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## EXPANDABILITY

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And the computer has a full 12 -slot card cage you can use for additional RAM and interface cards.

## BROADEST SOFTWARE SUPPORT

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microcomputer field. Software Cromemco is known for. Software like this:

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- RATFOR (RATional FORtran)
- COBOL
- Z80 Macro Assembler
- Word Processing System
- Data Base Management with more coming all the time.


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With all its features the new $\mathrm{Z}-2 \mathrm{H}$, including its hard disk drive, is still housed in just one compact cabinet.


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Included in that cabinet, too, is Cromemco ruggedness and reliability. Cromemco is time-proved. Our equipment is a survey winner for reliability. Of course, there's Cromemco's all-metal cabinet. Rugged, solid. And, there's the heavy-duty power supply (30A @ 8V, 15A @ +18 V , and 15A @-18V) for circuitry you'll sooner or later want to plug into those free card slots.

## SEE IT NOW

Last summer we told you this new $\mathrm{Z}-2 \mathrm{H}$ would be a smash. And it is. So see it at your dealer's now. Have him put you in touch with a userthere are lots of them because Cromemco has been delivering for months. See for yourself how pleased our users are.

## PRESENT CROMEMCO USERS

We've kept you in mind, too. Ask about the new Model HDD Disk Drive which can combine with your present Cromemco computer to give you up to 22 megabytes of disk storage.


# The single card computer with the features that help you in real life 

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Other features include 24 bits of bidirectional parallel I/O and five onboard programmable timers.

Add to that vectored interrupts.

## ENORMOUS EXPANDABILITY

Besides all these features the Cromemco single card computer gives you enormous expandability if you ever need it. And it's easy to expand. First, you can expand with the new Cromemco 32 K BYTESAVER PROM card mentioned above. Then there's Cromemco's broad line of S100-bus-compatible memory and I/O interface cards. Cards with features such as relay interface, analog interface, graphics interface, optoisolator input, and $A / D$ and $D / A$ conversion. RAM and ROM cards, too.

## EASY TO USE

Another convenience that makes the Model SCC computer easy to use is our Z-80 monitor and 3 K Control BASIC (in two ROMs). With this optional software you're ready to go. The monitor gives you 12 commands. The BASIC, with 36 commands/functions, will directly access I/O ports and memory locations and call machine language subroutines.

Finally, to simplify things to the ultimate, we even have convenient card cages. Rugged card cages. They hold cards firmly. No jiggling out of sockets.

## AVAILABLE NOW/LOW PRICE

The Model SCC is available now at a low price of only $\$ 450$ burned-in and tested (32K BYTESAVER only \$295).

So act today. Get this high-capability computer working for you right away.

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ON LAST MONTH'S COVER
The April cover, which has received so many compliments, was a creation of the photographic artistry of Ea Crabtree. Ed is a professional commercial photographer in Peterborough, NH: and has been BYTEs photographer from day one. This was Edds first BYTE cover We're sure it wont be his last.

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## (ex

## 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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1401 E. Borchard
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'After working all day with the computer at work, it's a kick to get down to Basic at home. And one thing that makes it more fun is my Shugart minifloppy ${ }^{\text {TM }}$. We use Shugart drives at work, so when I bought my own system I made sure it had a minifloppy drive.
"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 ${ }^{T M}$ 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.

# If it isn't Shugart, it isn't minifloppy. A.Shugart <br> 435 Oakmead Parkway, Sunnyvale, California 94086 

## 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.
2) 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<br>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 <br> 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<br>Dept of Computer and Information Science<br>University of Guelph<br>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

# At Intersystems, "dump" is an Instruction. Not a way of life. ( O , when yourre ready for IEEE $\mathrm{S}-100$, will your computer be ready for you?) 



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## $\square \square \sim(1) \square$

Ithaca Intersystems Inc.,
1650 Hanshaw Road/P.O. Box 91, Ithaca, NY 14850
607-257-0190/TWX: 5102554346

## 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 FORTRAN course is offered.

My problem i. 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 Z 80 .

I recently purchased a TDL ZPU which uses the Z 80 . The manual notes

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 <br> 7725 Berkshire Blvd <br> 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.

[^0]
## New from SSM.

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

Emory Cook<br>Cook Laboratories Inc<br>375 Ely Ave<br>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-

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 $90^{\circ}$-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-signalstrength meter, turn the azimuthadjust 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 peak-signal-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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## software crisis.

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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.

## Tape Is Also a Factor

Several factors having to do with
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:

AZ-80 Precision azimuth cassette, chromium dioxide.
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The output voltage is set by controlling the timer via the reset input (ie: pin 4). When the output voltage reaches a negative potential with the same magnitude as the supply voltage, a low logic state is placed on the reset input, causing the timer output to go low and the increase in voltage magnitude to cease.


Figure 1: Schematic for the DC-to-DC converter. The 555 timer produces a rectangular wave at about 20 kHz , which is inverted by the diode-capacitor voltage-doubler arrangement. A feedback signal reaching the reset pin of the 555 regulates the magnitude of the output, which is -12 V at 25 mA .

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# I/O Expansion for the Radio Shack TRS-80 Part 1: Principles of Parallel Ports 

Steve Ciarcia<br>POB 582<br>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 ( $\mathrm{I} / \mathrm{O}$ ) 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 $21 / 2$ 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 em-
phasizes 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 Z 80 , 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 Z 80 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 dual-in-line-pin (DIP) switches and exclusive-NOR gates. The schematic diagram for this is shown in figure 36.

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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, $\overline{\text { I/OREQ }}, \overline{\mathrm{RD}}$, and $\overline{W R}$, 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 $\overline{\mathrm{I} / \mathrm{OREQ}}$ and $\overline{\mathrm{WR}}$ 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 Z 80 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.
$Z 80$ SIGNALS
CONTROL STROBES


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 $\overline{\mathrm{MREQ}}$ line goes to a low state (ie: a logic 0 ) when a memory- reference operation is in progress; the I/OREQ line goes to a low state when an input/output (I/O) operation is in progress; the $\overline{R D}$ line goes low when the processor is reading data from memory or from a peripheral device; the $\overline{W R}$ line goes low when the processor is writing data to memory or to a peripheral device. The RD and $\overline{W R}$ 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.

## COMPARE SMAFTS.




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 $74 L S 04$ 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

| Number | Type | +5 V | GND |
| :--- | :--- | :--- | :--- |
| IC1 | 74 LS266 | 14 | 7 |
| IC2 | 74 LS266 | 14 | 7 |
| IC3 | 74 LS30 | 14 | 7 |



Figure 3c: Another method of decoding an 8-bit address, using exclusive-NOR gates and an eight-input NAND gate. As in figure 3b, the desired port address is set up on switches SW8 thru SW1.
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 $(N), \mathrm{D}$ 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 strobe signal from our address and 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/O WRITE) 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 $4 a$.


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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 memoryreference 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.

| Number | Type | +5 V | GND |
| :--- | :--- | :--- | :--- |
| IC1 | 74LS377 | 20 | 10 |
| IC2 | 74 LS244 | 20 | 10 |
| IC3 | 7404 | 14 | 7 |

LATCHED
PARALLEL OUT

PARALLEL INPUT


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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| Number | Type | +5 V | GND |
| :--- | :--- | :--- | :--- |
| IC1 | 74LS125 | 14 | 7 |
| IC2 | 74LS125 | 14 | 7 |
| IC3 | 74LS75 | 5 | 12 |
| IC4 | 74LS75 | 5 | 12 |
| IC5 | 74LS155 | 16 | 8 |
| IC6 | 74LS04 | 14 | 7 |
| IC7 | 74LS04 | 14 | 7 |
| IC8 | 74LS30 | 14 | 7 |



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 J 2 on the expansion interface. In either case, a separate +5 V supply is necessary to power the circuit. The
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.

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# KIMDOS <br> Using Your KIM-1 with a Percom Floppy-Disk Drive 

Joel Swank<br>4655 SW 142nd Apt 186<br>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 $8080 /$ Z 80 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.

The LFD-400 uses hard-sectored
disks with ten 256-byte sectors per track and thirty-five tracks per disk. 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 unregulated power supplies of $+14 \mathrm{~V},-14 \mathrm{~V}$, 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 <br> Connector | Function | Comments |
| :---: | :---: | :---: | :---: |
| 9 | E. 7 | RST |  |
| 10 | E-V | $\frac{\text { R/W }}{\text { VMA }}$ |  |
| 11 12 | E-22 | VMA | VMA always true on KIM-1 |
| 12 | E-U | $\phi_{2}$ +14 V | or use regulated +12 V |
| 20 |  | $-14 \mathrm{~V}$ | or use regulated -5 V |
| 21 |  | $+8 \mathrm{~V}$ | or use regulated +5 V |
| 22 |  | $+8 \mathrm{~V}$ |  |
| 23 |  | $+8 \mathrm{~V}$ |  |
| 24 | E-22 | ground |  |
| 25 |  | ground |  |
| 26 |  | ground |  |
| 27 | E-A | AO |  |
| 28 | E-B | A1 |  |
| 30 | E-D | A3 |  |
| 31 | E-E | A4 |  |
| 32 | E.F | A5 |  |
| 33 | $\mathrm{E} \cdot \mathrm{H}$ | A6 |  |
| 34 | E.J | A7 |  |
| 35 | E-K | A8 |  |
| 36 | E-L | 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 conven-
tion 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 8835 s 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 $+5 \mathrm{~V},-12 \mathrm{~V}$, 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 short-
circuited the $0.001 \mu \mathrm{~F}$ 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

| Hexadecimal Address | Function When Used as Input |
| :---: | :---: |
| CCOO | Read USRT status: <br> bit $0=1$ means disk unit ready to send byte to computer at address CC01 during read operation <br> bit $7=1$ means disk unit ready to receive byte from computer at address CC01 during write operation |
| CC01 | Address used to transmit data from disk drive to computer during read operation |
| CCO2 | During read operation, bits 0 thru 3 contain current sector number in binary |
| $\begin{aligned} & \mathrm{CCO} 3 \\ & \mathrm{CCO} 4 \end{aligned}$ | Drive status byte : see table 2 b . <br> Accessing this location with a load instruction (LDA) causes a read operation to take place |

$2 b$

| Bit | Value | Meaning |
| :---: | :---: | :---: |
| 0 | 1 | Write-protect notch in disk <br> covered; disk is pro- <br> tected |
| 1 | 1 | Head is at track 0 |
| 2 | 0 | Drive motor is on |
| 3 | 0 | Drive circuit is ready to |
| write to disk |  |  |

Table 2: Memory addresses used by the LFD-400 disk-controller board. Communication takes place between the disk and the computer via memory-mapped bytes as listed. Table $2 a$ gives the function of 5 bytes used for input from disk to computer. Table $2 b$ defines the permissible values of bits in the drive-status byte (hexadecimal location CC03). Table 2c gives the function of 7 bytes used to control output from the computer to the disk.
$2 c$
Hexadecimal
Address $\quad$ Function When Used as Output
CCOO
Defines value that controller will recognize as the SYNC byte at the beginning of a read operation; hexadecimal FB used in Percom forma
CC01
Address used to transmit data from computer to disk unit during write operation
CC02 Defines value that controller will recognize as the filler byte (written after trailer until disk motor turns off); hexadecimal FF used in this software
CCO3
Data to select drive and head-movement direction:
bit $4=$ direction of head movement: $1=$ in, $0=$ out
bit $5=$ step pulse bit; causes data-transfer head to jump to next track in direction given by bit 4 bits $6,7=$ binary number of drive to be selected
CC04
Accessing this location with a store instruction (STA) causes a write operation to take place
CC05
Accessing this location with either a load (LDA) or store instruction causes a motor-on pulse to be sent to the disk drive
CC06 Accessing this location with either a load or store instruction causes a motor-off pulse to be sent 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 CCOO thru CC06. Because address lines A4 thru A9 are not decoded, addresses as low as hexadecimal CC10 to CC16 and as high as hexadecimal CFFO 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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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
Length in Name Bytes
Leader 16
Sync
1
2
Current DTS number Backward link
Forward link
Byte count
Target address
File type
Data
Check sum
Trailer

2 DTS number of previous sector in file
2 DTS number of next sector in file
Length of data in this sector, in hexadecimal ( 00 means hexadecimal 100)
Address of memory from which data was written
Indicator of the nature of the data
Data being stored
2-byte cyclic redundancy check sum of all bytes after sync byte
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 interral 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 alter-nating-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

(3f) 50 milliseconds

(3g) 0.1 second
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 listing 1.

The final equipment check prior to 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 my purposes.
After this crucial experiment, the final detail was to make redundant copies of my eclipse application program's disk, as well as the UCSD Apple Pascal system's disks Apple1, Apple2, and Apple3. Redundancy was important. If I were to have a directory crash due to dust or dirt while on the other side of the equator 11,000 miles from home, a second chance would have been well worth it.

On Tuesday morning February 5, 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-
ment and telescope mount in addition to trunks and pack frames full of clothes, sleeping bags, and tools constituted our luggage.

On reaching Nairobi at about 8 PM that Wednesday, we met our guide, Iain Allan, and his associate Vince Fayad. 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 arrangements made by our US travel agents (who shall remain anonymous). 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.

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 .

(3h) 0.2 second

(3i) 0.5 second

(3j) 1.0 second

(3k) 2.0 seconds

(3l) 5.0 seconds

(3m) 10.0 seconds
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 $\mathrm{CO}_{2}$ 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 Jipe 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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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 $10,000 \mathrm{~ms}$. All interactive texts have been adjusted so that they will fit the 40-character width of the Apple's built-in video display.


PROGRAM eclipse_monitor_simulation;

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 "O");
fost_rins_delay $=500$ (milliseconds);
TYPE
seconds = INTEGER;
milliseconds = INTEGER;
absolute_time $=$
RECORD
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 $150^{\circ}$ to $180^{\circ}$ Fahrenheit ( $66^{\circ}$ to $82^{\circ}$ 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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Listing 1 continued:
units : seconds;
thousandths : milliseconds
END;
Exposures = INTEGER;
an_exposure_detail =
RECORD
duration : milliseconds;
wait-after : milliseconds
END;
strins_pointer = TSTRING;

UAR

| 5 | $:$ STRING[128]; |
| :--- | :--- |
| crash_ahead | $:$ BOOLEAN; |
| an_inteser | $:$ INTEGER; |
| $x, n$ | $\vdots$ INTEGER; |
| sisma | INTEGER; |
| which_rins | (second,third); |

A+b,C : absolute_time;
rins_time : absolute_time;
second_contact..rins : absolute..time;
third_contact_rins : absolute_time;
tot-time : absolute_time;
time_totality : absolute_time;
marsin_time : absolute_time;
current_lime : absolute_time;
auarter_time absolute_time;
in_totality
total_elafsed_time
maximum
total_e

- exfosures
rins_frames : exposures
twenty_five_shots : PACKED ARRAY[0. . 24] OF an_exposure_detail;
transient_shots : PACKED ARRAY[0..1] OF an_emposure_detail;
<<<< openins "EUTILS.TEXT〉>>>

```
Miscellaneous routines used throushout the prosram J
    ---> new_pase
    ---> get_parameter
    ---> error_abort
    --> subtract_time
    --> divide_time
    ---> add_time
    --> Frint_time
    --->
    -->
    --->
PROCEDURE new-page;
    UAR
        stuff : STRING[24];
        clear-screen : CHAR;
    BEGIN
        stuff :=
        clear-screen := CHR(24);
        WRITELN(clear-screen,stuff);
        WRITELN(', );
        WRITELN(' ');
        WRITELN(5)
    END (new_page);
PROCEDURE get_parameter(VAR time : absolute..time);
    VAR
        a-strins : STRING[128];
        i : INTEGER;
        Feriod : BOOLEAN;
        decimal_count : INTEGER;
        factor, result : INTEGER;
        PROCEDURE add_a_disit(position : INTEGER);
        UAR
            disit : INTEGER;
        BEGIN
            disit := (ORD(a-strins[position])-0RD('O'));
            IF feriod THEN
                    BEGIN
```


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Listing 1 continued:

$$
\begin{aligned}
& \text { decimal_count }:=\text { decimal_count }+1 ; \\
& \text { IF decimal_count }<4 \text { THEN } \\
& \text { BEGIN } \\
& \text { time, thousandths }:=\text { time, thousandths } \\
& +((1000 * \text { disit }) \text { DIV factor }) ; \\
& \text { factor }:=10 * \text { factor }
\end{aligned}
$$

            END
        ELSE (before period)
        time, units \(:=\) (time, units * factor) + disit
    END;

BEGIN (set_parameter)
PAGE OUTPUT);
time, units : $=0$;
time, thousandths : $=0$;
WHILE ((time,units=0) AND (time, thousandths=0)) DO BEGIN
factor := 10 ;
decimal_count $:=0$;
period := FALSE;
WRITELN( 5 );
READLN( a_strins);
FOR i $:=1$ TO LENGTH( a_string) DO
BEGIN
CASE a_string[i] of
'0', 1', '2', $3^{\prime}, 4^{\prime},{ }^{\prime} 5^{\prime}, 6^{\prime}, 7^{\prime}, 8^{\prime}, 9^{\prime}:$
add_a_disit(i);
-':
period $:=$ TRUE
END
END
END (WHILE)
END (set_parameter);
PROCELURE error-abort;
BEGIN
maximum $:=250$;
total_eclipse $:=200$;
rins_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 := 0;
IF c.thousandths < 0 THEN
BEGIN
c. thousandths $:=c$. thousandths $+1000 ;$
sisma $:=-1$
END;
c.units $:=$ a.units -b.units + sisma

PROCEDURE divide..timer
UAR a : absolute_time ;
b : absolute_time;
n : INTEGER
)
( a <-- b IIIU n \}
VAR
P, Q : INTEGER[16];
BEGIN
a. thousandths $:=0$;
a, units $:=0$;
a : = b, units;
a $:=a$ * 1000;
$a:=a+b$. thousandths;
$a:=a \operatorname{IIV} n$;
P $:=$ a DIV 1000 ;
IF $F<32768$ THEN
a.units $t=\operatorname{TRUNC}(\mathrm{F})$;
p : = a - (1000 * p)
IF $p$ < 32768 THEN
a. thousandths $:=\operatorname{TRUNC}(F)$

ENII;
FROCEDURE add_time ( $a, b$ : absolute_time; VAR c: absolute..time); BEGIN
sisma $:=a$, thousandths $+b$, thousandths;
c. thousandths $:=$ sisma MOD 1000 ;
c.units $\quad:=a$, units + b.units $+(s i s m a \operatorname{DIV} 1000)$

END;
PROCEDURE print_time(a : absolute_time);
UAR
z1000, z100: STRING[1];
BEGIN
IF a.thousandths $<100$ THEN $21000:=$ ' 0 ' ELSE $z 1000:=$ ' ';
IF a, thousandths $<10$ THEN $z 100:=, 0$, ELSE $z 100:=\cdots$;
IF LENGTH( $s$ ) $>25$ THEN $s:=\operatorname{COPY}(s, 1,25)$;
WRITELN( 5, a, units,',', $21000,2100, a$, thousandths)

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Listing 1 continued:

END;
<<<<< ofenins "ENORMAL.TEXT>>>>
PROCEDURE normalize_timins;
VAR
: INTEGER;
PROCEDURE sum_UR_ring(ring: INTEGER; UAR rins_total : absolute_time); VAR
index,i : INTEGER;
this_rins : absolute_time;
BEGIN
rins.total.units $\quad:=0$;
rins_Lotal, thousandths := post_rins_delay;
FOR i $:=1$ TO rins_frames DO
BEGIN
this_rins.units :=0;
this_ring, thousandths $:=$ transient_shots[ring].wait_after;
add_time (this_rins,rins_total,rins_total);
this_ring, thousandths $:=$ transient-shots[ringl.duration; add_time (this_rins,rins_total, rins_total)

## END

END;
PROCEDURE sum_up_eclipse(UAR eclipse_total : absolute_time);
VAR
this-shot : absolute_time;
index,iyj: INTEGER;
BEGIN
eclipse_total.units := 0 ;
eclirse_total, thousandths $:=$ overhead_duration;
( this compensates for the minimum wait after one
(frame started and ended durins the slack time period)
FOR i $:=1$ TO total_eclipse DO
BEGIN
this..shot.units $:=0$;
inde: $:=(i-1)$ MOD 25 ;
this_shot, thousandths $:=$ twenty.five..shots[index].wait_after;
add time this shot, eclipse_Lotal, eclipse_total);
this shot. thousandths $:=$ twenty.five..shots[index]. duration; add_time this_shot,eclipse_total,eclipse..total)
END
END;
PROCEDURE PReliminary_allocation;
BEGIN
$5:=$ 'Allocation of Eclipse Times...';
new_fase;
5 := Total time of eclifse = ';
print_time(time_totality);
WRITELN $\qquad$
which_rins $:=$ second;
sum_up_rins( ORD(which_rins), second_contact_rins);
$5:=$ 'Second contact time $=$ ';
Frint_time(second_contact_rins);
which_ring := third;
sum_up_ring( ORD( which_ring), third_contact_ring);
s := 'Third contact time
print-lime thind contact-ring)
add_time (second_contact_rins, third_contact_rins,rins_time);
s := 'Tot. diamond rins time = ';
print-time(rins_time);
divide_time( auarter_-time, second_contact_rins,2);
$5:=$ 'Anticipation time $=$ ';
print-time(auarter-time);

WRITELNS
sum_up_eclifse(tot__time)
$s:=$ Totality time
frint_time(tot..time);
$\mathrm{s}:=$ Marsin at end totality $=$ ';
print_time(slack._in_totalits);
divide_time(half_time,rins_time, 2 );
5 := 'Dianond rins slack
frint-time(half_time);
add_time (tot_time,slack_in_totality, total_duration);
add-time total_duration, half_time, total_duration);
$5:=$ Total time initially $=$;
print-time( total_duration);
WRITEL.NC $\qquad$ ');
subtract_time(time_totality, total_duration, marsin_time);
$5:=$ 'Marsin for allocation $=$ ';
print-time(margin-time)
END (preliminary_allocation);


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```
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```


## Floating Point Package

'FPP' is a set of 8080 assembly language subroutines that provide 12 digit BCD arithmetic functions for add, subtract, multiply, and divide. BCD arithmetic means no conversion errors and minimal conversion time. Source code is supplied on standard $8^{\prime \prime}$ diskette.

```
FPP on CP/M* diskette
.$125
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```

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. 1 SIS is a trademark of Intel Corporation. ${ }^{2} \mathrm{CP} / \mathrm{M}^{*}$ is a registered trademark of Digital Research.

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Listing 1 continued:

```
PROCEDURE marsin_dispersal;
    vaR
        marsin_per_frame : absolute_time;
        i : INTEGER;
    BEGIN
        divide_time(margin_per_frame,marsin_time,total_eclipge);
        FOR i := 0 TO 24 DO
            twenty_five_shots[i],wait_after :=
                    twenty_five_shots[i].wait_after +
                    (1000 * marsin_per_frame,units) +
                    marsin_per_frame, thousandths;
        s := 'Margin per tot. frame = ';
        print_time(marsin_per_frame)
    END (margin_dispersal);
PROCEDURE final_allocation;
    BEGIN
        sum_up_eclipse( tot_time);
        5 := '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_elafsed_time,rins_time, total_elapsed_time);
        s := 'Total elarsed time =';
        print_time(total..elapsed_time);
        WRITELN(
```

$\qquad$

```
        subtract_time(time_totality,total_duration,margin_time);
        s := 'Marsin after allocation=';
        print_time(marsin_time)
    END (final_allocation);
FROCEDURE alloc_exposures;
    BEGIN
        rins_frames :=
            (maximum - total_eclirse) DIU 2;
        IF rins_frames < 2 THEN error-abort;
        sisma := maximum - (total_eclipse + (2 * rins_frames));
        total_eclifse := total..eclipse + sisma;
        WRITELN(");
        WRITELN(' ExFOSures mar:');
        WRITELN('First diamond rins = ',rins_frames);
        WRITELN('Totality = ,total_eclipse);
        WRITELN('Second diamond rins = ',ring_frames);
        WRITELN(, --------');
        WRITELN(' TOTAL = ',maximum):
        WRITELN(',');
        WRITEL.N('.);
        WRITELN('Press return to continue');
        READLN(5)
    END (alloc.emposures);
```

    BEGIN (normalize_timins)
        alloc_exposures;
        preliminary_allocation;
        marsin_dispersal;
        final_allocation
    END (normalize.timins);
    PROCEDURE milli(time: INTEGER);
EXTERNAL;
PROCEDURE ref_meniory(address : INTEGER);
( This procedure uses the variant record technique to
reference an address passed to it as a 16 bit sisned
INTEGER. The APple-II hardware will set or reset the
annunciator outputs of the Game I/O connector if the
affropriate addresses are simply referenced by a prosran.
,
TYFE
$\mathrm{Ftr}=\uparrow$ CHAR;
memory_access $=$ (pointer, number)
(this is a dumimy statement reauired by the syntax of
Fascal variant records such as "menary" below. The
variant record "tricr" is not the most elesant way
to reference an absolute harduare adóress, since it
reauires an implementalion-derenjenl assuarmtion about
variant records, ie: that a is bit sisned two's complement
INTEGER type mafs bit for bit into the 16 bit positive
inteser value of an address. stored in a Pascal pointer
data lype.
3;

Listing 1 continued on page 66

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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.

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
                fointer : (a_pointer : plr);
                number : (a_nuaber : INTEGER)
            ENL;
UAR
    anybyte : memory;
    anuchar : CHAR;
BEGIN
        ansbyte,a_number := address;
        anychar := anybyte.a_Pointert
END (ref-memory);
```

PROCEDURE take_picture(photosrarh : an_exposure_detail);
BEGIN
ref_memory (open_shutter_address);
milli(photosraph,duration);
ref_memory(close_shutter_address);
milli(photosraph.wait_after)
END (take_picture);
PROCEDURE initialize;
UAR
runnins_index : INTEGER;
BEGIN (initialize)
$5:=" ;$
ref_memory(close_shutter_address);
current-time,units $\quad:=0$;
current-time, thousandths $:=0$;
current_shot := 0 ;
twenty_five_shots[0].duration $\quad:=1 \quad+$ minimum_fulse_widith;
twents_five_shots[1].duration $\quad \vdots=2$ + minimuli_fulse_width;
twenty_five_shots[2].duration $\quad:=5 \quad+$ minimum_fulse_width;
twenty_five_shots[3], סuration $\quad:=10 \quad+$ minimum_fulse_widith;
twenty_five_shots[4],duration $\quad:=20 \quad+$ minimum_pulse_widith;
twenty_five_shots[5].duration $\quad:=50 \quad+$ minimum_rulse-width;
twenty_five_shots[6].duration $\quad:=100 \quad+$ minimumifulse-width;
twenty_five_shots[7].duration $\quad:=200 \quad+$ mininum_fulse-width;
twenty_five_shots[8].duration $\quad:=500$ + minimum_fulse_widith;
twenty_five_shots[9], duration $\quad:=1000+m i n i m u m-f u l s e, w i d t h ;$
twenty_five_shots[10].duration $:=2000+$ minimum_pulse_width;
twenty_five_shots[11].duration $:=5000$ + minimum_fulse_widith;
twenty_five_shots[12].duration $\quad:=10000+$ minimumi_Fulse.-width;
twenty_five_shots[13].duration $:=5000+$ minimum_fulse-width;
twenty_five_shots[14].duration $:=2000+$ minimum_fulse_width;
twenty_five_shots[15].duration $:=1000+$ minimum_fulse_width;
twenty_five_shots[16].duration $:=500+$ minimum_pulse_uidih;
twenty_five_shots[17].duration $:=200 \quad+$ minimum_fulse-width;
twenty_five_shots[18].duration $\quad:=100 \quad+$ minimum_fulse_width;
twenty_five_shots[19].duration $:=50+$ minimum_fulse-width;
twenty_five_shots[20].duration $\quad:=20 \quad+$ minimum_fulse-width;
twenty_five_shots[21].duration $\quad:=10 \quad+$ minimum_pulse_widiti
twenty_five_shots[22].duration $\quad:=5 \quad+$ minimum_fulse_width;
twenty_five_shots[23].duration $\quad:=2 \quad+$ minimua_fulse_widthi
twenty_five_shots[24].duration $:=1 \quad+$ minimum_pulse_widh;
FOR runnins_index $:=0$ TO 24 DO
twenty_five_shots[runnins_index].wait_after $:=$ overhead_duration;
transient..shots[0].duration $\quad:=5 \quad+$ minimufi_sulse..widthi
transient-shots[1],duration $:=50 \quad+$ minimum_fulse_widih;
FOR runnins_index $:=0$ TO 1 DO
transient_shots[runnins_index],wait_after $:=$ overhead_durailon
5 := 'Restartins the prosram';
new_page;
WRITELN('Enter 0 to end, 1 to continue');
WRITELN(, Enen <return> to cont,
READLN( an-inteser );
IF an_inteser >0 THEN
BEGIN
5 := 'Preliminary data initialization';
new_rase;
$\mathrm{s}:=$, Enter number of exposures';
s it
get_parameter(dumims);
maximum $:=$ dumms.units;
$5:=$ 'Enter exposures in totality';
REPEAT
BEGIN
set.par ame ter(dumms);
total_eclipse $:=$ dumnis,units
END

Listing 1 continued on page 68


Available with either the new, powerful $6809 \mu \mathrm{P}$ or an optional 6800-software-compatible 6802, here are 10 beautiful reasons why the Percom SBC/9"4 is not just another runner-up MPU/Single-Board-Computer card.
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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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A PSYMON ${ }^{\text {TM }}$ ROM is included free with the purchase of an SBC/9 ${ }^{\text {™ }}$. The Users Manual includes a source listing.

The 1 Kbyte ROM monitor for the SBC/9 ${ }^{\text {TM }} 6802$ option includes a primary set of typical 6800compatible monitor commands. As for PSYMON ${ }^{\text {™ }}$, the commands are easily extended or modified.
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)
                                    ANI
                                    (total-pClifse < masibua);
                s := 'Enter totalils duration (sec)';
                set_Farameter(time_tatalily);
                s := 'Enter slack time (sec)';
                get_Farameter(slack_in_totalita)
            END;
        crash_ahead := TRUE
    ENI (initialize);
PROCEDURE await_cue;
    UAR
        anuchar : PACKED ARRAY[0..0] OF CHAR:
    BEGIN (await_cue)
        URITELN(,.);
        WRITELN(",);
        WRITELN(\prime,);
        WRITELN('*********************');
        WRITELN('Awaitins manual cue');
        URITELN('*********************');
        UNITREAD(2,anschar, 1,0,0)
    END (await_cue);
PROCEDURE diamond_ring bursl;
    VAR
        i : INTEGER;
    BEGIN {diamond_rins_oursL)
        FOR i }:=1\mathrm{ TO rins frames DO
            EEGTN
                IF which_rins = second THEHt
                    take_picture(transient_shols[0]i
                    ELSE
                    take_picture(transient_shols[1])
                END;
            milli(post._rins delay)
    END (diamiond_rins_burst);
PROCEDURE totality;
    UAR
        exposure_count : INTEGER;
        cyclic_choice : INTEGER;
    BEGIN {totality}
        WRITELN('Gesin totality sequence');
        cyclic_choice := 0;
        FOR exposure_count }:=1\mathrm{ TO total_eclipse nO
            BEGIN
                take_picture(twenty_five_shots[cyclic_choice]);
                csclic_choice := (cyclic_choice + 1) MOD 25
            ENI;
        WRITELN('End totality sequence')
    END (totality);
PROCEDURE summarize;
    BEGIN {summarize)
        WRITELN('Fress return to end prosram');
        READLN(5)
    ENDI (summarize);
PROCEDURE perform-eclipse_dance;
    BEGIN
        await_cue;
        dismond_rins_buF5t;
        totality;
        ref_memory(open_shutter_addoess); (sneak in s.az wore e..rusw. es
        await_cue;
        ref_memory(close_shutler_address);
        milli(overhead_duration);
        diamond_rins_burst
    END;
BEGIN (eclipse..moniton -simulation)
    an-integer := 100;
    WHTLE an-inteser > O DO
            BEGIN
                initialize;
                IF an_integer > ) THEN
                    BEGIN
                    normal ize Limins;
                                    WRITELNK'Ts this an enlipge rts? {Y = zes '';
                            REAOLN(5):
```



```
                            IF ((s[1] ='y') OF is[L]= '`')) THEN
                        Ferform_eclifse_dancき
                END
            END;
    summarize
END, (eclifse-monitor-aimulatian?
```


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## Ordering and pricing information:



## 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 us$e d$, 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<br>Shugart Associates<br>415 Oakmead Pky<br>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

[^1]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 con-
tains 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 $8 \mu \mathrm{~s}$. When the clock pulse is detected by the controller, a timer is activated. This timer counts 2 $\mu \mathrm{s}$; after $2 \mu \mathrm{~s}$ have elapsed, the data window is deemed to be "open." The data window is open during $4 \mu \mathrm{~s}$, 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 for-
matting 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 8080 A are connected to the 8255 . Line A15 is connected to the chip select ( $\overline{\mathrm{CS}}$ ) 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 (PBO 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 (PAO 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 $56 \mu \mathrm{~s}$.

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 <br> Read $(R E=0, W E=1)$ | Register Affected During <br> Write $(R E=1, \overline{W E}=0)$ <br> 0 |
| :--- | :--- | :--- | :--- |
| 0 | 0 | Status Register | Command $R$ Register |
| 1 | 1 | Track Register | Track Register |
| 1 | 0 | Sector Register | Sector Register |
| 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 $A 1$ and A0 and pulling down either the READ-ENABLE ( $\overline{R E}$ ) line for a read operation, or the WRITE-ENABLE ( $\overline{W E}$ ) 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.

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(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 $\overline{\text { WRITE-PROTECT }}$ 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. The DIRECTION-SELECT line defines the direction that the read/write head moves when the STEP line is pulsed. The TRACK-00 line, when low, indicates when the read/write head is positioned over the outermost track, track 0 . The $\overline{\mathrm{INDEX}}$ 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 $\overline{\text { READ-DATA }}$ 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, $\overline{\mathrm{WF}}$ and $\overline{3 \mathrm{PM}}$ are therefore tied to +5 V through a 10 k -ohm resistor.

Of the remaining five control lines for the FD1771, the SEPARATEDCLOCK 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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(a)

## BIT VALUES FOR TYPE 1

$h=$ Head Load flag (Bit 3)
$h=1$, Load head at beginning
$h=0$, Do not load head at beginning
$V=$ Verify flag (Bit 2)
$V=1$, Verify on last track
$V=0$, No verify
$r_{1} r_{0}=$ Stepping motor rate (Bits 1 thru 0)
$r_{1} r_{0}=11$ gives 40 ms step time
$u=$ Update flag (Bit 4)
$\mathrm{u}=1$, Update Track register
$u=0$, No update
(b)

BIT VALUES FOR TYPE II
$\mathrm{m}=$ Multiple Record flag (Bit 4)
$m=0$, Single record
$m=1$, Multiple records
$\mathrm{b}=$ Block length flag (Bit 3)
$b=1$, IBM format (128 to 1024 bytes)
$b=0$, Non-IBM format (16 to 4096 bytes)
$\mathrm{a}_{1} \mathrm{a}_{0}=$ Data Address Mark (Bits 1 thru 0)
$\mathrm{a}_{1} \mathrm{a}_{0}=00, \mathrm{FB}$ (Data Mark)
$\mathrm{a}_{1} \mathrm{a}_{0}=01, \mathrm{FA}$ (User defined)
$\mathrm{a}_{1} \mathrm{a}_{0}=10, \mathrm{~F} 9$ (User defined)
$\mathrm{a}_{1} \mathrm{a}_{0}=11$, F8 (Deleted Data Mark)
(c)

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

BIT VALUES FOR TYPE IV
$\mathrm{I}_{0}$ thru $\mathrm{I}_{3}=$ 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
$\mathrm{E}=$ Enable HLD and 10 ms Delay
$E=1$, Enable HLD, HLT and 10 ms delay
$E=0$, 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 $2 a$ 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 $2 b$ thru $2 e$.

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 func-
tion. 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 HEADLOAD 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 $\overline{\operatorname{READ}-E N A B L E}(\overline{\mathrm{RE}})$ 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 $\overline{\text { WRITE- }}$ 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 $64 \mu \mathrm{~s}$. An average 8080A instruction takes 5 to $6 \mu$ s 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 $\overline{\text { RESET ( }}$ ( 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 ( $\overline{\mathrm{WE}}$ ) 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 AO 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 seek-to-track-1 operation is performed and another write-track command is issued.

## Floppy Disk Format

Although the FD1771 permits nonIBM 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 | Label | ruction | Commentary |
| :---: | :---: | :---: | :---: | :---: |
|  |  | : INIT |  |  |
|  |  |  |  |  |
|  |  | ;THIS PROGRAM IS DESIGNED TO PERFORM SEEKS ;READS. WRITES AND FORMATS USING THE ;WESTERN DIGITAL FDI77I FLOPPY CONTROLLER |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  | EQU | 91 H |  |
| 0091 |  | ;CONTROL WORD FORMAT: |  |  |
|  |  | ; MODE $=0$ |  |  |
|  |  | :PORTA = DATA PORT (INPUTS) |  |  |
|  |  | ;PORTB = STATUS AND COMMAND LINES (OUTPUT |  |  |
|  |  | ;PORTC=INPUTS, 0-3 |  |  |
|  |  | :PORTC=OUTPUTS, 4-7 |  |  |
|  | PORTA | EQU | 8000 H |  |
| 8000 | PORTB | EQU | 8001 H | ;PORT A ADD |
| 8001 | PORTC | EQU | 8002H | ;PORT B ADD |
| 8002 | CWR | EQU | 8003 H | ;PORT C ADD |
| 8003 | CHARS | EQU | 520 H | ;CONTROL W |
| 0520 |  |  |  | ;COMMAND |
|  | SEEK | EQU | 7D0H | ENTERED VI |
| 07D0 | READ | EQU | $0 \mathrm{B10H}$ | ;SEEK TRACK |
| 0B10 | WRITE | EQU | OB80H | ;READ SECTO |
| 0B80 | PIN | EQU |  | ;WRITE SECT |
| 0798 |  |  |  | ;PORT B SET |
|  |  | G 600 H |  | ROUTINE |

## 0600

| 0600 | 31FF0B |
| :--- | :--- |
| 0603 | CD9807 |
| 0606 | 210080 |
| 0609 | 3 E01 |
| 060 B | 77 |
| 060 C | 110280 |
| 060 F | 3 E00 |
| 0611 | 12 |

;INITIALIZE THE PPI (POWER UP)
;MR ALWAYS $=1$ AFTER INITIALIZATION

| INIT | LXI SP, 0BFFH | ;SET THE STACK |
| :---: | :---: | :---: |
|  | CALL PIN | :PORTB INPUTS |
|  | LXI H,PORTA | ;PORTA ADRS |
|  | MVI A,01H | ;MR $=0$, DR SEL,MOT ON |
|  | MOV M, A | ;WRITE PORTA |
|  | LXI D,PORTC | ;LOAD PORTC ADRS |
|  | MVI A,O | ;RE,WE=1 |
|  | STAX D | ;WRITE PORTC |

;PPI INITIALIZATION DONE
:RESTORE TO TRACK 0 IS AUTOMATIC
:
TRK0

| 0612 | 3 E00 |
| :--- | :--- |
| 0614 | 77 |
| 0615 | 3 E08 |
| 0617 | 12 |
| 0618 | 3 A 0180 |
|  |  |
| 061 B | 4 F |
| 061 C | 3 E 00 |
| 061 E | 12 |
| 061 F | 79 |
| 0620 | E604 |
| 0622 | FE04 |
| 0624 | CA1206 |


| MVI A, 00 H | ; $\mathrm{MR}=1$ |
| :---: | :---: |
| MOV M.A | ;WRITE PORTA |
| MVI A, 08 H | ;READ ENAB-STAT REG |
| STAX D | ;(RE=0) WRITE PORTC |
| LDA PORTB | ;READ PORTB-GET STATU'S |
| MOV C,A | :SA VE STAT REG |
| MVI A. 00 H | ;RE= 1 (MR,WE=1) |
| STAX D | ;WRITE PORTC |
| MOV A,C | :MOV STATUS TO A |
| ANI 4H | ;GET TRAK 0 STATUS |
| CPI 4H | :TRAK 0? |
| JZ TRKO | ;NO |

:DRIVE NOW AT TRACK 0 - TEST READY

| 0627 | 79 | MOV A.C | :RESTOR STATUS IN A |
| :--- | :--- | :--- | :--- |
| 0628 | E680 | ANI 80H | ;GET READY STATUS |
| 062A | FE80 | CPI 80H | ;READY? |
| 062C | CA3506 | JZ INTERP, | -YES GO TO IDLE LOOP |
| 062 F | 010000 | LXI B.OH | ;ERROR CODE |
| 0632 | CD0007 | CALL ERROR |  |

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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 | Hexadecimal |
| :--- | :---: | :---: | :---: | :---: |
| Address |  |$\quad$ Label $\quad$| Instruction |
| :---: |
| Mnemonic |
| and Operand |$\quad$ Commentary


| ;THIS ROUTINE IS DESIGNED TO SEEK THE |  |  |
| :---: | :---: | :---: |
| ;DRIVE TO A TRACK SPECIFIED BY THE 3RD \& 4TH |  |  |
| :CHARACTERS ENTERED BY AN OPERATOR. |  |  |
| PORTA | EQU 8000H | ;PORT A ADDRESS |
| PORTB | EQU 8001H | ;PORT B ADDRESS |
| PORTC | EQU 8002H | ;PORT C ADDRESS |
| POUT | EQU 793H | ;PORT B SET AS OUTPUTS ROUTINE |
| PIN | EQU 798\% | ;PORT B SET AS INPUTS ROUTINE |
| STATUS | EQU 769 H | ;ROUTINE, CONVERTS STATUS TO |
|  |  | ASCII PRINTABLE DATA |
| CHARS | EQU 0520H | ;COMMAND CHARACTERS ENTERED VIA CONSOLE. |
|  |  |  |
| ORG 7D0H |  |  |
| ; |  |  |
| : |  |  |
| ;FORM THE TRACK ADDRESS FROM THE 3RD \& 4TH |  |  |
| ;CHARACTERS. 4TH CHARACTER MIGHT BE NEGATIVE |  |  |
| ;IF ONLY ONE CHAR WAS ENTERED. |  |  |
| : |  |  |
| SEEK | LHLD CHARS +2 | ;GET BOTH CHARS |
|  | MOV A, H | ;XFR LS CHAR |
|  | ORA A | ;TERM ? |
|  | JP TWO | ;NO |
|  | MOV A,L | ;LOAD SINGLE CHAR |
|  | JMP NEWTRK | ;YES |
| TWO | MOV A,L | ; XFR MS CHAR |
|  | RLC | ;SHIFT TO MS POSITION |
|  | RLC |  |
|  | RLC |  |
|  | RLC |  |
|  | ADD H | ;MERGE CHARS |

;NOW PUT NEW TRACK ADDRESS IN FDC DATA REGISTER

| NEWTRK | STA TRACK CALL POUT <br> LXI H,PORTC <br> MVI B,03H <br> MOV M,B <br> LDA TRACK <br> CMA <br> STA PORTB <br> MVI B,07H <br> MOV M,B <br> B. 00 H <br> MOV M.B | ;SAVE TRACK ADDRESS ;PORTB=OUTPUTS ;GET PORT C ADRS ; $\mathrm{A} 0, \mathrm{Al}=1$ <br> ;WRITE PORTC <br> ;TRAK ADRS <br> ;INVERT FOR WD BUS ;WRITE PORTB ;WRITE TO DATA REG ;WRITE PORTC <br> ;WRITE PORTC |
| :---: | :---: | :---: |
| ;INITIATE SEEK COMMAND |  |  |
|  | MVI A, IFH CMA | ;SEEK 40 MS STEP |
|  | STA PORTB | ;WRITE PORTB |
|  | MVI B, 04 H | ;WRITE TO CMD REG |
|  | MOV M, B | ;WRITE PORTC |
|  | MVI B, 00 H | ;RE, WE = 1 |
|  | MOV M, B | ;WRITE PORTC |

COMMAND HANDSHAKE
;
;WAIT FOR END OF SEEK -
THEN REPORT STATUS

|  |  |
| :---: | :---: |
| ;PORTB=OUTPUTS |  |
| ;GET PORT C ADRS |  |
| ; $\mathrm{A} 0, \mathrm{Al}=1$ |  |
| ;WRITE PORTC |  |
| ;TRAK ADRS |  |
| ;INVERT FOR WD BUS |  |
| ;WRITE PORTB |  |
| ;WRITE TO DATA REG | COMMAND HANDSHAKE |
| ;WRITE PORTC |  |
| ;WRITE PORTC |  |
| ;SEEK 40 MS STEP |  |
| ;WRITE PORTB |  |
| ;WRITE TO CMD REG |  |
| ;WRITE PORTC |  |
| ;RE,WE = 1 |  |
| ;WRITE PORTC |  |

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|  | $\sum_{0}^{0}$ | $\begin{aligned} & \text { 부 } \\ & \dot{\varrho} \\ & \underline{\omega} \end{aligned}$ | $\begin{aligned} & \text { n } \\ & \text { O} \\ & \text { on } \\ & \end{aligned}$ |  | $\xrightarrow{0}$ |
| :---: | :---: | :---: | :---: | :---: | :---: |
| $\begin{aligned} & \text { BASIC-80 } \\ & \text { INTERPRETER } \end{aligned}$ | - | - | 圆 | E | $\bigcirc$ |
| BASIC COMPILER | - | - | $\square$ | - |  |
| FORTRAN-80 COMPILER | - | - | $\square$ | - | - |
| $\begin{array}{\|l\|} \hline \text { COBOL-80 } \\ \text { COMPILER } \end{array}$ | - | - |  | - |  |
| $\begin{aligned} & \text { muMATH/muSIMP } \\ & \text { muLISP } \end{aligned}$ | - |  | $\square$ |  |  |
| $\begin{aligned} & \text { MICROSEED } \\ & \text { DBMS } \end{aligned}$ | - |  |  |  |  |
| EDIT-80 TEXTEDITOR | - |  | $\square$ | $\square$ |  |
| $\begin{aligned} & \text { MACRO-80 } \\ & \text { ASSEMBLER } \end{aligned}$ | - | - | $\square$ | 固 | - |
| - contact Microsoft <br> $\square$ contact Microsoft C | Econtact Manufacturer umer Products |  |  |  |  |



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Listing 2 continued:
0807
080A
080B
080D
0810
0812
0813
0816
0818
0819
081A

081 C

081 F

0820

CD9807
7E
E640
CA0A08
3E08
77
3A0180
0600
70
2 F
E618
CD6907
C9
00
07D0

CALL PIN
MOV A, M
ANI 40H
JZ WAIT
MVI A, 08 H
MOV M, A
LDA PORTB
MVI B, 00 H
MOV M,B
CMA
ANI 18 H
CALL
STATUS
RET
BYTE 0
END SEEK
;WAIT FOR END OF SEEK
;STAT REG READ
STATUS ;WRITE PORTC HANDSHAKE
;BRING STATUS
;RE,WE=1
;WRITE PORT B
;INVERT
;SEEK AND CRC BITS
;REPORT TO CONSOLE

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## 8080 APPLE MONITOR COMMANDS

A -Assign I/0
B - Branch to user routine A-Z C - Undefined
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
N - Nulls leader/trailer
0 - User defined
P - Put ASCII into memory
Q -Query I/O ports: Q1 ( N )-read I/0; QO(N,V)-send I/O
R - Read a Hex file with checksum
S - Substitute/examine memory in Hex
$T$-Types the contents of memory in ASCII equivalent
U - Unload memory in Binary format
V -Verify memory block against another memory block
W-Write a checksummed Hex file
$X$-Examine/modify CPU registers
Y - 'Yes there' search for ' N ' Bytes in memory
$Z-{ }^{\prime} Z$ END' address of last R/W memory location

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 | Hexadecimal | Label | Instruction |
| :--- | :--- | :--- | :--- |
| Address | Code |  | Commentary |
|  |  |  | and Operand |

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| DUAL OUTPUT MODELS <br> - 15 "off the shelf"' models $\begin{aligned} & \pm 5 \mathrm{~V} \text { to } \pm 24 \mathrm{~V}, 0.25 \mathrm{~A} \\ & \text { to } 6 \mathrm{~A} \\ & \text { I.C. regulated } \\ & \text { Full rated to }+50^{\circ} \mathrm{C} \end{aligned}$ |  | HAA512 <br> $\$ 44.95$ single qty | $\begin{aligned} & \pm 12 \mathrm{~V} @ 1.7 \mathrm{~A} \text { or } \\ & \pm 15 \mathrm{~V} @ 1.5 \mathrm{~A} \\ & 10 \\ & 0 \\ & 0 \end{aligned}$ <br> HBB15-1.5 <br> $\$ 49.95$ single qty. |
| TRIPLE OUTPUT MODELS <br> - 10 "off the shelf" models <br> - 5 V plus $\pm 9 \mathrm{~V}$ to $\pm 15 \mathrm{~V}$ outputs <br> - Models from 16W to 150W <br> - Industry standard size | HTAA-16W $\$ 49.95$ single aty. | $\begin{aligned} & \text { 5V @ 3A, w/OVP } \\ & \pm 12 V @ 1 A \text { or } \\ & \pm 15 \mathrm{~V} @ 0.8 \mathrm{~A} \end{aligned}$ <br> HBAA-40W $\$ 69.95$ single qty. | $\begin{aligned} & 5 \mathrm{~V} @ 6 \mathrm{~A}, \mathrm{w} / \mathrm{OVP} \\ & \pm 12 \mathrm{~V} @ 1.7 \mathrm{~A} \text { or } \\ & \pm 15 \mathrm{~V} @ 1.5 \mathrm{~A} \end{aligned}$ <br> HCBB-75W <br> $\$ 91.95$ single qty. |



| $0 \mathrm{OB}+4$ | 0603 |  | MVI B. 03 H | ;SEL DATA REG |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 0B+6 | 70 |  | MOV M, B | ;WRITE PORTC |  |
| 0B47 | CD9807 |  | CALL PIN | ;PORTB = INPUTS |  |
| 0B4A | 11 FF05 |  | LXI D, DATBUF | :FWA OF DATA |  |
| 0B4D | 0603 |  | MVI B, 03 H | ;RE,WE=1 |  |
| 0 B 4 F | C35C0B |  | JMP DLOOP |  |  |
| 0B52 | 3E0B | GD | MVI A.0BH | ; RE=0 | DATA |
| 0 B 54 | 77 |  | MOV M,A | ;WRITE PORTC | TRANSFER |
| 0B55 | 3 A 0180 |  | LDA PORTB | ;GET DATA | SEQUENCE |
| OB58 | 2 F |  | CMA | ;INVERT DATA |  |
| 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 PORTC |  |
| 0B5D | B7 |  | ORA A | ;DRQ=1? |  |
| OBSE | FA520B |  | JM GD | ;YES |  |
| 0B61 | E640 |  | ANI 40H | :INTRQ SET? |  |
| 0B63 | CA5C0B |  | JX DLOOP | ;NO |  |
|  |  | ;READ D | - GET STATUS |  |  |
| 0B66 | 3E00 |  | MVI A,O | :ADRS STAT REG |  |
| 0B68 | 77 |  | MOV M, A | ;WRITE PORTC |  |
| 0B69 | 3E08 |  | MVI A, 08 H | ;STROBE RE=0 |  |
| 0B6B | 77 |  | MOV M, A | ;WRITE PORTC |  |
| OB6C | EB |  | XCHG |  | Status |
| 0B6D | 227E0B |  | SHLD ISAVE | :SAVE INDEX TO DATA | HANDSHAKE |
| 0B70 | EB |  | XCHG | ;RESTOR PORTC <br> ADRS |  |
| 0B71 | 3 A 0180 |  | LDA PORTB | ;GET STAT BYTE |  |
| 0B74 | 0600 |  | MVI B, 0 | ;STAT HANDSHAKE |  |
| 0B76 | 70 |  | MOV M, B | ;WRITE PORTC |  |
| 0B77 | 2 F |  | CMA | ;INVERT STAT |  |
|  |  |  |  | BYTE |  |
| 0B78 | CD6907 |  | CALL STATUS | ;REPORT STATUS |  |
| 0B7B | C9 |  | RET |  |  |
|  |  | : |  |  |  |
| 0B7C | 0000 | SECSTR | WORD 0 | ;SECTOR ADRS |  |
| 0B7E | 0000 | ISA VE | WORD 0 | ;DATA INDEX |  |
|  |  |  |  | STORAGE AREA |  |
|  | 0B10 |  | END READ |  |  |

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 <br> :WRITE W :WRITE S :COMMAND :SELECTE ;W,XX = | Instruction Mnemonic and Operand E SECTOR ROU <br> OR ROUTINE IN AND TRANSFER ECTOR <br> TE SECTOR,SE | Commentary <br> TES THE WRITE <br> L THE DATA FOR A <br> R 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 |
| 0520 | CHARS |  | EQU 520 H | ;COMMAND CHAR- |

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ACTERS ENTERED
VIA CONSOLE

|  | 0B80 |  | ORG 0B80H |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 0B80 | 2A2205 | READ | LHLD CHARS $+2$ | ;GET BOTH CHARS |  |
| 0B83 | 7 C |  | MOV A, H | ; XFER LS CHAR |  |
| 0B84 | B7 |  | ORA A | ;TERM? |  |
| 0B85 | F28C0B |  | JP TWO | ;NO |  |
| 0B88 | 7D |  | MOV A,L | ;LOAD SINGLE CHAR |  |
| 0B89 | C3920B |  | JMP SECTOR |  |  |
| 0B8C | 7 D | 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 | $32 \mathrm{E} 50 \mathrm{~B}$ | SECTOR | STA SECSTR | ;STOR SECTOR |  |
| 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 |  |
| OBAI | 2 F |  | CMA | ;INVERT FOR WD BUS |  |
| 0BA2 | 320180 |  | STA PORTB | ;WRITE PORTB | COMMAND |
| 0BA5 | 0606 |  | MVI B,06H | :WRITE TO SECTOR REG | HANDSHAKE |
| 0BA7 | 70 |  | MOV M, B | ;WRITE PORTC |  |
|  |  | ;INITIAT | R READ COMMA |  |  |
| 0BA8 | 0600 |  | MVI B,O | ;SEL CMD REG |  |
| OBAA | 70 |  | MOV M,B | ;WRITE PORTC |  |
| OBAB | 3EA8 |  | MVI A,0A8H | ;WRITE CMD |  |
| OBAD | 2 F |  | CMA | ;INVRT FOR WD BUS |  |
| OBAE | $320180$ |  |  | ;WRITE PORTB |  |
| OBB1 | 0604 |  | MVI B,04H | ;ISSUE READ TO CMD REG | Listing 4 continued |
| 0BB3 | 70 |  | MOV M, B | ;WRITE PORTC | on page 100 |



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DATA MANAGEMENT LABS

## WAIT FOR END OF READ - THEN REPORT




```
LEGEND:
ID IDENTIFICATION
AM ADDRESS MARK
CRC CYCLIC REDUNDANCY CHECK FIELD
WG OFF WRITE-GATE-OFF BYTE
```

Figure 3: Format of data as recorded on one track of the disk drive. Each track contains sixteen records, each of which contains 128 bytes. Each record consists of an identification (ID) field followed by a data field. The columns marked with an asterisk represent fields with contents that vary from record to record.

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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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 OBB4 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 WRITEENABLE 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

1. SA400/450 Minifloppy Diskette Storage Drives with an 8080A/FD1771 Single Density System Application Bulletin, Shugart Associates, 415 Oakmead Parkway, Sunnyvale CA 94086
2. 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


# A Graphics Text Editor for Music 

# Part 2: Algorithms 

## 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

[^2]Randolph Nelson<br>2039 West Artesia Blvd<br>Apt 121<br>Torrance CA 90504

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 moving through 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.

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## 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 $(\% / 4) \times$ 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:

1. 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.
2. 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.
3. Multiply this number by the internote distance. Thus you finally get the length, which is equal to (NUM / MIN $\times$ 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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Others: Fifth 1008, Seventh 720, Ninth 560, Tenth 504, Eleventh 458, Twelfth 420, Thirteenth 387, Fourteenth 360, Fifteenth 336.
Table 5: Additional musical symbols.
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 $\mathrm{N} \times$ 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 $\geq$ SUMN $+\mathrm{N} \times$ 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 $-\mathrm{N} \times$ 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.

1. LUSABLE $=$ LLINE - LWASTE
2. $N=1 \quad$ SUMN $=$ Virtual length of first measure
3. VALUE $=$ SUMN $+N \times$ LMSRWST

IF LUSABLE < VALUE THEN GO TO 4
$N=N+1$
SUMN = SUMN + VALUE of virtual length of Nth measure
GO TO 3
4. $\operatorname{EXCESS}=$ 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
$\mathrm{M}=$ 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. $\operatorname{BEATCOUNT}=0$ MEASURECOUNT $=$ Number of beats to a measure times 5040.
2. $\operatorname{BEATCOUNT}=$ BEATCOUNT +5040 IF MEASURE $\leq 0$ GO TO 5
3. Get value of next note into NOTEVAL BEATCOUNT = BEATCOUNT - NOTEVAL MEASURECOUNT = MEASURECOUNT - NOTEVAL
4. IF BEATCOUNT $\leq 0$ 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.


Figure 7: Sample of a musical score, in this case part of a bourrée by JS 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 $Y=m X+b$ 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 $-S T E M)-M \times M I N X$. 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 $-M \times N O T E X-b$.

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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| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| DOTTED HALF | DOTTED QUARTER | DOTTED EIGHTH | DOTTED SIXTEENTH |  | DOTTED TRIPLET <br> 3 | DOTTED SEXTUPLET |
| WHOLE | SIXTY-FOURTH | 5 TH | 7 TH | 9 TH | 10TH | IITH |
| SET | END | DISPLAY | 12 TH | 13 TH | 14 TH | 15 TH |
| 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:

1. Push SET and PAT. This informs the interface program that a pattern is to be created.
2. 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.
4. 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.
2. 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

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.

## Conclusion

I hope that the reader has begun to
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<br>Apple Computer Co<br>10260 Bandley Dr<br>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.

[^3]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 TempoA 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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An entrepreneur tried to interest $m e$ 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-
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.

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,
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 1 b 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.
(3a)

(3b)


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 3 a thru 3 c 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 $4 a$ and $4 b$ 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<br>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<br>Before any data can be located or

[^4]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 laten$c y$, 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

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

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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, rota-tional-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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tem.
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:

$$
\begin{aligned}
\mathrm{T}_{\text {seek }}= & \mathrm{ABS}\left(\mathrm{P}_{\text {current }}-\mathrm{P}_{\text {desired }}\right) \\
& \times \mathrm{T}_{\text {step }}+\mathrm{T}_{\text {settling }}
\end{aligned}
$$

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 $C P / M$ 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.

```
REM PROGRAM TO COMPARE ACCESS TIMES OF VARIOUS FLOPPY-DISK DRIVES FOR
REM SIMULATED SEQUENTIAL AND RANDOM READING.
REM
REM THE FIRST TEST IS FOR 500 SEQUENTIAL READS, 128 BYTES PER READ.
REM STARTING TRACK IS O. THE HEAD IS LOADED AND REMAINS LOADED.
REM WHERE A DRIVE HAS SECTORS GREATER THAN }128\mathrm{ BYTES, THE SECTOR TRANSFER
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$,TTRK,TSETL,HLOAD,LATENCY,SECREAD,NSECS,NTRKS
        CURTRACK =0 REM STARTING TRACK
        TOTALTIME =0 REM SET TIME ACCUMULATOR TO 0
        REM LOAD THE HEAD ONCE FOR THIS SEQUENTIAL TEST
        GOSUB 1000 REM GO ACCUMULATE HEAD-LOAD TIME
    FOR I=1 TO 500 REM }500\mathrm{ SEQUENTIAL READS LOOP
        GOSUB 2000 REM STEP TO NEXT TRACK IF NEEDED. ACCUMULATE TIME
        GOSUB 3000 REM READ NEXT RECORD. ACCUMULATE TIME
    NEXT I
    REM PRINT RESULTS FOR TEST 1
    PRINT DNAME$;TAB(28);INT(TOTALTIME*10)/10;TAB(40);
    REM NOW FOR 500 RANDOM READS IN A FILE }35\mathrm{ TRACKS LONG
    TOTALTIME =0 REM SET TIME ACCUMULATOR TO 0
    LOWTRACK=0 REM LOWER FILE TRACK LIMIT
    HIGHTRACK = 34 REM UPPER FILE TRACK LIMIT
    CURTRK=0
    FOR I=1 TO 500
        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

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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
2500 IF TTRK \(=0\) THEN 2800
SEEKTIME \(=\) TRACKSTOMOVE \(\cdot\) TTRK + TSETL
2600 TOTALTIME \(=\) TOTALTIME + SEEKTIME
RETURN
2800 REM PERSCI-277 DERIVED SEEK TIME FUNCTION
IF TRACKSTOMOVE \(=0\) THEN : REM NO MOVEMENT REQUIRED
SEEKTIME \(=0\) : REM THEREFORE SEEKTIME IS ZERO RETURN
X = TRACKSTOMOVE
SEEKTIME \(=10.89605+2.178647 * \mathrm{X}-4.846975 \mathrm{E}-2 \cdot \mathrm{X} \cdot \mathrm{X}+7.936448 \mathrm{E}-4 * \mathrm{X} * \mathrm{X} \cdot \mathrm{X}-4.406022 \mathrm{E}-6 * \mathrm{X} \cdot \mathrm{X} \cdot \mathrm{X} * \mathrm{X}\) GOTO 2600
3000 REM COMPUTE RECORD READTIME INCLUDING ROTATIONAL LATENCY RNDLATENCY \(=\) INT(RND*LATENCY) REM RANDOM ROTATIONAL 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
DATA 12 REM NUMBER OF DRIVES TO SIMULATE
DATA "PERSCI 277", 0,0,40,166.7,4.096,26,77
DATA "REMEX RFD \(1000 \mathrm{~A} / \mathrm{B}^{\prime \prime}, 6,24,50,166.7,4.096,26,77\)
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 \(88-D C D D ", 10,10,45,166.7,4.096,32,77\)
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 \(Z 80\) microprocessor running at a 2 MHz clock rate, and contains 24 K bytes of zero-wait-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.

\section*{FOR 500 READ OPERATIONS \\ DRIVE SPEED COMPARISON SIMULATION \\ ALL TIMES IN MILLISECONDS}

DRIVE NAME

PERSCI 277
REMEX RFD1000A/B
SHUGART SA800
SHUGART SA 400 MINI
SHUGART SA450 MINI
PERTEC FD200 MINI
ICOM FD3800 DUAL-DENSITY
ICOM MICROFLOPPY
MEMOREX 550
MEMOREX 552
MICRO PERIPHERALS BSI MICROFLOPPY
ALTAIR 88-DCDD

SEQUENTIAL
43107.6
43650.1
44163.1
53547.8
55153.2
52804.8
43110.0
55698.8
44821.1
44000.1
55287.8
42634.1

RANDOM
57912.2
92281.9
94881.9
288397.1
198631.3
201703.6
101456.6
293376.0
77892.1
66670.3
89390.2
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?

\section*{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.

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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 features the MP/ \({ }^{* *}\) Multi-User Executive software program that's unique in two ways. It includes a multi-user CP/M capability and the ability to handle Winchester-type hard disks. The advanced Z80 operating program supports four independent CP/M
compatible programs in any of six popular languages: BASIC, FORTRAN, COBOL, PASCAL, APL, C, and a large assortment of additional business application packages. MP/M is compatible with both the 1.4 and 2.0 versions of Digital Research's CP/M, which means programs based on either version can run under MP/M without modification.

With MP/M at the helm, your Altos
ACS8000-6 system can support up to four simultaneous users with 48 K bytes of RAM each plus 58 megabytes of Winchester storage and 4 megabytes of floppy back up. And that adds up to the first microcomputer to give you the power and performance of a minicomputer. SINGLE-USER, HARD-DISK SYSTEMS START AT \(\$ 9450\).

The Altos ACS8000-6 series. It's a barrier breaker in every sense. Our entrylevel, single-user, hard-disc system with floppy back up is priced under \(\$ 10,000\) and even our 4-user CP/M model is available for under \(\$ 12,000\). And all configurations are easily upgraded. For specific details about pricing or performance, call or write: Altos Computer Systems,
2360 Bering Drive, San Jose, CA
(408) 946-6700. TELEX 171562 ALTOS SNA.

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.
This revolutionary new microcomputer system
Circle 83 on inquiry card.
COMPATIBLE PROGRAMS.



\title{
B \\ YT \\ E \\ Lin Cones)
}

\title{
NEWS AND SPECULATION ABOUT PERSONAL COMPUTING
}

\author{
Conducted by Sol Libes
}

W
hat To Look For At
NCC: The computer show of the year is the Na tional 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-operating-system-based languages and applications packages for these new 16-bit microcomputer systems. Several multiprocessing and multiuser microcomputer systems will also be shown.
ohn 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 EckertMauchly 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 RemingtonRand 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.

\(\mathbf{R}\)andom 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

\title{
Put yourapplications towork on the Mostek STD-Z80BUS.
}

You're ready. You've gone beyond the learning stage and are using your personal computer to implement 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 STDZ80 BUS compatible microcomput-
er 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.
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products directly, including a full range of support products such as prototyping hardware,
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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 K byte read-only memories and \(40 \%\) of the analog-to-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\&EE, 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....

\section*{Sourt 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 radio-
frequency (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.

\section*{Badio 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 years.

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.
\(\mathbf{M}_{\text {ieroprocessor }}\) 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 manufac-
turing 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.

\section*{M icrocomputer 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 micropro-cessor-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.

Commodore Introduces New 4-bit Micropro-
cessor: 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-I 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


\begin{tabular}{|l|c|c|}
\hline INS-1416 & 14-16 PIN DIP IC INSERTER & \(\$ 3.49\) \\
\hline MOS-1416 & 14-16 PIN MOS CMOS SAFE INSERTER & \(\$ 7.95\) \\
\hline MOS-2428 & 24-28 PIN MOS CMOS SAFE INSERTER & \(\$ 7.95\) \\
\hline MOS-40 & 36-40 PIN MOS CMOS SAFE INSERTER & \(\$ 7.95\) \\
\hline EX-1 & 14-16 PIN EXTRACTOR TOOL & \(\$ 1.49\) \\
\hline EX-2 & 24-40 PIN CMOS SAFE EXTRACTOR TOOL & \(\$ 7.95\) \\
\hline WK-7 & COMPLETE IC INSERTER/EXTRACTOR KIT & \(\$ 29.95\) \\
\hline
\end{tabular}

MINIMUM BILLING \$25.00. ADD SHIPPING CHARGE \$2.00. NEW YORK RESIDENTS ADD APPLICABLE TAX.
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.

Teme Developing Assembly-Language Standard For Microcomputers: 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, HighLevel Languages, Pascal and Relocatable Object Format. I will try to report on IEEE's progress in a future BYTELINES column.

\section*{\(T\)}
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\&eE, Texas Instruments, and others. This may provide much lower cost but less flexible data access to the home television screen.

Flat GRT 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 (l by 4 by 5 inches). The company is doing additional research to develop large-screen and color flat CRTs.

R\(\mathbf{R a n d o m ~ R u m o r s ~ c o n . ~}^{\text {Con }}\) tronics, 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....

\section*{C ongress 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.
Sol Libes
Amateur Computer Group of New Jersey (ACG-NJ) 1776 Raritan Rd Scotch Plains NJ 07076

\section*{? EXCITING MAILORDER DISCOUNTS}


CORVUS 10 MEGABYTE DISK DRIVE \(54850^{\circ \circ}\) DC HAYES MICROMODEM
ASCAL LANGUAGE SYSTEM............ \(445^{\circ 0}\) DC HAYES MICROMODEM II. GRAPHICS INPUT TABLET .................. \(875^{\circ}\) SSM A10 CARD (KIT) ... DISK 11 wIth CONTROLLER CARD .......... \(495^{\circ}\) SSM A10 CARD (A\&T) DISK il without CONTROLLER............ 440"。 NOVATION CAT MODE M.
 INTEGER FIRMWARE CARD
SERIAL INTERFACE CARD SUP.R-TERM BO col. CARD DAN PAYMAR lower caso kit .....
SVA \({ }^{\circ}\) DISK CONTROLLER CARD CCS ARITHMETIC PROCESSOR CAR COMMUNICATIONS CARD
 SUPERTALKER SPEECH SYNTHISIZER .... \(325^{\circ 0}\) CONTROLLER Gon. Bus, software....
ROMPLUS CARD. ................... \(199^{\circ 0}\) CASHIER Retall Mangmnt \& inven. so HEURISTICS SPEECHLiNK 2000 ............ 225 \(25^{\circ}\) APPLE POST Malling List sottware ....... \(45^{\circ 0}\) WE SELL APPLE SOFTWARE ALSO. APPLEWRITER Word Processing software . 69*

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\(\$ 995.00\)


OHIO SCIENTIFIC CHALLENGER \(4 P \$ 649\)
Featuring
- 8K BASIC in ROM
- 8 K Ram expandable to 32 K
-16 COLOR GRAPHICS
- \(32 \times 64\) Upper \& Lower case characters \(-256 \times 512\) High resolution graphic points - Programmable tone generator \(20 \mathrm{hz} \cdot 20 \mathrm{KHz}\) -Plus more!

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All the features of the C4P plus
- A SINGLE MINI FLOPPY DISK DRIVE
-A AEAL TIME CLOCK
-SECURITY SYSTEM, MODEM \& PRINTER INTERFACE -24K RAM expandable to 48 K (of rellable static RAM)

號Texas Instruments TI-99 4 ป

-16K of user RAM
- Extended BASIC language in ROM
- 16 COLOR GRAPHICS
- Supported with Solid State Software

INCLUDES a 13 inch COLOR VIDEO MONITOR
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- 315K Bytes storage per drive - QUAD DENSITY DESIGN -COST EFFECTIVE STORAGE - 4 TIMES STANDARD CAPACITY!


\section*{SOROC IQ 120}
- SERIAL RS232C
- FULL ASCII UPPER/LOWER CASE
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- SCREEN CONTROL \& \(\$ 7 \mathbf{3}\)
PROTECTED FIELDS
- ALSO AVAILABLE.

SOROC IQ 140 * \(1195^{\circ 0}\)


These terminals are shipped freight collect only.
 PROUDLY ANNOUNCES THE NEWEST HARDWARE AND SOFTW ARE FOR YOUR PET!

The PET is now a truly sophisticated Business System with the announcement
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\hline PRODUCT & DESCRIPTION & PRICE & AVAILABILITY \\
\hline PET 2001-8KN (Large K & Keys) 8K RAM & \$ 795 & IMMEDIATE \\
\hline PET 2001-8K & 8K RAM & \$ 795 & IMMEDIATE \\
\hline PET 2001-16KN (Large & Keys) 16 K RAM* & \$ 995 & IMMEDIATE \\
\hline PET 2001-32KN (Large & ( Keys) 32K RAM & \$1295 & IMMEDIATE \\
\hline PET 2023 PRINTER & ROLL FEED & \$ 695 & IMMEDIATE \\
\hline PET 2022 PRINTER & TRACTOR/ROLL & \$ 795 & IMMEDIATE \\
\hline ROMRETRO KIT & UPDATED O/S & \$ 90 & IMMEDIATE \\
\hline PET 2040 & DUAL FLOPPY* & \$1295 & IMMEDIATE \\
\hline PET C2N & 2nd Cassette & \$ 95 & IMMEDIATE \\
\hline \multicolumn{4}{|l|}{-The \(16 \mathrm{~K} / 32 \mathrm{~K}\) (large keyboard) units do not include a cassette drive. Order C2N Cassette. 2040 Floppy Drive requires a 16 K or 32 K unit. 8K RAM Retrofit available July.} \\
\hline ALL PETS ARE FULLY TEST CUSTOMER-ORIENTED COM OVER \(\$ 795\) WILL RECEIVE A WARE FROM OUR CATALOG & TED BY NEECO BEFOR MPANY. CALL FOR OU A FREE NEECO PET D G IF YOU MENTION & SHIPME FREE CAT T COVE SAW T & NEECO IS A FULL LoG. ALL ORDERS ND \(\$ 100\) OF SOFT\(A D\). \\
\hline
\end{tabular}

\section*{EDUCATORS TAKE NOTICE!} \(2 \begin{gathered}\text { Commodore } \\ \text { Computers }\end{gathered} \mathrm{NOM}=3 \begin{aligned} & \text { Commodore } \\ & \text { Computers }\end{aligned}\binom{\) At least until }{ Aug. 15th, 1980) }
Neeco is pleased to announce a Special Educational Program from Commodore Business Machines. Any bona fide school or educational institution will receive one CBMIPET Computer absolutely \(\star\) Free \(\star\) (direct from Commodore) for every two CBMIPET Computers Purchased at retail!

Contact NEECO for details and ordering information

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PRODUCTS ARE AVAILABLE TO DEALERS VIA MICROAMERICA DISTRIBUTING (617-449-4310)


THE NEC SPINWRITER
MODEL 5530-P \(\left.\quad \begin{array}{c}\text { Centronics } 1 / 0 \\ \text { modified for PET }\end{array}\right)\)

\section*{FOR WORD PROCESSING NEC IS BEST!}
* 55 characters per second output speed
* Changeable thimble for different typestyles
* Less than \(1 \%\) warranty malfunction rate
* IBM quality letter output
* Dealer inquiries invited
*The NEC 5530-P is the output printer recommended by Commodore for their Word Processing System.


\section*{"Multi User Management System for Commodore CBMIPET* Computers"}

\section*{UP TO 8 CBM/PETS MAY NOW SIMULTANEOUSLY ACCESS ONE 2040!}

- Up to 8 Channel ( 3 Standard) for CBM/PET Computers.
- Up to 8 CBM/PETS can multi-use one Commodore 2040 dual disk drive simultaneously with equal access.
- Multi-Cluster supports all 2040 disk O/S commands including sequential, random access, and user files.
- Multi-Cluster does not utilize any RAM or ROM from the 2040 or host CBM/PET units.
- Multi-Cluster is compatible with all known softwear that utilize the IEEE port.
- Multi-Cluster can be fully implemented on 8 PETS, completely ready to use, in less than 15 minutes.
- Simply plug the Multi-Cluster unit into the IEEE port of the 2040 Disk Drive, then attach a Channel Module, \#CM800, (3 Channel Modules are standard with unit), to the IEEE port of each PET.
the multi-cluster system has been used and fully-tested by neeco


Multi-Cluster is ideal for industrial, OEM, Vertical Markets, and Educational Institutions. MultiCluster allows you to make full use of the Commodore 3 units for the price of 2 educational programs.

Standard Components:
1 Multi-Cluster
\#MC800A
3 Channel Modules . . . . . . . . . . . \#CM-100
3 6' Ribbon Cables \#RC6

Output Printer Module allows 1 CBM/PET to scan 2040 Disk and print flagged files.

Optional Component Prices:
Each additional CM-100
\(\$ 250\)
Each 12' Ribbon Cable (RCi2)
\$ 40
Each 18' Ribbon Cable (RC18) \$ 60
Output Printer Module (PM200) . . . . . . . . . . . \$200
(For Centronics Protocal Printers)
*PET is a registered trademark of Commodore Business Machines. Small Keyboard PETS require a ROM Retrofit Kit for MultiCluster system operation.
Multi-Cluster is available in Canada from BMB Compu Science, Milton, Ontario, (416) 878-7277


\section*{Techaicel Forum}

\title{
Simplifying the CurvePlotting Calculation by Geometric Means
}

triangles (I and II) to \(\triangle x_{4}, \Delta y_{4}\), and \(L\) (quantities known from previous steps) as follows:
\[
\frac{\Delta x_{5}=L \Delta x_{4}}{\sqrt{\Delta x_{4}^{2}+\Delta y_{4}^{2}}}
\]

The possible scale factors M and N cancel out, and it is not necessary to compute \(Q_{4}\) to obtain \(\Delta x_{5}\).

\section*{Alpha Locking in Software}

\author{
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 Z 80 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 \(Z 80\) code for uppercase to lowercase conversion, input section.
\begin{tabular}{ccl}
\begin{tabular}{c} 
Hexadecimal \\
Object Code
\end{tabular} & \begin{tabular}{c} 
Instruction \\
Mnemonics
\end{tabular} & 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
\end{tabular}

Listing 2: Final portion of Z 80 code for uppercase to lowercase conversion.
\begin{tabular}{ll}
\begin{tabular}{l} 
Hexadecimal \\
Object Code
\end{tabular} & \begin{tabular}{l} 
Instruction \\
Mnemonics
\end{tabular} \\
FE 61 & CP 61H \\
F8 & RET M \\
FE 7B & CP 7BH \\
F0 & RET P \\
D6 20 & SUB 20H \\
C9 & RET
\end{tabular}


\title{
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:
\begin{tabular}{lll} 
ABORT & LDA SHKEY & \\
& ORA A & \\
& JZ RETURN & ;no shift key request \\
& LXI H,MONITOR & ishift key hit \\
ind \\
RETURN & XTHL & iexchange stack and HL
\end{tabular}

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:

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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.

\section*{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 CCO ). 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 quarter 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.

\section*{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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\hline Ø050： & く口ロロ & RCNT & ＊ & \＄0018 & READ COUNT IEMPORAHY \\
\hline 0951： & cond & CKP T & ＊ & \＄0日1С & CKSUM POINTEH \\
\hline 0052 ： & Сロロロ & CKPL & ＊ & \＄001C & \\
\hline 0053： & Cobl & CKPH & ＊ & \＄001D & \\
\hline 0054： & Cøø゙の & DTSA & ＊ & \＄ø日1C & DRIVE THACK SAVE \\
\hline 0055： & CODO & TSSA & ＊ & \＄001D & THACK SECTOR SAVE \\
\hline 0056： & CODO & ENDL & ＊ & \＄001E & END OF CATA \\
\hline 0957： & C000 & ENDH： & ＊ & \＄0．1F & \\
\hline 0058： & & & & & \\
\hline 0059： & C000 & PCL & ＊ & \＄DロEF & PRDGRAM COUNTEH SAVE \\
\hline \(0060:\) & Codo & PCH & ＊ &  & \\
\hline 0961 ： & C日も0 & PNitl & ＊ & \＄D日FA & DISPLAY WINDOW \\
\hline －062： & cora & PNTH & ＊ & \＄ø®FB & \\
\hline \multicolumn{6}{|l|}{ロ日63：} \\
\hline 0064： & & CONTHOL & LLER & COMmUNICAT I & ON ADDHESSES \\
\hline \multicolumn{6}{|l|}{0 065 ：} \\
\hline 0．066： & & INPUT & & & \\
\hline ｜067： & C000 & RDS T & ＊ & \＄ccoa & USHT STATUS \\
\hline Øø68： & COOD & RDTA & ＊ & \＄CCD 1 & RECEIVE DATA \\
\hline 0 069： & C月0］ & SECT & ＊ & SCCD2 & SECTOH COUNTEH \\
\hline ロ070： & CDOD & DVST & ＊ & \＄c．0．\({ }^{\text {c }}\) & DRIVE STATUS \\
\hline ロ071： & Сø0． & RHST & ＊ & \＄CCD4 & RECEIVER RESTART PULSE \\
\hline ๑ู72： & CODO & MON & ＊ & \＄CC05 & MOTOH DN PULSE（SEND） \\
\hline 0073 ： & Сロロロ & MOFF & ＊ & \＄CC． \(0_{6}\) & MOTOR OFF PULSE（SEND） \\
\hline \multicolumn{6}{|l|}{9074：} \\
\hline 0075 ： & & OUTPUT & & & \\
\hline 0976： & C口иロ & SYNC & ＊ & \＄CCDE & SYNC WOHD \\
\hline ロロ77： & C口ロロ & WDTA & ＊ & \＄CCD 1 & SEND DATA \\
\hline ดตา8： & C000 & FILL & ＊ & \＄CCD2 & FILL WORD \\
\hline の日79： & CDOD & OTSL & ＊ & \＄CCD3 & CHIVE SELECT \\
\hline ロ080： & С明可 & WIPLS & ＊ & \＄CCD4 & WRITE PULSE \\
\hline \multicolumn{6}{|l|}{ロ®81：} \\
\hline Ø082： & & OTHER & LABEL & & \\
\hline \multicolumn{6}{|l|}{9083：} \\
\hline 0984 ： & CDED & TJX & ＊ & \＄1705 & TIMEH START \\
\hline 0085： & Cロロロ & taut & ＊ & \＄ 1767 & 「IME DUT CHECK \\
\hline Ø086： & cobo & STRT & ＊ & \＄1C4F & \\
\hline \multicolumn{6}{|l|}{0087：} \\
\hline \multicolumn{6}{|l|}{0088 ：} \\
\hline 0．089： & & EQUATE & & & \\
\hline \multicolumn{6}{|l|}{0090：} \\
\hline 0091： & С0日0 & WRTBIT & ＊ & \＄0008 & \\
\hline Ø092： & CDAD & mTHBIT & ＊ & \＄Ø日も4 & \\
\hline 0093： & С日も0 & MILUEC & ＊ & \＄007D & \\
\hline 0094： & CODS & LERT & ＊ & 世Øロロの & \\
\hline 0095 ： & Caba & ORVMSK & ＊ & \＄\(\triangle \square C F\) & \\
\hline \(0096:\) & C00］ & STEPIN & ＊ & \＄0．910 & \\
\hline 0097 ： & くめロロ & SCTMSK & ＊ & \＄øロ®F & \\
\hline Ø098： & CODE & HEDLEN & ＊ & \＄ØロロA & \\
\hline 0999 ： & cand & ThKMSK & ＊ & \＄003F & \\
\hline ®100： & C口ロロ & THKLMT & ＊ & \＄0．23 & \\
\hline ロ101： & C000 & SCTEIT & ＊ & \＄øめ10 & \\
\hline 0102： & Cの日の & STPBIT & ＊ & \＄0020 & \\
\hline \multicolumn{6}{|l|}{0103 ：} \\
\hline \multicolumn{6}{|l|}{Ø104：} \\
\hline 0105 ： & & ERRICH & CODE & & \\
\hline \multicolumn{6}{|l|}{『106：} \\
\hline ロ107： & C．000 & CISKMS & ＊ & \＄0000 & DISK ：ISSING \\
\hline ®1ヵ8： & 「Пロø & WPHOT & ＊ & \＄®日®1 & WhITE PHOTECT \\
\hline ด109： & гดดด & INVSEC & ＊ & \＄00】2 & INVALID SECTDH \＃ \\
\hline
\end{tabular}
Listing 1：KIMDOS，a small disk－operating system for the KIM－1 microcomputer．KIM－ DOS is a set of disk read and write routines used with a KIM－I connected to a Percom LFD－400 floppy－disk system．KIMDOS occupies under 1 K bytes of memory（from hexadecimal addresses C000 thru C3FE）and can be stored in one 2708 erasable pro－ grammable read－only memory（EPROM）．Observe that this listing does not use stan－

\section*{Commentary Operand Mnemonic馬部荡 \\ Commentar}

\section*{MINI DOS FOH KIM}
SEPTEMBER 1979
ZERO PAGE STORAGE
Ø1－ØA IS THE SECTOR HEADER




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\end{tabular}



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CKSUM TEMP STORAGE
PROGHAM EXECUTION ADDRESS
CURHENT DRIVE TEMPORARY
TEMPORARY STDHAGE FOR CDTS


CKSL




 dard 6502 mnemonics．
KIMDOS
VERSION



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incorporated

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EPROM PACTM, List \(\$ 49\) \$ 45
Microsoft Disk-Extended BASIC, \$300 \$259
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\section*{ATARI \({ }^{\circledR} \mathbf{8 0 0}^{\text {TM }}\) PERSONAL COMPUTER SYSTEM.}

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ONLY \$849


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List \$699.95 OUR PRICE \$589

SEEX ：MOVE HEAD TC DESIRED TRACK
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SEEX

TRKMSK IGNORE DHIVE\＃
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Listing I continued：
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\hline 日110： & comb & & & ELNKSC & ＊ & \＄0003 & Blank sectok \\
\hline D111： & C．anc & & & OVhun & ＊ & \＄0004 & DISk overriun \\
\hline 9112： & \multirow[t]{6}{*}{Cono} & & & READEF & ＊ & \＄0005 & PEBMINENT READ ERHOR \\
\hline ®113： & & & & & & & \\
\hline 9114： & & & & SEC＇IIO & ON 1 THE & He rasic & ROUTINES \\
\hline ¢115： & & & & & & & \\
\hline 9116： & & & & & & & \\
\hline Q117： & & & & JUNP & TABLE & & \\
\hline \multicolumn{4}{|l|}{\＄198：} & & & & \\
\hline ¢119： & C．000 & 4C＾A & C 1 & & JMP & RSEX & READ SECTOH \\
\hline 0120： & C003 & 4C C．F & ¢2 & & JMP & WSEX & WHITE SECTOH \\
\hline 0121 ： & C006 & 4C． 75 & C2 & & JMP & SAVX & \\
\hline ¢122： & cang & 4 C 89 & C． 1 & & JMP & LODX & \\
\hline ¢123： & CDロC & 4C חA & Cø & & JMP & PHEP & \\
\hline Q124： & caør & 4C． 88 & c3 & & JMP & r．VTbin & \\
\hline Q125： & Cø12 & 4C 90 & C3 & & JMP & rVtdec & \\
\hline \multicolumn{4}{|l|}{\multirow[t]{2}{*}{－126：C015 4C 4C，C3}} & & JMP & FWDC & \\
\hline & & & & & & & \\
\hline \multicolumn{4}{|l|}{ロ128:} & INITDV & \(V\) ：INI & ITIALIZE & the thack registehs \\
\hline \multicolumn{4}{|l|}{8129：} & & & & \\
\hline 8130： & CD18 & A9 「F & & INITDV & L．DAIM & \＄「F & OFFLINE CDDE \\
\hline 0131 ： & CD1A & A2 04 & & & LDXIM & \＄04 & 5 TRACK HEGISTERS \\
\hline ¢ 132： & Cø1C & 95 0F & & INTLUP & STAZX & CRTK & INIT A REGISTEH \\
\hline －133： & C11E & CA & & & DEX & & count \\
\hline Q134： & CD1F & 10 FB & & & QPL & INTLUP & NEX \({ }^{\text {T }}\) \\
\hline ¢ 135： & Cø21 & 60 & & & RTS & & \\
\hline \multicolumn{4}{|l|}{0136：} & & & & \\
\hline \multicolumn{4}{|l|}{\multirow[t]{2}{*}{6137：}} & GTKX & ：Move & HEAD TO & track \\
\hline & & & & & & & \\
\hline －139： & Cø22 & 2040 & Cø & C，TKX & JSR & TKIN & MOVE IN \\
\hline 0140 ： & C■25 & 2040 & C． & & JSR & TKIN & \\
\hline 0141 ： & Cø28 & 2138 & C & CETP & JSH & TKOT & move out \\
\hline －142： & C02日 & AD 03 & CC & & LDA & DVST & TRACK ©？ \\
\hline Q143： & C02E & 4 A & & & LSHA & & \\
\hline 0144 ： & Ca2F & 4A & & & LSHA & & \\
\hline 0145 ： & C03』 & B6 F6 & & & BCS & GETP & NO \\
\hline 0146 ： & C．032 & A9 \(9 \square\) & & & LDAIM & \＄0日 & zern curent thack \\
\hline Q147： & C034 & 85 日F & & & Staz & CRTK & \\
\hline Q 148： & C．036 & F® 47 & & & BEQ & SETL & UNCONDITIONAL EHANCH \\
\hline \multicolumn{4}{|l|}{0149 ：} & & & & \\
\hline \multicolumn{4}{|l|}{} & TKIN & ，TKOT & ：\％ove & Head in ch out 1 THACK \\
\hline \multicolumn{4}{|l|}{ब151:} & & & & \\
\hline －152： & C．038 & AD 13 & CC & TKOT & 1．DA & DVST & CET DHIVE\＃IN 2 MSB \\
\hline 6153： & C03n & 29 CF & & & ANDIM & CRVMSK & \\
\hline 8154 ： & C030 & 45． 47 & C． & & JMP & MTVR & \\
\hline －155： & C040 & \(A D \quad 0\) & CC & TKIN & LDA & DVET & \\
\hline －156： & C．043 & 29 C．F & & & ANDIM & DRVMSK & \\
\hline 日157： & C645 & ต9 10 & & & ORAIM & STEPIN & STEP IN MIT \\
\hline ¢ 158： & C047 & \(8 \mathrm{D} \quad 13\) & CC & ：．tve & STA & DTEL & SET DIBECTION \\
\hline 8159： & c．04A & 2083 & cø & & JSH & DEL & \\
\hline © 160： & C．04D & ロ9 20 & & & ORAIM & STPBIT & SET STEP DIT \\
\hline Q161： & C04F & \(8 \mathrm{~B} \quad 03\) & C． & & STA & חTSL & \\
\hline 0162： & C652 & EA & & & NOP & & \\
\hline ＠163： & C053 & ［A & & & NOP & & STRETCH PULSE WIDTH \\
\hline Q164： & C054 & FA & & & MOP & & \\
\hline 0165： & C655 & 29 DF & & & ANDIM & \＄DF & RESET STEP BIT \\
\hline Q166： & C．057 & \(8 \mathrm{D} \|\) & C． & & STA & OTSL & \\
\hline 6 167： & C65A & AD 15 & CC & & LDA & \(\because \mathrm{ON}\) & RETRIGGER motok \\
\hline \[
\begin{aligned}
& 0168: \\
& \text { 日169: }
\end{aligned}
\] & C650 & 4C． 83 & CD & & JMP & DEL & \\
\hline
\end{tabular}

\begin{tabular}{|c|c|c|c|c|c|c|c|c|c|c|}
\hline Ø231： & COBC & CD & \(\square A\) & \multirow[t]{3}{*}{gA} & & CMP & \＄0． & LESS & THAN 19 & \\
\hline 『232： & Cgnf & BD & br & & & F．CS & CADPHM & NO， & EHROH & \\
\hline －233： & Cac 1 & A5 & \(\square 1\) & & & LDA & PSTK & CET & THACK & \\
\hline 冋234： & CaC3 & 29 & 3F & & & ANDIM & THKMSK & CLEAH & H DHIVE & \\
\hline Ø235： & cact & C． 9 & 23 & & & CNPIM & TRKLMT & QVERF & FLOW？ & \\
\hline 冋236： & CaC7 & 90 & 07 & & & ПCC & DR IV & ND， & CO CHECK & CHIVE \\
\hline Ø237： & CaC9 & A9 & \multirow[t]{3}{*}{04} & & QVFL & LDAIM & CVRUN & YES， & ERHOH 4 & \\
\hline Ø238： & Can & 38 & & & & SEC & & & & \\
\hline Ø239： & С．】С． & \(6 \square\) & & & & RTS & & & & \\
\hline 0240： & C．GCD & A9 & \multirow[t]{3}{*}{\(\square 2\)} & & FADPHM & LDAIM & INVUEC & INV & ALID SEC & T OH \\
\hline Ø241： & CACF & 60 & & & & RTS & & & & \\
\hline 冋242： & & & & & & & & & & \\
\hline ■243： & Сап． & AD & 63 & \multirow[t]{11}{*}{－C} & \multirow[t]{11}{*}{CRIV} & I DA & DVST & CET & CURHENT & DKIVE \\
\hline 0244 ： & C．003 & 29 & C．\(\square\) & & & ANDIM & \＄CD & & & \\
\hline 『245： & C．0n5 & 85 & \(1 B\) & & & STAL & CRDR & SAVE & & \\
\hline Ø246： & C007 & A5 & ดロ & & & LDAL & DSDH & GET & CESIHED & DHIVE \\
\hline 0247 ： & C 009 & 29 & C． & & & AND IM & \＄CD & & & \\
\hline Ø248： & Can & 65 & \(1 \%\) & & & CMP Z & CHDR & SAME & & \\
\hline 0249： & C．and & С． & 08 & & & กNE & SWIT & NO， & SWITCH & DHIVES \\
\hline 0250： & CODF & A5 & \(\square F\) & & & LDA & CRTK & \(\cdots E T\) & CURHENT & THK \\
\hline 0251 ： & CDE 1 & C9 & FF & & & CMP IM & \＄FF & DRIV & E INITIA & LILED \\
\hline 0252： & COF 3 & Fg & 24 & & & PEQ & DI & NO & & \\
\hline 0253： & CDE 5 & กロ & \multirow[t]{2}{*}{30} & & & DNE & DS & YES & & \\
\hline 0254 ： & & & & & & & & & & \\
\hline 0255： & C日上7 & 48 & & & SWIT & PHA & & & & \\
\hline 0256： & COEQ & \(\wedge 5\) & \multirow[t]{6}{*}{1 C} & & & LDAZ & CHDR & & & \\
\hline 『257： & CDEA & 10 & & & & CLC & & & & \\
\hline 0258： & CDEB & \(2 A\) & & & & HOLA & & & & \\
\hline 冋259： & CDFC & \(2 A\) & & & & ROLA & & ROL & DHIVEH & 10 2 \\
\hline 0260： & CDED & \(2 A\) & & & & ROL A & & & & \\
\hline －261： & CDEE & AA & & & & TAX & & & & \\
\hline 9262： & COEF & A 5 & dF & & & LDAL & CRTK & SAVE & CUHHENT & THA \\
\hline ■263： & CDF 1 & 95 & \multirow[t]{8}{*}{9ロ} & & & STAZX & CTKP & IN S & AVEAHEA & \\
\hline ¢264： & CDF 3 & 68 & & & & PLA & & & & \\
\hline 『265： & C DF 4 & 48 & & & & PHA & & & & \\
\hline ®266： & CDF5 & 18 & & & & CLC & & & & \\
\hline 『267： & CDF6 & 2 A & & & & ROLA & & & & \\
\hline 『268： & CDF7 & 2 A & & & & ROLA & & & & \\
\hline 『269： & COF 8 & \(2 A\) & & & & ROLA & & & & \\
\hline 『270： & CØF9 & \(A A\) & & & & TAX & & & & \\
\hline ＠ 271 ： & COFA & B5 & 10 & & & LDAZX & CTKP & CET & CURHENT & THACK \\
\hline Ø272： & COFC & 85 & DF & & & STAZ & CRTK & FROM & SAVEAHE & \\
\hline 『273： & CDFE & A9 & \(\square 8\) & & DA & LDAIM & WRTEIT & & & \\
\hline Ø274： & C100 & 2C & \(\square 3\) & \multirow[t]{4}{*}{CC} & \multirow[t]{4}{*}{DB} & EIT & DVST & IS W & RITE GAT & E OFF \\
\hline 『275： & C103 & F & \multirow[t]{2}{*}{FB} & & & EEQ & \multirow[t]{3}{*}{DB} & NO， & THEN WA & IT \\
\hline 『276： & C105 & 68 & & & & PLA & & & & \\
\hline ＠277： & & & & & & & & & & \\
\hline Ø270： & C1106 & 8D & 03 & CC & & STA & DTSL & NOW & SELECT D & RIVE \\
\hline Ø279： & C109 & 2Ø & 95 & \multirow[t]{5}{*}{\(C \square\)} & \multirow[t]{6}{*}{DI} & JSR & DRVTST & SYNC & TO DHIV & \\
\hline ロ280： & C1日C & В可 & 10 & & & ECS & DP & EAHOR & \(R\) EXIT & \\
\hline 『281： & C19E & \(\wedge 5\) & ØF & & & LDA & CRTK & & & \\
\hline －282： & C116 & C9 & FF & & & CMP IM & \＄FF & DR IV & E ONLINE & \\
\hline ¢283： & C112 & กด & Ø3 & & & BNE & DS & YES & & \\
\hline Ø284： & C． 114 & 20 & 22 & CD & & JSH & CTKX & NO， & ZEHO TH & ACK \\
\hline Ø285： & C． 117 & \(2 \square\) & 31 & C 1 & \multirow[t]{3}{*}{DS} & ISR & START & CHECK & K MOTOH & \\
\hline 0286： & C11A & 20 & \multirow[t]{6}{*}{60} & \multirow[t]{6}{*}{Cb} & & JSR & SEEX & FIND & DESIRED & THAC \\
\hline Ø287： & C110 & 18 & & & & CLC & & & & \\
\hline ®288： & C 11 E & & & & DP & RTE & & & & \\
\hline 『289： & & & & & & & & & & \\
\hline 『290： & & & & & CKSEC & ：PAR & OF rTS & & & \\
\hline Ø291： & & & & & & & & & & \\
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Bi-directional; 150 cps ; logic seeking; adjustable tractor. Available with lower case compressed print; Forms Length Control or Vertical Forms Control option.
TI-810 Basic Unit, List \$1895 ONLY \$1695 TI-810 w/full ASCII (lower case), vertical forms control, and compressed print . \$1895 TI-825 75 cps , w/lower case, List \(\$ 1565\)
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\section*{HARD DISKS} \\ MiniMicroMart is your best source for Hard Disk Systems! Cromemco, North Star, Vector, Dynabyte, Morrow Thinker Toys \({ }^{\oplus}\) Corvis, Lobo, et. al.
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\section*{North Star Horizon 2}

32 K 4 MHz , dual-drive, with double density controller board, two RS232C serial ports, a parallel port. Included is DOS and North Star Extended Disk BASIC.
Horizon 2, 32K, DD, List \$3095 ONLY \$2619
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\section*{SUPERBRNN" \({ }^{\prime \prime}\)}

32 K or 64 K totally self-contained computer, uses two Z-80 CPU's. Commercial-type terminal with \(12^{\prime \prime}\) monitor (like the Intertube). Dual double density minifloppies (quad density available). Comes with CP/ \(\mathrm{M}^{\text {™ }}\) operating system; BASIC included.
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\section*{Cromemco System 3}

Features 4 MHz CPU, 64 K of RAM, dual-sided Per-Sci 299B Floppy Disk Drive, RS232C interface, and printer interface.
Cromemco System 3, List \$6990 ONLY \$5890 System 2, List \$3990

OUR PRICE \(\$ 3390\) Z-2H Hard Disk Computer System, List \$9995 \$8489
Complete your system with a Terminal, Printer, Business Software: includes:
- Your choice of Terminal

P-E Bantam 500
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Televideo 912
SOROC 120
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Listing I continued：



\title{
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 \({ }^{\text {'" }}\) package and an Apple II \({ }^{\text {'* }}\) or TRS-80'm 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 "howto" 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.

\footnotetext{
Apple is a trademark of Apple Computer,
Inc.; TRS-80 is a trademark of the Radio Shack Div, of Tandy Corp.
}


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 48 k 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.

\section*{See us at NCC booth 48 and 49 . \\ PER5ONNL
5OFNTVAZ}
\begin{tabular}{|c|}
\hline UPDATE DATA ADDRESS \\
\hline IF TARGET gREATER THAN END \\
\hline THEN RETURN \\
\hline ［LSE Phepare for next \\
\hline MOVE THACK／SECTOH TO \\
\hline CACKWAHD LINK \\
\hline MOVE FORWARD LINK \\
\hline TC TRACK／SECTOR \\
\hline UNCONDITIONAL \\
\hline
\end{tabular}



늘
上
宸只
号号





SECTOR
PREPARE DRIVE



 WSEX




\title{
Settle for More from Your TRS-80
}

\section*{BASIC Compiler. with trs-80 basic} Compiler, your Level II BASIC programs will run at record speeds! Compiled programs execute an average of \(3-10\) times faster than programs run under Level II. Make extensive use of integer operations, and get speeds 20-30 times faster than the interpreter.

Best of all, BASIC Compiler does it with BASIC the language you already know. By compiling the same source code that your current BASIC interprets, BASIC Compiler adds speed with a minimum of effort.

And you get more BASIC features to program with, since features of Microsoft's Version 5.0 BASIC Interpreter are included in the package. Features like the WHILE . . WEND statement, long variable names, variable length records, and the CALL statement make programming easier. An exclusive BASIC Compiler feature lets you call FORTRAN and machine language subroutines much more easily than in Level II.

Simply type in and debug your program as usual, using the BASIC interpreter. Then enter a command line telling the computer what to compile and what options to use.

Voila! Highly optimized, Z-80 machine code that your computer executes in a flash! Run it now or save it for later. Your compiled program can be saved on disk for direct execution every time.

Want to market your programs? Compiled versions are ideal for distribution: You distribute only the object code, not the source, so your genius stays fully protected.

BASIC Compiler runs on your TRS-80 Model I with 48 K and disk drive. The package includes BASIC Compiler, linking loader and BASIC library with complete documentation. \$195.00.
-Microsoft royalty information for the sale of programs compiled with BASIC Compiler is available from Microsoft.


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.

\section*{muMATH Symbolic Math System}
expands your TRS-80 beyond the limits of numerical evaluation to a much higher level of math sophistication.

Symbolic mathematics is muMATH's power. For the first time, algebra, trigonometry, calculus, integration, differentiation and more can be performed on a system smaller than an IBM 370. And in a fraction of the time you could do them manually.

Yet for all its power, muMATH is simple to use.
To perform a differentiation you could enter: ?DIF ( \(\left.A^{*} \times \uparrow 3+\operatorname{SIN}(X \uparrow 2), X\right)\) :

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

Or to add fractions: ? \(1 / 3+5 / 6+2 / 5+3 / 7\);
The instantaneous answer: \(419 / 210\).
Or to perform a more difficult trigonometric expansion you enter: \(\operatorname{SIN}\left(2^{*} Y\right)^{*}\left(4^{*} \operatorname{COS}(X) \uparrow 3-\operatorname{COS}\right.\) \(\left(3^{*} X\right)+\operatorname{SIN}(Y)^{*}(\operatorname{COS}(X+Y+\# P I)-\operatorname{COS}(X-Y)) ;\)

Just a few seconds later, the computer replies: @4* \(\operatorname{SIN}(M) \cdot{ }^{*} \operatorname{COS}(X)^{*} \operatorname{COS}(Y)\).
muMATH has virtually infinite precision with full accuracy up to 611 digits.

If you use math, you'll find countless ways to save time and effort with muMATH. It's a professional tool for engineers and scientists. A learning tool for students at any level from algebra to calculus.

And if you want to expand your capabilities even beyond the standard muMATH, the option is open. muSIMP, the programming language in which muMATH is written, is included in the muMATH 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.

MCROSOFT
SECTION 4 KEYBOARD CONTROL ROUTINES
\begin{tabular}{|c|c|c|c|c|c|c|}
\hline & & & \multicolumn{4}{|l|}{\begin{tabular}{l}
SAVK ：ENTRY TO WRITE FILE \\
ENTER THE FOLLOWING VIA KIM： BEGINNING ADDRESS ENDING ADDRESS EXECUTION ADDRESS DRIVE／TRACK／SECTOR FILE TYPE \\
14， 15 19， 1 A \\
1C， 1 D \\
®A
\end{tabular}} \\
\hline C36E & 2085 & C3 & SAVK & JSR & INTCVT & INIT AND CONVERT \\
\hline C371 & B6 15 & & & BCS & KERR & ERROR \\
\hline C373 & 207E & C2 & & JSR & SAVX & WRITE FILE \\
\hline C．376 & 日 10 & & & BCS & KERR & \\
\hline C378 & 2090 & C3 & LAST & JSR & CVTDEC & CONVERT D／T／S \\
\hline c378 & 4 C 4 F & 1 C & KIMQ & JMP & STRT & RETURN TO KIM \\
\hline \multicolumn{7}{|l|}{\begin{tabular}{l}
LODK ：READ A MEMDRY FILE \\
ENTER THE FOLLOWING DRIVE／TRACK／SECTOR \\
alternate target oh g 16，17
\end{tabular}} \\
\hline C37E & 20 F5 & C． 3 & \multirow[t]{4}{*}{LODK} & JSH & INTCVT & INIT AND CONVEHT \\
\hline c．381 & 日0 05 & & & RCS & KERR & \\
\hline C383 & 2089 & C 1 & & JSt & LODX & READ FILE \\
\hline C386 & 90 F & & & C．CC & LAST & SHOW LAST TRK／SECTOR \\
\hline C388 & 85 「A & & \multirow[t]{4}{*}{KERR} & Staz & PNTL & \multirow[t]{3}{*}{ERHDR CODE TC DISPLAY
ERHDR FLAG} \\
\hline C38A & A9 FF & & & IDAIM & \＄FF & \\
\hline C380 & 85 FE & & & STAL & PNTH & \\
\hline \multirow[t]{2}{*}{C38F．} & DO E．E & & & ENE & KIMQ & \\
\hline & & & \multicolumn{3}{|l|}{CVTDEC ：CONVERT T} & RACK／SECTOH FOH DISPLAY \\
\hline C390 & A9 FF & & \multirow[t]{5}{*}{CVTD} & C LDAIM & \＄FF & \multirow[t]{2}{*}{ZERO COUNTE？} \\
\hline C 392 & 85 FB & & & STAL & PNTH & \\
\hline C394 & A5 01 & & & LDAZ & DSTK & \multirow[t]{2}{*}{GET THACK \＃ IGNORE DRIVE\＃} \\
\hline C396 & 29 3F & & & ANDIM & TRKMSK & \\
\hline C． 398 & 38 & & & SEC & & IGNOKE DRIVE\＃ \\
\hline C399 & EG FB & & \multirow[t]{9}{*}{LSQ} & INCZ & PNTH & \\
\hline C398 & ［9 ロA & & & SBCIM & \＄0A & \multirow[t]{2}{*}{\begin{tabular}{l}
DIVIDE BY 19 LODP \\
rHANCH NO EOHROW
\end{tabular}} \\
\hline C．390 & 日○ FA & & & חCS & I．SQ & \\
\hline C39F & 69 日 & & & ADCIM & \＄0A & \multirow[t]{2}{*}{HEMAINDEH IN A} \\
\hline C3A 9 & 48 & & & PHA & & \\
\hline C3＾2 & \multicolumn{2}{|l|}{\multirow[t]{2}{*}{02}} & & LDAZ & DSEC & Convert alternate to \\
\hline C3A4 & 4.4 & & & LSHA & & \\
\hline C3＾． 5 & 90 ロ2 & & & חCL & KSS & TO SEGUENTIAL SECTOR \\
\hline C3A7 & 69 ロ4 & & & ADCIM & \＄04 & ADD 4 ＋CARHY \\
\hline C．3A．9 & 85 FA & & \multirow[t]{9}{*}{－54} & STAZ & PNTL & \multirow[t]{5}{*}{SAVE} \\
\hline C．3AB & 68 & & & PLA & & \\
\hline C3AC & \(\square A\) & & & ASLA & & \\
\hline C3AD & ØA & & & ASLA & & \\
\hline c3nE & EA & & & A．SLA & & \\
\hline C3AF & \(\emptyset A\) & & & ASLA & & \\
\hline C3ED & 05 FA & & & ORAZ & PNTL & MERGE THACK ISB \\
\hline C3B2 & 85 FA & & & STAZ & PNTL & WITH SECTOH \\
\hline C．384 & 60 & & & RTS & & \\
\hline
\end{tabular}


\begin{tabular}{lll} 
BNE & WSU & \\
LDYIM \(\$ \square 4\) \\
LDAZX & CKSL & \\
JSR & WUT & \\
INX & & \\
DEY & & \\
RNE & WSV & \\
PLP & & \\
& & \\
CLC & & \\
RTS & & \\
PLP & & \\
SEC & & \\
RTS & &
\end{tabular}
3
WERR

\(\begin{aligned} \text { FWDC ：} & \text { CALCULATE FORWARD LINK．ASSUMES } \\ & \text { } \\ & \end{aligned}\)
CET CURRENT SECTIDR
CET CURET ALTERNATE
FIND NEXT
IF NOT 8
OR 9
THEN ADD
UNCONDITIONAL
NEXT THACK
IRST SECTOR

NEXT SECTOH




U
C
B
3

\(\stackrel{\circ}{3}\)
M
运



\section*{\$1695 (available May/June '80)}

\section*{CBM \({ }^{\text {TM }} 8050\) dUAL DRIVE FLOPPY DISK}

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 FIRMWARE
Dual Drives
Two microprocessors
974K Bytes storage on two \(5.25^{\prime \prime}\)
diskettes (ss)
Tracks 70
Sectors 17-21
Soft sector format
IEEE-488 interface
Combination power (green) and error (red) indicator lights

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
Drive Activity indicator lights Disk Operating System Firmware
(12K ROM)
Disk Buffer (4K RAM)

\section*{CBM \({ }^{\text {TM }} \mathbf{8 0 0 0}\) 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
\(3 \times 8\) dot matrix characters
Green phosphor screen
Brightness control
Line spacing: \(1 / 2\) 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: 32 K ( 31743 net) random access memory (RAM)
POWER REQUIREMENTS
Volts: 110 V
Cycles: 60 Hz
Watts: 100

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
24 K 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 \(8016 \quad\) Model 8032 Dual Floppy


Available June/July
\$395

CBM \({ }^{\top M}\) IEEE MODEM
SPECIFICATIONS
*Full or half duplex operation
*300 bits per second
*Standard IEEE 488 interface
*Switch selectable originate, off,
answer-full duplex, test, half duplex
-Visible indicators are transmit data,
receive data, carrier ready, test
- Frequency shifted modulation
*Bell 103/113 compatible
"Execeptional performance even on noisy phone lines"
*CBM is a registered trademark of Commodore. All prices and specifications are subject to change without notice.


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Listing 1 continued: CVTBIN : CONVERT DECIMAL DHIVE/TRACK/SECTOH INTCVT USH INITDV INIT AND CONVEHT


\section*{}

\section*{\(\frac{n}{c}\)}



Listing 2: Cross-reference table for the symbols in listing 1.
DEF INED
43
42
41
246
116
16
15
733
734
53
52
51
292
28
27
458
542
389
348
329
48
31
33
34



\title{
DOIT
}

\section*{University Software gives you}
these programs were designed to work right the first time - on your machine.

What's more, they're programs you can use. The Small Business text contains programs to help you look at interest rates every possible way, a materials inventory program, a touch typing course and a small business accounting system. But that's only the beginning. Among the Education and Scientific programs, you'll find a speed reading course, a President's quiz, a math education program, and programs to help you learn English and build your vocabulary. The two vol-

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Here is a small sample of the programs you'll get in each of the five University Software volumes.

Canned Programs are Only a Beginning. Preprogrammed disks and cassettes are a terrific way to get started in micros. But they're just a start. The best thing about owning a computer is programming it. Yourself.

University Software makes it easy. Using compact, easy-to-understand Microsoft BASIC, University Software has selected the best work of scores of different authors to create this spiral-bound, five-volume set of the programs you most want to have. All you have to do is sit down at the keyboard and enter them.
Software for People.The problem with BASIC as a language is that it was developed on timeshare and other large capacity computers. But Microsoft BASIC was specifically designed to run on micros; it's fast, it's simple, and memory requirements are minimal.

All the programs in the University Software set were written on micros, for micros. If you own a TRS-80, Apple, Texas Instruments, Atari, Commodore PET, Sorcerer, or Ohio Scientific micro,

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Text Editor: Compose and correct your notes, letters, invoices. Utilitics: Electric, water, phone, gas and trash bills control.
Temperature Conversion: Lets you convert different temperature units. Etemal Calendar: Returns the day of the week for a given date.
Recipes Book: Sets up recipes on cassette tape.
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Merchant of Venus: Make money in outer space.
... Plus 10 more!
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Word Search: Spelling puzzle.
Quantum Chemistry: Compute quantum numbers of an atom.
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... Plus 21 more!
SMALL BUISINESS - \(\$ 49.95\) Mortgage Analysis: Outputs loan tables.
Distributions Mapping: Maintains library of distribution functions. Billing System: Creates and manages data base containing bills. Investment Management: Analysis of stocks, funds, debentures, real estate. Small Business Accounting: Posts income and expenses, prints trial balance; chart of accounts. Tax: Federal Income and F.I.C.A. taxes.
... Plus 22 more!

Act now for your FREE BOOK You can order each of these volumes separately NOW through Folio Books. But if you call today and order the entire set, we'll include Microsoft BASIC, a standard introductory guide to the use of the language
 by Ken Knecht absolutely FREE.

\footnotetext{
Offer expires June 30, 1980
}

\title{
YOURSELF
}

\section*{105 Microsoft programs. For less than a buck and a half apiece.}
umes of Fun \& Games programs offer a total of 35 games and graphics to challenge every level of skill. Finally, the Home \& Economics text contains the programs you need to help you manage your life more efficiently - an appointments calendar, metric conversions, and programs to help you balance your checking account and budget the family income.
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}



\begin{tabular}{|c|c|c|c|c|c|}
\hline & & & & a

\(m\) & \\
\hline & \[
\begin{aligned}
& 0 \\
& 0 \\
& \text { in }
\end{aligned}
\] & & & 0
0
\(m\) & \\
\hline & \[
\begin{aligned}
& \text { a } \\
& \sigma \\
& i n
\end{aligned}
\] & \[
\stackrel{m}{c}
\] & & N

\(m\) & \\
\hline & \[
\begin{gathered}
\text { M } \\
\underset{\sim}{n}
\end{gathered}
\] & \[
\begin{aligned}
& \hat{N} N \\
& \alpha \approx \hat{n} \\
& 0 \sim
\end{aligned}
\] & ® & \(\bar{\sigma}\)
\(\cdots\) & \[
\begin{aligned}
& \infty \\
& \underset{\sim}{+}
\end{aligned}
\] \\
\hline \[
\underset{\infty}{m}
\] & \[
\bar{\infty}
\] & \[
\begin{aligned}
& m \infty \\
& 0 \\
& 0
\end{aligned}
\] & \(\stackrel{-}{\sim}\) & m &  \\
\hline
\end{tabular}


Listing 2 continued:



Our innovative Z-80A CPU board is truly the first of a new generation of S-100 bus equipment . . . a generation that's designed to accomodate multi-user setups and other high level industrial, scientific, and commercial applications.
This CPU card contains all the good Z-80 features of other boards, but also features full compliance with the proposed IEEE S-100 bus standards, provision for adding two EROMs for 4 K to 8 K of on-board ROM ( 2716 or 2732 - not included with board), power on jump to any of 256 boundaries, on-board fully maskable interrupts at port FE (hex) for interrupt driven systems, 2 or 4 MHz operation, power on clear that generates preset and slave clear according to IEEE specs, selectable automatic wait state insertion for servicing M1* instructions - MRQ* - I/O RQ* - or the on-board ROM (individually or severally selectable), non-maskable interrupt on bus pin 12 as per IEEE specs, and we've also included on-board IEEE compatible extended addressing at port FD (hex).
These advanced features give you the power you need for future expansion, as well as the system flexibility that comes from superior design . . . but perhaps best of all, the price is competitive with boards that do a whole lot less. The Z-80A CPU board is available for \(\$ 225\) unkit, \(\$ 295\) assembled, and \(\$ 395\) for units qualified under our Certified System Component program.


Next month: The second new generation CPUboard, featuring our 8085/8088 dual processing technique, as well as the Spectrum color graphics board. Please do not call for information on these products; send an SASE and we'll send the information to you.

\section*{HIGH PERFORMANCE S-100 MOTHERBOARDS} 6 slot: \$89 unkit, \$129 assm
12 slot: \$129 unkit, \$169 assm 19 slot: \$174 unkit, \$214 assm
Ideal for use with the above enclosure. Unkits have edge connectors and termination resistors pre-soldered in place for easy assembly. Meets or exceeds IEEE S-100 specs; includes true active termination, grounded Faraday shield between all bus signal lines, and edge connectors for all slots.

\section*{LOOKING FOR MEMORY?}

Our boards are static, run up to 5 MHz , meet the IEEE S-100 standards, low in power, and include a 1 year warranty. Choose from unkit (sockets, bypass caps pre-soldered in place), assembled, and boards qualified under our high-reliability Certified System Component (CSC) program.

Memory Name
8K Econoram* IIA 16 K Econoram XIV 16K Econoram X-16 16K Econoram XIIIA-16 16K Econoram XV-16 16K Econoram IX-16 24K Econoram VIIA-24 24K Econoram XIIIA-24 32K Econoram X-32 32K Econoram XIIIA-32 32K Econoram XV-32 32K Econoram IX-32 32K Econoram XI
\begin{tabular}{llll} 
Buss 8 Notes & Unkit & Assm & CSC \\
S-100 & \(\$ 169\) & \(\$ 189\) & \(\$ 239\) \\
S-100 (1) & \(\$ 299\) & \(\$ 349\) & \(\$ 429\) \\
S-100 & \(\$ 329\) & \(\$ 379\) & \(\$ 479\) \\
S-100 (2) & \(\$ 349\) & \(\$ 419\) & \(\$ 519\) \\
H8 (3) & \(\$ 339\) & \(\$ 399\) & n/a \\
Dig Grp & \(\$ 319\) & \(\$ 379\) & n/a \\
S-100 & \(\$ 449\) & \(\$ 499\) & \(\$ 599\) \\
S-100 (2) & \(\$ 479\) & \(\$ 539\) & \(\$ 649\) \\
S-100 & \(\$ 599\) & \(\$ 689\) & \(\$ 789\) \\
S-100 (2) & \(\$ 649\) & \(\$ 729\) & \(\$ 849\) \\
H8 (3) & \(\$ 649\) & \(\$ 749\) & n/a \\
Dig Grp & \(\$ 599\) & \(\$ 679\) & n/a \\
SBC/BLC & n/a & n/a & \(\$ 1050\)
\end{tabular}

\footnotetext{
(1) Extended addressing ( 24 address lines). Addressable on 4 K boundanes.
(1) Extended addressing ( 24 address lines). Addressable on 4 K boundanies.
(2) Compatuble with all bank select systems (Cromemco, Alpha Micro, Etc): addressable on 4 K (2) Compattble
(3) Bank select option for mplementing memory systems greater than b-4k
}

\section*{THE GODBOUT COMPUTER BOX \$289 desktop, \(\$ 329\) rack mount}

Quiet fan, dual \(A C\) outlets and fusehold, heavy-duty line filter, black anodized front panel, and card guide. Ask about our matching power supply.

S-100 2708 EROM BOARD \$85 unkit
4 independently addressable 4 K blocks. Includes all support chips and manual, but does not include 2708 EROMs.

S-100 ACTIVE TERMINATOR BOARD \(\$ 34.50\) kit
Plugs into older, unterminated motherboards to improve performance.

\section*{S-100 MEMORY MANAGER BOARD}
\(\$ 59\) unkit, \$85 assm, \$100 CSC
Adds bank select and extended addressing to older S-100 machines to dramatically increase the available memory space.

\section*{2 S "Interfacer I" S-100 I/O BOARD}
\$199 unkit, \$249 assm, \$324 CSC
Dual RS-232 ports with full handshake. On-board crystal timebase, hardware UARTS, much more.

3P PLUS S "INTERFACER II" I/O BOARD \$199 unkit, \$249 assm, \$324 CSC
Includes 1 channel of serial I/O (RS-232 with full handshake), along with 3 full duplex parallel ports plus a separate status port.

\author{
PASCAL/M \({ }^{\text {MM }}+\) MEMORY SPECIAL
}

PASCAL can give a microcomputer with CP/M more power than many minis. You can buy our totally standard Wirth PASCAL/M \({ }^{\text {TM }} 8^{8 \prime}\) diskette, with manual and Wirth's definitive book on PASCAL, for \(\$ 150\) with the purchase of any memory board. Specify Z-80 or 8080/8085 version. PASCAL/M \(M^{\text {TM }}\) available separately for \(\$ 350\).

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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 0 s 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.

\section*{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 \(n n\) is an error code. The error codes are given in table 6.

\section*{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
\begin{tabular}{|ll|}
\hline \multicolumn{1}{|c|}{\begin{tabular}{c} 
Hexadecimal \\
Address
\end{tabular}} & \multicolumn{1}{c|}{ Contents } \\
0008,0009 & \begin{tabular}{l} 
Beginning address of \\
memory to be saved
\end{tabular} \\
000 A & \begin{tabular}{l} 
File type \\
Execution address \\
(optional; use 0 to omit)
\end{tabular} \\
\(0019,001 \mathrm{~A}\) & \begin{tabular}{l} 
Drive/Track/Sector \\
number of first sector to \\
be written \\
Ending address of
\end{tabular} \\
memory to be saved
\end{tabular}

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.
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.

\section*{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,
\begin{tabular}{|cl|}
\hline Error Code & \multicolumn{1}{c|}{ Message } \\
0 & \begin{tabular}{l} 
Disk missing (given after \\
read or write operation)
\end{tabular} \\
Disk protected (given \\
after write operation \\
only) \\
Invalid sector number \\
(given after read or \\
write operation) \\
Blank sector (given after \\
read operation only) \\
Disk overrun; attempted \\
to write more than 349 \\
sectors \\
Permanent read error
\end{tabular}

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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MicroAge has for some time been marketing hard disk interfaces to the North Star Horizon and to the Alpha Micro System. They have utilized the Konan controller with two popular drives: The Control Data 9448 (PHOENIX) with 32 megabytes of capacity and the Fujitsu M-2201 with 50 megabytes. EITHER MODEL, List \(\$ 9,995\)
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\section*{XCOMP KB10}

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\title{
Hard sectoring means that sector boundaries are detected by means of holes punched in the flop－ py 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 CCO2．The rightmost digit of the KIM display （which shows the low nybble of the contents of hexadecimal location CCO2）should be rapidly changing as long as the motor is running．When the motor stops，this digit should con－ tain a decimal digit（ 0 thru 9）indi－ cating the last sector passed．

After all of the previously mention－ ed 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 interac－ tion 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 dis－ plays 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 020 C and add the appro－ priate 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．
\begin{tabular}{llll} 
Hexadecimal & \begin{tabular}{l} 
Object \\
Code
\end{tabular} & Label & \begin{tabular}{c} 
Instruction \\
Mnemonic
\end{tabular}
\end{tabular}


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あ \(060: 2034\) DC
ด \(0.51: 2035 \mathrm{Ca}\)
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の 065 ： 2037 Ca
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0667：203日 C0
घ68：2月3C 6 ด
Пø69：2月3П С．
0．77日：203E 47
घตา1：203F C1
0072：2040 4 F
あ073： 2041 1C
日 074 ：
ด ด75：
0976 ：
\begin{tabular}{|c|c|c|c|c|c|c|c|}
\hline CETK & 1F6A & GTKX & C022 & CTSC & C147 & INH & 90F9 \\
\hline JMPP & 2027 & KIM & \(1 \mathrm{C4F}\) & PNTH & の日F日 & PNTL & Ø日FA \\
\hline PREP & Cの日C & SAKE & ロ022 & SCND & 1F1F & SEEX & C969 \\
\hline STAR & 2000 & START & C131 & STAR & 2028 & TABL & 2032 \\
\hline TKIN & C04 & TKOT & C638 & TQAD & \(0 \square 20\) & TODQ & 0921 \\
\hline
\end{tabular}

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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.

\section*{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

\section*{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.

\section*{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 000 A 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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\author{
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\(16=\) PRINT TAX STATEMENTS
\(17=\) PRINT WEEKIMONTH SALES
\(18=\) PRINT WEEKIMONTH PURCHASES
\(19=\) PRINT YEAR AUDIT
\(20=\) PRINT PROFIT/LOSS ACCOUNT
\(21=\) UPDATE END MONTH FILES MAINTENANCE
\(21=\) UPDATE END MONTH FILES MA
\(22=\) PRINT CASH FLOW FORECAST
\(23=\) ENTER/UPDATE PAYROLL (NOT YET AVAILABLE)
\(24=\) RETURN TO BASIC
WHICH ONE? (ENTER 1-24)
01 SUB. MENU EXAMPLE: \(01=\) EXAMINE: \(02=\) INSERT: 03 = AMEND: 04 = DELETE
\(05=\) PRINT ( \(1,2,3\) ): \(06=\) NUMERIC COMBINATIONS: \(07=\) SORT VERY FLEXIBLE. ADD YOUR OWN FUNCTIONS. EASY TO INTEGRATE.

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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 MINIDOSPLUSX 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.

\section*{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 ZAPDOS disk-operating system mentioned at the end of this article) is also available from Percom.

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

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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.

\title{
THE PROERAM
}

\section*{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.

\section*{The}

\section*{Importance of Tools}

\author{
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 ma-chine-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 sys-tem-in which a software crash can literally lead to a pile of broken parts on the ground.

\title{
The Pascal Perspective
}

\author{
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 AppleII. Peter Grogono, the author of Programming in Pascal, will provide an introduction to the language and discuss its use as a more powerful, more modular, more elegant solution to business data problems.

\section*{After}

\section*{Pascal, What?}

\section*{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 dec-ade-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.

\title{
Trees And Lists as Tools
}

\author{
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.

\section*{What is C?}

\section*{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 sys-
tems, 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.

\title{
The Forth Alternatives
}

\author{
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.

\section*{Who}

\section*{Should}

Aftend
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.

\section*{Tentative Schedule}

June 16, 1980
8:00- 9:00 A.M.

\section*{June 17, 1980} 8:30-10:00 A.M.
10:00-10:30 A.M.
10:30-12:00 P.M.
12:00-1:30 P.M. 1:30- 3:00 P.M.
3:00- 4:00 P.M.
\[
\begin{array}{r}
\text { 9:00-10:00 A.M. } \\
\text { 10:00-10:30 A.M. } \\
\text { 10:30-12:00 P.M. } \\
\text { 1:00- 1:30 P.M. 3:00 P.M. } \\
\text { 3:00- 3:15 P.M. } \\
\text { 3:15- 4:45 P.M. } \\
\text { 4:45- 5:15 P.M. }
\end{array}
\]

\section*{8:30-10:00 A.M.}

INTRODUCTION: Carl Helmers COFFEE INTERMISSION
the importance of tools: Fred Martin LUNCHEON
the pascal perspective: Peter Grogono COFFEE INTERMISSION AFTER PASCAL, WHAT?: Ken Bowles OPEN DISCUSSION

\section*{REGISTRATION}
REGISTRATIONINTRODUCTION: Carl HelmersCOFFEE INTERMISSIONTHE IMPORTANCE OF TOOLS: Fred MartinLUNCHEONTHE PASCAL PERSPECTIVE: Peter GrogonoCOFFEE INTERMISSIONAFTER PASCAL, WHAT?: Ken BowlesOPEN DISCUSSION

\author{
trees and lists As tools: Henry Baker COFFEE INTERMISSION the forth alternative: Charles Moore LUNCHEON \\ WHAT IS C?: John Morse \\ PANEL DISCUSSION: All speakers
}
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}

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\title{
Decisions, Decisions
}

\author{
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:
\begin{tabular}{|c|c|c|}
\hline SGN & TST NUMB & Make the test. \\
\hline & BMI NEG & One course if negative. \\
\hline & LDA A \#' + & The other course if positive. \\
\hline & BRA PRINT & Watch out - don't run into NEG. \\
\hline NEG & LDA A\#' - & Minus sign for negative number. \\
\hline PRINT & JSR OUTPUT & Back together again; print the \\
\hline
\end{tabular}

It's awkward, running into yourself like that. Here is how to avoid the awkwardness and save a couple of bytes:
\begin{tabular}{lll} 
SGN & LDA A \#' + & Set up for one course in advance. \\
& TST NUMB & Then make the test. \\
& BPL PRINT & \begin{tabular}{l} 
Confirming advance choice. \\
CDA A \#'
\end{tabular} \\
& \begin{tabular}{l} 
Change course if advance choice \\
wrong.
\end{tabular} \\
PRINT & JSR OUTPUT & \begin{tabular}{l} 
Print the proper sign.
\end{tabular}
\end{tabular}

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.

\title{
Formatted Program Output for the KIM-1
}

\author{
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.
\begin{tabular}{|c|c|c|c|c|c|c|c|}
\hline Hexadecimal Address & \multicolumn{3}{|c|}{Hexadecimal Code} & Label & Op Code & Operand & Comments \\
\hline 0300 & & & & TEMP1 & & & \\
\hline 0301 & AD & F5 & 17 & & LDA & SAL & Load starting address in POINTL \\
\hline 0304 & 85 & FA & & & STA & FA & and POINTH \\
\hline 0306 & AD & F6 & 17 & & LDA & SAH & \\
\hline 0309 & 85 & FB & & & STA & FB & \\
\hline 030B & 20 & 2 F & 1 E & START1 & JSR & CRLF & Do carriage return and line feed \\
\hline 030E & 20 & 1 E & 1 E & & JSR & PRTPNT & Print starting address \\
\hline 0311 & 20 & 9 E & 1 E & & JSR & OUTSP & Print 2 spaces \\
\hline 0314 & 20 & 9 E & 1E & & JSR & OUTSP & \\
\hline 0317 & A2 & 00 & & & LDX & \#\$00 & \\
\hline 0319 & A1 & FA & & & LDA & (FA, X) & Load Contents of address at FB, FA \\
\hline 031B & 8 8 & 00 & 03 & & STA & TEMP1 & \\
\hline 031E & C9 & 00 & & & CMP & \#\$00 & Decide if Op Code is 1 byte \\
\hline 0320 & F0 & 15 & & & BEQ & PRNT1 & \\
\hline 0322 & C9 & 40 & & & CMP & \#\$40 & \\
\hline 0324 & FO & 11 & & & BEQ & PRNT1 & \\
\hline 0326 & C9 & 60 & & & CMP & \#\$60 & \\
\hline 0328 & F0 & OD & & & BEQ & PRNT1 & \\
\hline 032A & 29 & OF & & & AND & \#\$0F & \\
\hline 032C & C9 & 08 & & & CMP & \#\$08 & \\
\hline O32E & FO & 07 & & & BEQ & PRNT1 & \\
\hline 0330 & C9 & OA & & & CMP & OA & \\
\hline 0332 & FO & 03 & & & BEQ & PRNT1 & If not 1 byte \\
\hline 0334 & 4C & 40 & 03 & & JMP & B3 & Jump to test for 3-byte Op Code \\
\hline 0337 & AD & 00 & 03 & PRNT1 & LDA & TEMP1 & Print 1-byte Op Code \\
\hline 033A & 20 & 3B & 1 E & & JSR & PRTBYT & \\
\hline 033D & 4C & B7 & 03 & B3 & JMP & TECAD & \begin{tabular}{l}
Jump to increment address \\
Test for a 3-byte Op Code
\end{tabular} \\
\hline 0343 & C9 & 19 & 03 & B3 & CMP & \#\$19 & Test for a 3-byte Op Code \\
\hline 0345 & FO & 31 & & & BEQ & PRNT3 & \\
\hline 0347 & C9 & 39 & & & CMP & \#\$39 & \\
\hline 0349 & F0 & 2D & & & BEQ & PRNT3 & \\
\hline 034B & C9 & 59 & & & CMP & \#\$59 & \\
\hline 034D & F0 & 29 & & & BEQ & PRNT3 & \\
\hline 034F & C9 & 79 & & & CMP & \#\$79 & \\
\hline 0351 & FO & 25 & & & BEQ & PRNT3 & \\
\hline 0353 & C9 & 99 & & & CMP & \#\$99 & \\
\hline 0355 & FO & 21 & & & BEQ & PRNT3 & \\
\hline 0357 & C9 & B9 & & & CMP & \#\$B9 & \\
\hline 0359 & FO & 1 D & & & BEQ & PRNT3 & \\
\hline 035B & C9 & D9 & & & CMP & \#\$D9 & \\
\hline 035D & FO & 19 & & & BEQ & PRNT3 & \\
\hline 035F & C9 & F9 & & & CMP & \#\$F9 & \\
\hline 0361 & F0 & 15 & & & BEQ & PRNT3 & \\
\hline 0363 & C9 & 20 & & & CMP & \#\$20 & \\
\hline 0365 & F0 & 11 & & & BEQ & PRNT3 & \\
\hline 0367 & 29 & OF & & & AND & \#\$0F & \\
\hline 0369 & C9 & OC & & & CMP & OC & \\
\hline 036B & F0 & OB & & & BEQ & PRNT3 & \\
\hline 036D & C9 & OD & & & CMP & \#\$0D & \\
\hline 036F & FO & 07 & & & BEQ & PRNT3 & \\
\hline 0371 & C9 & OE & & & CMP & \#\$0E & \\
\hline 0373 & F0 & 03 & & & BEQ & PRNT3 & \\
\hline 0375 & 4C & A1 & 03 & & JMP & PRNT2 & GOTO print 2 bytes \\
\hline 0378 & AD & 00 & 03 & PRNT3 & LDA & TEMP1 & Print 3 bytes \\
\hline 037B & 20 & 3B & 1 E & & JSR & PRTBYT & Print Op Code \\
\hline 037E & 20 & 9 E & 1 E & & JSR & OUTSP & Space \\
\hline 0381 & 20 & 9E & 1 E & & JSR & OUTSP & \\
\hline 0384 & 20 & 63 & 1F & & JSR & INCPT & Increment address \\
\hline 0387 & A2 & FA & & & LDX & \#\$00 & Load contents of address \\
\hline 038B & 20 & 3B & 1E & & JSR & PRTBYT & Print Operand \\
\hline 038E & 20 & 9 E & 1 E & & JSR & OUTSP & \\
\hline 0391 & 20 & 9 E & 1 E & & JSR & OUTSP & \\
\hline 0394 & 20 & 63 & 1 F & & JSR & INCPT & Increment address \\
\hline 0397 & A2 & 00 & & & LDX & \#\$00 & Load contents of address \\
\hline 0399 & A1 & FA & & & LDA & (FA,X) & at FBFA \\
\hline 039B & 20 & 3B & 1 E & & JSR & PRTBYT & Print Operand \\
\hline 039E & 4 C & B7 & 03 & & JMP & INCAD & \\
\hline 03A1 & AD & 00 & 03 & PRNT2 & LDA & TEMP1 & Print 2 bytes \\
\hline
\end{tabular}

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put．．．cassette tape recorde output．．．speaker output．． （serial output）line ．．．printer （seriar 8 output）．．．printer interface（less drivers）．．．total of four 8 －bit plus one 6 －bit 1／O ports \({ }^{-}\)Crystal Frequency： 6.14 MHz －Control Switches：reset and user（RST 7．5） interrupt．．additional provisions for RST 5．5，6．5 and TRAP interrupts onboard－Counter／Timer：programmable，14－bit binary－System RAM： 256 bytes located at F800，ideal for smaller systems and for use as an isolated stack area in expanded systems．．．RAM expandable to 64 k via S－100 bus or 4 K on motherboard
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．insert data．．．．warm start．．．examine and change all registers．．．single step with register display at each break point， a debugging／training feature．．．go to execution address． move blocks of memory from one location to another．．．． blocks of memory with a constant．．．display blocks of memory ．automatic baud rate selection．．．variable display line length control（ \(1-255\) characters／line）．．．channelized \(1 / 0\) monito
routine with 8 －bit parallel output for high speed printer．． routine with 8 －bit parallel output for high speed printer serial console in and console out channel so that monitor can
communicate with \(1 / O\) ports． communicate with 1／O ports．
System Monitor（Hex Version）：Tape load with labeling． tape dump with labeling．．．．examine／change contents of mem
ory ．．insert data．．．warm start ．．．examine and change al
ory ．．．insert data．．．．warm start．．．examine and change all

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\(\square\) Special Computer Grade Cassette Tapes，\＄1．90 each or 3 for \(\$ 5\) ，postpaid． \(\square\) 12＇）Video Monitor（ 10 MHz band－ width），\＄139．95 plus \＄5 p\＆h．
\(\square\) North Star Double Density Floppy Disk Kit（One Drive）for Explorer／ 85 （includes 3 drive S－100 controller， \(\square\) Send Me More Information Zip

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
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Calculator type keypad with 24 system defined and 16 user system defined keys． 6 digit calculator type display which displays full address plus data as well as
register and status information． Level＂B＂Specifications
Level＂B＂provides the S－100 signals plus buffers／drivers to support up to six S－100 bus boards and includes：address decoding for onboard 4 k RAM expansion select－able in 4 k blocks．，address decoding for onboard 8k EPROM expan－ sion selectable in 8 k blocks．．．address and data bus drivers for onboard expansion．．．wait state generator（jumper selectable）， to allow the use of slower memories．．．two separate 5 vol
regulators．


Level＂C＂Specifications Level＂\(C\)＂expands Explorer＇s
motherboard with a card cage， motherboard with a card cage， \(\mathrm{S}-100 \mathrm{car} s\) directly into the motherboard．Both cage and cards are neatly contained inside Explorer＇s deluxe steel cabinet．

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＂C＂card cage Level＂ C ＂includes a sheet metal superstructure，a 5 －card gold plated S－100 extension PC board which plugs into the mother－ board．Just add required number of S－100 connectors

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S514．75 postpaid．
S514．75 postpaid．
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Listing 1 continued:
\begin{tabular}{lll} 
03A4 & 20 & 3B \\
03A7 & 20 & \(9 E\) \\
03AA & 20 & \(9 E\) \\
03AD & 20 & 63 \\
03B0 & A2 & 00 \\
03B2 & A1 & FA \\
03B4 & 20 & \(3 B\) \\
03B7 & 20 & 63 \\
03BA & A5 & FB \\
03BC & CD & F8 \\
03BF & F0 & 03 \\
03C1 & 4C & OB \\
03C4 & A5 & FA \\
03C6 & CD & F7 \\
03C9 & F0 & 03 \\
03CB & 4C & OB \\
03CE & 4C & \(4 F\)
\end{tabular}
\begin{tabular}{ll}
\(1 E\) & \\
\(1 E\) & \\
\(1 E\) & \\
\(1 F\) & \\
\(1 E\) & \\
1 F & INCAD \\
17 & \\
03 & \\
17 & NEXT \\
03 & \\
\(1 C\) & STOP
\end{tabular}
\begin{tabular}{lll} 
JSR & PRTBYT & Print Op Code \\
JSR & OUTSP & Space \\
JSR & OUTSP & \\
JSR & INCPT & Increment address \\
LDX & \#\$00 & Load contents of \\
LDA & (FA,X & address at FBFA \\
JSR & PRTBYT & Print Operand \\
JSR & INCPT & Increment to next Op Code \\
LDA & FB & Address \\
CMP & EAH & \\
BEQ & NEXT & \\
JMP & START1 & If this address is \\
LDA & FA & equal to the ending \\
CMP & EAL & address then stop \\
BEQ & STOP & Otherwise go to START1 \\
JMP & START1 & and print the Op Code \\
JMP & START &
\end{tabular}


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

\title{
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.

\section*{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.)

\section*{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.

\section*{Best Buy for Business; Education} TEKSIM is the logical choice for corporations and educators. A Tektronix terminal can be too much for a limited
budget. And investing in TEKSIM-Apple terminals will make any budget - big or small-go a lot further:

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Here's how TEKSIM works: First. Tektronix data Then TEKSIM transforms it into Apple data... comes out of the host computer:
...so it can be displayed on the Apple's TV screen.
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tMigt
AB suggested retail price Ouantity discounts available
ABW Corp, is not affiliated with, and TEKSIM is not endorsed by
Tektronix, Inc.
Toktronix, inc.

\title{
Give Your Computer an Ear for Names
}

\author{
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
\begin{tabular}{ll} 
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 & S530 \\
Smyth & S530 \\
Smythe & S530 \\
Smitty & S530 \\
Gonzales & G524 \\
Gonzalez & G524
\end{tabular}

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
\begin{tabular}{|lc|}
\hline & \\
\hline Letters & Code Digit \\
b,f,p,v & 1 \\
\(\mathrm{c}, \mathrm{j}, \mathrm{j}, \mathrm{k}, \mathrm{s}, \mathrm{x}, \mathrm{z}\) & 2 \\
\(\mathrm{~d}, \mathrm{l}\) \\
\(\mathrm{m}, \mathrm{n}\) & 3 \\
r & 4 \\
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. \\
\hline
\end{tabular}
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 \(\quad 123\) Main St 2. Smith, John \(\quad 456\) Central St 3. Smythe, Zachary 789 First Ave Enter Choice:-

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

\section*{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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Listing 1: Soundex program written in Microsoft BASIC for the Commodore PET. Table 3 describes variables used in the program.
```

100 REM TEST DRIVER FOR SOUNDEX
110 INPUT "LAST NAME":N\$
120 GOSUB 2000:REM EXECUTE SUBROUTINE
130 PRINT "SOUNDEX CODE =";S\$
140 GOTO }10
2000 REM SOUNDEX ROUTINE TOM MUNNECKE 2/22/79
2010 REM RETURNS SOUNDEX CODE S\$ FROM LAST NAME N\$
2020 REM SEE KNUTH, "ART OF COMPUTER PROGRAMMING", VOL \#3, P 391
2030 REM L\$ =" ":REM LAST SOUND
2040 S\$ = MID$(N$,1,1):REM START WITH FIRST LETTER OF NAME
2050 IF LEN(N$) < 2 THEN 2200:REM SKIP SHORT NAMES
2060 FOR I = 2 TO LEN (N$):REM FOR EACH REMAINING LETTER
2070 E\$ = MID$(N$,I,1):REM SELECT I-TH LETTER
2080 E = ASC(E$)-64:REM CONVERT A THRU Z TO NUMBER 1 THRU }2
2090 IF E > 26 OR E < 1 THEN 2160:REM USE ONLY LETTERS
2095 REM SELECT SOUNDEX CODE
2100 K$=MID$("O1230120022455012623010202",E,1)
2110 REM ABCDEFGHIJKLMNOPQRSTUVWXYZ
2120 IF K$ = L\$ OR K\$ = "0" THEN 2160:REM SKIP TWO CONTIGUOUS SOUND-ALIKES
2140 S$=S$+K$:REM BUILD UP SOUNDEX RESULT
2150 IF LEN(S$)> 3 THEN 2200:REM ONLY FIRST 4 SOUNDS
2160 L\$ = K$:REM SAVE LAST SOUND
2170 NEXT:REM DO NEXT CHARACTER IN NAME
2200 S$=LEFT$(S$ + "000",4):REM PAD TO RIGHT WITH ZEROS AND SHORTEN TO 4 CHARS
2210 RETURN
2 9 9 9 ~ E N D

```
to identify the person with greater accuracy.

\section*{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 \(\mathrm{a}, \mathrm{e}, \mathrm{i}, \mathrm{o}, \mathrm{u}, \mathrm{w}, \mathrm{y}, \mathrm{h}\) and q in
other positions.
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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12 slots . . . . . . \(\$ 500 \quad 22\) slots . . . . . . . \(\$ 670\)
\begin{tabular}{|c|}
\hline TELETYPE MODEL \(43 \ldots . . .\)\begin{tabular}{r}
\(\$ 985\) \\
with RS232......................... \(\$ 1,085\) \\
220 v transformer, installed ......... \(\$ 100\) \\
tractor feeder mechanism.......... \(\$ 100\)
\end{tabular} \\
\hline \begin{tabular}{l}
DEC LA 34. . . . . . . . . . . \(\$ 1,159\) \\
Plug compatible alternative to the hard-to-get TTY 43
\end{tabular} \\
\hline DEC LA 35/36 UPGRADE . . . . \(\$ 750\) Increases baud rate to 1200 . Micro-processor controlled. Many features including TOF, tabs and margins control. Quantity pricing. \\
\hline NEC SPINWRITER 5510... \(\$ 3,000\)
DIABLO 1640 KSR........ \(\$ 3,195\)
These prices include tractor
QUME SPRINT \(5 / 55 \ldots . . . \$ 3,380\) \\
\hline CONTROLLERS
KONAN Hard disk, S-100 ........ \(\$ 1,550\)
TELETEK Double density \(\ldots 415\)
for 51/4 and 8 inch and single density
TARBELL Double density .......... \(\$ 385\) \\
\hline MODEM: The CAT from Novation \(\$ 179\) Originate/answer \\
\hline COD s accepted at no extra charge. Shipping: \(\$ 13\) for light printers and CRTs. Credit cards add \(4 \%\). NY residents add tax. \\
\hline
\end{tabular}

MODEM: The CAT from Novation \(\$ 179\) Originate/answer

Shipping: \(\$ 13\) for light printers and CRTs. Credit cards add 4\%. NY residents add tax.

\title{
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 BASIC 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. l'd like to see a similar course for assembly-language programming.

Other software available from the same vendor: \(1 Q\) 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.
4. 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.

\section*{BASIC Program}

Listing 1 shows the Soundex code generating subprogram that con-
\begin{tabular}{|c|c|}
\hline \multicolumn{2}{|l|}{Input} \\
\hline N\$ & - Name to be coded \\
\hline \multicolumn{2}{|l|}{Output} \\
\hline S\$ & - Soundex code of N\$ (form: \\
\hline \multicolumn{2}{|l|}{Temporary} \\
\hline 1 & - Character position in N\$ under consideration \\
\hline E\$ & - Ith Character in N\$ \\
\hline L\$ & - Last sound during evalua- \\
\hline
\end{tabular}

Table 3: Variables used in the Soundex program.
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 \(\mathrm{N} \$\), representing the last name to be converted. It returns \(\$ \$\), 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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\title{
The Club Computer Network
}

\author{
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.

\section*{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.

\footnotetext{
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

= COMPUTER
___ = TELEPHONE LINK
= PHONE USER
\[
---=\text { RADIO LINK }
\]
= RADIO USER (HAM)
= PHONE/RADIO USER (HAM)
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.

\section*{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.

\section*{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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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.

\section*{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.

\section*{A Message to our Subscribers}

From time to time we make the BYTE subscriber list available to other companies who wish to send our subscribers promotional material about their products. We take great care to screen these companies, choosing only those who are reputable, and whose products, services, or information we feel would be of interest to you. Direct mail is an efficient medium for presenting the latest personal computer goods and services to our subscribers.

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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.

\section*{Using the Telephone Link}

The typical telephone communication system operates at a data rate of either 110 or 300 bits per second (bps), allowing the use of simple Bell 103-compatible modems. In order to set the data rate for a transmission, each user must transmit a carriage


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MAILBOX READY RETRIEVE 2
MESSAGE READS:
BRING THE DOCUMENTATION ON THE GLOOP BOX TO THE MEETING. FRED.

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.

The response to the RETRIEVE
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.

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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.

\section*{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.

\section*{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 Q 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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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

\section*{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 KB2JN). 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 written white dots and lines back to blackness. Once you fill the screen, one push of the INPUT switch wipes it clean again.

\section*{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.

\section*{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.

\section*{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.

\section*{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
\begin{tabular}{|c|c|c|}
\hline Register & High Byte & Low Byte \\
\hline 0 & Direct-memory- & Direct-memory- \\
\hline 1 & access pointer
Interrupt & access pointer
Interrupt \\
\hline 2 & program counter & program counter Stack \\
\hline & pointer & pointer \\
\hline 3 & Main & Main \\
\hline 4 & program counter & program counter \\
\hline 5 & BNKWRT & BNKWRT \\
\hline 6 & program counter DOTWRT & program counter DOTWRT \\
\hline & program counter & program counter \\
\hline 8 & DELAY & DELAY \\
\hline & program counter & program counter \\
\hline 9 & Temporary & Temporary \\
\hline & byte pointer & byte pointer \\
\hline A & Inter-shift & Temporary \\
\hline & D storage & bit pointer \\
\hline B & Permanent & Permanent \\
\hline & byte pointer & byte pointer \\
\hline C & & Permanent \\
\hline & & bit pointer \\
\hline D & Blanking & Blanking \\
\hline & pointer & pointer \\
\hline E & Delay-timing & Delay-timing \\
\hline & constant & constant \\
\hline F & & \\
\hline
\end{tabular}

Table 1: Use of COSMAC 1802 16-bit registers by Video Doodler program.
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
00
06
\(0 A\)
\(0 F\)
13
16
19
\(1 C\)
\(1 F\)
22
25
26
28
\(2 C\)
\(2 F\)
35
37
\(3 A\)
\(3 D\)
40
42
44
45
48
49
\(4 A\)
\(4 C\)
\(4 E\)
\(4 F\)
51
53
54
55
57
\begin{tabular}{llll}
59 & D3 & & \\
\(5 A\) & 89 & AB & \\
\(5 C\) & \(8 A\) & \(A C\) & \\
\(5 E\) & FB & FF & \\
60 & EB & & \\
61 & F2 & & \\
62 & SB & E2 & \\
64 & 30 & 59 & \\
& & & \\
66 & E2 & 69 & \\
68 & \(3 F\) & 75 & \\
\(6 A\) & F8 & FF & AD \\
\(6 D\) & ED & & \\
\(6 E\) & F8 & 00 & 73 \\
71 & \(8 D\) & & \\
72 & \(3 A\) & \(6 E\) & \\
74 & \(5 D\) & & \\
75 & E2 & \(6 C\) & \\
77 & F6 & 33 & 89 \\
\(7 A\) & F6 & 33 & 98 \\
\(7 D\) & F6 & 33 & A7 \\
80 & F6 & 33 & AF \\
83 & F6 & \(3 B\) & B7 \\
86 & \(7 B\) & & \\
87 & 30 & B7 & \\
89 & BA & & \\
\(8 A\) & \(8 A\) & & \\
\(8 B\) & F6 & 33 & 92
\end{tabular}

Hexadecimal Code


35
26

07 BE

48
44
\(A B\)
AC

E2
4E
\begin{tabular}{llllll} 
F8 & 00 & B1 & B2 & B3 & B5 \\
B6 & B8 & A9 & AB & & \\
F8 & 01 & B9 & BB & BD & \\
F8 & 80 & AC & AA & & \\
F8 & 28 & A1 & & & \\
F8 & FF & A2 & & & \\
F8 & 66 & A3 & & & \\
F8 & \(5 A\) & A5 & & & \\
F8 & 4F & A6 & & & \\
F8 & 45 & A8 & & & \\
D3 & & & & &
\end{tabular}

INTERRUPT
52
F8 00 A0

DELAY
Go to return
Return to MAIN
Load timing constant into RE
Decrement RE
Load RE. 1 into accumulator
Loop again if not done
Go to return
DOTWRT
Return to MAIN
Update byte pointer
Update bit pointer
\(X=B\)
Combine bit pointer \& screen via OR
Write dot to screen
Go to return
BNKWRT
Return to MAIN
Update byte pointer
Update bit pointer
Inverts D via XOR IMMEDIATE
\(X=B\)
Combine bit pointer \& screen via AND
Write blank to screen
Go to return
MAIN
Turn CDP1861 on
Skip clearing routine unless INPUT pressed
Point RD to top of display page
X = D
Store 00 on screen \& decrement pointer
Load pointer into \(D\)
Loop again if not done
Store 00 in last byte of display page
Input toggles
Tests "move right" bit \& branches
Tests "move left" bit \& branches
Tests "move down" bit \& branches
Tests "move up" bit \& branches
Tests dot/blank bit
Turn Q on
Go to EXECUTE
Store D in RA. 1
Fetch temporary bit pointer
Shift right and test for border cross
Listing 1 continued on page 224

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Listing 1 continued:
\begin{tabular}{|c|c|c|c|}
\hline 8E & AA & & \\
\hline 8 F & 9A & 30 & 7A \\
\hline 92 & 19 & & \\
\hline 93 & 76 & & \\
\hline 94 & AA & & \\
\hline 95 & 9A & 30 & 7A \\
\hline 98 & BA & & \\
\hline 99 & 8A & & \\
\hline 9A & FE & 33 & A1 \\
\hline 9D & AA & & \\
\hline 9 E & 9A & 30 & 7D \\
\hline A1 & 29 & & \\
\hline A2 & 7 E & & \\
\hline A3 & AA & & \\
\hline A4 & 9A & 30 & 7D \\
\hline A7 & BA & & \\
\hline A8 & 89 & & \\
\hline A9 & FC & 08 & \\
\hline AB & A9 & & \\
\hline AC & 9A & 30 & 80 \\
\hline AF & BA & & \\
\hline B0 & 89 & & \\
\hline B1 & FF & 08 & \\
\hline B3 & A9 & & \\
\hline B4 & 9A & 30 & 83 \\
\hline B7 & D5 & D8 & D6 \\
\hline BB & 31 & C0 & \\
\hline BD & D6 & & \\
\hline BE & 30 & 68 & \\
\hline C0 & D5 & & \\
\hline Cl & 7A & & \\
\hline C2 & 30 & 68 & \\
\hline
\end{tabular}

Update bit pointer
Put old D back in D \& return to shift \& test Increment temporary byte pointer
Shift bit back into other end of bit pointer Update bit pointer
Put old D back in D \& return to shift \& test Store D in RA. 1
Fetch temporary bit pointer
Shift left and test for border cross
Update bit pointer
Put old D back in D \& return to shift \& test Decrement temporary byte pointer
Shift bit back into other end of bit pointer Update bit pointer
Put old D back in D \& return to shift \& test Store D in RA. 1
Fetch temporary byte pointer
Add 08 to \(D\) \& put sum in \(D\)
Update byte pointer
Put old D back in D \& return to shift \& test Store D in RA. 1
Fetch temporary byte pointer
Subtract 08 from D \& put difference in D Update byte pointer
Put old D back in D \& return to shift \& test

\section*{EXECUTE}

Generate one "wink" of cursor
Go to \(M(C 0)\) if \(Q\) is on
Call DOTWRT \& write on screen
Go to test for clear
Call BNKWRT \& write on screen
Turn Q off
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 \(01, \mathrm{AE}\), \(2 \mathrm{E}, 8 \mathrm{E}\). 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.

\section*{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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\section*{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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\section*{DOUBLE DENSITY DISK CONTROLLER}

The D4S Disk Controller for Z80 based S-100 systems. Gives you megabytes on line. Controls up to 8 each \(5^{\prime \prime}\) or \(8^{\prime \prime}\) drives (even mixed sets) single or double sided when used with CP/M 2.2. This second generation double density controller utilizes the WD 1797 chip to read all single and double density formats. Fits North Star and we have a CP/M 2.2 for NorthStar or any other Z80 based S100 machine. Has on board serial I/O Port for optional terminal or list device.


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}
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-

\title{
MULT-USER OASIS HAS THE FEATURES PROS DEMAND. READ WHY.
}

Computer experts (the pros) usually have big computer experience. That's why when they shop system software for Z80 micros, they look for the big system features they're used to. And that's why they like Multi-User OASIS. You will too.

\section*{DATA INTEGRITY: FILE \& AUTOMATIC RECORD LOCKING}

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For example: normally all users can view a particular record at the same time. But, if that record is being updated by one user, automatic record locking will deny all other users access to the record until the up-date is completed. So records are always accurate, up-to-date and integrity is assured.

Pros demand file \& automatic record locking. OASIS has it.

\section*{SYSTEM SECURITY: LOGON, PASSWORD \& USER ACCOUNTING}

Controlling who gets on your system and what they do once they're on it is the essence of system security.

\section*{(THENCOMPARE.)}

Without this control, unauthorized users could access your programs and data and do what they like. A frightening prospect isn't it?

And multi-users can multiply the problem.

But with the Logon, Password and Privilege Level features of Multi-User OASIS, a system manager can specify for each user which programs and files may be accessedand for what purpose.

Security is further enhanced by User Accounting- \(\bar{a}\) feature that lets you keep a history of which user has been logged on, when and for how long.

Pros insist on these security features. OASIS has them.

\section*{EFFICIENCY: RE-ENTRANT BASIC}

A multi-user system is often not even practical on computers limited to 64 K memory.

OASIS Re-entrant BASIC makes it practical.

How?
Because all users use a single run-time BASIC module, to execute their compiled programs, less
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Sound like a pro feature? It is. And OASIS has it.

\section*{AND LOTS MORE...}

Multi-User OASIS supports as many as 16 terminals and can run in as little as 56K memory. Or, with bank switching, as much as 784 K .

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OASIS IS AVAILABLE FOR: Altos: Bell Controls; Billings: Compucorp; Cromemco: Corvus; Delta Products; Dynabyte; Godbout; IBC; Industria! Microsystems; Konan; Micromation: Microsystems; Konan; Micromation
Micropolis: North Star; Onyx; SD Micropolis: North Star; Onyx; SD
Systems; Tarbell; Thinkertoys: TRS 80 Mod. II; Vector Graphic Vorimex; X Comp; and others.
}

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And there's our BASICa compiler, interpreter and debugger all in one. An OASIS exclusive.

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best, most extensive, in the industry. And, of course, there's plenty of application software.

Put it all together and it's easy to see why the real pros like OASIS. Join them. Send your order today.
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\hline \hline \multicolumn{6}{|c|}{ CIRCLE WHAT YOU WANT } \\
\hline \multicolumn{7}{|c|}{} \\
\hline \hline
\end{tabular}
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 luose 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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\section*{D.C. Hayes Associates, Inc.} mICROCOMPUTER PRODUCTS
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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 \(Z 80\) instruction set and a listing of the Z80 op codes. (For quick reference to Z 80 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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\section*{Clubs and Newsletteps}

\section*{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 in-
terested 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 Lan-





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caster 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.

\section*{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.

\section*{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.

\section*{University of New Hampshire Computer Services Newsletter}

\footnotetext{
On Line is a well-produced newsletter covering software programs, schedulés 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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DATA BASE DESIGN By G. Wiederhold 701/30X Pub. Pr., \$24.50 Club Pr., \$18.25 PRINCIPLES OF INTERACTIVE COMPUTER GRAPHICS, 2nd Ed. By W. M. Newman \& R. F. \(\underset{\text { Sproull }}{\text { S63/387 }} \quad\) Pub. Pr., \(\mathbf{\$ 2 4 . 9 5} \quad\) Club Pr., \(\$ 19.95\) PROGRAMMING FOR MINICOMPUTERS BY J. C. 785/49x

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ANALOG SYSTEMS FOR MICROPROCESSORS AND MINICOMPUTERS By P. H. Garrett
AND MINICOMPUTERS By P. H. Garrett
786/496 Pub. Pr., \(\$ 18.95 \quad\) Club Pr., \(\$ 14.95\)
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783/659 Pub. Pr., \(\$ 24.50 \quad\) Club Pr., \(\$ 19.50\)
THE Z-80 MICROCOMPUTER HANDBOOK By W. \({ }_{\text {784/914 }}^{\text {Barden, }} \mathbf{J r}\).

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\section*{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.

\section*{Another Group in Florida}

\section*{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 Z 80 , 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.

\section*{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.

\section*{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.

\section*{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.

\section*{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.

\section*{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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\section*{DataBank}

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\author{
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\section*{BYTEs Bits}

\section*{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

\section*{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


Photo 1
Photo 2
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

\section*{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

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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.
Q. 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 \({ }^{\text {e }}\) " will even "pack" or compress information. You may even delete the "remarks" making it even more space efficient.
o. 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.
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A. If you can count your fingers and toes, you'll have no problems.
Q. WIII 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 .
O. Can I develop my own business programs?
A. For the most part, yes.
Q. What are the limitations? What programs can I produce with "THE CREATOR \({ }^{\text {® }}\) "?
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.

\section*{TECHNICAL ASPECTS}
- Record access by a hashing algorithm guaranteeing fast record retrieval.
- Duplicate keys permitted.
- Record deletion automatically supported.
- Record access and file maintenance is user transparent.
- Minimal disc overhead since there is no special assembly language routine called. No "Basic" overhead.
- Programs produced can be transported between 6800, 6502, 8080, 280, 8085, 8086 and 28000 based systems.
- 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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City Zip
Computer make __ Model
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 character-string-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.

\section*{Inexpensive} Communications Via Meteor Trails

The hundreds of millions of meteors that enter the earth's atmosphere every day leave in their wake a very inexpensive communications medium-the meteor trail. This band of ionized
particles is an effective alternative to satellites for communication. Meteor trails can be used to relay data concerning icebergs, pollution, earthquakes, and oil reserves, and can link remote villages with distant sources of supplies and emergency assistance.
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

\section*{BYTE's Bugs}

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.

\footnotetext{
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Getting Acquainted With Microcomputers by Frenzel.
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The Z-80 Microcomputer Handbook by Barden.
Gives current and prospective users a one-stop source to Z-80 technologyhardware and software aspects and instrumentation problems. 304 pages, No. 21500, \$8.95

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\section*{MAY 1980}

\section*{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 equip-
ment 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.

May 5-7
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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TRS.80 is a trademark of Tandy Corporation
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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.

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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1820 Dolley Madison Blvd, McLean VA 22102.

May 21-22
The Second Clemson Small Computer Conference, Clemson University, Clemson SC. This program will consist of presentations, discussions and an exhibition. Emphasis will be placed on business, industry, engineering, science, and education. For registration information, contact J K Johnson, Continuing Engineering Education, Clemson University, Clemson SC 29631. For general information, contact W J Barnett, Electrical and Computer Engineering Dept, Clemson University, Clemson SC 29631.

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.

\section*{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.

\section*{DYNACOMP}

\author{
Quality software for: Apple II Plus TRS-80 (Level II) North Star
}

All software is supplied with complete documentation which includes clear explanations and examples. Each program will run with standard terminals ( 32 characters or wider) and within 16 K program memory space. Except where noted, all software is available on North Star diskette (North Star BASIC), TRS-80 cassette (Level II) and Apple cassette (Applesoft BASIC). These programs are also available on PAPER TAPE (Microsoft BASIC).

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Pight and landing. The A realistic and extensive mathematical simulation of take-off, flight and landing. The can practice instrument approaches and navigation using radials and compass headings. The more advanced flyer can also perform loops, half-rolls and similar aerobatic maneuvers.

SIMULATION, Volume II (BYTE Publications): \$6.00
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Price: \(\mathbf{\$ 1 4 . 9 5}\) postpaid Use this program to examine the frequency spectra of limited duration signals. The program features automatic scaling and plotting of the input data and results. Practical applications include the analysis of complicated patterns in such fields as electronics, communications and business.

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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.

\section*{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.

\section*{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.

\section*{June 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.

\section*{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.

\section*{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.

\section*{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 Universi-
ty, 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.

\section*{JULY 1980}

\section*{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.

\section*{July 14-16}

Diagnostic Software: Planning and Design, SheratonLexington 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 SIGGRAPH '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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\title{
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\author{
Gregory J Walker, President \\ Design Innovations, Inc Birch Acres \\ New London NH 03257
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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.

\section*{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 exclusiveOR 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:
\begin{tabular}{cc} 
Symbol & \begin{tabular}{c} 
Encoded Form \\
bit 3210
\end{tabular} \\
0 & 0001 \\
1 & 0010 \\
2 & 0100 \\
3 & 1000
\end{tabular}

This limited shifting pattern generates a code format with a Ham-


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\begin{tabular}{lll}
01001111 & \(\}\) & 10100110 \\
11101001 & & \\
00000000 & \(\}\) & 00000001 \\
00000001 & \(\}\) & 11111110 \\
00000000 & & \\
11111110 & \(\}\) & 11111111
\end{tabular}

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 .

Hamming Distance (Minimum)
\begin{tabular}{ll}
1 & code uniqueness \\
2 & single-error detection \\
3 & single-error correction \\
4 & single-error correction/double-error detection \\
5 & double-error correction
\end{tabular}

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


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

However, if a dual error occurred, the code's error-detection capability would fail:
ming distance of 2 . It is impossible to invert a single bit position and create any one of the other three valid words.

Symbol
3

INVALID

Encoded Form 1000 1100

Encoded Form (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.

\section*{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

INVALID

1
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
0
1 \(2 \quad 11010\) 300111

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

Encoded Form 00000 11101

\begin{tabular}{ccc} 
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 & 1111 & 1111011 \\
12 & 1100 & 1101100 \\
13 & 1111 & 1011101 \\
14 & 1110 & 0111110 \\
15 & 1111 & 0001111
\end{tabular}

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.


Symbol

0
Encoded Form 00000 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.

\section*{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:
```

1010

```

11010
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.

\section*{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 \(\mathrm{N} / \mathrm{K}\) 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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Admittedly, this does not constitute a true Hamming code, in the sense that the fault code does not display the binary form of the errorbit position within the word. This feature is convenient to implement for the shorter codes, but need not be attempted in the more comprehensive
correction schemes where fault-code interpretation can be readily handled in a read-only memory.

\section*{Practicality of Use}

An overhead of three parity flags for every 4 data bits is undesirable. These techniques become useful only
for larger word lengths. Initially, performance increases as the data word length becomes longer, up to \(\mathrm{N}=31\). 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 correaction of 16 bits requires five flags, an overhead of \(32 \%\).

In the case of an 8 -bit system, an overhead of \(50 \%\) may seem exorbitank, 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
\begin{tabular}{ccr} 
Check Bit & \multicolumn{2}{l|}{ Data Positions } \\
0 & \(0,1,2\) & (odd) \\
1 & \(0,2,3\) & (odd) \\
2 & \(1,2,3\) & (odd)
\end{tabular}

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.
PARITY LEVEL

PRO (ODD)
PB (ODD)
PB (ODD)





10101
1011101

FAULT LEVEL

ECO (ODD)
FRI (ODD) FC2 (ODD)

1010101
DATA BIT 3
110

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.

ERROR:
\begin{tabular}{lllllll}
2 & 1 & 0 & 3 & 2 & 1 & 0 \\
1 & 0 & 1 & 0 & 1 & 0 & 1
\end{tabular}

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01110
011100100010010011101

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 1 s in the corresponding data-bit group; an oddparity check bit is set to 1 if the number of 1 s in its data-bit group is odd. This figure, figure \(6 b\), 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).
\begin{tabular}{|cl|}
\hline Fault Code & \multicolumn{1}{c|}{ Error } \\
000 & no error detected \\
001 & check bit 0 \\
010 & check bit 1 \\
011 & data bit 0 \\
100 & check bit 2 \\
101 & data bit 1 \\
110 & data bit 3 \\
111 & data bit 2 \\
\hline
\end{tabular}

Table 4: Look-up table of fault codes 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.

\section*{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).
\begin{tabular}{|cll|}
\hline Check Bit & \multicolumn{2}{l|}{ Data Positions } \\
0 & \(0,1,2,6\) & (odd) \\
1 & \(0,3,4,6,7\) & (odd) \\
2 & \(1,3,5,6,7\) & (even) \\
3 & \(2,4,5,7\) & (odd) \\
\hline
\end{tabular}

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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FILE SIZE \\
(Bytes)
\end{tabular} & SORT TIME (Sec) & TYPE & \begin{tabular}{l}
FILE SIZE \\
(Bytes)
\end{tabular} & SORT TIME (Sec) \\
\hline SORT & 16 K & 33 & SORT & 340K & 1081 \\
\hline SORT & 32K & 49 & SORT & 680K & 2569 \\
\hline SORT & 85K & 173 & SORT and & 85K SORT + & 1757 \\
\hline SORT & 170K & 445 & MERGE & 1275K Merge & \\
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& & & & & & & & & \\
Address Input & & & 7 & 6 & 5 & 4 & 3 & 2 & 1
\end{tabular} 0

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.
\begin{tabular}{|c|c|c|c|}
\hline Number & Type & \(+5 \mathrm{~V}\) & GND \\
\hline IC1 & 74180 & 14 & 7 \\
\hline IC2 & 74180 & 14 & 7 \\
\hline IC3 & 74180 & 14 & 7 \\
\hline IC4 & 74180 & 14 & 7 \\
\hline IC5 & 74180 & 14 & 7 \\
\hline IC6 & 74180 & 14 & 7 \\
\hline IC7 & 74180 & 14 & 7 \\
\hline IC8 & 74180 & 14 & 7 \\
\hline IC9 & 7486 & 14 & 7 \\
\hline IC10 & 7486 & 14 & 7 \\
\hline IC11 & 7404 & 14 & 7 \\
\hline IC12 & 7404 & 14 & 7 \\
\hline IC13 & 7420 & 14 & 7 \\
\hline IC14 & 74154 & 24 & 12 \\
\hline IC15 & 74180 & 14 & 7 \\
\hline IC16 & 74180 & 14 & 7 \\
\hline IC17 & 74180 & 14 & 7 \\
\hline IC18 & 74180 & 14 & 7 \\
\hline IC19 & 74180 & 14 & 7 \\
\hline IC20 & 7404 & 14 & 7 \\
\hline IC21 & 74180 & 14 & 7 \\
\hline IC22 & 74180 & 14 & 7 \\
\hline IC23 & 74180 & 14 & 7 \\
\hline IC24 & 74180 & 14 & 7 \\
\hline IC25 & 74180 & 14 & 7 \\
\hline IC26 & 7488 & 16 & 8 \\
\hline IC27 & 74154 & 24 & 12 \\
\hline IC28 & 7404 & 14 & 7 \\
\hline IC29 & 7404 & 14 & 7 \\
\hline IC30 & 7404 & 14 & 7 \\
\hline IC31 & 7486 & 14 & 7 \\
\hline IC32 & 7486 & 14 & 7 \\
\hline IC33 & 7486 & 14 & 7 \\
\hline IC34 & 7486 & 14 & 7 \\
\hline
\end{tabular}

Table 10: Power supply connections for integrated circuits used in electronic logic described in this article.

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Figure 8a: Schematic diagram of the circuit to encode 16-bit data into 21-bit words containing 5 parity bits.

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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 8 c.

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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 pro-
cess. 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.

\section*{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.

\section*{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.

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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 are the Bose-ChaudhuriHocquenghem \((\mathrm{BCH})\) 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.

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*VULCAN JR. (CP/M \({ }^{\ominus}\) only) & \(\$ 98\) \\
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be directed to disk. printer, console or combination be direcled to disk, printer, console or combination.A
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Take the mystery out of programming with the latest from BYTE Books \({ }^{\text {tm }}\)
}

\section*{The BYTE Book of Pascal}

\section*{Edited by Blaise W. Liffick}

Based on the growing popularity of Pascal as a programming language, numerous articles, language forums and letters from past issues of BYTE magazine have been compiled to provide this general introduction to Pascal. In addition, this book contains several important pieces of software including two versions of a Pascal compiler - one written in BASIC and the other in 8080 assembly language; a p-code interpreter written in both Pascal and 8080 assembly languages; a chess playing program; and an APL interpreter written in Pascal. \$25.00 Hardcover pp. 342 ISBN 0-07-037823-1


\section*{YOU JUST BOUGHT A PERSONAL WHAT?}
by Thomas Dwyer and Margot Critchfield Whether you are a novice programmer or an experienced computer user, this book is filled with practical ideas for using a personal computer at home or work. It will take you through the steps necessary to write your own computer programs, and then show you how to use structured design techniques to tackle a variety of larger projects. The book contains over 60 ready-to-use programs written in Microsoft and Level II BASIC in the areas of educational games, financial record keeping, business transactions, disk-based data file and word processing. \(\$ 11.95 \mathrm{pp} .256\) ISBN 0-07-018492-5

\section*{Beginners Guide for the UCSD Pascal System}
by Kenneth Bowles
Written by the originator of the UCSD Pascal System, this highly informative book is designed as an orientation guide for learning to use the UCSD Pascal System. For the novice, this book steps through the System bringing the user to a sophisticated level of expertise. Once familiar with the System, you will find the guide an invaluable reference tool for creating advanced applications. This book features tutorial examples of programming tasks in the form of self-study quiz programs. The UCSD Pascal Software Systems, available from SofTech Microsystems Inc, 9494 Black Mountain Road, San Diego CA 92126, is a complete general purpose software package for users of microcomputers and minicomputers. The package offers several interesting features including:
- Programs which may be run
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These and other BYTE/McGraw-Hill books are available from BYTE Books or your local computer store.


\section*{The NCC:}

\section*{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!

\title{
Personal Computing Festival Preliminary List of Exhibitors
}

\author{
ABC Computer Inc \\ American Word Processing Co \\ Apple Computer Co \\ Applied Digital Data Systems Inc \\ Artec Electronics Inc \\ Atari \\ BASF Systems \\ Benwill Publishing Corp \\ BYTE Publications Inc \\ California Computer Systems \\ Cardamation Co \\ Centronics \\ Comprint \\ Compucolor Corp \\ Compucorp \\ Computer City \\ Computer Textile \\ Computerworld \\ Computhink \\ Control Data Corp \\ Corvus Systems Inc \\ Creative Computing \\ Cromemco Inc \\ Diablo Systems Inc \\ Dilithium Press \\ Electronic Data Systems-Evolution I
}

\author{
NEC America Inc \\ North Star Computers Inc \\ Omni Magazine \\ Osborne/McGraw-Hill \\ Personal Software \\ Priam \\ Prodigy Systems Inc \\ RCA MicroComputer Products \\ Radio Shack \\ Realizations Etudes Electroniques (R2E) \\ Rockwell Microelectronic Devices \\ \section*{SD Systems Inc} \\ Sharp Electronics Corp \\ Smoke Signal Broadcasting \\ Spectra Logic Corp \\ Sybex Inc \\ \section*{TEI Inc} \\ TSA Software \\ Xymec
}

\section*{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.

Personal computers at home, at school, and in the executive suite. Personal computers as word processors, entertainment devices, and aids to the handicapped. Personal com-
puter operating systems, programming languages, and software evaluation.

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.


\title{
\(\overline{\text { Personal Computing Festival }}\) 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

\section*{1:00 PM}

Higher-Level Languages
Pascal Part II
Jim Gagne
Computer Hardware Considerations \& Applications
LSilvern
Forth Business Applications
Jim Flournoy

\section*{2:30 PM}

Networks You Can Access With Your Personal Computer Cliff Barney

May 21 - Wednesday - 10:00 AM
Using Computers to Overcome Dis-
ability Handicaps
Part I
Jeff Moyer
Mary Anne Glicksman
The Future of Personal Computing Panel
Verne Kallejian
Operating Systems
Roger Vass

\section*{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

\section*{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

\section*{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
Ball Corp
BASF Systems
Basic Four Corp

Battelle Memorial Institute
BDT Buro-und Datenztchnik Gabil
Beehive International
Bell \& Howell Display Devices
Bell System
Benson-Varian Int
Benwill Publishing Corp
Berger-Lahr Corp
Boschert Inc
British Trade Development Office
BTI Computer Systems
Burroughs Corp
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
Daily Business Products
Data Access Systems Inc
Data Communications/McGraw-Hill
Publications
Data Dimensions Inc
Data Electronics Inc
Data General Corp
Datagraphic
Data-Mate/Maine Manufacturing Co
Datamation
Datamedia Corp
Data Motion
Data Printer Corp
Datapro Research Corp
Data Processing Management Assoc
Data Processing Power
Dataran Corp
Data Specialities Inc
Dataware Inc
Datum Inc

Deciteck
Delta Data Systems Corp
Deltec Corp
Diablo Systems Inc
Digi-Data Cor.
Digi-Log Systems
Digital Associates Corp
Digital Computer Controls
Digital Equipment Corp
Digitech Data Industries Inc
Digitronics Div Contec Information Systems
Distributed Logic Corp
Diva Inc
Documation Inc
DOSC Inc (Digitron)
Dranetz Engineering Labs Inc
Eastman Kodak Inc
Edge Technology Inc
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Eichner Systems Inc
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\section*{IBM Corp}

ICI American Inc
IEEE Computer Society (Computer Magazine)
Incoters Corp
Industrial Engraving Co Inc
Information Processing Inc
Informer Inc
Infosystems Magazine/Hitchcock Pub
Co
INMAC

Innovative Electronics Inc
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Integrated Software Systems Corp (ISSCO)
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McGraw-Hill Book Co
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Monolithic Systems Corp
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Nanodata Corp
National Computer Communications Corp
National CSS
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NCR Corp
NEC Information Systems Inc
Network Systems Corp
Newman Computer Exchange Inc
Nicolet Zeta Corp
Nippon Peripherals Ltd
Nixdorf Computer Corp
Northern Zelecon Systems Corp
Nortronics Co Inc
Nova Electric Manufacturing Co

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Okidata Corp
Ontel Corp
Panasonic Co
Paradyne Corp
Peripheral Dynamics Inc
Perkin-Elmer
PerSci Inc
Pertec Computer Corp
Philips Test \& Measuring Instruments Inc Plessey Peripheral Systems
PolyMorphic Systems
Practical Automation
Precision Handling Devices
Prentice Corp
Prentice-Hall Inc
Prime Computer Inc
Princeton Electronic Products
Printronix Inc
Pro-Log Corp
Qantel Corp
Qantex
Quantor
Qume
Rascal-Milgo Inc
Racal-Vadic
Radio Shack
Ramtel Corp
Randomex Inc

Raymond Engineering Inc
Remex Div/Ex-Cell-O
Resource Management-Div of Cutler Williams
Ranco Electronic Systems
SAS Institute Inc
Scientific Measurement Systems Inc
SCI Systems Inc
Sheldon Industries Inc
Shugart Associates
Society for Computer Simulation
Software AC
Sola-A Unit of General Signal
Spatial Data Systems Inc
Specialized Products Co
Sperry Univac
Storage Technology
Structured Methods Inc
Summagraphics Corp
Systems Furniture Co
TAS Products Co
Tally Corp
Tandberg Data Inc
Tandem Computers Inc
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Technology Transfer Institute
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\(\sim\) preter and demo programs.
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ASTROAPPLE - An astrological package that produces natal horoscopes, 30 day forecasts. and compatability ratings. Includes an 18 page manual. 32 K APPLE
\$15 CASSETTE \(\$ 20\) DISKETTE

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John Wiley \& Sons Inc
Wintek Corp
Xerox Business Systems
Yourdon Inc
Zenith Radio Corp
Zilog Inc

\section*{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.

\section*{Computer Architecture}

Covers design of equipment and supporting technologies, and distribution through networking. Includes decisions relating to supersystems, survivability systems and data-base installation.

\section*{Applications of Computer}

\section*{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.

\section*{Data Base Management \&}

\section*{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.

\section*{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.

\section*{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.

\section*{Software Engineering Technologies}

Sessions on programming standards, software quality assurance, languages, and requirements engineering. Emphasis upon the needs and responsibilities of the user.

\section*{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.

\section*{Professional Development Seminars}

Full and half-day seminars for the professional who wants to come away with solutions and ideas he can implement now. Half-day seminars tie in with regular program sessions.



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Expect the Expected - Multiple Regression: Declarations of Dependence - The Database: Telling the Computer What Happened • Data Weighting and Normalization: 1 Apple +1 Orange
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\title{
Whet's New?
}

\section*{MISCELLANEOUS}

\section*{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 \(260 \mathrm{VAC}, 50\) 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 Addmaster Corp, 416 Junipero Serra Dr, San Gabriel CA 91776. Circle 562 on inquiry card.


\title{
Centronics-Compatible Switching and Monitoring Units
}

\section*{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. 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,

\section*{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.
-2 P 24 , and -2 S24. 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.

\title{
Whet 8 New? \\ MISCELLANEOUS
}

\section*{Speechlink Voice Recognition for S-100 Computers}

Heuristics has announced its Model 20S-64 Speechlink 64-word voice input unit for \(\mathrm{S}-100\) bus computers. The \(20 S-64\) 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.

\section*{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


\section*{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 TEKSIMApple 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.

\section*{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 SB8420 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 \(\mathrm{CP} / \mathrm{M}\) package is \(\$ 695\). For more information, contact Micro/sys Inc, 1353 Foothill Blvd, La Canada CA 91011.

Circle 444 on inquiry card.


\title{
Whats New?
}

\section*{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.

\section*{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 jumperselectable. The board has 1 K byte of memory and an SFF96364 processor integrated circuit. The device is S-100 compatible. It requires \(\pm 16 \mathrm{VDC}\) 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 .

Circle 590 on inquiry card.

\section*{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 memoryselect 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.


\section*{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.

\section*{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.

\section*{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.

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\title{
Whats New? PUBLICATIONS
}

\section*{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.

\section*{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.

\section*{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.

\section*{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 \(\mathrm{CP} / \mathrm{M}\), 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.

\section*{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.

\section*{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.
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Circle 570 on inquiry card

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\section*{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.

\title{
Whats Now? \\ SYSTEMS
}

\section*{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.

\section*{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 Z 80 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.

\section*{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.

\title{
Whatis New? \\ SOFTWARE
}

\section*{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, forecasts, and schedules. Various other
 reports assist in daily selling efforts. The system has room for 400 jobs on one \(51 / 4\)-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 \(5^{1 / 4}\)-inch floppy disk with a manual for \(\$ 375\). Contact Gemini Instruments Inc, POB 205, Larchmont NY 10538.

Circle 573 on inquiry card.

\section*{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-toSource Conversion). FRED, the most
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
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.

\section*{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-

\section*{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 \(\$ 29.95\).

Circle 577 on inquiry card.
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 \(\mathrm{Z} 80 \mathrm{CP} / \mathrm{M}\) 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.

Circle 575 on inquiry card.

\section*{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.

\section*{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
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.

Circle 578 on inquiry card.

\title{
Whats New?
}

\section*{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.

Circle 579 on inquiry card.

\section*{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

\section*{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.
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.

Circle 581 on inquiry card.

\section*{Six Programs for TRS-80 Level II and DiskOperating 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.

\section*{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 NJ 08876.

\section*{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.

\section*{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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\section*{SURPLUS INVENTORY}


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\section*{GAME DESIGN}

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Orignate, RS-232 and 20 mA compatable, Full duplex, and half duplex, direct connect or acoustic coupled, on board power supply, carrier detect light, DB25 plug. 300 BĀUD. Type 103 compatable frequencies. Bare board Part No. 2000,\$19,95, Kit Part No. 2000A, \(\$ 99.95\).

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Uses 2708 EPROMS, memory speed selection provided, addressable anywhere in 65 K of memory, can be shadowed in 4 K increments. Board only \(\$ 24.95\) part no. 7902 , with parts less EPROMs \(\$ 49.95\) part no. 7902A.

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With 16 K \& monitor \$795. Dual Disk Drive - \$10 95

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There are 8 inputs that can be driven from TTL logic or any 5 volt source. The circuit board can be plugged into any of the 8 sockets of your Apple II. It has a 16 pin socket for standard dip ribbon cable connection. Board only\$15.00. Part No. 120, with parts \$69.95. Part No. 120A.

VIDEO TERMINAL


16 lines, 64 columns Upper and lower case - \(5 \times 7\) dot matrix \(\cdot\) Serial RS-232 in and out with TTL parallel keyboard input - On board baud rate generator 75, 110, \(150,300,600\), \& 1200 jumper selectable - Memory 1024 characters (7-21L02) - Video processor chip SFF96364 by NecuIonic - Control characters ICR, LF \(\rightarrow, \leftarrow\). non destructive cursor, CS, home, CL - White characters on black background or vice-versa - With the addition of a keyboard, video monitor or TV set with TV interface (part no. 107A) and power supply this is a complete stand alone terminal • also S-100 compatible - requires +16 . \& -16 VDC at 100 mA , and 8VDC at 1A. Part No. 1000A \(\$ 199.95\) kit.

PARALLEL TRIAC OUTPUT BOARD FOR APPLE II

This board has 8 triacs capable of switching 110 volt 6 amp loads (660 watts per channel) or a total of 5280 watts. Board only \(\$ 15.00\) Part No. 210, with parts \$119.95 Part No. 210A

\section*{APPLE II\%}

SERIAL I/O INTERFACE

Baud rate is continuously adjustable from 0 to 30,000 • Plugs into any peripheral connector \(\bullet\) Low current drain. AS-232 input and output - On board switch selectable 5 to 8 data bits, 1 or 2 stop bits, and parity or no parity either odd or even - Jumper selectable address - SOFTWARE • Input and Output routine from monitor or BASIC to teletype or other serial printer - Program for using an Apple II for a video or an intelligent terminal. Also can output in correspondence code to interface with some selectrics. - Also watches DTR • Board only \$15.00 Part No. 2, with parts \$42.00 Part No. 2A, assembled \$62.00 Part No. 2C

8K EPROM PICEON

- Programs 2708's address relocation of each 4 K of memory to any 4 K boundary - Power on jump and reset jump option for "turnkey" systems and computers without a front panel - Program saver software in 12708 EPROM \$25. Bare board \$35 including custom coil, board with parts but no EPROMS\$139, with4 EPROMS \$179, with 8 EPROMS \(\$ 219\).

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With ELECTRONIC SYSTEMS parts
FDC-1 FLOPPY CONTROLLER BOARD will drive shugart, pertek, remex 5 \& drives up to 8 drives, on board PROM with power boot up, will operate with CPM (not FPB-1 Front Panel. (f̌inally) iMSȦi size hex displays. Byte or instruction single step.
MEM-1A \(8 K \times 8\) fully buffered, \(\mathrm{S}-100\), uses
2102 type RAMS.
QMB-12 MOTHER BOARD.95, \$168 KIt nated, S-100 board only 13 slot \({ }^{\text {termi- }}\) CPU-1 8080A Processor board \(\mathrm{S}-100\) with 8 level vector interrupt PCBD \(\$ 25.95\) RTC-1 Realtime clock board. Two independent interrupts. Software programmable. EPM-1 1 フOȮA 4 KK ÉRROM
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MEM-2 \(16 K \times 8\) Fully Buffered 2114 Board PCBD . . . . . . . . . . . \(\$ 25.95, \$ 269.95\) Kit


Fully S-100 bus compatible including 16-bit machines and 4 MHz processors. - Two software selectable Baud rates-300 Baud and a jumper selectable speed from 45 to 300 Baud. (110 standard). Supports originate and answer modes. - Direct-connect Microcoupler. This FCC-registered device provides direct access into your local telephone system, with none of the losses or distortions associated with acoustic couplers and without a telephone company supplied data access arrangement. - Auto-Answer/Auto-Call. The MICROMODEM 100 can automatically answer the phone and receive input; it can also dial a number automatically. Automatic Reset and Disconnect. - Software compatible with the D.C. Hayes Associates 80-103A Data Communications Adapter. Micromodem-DCHA32625-\$379.95

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Tape Interface Direct Memory Access • Record and play programs without bootstrap loader ino proml has FSK encoder/decoder for direct connections to low cost recorder at 1200 baud rate, and direct connections for inputs and outputs to a digital recorder at any baud rate \(\bullet\) S-100 bus compatible - Board only \(\$ 35.00\) Part No. 112. with parts \(\$ 110.00\) Part No. 112A.

\section*{SYSTEM MONITOR}

8080, 8085, or Z-80 System monitor for use with the TIDMA board. There is no need for the front panel. Complete with documentation \(\$ 12.95\)

RS-232/TTY INTERFACE


This board has two active circuits, one converts RS-232 to 20 mA , the other converts 20 mA to RS-232. Requires +12 and -12 voits. \$9.95 Part No. 600A Kit.

\section*{S-100 BUS ACTIVE TERMINATOR}


Board only \$14.95 Part No. 900, with parts \(\$ 24.95\) Part No. 900A

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\section*{T.V.}

TYPEWRITER

- Stand alone TVT - 32 char/line, 16 lines, modifications for 64 char/line included - Parallel ASCII (TTL) input - Video output - 1 K on board memory - Output for computer - Output for computer controlled curser
Auto scroll © Nondestructive curser Curser inputs: up, down, left, right, home, EOL, EOS - Scroll up, down - Requires +5 volts at 1.5 amps , and -12 volts at 30 mA - All 7400. TTL chips • Char. gen. 2513 Upper case only \(\bullet\) Board only \$39.00 Part No. 106, with parts \$145.00 Part parts \(\$ 1\)

44 BUS MOTHER BOARD


Has provisions for ten 44 pin (.156) connectors, spaced \(3 / 4\) of an inch apart. Pin 20 is connected to \(X\), and 22 is connected to \(Z\) for power and ground. All the other pins are connected in parallel This board also has provisions for bypass capacitors. Board cost \(\$ 15.00\) Part No. 102. Connectors \(\$ 3.00\) each Part No. 44WP.

This bidirectional board is a direct replacement for the board inside the Trendata 1000 terminal. The on board connector provides RS-232 serial in and out. Sold only as an assembled and tested unit for \$249.95. Part No. TA 1000C

\section*{ASCII KEYBOARD}

53 Keys popular ASR-33 format - Rugged G-10 P. C. Board - Tri-mode MOS encoding - Two-Key Rollover • MOS/DTL/TTL Compatible - Upper Case lockout • Data and Strobe inversion option - Three User Definable Keys •Low contact bounce • Selectable Parity • Custom Keycaps • George Risk Model 753. Requires \(+5,-12\) volts. \(\$ 59.95 \mathrm{Kit}\).

\section*{ASCII KEYBOARD}

TTL \& DTL compatible - Full 67 key array - Full 128 character ASCII output • Positive logic with outputs resting low \(\cdot\) Data Strobe - Five user-definable spare keys - Standard 22 pin dual card edge connector - Requires \(+5 \mathrm{VDC}, 325 \mathrm{~mA}\). Assembled \& Tested. Cherry Pro Part No. P70-05AB. \$119.95.


\section*{COMPRINT PRINTER}


Printing Characteristics: 225 characters/ second (170 lines/minute) throughput - 9 horizontal x 12 vertical matrix - 96 ASCII character set with upper and true lower case \(\bullet\) 80 characters/line -5.8 lines/inch
Buffer Memory: standard 256 bytes; optional; 2.048 bytes (buffer memory option designated as Model 912-2K), add \$149.95. Paper Requirements: electrosensitive type (aluminum coated) - 8-1/2 inch width - 3.7 inch max. ( 300 ft ) roll diameter.
Model 912-S Interfacing: serial interface RS232 and 20 mA current loop \(\bullet\) BAUD rates \(110,150,300,600,1200,2400\) and 4800 are strap selectable.
Model 912-P Interfacing: parallel interface, IEEE-488 and 8 bit parallel (strobe/ acknowledge). Model 912-S, Part No. CPIA, 32118, \$579.95. Model 912-P.Part No. CPIA, 32117. \(\$ 579.95\).
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T.V. INTERFACE

- Converts video to AM modulated RF. Channels 2 or 3. So powerful almost no tuning is required. On board regulated power supply makes this extremely stable. Rated very highly in Doctor Dobbs' Journal. Recommended by Apple Power required is 12 volts AC C.T., or +5 volts DC - Board only \(\$ 7.60\) part No. 107. with parts \$13.50 Part No. 107A

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TAPE
INTERFACE

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Includes: 2 game paddles, interface, software, speaker, power supply, full documentation including: schematics, theory of operation, and user guide; plus 2 games on cassette (Pong and Starship War). \$79.95 Complete Part No. 7922C

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Super Color S-100 Video Kit \$99.95
Expandable to \(256 \times 192\) high resolution color graphics. 6847 with all display modes computer controlled. Memory mapped. 1 K RAM expandable to 6 K . S-100 bus 1802, 8080, 8085, Z80 etc. Gremlin Color Video Kit \$59.95
\(32 \times 16\) alphajnumerics and graphics; up to 8
colors with 6847 chip: 1 K RAM at E000. Plugs into Super Elf 44 pin bus. Not expandable to high resolution Graphics.

\section*{Quest Super Basic}

Quest. the leader in inexpensive 1802 systems announces another first. Quest is the first company worldwide to ship a full size Basic for 1802 systems. A complete function Super Basic by Ron Cenker including floating point capability with scientific notation (number range \(\pm .17 \mathrm{E}^{5} 9\) ), 32 bit integer \(\pm 2\) billion: Multid dim arrays: String arrays; String manipulation; Cassette I/O, Save and load, Basic, Data and machine language programs: and over 75 Statements. Functions and Operators.
Easily adaptable on most 1802 systems. Requires 12 K RAM minimum for Basic and user

\section*{Elf II Adapter Kit \$24.50}

Plugs into Elf Il providing Super Ell 44 and 50 pin bus plus \(\mathrm{S}-100\) bus expansion (With Super Expansion). High and low address displays, state and mode LED's optional \(\$ 18.00\)
1802 16K Dynamic RAM Kit \(\$ 149.00\) 1802/S-100 expandable to 32K. Hidden refresh W/clocks up to 4 MHz w/no wait states Addl. 16 K RAM \(\$ 79.00\).
programs. Cassette version in stock now. ROM versions coming soon with exchange privilege allowing some credit for cassette version.
Super Basic on Cassette
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Tom Pittman's 1802 Tiny Basic Source listing now available. Find out how Tom Pittman wrote Tiny Basic and how to get the most out of it. Never offered betore.
519.00

\section*{S-100 4-Slot Expansion}

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Compare features before you decide to buy any A 24 key HEX keyboard includes 16 HEX keys other computer. There is no other computer on plus load, reset, run, wait, input, memory prothe market today that has all the desirable bene- tect, monitor select and single step. Large, on fits of the Super Elt for solittle money. The Super Elf is a small single board computer that does many big things. It is an excellent computer for training and for learning programming with its machine language and yet it is easily expanded with additional memory. Full Basic, ASCII Keyboards, video character generation, etc. Before you buy another small computer, see if it includes the following features: ROM monitor: State and Mode displays: Single step: Optional address displays: Power Supply: Audio Amplifier and Speaker; Fully socketed for all IC's: Real co
of in warranty repairs: Full documentation. The Super Elf includes a ROM monitor for program loading, editing and execution with SINGLE STEP for program debugging which is not included in others at the same price. With SINGLE STEP you can see the microprocessor chip operating with the unique Quest address and data bus displays betore, during and atter executing instructions. Also. CPU mode and instruction cycle are decoded and displayed on 8 LED indicators. An RCA 1861 video graphics chip allows you to connect to your own TV with an inexpensive video modulator to do graphics and games. There is a speaker system included for writing your own music or using many music programs already written. The speaker amplifier may also be used to drive relays for control purposes.

\section*{Super Expansion Board with Ca}

This is truly an astounding value! This board has been designed to allow you to decide how you want it optioned. The Super Expansion Board comes with 4K of low power RAM fully addressable anywhere in 64 k with built-in memory probeen made for all other options on the same board and it fits neatly into the hardwood cabinet alongside the Super Elf. The board includes slots for up to 6 K of EPROM (2708, 2758, 2716 or TI 2716) and is fully socketed. EPROM can be used for the monitor and Tiny Basic or other purposes. A IK Super ROM Monitor \(\$ 19.95\) is available as an on board option in 2708 EPROM which has been preprogrammed with a program loader/ editor and error checking multi file cassette read/write software, (relocatible cassette file) another exclusive from Quest. It includes register save and readout, block move capability and video graphics driver with blinking cursor. Break points can be used with the register save feature to isolate program bugs quickly, then oriltw with
single step. The Super Monitor is written with
board displays provide output and optional high and low address. There is a 44 pin standard connector slot for PC cards and a 50 pin connector slot for the Quest Super Expansion Board. Power supply and sockets for all IC's are in cluded in the price plus a detailed 127 pg . instruc tion manual which now includes over 40 pgs . of software info. including a series of lessons to help get you started and a music program and graphics target game. Many schools and universities are using the Super Ell as a course of study. OEM's use it for training and R\&D. Remember, other computers only offer Super Ell features at additional cost or not at all. Compare before you buy. Super Elf Kit \$106.95, High address option \(\$ 8.95\), Low address option \$9.95. Cusiom Cabinet with drilled and labelled plexiglass front panel \(\mathbf{\$ 2 4 . 9 5}\). Expansion Cabinet with room for 4 S -100 boards \(\$ 41.00\). NiCad Battery Memory Saver Kit S6.95. All kits and options also completely assembled and tested. Questdata, a 12 page monthly software publication for 1802 page uer users is available by subscription for \(\$ 12.00\) per year. Issues \(1-12\) subscription for
Tiny Basic Cassette \(\$ 10.00\), on ROM \(\$ 38.00\), original Elf kit board \(\$ 14.95 .1802\) software Moews Video Graphics \(\$ 3.50\). Games and Music \(\$ 3.00\), Chip 8 Interpreter \(\$ 5.50\).

\section*{ette Interface \$89.95}
subroutines allowing users to take advantage of monitor functions simply by calling them up. Improvements and revisions are easily done with the monitor. If you have the Super Expansion Board and Super Monitor the monitor is up and running at the push of a button.
Other on board options include Paraliel Input and Output Ports with full handshake. They allow easy connection of an ASCII keyboard to the input port. RS 232 and 20 ma Current Loop for teletype or other device are on board and if you need more memory there are two \(\mathrm{S}-100\) slots for static RAM or video boards. Also a 1 K Super Monitor version 2 with video driver for full capability display with Tiny Basic and a video interface board. Parallel I/O Ports \(\$ 9.85\), RS \(232 \$ 4.50\), TTY \(20 \mathrm{ma} \mathrm{I} / \mathrm{F} \$ 1.95, \mathrm{~S}-100 \mathrm{~S} 4.50\). A 50 pin connector set with ribbon cable is available at \$15.25 for easy connection between the Super Elf and the Super Expansion Board.
Power Supply Kit for the complete system (see Multi-volt Power Supply below)

\section*{ROCKWELL AIM 65 Computer}

6502 based single board with full ASCII keyboard and 20 column thermal printer. 20 char. alphanumeric display, ROM monitor, fully expandable. \(\$ 375.00\). 4 K version \(\$ 450.00\). 4 K Assembler \(\$ 85.00\). 8K Basic Interpreter \(\$ 100.00\).
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\hline \multirow[t]{2}{*}{\[
\begin{aligned}
& \text { ITEM } \\
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\end{aligned}
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\hline & & & \(2 \times 8 \mathrm{Vac}\) & \(2 \times 14 \mathrm{Vac}\) & \(2 \times 24 \mathrm{Vac}\) & & \\
\hline T1 & 1 & \(0 \mathrm{~V}, 110 \mathrm{~V}, 120 \mathrm{~V}\) & \(2 \times 7.5 \mathrm{~A}\) & \(2 \times 2.5 \mathrm{~A}\) & & \(33 / 4{ }^{\prime \prime} \times 35 / 8^{\prime \prime} \times 31 /{ }^{\prime \prime}\) & 21.95 \\
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\hline \(\mathrm{T}_{3}\) & 3 & \(0 \mathrm{~V}, 110 \mathrm{~V}, 120 \mathrm{~V}\) & \(2 \times 9 \mathrm{~A}\) & \(2 \times 2.5 \mathrm{~A}\) & \(2 \times 2.5 \mathrm{~A}\) & \(33 / 4^{\prime \prime} \times 43 / 8^{\prime \prime} \times 31 / 8^{\prime \prime}\) & 29.95 \\
\hline T4 & 4 & 0V, 110V, 120 V & \(2 \times 4 \mathrm{~A}\) & & \(2 \times 3 \mathrm{~A}\) & \(33 / 4 " \times 35 / /^{\prime \prime} \times 31 / 8^{\prime \prime}\) & 21.95 \\
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4KP. 4 K static RAM chip set
CA12. 96 line parallel I/O
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Howard Sams C1P Service Manual
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- User EPROM 2716

\section*{SD'S EXPANDORAM II}

SD Systems' ExpandoRAM II is a dynamic RAM board with capacities from 16 K bytes (4116) to 256 K bytes (4164). It operates on the industry S-100 Bus. The design allows 8 boards to op erate from the same \(\mathrm{S}-100\) Bus. The Expando RAM II is compatible with most S-100 CPU's based on the Z80 microprocessor.

EXPANDORAM II KIT
\(16 K\)
\(32 K\)
\$295.95
32K 369.95

48K 444.95
519.95
on a single board! The Z80 microprocessor is used as the heart Z80 CPU board with the added features of I/O ports, counter timer channels, on board RAM, provisions for PROM/ROM and a software programmable baud rate generator. S-100 Bus compatible, the SBC-100 features are: 8 K bytes of available PROM, 1024 bytes on-board RAM, Serial I/O with both synchronous and asynchronous operation, Parallel I/O ports, Operational Vectored Interrupts, and Four Counter/Timer
Channels. SD Monitor available for RS-232 and Video TerChannels. SD Monitor available for RS-232 and Video Ter minals. Disk based system software also available.

PB1 2708/2716 Programmer \& 4K/8K EPROMBoard Kit \(=\approx 77\)
\(\$ 124.00\) S-100 bus - 2 separate programming sockets for 2708 o board - no need for an external power supply e Sottware board - no need for an external power supply e Software
control of \(2708 / 2716\) programming selection - LED indicator for programming mode and anming selection e LED indicator voltage - 4 sockets for 4 K of 2708 or 8 K of 2716 EPROMs voltage • 4 sockets for 4 K of 2708 or 8 K of 2716 EPROMs Unused EPROM sockets do not enable data bus drive so the Jumper selectable wait states (0-4) for fast or slow EPROMS

IO4 2 Parallel/2 Serial I/O Board Kit \$126.00 baud-rate selaction \(+12 \mathrm{~V} \&-12 \mathrm{~V}\) outs provided on both senal headers latched parallel I/O ports (2 in \& 2 out) - Independent DIP switches for setting address • Interrupt capability provided for \begin{tabular}{l} 
on serial and parallel I/O ports •+8V@ \(0.95 \mathrm{~A},+16 \mathrm{~V} @ 0.6 \mathrm{~A}\) \\
\(\&-16 \mathrm{~V} @ 80 \mathrm{~mA}\) typical \\
\hline\(=77\)
\end{tabular}
VB1B VIDEO BOARD KIT
\(\$ 124.00\) S-100 bus - 64 or 32 characters per line (DIP switch select-
able), 16 lines - Graphics \(128 \times 48\) matrix - Upper case, lower case. Greek charaptics \(128 \times 48\) matrix \(\bullet\) Upper case. lower character matrix - Black-on-white or white-on-black - Timing 60 Hz vertical rate, 16.2 KHz honzontal rate, Crystal 12.44 MHz - Parallel and composite video output (US TV signals) sep arate video, horizontal and vertical sync \(=\pi\)

\title{
JADE NFEAT
FOR THE 80's.
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\section*{EXPANDORAM}

Expandable to \(\mathbf{6 4 K}\) Using 4116 RAMS
Interfaces with most popular S-100 boards
Bank selectable; PHANTOM provision
Draws only 5 watts fully populated
Designed to work with Z-80, 8080, and 8085 systems
No wait states required
16 K boundaries \& protect via dip switches Kits come with sockets for full 64 K Invisible refresh
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MEM-48132A A\&T \(\$ 334.95\)

MEM-32131K 32K KIT 5384.95 MEM-32131A 32K A\&T \(\$ 319.95\) MEM-16130K 16K KIT \$204.95 MEM-16130A 16 K A\&T

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32K STATIC RAM
Expandable 8K/32K, 2/4MHz, KIT/A\&T

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\section*{Z-80A CPU with Serial I/O Port}

This CPU can accomodate a 2708,2716 , or 2732 EPROM in SHADOW mode, allowing you to use a full 64 K of RAM. The MWRITE signal is generated automatically if you use the board without a front panel. There's also an independent on-board USART to control the RS232 serial port at baud rates from 75 to 19,200.

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4 MHz RAM Board Expandable to 256 K
S-100 bus compatible, up to 4 MHz operation Expandable memory from 16 K to 256 K
Dip switch selectable boundaries
Page-mode allows up to 8 boards on the same bus Invisible refresh; PHANTOM output disable Designed to operate in Z-80 based systems
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MEM-48632A 48K A\&T
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Uses IBM standard formats for proven reliability THIS BOARD REALLY WORKS!!!!!!
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of 10
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S-100 bus compatible Z-80 CPU
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4 EPROM sockets accomodate 2708,2716 , or 2732
One parallel and one serial I/O port
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Software programmable serial baud rates
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\hline Drive . . . . . . . . . . . . . . . . . . . . . . . . . . . \$360.00 \\
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\hline \multirow[t]{3}{*}{} & \multicolumn{7}{|l|}{Texas Instruments} \\
\hline & \multicolumn{7}{|c|}{FACE GRIP LOW PROFILE SOLDER TAIL DIP SOCKETS C85 SERIES} \\
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\end{tabular}} \\
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\hline coss & \({ }_{20}^{18}\) & ． 30 & \({ }_{25}^{25}\) & \({ }^{22}\) & \({ }^{18}\) & 15 & i45 \\
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35 & ． 35 & \({ }^{22}\) & \({ }_{12}^{19}\) & ． 17 \\
\hline  & \({ }_{40}^{28}\) & \({ }^{45}\) & \({ }_{45}^{40}\) & \({ }_{42}{ }_{4}\) & \({ }_{40}^{28}\) & \({ }_{35}^{24}\) & \({ }_{31}^{21}\) \\
\hline
\end{tabular}


Sockets purchased in multiples of 100 per type may be combined for best price

\section*{DIP PLUGS}
\begin{tabular}{|c|c|c|c|c|c|c|}
\hline IP & \multirow[t]{2}{*}{\[
\begin{aligned}
& \text { PART } \\
& \text { NO. }
\end{aligned}
\]} & \multicolumn{4}{|c|}{，} & \multirow[b]{2}{*}{100－249} \\
\hline & & PINS & 1.9 & 10－24 & 25－99 & \\
\hline H14 & KNX－080P & 8 & ． 50 & 45 & 43 & 40 \\
\hline & KNX－140P & 14 & ． 65 & ． 60 & ． 58 & 55 \\
\hline ｜｜ & KNX－160p & 16 & ． 70 & ． 65 & ． 62 & 58 \\
\hline & KNX－24DP & 24 & 1.15 & 1.05 & ． 90 & 95 \\
\hline & KNX－400P & 40 & 1.90 & 1.70 & 1.60 & 1.50 \\
\hline
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Glass－filed
MeetsU．L．Fla
MeetsUL Flammability Classification 94 V －O －Resists common cleaning solvents． Solder standoff－Facilitates cleaning
Reduces solder wicking
－Between contact polarizat
for \(100^{\circ} \& \quad 125^{\prime \prime}\) centers）
－Generous chamtered card slo
－Molded contact identification
numeric（ \(156^{+}\)centers）－Numeric Alpha－ \(125^{\prime \prime}\) centers）．
－Location ridges（bottom）and raised dots （top）mark every fitth contact position． －Entire connector design is U．L．Approved． ABBREVIATIONS：
STG－Solder Tail Gold WWG－Wire Wrap Gold

TI EDGE CONNECTORS W
II＂Contact Centers：STG－Soldertail G0LD；WWG－Wire Wrap G0LD \(\quad\) ． \(25^{\circ}\) Contact Centers：STG－Soldertail G0LD：WWG－Wire Wrap GOLD
\begin{tabular}{|c|c|c|c|c|c|c|c|c|c|}
\hline \multirow[b]{2}{*}{PART NO．} & \multicolumn{4}{|c|}{PRICE} & \multirow[b]{2}{*}{PART N0．} & \multicolumn{4}{|c|}{PRICE} \\
\hline & 1.9 & 10.24 & 25－99 & 100.249 & & 1.9 & 10.24 & 25．99 & 100－249 \\
\hline TIC－1530－1 STG & 1.60 & 1.45 & 1.30 & 1.10 & TIC－2244－2 STG & 230 & 2.10 & 1.85 & 1.50 \\
\hline TIC－1530－1 WWG & 1.70 & 1.55 & 1.35 & 1.15 & TIC－2244－2 WWG & 2.60 & 2.35 & 2.10 & 1.75 \\
\hline TIC－1836－1 STG & 2.00 & 1.80 & 1.60 & 1.40 & TIC－2856－2 STG & 2.80 & 2.55 & 2.25 & 1.85 \\
\hline TIC－1836－1 WWG & 2.10 & 1.90 & 1.65 & 1.45 & TIC－2856－2 WWG & 3.20 & 2.90 & 2.55 & 2.15 \\
\hline TIC－2244－I STG & 2.25 & 2.00 & 1.75 & 1.50 & TIC－3060－2 STG & 2.90 & 2.60 & 2.30 & 1.95 \\
\hline TIC－2244－1 WWG & 2.40 & 2.15 & 1.90 & 1.60 & TIC－3060－2 WWG & 3.40 & 3.05 & 2.70 & 2.25 \\
\hline TIC－2550－1 STG & 2.50 & 2.25 & 2.00 & 1.65 & TIC－3162－2 STG & 3.05 & 2.75 & 2.45 & 2.05 \\
\hline TIC－2550－1 WWG & 2.70 & 2.45 & 2.15 & 1.80 & TIC－3162－2 WWG & 3.50 & 3.15 & 2.80 & 2.35 \\
\hline TIC－3060－1 STG & 2.95 & 2.60 & 2.30 & 1.90 & TIC－3672－2 STG & 3.45 & 3.10 & 2.75 & 2.30 \\
\hline TIC－3060－1 WWG & 3.20 & 2.85 & 2.55 & 2.20 & TIC－3672－2 WWG & 4.00 & 3.60 & 3.20 & 2.68 \\
\hline TIC－3672－1 STG & 3.30 & 2.95 & 2.60 & 2.30 & TIC－4080－2 STG & 3.80 & 3.45 & 3.05 & 2.55 \\
\hline TIC－3672－1 WWG & 3.90 & 3.50 & 3.10 & 2.60 & TIC－4080－2 WWG & 4.45 & 4.00 & 3.55 & 2.95 \\
\hline TIC－4080－1 STG & 3.60 & 3.25 & 2.85 & 2.40 & TIC－4488．2 STG & 4.20 & 3.80 & 3.35 & 2.80 \\
\hline TIC－4080－1 WWG & 4.40 & 4.00 & 3.60 & 3.00 & TIC－4488－2 WWG & 4.85 & 4.35 & 3.90 & 3.20 \\
\hline TIC－4386－I STG & 3.90 & 3.50 & 3.10 & 2.60 & －TI－S100STG & 3.20 & 2.90 & 2.50 & 2.20 \\
\hline TIC－4386－1 WWG & 4.65 & 4.15 & 3.70
360 & 3.10 & S-100, & & & & SAI, \\
\hline TIC－50100－1 STG & 4.50
5 & 4.05 & 3.60 & 3.00
360 &  & \[
.250 \mathrm{~S}
\] & CED R & VS & A1, \\
\hline TIC－50100－1 WWG & 5.40 & 4.90 & 4.30 & 3.60 & TI－S100WWG & ． 4.00 & 3.75 & 3.50 & 3.25 \\
\hline
\end{tabular}

RS232 and＂D＇SUB－MINIATURE CONNECTORS

\begin{tabular}{|c|c|c|c|c|}
\hline PART NO． & OESCRIPTION & 1.9 & \[
\begin{aligned}
& \text { PRICE } \\
& 10.24
\end{aligned}
\] & 25.99 \\
\hline CND－DESP & 9 Pin Male & 1.70 & 1.50 & 1.40 \\
\hline CND－DESS & 9 Pin Female & 2.35 & 2.10 & 2.00 \\
\hline CND－DESC & 9 Pin Cover & 1.50 & 1.35 & 1.20 \\
\hline CND－DA15P & 15 Pin Male & 2.45 & 2.25 & 2.10 \\
\hline CND－DA15S & 15 Pin Female & 3.35 & 3.20 & 3.00 \\
\hline CND－DAI5C & 15 Pin Cover & 1.60 & 1.45 & 1.30 \\
\hline CND－DB25P & 25 Pin Male & 2.90 & 2.70 & 2.50 \\
\hline CND－DB25S & 25 Pin Female & 3.75 & 3.65 & 3.35 \\
\hline CND－DB51212－1 & 1 pc Grey Hood & 1.50 & 1.30 & 1.10 \\
\hline DB－P258C & 2 pc Grey Hood & 1.45 & 1.25 & 1.00 \\
\hline DB1226－1A & 2 pc Black Hood & 1.90 & 1.65 & 1.45 \\
\hline CNO．OC37P & 37 Pin Male & 4.40 & 4.20 & 3.90 \\
\hline CNO－DC37S & 37 Pin Female & 6.20 & 5.95 & 5.70 \\
\hline CND．DC37C & 37 Pin Cover & 2.25 & 2.00 & 1.75 \\
\hline CND．D050P & 50 Pin Male & 5.75 & 5.45 & 5.00 \\
\hline CND．0050S & 50 Pin Female & 9.65 & 8.85 & 8.25 \\
\hline CND．0050C & 50 Pin Cover & 2.40 & 2.20 & 2.00 \\
\hline D20418－S & Hardware Set 2 pr． & 1.00 & ． 80 & ． 70 \\
\hline CND－RS232－8FT & RS232．DB25P．EIA class 1 cable 8 con． 8 tt．long & 18.00 & 16.00 & 14.00 \\
\hline CND－57－30360 & Centronics 700 & 9.00. & 7.50 & 6.00 \\
\hline & Series printer connector & & & \\
\hline
\end{tabular}

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For Floppy Drives

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48 K Kit & \(\$ 440\). \\
48 K A \& T & \(\$ 490\). \\
64 K kit & \(\$ 510\). \\
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\$760. New!

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This is a VERY limited extravaganza, so please act quickly

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\frac{\text { PricelTube }}{\$ 20.28}
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\hline & \multicolumn{4}{|l|}{Above prices include gold up to \(\$ 800 / \mathrm{oz}\).} \\
\hline
\end{tabular}
\begin{tabular}{lc}
\begin{tabular}{lc} 
SOLDER TAIL \\
Low Profile Tin \\
Closed Entry \\
Design
\end{tabular} & (over 5 tubes) \\
& \begin{tabular}{c} 
3/4世/pin
\end{tabular} \\
\begin{tabular}{l} 
- Sockets sold at these \\
prices by the tube only.
\end{tabular} & \begin{tabular}{c} 
(over 100 tubes) \\
See tube quantities above.
\end{tabular}
\end{tabular}
\[
\begin{gathered}
1 \$ / \text { pin } \\
\text { (over } 5 \text { tubes) } \\
3 / 4 \$ / \text { pin } \\
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These notices are free of charge and will be printed one time only on a space available basis. Notices can be accepted from individuals or bona fide computer users clubs only. We can engage in no correspondence on these and your confirmation of placement is appearance in an issue of BYTE.

Please note that it may take three or four months for an ad to appear in the magazine.

WANTED: Printer for use with Apple II. Will trade (or sell) Nikon FTN camera with \(f 1.4\) lens, Speedlight and Ringlight units, filters, closeup rings, and many other attach ments. Write for complete list and send description of printer. Also, will sell Applesoft II read-only memory card for \(\$ 100\) or highest bid. Gene Boggess, Star Route POB 220-6, Columbus MS 39701, (601) 327-6555.

FOR SALE: BYTE, Kilobaud, Interface Age; 1977 and 1978 plus some odd issues. Best offer. Les Palenik, 25 Allview Cres, Toronto Ontario, CANADA M2J 2R4.

FOR SALE: 16 DIP ( 4 K by 1 -bit) dynamic programmable memories (a set of eight). Motorola 7839; 250 ns chips. Interchangeable with TMS 4027, Intel 2104A-3, MK 4096-6, and many other brands. In excellent condition, used approximately twenty hours. I upgraded my TRS-80 with 16 K chips. Will sell for \(\$ 35\). Daryl Holder, Rt *2 POB 260-C, Loretto TN 38469, (615) 853-6740 after 4 PM.

FOR SALE: Complete ready-to-go SwTPC system, 6800/1 upgraded to a 6800/2, 28 K, MP-T board, CT- 64 in customized cabinet, Hitachi 12 -inch with direct video interface, PR-40 with parallel interface, AC-30, JPC TC-3 4800 bps tape interface with CFM/3 operating system. All documentation, assembly instructions, user guides, and source listings included. Software: three BASICs, three Assemblers, two Editors, Disassembler, Tracer, Relocator, games, and more. \(\$ 1950\). Allen Porter, 493 Selfridge Dr, Colorado Springs CO 80916, (303) 574-4146.

FOR SALE: I have four Shugart SA400 disk drives for \(\$ 285\) each and two Shugart SA801 disk drives for \(\$ 420\) each. Need money fast; will take good offer. They work great and were bought in 1979. Four drive cables for \(\$ 20\). David Sparks, 5232 Cornell Ave, Westminster CA 92683, (714) 997-7640.

FOR SALE: 6800 Microprocessor Trainer by Heathkit, Model ET-3400. Includes all manuals, built and tested trainer, programmed learning course (ET-3401), specially built peripheral interface adapter experiment board, and all parts for experiments. \(\$ 365\) value, sell for \(\$ 315\) Excellent condition. James Temple, 24 Spruce Ave, Bethpage NY 11714, (516) 822-6083.

FOR SALE: ESAT 200B 80/24 terminal, \$220; GRI 756 keyboard with case, \(\$ 60\); Leedex Video 100 monitor, \$100; SD Z80 starter system with 4 K programmable memory, added operating system for video display on 2 K erasable-programmable read-only memory, \(\$ 260\). All assembled, little used, perfect working condition. G Kish, 1621 Payne, Wichita KS 67203, (316) 262-7315.

FOR SALE: Heathkit (Motorola 6800 processor) computer and the Heath H9 video terminal. Computer has 4 K memory expandable to 64 K . Includes BASIC in read only memory, double-function keypad on computer console, 1 K monitor also with access to memory and processor registers, 8 -bit parallel and serial input/output (I/O) with EIA or 20 mA current loop. Cassette interface and cables. Complete documentation and operation manuals. Burned in for one hundred hours. Asking \(\$ 480\). Osi McReynolds, Rt \#1 POB 71-B, Coeburn VA 24230, (703) 395-3797.

FOR SALE: PerSci Model 277 dual-diskette drive with a Model 1070 intelligent diskette controller. Capacity \(1 / 2\) megabytes. All books and line diagrams included. Part of a purchased system that was used for six months. James Holle, 9613 W Lincoln Ave, West Allis WI \(53214,(414) 541 \cdot 9808\).

FOR SALE: S-100: Vector Graphic 8 K static programmable memory ( 250 ns ), \(\$ 120\). Ithaca Audio Z80A processor ( 4 MHz ), \(\$ 120\). SSM \(10-4\) (four parallel and two serial ports), \$100. SSM PB-1 2708/2716 programmable read-only memory programmer, \$110. SSM VB-1B video interface, \(\$ 100\). ECT rack-mount card cage with Thinker Toys Wunderbuss 20 -slot mother board and all connectors, \(\$ 175\). All boards assembled and tested, used less than twenty-five hours. Will consider best offer. Send money order to Richard Haendel, 2500 Nonesuch Rd Apt 16-G, Abilene TX 79605, (915) 692-5405.

FOR SALE: PolyMorphic video terminal interface (VTI) board for S-100 systems. Video is spotty, but also can be used as parallel input port ( 8212 on board) and 1 K programmable memory. Fully socketed, never used, video should be easily fixable. \(\$ 75\) or best offer. Roger Buldain, 601 N Francis, Lansing MI 48912, (517) 337-2278.

FOR SALE: Heathkit ET-3400 Microprocessor Trainer with EE-3401 self-instruction program. Extra memory chips and components. Assembled and in excellent condition. Asking \(\$ 150\). William Porti, Second St, Evans City PA 16033, (412) 538-5454.

WANTED: Program libraries (manuals) for obsolete but working HP-9100A and/or HP-9100B desktop calculators. Thomas H Richardson, Kansas Wesleyan, Dept of Chemistry, Salina KS 67401 .

FOR SALE: E-HUH \(8100 \mathrm{~S}-100\) bus expansion interface for TRS-80. On-board programmable UART, serial and parallel input/output (//O), \(16 \mathrm{~K}, 250\) ns programmable memory, six card slots. All enclosed in custom metal cabinet with power supply. Full hardware and software documentation. Ready to plug in and turn 16 K system into 32 K . Cables included. Must sell, \(\$ 700\) value only \$500. Michael Lesser, 14623 Pine Glen Cir, Lutz FL 33549, (813) 971-8492 nights.

FOR SALE: S-100 system; IMSAI front panel with vector 18 -slot mother board, in case with power supply, \(\$ 200\); IMSAI MIO, \$100; 8 K WMC Static Mem-1, \$100; two 4 K static, \(\$ 50\) each; Ithaca Audio Z80 processor, \(\$ 125\); Cromemco Bytesaver, \(\$ 125\). Above boards operating in system. Tarbell Floppy-Disk Controller, partially assembled, \(\$ 125\); three IBM 8 -inch FD33 floppy disks, one complete, one less interface card, and one less motor and interface card, all three for \(\$ 225\). Digitronics high-speed paper tape, with 8 -inch autospooler, \(\$ 100\); TDL S-100 case, \(\$ 20\). John Potter, 5439 Eadie PI, West Palm Beach FL 33407, (305) 686-4666.

FOR SALE: Two Viatron 21s, one robot printer. \(\$ 500\) for three units. Also, SwTPC 6800 and CT-1024, \$250. G Ludwig, POB 408, Rice Lake WI 54868, (715) 234-2680.

FOR SALE: Crossassembler for M6800 microprocessor. 4-kilo word program written in BASIC for HP-2000A. Directly usable in other HPs. With simple changes, it assembles languages of other 8 -bit microprocessors. Program supports same properties as Motorola's own crossassembler. Program on paper tape, full documentation, user manual, and two-year full support; \(\$ 163\) (includes postage). For manual and documentation, send \(\$ 3\). If required: program in other languages or on other media. Panu Pietikainen, Rauduntie 11 H, SF- 02130 Espoo 13, FINLAND.

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 42 nd PI, Hyattsville MD 20781, (301) 927-0765.

FOR TRADE: Compucolor game programs for other homemade game programs written for the Compucolor II. Programs must be 8 K or less. Paul Weisberg, POB 2453, Melfort Saskatchewan, CANADA SOE 1AO, (306) 752-3566.

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 ils 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.

FOR SALE: Control Data Corp 10 megabytes disk drive for AlphaMicro AM-500 system. Elmer G Mitchell, 1520 18th St, Huntsville TX, (713) 291-3447.

WANTED: I have a small amount of 8080 equipment (processor, a few support chips) and a large supply of other stuff ( \(74 \times x\), 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.

\section*{February BOMB Results Graph Theory}

Readers of BYTE expressed a burning interest in "A ComputerControlled 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).

To get further information on the products advertising in BYTE, fill out the reader service card with you name and address. Then circle the appropriate numbers for the advertisers you select from the list. Add a 15-cent stamp to the card, then drop it in the mail. Not only do you gain information, but our advertisers are encouraged to use the marketplace provided by BYTE. This helps us bring you a bigger BYTE. *Correspond directly with company.


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}

\section*{Side One}

\section*{The DISCUS" \(2+2\) Quad- Density Hardware}

Now you can use your S-100 system to tackle big jobs. Because the DISCUS \({ }^{\text {mw }}\) 2+2 Quad-Density Disk System puts 1.2 megabytes of fast-access memory on your side for just \(\$ 1545.00\) complete. With the DISCUS \({ }^{m \mathrm{~m}} 2+2\) System, complete means complete.

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Step up to your nert computer
}```


[^0]:    James E Nichol
    1416 Oak Knoll Dr
    Cincinnati OH 45224

[^1]:    Minifloppy is a registered trademark of Shugart Associates used to describe their 5-inch floppy-disk drives.

[^2]:    Note
    The figure numbering sequence is continued from part 1 which appeared in the April 1980 BYTE.

[^3]:    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.

[^4]:    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.

