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#### Foreground

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With the Soundex code, you can locate people's names in your data base by similar, but not exact, spellings.

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### **ON THE COVER**

On May's cover, Robert Tinney has formed an abstraction of the most important medium of mass storage in today's era of small computers, the floppy disk. Heightening its shimmering mystery, we find a disk wavering in the heat above some desert landscape. To enlighten you, this issue features several articles that present valuable information about floppy-disk technology. This technology is no mirage — it will even work well in a similar, hot environment of East Africa, as the editorial on page 6 describes.

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**Technico Inc.** 9051 Red Branch Road Columbia, MD 21045

Texas Electronic Instruments 5075 S. Loop East Houston, TX 77033

Vista Computer Company 1401 E. Borchard Santa Ana, CA 92705



# Editorial

### **Computer-Controlled Viewing** of the 1980 Eclipse

#### by Carl Helmers

As noted in the March 1980 editorial, I traveled to Kenya in East Africa to observe the 1980 total solar eclipse with an Apple II Pascal system controlling the photographing of the event. This month's editorial is a commentary about the experience. This commentary was written upon my return to New Hampshire a week after the eclipse.

The final preprations for the Kenya eclipse of 1980 were made in an intensive session of 24-hour workdays, February 2, 3, 4, and 5. One physiological consequence of no sleep for 3 or 4 days is that when traveling through 8 time zones there is no possibility for jet lag! One's body is so tired that all memory of the previous time zone is erased completely. Norm Whyte and Laurel Allen, who coordinated many of the details of the trip to Kenya, arrived in Boston from California on the second of February and spent the weekend at my home. During this final weekend's activity, we each had several chores to finish. One detail, for example, was making sure that both computers would operate simultaneously off Norm's portable Honda AC generator. Another was adding a hardwood extension to Norm's telescope mount so that my camera could be attached along with his.

In connection with the program design of my experiment, a number of crucial points had to be verified. With the time allocation procedures completed as described in the March 1980 editorial, writing the real-time procedures to execute the time line proved trivial. These were the procedures left in dummy form in the listing 1 published with the March 1980 editorial. In listing 1 accompanying this editorial, readers will find the final form of the program I used. In approaching this final form I implemented the execution routines using a module named "milli" to carry out time delays of an integer number of milliseconds. The program itself was verified by driving the camera interface using a first approximation to "milli" in the form of Pascal dummy loops used to count time.

Originally I hoped that (by fortuitous circumstance) I could use some combination of Pascal statements in a loop to provide time delays in units of milliseconds. But, after perhaps an hour of fooling with various combinations, I came to the conclusion that this would not be possible. I was either 6% too slow or 6% too fast depending on whether or not I put a unary negation in a timing loop's dummy assignment statement.

Since program development time was limited by a departure schedule, it soon became apparent that the lesser of two evils (imprecision or assembly language) was to write an assembly-language routine called "milli" that links to Pascal with a single integer parameter specifying a loop delay time in milliseconds. I finished this necessary step sometime in the wee hours of February 4. I checked the accuracy with various simple test programs written in Pascal. Of course, my timing assumption was that zero time would be spent outside of "milli" executing the Pascal code of the actual program. This assumption was verified with test runs of the whole eclipse photography sequence, which showed about 1% error. By adjusting the constants in the delay routine slightly, this error was compensated at the gross level of the entire eclipse sequence's 241-second execution time.

Text continued on page 52

# "My Shugart followed me home"



"Why? Shugart invented the minifloppy. The guys who designed our system at work tell me that Shugart is the leader in floppy design and has more drives in use than any other manufacturer. If Shugart drives are reliable enough for hard-working business computers, they've got to be a good value for my home system.

"When I'm working on my programs late at night, I can't wait for cassette storage. My minifloppy gives me fast random access and data transfer. The little minidiskettes<sup>™</sup> store plenty of data and file easily too.

"I made the right decision when I bought a system with the minifloppy. When you lay out your own hard-earned cash, you want reliability and performance. Do what I did. Get a system with the minifloppy."

the set

If it isn't Shugart, it isn't minifloppy. A.Shugart

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See opposite page for list of manufacturers featuring Shugart's minifloppy in their systems. TM minifloppy is a registered trademark of Shugart Associates

## Letters

Information on Potter Printer Needed

Can a reader of BYTE help me? I recently purchased a printer from salvage, and I hoped to obtain documentation and a schematic diagram from the manufacturer.

The printer is a Potter Model LP-3000, manufactured by the Potter Instrument Company, formerly of Plainville, New York. I called the firm, and I was told:

- 1) The company is in the process of moving to New Hampshire.
- This particular model of printer is obsolete.
- 3) They have no documentation or schematic for this model.

From my examination of the circuits and machinery, I believe the Potter LP-3000 is a daisy-wheel type with a serial data input. However, whether it uses ASCII or not, I can't tell.

Can someone tell me how I can inter-

face this printer to my Radio Shack TRS-80 Model I Level II computer with expansion interface?

Nick Tountas 838 Juniper Rd Glenview IL 60025

#### Questioning "Affordable"!

When you are on Social Security, an affordable computer system that costs \$6000 is like "# @ \* "! When your monthly income is \$360, to have an editor smugly talk of plunking down \$6000 cash as if it were a minor outlay tends to be *very* irritating.

On top of that, the system Mr Helmers described is just the sort (with minor modifications) I have wanted for ages. Another thing that hurts is the industry-wide disinclination to even consider time payments or credit. I know that I'll have to wait, and probably wait over 5 years, but maybe not. If I were just disgusted with your editorial, I wouldn't have bothered to write. What I

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would like to know is if any BYTE reader knows of a way I can obtain such a system as Mr Helmers described perhaps secondhand — without paying thousands of dollars cash? By squeezing, I can afford \$100 a month now, and by July I should be able to afford \$150 a month, perhaps more.

In a way, I have to thank Mr Helmers for that editorial. It made me mad enough to write, and perhaps there is a solution to my problem.

Fred J Remus Jr POB 2453 San Diego CA 92112

#### **Carl Helmers Replies**

Give the industry time. Five years ago, the same system might have been well in excess of \$30,000, with inferior programming languages and comparable on-line storage capacity. Tremendous strides have been made in the past 5 years, and we can expect a certain leveling-off of prices in the future as mass production at 100,000 unit levels per year starts becoming reality. And then, of course, one looks at it from the point of view of increasing demand for these products. If we do not write about the conception of a good machine, we have no interest on the part of users....CH

#### Gomoku

I was interested in the "Programming Quickie" by John Allwork ("BASIC Game: GOBANG," November 1979 BYTE, page 56) for Gobang is also called "Gomoku." There has been a competition running for Gomoku programs since 1975; I am the current champion. People interested in the contest should contact:

> Shem Wang Dept of Computer and Information Science University of Guelph Guelph, Ontario, CANADA

So far my different programs have run on large mainframe computers, but I hope to have one working on my North Star microcomputer for the next round of competition.

Mike Compton 196 Metcalfe St, Apt 810 Ottawa, Ontario K2P 1P8 CANADA

Circle 2 on inquiry card.

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Ithaca Intersystems Inc., 1650 Hanshaw Road/P.O. Box 91, Ithaca, NY 14850 607-257-0190/TWX: 510 255 4346



#### Searching for FORTRAN Compiler

I am an avid reader of BYTE and I believe that one of my fellow readers may be able to help me with a problem.

My school is thinking about expanding the courses that are offered in the area of computer science. It is hoped that an extensive course in FORTRAN programming may be offered.

Our computer is a CIP/2200 manufactured by the Cincinnati Milacron Corporation. It has a small disk-operating system and a card reader. The word size is 32 bits, and, at this point in time, the memory size is 32 K bytes. There are plans, however, to expand the memory to 64 K bytes by the time the FOR-TRAN course is offered.

My problem is that the Cincinnati Milacron Corporation does not make a FORTRAN compiler for our machine. I would like to know if any reader of BYTE could suggest any companies that might sell a compiler that is compatible with our machine.

Daniell B McCormick Box 675 Presbyterian College Clinton SC 29325

#### Seeking Computers for the Blind

Does any reader of BYTE know of a source for a computer system that uses audible output instead of characters displayed on a terminal for its customary interaction with the user, such as that produced by the Votrax speech interface? Such a computer system would be used by blind people. It would be desirable if a BASIC interpreter that used audible output were included.

If anyone has or knows of such a system, please contact me.

Walter F Keleher 56 Robin St Rochester NY 14613

#### Altair BASIC Patch Needed

I wonder if any BYTE readers could assist me in locating the patch to Altair 8 K 4.0 Version and Altair Extended 4.0 Version BASICs which will allow these BASICs to run on a Z80.

I recently purchased a TDL ZPU which uses the Z80. The manual notes

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this incompatibility stating that Altair BASIC "has as part of its routines several occasions where the parity flag is checked as part of the function. In the Z80 the parity flag indicates OVERFLOW during math routines, not parity." The manual states that it contains a patch in Appendix C, but no Appendix C is included.

If any reader of BYTE knows where this patch may be obtained, please let me know.

Hugh Morgan 7725 Berkshire Blvd Powell TN 37849

#### Pascal Examples Needed

Just a short note to tell you how very much I appreciated Carl Helmers' "Pascal Checkbook Balancing Program" which appeared in the January 1980 BYTE.

As a beginner, I don't think he "profaned Pascal by writing a simple little ..." etc. The program was most informative, and I studied it in detail. I have adapted it to the formulation of a metrics conversion program. It was certainly clearer than most of the program examples in the few, but confusing, texts on Pascal.

I realize that in general BYTE magazine caters to the experienced programmer, but what we need are more examples like yours—the we being those of us relatively new to the art.

So thank you once again—and *please* some more tutorials and programs!

Max Nareff 5235 Diamond Heights Blvd San Francisco CA 94131

#### A Satisfied Reader Comments

I couldn't believe it! Ted Carter's article "Implementing Dynamic Data Structures with BASIC Files" (February 1980 BYTE, page 92) was exactly what I needed for a program I am writing to computerize billing on a newspaper route.

I had tentatively planned my file routines, but I scrapped my ideas after reading the article.

James E Nichol 1416 Oak Knoll Dr Cincinnati OH 45224 🔳

# New from SSM.



With 80 characters per line our VB3 is the perfect video interface for word processing. It produces a standard 80x24 display of upper and lower case characters or as much as 80x51 for a full page of text. The matrix for graphic display goes up to 160x204. And with optional EPROM, as many as 256 user programmed characters or symbols can be produced.

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It generates both U.S. and European TV rates and meets the new IEEE S-100 standard. Other features include keyboard input, black on white or white on black, one level of grey, underline, strike thru, blinking char., blank-out char., and programmable cursor. Software includes a CP/M compatible driver and a powerful terminal simulator.

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Retail price—\$210 kit, \$275, assembled.

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1118

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## The Cassette Lives On An Alternative to Floppy-Disk Mass Storage

Emory Cook Cook Laboratories Inc 375 Ely Ave Norwalk CT 06854

In a world where floppy and hard disks are becoming more affordable for the average small-business user and hobbyist, sequential mass storage in the form of cassette tape is gaining disfavor. Still, many disk users get into trouble when something happens to a floppy disk and they have not made backup copies. Although any backup system requires the time and inconvenience of regularly carrying out the file-copying procedure, one problem with using floppy disks for file backup is the cumulative cost of the number of disks needed to maintain backup copies of all records.

#### The Cassette Solution

What is needed is a low-cost filing medium. Cassette storage is the answer, provided we take the necessary precautions to make it reliable. Old files, such as files of records for last quarter, last year, and the years before, *belong* on cassette. The disk-to-cassette transfer for backup purposes becomes sensible in terms of both expense and security. With adequate tape recorders and high-quality cassette tapes (which use both quality tape material and quality mechanical housings) cassette storage can and does become highly dependable.

Let's go a step further. Anyone who is using a microcomputer and needs its daily functioning will be acquiring a spare microprocessor. With a three-head, audio-cassette machine, which has a separate playback head following the record head (a common piece of highfidelity equipment), the spare microprocessor can readily be set up with a machine-language program. This program verifies a backup tape by reading the information immediately as the tape is written. [The same result can be accomplished (a bit slower, however) for those of us who cannot afford a spare microprocessor board or an expensive cassette recorder. This can be attained by using a verification program running on the same microprocessor to reread the newly created tape and compare its information with the contents of *computer memory....***GW**]

# Floppy disks may be a glamorous way to store programs and data, but the cassette is far from dead.

When records are backed up at the end of some reasonable period (ie: day, week, month, etc), the extra time needed to dump the records to cassette at a low transfer rate is not an overwhelming disadvantage. A second backup tape simultaneously made with a second recorder is always a good idea. In other cases, one cassette copy can simply serve as a backup for printed records, thus saving time, printer wear, ribbons, and paper.

For even the most inexpensive cassette deck, a small amount of money and attention can result in the following:

- excellent performance and reliability (no more trial-and-error adjustment of the volume control)
- a very low error rate (statistically as good as that of a 5-inch floppy disk)
- the lowest possible cost per bit stored

#### Problems with Cassette Storage

The main problems with currently used cassette-storage methods are dirt, variation in tape speed, problems with azimuth alignment, and inferior tape quality.

Dirt collects on the tape recorder head from several sources, from the room, from dust left on poorly manufactured tapes, and sometimes from sweaty fingers attempting to wipe the head clean. The tape head and the pressure roller can be cleaned using pure alcohol and a cottontipped swab.

Periodic cleaning is imperative when using poorly manufactured tapes. Cassette tapes are manufactured by slitting a 30.5 cm(12-inch) wide sheet of magnetic material called a *web*. Slitting is accomplished with knives, which often get dull from cut-

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ting the inherently abrasive magnetic coating. If the knives are not periodically sharpened (which is the case in making some inexpensive cassettes), the dull knives cause a fine powder of magnetic coating to collect on the edges of the tape. As a result, abrasive magnetic powders come in contact with the tape head when the cassette is later played. The poorer the quality of the tape, the greater the chance that this is occurring.

Variation in tape speed can be caused by belts slipping within the cassette recorder, but it is more often caused by flaws in the pressure roller, which with the capstan is meant to push the tape through the machine at a constant speed. Leaving the tape recorder set in play mode with the motor disengaged (as is done in several current personal computer systems that let the computer control the tape motor) may eventually cause indentations on the pressure roller, with some inevitable variation in tape speed. This variation impairs the reliability and the data-transfer rate of the cassette interface, so it is important to keep the pressure roller clean at all times and disengaged when not in use.

Azimuth of the tape head refers to the angle between an imaginary line drawn in the direction of tape movement and the vertical, magnetic gap on the record/playback head of the cassette recorder. This angle should be 90°-that is, the tape should run straight across the tape head, perpendicular to the magnetic gap. If the tape head is somehow knocked out of alignment (which happens frequently, although nobody knows how), it must be restored if the tape recorder is to faithfully play back a recorded tape.

There is an adjustment mechanism, usually a small Phillips screw, on the left-hand side of most tape heads. However, some tape recorders do not allow you to reach the mechanism when the recorder is in the play mode. Because of this, it is important to do one of two things: either buy a cassette recorder that has an azimuth access hole, or have a good craftsman carefully drill a hole over the screw so that it can be reached with a tiny screwdriver when the recorder is in the play mode.

#### Recording with a Peak-Signal-Strength Meter

It is the peak output, *not* the average or the root-mean-square value of the cassette signal, that most tape interfaces are sensitive to. In order to repeatedly load cassette tapes on the first try, you must be able to send a signal of known strength to the cassette interface. However, most computer systems give us no feedback on cassette signal strength—in other words, we are operating "blindly." Let us use the TRS-80 Level II tape format as an example. The cassette input port terminates within the TRS-80 with a resistance of 100 ohms. A signal from the cassette with a peak level of about 2 V is needed to insure a correct load. If the cassette record/playback head is correctly aligned with the tape, and the signal is adjusted (via the volume control and our peak-signal-strength meter) to a peak level of 2 V, then the TRS-80 (or whatever computer you have) should load correctly every time.

Figure 1 presents the circuit for a peak-signal-strength meter. The signal from the cassette recorder comes in jack 1 and goes out jack 2 to the computer. Two halves of an LM358N dual operational-amplifier device are used to create a circuit that is highly sensitive to voltage changes in the 2 V region.

Although component layout is not critical, a full-size, printed-circuitboard pattern for this circuit is given in figure 2. A 9 V transistor radio battery will have a life of around 2000 hours of continuous use. The unit can be calibrated by marking the milliammeter dial while applying a known voltage from a DC 1.5 V flashlight battery cell; the reading should not change significantly when the polarity of the input voltage is reversed. The circuit is reasonably accurate in measuring peak voltages of signals with a frequency of up to 20 kHz, and it will then give good accurate readings as long as the 9 V battery supplies 5 V or greater.



**Figure 1:** Schematic diagram of peak-signal-strength meter. This meter enables the user to present the cassette interface with a signal of known peak intensity—usually, about 2 V. The circuit is designed to be sensitive to voltage changes around the 2 V area.

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#### Checking the Recorder Azimuth

If your tape recorder has an azimuth-adjust screw, adjusting the azimuth angle is a simple procedure. You must first place in the cassette recorder an azimuth-calibration tape (see text box) or a similar cassette tape recorded on a machine *known* to be properly aligned. Then, playing the cassette and monitoring the recorder output with the peak-signal-strength meter, turn the azimuth-adjust screw until the meter reaches its maximum reading. The reading drops off on both sides of the optimal position.

The meter can also be used to get the best reading from a tape that was produced on a tape recorder with faulty head alignment. Simply monitor that tape with the peaksignal-strength meter, adjusting the azimuth-adjust screw until the recorder gives the strongest reading, and use the recorder to load and verify the tape. Once this has been done, the recorder can be realigned and a new tape can be made that you can later load without the same kinds of adjustment. One method of improving the reliability of cassette tapes is to modify the signal coming from the cassette recorder.

#### **Problems with Reading Tapes**

With most computers, you will need to load a tape using an input peak-signal level of about 2 V (which will appear as about half-scale on the milliammeter of the peak-signalstrength meter). With only slight variations due to a particular computer/recorder combination, the same reading from the peak-signal-strength meter will result in effective loads. A cassette tape coming from a recorder with a misaligned head will give a lower reading than a correctly recorded tape for the same volume setting.First try to load the tape after increasing the recorder volume until the peak-signal-strength meter gives the customary peak reading. If this does not work, you will have to load the tape after adjusting the azimuth in

the manner previously described.

Whenever the tape head is misaligned with respect to the tape path, the peak-signal intensity will flutter, even if the tape being played was recorded correctly. This effect is called *skew*. If the signal variation is severe enough, you will be unable to load the tape properly due to data dropout. Signal flutter due to skew is a subtle problem; it will not show on a meter because no meter needle can move fast enough to follow the flutter.

Flutter can also be caused by *tape weave*, which has a variety of causes. If the pressure pad opposite the record/playback head is not positioned properly, it will tend to push the tape away from the center of the head. This is aggravated by the fact that most cassette recorders do not maintain tension on the supply reel, allowing the pressure pad to pull out tape freely and push the tape away from the center line of the head. Also, a tape with a thin backing is more susceptible to tape weave.

#### Altering Tape Waveforms

Another method of improving the reliability of cassette tapes is to modify (and sometimes rerecord) the signal coming from the cassette recorder. For example, several waveform-changing interfaces that improve the loading reliability of the cassette are available for the Radio



**Figure 2:** Full-sized, printed-circuit-board pattern for the peak-signal-strength meter circuit of figure 1.



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Shack TRS-80. About two winters ago here at Cook Laboratories, we developed a modified tape format that records more reliably on the TRS-80. Without going into the details of the TRS-80 tape format, I can say that the unaltered tape signal crowds too much information into a given space and thus opens itself to reliability as well as saturation problems. The latter problem is what makes the TRS-80 normally so volume sensitive. The waveform we use at Cook Laboratories, when recording tapes for the TRS-80, reorders the waveform shape and narrows the pulse width so that the cassette interface does not get confused.

The various waveform modifications could certainly be used to improve the reliability of the cassette storage on other microcomputers. For example, on the old-model PETs, there is no way to alter the volume level of the built-in cassette recorder. However, Commodore can provide a documented program called S-21. This program, when running, monitors tape being played in the PET cassette deck and displays certain information about the quality of the tape signal on the PET screen. This is a very effective program to have if you know how to use it; Commodore is the only manufacturer I know that supplies a program like it.

the cassette tape itself can also affect the reliability of tape loading. As I mentioned before, a tape that is too thin will likely give in to tape weave. Tape stiffness is a property of the thickness of the backing and is proportional to the third power of the gauge thickness of the backing. This indicates that you should not use long-playing cassettes for program and data storage.

The thickness of the magnetic coating affects the reliability of cassette storage, but in a different way. Standard audio tapes, chromium dioxide or otherwise, are not optimal for digital recording because they are designed to give good frequency response in the low frequencies. But low frequencies are not needed here; rather, well-defined and sharp waveform transitions are what count. A thinner magnetic coating than what is used in standard audio cassettes results in nice improvements both in waveform resolution and sharpness of transition. Not incidentally, Cook Laboratories markets a custom line of digital cassettes under the trademark MICROFUSION. This tape has a thinner chromium dioxide coating and a heavier and, therefore, stiffer backing, both of which make it well suited for digital storage.

Cassette tapes can be used for reliable mass storage if the tape recorder is kept clean and properly aligned, if quality tape (especially tape made for digital storage) is used, and if the signal going from the cassette to the computer is monitored and kept constant (from tape to tape) with a peak-signal-strength meter. Although disks are readily available and bubble memories are not far away, no medium will ever become obsolete as long as it provides a needed function. Cassettes, too, are here to stay.

The following items are available from Cook Laboratories, 375 Ely Ave, Norwalk CT 06854:

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## I/O Expansion for the Radio Shack TRS-80

### Part 1: Principles of Parallel Ports

Steve Ciarcia POB 582 Glastonbury CT 06033

I receive a lot of mail: enough that I'm beginning to feel like the "Dear Abby" of the personal computer ranks. The sources of the letters range from high school students asking for advice on science fair projects to major corporations seeking consultant services. Even though it takes considerable time to answer this mail, I regard it as a significant opportunity to gauge reader interest. Every letter in some way contributes to my choice of article topics, either through suggestions or by continued occurrence of similar questions.

Recently, my mail has been dominated by owners of the Radio Shack TRS-80 Model I thirsting for hardware expansion by means other than Tandy Corporation equipment. The majority of questions concern connection of my interfaces to the TRS-80 expansion connector.

In general, I have tried to present projects that are computer independent. That is, the interfaces described are driven through parallel input/ output (I/O) ports rather than directly from a computer bus. This had not been a problem in the past, because virtually all of the early personal computers incorporated some parallel I/O capability. For those experimenters interested in enhanced I/O capabilities, I presented the article "Memory-Mapped I/O" in the November 1977 BYTE on page 10 (reprinted in *Ciarcia's Circuit Cellar* Volume I, BYTE Books), which detailed parallel-port construction.

In the 2<sup>1</sup>/<sub>2</sub> years since that article was first published, a number of

A *port* is a hardware channel for the computer to transmit and to receive *data* via an *external* peripheral device.

significant changes have occurred in personal computing. Most importantly, the Radio Shack TRS-80, the Apple II and the Commodore PET were introduced. The difficulty in maintaining and operating a computer is no longer a serious consideration for most computer enthusiasts. Much of my mail indicates that a new explanation of parallel and serial I/O is in order, and that it is time for hardware-expansion circuits to be detailed.

This month's Ciarcia's Circuit Cellar is the first of a two-part article on serial and parallel I/O port expansion of the TRS-80. The first part emphasizes parallel I/O, and the second part is concerned with serial interfacing. The result will be a complete Radio Shack software-compatible communications interface capable of supporting a variety of serial- and parallel-interfaced peripheral devices. The hardware was designed and the components were selected to be economical to build and easy to check out. First, here is a brief review of the basics.

#### What Is an I/O Port?

Just as some people are initially confused with the terms hardware and software, some find the concept of input and output ports difficult to understand without substantial explanation. The classical definition: a port is a hardware channel for the computer to transmit and receive data via an external peripheral device. The key words in this definition are external and data which imply externally collected information; the channel through which this data is obtained is called a port. A printer is a typical external peripheral device. The characters to be printed are sent from the computer to the printer. In some of the more sophisticated units, status signals such as busy and out of paper are returned to the computer from the printer.

Ports can be either parallel or serial. In *parallel* mode, data is transferred in increments equivalent to the word size of the computer. On the Z80, for instance, an 8-bit microprocessor, an output instruction through a parallel port transfers 8 bits at a time. A 16-bit processor such as the Intel 8086 transfers data in 16-bit increments. The number of bits transmitted simultaneously by a parallel port is dependent upon the size of the microprocessor data bus and how many bits the processor can transfer simultaneously.

However, serial data is always transmitted a single bit at a time, according to a fixed schedule defined by the data rate (usually expressed in bits per second, or bps) and a few specific options. The microprocessor has no single instruction that transmits serial data. It must rely on another device called a universal asynchronous receiver/transmitter (UART) to put the data word into serial form and transmit it. Any communication between the processor and the UART is in parallel form and is done through the processor's memory reference or I/O data-transfer instructions. A more in-depth discussion of serial ports will be presented next month in Part 2.

#### Address, Data, and Control Buses

Consider a computer system that includes a printer, video terminal with keyboard, and an audio cassette recorder as peripherals. Data would have to be relayed to the printer, to and from the video terminal, and to and from the cassette recorder. How can the computer tell the difference between data destined for the terminal and the data destined for the printer?

Most microprocessors incorporate a bidirectional *data bus* and an *address bus*: this is shown in figure 1. To keep track of the data transfer between the processor and its peripherals, the system uses a quantity of control signals which together can be called the *control bus*. The usual 8-bit processor has an 8-bit data bus, a 16-bit address bus, and a dozen or so control signals.

When the microprocessor is reading a data byte from memory, the address of the memory location being referenced is placed on the address bus. Memory information stored at that location goes on the data bus and flows from memory to the processor. When data is being written into memory, the operation is reversed. A 16-bit address bus allows the processor to directly address 65,532 (ie: 64 K) memory locations. In an 8080 or Z80 processor there is a specific set of instructions that perform input/output functions. The operation of these I/O instructions is similar to that of memory-reference instructions, except that only 8 bits of the address bus are used. These 8 bits



**Photo 1:** There are a variety of ways to decode the address for a particular input/output (*I*/O) port from the signals present on the address bus. The least expensive method uses inverters and printed-circuit-board jumpers to select the correct logic polarities. Three address lines are connected through each 7404 hex inverter with two possible connections for each address line. A connection to the upper trace on the circuit board decodes a logic *l*; a connection to the lower trace decodes a logic 0.



**Photo 2:** A more expensive and more easily changed addressing scheme employs dualin-line-pin (DIP) switches and exclusive-NOR gates. The schematic diagram for this is shown in figure 3b.

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**Photo 3:** Prototype of an 8-bit I/O port for the Radio Shack TRS-80. The ribbon cable at left connects to the expansion port on the keyboard/processor unit. The two I/O ports are brought out to the ribbon-cable connector on the right edge of the board.

designate one of 256 possible I/O ports. In the case of the example system, a separate port address would be used for each peripheral.

Keeping track of bus direction and information flow is a matter of properly decoding the control signals during program execution. In a Z80 for instance, any memory-reference operation is signified by the control signal MREQ in the processor going to a logic 0, or low, state. An input or output operation is designated by the I/OREQ control signal being at logic 0.

The direction of the data bus depends on whether the processor is trying to read or to write data. If the processor is in a read mode, the RD control signal becomes a logic 0; if the processor is writing, the WR line is in the 0 state. Monitoring these four lines, MREQ, I/OREQ, RD, and WR, gives us all the information necessary to support I/O decoding functions. Figure 2 demonstrates how these control outputs are combined for system use.

#### Address Decoding

So far we have discussed how to determine when the processor wants to send a character to an output device. In such an operation the I/OREQ and WR lines are both low. To tell the difference between

data for the printer and data for the terminal, we must decode the 8-bit port address.

The port address is determined by the logic voltages present on the loworder eight lines (that is, the 8 least significant bits) of the address bus during I/O operations. Various techniques can be employed to decode these lines. Figure 3 outlines a few simple methods. The objective, whatever the logic employed, is to produce a single pulse (ie: a strobe) whenever the logic states representing a particular address appear on the address bus. To eliminate false outputs when the processor is executing instructions not dealing with I/O, it is best to combine control and address signals as demonstrated in figure 4.

If you own a 6800- or 6502-based system, you have probably noticed that the processor has no special I/O instructions. This does not mean that these processors have no external communications capability, only that these processors communicate with peripheral devices differently. How can we discover this different method? Let us begin by looking closely at the I/O functions of the 8080 and Z80 that we have just discussed.

A close inspection of the I/O functions of an 8080 or Z80 should point Text continued on page 30



#### 

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**Figure 1:** Block diagram of a microcomputer system that uses an 8-bit microprocessor such as the Z80. This system uses bussing techniques that are both multiplexed and bidirectional.



**Figure 2:** Control signals on the Z80 microprocessor. The Z80 uses a variety of control signals to keep data flowing at the right time and in the right direction. Four control signals are as follows: the  $\overline{MREQ}$  line goes to a low state (ie: a logic 0) when a memory-reference operation is in progress; the  $\overline{I/OREQ}$  line goes to a low state when an input/output (I/O) operation is in progress; the RD line goes low when the processor is reading data from memory or from a peripheral device; the WR line goes low when the processor is writing data to memory or to a peripheral device. The RD and WR signals control the direction that data flows along the bidirectional data bus. Monitoring these four lines gives us all the information necessary to support I/O decoding functions.

Signals from the four processor control lines are logically combined to form controlstrobe signals that perform specific functions. The characters in parentheses give the names by which the control-strobe signals are known in the documentation for the Radio Shack TRS-80.

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**Figure 3a:** Various methods can be employed to decode the address signals that appear on the address bus during I/O operations. Here, various inverters and an eight-input NAND gate are hardwired in a configuration that will produce a logic 0 output for one of 256 possible I/O port addresses. The logic 0 output can be used to activate the interface for the peripheral device. Here the circuit decodes the address hexadecimal C5, or decimal 197.



**Figure 3b:** Another method of decoding an address signal. Two 4-bit comparators can be cascaded together to decode an 8-bit address. The desired 8-bit port address is set up on switches SW8 thru SW1. When the combination of high and low logic states that corresponds to the desired address appears on the address bus, the output signal produced at pin 2 of IC3 (the 74LS04 inverter) will go low to a logic 0 state. This decoding method allows the port addresses to be easily changed, but the method here is considerably more expensive than the decoding method shown in figure 3a. The switches are single-pole, single-throw (SPST) types; an open switch shows logic 1, and a closed switch shows logic 0.

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#### Text continued from page 24:

out that the I/O instructions bear a surprising resemblance to memoryreference instructions. The 6800 and 6502 microprocessors actually allocate a certain portion of their memory address space to be decoded and to function as I/O ports.

This technique, which can be used on the Z80 and 8080 just as easily, has certain advantages in speed and ease of use over direct I/O instructions. This technique is referred to as *memory-mapped I/O*. An illustration of the logic associated with this method is in figure 5. For a more rigorous analysis of memory-mapped I/O, I refer you to the November 1977 "Ciarcia's Circuit Cellar" article previously mentioned.

The final area for consideration is the actual transfer of data to and





from the bidirectional data bus. The circuits of figure 4 and figure 5 tell only *when* the I/O operation occurs. Additional logic has to be provided to place data on the bus during an input instruction or to latch and hold the contents of the data bus during output instructions.

When the 8080 or Z80 assembly language instruction OUT (N),D is executed, the contents of the accumulator, D, are placed on the data bus and written into device N. The same is true for the BASIC-language instruction OUT N,D. The data is actually valid during only a few clock cycles, perhaps 500 ns. Making this data available for longer periods of time requires the addition of an 8-bit *latch*: the latch is made from a set of clocked flip-flops.

The output lines are attached to the data bus. When the proper output instruction is executed, signified by a <u>strobe signal</u> from our address and  $\overline{I/O}$  WRITE decoder circuit as shown in figure 6, the contents of the data bus are transferred into the 8-bit register in synchronization with the processor clock signal. This combination of circuitry is commonly called an 8-bit latched parallel output port.

External devices cannot be directly connected to the data bus for input, because of the possibility that interference and bus-loading problems will result. A three-state buffer is used as a *gate* to allow signals from the peripheral device to be placed onto the bus at the appropriate time.

During an input operation the process used for output is reversed. When the proper input sequence is executed, signified by the appropriate output from the address decoder and I/O READ decoder, the 8-bit threestate buffer is strobed into operation during the few clock cycles it takes for the processor to execute the input instruction. Logic levels present on the buffer input lines during that instant become impressed onto the data bus and are transferred into the accumulator. Figure 6 shows the logic elements that perform these functions.

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**Figure 4a:** Block diagram of a typical parallel output port. The logic that decodes the 8-bit port address was shown in three forms in figure 3. The signal from the addressdecoding circuit is logically combined with one of the control signals from figure 2 (I/OWRITE) to produce an output strobe signal that activates the 8-bit output latch register.



**Figure 4b:** Block diagram of a typical parallel input port. Note the resemblance to the output port of figure 4a.



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Figure 4c: Schematic diagram of a circuit that produces eight decoded input-strobe signals and eight decoded output-strobe signals. The port addresses produced are hexadecimal F8 thru FF.

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**Figure 5:** Memory-mapped input and output. Some microprocessors do not have specific input and output instructions. In systems that use such microprocessors, the I/O port hardware is wired as a memory location; I/O operations take place using the memory-reference instructions (eg: load-into-accumulator and store-in-memory instructions) of the microprocessor. This type of addressing is called memory-mapped I/O, and all sixteen lines on the address bus must be decoded to perform an I/O operation.



**Figure 6:** Data connections in input and output ports. Once the proper port address has been decoded and combined with the read- or write-control signal to form an I/O strobe signal, the actual process of accessing the data bus for data transfer is relatively easy. For input to the accumulator (the most common pathway for I/O), a three-state buffer is used in conjunction with the decoded input-strobe signal that controls the enable line of the buffer.

For output from the accumulator, an 8-bit latch is connected to the data bus. During the execution of the output instruction, the contents of the data bus are clocked into the latch register and are latched there by the output-strobe signal.

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#### Text continued from page 30:

is not configured to be easily interfaced to the projects I present each month. The widely sold Level II BASIC, 16 K-byte memory version has no parallel I/O capability, aside from the single-bit cassette-motor control. With the addition of the expansion interface, the user gets one parallel output port and one half (ie: 4 bits) of an input port. If these ports are used, as Radio Shack intends, to drive a printer, then the only way to provide usable parallel I/O capability is to add a separate I/O interface.

Considering the pertinent elements of the previous discussions, it is easy to construct both parallel input and



**Figure 7:** A complete, economical, parallel I/O interface circuit for use with the Radio Shack TRS-80 computer, or with other computers that use a similar bidirectional data bus. This interface can be connected directly to the expansion connector at the rear of the TRS-80 keyboard/processor unit, or it can be connected through the expansion-interface unit. As the circuit is shown here, there are six presently undefined additional strobes available on IC5. These six strobes can be used to support three additional ports. Refer to figure 3 and figure 4 to determine the proper selection of the I/O port address for this interface.



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parallel output ports for the TRS-80. The interface shown in figure 7 provides one input and one output port. The signals necessary to drive this interface are available on the forty-pin expansion connector of the keyboard/processor unit or on connector J2 on the expansion interface. In either case, a separate +5 V supply is necessary to power the circuit. The

F	Pin Number	Signal Name	Description
1		RAS*	row-address strobe output for 16-pin
2	2	SYSRES*	system-reset output, low during power- up initialization or when the reset switch
3	3	CAS*	is depresssed column-address strobe output for 16-pin dynamic memories
4	1	A10 A12	address output
7	3	A15 GND	address output signal ground
1	)  0  1	A11 A14 A8	address output address output address output
1	12 13 14	OUT* WR* INTAK*	peripheral-write strobe output memory-write strobe output interrupt-acknowledge output
1	15 16	RD* MUX	memory-read strobe output multiplexer control output for 16-pin dynamic memories
	17	A9 D4	address output bidirectional data bus
	20 21 22	D7 INT* D1	bidirectional data bus interrupt input (maskable) bidirectional data bus
2	23	TEST*	placing a logic 0 on this line causes a high-impedance condition on address lines A0 thru A15, data lines D0 thru D7, WR*, RD*, IN*, OUT*, RAS*, CAS*, and
2	24 25	D6 A0	MUX bidirectional data bus address output
22	26 27 28	D3 A1 D5	bidirectional data bus address output bidirectional data bus
2333	29 30 31	GND D0 A4	signal ground bidirectional data bus address bus
00	32 33	D2 WAIT*	bidirectional data bus processor-wait input, to allow for slow memory
3333	34 35 36	A3 A5 A7	address output address output address output
33	87 88 89	GND A6 —	signal ground address output on Level I machines: low-current +5 V
4	10	A2	on Level II machines: no connection address output

**Table 1:** Description of function for the pins on the expansion port at the rear of the TRS-80 keyboard/processor unit. This pin assignment is also used in expansion slots in the expansion-interface unit. This information is provided through the courtesy of Radio Shack, a division of Tandy Corporation.

1	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39
2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40

**Figure 8:** The configuration of output pins on the expansion port on the rear of the TRS-80 keyboard/processor unit. See table 1 for an explanation of the function of each pin.

signals on the expansion connector are listed in table 1, and the pinouts are shown in figure 8.

The schematic diagram of figure 7 shows a port address FF. To set another port address simply refer to figure 3 and 4 and place the switches for the proper code.

There are many other methods for implementing I/O capability. An 8255 programmable peripheral interface, a parallel I/O device, could have been used. The circuit I have

I hope to enable many TRS-80 owners to build this I/O circuit and to use it to attach other "Circuit Cellar" projects to their computer systems.

chosen to present is intended to be inexpensive and easy to operate. By minimizing potential parts-acquisition problems and keeping down the software handshaking necessary when using large-scale circuits like the 8255, I hope to enable many TRS-80 owners to build the circuit and use it to attach other "Circuit Cellar" projects to their computer system.

Those experimenters who hesitate to build hardware might want to purchase the entire communications interface. An assembled and tested unit, with power supply and containing a parallel port (for the Centronics printer) and a serial RS-232Ccompatible interface, is available. The complete communications unit, called the COMM-80, will be presented in part 2 of this article and is available for \$179.95 from:

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#### Next Month

I shall complete the COMM-80 presentation by discussing the construction of a software-compatible RS-232C interface for the TRS-80 that has selectable data rates from 50 to 19200 bps. ■ ALTOS .

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## **KIMDOS** Using Your KIM-1 with a **Percom Floppy-Disk Drive**

Joel Swank 4655 SW 142nd Apt 186 Beaverton OR 97005

Any owner of the MOS Technology KIM-1 knows the utility of the KIM's built-in audio-cassette interface. But, any KIM-1 owner who has expanded his system knows just as well how inappropriate the cassette is for storing long files. The standard KIM cassette format is intolerably slow, and even using the Hypertape method (a faster cassette-storage format for the KIM), a 4 K-byte file takes a minute and a half to load, not counting the time needed to position the tape.

The natural storage alternative is, of course, the floppy disk. However, there are some difficulties. A floppydisk system requires a considerable amount of software to make it useful. In addition, many floppy-disk systems available today come with proprietary software for the 8080/Z80 or 6800 processors. Interfacing such systems to a KIM-1 requires the hobbyist to write his or her own 6502 software, working from the machine code for the other processor. While it is possible to do this, few hobbyists are willing to translate machine code to get their disk system up and running.

I decided to interface a Percom LFD-400 disk system to my KIM-1. The LFD-400 system contains a disk controller capable of controlling up to three 5-inch floppy-disk drives. It comes with complete, annotated source code for the 1 K-byte MINIDOS disk-operating system, written for the 6800 processor. MINIDOS allows the reading and writing of contiguous memory files, and is the nucleus of MINIDOS-

PLUSX, a 6800-based disk-operating system sold by Percom.

KIMDOS is a KIM-1-compatible version of the Percom MINIDOS. It allows a KIM-1 to read and write files that are compatible with the Percom format. This article will concentrate on explaining the workings of the KIMDOS software. The LFD-400 system easily interfaces to the bus lines of any KIM-1 system (see table 1); because of this, hardware interfacing will not be discussed here.

This gives 87.5 K bytes of usable data per disk. The controller board has sockets for up to 3 K bytes of 2708-type erasable programmable read-only memory (EPROM). KIMDOS has been written to fit in one 2708 device. The controller board requires

disks with ten 256-byte sectors per

track and thirty-five tracks per disk.

The LFD-400 uses hard-sectored

unregulated power supplies of +14 V, -14 V, and +8 V; or regulated power supplies of +12 V, -5 V, and +5 V. The controller is



Photo 1: The author's personal computer system. It contains the following commercially built equipment: a MOS Technology KIM-1 microcomputer, three 8 K-byte Digital Group static memory boards, a Percom LFD-400 floppy-disk controller and two Shugart 5-inch floppy-disk drives, a Southwest Technical Products Corporation GT-6144 graphics board, an ACT-IA terminal with Leedex monitor, an Olivetti TE-300 hard-copy terminal, and several Lambda power supplies. Homebrew equipment in the system includes a programmer for erasable programmable read-only memories (EPROMs), a programmable integrated-circuit tester, a calculator interface, the motherboard, and the input/output (I/O) interface board.

Photograph taken by John M Hannam.



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composed of twenty-seven transistortransistor logic (TTL) integrated circuits and the Z5023 universal synchronous receiver/transmitter (USRT) on a 15.24 by 25.4 cm (6 by 10 inch) two-sided printed-circuit board. Low-power Schottky (LS) components are used to reduce power consumption and minimize bus loading.

#### Floppy-Disk Drive

The Shugart 5-inch floppy-disk drive comes assembled and tested from Percom. A copy of the Shugart instruction manual is included in the system documentation; it is thirtythree pages long, and contains schematic diagrams and complete specifications for the drive and its operating principles. Troubleshooting procedures are also detailed.

Each disk drive must be set up to respond to a specific drive number. This programming is accomplished by plugging a shunt block into a fourteen-pin dual-in-line pin (DIP) socket. A seven-pole DIP switch can replace the shunt block; the drive numbers may be easily changed using the switch.

Because the Shugart floppy-disk drive allows only three drive-select lines, the controller board in the Percom LFD-400 system uses only the drive-select lines that are numbered 01 thru 03. A drive-select line for device 00 exists, and can be selected by the KIMDOS software; however, this line is not usually connected to anything. With the addition of the proper jumpers to the controller and disk-drive boards, a four-drive disk system can be configured using device numbers 00 thru 03. The Micropolis disk drive could be used for this purpose, since it has a fourth drive-select line on pin 34 of the thirty-four-pin ribbon cable.

#### Functions of the Controller

The LFD-400 uses a crystal oscillator to time the data and clock bits from the drive. The data is separated from the clock bits and is shifted into the universal synchronous receiver/transmitter. The USRT latches each 8-bit byte and sets a flag to notify the processor to read the byte. For a write operation, the USRT sets a flag when it is ready to receive data from the processor. After the processor has stored the data in the USRT, the data is shifted out,

LFD-400	KIM Connector	Function	Comments
9 10 11 12 19 20	E-7 E-V E-22 E-U	RST R/W VMA $\phi_2$ + 14 V - 14 V	VMA always true on KIM-1 or use regulated + 12 V or use regulated - 5 V
21 22 23 24 25 26	E-22	+ 8 V + 8 V + 8 V ground ground	or use regulated +5 V
27	E-A	A0	
28	E-B	A1	
29	E-C	A2	
30	E-D	A3	
31	F-F	A4	
32 33 34 35 36	Ë-F E-H E-K E-L	A5 A6 A7 A8 A9	
37	E-M	A10	
38	E-N	A11	
39	E-P	A12	
40	E-R	A13	
41	E-S	A14	
42	E-T	A15	
43	E-8	D7	
44	E-9	D6	
45	E-10	D5	
46	E-11	D4	
47	E-12	D3	
48	E-13	D2	
49	E-14	D1	
50	E-15	D0	

**Table 1:** Hardware connections from the KIM-1 single-board computer to the Percom LFD-400 disk-drive controller. Also given is the function of each line used.

merged with the clock bits, and is sent to the drive.

The controller also takes care of maintaining the current sector count. The motor-control circuit contains a monostable multivibrator (commonly called a one-shot) that turns the motor off after about 3 seconds of nonuse. The drive select is a 2-bit number that is latched and decoded to select one of three drive-select lines, as discussed previously. The drive-select line for device 00 is not used. The step and direction bits are also latched. The track-0 and the write-protect lines are buffered for the microprocessor. Address decoding is provided for all controller addresses and for the 2708s. The data bus is buffered with 8835 three-state buffer devices.

#### Hardware Modifications

The only incompatibility between the KIM-1 and the LFD-400 lies with the use of a "low-true" logic convention on the SS-50 data bus. In the low-true convention, a voltage potential of 0.4 V or less is regarded as a true or binary 1 logic signal. This convention is used because the 8835 devices are *inverting* buffers.

The KIM-1 uses a high-true convention on its data bus; potentials of 3.5 V or greater are regarded as a true or binary 1 logic condition. To remedy this problem, I replaced the 8835 buffers with their noninverting counterparts, 8833 buffers. Since the disk-controller board does not have sockets, the 8835s had to be unsoldered. An alternative method would have been to write software that accepts and translates the inverted data coming from the controller, but the software method seemed more difficult and errorprone than the hardware method of replacing the three-state buffers.

My KIM-1 system has regulated voltage sources of +5 V, -12 V, and +12 V. I chose to bypass the

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LFD-400 regulators for +5 V and +12 V and drive the circuits that require these voltages directly from the system power supply. I fed the -12 V source into the -5 V regulator on the LFD-400 to obtain that regulated voltage.

The only other modification required was due to a problem with the oscillator circuit, which did not always start when the system was powered up. To correct this, I shortcircuited the 0.001  $\mu$ F capacitor near the crystal, effectively removing it from the circuit. According to the engineers at Percom Data Corporation, no one else has reported this problem.

There are five ten-pin Molex connectors on the controller board. Mates for these are available from Percom; however, it may be more convenient to simply remove the Molex connectors and replace them with

2a			
Hexa	adeci ddres	mal Func s	tion When Used as Input
CC00		Read USRT status: bit 0 = 1 means dist at address CC01 d bit 7 = 1 means dist	k unit ready to send byte to computer luring read operation k unit ready to receive byte from computer
CC01		Address used to transmit	data from disk drive to computer during read
CC02		During read operation, bit	s 0 thru 3 contain current sector number in
CC03 CC04		Drive status byte : see tat Accessing this location wi operation to take place	ole 2b. ith a load instruction (LDA) causes a read
2b			
Bit	Value	e Meaning	Table 2: Memory addresses used by           the         LFD-400         disk-controller         board.
0	1	Write-protect notch in disk covered; disk is pro- tected	Communication takes place between the disk and the computer via
1	1	Head is at track 0	memory-mapped bytes as listed. Table
2	0	Drive motor is on	2a gives the function of 5 bytes used
3	0	write to disk	for input from disk to computer. Table
4	1	Sector pulse; drive detects sector hole	in the drive-status byte (hexadecimal
5	1	Index pulse; drive detects special index hole	location CC03). Table 2c gives the function of 7 butes used to control out.
6,7		Binary number of drive selected (01 thru 03)	put from the computer to the disk.
2c			
Hexa	adeci ddres	mal Funct s	ion When Used as Output
0000		Defines value that control	ler will recognize as the SYNC byte at the
CC01		Address used to transmit	tion; hexadecimal FB used in Percom format data from computer to disk unit during write
CC02		operation Defines value that control after trailer until disk m	ler will recognize as the filler byte (written otor turns off); hexadecimal FF used in this
CC03		software Data to select drive and h bit 4 = direction o bit 5 = step pulse	read-movement direction: of head movement: 1 = in, 0 = out bit; causes data-transfer head to
CC04		bits 6, 7 =binary nur Accessing this location wi	that store instruction given by bit 4 mber of drive to be selected th a store instruction (STA) causes a write
CC05		Accessing this location wi	th either a load (LDA) or store instruction
CC06		Accessing this location wi motor-off pulse to be se	th either a load or store instruction causes a ent to the disk drive

another type. The pin numbers on the controller board and the KIM-1 equivalents are given in table 1.

#### Software and Hardware Interaction

All communication between the microprocessor and the disk controller takes place through hexadecimal memory addresses CC00 thru CC06. Because address lines A4 thru A9 are not decoded, addresses as low as hexadecimal CC10 to CC16 and as high as hexadecimal CFF0 to CFF6 also respond identically; but these addresses are not used. A complete list of controller addresses and functions is found in table 2.

The data on each floppy disk is arranged in thirty-five *tracks* or concentric circles. The motor rotates the disk at 300 rpm — one rotation takes 200 ms. Each track is divided into ten sectors in this hard-sectoring scheme.

In hard sectoring, the sector boundaries are detected by means of physical holes punched through the recording surface of the disk. As the disk rotates, these holes pass between a light-emitting diode (LED) and a photoelectric detector. Percom floppy disks have ten sector holes evenly spaced around the hub hole of the disk, with a single additional index hole placed halfway between two of the sector holes. This index hole is used to identify one sector on the disk as sector 0. Timing circuits in the controller detect the shorter distance between holes when the index hole passes the photodetector. When the index hole is detected by this method, the sector counter is reset.

Each sector occupies one tenth of the circumference of a track on the disk and passes across the disk datatransfer head in 20 ms. Data is written to the disk at a rate of 1 byte every 64  $\mu$ s, theoretically giving room for up to 312 bytes per sector. It is not possible to fully use these 312 bytes. The Percom format uses a maximum of 287 bytes for leader, header, useful data, and trailer, with the data length variable from 1 to 256 bytes. Table 3 details the format of data stored in each sector.

Each track on the disk has ten sectors. The sectors are numbered in decimal from 000 to 349. In this threedigit numeral, the two high-order digits denote the track number in

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for Wycliffe Bible Translators (a 3500 member missionary organization which has already translated the New testament into over 100 languages) was the major design criteria in the development of the **PTP** (Programmable Text Processor) language and **Manuscripter** word processing program. Since their conception in 1976, **PTP** and **MANUSCRIPTER** have evolved within Wycliffe and are now working on 8080, Z80, and PDP11 computers. The newest 6502 version for the Apple II incorporates all of the sophistication and ease of use gained by this experience. (All the normal features as well as "virtual" disk storage, merging of names and addresses, assembling new text automatically from a paragraph library, conditional hyphenation, global search and replace, and much much more). The 130 page manual offered below describes **all** the features.

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#### 

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which the sector is located. The loworder digit specifies the sector within the track. When we prefix this threedigit numeral with the number of the disk drive, we obtain the *external* drive/track/sector (DTS) number, a four-digit quantity which is stored in binary-coded-decimal (BCD) form in 2 bytes.

For use in actual disk-addressing operations, the external DTS number

is reformatted into a binary, *internal* drive/track/sector number. The internal DTS number has the following properties. The number of the disk drive (1 thru 3) is stored in binary form in the 2 high-order bits of the first byte of the internal DTS number. The track number (1 thru 34) is stored in the 6 low-order bits of the first byte. The individual sector number (1 thru 9) is stored in binary form in the

Field Name	Length in Bytes	Contents
Leader	16	Binary zeros
Sync	1	Hexadecimal FB to indicate start of data
Current DTS number	2	Drive/Track/Sector numbers of this sector
Backward link	2	DTS number of previous sector in file
Forward link	2	DTS number of next sector in file
Byte count	ī	Length of data in this sector, in hexadecimal (00 means hexadecimal 100)
Target address	2	Address of memory from which data was written
File type	1	Indicator of the nature of the data
Data	1 to 256	Data being stored
Check sum	2	2-byte cyclic redundancy check sum of all bytes after sync byte
Trailer	2	DTS number of first sector of this file, or execution address if this is last sector in this file

**Table 3:** Table of sector fields and format. The drive/track/sector (DTS) number, stored here in internal binary format, points to a given sector.



second byte.

While the reformatting of the drive and track numbers from external to internal format involves only a simple decimal-to-binary conversion, the reformatting of the sector number employs a technique called *alternating-sector addressing*.

Why is alternating-sector addressing necessary? The sectors of the spinning disk pass under the read/write head consecutively, and there is no time between sectors during which the disk-operating system can perform housekeeping functions. While KIMDOS is performing the housekeeping routines for one sector, the next sector is already passing the head. Since housekeeping and sector reading cannot take place simultaneously, reading the sectors in sequential order would require the computer to wait for a full rotation of the disk to occur to read the sector that passed the head during housekeeping. Since every sector must be treated this way, only one sector could be read during each rotation of the disk if sectors were to be read sequentially. To remedy this problem, the sequential sector numbers are converted into alternating sector numbers.

KIMDOS reads or writes alternate sectors on the disk; the disk must rotate twice for all sectors on the track to be read or written. The order of physical sectors is therefore not the order of logical sectors. In the two complete rotations of the disk, the physical sectors are read in the following order: 0, 2, 4, 6, 8 (first rotation); 1, 3, 5, 7, 9 (second rotation). Sectors are accessed alternately to allow time in between datatransfer operations for executing housekeeping routines.

Each sector contains a sector header that holds information about the sector and the file of which it is a part. The first two bytes of the sector header contain the DTS number of the current sector; this is used to assure proper head position when reading. Each sector is linked via a forward pointer to the next sector and via a backward pointer to the previous sector. A forward pointer equal to 0 indicates the last sector in a file; a backward pointer equal to 0 indicates the first sector in a file.

The header also contains a datalength byte, a file-type byte, and the *Text continued on page 158* 



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(3a) 1 millisecond

(3b) 2 milliseconds



(3c) 5 milliseconds



(3d) 10 milliseconds



**Photo 1:** A 5-second exposure with ASA 64 Ektachrome brings out significant coronal detail twice per 25-exposure cycle.



**Photo 2:** A minimal length exposure shows the beginnings of some prominence detail and the inner corona. This exposure corresponds to the shortest nominal exposure time, 1 ms plus the minimum trigger-pulse width of 20 ms. The electromechanical system which is the Nikon MD-2 Motor Drive unfortunately has a minimum shutter-open time on the order of 20 ms. Thus the exposures nominally programmed at 1, 2, 5, and 10 ms were actually on the order of 21, 22, 25, and 30 ms.

Text continued from page 6:

With this crucial timing step completed, I turned my attention to refining the Pascal program shown as listing 1 in the March 1980 BYTE editorial. These refinements included one conceptual change and some trivial changes in the experiment's design.

The conceptual change was that of adding a single long exposure made during the "slack time" interval at the end of the eclipse sequence during totality. As noted earlier, the model for the eclipse photography sequence used two manual inputs: one to start a sequence of diamond-ring exposures followed by automatic totality photography, and a second manual input to start the final diamond-ring sequence after a "slack time" for synchronization. My conceptual change was to open the shutter of the camera during this slack time, thus allowing one extremely long exposure to take place while waiting for the second manual input. Thus by specifying a smaller number of exposures during totality and a longer slack time, I would obtain this one long exposure.

The relatively trivial changes began with the alteration of the table of exposure times to provide a total of twenty-five different times instead of ten. In making this change I used the UCSD text editor to change the name of the table in every occurrence throughout the program. I also changed the initialization to provide a 1, 2, 5 sequence of exposure times in each decimal order of magnitude. (See photo 3's captions for the values resulting.)

Another relatively minor change was to allow multiple tries at allocation of the exposures, rather than falling inexorably into a run of the photography sequence. This change proved quite useful in the field where it provided a means of verifying that







(3e) 20 milliseconds

the computer had not died in the last

minutes prior to totality. The program also had to be modified to talk

to a 40-character-wide field on the

Apple II video display instead of the

80-character width available on the

terminal I normally use. This change amounted to condensation of the

texts displayed during the allocation

procedures. The final form of the program as used by the shores of Lake

Jipe on February 16, 1980 is shown in

leaving was the verification that the display on a 2-inch diagonal Sanyo

television screen was adequate. A jumper cord once used to interface

between a tape recorder and my old homebrew computer provided the

means for routing the output of the

Apple's auxiliary RF modulator to the

Sanyo television. The display wavered a bit when running on the

portable generator. It was a tiny

display but adequately readable for

final detail was to make redundant

copies of my eclipse application pro-

gram's disk, as well as the UCSD Ap-

ple Pascal system's disks Apple1, Apple2, and Apple3. Redundancy was

important. If I were to have a direc-

tory crash due to dust or dirt while on

the other side of the equator 11,000

miles from home, a second chance

we hastened to Boston where the air

travel to Kenya began with a trip to

New York's Kennedy Airport. The party at this time consisted of myself, Tully Londoner, Norm Whyte, and Laurel Allen. Rick Lutman, the fifth member of our party, would join us

in Nairobi. In due course we boarded

Pan American's flight 190, an 18-hour

international puddle jumper with stops at Roberts Field, Liberia, and

Lagos, Nigeria. The computer equip-

On Tuesday morning February 5,

would have been well worth it.

After this crucial experiment, the

The final equipment check prior to

listing 1.

my purposes.

(3f) 50 milliseconds

(3g) 0.1 second



(3h) 0.2 second



(3i) 0.5 second



(3j) 1.0 second



(3k) 2.0 seconds



(31) 5.0 seconds



(3m) 10.0 seconds

arrangements made by our US travel agents (who shall remain anonymous). Iain was our guide to the

stituted our luggage.

mous). Iain was our guide to the wilds of Kenyan culture for the next two weeks. His good humor and knowledge of local flora, fauna, and climate are highly recommended to anyone traveling in East Africa for purposes of game trekking or technical mountain climbing. Iain wrote the guidebook on Mt Kenya and other climbs in Kenya. He also frequently guides technical climbing trips on Tanzania's Kilimanjaro, when not tackling various other challenging rock climbs in places as diverse as Nepal and Yosemite.

ment and telescope mount in addition to trunks and pack frames full of

clothes, sleeping bags, and tools con-

that Wednesday, we met our guide,

Iain Allan, and his associate Vince

Favad. Iain does business as Tropical

Ice (Mountain Guides) Ltd, Post Office Box 57341, Nairobi, Kenya.

Making the connection with Iain was

the only redeeming virtue of an otherwise hopelessly botched set of travel

On reaching Nairobi at about 8 PM

As in any trip of this kind, there were some difficulties. The most significant (and in retrospect, completely avoidable) difficulty was the need to post a 30,000 shilling bond on our equipment with Kenyan customs on entry. We later had to recover our customs bond on departure (minus an exorbitant 10% fee exacted by the local branch of a major US multinational bank). The fact that we had to post a bond at all was due to an un-

**Photo 3:** Black and white reproductions of the entire series of different exposures taken with the aid of the final version of the Pascal control program for the camera. Times are nominal shutter-open intervals stored in a table in the program. Actual times reflect a fixed lower-limit overhead of approximately 20 ms.

fortunate mistake by one of our party, a slipup which can possibly be avoided by readers in similar circumstances.

When listing personal computer equipment being carried for such an expedition, never ever list its monetary value or speak of its value. To satisfy US customs, all you need is a list of serial numbers of your personal equipment carried abroad. This list can be used to advantage when entering another country. But if you give the customs officer at another country the list of items and values you prepared for your insurance agent, it is like waving a red flag in front of a bull.

We had to post a customs bond on Norm's equipment using credit cards to obtain nearly \$4000 in cash, then retrieve the cash bond at the end of the trip by pleading lack of time to Kenyan customs officials in order to get all the paperwork completed by our departure. We wasted two out of sixteen days figuring out all the "catch-22"-style sophistries of this problem.

Kenya is a very British relic of a former era, where dual languages of Swahili and English dominate. Iain pointed out that it would have been much more complicated in several countries in which he has traveled for purposes of mountain climbing. In one Asian country he has visited for climbing, Iain points out, there is not even a recognizable set of paperwork to be filled out. It was quite a relief to get back to a (relatively) sane United States at the end of the trip.

So much for the bureaucratic problems of taking computers abroad to equatorial Africa. What about the engineering problems? We did as thorough a job of preparation as we could, yet would the computers and generator still play together when we reached our final encampment on the shores of Lake Jipe in Kenya's Tsavo West National Park?

We answered this question by an ancient technique: crossing fingers and applying power. We arrived at Lake Jipe 2 days before the eclipse, after a 6-hour trek over some incredible roads in Iain's Volkswagen bus with trailer in tow. The computers were inside the bus with seven human bodies and food packed with solid CO<sub>2</sub> in the famous Tropical Ice Box. All the rest of our gear was carried in the trailer. The roads we traveled from Amboseli to Lake lipe included one 5-mile stretch of a semi-improved lava flow, an unmarked dead end which looked like the main road of two alternatives, and other miscellaneous "hazards" like herds of elephants and troops of baboons.

The day before the eclipse, Norm



**Photo 4:** A view of the equipment set up at the Tsavo West National Park campsite on the shores of Lake Jipe. Norm was using a 500 mm reflex lens with his camera; I was using my 1000 mm reflex lens. The two Nikon cameras were mounted on the equatorial telescope mount carted to Africa along with the 110 VAC generator in Norm's homebrew plywood shipping trunk. The Apple Pascal system is shown sitting in the bottom of its carrying case on top of a trunk.

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UCSD PASCAL is a trademark of the Regeants of the University of California. CP/M and MP/M are trademarks of Digital Research, Inc. Listing 1: This is the final version of my Pascal Eclipse Control Program as used in Kenya, February 16, 1980. Major changes from the previously published version include filling in the details of real-time execution and modifying the exposure table to provide twenty-five shots instead of ten. Also added was an interactive option to reenter the the exposures allocation phase so that different combinations of diamond ring and totality exposures could be tried. Initialization now puts in a symmetrical rising and falling sequence of exposure times from 1 ms to 10,000 ms. All interactive texts have been adjusted so that they will fit the 40-character width of the Apple's built-in video display.

NOTES ABOUT THE DESIGN PROCESS 3 C) Step 1: High Level Description - begun November 22, 1979 C This is a first cut at a program to simulate the eclipse photography process, and define some of the necessary global C data of the problem. COMPLETED 11/24/79 () Step 2: Fill in allocation details -Achieve a complete allocation of the eclipse camera control function as evidenced by calculation of a detailed time line for the eclipse event given various conditions: Given: C = number of totality exposures = number of diamond ring exposures C Th: = totality time t = slack in allocated totality time Then let us seek the followins... \* d2 = diamond ring time at 2nd contact \* d3 = diamond ring time at 3rd contact = extra slack (one half of diamond rins total)) \* z = anticipation time (half first diamond rins) )
= required time for exposures during totality )
= allocated totality time for exposures ) \* P C C \* A з = marsin per frame in totality \* × Theorems! d2,d3 derived from table of diamond rins frames derived from table of totality frames A z = (d2 + d3)/2p = d2 / 2a = t - s x = (a - A) / nPROCEDURES Detailed Here Are ... initialize normalize COMPLETED 12/16/79 3 63 Step 3: Fill in the simulated details... Create a program which uses the results of step 3 to so through a detailed time line of the experiment on paper (or terminal screen). Each event (shutter transition open-->close or close-->open will be marked by a report of its nature and time of execution relative to <start> signal 3 PROCEDURES Detailed Here Are... await\_cue diamond\_ring\_burst totality 3 () Step 4: Adapt to real time control -Put in augmentations of the software to actually demon-strate operation with the NiKon F2A camera via a relay plugged into the Apple II Game Paddle Socket THIS IS THE FINAL FORM OF THE PROGRAM TO BE USED IN THE FIELD CONTROLLING THE EXPERIMENT... Necessary step: determining a method of measuring time intervals from the CPU clock which is consistent with UCSD Pascal. Possibly use assembly language subroutine. c >

PROGRAM eclipse\_monitor\_simulation;

C

c

C

C

C

C

C

C

CONST minimum\_Pulse\_width = 20 (milliseconds); overhead\_duration = 210 (milliseconds); open\_shutter\_address = -16295 (sets ANO output to "1"); close\_shutter\_address = -16296 (resets ANO output to "0"); post\_rins\_delay = 500 (milliseconds); TYPE seconds = INTEGER; milliseconds = INTEGER; absolute\_time = RECORD Listing 1 continued on page 58 fired up the generator to supply power. We then set up our respective Apples. We naively thought that final programming details could be accomplished that day sitting in the tropical sun. But our preparations had neglected to include a canopy or sun shade. Norm's Apple worked quite well in the heat, perhaps because he had rigged up a sort of sun shade using his towel, two camera tripods, and a large piece of gaily colored cloth.

My Apple, however, had been baking in its carrying case all morning before I set it up. Its integrated circuits were hot to touch even before I turned it on. I turned it on and Pascal booted as usual. I entered my eclipse program and proceded to check it out. But after one or two allocation runs, the operation of the program was rather unusual and erratic. As often happens in such situations. I cycled the power switch in order to reboot the system's software. With this, the system simply refused to operate in a normal fashion! After leaving the system off for about 2 minutes, I was again able to get it started. But it crashed again more quickly.

My conclusion was that the direct sunlight was baking my computer, giving it the electronic equivalent of the sunburn I was so carefully avoiding for myself. It seems that Apples do not work too well when temperatures are elevated to the point where components are too hot to touch. I estimate that the surface temperature of the main board at this time was in the range of 150° to 180°Fahrenheit (66° to 82° Celsius). Noting the excessive heat, I just turned off the system and thought about strategies for keeping it cool and out of sunlight until the eclipse happened. That evening after sunset and before the nightly parade of hippos began, I verified that the computer was still functional.

As it turns out, heat was not a problem the next day, February 16, 1980. The day of the eclipse broke with a solid overcast, not an auspicious beginning. If first contact were to have occurred at 8:30 in the Text continued on page 66



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or combinations of these by <b>both</b> ASCII Code and Bit 8.	c
<ul> <li>Gnost ability — multiple boards at the same ad- dress.</li> <li>Fully decoded occupies only 2K of address space</li> </ul>	, C
Fully socketed — Gold bus connectors. Assembled, Burned-in, and Tested at 2MHz.	C C
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```
isting 1 continued:
               units
               units : seconds;
thousandths : milliseconds
           END;
                       = INTEGER;
      exposures
      an_exposure_detail =
           RECORD
             duration
               duration : milliseconds;
wait_after : milliseconds
           END;
      string_pointer = tSTRING;
 VAR
                                 : STRINGE1283;
      5
                                  : BOOLEAN;
      crash_ahead
      an_inteser
                                : INTEGER;
      x,n : INTEGER;
sidma : INTEGER;
which_ring : (second,third);
                                 : INTEGER;
      a-b-c
                                    : absolute_time;
      ring_time
                                      : absolute_time;
      second_contact_rind : absolute_time;
      second_contact_rins : absolute_time;
third_contact_rins : absolute_time;
tot_time : absolute_time;
time_totality : absolute_time;
marsin_time : absolute_time;
half_time : absolute_time;
half_time : absolute_time;
slack_in_totality : absolute_time;
total_elapsed_time : absolute_time;
total_duration : absolute_time;
      maximum : exposures;
total_eclipse : exposures;
ring_frames : exposures;
current_shot : exposures;
      twenty_five_shots : PACKED ARRAY[0..24] OF an_exposure_detail;
transient_shots : PACKED ARRAYE0..1] OF an_exposure_detail;
<< opening "EUTILS.TEXT>>>>
   Miscellaneous routines used throughout the program )
        ---> new_page
---> get_parameter
        ---> error_abort
---> subtract_time
---> divide_time
                                                3
                                                3
                                                3
        ---> add_time
---> print_time
                                               Э
                                               3
        --->
                                                3
        --->
                                                3
        ---->
                                                3
        --->
                                                3
         ---)
                                                3
  PROCEDURE new_pase;
      VAR
           stuff : STRINGE 241;
           clear_screen : CHAR;
       BEGIN
           stuff := '
                                                                1:
           clear_screen := CHR(24);
WRITELN(clear_screen,stuff);
           WRITELN(' ');
WRITELN(' ');
            WRITELN(s)
       END (new_page);
  PROCEDURE set_parameter(VAR time : absolute_time);
       VAR
          a_string : STRING[128];
           i : INTEGER;
            period : BOOLEAN;
           decimal_count : INTEGER;
factor, result : INTEGER;
           PROCEDURE add_a_disit(position : INTEGER);
                VAR
                     disit : INTEGER;
                BEGIN
                     disit := (ORD(a_strins[position])-ORD('0'));
                     IF period THEN
                          BEGIN
```

Listing 1 continued on page 60

SO I	RELIABLE WE GIVE YOU
	QAR DAVR
	360 361 362 363 364 355 356 357 358 359

356	357	358	359		
351	352	353	354		
346	347	348	349		
341	342	343	344		
336	337	338	339	•	TOTAL DELIGE OF LULLE
331	332	333	334	:	TOTAL PEACE OF MIND.
326	327	328	329		We are business people, just like you. We wouldn't
321	322	323	324		neck out unless we were certain we could back our cl
316	317	318	319		promises to the last letter. We wouldn't offer a legally
311	312	313	314		long-term warranty on our Microtek MT-80 unless we
306	307	308	309	۰	positive of its solid reliability
301	302	303	304	•	We are sure that our verentile, alphanumeric line or
296	297	298	299		we are sure that our versaule, alphanument me pr
291	292	293	294		provide you consistent, dependable performance. This
286	287	288	289		we give you, not the usual 90-days in the print, but an i
281	282	283	284	:	365-days warranty. We stand behind every product we
276	277	278	279		
271	272	273	274	•	LOADED WITH INNOVAT
266	267	268	269		<ul> <li>40, 80 or 120 columns (software select</li> </ul>

263 264

258 259

233 234

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253 254

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243

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227 228 229

350

345

340

335

330 325

320

315

310

305

300

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270 265

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245

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232

#### ACE OF MIND.

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Listing 1 continued:



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\*The FS1 Flight Simulator is available for Apple II and TRS-80 Level I & II for \$25 on cassette.



```
decimal_count := decimal_count + 1;
                         IF decimal_count < 4 THEN
                             BEGIN
                                 time.thousandths := time.thousandths
                                 + ((1000 * digit) DIV factor);
factor := 10 * factor
                             END
                     ENTI
                  ELSE (before period)
                     time.units := (time.units * factor) + disit
              END:
       BEGIN (set parameter)
       PAGE( OUTPUT );
       time.units := 0:
        time.thousandths := O;
       WHILE ((time.units=0) AND (time.thousandths=0)) DO
           REGIN
              factor := 10;
              decimal_count := 0;
              period := FALSE;
              WRITELN( s );
              READLN(a_string);
              FOR i := 1 TO LENGTH(a_string) DO
BEGIN
                     CASE a_string[i] OF
'0','1','2','3','4','5','6','7','8','9':
                             add_a_disit(i);
                          1.11
                             period := TRUE
                      END
                  END
           END (WHILE)
   END (set_parameter);
PROCEDURE error_abort;
    BEGIN
       maximum := 250;
       total_eclipse := 200;
ring_frames := 25;
       WRITELN('Unrecoverable error in data');
       crash_ahead := FALSE
    END:
PROCEDURE subtract_time(a,b : absolute_time; VAR c : absolute_time);
    BEGIN
       c.thousandths := a.thousandths - b.thousandths;
        sisma := O;
        IF
           c.thousandths < 0 THEN
           BEGIN
              c.thousandths := c.thousandths + 1000;
               sisma := -1
           END;
        c.units
                   := a.units - b.units
                                                 + sisma
    END
PROCEDURE divide_time(
                           VAR a : absolute_time;
                           b : absolute_time;
                           n : INTEGER
                           );
    ( a <-- b DIV n )
    VAR
        Pre : INTEGERE163;
    BEGIN
        a.thousandths := 0;
        a.units := 0;
        a := b.units;
        \alpha := \alpha * 1000;

\alpha := \alpha + b.thousandths;
        a := a DIV n;
        P := a DIV 1000;
IF P < 32768 THEN
a.units := TRUNC(P);
          := a - (1000 * P);
        IF P < 32768 THEN
           a.thousandths := TRUNC(p)
    ENTI
PROCEDURE add_time(a,b : absolute_time; VAR c : absolute_time);
    BEGIN
        sisma := a.thousandths + b.thousandths;
c.thousandths := sisma MOD 1000;
                   t= a.units
                                                  + (sigma DIV 1000)
        c.units
                                   + b.units
    END
PROCEDURE print_time(a : absolute_time);
    VAR
        z1000,z100 : STRING[1];
    BEGIN
        IF a.thousandths < 100 THEN z1000 := '0' ELSE z1000 := '';
IF a.thousandths < 10 THEN z100 := '0' ELSE z100 := '';
IF LENGTH(s) > 25 THEN s := COPY(s,1,25);
WRITELN(s,a.units,'.',z1000,z100,a.thousandths)
```

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Listing 1 continued on page 62

## **The Solution Store**

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```
Listing 1 continued:
       END;
 <<<< opening "ENORMAL.TEXT>>>>
PROCEDURE normalize_timins;
   VAR
                        : INTEGER;
   PROCEDURE sum_up_ring(ring: INTEGER; VAR ring_total : absolute_time);
       VAR
          index,i : INTEGER;
          this_ring : absolute_time;
          ring_total.units := 0;
ring_total.thousandths := post_ring_delay;
FOR i := 1 TO ring_frames DO
          ring_total.units
              BEGIN
                 this_ring.units := 0;
                 this_ring.thousandths := transient_shots[ring].wait_after;
                 add_time(this_ring,ring_total,ring_total);
                 this_ring.thousandths := transient_shots[ring].duration;
                 add_time(this_ring,ring_total,ring_total)
              END
       END:
    PROCEDURE sum_up_eclipse(VAR eclipse_total : absolute_time);
       VAR
          this_shot : absolute_time;
index;i,J : INTEGER;
       BEGIN
          eclipse_total.units := 0;
           eclipse_total.thousandths := overhead_duration;
           ( this compensates for the minimum wait after one 3)
( frame started and ended during the slack time period)
           FOR i := 1 TO total_eclipse DO
              BEGIN
                 this_shot.units := 0;
index := (i-1) MOD 25;
                  this_shot.thousandths := twenty_five_shotsEindex1.wait_after;
                  add_time(this_shot,eclipse_total,eclipse_total);
                 this_shot.thousandths := twenty_five_shotsLindex1.duration;
add_time(this_shot,eclipse_total,eclipse_total)
              END
       END:
PROCEDURE preliminary_allocation;
    BEGIN
       s := 'Allocation of Eclipse Times...';
       new_page;
s := 'Total time of eclipse
                                       = /:
       print_time(time_totality);
       WRITELN( ' --
                                            ----- );
        which_rins := second;
       sum_up_ring(ORD(which_ring),second_contact_ring);
       s := 'Second contact time
                                       = /:
       print_time(second_contact_ring);
       which_ring := third;
       sum_up_ring(ORD(which_ring),third_contact_ring);
       s := 'Third contact time
                                        = ';
       print_time(third_contact_ring);
       add_time(second_contact_ring,third_contact_ring,ring_time);
       s := 'Tot, diamond ring time = ';
        print_time(ring_time);
        divide_time(auarter_time, second_contact_ring, 2);
        s := 'Anticipation time
                                        = ';
       print_time(quarter_time);
       WRITELN( '---
                                                 -----/ );
       sum_up_eclipse(tot_time);
         := 'Totality time
                                        = /:
       print_time(tot_time);
s := 'Marsin at end totality = ';
       print_time(slack_in_totality);
       divide_time(half_time,rins_time,2);
        s := 'Diamond rins slack
                                           :
                                        =
        print_time(half_time);
       add_time(tot_time,slack_in_totality,total_duration);
       add_time(total_duration,half_time,total_duration);
s := 'Total time initially = ';
       print_time(total_duration);
       MRITELN(
        subtract_time(time_totality,total_duration,marsin_time);
        s := 'Marsin for allocation = ';
        print_time(margin_time)
    END (preliminary_allocation);
                                                             Listing 1 continued on page 64
```



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Manual	only			 	 	\$ 10

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1:

#### Listing 1 continued:

```
PROCEDURE margin_dispersal;
     VAR
         margin_per_frame : absolute_time;
     i : INTEGER;
BEGIN
          divide_time(margin_per_frame,margin_time,total_eclipse);
         FOR i := 0 T0 24 D0
twenty_five_shotsCi].wait_after :=
twenty_five_shotsCi].wait_after
                   (1000 # margin_per_frame.units) +
          marsin_per_frame.thousandths;
s := 'Marsin per tot. frame = ';
          print_time(mardin_per_frame)
     END (margin_dispersal);
PROCEDURE final allocation:
     BEGIN
          sum_up_eclipse(tot_time);
          s := 'Adjusted total phase = ';
print_time(tot_time);
          add_time(tot_time,slack_in_totality,total_duration);
          add_time(total_duration,half_time,total_duration);
s := 'Adjusted commitments = ';
          print_time(total_duration);
          add_time(tot_time,slack_in_totality,total_elapsed_time);
          add_time(total_elarsed_time,ring_time,total_elarsed_time);
s := 'Total elarsed time = ';
          s := 'Total elapsed time
          print_time(total_elapsed_time);
          WRITELN( ' ----
          subtract_time(time_totality,total_duration,marsin_time);
s := 'Marsin after allocation= ';
          print_time(margin_time)
     END (final_allocation);
PROCEDURE alloc_exposures;
      BEGIN
          rins_frames !=
          (maximum - total_eclipse) DIV 2;
IF rins_frames < 2 THEN error_abort;
sisma != maximum - (total_eclipse + (2 * rins_frames));
          total_eclipse := total_eclipse + sigma;
WRITELN('');
          wKIIELN(' Exposures map:');
WRITELN('First diamond rins = ',rins_frames);
WRITELN('Totality = ',total_eclipse);
WRITELN('Second diamond rins = ',rins_frames);
WRITELN('
          WRITELN( '
                                 TOTAL
                                                      = ',maximum);
          WRITELN('');
WRITELN('');
          WRITELN( 'Press return to continue');
          READLN(s)
      END (alloc_exposures);
     BEGIN (normalize_timins)
          alloc_exposures;
         preliminary_allocation;
         marsin_dispersal;
          final_allocation
     END (normalize_timing);
PROCEDURE milli(time : INTEGER);
     EXTERNAL;
PROCEDURE ref_memory(address : INTEGER);
     CLOOKE FEILMEND state ess : Integer,
(I This procedure uses the variant record technique to
reference an address passed to it as a 16 bit signed
INTEGER. The Apple-II hardware will set or reset the
annunciator outputs of the Game I/O connector if the
appropriate addresses are simply referenced by a program.
     3
     TYPE
          Ptr = tCHAR;
          memory_access = (pointer, number)
          (this is a dummy statement required by the syntax of
Pascal variant records such as "memory" below. The
variant record "trick" is not the most elesant way
               to reference an absolute hardware address, since it
              requires an implementation-dependent assumption about
variant records, ie: that a 16 bit signed two's complement
INTEGER type maps bit for bit into the 16 bit positive
               integer value of an address stored in a Pascal pointer
               data type.
```

Circle 36 on inquiry card.

Listing 1 continued on page 66

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Universal Data Systems
#### Text continued from page 56:

morning as was the case in Montana last year, we would have missed the eclipse. But by the time of first contact, about 10 AM, the clouds had dissipated somewhat in the hot sun, to the point where maybe 50% of the time the sun was obscured. What this early cloudiness did, however, was keep my Apple from getting too hot too soon.

As the eclipse progressed, the air cooled off. Whether this lack of insolation due to the early phases of the eclipse affected the weather or not, it certainly helped guarantee the performance of my Apple during the total phase of the eclipse. At 11 AM when I turned on the power to my computer, it was delightfully cool in comparison with the previous afternoon. The weather had also improved considerably. We seemed by this time to be in a beautiful bowl of clear blue sky with the nearest clouds perhaps 5 to 10 miles away. This perfect eclipseviewing weather lasted until well after the end of the event.

VAR

END

The Pascal system booted properly, and I proceeded to set up the final allocation I would use. Because I wanted to take a few partial phase shots manually, I had decided earlier that morning to limit the shots of totality to 200 exposures, with 120 taken during actual totality and the balance of 80 split equally between the two diamond-ring events. A slack time of 40 seconds was chosen to allow for the extra long exposure toward the end of the eclipse. Just to keep verifying the operation of the computer, I kept reentering the allocation phase of the program every few minutes.

Finally, at 11:21 AM, totality was heralded by a beautiful set of "shadow bands." After watching these last glimmers of direct sun, I removed the filter from my camera and gave the first manual cue to my eclipse program. I then had four enjoyable minutes of direct viewing of the eclipse, its effects on the local animal life, a glimpse of sunlight still illuminating the upper part of Kilimanjaro, and the incredible colorations of the distant clouds on the

```
Listing 1 continued:
         memory =
             RECORD
                 CASE memory_access OF

pointer : (a_pointer : ptr);

number : (a_number : INTEGER)
             END:
     UAR
         anybyte : memory;
         anychar : CHAR:
     BEGIN
     anybyte.a_number := address;
anychar := anybyte.a_pointer†
END (ref_memory);
PROCEDURE take_picture(photograph : an_exposure_detail);
    BEGIN
        ref_memory(open_shutter_address);
         milli(photograph.duration);
        ref_memory(close_shutter_address);
milli(photograph.wait_after)
    END (take_picture);
PROCEDURE initialize;
```

running\_index : INTEGER; BEGIN (initialize) 5 := ''; ref\_memory(close\_shutter\_address); current\_time.units := 0; current\_time.thousandths := 0; current\_shot := 0; twenty\_five\_shots[0].duration twenty\_five\_shots[1].duration + minimum\_pulse\_width; := 1 := 2 := 5 minimum\_pulse\_width; twenty\_five\_shots[2].duration minimum\_pulse\_width; := 10 := 20 twenty\_five\_shots[3].duration
twenty\_five\_shots[4].duration + minimum\_pulse\_width; + minimum\_pulse\_width; twenty\_five\_shots[5].duration := 50 minimum\_pulse\_width; twenty\_five\_shots[6].duration
twenty\_five\_shots[7].duration != 100 != 200 minimum\_Pulse\_width; minimum\_Pulse\_width; twenty\_five\_shots[8].duration := 500 minimum\_eulse\_width; := 1000 twenty\_five\_shots[9].duration minimum\_Pulse\_width; twenty\_five\_shots[10].duration := 2000 minimum\_pulse\_width; twenty\_five\_shots[11].duration 5000 1= minimum\_pulse\_width; twenty\_five\_shots[12].duration := 10000 minimum\_pulse\_width; twenty\_five\_shots[13].duration := 5000 minimum\_Pulse\_width; twenty\_five\_shots[14].duration
twenty\_five\_shots[15].duration := 2000 minimum\_pulse\_width; 1000 := minimum\_pulse\_width; twenty\_five\_shots[16].duration := 500 minimum\_pulse\_width? := 200 := 100 twenty\_five\_shots[17].duration minimum\_pulse\_width; twenty\_five\_shots[18].duration + minimum\_pulse\_width; twenty\_five\_shots[19].duration := 50 minimum\_Pulse\_width; twenty\_five\_shots[20].duration := 20 minimum\_Pulse\_width; twenty\_five\_shots[21].duration
twenty\_five\_shots[22].duration := 10 := 5 minimum\_pulse\_width; + minimum\_eulse\_width; twenty\_five\_shots[23].duration := 2 + minimum\_pulse\_width; twenty\_five\_shots[24].duration := 1 minimum\_pulse\_width; FOR running\_index := 0 TO 24 DO twenty\_five\_shotsErunnins\_index1.wait\_after := overhead\_duration; transient\_shots[0].duration := 5 + minimum\_sulse\_width; transient\_shots[1].duration
FOR running\_index := 0 TO 1 DO := 50 + minimum\_Fulse\_width; transient\_shotsErunning\_index].wait\_after := overhead\_duration; s := 'Restarting the program'; new\_page; WRITELN('Enter 0 to end; 1 to continue'); WRITELN(' then <return> '); then <return> READLN( an\_inteser ); IF an\_integer > 0 THEN BEGIN s := 'Preliminary data initialization'; new\_Pase; s := ' Enter number of exposures'; set\_parameter(dummy); maximum := dummy.units; s\_:= 'Enter exposures in totality'; REPEAT BEGIN set\_parameter(dumms); total\_eclipse := dummy.units

Listing 1 continued on page 68



Available with either the new, powerful 6809  $\mu$ P or an optional 6800-software-compatible 6802, here are 10 beautiful reasons why the Percom SBC/9<sup>TM</sup> is not just another runner-up MPU/Single-Board-Computer card.

- SS-50 bus direct, plug-in-compatible upgrade MPU. Requires **no** modification of the system bus, I/O or memory.
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- eight-bit parallel port is multi-address extension of system bus. Accommodates an exceptional variety of peripheral devices ranging from game paddles and keyboards to memory management modules. Connector is optional.

Plug the SBC/9<sup>™</sup> into your SS-50 system bus, and just that easily you've upgraded to the new superfast super-powerful 6809 MPU with such programming amenities as 10 addressing modes, 16-bit instructions, auto-increment/auto-decrement and position-independent code. Plus, you now have extended addressing capability, and operation under control of PSYMON<sup>™</sup>, the most powerful and flexibile 1K ROM 6809 operating system yet written.

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PSYMON<sup>™</sup> provides the usual ROM monitor functions in 1 Kbyte. It is easily extended and customized because its unique "look-ahead" program structure first searches an alternate command table. The table, if present, may be used to redefine or extend PSYMON's<sup>™</sup> command set.

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- Serial port includes a full-range selectable bit rate generator. Optional subminiature 'D' connector provides RS-232 compatibility.
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in memory. This allows you to leave the details of I/O software to the separate I/O device drivers.

A PSYMON™ ROM is included free with the purchase of an SBC/9™. The Users Manual includes a source listing.

The 1 Kbyte ROM monitor for the SBC/9<sup>™</sup> 6802 option includes a primary set of typical 6800-compatible monitor commands. As for PSYMON<sup>™</sup>, the commands are easily extended or modified.

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PERCOM DATA COMPANY, INC. 211 N. KIRBY GARLAND, TEXAS 75042 (214) 272-3421



#### Listing 1 continued:

horizon. I used a second camera with a wide-angle lens to take several hand-held pictures. Eventually the moment passed as Norm announced the coming of third contact as predicted by his computer program running in conjunction with a Mountain Hardware real-time clock. Perhaps a bit too late, I gave my second manual cue to my program, and I prepared to apply the lens cap to protect the camera and optics.

The rest of the trip was, of course, anticlimactic. I had the satisfaction of having had my program work as planned, the good fortune of avoiding a repeat of the thermal problems of the day before the eclipse, and the knowledge that a significant improvement in eclipse viewing can be achieved using a computer system. We returned home the next Thursday, and by Friday noon I was able to view the images photographed by my system during those 4 minutes in Tsavo the Saturday before. I don't know when I will next see a solar eclipse, but I am sure that whatever the state of the art of microcomputers at the time, I will be using one to improve my automation of photography of the 1980 eclipse.

#### **Articles Policy**

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```
UNTIL
                (total_eclipse > 0)
                                AND
             /// (total_eclipse < maximum);
s := 'Enter totality duration (sec)';
det_parameter(time_totality);
s := 'Enter slack time (sec)';</pre>
             set_parameter(slack_in_totality)
         END;
       crash ahead := TRUE
   END (initialize);
PROCEDURE await_cue;
   VAR
       anychar : PACKED ARRAYE0..01 OF CHAR!
   BEGIN (await_cue)
WRITELN('');
       WRITELN( '' ):
       WRITELN( '' );
       UNITREAD(2, anychar, 1,0,0)
    END (await_cue);
PROCEDURE diamond_ring_burst;
    VAR
        : INTEGER:
    BEGIN (diamond_rins_burst)
       FOR i := 1 TO rins_frames DO
          BEGIN
             IF which cins = second THEN
                 take_picture(transient_shots:01)
             EL.SE
                 take_picture(transient_shotsE13)
          END;
       milli(post_ring_delay)
    END (diamond_rins_burst);
PROCEDURE totality;
   VAR
      exposure_count : INTEGER;
   cyclic_choice : INTEGER#
BEGIN (totality)
       WRITELN('Begin totality sequence');
       cyclic_choice := 0;
       FOR exposure_count := 1 TO total_eclipse DO
          REGIN
             take_picture(twenty_five_shots[cyclic_choice]);
             csclic_choice := (csclic_choice + 1) MOD 25
          ENDI
       WRITELN('End totality sequence')
    END (totality);
PROCEDURE summarize;
    BEGIN (summarize)
       WRITELN('Press return to end prospac');
       READLN(S)
    END (summarize);
PROCEDURE perform_eclipse_dance;
    BEGIN
       await_cue;
       diamond_ring_burst;
totality;
       ref_memory(open_shutter_address); (sneak in one core exposure)
       await_cue;
       ref_memory(close_shutter_address);
       milli(overhead duration);
       diamond_ring_burst
    END:
BEGIN Ceclipse_monitor_simulation)
    an_integer := 100;
WHILE an_integer > 0 DD
       BEGIN
```

```
initialize;
IF an_integer > 0 THEN
BEGIN
normalize_timing;
WRITELN('Is this an eclipse rta? (Y = wes)');
READLN('s);
IF LENGTH('s) < 1 THEN s t= '');
IF ('sE11 = 'w') OR (sE11 = 'Y')) THEN
perform_eclipse_dance
END;
END;
```

summarize

END. (eclipse\_monitor\_simulation)

```
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```

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#### Critique of Technique

This use of computer automation in photographing a solar eclipse provided a valuable improvement over manual methods. Computer automation allowed me to plan an exposure sequence which would be executed without relatively error-prone manual operations. This goal was achieved in the experiment described here. But by building on experience, one can always improve the techniques.

A relatively simple improvement would be to devote some automation to the partial phases of the eclipse. This would be accomplished by adding a loop to take photographs, for example, every five minutes, listening for the manual cue of imminent totality between partial phase shots. This would also assume cool enough temperatures for reliable operation over a 90-minute time span. I left this feature out because I had no idea of the proper exposure time to use and was too busy getting the main goal accomplished.

The problem of determining the mechanical overhead of the Nikon Motor Drive in the "bulb" position needs further attention. The shortest exposures in the 1980 eclipse were dictated by a fixed overhead time needed to ensure reliable triggering of the motor drive. If this time is too long, given the film used, then two options remain: using a slower film, or applying a filter to the lens during totality. The diamond-ring exposure times were much too long for a good photographic result. This problem would go away if a slower film or filters were applied. Since an equatorial telescope mount was tracking the sun during the eclipse, use of slower film would give a shorter effective minimum exposure time without sacrificing resolution with the long shots.

Two problems with my procedures during the 1980 eclipse will not go away given improvements in computer systems techniques. The first problem is that of inadequate timing cues. While it would be possible to use a real-time clock to coordinate with universal time, such an open-loop operation would not necessarily guarantee better timing of the start of the sequences of totality photographs due to imprecision in our knowledge of latitude and longitude at a remote site.

The second difficult problem is forgetting to verify focusing of the camera during the automatic sequence. In this eclipse, I was lucky, because I did not jar the camera while removing the filter. But, quite frankly, I forgot to even look through the viewfinder while the automatic programming sequence was in operation. Had I twisted the barrel of the lens while removing the filter I could have had a real disaster of unfocused results.

And of course, the next time I go to the tropics with a computer, a sun shade of some sort will accompany me.

#### **High-Level** Conference

A key part of the success of this application of a personal computer to eclipse photography was the use of a high-level language system for nearly all of the programming. Listing 1 shows the final version of the eclipse camera-control program with an additional month's development from the state shown in listing 1 of the March 1980 editorial. This very successful use of Pascal in a relatively sophisticated engineering application helps emphasize the importance of the high-level-language design approach.

The importance of high-level languages in design extends far beyond any particular application. To help provide our professionally oriented readers with an intensive exposure to the design philosophy of modern software tools for small computers, we have created a seminar on the subject. The seminar is organized in conjunction with the McGraw-Hill Conferences and Seminars group. It will be held at the McGraw-Hill building in New York City, June 16 and 17, 1980. The sessions of "The BYTE Conference on Languages and Tools for Microcomputing" will include six important talks on several essential high-level-language systems concepts for small computers.

Dr Fred Martin of Intermetrics Incorporated will talk about the high-level language-oriented software tools developed for the realtime systems programming of the NASA Space Shuttle flight computers. Dr Peter Grogono, author of Programming in Pascal, will present the philosophy of Pascal, the predominant block-structured. strongly typed language of contemporary microcomputer usage. Dr Ken Bowles, the driving force behind UCSD Pascal, will provide a fascinating talk entitled "After Pascal, What?" which concerns proposed microcomputer implementations of the US Defense Department's Ada language. John Morse of Digital Equipment Corporation will set Bell Laboratories' C language into a microcomputer context, describing its value as a systems and applications program implementation language. Dr Charles Moore of Forth Incorporated will describe the characteristics of Forth as a programming tool appropriate for small computers. Dr Henry Baker of the University of Rochester will complete this suite of language-oriented tools for microcomputers by presenting information on LISP and its applications. This 2-day intensive conference will end with a panel session in which all the speakers will participate.

For further information, contact The McGraw-Hill Conference and Exposition Center, 1221 Avenue of the Americas, Rm 3677, New York NY 10020, or see the advertisement in this issue.

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## Interface a Floppy-Disk Drive to an 8080A-Based Computer

John Hoeppner Shugart Associates 415 Oakmead Pky Sunnyvale CA 94086

The audio cassette has been used by most of us for off-line storage of programs and data. It has two advantages: it is inexpensive, and it is easy to implement because of the wide variety of cassette interfaces available.

However, I grew tired of waiting for the BASIC interpreter and all my data to be loaded every time I powered up my system. Even then, I sometimes had to load and reload the data until the interpreter and my programs were transferred correctly. I decided to try an alternative.

On one hand, the Shugart minifloppy 5-inch disk drive, which costs about \$350, was a little more expensive than my cassette recorder; but, on the other hand, the 5-inch floppy disk it uses costs about the same as a quality cassette tape — around \$4. And, despite a higher initial investment, the floppy disk is more reliable, and it can transfer programs and data as much as thirty times faster than the audio cassette. It seemed the more programs that were developed, the more worthwhile the additional investment would be. Also, with a recently introduced integrated circuit from Western Digital, the FD1771 floppy-disk formatter/controller, I could design a controller myself that could be interfaced to my

Minifloppy is a registered trademark of Shugart Associates used to describe their 5-inch floppy-disk drives. 8080A-based microcomputer system.

This article describes the hardware developed to connect a Shugart floppy-disk drive to an 8080A-based system using the Western Digital FD1771 chip, as well as the software routine necessary to drive the FD1771.

The FD1771 disk formatter/controller device is compatible with the IBM 3740 format.

#### Hardware Characteristics

The 8080A-based microcomputer was one that I designed. However, the components I used are those found on most 8080A single-board computers: an 8080A microprocessor, an 8224 two-phase clock, an 8228 system controller and bus driver, and an 8255 programmable peripheral interface. (See figure 1.) For temporary data storage, I used 2 K bytes of programmable memory, and for my bootstrap loader, I used a 256-byte programmable read-only memory. The microcomputer interfaces to the FD1771 through the programmable peripheral interface (PPI), which can be programmed as three input/output (I/O) ports of eight lines each.

The FD1771 disk controller is compatible with the IBM 3740-type, softsectored format, but it can be programmed for other formats. It contains five registers: data, command, sector, track, and status. These registers hold the data and commands transferred from the 8080A processor. The FD1771 has a cyclic redundancy check (CRC) generator for performing a validity check on data transfers. It is also equipped with an internal data separator for separating clock and data bits from the disk into two separate streams. I chose not to use the internal data separator for the following reason.

Each bit of data on the disk is stored during a time interval called a *bit cell*. The bit cell is the space between two of the clock pulses that are recorded on the disk; the beginning of the bit cell is defined by the clock pulse. If the bit is to be recorded as a 1, a pulse is written in the center of the bit cell. If the bit is to be recorded as a 0, no pulse is written in the cell.

The bit pulse must be written on the disk inside certain boundaries. When the pulse is read by the disk drive, the pulse is presented to the controller within a certain time frame called the data window. The length of the bit cell is 8  $\mu$ s. When the clock pulse is detected by the controller, a timer is activated. This timer counts 2  $\mu$ s; after 2  $\mu$ s have elapsed, the data window is deemed to be "open." The data window is open during 4  $\mu$ s, and the bit pulse is expected to be found during the data-window interval. After the interval of the data window in over, the controller looks for another clock pulse to begin the next bit cell.

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**Figure 1:** Block diagram of 8080A-based computer and interface to Shugart SA400 floppy-disk drive. The Western Digital FD1771 disk-controller circuit is illustrated here as the area within the dotted lines.

The problem with the FD1771 internal data separator arises from the counting after the clock pulse to find the beginning of the data window. The counter in the FD1771 is synchronous with the system clock pulses (at 1 MHz) that are fed into the FD1771. However, the pulses from the disk arrive at the controller asynchronously; the variation in the arrival intervals of the pulses is caused by a host of factors. Therefore, the data window as determined by the FD1771 can occupy varying positions within the bit cell. The position may vary by as much as 1  $\mu$ s (ie: 1 clock cycle) within the 8  $\mu$ s bit-cell interval.

In worst-case data patterns, this problem may lead to errors and loss of data. Therefore, I provided a data separator of my own design to replace the internal data separator of the FD1771. My data separator was built using a number of discrete logic gates of the 7400 family, as presented in figure 2.

The 5-inch floppy-disk drive I used was a Shugart SA400 minifloppy drive. It is organized to store data in thirty-five independent tracks. Each track contains 3125 unformatted bytes for a total unformatted capacity of 109.4 K bytes per disk. The formatting method I used results in an actual capacity of 71.68 K bytes per disk. The track-to-track access time of the data-transfer (ie: read/write) head is 40 ms. Once the read/write head is positioned above the correct track, another 10 ms of settling time must be allowed before a read or write operation can be performed. The basic data-transfer rate of the drive is 125 K bits per second, which translates to 15.6 K bytes per second. This compares to the audio cassette recorder's transfer rate of about 500 bytes per second.

#### Connecting the 8255 PPI

The 8255 programmable peripheral interface provides a universal means of interfacing peripheral devices to the 8080 microprocessor. It interfaces to the data bus through the 8228 system controller and bus driver. Three address lines (A0, A1, and A15) of the 8080A are connected to the 8255. Line A15 is connected to the chip select (CS) line of the 8255, giving the PPI a memory address of hexadecimal 8000. Lines A0 and A1 directly access registers in the 8255. This method of I/O addressing is called memory mapping, because it makes certain memory addresses act

as registers for communication between the computer and the peripheral device: it was necessary because the conventional I/O instructions were too slow.

The FD1771 interfaces to the processor through eight data lines (PB0 thru PB7) and seven control lines (PA1, PC0, PC1, PC2, PC3, PC6, and PC7), as shown in figure 2 (page 78). Ports A and B of the PPI, each providing eight lines for transfer of data, interface with the data lines of the FD1771. Three lines of port A also connect directly to the disk drive. Port C of the PPI handles the FD1771 control lines. The eighth control line of the FD1771 is not used, so it is tied to ground.

Six of the outputs of the PPI (PA0 thru PA3, PC2, and PC3) are logically inverted. Because the outputs of *all* ports on the 8255 go low when *any* port is commanded to change direction (from input to output, or vice versa), this inversion is necessary to prevent false signals from going to the FD1771, deselecting the drive and turning off the motor.

Due to total system-timing constraints, disk read and write routines must be performed within 56 µs. *Text continued on page 80* 



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**Figure 2:** Disk-controller board. The circuit to the left of the dotted line is part of the computer being interfaced; the part to the right is the interface to the floppy-disk drive. The area in the dotted box is a data separator made from 7400-series TTL devices. It separates the clock bits from the data bits as they come from the disk drive.

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#### Text continued from page 74:

Therefore, it was necessary during the design process to shorten the time for checking the status of the drive. To allow fast status checking, bit 7, the most significant bit, of port C is tied to the FD1771's data-request line (DRQ). The value of the DRQ is brought into the accumulator by performing a memory-access instruction. It is then possible to perform an inclusive-OR of the accumulator with itself (ORA A), which results in the sign bit being set to 1 if there is a data request (ie: if DRQ is high). Based on the status of the sign bit, control can branch to the appropriate routine. This arrangement eliminates the need to perform a separate check on the status bits using one of the logical instructions, thereby saving a significant amount of time.

#### Interfacing to the SA400

The SA400 drive has connections for twelve transistor-transistor logic

A1	A0	Register Affected During Read (RE = 0, WE = 1)	Register_Affected During Write (RE = 1, WE = 0)	
0	0	Status Register	Command Register	
Ō	1	Track Register	Track Register	
1	0	Sector Register	Sector Register	
1	1	Data Register	Data Register	

**Table 1:** Access to registers within the Western Digital FD1771 disk formatter/controller device. The FD1771 has five internal registers: command, data, sector, status, and track. A given register is read or written by placing the appropriate values on lines A1 and A0 and pulling down either the READ-ENABLE (RE) line for a read operation, or the WRITE-ENABLE (WE) line for a write operation. The sector and track registers specify the sector and track when these parameters are needed by a given command byte. The command register, when filled, causes one of eleven high-level instructions to be executed (see table 2). Data passes between the computer and the disk drive through the data register. After a command has been executed by the FD1771, the status register must be read before another command can be executed.



(TTL) compatible signal lines. Seven of them connect directly to the FD1771 lines through type-7414 Schmitt-trigger inverters used as line drivers and 7438 open-collector NAND buffers used as line receivers.

The WRITE-DATA line transmits digitized serial data to be written on the floppy disk. The WRITE-GATE signal, when activated, causes the data to be written on the disk. The WRITE-PROTECT line, when active in a low state, indicates that a write-protected disk has been inserted in the drive. The STEP line, when pulsed, causes the read/write head to move radially a distance of one track. DIRECTION-SELECT The line defines the direction that the read/write head moves when the <u>STEP</u> line is pulsed. The TRACK-00 line, when low, indicates when the read/write head is positioned over the outermost track, track 0. The INDEX line transmits the pulse that occurs once for every revolution of the floppy disk to indicate the beginning of a track. (The pulse comes when the index hole passes the photodetector.)

Three drive-select lines, which assign the logical drive address, are connected to port A of the 8255 through 7414 and 7438 circuits used as line drivers and receivers. A MOTOR-ON line, also tied to the 8255, controls the spindle-drive motor. The READ-DATA line is tied to the monostable multivibrator (commonly known as a one-shot) that shortens the pulse width from the drive to 300 ns before sending it to the data separator.

The FD1771 has nine other control lines, which control head positioning and data transfers, but which do not interface directly to the disk drive. Four of the lines to the FD1771 are not used. Lines TEST, DINT, WF and 3PM are therefore tied to +5 V through a 10 k-ohm resistor.

Of the remaining five control lines for the FD1771, the SEPARATED-CLOCK and SEPARATED-DATA lines transmit the clock and data bits from the data separator. (Clock pulses are used in frequency modulated (FM) encoding to signal the beginning of a bit cell.)

The READY line, which signals that the drive is ready for a read or write operation, must be active for the FD1771 to perform any function.

Text continued on page 84



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						BIT	S		
TYPE	COMMAND	7	6	5	4	3	2	1	0
1	Restore	0	0	0	0	h	V	r.	r.
1	Seek	0	0	0	1	h	V	r.	ro
1	Step	0	0	1	u	h	V	r.	r.
1	Step In	0	1	0	u	h	V	r.	To
1	Step Out	0	1	1	u	h	V	r.	To.
11	Read Command	1	0	0	m	b	E	Ó	Ő
11	Write Command	1	0	1	m	b	E	a.	a
Ш	Read Address	1	1	0	0	0	1	0	Õ
111	Read Track	1	1	1	Ō	Õ	1	Õ	s
Ш	Write Track	1	1	1	1	Ö	1	Õ	Õ
IV	Force Interrupt	1	1	0	1	ĥ	6	Ĩ.	ĺ.

(a)

 $\begin{array}{l} \text{BIT VALUES FOR TYPE 1} \\ h = \text{Head Load flag (Bit 3)} \\ \hline h = 1, \text{Load head at beginning} \\ h = 0, \text{ Do not load head at beginning} \\ V = \text{Verify flag (Bit 2)} \\ \hline V = 1, \text{Verify on last track} \\ V = 0, \text{ No verify} \\ r_1 r_0 = \text{Stepping motor rate (Bits 1 thru 0)} \\ \hline r_1 r_0 = 11 \text{ gives 40 ms step time} \\ u = \text{Update flag (Bit 4)} \\ \hline u = 1, \text{ Update Track register} \end{array}$ 

u = 1, Update Track registe u = 0, No update

(b)

 $\begin{array}{l} \text{BIT VALUES FOR TYPE II} \\ \underline{m = \text{Multiple Record flag (Bit 4)}} \\ \overline{m = 0, \text{ Single record}} \\ \underline{m = 1, \text{Multiple records}} \\ \underline{b = \text{Block length flag (Bit 3)}} \\ \underline{b = 1, \text{IBM format (128 to 1024 bytes)}} \\ \underline{b = 0, \text{Non-IBM format (16 to 4096 bytes)}} \\ \underline{a_1a_0 = \text{Data Address Mark (Bits 1 thru 0)}} \\ \underline{a_1a_0 = 00, \text{FB (Data Mark)}} \\ \underline{a_1a_0 = 10, \text{FB (User defined)}} \\ \underline{a_1a_0 = 11, \text{F8 (Deleted Data Mark)}} \end{array}$ 

#### (c)

BIT VALUES FOR TYPE III  $\overline{s} = Synchronize \ flag (Bit 0)$   $\overline{s} = 0$ , Synchronize to Address Mark  $\overline{s} = 1$ , Do not synchronize to Address Mark

(d)

BIT VALUES FOR TYPE IV  $I_0$  thru  $I_3$  = Interrupt Condition flags (Bits 3 thru 0)  $I_0$  = 1, Not Ready to Ready transition  $I_1$  = 1, Ready to Not Ready transition  $I_2$  = 1, Index pulse  $I_3$  = 1, Immediate interrupt E = Enable HLD and 10 ms Delay

E = 1, Enable HLD, HLT and 10 ms delay

E = 1, Enable HLD, HLT and 10 ms de

E = 0, Head is assumed engaged and there is no 10 ms delay.

(e)

**Table 2:** The high-level instructions of the FD 1771 disk formatter/controller device. When one of the instructions as defined by table 2a is loaded into the command register of the FD1771, the FD1771 executes one or a series of actions. Bits represented by a letter within a command are defined in the bit value tables for that type instruction, tables 2b thru 2e.

#### Text continued from page 80:

Since the Shugart SA400 floppy-disk drive has no "ready" signal, the drive's index signal is used to determine a ready condition.

The disk drive transmits the index pulse only when the drive door is closed, the disk is inserted, and the spindle motor is turning. Because the index pulse is transmitted once for each rotation of the disk, the speed of rotation may be determined by measuring the interval between pulses. When the drive spindle has reached final speed, the index pulse is transmitted at intervals of 200 ms.

I used the index pulse to trigger a monostable multivibrator, which generates a one-shot pulse with a length slightly greater than 200 ms. When the drive is up to speed, the one-shot is continuously activated, since the index pulse retriggers it at 200 ms intervals. This one-shot pulse is connected to the ready line on the FD1771, and the derived "ready" signal remains true as long as the drive is ready.

The HEAD-LOAD and HEAD-LOAD-TIME lines are related in function. When the FD1771 issues a command to the drive, the drive may have to first load the head. The headload time for a Shugart SA400 drive is 75 ms. Since the FD1771 is designed for use with drives having a shorter head-load time, a time-out signal to indicate that the head is loaded must be generated externally. To insure that the head is loaded, the HEAD-LOAD signal from the FD1771 is tied to a monostable multivibrator having a pulse duration of 75 ms. The output is fed back to the FD1771 as its HEAD-LOAD-TIME input to force the FD1771 to wait for 75 ms before sending a read or write command to the drive.

The FD1771 controls the floppydisk drive with one of several 8-bit command words; these command words are high-level in the sense that each initiates a series of operations that define the function requested. Generally, each command requires some type of parameter. So, before the 8080A microprocessor sends a command, it must first load the necessary parameter in the form of an 8-bit byte into the appropriate register of the FD1771, whether the destination is the data, sector, or track register.

To place the necessary data in a register, address lines A0 and A1 are set according to the data in table 1, the READ-ENABLE (RE) line is held high and the WRITE-ENABLE (WE) line is pulled low. To implement a command, lines A0 and A1 must address the command register. An' 8-bit byte representing the appropriate command is placed on the data lines of the FD1771 (via the B port of the 8255) and is sent to the command register as the WRITE-ENABLE line is toggled from high to low.

#### FD1771 Commands

The FD1771 recognizes eleven high-level commands; these are illustrated in table 2 with their binary representations. They can be divided into four types. Type I commands are used to move the drive's read/write head. Type II commands are readand write-sector commands. Type III commands are read-address, readtrack and write-track or formatting

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commands. Type IV includes a class of command that raises the FD1771 interrupt line on a given condition.

The *restore* command causes the addressed drive to move the head to (or *seek*) track 0. When the *seek* command is executed, the addressed disk drive positions the read/write head over the track specified by the 8080A. The *step* command causes the drive to step the head one track in the direction previously selected. The *step-in* command causes the head to step one track toward track 35, the innermost track. With the *step-out* command, the head steps one track toward track 0.

A read command transfers a full sector of data, 1 byte at a time, from the disk to the 8080A. A write command transfers data for one sector from the microprocessor to the drive. A read-track command transfers all bytes of data on a track to the microprocessor. A read-address command transfers the next-encountered identification (ID) field to the microprocessor, places the sector address into the sector register, and checks the 2-byte cyclic-redundancycheck (CRC) field. During a writetrack (format) command, the microprocessor must supply all gap, ID-field, and data bytes except for address marks and CRC bytes.

Data transfers between the 8080A and the floppy-disk drive can be performed using either direct memory access (DMA) or programmed I/O, both of which are supported by the FD1771. I chose programmed I/O, because it is the simpler method of the two, and because it is fast enough for single-density disk drives. With single-density recording, 1 byte is transferred every 64 µs. An average 8080A instruction takes 5 to 6 µs to execute, so that about ten instructions can be executed during the transfer time. This is enough time to gather the data and perform the required housekeeping functions.

#### Initializing the FD1771

Before the FD1771 can execute commands, it must be initialized. The program shown in listing 1 sets up the control ports of the 8255 PPI so that port A controls certain aspects of disk selection (as well as the MASTER -RESET (MR) pin of the FD1771); port B transmits the command, data, and status words for communication between the 8255 and the FD1771; and port C controls data exchanges between the two devices. All commands and parameters come from the computer to the FD1771 through port B of the 8255. All data and status information from the disk to the computer uses the same path.

Data transfers can be performed with either direct memory access (DMA) or programmed input/output.

The initialization routine of listing 1 also checks the status of the FD1771 and initializes all the registers. The stack pointer is set to memory location hexadecimal OBEF. For large applications, code for a disk-file library could be established in this routine as well.

#### Formatting the Disk

Formatting the disk is a matter of loading the track-address register with the point at which formatting is to begin, issuing the seek command which moves the head to that location, loading the data register with the format values, and issuing the write-track command to place that format on the disk.

Assuming that the formatting is to begin at track 0 on the disk, for example, a seek routine (such as the one given in listing 2) is executed. First, the seek routine places the track address (which is 0) on port B of the 8255. Then, holding line A0 high and A1 low (see table 1), the routine causes a write operation to the FD1771 to take place by holding the READ-ENABLE line (RE) high and pulling the WRITE-ENABLE line (WE) low. (See line 2 of table 1.) Similarly, the command code for a seek operation (hexadecimal 10) is placed on port B of the 8255 and is deposited into the command register of the FD1771 by holding both A0 and A1 low and causing a write operation to take place. When the FD1771 receives the command byte, it executes the seek command, ending with the read/write head in position over the appropriate track (here, track 0).

At the end of the operation, the FD1771 automatically raises the logic state on the interrupt line. At the same time, a byte of status information that indicates whether the command operation was successful is made available to the 8080A. Although the byte of status information does not *have* to be interpreted, the status register *must* be read before another operation can be performed. This is the purpose of the code marked "status handshake" in listing 2.

To format each track, the writetrack command must be issued. This is done by placing the command byte for the write-track command (hexadecimal F4) on port B of the 8255, setting lines A0 and A1 low, and strobing the write-enable line with a high-to-low transition. Once this command is received, the FD1771 waits for an index pulse from the disk. The data register must then be filled with the contents of the entire track, 1 byte at a time. At the end of the track the disk drive sends the next index pulse, which causes an interrupt. To write the next track, a seekto-track-1 operation is performed and another write-track command is issued.

#### Floppy Disk Format

Although the FD1771 permits non-IBM data-storage formats, I chose to use a modified version of the standard IBM format illustrated in figure 3. This is a 16-sector-per-track, 128-byte-per-sector format. In other words, each of the thirty-five tracks of the floppy disk contains sixteen records (see figure 3).

Each track starts with a gap, called G1, of 16 bytes, each containing the value hexadecimal FF. Next come sixteen records, each of which contains an identification (ID) field, a second gap (G2), a data field of 128 bytes, and an inter-record gap, G3, of 26 bytes. The track is finished with approximately 101 bytes of a final G4A gap field.

A 6-byte synchronization, or sync, section begins the identification field and is included to insure that the data separator is in phase with the data. The single-byte address mark (abbreviated as AM) field contains a unique character that defines the beginning of the ID2 section; here, it has a value of hexadecimal FE. The ID2 section Text continued on page 100





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**Listing 1:** Program header and initialization routines. This routine initializes the 8255 programmable peripheral interface and sets the read/write head in the floppy-disk drive to track 0.

Hexadecimal Address	Hexadecimal Code	Lal	oel In M and	astruction Inemonic d Operand	Commentary	
		:				
		;THIS PRO	OGRAM IS D WRITES AN	DESIGNED TO D FORMATS	PERFORM SEEKS, USING THE	
		WESTER	N DIGITAL	FD1771 FLOP	PY CONTROLLER	
		CTRI	EOU	01U	AND A 8080 MPU	
0091		CONTRO	U WORD FC	PRMAT-		
		:MODE=	0	Activity of the second se		
		:PORTA=	DATA PORT	(INPUTS)		
		;PORTB=	STATUS AN	D COMMANE	LINES (OUTPUTS)	
		;PORTC=	INPUTS, 0-3	3		
		;PORTC=	OUTPUTS, 4	1-7		
		PORTA	EQU	8000H		
8000		PORTB	EQU	8001H	;PORT A ADDRESS	
8001		PORTC	EQU	8002H	;PORT B ADDRESS	
8002		CWR	EQU	8003H	PORT C ADDRESS	
8003		CHARS	EQU	520H	CONTROL WORD ADDRESS	
0520		OFFIC	500		COMMAND CHARACTERS	
0700		SEEK	EQU	7D0H	ENTERED VIA CONSOLE	
0810		WDITE	EQU	OBIOH	BEAD SECTOR POUTINE	
0880		DIN	EQU	UBSOH	WRITE SECTOR ROUTINE	
0798		T II V	EQU /98H		POPT B SET AS INDUTS	
0770		0	PC 600U		ROUTINE	
	0600	. 0	KU OWH		nee in D	
	0000	INITIAL	ZE THE PPI	(POWER LIP)		
		1		(10) 21( 01)		
		MR ALW	AYS=1 AFT	ER INITIALIZ	ZATION	
		4				
		INIT	LX	I SP,0BFFH	;SET THE STACK	
0600	31FF0B		CA	LL PIN	PORTB INPUTS	
0603	CD9807		LX	I H,PORTA	;PORTA ADRS	
0606	210080		MV	1 A,01H	;MR=0,DR SEL,MOT ON	<b>PPI</b>
0609	3E01		MC	OV M,A	WRITE PORTA	INITIALIZE
060B	//		LX	I D,PORTC	LOAD PORTC ADRS	
0600	3500		MV	/I A,O	;RE,WE=1	
0611	12		517	AX D	;WRITE PORTC	
0011		PPI INIT		DONE		
		RESTOR	F TO TRACK	O IS ALITON	ATIC	
		:	L TO TRACI	CO IS ACTON	iAite	
		TRK0				
0612	3E00		MV	/I A,00H	;MR=1	
0614	77		MO	OV M.A	WRITE PORTA	
0615	3E08		MV	/I.A,08H	;READ ENAB-STAT REG	
0617	12		STA	AX D	;(RE=0) WRITE PORTC	
0618	3A0180		LD.	A PORTB	READ PORTB-GET	
1000000					STATUS	
061B	4F		MO	OV C.A	SAVE STAT REG	
061C	3E00		MV	A A D	KE=1 (MR, WE=1)	
061E	70		MO	AX D	MOV STATUS TO A	
0620	F604		AN	14H	GET TRAK 0 STATUS	
0622	FE04		CPI	4H	TRAK 02	
0624	CA1206		JZ	TRKO	:NO	
		DRIVEN	OW AT TRA		TREADY	
		LORIVE P	AT TRA	1 = 1 = 1 = 3	I KEADI	
0627	79	·.	MO	VAC	PESTOR STATUS IN A	
0628	E680		AN	1 80H	GET READY STATUS	
062A	FE80		CPI	80H	READY?	
062C	CA3506		JZ	INTERP .	YES GO TO IDLE LOOP	
062F	010000		LX	I B.OH	ERROR CODE	
0632	CD0007		CA	LL ERROR	And a construction of the gradient of the second	

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Listing 2: Seek routine. This routine causes the read/write head to go to (or seek) the track specified by a 2-digit number entered from the system console.

Hexadecimal Address	Hexadecimal Code	Label	Instruction Mnemonic and Operand	Commentary	
		THIS ROUT	INE IS DESIGNED TO	SEEK THE	
		DRIVE TO	A TRACK SPECIFIED	BY THE 3RD & 4TH	
		CHARACTE	RS ENTERED BY AN	OPERATOR.	
	8000	PORTA	EOU 8000H	PORT A ADDRESS	
	8001	PORTB	EOU 8001H	PORT B ADDRESS	
	8002	PORTC	EOU 8002H	PORT C ADDRESS	
	0793	POUT	EOU 793H	PORT B SET AS OUTPUT	S ROUTINE
	0798	PIN	EOU 798H	PORT B SET AS INPUTS F	ROUTINE
	0769	STATUS	EOU 769H	ROUTINE, CONVERTS ST	ATUS TO
				ASCII PRINTABLE DATA	
	0520	CHARS	EQU 0520H	;COMMAND CHARACTER VIA CONSOLE.	S ENTERED
		;			
	07D0		ORG 7D0H		
	0/00	:	ond about	2	
		FORM THE	TRACK ADDRESS FR	ROM THE 3RD & 4TH	
		CHARACTE; IF ONLY ON	RS. 4TH CHARACTER NE CHAR WAS ENTE	R MIGHT BE NEGATIVE RED.	
		i			
07D0	2A2205	SEEK	LHLD CHARS+2	GET BOTH CHARS	
07D3	7C		MOV A,H	;XFR LS CHAR	
07D4	B7		ORA A	;TERM ?	
07D5	F2DC07		JP TWO	;NO	
07D8	7D		MOV A,L	;LOAD SINGLE CHAR	
07D9	C3E207		JMP NEWTRK	;YES	
07DC	7D .	TWO	MOV A,L	;XFR MS CHAR	
07DD	07		RLC	SHIFT TO MS POSITION	
07DE	07		RLC		
07DF	07		RLC		
07E0	07		RLC		
07E1	84		ADD H	;MERGE CHARS	
		NOW PUT N FDC DATA	NEW TRACK ADDRES REGISTER	SS IN	
		i.			
07E2	322008	NEWTRK	STA TRACK	SAVE TRACK ADDRESS	
07E5	CD9307		CALL POUT	;PORTB=OUTPUTS	
07E8	210280		LXI H, PORTC	GET PORT C ADRS	
07EB	0603		MVI B,03H	;A0,A1=1	
07ED	70		MOV M,B	;WRITE PORTC	
07EE	3A2008		LDA TRACK	TRAK ADRS	
07F1	2F		CMA	;INVERT FOR WD BUS	
07F2	320180		STA PORTB	WRITE PORTB	
07F5	0607		MVI B,07H	;WRITE TO DATA REG	COMMAND
07F7	/0		MOV M,B	;WRITE PORTC	HANDSHAKE
07F8	0600		B,00H		
07FA	70		MOV M,B	;WRITE PORTC	
		INITIATE S	EEK COMMAND		
07FB	3E1F		MVI A,1FH	SEEK 40 MS STEP	
07FD	2F		CMA		
07FE	320180		STA PORTB	WRITE PORTB	
0801	0604		MVI B,04H	WRITE TO CMD REG	
0803	70		MOV M,B	;WRITE PORTC	
0804	0600		MVI B,00H	;RE,WE = 1	
0806	70		MOV M,B	;WRITE PORTC	8
		;			
		;WAIT FOR THEN REPO	END OF SEEK — ORT STATUS		

Listing 2 continued on page 92

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FORTRAN-80 COMPILER	•	•			•
COBOL-80 COMPILER	•	•			
muMATH/muSIMP muLISP	•				
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EDIT-80 TEXT EDITOR	•				
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4	Listing 2 continued:					
	0807	CD9807		CALL PIN		
	080A	7E	WAIT	MOV A,M	WAIT FOR END OF SEEK	
	080B	E640		ANI 40H	· · · · · · · · · · · · · · · · · · ·	
	080D	CA0A08		JZ WAIT		
	0810	3E08		MVI A,08H	STAT REG READ	STATUS
	0812	77		MOV M,A	WRITE PORTC	HANDSHAKE
	0813	3A0180		LDA PORTB	BRING STATUS	
	0816	0600		MVI B,00H	;RE,WE=1	
	0818	70		MOV M,B	WRITE PORT B	
	0819	2F		CMA	INVERT	
	081A	E618		ANI 18H	SEEK AND CRC BITS	
			;			
	081C	CD6907		CALL	REPORT TO CONSOLE	
				STATUS		
	081F	C9		RET		
	0820	00	TRACK	BYTE 0		
		07D0		END SEEK		

# **EFT** R<sup>2</sup>I/O... The S-100 ROM, RAM & I/O Board



- S-100 BUS
- 3 Serial I/O Ports 1 Parallel I/O Port
- 2K ROM 2K RAM
  - 4 Status Ports
- ROM Monitor (Operating System)

ELECTRONIC CONTROL TECHNOLOGY'S R21/O is an S-100 Bus I/O Board with 3 Serial I/O Ports (UART's), 1 Parallel I/O Port, 4 Status Ports, 2K of ROM with Monitor Program and 2K of Static RAM. The R<sup>2</sup>I/O provides a convenient means of interfacing several I/O devices, such as - CRT terminals, line printers, modems or other devices, to an S-100 Bus Microcomputer or dedicated controller. It also provides for convenient Microcomputer system control from a terminal keyboard with the 8080 Apple ROM monitor containing 26 Executive Commands and I/O routines. It can be used in dedicated control applications to produce a system with as few as two boards, since the R<sup>2</sup>I/O contains ROM, RAM and I/O. The standard configuration has the Monitor ROM located at F000 Hex with the RAM at F800 Hex and the I/O occupies the first block of 8 ports. Jumper areas provide flexibility to change these locations, within reason, as well as allow the use of ROM's other than the 2708 (e.g. 2716 or similar 24 pin devices). Baud rates are individually selectable from 75 to 9600. Voltage levels of the Serial I/O Ports are RS-232.



#### **8080 APPLE MONITOR** COMMANDS

- A Assign I/O
- B Branch to user routine A-Z
- Undefined C
- D Display memory on console in Hex
- E End of file tag for Hex dumps
- F Fill memory with a constant
- G-GOTO an address with breakpoints
- H-Hex math sum & difference
- I User defined
- J Non-destructive memory test
- K User defined
- L Load a binary format file
- M-Move memory block to another address
- -Nulls leader/trailer N
- 0 User defined
- P Put ASCII into memory
- Q Query I/O ports: QI (N)-read I/O; QO(N,V)-send I/O -Read a Hex file with checksum
- S Substitute/examine memory in Hex
- T Types the contents of memory in
  - ASCII equivalent -Unload memory in Binary format
- V Verify memory block against another memory block
- W-Write a checksummed Hex file
- X Examine/modify CPU registers
- 'Yes there' search for 'N' Bytes in memory
- 'Z END' address of last R/W memory location

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**Listing 3:** Read-sector routine. This routine causes the contents of a given sector of the current track (specified by a 2-digit number entered from the system console) to be transferred from the disk drive to an area of memory starting at the location given by the value of DATBUF, using decreasing memory addresses.

Hexadecimal Address	Hexadecimal Code	Label	Instruction Mnemonic and Operand	Commentary	
		;READ REA	D SECTOR ROUTINE		
		; ;READ SEC ;COMMANE ;SELECTED ;BEGINNING	TOR ROUTINE INITIA AND TRANSFERS A SECTOR TO THE BO G AT LOCATION 5FF	TES THE READ LL THE DATA FOR A TTOM OF MEMORY	
	8000	PORTA	EOU ROOOL	POPT A ADDRESS	
	8000	PORTA	EQU 8000H	PORT & ADDRESS	
	8001	PORTO	EQU 8001H	PORT & ADDRESS	
	8002	PORTC	EQU 8002H	;PORT C ADDRESS	
	0793	POUT	EQU /93H	PORT B SET AS OUTPU	JIS ROUTINE
	0798	PIN	EQU 798H	PORT B SET AS INPUT	S ROUTINE
	0769	STATUS	EQU 769H	ROUTINE CONVERTS S	STATUS TO
	05FF	DATBUF	EQU 5FFH	ASCII PRINTABLE DAT BEGINNING ADRS OF	A "READ"
	0520	CHARS	EQU 520H	COMMAND CHARACTI	ERS ENTERED
		;			
	OB10		ORG 0B10H		
		÷.			
0B10	2A2205	READ	LHLD CHARS+2	:GET BOTH CHARS	
0B13	7C		MOV A.H	XFER LS CHAR	
0B14	B7		ORAA	TFRM2	
0815	FUCOR		IP TWO	NO	
0015	70		MOVAL	I OAD SINCLE CHAR	
0010	(22220D		MOV ALL	LOAD SINGLE CHAR	
0819	C3220B	TWO	JMP SECTOR	VEED MO OILLD	
OBIC	7D	TWO	MOV A,L	XFER MS CHAR	
OBID	07		RLC	SHIFT TO MS POSITION	N
0B1E	07		RLC		
0B1F	07		RLC		
0B20	07		RLC		
0B21	84		ADD H	;MERGE CHARS	
0B22	327C0B	SECTOR	STA SECSTR	STOR SECTOR	)
0B25	CD9307		CALL POUT	PORTB OUTPUTS	
0B28	210280		LXI H, PORTC	GET PORTC ADRS	
0B2B	0602		MVI B,02H	SECTOR REGISTER	and the second second
0B2D	70		MOV M,B	WRITE PORTC	
0B2E	3A7C0B		LDA SECSTR	SECTOR ADRS	
0B31	2F		СМА	INVERT FOR WD BUS	
0832	320180		STA PORT B	WRITE PORTB	
0B35	0606		MVI B,06H	WRITE TO SECTOR REG	
0B37	70		MOV M,B	WRITE PORTC	COMMAND
		; ;INITIATE 1	THE READ COMMAN	D	HANDSHAKE
00.39	0600		MUDO	SEL CMD DEC	
0038	70		MOV M D	WRITE PORTO	
0B3A	70		MOV M,B	WRITE PORTC	
0838	3E88		MVI A,88H	READ CMD	
0B3D	2F		CMA	INVEL FOR WD BUS	
0B3E	320180		STA PORTB	WRITE PORTB	100 C
0B41	0604		MVI B,04H	ISSUE READ TO CMD REG	-
0B43	70		MOV M,B	;WRITE PORTC	,

;WAIT FOR END OF READ — THEN REPORT

Listing 3 continued on page 96

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Listing 3 c	ontinued:
-------------	-----------

11140						
	0B44	0603		MVI B,03H	SEL DATA REG	
	0B46	70		MOV M,B	WRITE PORTC	4
	0B47	CD9807		CALL PIN	;PORTB = INPUTS	
	0B4A	11FF05		LXI D, DATBUF	;FWA OF DATA	
	0B4D	0603		MVI B,03H	;RE,WE=1	
	0B4F	C35C0B		JMP DLOOP		
	0B52	3E0B	GD	MVI A,0BH	;RE=0	DATA
	0B54	77		MOV M,A	WRITE PORTC	TRANSFER
	0B55	3A0180		LDA PORTB	GET DATA	SEQUENCE
	0B58	2F		СМА	INVERT DATA	DEGULITOL
	0B59	12		STAX D	SAVE IT	
	0B5A	1B		DCX D	BUMP INDEX	
	0B5B	70		MOV M,B	;RE=1.PORTC	
	0B5C	7E	DLOOP	MOV A.M	GET STATUS	
				1.0000000000000000000000000000000000000	PORTC	
	0B5D	B7		ORA A	:DRO=1?	
	0B5E	FA520B		JM GD	YES	
	0B61	E640		ANI 40H	INTRO SET?	
	0B63	CA5C0B		JX DLOOP	:NO	
			;			
			READ DONI	E — GET STATUS		
			;			
	0B66	3E00		MVI A,O	;ADRS STAT REG	
	0B68	77		MOV M,A	WRITE PORTC	
	0B69	3E08		MVI A,08H	;STROBE RE=0	
	0B6B	77		MOV M,A	WRITE PORTC	1
	0B6C	EB		XCHG		STATUS
	0B6D	227E0B		SHLD ISAVE	SAVE INDEX TO	HANDSHAKE
	0B70	EB		XCHG	RESTOR PORTC	
	0B71	3A0180		LDA PORTB	GET STAT BYTE	
	0B74	0600		MVI B,0	STAT HANDSHAKE	
	0B76	70		MOV M,B	;WRITE PORTC	
	0B77	2F		СМА	;INVERT STAT	
					BYTE	
	0B78	CD6907		CALL STATUS	REPORT STATUS	
	0B7B	C9		RET		
			;			
	0B7C	0000	SECSTR	WORD 0	SECTOR ADRS	
	0B7E	0000	ISAVE	WORD 0	DATA INDEX	
		0810		END READ	STORAGE AREA	

**Listing 4:** Write-sector routine. This routine causes a section of memory to be written to a given sector on the disk. The sector number is specified by a 2-digit number entered from the system console.

Hexadecimal Address	Hexadecimal Code	Label	Instruction Mnemonic and Operand	Commentary	
		WRITE WRI	TE SECTOR ROUT	INE	
		; ;WRITE SEC ;COMMAND ;SELECTED ;	TOR ROUTINE INI AND TRANSFERS SECTOR	TIATES THE WRITE ALL THE DATA FOR A	
		W,XX = W	RITE SECTOR, SEC	TOR ADRS	
8000	PORTA		EQU 8000H	;PORT A ADRS	
8001	PORTB		EQU 8001H	PORT B ADRS	
8002	PORTC		EQU 8002H	;PORT C ADRS	
0793	POUT		EQU 793H	;PORT B SET AS OUTPUTS ROUTINE	
0798	PIN		EQU 798H	PORT B SET AS INPUTS ROUTINE	
0769	STATUS		EQU 769H	ROUTINE CONVERTS STATUS TO ASCII PRINTABLE DATA	Listing 4 continued
0520	CHARS		EQU 520H	;COMMAND CHAR-	on page 98

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Mail to: CompuServe Dept: B Personal Computing Division 5000 Arlington Centre Blvd. Columbus, Ohio 43220 Listing 4 continued:

#### ACTERS ENTERED VIA CONSOLE

	0B80		ORG 0B80H		
0B80	2A2205	READ	LHLD CHARS +2	GET BOTH CHARS	
0B83	7C		MOV A,H	XFER LS CHAR	
0B84	B7		ORA A	;TERM?	
0885	F28C0B		JP TWO	:NO	
0B88	7D		MOV A,L	LOAD SINGLE	
0B89	C3920B		JMP SECTOR		
0B8C	7D	TWO	MOV A,L	XFER MS CHAR	
0B8D	07	•	RLC	SHIFT TO MS POSITION	
0B8E	07		RLC		
0B8F	07		RLC		
0B90	07		RLC		
0B91	84		ADD H	;MERGE CHARS	
0B92	32E50B	SECTOR	STA SECSTR	STOR SECTOR	1
0B95	CD9307		CALL POUT	PORTB OUTPUTS	
0B98	210280		LXI H, PORTC	GET PORTC ADRS	
0B9B	0602		MVI B,02H	;SECTOR REGISTER	
0B9D	70		MOV M,B	WRITE PORTC	
0B9E	3AE50B		LDA SECSTR	SECTOR ADRS	
0BA1	2F		СМА	INVERT FOR WD	
0BA2	320180		STA PORTB	WRITE PORTB	COMMAND
0BA5	0606		MVI B,06H	WRITE TO SECTOR REG	HANDSHAKE
0BA7	70		MOV M,B	WRITE PORTC	
		INITIATE	THE READ COMMAN	1D	
0BA8	0600	,	MVI B.O	SEL CMD REG	
OBAA	70		MOV M.B	WRITE PORTC	
OBAB	3EA8		MVI A.0A8H	WRITE CMD	
OBAD	2F		СМА	INVRT FOR WD	
OBAE	320180		STA PORTB	WRITE PORTB	8
0BB1	0604		MVI B,04H	ISSUE READ TO CMD REG	Listing 4 continued
0BB3	70		MOV M.B	WRITE PORTC	on nage 100

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Listing 4 continued:

0BB4 0BB6 0BB7	0603 70 110180		MVI B,03H MOV M,B LXI D,PORTB	SEL DATA REG WRITE PORTC PORTB ADRS	
OBBA	0603		MVI B,03H	;RE,WE=1	
OBBC	C3C70B		JMP DLOOP	Construction of the second	
OBBF	3E8D	GD	MVI A,8DH	;LOAD DATA	
0BC1	2F		CMA	;INVRT DATA	DATA
0BC2	12		STAX D	WRITE PORT B	TRANSFER
0BC3	3E07		MVI A,07H	;WE=0	HANDSHAKE
0BC5	77		MOV M,A	WRITE PORTC ·	The second s
0BC6	70		MOV M,B	;RE=1,PORTC	
0BC7	7E	DLOOP	MOV A,M	;GET STATUS PORTC	
0BC8	B7		ORA A	;DRQ=1	
0BC9	FABF0B		JM GD	;YES	
0BCC	E640		ANI 40H	;INTERO SET	
OBCE	CAC70B		JZ DLOOP	;NO	
		READ DON	E — GET STATUS		
0BD1	CD9807		CALL PIN	;PORTB INPUTS	
0BD4	3E00		MVI A,0	;ADRS STAT REG	
0BD6	77		MOV M,A	;WRITE PORTC	
0BD7	3E08		MVI A,08H	;STROBE RE=0	STATUS
0BD9	77		MOV M,A	;WRITE PORTC	HANDSHAKE
0BDA	3A0180		LDA PORTB	GET STAT BYTE	
0BDD	0600		MVI B,0	STAT HANDSHAKE	
0BDF	70		MOV M,B	;WRITE PORTC	
0BEO	2F		СМА	;IN VERT STAT BYTE	
0BE1	CD6907		CALL STATUS	REPORT STATUS	
0BE4	C9		RET		
0BE5	0000 0B80	SECSTR	WORD 0 END READ	;SECTOR ADRS	





0.02220020	
D	IDENTIFICATION
AM	ADDRESS MARK
CRC	CYCLIC REDUNDANCY CHECK FIELD
WG OFF	WRITE-GATE-OFF BYTE



Text continued from page 86:

contains the following: track address, side-select byte (set to 00 here), sector address, and sector length (set to 00 here because the sector length is constant); each field is 1 byte long. The cyclic-redundancy-check (CRC) section contains a 2-byte value that serves to check the accuracy of the previous bytes as written onto the disk. A command byte of hexadecimal F7 sent to the FD1771 controller causes it to generate and write the CRC bytes.

The data field also begins with a sync section. The address mark for this section, hexadecimal FD, is a different value than for the sync section in the identification field. A data section of 128 bytes follows and can be filled with any desired data. The last section within the data field is the write-gate-off (WG-off) byte, which allows the head an area in which to be

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turned off from the write mode without destroying any valid data. Although a hexadecimal FF is written to this field, we do not care what value resides in the WG-off field on the floppy disk.

Once the disk is formatted, reading or writing can begin. The read and write commands are similar in several respects to other commands such as the seek command. Each must be part of a software routine in which a command parameter is loaded into the data, sector, or track register, and the command itself is loaded into the command register. All commands also generate an interrupt signal at their completion. This interrupt must be reset through a status handshake routine that reads the status register.

However, the read and write commands differ from commands like the seek command in the following one respect: data must be transferred. For example, a write command, in a datatransfer routine like that presented in hexadecimal locations 0BB4 thru OBCE of listing 4, places a byte of data in port B and points the address pointers (lines A0 and A1) to the data register. When the FD1771 raises the DRQ line, the WRITE-ENABLE line is brought low. The byte of data, which is placed in the FD1771 data register, is transferred from the FD1771 to the disk. The 8080A places another byte in the port and pulls the WRITE-ENABLE line low again when the FD1771 signals that it is ready to accept another byte of data. A similar procedure is followed for a read command (see listing 3), except that this command uses the **READ-ENABLE** line.

This concludes our discussion of the hardware and software necessary to interface a Shugart SA400 disk drive to an 8080A-based microcomputer system. Additional application information is given in the application notes available from the companies listed in the references.■

#### References

- SA400/450 Minifloppy Diskette Storage Drives with an 8080A/FD1771 Single Density System Application Bulletin, Shugart Associates, 415 Oakmead Parkway, Sunnyvale CA 94086
- FD1771 Floppy Disk Formatter/Controller Data Sheet, Western Digital Corporation, 3128 Red Hill Ave, POB 2180, Newport Beach CA 92663
- 3. Intel 8080 Microcomputer Systems User's Manual, Intel Corporation, 3065 Bowers Ave, Santa Clara CA 95051

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#### The Commands

With what commands should the editor provide the user in order to make the program easy to use, and how does the nature of these commands affect the structure of the program?

#### Mode Commands

We begin to answer this question by distinguishing three major ways in which the user will use the program. The first is when the user creates a score of music. Here the editor must establish a file for the score and allow the user to overwrite the default values for the music, such as the key and time signatures. The second major use consists of editing the score. The program needs to provide facilities for locating the measure to be edited, reformatting the pages after editing, and writing the finished version out to a file. The third and hardest facility the editor must provide is the ability to display the score on the screen.

A multitude of problems must be handled automatically by the editor in adjusting the format of the score as

#### Note

it will appear on the screen. The above discussion leads to a definition of three separate modes of operation for the editor called the CREATE, EDIT, and DISPLAY modes. Switching between modes is done by issuing a command through the graphics tablet as discussed in part 1. The editor also switches modes automatically to display the contents of a measure while the user creates or edits the score.

#### Location Commands

Commands must be provided to allow sequential passage through the score. In order to do this, the user must first set a symbolic-operation mode which determines the units to be used as increments in movingthrough the score. These units are pages, lines, measures, or characters, and are set via commands on the template. For example, suppose you are located on page two, line one, measure three, and character twentyone of the score, and you wish to edit page five, line four, measure one, and character three. The following sequence of commands will accomplish this:

- 1. Touch page. This sets the increments to pages, and sets the line, measure, and character values to one.
- 2. Touch forward three times. This positions you on the first line,

measure, and character of page five.

- 3. Touch line. Touch forward three times. You are now at the first measure of line four.
- 4. Touch character and touch forward two times.

If you are editing the end of a unit, it is often faster to back up. If you were editing the last character, number thirty-seven, of measure one above, you could go to measure two and then back up one character rather than going forward from measure one, thirty-seven times. If the program is to provide this flexible location scheme to the user, it should be easy to determine the location of the page, line, measure, and character at any place in the score. A look back at the data structures indicates that this was accomplished using doublylinked pointers between the score area arrays.

#### Edit Commands

The program must support all editing features that allow easy text manipulation. Commands to insert, delete, replace, or move pages, measures, lines, or characters must be provided, as well as methods of searching the text for patterns of music. These facilities require a set of routines that will automatically adjust the paging of the music after editing.

The figure numbering sequence is continued from part 1 which appeared in the April 1980 BYTE.



#### Exit Commands

After editing a measure, the user either wants the version to become a permanent part of the score, or wishes to inform the program to ignore any changes made. This is the function of the EXIT and NULL-EXIT commands on the template. Note that the exit command must transfer the contents of the work area to the score area and make the necessary format changes while the NULL-EXIT simply does nothing.

#### Symbols

Music abounds with symbols. The

template shown in part 1 indicates only a few. The actual design allows for one hundred different symbols. In order to avoid cluttering the template you would have to cull the necessary symbols for the type of music that is being scored. To transfer from one notational style to another is not a difficult task, since only the template and interface program would have to be changed. The main portion of the editor is protected from such alterations.

#### Output

The hardest problems of the editor



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are related to displaying the musical score on the screen in a pleasing and useful format. I will touch on three classes of problems, and outline their solutions in this section.

#### **Dimension Problems**

This set of problems is caused by the physical dimensions of the screen output. The actual physical dimensions of the height and length of the screen are fixed, and you must work around their limitations. Since most graphics screens represent points in a coordinate system, the maximum and minimum absolute coordinates for the X and Y axis are set.

In order to achieve a flexible design, no commitment should be made to any of these machinedependent characteristics. Instead, you should work in a virtual coordinate space controlled by the editor, and write another interface program to handle the conversion of coordinates in the virtual space to the actual screen coordinates. Every dimension that is given will then represent a dimension of the virtual space in the editor. Since the option of determining the size of a score of music should be left to the user, you must understand that all dimensions are subject to scaling factors that will be set by the user on entrance to the program. With these considerations in mind, I will now discuss three problems and their solutions.

### 1. The Spacing Problem for the Staff

How are the dimensions for the staff, notes, and symbols determined? The solution was found by taking measurements from scores of music and determining the standard sizes. Figure 5 shows the dimensions of the staff and lists the dimensions for other symbols. Note that all dimensions are given in terms of LSPACE, which is the distance between the lines of the staff.

### 2. The Length of the Measure Problem

How do you assign a virtual length to a measure? Although each measure has the same number of beats, their lengths can differ radically. Observe in figure 7 that the length between notes of the same value is not always equal. This eliminates a simple method in which you would assign virtual lengths to specific note values

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**Figure 5:** *Dimensions of the musical staff, notes, and symbols. All dimensions are given in terms of LSPACE, the distance between the lines of the staff.* 

and determine the total length of the measure by summing their values. A modified approach to this simple scheme can be adopted, however. You must first determine the minimum distance between notes that allows sharps and flats to be inserted. while still preserving readability. This distance can be fine-tuned to the eye of the user, but it is approximately nine-fourths the distance between the lines of the staff, or  $(\%) \times LSPACE$ . This dimension will be called the internote distance, denoted by INTER. Second, a beaming group is defined as a set of notes that are connected by beams. Later I will discuss a routine that determines beaming groups in the measure. Assume here that the job has been done. Next, a code for

each possible note value is determined (this code was actually developed much earlier and is used throughout the program in most of the data structures). This information is shown in table 5. Notice that all the values are integer quotients of 20160. There are several reasons for this particular encoding scheme. First, the editor allows for twenty-six different note values. In order that the subgroupings of these notes add up to correct total values, each note must have the same common denominator. The value 20160 fulfills the requirement. The code for one beat is 5040. Other reasons for this encoding concern the eventual placement of the notes in their proper screen locations. The total length of the measure is



**Figure 6:** An example of a rarely occurring musical symbol. Of the many thousands of symbols which are used to communicate different forms of expression, some are used only infrequently. This particular symbol is found in piano music. It directs the performer to reach inside the instrument and strike the string corresponding to the indicated note with a mallet.

now the sum of the lengths of all of the beaming groups of that measure plus the lengths of the rests. The algorithm for determining the length for the beaming groups can now be stated:

- Determine the total number of beats for the beaming group. This can be done by summing the codes for all the notes in the group and dividing by 5040, the value for one beat. Let this value be NUM.
- 2. Find the minimum value for the beaming group. Call this MIN.
- 3. Determine the number of notes required if the total number of beats were to be taken up by the minimum note. This is simply NUM / MIN.
- Multiply this number by the internote distance. Thus you finally get the length, which is equal to (NUM / MIN×INTER.

You can now perform the above routine for all of the beaming groups of the measure and sum up the lengths, with rests included. The total value represents the virtual length of



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the measure. This is stored in the character array of the score area.

#### 3. The Line Length Problem

With different sized measures, how do you determine the number of measures that will fit on each line, thus assuring that the bar lines at the end of each line are aligned? The difficulty of this problem is increased by the fact that not all of the space in a line is used. Each line of music starts with a clef, key signature, and time signature. Every bar line of every measure is bounded by empty space. (Refer to figure 5.) All of these spaces must be accounted for in determining the number of measures that can fit on each line.

Assume that the total length of the line in virtual space is LLINE. The first part of that space must be allocated to the clef and signatures; this will be called LWASTE. The total usable virtual space, LUSABLE, is then equal to LLINE-LWASTE. The wasted space around each measure will be called LMSRWST. If N measures are on the line, then  $N \times LMSRWST$  space has been wasted in these measures. Now suppose that you are positioned at the first measure that will go on the line. You know the virtual lengths of this measure and all that follow. Denote the sum of the lengths of these first N measures as SUMN. The problem is then to find the largest N such that:

#### $LUSABLE \ge SUMN + N \times LMSRWST$

This says that you want to find the greatest number of measures that can be put on the line before going past the end of the line. In general, the measures will not fit perfectly on the line; therefore there will be excess space at the end. This excess must be distributed equally among the measures, and to do this you must find a scaling factor to transform each X coordinate of the measure into a new coordinate. This scaling factor can be easily determined. Let EXCESS be the excess space at the end of the line. It is equal to LUSABLE –

SUMN  $- N \times LMSRWST$ . The scaling factor then is simply LUSABLE/(LUSABLE - EXCESS). The solution to the line length problem is shown in algorithmic form in listing 1.

#### Beaming

Before this problem can be formulated I will review some of the questions that must be answered when writing music on the page. These are various conventions used for writing music. The following lists a few of these problems.

#### Stems Up or Down?

You must first decide if a group of eighth or sixteenth notes will be underbeamed or overbeamed (ie: whether the ligature is placed at the top or bottom of the note stems which point up or down, respectively). The easiest solution to this problem consists in finding the maximum note displacement from the center line of the staff and then drawing the note stems in that direction. There are several exceptional cases for this simple algorithm. For example, if the previous group of notes was underbeamed and the maximum displacement of the next group is above the middle line of the staff (but not by much), the score will read easier if the group is underbeamed rather than overbeamed.

#### **Determining Beam Inclination**

Note in figure 7 that the ligature inclination of beaming groups is not always the same. To determine the angle of the beam, you must find the height difference between the stems of the maximum note and the minimum note. For each octave of this difference, increase the height of the tilt by one unit. Notice that the tilt can be

either up or down. In the following discussion I will talk about one of the four cases: underbeamed and tilting upward. The other three cases are easy modifications to the algorithms.

#### **Determining the Stem Lengths**

The length of the stems from the notes depends on several factors. Suppose you have an underbeamed, upward-inclined beaming group. The shortest note stem must be at least a certain minimum length for readability. Once this distance is set, determine the lengths of the stems for the other notes of the beaming group. These distances depend on the location of the note and the angle of the beam. Although the algorithms are quite involved, they basically consist

Listing 1: Solution to the line-length problem in algorithmic form.

- 2. N=1 SUMN = Virtual length of first measure
- 3. VALUE = SUMN + N × LMSRWST
- IF LUSABLE < VALUE THEN GO TO 4
- N = N + 1SUMN = SUMN + VALUE of virtual length of Nth measure GO TO 3
- 4. EXCESS = LUSABLE VALUE LSCALE = LUSABLE / (LUSABLE EXCESS)
- 5. Store scale into the scale portion of the line array for future use when displaying the measure.

Listing 2: Algorithm used to determine whether a group of notes should be under or overbeamed.

- 1. Find the minimum note in the beaming group. MINX, MINY Find the maximum note in the beaming group. MAXX, MAXY Let OCTAVE be the height of an octave. Let MID be the height of the middle note of the staff. Let STEM be the minimum length of a stem. Let LENGTH be the virtual length of the beaming group. 2. IF (MAX - MID)  $\geq$  (MID - MIN) then overbeam, ELSE underbeam.
- Assume underbeam. 3. TILT = (MAX - MIN) / OCTAVE (integer division)

4. For each note in beaming group: Get coordinates into NOTEX, NOTEY M = TILT / LENGTH $B = (MINY - STEM) - MINX \times M$ The height of the stem for this note is then equal to NOTEY -  $M \times NOTEX - B$ .

Listing 3: Algorithm to determine the beaming groups.

1. BEATCOUNT = 0

- MEASURECOUNT = Number of beats to a measure times 5040. 2. BEATCOUNT = BEATCOUNT + 5040
- GO TO 5
- IF MEASURE  $\leq 0$ 3. Get value of next note into NOTEVAL BEATCOUNT = BEATCOUNT - NOTEVAL
- MEASURECOUNT = MEASURECOUNT NOTEVAL
- IF BEATCOUNT ≤ 0 THEN output group and GO TO 2. IF encountered a rest THEN output group and go to 3
- 5. Finished with measure, either continue or stop.

of solving equations to find the intersection point for the lines of the stems and the beam. A complete description of an example with all the equations is given in figure 8.

The algorithms for each of these problems are not difficult, and for the most part they consist of only a few instructions. However, the exceptional cases which make the music more readable are complex and tedious. Given the ad hoc nature of musical notation there seems to be no mechanical way to eliminate these exceptional cases. Let me briefly outline the basic algorithms. Once again, you assume that you have a routine that provides the beaming groups and that you are dealing only with an underbeamed upward-inclined group.

The beam-characteristic algorithm is shown in listing 2.

Next I will discuss how to determine the beaming groups. The basic strategy is to collect notes with flags until one either goes past a beat or encounters a rest. Then output a beaming group, and if a rest is encountered, continue within the beat to collect the remaining notes of the beat. Only in cases of syncopated rhythms will beaming groups cross over a beat. I might add that this is the reason for the strange initialization:

> BEATCOUNT = BEATCOUNT+5040

in step 2 of the algorithm, for if BEATCOUNT comes back negative from step 4, a beat has been crossed over. The algorithm is shown in listing 3.

#### Symbol Problems

Several ways are presented for routines that draw the notes and symbols on the screen. You must keep in mind that the eventual size of the symbols is left to the discretion of the user, and the program must therefore allow for scaling. Scaling sometimes distorts characters, so the editor must have procedures to keep this distortion within a readable limit. I found that for symbols consisting mostly of straight lines, simply storing a set of relative points and drawing lines between them is sufficient. For symbols that are curves, such as the G clef, a better approach is to use a splinefitting routine to draw the symbol.

<sup>1.</sup> LUSABLE = LLINE - LWASTE











Figure 7: Sample of a musical score, in this case part of a bourrée by J S Bach. Note the difference in note spacing and in angles of beams.



**Figure 8:** Calculating the equation of the line segment forming a beam. The standard slope intercept equation Y = mX + b is used. We know that the slope is M = TILT/LENGTH, and that the value of one point on the line is (MINX, MINY-STEM). Fitting this to the equation of the line, we can find  $b = (MINY-STEM)-M \times MINX$ . The heights for all the other stems can then be calculated. For each note, put the X and Y coordinates in NOTEX and NOTEY. The height for this stem is then HEIGHT = NOTEY-M × NOTEX-b.

Although this requires much more computation time on the computer, it does produce an aesthetically pleasing symbol and allows the user to fine-tune the form of the symbol by simply moving a few of the interpolation points.

#### **Other Points**

Now that the basic design of the editor has been presented, I will discuss some of the finer points of the design.

#### Patterns and Sequences

Although the input format is satisfactory for most music, the use of the current template becomes taxing, if not impossible, when creating a score of complex music. There is no facility that allows the user to input complex rhythms. In order to provide this ability, the concept of a pattern

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0			N			
DOTTED HALF	DOTTED QUARTER	DOTTED EIGHTH	DOTTED SIXTEENTH	DOTTED THIRTY-SECOND	DOTTED TRIPLET	DOTTED SEXTUPLET
0.		J.	, P	Ŗ		0.00000
WHOLE	SIXTY-FOURTH				3	6
0		5 TH	7 TH	9ТН	ЮТН	ПТН
SET	END	DISPLAY	12 TH	ізтн	14 T H	15TH
PAT	1	2	3	4	5	6
SEQ	1	2	3	4	5	6

Figure 9: Extensions to the musical template for more advanced editing.

of rhythm is created. Here the user can establish any rhythmic pattern with a code number. When this code number is touched on the template, the interface program organizes the notes which are entered after it according to that rhythm. The template must now have more fields on it to accommodate this ability, and the interface program must be expanded to perform these computations. The extensions to the template are shown in figure 9. In order to create a rhythmic pattern the user must issue the following commands:

- Push SET and PAT. This informs the interface program that a pattern is to be created.
- Push a number on the PAT row. This will be the number of the pattern, and any existing pattern with this number is overwritten.
- 3. Push the series of note values which determines the pattern.
- Push END. This signifies the end of the pattern.

To use the pattern the user issues the following commands:

- 1. Push the number of the pattern.
- Push the pen onto the correct pitch positions on the staff, preceding them with any attached symbols such as sharps, dots, slurs, etc. Note that the order of the notes and symbols is now important, but the X locations on the staff are immaterial.

The end of the pattern occurs when the number of notes of the pattern is pushed onto the screen. If more notes are entered before another pattern number is pushed, the interface program issues a warning to the user signifying that the pattern is ended. If an insufficient number of notes is entered before another command is issued, the user is warned and the incomplete input is discarded.

A sequence, as used here, is simply a series of patterns. Suppose that sequence 1 consists of the patterns 2, 5, 1. The use of sequence 1 will cause the notes pressed to follow the rhythm of pattern 2. When all of its notes are used up, it will follow the rhythm of pattern 5, and when that is finished, it will follow pattern 1. Setting a sequence is similar to the setting of a pattern. The steps are:

- 1. Push SET and SEQ.
- 2. Push a number in the SEQ row. This is the sequence number.
- 3. Push a series of numbers in the PAT or SEQ row.
- 4. Push END.

Sequences can cross over measures and can consist of other sequences. To clarify these concepts, input the music in figure 7, using patterns and sequences. There are many ways to input that section of score. Break up the rhythms into their smallest components and then form sequences from them. Thus, three patterns are defined first: one consisting of a quarter note only, the other of two eighth notes, and the last of four sixteenth notes. The following commands do this:

- 1. Push SET, PAT, and 1.
- 2. Push QUARTER.
- 3. Push END.
- 4. Push SET, PAT, and 2.
- 5. Push EIGHTH twice.
- 6. Push END.

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7. Push SET, PAT, and 3.

- 8. Push SIXTEENTH four times.
- 9. Push END.

Note that there are now four sequences that can be defined. They are labelled on the score. I will create the commands for the first one only, since the others are similar:

1. Push SET, SEQ, and 1.

- 2. Push 3,1,2,1,2,1,1,1 on the PAT row.
- 3. Push END.

The other sequences consist of:

#2 - 3, 1, 3, 1, 1, 2, 2, 1#3 - 3,1,3,1 #4 - 2,2,2,2,2,1,1,1

The different ways of ordering sequences and patterns are numerous. The above score in particular could have been entered in several ways.

Using a scheme like this, any score of music can be entered into the editor. Other schemes could be devised to tailor the input form to the type of music being edited. The only changes to the program, however, would occur in the input-interface program; the main part of the editor would remain unchanged.

#### Symbols That Cross Over Measures

I have not yet approached the problem of symbols that cross over measures and, thus, over lines and pages. Nor have I discussed the placement of nested slurs or ties and how to draw them on the screen. These problems are complex; their solutions lie in keeping pointers in the character array to the locations where the symbol begins and ends. Any changes to these measures, such as deletion, must also change these pointers - for example, we do not have a beginning of a crescendo with no end. Thus these pointers must again be doublylinked. Drawing the correct arcs for slurs and ties presents a problem because they can be separated by long distances. A routine must be called when the screen locations are known to fit a curve through these points.

#### Reformatting

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After editing a page, the format of the pages from then on is usually different. If you simply added a

character in a measure, the paging will probably remain the same; however, if you add thirty notes to the measure, it is much longer, and might change the number of measures on the line and hence the format of the page. How far this change will carry depends upon the size of the change and the scaling factors of the measures. (If the scaling factors were all 1.0, then any change to a measure would cause a complete repaging of the score.)

Whenever the user wants to display or edit the score, a formatting program must be called to repage the score. This routine must execute the algorithms given previously, which determine the beaming groups of the measures and the measure lengths of all changed measures. It must then determine which measures will go on the lines. It needs to alter the existing paging only as far as the change propagates, but there is no way to predict this in advance. Thus a simple change could cause considerable computation.

I hope that the reader has begun to

Conclusion

appreciate the problems involved in creating a text editor for music. What is the utility of such a program? To anyone who has ever tried printing a score of music with india ink, the virtues of an editor with hard-copy facilities are obvious. A number of uses for the program present themselves. For example, very often music written in one key needs to be changed into one of the other keys. This is called transposition. A program can easily be written which takes the contents of the character array and performs the transformation.

You might wish to create computer music and display it on the screen. You could write a music-generation program and feed its output to a conversion routine that would convert its output into the format of the editor. If actual sounds were converted into pitches and durations with an electronic device, this could be placed in the editor, and you could see the music that was being played. If several scores by a composer are entered into the program and statistical analysis is performed on them to determine the probabilities of certain patterns of music, the results could, in theory, be used to drive a music-generation program that would simulate the composer's style. This same approach could be applied to music from different historical periods, thus enabling the computer to create a classical symphony or a twelve-tone quartet.

Editor's note: The data-entry system for musical scores described in this article has a bias toward transcription of scores containing a single melodic line. Other types of musical scores contain elements which are not dealt with here. For instance, music for keyboard instruments, such as the piano, usually contain chords consisting of several notes to be sounded simultaneously. These chords are often written as several note heads sharing a single stem. It would be difficult at best to work with such music using this system. Enhancing the system to handle these elements would be a good project for the ambitious reader. . . . RSS



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# Using the Computer as a Musician's Amanuensis

### Part 2: Going from Keyboard to Printed Score

Jef Raskin Apple Computer Co 10260 Bandley Dr Cupertino CA 95014

#### More Problems with Rhythm and Tempo

The would-be Composer's Aid designer plummets into another pile of programming problems when tempi change. The beat, *sometimes* constant within a piece, may abruptly slow down, as may happen in a reflective refrain in a blues number, or gradually accelerate, as in a Greek folk dance. Changes of tempo present problems that are worse than the problems in transcribing rhythms that we have already seen.

It is not difficult to see that an abrupt change in tempo cannot be detected the instant that it happens, but only after a few notes have been played at the new speed, establishing, as musicians say, the new tempo. This brings up the concept that rhythm does not exist only in relation to the length of individual notes, but exists also in a much larger musical context.

#### About the Author

Jef Raskin's credentials in music include his years as a professional musician and a music teacher. He is presently the manager of Advanced Systems at Apple Computer Co. His personal music and computer equipment includes a piano, a harpsichord, an organ, a PDP-11, and three Apple II computers. Therefore, a computer (or a human being) cannot notate rhythm in real time (ie: as it happens). The notator must wait and accumulate a significant sample (ie: listen for a while) before making any decision how to write down what has been heard. A computer program that must deter-

#### A computer (or a human being) cannot notate rhythm in real time.

mine rhythms will most probably have to backtrack through the data, perhaps a number of times, before deciding how to notate the music.

Much of the fun in listening to music comes from anticipation of the rhythm; the composer or performer can use rhythmic expectations as a background against which to introduce rhythmic novelties. This is similar to the use of harmonic and melodic "surprises" that cannot be assessed until some time after they have been heard. The fact that we hear music in a context of expectations built on previous experience stands as a sentinel, guarding against the possibility that there is an easy algorithm that might "understand" music on a note-by-note basis.

#### Further Consequences of Changes of Tempo

A gradual change of tempo is either accelerando (getting faster) or ritardando (getting slower). In ritardando (very common at the ends of pieces or sections of pieces), how is the computer to tell the difference between a gradual lengthening of the written note values on one hand, and the use of the word "ritardando" along with an actual constant note length, on the other? This is very easy for a human to do, but it is very difficult to tell a computer how we do it.

In many pieces that require this slowing down, there is no notation for a ritardando at all. In these cases, the ritardando is inherent in the nature of the music. The conventional notation is to write the score as if nothing at all happens to the tempo.

This last problem afflicts score-toperformance transforming programs more than it afflicts programs that transform performances to scores. It is one of the symptoms of "soulless" computer performances. The computer too often is programmed with only the notes, but not with the *style*—that part of the music which is indigenous to a culture or time. Without the proper style, music tends to sound "wooden" or "dead."

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### Someone Tries to Sell the Author a "Notating Machine"

An entrepreneur tried to interest me in funding a device he was in the process of patenting. According to him, it would do the "simple" task of transcribing any rhythm tapped out on its surface into standard musical notation. It was to be the size of a hand-held calculator.

I asked him the questions that I have brought up in this discussion, and it soon became clear that he had not given the matter even as much thought as I have been giv-

There are many other problems with rhythm—for example, *rubato*, where one part momentarily goes faster or slower than accompanying parts. Another class of problems are rhythmic complexities such as triplets, grace notes (so short that their time value is not notated), and other groups of notes that break the simpler rhythmic patterns.

A *triplet* is a melodic phrase consisting of three notes of equal length,

ing the problem in this article. As an answer to the question of accelerando and ritardando, he suggested that the instructions would specify that the user must not slow down or speed up.

As happens too often in the world of computing, he was forced to lean toward a device that would—perhaps—write down the easy rhythms, leaving the difficult ones for the user to figure out. Most users, I suspect, would rather have a device to write down the difficult rhythms. The users can figure out the easy ones without mechanical aid.

Incidentally, one of the most difficult problems for a beginner to solve is determining on which beat of a measure a piece begins. Pieces very often begin in the middle of a measure. This is also a vexing problem for anyone who would program a computer to notate rhythms.

Placing any restrictions not found in the music itself on the user seems inherently wrong to me. The system must accommodate the person, not the other way around.

three quarter notes, for instance. These three quarter notes are played in the same time interval that two quarter notes occupy in the normal rhythm of the piece. It is difficult to tell what has happened when a few triplets are introduced in a piece. When they first occur in a piece, you may ask yourself (if you are a trained musician), "Has the tempo suddenly changed, or have triplets been introduced?" The program will be hard



put to guess at the difference.

Another problem occurs when very long notes occur in a piece which previously consisted only of relatively short notes. You must decide, for instance, whether to write them as tied shorter notes or as longer note forms. Of course, they might be written as the *same* note-length notations as the earlier, shorter notes, but with a tempo change!

All of this judgment of tempo must be done in the face of the first problem, that the note lengths and inception times are not coming in precisely, but with considerable variation. Often, the amount of this variation may mask tempo or rhythmic changes. Consider, too, that the people who need the Composer's Aid most are those who may be least proficient at performing upon conventional instruments. The designer probably has a more difficult task to make the Composer's Aid accurately portray the muddled attempts at rhythmic regularity of a beginner, than to make it follow the (probably) more precise playing of a master.

Before leaving the subject of rhythm, I shall take the liberty to give the following advice to all would-be designers of automatic music-transcribing systems. First, build one that has but one key or button, and get it to determine rhythms correctly. By "correctly " I mean without unreasonable limitations. It should be able to handle any rhythm found in a Mozart or a Beatles' melodic line. If you cannot master that, then you certainly cannot transcribe more complex music, which might have a solo melody as a part of a piece.

The problems of rhythm are not

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Figure 1: The same passage as written (1a) and as performed (1b). Both examples here are from the "St Louis Blues."

unexplored. Some of the algorithms that adaptively follow varying-rate Morse code may be useful. A number of moderately successful programs, all quite large and complex (using many techniques from artificial intelligence work, and *not* operating in real time), have been created. [*The October 1976 issue of BYTE contained several discussions of Morsecode decoding problems.*...**RSS**]

If you first succeed with rhythm, then you might have a chance at the rest of the problem. At least a good portion of the problem of transcribing a musical performance into a standard score will have been solved.

#### More and Less

It is clear that a performance of a piece often contains *more* information than is given in the score: things happen in the performance that are not specified in the written music. Jazz, usually played from sketchy "charts," is an especially good example. The lilting "dotted" rhythms of jazz are notated as equal notes on the page. But everyone "knows" how it should sound. Look at the example from W C Handy's "St Louis Blues" in figure 1.

It is clear that the performance in figure 1b is quite different from the written notation in figure 1a, as it must be in order to sound right. The figure shows just one possible way of singing the opening measure of the chorus to the "St Louis Blues" (and it is not an especially extreme example).

It is rare, if not unheard of, that two live performances are the same. Some of the changes are minor, such as changing two eighths to a dotted eighth and a sixteenth. More surprising is the modification of the opening two eighth notes into half notes (with a ritard, no less). But that is the way it is done.

Strangely enough, the same convention about playing eighth notes with a certain uneven lilt occurs in much baroque music, in spite of the fact that the notes were written down as being of equal length. Many performances of Bach's music, for example, are marred by a "wooden" playing of such passages. Many conductors and performers play baroque music exactly as it is notated. It sounds as if you tried playing jazz or rock exactly as written in songbooks and sheet music: the result is dull music. This may help to account for some of the comments about baroque music sounding like a melodic sewing machine—some performers play it as though their in-

		INPUTS		
Musical Idea	Score	Keypresses	Sound	
Inspiration	Plagiarization	Stimulation	Synthesized Music	Musical Idea
Composition	Arranging, Copying	Transcription	Taking Dictation	Score
Improvisation	Performance	Coupling	Playing By Ear	Keypresses
"Science Fiction"	Automation	"Sonification"	Transmission	Perceived Sound

**Table 1:** Musical transformations, representing the various ways of obtaining musical results. The table is read by starting at the top at a given input and proceeding downward and to the right to read the output. The shaded example illustrates that the term performance describes the connection between a printed score and the production of keypresses. (For simplicity's sake, the table deals only with keyboard instruments.) Similarly, to go from a musical idea (ie: input) to a score (ie: output) requires "composition." The term coupling refers to the mechanical addition of extra voices to an organ keyboard so that the organist can play more than one pipe with a single keystroke. Automation refers to the procedure by which mechanical musical instruments (such as music boxes and player pianos) take a score in machine-readable form and generate perceived sound. For want of a better word, sonification is used to describe the production of perceived sound from pressing a key on a keyboard. The terms in the row called "musical idea" are meant to be taken tongue-in-cheek.

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struments *were* sewing machines, without any regard for the original stylistic intent.

#### Problems Caused by Repeats and Larger Musical Structures

Here is another dilemma: how can a computer (or a human) tell if a section of a piece being performed has been repeated (perhaps with embellishments), or if it is a new section merely similar to the old one?

For example, in a Mozart rondo for the piano, almost all of the embellishments will be written out in full. In a Mozart sonata for the piano, there will usually be repeats marked and any variety will be at the performer's option. Does this mean that the computer must first be told the form of the piece before it can transcribe it? Knowing the form of a



**Figure 2:** Example of the equivalence of two musical notations. The chords notated here are played the same way on a keyboard instrument and sound the same, but they are written in different ways. This difference, however small, subtly influences the way many musicians interpret the chord.



**Figure 3:** Different notations for the same sounds. The three melodies here, when played, will sound exactly the same; the only difference is the choice of clef and accidentals. The first two melodies are written in the keys of A-flat Major and G Major in treble clef; the third melody is in the key of D Major in soprano clef.



**Figure 4:** A musical phrase played with two different voicings. These two phrases may sound the same, but the two correct, differing notations convey different meanings to a musician.

piece beforehand certainly aids a human transcriber.

Again, there is vague and general information that must somehow find its way into the program. As in having the computer play chess, methods have been found for translating an imprecise notion (eg: control the center of the board) into algorithms. Chess is a rich field, rife with human invention and complexity. Music is a more complex environment.

#### **Problems With Notating Pitch**

Having shown that there is information in a performance that is not to be found in the score (this is always the case), I would like to show that often there is information in the score that cannot be gleaned from the performance. The "spelling" of chords is one example. The two chords in figure 2 sound exactly the same on our equal-tempered organ. Nevertheless, they would be thought of differently by a musician playing them.

The notes of the two chords actually represent different pitches if sung or played on violins (or any instrument which allows the performer to vary pitch continuously rather than in discrete steps, as with an organ or piano).

The three sets of melodic notes in figures 3a thru 3c sound the same, and are all correctly but differently notated. Again, a human might guess which is the correct notation by means of global information, the musical context in which the passage occurs. In this example, the global information is the key of the piece and the customary clef of the instrument that is to play the tune. Is it reasonable to have the user predetermine the key for the computer? Or should the computer wait, as a human often must do, until the very end of the piece has been played before beginning to write it down?

#### Problems Transcribing Notes Sounded Simultaneously

On keyboard instruments such as the organ or piano, the performer can easily sound more than one note at any given instant. These notes may form a chord, or can be thought of as two or more melodies that are being played at the same time. In this latter case, each melody is called a *voice*. (This use of the word "voice" in music does not imply singing.) Multiple,

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simultaneous voices bring another host of difficulties to the attempt for accurate transcription.

It is nearly impossible for even an expert musician to determine unambiguously, from listening alone, which note should be allocated to which voice. I realize that this portion of the discussion is delving heavily into the terminology of music, but the intricate details of music are what make this problem so fascinating. The two segments of music in figures 4a and 4b sound the same, and are both notated correctly. Nevertheless, the differences are significant and useful to the musician performing the music.

This is not the place to go further into the musical significance of these notational differences. Enough examples of problems have been amassed to give you a starting place at which to begin to think about having a computer "listen" to and "understand" music.

#### **Problems in Determining** Pitch With a Computer

If things were not difficult enough given direct input from a keyboard,

many people (eg: ethnomusicologists) would love to be able to play a recording into a computer and produce a written score. So would I. However, two new problems are introduced. Finding what pitch is being played is not easy. To be sure, a simple sine wave could be digitized by a frequency counter. Unfortunately, real musical sounds are far more complex, often having harmonics and overtones that make almost any frequency-determining method unsure. And what do you do when a note slides from one frequency to another (portamento in musical jargon)? Or when a chorus finishes singing a chorale a semitone lower then when they started-will the computer notate it as a sudden modulation in the middle?

Even determining how long a note lasts is difficult. Try playing a piano note; strike a key and hold it down. How long does it last? Just when does its gradual dying away cease? In a quiet room, with a good piano, it may take several minutes. You might as well ask where the rainbow changes colors. Musical sounds often do not have well-defined edges with



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respect to time or pitch.

#### Summary

The point has been made, and it is possible to show many more examples than have been shown here that you cannot go from a performance to a score, or vice versa, in any easy fashion while preserving the qualities that make the notation of music readable to most musicians and the properties of a performance that make it worthwhile listening material.

A score is a highly idiomatic rendering of a piece of music, and a piece of music is a unique instance of the composition that the composer had in mind when the score was written.

These facts assure that the building of a perfect music transcriber is literally impossible. Whether it is possible to make the Composer's Aid good enough for most practical purposes remains to be seen. If we put low enough limits on the idea of "good enough," I am sure that it can be done quite easily. If it is to satisfy me (and musicians of like mind), it will probably not be easy at all.

A final suggestion: if you want to tackle any project of this sort, make sure that you know music well. Also make sure that you know your computing well or forge a partnership that can provide the needed experience. I have met many people who do not know the first thing about music trying to achieve difficult goals combining computers and music. I have also met musicians who imagined that they could get the computer to do some task that they found very easy-only to discover that they did not understand the difficulty of what they themselves could easily do.

The greatest benefit the computer confers upon mankind is that it forces us to truly understand what we are doing, for it is only through such understanding that we can instruct a computer.

#### Acknowledgments

I would like to thank the many people who have made useful suggestions about this article, and I would like to specially mention Doug Wyatt of the Xerox Palo Alto Research Center for many useful discussions about the nature of music, Brian Howard of Apple Computer Co for his excellent editing and criticisms, and both of them for the many hours of rehearsal, performance, and programming that they have shared with me.



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# Comparing Floppy-Disk Drives by Software Simulation

Dennis Nendza 1622 W Ave de Maximillian Tucson AZ 85704

Large companies learned long ago that preliminary performance specifications of systems can be predicted reasonably well by computer simulation. The National Aeronautics and Space Administration (NASA) saved much money and effort by simulating numerous systems that have been developed for the space program. In a somewhat smaller way, microcomputers can be used to simulate a variety of operational systems. Complex equations and analysis are not always required.

Here I shall present a practical simulation. I have chosen a topic of interest to myself and many smallcomputer enthusiasts: a comparison of the operating speeds of floppy-disk drives. This article will explain basic mechanical drive movements and illustrate the transformation of these physical events into the algorithmic steps of a computer program. Estimating one drive's performance in relation to others is the goal.

To do such a comparison, we need some knowledge of the operational parameters of floppy-disk drives. These parameters are the lengths of time required for a drive to perform a given function. All drives have at least these four parameters:

- head load
- seek
- rotational latency
- data-transfer rate

I shall look at each function in detail.

#### Head-Loading Motion

Before any data can be located or

#### About the Author

Dennis Nendza is 32 years old and is currently working as a computer systems consultant, after previous experience as a systems programmer, analyst, and data processing manager. He wrote his first computer program while in high school, using the ALGOL language. transferred on some drives, the datatransfer head must be *loaded*; firm contact between the head and the disk surface must be assured. To accomplish this, a pressure pad is placed against the disk on the side opposite the head. This pressure pad movement is referred to as *loading the head*. The length of time required to move the pad into place and insure that all mechanical bouncing has stopped is termed *head-load time*. Look at figure 1 to see a diagram of the head-load mechanism.

#### **Track-Seeking Motion**

Once the head is loaded, it may be necessary to move the head to a position over another data track on the disk. In most drives, the track-totrack movement, or *seeking*, is accomplished by a *stepper motor*. This motor rotates in steps of fixed, discrete increments; a specific interval of time is required for each incremental movement. Thus, to move the head across X tracks takes an amount of time equal to X intervals. Once we know the time interval required to perform a movement and the number of tracks to move across, we can predict how much time it will take the head to reach the desired track.

All stepper motors exhibit some vibration at the end of the last step in a given movement. There may be a settling time required before a read or write operation can begin.

Another type of motor is used in floppy-disk drives such as the PerSci Model 277. It is called a *linear motor* since it produces linear motion directly. The method is also called "voicecoil" positioning, due to the similarity to the action of a loudspeaker mechanism. Figure 2 depicts the stepper- and linear-motor positioning systems in simplified form.

The amount of time required per track for the linear motor to perform a seek operation varies according to the total number of tracks to be skipped. Unless the manufacturer supplies data describing the seek-time



**Figure 1:** Diagram showing a side view of the floppy disk loaded in the drive. When loaded, the read/write head is pressed against the surface of the disk by the pressure pad.

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**Figure 2:** Two methods of moving the read/write head from track to track across the disk. A stepper motor is shown as (a); a linear or "voice-coil" motor is shown as (b). The rotary motion of the stepper motor must be converted into linear motion by a gear arrangement.



function, it must be derived from empirical measurements. This derivation, however, is not within the scope of this article.

#### **Rotational Latency**

Reading and writing operations are equivalent functions with respect to the actual time required for completion. With that in mind, the discussion will proceed as if a read operation is being executed. Assuming that the head is now loaded and positioned over the proper track, it remains for us to examine how long a delay may be expected in waiting for the desired record to spin past the head.

A look at figure 3 shows how most soft-sectored disk formats appear. Actually, the soft-sectored format contains 128 bytes of user data; the other data locations are used as address marks and gaps between certain fields. To determine the extent of the delay that must be endured before the desired sector is available, I will consider two cases.

The first case occurs when we begin a read operation and find the correct sector just about to pass by the head. In this event, there is no wait or latency, as it is called, before starting the transfer of data. The second case shows that the beginning of the desired sector just went by an instant before the read operation was started. We must now wait for one full rotation of the disk, or the maximum rotational latency, for the record to appear at the head again. These two extreme cases show that there are well-defined minimum and maximum rotational latencies. Of course, most delays will be at some random point within this range for actual read operations. The absolute delay for a single read operation is not predictable, but the average for a group of read operations is predictable within limits.

#### **Data-Transfer Time**

Finally, there is the most obvious function of the disk drive, data transfer. Data-transfer time is dependent on three basic parameters: disk rotational speed, data density, and format. The faster the disk surface spins past the head, the faster the





**Figure 3:** Format of data storage on a soft-sectored, 8-inch floppy disk, viewed from the side that faces the pressure pad.



head can read the data. (Large 8-inch disks spin faster than the smaller 5-inch disks.) The higher the density, the more data can be transferred in a given interval of time. Format differences can account for different effective transfer rates on large records, but will not be dealt with in this simulation. I will deal primarily with the standard IBM 3740 softsectored, 8-inch floppy-disk format.

#### **Building the Simulation**

We now have an understanding of what happens when a function of the floppy-disk drive is requested. We can now construct a program framework that will use this information. To read or write a record, we must pass through four distinct states: head-loading, track-seeking, rotational-latency waiting, and datatransferring. To compute the actual time required to pass through these states, we must get some information from the manufacturer's specifications for a given drive. Typically, the manufacturer will list the time for head load, track step, average latency, and sector transfer in milliseconds.

Head-load time calculation is easy. Each time that the head is loaded, a value corresponding to the head-load time is added to a total-time accumulator. As a matter of practice, most drives and control software leave the head loaded for a fixed-time interval following a disk operation. This reduces head-loading delays and acoustic noise, but it also increases disk surface wear slightly. For most programs (such as assemblers) that engage in almost continuous disk activity, the head will probably go through the load cycle only once during an execution of the program.

Computation of track-step time is not difficult in most cases. We merely figure the number of steps we must make from the current track to the desired track, and multiply that value by the specified track-step time. Do not forget to add the *settling* time, if the manufacturer gives it. (Remember that the settling time indicates the time taken by the head to stop vibrating from its track seeking and to start reading.)

Thus, for disk drives using stepper

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motors, the seek time is the absolute value of the distance from the current track to the desired track multiplied by the track-step time, all added to the settling time, or:

$$T_{seek} = ABS(P_{current} - P_{desired}) \\ \times T_{step} + T_{settling}$$

where T is used for values of time, and P shows the position of the head in relation to data tracks on the disk.

But what should be done when the disk drive uses the linear-type motors to move the head from track to track? The specification sheets for the PerSci unit give only a single-track seek time of 10 ms. Is that the same as the stepper-motor drive timing? No—this timing is for a single-track step, and there is no settling time to be added. In fact, if the two-track seek time is measured, it is one and one-half times the single-track seek time. If a tentrack seek is measured, we find that it takes only three times as long as moving the head a distance of one track.

Well then, what can be done about this device? For this simulation, my plan of attack was direct. I merely measured the time that it took for all possible seek distances (seventy-six values) and then computed an approximating function by using a leastsquares polynomial curve-fit calculation. The concepts behind this computation are not simple. Fortunately, the routine is adaptable from a book that addresses such problems, *Data Reduction and Error Analysis for the Physical Sciences* by Philip R Bevington (McGraw-Hill Book Company Inc, 1969).

When the seek time for the PerSci drive is needed in my simulation, the number of tracks the head crosses is evaluated and is given as an argument to the empirically derived seek-time function. The result of the function evaluation is the number of milliseconds required to complete the seek. Thus, the PerSci drive becomes a special case in the simulation, but handling it is not so awkward.

To compute the rotational latency, one of two possible techniques is employed. For any large number of discrete read operations, the actual, average rotational latency experienced will approach one-half of the

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maximum latency. This value can be used for each read operation as a typical latency. I prefer to calculate a random latency for each read operation. Approximately the same results will appear as in the first method for a large sampling of read operations. You will notice that the results from using random latency values are not likely to be the same each time the program is executed. This is due to the accumulation of random variability, which is an effect you would see if the simulation were carried out on real hardware as well as in a program. The function for randomly determining a latency time is simply: the value of the maximum latency multiplied by a random number between 0 and 1.

The final item which must be dealt with is the actual time it takes the drive to transfer the data to (or from) the disk. The time to transfer 128 bytes of data has been chosen for this simulation. The time values for each drive in this simulation were calculated based on the rotational speed and data density. Record overhead bytes and interrecord gaps were not considered. In the simulation program, the computed values are reflected in the appropriate field in DATA statements that describe the characteristics of each drive. Transfer time for n bytes is calculated by multiplying *n* by 8, and then dividing by the transfer rate, in bits per second.

#### About the Simulation Program

Now that we understand the basic drive mechanics, there should be no difficulty in comprehending how the simulation works. The program performs two simulations for each disk drive under consideration.

The first simulation is a set of 500 sequential-read operations, as you would find in a sequential file-copy operation. The second simulation involves a random reading of 500 records, as you might encounter in a program that reorganizes an indexed file according to an unordered secondary key field.

These two modes of access will exhibit the characteristics of general interest concerning floppy-disk drive performance. Briefly, the program steps through the DATA statements that supply the drive name and parameters for that drive. Both simulations are run for a given drive,

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and the results are printed. Look at the program shown in listing 1 to see the simple logic and computations.

#### **Results and Notes**

If this simulation were run using a true random-number generator, you would find that the resulting timings will vary on each run. As noted earlier, this is random variation that is to be expected. Do not expect to see exactly the same results as printed here; the values *will* be within a few percent on all runs.

Referring to the simulation output shown in listing 2, observe that, on sequential-read operations, the transfer times for the 5-inch floppydisk drives are about 25% slower than the times for the standard size (ie: 8-inch) drives. Allowing for random variation, this is very close to the 20% speed difference that might be predicted based on the different rotational rates of the two sizes of floppy disks. The 8-inch disk drives also outperform the 5-inch drives during random-access operations. Most, but not all, of the smaller drives are slower in seeking from track to track, and this really shows during random access.

The fastest-seeking drive of the group, the PerSci Model 277, does

not get a chance to show off while reading sequentially, but its capability becomes apparent during randomaccess operation. This device really moves the head fast! The second and third places go to the Memorex Models 552 and 550 respectively; these use fast stepper-motor drives.

Now that you have read this far, I can reveal some bad news concerning this simulation. The timings obtained are not likely to be a true indication of how long it would take to actually perform these operations on a running computer system. Accomplishing so realistic a simulation involves additional simulation of the interface

**Listing 1:** Program to simulate mechanical characteristics of various 8-inch and 5-inch floppy-disk drives, written in BASIC-E and running under the CP/M operating system. One step is the simulation of 500 sequential-read operations; the other is the simulation of 500 random-access read operations. Due to the use of random numbers, some variation of results is expected between different executions of this program.

PROGRAM TO COMPARE ACCESS TIMES OF VARIOUS FLOPPY-DISK DRIVES FOR REM REM SIMULATED SEQUENTIAL AND RANDOM READING. REM REM THE FIRST TEST IS FOR 500 SEQUENTIAL READS, 128 BYTES PER READ. STARTING TRACK IS 0. THE HEAD IS LOADED AND REMAINS LOADED. REM WHERE A DRIVE HAS SECTORS GREATER THAN 128 BYTES, THE SECTOR TRANSFER REM REM RATE HAS BEEN ADJUSTED IN THE DATA FOR THAT DRIVE. REM REM ALL TIMES ARE IN MILLISECONDS. REM READ DRIVES REM GET NUMBER OF DRIVES TO SIMULATE INPUT "ENTER ANYTHING TO SEED THE RANDOM-NUMBER GENERATOR"; A\$ PRINT : PRINT : PRINT REM UPSPACE A FEW LINES PRINT TAB(30); "FOR 500 READ OPERATIONS" PRINT TAB(25); "DRIVE SPEED COMPARISON SIMULATION" PRINT TAB(30); "ALL TIMES IN MILLISECONDS' PRINT PRINT "DRIVE NAME"; TAB(25); "SEQUENTIAL"; TAB(40); "RANDOM" PRINT TAB(25);"-----+ ------' PRINT RANDOMIZE REM SHAKE UP RANDOM-NUMBER GENERATOR FOR D=1 TO DRIVES READ DNAME\$, TTRK, TSETL, HLOAD, LATENCY, SECREAD, NSECS, NTRKS CURTRACK = 0 REM STARTING TRACK TOTALTIME = 0REM SET TIME ACCUMULATOR TO 0 REM LOAD THE HEAD ONCE FOR THIS SEQUENTIAL TEST GOSUB 1000 REM GO ACCUMULATE HEAD-LOAD TIME FOR I=1 TO 500 REM 500 SEQUENTIAL READS LOOP GOSUB 2000 REM STEP TO NEXT TRACK IF NEEDED. ACCUMULATE TIME GOSUB 3000 REM READ NEXT RECORD. ACCUMULATE TIME NEXT I REM PRINT RESULTS FOR TEST 1 PRINT DNAME\$;TAB(28);INT(TOTALTIME\*10)/10;TAB(40); REM NOW FOR 500 RANDOM READS IN A FILE 35 TRACKS LONG TOTALTIME = 0REM SET TIME ACCUMULATOR TO 0 LOWTRACK = 0 REM LOWER FILE TRACK LIMIT HIGHTRACK = 34 REM UPPER FILE TRACK LIMIT CURTRK = 0 REM START AT TRACK 0 FOR I = 1 TO 500 REM 500 RANDOM READS LOOP NEXTRK = LOWTRACK + INT(RND\*35) REM NEXT RANDOM TRACK TRACKSTOMOVE = ABS(CURTRK-NEXTRK) REM NUMBER OF TRACKS TO TRAVERSE GOSUB 2500 REM COMPUTE TIME TO DO SEEK. ACCUMULATE IT GOSUB 3000 REM COMPUTE RECORD READ TIME. ACCUMULATE IT CURTRK = NEXTRK REM NEXT TRACK HAS BECOME THE CURRENT TRACK NEXT I PRINT INT(TOTALTIME\*10)/10 REM PRINT RANDOM READ RESULTS NEXT D STOP REM SUBROUTINES FOLLOW 1000 REM ACCUMULATE HEAD-LOAD TIME Listing 1 continued on page 140
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\* These programs, unless otherwise indicated, are for the 16k, Level II TRS-80.



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declared. After peace is d "Galactic Trader" starts. Now as on outcast you barter Microbes, Feelies and other commodities to gain riches and power. But, watch for assassins and the energy out cartel.

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Also available are "Datestones of Ryn," the microquest which is the introduction to the Dunjonquest series and "Morloc's Tower," the \$14.95 on deadliest of the series. tape, \$19.95 on disk, each.



### PACKER

This is the ultimate editing tool for BASIC program lines. There are five commands which allow easier reading of BASIC programs and more efficient execution by the and more computer. "he 'unpack'

'unpack' command breaks statement lines into multiple single statement lines with extra spaces for easier reading and editing. The 'short' command deletes any unnecessary words like LET and all REMarks. The 'pack' commmand compresses

lines into multiple statement lines up to the maximum length you specify while maintaining complete program logic. This can easily reduce the memory requirement by more than 33%! As you can imagine this also speeds up execution of a program, saves time in loading a program from either tape or disk and saves disk space.

And saves disk space. And the 'move' command allows you to move any section of your program to a new location. With the 'renumb' command you can command allows renumber your BASIC lines.

So if your programs need more memory, or you need more time, order your 'packer'! 16k, 32k and versions supplied 48k on two cassettes for \$29.95.



from Acorn

If ever use the SYSTEM you command, you should buy this two program package. These programs allow you to save any system format tape on tape or disk, plus offer several features for machine Many two ng like language programmers. Man part, protected system tapes Sargon II are not system format.

With FLEXL, which is one of the two programs, you can make back-up copies of any system format tape. Most often a cassette that you make will load easier than an original. Plus you can find the filename on any system tape because it is displayed on the screen. And at any time you can stop the reading of the tape by pressing <BREAK>.

For any machine language programmer, FLEXL offers the advantage of producing more efficient tapes than the assembler. Also, it is written to interface directly with monitor programs. And you can merge machine language tapes into one file.

Disk drive owners can use TDISK to save any system format tape onto disk. Adventure, Airaid, Ting-Tong, Editor / Assembler and other Tong, Tong, Editor / Assembler and Scher programs cannot normally be loaded to disk using TRSDOS. Now, TDISK allows you to save these progr onto disk. After DOS READY will be able to simply type programs you the filename and be up and running. It even loads non-contiguous TDISK will greatly increas tapes.

even loads non-contiguous tapes. TDISK will greatly increase the benefit of owning a disk drive. And as a FREE BONUS, Acorn provides instructions on how to load MicroChess 1.5 onto disk. Complete your system with the routines not found in either Level II or DOS for only \$14,95. Order your System Savers today! your System Savers, today!

### TRS-80 DISK & OTHER MYSTERIES

We don't usually list books, but this one is so unique that we thought you would want to know about it. There are 100 pages about how DOS works, how over a disk is organized, and how to recover from errors. This is THE technical NEWDOS+ with great backup for great



This machine language p modifies your copy of the Radio Editor/Assembler for use with program he Radio Shack use with your minidisk and any disk operating system. You can save and load both text source and assembled object files. Unlike the NEWDOS+ version you can read the directory and the allocation of granules while in the EDTASM. You can also kill files. It is a complete disk

modification for one or more drives. Other capabilities are also added which are not found on NEWDOS+. The block move command relocates a section of text to any other area. The global of text to any other area. The global change command permits, for example, changing a label throughout the text. The pagination feature provides hardcopy on 8 1/2 by 11 pages on either single sheets or continous paper. In addition, high memory can be reserved, like in BASIC, for machine language routines like printer drivers. You can also

display the amount of memory remaining. The <CLEAR> key is functional, the symbol table is sorted alphanumerically and output 5-across, the scroll up/down allows 15 lines on the screen, and the 'DEFM' assembly is improved. Lower case input is now permitted and you can branch to any address. Plus, it also corrects the errors in the Radio Shack tape version. \$19.95

Also available for \$239.95 for the TRS-80 Model II is a similar Editor Assembler from Galactic Software. Write for a complete list of Model II software.

### DISASSEMBLER

by Roy Soltoff from Misosys & This two-pass Z-80 d disassembler produces symbolic labels with output to either the video monitor, printer or tape. Radio Shack's Editor/Assembler can load the tapes. If you own the Editor/Assembler, complete the package with this program. Program on tape for two different memory locations. Cassette version NOW only \$14,95

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Listing 1 continued: TOTALTIME = TOTALTIME + HLOAD RETURN 2000 REM COMPUTE SEQUENTIAL TRACK READ-SEEK TIME IF I/NSECS NE INT(I/NSECS) THEN RETURN REM NO TRACK ADVANCE REM USE SPECIAL PERSCI FUNCTION 2500 IF TTRK = 0 THEN 2800 SEEKTIME = TRACKSTOMOVE • TTRK + TSETL REM COMPUTED SEEK TIME 2600 TOTALTIME = TOTALTIME + SEEKTIME RETURN 2800 REM PERSCI-277 DERIVED SEEK TIME FUNCTION REM NO MOVEMENT REQUIRED IF TRACKSTOMOVE = 0 THEN : REM THEREFORE SEEKTIME IS ZERO SEEKTIME = 0: RETURN X = TRACKSTOMOVE SEEKTIME = 10.89605 + 2.178647 • X - 4.846975E - 2 • X • X + 7.936448E - 4 • X • X • X - 4.406022E - 6 • X • X • X • X GOTO 2600 3000 REM COMPUTE RECORD READTIME INCLUDING ROTATIONAL LATENCY REM RANDOM ROTATIONAL LATENCY RNDLATENCY = INT(RND+LATENCY) TOTALTIME = TOTALTIME + RNDLATENCY + SECREAD REM ACCUMULATE READ TIME RETURN REM FIELD ORDER IN DATA STATEMENTS REM DRIVE NAME, TRACK-TO-TRACK TIME, SETTLING TIME, HEAD-LOAD TIME, REM MAX LATENCY, TRANSFER TIME, SECTORS PER TRACK, TRACKS PER DISK REM NUMBER OF DRIVES TO SIMULATE DATA 12 DATA "PERSCI 277",0,0,40,166.7,4.096,26,77 DATA "REMEX RFD 1000A/B",6,24,50,166.7,4.096,26,77 DATA "SHUGART SA800",8,8,35,166.7,4.096,26,77 DATA "SHUGART SA400 MINI",40,10,75,200,8.192,18,35 DATA "SHUGART SA450 MINI",25,15,50,200,4.096,18,35 DATA "PERTEC FD200 MINI", 25, 10, 35, 200, 8, 192, 16, 35 DATA "ICOM FD3800 DUAL-DENSITY", 10,0,40,166.7,2.048,26,77 DATA "ICOM MICROFLOPPY",40,10,75,200,8.192,16,35 DATA "MEMOREX 550",6,10,35,166.7,26,77 DATA "MEMOREX 552",3,15,35,166.7,26,77 DATA "MICRO PERIPHERALS B51 MICROFLOPPY", 5, 15, 35, 200, 8.192, 16, 40 DATA "ALTAIR 88-DCDD", 10, 10, 45, 166.7, 4.096, 32, 77 END

and software delay characteristics. However, the relative standing of the drives is unlikely to change if these factors are included.

The important elements to consider for additional simulation are: the record formats on the disk, the interface and controller characteristics, processor speed, and the algorithm of the program performing the access.

As an example of the discrepancy

between the simulation and the speed of the total system, I offer the following. My system uses a Z80 microprocessor running at a 2 MHz clock rate, and contains 24 K bytes of zerowait-state memory. The drive controller, designed by George Morrow, connects to a PerSci Model 277 with the fast-seek option. The operating system is CP/M. The time to read 500 records sequentially using BASIC-E is

Listing 2: Output of simulation results produced by the program of listing 1.

FOR 500 READ OPERATIONS DRIVE SPEED COMPARISON SIMULATION ALL TIMES IN MILLISECONDS

DRIVE NAME	SEQUENTIAL	RANDOM
PERSCI 277	43107.6	57912.2
REMEX RFD1000A/B	43650.1	92281.9
SHUGART SA800	44163.1	94881.9
SHUGART SA400 MINI	53547.8	288397.1
SHUGART SA450 MINI	55153.2	198631.3
PERTEC FD200 MINI	52804.8	201703.6
ICOM FD3800 DUAL-DENSITY	43110.0	101456.6
ICOM MICROFLOPPY	55698.8	293376.0
MEMOREX 550	44821.1	77892.1
MEMOREX 552	44000.1	66670.3
MICRO PERIPHERALS B51 MICROFLOPPY	55287.8	89390.2
ALTAIR 88-DCDD	42634.1	108670.8

109 seconds; to read 500 records randomly takes 525 seconds. Compare these times with those in the results of the simulation for the PerSci drive. Beware of making system estimates based only on a part of the total operation. Does anyone want to write an article that describes operating-system timing simulation?

#### Two for One

There are two basic lessons to be learned from this exercise. The first one concerns an elementary introduction to the motions that occur in floppy-disk drives and affect their speed of operation. The second lesson concerns derivation of mathematical functions that describe these mechanical motions; it also concerns putting the functions into a program for the purpose of obtaining an estimate of performance. Performance, for the purpose of this article, considers only the relative speed of operation of the various drives. In making a decision to select a particular floppy-disk drive, you must understand that overall performance, not just speed of operation, should be examined.

# **IDS Announces** S-100 Energy Management Module

The 100-EMM Energy Management Module provides temperature measurement at four separate locations indoors or out; monitors eight (8) doors, windows, or fire sensors; controls six external devices via relay or optoislator; and provides an intrusion alarm with battery backup (alarm operates even during primary power outages). Put the 100-EMM to use in your home or business and claim a 30% tax credit for the cost of your S-100 computer system including the 100-EMM. (Purchasing the 100-EMM can actually save you several times its cost in tax credits. Full instructions for filing are included in the 100-EMM manual.)



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The new Altos ACS8000-6 is a highly advanced Z80\* based microcomputer system with high-speed

RAM, floppy disk and Winchester harddisk controllers, DMA, six serial and two parallel I/O ports and the AMD 9511 floating point processor all on a single board. A typical four-user system configuration with two megabytes of Shugart floppy and 29.0 megabytes of Shugart Winchester storage, including CPU and 208K bytes of RAM, costs only \$14,260-compared to \$30,000 or more for a similar minicomputer system. And that adds up to mini performance at less than half the cost!

MULTI-USER EXECUTIVE SUPPORTS FOUR INDEPENDENT USERS RUNNING CP/M\*\* COMPATIBLE PROGRAMS.

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# BYTELINABOUT PERSONAL COMPUTING

Conducted by Sol Libes

What To Look For At NCC: The computer show of the year is the National Computer Conference (NCC), which will be held this month (May 19 thru 22) at the Anaheim Convention Center in Anaheim, California. In 1979. 60.000 people attended the NCC. Many new products are introduced each year at NCC. The 1980 show will see many more Japanese manufacturers displaying, among other things, 8-inch Winchester disk drives and microcomputer systems. Furthermore, look for several manufacturers from the United States to show complete microcomputer systems that use the Zilog Z8000 and Motorola 68000 16-bit microprocessors. Last year's show saw the introduction of 8086-based microcomputers. Also, look for disk-operatingsystem-based languages and applications packages for these new 16-bit microcomputer systems. Several multiprocessing and multiuser microcomputer systems will also be shown.

John Mauchly, Computer Pioneer, Dies: Dr John W Mauchly, coinventor of the digital computer, died on January 8, 1980 at the age of 72. Together with his colleague Dr J Presper Eckert, Dr Mauchly conceived, designed, and built ENIAC, the first electronic digital computer. It was built at the University of Pennsylvania and became operational in 1944. ENIAC contained thousands of vacuum tubes, filled 150,000 square feet of space, and weighed 30 tons. It was used for ten years.

Mauchly and Eckert later formed the Electronic Control Company (later called the Eckert-Mauchly Computer Corporation) to manufacture **BINAC** (Binary Automatic Computer), which became the prototype for the UNIVAC I (Universal Automatic Computer). The UNIVAC I was the first commercial computer; it was installed at the United States Census Bureau in 1951.

When the company was purchased by Remington-Rand in 1950, Dr Mauchly continued with the Univac Division as Director of Applications and worked on weatherforecasting projects. In 1959 he left to form Mauchly Associates, a consulting firm that developed the criticalpath method for construction.

In 1967 he founded Dynatrend, a computer consulting firm, and since 1973 he had served as a consultant to Sperry Univac.

Mauchly and Eckert met in 1941 at the University of Pennsylvania's Moore School of Electrical Engineering, where both were instructors. They first proposed the building of the digital computer to the US Army in 1942 for calculating trajectory tables. ENIAC contained ten accumulators, had internal memory, used subroutines, and was allelectronic, while prior machines were electromechanical and very limited in power. Some parts of ENIAC can be seen at the Smithsonian Institution in Washington, DC.

At the time of his death Dr Mauchly was believed to be working on a wordprocessor project using a Radio Shack computer. He was an active proponent of personal computing, and he will be missed by many.

News Bits: Friends Amis has developed an interface for the Craig M-100 hand-held language translator that allows the user to add read-only memories containing data bases such as wine lists, Olympic scores, history, or metric conversion.... Panasonic will introduce a handheld computer to sell for about \$180 in late 1980. The RLT500 Electronic Data Center can be connected to a television set for display, to an acoustic modem for communication, to a printer for hard copy, or to a speech synthesizer for audible output. Quasar will bring out the HC2000RA Information Processor for \$150. which should work with the accessories for the Panasonic machine.... Amateur robot builders have a new source for parts: Vedos Ltd, Suite

1113, 19 W 34th St, New York NY 10001.

Random News Bits: In last month's column I mentioned a rumor about a new printer to compete with the Sanders Technology wordprocessing dot-matrix printer. The unit has now been formally announced by Florida Data Corporation of West Melbourne, Florida. It offers up to 900 characters per second (cps) speed with correspondencequality type and highresolution graphics (at a slower speed). It is said to use a magnetic storedenergy print head, and to offer an almost unlimited choice of type fonts, full graphics, and extendedcharacter format. The machine will be available in the fourth quarter of 1980, and it should be priced under \$2000.... Micro Peripherals Incorporated of Salt Lake City, Utah, plans an under-\$1000 word-processing printer using a seventeen-wire matrix head and printing at 60 to 75 cps.... In the meantime Diablo, Qume, and Nippon Electric Company (NEC) are rumored to be developing under-\$1000 daisy-wheel printers.... Dataproducts will soon introduce a daisy-wheel printer: some observers speculate that it will sell for 20 to 30% less than current daisy-wheel units .... Next year, General Motors (GM) will make much use of onboard microcomputer systems in its vehicles to

# Put your applications to work on the Mostek STD-Z80 BUS.

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real time control applications. We can take you one big step further. By showing you how to take the programs you have developed using your TRS-80 (or other Z80 based computer) and place them in PROM on a low-cost stand-alone micro card system. This will not only free up your main computer for new applications, but will also permit your current application to be "on-line" continuously, or even "cloned"-for multiple installations or sales to other users.

Mostek's MD Series of STD-Z80 BUS compatible microcomputer cards makes all this possible. There are more than twenty different boards in this off-the-shelf family available now, including data processing boards; memory boards (Static and Dynamic RAM, ROM/PROM); I/0 cards; A/D; D/A; high speed floating point math; and floppy disk controller cards. QC Micro Systems offers all

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meet the stringent requirements for emissions control and fuel economy. GM's need for electronic parts will be so great that the company will use 56% of the world's supply of 8 Kbyte read-only memories and 40% of the analogto-digital converters, according to a GM estimate. In all, GM will buy 13 to 15 million electronic parts each day, more than 3 billion parts per year.... Chase Manhattan Bank is developing the Personal Computer Bank Communications System. Any bank customer who has a home terminal or computer system will be able to access (via telephone) his or her account, get an up-to-thesecond status report, and cause funds to be transferred. The user with a computer will also be able to do batch-mode transfers and off-line processing of bank account data .... The precursor of flat solid-state data displays may have appeared. Crokroft International of Sunnyvale, California, has introduced a liquid-crystal display (LCD) panel with 32-by-32-dot display. It operates about four times faster than current LCD displays. The company also expects to have a variable-color display in the near future.... For the first time, a microcomputer-software package has been placed on the prestigious Datamation magazine Honor Roll of Software Packages. Naturally, the software package was the CP/M operating system. a product of Digital Research. Microsoft BASIC and UCSD Pascal received honorable mention.... A report from International Resource Development, a management consulting firm, predicts that four billion dollars will have been spent on electronic-mail services and equipment by 1990. The field will be dominated by IBM,

AT&T, and GT&E, with the US Postal Service getting about one quarter of the business.... A new supercomputer project has been started. Denelcor of Denver. Colorado, is planning to manufacture a computer that uses 50 processors, capable of performing 500 million instructions per second in parallel.... Texas Instruments and Hitachi are developing 64 K-bit programmable memories, which should become available next year ....

#### **C**ourt Upholds FCC Ruling On TI Modulator:

The District of Columbia Court of Appeals has rejected an appeal by Atari Corporation (see last month's column). Atari challenged the ruling of the Federal Communication Commission (FCC) that allows Texas Instruments (TI) to sell its stand-alone radiofrequency (RF) modulator while the FCC reexamines its own guidelines for electronic television accessories. Atari argued that the FCC should have forced Texas Instruments to abide by the present rules until changes became final. The present regulations prohibit the marketing of stand-alone modulators. Texas Instruments uses these modulators with its Model 99/4 personal computer system.

#### Radio Shack And Apple Ask FCC For Deadline

Extensions: Tandy Corporation (parent company of Radio Shack) and Apple Computer Company have filed separate petitions with the FCC, asking that the FCC's July 1, 1980 deadline for compliance with new radiation standards be extended. They feel that there could be an adverse effect on products still in dealer stocks, which could take 6 to 9 months to sell. All units

manufactured after July 1 will have to comply with the standards. General Electric, General Telephone and Electronic (GT&E) Services Corporation, Honeywell, Control Data Corporation, Atari, American Telephone and Telegraph (AT&T), the Computer and Business Equipment Manufacturers Association (CBEMA), and Electronic Industries Association (EIA) have also filed petitions. Most of these petitioners asked for a 2-year extension, while some asked for as many as 7 vears.

Word-Processing Standard In Development: An American National Standards Institute (ANSI) Group (number 4 of X4A12) has completed a working draft of the page-image format of a word-processor standard. The purpose is to facilitate communications between word processors from different vendors in a common language. The present draft is considered only a first step; the first part of the standard is expected to be adopted by midyear.

#### Microprocessor Technology Seen Affecting Employment: A

report presented at a recent conference of the Organization for Economic Cooperation and Development (OECD) in Paris, France, cited an impact on employment in Japan by microcomputers. The report was prepared by a special committee organized by the Japan Information Processing Development Center and sponsored by the Ministry of International Trade and Industry.

The report forecasts substantial job layoffs due to labor-saving microcomputer-controlled equipment. The biggest effect will be felt in assembly manufacturing where automation will substantially reduce the number of unskilled workers on the assembly line. On the other hand, the report predicted an increased need for systems and software personnel.

KLicrocomputer Lip-Reader For Deaf: The Research Triangle Institute in North Carolina. working with funds from the National Aeronautics and Space Administration (NASA) and the Veterans Administration, is developing a microprocessor-based system to help the deaf read lips. The device, called Autocuer, can increase a trained lip-reader's comprehension from the typical 25% to about 90%. A light-emitting diode (LED) display projects representations of sounds as nine simple patterns corresponding to the sound.

ommodore Introduces New 4-bit Microprocessor: While other semiconductor makers are going to larger microprocessors (typically 16-bit or enhanced 8-bit devices) Commodore has decided to go in the other direction. Chuck Peddle, the wizard who created the 6502 microprocessor (used in the PET, Apple, Ohio Scientific, Atari, and other computers) and who also created the KIM-1 and PET computers, has now turned his efforts to designing a "super" 4-bit microprocessor called the MCS4500. Using complementary metal-oxide semiconductor (CMOS) technology, it has thirtyfour instructions, onboard memory (including 2 K bytes of read-only memory and 176 nybbles of scratch-pad memory), and can directly drive up to four multiplexed liquid-crystal displays (LCDs). Memory can be expanded, and many of



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the features found on 8-bit processors are included. Commodore will offer an assembler and emulator for the device that runs on a PET microcomputer.

#### LEEE Developing Assembly-Language Standard For Microcom-

puters: The Institute of Electrical and Electronics Engineers (IEEE) is developing a standard for assembly language on microprocessors (IEEE Task P694/D11). It is long overdue and will be of enormous value to all assembly-language programmers who are struggling to write code for different microprocessors. The group working on the standard has done some genuinely worthwhile things, such as demonstrating that all the current major microprocessors can be handled by a single standard.

The problems of present inconsistency are incredible. For example, in assembly code for some processors, MOV A,B means "move the contents of register B to A," while for others it means just the opposite.

The new IEEE standard should cure problems such as those that occurred when Zilog did not use the Intel mnemonics for the Z80's instructions, which are a superset of the 8080's instructions (probably because Intel copyrighted the mnemonics).

The standard also covers instruction names, address modes, operand sequences, expression evaluation, constants, labels, comments, and assembler directives. The standard does not specify the syntax necessary to support macroinstructions or conditional assembly.

The IEEE Computer Society is to be congratulated for its activities in developing computer standards, which are overcoming problems created by companies that all too often intentionally create incompatibilities to protect their competitive position.

I predict that this assembly-language standard will meet with the wide adoption that the other IEEE standards (such as the IEEE-488 interface and IEEE S-100 bus standards) have met. You can obtain a copy of the Assembly Language Standard draft by sending a self-addressed 10 by 13 inch (25.4 by 33 cm) envelope with \$0.54 US postage affixed to Dr Robert G Stewart, Chairman of Computer Standards Committee, IEEE Computer Society, 1658 Belvoir Dr, Los Altos CA 94022.

Incidentally, the IEEE is also working on several other standards relevant to the microcomputer area. These projects are: Multibus, Microbus, Futurebus, Floating Point, High-Level Languages, Pascal and Relocatable Object Format. I will try to report on IEEE's progress in a future BYTELINES column.

elecomputing Companies Off To A Good Start: The Source, a telecomputing service provided by Telecomputing Corporation of America (or TCA, headquartered in McLean, Virginia), is just six months old. The Source has 3000 subscribers and is adding 500 more per week. The company, which provides information retrieval and software services via a telephone network, has grown to thirty-five employees and a monthly revenue of \$100,000. TCA is aiming to have 100,000 customers by the end of 1980.

A competing service called MicroNet, provided by CompuServe Incorporated of Columbus, Ohio, is aimed more at the hobbyist. They claim to have 1200 customers already. However, there is a dark cloud on the horizon, in the form of the Teletext and Viewdata systems now being tested by GT&E, Texas Instruments, and others. This may provide much lower cost but less flexible data access to the home television screen.

lat CRT Unveiled At **CES:** Sinclair Radionics demonstrated a prototype of their flat-screen cathode-ray tube (CRT) at the Consumer Electronics Show (CES) held in January. Sinclair hopes to use it in a \$125 television receiver to be available in late 1981. The electron gun is mounted sideways, with the beam deflected to strike the phosphorcoated screen. The image is brighter than images on conventional CRTs. The entire receiver will measure 2.5 by 10.2 by 12.7 cm (1 by 4 by 5 inches). The company is doing additional research to develop large-screen and color flat CRTs.

Random Rumors: Centronics, the largest supplier of printers today, will soon cut prices 20 to 30% on existing low-cost printers and will unveil new products directed specifically at the personal computer market, including both impact and nonimpact serial matrix units .... Dataproducts, Okidata, and a number of Japanese manufacturers including NEC are rumored working on multipass, high-density, dot-matrix printers to compete with the RC Sanders Technology Systems Media 12/7 printer. However, at present Sanders Technology has about a 2-year lead time on this technology.... Radio Shack might introduce

more than one new personal computer system in the late fall (see the February 1980 column for previous rumors).... Reports have been circulating that Data General is developing a desk-top computer, codenamed Wing. It will use a microprocessor, have two floppy-disk drives, and will be made in Taiwan.... It is rumored that Toshiba Electric Company is working on an experimental voiceinput typewriter. The unit will be able to type 100,000 to 200,000 different words in Japanese and will recognize words with 90% accuracy. Toshiba recently demonstrated prototype voice-activated television and high-fidelity equipment.... More rumors are surfacing regarding the future plans of Apple Computer Company. Reportedly the new model Apple computer will be a Pascal machine for educational users. Also, Apple will place increased emphasis on the business market....

**Congress Considering Two Personal Computer Bills:** Did you know that two bills about personal computers have been introduced in Congress? One is H.R.3822, which would set up a national endowment for personal computers. The other is H.R.4326, which would create a presidential commission to make recommendations about the personal computer field.

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

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### Technical Forum

### Simplifying the Curve-Plotting Calculation by Geometric Means

A David Nawrocki, 1101 Wiltshire, San Antonio TX 78209

I enjoyed reading Timothy G Bowker's interesting article "Minimizing Curve-Plotting Calculation" (December 1979 BYTE, page 134). Perhaps it is worth pointing out that his equation (1) on page 138, which involves arctangent and cosine functions, can be reduced to a more efficient form for computational purposes. Although the improvement is slight, the use of a single square-root term will allow more rapid calculation than the trigonometric functions originally used. If a very large number of points must be plotted, the accumulated savings in time can be significant.

First, let us note from the illustration in figure 1 that his  $\triangle x_s$  (the quantity to be found) is related by similar



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triangles (I and II) to  $\triangle x_4$ ,  $\triangle y_4$ , and L (quantities known from previous steps) as follows:

$$\Delta \mathbf{x}_5 = \mathbf{L} \Delta \mathbf{x}_4$$

$$\sqrt{\Delta \mathbf{x}_4^2 + \Delta \mathbf{y}_4^2}$$

The possible scale factors M and N cancel out, and it is not necessary to compute  $Q_4$  to obtain  $\triangle x_5$ .

### Alpha Locking in Software

#### W S Lewis, POB 1555, East Canton OH 44730

Those readers of BYTE who are not hardware fanatics can accomplish the same results in software as was obtained by use of hardware in Terry Conboy's article "Alpha Lock for Your ASCII Keyboard" (January 1980 BYTE, page 156). You can let your computer do the work!

In particular, users of the Z80 microprocessor can add 8 bytes of code to the keyboard-input subroutine. The code shown here as listing 1 should appear in the input

**Listing 1:** Portion of Z80 code for uppercase to lowercase conversion, input section.

Hexadecimal Object Code	Instruction Mnemonics	Comments
DB 30	XIN IN A,(30H)	STATUS PORT
CB 4F	BIT 1,A	
28 FA	JR Z,XIN	
DB 31	IN A,(31H)	;KEYBOARD
CB BF	RES 7,A	;MASK PARITY

**Listing 2:** Final portion of Z80 code for uppercase to lowercase conversion.

Hexadecimal Object Code	Instruction Mnemonics
FE 61	CP 61H
F8	RET M
FE 7B	CP 7BH
FO	RET P
D6 20	SUB 20H
C9	RET

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### Structured Systems

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subroutine. The code in listing 2 goes at the end of the input subroutine, just before it returns to its calling routine.

Note that the uppercase option is completely under software control. The first compare-immediate (the CP 61H) instruction in listing 2 can be changed to a return (RET) instruction when lowercase is desired, and restored to CP when uppercase is desired.

### Maintaining a Single Exit Point

Armond Inselberg, 234 Central Ave, Mountain View CA 94040

I agree with James Lewis, author of "Some Notes on Modular Assembly Programming" (December 1979 BYTE, page 222), in his emphasis on modular programming. However, another important tenet of structured programming is the use of a single entry point and a single exit point for a given program module.

The ABORT routine in the modular 8080 code example of listing 2 (on page 224) violates this principle of having only one exit point. In this case we find that the ABORT routine can be exited by either the JNZ (ie: jump if accumulator is not equal to 0) instruction or by the RET (return from subroutine) instruction.

To apply the single-exit principle to the ABORT routine, we must arrange things such that the RET instruction causes a return either to the monitor or to the main level of the application code. To return to the monitor using RET, we must replace the current return address on the stack with the entry-point address for the monitor.

The top of the stack can be changed with the XTHL instruction, which exchanges the contents of the H and L registers with the top of the stack. The ABORT routine would then be coded:

ABORT	LDA SHKEY ORA A	
RETURN	JZ RETURN LXI H,MONITOR XTHL RET	no shift key request shift key hit exchange stack and HL

However, my preference is that the return to the monitor never be made at all from the ABORT routine, since ABORT is nested below the main level of code. I would rather proceed as follows.

First, in ABORT, test for the conditions requiring a monitor return, and set up the stack (if necessary) for the return to the monitor. Then, ABORT should set a signal requesting a return to the monitor, and then just return to the main level of the application code. At the main level, either a return to the monitor or a jump to the starting point of the application would be made.

The main level would then be coded:

DM
1

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; no monitor request ; monitor return requested.

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#### Text continued from page 50:

address in the computer's memory from which the data was written onto the disk. All DTS numbers written on the disk have the bits that indicate the disk-drive number masked to 0 so that the file can be read from any disk drive, regardless of the drive in which it was loaded when it was written.

The sector trailer is 4 bytes long. The first 2 bytes contain the check sum. The last 2 bytes, except in the last sector in a file, contain the DTS number of the first sector of the file. In the last sector of the file, the last 2 bytes of the sector trailer contain the address at which execution of the contents of the file begins.

#### Software: The Basic Disk Routines

The basic disk routines handle head positioning, drive selection, sector selection, motor control, and computation of the check sum. Head positioning is performed by the use of the step and direction bits of the driveselect/status word (hexadecimal location CC03). Since the only indication of the position of the head is the track-0 bit in the drive-select/status KIMDOS is a KIM-1 compatible version of the Percom MINIDOS disk operating system.

word, the position of the head must be kept by software as a value in memory.

In a multiple-drive disk system, it is desirable to keep track of the head positions of all drives in the system. The drive-selection routine (subroutine DRIV in listing 1) takes care of this. It saves the current track number of the current drive, restores the current track of the desired drive, and latches the desired drive into the controller. KIMDOS reinitializes the track registers (hexadecimal locations 000F thru 0013) with each operation so that preservation of these bytes is not necessary. However, if the system should be expanded with additional software, the track registers become very important. Inadvertant altera-



tion of these locations would cause reading or writing of the wrong track.

In a multiple-drive system, drive motors are either all running or all stopped. The motors cannot be controlled individually since the driveselection circuitry does not affect the motor-on signal. This necessitates some special handling of drive selection.

The drive-selection routine must insure that the write head is disabled before switching drives, or the area currently under the head of the newly selected drive will be overwritten. The drive-selection routine must also insure that the sector counter on the controller board is synchronized with the newly selected drive. This can be done only after at least one index pulse has been received from the new drive to reset the sector counter.

The sector-selection routine reads the sector number from the controller. It must catch the leading edge of the desired sector so that the read or write operation does not begin in the middle of the sector; it does this by looking for the change from the previous sector to the desired sector. The sector-selection routine detects the disk-missing condition by setting a KIM hardware timer located on one of the 6530 devices for a guarter of a second. If the timer times out before the desired sector is found, the routine assumes that the disk is not properly inserted in the drive.

#### **Read and Write Routines**

The read and write routines are a fundamental part of KIMDOS, which is given in listing 1. Listing 2 is a cross-reference table for the symbols used in listing 1.

The read routines are designed to automatically try again to read incorrectly read sectors. They will try to read a sector up to six times before reporting a read error. Intermittent errors (such as those caused by random electrical noise, airborne contaminants, slight fluctuations in motor speed, small defects in the written data or track surface, or any combination of the above) can be recovered by rereading the sector.

After a read error, the read routine acts as follows: first, the routine rereads twice. If that fails, the routine moves the head to track 0 and back in an attempt to clear any interfering *Text continued on page 178* 

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isting 1: JOS is a FD-400 exadecir rammab	KIMDU5, a sr set of disk rea floppy-disk sy nal addresses ( nead-only m	nall disk- d and wri stem. Kll 2000 thru emory (E	operating te routin MDOS c C3FE) L PROM).	g system for th tes used with a occupies unde and can be stu . Observe thau	te KINI-1 microc a KIM-1 conneci r 1 K bytes of ored in one 270 t this listing dou	omputer. Nuvi- ted to a Percom memory (from 8 erasable pro- es not use stan-	66666666666666666666666666666666666666	АСИТ СКРТ СКРТ СКРТ СКРН 155А КОТ FND	99999999999999999999999999999999999999	HEAD COUNT TEMPUHANT CKSUM POINTEH DATVE THACK SAVE THACK SECTCH SAVE END OF DATA
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-	0170:					SEEX :	MOVE	HEAD TO	DESIRED THACK
-	172:	0.060	AS	10		SFEX	LDAZ	DSTK	GET DESIRED THACK#
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Z

DISK DVERHUN PERMINENT READ ERHOR : LOVE HEAD IN CH OU'T 1 THACK SIRETCH PULSE WIDIH INITDV : INITIALIZE THE THACK REGISTERS UNCONDITIONAL BHANCH MSB 5 TRACK HEGISTERS INIT A HEGISTER COUNT ZERO CURENT THACK 2 BLANK SECTOR RETHIGGER MOTOR RESET STEP BIT CET DHIVE# IN SET DIRECTION OFFLINE CODE WHITE SECTOR STPBIT SET STEP DIT READ SECTOR STEPIN STEP IN RIT THE PASIC ROUTINES : MOVE HEAD TO TRACK Ø MOVE OUT TRACK 0? MOVE IN INTLUP NEXT DN LVTDEC CUTBIN PRVMSK DRVMSK \$0003 \$0004 \$0004 DISL LODX FWDC TKIN TKIN TKOT DVST CRTK SETL DV5T MTVR DVST RSEX WSEX SAVX STAZX CHTK GFTP PTSL DEL DEL 202 \$ DF INITEV LDAIM SFF LDXIM \$04 DEL STA LDA JMP LDA ANDIM LDA ANDIM LDAIM STAZ , TKOT MIAHO ORAIM LSRA LSHA JUMP TABLE STA JSR SEC'LION 1 BPL STA DEX JSR HSL HSL SEG 40% LDA BCS AWD NOP NOP PLNKSC \* READER \* INTLUP OVHUN GTKX TKIN **CTKX** CETP TKOT TKIN HULTUR 80 22 00 00 000000 CØ1A A2 Ø4 CØ1C 95 ØF CØ1E CA CØ1F 1Ø FB CØ21 6Ø 44 M B B B B M 76 77 77 77 513 03 CF 18 203 Listing 1 continued: UA 90 47 89 86 83 VA V C.F 7E LL. CØ2E 4A CØ2F 4A CØ3Ø BØ CØ32 A9 C000 40 C003 40 C006 40 C009 40 C009 40 C009 40 C007 40 C007 40 CØ38 AD CØ31 29 CØ31 4C CØ12 4C CØ15 4C 200 200 200 200 885 85 CØ55 29 CØ57 80 AD 4C C010 A9 CØ40 AD 80 F A F A CØ43 29 C047 8D CØ4A 20 C045 09 8131: C014 8132: C016 8133: C016 8134: C016 8135: C016 8135: C021 8136: 8136: 8138: 8138: C022 8138: 8148: C022 8148: C025 CØ34 CØ36 C 04D CØ54 CØ50 CØ52 C053 0110: 0000 Ø141: CØ28 Ø142: CØ28 CØ4F CØ5A 0112: 0112: 0113: Ø 167: Ø 168: Ø 169: 0115: :6110: 0116: 0117: 0118:

0292:       C11F       AD       07       17       CKSEC       LDA       TOUT       TIME <up?< td="">         0293:       C122       D0       00       MO       SECT       CET       CHHENT       SECTOH         0296:       C127       29       0F       LDA       SECT       CET       CHHENT       SECTOH         0296:       C127       29       0F       ANDIM       SCTMSK       CET       CHHENT       SECTOH         0299:       C127       68       MISS       PLA       RESTOHE       STACK         0299:       C126       68       MISS       PLA       RESTOHE       STACK         0299:       C126       C18       MP       FRHJ       RESTOHE       STACK         0299:       C126       C18       MP       FRHJ       RESTOHE       STACK         0299:       C126       C18       MP       FRHJ       RESTOHE       STACK         0201:       C18       C176       FR       START       KOTOH       MP         0203:       C136       F0       START       LOA       MO       MP         0203:       C136       F0       START       LOA       MO<th>0312:       C142       DØ FA       FNE       DELSS         0313:       C144       4C B1 CØ       STARTA JMP       HETRIG         0314:       C144       4C B1 CØ       STARTA JMP       HETRIG         0315:       C147       78       CTSC : WAIT FOH DESIRED SECTOH TO COME AHOUND         0316:       C147       78       CTSC : WAIT FOH DESIRED SECTOH TO COME AHOUND         0317:       C147       78       CTSC : WAIT FOH DESIRED SECTOH TO COME AHOUND         0317:       C147       78       CTSC SEI       DISABLE INTEHUPTS         0317:       C148       20       GTSC SEI       DISABLE INTEHUPTS         0319:       C148       20       17       ULUPA JSH       CKSEC         0328:       C148       20       17       ULUPA JSH       CKSEC       IFI MEN         0322:       C156       20       17       ULUPA JSH       CLUPA       UR       MAIT FIAL         0323:       C155       18       CLUPA DSI       DESIRED       SCIAR       MAIT FOH         0322:       C155       06       BNE       CTLUPA DSIA       DESIRED       SCIAR       MAIT FOH         0323:       C156       68       RTS       RE</th><th>0327:       CRC : COMPUTE CHECKSUM FROM DATA &amp; HEADEH         0328:       C157 A5 14       CHC       LDA       CPTL       MOVE DATA PTH         0329:       C157 A5 14       CHC       LDA       CPTL       MOVE DATA PTH         0329:       C157 A5 14       CHC       LDA       CPTL       MOVE DATA PTH         0329:       C157 A5 15       CHC       LDA       DPTL       MOVE DATA PTH         0331:       C151 A5 15       STA       CKPL       TO CKSUM PTH         0332:       C151 A5 15       STA       CKPH       CET LENGTH         0333:       C151 A6 07       LDX2 LEN       CET LENGTH         0333:       C161 A9 00       DATA ZENO       CLEAH SUM         0335:       C164 28 78       C1       JSH       CKPH FOLD         0338:       C165 28 72       C1       JSH       CCMPUTE DATA SUM         0338:       C165 28 72       C1       JSH       CCMPUTE DATA SUM</th><th>8339:       C16B       EB       INX         8348:       C16C       86       1C       EXZ       CKPL         8348:       C19C       86       1C       EDXIM       EDCIM       EDELEN         8342:       C172       51       1C       CX       EDYIM       EEDLEN       IEADER       LENGTH         8343:       C172       51       1C       CX       EDRIY       CKF1       COMPUTE       CKSUM         8344:       C177       98       B346:       C177       98       B346:       C177       98         8345:       C177       98       B2       CG       CG       CG       B346:       C177       B346:       C177       B346:       C177       B346:       C176       B346:       C176       B346:       C176       B346:       C176       B346:       C176       B7       B7       Ext       B351:       C177       B7       B7       Ext       B351:       C177       B7       B7       Ext       B351:       C177       B7       C17</th></up?<>	0312:       C142       DØ FA       FNE       DELSS         0313:       C144       4C B1 CØ       STARTA JMP       HETRIG         0314:       C144       4C B1 CØ       STARTA JMP       HETRIG         0315:       C147       78       CTSC : WAIT FOH DESIRED SECTOH TO COME AHOUND         0316:       C147       78       CTSC : WAIT FOH DESIRED SECTOH TO COME AHOUND         0317:       C147       78       CTSC : WAIT FOH DESIRED SECTOH TO COME AHOUND         0317:       C147       78       CTSC SEI       DISABLE INTEHUPTS         0317:       C148       20       GTSC SEI       DISABLE INTEHUPTS         0319:       C148       20       17       ULUPA JSH       CKSEC         0328:       C148       20       17       ULUPA JSH       CKSEC       IFI MEN         0322:       C156       20       17       ULUPA JSH       CLUPA       UR       MAIT FIAL         0323:       C155       18       CLUPA DSI       DESIRED       SCIAR       MAIT FOH         0322:       C155       06       BNE       CTLUPA DSIA       DESIRED       SCIAR       MAIT FOH         0323:       C156       68       RTS       RE	0327:       CRC : COMPUTE CHECKSUM FROM DATA & HEADEH         0328:       C157 A5 14       CHC       LDA       CPTL       MOVE DATA PTH         0329:       C157 A5 14       CHC       LDA       CPTL       MOVE DATA PTH         0329:       C157 A5 14       CHC       LDA       CPTL       MOVE DATA PTH         0329:       C157 A5 15       CHC       LDA       DPTL       MOVE DATA PTH         0331:       C151 A5 15       STA       CKPL       TO CKSUM PTH         0332:       C151 A5 15       STA       CKPH       CET LENGTH         0333:       C151 A6 07       LDX2 LEN       CET LENGTH         0333:       C161 A9 00       DATA ZENO       CLEAH SUM         0335:       C164 28 78       C1       JSH       CKPH FOLD         0338:       C165 28 72       C1       JSH       CCMPUTE DATA SUM         0338:       C165 28 72       C1       JSH       CCMPUTE DATA SUM	8339:       C16B       EB       INX         8348:       C16C       86       1C       EXZ       CKPL         8348:       C19C       86       1C       EDXIM       EDCIM       EDELEN         8342:       C172       51       1C       CX       EDYIM       EEDLEN       IEADER       LENGTH         8343:       C172       51       1C       CX       EDRIY       CKF1       COMPUTE       CKSUM         8344:       C177       98       B346:       C177       98       B346:       C177       98         8345:       C177       98       B2       CG       CG       CG       B346:       C177       B346:       C177       B346:       C177       B346:       C176       B346:       C176       B346:       C176       B346:       C176       B346:       C176       B7       B7       Ext       B351:       C177       B7       B7       Ext       B351:       C177       B7       B7       Ext       B351:       C177       B7       C17
SØA LESS FHAN 10° FADPHM NO, FRHOH FSTK RET FHACK THKMSK CLEAH DHIVE TRKLMT OVEHFLOW? DRIV NO, GO CHECK CHIVE ONHUN YES, FRHOH 4 INVSEC INVALID SECTOH INVSEC INVALID SECTOH DVST GET CUHHENT DHIVE SCØ SAVE SAVE DVST GET CUHHENT DHIVE SCØ SAME? FHOH SAME? CHOH SAME? SWIT NO, SWITCH DHIVES FHIN NO, SWITCH DHIVES	SFF DRIVE INITIALIZED? DI NO DS YES CHDH ROL DHIVE# TO 2 LSB CATK SAVE CUHHENT THACK CTKP IN SAVEAHEA	CTKP GET GURHENT THACK CRTK FROM SAVEAREA WRTBIT DVST IS WHITE GATE OFF? DB NO , THEN WAIT	DTSL NOW SELECT DHIVE DRVTST SYNC TO DHIVE DRVTST SYNC TO DHIVE CRTK DRIVE ONLINE? SFF DRIVE ONLINE? CS YES ONLINE? DS YES ONTOH START CHECK MOTOH SEEX FIND PESIHED THACK
CKP CKP CCS CCS CCAPIM CMPIM CMPIM CCC CCC CCC CCC CCCC CCC	CMPIM REG DNE DNE DNE DNE CLC CLC CLC CLC CLC CLC CLC CLC CLC CL	CC DB BIT BCLA BCLA BCLA CLAZ CDA STAZ CDA BIT PLA	CØ DI STA JSR JSR JSR LDA CØ DI JSR DP JSR JSR JSR CØ JSR HTS CC : PARI
0231:       C005       C0       0         0233:       C005       0       0         0234:       C005       23       0       0         0234:       C005       23       0       0       0         0234:       C005       23       0       0       0       0         0234:       C005       C005       C0       0       0       0       0         0235:       C005       C005       A9       0       0       0       0         0234:       C005       A9       0       0       0       0       0       0         0234:       C005       A9       0	8251: COE1 C9 FF 8252: COE3 FØ 24 8255: COE3 FØ 24 8255: COE7 10 30 8255: COE8 A5 10 8255: COE8 A5 10 8255: COE8 2A 8255: COE8 2A 8261: COEE 2A 8261: COEE 2A 8263: COE1 368 8263: COE1 368 8264: COE5 A5 0F	8265: C0F5 18 8267: C0F5 18 8269: C0F5 2A 8269: C0F8 2A 8278: C0F9 AA 8278: C0F6 85 10 8278: C0FC 85 10 8272: C0FC 85 9F 8273: C0FE A9 08 8274: C108 2C 03 0 8275: C105 568	0278:       C106       00       03         0279:       C107       20       95         0281:       C106       00       03         0281:       C106       00       03         0281:       C106       00       03         0281:       C106       00       03         0281:       C116       C9       60         0282:       C1110       20       03         0284:       C1110       20       03         0285:       C1110       20       03         02883:       C1110       18       03         02893:       C1110       18       03         02893:       C1110       18       03         02893:       C1110       18       03         02991:       0291:       03       03

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ELSE USE ADDRESS IN HEADER PASS OVER SECTOR BOUNDARY READ UNTIL COUNT EXPIRES CHECK FOH PHOPEH IHACK COMPUTE CHECKSUM COMPARE WITH ONE HEAD USE ALT IF NON-ZERD RESTORE INTERHUPTS CET REST OF HEADER PHOPEH SECTOR? STAR' RECIEVER POSTAMBLE CET CHECKSUM AND POSTAMBLE IGNORE DRIVE BYTE DETERMINE WHICH ADDRESS TO USE DATA READY? SKIP SYNC SYNC FOUND COUNT THYS GET SECTOR CET INACK SEEK EHH < PHEPARE FOR READING DATA SAVE 22 07 THKMSK SKER ZERO DPTH ALTL DPTL GDAT DALP HDTA DPTH HQ HRST DSTK ALTH TCTH HDST CRC CKSL SKER RCNT SERH HEAD SKEH DSTK DSEC BLTK HLUP NOAL TGTL DPTL DP T H ZERO DALP CLUP TPXH CKSH SUCC CKSL 500 LEN 504 NOK CPXIM \$08 Z ZI ZH N BNE STAZX STAIY INY DYIN LDXIM STAZX CPXIM MIGNA TYA STAZ CPYZ STAZ LDAZ STAZ DAZ LDAZ CMP Z DEQ PLP DECZ CMP Z LSRA LDAZ STAZ CMP Z BNE LDAZ

Listing 1 continued on page 168



### Record keeping problems? Our CCA Data Management System solves them easily.

Having information at your fingertips can make your job a whole lot easier. And that's what the CCA Data Management System is all about.

With this Personal Software<sup>\*\*</sup> package and an Apple II<sup>\*\*</sup> or TRS-80<sup>\*\*</sup> disk system, it will be far easier to keep inventories, customer lists, accounts receivable and payable records, patient histories and many more items.

In fact, you can use the CCA DMS for all of your data management needs, rather than buying (expensive) or writing (time consuming) separate programs for each application. That's because DMS lets you create your own filing systems, adapting itself to the types of records you keep. You specify the number and names of each data field—without any programming.

With DMS keeping all of your records, you only have to learn how to use one system. That's easier, too. It's menu driven, with plenty of prompts to help you create files and add, update, scan, inspect, delete, sort, condense and print data. Our comprehensive 130-page step-by-step instruction manual even provides complete "how to" inventory and mailing list applications so you can start processing immediately.

DMS is a very powerful system, with more file and record storage capacity than other data base programs on the market.

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Circle 99 on inquiry card.

And it also gives you greater data handling flexibility. To customize DMS, write add-on BASIC programs that read or write DMS files and perform any kind of processing you want.

You can sort and print your data in nearly any form of report and mailing label you want. Sort data by up to 10 fields for zip code, balance due, geographic location or whatever. And print reports with subtotals and totals automatically calculated.

The CCA Data Management System, written by Creative Computer Applications, has two years of field testing on other microcomputers. Now Personal Software makes DMS available on the TRS-80 Level II and Apple II and II Plus 48k disk systems. And at under \$100, DMS is also easy to afford. One demonstration will convince you how easy computerized record keeping is. Ask your Personal Software dealer to show you. To locate your nearest dealer, contact Personal Software, Inc., (408) 745-7841, 592 Weddell Dr., Sunnyvale, CA 94086.

See us at NCC booth 48 and 49.



FE DATA ADDHESS Ahget gheateh End V Aetuhn	PHEPAHE FOR MEXT SECTO THACK/SECTOH TO VAHD LINK FOHWAHD LINK AACK/SECTOH	VDITIDNAL AHE DHIVE A EXIT E PHOTECT CN?	UTE CHECKSUM IT CHAR FOR USHT	INTEHHUPT STATUS SECTOH F THANSMITTEH E LEADEH 16 X ØØ	SYNC E 1Ø RYTE HEADER	LENGTH E DATA ng 1 continued on page 170
UPDA IF TA THAN THE	M C C S C C S C C C S C C C C C C C C C	UNCO TOR PREP ERRO WRIT NO	COMP SAVE FILL	SAVE FIND STAH WRIT	SEND WRIT	GET WRIT Listi
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ADCZ STAZ BCC INCZ LDAZ CMPZ BEQ BEG BTS	LDAZ CMPZ CMPZ FCC FCC STAZX STAZX STAZX STAZX STAZX STAZX	DMI SMITE JSR BCS LLDAIM BIT BNE SEC	HTS JSR STAZ LDAZ STAZ LDAIM LDAIM STA	PHP JSR STS STA LDXIM JSR DEX	LUDAIM LUDAIM LUDAZX LUDAZX LUDAZX LUDAZX LUDAZX LUDAZX LUDAZX LUDAZX LUDAZX LUDAZX LUDAZX LUDAZX	LDYIM LDYIM JSH INY DEX
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stays fully protected. BASIC Compiler runs on your TRS-80 Model I with 48K and disk drive. The package includes BASIC Compiler, linking loader and BASIC library with complete documentation. \$195.00.

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To perform a differentiation you could enter: ?DIF ( $A^*X \uparrow 3 + SIN(X \uparrow 2),X$ );

In almost no time, the computer would reply with:  $(a^*X^*COS(X^*2) + 3^*A^*X \uparrow 2)$ .

Or to add fractions:  $\frac{21}{3} + \frac{5}{6} + \frac{2}{5} + \frac{3}{7}$ ; The instantaneous answer:  $\frac{419}{210}$ .

Or to perform a more difficult trigonometric expansion you enter:  $SIN(2^*Y)^*(4^*COS(X)\uparrow 3-COS(3^*X) + SIN(Y)^*(COS(X+Y+\#PI) - COS(X-Y));$ 

Just a few seconds later, the computer replies: @4\*SIN(Y)\*COS(X)\*COS(Y).

muMÁTH has virtually infinite precision with full accuracy up to 611 digits.

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package. A superset of the language LISP, muSIMP is designed especially for interactive symbolic mathematics and other artificial intelligence applications.

muMATH and muSIMP were written by The Soft Warehouse, Honolulu, Hawaii. Priced at \$74.95, the package includes muMATH, muSIMP and a complete manual.

It requires a Model I TRS-80 with 32K and single disk. muMATH for the Apple II Computer will be available later this year.

You can buy muMATH and BASIC Compiler at computer stores across the country that carry Microsoft products. If your local store doesn't have them, call us. 206-454-1315. Or write Microsoft Consumer Products, 10800 Northeast Eighth, Suite 507, Bellevue, WA 98004.

MORE

FROM

MICROSOFT



YBOAHD CONTHOL HOUTINES	TO WRITE FILE E FOLLOWING VIA KIM: 6 ADDRESS 14,15 0 ADDRESS 14,15 10,15 0 ADDRESS 19,14 ACK/SECTOR 10,10 E	INTCVT INIT AND CONVERT KEAR EAROR SAVX WHITE FILE	KEHH CVTDEC CONVEHT D/T/S STRT RETURN TO KIM	A WEMDAY FILE E FOLLOWING ACK/SECTOR 1C,1D E TARGET OR Ø 16,17	INTCVT INIT AND CONVEHT KERR LODX READ FILE	LAST SHOW LAST HHK/SECTUM PNTL EAHOA CODE TC DISPLAY	&FF ERHOH FLAG PNTH KIMQ	VERT TRACK/SECTCH FOR DISPLAY	\$FF ZERO COUNTE? PNTH	DSTK GET FHACK # TRKMSK IGNOHE DHIVE#	PNTH	SØA DIVIDE BY 10 LOOP LSO FHANCH NO BOHHOW	SØA HEMAINDEH IN A	DSEC CONVERT ALTERNATE TO	KSS TO SEQUENTIAL SECTOR SØ4 ADD 4 + CANNY	PNTL SAVE			PNTL MERGE THACK LSB	FNIC With device	TISTING I CUMUMBER ON PARA
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WRITE CHECKSUM & POSTAMBLE LNTH : COMPUTE LENGTH AND FIND LAS'T BLOCK COVE EXECUTION ADDRESS FIND NEX'T AL'TERNATE IF NOT 3 : CALCULATE FORWARD LINK. ASSUMES FLTK =CURRENT THACK GET CURRENT SECTOR NO THEN LENGTH= 100 RESTORE INTERHUPTS CLEAR FORWARD LINK RESTORE INTERHUPT SEND A BYTE WHEN USH'T IS HEADY SUBTRACT TARGET TO GET LENGTH NEXT THACK FIHST SECTOR UNCONDITIONAL UNCOND IT IONAL LAST BLOCK? NEXT SECTOR USRT READY? ND, WAIT SEND A EYTE LAST BLOCK THEN ADD 2 FROM END CR 9 YES ENDH DP TH LQ WSU \$04 CKSL DUT ENDL DPTL LEN FLTK FLSC EXCL PSTL FSTH PSTH FLTK \$00 FS 501 FLSC RDST WDTA 5 8 0 L E N **WSV** BNE LDYIM LDAZX JSR CMPIM S LDAIM LDAZ SEC SEC SECZ STAZ LDAZ SECZ SECZ STAZ RTS INCZ LLDAZ STAZ LLDAZ STAZ RTS ST AZ ST AZ ST AZ CLC RTS PLP SEC RTS PLP DEY LDA PLA STA HTS RTS PHA .. FWDC WERR LNTH FWDC OU T OUT Q VSW 01 щ Ш Ц Ц 8593: C318 DN F7 8594: C31A AN 04 8595: C31A AN 04 8595: C31C D5 00 8596: C321 E8 8599: C322 88 8599: C322 88 8599: C322 28 20 00 8647: C363 48 8648: C364 AD 88 C 8649: C364 AD 88 C 8658: C369 68 8651: C366 68 81 C 8652: C365 68 81 C 
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\$1695 (available May/June '80)

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The CBM 8050 Dual Drive Floppy Disk in an enhanced version of the intelligent CBM 2040 Disk Drive. The CBM 8050 has all of the features of the CBM 2040, and provides more powerful software capabilities, as well as nearly one megabyte of online storage capacity. The CBM 8050 supplies relative record files and automatic diskette initialization. It can copy all the files from one diskette to another without copying unused space. The CBM 8050 also offers improved error recovery and the ability to append to sequential files.

HARDWARE SPECIFICATIONS Dual Drives Two microprocessors 974K Bytes storage on two 5.25" diskettes (ss) Sectors 17-21 Sectors 17-21 Combination power (green) and error (red) indicator lights Disk Operating System Firmware (12K ROM) Disk Buffer (4K RAM)

FIRMWARE DOS version 2.0 Sequential file manipulation Sequential user files Relative record files Append to sequential files Improved error recovery Automatic diskette initialization Automatic directory search Command parser for syntax validation Program load and save

#### CBM<sup>™</sup> 8000 SERIES BUSINESS COMPUTERS

The new Commodore 8000 series computers offer a wide screen display to show you up to 80-character lines of information. Text editing and report formatting are faster and easier with the new wide-screen display. The 8000 series also provides a resident Operating System with expanded functional capabilities. You can use BASIC on the 8000 computers in both interactive and program modes, with expanded commands and functions for arithmetic, editing, and disk file management. The CBM 8000 series computers are ideally suited for the computing needs of the business marketplace.

SCREEN 2000 character display, organized into twenty-five 80-column lines 64 ASCII, 64 graphic characters 3 x 8 dot matrix characters Green phosphor screen **Brightness control** Line spacing: 11/2 in Text Mode 1 in Graphics Mode **KEYBOARD** 73-key typewriter style keyboard with graphic capabilities Repeat key functional with all keys MEMORY CBM 8016: 16K (15359 net) random access memory (RAM) CBM 8032: 32K (31743 net) random access memory (RAM) POWER REQUIREMENTS Volts: 110V Cycles: 60 Hz

SCREEN EDITING CAPABILITIES Full cursor control (up, down, right, left) Character insert and delete Reverse character fields Overstriking Return key sends entire line to CPU regardless of cursor position INPUT/OUTPUT Parallel port IEEE-488 bus 2 cassette ports Memory and I/O expansion connectors FIRMWARE 24K or ROM contains: BASIC (version 4.0) with direct (interactive) and indirect (program) modes 9-digit floating binary arithmetic Tape and disk file handling software

The 8000 Series will be available May/June '80 Model 8016 Model 8032 2040 Dual Floppy

\$1495

Watts: 100

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CVTBIN : CONVERT DECIMAL DHIVE/THACK/SECTOH TO INTERNAL FORMAT SAVE LOW CHDEH THACK ADD CNCE (5X) MULTIPLY BY 2 (10X) ADD LOW OHDEH C8CD 03CC 091C 022F 0157 INITDV INIT AND CONVERT CONVERT IT TO ALTERNATING SECTOR CMPIM \$05 LESS THAN 5? BEC CDQ YES SEC SEC CDQ YES SEC SEC CDQ YES SEC SEC CDG YES ANUS 5 ASLA WULTIPLY BY 2 ADCIM \$01 ADD 1 BNE CDR UNCONDITONAL CDG ASLA WULTIPLY BY 2 CDR STAZ DSEC SAVE SECTOR LDAZ TSSA GET HIGH WYEBLE LSRA SAVE SECTOR CET HIGH NYBBLE BADPHM CDQ CKPT 2 2 MULTIPLY RY 4 INVALID SECTOR EXTHACT SECTOR VALID? CLEAR DRIVE # CHUP DSTK SAVE LOW CHC OHDER THACK DY 10 DTSA \$0F CLEAH DHIVE CET DRIVE # VALID? 0016 0003 00010 0008 0108 0008 0108 0008 SAVE DN 22 LDA TSSA ANDIM SCTMSK E CMPIM \$ØA V DSTK TRKLMT INVS DSTK DTSA \$ Ø A INVS INVS HIDR HIOR INVS DSDR ALTP BLTK CKPL CKSL CQ 578 540 INVS LDAIM \$02 THEEND RIS STAZ STAZ MULTIPLY HI ( LDAZ ANDIM STAZ STAZ ADC2 CMPIM DCS ANDIM CMPIM BCS CVTBIN LDA ANDIM CMP IM ASLA CLC ADCZ LSRA STAZ BCS ASLA STAZ RTS PCS ASLA ASLA ASLA INTCVT JSR 0016 0010 0010 0010 0010 ALTL BLSC CKPH CKSH CKSH 00 
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16K Econoram XIIIA-16	S-100 (2)	\$349	\$419	\$519
16K Econoram XV-16	H8 (3)	\$339	\$399	n/a
16K Econoram IX-16	Dig Grp	\$319	\$379	n/a
24K Econoram VIIA-24	S-100	\$449	\$499	\$599
24K Econoram XIIIA-24	5-100 (2)	\$479	\$539	\$649
32K Econoram X-32	S-100	\$599	\$689	\$789
32K Econoram XIIIA-32	S-100 (2)	\$649	\$729	\$849
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#### Text continued from page 158:

particles from the head surface. In addition, this operation insures that the head is on the proper track. Another three reads are attempted; if this fails, the data is assumed to be unrecoverable.

The memory locations that must be initialized before a read operation are given in table 4.

The write routines write a contiguous block of memory to the disk on the required number of sequential sectors. They are also responsible for calculating the forward and backward links and the check sum for each sector. Each sector except the last contains 256 bytes of data; if the number of bytes to be saved is not an integer multiple of 256, the last sector may be shorter. Each sector is preceded by 16 bytes of 0s before the sync character. This is followed by the sector header, the data, and the trailer. No read operation is done after writing to verify the data, because the infrequency of write errors does not warrant the extra overhead.

The memory locations that must be initialized before an area of memory can be saved on disk are given in table 5.

#### **Control Routines**

The routines SAVK and LODK provide the interface between the user and the disk routines. These routines expect the appropriate information to be preset in memory by use of the KIM keyboard. The only incompatibility with the Percom MINIDOS routines here is in the indication of an omitted value. The Percom routines use the value hexadecimal FFFF to indicate a field not in use, and KIMDOS uses a high-order byte of 0. This is not important since the 6800 and 6502 microprocessors store their high- and low-order address bytes in the opposite order and are not compatible anyway.

The control routines SAVK and LODK convert their parameters into the proper format where necessary and call the disk subroutines. Upon return, these two routines display the results of the requested operation on the KIM display and return control to the KIM monitor. The information displayed is either the DTS number of the last sector read or written in decimal, or FFnn, where nn is an error code. The error codes are given in table 6.

#### Interrupts

In any system, it is often desirable to use interrupts for various processes. Because KIMDOS is involved in time-critical functions when doing disk input/output (I/O), an interrupt at the wrong time could cause catastrophic errors. Therefore, the nonmaskable interrupt (NMI) line cannot be used during disk I/O.

However, KIMDOS does allow for

the use of the maskable interrupt request (IRQ) line. This is done by saving the status register and disabling the IRQ line before starting any timecritical functions. The status register is then restored after the critical function is completed. This causes the servicing of the IRQ interrupt to be delayed for as much as 20 ms at a time. Any interrupt-driven system that can tolerate this limitation can function properly with KIMDOS.

#### Testing

Since the drive and controller both come assembled and tested, the checkout procedure is relatively simple. The only equipment I used was a logic probe and a multimeter.

The first step is to connect the drive and controller to the KIM bus and verify all power-supply voltages. When they are correct, basic communication with the controller can be verified by entering the hexadecimal address CC05 via the KIM-1 keypad. This should start the motor and keep it on until the address is changed. If the motor does not start, then there is probably a bad connection to KIM.

Next, the motor-off pulse can be checked by pressing the + key on the KIM keypad to increment the address on the display to hexadecimal CC06. This should turn off the motor immediately. The motor time-out circuit can be checked by entering hexadecimal CC05 on the KIM display,

Hexadecimal Address	Contents
0016, 0017	Beginning memory address (optional; substitute 0 to use address stored in the disk file)
001C, 001D	Drive/Track/Sector (DTS) number of first sector in the file being read

**Table 4:** Information required to read a file into memory from disk. The file being read into memory will begin at the address pointed to by hexadecimal memory locations 0016 and 0017. However, if the contents of these two bytes are 0, the file will be loaded into memory beginning at the address stored with the file. The DTS number is stored here in binary-coded decimal format, with the high-order byte stored first.

Hexadecimal Address	Contents
0008, 0009	Beginning address of memory to be saved
000A	File type
0019, 001A	Execution address (optional : use 0 to omit)
001C, 001D	Drive/Track/Sector number of first sector to be written
001E, 001F	Ending address of memory to be saved

**Table 5:** Information required to save a file. These are the hexadecimal memory locations that must be set before the SAVK (save a file) routine from listing 1 is called. The DTS number is stored here in binary-coded decimal format, with the high-order byte stored first.

Error Code	Message
0	Disk missing (given after
1	Disk protected (given after write operation only)
2	Invalid sector number (given after read or write operation)
3	Blank sector (given after read operation only)
4	Disk overrun; attempted to write more than 349 sectors
5	Permanent read error
<b>Fable 6:</b> I	ist of disk-related error

**Table 6:** List of disk-related error codes. If a read or write operation ends in failure, the left four digits of the KIM display will read FFnn, where nn is one of the error codes listed in this table.

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BYTE May 1980 179 Hard sectoring means that sector boundaries are detected by means of holes punched in the floppy disk.

followed by another address. The motor should run about 3 seconds and stop.

Now the sector-counting circuitry can be checked. With a disk inserted in the drive, enter hexadecimal CC05 and then hexadecimal CC02. The rightmost digit of the KIM display (which shows the low nybble of the contents of hexadecimal location CC02) should be rapidly changing as long as the motor is running. When the motor stops, this digit should contain a decimal digit (0 thru 9) indicating the last sector passed.

After all of the previously mentioned tests have been completed, the software can be used to do further testing. The TEST routine, given in listing 3, is included for this purpose. TEST does a static test of most of the controller functions and their interaction with various subroutines within KIMDOS. It uses the number of the key pressed on the keypad as an index into a table of subroutine addresses. From there, it does a subroutine jump to the routine thus addressed.

Upon return, the TEST routine displays the value of the accumulator in the rightmost two digits of the KIM display. It also displays the value of the carry flag in the left four digits — FFFF for carry set and 0000 for carry clear. (This is done for those routines that return the carry flag set as an error indicator and use the value in the accumulator as an error code.)

Execution of the TEST routine begins at hexadecimal 0200. The appropriate data must be set in the 0 page for the subroutines to be tested. Some subroutines must be used together. For example, the motor must be started and the drive must be selected before the head-movement routines will work. To add more subroutines, increase the value in the compare instruction at hexadecimal location 020C and add the appropriate addresses to the end of the table.

The final test that I had to do was

**Listing 3:** Listing for program TEST. This program executes a given KIMDOS routine (see documentation at the beginning of the listing) depending on which key on the KIM keypad is pressed.

	Hexadecim Address	al Obje Cod	ect Label le	Instruct Mnemo	ion Ope nic	rand	Comme	əntary	
0001:			r.	ST . 8		TO TEST			
0003:				D	RIVER S	UBROUTIN	NES	DIC DICK	
0004:			ទ	IBRCUTI	NESUND	ER TEST			
ØØØ6: ØØØ7:			SUR		ADDRES	S KEY#			
0008:	2000		GTKX	:	\$0022	Ø	01 00	THACK Ø	
0010:	2000		START	*	\$C131	2	SIARI	MOTOR	1/1
0011:	2000		TKOT	:	\$CØ38	3	MOVE	HEAD OUT 1	
0012:	2000		SEEX	*	\$C040 \$C060	4	FIND	TRACK IN Ø1	
0014:	2000		ntsc	*	\$C147	6	FIND	SECTOH IN Ø2	
0016:						í.			
0017:			К.	IM ADDH	ESSES				
0019:	2000		SCND	:	\$1F1F				
0021:	2000		KIM	*	\$1C4F				
ØØ22: ØØ23:			ZI	ERC PAG	E STORA	GE			
ØØ24: ØØ25:	2000		TOAD	*	\$0020				
0026:	2000		TCDQ	*	\$0021				
0027:	2000		PNTH	*	\$0022 \$00FB				
0029:	2000		PNTL	*	500FA				
0031:			TIMIT		QUDF 7				
0032: 0033:	2000			OBC	\$2000				
ØØ34: ØØ35:	2000 20 20 20 20 20 20 20 20 20 20 20 20	1F 1F 6A 1F	STAR	JSR	SCND	LITE DI	SPLAY		
0036:	2006 05	22		CMP Z	SAKE	DEBOUNC	E		
0037:	2008 F0	22		STAZ	SAKE				
0039:	2000 09	08		CMPIM	\$08	VALID?			
0040:	2010 01	F 2		ASLA	STAN	YES, ML	LTIPLY	BY 2	
0042:	2011 AA	32 20		TAX	TABL	TO SET	INDEX	DDRESS	
0044:	2015 85	20		STAZ	TOAD	TO JUMP	VECTO	H B B B B B B B B B B B B B B B B B B B	
0045:	2017 EB 2018 DD	32 20		INX LDAAX	TABL				
0047:	2010 85	21		STAZ	TODQ				
0049:	2020 85	21 20 F9		STAZ	INH	CALL SL	EHOUITI	NE	
0050:	2022 A9	FF		LDAIM	SFF	ERHOR F	LAC	21)	
0 052:	2024 DU 2026 A9	n 2 0 0		LDAIM	\$00	COOD FL	AG	UH .	
0053:	2028 85 2028 85	FA	STCR	STAZ	PNTL				
0 055:	2020 40	00 20		JMP	STAR				
0050:	2051 60	5N 00	JWEE	JMI	ICAD				
0058:	2032 22		TABL	-	GTKX	,			
0060:	2034 ØC			-	PREP	/			
0061:	2035 C0			-	PHEP	1			
0063:	2037 C1				STAHT	1			
0064:	2030 38			5	TKOT	,			
0 966:	203A 40			-	TKIN	'			
ØØ67: ØØ68:	2038 C0 203C 60			2	TKIN	/			
0069:	2030 CØ			-	SEEX	1			
0070:	203E 47 203F C1			-	GTSC	1			
0072:	2040 4F			-	KIM	1			
0074:	C 041 10				IX I M	'			
0075:									
CE	IF 1F6	A C	IM 1	022 C4F	CTSC PNTH	C147 ØØFB	INH	00F9 00FA	
PF		C S	AKE Ø	022	SCND	1F 1F	SEEX	C969	
TI	KIN CØ4	ØT	KOT C	038	TOAD	2028	TODQ	2032	

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to read and write data using a floppy disk previously recorded in the Percom format. I did this to confirm that the KIMDOS software produces results using the controller board and disk that are identical to the results produced by the Percom 6800 code. Since I found this to be the case, no one using KIMDOS needs to repeat that test.

#### **Error Recovery**

As in all systems, there will occasionally be unrecoverable errors. The Percom format allows for recovery of broken files. Since each sector contains the DTS number of the first sector of the file, each sector can be associated with its file. Reading does not have to start with the first sector; it can start on any sector and will continue to the end of the file.

When a read error occurs, try rereading the sector several times. Also try to read a sector on another track of the disk (to move the head around some) before rereading the original sector in error. Reinserting the disk may also help. If all of the above measures fail, then execute the routine LAST at hexadecimal address Alternating-sector addressing allows time for the housekeeping routines that must be executed between reading and writing sectors.

C378. This will display the number of the sector containing the error. To try a partial recovery, start the read operation at one sector past the displayed address. If that fails, try the next sector, and so on. Any valid sector can be read in this way. A file may have only one bad sector, with the rest readable.

#### Expansion

To fully utilize the features of the LFD-400 disk system, a more extensive disk-operating system is necessary. This software is designed to be the basis of such a system. These subroutines can be used to perform the basic functions needed by a larger disk-operating system that provides for named files, automatic space management, and buffered I/O.

To facilitate expansion, KIMDOS has a jump table located at the beginning of the executable code that contains JMP instructions to all subroutines in KIMDOS needed by external software. This allows KIMDOS to be updated (in case of bugs or enhancements) without reassembling the calling routines. With the nine routines in the jump table, any disk I/O can be performed under external program control.

RSEX and WSEX are used to read and write individual sectors. To use them, the data at hexadecimal locations 0000 thru 000A must be supplied. (See the beginning of listing 1.) To read an individual sector, the alternate address pointer, hexadecimal locations 0016 and 0017, must point to the starting location of the file when it is loaded into memory. If the value of the alternate address pointer is 0, the sector will load beginning at an address stored in the sector header. Similarly, to write an individual sector, the data pointer, hexadecimal locations 0014 and 0015, must point to the beginning byte of



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Since the drive and controller both come assembled and tested, the checkout procedure is relatively simple.

the area to be stored on the disk file. All head positioning and drive preparation is taken care of.

LODX and SAVX are the subroutine versions of LODK and SAVK. They require the same data as LODK and SAVK, except that the DTS number must be converted to three single-byte quantities and stored in hexadecimal locations 0000 thru 0002. The subroutine PREP can be used to select the desired drive and seek the desired track. The CVTBIN and CVTDEC subroutines convert the DTS number to binary and decimal, respectively. Subroutine FWDC calculates the next sector in a file. The INITDV subroutine sets the track registers to hexadecimal FF. If any errors are encountered, control is

returned to the calling routine with the carry bit set and the error code in the accumulator. This allows complete external control of the disk system.

Since developing KIMDOS, I have developed ZAPDOS. ZAPDOS is modeled after Percom's MINIDOS-PLUSX disk-operating system. It allows loading and saving of up to thirty-one named files per disk. It occupies the upper two read-onlymemory sockets in the LFD-400 board. ZAPDOS contains thirteen read-only-memory resident commands to manipulate and display disk space and memory. When used with its ten disk-resident utility programs, ZAPDOS transforms KIM into a powerful microcomputer system.

#### Conclusion

I have been independent of cassette tape for over two years now. It has been a great pleasure to be able to load even the largest file in 1 or 2 seconds. I no longer leave my KIM system on for days to keep from spending the time necessary to write all of memory to tape and verify that the tape is good. The Percom LFD-400 is a viable and cost-effective answer to the mass-storage problem.

KIMDOS should be easily converted for use on other 6502 systems. An interface for the Apple II should be straightforward. KIMDOS is available in a 2708 read-only memory from Percom. (See below.) I would like to express thanks to Bob Haas for his valuable consultation on this project.

Percom Data Company (211 North Kirby, Garland TX 75042) is making available the current version of KIMDOS on a 2708 erasable programmable read-only memory (EPROM) part to be used on the disk-controller board of the Percom LFD-400 5-inch floppydisk drive. This can be obtained along with a Percom LFD-400 disk drive for \$15 above the current price of the disk-drive unit. A floppy disk containing KIMDOS-related software (including the ZAP-DOS disk-operating system mentioned at the end of this article) is also available from Percom.

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June 16-17, 1980 McGraw-Hill World Headquarters New York City

The microcomputer revolution in system design, engineering, and technology is here!

Sophisticated 32 bit computer architectures are appearing in single packages that may be used in a personal computer, a word processor, or even automobile or microwave oven controls. A typical microcomputer-oriented, finished-product design can incorporate total memory, with an address-space utilization of 16K to 64K bytes. With high-volume manufacturing, the total package may cost as little as \$100 to \$500.

Over the past 25 years there has been a tremendous evolution in the functional capabilities of language systems. These systems need no longer be confined to "big" machines. Much of the improvement in function is becoming available in language systems for microcomputers.

Yet, major manufacturers are still promoting their "super" micro assemblers/debuggers as the best software tool for applications software of computer systems. Consequently, many programmers and designers continue to work with primitive language tools.

This first BYTE-sponsored conference on languages and tools for microcomputing will introduce designers, systems analysts, implementers, and managers to various high level languages and associated systems tools that are becoming commercially available. Knowledge of these recent developments is absolutely essential to productive use of microcomputer techology when that scarce resource, programmer/designer time, is being spread more and more thinly among a myriad of potential applications.

The conference will zero in on five specific high level languages because they are—or shortly will become—readily available for implementations with small computers. Speakers will explore these languages and tools for programming in terms of their usefulness for practical microcomputer applications.

Three of the featured languages are members of a family of languages evolved from FORTRAN by way of Algol: Pascal, C, and Ada. These are most appropriate for uses in which documentation is as much a part of the design philosophy as the achievement of a functional design itself. HAL/S, also in this family, will be discussed at the conference in terms of the history of software tools used in the NASA space-shuttle project's flight-control system design. These languages share purposes with some of the more common commercial languages available on large computers, such as PL/I and COBOL.

Differing in philosophy and point of view—but also commercially available—are two other languages and corresponding language concepts: LISP and FORTH. Each is characterized by a concept of language extensibility, which is implemented in a highly interactive approach. The central and dominant theme of LISP is one of list structures, which may be either data or program material. The concept of tree structures and relationships underlies LISP's usefulness in the artificial-intelligence milieu. FORTH has a central theme of a stack-oriented processor, emulated as a threaded code interpreter, and an extensible library of operations that may be defined beyond a basis set of standard primitives.

## The Program.

## Introduction

#### **Carl T. Helmers, Jr.** *Editor-in-Chief* BYTE Magazine

Writing in high level languages has numerous well-publicized advantages: programs are more portable; they have superior structures; they are easier to write and debug. At this first session of the conference, Carl Helmers will survey and define language systems, analyze language systems as complete tools, discuss the evolution of all high level languages, and establish reasons why specific high level languages are appropriate for microcomputers.

## The Importance of Tools

**Dr. Fred H. Martin** *Executive Officer* Intermetrics, Inc.

The use of software tools in the development of systems involving computers is crucially important. Fred Martin, one of the designers of the HAL/S language, will review the advantages of high level language techniques and automated aids to programming from the point of view of his NASA experience with HAL/S, developed specifically to replace the machine-dependent, low-level programming that plagued the Apollo project. The crucial importance of high level languages in reliable software design will be reviewed in the context of this system—in which a software crash can literally lead to a pile of broken parts on the ground.

## The Pascal Perspective

#### Peter Grogono

Analyst/Programmer Concordia University

The Pascal language is one of the most attractive alternatives in the small computer field. It has steadily gained popularity in use on machines as small as the Apple-II. Peter Grogono, the author of <u>Programming in Pascal</u>, will provide an introduction to the language and discuss its use as a more powerful, more modular, more elegant solution to business data problems.

## After Pascal, What?

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

While Pascal is an immensely useful language, it is not necessarily a panacea. Limitations of the language in areas of real time control and handling of multiple concurrent processes, in particular, argue for a new look at the design of the language. Ken Bowles will introduce one evolutionary variant that will become very important over the next decade-the Ada language, originally designed for the Department of Defense. Microcomputer implementations of this language, using machine-independent techniques, will make it a strong alternative for programming microcomputer applications systems.

## Trees And Lists as Tools

**Dr. Henry G. Baker, Jr.** *Assistant Professor* University of Rochester

Not all programming problems are amenable to convenient solutions using conventional blockstructured, sequential languages. Many require representing complex heterogeneous objects and relationships among those objects. This approach is attractive for selected applications: symbolic mathematical computation, computer-aided design, commercial integrated databases, English front-end processors, computer-aided manufacturing, robotics control, interactive graphic systems, and interactive integrated circuit-design systems.

The LISP language offers the block-structured control of Pascal, together with the friendly interactive nature of BASIC. In addition, it offers lists and trees as data structuring primitives and a tireless "garbage collector" to keep memory neat and clean.

Henry Baker will discuss the LISP language and the kinds of automated tools required to use it.

## What is C?

#### John A. Morse

Principal Engineer, Corporate Research Digital Equipment Corporation

The language C was originally developed at Western Electric for use as a tool for development of the UNIX operating system at Bell Laboratories. Now that C compilers are starting to become available for microcomputer systems, this language becomes a viable alternative for both operating system and application developers. John Morse will give an overview of the language C and will detail the types of applications for which it is most appropriate.

## The Forth Alternatives

#### Charles H. Moore

*Chairman of the Board* Forth, Inc.

One viable and unconventional approach to programming is the highly interactive language FORTH, a language in which the feature of extensibility is emphasized. The typical implementation of FORTH is a highly integrated combination of software development tools and programming aids oriented toward a conceptual stack machine with integers as the primitive data type. In any given application, unique extensions that fit into the matrix basic core of the language are created by the designer. Charles Moore, the inventor of FORTH, will demonstrate some of the more dynamic uses of the language in real-time applications.



## **Tentative Schedule**

## Who Should Attend

Designers, systems analysts, implementers, and managers with an interest in holding down costs on their software projects. Fields with special applicability include electronics and electronics design, automated manufacturing, scientific instrumentation design, and aerospace control systems.

#### June 16, 1980

8:00- 9:00 A.M.	REGISTRATION
9:00-10:00 A.M.	<b>INTRODUCTION:</b> Carl Helmers
10:00-10:30 A.M.	COFFEE INTERMISSION
10:30-12:00 P.M.	THE IMPORTANCE OF TOOLS: Fred Martin
12:00- 1:30 P.M.	LUNCHEON
1:30- 3:00 P.M.	THE PASCAL PERSPECTIVE: Peter Grogono
3:00- 3:15 P.M.	COFFEE INTERMISSION
3:15- 4:45 P.M.	AFTER PASCAL, WHAT?: Ken Bowles
4:45- 5:15 P.M.	OPEN DISCUSSION
June 17, 1980	
8:30-10:00 A.M.	TREES AND LISTS AS TOOLS: Henry Baker
10:00-10:30 A.M.	COFFEE INTERMISSION
10:30-12:00 P.M.	THE FORTH ALTERNATIVE: Charles Moore
12:00- 1:30 P.M.	LUNCHEON
1:30- 3:00 P.M.	WHAT IS C?: John Morse
3:00- 4:00 P.M.	PANEL DISCUSSION: All speakers

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. . . . . . **Registration Fee: \$485** To attend the Languages and Tools for Microcomputing Conference, June 16-17, 1980, McGraw-Hill World Headquarters in New York City, fill in the Payment enclosed (Make) check payable to McGrawcoupon, or write on your company let-Hill Conference & Exposition terhead to: Center) **McGraw-Hill Conference &** □ Please bill me directly **Exposition** Center Please bill company (Payment) 1221 Avenue of the Americas due prior to Conference) Room 3677 □ This confirms my phone reser-New York, New York 10020 vation Or call: 212/997-4930 Please Print or Type NAME \_ Last Name First Name TITLE . COMPANY . ADDRESS CITY \_ STATE ZIP TELEPHONE (

REGISTRANT'S SIGNATURE

**Hotel Reservations:** The New York Hilton (212-586-7000) is holding a block of rooms up to three weeks prior to the Conference. For reservations, contact the hotel directly. Please be sure to identify the title and dates of the Conference for preferential treatment.

**Cancellation Liability:** In the event of cancellation of the Conference for any reason, McGraw-Hill's liability is limited to the return of the registration fee.

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## Programming Duickies

## Decisions, Decisions

Geoffrey Gass, 5240 SW Dosch Rd, Portland OR 97201

Frequently, a program has to select one of two positive actions as the result of a test (eg: print a "+" or a "-" after checking the sign of a number).

Conventionally, it might be done in a skip chain like this 6800 code:

SGN	TST NUMB	Make the test.
	BMI NEG	One course it negative.
	LDA A #' +	The other course if positive.
	BRA PRINT	Watch out — don't run into NEG.
NEG	LDA A#'	Minus sign for negative number.
PRINT	JSR OUTPUT	Back together again; print the

It's awkward, running into yourself like that. Here is how to avoid the awkwardness and save a couple of bytes:

SGN	LDA A #' + TST NUMB BPL PRINT LDA A #' -	Set up for one course in advance. Then make the test. Confirming advance choice. Change course if advance choice
PRINT	JSR OUTPUT	wrong. Print the proper sign.

The bytes saved (if not otherwise needed) can be used after the TST NUMB to BEQ (branch on accumulator equal to 0) past the PRINT routine if the number is zero, so 0 will be output without a sign, assuming we are dealing with a 1-byte number.

## Formatted Program Output for the KIM-1

Lawrence A Ezard, PhD, Associate Professor of Engineering, Pennsylvania State University, Capitol Campus, Middletown PA 17057

Here is a short program that might be useful for owners of the MOS Technology KIM-1 system. It can be used to find bugs, and to print out and document programs.

The flowchart in figure 1 illustrates the algorithm utilized. This program will examine the contents of programmable memory and print the program instructions found there. The output is in a format of address, operation code, and operand. The user specifies the starting and stopping addresses to be examined by storing values in the appropriate locations. At the end of its execution, the program returns control to the KIM monitor.

In writing the program, I made use of the fact that, with three exceptions, the least significant digit (in hexa-

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decimal) of 1-byte op codes is always 8 or A. Also, with nine exceptions, the least significant digit of 3-byte op codes is always C, D, or E.

Listing 1 was produced by the program. The labels,

source code mnemonics, and comments were added later. The program uses several subroutines from the KIM-1 monitor: CRLF, PRTPNT, OUTSP, PRTBYT, and INCPT.■

**Listing 1**: Program in 6502 code to print out hexadecimal instruction codes from KIM-1 memory. Before running the program, do the following. Load the starting address for examination in locations 17F5 (SAL, low-order) and 17F6 (SAH, high-order). Load the ending address plus 1 in locations 17F7 (EAL, low-order) and 17F8 (EAH, high-order). Clear the decimal mode by entering 00 in location 00F1. The starting address for execution is hexadecimal 0301. The memory used is 0300 to 03D0.

Hexadecimal Address	H	exadecima Code	al	Label	Op Code	Operand	Comments
0300 0301 0304 0306	AD 85 AD	F5 FA F6	17 17	TEMP1	LDA STA LDA	SAL FA SAH	Load starting address in POINTL and POINTH
0309 030B 030E 0311 0314	85 20 20 20 20	FB 2F 1E 9E 9E	1E 1E 1E 1E	START1	STA JSR JSR JSR JSR JSR	FB CRLF PRTPNT OUTSP OUTSP	Do carriage return and line feed Print starting address Print 2 spaces
0317 0319	A2 A1	00 FA	02		LDX LDA	#\$00 (FA,X)	Load Contents of address at FB, FA
031B 031E 0320 0322 0324 0326 0328 032A 032C 032C 032E 0330	8D 90 F0 F0 F0 F0 F0 F0 F0 F0 F0 F0 F0 F0 F0	00 00 15 40 11 60 0D 0F 08 07 0A	03		STA CMP BEQ CMP BEQ CMP BEQ AND CMP BEQ CMP	1EMP1 #\$00 PRNT1 #\$40 PRNT1 #\$60 PRNT1 #\$0F #\$08 PRNT1 0A	Decide if Op Code is 1 byte
0332 0334 0337 0334	F0 4C AD 20	03 40 00 3B	03 03 1E	PRNT1	BEQ JMP LDA JSB	PRNT1 B3 TEMP1 PBTBYT	If not 1 byte Jump to test for 3-byte Op Code Print 1-byte Op Code
033D 0340 0343 0345	4C AD C9 F0	B7 00 19 31	03 03	B3	JMP LDA CMP BEQ	INCAD TEMP1 #\$19 PRNT3	Jump to increment address Test for a 3-byte Op Code
0347 0349 0348 034D 034F 0351 0353 0355 0357 0359 035B 035B 035F 0361 0363 0365 0367 0369 0368 0365 0367 0369 0368 0367 0375 0371 0373 0375 0378 0378 0378 0378 0378 0378 0378 0378 0378 0378 0384 0384 0387 0384 0384 0387 0389 0388 0388 0388 0391 0394 0399 0398 0398 0398	90909090909090909090909090900000000000	39 259 29 79 259 29 10 10 50 10 50 20 10 50 20 10 50 20 10 50 20 10 50 20 10 50 20 10 50 20 50 50 50 20 50 50 50 50 50 50 50 50 50 50 50 50 50	03 03 1E 1E 1E 1F 1E 1F 1E 1F 1E 03 03	PRNT3	CBEMPQ PQ P	#\$39 PRNT3 #\$59 PRNT3 #\$59 PRNT3 #\$99 PRNT3 #\$99 PRNT3 #\$59 PRNT3 #\$59 PRNT3 #\$20 PRNT3 #\$20 PRNT3 #\$0F OC PRNT3 #\$0F OC PRNT3 #\$0F OC PRNT3 #\$0F OC PRNT3 #\$0D PRNT3 #\$0D PRNT3 #\$0D PRNT3 #\$0F OC PRNT3 PRNT2 TEMP1 PRTBYT OUTSP INCPT #\$00 (FA,X) PRTBYT INCAD TEMP1 INCAD TEMP1	GOTO print 2 bytes Print 3 bytes Print 0p Code Space Increment address Load contents of address at FBFA Print Operand Increment address Load contents of address at FBFA Print Operand Print 2 bytes Listing 1 continued on page 194

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abibeershantesosses !"#\$%&'()++,-./0123456789:;<=>? PRECDEFGHIJKLINOPORSTUWKYZ[\]^

abcdefghijklanopqrstuvwxyz{}}~ BAUDOT Character Set: A B C D E F G H J K L M N R S T U V W X Y Z -?:\*3 \$#().,9014!57;2 Cursor Modes: Home, Backspace, Horizontal Tab, Line Feed, Vertical Tab, Carriage Return. Two special cursor sequences are provided for absolute and relative X-Y cursor addressing • d, Delete • Monitor Operation: 50 or 60Hz (jumper selectable

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registers...single step with register display at each break point ...go to execution address. Level "A" in the *Hex Version* makes a perfect controller for industrial applications and can be programmed using the Netronics Hex Keypad/Display.



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Listing	1 continu	ied:				
03A4 03A7	20 20	3B 9E	1E 1E		JSR JSR	PRTBYT OUTSP
03AA	20	9E	1E		JSR	OUTSP
03AD	20 A2	63	1E		1 DX	#\$00
03B2	AI	FA			LDA	(FA,X)
03B4	20	3B	1E		JSR	PRTBYT
03B7	20	63	1F	INCAD	JSR	INCPT
03BA	A5	FB			LDA	FB
03BC	CD	F8	17		CMP	EAH
03BF	FO	03			BEQ	NEXI
03C1	4C	OB	03	NEVT	JMP	START
0304	A5	FA	47	NEXT	LUA	EAL
0306	CD	F7	17		DEO	STOP
0309	FU	03	02		IMP	STADT1
DOCE	40	45	10	STOP	IMP	START
USUE	40	41	10	GIUP	UNIT	UIAIII

Print Op Code Space

Increment address Load contents of address at FBFA Print Operand Increment to next Op Code Address

If this address is equal to the ending address then stop Otherwise go to START1 and print the Op Code



Figure 1: Flowchart of procedure used to print hexadecimal instruction codes from KIM-1 memory.

## Until now, computer graphics suffered from terminal high cost.

If you've ever considered displaying Tektronix\* graphics data from a host computer, you know all about terminal high cost. A hunk of hardware like a Tektronix 4010 graphics terminal can set you back quite a few kilobucks. It's enough to drive a person of modest means to the drafting table.

#### The Affordable Alternative

ABW Corporation has just made graphics display as practical as the personal computer. With TEKSIM. The Apple II/Tektronix 4010 Simulator. TEKSIM is a read-only memory (ROM) that plugs directly into an inexpensive Apple II\* computer. Combining an advanced programming technique known as *distributed processing* with Apple's high resolution plotting capabilities enables TEKSIM to emulate Tektronix 4010-series terminals at a fraction of the cost. (A symbolic representation of TEKSIM in operation is provided below for the technically minded.)

#### **Outstanding Features**

The TEKSIM-Apple combination functions in the same way as a Tektronix terminal, displaying graphical output from a host computer without any modification to the host-resident program. You can also input data to the host using game paddles or a joystick. And a TEKSIM-Apple terminal even has features not available in the 4010-series. Six-color "palette" for multicolored displays. Selective erase. Video output to allow any size television to serve as the screen. Plus the added benefits of a powerful Apple II computer to use both in and out of graphics mode. Any compromise? Just one. Apple's resolution is about a fourth that of a Tektronix terminal. Still more than adequate for most applications.

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Here's how TEKSIM works: First. Tektronix data comes out of the host computer.

Then TEKSIM transforms it into Apple data...

...so it can be displayed on the Apple's TV screen.



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## Give Your Computer an Ear for Names

Tom Munnecke c/o Metasystems 6199 Shaker Dr Riverside CA 92506

One of the major criticisms of the computer is that it is too literal (ie: unable to accept minor errors from fallible human operators). When the computer asks a question, if an answer is not *exactly* right the computer rejects it, even if the answer was *nearly* correct. The computer does not apply a human's reasoning ability

-			
	Name	Code	
	Munnecke	M520	
	Minnecke	M520	
	Munnuke	M520	
	Munneake	M520	
	Munneeke	M520	
	Municky	M520	
	Muneeck	M520	
	Monkey	M520	
	Muneick	M520	
	Munnick	M520	
	Monnecks	M521	
	Muuncake	M522	
	Munnedie	M530	
	Lunnecke	L520	
	Munnecle	M524	
	Euler	E460	
	Gauss	G200	
	Hilbert	H416	
	Knuth	K530	
	Lloyd	L300	
	Lukasiewicz	L222	
	Smith	\$530	
	Smyth	\$530	
	Smythe	\$530	
	Smitty	\$530	
	Gonzales	G524	
	Gonzalez	6524	

**Table 1:** Sample Soundex code for several names. The first fourteen names following the author's are misspellings of his name, actually found on mail, along with their respective Soundex codes. Notice that most of the misspellings reduce to the same Soundex code and could identify the correct name. to determine the intent of the operator. Instead, it works only with the exact response.

There is a technique which has been used since the turn of the twentieth century to retrieve names based on pronunciation, rather than their spelling. It is called the Soundex code, and was originally developed to search for names in the 1890 census files. The technique is to give each name a four-character code, consisting of the first letter of the last name followed by three digits representing the sounds found in the rest of the name. This code is then used to group together all names which "sound like" each other.

The Soundex code allows the user to enter a name in a form believed to be the proper spelling. The computer responds with a menu listing all sound-alike names, allowing the user to make a selection. If only one name is found, the computer could confirm the name identity and proceed. For example the user could

 Letters
 Code Digit

 b,f,p,v
 1

 c,g,j,k,s,x,z
 2

 d,t
 3

 I
 4

 m,n
 5

 r
 6

 Table 2: Numeric single-digit codes

 that are assigned to letters from the

 corresponding groups as they occur

 in a name being encoded in the

 Soundex system.

misspell "Gonzales" as "Gonzalez"; "Smythe" as "Smith"; or "Andersen" as "Anderson." I amparticularly sensitive to this problem because my name (loosely pronounced "moneykey") is regularly misspelled. Table 1 shows a sample of the misspellings, as collected from actual mail I have received during the last two years.

The exact use of the Soundex code varies greatly with the computer's file-management system. Some database management systems support Soundex codes directly; others require the programmer to structure the search logic. The program is easily modified to arrange sounds in groups other than as shown. Therefore, there are many modified versions of this technique in use around the country to account for local variations in names and programmer's whims.

The user might see the Soundex routine working as follows (user input is italicized):

WHAT NAME: SMITH

SELECT ONE:

- 1. Smith, Jack 123 Main St
- 2. Smith, John 456 Central St
- 3. Smythe, Zachary 789 First Ave
- Enter Choice:\_\_\_\_\_

If there is only one name with the sound, the computer might respond:

WHAT NAME: SMITH John Smith, 123 Main St

This approach is only the most simple technique. It can be enhanced by adding the first initial of the first name, sex, birthdate, or other characteristic



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Central Data Corporation, 713 Edgebrook Drive, PO Box 2530, Station A, Champaign, IL 61820. (217) 359-8010 Listing 1: Soundex program written in Microsoft BASIC for the Commodore PET. Table 3 describes variables used in the program.

REM TEST DRIVER FOR SOUNDEX INPUT "LAST NAME":N\$ GOSUB 2000:REM EXECUTE SUBROUTINE 100 110 120 PRINT "SOUNDEX CODE =";S\$ GOTO 100 130 140 GOTO 100 REM SOUNDEX ROUTINE TOM MUNNECKE 2/22/79 REM RETURNS SOUNDEX CODE S\$ FROM LAST NAME N\$ REM SEE KNUTH, "ART OF COMPUTER PROGRAMMING", VOL #3, P 391 REM L\$=""": REM LAST SOUND S\$=MID\$(N\$,1,1):REM START WITH FIRST LETTER OF NAME IF LEN(N\$) < 2 THEN 2200:REM SKIP SHORT NAMES FOD LOT OF LAW DEM FOR DEAL DEMA NUMBER LETTER 2000 2010 2020 2030 2040 2050 FOR I = 2 TO LEN (N\$): REM FOR EACH REMAINING LETTER 2060 FOR I = 2 TO LEN (N\$):REM FOR EACH REMAINING LETTER E\$=MID\$(N\$,1,1):REM SELECT 1-TH LETTER E = ASC(E\$)-64:REM CONVERT A THRU Z TO NUMBER 1 THRU 26 IF E > 26 OR E < 1 THEN 2160:REM USE ONLY LETTERS REM SELECT SOUNDEX CODE K\$=MID\$("0 1 2 3 0 1 2 0 0 2 2 4 5 5 0 1 2 6 2 3 0 1 0 2 0 2",E,1) REM ABCDEFGH1JKLMNOPQRSTUVWXYZ IF K\$=L\$ OR K\$= "0" THEN 2160:REM SKIP TWO CONTIGUOUS SOUND-ALIKES S\$=S\$+K\$:REM BUILD UP SOUNDEX RESULT IF LEN(S\$)> 3 THEN 2200:REM ONLY FIRST 4 SOUNDS L\$=K\$=MYE LAST SOUND 2070 2080 2090 2095 2100 2110 2120 2140 2150 2160 L\$ = K\$:REM SAVE LAST SOUND 2170 NEXT: REM DO NEXT CHARACTER IN NAME S\$=LEFT\$(S\$+"000",4):REM PAD TO RIGHT WITH ZEROS AND SHORTEN TO 4 CHARS 2200 2210 RETURN 2999 END

to identify the person with greater accuracy.

#### Constructing the Soundex Code

The technique for constructing the Soundex code is found on page 391 of The Art of Computer Programming, Volume 3: Sorting and Searching by

Donald Knuth (published by Addison-Wesley, Reading MA). The four steps in generating a Soundex code are:

1. Retain the first letter of the name, and drop all occurrences of a,e,i,o,u,w,y,h and q in

other positions.

with RS232.....

- 2. Assign group numbers to the remaining letters after the first according to the scheme given in table 2.
- 3. If two or more letters with the same code are adjacent in the original form of the name

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## **Basic In A Nutshell**

Name: Step-By-Step

Vendor: Program Design, Inc., 11 Idar Court, Greenwich CT 06830 Price: \$49.95

Purpose: Teaches how to program a TRS-80 using BASIC

Documentation: Outstanding Loading: OK - Level 6, not critical Implementation: This is a case of a BASIC program that teaches BA-SIC programming. It starts out with the assumption that the student only knows how to turn the TRS-80 on. Three cassette tapes are mounted in the cover of a looseleaf notebook that also contains supplementary information frames. The course is divided into ten twopart lessons. From a simple PRINT "HI" through arrays and graphics to complex programs, all of the Level Il commands and statements are exercised.

The instruction method consists of explanation, example, trial and testing. Commands and statements are presented and explained, examples are shown both on the screen and in the notebook, and then the student is presented with some problems to solve using the BASIC elements under discussion. If an incorrect answer is given, two more tries are allowed, and then the correct answer is displayed. Each lesson ends with a test that is administered and scored by the computer. The results are then entered into the student's progress chart. More comprehensive examinations are given at the end of Lesson 5 and at the end of the course.

Suitability: This is the kind of educational programming that personal computing needs more of. The student (my teenage son) learned much more quickly than I could have taught him, and at his own pace. However, this course isn't just for youngsters but for anyone who wants to be able to program effectively using the BASIC language. In a household where there isn't anyone to do the teaching, this course would be especially useful. I'd like to see a similar course for assembly-language programming.

Other software available from the same vendor: IQ Builders (four different kinds), Memory Builder and Story Builder.

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Figure 1: Flowchart of the Soundex algorithm subroutine.

(before step 1), omit all but the first.

 Convert the name to the form letter, digit, digit, digit by adding trailing zeroes (if there are less than three digits), or by dropping rightmost digits, if there are more than three.

#### **BASIC** Program

Listing 1 shows the Soundex code generating subprogram that con-

_	
_	na an eine search ann an eine search ann an
	Name to be coded
_	Soundex code of N\$ (form: letter,digit,digit,digit)
ary	
-	Character position in N\$
_	Ith Character in NS
_	Alphabetic sequence of F\$
-	Last sound during evalua- tion
3:	Variables used in the

structs the encoded form from a last name. It was written and tested on a Commodore PET 2001 computer, but it should work on any computer using Microsoft BASIC. It should work on other BASICs which have LEFT\$, RIGHT\$, and MID\$ functions, and use "+" for string concatenation.

Figure 1 shows the flowchart describing the program's operation. Line numbers on the flowchart correspond to the BASIC line numbers in listing 1. The program is separated into two parts: the Soundex routine, starting at line 2000, and a test driver starting at line 100. The driver is used to ask for a name, invoke the Soundex generator, then print the results. It will be replaced by your program logic for filing and retrieving. The Soundex generator in line 2000 accepts as input the variable N\$, representing the last name to be converted. It returns S\$, the Soundex code for N\$.

The only tricky part of the program is contained between lines 2080 and 2110. Instead of testing each letter individually, as shown in the original technique above, the program converts the letter to a number from 1 to 26, representing its position in the alphabet. It then uses this number to index a character string, containing the group codes for each letter. The comment below the index line at line 2110 documents this technique, and provides a reference in case the codes need to be changed.

The Soundex subroutine may be incorporated into programs that require the computer to understand user input. The addition of a Soundex routine can increase the usefulness of a computer.

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## The Club Computer Network

Joe Kasser 11532 Stewart Ln Silver Spring MD 20904

Does a club need a computer network? What are its uses? What are the advantages of having such a network?

This article attempts to answer these questions and provide ideas on the techniques used in implementing the network.

#### **Basic Communications Needs**

An important aspect of any hobby is communication. The sharing of information and experiences can add a great deal of enjoyment and save much time. If the techniques used to solve some problem are made available by the solvers to others, the recipients of the solution can advance the state of the art. This is done by building upon the foundations developed by the original solvers, rather than by rebuilding the same foundations.

In the computer field, communications fall into two similar but distinct categories: the exchange of personal messages and the exchange of computer data (programs or data bases).

Personal messages may contain any plain language text. Computer data may contain programs, data bases, and instructions for processing files.

#### About the Author

Joe Kasser is vice-president of the Chesapeake Microcomputer Club, director of information and publicity of the Radio Amateur Satellite Corp (AMSAT), and editor of ORBIT. He has worked with microcomputers professionally since 1975, and has built an 8080-based, S-100 computer system which served as the prototype for the club's construction project. He has contributed other articles to BYTE, including "AMSAT 8080 Standard Debug Monitor" (September 1976, page 108, with Richard C Allen), "The Sky's the Limit" (November 1978, page 48) and "The AMSAT-GOLEM-80" (September 1979, page 182). Computer data comes in many forms. In the personal computer area, data may be on paper tape, cassette tape, or floppy disk. If it is on cassette, it may be in a digital saturation format or some modulated audio format. It may also be recorded at one of several data rates.

If data is on a floppy disk, the disk may be soft-sectored or hardsectored. Data may be on 5- or 8-inch disks, which may be single or double density, single or double sided. The disk format may be compatible to a disk operating system such as CP/M or North Star, or it may not.

Most computer users do not have the means for reading or writing all of the different types of off-line storage media. Thus, two users who wish to share software may have what is known as a "media incompatibility problem."

A typical example occurs in the Chesapeake Microcomputer Club (CMC). Two members own 8080 or Z80-based systems, each running the Digital Research CP/M disk operating system. One member, however, uses 8-inch soft-sectored disks, while the other uses a North Star system (5-inch hard-sectored disks). They have no compatible medium such as tape. How then are they to share computer files?

The club is spread out over a wide geographic area. Several of the officers require access to the club roster or membership list. Currently the list is kept by one officer who has to update it, see that labels are printed for mailings, and send physical copies of the list to the other officers. Since officers may live 30 to 50 miles apart, the telephone and postal services are the only practical method for information exchange. There must be a better way. The club has a need for disseminating information. Reports concerning main meetings, chapter meetings, group purchases, surplus information, and special interest groups have to be made available to the membership. Currently the information is passed out at meetings and through the mails by a monthly newsletter. Is there a better way?

Many of the members possess their own computer systems. The degree of sophistication ranges from a simple KIM-1 to a system with dual disk drive, large amounts of memory, and line printers. A number of members have become involved with the club computer project and the grouppurchase plan for equipment. Each one of these systems is in a different stage of development. Many people are finding that their system cannot perform the tasks that they wish it to perform, because several system components (such as extra memory or disk storage capability) are lacking for one reason or another. Perhaps the capital outlay involved is not available, or they are waiting for deliveries to take place.

When contemplating the purchase of additional hardware and software, decisions involving hundreds of dollars must be made, sometimes with little factual information. At club meetings members can discuss their requirements and experiences, but that just results in acquisition of information about how a particular item of computerware works in someone else's environment and how it meets *his* requirements.

It would be nice to be able to get together with a friend and gain hands-on experience of the way that a computer system component performs in one's own environment before purchasing it. Visiting friends



**Figure 1:** Diagram of sample telephone and radio-data transmission links in a typical club computer network. Several computers form nodes in the network. Solid lines indicate telephone links; dotted lines indicate links through a 2-meter band amateur radio repeater system (at the same location as one of the computers). Communities identified are located in northern Virginia and in Maryland (except for Washington DC).

and using their systems can provide this facility, but it is inconvenient, especially when a long session is planned or the traveling distance is great. There must be a better way.

#### **Basic Network**

There is a better way. It is called a *club computer network*. All club members can have access to it. It may be centralized or distributed, but it

will provide a service to the club members. Access may be via the telephone line or via amateur radioteletypewriter (RTTY) circuits. Each access method has its own advantages and disadvantages.

An example of such a network is shown in figure 1. It incorporates both radio and telephone links. It also allows for a number of computers in the system. It is spread out over a

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relatively wide geographic area. One computer may be accessed either via a 2-meter FM radio-teletypewriter repeater (operated by the Amateur Radio Development Association, AMRAD, using the frequencies 147.81 and 147.21 MHz), or via the telephone line. The other computers are operated on behalf of the Chesapeake Microcomputer Club Inc by various members. Note that this area-wide operation is necessitated by the geographic dispersal of the membership of the two clubs.

The central computers are located so that at least one computer is within local telephone-dialing range of each club member. Several members may be within local dialing range of more than one. If one machine in the network is down, or in use at any particular time, these members can try to access another computer.

The radio link can be used by virtually any amateur radio teleprinter station in the area that is equipped for 2-meter FM operation. Of course, *any* member of the club can access any computer by making a longdistance telephone call.

Data is collected in each computer for remote retrieval at a later time. If the data in one machine is addressed to a user outside the local telephone area, the data is automatically sent to the computer in the distant area in the late evening, when long-distance telephone rates are lowest. This intercomputer transfer takes place once per night per machine in a predetermined sequence to transfer the maximum number of messages with the minimum number of calls.

#### Link Types

Consider first the characteristics of the radio links. Many amateur radio operators already use noncomputerized automatic-starting radioteletypewriter equipment for receiving message traffic. A computer network for message handling is a logical successor to these existing autostart networks.

The existing noncomputerized network works as follows. All stations monitor the same frequency. Messages are sent blind; when a message is originated into the network, the sender does not know for certain if the destination station is

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In Spain Polytronica Cavanilles, 30 Madrid, 7, Spain 252 55 89-433 27 34 monitoring the frequency, unless 2-way contact is first established. In the evening, or during weekends, this may not pose much of a problem, because the probability of someone being at home is great. However, during the working day, that probability decreases. Thus, if contact cannot be established directly, the message can still be *sent*, but there is a probability that the destination receiver will not be on line, and the message will be lost.

If, however, the message can be stored in a central computer by the sender, and retrieved later by the receiver, the probability of successful transmission of the message from sender to receiver is almost certain. The addition of a computer therefore becomes an asset to the network.

If several stations in the network have computers capable of answering back to the sender, the utilization of the computer may be reduced. A sender can put out a direct call. If an answer is not received (indicating that the destination is not on line or monitoring at the time), the message can either be transmitted to the computer for storage, or held and transmission attempted again at a

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later time. It is also possible for the assignment of which network computer will perform the store and forward operation to be rotated among the various member-station computers on basis of availability, as long as the network computer has a distinctive identification.

With a radio network set up in this way, anyone equipped either with simple radio-teleprinter equipment or with sophisticated computer equipment may make use of the full network message storage and forwarding capabilities. This concept of allowing minimally equipped stations to access the network requires that simple techniques be used for data transfer. These include 5-level ("Baudot") or ASCII plain language text, a control language that is readable by both man and machine, with minimal error checking. The advantages of more sophisticated techniques mean that many people will want to use them. That leads to a hierarchical concept of the network utilization. This will be discussed later.

The disadvantage of the radio network is that since everyone is on line, the privacy level is zero. Therefore, data that is not intended for public knowledge cannot be passed over the network. For this reason, mailing lists and other confidential club data should not be passed over the radio link. [Also, FCC regulations require that no message traffic pertaining to any business or commercial activity may be transmitted by an amateur radio station...**RSS**]

Use of the telephone line for gaining access to the computer limits the number of users that can be on line at the same time. One great advantage of the telephone line is security. The connection between the user and the computer is private. Mailing lists can be accessed and changed remotely without compromising the security of the data, provided that only authorized users are allowed access to these data files.

#### System Implementation

Bringing up the network for the first time can be simple or complex. One method is to install a computer equipped with dual floppy-disk drives, 32 K bytes of memory, and the phone line, and make it available 24 hours per day. It is an expensive method, especially when the demand

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Figure 2: Hierarchy of software modes in the club computer network software. Names of program routines are enclosed in boxes. Commands available with each program are listed below.

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Sincerely Charles A. Grant President North Star Computers Inc.

for such a service has not yet been demonstrated in the club.

A second method is to bring the service on line gradually, using equipment belonging to club members, and then put together a club system as club finances allow. This method has the advantage that the cost can be spread out over a period of time, but does have a disadvantage because there will be many intervals during the early stages of the network implementation when the system is not available.

The network can be started by one or more club members making their personal systems available. On the radio link, there will be no noticeable difference with the different computers, since they should all answer to the same call sign, and the user need not know which machine is storing his traffic. In practice each computer will also transmit its own station call sign as required by law.

Telephone access is a little more difficult, because a list of numbers must be made available to the network members, and a rule must be established for dialing the computer. An example of such a rule is that if the computer does not answer by the second ring, dial another number.

When the system is first put into use, it will be lightly loaded. It can thus be used for secondary purposes apart from the message storage or media transfer applications. Club members will have a chance to use the sophisticated system and to play with it. The availability of any single computer during the early stages may be intermittent: since it is the personal system of a club member, it will be available for club use only when the owner is not using it. This unreliable accessibility will encourage members to upgrade their systems as fast as possible for their noncommunication uses. However, the system as a whole will have a greater reliability, since there is a good probability that at least one computer will be available when one is required.

#### Using the Telephone Link

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CMC NETWORK. ENTER LOGON: - G3ZCZ G3ZCZ LOGON IN PROGRESS AT 1115 ON 6 NOV 1978 4 MESSAGES READY MAILBOX MAILBOX READY HELP CHOOSE BETWEEN 'SEND, RETRIEVE, HELP, SPACE, LOGOFF' MAILBOX READY SPACE DISC SPACE = 25k MAILBOX READY SEND DESTINATION? WB4APR INPUT: -BOB. WE HAVE TO DISCUSS THE RADIO PROTOCOL. CALL ME WHEN YOU HAVE A MOMENT, BETWEEN 9 AND 11 PM ANY NIGHT EXCEPT FRIDAY. [control-Z] MESSAGE ACCEPTED MAILBOX READY RETREIVE RETREIVE IS NOT VALID MAILBOX READY RETRIEVE MESSAGE SOURCE DATED 1 NOV 1978 3 NOV 1978 5 NOV 1978 WB4APR 12 CMC 105 TERRY FOX 3 ž G8BTB 5 NOV 1978

#### MAILBOX READY RETRIEVE 2 MESSAGE READS: BRING THE DOCUMENTATION ON THE GLOOP BOX TO THE MEETING. FRED. MAILBOX READY

**Figure 3:** Sample interaction between the author (G3ZCZ) and the Chesapeake Microcomputer Club-Amateur Radio Development Association (CMC-AMRAD) computer system. Characters sent by the system are shown in regular type; those typed by the user are shown in boldface type. Note that when the "RETREIVE" command (a misspelling) is entered, an error message is generated by the system.

return character so that the computer can set up the correct data rate. Once the data rate is established, the computer sends out a sign-on message and asks the user to log in with an identification code. This identification can be a membership number, an amateur radio call sign, or some arbitrary name. It is limited to a length of eight characters. The computer will then indicate the presence or absence of any personal messages addressed to the user that has just logged in.

The software in each computer is identical in behavior and is organized in a structured top-down approach as shown in figure 2. The user has a choice of programs as shown that perform the various functions. Various commands are associated with each program as listed. Consider each program and mode in turn.

The mailbox program is designed to enable club members to send short messages (up to 256 characters) to each other. The messages are in plain language. The response to a SEND command is to prompt the user with DESTINATION? Upon entering the identification code of the destination, the user is prompted to send the message and terminate it with a control-Z character. Should more than 256 characters be entered, the entire message will be rejected. This discourages long messages. command is to list the sender identification of each message in the system awaiting the user.

A sample user session is shown in figure 3. The computer output is shown in regular type, the user input in boldface type.

The other messages may be retrieved in turn. The RETRIEVE command has the following characteristics: If followed by a carriage return, it lists all messages. If followed by a 0, it lists all messages. If followed by a number, it lists the corresponding message.

Identification numbers are assigned to the messages only to allow the user to retrieve them. The numbers are reassigned as messages are deleted.

The response to the RETRIEVE

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Deletion of messages is allowed by the system under restricted conditions. Only the system manager, the sender, or the retriever can delete messages. Each user is assigned a password that must be entered prior to a DELETE command. This allows some degree of security. Messages will be deleted by the system manager periodically, depending on the storage requirements of the system.

In the *news* and *fleamarket* modes, updates are handled by a single club member designated for that duty. All messages for input to the system are routed to this person for scanning before being placed on the system. This is to keep the system from being cluttered up with undesirable messages. Updates of these messages take place as time permits, with a maximum delay time of one week.

The conversion program is designed for exchange of data between different media. One club member desiring to receive a data file from another will arrange for the second member to put the file into the system for retrieval within hours. The expected life of a file in the conversion mode is about 24 hours. Conversion uses a different protocol than the mailbox mode. Since long files are being exchanged, the data flow has to be stopped from time to time to allow disk read and write operations. A full-duplex mode is used.

The maximum message length of 256 characters applies in all modes except conversion. Messages with more than 256 characters are rejected in their entirety. This encourages brevity. A rejection message is printed by the computer to the sender in the case of a message rejection. A user who has to retype messages will soon get the idea.

Several existing network systems carry a large number of undesirable messages. We hope to minimize them in the CMC-AMRAD network. Any user trying to enter unwanted messages may have them rejected by the system manager.

#### Data Complexity Levels

Data may be transmitted over a link at one of several levels of complexity of internal organization. The basic level (level 0) is plain ASCIIencoded text in half-duplex mode. Level 1 is a simple ASCII-based, fullduplex mode developed by Tim Pugh. Level 2 is an emulation of the PCNET (personal computer network) protocol. Level 0 is used by anyone in talking to the computer during execution of any user program. Level 1 may be used in the conversion mode, while Level 2 is used for intercomputer data exchange. Any properly equipped user can request any level when he logs onto the system.

Any club member having an *answer-mode modem* can run the basic network system software on his or her machine. An extension can be made to the system to allow access to the disk operating system so that other club members can play with the other software available on the machine.

#### **Radio Restrictions**

Mailbox and news are the only categories of data exchange available via radio links. Conversion-mode data may contain binary or other unusually coded files, and fleamarket may contain advertisements; radio transmission of both of these classes of messages is forbidden by law.

The procedure for logging onto the system is different from the one used

over the telephone. Half-duplex mode is employed when using a single-band repeater, such as the 147.81/147.21 MHz AMRAD machine. If the inputs and outputs were on different amateur frequency bands, full-duplex operation would be easily achievable. In order to avoid the requirements for duplex exchanges and to reduce the amount of information exchanged. the modified Q code is employed. See my article "The Sky's the Limit: Use Ham Radio Bands for Intercomputer Communication" (November 1978 BYTE, page 48), for a more complete discussion of the use of these O codes.

[The Q code is a system of 3-letter abbreviations that all begin with the letter Q. Various Q codes are used during Morse-code radio transmissions to speed up message exchange. An adapted set of Q codes is used for computer network communication... **RSS**]

Any amateur can log into the network and receive a reply from any on-line computer that has a message for him or her. Thus, users without computers can store their messages in the network computer; those with computers can leave messages on their own machine for later remote retrieval. Possible contention interference (from more than one machine simultaneously trying to communicate over the network) can be overcome initially by employing a different time-delay response characteristic for each computer in the network (both user and system computers).

The radio link can also be used for long-distance links between the club network and other club networks. Again, see "The Sky's the Limit" for a more complete discussion.■



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# The COSMAC Doodler

Jeff Duntemann 301 Susquehanna Rd Rochester NY 14618

When the COSMAC ELF microcomputer first appeared several years ago, its designer called it a microcomputer trainer. That meant that you had a few hexadecimal displays and a light-emitting diode (LED) to play with in your programs, and nothing else. Clever people managed to make the ELF play music or even generate Morse code without much additional hardware

As far as I know, the ELF is the only microcomputer that has often been built from scratch by hobbyists without using a predesigned printedcircuit board. There is no better way to learn microprocessor hardware than to buy a handful of parts and wire-wrap all of the connections. In ironing out your mistakes, you will become familiar with every processor timing signal, every kink in every system timing diagram, and every little architectural quirk that can grow up to be a big bug in later programs. It is a rigorous education, I promise you, but an excellent one.

Then RCA released the CDP1861 video-display-controller integrated circuit for sale, and suddenly the ELF could do something no comparable computer could do for triple the price. With the CDP1861, the ELF displays a bit-map of 1024 bytes of memory on a video screen (in black and white), with no hardware needed except the CDP1861 and several resistors, and with software consisting of a 30-byte interrupt routine.

This development was not purely a gift to hobbyists, of course. The

#### About the Author

Jeff Duntemann works for Xerox Corp. He has built a small robot (named Cosmo) that he controls with his computer, and enjoys amateur radio operation (as KB2IN). His writing is not confined to technical articles; he has had a science fiction story published in Isaac Asimov's Science Fiction Magazine.

CDP1861 formed the heart of RCA's Studio One home video game. In such games cost is probably the most important factor. Video-game-type graphic displays are now easily done on the ELF. The fourth article in the ELF series ("Build the PIXIE Graphics Display," Joseph A Weisbecker, Popular Electronics, July 1977, page 41) outlined the hardware required and included a simple test program, but it was up to hobbyists to come up with video software to make the ELF earn its keep.

The Video Doodler program presents a winking cursor in the upper left-hand corner of the screen. By actuating toggle switches, the cursor can be made to move horizontally, vertically, or diagonally. As it moves, it either leaves behind a trail of white dots against the black background, or it "eats" previously writ-ten white dots and lines back to blackness. Once you fill the screen, one push of the INPUT switch wipes it clean again.

#### Memory Requirements

The only problem is the program's size. Within the limits of a typical ELF one-page memory system, there is no room left in memory after you toggle in the program to do any drawing on the screen. The only way out of this problem is to expand memory to at least two 256-byte pages. If you shop wisely, you can do this for less than \$9.00. Adding another page of memory requires only two additional 2101 static memory chips and a CD4042 complementary metal-oxide semiconductor (CMOS) latch. Figure 1 details an ELF two-page memory system.

If you do not intend to add much more memory beyond two or three pages, you might consider replacing Text continued on page 218

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**Figure 1:** Schematic diagram of a two-page programmable-memory system that can easily be added to a COSMAC ELF microcomputer. Pins 17 and 22 of the memory parts should not be connected together. Instead of 2101 memory devices, it is possible to substitute CMOS 5101, 74C920, or CDP1822CD parts. Use of complementary metal-oxide semiconductor memories enables the use of batteries to retain data in memory even when the main power supply is shut off.

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**Figure 2:** Memory data-retention circuit for CMOS memories. Do not use this circuit with a 2101-type memory. The nickel-cadmium battery cells charge during normal operation, and thereafter maintain data in the memory when main power has been turned off.

#### Text continued from page 214:

your 2101 devices with CMOS 5101 or CDP1822 memory. A small 3.9 V battery can allow data to be retained in CMOS memory even when the main power is off, thus keeping you from facing the exasperating job of toggle-loading 195 bytes every time you want to show off the Doodler.

If you can locate a 3.9 V nickelcadmium battery, the circuit in figure 2 can be built and then forgotten about. The ni-cad will charge while the power is on, and keep memory alive when power is off. If you operate your ELF at least a few hours per month, the battery will never fully discharge.

#### **Register Use**

The Doodler program makes heavy use of the COSMAC general-purpose registers. A register-use summary is given in table 1 to keep everything straight while you are trying to understand the program's operation.

#### Where Is the Cursor?

It takes two pointers to specify a

cursor position on the screen. The *byte pointer* is the memory address of a single byte somewhere among the 256 bytes displayed on the screen.

The *bit pointer* is a byte stored in half of a general-purpose register. Only one bit of this byte ever contains a binary 1. This bit represents the position of the cursor within the byte indicated by the byte pointer.

The Doodler actually has two sets of pointers for its cursor. The permanent pointers contain the actual position of the cursor at any given time. The temporary pointers are modified during each scan of the toggle switches.

The toggle switches are read and separately tested by shifting bits out of the D register (COSMAC's accumulator). Each of the first five switches controls a program function. If the first toggle switch is actuated, the temporary bit pointer is shifted one bit to the right. If during this shift the bit crosses over into the next byte, the temporary byte pointer is incremented by one.

Actuating the second toggle switch shifts the bit pointer to the left, and decrements the byte pointer if the bit crosses the border into the next byte leftward. The third toggle switch adds the hexadecimal value 08 to the byte pointer. This does not affect the



**Photo 1:** The author's homebrew COSMAC computer system. It contains 2560 bytes of memory and uses a full 16-bit address display. Important processor and input/output signals are brought out through the front panel for ease in breadboarding.



**Photo 2:** Bottom side of the processor board. Six weeks of evening work with an OK Tool Hobby Wrap wire-wrap gun and 150 feet of wire were needed to complete the connections.

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cursor's horizontal position (the bit pointer remains the same), but the cursor is moved down one row. Similarly, the fourth toggle switch subtracts hexadecimal 08 from the byte pointer. This makes the cursor move one row upward.

Only after the toggle switches have been completely scanned are the values in the temporary pointers transferred to the permanent pointers, and the cursor moved to its new position. This makes motion on the diagonal possible without visible up-and-across motion on the way to the new position. If all four toggles are actuated, the cursor does not move. The four motions cancel one another before any information is transferred to the permanent pointers.

The fifth toggle switch determines whether the bit written into the cursor position will be a white dot or a blank space.

#### **Operation of Subroutines**

Two subroutines accomplish the transfer of information from temporary to permanent pointers and the final writing of the cursor bit onto the screen. If the fifth toggle is actuated, subroutine BNKWRT does the job and writes a 0 (blank) into memory at the cursor position. If the fifth toggle

Register	High Byte	Low Byte
0	Direct-memory-	Direct-memory-
	access pointer	access pointer
1	Interrupt	Interrupt
	program counter	program counter
2	Stack	Stack
	pointer	pointer
3	Main	Main
	program counter	program counter
4	program counter	program oodinor
5	BNKWRT	BNKWRT
	program counter	program counter
6	DOTWRT	DOTWRT
	program counter	program counter
7	program oountor	program counter
8	DELAY	DELAY
0	program counter	program counter
9	Temporary	Temporary
, in the second s	byte pointer	byte pointer
A	Inter-shift	Temporary
~	Distorage	bit pointer
B	Permanent	Permanent
D	byte pointer	byte pointer
C	byte pointer	Permanent
U		bit pointer
D	Blanking	Blanking
D	pointer	pointer
E	Dolay timing	Dolov timing
L	Delay-timing	Constant
F	constant	constant
F		

is not actuated, the job is done by DOTWRT, and the cursor leaves a white dot behind in memory and on the screen.

A third subroutine, DELAY, slows the process down so that you can direct the cursor intelligently on the screen. The execution time for DELAY (and thus the speed at which things happen) is determined completely by the constant that begins at memory location 0046. You increase or decrease this constant to slow the program or speed it up.

Text continued on page 224



**Photo 3:** Component side of the processor board. The video signal is brought off the board by the miniature 75-ohm coaxial cable.



**Photo 4:** Display produced using the Video Doodler. The isolated dot at the center right is the winking cursor.

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Listing 1: Video Doodler program in machine code for the COSMAC ELF.

Address	Hexadecima	l Code	Comments
00 06	F8 00 B1 B6 B8 A9 F8 01 B9	B2 B3 B5 AB BB BD	Initialize high-order registers and byte pointers
OF	F8 80 AC		Initialize bit pointers
13	F8 28 A1		Initialize interrupt PC
16	F8 FF A2		Initialize stack pointer
19	F8 66 A3		Initialize MAIN PC
1C	F8 5A A5		Initialize BNKWRT PC
1F	F8 4F A6		Initialize DOTWRT PC
22	F8 45 A8		Initialize DELAY PC
25	D3	INTERDIN	Begin executing MAIN PC
26	72 70	INTERNO	Restore D, X, & P
28	22 78 22	52	Push P, X, & D onto stack
2C	C4 C4 C4		NOPs for sync delay
2F	F8 01 B0	F8 00 A0	Re-point R0 to display page
35	80 E2		Prepare for first DMA cycle
37	E2 20 A0		DMA reset
ЗA	E2 20 A0		DMA reset
3D	E2 20 A0		DMA reset
40	3C 35		Test for refresh done
42	30 26	DELAV	Go to return
44	D3	DELAI	Return to MAIN
45	F8 07 BE		Load timing constant into RE
48	2E		Decrement RE
49	9E		Load RE.1 into accumulator
4A	3A 48		Loop again if not done
4C	30 44		Go to return
412	50	DOTWRT	Return to MAIN
4E	90 AB		Undate byte pointer
4r 51	84 AC		Update bit pointer
53	FB		X = B
54	Fl		Combine bit pointer & screen via OR
55	5B E2		Write dot to screen
57	30 4E		Go to return
		BNKWRT	
59	D3		Return to MAIN
5A	89 AB		Update byte pointer
5C	8A AC		Update bit pointer
5E	FB FF		Inverts D via XOR IMMEDIATE
60	EB		X=B
61	F2		Combine bit pointer & screen via AND
62	5B E2		Write blank to screen
64	30 59	MAIN	Go to return
66	E2 69		Turn CDP1861 on
68	3F 75		Skip clearing routine unless INPUT pressed
6A	F8 FF AD	)	Point RD to top of display page
6D	ED 50 73		X = D Stars 00 on across & docromont pointer
DE 71	F8 00 73		Load pointer into D
71	27 6F		Loop again if not done
74	5D		Store 00 in last byte of display page
75	E2 6C		Input toggles
77	F6 33 89		Tests "move right" bit & branches
7A	F6 33 98		Tests "move left" bit & branches
7D	F6 33 A7		Tests "move down" bit & branches
80	F6 33 AF		Tests "move up" bit & branches
83	F6 3B B7		Tests dot/blank bit
86	7B 30 B7		Go to EXECUTE
89	BA		Store D in RA.1
8A	8A		Fetch temporary bit pointer
8B	F6 33 92		Shift right and test for border cross
			Listing 1 continued on page 224

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Listing	1 contin	ued:				
8E		AA				Update bit pointer
8F		9A	30	7A		Put old D back in D & return to shift & test
92		19				Increment temporary byte pointer
93		76				Shift bit back into other end of bit pointer
94		AA				Update bit pointer
95	2	9A	30	7A		Put old D back in D & return to shift & test
98		BA				Store D in RA.1
99		8A				Fetch temporary bit pointer
9A		FE	33	A1		Shift left and test for border cross
9D		AA				Update bit pointer
9E		9A	30	7D		Put old D back in D & return to shift & test
A1		29				Decrement temporary byte pointer
A2		7E				Shift bit back into other end of bit pointer
A3		AA				Update bit pointer
A4		9A	30	7D		Put old D back in D & return to shift & test
A7		BA				Store D in RA.1
A8		89				Fetch temporary byte pointer
A9		FC	08			Add 08 to D & put sum in D
AB		A9				Update byte pointer
AC		9A	30	80		Put old D back in D & return to shift & test
AF		BA				Store D in RA.1
BO		89				Fetch temporary byte pointer
B1		FF	08			Subtract 08 from D & put difference in D
B3		A9				Update byte pointer
B4		9A	30	83		Put old D back in D & return to shift & test
					EXI	ECUTE
B7		D5	D8	D6	D8	Generate one "wink" of cursor
BB		31	CO			Go to M(C0) if Q is on
BD		D6				Call DOTWRT & write on screen
BE		30	68			Go to test for clear
C0		D5				Call BNKWRT & write on screen
C1		7A				Turn Q off
C2		30	68			Go to test for clear

Text continued from page 220:

One novel effect may be produced by changing the sequence of bytes beginning at location 0046 to 01, AE, 2E, 8E. This permits the program to run at maximum speed. The cursor will streak across the screen almost too quickly for the eye to follow. As you flip the toggle switches up and down, it will paint a crazy-quilt pattern across the screen.

To clear the screen, simply hold INPUT depressed while flipping RUN up. This branches to a simple routine that writes zeroes consecutively in memory from the top of the displayed page on down.

#### **Design Storage**

Saving a design produced with the Doodler for later display involves dumping the contents of the display page of memory into some massstorage medium. Lacking a cassette tape interface or some other storage, you will have to step through memory and write the hexadecimal contents of each byte in the page.

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# **Book Reviews**

#### TRS-80 Assembly Language Programming

William Barden Jr Radio Shack, 1979 224 pages, softcover \$3.95

"The goal of this book is to take a TRS-80 user familiar with some of the concepts of programming in BASIC and introduce him to TRS-80 assembly language." With that statement in the preface, Mr Barden proceeds to do exactly that. He introduces the user of the Radio Shack TRS-80 computer to that mysterious element of programming called assembly language. For you old-timers, *TRS-80 Assembly Language Programming* is a refreshing review of how we used to program way back in the good old days. For you novices, perhaps discouraged after trying to debug a BASIC program, this book is the change of pace you need. Throw away, or at least put aside, that BASIC

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NATIONAL MULTIPLEX CORPORATION 260 Lackland Drive East Middlesex, New Jersey 08846 Tel. (201) 356-9200 TWX 710-997-9530 user's manual, type in "SYSTEM" when the prompt character appears, and load that Editor/ Assembler or TBUG tape you just bought. Now you are going to see what computer programming is all about!

Although the author states that the Radio Shack Editor/Assembler package or its equivalent is not a requirement, you will miss half the fun of reading this book if you do not have it. Also, TBUG is recommended by the author in order to fully appreciate some material.

Barden has developed a unique presentation to introduce and explain the general concepts of the TRS-80 assembly language, the mnemonic system for the Z80 microprocessor. I say a unique presentation because this is the first assemblylanguage book which I have enjoyed reading. Barden is not averse to injecting a little humor into his writing. After all, who says that programming books should be all bits, bytes, and syntax restrictions?

Barden begins with the architecture of the Z80, its instruction set, and its addressing modes. He then proceeds through the Editor/Assembler and the TBUG commands and formats in the first section of the book.

There is quite a bit of information packed within these first eighty-four pages, and it pays to read through Section 1 with a highlighting marker in hand. In fact, I skimmed through these pages for my first reading and then reread them more carefully the second time. This method tends to fix certain important details in your mind and will act as a referencing tool.

After you feel confident with the introductory material, move on to Sec-

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tion 2. Barden not only explains the how and the why of assembly language, but does so with useful examples of assemblylanguage coding. When he explains how to move data, he does it by coding the instructions and discussing the pertinent background. Arithmetic and comparison operations, logical and bit operations, shifting, strings, and tables are explained and presented with appropriate coding. If you have TBUG

or Editor/Assembler, you can code along with the text and actually see the operations being executed. This interactive approach works well.

In TRS-80 Assembly Language Programming, Barden handles the discussion of input/output (I/O) operations in an easily readable, yet informative fashion. After you complete this phase of your education, the mystery of assembly language magically evaporates, and you are ready to tackle some sophisticated assemblylanguage programming.

But that's not all. Barden ties together most of the loose threads by including some interesting and useful subroutines. If you want a quick routine to fill a block of memory with any given 8-bit value or move the contents of a block of memory from one area to another. you need only assemble the subroutines already coded



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for you and presented in the book.

Some arithmetic subroutines are also given: adding or subtracting operands containing up to 256 bytes, and multiplying or dividing 16-bit numbers. The compare subroutine is useful since it compares two 8-bit operands in true algebraic fashion. A routine for converting an 8-bit value into two American Standard Code for Information Interchange (ASCII) characters is included, as is a search subroutine. Finally, three subroutines that operate in a manner similar to the SET, RESET, and POINT statements in BASIC are given in the book.

Barden offers four complete assembly-language programs to start your program library off on the right foot. These perform the functions of writing data to the screen (good for looking at the contents of memory locations), moving patterns at high speed (great for animated graphics), a graphic bubble sort (good for demonstrations), and a program to play music via the cassette output port.

The appendices include a listing of the Z80 instruction set and a listing of the Z80 op codes. (For quick reference to Z80 mnemonics, Zilog offers the Z80-CPU **Programming Reference** Card, which I have found more convenient to use than flipping through the pages of a book.)

One further note: William Barden is also the author of The Z80 Microcomputer Handbook (Howard W Sams Co Inc, 1978), which takes the Z80 software a few steps deeper into the assembly-language forest.

So, what can you get for \$3.95 in addition to Barden's excellent introductory text dealing with Z80 assemblylanguage programming? Quite possibly you will get a hard-to-shake bite from the assembly-language bug.

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# Clubs and Newsletters

#### Newsletter for Ohio Scientific Users

The OSI Users' Independent Newsletter is edited, published, and written by Charles Curley, 6061 Lime Ave, Number 2, Long Beach CA 90805. A year's subscription is \$10 for six issues. The newsletter includes articles on software, hardware, bugs and fixes, and reviews of items of interest to OSI users. Articles are welcome from enthusiastic owners and users.

Salem, Oregon Area Computer Club Club membership is open to all those that are interested in using microcomputers for fun and business. Membership dues are \$5 per year. The club meets the first Monday of each oddnumbered month at McKinley Community School, 461 McGilchrist St, Salem, Oregon. On evennumbered months, they meet at Computer Pathways Unltd Retail Store, 831 Lancaster Dr, Salem, Oregon. A monthly newsletter is published. Each meeting features a presentation by a club member or invited guest. For information, contact Salem Area Computer Club, c/o Doug Walker, 4554 Jan Ree Dr NE, Salem OR 97303.

#### North London Hobby Computer Club (NLHCC)

The NLHCC has scheduled their meetings for the next 3 months. The theme for the May meeting is "Computer-Aided Instruction." The meeting will be held May 7 at 7 PM in the Students Common Room in the Polytechnic of North London. On June 4, the meeting is entitled "The House Computer." July third's meeting is on "The Personal Computer and Restel/Teletext." Contact NLHCC, Holloway, London N7 8DB, ENGLAND.

#### TRS-80 Users Group of Sacramento

The TRS-80 users group of Sacramento meets at the Sacramento Country Branch Library, 2443 Marconi Blvd (Marconi and Fulton), Sacramento, California, from 7 to 10 PM as called. For more information, contact the TRS-80 Users Group of Sacramento, POB 255704, Sacramento CA 95825.

> University of New Hampshire Computer Services Newsletter

On Line is a well-produced newsletter covering software programs, schedules of events and other activities of interest to students in the computer programs. For more information, contact Computer Services, University of New Hampshire, Kingsbury Hall, Durham NH 03824.

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#### Central Oklahoma Amateur Computing Association (CENOACA)

CENOACA meets the second Saturday of each month at the OSU Technical Institute, 900 N Portland, Oklahoma City, Oklahoma, at 10 AM. Their purpose is to acquaint beginners with personal computing and increase their knowledge of special interest areas, including SwTPC and 6800 systems. Their newsletter, CENOACA Newsbits, is published on an irregular basis, Contact CENOACA, POB 2213, Norman OK 73070.

#### Another Group in Florida

The Space Coast Microcomputer Club meets on the fourth Thursday of each month at 7:30 PM in the Merritt Island Public Library Auditorium. They are affiliated with the JF Kennedy Space Center at Cape Canaveral. The group publishes *Enterprise*, a monthly newsletter. The primary interests are Z80, 8080, and S-100 systems. Dues are \$5 per year, and inquiries should be sent to Ray O Lockwood, 315 Inlet Ave, Merritt Island FL 32952.

#### **APL Newsletter**

A quarterly newsletter describing tools, techniques, services, and containing general news of interest to APL users, is being published by Southwater Corp, 2348 Whitney Ave, Mt Carmel CT 06518. Subscriptions are \$6 annually and requests should be sent to *APL Market Newsletter*, at the above address.

Newsletters on the UCSD Pascal System

The Institute for Information Systems is publishing newsletters describing the UCSD Pascal System developed by the University of California, San Diego. For more information, contact the Institute for Information Systems, mail code C-021, University of California, San Diego, La Jolla CA 92093.

#### Apple Users Group

The Goldcoast Computer Apple II Users Club desires additional members. The group publishes a monthly newsletter with programming tips, and they have a library selection of over 1000 programs. Send for details: Florida's Goldcoast Computer Apple II Users Club, 133 Brenda St, Milton FL 32570.

Feedback From Fujitsu Feedback From Fujitsu is a



newsletter from Fujitsu Limited, Japan's largest computer manufacturer. It contains items concerning discoveries and general business news of Japan's strides in the computer industry. For more information, contact *Feedback From Fujitsu*, Ruder and Finn Inc, 110 E 59th St, New York NY 10022.

#### Association for Computers and the Humanities

This international organization is devoted to the study of computer applications in language and literary studies, history, musicology, the visual arts, cultural anthropology, and other related social sciences. Members of the association are entitled to discount at the International Conference on Computers and the Humanities and the meetings of the Association for Literary and Linguistic Computing. The annual dues are \$15, and a quarterly newsletter is available for \$15 per year. For details. write Association for Computers and the Humanities. Queens College, Flushing NY 11367.

#### Computers and Gambling Magazine

This quarterly magazine is oriented toward computer hobbyists interested in using computers for all types of handicapping systems, card counting systems, and techniques for stock and future markets investments. Articles describe products and techniques for the computerized gambler, and advertising of products and personal computers is included. Sample issues are available for \$1. Subscriptions are \$5 per year and may be obtained by writing to Joe Computer, 22713 Ventura Blvd, Suite F, Woodland Hills CA 91364.

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# **BYTE's Bits**

#### Observations from BYTE's Ongoing Monitor Box, The BOMB

As the card says, BYTE's BOMB is your direct line to the editor's desk. Ever since the third issue of BYTE (November 1975), BYTE's editors have used the BOMB as an important source of information on how readers react to our magazine. Therefore we thank the readers who have mailed the BOMB card to us and included their comments.

Occasionally we like to share with you some of the more interesting responses received on these cards. The most pictorial BOMB card in recent memory came from a reader in Hackensack, New Jersey, shown front and back in photos 1 and 2. It seems our friend in New Jersey was generally pleased with our January 1980 issue.

Regretfully not all of our readers have been as well pleased. On one February 1980 BYTE BOMB card most of the articles were rated as being of poor quality, and a single word appeared in the "Comments" section: "PHOOEY." Yet another BOMB card for February said: "Your best issue in my 3 years!!" Clearly, a split decision.

If you have wondered when we stop accepting BOMB cards for a given issue, we cut off tabulation during the second week of the month after the cover date of an issue.

If you have never sent in a BOMB card, but intend to do so, please observe the following points. The card should be sent to our offices in Peterborough, New Hampshire. The card is presently not postpaid, but \$0.10 US postage will suffice for most readers. The card is intended to record your subjective opinion, so just write your reaction, and put any specific comments on the bottom of the card. You are free to remain anonymous, but you may put your name

and address on the card if you wish. In any case, letting us know your responses to our work helps us to work better. . . .**RSS** 

#### The Largest Computer Store in America?

What is the largest personal computer store in America? The answer to that question is debatable, but on the East Coast, it's probably NEECO's (New England Electronics Company Incorporated) new facility in Needham, Massachusetts. The 9000-square-foot showroom was filled with a variety of hardware and software on our recent visit. President Robert Crowell told us about their new nationwide distribution subsidiary, called Microamerica, which was announced last fall and carries most of the major computer product lines.

We have noticed a marked increase in the

number of large computer stores like Bob Crowell's with diverse product lines. This supermarket-like approach can be beneficial to the industry when combined with personal service to customers—a vital ingredient to any store's success.

In the West, things are also humming in the personal computer store field. Micro-Age in Tempe, Arizona, is a good example. Run by Jeff McKeever and Alan Hald, Micro-Age has been expanding. We were favorably impressed by their facility and by their approach to the market during a recent visit. . . . CM

#### Texas Instruments Has an Award Winning Bubble Memory

Texas Instruments has been awarded the 1979 Information Product of the Year Award for its Model 763 Bubble-Memory Data Terminal and Model 765 Portable Bubble-Memory Data Terminal. Both terminals have a full, 128-character, alphanumeric keyboard. Up to 80,000 characters can be collected and stored in the nonvolatile bubble memory, then transmitted at rates from 110 to 9600 bits per second (bps) to a host computer system. Both units have a quiet 30-character-per-second (cps) print speed and built-in acoustic coupler modem.

A bubble memory is a small electromagnetic circuit that stores digital information by changing the magnetic polarity of a thin, crystalline film. The bubbles are cylindrical magnetic islands polarized in a direction opposite from that of the film. Bubble memory has no moving parts, and, because it works magnetically, retains information when the power is turned off. It offers higher access



Photo 1

MORECLISP HOME BREWERS PHANKYOU FOR LETTING WENT MY OUT ROF ... MEMORY FRU STRATIONS ONLOW YOUR BOMB CARD BRAND BRASED 5 5()5 5 3()6()5 5 101 ORINION HERE. 00 I JUST 10 11 12 13 14 HAPPEN NOT TO APPRICIATE MESSAGE/ REMINDER 10 16 PROGRAMS, 3 ES BASIC 8 Comments BRAUD! TO min AFIL FORMAT. EXCELLENT ISSUE MORE LET'S HAVE O SOME TATTUGAR LISP + ARTIFICIAL ANTRIES. THEMENDOUS (READINON APPLICATIONS ISSUE .

Photo 2

# "THE CREATOR®" By Complete Business Systems, Inc. Software Division

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**IF** you are one of the many who bought a microcomputer in the belief that with just a little studying you could write your own programs, you now know that you can't.

IF you, as a businessman, thought you could have stock software modified at a reasonable cost with reasonable results, you know that's not possible either.

**IF** you are a hobbyist getting tired of the untold hours it takes to write a program, only to find it takes more hours to debug than to write ...

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- A. Yes, the resulting program is modular, fully documented and readily accessible for alterations or deletions.
- O. Does the program created use so much disc space that there is very little space left for record storage?
- A. No, the code produced is extremely compact despite complete documentation. If requested "THE CREATOR®" will even "pack" or compress information. You may even delete the "remarks" making it even more space efficient.
- Q. Must I be expert or even conversant with Basic Language?
- A. No, all questions to and answers from the operator require no computer language knowledge, simple every day English will do.
- Q. What about math ability?
- A. If you can count your fingers and toes, you'll have no problems.
- Q. Will the programs which I produce with "THE CREATOR®" be bulky, slow or amateurish?
- A. No, the resulting programs will be sophisticated and extremely fast operating. For example, should you create a mailing list or inventory program, the time for any record to be retrieved and displayed from a full disc would take a maximum of 1 second.

- Q. Must the programs produced conform to a predetermined format and file length?
- A. No, you determine format and file size to fit your requirements. You may have as many as 22 fields or as few as 1.

#### Q. Can'l develop my own business programs?

- A. For the most part, yes.
- Q. What are the limitations? What programs can I produce with "THE CREATOR®"?
- A. Your own ingenuity and hardware limitations.
- Q. Will future versions of "THE CREATOR®" make my present copy obsolete?
- A. The purchase price includes your original diskette and user instructions. Your program is registered in your name. For a period of one year from the date of purchase you will be entitled to receive FREE any improvements or modifications. The only expense to you will be a new diskette charge (if applicable), packaging and mailing.

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- Can be used with Micro-Soft Basic and CP/M systems.
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We are seeking qualified dealers and distributors to handle our growing software lines. Address inquiries, on your company letterhead, to: Complete Business Systems, Inc., Software Division, 9420 W. Foster Ave., Chicago, Illinois 60656.

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speeds, smaller size, and less weight and power consumption over paper-tape, cassette and floppy-disk systems. Bubble memory terminals can access any indexed record in memory in less than 15 ms (ie: 10 times faster than a floppy disk). If the data location is unknown, the characterstring-search speed is 1000 cps, about 4 times the speed of a cassette search.

For more information, contact Texas Instruments, POB 1444, M/S 7784, Houston TX 77001.

#### The Fifth Annual California Computer Swap Meet

The Fifth Annual California Computer Swap Meet will be held on June 1, 1980, from 10 to 6 PM at the Santa Clara County Fairgrounds (344 Tully Rd, San Jose CA). Last year's event, held in September at the San Mateo County Fairgrounds, was attended by over 3000 buyers.

Personal computing hardware and software will be sold by individuals, computer manufacturers, and computer stores. New software and hardware, as well as used, will be offered by vendors and individuals who have cleaned out their back rooms and garages for the event. Admission is free to buyers. Contact the Fifth California Computer Swap Meet, POB 52, Palo Alto CA 94302, or call 415-324-2404.

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Meteor burst transmission has proven reliable and costeffective for the snow telemetry program operated by the US Department of Agriculture's Soil Conservation Service. By transmitting snowfall data from remote locations, the program has eliminated costly manual measurements.

Meteor burst transmission systems work in several stages. Remote sensors gather data while a microprocessor-controlled station emits a continuous radio signal, which bounces off a meteor trail whenever one occurs within range. When this signal reaches a transceiver at a remote site,



data is transmitted via the meteor trail to the central station.

For more information, contact SRI International, 333 Ravenswood Ave, Menlo Park CA 94025.



#### Escher's Nationality

I was interested in the February 1980 BYTE cover and in Carl Helmers' editorial concerning the Euler Problem of Königsberg. I immediately noticed when I received the issue the similarity of the cover painting to Escher's work. However, I must take argument concerning the statement that Escher was a Swiss artist.

Maurits C Escher was born on June 17, 1898 in Leeuwarden, Netherlands, and died March 27, 1972 in Laren, also in the Netherlands. He was in fact a Dutchman whose works are almost revered today in the Netherlands. I certainly commend artist Robert Tinney for combining two of Escher's more famous prints Drawing Hands, from January 1948, and Reptiles, from March 1943. However, the sequence of reptiles in Escher's original work came around and completed the cycle, by returning to the flat paper, whereas these "dragons" seem to disappear around the corner.

Naturally, the Towers of Hanoi did not go unnoticed either.

My commendation to Mr Tinney, but I think that the history of Escher, who may have been the world's greatest graphic artist, should be given correctly.

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#### MAY 1980

May and June Microprocessor Training Courses, Cudham Hall, Cudham, Sevenoaks, Kent, ENGLAND. Microprocessor familiarization, microprocessor applications for the equipment user and for the manufacturer, and microprocessor-based equipment design and development are the courses being offered by the Sira Institute Limited. Write to Conference and Courses Unit, Sira Institute Ltd, South Hill, Chislehurst, Kent BR7 5EH ENGLAND.

May 1-2 Programming Language Technology and Ada, San Francisco CA. Conducted by Anthony Wasserman, the conference will discuss concepts of programming languages including those which support Ada language definition and development activity. The course costs \$450. Registration information is available from Software Research Associates, POB 2432, San Francisco CA 94126.

May 5-7 Software Principles for Management, San Francisco CA. The course is intended for managers who need to understand what software is and how to utilize it properly. Registration is \$675, and



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additional information is available from Technology Transfer Institute, POB 49765, Los Angeles CA 90049.

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Data Communications, George Washington University Library, 2130 H St. NW, Washington DC. This course is intended to highlight major data communication services available, the basic choices in designing a data communications network, and essential engineering aspects of data communications. It is intended for systems analysts, engineers and managers. Contact the Director, Continuing Engineering Education, George Washington University, Washington DC 20052. The course fee is \$510.

#### May 6-10

The Eighth Annual Canadian Association for Information Science, Toronto, CANADA. Technology, commodity, and rights are the themes of this conference. Topics will cover information in the marketplace, information transfer and policy issues, right to access, new information technologies and applications, and other subjects. For more information, contact the Program Chairman, Eighth Annual CAIS Conference, Technical Information Centre, Bell Northern Software Research, 12th Floor, 522 University Ave, Toronto, Ontario M5G 1W7 CANADA.

In order to gain optimal coverage of your organization's computer conferences, seminars, workshops, courses, etc, notice should reach our office at least three months in advance of the date of the event. Entries should be sent to: Event Queue, BYTE Publications, 70 Main St, Peterborough NH 03458. Each month we publish the current contents of the queue for the month of the cover date and the two following calendar months. Thus a given event may appear as many as three times in this section if it is sent to us far enough in advance.

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May 12-13 Data Communications, Worcester Polytechnic Institute, Worcester MA. This seminar is designed to help professionals develop an effective data communications system. Network design, requirements, software, diagnostics, and controls are some of the issues to be covered. The fee is \$375 which covers everything except hotels. For information, contact Office of Continuing Education, Worcester Polytechnic Institute, Worcester MA 01609. May 13-15 Microprocessors: New

Directions for Mankind, Albuquerque NM. This symposium will deal with a variety of microprocessor applications. It is part of the Ideas in Science and Electronics Show. Contact J Arlin Cooper, Div 2331, Sandia Laboratories, Albuquerque NM 87185.

May 13-15 Electro/80 Show and Convention, Hynes Auditorium and Boston Sheraton, Boston MA. This show consists of presentations and exhibitions by computer industry manufacturers. Contact Electronic Conventions Inc, 99 N Sepulveda Blvd, El Segundo CA 90245.

May 13-16 The Ninth Annual Conference of MUMPS Users Group, Islandia Hyatt House, San Diego CA. This meeting will bring together scientific, medical, and business professionals to discuss current research and application development. Areas of participation are paper presentations, workshops and tutorials, and vendor exhibits. Contact Dr Jack Bowie, MUG 80 Program Chairman, The Mitre Corp, Mail Stop 641,



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May 21-23

Business and Personal Computer Sales-Expo 80, Philadelphia Civic Center, Philadelphia PA. This show is aimed at a wide range of interests in business and any other area that has a need for computers and computer-related products. Exhibitors will be giving demonstrations of equipment. Contact Produx 2000 Inc, Roosevelt Blvd and Mascher St, Philadelphia PA 19120.

#### May 23

The Digital Computer Association, Annual Meeting, Pacifica Hotel, 6161 Centinela Blvd, Culver City CA. A slide show, followed by dinner and an evening program, are the main events of the meeting. The price is \$15 prepaid. Send reservations to Mary Rich, 731 Bayonne St, El Segundo CA 90245.

#### May 24-25

Amateur Radio and Computer Hobbyists Second Annual Convention, Cervantes Convention Center, St Louis MO. Speakers, presentations, equipment displays, and a flea market will be featured. For more information, contact the Gateway Amateur Radio Assocation Inc, POB 68, Marissa IL 62257.

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#### May 31

Amateur Radio Fair, Minnesota State Fairgrounds, St Paul MN. The North Area Repeater Association is sponsoring this swapfest and exposition for personal computer enthusiasts and radio amateurs. There will be free overnight parking for selfcontained campers on May 30. The admission is \$3. For information, write Amateur Fair, POB 30054, St Paul MN 55175.

#### May 31-June 1

Microcomputers and the Physician's Office, Hyatt Regency Hotel, San Francisco CA. This seminar will provide a realistic look at microcomputer applications in the private practice. Contact Medical Data Systems, POB 193, Ojai CA 93023.

#### **JUNE 1980**

June 2-4 Improving Productivity and Distributed Data Entry,

Sheraton Center, New York NY. The conference and seminar schedule includes discussions on word processing, data processing, future directions of data entry, improving data entry productivity, automated offices, installing a data-entry incentive system, and more. Contact Data Entry Management Association, POB 3231, Stamford CT 06905.

#### June 4-5

Microprocessors: Hardware, Software, and Application, Holiday Inn, Boston MA. This course is recommended for technical professionals who need an understanding of microprocessors in relation to their corporate and business careers. Contact Office of Continuing Education, Worcester Polytechnic Institute, Worcester MA 01609.

lune 4-6 Salon de l'Ordinateur Computer Show, Place Bonaventure, Montreal, CANADA. This exhibition will feature

over eighty manufacturers' hardware and software.

For more information. contact Industrial Trade Shows of Canada, 36 Butterick St, Toronto, Ontario M8W 3Z8 CANADA.

#### June 9-13

Microcomputer Workshop, Carnegie-Mellon University, Pittsburgh PA. Engineers, research scientists, educators, and managers will benefit from this course. It covers all aspects of microcomputers and software. Hands-on-training will be provided. The tuition is \$585 and housing can be arranged. Contact the Post College Professional Education, Carnegie-Mellon University, Pittsburgh PA 15213.

June 14 Microcomputers in Business and The Professions: Systems Selection, Butler University, 4600 N Sunset Ave, Indianapolis IN. This seminar will cover various types of hardware and soft-

ware, how to evaluate the kinds and performances of computers, and their applications in business and home use. The registration fee is \$75. For information, contact College of Business Administration, Butler University, 4600 N Sunset Ave, Indianapolis IN 46208.

June 15-18 International Summer Consumer Electronics Show, McCormick Place, McCormick Inn, Pick-Congress Hotel, Chicago IL. The Consumer Electronics Show (CES) will feature exhibits from many companies; seminars and discussions; and items ranging from televisions, tape recorders, telephones, and translators, to computers, component systems, auto sound systems, and electronic games will be displayed. Attendance is limited to dealers and the press. Contact Consumer Electronics Shows, Two Illinois Center, Suite 1607, 233 N Michigan Ave, Chicago Il 60601.





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#### June 16-20

Data Flow Concepts in Computer Language and Architecture, Massachusetts Institute of Technology (MIT), Cambridge MA. MIT's program will cover principles of data flow computer organization and programming language design and applications. Certain architectures will be covered and techniques will be discussed. Familiarity with languages and architecture is a prerequisite. The tuition is \$750. Living arrangements can be made through the school. Contact the Office of the Summer Session, Room E19-356, MIT, Cambridge MA 02139.

#### June 17-19

Data Comm, Palais des Expositions, Geneva, SWITZERLAND. Data communications and distributeddata processing are the main themes of this conference and exhibition. Software development and tools, computer languages, managing data-communications systems, and definitions, concepts, and applications of data communications and distributed-data processing are some of the topics that will be covered in the conference.

For more information, contact Industrial and Scientific Conference Management Inc, 222 W Adams St, Suite 999, Chicago IL 60606.

June 18-21 Association for Computational Linguistics, University of Pennsylvania, Philadelphia PA. The meeting will cover theoretical and methodological problems of computational linguistics, speech acts, analysis of multisentence texts, dialogue, machine translation, and computational semantics. For further information contact Don Walker, Artificial Intelligence Center, SRI International, 333 Ravenswood Ave, Menlo Park CA 94025.

June 20-22 The Fifth Annual Computerfest, Franklin University, Columbus OH. Sponsored by the Midwest Affiliation of Computer Clubs, this is a gathering of interested hobbyists, professionals, and businessoriented computer users. Workshops and discussions are the main features of the conference. Contact James Crowley, 4008 Rickenbacker Ave, Columbus OH 43213.

#### **JULY 1980**

July 7-11 Computers and Related Products, Hyatt Regency Hotel, Seoul, KOREA. This show is limited to approximately forty firms for exhibition. For details, contact Robert Wallace, Rm 6015A, US Dept of Commerce, Industry and Trade Commission, Washington DC 20230.

July 14-16 Diagnostic Software: Planning and Design, Sheraton-Lexington Motor Inn, Lexington MA. The seminar is for design, test, and diagnostic engineers. Design examples, lectures, informal sessions, and programming are part of the course. The fee is \$450. Contact Professor Donald French, Institute for Advanced Professional Studies, One Gateway Center, Newton MA 02158.

#### July 14-18

SIGGRAPH '80, Seattle Center, Seattle WA. Panel discussions and readings will be included in this conference. The topics will include graphic displays, animation/dynamics, cartography, input techniques, video and color hardware, and more. For general information, write to SIG-GRAPH '80, POB 88203, Seattle WA 98188.

#### July 22-24

Microcomputer Show, Wembley Center, London, ENGLAND. New products will be exhibited, along with presentations of papers. For information contact TMAC, 680 Beach St, Suite 428, San Francisco CA 94109. ■





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# Error Checking and Correcting for Your Computer

Gregory J Walker, President Design Innovations, Inc Birch Acres New London NH 03257

An active error-checking and correcting system can go a long way toward solving the occasional problems that hamper the usefulness of low-cost data-storage devices (such as audio-cassette recorders). It offers a means of improving reliability in problem-plagued situations, and in cases where the error frequency is already sufficiently low, the checking and correcting system allows increased data densities and transfer rates with an overall gain in storage system performance. In a welldesigned system, error detection and correction schemes can lead to marked reductions in loading times due to higher average data rates.

Figure 1 shows the connection of the active error-checking and correcting apparatus between the computer and the peripheral data-storage device.

The theoretical development of error-trapping and correcting codes is largely due to the efforts of Richard W Hamming, a mathematician who first published on the subject in the *Bell System Technical Journal* early in 1950. (See reference 1.) Now, thirty years later, *Hamming codes* still represent one of the more practical approaches to the errorcorrecting problem.

A particularly important aspect of

Hamming's work focused on his formulation of the concept of *code distance* (indicated by the letter D). This relates the uniqueness of (or "distance between") meaningful codes to the number of *simultaneous* errors (indicated by the Greek theta,  $\theta$ ) that can be detected and corrected.



**Figure 1:** Block diagram showing interconnection of error-checking and correcting system with the computer.

#### **Definition of Hamming Distance**

The Hamming distance between any two words is defined as the number of bit positions in which they differ. In terms of logical processes this is merely the total number of bits set to logic 1 following an exclusive-OR operation between the two words, as shown in figure 2. Simple binary coding has a Hamming distance of 1. This unitary distance is precisely the source of the problem, because any given code value appears to be as valid as any other.

Normally, as a processor receives binary data from a peripheral device, no mechanism is present which can correct a bit inversion. If a bit is read erroneously, it will either invalidate the check sum and cause an error trap, or it will be loaded into main memory without detection, thus propagating the error. It may or may not be a critical fault.

Consider the following 4-bit code:

bit 3210
0001
0010
0100
1000

This limited shifting pattern generates a code format with a Ham-



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01001111 11101001	}	10100110
00000000 00000001	}	00000001
00000000 11111110	}	11111110
01010101 10101010	}	11111111

**Figure 2:** The logical exclusive-OR function produces the output bytes shown in the right column from the input bytes shown in the left column. For each bit, the output bit is a 1 if and only if one of the input bits is a 1.

ming distance of 2. It is impossible to invert a single bit position and create any one of the other three valid words.

Symbol	<b>Encoded Form</b>
3	1000
	ten managerie
	•
INVALID	1100

However, if a dual error occurred, the code's error-detection capability would fail:

Hamming Distance (Minimum)	
1	code uniqueness
3	single-error correction
4 5	double-error correction

**Table 1:** Minimum Hamming code distances necessary to obtain the listed properties in a particular coding scheme. Capabilities increase directly as Hamming distance increases (for small distances). Correction of an arbitrary number of errors requires a Hamming distance of at least twice the number of errors plus 1.

Symbol	Encoded Form
3	1000
	11
2	0100

As indicated above, when the Hamming distance increases, the allowable number of simultaneous errors,  $\theta$ , also rises. Errors can be trapped effectively as long as  $\theta$  does not equal or exceed the Hamming distance minus 1 (D - 1). This should be clear, any sequence of



(D - 1) errors will result in the generation of a meaningless code word if the distance between code words is given by D. No series of (D - 1) errors will produce a meaningful code.

#### **Correcting Errors**

Error-*correction* capability necessitates a larger Hamming distance, as shown in table 1. Any pattern of  $\theta$  errors can be corrected if, and only if the Hamming distance D is greater than or equal to  $(2\theta + 1)$ . In this case, any received data word with  $\theta$  errors differs from the transmitted, correct word in  $\theta$  positions, but it also differs from all *other* meaningful words in at least  $(2\theta + 1 - \theta)$ , that is,  $(\theta + 1)$  positions.

The erroneously received word therefore lies closer to the correct transmitted word than to any other possible word. Thus, it is possible to reconstruct the proper coding and recover the correct data word. To illustrate this point, the 4-bit code from the previous example does not meet the criterion of D greater than or equal to  $(2\theta + 1)$ , and is therefore uncorrectable. A single bit error in either of the two positions can lead to the same erroneous code:

Symbol 3	Encoded Form 1000
	1
INVALID	1010
1	<b>†</b> 0010

Examination of the invalid code (1010) yields no information concerning what the correct pattern was initially. This meaningless value (1010)

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could have been generated from an originally encoded 3 (pattern 1000), with an error in bit 1, or from an encoded 1 (pattern 0010) with an error in bit 3. Without any additional information, it is impossible to distinguish between these cases. Once an error occurs, although it can be trapped by searching for invalid codes, it cannot be corrected.

Now consider the correctable code:

Symbol	Encoded Form
0	00000
1	11101
2	11010
3	00111

Examination of this new code reveals a minimum Hamming distance (D) of 3 between the various states, permitting single error correction. (See table 1.) The inefficiency of

Symbol	Binary Form	7-bit Encoded Form
00	0000	1110000
01	0001	1000001
02	0010	0100010
03	0011	0010011
04	0100	0000100
05	0101	0110101
06	0110	1010110
07	0111	1100111
08	1000	0011000
09	1001	0101001
10	1010	1001010
11	1011	1111011
12	1100	1101100
13	1101	1011101
14	1110	0111110
15	1111	0001111

**Table 2:** Sixteen different logical entities or symbols can normally be represented by a 4-bit code. Use of a unique 7-bit encoding increases the Hamming distance to 3 and allows a single-bit error correction.



this code is obvious; however it should be clear that any single error can be detected and *located* using this scheme.

Symbol	Encoded Form
0	00000
	ţ
INVALID	00001

The erroneous pattern could only be the result of encoding a 0 with an inversion in the least significant bit. Given the word 00001, the original, correct coding could be restored. This can be attributed to the fact that even the invalid, meaningless patterns display a limited uniqueness, and are directly traceable to specific *valid* codes subject to a small number of errors.

#### Uses of Parity

Clearly, coding efficiency is hampered as the Hamming distance is increased and as the requirements for trapping and correcting power are made more stringent. It becomes a matter of systematically generating a code that displays enough "correcting power" to handle data words of a useful length, without creating an excessive code-redundancy overhead. Here, the concept of parity plays an important role. Parity is established in a data word through the setting of an additional bit, such that the total number of bits set to logic 1 is either always odd or always even.

The operation of simple parity encoding and decoding is easy to understand. Assume, for example, that a data word 4 bits wide undergoes an odd-parity test across the entire word:

Γ	1010	
1	1010	

During encoding in this example, the fifth bit (the parity bit) is set to establish *odd* parity. Upon decoding, if the parity bit is included in an identical parity check, namely odd parity across the entire word (now 5 bits wide), the output of the parity test will be a logic 0.

If at some point between encoding and decoding, an error forces an inversion in a single bit (eg: with an error in bit 3, input to the decoder will be 10010), the odd-parity test will



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**Figure 3:** Sixteen different logical states may be represented in a 7-bit code with a Hamming distance of 3. Single-bit errors may be detected and corrected. Encoding in 7 bits is accomplished by performing three distinct parity checks on 4 data bits. Table 4 shows the possible fault codes. The fault code of 000 indicates that no error was detected in decoding.

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fail and produce a logic 1 signifying an error.

#### **Operation of Hamming Codes**

Certainly this mechanism can be fooled by multiple errors, but it is possible to construct multiple-level parity checks which will trap a surprising number of errors. This is precisely how the Hamming codes operate. Fundamentally, Hamming's algorithm performs multiple-level parity generation on a data word at the data source. This parity code is then transmitted along with the data, and the entire code block (data plus parity code) is subsequently decoded under an analogous process. Any bit errors occurring during transmission will be detected.

Clearly, the efficiency of this error trap will approach 100% only in very simple cases. Several parameters have direct bearing on the trapping success: total word length N, number of data bits K, number of parity bits M (M = N - K). The ultimate goal, of course, is to realize the ideal where the quantity N/K approaches 1, and M is minimized without sacrificing trapping and correcting capability.

A 4-bit binary code is normally capable of representing sixteen different states with a Hamming distance equal to 1. Momentarily setting aside questions of efficiency, the same sixteen states can also be represented in a 7-bit code at triple the Hamming distance, as shown in table 2. Again, referring to table 1, a Hamming distance of 3 facilitates single-error correction. Encoding in 7 bits is accomplished by performing three distinct parity checks on the 4 data bits. Details of the three parity checks are summarized in table 3 and diagrammed in figure 3.

It should be understood that the actual encoded form of each symbol is irrelevant and need not be known. When no error is present, decoding of the 7-bit word will reset all three parity checks to logic 0, and will restore the data to its original form. The error-handling process is demonstrated in figure 4. With an error in the third data bit, the paritydecoding procedure flags a fault code of 110, which in table 4 is seen to correspond uniquely to an error in data position 3.



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#### Practicality of Use

An overhead of three parity flags for every 4 data bits is undesirable. These techniques become useful only



**Figure 4:** Another example of encoding and decoding data composed of 4 bits in a 7-bit word. In this case an error has been detected; the fault code of 110 indicates an error in data bit 3.

for larger word lengths. Initially, performance increases as the data word length becomes longer, up to N = 31. It is possible to correct single-bit errors in words with 8 data bits and four additional parity flags, an overhead of 50%. Single-error correction of 16 bits requires five flags, an overhead of 32%.

In the case of an 8-bit system, an overhead of 50% may seem exorbitant, but it can pay off rapidly. Assuming that with correcting logic in operation, single errors are virtually nonexistent, it may well be possible to realize a decrease in loading time by a factor of 2, 5 or even 10. It is true that 1.5 times as many bits are being moved into and out of the storage medium, but if the data rate merely doubles, loading times will fall to

Check Bit	Data Po	sitions
0	0,1,2	(odd)
1	0,2,3	(odd)
2	1,2,3	(odd)

**Table 3:** Encoding 4-bit data into 7 bits is done by performing 3 distinct parity checks on the 4 data bits. Each of the 3 check bits corresponds to the parity value of the data positions shown here.



**Figure 5:** Encoding and decoding for data consisting of an 8-bit byte. Four bits are used for error checking; the possible fault codes are given in table 6.

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**Figure 6a:** Encoding of 16-bit data using five bits for error checking; this results in a 21-bit data word being written to the peripheral device. Check bits based on even parity are set to 1 if there are an even number of 1s in the corresponding data-bit group; an odd-parity check bit is set to 1 if the number of 1s in its data-bit group is odd. This figure, figure 6b, and table 8 originally appeared in slightly different form in Electronics magazine, November 13, 1975, page 135. Copyright © McGraw-Hill Inc, 1975.



**Figure 6b:** Decoding and checking the 16-bit data, 5-bit parity-check word from figure 6a. Bit 14 has been transmitted erroneously; therefore a fault code of 00101 (reading from check bit 04 to bit 00) is generated. A complete list of possible fault codes is given in table 8 (in reverse order, reading from check bit 00 to bit 04).

rror detected k bit 0 k bit 1 bit 0 k bit 2 bit 1 bit 2
bit 3 bit 2

used by the 4-bit into 7-bit encoding scheme. The fault code tells the errorcorrecting logic where the error has occurred.

75% of the initial value. A ten-fold increase in data rate decreases loading time by 85%. Sixteen-bit systems are even better suited to the use of error checking and correcting systems (ERCC), though the majority of microprocessors in use today operate with an 8-bit data word.

Encoding for 8 and 16 bits is shown in figures 5 and 6. The detailed parity tests for these appear in tables 5 and 7 respectively. The fault-code look-up tables are shown as tables 6 and 8. This 16-bit system was developed by the Data General Corporation. It will correct single-bit errors throughout the entire word, and will reportedly trap an average of 97% of the multiple faults that occur. Eight-bit coding logic has been verified in macroassembler routines on a DECsystem 10 by my associate Stephen J Gross, who is now at Stanford University.

#### Error-Reducing Hardware

Hardware implementation utilizes standard 7400 series transistortransistor logic (TTL). Schematic diagrams are shown in figures 7 and 8. Parity encoding and decoding is accomplished with 9-bit parity trees (using a 74180 parity generator/tester).

Data Posit	ions
0,1,2,6 0,3,4,6,7 1,3,5,6,7	(odd) (odd) (even)
	Data Posit 0,1,2,6 0,3,4,6,7 1,3,5,6,7

**Table 5:** Encoding of 8-bit data requires the use of four parity bits to allow single-bit error correction. The correspondence of each check bit to specific bits within the 8-bit data byte is shown here.

Worst-case data path for both 8-bit and 16-bit error checking and correcting amounts to about 120 ns delay. Certainly, this interval is short enough to prevent it from imposing any constraint at even unusually high data-transfer rates. It should be clear that when handling errors, operation

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Figure 7a: Schematic diagram of electronic logic that encodes 8-bit data. Unused input pins on the 74180 parity-generator and tester devices are connected to ground.



**Figure 7b:** Schematic diagram of circuit for trapping errors in the 8-bit data encoded by the circuit in figure 7a. The 12-bit word received from the peripheral device is separated into 8 bits of meaningful data and 4 bits of parity-checking data. Unused inputs on the 74180s are grounded.

of the error checking and correcting apparatus is rapid enough to make it entirely transparent to the processor and the system bus.

Though the underlying theory requires the writing of additional parity bits, the generation and interpretation of these flags are contained entirely within the error-processing system. (See figure 9.) The parity bits do not appear on the bus and are not seen by the processor; therefore no interface modification is necessary. Additional data-transfer logic is required to deal with the parity bits. The circuits in figures 7 and 8 create parallel data which must undergo a *Text continued on page 274* 



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**Figure 7c:** Schematic diagram of the circuit which corrects single-bit errors trapped by the circuit of figure 7b. Multiple-bit errors are made known to the processor, but cannot be corrected using this scheme.





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\*Sort timings shown below are nominal times. Times will vary based on sort and system configurations. Nominal times based on Mod I 48K 4-drive configuration, 64 byte records, and 5 sort keys.

TYPE	FILE SIZE	SORT TIME	TYPE	FILE SIZE	SORT TIME
	(Bytes)	(Sec)		(Bytes)	(Sec)
SORT	16K	33	SORT	340K	1081
SORT	32K	49	SORT	680K	2569
SORT	85K	173	SORT and	85K SORT +	1757
SORT	170K	445	MERGE	1275K Merge	

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ault Code	Error
0000	no error detected
0001	check bit 0
0010	check bit 1
0011	data bit 0
0100	check bit 2 *
0101	data bit 1
0110	data bit 3
0111	data bit 6
1000	check bit 3
1001	data bit 2
1010	data bit 4
1011	all data and parity set to logic 0
1100	data bit 5
1101	multi bit error
1110	data bit 7
1111	multi bit error

Table 6: Look-up table of fault codes used by the 8-bit to 12-bit encoding scheme. Setting of the check-bit-2 fault code (indicated by an asterisk) shows that all data and parity bits are set to logic 1.

> Check Bit 0

F

#### Data Positions

2 5 10 11 12 13 14 15	(odd
4.5.6.7.8.9.10.15	(even
1,2,3,7,8,9,14,15	(odd
0,2,3,5,6,9,12,13	(even
0,1,3,4,6,8,11,13	(odd

Table 7: The 16-bit encoding scheme uses 5 parity bits that enable single-bit error correction. Each parity-check bit performs its check operation upon the data-bit positions shown here.

Fault Code	Error	
00000	no error detected	
00001	error in check bit 4	
00010	error in check bit 3	
00011	error in data bit 0	
00100	error in check bit 2	
00101	error in data bit 1	
00110	multiple-bit error	
00111	error in data bit 3	
01000	error in check bit 1	
01001	error in data bit 4	
01010	all data and parity set to logic 1	
01011	error in data bit 6	
01100	error in data bit 7	
01101	error in data bit 8	
01110	error in data bit 9	
01111	multiple-bit error	
10000	error in check bit 0	
10001	error in data bit 11	
10010	error in data bit 12	
10011	error in data bit 13	
10100	error in data bit 14	
10101	all data and parity set to logic 0	
10110	error in data bit 2	
10111	multiple-bit error	
11000	error in data bit 10	
11001	multiple-bit error	
11010	error in data bit 5	
11011	multiple-bit error	
11100	error in data bit 15	
11101	multiple-bit error	
11110	multiple-bit error	
11111	multiple-bit error	

Table 8: Look-up table of fault codes used by the 16-bit to 21-bit encoding scheme. The codes are shown here in order from check bit 00 to bit 04, reversed from the representation in figure 6.

1 2 3 4

	Data Output
Address Input	76543210
00000	00010000
00001	01010000
00010	01010000
00011	0 0 0 0 0 0 0 0
00100	01010000
00101	0000001
00110	00110000
00111	0000011
01000	01010000
01001	00000100
01010	1 1 0 1 0 0 0 0
01011	00000110
01100	00000111
01101	00001000
01110	00001001
01111	00110000
10000	01010000
10001	00001011
10010	00001100
10100	00001101
10100	10110000
10110	10110000
10111	00110000
11000	0 0 0 0 1 0 1 0
11001	00110000
11010	0000101
11011	00110000
11100	00001111
11101	00110000
11110	00110000
11111	00110000

Table 9: Truth table which is programmed into a programmable read-only memory for use in the electronic circuit of the 16-bit error-checking and correcting system.

Number	Туре	+ 5 V	GND
IC1	74180	14	7
IC2	74180	14	7
C3	74180	14	7
C4	74180	14	7
C5	74180	14	7
C6	74180	14	7
C7	74180	14	7
C8	74180	14	1
C9	7486	14	1
C10	7486	14	1
C11	7404	14	1
012	7404	14	1
013	7420	14	10
G14	74154	24	12
015	74180	14	7
010	74180	14	7
C19	74100	14	7
C10	74180	14	7
C20	7404	14	7
C21	74180	14	7
C22	74180	14	7
C23	74180	14	7
C24	74180	14	7
C25	74180	14	7
C26	7488	16	8
C27	74154	24	12
C28	7404	14	7
C29	7404	14	7
C30	7404	14	7
C31	7486	14	7
C32	7486	14	7
C33	7486	14	7
C34	7486	14	7

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is a setup program which

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Circle 204 on inquiry card.



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**Figure 8a:** Schematic diagram of the circuit to encode 16-bit data into 21-bit words containing 5 parity bits. Circle 205 on inquiry card.





**Figure 8b:** Schematic diagram of the circuit which traps errors from the encoded 16-bit data. Five error-detecting bits are sent to the error-correcting circuit of figure 8c.

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Figure 8c: Schematic diagram of electronic logic that corrects errors in 16-bit data.

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#### Text continued from page 262:

parallel-to-serial conversion during a write operation, and a serial-toparallel conversion during a read process. Details of this hardware will depend upon the actual data-transfer logic present in existing systems.

Locating single errors is accom-



Figure 9: Block diagram of data flow through the error-checking and correcting system. The extra parity bits are never seen by the processor, and make the system transparent from the point of view of the system bus.

plished by interpreting the fault code generated by the error-detection logic. This interpretation is done by use of an 8-bit by 32-word programmable read-only memory (8223/7488) which produces a binary output corresponding to the error-bit position in the data word. Error correction is achieved by loading the binary pointer into a 4-to-16 line demultiplexer that flags the proper bit line and corrects the fault with an exclusive-OR inversion. (See figure 10.) With an 8-bit system, the inconvenience of programming the readonly memory may be avoided by loading the fault code directly into the demultiplexer and then "picking off" the corresponding output.

#### Treatment of Multiple Errors

Although single-bit errors are far more common, multiple failures within one data word can and do appear. For all intents and purposes, these are uncorrectable-particularly in longer data words. Prohibitively extensive logic would be required to locate multiple-fault bits; therefore, these errors are simply trapped to cause a processor interrupt. The

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loader program can either abort the data transfer immediately, initiate a second read attempt from the last record, or display an error message on the computer terminal prompting direct operator intervention.

#### **Theoretical Advances**

As reviewed by Peterson and Weldon, the Hamming algorithm falls in the category of cyclic codes. (See reference 3.) In cyclic codes, executing a one-unit right-shift



Figure 10: Detail of the error-correcting logic. Error correction is achieved by loading a binary pointer into a 4-to-16 line demultiplexer that flags the proper bit line and corrects the fault with an exclusive-OR inversion. Eight-bit systems may load the fault code directly into the demultiplexer and avoid the use of a read-only memory.



operation on any symbol in the complete code set will produce a binary bit pattern identical to that of one of the other members of the code set. Since Hamming's initial publication, an extensive array of cyclic codes has been derived. Perhaps the best known Bose-Chaudhurithe are Hocquenghem (BCH) codes, which are related to the Hamming algorithm.

The BCH codes actually represent a generalized expansion that is particularly suited to coping with multiple-bit errors. None of these newer solutions offer major advantage over the basic Hamming check when correcting an 8-bit data word. Several mathematical difficulties are encountered when attempting to derive more effective encoding procedures. Not only is word length relatively short in these systems, but it can be shown that code redundancy overhead can be minimized to a tolerable level in only a small number of cases.

The alternative method, which is not unreasonable, would be to encode and decode entire data blocks, as opposed to individual data words. This would take advantage of the increased coding efficiency found for the longer codes, but would probably require a software implementation to minimize hardware design and expense. Such an approach would certainly increase system reliability, but it would defeat the purpose of increasing the speed and efficiency of data transfer to and from mass storage, since the processor would spend considerable time encoding and decoding the parity and data blocks before and after each data transfer.

#### References

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- 2 . West, J T, "Product Development Profile: Data General Corporation," Electronics Volume 48 Number 23 pages 130 thru 136, November 13, 1975.
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- 4 . Sellers, F, Hsiao, M Bearnson, L, Error Detecting Logic for Digital Computers, IBM Corporation Systems Development Division, McGraw-Hill,

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# The NCC: New Emphasis on Personal Computing

What's happening in personal computing? The American Federation of Information Processing Societies, Inc (AFIPS) is banking that you'll find out at the National Computer Conference's Personal Computing Festival, to be held on May 20-22 in Anaheim, California at the Anaheim Convention Center. In the 3 years that personal computing has had a separate exhibit area at the NCC, the number of exhibitors has increased from 76 to 154. Over 20% of those who came to the NCC last year registered specifically for the Personal Computing Festival, and over half of the 60,000 plus attendees visited the Festival.

The booming show-attendance figures reflect the fast growth of the personalcomputing industry as a whole. Highlights include the Apple Computer Company's expectations to triple its sales by the end of 1980. Commodore International computer sales may increase by a factor of 2 during the first quarter of 1980, and Radio Shack expects similar increases. According to industry estimates, the market value of personalcomputer software sold in 1980 could surpass \$150 million.

Judging from the attendance at last March's West Coast Computer Faire in San Francisco (approximately 20,000), there is an ever-increasing interest in personal computing among a wide variety of people. We expect to see a trend toward more sophisticated software at the 1980 NCC Personal Computing Festival. There will be a flood of new Pascal packages, new simulation programs, the appearance of new Forth software (look for the special section on the Forth language in the August 1980 BYTE), as well as intriguing new hardware like Microsoft's new Z80 processor circuit card for the Apple computer that allows Apple owners to use programs written to run under Digital Research Corporation's CP/M operating system. Word-processing and smallbusiness software are two other rapidly growing areas that will be well represented at the conference.

Will some major consumer electronics companies enter the personal computer market? Is there a move toward some standardization in the microcomputer industry? Will Japanese companies make any major moves into personal computing? [Nippon Electric Company (NEC) is rumored to be unveiling a new computer at the show]. We'll keep our eyes open at the show to find out!

# Personal Computing Festival Preliminary List of Exhibitors

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SD Systems Inc Sharp Electronics Corp Smoke Signal Broadcasting Spectra Logic Corp Sybex Inc

TEI Inc TSA Software

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# Back, and Bigger than Ever. NCC Personal Computing Festival May 20-22, Disneyland Hotel

So great is the interest in personal computing, so dynamic is the personal computer industry, that this year's Personal Computing Festival is again being held separate from the rest of NCC, at the Disneyland Hotel.

The 3-day festival features its own impressive roster of exhibitors plus over 50 learning sessions on every aspect of personal computers and their use.

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In addition, we've set aside a special area where demonstrations of personal computers will be conducted throughout the show. And we're awarding prizes for the most interesting use of personal computers.

If you're coming to NCC '80, be sure to make The Personal Computing Festival part of your visit.

Who knows-you may even win a prize.



# Personal Computing Festival Program Schedule

**May 20 – Tuesday – 10:00 AM** High-Level Languages Pascal Part I *Jim Gagne* 

Word Processing Shopping by Objectives *Bill Radding* 

Portable Personal Computing Jim Flournoy

1:00 PM Higher-Level Languages Pascal Part II Jim Gagne

Computer Hardware Considerations & Applications L Silvern

Forth Business Applications Jim Flournoy

2:30 PM Networks You Can Access With Your Personal Computer *Cliff Barney*  May 21 – Wednesday – 10:00 AM Using Computers to Overcome Disability Handicaps Part I Jeff Moyer Mary Anne Glicksman

The Future of Personal Computing Panel *Verne Kallejian* 

Operating Systems Roger Vass

**1:00 PM** Using Computers to Overcome Disability Handicaps Part II

Computer Networks-Technical Craig Vaughn

Software Evaluation Tom Williams

2:30 PM Computer Music Carl Helmers May 22 – Thursday – 10:00 AM Medical Computing for Microprocessors Jim Gagne

Data Base Management Doug Seeley

Computers In Education Chris Morgan

**1:00 PM** Use of Computers in Kindergarden thru Ninth Grade *Flora Russ* 

Business Applications Nancy Leeper

Computers In Education Panel Chris Morgan

2:30 PM Programming Potpourri

# 1980 NCC List of Exhibitors

Able Computer Addison-Wesley Pub Co Inc Advanced Systems Inc **AFIPS** Press Aham Inc/Rubber Urethane Alanthus Data Communications Corp Alpha Data Inc Alpha Micro **AM** International Amco Engineering Co American Magnetics Corp American Terminal Leasing Ampex Corp Anadex Inc Anderson Jacobson Inc Ann Arbor Terminals Inc Applied Digital Data Systems Inc Applied Magnetics Corp Aspen Ribbons Association for Computing Machinery Atlas Energy Systems Audiotronics Video Display Div Auerbach Publishers Inc **Aydin Controls** 

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NorthStar 32K RAM	739	599	TI810 w/CP,FLC,FUL	2195	1989
North Star 16K RAM	499	399	Thinkertoys Discus-2	1149	1099
North Star 18MB Hard D	isk .	Call	CP/M 2 for Discus	150	140
NEC 5515 Serial Printer	2850	2499	ATARI 800 8K	999	849
NEC Tractor Feed	220	199	PET 8K Graphics, Lg KB	795	695
Soroc IQ120	995	889	Word Star Word Processor	500	350
Hazeltine 1420	995	899	Magic Wand Word Process	or 400	350
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CalComp Caracters USA Inc Centigram Corp Centronics Century Data Systems-A Xerox Co Chromatics Inc Cii Honeywell Bull Cipher Data Products Inc Circuit Assembly Corp Clinton Electronics Corp **CMP** Publications Codex Corp Compugraphic Computer Automation **Computer Decisions** Div of Hayden Pub Co Inc Computer Design **Computer Devices** Computer-Link Corp Computer Power Systems **Computer Products Magazine** Computer Roomers Inc Computer Science Press Inc Computer Transceiver Systems Inc Computerworld Computer Business News (CW Communications) **Computron Technologies Corp** Contal Corp Conrac **Continental Resources** Control Data Corp Cortron & Licon Div IIW Cullinane Corp Curtis 1000 Inc Custom Systems Inc Cyberex Inc

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# NCC Main Conference Proceedings

During each of the 4 days of the NCC, there will be discussions and papers related to the following major topics. A detailed schedule of events will be available at the conference.

# **Computer Architecture**

Covers design of equipment and supporting technologies, and distribution through networking. Includes decisions relating to supersystems, survivability systems and data-base installation.

# Applications of Computer Technologies

Explores the use of computers in entertainment, microcomputers and their impact, management of the computing tool and staff, and the role of inhouse and academic education and training.

# Data Base Management & Communications

State-of-the-art, user-oriented sessions on the storage, retrieval, and transfer of data. From hardware considerations to natural-language access to a data base.

# Office Automation

Every computer-related aspect of this explosive growth area, including electronic mail. How computers are used, managed, and integrated in an overall automated office.

# **Simulation Technologies**

Where we've been, where we are, and where we're going with computer modeling. Its value to small and large businesses and its role in decision support will be discussed. Special sessions on solar energy-simulation modeling will be included.

# Software Engineering Technologies

Sessions on programming standards, software quality assurance, languages, and requirements engineering. Emphasis upon the needs and responsibilities of the user.

# Social Dynamics and Special Topics

A broad spectrum of critical subjects: data security, legal issues, transborder data flow, societal impact, voice communications, venture capital and its effect upon technology.

# Image Processing and Computers in Medicine

How image processing is used and will be used in industry and medicine. Trends in facsimile data coding, compression, and standards. How doctors use image-analysis display.

# **Professional Development Seminars**

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 = 1 Fruit Salad • Generation of the Model Equations: Getting Involved in Meaningful Relationships • The Kelly Criterion for Bet Sizing: If You Lose You Can Always Go Out and Work to Get Even • Simulated Wagering Tests: "Even if I made as little as a million a day, then..." • Getting Started: For Do-It-Yourself Types •

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Mexico; \$3.75 Foreign. September 1977 through October 1979 issues are \$2.50 Domestic; \$3.25 Canada and Mexico; \$4.00 Foreign. November 1979 to current is \$3.00 Domestic; \$3.75 Canada and Mexico; \$4.50 Foreign.

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# MISCELLANEOUS

VIAIS NR

# RS-232C-Compatible Paper-Tape Reader

The Model 612 stand-alone paper-tape reader has the ability to read five- to eightlevel tape and to transmit seven to eleven frames per character at 50 to 9600 bits per second (bps). It also features starting and stopping on character at all speeds, manual control or automatic on and off, 90 to 260 VAC, 50 to 60 Hz, and even,

odd, or no parity. RS-232C, current loop, or parallel outputs are available. The price of the 612 is \$656 to \$854. Contact Add-

master Corp, 416 Junipero Serra Dr, San Gabriel CA 91776. Circle 562 on inquiry card.



1.0017.001

# Giltonix Inc. 450 San A

# Centronics-Compatible Switching and Monitoring Units

# Large Capacity Winchester Backup from Corvus

This backup system, the Mirror, employs a standard video cassette with a total capacity of 100 megabytes. In less than ten minutes, the 10 megabytes of data on the Corvus 8-inch hard disk can be transferred to a Mirror cassette. The video cassette should be of the VHS, Beta, or U-Matic format. If a larger data capacity is required, a reel-to-reel videotape recorder can be used. This approach to storage embodies standard television technology and proven cassette reliability. The Mirror uses the same Z80 and Corvus interface bus as the Corvus disk. The Mirror will interface to the Apple II, TRS-80, S-100, and LSI-11 computers. Data format in the Mirror is fully compatible with the standard NTSC signal. For error detection, the Mirror contains cyclic redundancy check (CRC) detection hardware. If unattended or remote operation is desired, a low-cost option is available to interface the Mirror to the Panasonic Omnivision NV-8200 cassette recorder allowing archival storage files to be created without operator interaction. The price of the Mirror is \$790. Write Corvus Systems, 900 S Winchester Blvd, San Jose CA 95128.

Circle 565 on inquiry card.

Giltonix Inc, 450 San Antonio Ave, Suite 44, Palo Alto CA 94306, has introduced a family of switching and monitoring units. The GRS 232 units are used for interfacing, configuring, and monitoring computer terminals, printers, and other peripherals that comply with the RS-232 and the IEEE-488 specifications. The new family consists of four models: the GRS 232-P24, -S24,

# Bidirectional Interface for the PET

This interface package is a combination of hardware and software that enables any model of the Commodore PET to send and receive data on printers, terminals, and other peripherals. ASCII/ISO-7 characters are sent from the PET in serial or parallel mode but are received in serial mode only. Serial speeds are selectable at rates up to 240 characters per second (cps). The interface is available for either 20 mA current loop or transistor-transistor logic (TTL) serial or parallel. The machine-language program may be stored anywhere in programmable memory; the code used to terminate a message is selectable. The price for the package is £70 (approximately \$160). Further details from Allen Computers, 16 Hainton Ave, Grimsby, South Humberside, ENGLAND.

Circle 563 on inquiry card.

-2P24, and -2S24. Each unit consists of a standard three-way switching system and an optional interface monitor. All the units can be cascaded and thereby allow interfacing of more than five devices. The systems can be ordered with signal monitoring capability. The units are priced at approximately \$130.

Circle 564 on inquiry card.



# MISCELLANEOUS

Vhat's New?

# Speechlink Voice Recognition for S-100 Computers

Heuristics has announced its Model 20S-64 Speechlink 64-word voice input unit for S-100 bus computers. The 20S-64 is a speaker-programmed, isolated word-recognition device that recognizes up to 64 words at each instant. Vocabulary sets may be stored away and recalled when needed. This system will produce a usable vocabulary of several hundred words for data entry and system control applications. Word recognition is completed in 200 ms. Successive words must be separated by at least 100 ms of silence. Preprogramming of the Speechlink is necessary. The unit requires 2 K bytes of programmable memory for programs, and 64 bytes for each word in the vocabulary, up to a maximum of 4 K bytes. The price is \$299 including board, microphone, and manual. Contact Heuristics Inc, 1285 Hammerwood Ave, Sunnyvale CA 94086

Circle 441 on inquiry card.

# Hardware and Software for Homebrewers

Snow Micro Systems Inc, POB 1704, Silver Spring MD 20902, provides lowcost hardware and software to personal computer users and clubs. Their bare boards are sold with schematics, layout drawings, and component lists. They are

# CP/M Package for the STD Bus

Micro/sys has developed a CP/M system for the STD Bus microcomputer card system. The Micro/sys package consists of two STD Bus-compatible cards, the SB8500 Floppy Disk Controller, the SB8200 Dual Serial Interface, and an eight-inch floppy disk containing the CP/M system. The SB8500 can control up to four floppy disk drives from a single STD Bus slot. The SB8420 provides communication with a console device, and a second serial port that can be used for printers and other devices. The cards are compatible with 8085 and Z80 microprocessors.

CP/M provides a disk file management, a text editor, and an 8080 assembler, a dynamic debugger, and various utilities. Price of the Micro/sys CP/M package is \$695. For more information, contact Micro/sys Inc, 1353 Foothill Blvd, La Canada CA 91011. Circle 444 on inquiry card.



# Graphics Terminal Emulator for Apple IIs

TEKSIM, the Tektronix Simulator, employs distributed processing in its programming approach and uses the Apple's high-resolution plotting capabilities to emulate Tektronix 4010-series graphics terminals. No modification to the program in the remote computer is required to display

unassembled and come without parts. The company offers a troubleshooting service, if necessary. Some of their products include a front panel interface card, the Golem-80 S-100 Troubleshooter, a Station Controller Card, and more. Snow Micro software or input graphic data. The TEKSIM-Apple combination features multicolored displays, selective erase, and a standard video output that lets any television set used with an RF converter function as a monitor. The suggested price for the plug-in device is \$795, and it is available from ABW Corp, POB M 1047, Ann Arbor MI 48106.

Circle 442 on inquiry card.

includes AMS-80 Version 5.8 debug packages, object code and source code, and other AMS-80 software related items. For prices and information, contact Snow Micro Systems at the above address.

Circle 443 on inquiry card.



# MISCELLANEOUS

What's New?

# Video Graphics for S-100 Bus Systems

A single-card, high-density, computer-display system is being offered for the S-100 bus by International Product Development Incorporated (IPDI). The VG100 is designed for text-oriented applications. It has programmable fonts allowing any set of up to 256 characters to be defined in programmable memory with available software. The system can generate a combination of 16 gray levels or 16 colors, or combinations of both. The



character field is 9 by 16 (or 144) pixels with a raster scan of 621 pixels. The entire character field can be changed at one time for fast animation. Adjoining character fields of any shape can be combined to create large continuous characters. The VG100 is configured in 12 K bytes of programmable memory and is selectable in three 4 K-byte blocks. The price is \$645. For details, contact IPDI, 1708 Stierlin Rd, Mountain View CA 94043.

Circle 589 on inquiry card.

# Video Terminal Board

This board features full uppercase and lowercase, 5 by 7 dot matrix, 16 lines with 64 columns, and serial RS-232 input and output with parallel keyboard input. The data rate generator has a range from 75 to 1200 bits per second (bps) and is jumper-selectable. The board has 1 K byte of memory and an SFF96364 processor integrated circuit. The device is S-100 compatible. It requires  $\pm$  16 VDC at 100 mA and 8 VDC at 1A. The price is \$199.95 in kit form. Contact Electronic Systems, POB 21638, San Jose CA 95151.

# 64 K Byte Memory for Heathkit/Digital H11

The CI-1103 memory module is designed for the Heathkit/Digital H11, LSI 11/2, and PDP 11/03 computers. The product uses 200 ns cycle time, type-4027, 4 K by 1-bit dynamic memory parts or 200 ns, type-4116, 16 K dynamic memory devices. The CI-1103 is available with either on-board distributed refresh or external refresh control logic. Data access time is 300 ns and cycle time is 525 ns. On-board memory-

select is available in 2 K increments up to 128 K words of memory. Power consumption is under seven watts. The 8 K by 16 board is \$390 and the 32 K by 16 board is \$750. For information, contact Chrislin Industries Inc, 31352 Via Colinas #102, Westlake Village CA 91361.

Circle 591 on inquiry card.



# Serial Interface Card for Apple II Computers

California Computer Systems' 7710A Asynchronous Serial Interface card enables the Apple II to communicate with all RS-232C serial devices. It is fully compatible with Apple Pascal. The card features selectable data rates from 50 to 19,200 bits per second (bps), 8- or 9-bit character transmission, and optional odd, even, or no parity. Software programmable interrupts, double buffered data input/output (I/O), and full handshaking are included. It is available in kit form or fully assembled and tested. The price for the card is \$159.95. For more information, contact California Computer Systems, 250 Caribbean, Sunnyvale CA 94086.

Circle 592 on inquiry card.

# Percom Board Interfaces Speak & Spell to Computer

Percom Data Co, 211 N Kirby, Garland TX 75042, has announced production of a printed circuit board which will interface the Texas Instruments Speak & Spell learning aid to a computer. The "Speak 2 Me 2" allows communication with a Speak & Spell in BASIC, so a computer can talk using the words and phrases of a Speak & Spell unit. The board is installed in the battery compartment. Installation involves disassembly and some modification of the Speak & Spell unit. The board with instructions, TRS-80 driver software, and a TRS-80 cable sells for \$69.95. The cable connects to the printer port and may be adapted for other computers.

Circle 593 on inquiry card.

# Head-Cleaning Floppy Disks from Lifeboat

Lifeboat Associates, 2248 Broadway, New York NY 10024, has an important product for floppy-disk systems: head cleaning disks. The head-cleaning floppy disks are manufactured by attaching a lint-free nylon mat to a mylar substrate. The design avoids damaging abrasion, which keeps head wear to within industry standards for normal magnetic media. The disk is used by inserting it into the drive in the same manner as a floppy disk, and loading the head for 30 seconds. It is recommended that this procedure be used once per day as prevention against oxide build-up. The disks are available in 51/4- and 8-inch sizes for \$20 each, or \$45 for three. Each disk is suitable for three months of daily use. Circle 594 on inquiry card.



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# PUBLICATIONS

What's New?

# Hardside Announces Expanded New Catalog

Hardside, a mail-order hardware company in Milford, New Hampshire, has announced the release of an expanded version of the Hardside catalog. Hardside features Radio Shack computer products at a discount price and also peripherals from other manufacturers which are suited to work with the TRS-80. The company specializes in computers and related hardware. The Hardside catalog is free from Hardside, 6 South St, Milford NH 03055.

Circle 572 on inquiry card.

# Monthly Newsletter Covers the Office Computing Industry

Entitled the Office Computing Industry Report (OCIR), this monthly newsletter focuses on small-scale data processing, word processing, and data communications systems. OCIR also covers the merging of EDP and Business Machine distribution systems and support activities and the relationship of these new office computing systems to network-based information systems and distributed data processing. News analysis, market forecasts, new product reviews, vendor profiles, and technology forecasts are included. The Office Computing Industry Report is available from Vantage Research Inc, 2680 E Bayshore Rd, Mountain View CA 94043, for \$195 per year in North America and \$225 in Europe and Asia.

Circle 566 on inquiry card.

# Supplies Catalog from Diablo

A 25-page brochure from Diablo Systems Inc, 24500 Industrial Blvd, Hayward CA 94545, illustrates and describes the variety of print wheels and ribbon cartridges designed for use on the company's Series 1640 and 1650, HyType, HyTerm, and matrix printers and terminals. The brochure contains a sample type line from all of the plastic and metallized daisy-wheel print elements. For copies of the brochure and the name of the nearest Diablo dealer, call (800) 227-2076, except in California where the number is (415) 443-2273.

Circle 567 on inquiry card.

# S-100 Magazine Being Published



S-100 Microsystems is a new publication directed towards users of S-100 microcomputer systems. It is a forum on such S-100 topics as interfacing, CP/M, Pascal, Assembler, FORTRAN, and BASIC software. The magazine will also cover 16-bit microprocessors, multiprocessors, multitasking, timesharing, word processing, system development, data base management, scientific, and other applications and issues. It will be concerned with S-100 systems such as Cromemco, North Star, Intersystems, IMSAI, Poly Morphics, Processor Technology (Sol), Xitan, and others.

S-100 Microsystems is edited by Sol Libes. Sol has written 13 books, many magazine articles, and has edited several newsletters. He is the founder and past president of the Amateur Computer Group of New Jersey, the largest personal computer organization in the world. The first issue of S-100 Microsystems includes the complete proposed Institute of Electrical and Electronics Engineers (IEEE) S-100 Standard, the first part of a tutorial on CP/M, an article on modifying the SDS Video Board for Pascal editor functions, the source code for an 8080 disassembler, a directory of Computerized Bulletin Board Systems (CBBS), and more. S-100 Microsystems will be published six times a year. A sample copy is \$2. For subscriptions and additional information, contact S-100 Microsystems, POB 1192, Mountainside NJ 07092.

Circle 568 on inquiry card.

# Short Form Catalog and Price List

Sara-Tech Electronics Inc, POB 692, Venice FL 33595, has published a catalog which includes systems and peripherals from Cromemco, North Star, Centronics, Heath, and many more companies. They also have a listing for computer-paper forms for all systems. Sara-Tech sells systems, peripherals, and software of most major companies.

Circle 569 on inquiry card.

# A Book on Computerized Typesetting

Donald Knuth, author of The Art of Computer Programming, has written TEX and METAFONT, New Directions in Typesetting, which describes new techniques in typesetting. Dr Knuth explains how TEX, originally designed for use in setting technical and mathematical text, can be applied to all computerized typesetting. METAFONT is a system for the design of alphabets. It is suited for implementation on raster-based devices that print or display text. With it, computers can draw new fonts of characters in seconds. TEX and METAFONT represent improvements in typesetting that will benefit the scientific and technical community. The book consists of three parts. The first is a lecture on mathematical typography; the two other parts describe TEX and METAFONT. The book costs \$12 and is available from Dept TM:X, Digital Press, Educational Services, Digital Equipment Corp, 12-A Esquire Rd, N Billerica MA 01862.

Circle 570 on inquiry card.

# Software Catalog for Heath Users

The Heath Users' Group has published a catalog of programs written by Heath users for all Heath computers. The programs described include games, financial applications, utilities, computer-assisted education, and amateur radio. The catalog lists the language and designated computer next to the program. Prices are given, along with services of the Users' Group. For more information, contact Heath Users' Group, Hilltop Rd, St Joseph MI 49085.

Circle 571 on inquiry card.

# SYSTEMS

at's Nev

# Intellivision from Mattel

Mattel Electronics is introducing six cartridges for its home computer system, Intellivision Intelligent Television. Soccer, Golf, Skiing, Boxing, Tennis, and Sea Battle join the existing fourteen cartridges, which range from sports and games to children's learning. Intellivision's Master Component contains a 16-bit microprocessor that delivers simulated sound effects, three-part harmony, and color reproduction. Two 12-button, hand-held controllers, each with four play-action keys, and a 16-directional control knob for movement of screen objects are included. The unit attaches to any television set.

The Keyboard Component uses programmed cassettes and features a keyboard and a digital cassette system with fast-forward and tape search. Its programs include Physical Fitness, Speed Reading, Stock Analysis,



and Guitar Lessons. The Master Component will retail for approximately \$300 or less. The Keyboard Component will cost around \$550 and the cartridges will cost approximately \$30, with the cassettes priced slightly under \$30. For information, contact Mattel Electronics, 5150 Rosecrans Ave, Hawthorne CA 90250. Circle 586 on inquiry card.

# Computer System from NNC

NNC Electronics, 15631 Computer Ln, Huntington Beach CA 92649, has released the System 80 computer. The System 80 uses a 4 MHz Z80 microprocessor and features a floppy-disk controller and two dual-density, 8-inch disk drives, 32 K bytes of programmable memory, two serial ports, and the CP/M operating system. The eight-slot S-100 card cage has five slots available for expansion. The desktop unit weighs less than 29 kg (65 pounds) and retails for \$3995. Circle 587 on inquiry card.

# Altos Announces a Hard-Disk System

The Altos Systems ACS8000-6 can take advantage of as much as 58 megabytes of hard disk storage. The system can control up to four 14.5-megabyte Shugart disks using Winchester-type technology. Altos designed the ACS8000-6 series so that it handles up to four



floppy-disk drives. The floppy units could accommodate another 4.0 megabytes of on-line storage. The ACS8000-6 family comes with input/output (I/O) control to support two serial and two parallel ports in addition to the four serial ports to which the users are connected. The hard-disk controller features direct memory access (DMA) operation; firmware address checking; a high-speed first-in, first-out (FIFO) buffer; and intelligent sequencing. The controller firmware contains a routine that automatically double-checks all addresses before performing any disk writes. The FIFO enables the system to transfer data at a 7 million bits per second (bps). The system will support asynchronous, bisynchronous, and networking communications protocols and configurations. Prices range from \$9450 for a single-user system with two floppy-disk drives and one 14.5-megabyte hard disk, to \$14,260 for the four-user, 29-megabyte system with two dual-sided floppy-disk units. For details, contact Altos, 2338A Walsh Ave, Santa Clara CA 95050.

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# SOFTWARE

nat's

# A North Star Program for Salesmen

The Sales Master One is a collection of 22 programs designed by salespeople for salespeople. The Sales Master One is territoryoriented, allowing users to pinpoint selling activities to a particular location. The system generates reports on sales activities,



# Software from Compucolor

Compucolor Corp, POB 569, Norcross GA 30091, has released several software programs for the Compucolor II system.

The BASIC Editing package features six programs including FRED (Friendly Editor), RENUM (Renumber), MERGE, COMPAC, REMPAC (Deletes Remarks), and BASSRC (BASIC-to-Source Conversion). FRED, the most

# **TLC-LISP** for Z80 Systems

The LISP Company has announced its version of the LISP language for the Z80. TLC-LISP allows manipulation of functions as data objects; promotes object-oriented programming style; defines functions with a variable number of parameters; includes structured iteration and nonstructured escape mechanisms; contains complete string and character processing capabilities; and includes fixed- and floating-point arithmetic. The language system also contains a table-driven scanner; com-

# A Gomoku Program

Five Stones Software, POB 1369, Station B, Ottawa, Ontario, K1P 5R4, CANADA, has released a Gomoku program for North Star Horizon diskoperating systems and CP/M-based systems. The program features a book of openings with 200 entries, the ability to take back moves, a 19 by 19 board, recent moves displayed along with the board, and the ability to customize to different screen sizes. The program requires a minimum of 32 K bytes of programmable memory and is available on 5-inch floppy disks for \$29.95.

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useful of the programs, allows the user to edit any line, move existing lines, delete a range of lines, and to search for the occurrence of any string, variable, or command within a program. The package comes on a floppy disk and costs \$29.95.

Statistics is a series of three disks that is useful for engineering applications. The floppy disks are entitled *Statistics I*, *II*, and *III*. Each disk contains five programs including plot, stat, polreg (polynomial regression), index, and

prehensive error control, an autoload feature that "virtualizes" infrequently used functions and constants to disk files, freeing programmable memory; and execution speeds comparable to a KA-10 running MACLISP. Over 150 utility functions are provided. TLC-LISP is available for Z80 CP/M systems and other versions will be available soon. A detailed manual is \$15, and the system on 5- or 8-inch floppy disks is \$150. Write The LISP Co, POB 487, Redwood Estates CA 95044.

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# PLMX — A Language That Communicates with All 8or 16-bit Microprocessors

PLMX is a universal high-level language for microprocessors. It can be used with all 8- or 16-bit microprocessors and was designed primarily for use in microcomputer product development systems and in realtime process-control applications. PLMX syntax is identical to PL/M, so the entire library of existing PL/M programs can be compiled under PLMX. PL/M programs may be used on microprocessors other than the 8080 through forecasts, and schedules. Various other reports assist in daily selling efforts. The system has room for 400 jobs on one 5<sup>1</sup>/4-inch floppy disk. The package contains a program that allows modifications to be made without the need to refer to the operations manual. A customized disk-operating system allows the package to be run on Cromemco, Dynabyte, and Processor Technology computers. Sales Master One comes on a 5<sup>1</sup>/4-inch floppy disk with a manual for \$375. Contact Gemini Instruments Inc, POB 205, Larchmont NY 10538.

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more. Common to all three packages is a file manager program that generates, maintains, and displays files for use by other programs. *Statistics I* sells for \$24.95. *Statistics II* and *III* sell for \$29.95 each.

Compucolor has also released Soundware. This program includes the software and hardware necessary to create sounds on the Compucolor II. It is written in BASIC, with a range of two to three octaves. The price is \$49.95.

Circle 574 on inquiry card.

# Software Catalog for TRS-80 Level II

National Software Marketing Inc, POB 6195, Hollywood FL 33021, has announced a free catalog of software for the TRS-80 Model II. The software described includes accounts receivable and payable, general ledger, payroll, inventory, rental mangagement, and a variety of financial and mathematical programs. These systems will operate on the 64 K-byte model with the built-in disk. The programs have list prices of \$15 to \$100. Circle 576 on inquiry card.

the PLMX compiler. PLMX is a true compiler, allowing fast compiling times —useful for real-time applications. It has been developed as a user-oriented language. There are no arbitrary formatting rules or line numbers. Comments may occur anywhere in the source text, except within reserved words, identifier names, and numbers. PLMX is priced at \$1000, which includes an 8-inch compiler floppy disk and instruction manuals. To obtain additional information, write Systems Consultants Inc, Product Development Group, 4015 Hancock St, San Diego CA 92110.

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# SOFTWARE

hat's Net

# High-Speed Sort Utility for Ohio Scientific

BPSort is a high-speed, assembly language, sort/merge utility program for Ohio Scientific floppy and hard disk systems. It is capable of sorting 20 K bytes in ten seconds. Files can be an entire hard or floppy disk in length. BPSort handles fixed length records. Five keys can be specified for ascending and/or descending sequence. Sort parameters are established using a BASIC program. BPSort is OS-DMS compatible and is supplied as part of the BPS, an interactive data management system. It is sold in single-user licensed copies for \$124. Earlier versions can be updated for \$25. Order from BPS, 322 W 57th St, New York NY 10019.

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# Microsoft Announces TRS-80 Model II Software

Microsoft is selling TRSDOScompatible versions of its COBOL and BASIC compilers for the TRS-80 Model II. Both compilers provide complete facilities for commercial or in-house software development, including

# RCA's BASIC I Compiler/ Interpreter for COSMAC Development System

RCA's BASIC I Compiler/Interpreter CDP18S834 is a software package that can accelerate program development on the COSMAC DOS Development System CDP18S007. The package gives the user the option of developing and running programs in BASIC I or converting the programs to object code. The output of the compiler is assembled by the COSMAC macroassembler to produce the executable object code. Some of the features of the compiler/interpreter include: 70 characters per line, variable designation by a single capital letter, and fixed-point arithmetic. BASIC I functions include MOD, AND, OR, XOR, and USR. The USR function extends BASIC I by means of machinelanguage subroutines. Some of the statements available to the programmer are REM, LET, GOTO, IF, INPUT, WFLN, and NEW. With a manual, the package is priced at \$300. Contact RCA Solid State Div, POB 3200, Somerville NI 08876.

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# Microsoft to Market muLISP and muMATH

Microsoft has become the distributor for muLISP-79 and muMATH-79, which were written by the Soft Warehouse of Honolulu, Hawaii. muLISP offers all of LISP's programming features, including 83 LISP functions, flexible programcontrol structures, and infinite precision integer arithmetic in any desired radix (2 to 36). The modular muMATH symbolic mathematics package is useful for scientific and engineering applications. The muMATH routines are written in muSIMP, which is included in the

Microsoft's macroassembler and linking loader. The COBOL-80 compiler is an ANSI-74 implementation of COBOL. The BASIC compiler produces object code that runs faster than interpreted BASIC programs. All Microsoft BASIC language features are supported. The BASIC compiler is also available in a version for the TRS-80 Model I. Microsoft is the author of Radio Shack's BASICs. The BASIC compiler is \$395,and the COBOL-80 compiler is \$750. Contact Microsoft, 10800 NE Eighth, Suite 819, Bellevue WA 98004. Circle 580 on inquiry card.

# A Data Base System for the TRS-80

V R Data Corp, 777 Henderson Blvd, Folcroft PA 19032, has announced a Data Base system for the TRS-80 Models I and II. The Data Base system provides the capability to define and create customized records for various applications. Records may contain up to 25 userdefined variable-length fields and up to 250 characters per record. A dictionary of the fields and their characteristics is maintained by the system. Records may be added, deleted, and extended: field contents may be changed, and fields may be removed or added to the record or renamed at any time. Records may also be linked logically. The records may be sorted by any combination of fields in ascending or descending order. Reports are fully user-definable and may be routed to a printer or the video display. This four-program BASIC system requires 48 K bytes of programmable memory, a minimum of two disk drives and a line printer for the TRS-80 Model I, with 300 records per disk. Programs are available for the Model II with 950 records per disk.

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package. Both programs run with CP/M systems. The muLISP program costs \$200 and the muMATH/muSIMP-79 program is priced at \$250. Contact Microsoft, 10800 NE Eighth, Suite 819, Bellevue WA 98004.

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# Six Programs for TRS-80 Level II and Disk-Operating System

International Data Services has developed Microsketch III, a graphics program for the Level II with 16 K bytes of programmable memory for \$7.95. Freakout is a keyboard-generated graphics and sound program for the Level II with 4 K bytes of programmable memory for \$3.95. The number-base conversion program converts any base to any other base between 2 and 16. It is priced at \$3.95. Three other programs are available for disk BASIC with 16 K bytes of programmable memory. BASIC to Electric Pencil file conversion, machine language to BASIC data statement conversion, and mail-list file uppercase to uppercase-and-lowercase conversion programs all cost \$3.95. Contact IDS, 340 W 55th St, New York NY 10019. Circle 582 on inquiry card.

# Machine-Language Program for TRS-80 Disk Systems

The ST80-111 machine-language program is written for the TRS-80 Level II system. This package includes programs that allow users to talk to a time-sharing computer, transfer files to and from the central computer, and customize the ST80-111 system. Some of the programs included in the system are a BASIC program that creates translation tables, one that tells if a file is American Standard Code for Information Interchange (ASCII) or binary, a binary-to-ASCII conversion program, and one that changes machine-language programs to binary. The ST80-111 has been run on HP2000, IBM 370 and 360, PDP-11, Burroughs, Apple, and North Star systems. The minimum requirements for the system are the TRS-80 Level II with one disk drive and 16 K bytes of memory, an RS-232C board, and a modem. The package is produced by Small Business Systems Group, Main St. and Lowell Rd, Dunstable MA 01827, and is priced at \$150.

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A 24 key HEX keyboard includes 16 HEX keys

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SN7416N .25 SN7417N .25 SN7420N .20 SN7421N .29	SN7494N .65 SN7495N .65 SN7496N .65 SN7496N .65	SN74179N 1.95 SN74180N .79 SN74181N 1.95 SN74182N 79	Processe: 40% 2 80 Instruction Series 100 Porture Instruction Instruction II Instruction	TL074CN Quad Low Noise b TL494CN Switching Regulat	ANEUUS 3i-fet Op Amp 2.49 tor 4.49
SN7422N .39 SN7423N .25 SN7425N .29	SN74100N 1.25 SN74107N .35 SN74109N .59	SN74184N 1.95 SN74185N 1.95 SN74185N 9.95	ROM Type: Intel 2716 FIDDEd as quasaperial     Output Phrt 24 this bioinsteinat     UART type: ISS1 Bio: 1216     Physical Address     The Address State Control Address State     Physical Address     The Address State     Physical Address     The Address State     The Address State     Physical Address     Physical Addres     Physical Add	11C90 Divide 10/11 Pres 95H90 Hi-Speed Divide 1 4N33 Photo-Darlington	icaler 19.95 IO/11 Prescaler 11.95 Opto-Isolator 3.95
SN7426N .29 SN7427N .25 SN7429N .39 SN7429N .39	SN74116N 1.95 SN74121N .35 SN74122N .39	SN74188N 3.95 SN74190N 1.25 SN74191N 1.25	DISCRETE LEDS	MK50240 Top Octave Freq. DS0026CH 5Mhz 2-phase MO TIL308 27" red num. dis	Generator 17.50 US clock driver 3.75 splay w/integ. logic chip 10.95
SN7432N .25 SN7437N .25 SN7438N .40	SN74125N .49 SN74125N .49 SN74126N .49 SN74132N .75	SN74192N .79 SN74193N .79 SN74194N .89 SN74195N .69	XC556R 200" red 5/51 MV50 .085" red 5/51 XC111R .190" red 5/51 XC556G .200" green 4/51 XC298R .125" red 5/51 XC111G .190" green 4/51	MM5320 1V Camera Sync. MM5330 4½ Digit DPM Log LD110/111 3½ Digit A/D Com MC LD10 214 20 Com	Generator 14.95 gic Block (Special) 3.95 iverter Set 25.00/set
SN7439N .25 SN7440N .20 SN7441N .89	SN74136N .75 SN74141N .79 SN74142N 2.95	SN74196N .89 SN74197N .89 SN74198N 1.49	XC3567 .000" yellow 4/31 XC209 X 123" yrlem 4/31 XC111V 190" yellow 4/31 XC3567 .000" clear 4/51 XC236 XC111V 190" yellow 4/31 XC122 200" red 5/51 XC3267 .185" red 5/51 XC126 J01" green 4/51 J01	LITRONIX ISO-LIT 1 Photo Transister Onto-Isolator	SN 76477 SOUND GENERATOR
SN7442N .59 SN7443N .75 SN7444N .75 SN7444N .75	SN74143N 2.95 SN74144N 2.95 SN74145N .79 SN74145N .95	SN74199N 1.49 SN74S200 4.95 SN74251N .99 SN74251N .99	XC22Y .200° yellow 4/\$1 XC526Y .185" yellow 4/\$1 INFRA-RED LED MV10B .179" red 4/\$1 XC526C .185" clear 4/\$1 ¼a"x ¼a"x1/16" flat 5/\$1	(Same as MCT 2 or 4N25) 49¢ each	Generates Complex Sounds Low Power - Programmable
SN7446N .69 SN7447N .59 SN7448N .79	SN74148N 1.29 SN74150N 1.25 SN74151N .59	SN74283N 2.25 SN74284N 3.95 SN74285N 3.95	DISPLAY LEDS TYPE POLARITY HT PRICE TYPE POLARITY HT PRICE	TV GAME CHIP AND CRYSTAL AY-3-8500-1 and 2.01 MHZ Crystal	(Chip & Crystal
SN7450N .20 SN7451N .20 SN7453N .20	SN74152N .59 SN74153N .59 SN74154N 1.50	SN74365N .69 SN74366N .69 SN74367N .69	MAN 1         Common Andoa-real         270         2.393         MAN 4/30         Common Andoa-real         300         399           MAN 2         S x 7 Dot Markiv-red         300         4.95         MAN 6740         Common Cathoder-ed-0.10.         560         .99           MAN 3         Common Cathoder-ed         1.25         .25         MAN 6750         Common Cathoder-ed         .560         .99           MAN 4         Common Cathoder-ed         .125         .25         MAN 6750         Common Cathoder-ed         .560         .99	XR205 \$8.40	select angles, etc. 7.95/SC A D XR2242CP 1.50 XR2242CP 1.50 XR2242CP 1.50
SN7454N .20 SN7459A .25 SN7460N .20	SN74155N .79 SN74156N .79 SN74157N .65	SN74368N .69 SN74390N 1.95 SN74393N 1.95	MAN 76         Common Anode-green         300         1.25         MAN 6780         Common Cathode-red         560         .99           MAN 77         Common Anode-yellow         300         .99         DL701         Common Anode-red = 1         .300         .99           MAN 72         Common Anode-red         .90         .75         DL704         Common Cathode-red         .300         .99           MAN 72         Common Anode-red         .300         .75         DL704         Common Cathode-red         .300         .99	XR215 4.40 XR320 1.55 XR-L555 1.50 JE2206KB	An XR2556 3.20 XR2567 2.99 8 19.95 XR3403 1.25
CD4000 .39 CD4001 .39 CD4002 .39	CMOS CD4028 .89	CD4070 .55 CD4071 .49 CD4072 .49	MAN #74         Common Cathode-red         300         1.25         DL707         Common Andoe-red         300         .99           MAN 82         Common Andoe-red         500         .49         DL788         Common Andoe-red         500         1.49           MAN 84         Common Cathode-rellow         300         .99         DL741         Common Andoe-red         500         1.49           MAN 84         Common Cathode-rellow         300         .99         DL741         Common Andoe-red         500         1.49           MAN 84         Common Cathode-rellow         300         .99         DL741         Common Andoe-red         500         1.49	XR555 .39 XR1800 XR558 .99 XR2206 XR567CP .99 XR2207	3.20 XR4136 1.25 4.40 XR4151 3.95 3.85 XR4194 4.95
CD4006 1.19 CD4007 .25 CD4009 .49	CD4029 1.49 CD4030 .49 CD4035 .99	CD4076 1.39 CD4081 .39 CD4082 .39	MAN 3530         Common Anode-road         1         -1         -0         -1<	XH567C1 1.25 XH2208 XR1310P 1.95 XR2209 XR1468CN 3.85 XR2211 XP1468CN 3.85 XR2211	5.20 AH4202 3.60 1.75 XR4212 2.05 5.25 XR4558 .75 4.25 XR4558 15
CD4010 ,49 CD4011 ,39 CD4012 ,25 CD4013 49	CD4040 1.49 CD4041 1.49 CD4042 .99 CD4043 89	CD4093 .99 CD4098 1.19 MC14409 14.95 MC14410 14.95	MAI 4640         Common Cathode-orange         400         .99         DL338         Common Cathode-red         110         .35           MAI 4710         Common Anade-red         .400         .99         FND70         Common Cathode         .50         .69           MAN 4730         Common Anade-red         .400         .99         FND70         Common Cathode         .50         .69           MAN 4730         Common Anade-red         .400         .99         FND358         Common Cathode         1         .357         .99	XR1489 1.95 XR2240 DIODES	3.45 XR4741 1.47 TYPE VOLTS W PRICE
CD4014 1.39 CD4015 1.19 CD4016 .59	CD4044 .89 CD4046 1.79 CD4047 2.50	MC14411 14.95 MC14419 4.95 MC14433 13.95	MAN 4740         Common Cathode-red         400         -99         FN0339         Common Cathode         -357         -75           MAN 4810         Common Ander yellow         400         -99         FN0503         Common Cathode (FN050)         500         -99           MAN 4840         Common Cathode-yellow         400         -99         FN0507         Common Cathode (FN050)         500         -99           MAN 6510         Common Cathode-yellow         400         -99         FN0507         Common Cathode (FN050)         500         -99           MAN 6510         Common Cathode-yellow         600         600         600         -99         FN0507         Common Cathode (FN0500)         500         -99           MAN 6510         Common Andoe (FN0500)         500         -99         FN0507         Common Andoe (FN0500)         500         -99	TYPE         VOLTS         W         PRICE           1N746         3.3         400m         4/1.00           1N751         5.1         400m         4/1.00	1N4002 100 PIV 1 AMP 12/1.00 1N4003 200 PIV 1 AMP 12/1.00 1N4004 400 PIV 1 AMP 12/1.00 1N4005 500 PIV 1 AMP 10/1.00
CD4017 1.19 CD4018 .99 CD4019 .49 CD4020 1.19	CD4048 1.35 CD4049 .49 CD4050 .69 CD4051 1.19	MC14506 .75 MC14507 .99 MC14562 11.95	MAN 650 Common Cathode-orange ± 55 .99 HDSP-3400 Common Anded 160 .000 1.50 MAN 6540 Common Cathode-orange ±0.560 .99 HDSP-3403 Common Anded 160 1.50 MAN 6540 Common Cathode-orange ±0.560 .99 HDSP-3403 Common Cathode red .800 1.50 MAN 6547 Common Cathode-orange ±1.50 .99 S02-7300 4 x 7 spl. Digit-RHDP .600 19.95	1N752 5.6 400m 4/1.00 1N753 6.2 400m 4/1.00 1N754 6.8 400m 4/1.00	1N4006 800 PIV 1 AMP 10/1.00 1N4007 1000 PIV 1 AMP 10/1.00 1N3600 50 200m 6/1.00
CD4021 1.39 CD4022 1.19 CD4023 .29	CD4053 1.19 CD4056 2.95 CD4059 9.95	CD4508 3.95 CD4510 1.39 CD4511 1.29	MAN 6660         Common Anode-srange         560         .99         5082-7302         4 r 7 5pl. Digit-HDP         600         19.95           MAN 6680         Common Anode-srange         560         .99         5082-7340         varrange character (= 1)         .600         15.00           MAN 6710         Common Anode-rod-0.0.         .560         .99         5082-7340         4 x 7 Sgl. Digit-Hexadecimal         .600         22.50	1N757 9.0 400m 4/1.00 1N759 12.0 400m 4/1.00 1N959 8.2 400m 4/1.00 1N955 15 400m 4/1.00	1N4146 /5 10m 15/1.0 1N4154 35 10m 12/1.0 1N4733 5.1 1w 20 1N4734 5.6 1w 2
CD4024 .79 CD4025 .23 CD4026 2.95 CD4027 69	CD4060 1.49 CD4066 .79 CD4068 .39 CD4068 .45	CD4515 2.95 CD4518 1.29 CD4520 1.29	RCA LINEAR CA3013T 2.15 L CA3082N 2.00 CHIPS/DRIVERS CLOCK CHIPS MOTOROLA	1N5232 5.6 500m 28 1N5234 6.2 500m 28 1N5235 6.8 500m 28	1N4735 6.2 1w 22 1N4736 6.8 tw 28 1N4738 8.2 1w 24
74C00 .39 74C02 .39 74C04 .45	74C00	74C163 2.49 74C164 2.49 74C164 2.49	CA2023T 3.25 CA2023N 1.60 MM5725 52.95 MM5309 4.95 MC1408L7 4.95 CA2035T 2.48 CA2085N 385 MM5738 2.95 MM5311 4.95 MC1408L8 5.75 CA2030T 1.35 CA2089N 3.75 DM8864 2.00 MM5312 4.95 MC1409L 2.95 CA2025T 1.25 CA2089N 3.75 DM8864 2.00 MM5313 4.95 MC1202P 2.95	1N5236 7.5 500m 28 1N5242 12 500m 28 1N5245 15 500m 28 1N455 25 40m 6/1.00	1N4742 12 1w 28 1N4744 15 1w 28 1N1183 50 PIV 35 AMP 1.60 1N1184 100 PIV 35 AMP 1.70
74C08 .49 74C10 .39 74C14 1.95	74C90 1.95 74C93 1.95 74C95 1.95	74C192 2.49 74C193 2.49 74C195 2.49	CA30591 1.35 CA1101 1.25 DM8887 7.5 MM5316 6.95 MC3061P 3.50 CA30591 3.25 CA11017 1.25 DM8889 7.5 MM5316 6.95 MC306(P(446)).50 CA30601 3.25 CA11607 1.25 DM8889 7.5 MM5318 9.95 MC3016(P(446)).50 CA30607 1.25 CA30101 5.9 9374 7:590 MM5318 9.255 MC3016(P(446)).50	1N458 150 7m 6/1.00 1N485A 180 10m 5/1.00 1N4001 50 PIV 1 AMP 12/1.00	1N1185 150 PIV 35 AMP 1.70 1N1185 200 PIV 35 AMP 1.80 1N1188 400 PIV 35 AMP 3.00
74C20 .39 74C30 .39 74C42 1.95 74C48 2.49	74C107 1.25 74C151 2.90 74C154 3.00 74C157 2.15	74C922 7.95 74C923 6.25 74C925 8.95 74C925 8.95	CA308IN 2.00 CA3600N 3.50 LED driver 1.50 MM5387/39844.95 MC4040P 6.95 MC4040P 6.95 MC4044P 4.50	SCR AND FW BRID	DGE RECTIFIERS
74C73 .89 74C74 .89	74C160 2.49 74C161 2.49	80C95 1.50 80C97 1.50	TIN) SOCKETS TITIT 1-24 25-49 59-100 TITITT 1-24 25-49 59-100	2N2328 1.6A @ 300V MDA 980-1 12A @ 50V MDA 980-3 12A @ 50V	SCR 1.95 SCR 50 FW BRIDGE REC. 1.95
LM106H .99 LM300H .80 LM301CN/H .35	LINEAR	LM710N .79 LM711N .39 LM723N/H .55 LM733N 1.00	8 pln LP         .17         .16         .15         14 pln ST         .27         .25         .24           14 pln LP         .20         .19         .18         16 pln ST         .30         .27         .25         .24           16 pln LP         .20         .19         .18         16 pln ST         .30         .27         .25         .24	C106B1 50 TRANSIS MPSA05 30 2N3055	STORS 2N3904 4/1.00 89 2N3905 4/1.00
LM302H .75 LM304H 1.00 LM305H .60	LM340K-24 1.35 LM340T-5 1.25 LM340T-6 1.25	LM739N 1.19 LM741CN/H .35 LM741-14N .39	18 pin LP .29 .26 .27 24 pin ST .49 .45 .42 20 pin LP .34 .32 .30 28 pin ST .99 .90 .81 22 pin LP .37 .36 .35 28 pin ST .99 .90 .81 24 pin LP .38 .17 .56 .1.5	MPSA06 5/1.00 MJE3055 TI597 6/1.00 2N3392 TI598 6/1.00 2N3398 40409 175 Protection	1.00 2N3906 4/1.00 5/1.00 2N4013 3/1.00 5/1.00 2N4123 6/1.00
LM307CN/H .35 LM308CN/H 1.00 LM309H 1.10 LM309K 1.25	LM340T-8 1.25 LM340T-12 1.25 LM340T-15 1.25 LM340T-18 1.25	LM747N/H .79 LM748N/H .39 LM1310N 1.95	28 pin LP         45         44         43         40 pin ST         1.59         1.45         1.30           36 pin LP         .60         .59         .58         WIRE WRAP SOCKETS         .60         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .63         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .62         .61         .61         .62         .61         .62         .61         .61         .61         .61         .61         .61         .61         .61         .61         .61 <t< td=""><td>40410 1.75 PN3568 40673 1.75 PN3569 2N918 4/1.00 MP53638A</td><td>3/1.00 PN4249 4/1.00 4/1.00 PN4250 4/1.00 4/1.00 2N4400 4/1.00 5/1.00 2N4401 4/1.00</td></t<>	40410 1.75 PN3568 40673 1.75 PN3569 2N918 4/1.00 MP53638A	3/1.00 PN4249 4/1.00 4/1.00 PN4250 4/1.00 4/1.00 2N4400 4/1.00 5/1.00 2N4401 4/1.00
LM310CN 1.95 LM311N/H .90 LM312H 1.95	LM340T-24 1.25 LM358N 1.00 LM370N 1.95	MC1488N 1.95 MC1489N 1.95 LM1496N .95	STANDARD 8 pin ww 59 54 49	2N2219A 2/1.00 MP53702 2N2221A 4/1.00 2N3704 2N2222A 5/1.00 MP53704	5/1.00 2N4402 4/1.00 5/1.00 2N4403 4/1.00 5/1.00 2N4409 5/1.00
LM317K 6.50 LM318CN/H 1.50 LM319N 1.30	LM373N 3.25 LM377N 4.00 LM380N 1.25	LM1556V 1.75 MC1741SCP 3.00 LM2111N 1.95	10 pin SG         1-24         25-49         50-100         10 pin WW         69         .63         .58           8 pin SG         .39         .35         .31         16 pin WW         .69         .73         .70	PN2222 Plastic 7/1.00 2N3705 2N2369A 4/1.00 MP53705 MP52369 5/1.00 2N3706 2N2484 4/1.00 MP52305	5/1.00 2N5086 4/1.00 5/1.00 2N5087 4/1.00 5/1.00 2N5088 4/1.00 5/1.00 2N5088 4/1.00
LM320K-5 1.35 LM320K-5.2 1.35 LM320K-12 1.25 LM320K-15 1.35	LM380CN .99 LM381N 1.79 LM382N 1.79 NE501N 8.00	LM2901N 2,95 LM3053N 1,50 LM3065N 1,49 LM3900N/3401) 59	I4         pin 5G         .49         .45         .41         I8 pin WW         .99         .90         .81           16 pin 5G         .54         .49         .44         .20 pin WW         .19         .108         .99           18 pin 5G         .59         .53         .48         .20 pin WW         .149         1.35         1.23           24 pin 5G         .59         .53         .48         .22 pin WW         .49         1.35         1.23           24 pin 5G         .59         .53         .48         .22 pin WW         .149         1.35         1.23	2N2906 4/1.00 2N3707 2N2907 5/1.00 2N3711 2N3724A	5/1.00 2N5059 4/1.00 5/1.00 2N5129 5/1.00 5/1.00 PN5134 5/1.00 .65 PN5138 5/1.00
LM320K-18 1.35 LM320K-24 1.35 LM320T-5 1.25	NE510A 6.00 NE529A 4.95 NE531H/V 3.95	LM3905N 1.49 LM3909N 1.25 MC5558V .59	22 pin SG 1.10 1.00 .90 22 pin WW 1.69 1.53 1.38 36 pin SG 1.16 1.65 1.40 1.26 36 pin WW 2.19 1.97 40 pin SG 1.75 1.59 1.45 36 pin WW 2.19 1.99 1.99	2N2925 5/1.00 2N3725A MJE2955 1.25 2N3772 2N3053 2/1.00 2N3823	1.00 2N5139 5/1.00 2.25 2N5210 5/1.00 1.00 2N5449 3/1.00
LM320T-5.2 1.25 LM320T-8 1.25 LM320T-12 1.25 LM320T-15 1.25	NE536T 6.00 NE540 6.00 NE544N 4.95 NE550N 1.30	8038 B 4.95 LM75450N .49 75451CN .39 75452CN .39	1/4 WATT RESISTOR ASSORTMENTS - 5%	CAPACITOR SO VOL	T CERAMIC APACITORS CORNER
LM320T-18 1.25 LM320T-24 1.25 LM323K-5 5.95	NE555V .39 NE556N .99 NE560B 5.00	75453CN .39 75454CN .39 75491CN .79	10 0HM 12 0HM 15 0HM 18 0HM 22 0HM ASST, 1 5 ea. 27 0HM 33 0HM 39 0HM 47 0HM 56 0HM 50 PCS \$1.75	1.9 10-99 100- 10 pt 05 04 03 22 pt 05 04 03 47 pt 05 04 03	1.9         10.99         100 -           .001μF         .05         .04         .035           .0047μF         .05         .04         .035           .01μF         .05         .04         .035
LM324N 1.49 LM339N .99 LM340K-5 1.35	NE562B 5.00 NE565N/H 1.25 NE566CN 1.75	75492CN .89 75493N .89 75494CN .89	ASST. 2 5 ta 180 DHM 220 OHM 120 OHM 120 OHM 150 OHM 550 PCS 1.75 470 DHM 220 OHM 220 OHM 330 OHM 350 OHM 155 PCS 1.75	100 pt 05 04 03 220 pf 05 04 03 470 pt 05 04 035	.022μF .06 .05 .04 .047μF .06 .05 .04 .1μF .12 .09 .075
LM340K-8 1.35 LM340K-12 1.35 LM340K-15 1.35	NE570N 4.95 LM703CN/H .69 LM709N/H .29	RC4151 3.95 RC4151 4.95 RC4194 4.95 RC4195 4.49	ASST. 3 5 ca 1.2% 1.5% 1.8% 2.2% 2.7% 50 PCS 1.75 3.3% 3.5% 4.7% 5.5% 6.8% ASST. 4 5 ca 8.2% 10% 10% 10% 10% 50 PCS 1.75	001mf 12 10 07 0022 12 10 07 0047mf 12 10 07	022ml 13 11 08 047ml 21 17 13 1ml 27 23 17
74LS00 .35 74LS01 .35	74LS00TTL 74LS51 .29	74LS139 1.05 74LS151 1.05	ASST. 5 5 ca 56% 66% 82% 100% 120% 50 PCS 1.75	.01ml 12 10 .07 +20% DIPPED TANTALU 1/35V .39 .31 .25 15/35V .39 .31 .25	22ml 33 27 22 IMS (SOLID) CAPACITORS 1.5/35V .41 .33 .26 2.2/35V .51 .41 .33
74LS02 .35 74LS03 .35 74LS04 .42 74LS05 .42	74L554 .29 74L555 .29 74L573 .54 74L574 .54	74L5155 1.05 74L5157 1.05 74L5160 1.15 74L5161 1.39	ASST. 6 5 ez. 390k 470k 560k 680k 820k 50 PCS 1.75 10 1.70k 1.50k 1.80k 2.20k 1.80k 1.80k 1.50k 1.80k 1.50k 1.80k 1.50k 1.80k 1.50k 1.80k 1.50k	22/35V .39 .31 .25 33/35V .39 .31 .25 47/35V .39 .31 .25 68/35V .39 .31 .25	3.3/25V .53 .43 .34 4.7/25V .63 .51 .41 6.8/25V .79 .63 .50 15/25V 1.39 1.12 .89
74LS08 .35 74LS09 .42 74LS10 .35	74LS75 .71 74LS76 .54 74LS78 .49	74LS162 1.25 74LS163 1.39 74LS164 1.50	ASST. 7 5 ea. 2.7M 3.3M 3.9M 4.7M 5.6M 50 PCS 1.75 ASST. 8R Includes Resistor Assortments 1-7 (350 PCS.) \$9.95 ea.	1.0/35V .39 .31 .25 MINIATURE ALUMINUM EI Axial Lead	22/6V .79 .63 .50 LECTROLYTIC CAPACITORS Radial Lead
741.511 .75	/4L.583 1.05	74LS175 1.25	\$10.00 Min. Order - U.S. Funds Only Spec Sheets - 254	47/500 .15 .13 .10	.4//25V .15 .13 .10
74LS14 1.25 74LS15 .35	74LS85 1.50 74LS86 .54 74LS90 .71	74LS191 1.39 74LS191 1.39	Calif. Residents Add 6% Sales Tax 1980 Catalog Available – Send 41¢ stamp Postage – Add 5% plus \$1 Insurance (if desired)	1.0/50V 16 14 11 3.3/50V 14 12 09 4.7/25V 15 13 10	.47/50V 16 .14 .11 1.0/16V 15 .13 10 1.0/25V 16 14 11
74LS14 1.25 74LS15 .35 74LS20 .35 74LS21 .35 74LS22 .35	74LS85 1.50 74LS86 .54 74LS90 .71 74LS92 .90 74LS93 .90 74LS95 .99	74LS191 1.39 74LS191 1.39 74LS192 1.39 74LS193 1.39 74LS193 1.39 74LS194 1.39	Calif. Residents Add 6% Sales Tax Postage – Add 5% plus 51 Insurance (if desired) MARKEN Add 5% Sales Tax ISBO Catalog Available – Send 41¢ stamp ISBO Catalog Available – Send 41¢ stamp Phone Phone DRDFRS	1.050V 16 14 12 3.3/50V 14 12 09 4.7/25V 15 13 10 10/25V 15 13 10 10/25V 16 14 12 22/25V 17 15 12 22/25V 24 20	47/50V 16 14 11 1.0/16V 15 13 10 1.0/25V 16 14 11 1.0/25V 16 14 11 1.0/50V 16 14 11 4.7/16V 15 13 10 4.7/25V 15 13 10 4.7/25V 15 13 10
74L514 1.25 74L515 .35 74L520 .35 74L521 .35 74L521 .35 74L522 .35 74L525 .35 74L527 .35 74L527 .35	74_585 1.50 74_586 54 74L590 71 74_592 90 74_593 90 74_595 99 74_596 1.15 74_5107 54 74_5109 54	74L5191 2.49 74L5190 1.39 74L5191 1.39 74L5192 1.39 74L5193 1.39 74L5194 1.39 74L5194 1.39 74L5251 1.25 74L5253 1.25	Calif. Residents Add 6% Sales Tax Postage – Add 5% plus S1 Insurance (if desired) MARKET Add 5% Plus S1 Insurance (if desired) MARKET Add 5% Plus S1 Insurance (if desired) MARKET Add 5% Sales Tax PHONE ORDERS WELCOME (415) 592-8097	1.0190V         16         16         11           3.0190V         14         12         09           4.7/2SV         15         13         10           10/2SV         15         13         10           10/2SV         15         13         10           22/2SV         16         14         12           22/2SV         17         15         18           47/2SU         24         20         18           47/2SU         25         21         19           100/2SV         25         20         18	47/50V 16 14 11 1.0/16V 15 13 10 1.0/25V 16 14 11 1.0/50V 16 14 11 4.7/16V 15 13 10 4.7/25V 15 13 10 4.7/50V 16 14 11 0.15V 15 13 10 0.15V 14 12 09 10/25V 15 13 10 10/50V 16 14 12
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Manuals for all drives are \$10, refundable against future purchase of drives. Also, all 8" drives can be ordered with 220 v/50 hz for worldwide use. Moving on to the realm of floppy disk controllers . . . although we still feel that single density is more reliable, there are many excellent double density disk controllers available, so choose your weapons carefully.

# Disk Accessories



Cable kits for 8" drives with 10'50 cond. flat cable, power cable, & all connectors. Assembled if desired. ONe drive 27.50, two 33.95, three 38.95 for mini floppies (34 cond): one 24.95, two, 29.95

CP-206 Power-one power supply. Powers two drives more than adequately, top quality. 2.8A/24V. 2.5A/5V, .5A/-5V. \$99.



Double disk drive enclosure. Enclosure alone \$139. Including power supply & fan \$199.

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# SLEEVES



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Tarbell floppy disk controller, A & T \$325 Tarbell floppy disk controller, A & T \$225 Tarbell double density, DMA A & T \$425 Tarbell double density, DMA, kit \$325

Delta Products double density disk controller Operate at 2 or 4MHZ, with 8 or 5" drives \$399 Micromation doubler w/programmable UART RS-232 port \$495

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WANTED: Copy of Z80 Assembler listing from BYTE Nybbles library. Harlan Michael, 315 Valley Vista Dr, Jackson MS 39211, (601) 982-6533 days or (601) 956-5268 evenings. FOR SALE: Three Heath 4 K by 16 memory boards. All in excellent condition with documentation. \$100 each, or all three for \$270. Dan Buckler, 6115 A 42nd PI, Hyattsville MD 20781, (301) 927-0765.

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FOR SALE: Five new single-board 8080A microprocessors, completely assembled and tested. Each includes 1 K by 8 erasable-programmable readonly memory and 256 by 8 programmable memory. Complete documentation, featured in CQ magazine April, May, June 1979. \$50 each. Platteter, 1315 Q St, Bedford IN 47421, (812) 279-6265.

WANTED: Ohio Scientific Superboard IIs with all manuals and documentation, up to \$150 paid depending on year and condition. Send year and condition for my offer. For Sale: TI 99/4 microcomputer. Paid \$1150, first certified check for \$1075 gets it. Brand new and still in original carton. Or will trade TI 99/4 for \$950 plus Ohio Scientific Superboard II in good condition. Gregg Beasey, 15 Cardinal Ln, East Islip NY 11730.

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WANTED: I have a small amount of 8080 equipment (processor, a few support chips) and a large supply of other stuff (74xx, MM3501, etc) and would like to buy or trade for anything 6800ish (processor, bareboard, support, etc). Give a hand to an uprooted American. R M Bownes, 146 Warren Rd, Donaghdee County Down, NORTHERN IRELAND BT21 OPQ. PS: Please use airmail, it's a lot faster.

WANTED: Drawings and schematics for making an electrical sleep device, and other schematics for experimental hypnosis. K de Groot, P-Lastmanstr. 7, Helmond, HOLLAND.

WANTED: Heathkit Microprocessor Trainer ET-3400 and Memory I/O Accessory ETA-3400 for use with Heathkit Microprocessor Course. Will trade for Teletype printer parts, and/or cash. Please write and give details (ie: assembled/unassembled and if the unit(s) are operational). George Kelm, POB 160, Yap Island GU 96943. First class mail for fastest reply, US Domestic Post Office rates.

#### February BOMB Results Graph Theory

Readers of BYTE expressed a burning interest in "A Computer-Controlled Wood Stove" by Steve Ciarcia (page 32). Steve won first place in the voting, his fourth first-place finish in as many months. Second place in the tally went to John A Lehman for "A Financial Analysis Program" (page 192). Judging from comments written on the BOMB cards, many readers were fascinated by an example of the balance sheet for MITS, Inc. Third place was taken by Ted Carter for "Implementing Dynamic Data Structures with BASIC Files" (page 92). Fourth place was taken by Robert A Morris for "Comparison of Some High-Level Languages" (page 128).

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