-standard IDC socket-cable assemblies. The socket jumpers mate with dual-row male headers, dual-row plugs with 0.635 mm square or round posts on 2.54 mm spacing. Slotted ends are also built in. Sizes offered include 10, 14, 16, 20, 26, 34, 40, 50, and 60 contacts. They supply slot-keyway, tab-key, and insertable-key sockets. The socket jumpers are designed for jumpering within a board; interconnecting between boards, backplanes, and motherboards; interfacing I/O (input/output) signals to the system; and for testing and checking equipment. For more information, contact The A P Great Jumper Company, POB 938, 72 Corwin Dr, Painesville OH 44077, (216) 354-0925.

Circle 565 on inquiry card.

Speech Evaluation Kits

The first two of a series of speech-synthesis evaluation kits have been announced by Texas Instruments Inc. The TMSK101 and TMSK201 provide a means of evaluating the TMS5100 and TMS5200 speech-synthesis integrated circuits for speech applications. Both kits use TI's linear predictive coding (LPC) technique.

The TMSK101 kit provides evaluation capability for 4-bit microprocessors. It includes a TMS5100 device and a TMS6100 ROM (read-only memory) with 204 LPC analysis-synthesis words.

The TMSK201 kit is designed for 8- or 16-bit microprocessors. It includes a TMS5200 voice-synthesis processor and a TMS2532 EPROM (erasable programmable ROM). The EPROM is programmed with a set of thirty-five items (thirty-two words, two phrases, and one tone).

Both kits are available for $140 each. Contact Texas Instruments Inc, Inquiry Answering Service, (Attn: TMSK101/201), POB 225012, MS 308, Dallas TX 75265.

Circle 567 on inquiry card.

Products from Gimix

Gimix Inc, makers of memories, microprocessors, interfaces, and graphics boards for the SS-50 bus system, has published a brochure of its products. Descriptions and prices of all its items, including complete motherboard enclosures for SS-50 systems, are included. For your copy, contact Gimix Inc, 1337 W 37th Pl, Chicago IL 60609, (312) 927-5510.

Circle 569 on inquiry card.

Disk-Copying Service

ALF Products is offering a disk-copying service for Apple-compatible floppy disks. Prices range from $2.60 each for a minimum of 50 copies to $2.10 each for 5000 copies. Memorex disks are used, but other brands can be specified. Copying can be done on custom-supplied disks for $0.60 to $0.20 each. The one-time setup charge for standard 13- or 16-sector disks is $10; special formats have a higher setup charge. A service for making standard DOS 3.2 or 3.3 disks copy-resistant is available for $25 and up. Copying of different disks can be combined to take advantage of the quantity discounts. Masters are kept on file for reorder.

For more information, contact ALF Products Inc, 1448 Estes, Denver CO 80215, (303) 234-0871.

Circle 566 on inquiry card.

12-Bit A/D Converter

The MN5245 is a 12-bit A/D (analog-to-digital) converter that offers a conversion time of less than 1 µs. Linearity is ± 0.5 LSB (least significant bit), and no missing of codes is guaranteed over the full operating-temperature range. Absolute accuracy error is 0.3% of full-scale maximum over the working temperature range. The converter can be used in spectrum analyzers, transient analysis, radar, video digitizing, and data-acquisition systems. Sample quantities are priced at $339 from Micro Networks, 324 Clark St, Worcester MA 01606, (617) 852-5400.

Circle 568 on inquiry card.
Quality Lasts . . .
OUR SALE DOESN'T!
SALE ENDS JULY 31ST, 6:00 P.M. CENTRAL TIME

SAVE UP TO $459 NOW on Radio Shack® Microcomputers

Now you can own a great little computer at a great big discount off the manufacturer's list price. For home or office use, the Radio Shack line of computers is first in quality, performance and price:
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<table>
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<tr>
<th>Catalog Number</th>
<th>Description</th>
<th>List Price</th>
<th>Charge By Phone</th>
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Dept. 17 1117 Conway Avenue Mission, Texas 78572
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Texas & Principle Number 512/581-2765
Telex 767339

Circle 303 on inquiry card.
Carrying Cases
The Computer Case Company has developed five new computer-carrying cases. The cases feature padded handles, brass hardware, and key locks. The tops are removable, so the equipment can be operated in the case. Provisions are made for cords to exit the case even when the top is on and locked. Storage space is provided for manuals, cords, working papers, and supplies.

The AP104 carrying case is for the Apple III. The AP104 holds the computer, two disk drives, and a Silentype printer. It costs $139. For a video monitor, there is the AP105, which retails for $99. For the TRS-80 Model III, there's the RS204. It sells for $129. The RS205 is a $99 carrying case for the TRS-80 Color Computer. The P403 is designed for the Epson MX-80 and MX-70 printers. It costs $99.

For further details, contact Computer Case Company, 5650 Indian Mound Ct, Columbus OH 43213, (614) 868-9464.

Circle 570 on inquiry card.

SS-50 Memory Board
Boaz Company has introduced a 64 K-byte programmable memory board for the SS-50 bus. The board features transparent refresh at 1 MHz, operation with 6800 and 6809 systems, compatibility with the 20-bit extended addressing mode, memory selection and relocation for testing, and a 200 ns access time. Power-supply requirements are +12 V at 150 mA, +5 V at 500 mA, and -5 V at 7 mA.

For complete details, contact Boaz Company, POB 18081, San Jose CA 95158.

Circle 571 on inquiry card.

16-Channel, 12-Bit Data-Acquisition Circuit
The AD364 is a 16-channel, 12-bit integrated-circuit data-acquisition system that allows users to mix single-ended and differential signals and to select either without hard-wiring. It is packaged in two hermetic DIPs (dual-inline packages), guarantees no missing codes over the working temperature range, and offers 20 kHz throughput rate.

The packages include two 8-channel multiplexers, a differential amplifier, a sample-and-hold circuit, a latched channel-address register, an input mode control, control logic, and a 12-bit A/D (analog-to-digital) converter. Inputs can be sixteen single-ended, eight differential, or a combination. Switching between single-ended and differential-signal sources or two single-ended inputs is accomplished by the use of the input mode control.

Other features include a 50 μs maximum total acquisition and conversion time per channel and input voltage ranges of ±2.5, ±5.0 and ±10 V; 0 to +5 V, and 0 to ±10 V. Output can be in either 8-bit bytes or 12-bit words. The price is $198 for single units. Contact Analog Devices, Rt 1, Industrial Park, POB 280, Norwood MA 02062, (617) 935-5565.

Circle 572 on inquiry card.
Laboratory System for the Apple

Applab is a microcomputer system designed for laboratory applications. When used with an Apple II Plus, Applab can control or collect data from spectrophotometers, chromatography systems, pH meters, strip-chart recorders, and temperature controllers.

Applab's hardware interface features 12-bit D/A (digital-to-analog) and A/D (analog-to-digital) converters with ranges of ±0.5 to ±4.0 V, differential input, and automatic zeroing.

The I/O (input/output) subsystem features 8 bits each of input and output, handshaking signals, interrupt circuitry, and TTL-transistor-transistor logic compatible signal levels. A real-time clock permits timing of events to an accuracy of 0.1 second. Two 16-bit timers can be configured as an interval timer, pulse counter, pulse generator, square-wave frequency generator, or shift register.

Included is the QuickI/O program, which makes it easy to write BASIC programs to control scientific instruments. The Applab interface card, QuickI/O software on floppy disk, three cables, a self-test adapter board, diagnostic software, and two manuals are available for $495. For further information, contact Interactive Microwave Inc, POB 771, State College, PA 16801, (814) 238-8294.

Circle 573 on inquiry card.

Multichannel Video Controller

The MCV-1023 multichannel video controller is Multibus-compatible. It is designed for online information, graphics, and data-processing applications. An on-board microprocessor performs control and logic functions, providing intermixable text and graphics display. Three software-selectable character fonts, user-defined custom characters, an addressable cursor, an independently addressed status line, and an on-board date and time clock are also included. Characters of differing sizes can be intermixed on the screen. Underlining, strike through, blinking, boxing, reverse, and dual-intensity video fields are included. A paging feature switches the video on a single display between two sources, allowing screen updating.

Typical graphics operations, such as animation, facsimile presentation, vector lines, point plots, and box or block generation, can be performed with minimal software overhead. In graphics operations, the display is treated as 512 horizontal dots by 256 vertical lines. Communication between the MCV-1023 and the host system is done through programmed input/output and a shared 2 K-byte block of programmable memory. The MCV-1023 evaluation board is $695. It is available from Metacomp Inc, 7290 Engineer Rd, Suite F, San Diego, CA 92111, (714) 278-0635.

Circle 574 on inquiry card.
The VIO-X I/O Interface for the S-100 bus provides features equal to most intelligent terminals both efficiently and economically. It allows the use of standard keyboards and CRT monitors in conjunction with existing hardware and software. It will operate with no additional overhead in S-100 systems regardless of processor or system speed.

Through the use of the Intel 8275 CRT controller with an onboard 8085 processor and 4k memory, the VIO-X interface operates independently of the host system and communicates via two ports. The screen display rate is effectively 80,000 baud.

The VIO-X1 provides an 80 character by 24 line format using a 7 x 9 dot matrix to display the full upper and lower case ASCII alphanumeric 96 printable character set (including true descenders) with special characters for escape and control characters. An optional 2732 character generator is available which allows an alternate 7 x 9 contiguous graphics character set.

The VIO-X2 offers an 80 character by 25 line format using a 9 x 9 dot matrix allowing high-resolution characters to be used. This model also includes expanded firmware for block mode editing.

Both models support a full set of control characters and escape sequences, including controls for video attributes, cursor location and positioning, cursor toggle, light pen location, and scroll speed. Video attributes provided by the 8275 in the VIO-X include:

- FLASH CHARACTER
- INVERSE CHARACTER
- UNDERLINE CHARACTER
- ALTERNATE CHARACTER SET
- DIM CHARACTER

The above functions may be toggled together or separately.

The board may be addressed at any port pair in the S-100 host system. Status and data ports may be swapped if necessary. Inputs are provided for parallel keyboard and for light pen as well as an output for audio signalling. The interrupt structure is completely compatible with Digital Research's MP/M.
LOBO Add-On Disk Drive Subsystems

For Apple, TRS-80, S-100 Based Computers

Expansion and enhanced capabilities are key words in achieving full utilization of your computer system. Our complete line of LOBO disk drive subsystems are the ideal, cost-effective way to provide the expansion capabilities you need to meet your system growth requirements. All of our subsystems are complete, thoroughly-tested, 100% burned-in, and feature a 1 year 100% parts/labor warranty.

**APPLE**

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- 3101 Mini floppy $399
- 3101 Mini floppy/winterface card $489
- 8101CA One SA800 in cabinet, wipower, QCC Controller, cable and manual $1449
- 8202CA Two SA800 in cabinet, wipower, QCC Controller, cable and manual $1899
- 5101CA One SA50 in cabinet, wipower, QCC Controller, cable and manual $1799
- 5202CA Two SA850 in cabinet, wipower, QCC Controller, cable and manual $2364
- LCA-27 Double Density Controller only $599

**S-100 BASED COMPUTERS**

<table>
<thead>
<tr>
<th>MODEL NO.</th>
<th>DESCRIPTION</th>
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<tr>
<td>4101C</td>
<td>SA400 in cabinet wipower</td>
</tr>
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<td>8101CA</td>
<td>One SA800 in cabinet, wipower for Mod. II $999</td>
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<td>8202CA</td>
<td>Two SA800 in cabinet, wipower for Mod. II $1349</td>
</tr>
<tr>
<td>LX80</td>
<td>Double density expansion interface $641</td>
</tr>
<tr>
<td>RS232</td>
<td>Dual Serial Port Option $75</td>
</tr>
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</table>

**GENERAL**

- 8212C Two SA801 in cabinet wipower $1329
- 5212C Two SA651 in cabinet wipower $1799

**TRS80**

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<th>MODEL NO.</th>
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<tr>
<td>RS232</td>
<td>Dual Serial Port Option $75</td>
</tr>
</tbody>
</table>

**FLOPPY DISK DRIVES**

- Qume DT-8 $599 - 2/$1150
- Virtually the industry standard. High quality/reliability. Full featured, double-sided, double density.
- Mitsubishi!!!!!!! $649
- Up & coming potential giant of the double sided/ double density realm.
- Shugart 851R $649
  - Double sided/double density
- Tandon double sided mini-floppy. Shugart compatible, double density. $350 - 2/$640
- Shugart 800/801R $425 - 2/$820
- SA400 mini-floppy. 36 track, double density $299 - 2/$525
- Siemens FDD100-8D $395 - 2/$755
- 3.57954/99 ea - 100/$8.99

**CONTROLLERS**

- Tarbell single density kit $210
- Tarbell single density A & T $290
- Tarbell double density A & T $450
- MDA LSI-11 floppy controller $1095

**SPECIAL!!**

- CCS 2422A floppy disk controller with CP/M version 2.2 $375

**FLOPPY POWER SUPPLY:** Handles two units with the greatest of ease.

- $109

**DISKETTES:** Single sided $39/10 - Double sided $59/10

**SPECIAL SPECIALS (very limited supply)**

- SBC 80/30 CPU card (used) $475
- SBC 604 $150
- SBC 614 $150
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- UDS 801A dialer card (used) $100
- all used gear here comes with 90 day warranty.

**CRYSTALS**

- ...most major values. Call for case size, etc.
  - $2.75/ea. $25/$250 $100/$2.20
  - 3.57954/99 ea - 100/$8.80

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- call for particulars

- Qume S/5 - Daisy Wheel Printer $2699
- Sprint 5/45 RO $2829
- Sprint 5/45 KSR $3029
- Sprint 5/45 KSR $3159
- Forms Tractor $210
- Pinfeed platen $155
- Paper Guide $30
- Paper Basket $50
- many print wheels, ribbons, & more available.

Terms of sale: cash or checks, purchase orders from qualified firms and institutions. Minimum order $25. CA residents add 6% tax. Prices subject to change without notice. All goods subject to prior sale. Minimum shipping/handling charge $4.00.

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**Electrolabs**

POB 4436, Stanford, CA 94305 (415) 321-5601

Circle 137 on inquiry card.
RCA Cosmac 1802 Super Elf Computer $106.95

Compare features before you decide to buy any other computer. There is no other computer on the market that has all the features that come with the Super Elf for so little money. The Super Elf is a single-board computer that can do many things. It is an excellent computer for training and for learning its programming with which it comes. The Super Expanded Board comes with 4K of low power RAM and all addressable memory. Full Basic, ASCII Keywords, video character generator, etc. Before you order another small computer, are you considering the features that come with the Super Elf? 

The Super Elf includes the following features: ROM monitor; State and mode displays; Single step option; Address display; Power supply; Audio amplifier and speaker, fully socketed for all I/O. Real cost of warranty repairs; Full documentation. The Super Elf includes a ROM monitor for program loading, editing and execution with the Appletag program debugging interface included in the same package. With the power supplied from an AC adapter, you can load the entire Super Elf onto your TV monitor and connect to your own computer system without any modification. The Super Elf has been programmed with a powerful processor. The Super Elf is a complete system with a full set of programs, and can be used for any task. This board has been made for all other options on the same board and it fits into the hardboard cabinet alongside the Super Elf. The board includes slots for up to 6K of EPROM (2708, 2758, 2716 or TI 27C020) which can be used for the microprocessor, to be used for the monitor and Tiny Basic other purposes. This makes it a versatile and powerful tool for the hobbyist and professional.

The board includes the following features: ROM monitor; State and mode displays; Single step option; Address display; Power supply; Audio amplifier and speaker, fully socketed for all I/O. Real cost of warranty repairs; Full documentation. The Super Elf includes a ROM monitor for program loading, editing and execution with the Appletag program debugging interface included in the same package. With the power supplied from an AC adapter, you can load the entire Super Elf onto your TV monitor and connect to your own computer system without any modification. The Super Elf has been programmed with a powerful processor. The Super Elf is a complete system with a full set of programs, and can be used for any task. This board has been made for all other options on the same board and it fits into the hardboard cabinet alongside the Super Elf. The board includes slots for up to 6K of EPROM (2708, 2758, 2716 or TI 27C020) which can be used for the microprocessor, to be used for the monitor and Tiny Basic other purposes. This makes it a versatile and powerful tool for the hobbyist and professional.

811 Update Master Manual $79.95

Niacad Battery/Charger Kit

Programs start right after power is applied. A simple two-line program is included. It will be a good idea if you have a complete manual for the Super Elf. The board includes the following features: ROM monitor; State and mode displays; Single step option; Address display; Power supply; Audio amplifier and speaker, fully socketed for all I/O. Real cost of warranty repairs; Full documentation. The Super Elf includes a ROM monitor for program loading, editing and execution with the Appletag program debugging interface included in the same package. With the power supplied from an AC adapter, you can load the entire Super Elf onto your TV monitor and connect to your own computer system without any modification. The Super Elf has been programmed with a powerful processor. The Super Elf is a complete system with a full set of programs, and can be used for any task. This board has been made for all other options on the same board and it fits into the hardboard cabinet alongside the Super Elf. The board includes slots for up to 6K of EPROM (2708, 2758, 2716 or TI 27C020) which can be used for the microprocessor, to be used for the monitor and Tiny Basic other purposes. This makes it a versatile and powerful tool for the hobbyist and professional.

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FOR S-100, FLOPPY DISKS.

S-100 POWER SUPPLY KITS
(OPEN FRAME WITH BASE PLATE, 3 HRS. ASSY. TIME)

<table>
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<th>ITEM</th>
<th>USED FOR</th>
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<th>@ - 9 VDC</th>
<th>@ + 15 VDC</th>
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DISK DRIVE POWER SUPPLY "R3" REGULATED, OPEN FRAME, ASSEMBLY & TESTED

SPECs: +5V @ 5A OVP, -5V @ 1A, +24V @ 5A, SHORTS PROTECT. 2 SIZES AVAILABLE:
1) 9" (W) x 6" (D) x 4-1/4" (H), 2) 9" (W) x 5-1/4" (D) x 5-1/4" (H)
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IDEAL FOR THREE 8" OR 5-1/4" FLOPPY DISK DRIVES, SUCH AS SHUGART 801/851, SIEMENS FDD 100-8/200-8 OR 100-5 ETC.

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REGULATED OUTPUTS FOR DISK DRIVES: +5V @ 4A, -5V @ 1A, +24V @ 4A (OR +12V @ 4A) SHORTS PROTECT.
UNREGULATED OUTPUTS FOR S-100: +8V @ 14A, +16V @ 3A. (OPTION: ADD OVP FOR +5V, ADD $5.00)
A COMPLETE UNIT FOR DISK SYSTEM WITH THE MAINFRAME CONTAINING 12 SLOTS & TWO 8" OR 5-1/4" DISK DRIVES.

POWER TRANSFORMERS (WITH MOUNTING BRACKETS)

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<td>14.95</td>
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SHIPPING: For each power supply $5.50 in Calif., $7.50 in other states, $14.00 in Canada. For each Transformer $5.00 in all States, $10.00 in Canada. Calif. Residents add 6% Sales Tax.
32K S-100 EPROM CARD

**NEW!**

**$79.95**

KITS:
- USES 2716's
- Blank PC Board - $34
- ASSEMBLED & TESTED ADD $30

**SPECIAL:** 2716 EPROM's (450 NS) Are $9.95 Ea. With Above Kit.

**KIT FEATURES:**
- 7. Any or all EPROM locations can be disabled.
- 9. Gold plated contact fingers.
- 10. Unselected EPROM's automatically powered down for low power.
- 11. Fully buffered and bypassed.
- 12. Easy and quick to assemble.

32K SS-50 RAM

**NEW!**

**$329.00**

KITS:
- For 2MHz Add $10
- Blank PC Board $50
- For SWTPC 6800 - 6809 Buss Support IC's and Caps $19.95
- Complete Socket Set $21.00
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**FEATURES:**
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HARDWARE

6502 JBE I Micro-Computer

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- AY5-1013 (Serial Port)
- 2114 RAMS (4K)
- 2716 EPROM (with monitor & tiny basic)

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- 6502 CPU
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- AY5-1013 (Serial Port)
- 2114 RAMS (1K)
- 2716 EPROM (with monitor)

Both versions include sockets for 4 2716s or 2732s, 8 16 pin sockets for I/O interfacing and a DB25 connector for RS232.

All address and data lines, power supply, RDY, interrupts, DMA, phase 1 & phase 2 clocks, read/write, reset and NMI and IRQ are brought off the board to the 50 pin connector.

This board also features power on reset and cassette interface.

Documentation includes 6502 programming manual and complete documentation for the 6522 VIA. Also included is documentation for interfacing with JBE A-D and D-A converter, solid state switches and EPROM programmer.

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This board looks like RAM to the Apple® II and like an EPROM to the computer being programmed. It features 2K or 4K of RAM and emulates a 2716 or 2732. A 24 pin ribbon cable connects the computer being programmed to the EPROM sub. board. Documentation includes disk with basic & pascal utility routines including save, print, write, system calls, error checking. Complete Source Code User Manual also included. This board allows you to test programs without burning your EPROM. Three control lines from the board are used to control the computer being programmed (reset etc.).

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<thead>
<tr>
<th>EPROM Substitution Card</th>
<th>Speech Synthesizers</th>
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<tbody>
<tr>
<td>81-085K2 Kit - 2K RAM</td>
<td>JBE's Speech Synthesizer for the Apple® II uses the Votrax SC-01 Phoneme Synthesizer. The SC-01 phonetically synthesizes continuous speech of unlimited vocabulary. The SC-01 contains 64 different phonemes and 4 levels of inflection accessed by an 8 bit code. Requires 10 bytes/sec for continuous speech. The board has an audio amp for direct connection to an 8Ω speaker. Documentation includes disk with basic user programs, phoneme chart &amp; a listing of coded words to help you get started. **Because of the high cost of the SC-01 at this time, it will be sold separately. This way as the price goes down we can pass the savings on directly to you.</td>
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<td>81-085K4 Kit - 4K RAM</td>
<td>81-085A2 Assy. - 2K RAM $149.95</td>
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<td>81-085A Assy. - 4K RAM</td>
<td>81-085A Assy. - 4K RAM $159.95</td>
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<tr>
<td>Ribbon Cable with Connectors</td>
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<td>81-088 Assy. &amp; tested</td>
<td>81-120 Parallel Input Speech Synthesizers $89.95 (On board power supply, wall trans. incl.)</td>
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<td>SC-01 Phoneme Synth.</td>
<td>81-070K Kit $49.95</td>
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<tr>
<td>(Call for current pricing)</td>
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<td></td>
<td>81-070B Bare Board $39.95</td>
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EPROM Expansion Card

JBE EPROM Expander for the Apple II holds six 5 volt 2716s for a total of 12K bytes of ROM. This board takes the place of the on board ROM in the Apple. It is software switchable by the same technique used by the Apple® II firmware card. Solder jumpers are for reset to the Apple ROM or 2716s on the card. (EPROMs available separately). Use JBE EPROM programmer and parallel I/O cards to program your EPROMs.

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<th>EPROM Expansion Card</th>
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<td>81-070K Kit</td>
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<td>81-070A Assy.</td>
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BETA 32K BYTE MEMORY RELIABLE/COST EFFECTIVE EXPANDABLE RAM FOR 6502 AND 6800 SYSTEMS - AIM 65 KIM SYM PET 544-BUS
- Plug compatible with the AIM-65/SYM expansion connector by using a right angle connector (supplied) mounted on the back of the memory board.
- Memory board edge connector plugs into the 6800 544 bus.
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Circle 440 on inquiry card.

Circle 284 on inquiry card.

Circle 437 on inquiry card.

Circle 190 on inquiry card.

Circle 213 on inquiry card.

Circle 435 on inquiry card.

Circle 37 on inquiry card.
INSULATION DISPLACEMENT SOCKETS

### RIGHT ANGLE HEADERS

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<td></td>
<td>Hood IDC25C</td>
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**EJECTOR EARS**: .25 EACH

**25 PIN "D" CONNECTORS**

- **INSULATION DISPLACEMENT**
  - Male IDC25P: 4.95
  - Female IDC25S: 5.25
  - Hood IDC25C: 1.35

**Wire Wrap Wire**

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**NEW** Wire Wrap Sockets featuring a selective plating method that will save you money by having gold only where it counts.

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**CABLE PLUGS**

**RIBBON CABLE**

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**WIRE WRAP WIRE**

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**THE STAR MODEM**  
From Livermore Data Systems

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<td>RS232 MODEM</td>
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<td>RS232 CIITT</td>
<td>$170</td>
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<tr>
<td>IEEE 488 CIITT</td>
<td>$280</td>
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</table>

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Data-Graph (Boyd) 48K Apple  
Apple II User's Guide (Osborne)  
Introduction to Pascal (Sybes)  
Pascal Handbook (Sybes)  
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**MI PLOT Intelligent Plotter**  
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<table>
<thead>
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<th>DISK SPECIALS</th>
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<td>EPSON MX-80 Printer</td>
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<td>EPSON MX-70 Printer</td>
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<td>STARWRITER Daisy Wheel Printer</td>
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<td>NEC Spinwriter</td>
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<td>Diablo 630 Daisy Wheel</td>
<td>$135</td>
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<td>Lexedex Video 100” 12” Monitor</td>
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<td>ZENTEN DATA SYSTEMS</td>
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<tr>
<td>Z-19 Video Terminal (factory assurance)</td>
<td>$729</td>
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<tr>
<td>Z89 with 48K (factory assurance)</td>
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<tr>
<td>SYM-1</td>
<td>$209</td>
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<td>SYM-BAS-1 BASIC or RAE-1/2 Assembler</td>
<td>$65</td>
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<td>KTM-240 Symetek Video Board</td>
<td>$349</td>
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<tr>
<td>Seawell Motherboard - 4K RAM</td>
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<tr>
<td>Seawell 16K Static RAM - KIM, SYM, AIM</td>
<td>$320</td>
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**SCOTTCH (3M) 54”**  
10/2.65 50/2.75 100/2.65  
Verbatim 54”  
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BASF 6”  
10/2.65 20/2.55 100/2.45

**ALL STOCK MAXXEL DISKS**

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<td>Disk Library Cases</td>
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<table>
<thead>
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<th>BOOK/SOFTWARE</th>
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<td>The 8086 Book (Osborne)</td>
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<td>ZBOO0 Assembly Language Programming</td>
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<tr>
<td>PET Personal Computer Guide (Osborne)</td>
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<td>Some Common BASIC Programs (Osborne)</td>
<td>12.75</td>
</tr>
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</table>

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215-822-7727  
A B Computers  

---

**WEB PAGE**

<table>
<thead>
<tr>
<th>PART HARMONY MUSIC SYSTEM for PET</th>
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<tr>
<td>4 PART HARMONY MUSIC SYSTEM for PET</td>
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</tr>
<tr>
<td>The Visible Music Monitor, by Frank Levinson, allows you to compose, play, edit, and play 4 part harmony music. Includes whole notes thru 64ths (with dotted and triplets), tempo change, key signature, transpose, etc. The KL-4M unit includes D to A converter and amplifier (add your own speaker).</td>
<td></td>
</tr>
</tbody>
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---

**THE VISIBLE MUSIC MONITOR, by Frank Levinson**

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$125  
**KTM-240 SYMETEK VIDEO BOARD**  
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$170  
**SOURCE HOOKUP OVER 1000 PROGRAMS/ SERVICES**  
$88  

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Circle 1 on inquiry card.

---

BYTE July 1981  
475
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<td>24 pin LP</td>
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</table>
Circle 195 on inquiry card.
Lower Prices,

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MX-80 - Epson
IOM-5200A
132 columns, 9 9 dot matrix, multiple fonts
PRM-02708
Save $100.00
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  - CPC-30200K Jada A & T $399.95

### S-100 Memory

<table>
<thead>
<tr>
<th>Product</th>
<th>Price</th>
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<tr>
<td>MEM-32100K</td>
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<td>MEM-64100K</td>
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<tr>
<td>MEM-99600A</td>
<td>$359.95</td>
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### S-100 Disk Controller
- DOUBLE-D - Jade
  - Double density controller with ideatrack on-board Z-80A, printer port, IEEE S-100, Can function on an interpreted disk.
  - IOD-1200K Kit $299.95
  - IOD-1200A 8" A & T $389.95
  - IOD-1205A 5 1/4" A & T $389.95
  - IOD-1200B Bare board $660.00

#### DOUBLE DENSITY - Cal Comp Sys
- 4 MHz bank port/bank switch selectable, extended addressing, 16K bank selectable. PHANTOM line allows memory overhead, 16K x 240 / front panel compatible.
- MEM-99730B Bare board $55.00
- MEM-99730K Kit, no RAM $219.95
- MEM-16700K 16K kit $249.95
- MEM-12731K 32K kit $289.95
- MEM-48732K 48K kit $234.95
- MEM-46733K 64K kit $359.95
- Assembled & tested $50.00

### S-100 Video
- **S-100 Video**
  - **S-100 Video**
  - **S-100 Video**
  - **S-100 Video**
  - **S-100 Video**

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<td>PB-1 - S.S.M.</td>
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| 270K, 3716 EPROM board, IEEE S-100, bank selectable, Phantom capability, addressable in 4K blocks, "disable" able in 1K segments, extended addressing, low power.
| MEM-99620A Kit $154.95
| MEM-99620A A & T $219.95

### S-100 PROM Boards

<table>
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<td>PROM-100 - SD Systems</td>
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| 270K, 3716 EPROM programmer, IEEE S-100.
| MEM-99620B Kit $219.95
| MEM-99620A Jade A & T $269.95

### S-100 Mainframes

<table>
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<tr>
<th>Product</th>
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<tr>
<td>PHIL-11000 Mainframe</td>
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| 12 slot S-100 mainframe with 20 amp power supply.
| ENC-121105 $379.95
| ENC-121106 A & T $409.95

### Motherboards

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<td>ISO-BUS - Jade</td>
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* Silent, simple, and on sale - a better motherboard.
- MBS-061B Bare board $19.95
- MBS-061K Kit $39.95
- MBS-061A A & T $49.95
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- MBS-121K Kit $69.95
- MBS-121A A & T $89.95
- MBS-181B Bare board $49.95
- MBS-181K Kit $99.95
- MBS-181A A & T $139.95

### Motherboards

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| ENC-121105 $379.95
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### Place Orders Toll Free

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<td>800-421-5500</td>
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<tr>
<td>800-626-1710</td>
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<tr>
<td>For Technical Inquiries or Customer Service call:</td>
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<tr>
<td>219-973-7707</td>
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### JADE Computer Products

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<tr>
<td>Hioroeho, CA 90260</td>
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<tr>
<td>TERMS OF SALE: Cash, checks, credit cards, or</td>
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<tr>
<td>Purchase Orders from qualified firms and institutions. Minimum Order $15.00. California residents add 8% tax. Minimum shipping &amp; handling charge $2.00. Pricing &amp; availability subject to change.</td>
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#### WE GUARANTEE FACTORY PRIME PARTS

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<th>2716 EPROM</th>
<th>2708 EPROM</th>
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<td>2.90</td>
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| 74LS244 | 1.00 | LS241 | 1.15 |
| 74LS245 | 1.15 | LS244 | 1.00 |
| 74LS246 | 1.95 | LS325 | 1.59 |
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| 3205 | 3.95 | 4014 | 1.39 |
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| 8185 | 29.95 | 4017 | 1.19 |
| 8185-2 | 39.95 | 4018 | 1.19 |
| 8202 | 45.00 | 4019 | 1.19 |
| 8205 | 3.95 | 4020 | 1.19 |
| 8212 | 2.00 | 4021 | 1.19 |
| 8214 | 3.95 | 4022 | 1.19 |
| 8216 | 1.85 | 4023 | 1.19 |
| 8224 | 2.65 | 4024 | 1.19 |
| 8226 | 1.85 | 4026 | 1.39 |
| 8228 | 5.00 | 4026 | 2.50 |
| 8238 | 5.45 | 4028 | 1.39 |
| 8243 | 4.75 | 4031 | 1.19 |
| 8251A | 5.55 | 4032 | 1.29 |
| 8253 | 9.85 | 4030 | 1.45 |
| 8255A | 5.40 | 4031 | 1.29 |
| 8255A-5 | 5.40 | 4031 | 2.19 |
| 8257 | 9.25 | 4033 | 2.19 |
| 8257-5 | 9.25 | 4034 | 2.19 |
| 8259A | 7.30 | 4035 | 9.6 |
| 8271 | 60.00 | 4037 | 1.95 |
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<th>HITACHI</th>
<th>SOLID STATE SCIENTIFIC</th>
<th>MC 1488</th>
<th>AY5-1013</th>
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<tr>
<td>2K x 8 CMOS RAM 150NS</td>
<td>256 x 4 CMOS RAM 450NS</td>
<td>QUAD LINE DRIVER</td>
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<td>Pin Compatible with 2716</td>
<td>SCM5101E-1</td>
<td>MC1489 QUAD LINE RECEIVER</td>
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<td>HM6116P-3</td>
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<tr>
<th>LM323K</th>
<th>4K x 1 STATIC RAM</th>
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<th>WE NOW HAVE QUARTZ CRYSTALS CALL FOR STOCK</th>
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<tr>
<td>(TO-3) -5 VOLT REGULATOR</td>
<td>MOTOROLA MCM6641-20</td>
<td>$30.00</td>
<td>QUANTZ CRYSTALS</td>
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<td>$3.75</td>
<td>4044-200NS EQUIV.</td>
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| 16PIN 216-AG29D .18
| 18PIN 218-AG29D .20
| 20PIN 220-AG29D .22
| 22PIN 222-AG29D .24
| 24PIN 224-AG29D .26
| 28PIN 228-AG29D .28
| 40PIN 240-AG29D .42

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SPECIAL $295
SHUGART SA800/1
Your Choice 115V, 60Hz or 230V, 50Hz.

These Shugart eight inch disk drives were originally purchased by major computer manufacturers. Upon failing incoming inspection the drives were sent back to Shugart for realignment.

California Digital has negotiated an extremely attractive agreement to purchase the entire inventory of the SA800/1s. We are offering the drives on a first come basis at only $295. (Subject to remaining inventory on hand.) Installation manual $10 additional. Warranty 30 days from date of receipt. NOTE: The SA800/1 is standard mount and not the "R" model rack mount unit.

S-100 Mother Board $35

Quiet Bus $40

8033-18 $2.00

IBM slot IMSAI

S-100 board $30

New from Shugart Technology

5 Megabyte Hard Disk Drive

Packaged in the same physical size as the industry standard 5 1/4" mini-disk drive. The micro-Winchester stores thirty times as much data (4.18 megabytes unformatted), accesses data twice as fast (170 milliseconds) and transfers data twenty times faster (5.4 megabytes per second.)

The ST506 is a fantasy sealed to protect the media from environmental contamination. Requires only 5V voltage.

California Digital 5 1/4" endorser: ST506 drive and power supply.

Shugart Associates S-100 compatible media disk drive for above package: add $100. A Apple controller scheduled for spring release.

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This terminator is designed for use with an IBM compatible computer with color display. A monochrome display or color monitor screen is connected with "Spade Plug & Bargers," 1000 1. 800-421-5041

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This DPS-505 delivers power supply for monochrome display system. Ideal for other monochrome displays or other similar application. Design is slight with a "Spade Plug & Bargers," 1000 1. 800-421-5041

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**HEWLETT PACKARD $2650**

**HP 85**

**26 Megabyte Hard Disk Drive from GEORGE MOWRS" Thinner Toys $3950**

**Other Memory Timers**

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**MEMORY**

**TR-S-80 $25**

Apple II 16k memory (8) 4116's

Factory price. Unconditionally guaranteed for one year. Add $3.50 for TRS-80 jumlers and instructions.

**DYNAMIC**

<table>
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**CONNECTORS**

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**DIRECT CONNECT MODEM $169**

**CONCEN STIONS**

**COLD TUBE CONNECTORS**

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**INTTEGRATED CIRCUIT CONNECTORS**

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**POWER SUPPLY**

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**DATA INPUT TERMINAL TERMINAL**

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Harratine 1500 VUT-820 800

Harratine 1510 VUT-821 1020

Harratine 1520 VUT-822 1225

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from LIVERMORE

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- Power Consumption: 3.5 W AC, 50 HZ - 52 dBm ON
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- EIA/ISDN Interface: Compatible with RS232 specifications
- Telephone Type: 20 milliampere current loop
- EIA Terminal Interface: Compatible with RS232
- Teletype Interface: 20 milliampere current loop
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6 OUTLET MULTI USE CORD REEL

5W. WT. 5 LBS.

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Specifications:
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- Power: 5 volts DC @ 0.75 watts
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- Address Range: 0 to 65,535
- Data Lines: 16
- Timing: 80 nsec maximum delay
- Power Consumption: 36 mA at 5 volts DC
- Power Supply: 5 volts DC @ 100 mA
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No need for a dedicated line or expensive noise filters.
TEI was the first manufacturer to offer the CVT in it's
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VCT-8801 Universal Microcomputer/processor
plugboard, use with S-100 bus. Complete
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We maintain prices thru JULY, 1981. SOCKET and CONNECTOR prices based on GOLD, not exceeding
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The RAM 14 provides 16K X 8 of reliable, totally static RAM storage. Conforming fully to the IEEE 696/S-100 bus standard, RAM 14 not only provides 24 address lines for 16 megabyte extended addressing capability, but also includes a number of features you would only expect to find in memory boards costing considerably more. Here's a partial listing of what makes RAM 14 your best choice!

- Operates up to 10 MHZ (90 ns RAM Chips)
- Assembled & Tested
- Meets or exceeds all IEEE 696/S-100 specifications (including timing).
- Fully static design eliminates the timing problems associated with dynamic memories.
- Switch selectable choice of 24 address lines conforming to the IEEE 696/S-100 extended addressing specifications, or 16 address lines as used in older S-100 systems.
- Ideal for multi-user installations.
- Board is addressable as one 16k x 8 block on any 4K boundary.
- Switch selectable PHANTOM disable and write protect.
- +5 Volt operation (requires no other supply voltages).
- Low power operation (900 mA typical, 1200 mA maximum).
- 1 year Factory Warranty.

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10 MHZ 16K A&T STATIC S-100 RAM FROM  
GODBOUT ELECTRONICS

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- Switch selectable PHANTOM disable and write protect.
- +5 Volt operation (requires no other supply voltages).
- Low power operation (900 mA typical, 1200 mA maximum).
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FOR SALE: Three Cal Comp Model 110 8-inch disk drives. Brand new with 1-year warranty and power supply, includes installation manual. $350 each, or $1000 for all three. Bruce Aldridge, 13372 Fieldcrest Ct., Sunnyvale CA 94089. (415) 653-0170.


WANTED: Italian students interested in microcomputers would be very pleased if someone can help us with suggestions about making a microcomputer and donations of useful things to do such things. Thank you in advance. Prandini Paolo, Viale Europa 27/2, 25100 Brescia, Italy.


FOR SALE: Books on computers, electronic, and programming languages. Most are of very recent vintage. Send SASE for my list. Also, I would like to purchase quality software for the TI 990 microcomputer. John Gill, R. 5 Box 370, Blvdine TN 37617.

FOR SALE: Used terminals: Comptek 2125 225 cpi 80-column printer using density by 12 dot matrix with RS-232C serial interface at up to 4800 bps (with handshaking). $700 new, in perfect condition, will sell for $425. Also, Datapoint 25 by 80 column video display with money value on name. Scott Giroff, 744 E 41st St. El Pasq. (805) 844-8968.


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FOR SALE: Radio-late-silve printer interface for TRS-80 Model I. MacDonald-MITE with R/S00 and 1200 baud. Will pay reasonable reproduction costs or will return originals after reproduction. Anthony Pleck, 40 Brookside Ter. Clark NJ 07016.

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FOR SALE: TRS-80 Model I Levels: 7, 16. 16 K. Fixed cassette or recorder CRT-80. Expansion interface with RS-232C board. Novation CAT modem, documentation, programs, manuals, etc., will sell for $1000 or best offer. Lester Cusick, 2586 33rd St. Long Island City NY 11103. (212) 645-1088.

FOR SALE: OSI Challenger IP system with 5-inch floppy-disk drive. QSO-DSO operating system. 16 K. Programmable memory. By 64 video and graphics, joystick, sound output, printer, output books, manuals, and software. $1275. AC/Apex, 362 CTH 1, Saukville WI 53080. (414) 272-9920 days, 675-9496 evenings.


FOR SALE: MicroChex 2.0. For old-ROM PETS, incompatible with my present system. Has eight levels of play, clock, and algebraic notation on squares for move entry. Fits in 8 K of memory. Write or phone me with your offer. David Magill, 2001 Caring Ave., Apt #1709, Ottawa Ontario, K7A 3V5 Canada. (513) 727-5556.

April BOMBEY is Logical Choice

Once again, Steve Ciarcia won first place, this time for "Build a Low-Cost Logic Analyzer." (page 36). Steve will receive $100 for his article describing champagne troubleshooting for beer budgets. Harold Corbin took second place with his article, "An Introduction to Data Compression." (page 218) which described how to get more bang for the byte. Harold receives $50. "The MicroAce Computer," by Delmar Searls (page 46) came in third, and described the trials and tribulations of building and using this low-priced Z80-based computer.

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