MAY 1980

Volume 5, Number 5

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8

the small systems journal A MCGRAW-HILL PUBLICATION

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ROBERT

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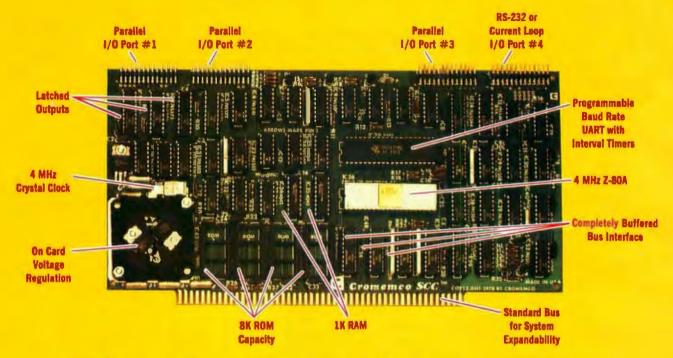
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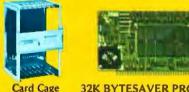
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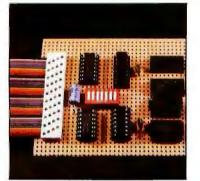




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The April cover, which has received so many compliments. N H and has been BYTE = photographer from day one. This was Ed's first BYTE cover. We're sure it won't be his last.

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Here's a simple converter that uses a standard integrated circuit for producing a 25 mA bipolar source from a single-ended power supply.

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44 KIMDOS, Using Your KIM-1 with a Percom Floppy-Disk Drive by Joel Swank Using the LFD-400 disk-controller board, the KIM-1 can access up to 87.5 K data bytes on several 5-inch hard-sectored floppy-disk drives.

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

## **214** THE COSMAC DOODLER by Jeff Duntemann

An electronic sketchpad7 Even a small system like the COSMAC ELF can draw designs using a video display.

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# Background

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If your club is considering to form a program- and data-exchange network, the telephone and amateur radio links described here will be a valuable source of ideas.

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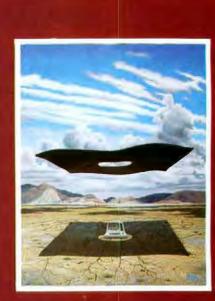
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# ON THE COVER

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

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# Editorial

# Computer-Controlled Viewing of the 1980 Eclipse

# by Carl Helmers

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

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

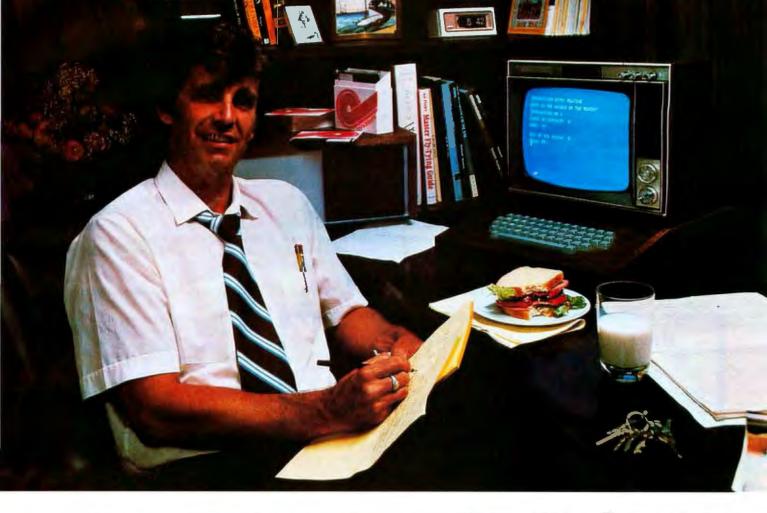
In connection with the program design of my experiment, a number of crucial points had to be verified. With the time allocation procedures completed as described in the March 1980 editorial, writing the real-time procedures to execute the time line proved trivial. These were the procedures left in dummy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

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

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

Text continued on page 52

# "My Shugart followed me home"



"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<sup>™.</sup> We use Shugart drives at work, so when I bought my own system I made sure it had a minifloppy drive.

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"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

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

# Letters

Information on Potter Printer Needed

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

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

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

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

Can someone tell me how I can inter-

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

Nick Tountas 838 Juniper Rd Glenview IL 60025

# Questioning "Affordable"!

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

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

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

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

Fred J Remus Jr POB 2453 San Diego CA 92112

### **Carl Helmers Replies**

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

### Gomoku

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

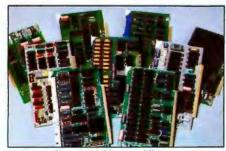
> Shem Wang Dept of Computer and Information Science University of Guelph Guelph, Ontario, CANADA

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

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

Circle 2 on inquiry card.

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## 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 1s 32 K bytes. There are plans, however, to expand the memory to 64 K bytes by the time the FOR-TRAN course is offered.

My problem 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 Z80.

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



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

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

Hugh Morgan 7725 Berkshire Blvd Powell TN 37849

### Pascal Examples Needed

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

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

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

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

Max Nareff 5235 Diamond Heights Blvd San Francisco CA 94131

### A Satisfied Reader Comments

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

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

**James E Nichol** 1416 Oak Knoll Dr Cincinnati OH 45224

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

Emory Cook Cook Laboratories Inc 375 Ely Ave Norwalk CT 06854

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

### The Cassette Solution

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

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

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

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

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

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

### **Problems with Cassette Storage**

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

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

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

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

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

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

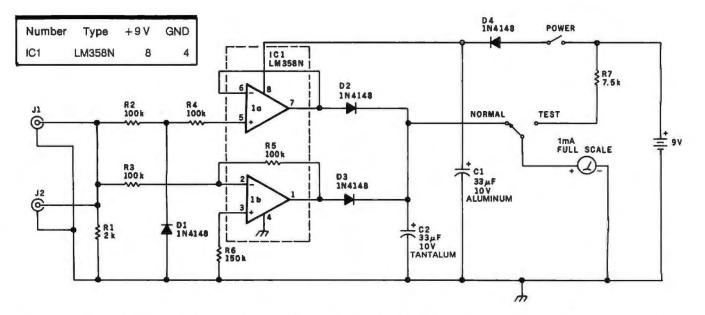
There is an adjustment mechanism, usually a small Phillips screw, on the left-hand side of most tape heads. However, some tape recorders do not allow you to reach the mechanism when the recorder is in the play mode. Because of this, it is important to do one of two things: either buy a cassette recorder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

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

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

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

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



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

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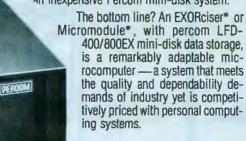
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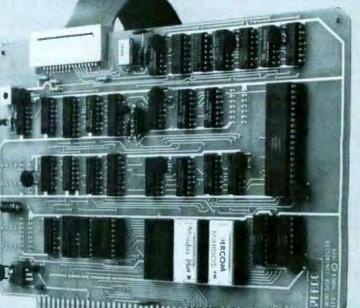
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# **Checking the Recorder Azimuth**

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 peaksignal-strength meter, adjusting the azimuth-adjust screw until the recorder gives the strongest reading, and use the recorder to load and verify the tape. Once this has been done, the recorder can be realigned and a new tape can be made that you can later load without the same kinds of adjustment. One method of improving the reliability of cassette tapes is to modify the signal coming from the cassette recorder.

### **Problems with Reading Tapes**

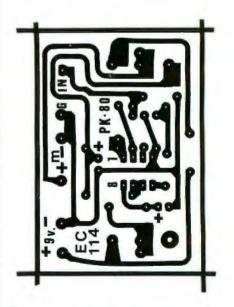
With most computers, you will need to load a tape using an input peak-signal level of about 2 V (which will appear as about half-scale on the milliammeter of the peak-signalstrength meter). With only slight variations due to a particular computer/recorder combination, the same reading from the peak-signal-strength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

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

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

## **Altering Tape Waveforms**

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



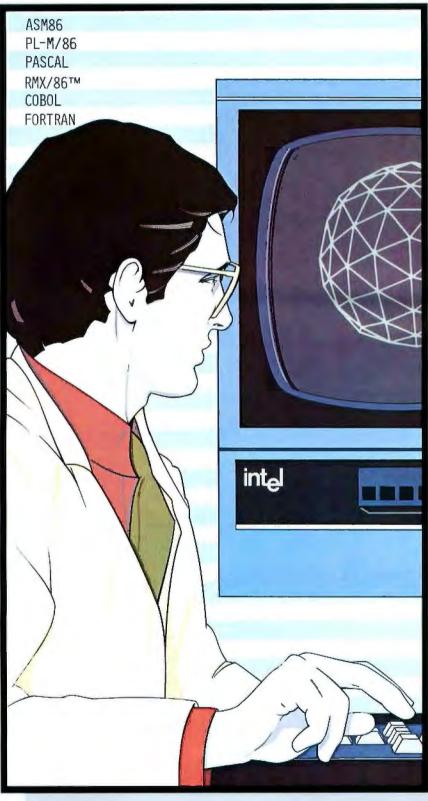
**Figure 2:** Full-sized, printed-circuit-board pattern for the peak-signal-strength meter circuit of figure 1.



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So, today, as costs climb, management puts everyone under increasing pressure to deliver projects on time and on budget. Yet, the cost of programming is still outpacing productivity. Software development and integration still lag the system hardware. The software crisis of the '80s rages on.

# **Tools for structured solutions**

Once a problem grows beyond a certain point, the most efficient way to solve it is with a top down approach. You break the problem into units, program and debug each one, and combine the units into a unified solution.

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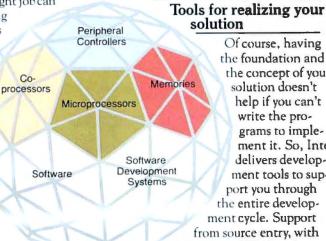
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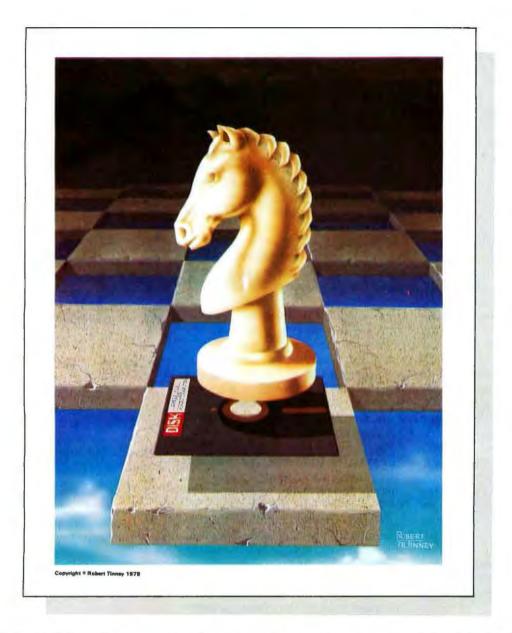
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Shack TRS-80. About two winters ago here at Cook Laboratories, we developed a modified tape format that records more reliably on the TRS-80. Without going into the details of the TRS-80 tape format, I can say that the unaltered tape signal crowds too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

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

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

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

Cassette tapes can be used for reliable mass storage if the tape recorder is kept clean and properly aligned, if quality tape (especially tape made for digital storage) is used.

and if the signal going from the cassette to the computer is monitored and kept constant (from tape to tape) with a peak-signal-strength meter. Although disks are readily available and bubble memories are not far away, no medium will ever become obsolete as long as it provides a needed function. Cassettes, too, are here to stav.

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

- AZ-80 Precision azimuth cassette, chromium dioxide. \$14.95
- PK-80 Kit for peak-signalstrength meter, including board, litho panel, screwdriver, meter, case, and instructions, less battery \$25.90
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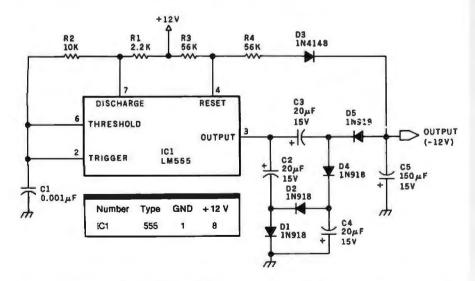
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Michael Picco POB 516 Corte Madera CA 94925

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**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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# Ciarcia's Circuit Cellar

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

# Part 1: Principles of Parallel Ports

Steve Ciarcia POB 582 Glastonbury CT 06033

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

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

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

In the  $2\frac{1}{2}$  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 emphasizes parallel I/O, and the second part is concerned with serial interfacing. The result will be a complete Radio Shack software-compatible communications interface capable of supporting a variety of serial- and parallel-interfaced peripheral devices. The hardware was designed and the components were selected to be economical to build and easy to check out. First, here is a brief review of the basics.

## What Is an I/O Port?

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

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

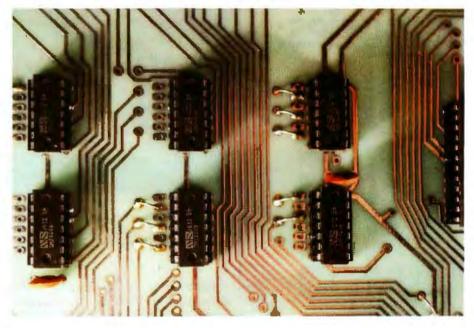
However, serial data is always transmitted a single bit at a time, according to a fixed schedule defined by the data rate (usually expressed in bits per second, or bps) and a few specific options. The microprocessor has no single instruction that transmits serial data. It must rely on another device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

# Address, Data, and Control Buses

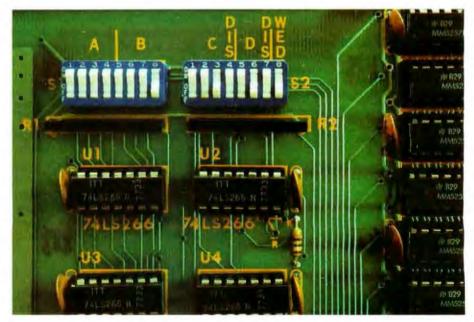
Consider a computer system that includes a printer, video terminal with keyboard, and an audio cassette recorder as peripherals. Data would have to be relayed to the printer, to and from the video terminal, and to and from the cassette recorder. How can the computer tell the difference between data destined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

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

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

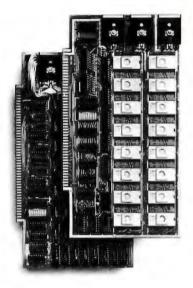


**Photo 1:** There are a variety of ways to decode the address for a particular input/output (I/O) port from the signals present on the address bus. The least expensive method uses inverters and printed-circuit-board jumpers to select the correct logic polarities. Three address lines are connected through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



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

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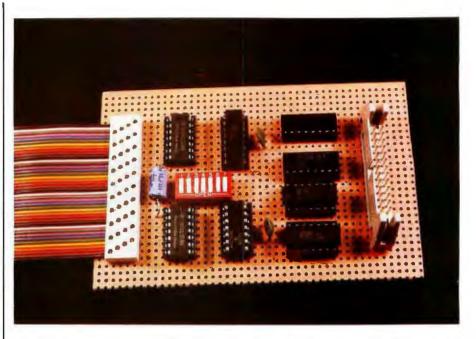
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**Photo 3:** Prototype of an 8-bit I/O port for the Radio Shack TRS-80. The ribbon cable at left connects to the expansion port on the keyboard/processor unit. The two I/O ports are brought out to the ribbon-cable connector on the right edge of the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

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

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

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

## Address Decoding

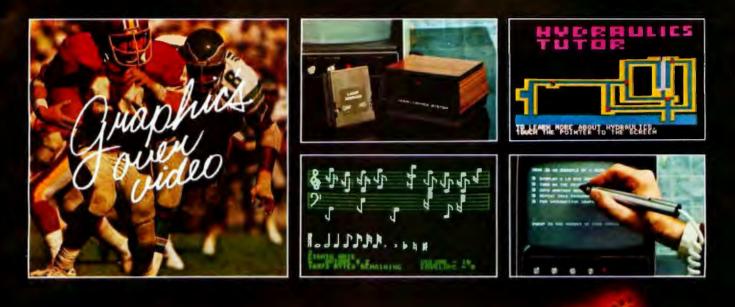
So far we have discussed how to determine when the processor wants to send a character to an output device. In such an operation the  $\overline{I/OREQ}$  and  $\overline{WR}$  lines are both low. To tell the difference between

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

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

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

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





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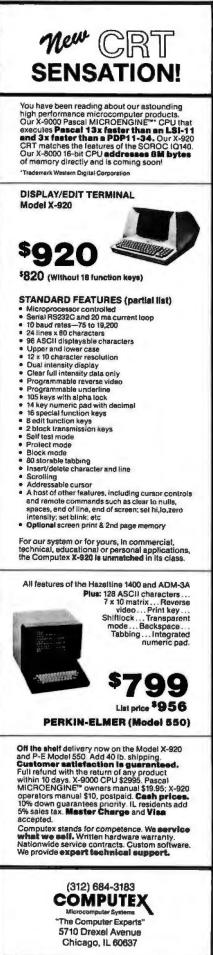
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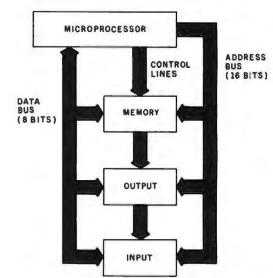
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**Figure 1:** Block diagram of a microcomputer system that uses an 8-bit microprocessor such as the Z80. This system uses bussing techniques that are both multiplexed and bidirectional.

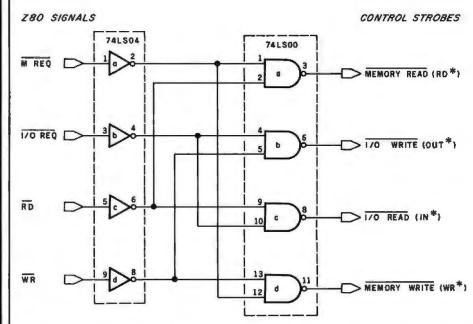
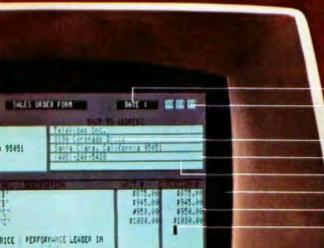


Figure 2: Control signals on the Z80 microprocessor. The Z80 uses a variety of control signals to keep data flowing at the right time and in the right direction. Four control signals are as follows: the  $\overline{MREQ}$  line goes to a low state (ie: a logic 0) when a memory-reference operation is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

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

26

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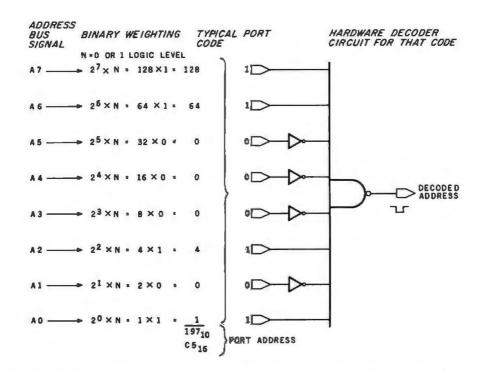
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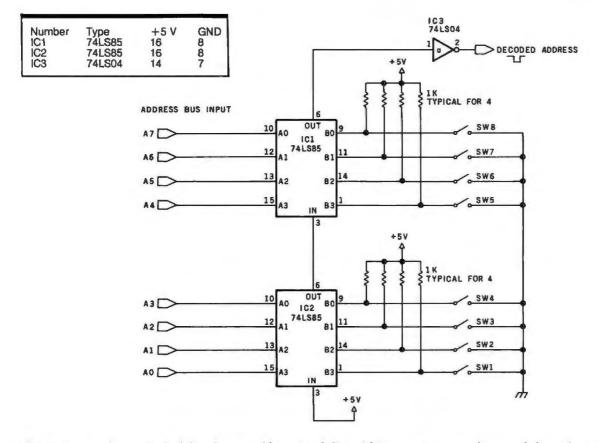
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**Figure 3a:** Various methods can be employed to decode the address signals that appear on the address bus during I/O operations. Here, various inverters and an eight-input NAND gate are hardwired in a configuration that will produce a logic 0 output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



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

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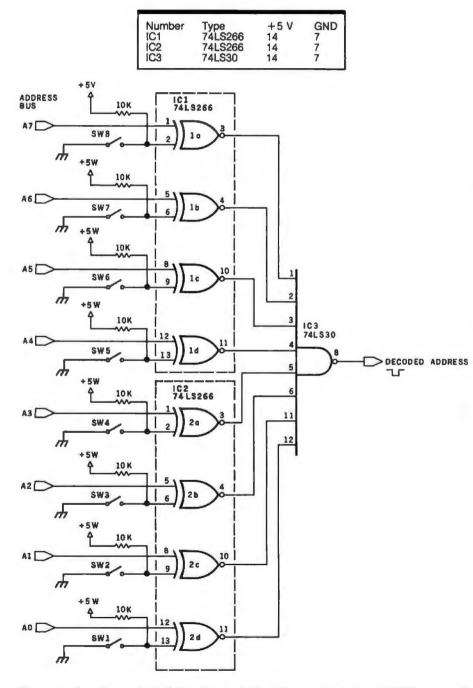
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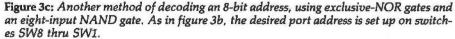
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out that the I/O instructions bear a surprising resemblance to memoryreference instructions. The 6800 and 6502 microprocessors actually allocate a certain portion of their memory address space to be decoded and to function as I/O ports.

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

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





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

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

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

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

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

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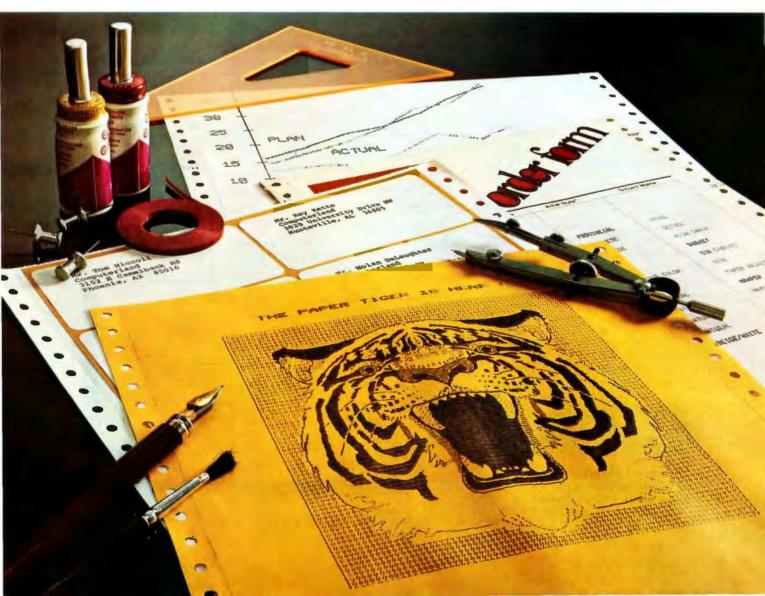
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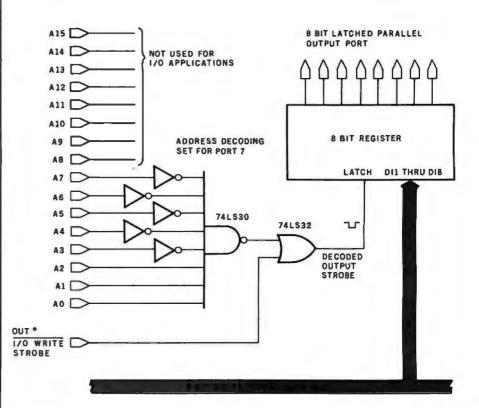


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**Figure 4a:** Block diagram of a typical parallel output port. The logic that decodes the 8-bit port address was shown in three forms in figure 3. The signal from the addressdecoding circuit is logically combined with one of the control signals from figure 2 (1/O WRITE) to produce an output strobe signal that activates the 8-bit output latch register.

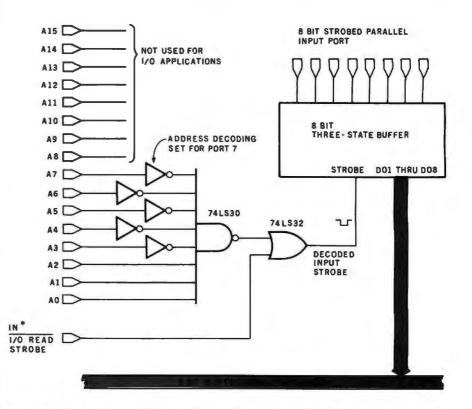
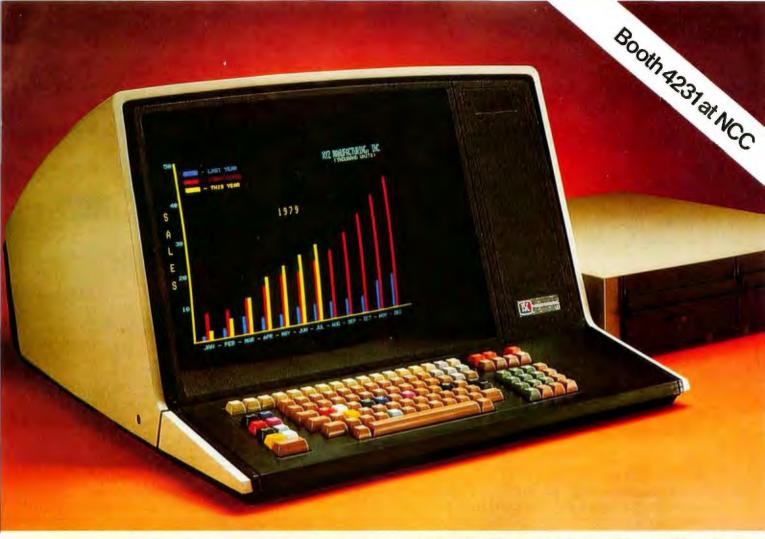
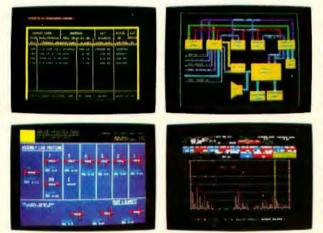


Figure 4b: Block diagram of a typical parallel input port. Note the resemblance to the output port of figure 4a.



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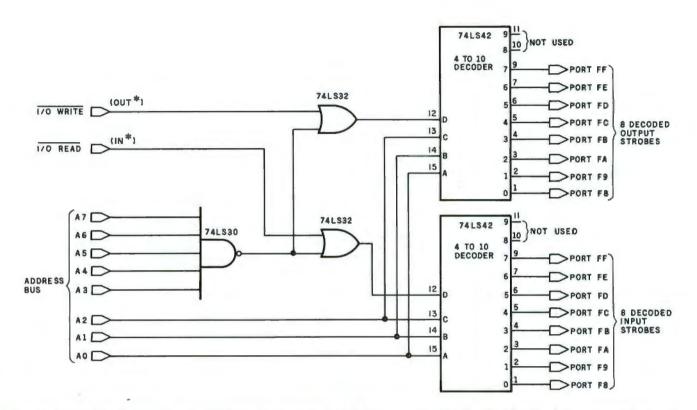


Figure 4c: Schematic diagram of a circuit that produces eight decoded input-strobe signals and eight decoded output-strobe signals. The port addresses produced are hexadecimal F8 thru FF.

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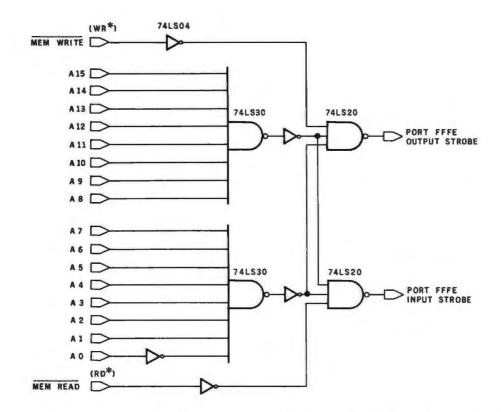


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**Figure 5:** Memory-mapped input and output. Some microprocessors do not have specific input and output instructions. In systems that use such microprocessors, the I/O port hardware is wired as a memory location; I/O operations take place using the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

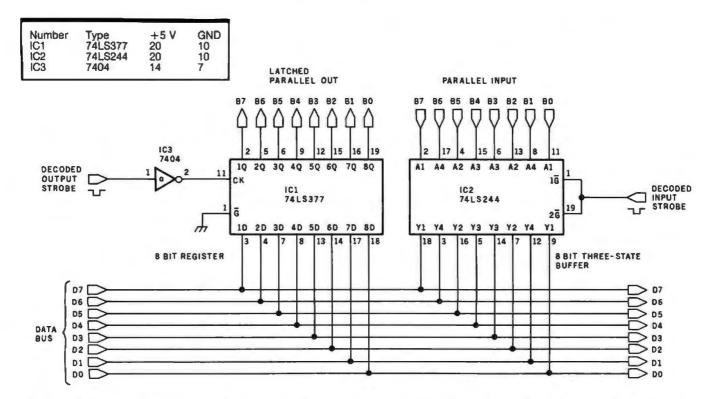


Figure 6: Data connections in input and output ports. Once the proper port address has been decoded and combined with the read- or write-control signal to form an I/O strobe signal, the actual process of accessing the data bus for data transfer is relatively easy. For input to the accumulator (the most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

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

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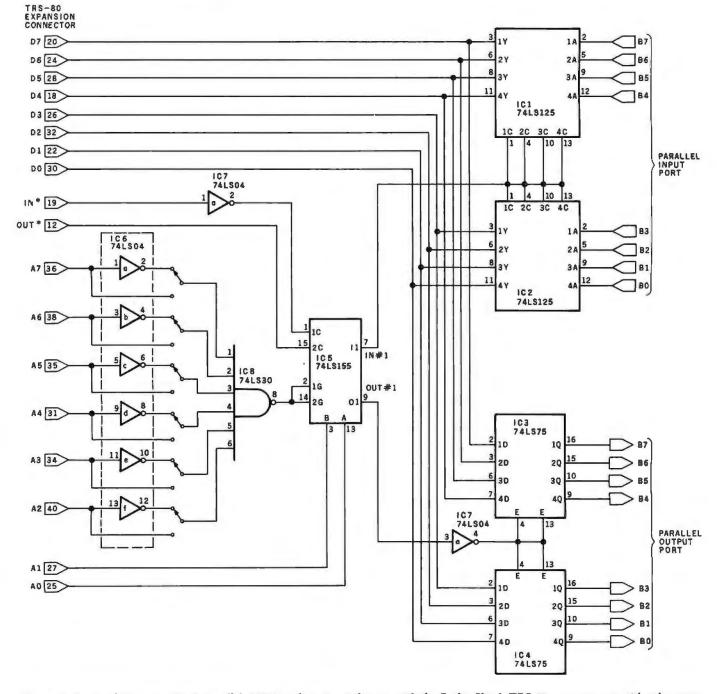
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Number	Type	+5 V	GND
IC1	74LS125	14	7
1C2	74LS125	14	7
IC3	74LS75	5	12
IC4	74LS75	5	12
IC5	74LS155	16	8
IC6	74LS04	14	7
IC7	74LS04	14	7
IC8	74LS30	14	7

#### Text continued from page 30:

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

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



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



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

Pin Number	Signal Name	Description
1	RAS*	row-address strobe output for 16-pin
1.1.1		dynamic memories
2	SYSRES*	system-reset output, low during power- up initialization or when the reset switch
		is depressed
3	CAS*	column-address strobe output for 16-pin dynamic memories
4	A10	address output
5	A12	address output
5 6 7 8 9	A13	address output
7	A15	address output
Å	GND	signal ground
0	A11	address output
10	A14	address output
11	AS	address output
12	OUT*	address output
		peripheral-write strobe output
13	WR*	memory-write strobe output
14	INTAK*	Interrupt-acknowledge output
15	RD*	memory-read strobe output
16	MUX	multiplexer control output for 16-pin
		dynamic memories
17	A9	address output
18	D4	bidirectional data bus
19	IN*	peripheral-read strobe output
20	D7	bidirectional data bus
21	INT*	interrupt input (maskable)
22	D1	bidirectional data bus
23	TEST*	placing a logic 0 on this line causes a
		high-impedance condition on address
		lines A0 thru A15, data lines D0 thru D7,
		WR*, RD*, IN*, OUT*, RAS*, CAS*, and
		MUX
24	D6	bidirectional data bus
25	AO	address output
26	D3	bidirectional data bus
27	A1	address output
28	D5	bidirectional data bus
29	GND	
30	Do	signal ground bidirectional data bus
31	A4	address bus
	D2	bidirectional data bus
32		
33	WAIT*	processor-wait input, to allow for slow
	40	memory
34	A3	address output
35	AS	address output
36	A7	address output
37	GND	signal ground
38	A6	address output on Level 1 machines: low-current +5 V
39	-	
		output
		on Level II machines: no connection
40	A2	address output

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

_						23				39
L						24				40

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

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

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

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

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

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

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

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#### Next Month

I shall complete the COMM-80 presentation by discussing the construction of a software-compatible RS-232C interface for the TRS-80 that has selectable data rates from 50 to 19200 bps.■ LSI-11 .

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

Joel Swank 4655 SW 142nd Apt 186 Beaverton OR 97005

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

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

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

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

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

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



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

Photograph taken by John M Hannam.



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#### Floppy-Disk Drive

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

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

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

#### Functions of the Controller

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

LFD-400	KIM Connector	Function	Comments
9 10 11 12 19 20 21 22	E-7 E-V E-22 E-U	RST R/W VMA ∲₂ + 14 V - 14 V + 8 V + 8 V	VMA always true on KIM-1 or use regulated + 12 V or use regulated - 5 V or use regulated + 5 V
23 24 25 26	E-22	+ 8 V ground ground ground	
27 28 29 30 31 32 33 34 35 36 37 38 39 40	-АВСОш <b>РНЈК</b> Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара Барара С С С С С С С С С С С С С С С С С	Ã0 A1 A2 A3 A4 A5 A6 A7 A8 A9 A10 A11 A12 A13	
41 42 43 44 45 46 47 48 49 50	E-S E-T E-9 E-10 E-11 E-12 E-13 E-14 E-15	A14 A15 D7 D6 D5 D4 D3 D2 D1 D0	

**Table 1:** Hardware connections from the KIM-1 single-board computer to the

 Percom LFD-400 disk-drive controller. Also given is the function of each line used.

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

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

#### **Hardware Modifications**

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

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

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

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

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

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

29		
Hexade Addre		When Used as Input
CC00 CC01	at address CC01 during bit 7 = 1 means disk unit at address CC01 during	ready to receive byte from computer
CC02	operation During read operation, bits 0 th	aru 3 contain current sector number in
CC03 CC04	binary Drive status byte : see table 2b	
2b		
Bit Valu		<b>able 2:</b> Memory addresses used by he LFD-400 disk-controller board.
0 1	Write-protect notch in disk covered; disk is pro- tected	Communication takes place between he disk and the computer via
1 1 2 0	Head is at track 0 n	nemory-mapped bytes as listed. Table a gives the function of 5 bytes used
	Drive circuit is ready to for	or input from disk to computer. Table
4 1	Sector pulse: drive detects	b defines the permissible values of bits 1 the drive-status byte (hexadecimal
5 1 6,7	Index pulse; drive detects lo special index hole fi	ocation CC03). Table 2c gives the unction of 7 bytes used to control out- ut from the computer to the disk.
2c		
Hexadeo Addre		/hen Used as Output
CC00		Il recognize as the SYNC byte at the hexadecimal FB used in Percom format
CC01		from computer to disk unit during write
CC02	Defines value that controller wi	ill recognize as the filler byte (written wrns off); hexadecimal FF used in this
CC03	Data to select drive and head-r bit 4 = direction of hea bit 5 = step pulse bit; c jump to next tra	ad movement: $1 = in$ , $0 = out$ sauses data-transfer head to ck in direction given by bit 4
CC04		of drive to be selected store instruction (STA) causes a write
CC05		her a load (LDA) or store instruction
CC06	causes a motor-on pulse to b Accessing this location with eit motor-off pulse to be sent to	her a load or store instruction causes a

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

### Software and Hardware Interaction

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

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

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

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

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

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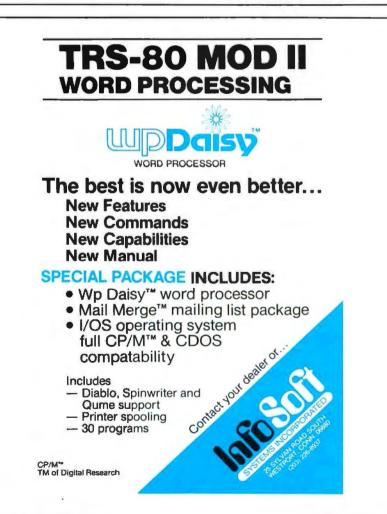
which the sector is located. The loworder digit specifies the sector within the track. When we prefix this threedigit numeral with the number of the disk drive, we obtain the *external* drive/track/sector (DTS) number, a four-digit quantity which is stored in binary-coded-decimal (BCD) form in 2 bytes.

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

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

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

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



second byte.

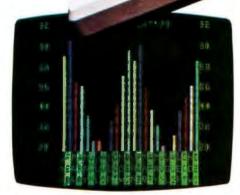
While the reformatting of the drive and track numbers from external to internal format involves only a simple decimal-to-binary conversion, the reformatting of the sector number employs a technique called *alternating-sector addressing*.

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

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

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

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



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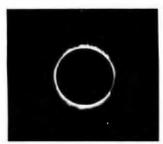
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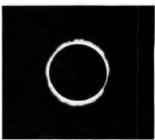
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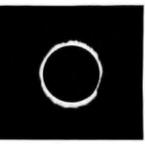


(3a) 1 millisecond

(3b) 2 milliseconds



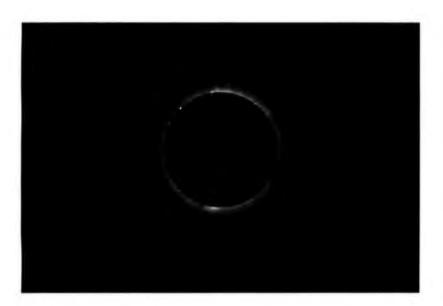
(3c) 5 milliseconds



(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

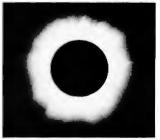
(3g) 0.1 second



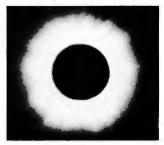
(3h) 0.2 second



(3i) 0.5 second



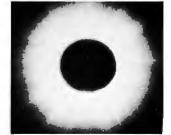
(3j) 1.0 second



(3k) 2.0 seconds



(31) 5.0 seconds



(3m) 10.0 seconds

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 equipment 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.

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

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

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

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

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

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

The day before the eclipse, Norm



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

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- Multiple Independent Z-80 processors for up to 10 users. Each processor card has 64K RAM, Z-80 processor, 2 serial, 2 parallel ports, optional hardware floating point (available July, 1960)
- Wide variety of applications software including medical office, retail point-of-sale, and general accounting and taxes

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- . 11 to 40 Mbyte 8" winchester drives
- 17 Mbyte cartridge or 110 Mbyte video tape backup
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- I/O cards (each with 4 bidirectional fully buffered parallel ports with hardware stobe generation and 4 software-selectable baud rate serial ports) to drive virtually ANY combination of peripherals
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UCSD PASCAL is a trademark of the Regeards of the University of Dalifornia. CP/M and MP/M are trademarks of Digital Research. Inc. Listing 1: This is the final version of my Pascal Eclipse Control Program as used in Kenya, February 16, 1980. Major changes from the previously published version include filling in the details of real-time execution and modifying the exposure table to provide twenty-five shots instead of ten. Also added was an interactive option to reenter the the exposures allocation phase so that different combinations of diamond ring and totality exposures could be tried. Initialization now puts in a symmetrical rising and falling sequence of exposure times from 1 ms to 10,000 ms. All interactive texts have been adjusted so that they will fit the 40-character width of the Apple's built-in video display.

```
DESTEN
с э
         NOTES ABOUT THE
                                                                                   PROCESS
                                                                                                             3
C
        Step 1: High Level Description ~ begun November 22, 1979
C
             This is a first cut at a program to simulate the eclipse
photography process; and define some of the necessary global
C
C
                                                                                                              з
             data of the problem.
                                                                                                              з
                                      COMPLETED 11/24/79
                                                                                                              5
63
        Step 2: Fill in allocation details -
ć
                 Achieve a complete allocation of the eclipse camera con-
             trol function as evidenced by calculation of a detailed time
line for the eclipse event given various conditions:
000
                                                                                                              3
                         Givent
                                    = number of totality exposures
= number of diamond ring exposures
000
                              n
                                                                                                              ъ
                               8
                                     = totality time
                                                                                                              з
                               £
C
                                     = slack in allocated totality time
                          Then let us seek the following ..
                                                                                                              ъ
                           * d2 = diamond rins time at 2nd contact )
* d3 = diamond rins time at 3rd contact )
* z = extra slack (one half of diamond rins total))
¢
C
                                    = anticipation time (half first diamond rins)
= required time for exposures during totality
= allocated totality time for exposures
                           1 2
C
                                                                                                             2
C
                           * 4
                                                                                                              3
                              2
000
                                    = marsin per frame in totality
                            * ×
                          Theorees:
                               d2:d3 derived from table of diamond rins frames
                                     derived from table of totality frames
                               A
                              z = (d2 + d3)/2

P = d2 / 2
E
C
                                                                                                               ٦
                               a = L - s -
 C
                               x = (a - A) / n
                                                                                                               3
C
                                                                                                               3
                     PROCEDURES Detailed Here Are...
C
                                                                                                               3
                          initialize
                                                                                                               2
                          normalize
                                                                                                               З
                                       COMPLETED 12/16/79
                                                                                                               3
0.5
         Step 3: Fill in the simulated details...
                                                                                                               3
             Create a program which uses the results of step 3 to
so through a detailed time line of the experiment on paper
(or terminal screen). Each event (shutter transition
open-->close or close-->open will be marked by a report of
¢
                                                                                                               1
C
                                                                                                               Э
¢
             its nature and time of execution relative to <start> signal
C
                                                                                                               3
ĉ
                                                                                                               э
 C
C
                     PROCEDURES Detailed Here Are...
                                                                                                               3
                           auait_cue
                                                                                                               2
                           diamond_ring_burst
 ¢
                                                                                                               5
 ٤
                           totality
 60
 ĉ
         Step 4: Adapt to real time control -
             Put in augmentations of the software to actually demon-
strate operation with the Nikon F2A camera via a relay
plugged into the Apple II Game Paddle Socket
THIS IS THE FINAL FORM OF THE PROGRAM TO BE USED IN THE
FIELD CONTROLLING THE EXPERIMENT...
 000
 000
                                                                                                               h
              Necessary step: determining a method of measuring time
intervals from the CPU clock which is consistent with UCSD
 č
 6
                           Possibly use assembly language subroutine.
```

PROGRAM eclipse\_monitor\_simulation;

```
CONST

minimum_Pulse_width = 20 (milliseconds);

overhead_duration = 210 (milliseconds);

oren_shutter_address = -16295 (sets ANO output to "1");

close_shutter_address = -16296 (resets ANO output to "0");

post_rins_delaw = 500 (milliseconds);

TYPE

seconds = INTEGER;

milliseconds = INTEGER;

absolute_time =

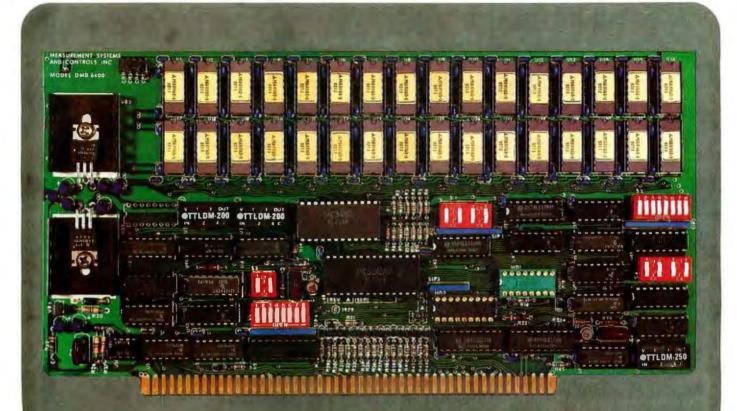
RECORD Listing 1 continued on page 58
```

fired up the generator to supply power. We then set up our respective Apples. We naively thought that final programming details could be accomplished that day sitting in the tropical sun. But our preparations had neglected to include a canopy or sun shade. Norm's Apple worked quite well in the heat, perhaps because he had rigged up a sort of sun shade using his towel, two camera tripods, and a large piece of gaily colored cloth.

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

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

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



#### BANK SELECT - 64K BYTE EXPANDABLE MEMORY BOARD



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<b>WANT TO BE KING</b>	
00	
<b>OF THE HILL?</b>	
Treat Yourself Royally with GIMIX	
Unique and Incomparable Boards	Listing 1 continued:
and Systems DIP-switch Versatility	units : seconds;
for use with both SS50 (6800) and	thousandths : milliseconds
SS50C (6809) Systems (SWTP. etc.)	END; exposures = INTEGER;
32K STATIC RAM BOARD	an_exposure_detail =
<ul> <li>SS50C Extended Addressing (can be disabled)</li> </ul>	RECORD duration : milliseconds;
<ul> <li>4 separate 8K blocks</li> <li>Low Power 2114L RAMS (2 AMP TYP. for 32K)</li> </ul>	wait_after : milliseconds
Write Protect	END; string_pointer = fSTRING;
Fully Socketed for 32K     Gold Bus Connectors	
	VAR
	s : STRING[128];
24К\$438.14	crash_ahead : BOOLEAN;
32K.,\$548.15	an_integer : INTEGER;
	xin : INTEGER;
16 & 24K Versions are socketed for 32K and require only additional 2114S for expansion.	sisma : INTEGER; which_ring : (second,third);
All GIMIX Memory Boards are assembled, burned-in,	
and tested at 2MHz.	a·b·c : absolute_time; ring_time : absolute_time;
FACTORY PRIME STATIC RAMS	second_contact_rind : absolute_time;
2114L 450 ns\$5.90 200 ns\$6.90	<pre>third_contact_rind : absolute_time; tot_time : absolute_time;</pre>
4044 450 ns\$5.90 250 ns\$6.90 Add \$5.00 Handling on Orders Under \$200.00	time_totality : absolute_time;
and share at the first start of the start start of the	marsin_time : absolute_time; current_time : absolute_time;
THE UNIQUE GIMIX	half_time : absolute_time;
80 x 24 VIDEO BOARD	<pre>suarter_time : absolute_time; slack_in_totality : absolute_time;</pre>
+ Upper and Lower Case with Descenders	dummy : absolute_time;
★ Contiguous 8x10 Character Cells	total_elapsed_time : absolute_time; total_duration : absolute_time;
★ Hardware Scrolling ★ X-Y Addressable Hardware Cursor	maximum ; exposures;
It is the ONLY Video Board that	maximum : exposures; total_eclipse : exposures;
gives you Software Control of:	ring_frames : exposures; current_shot : exposures;
<ul> <li>A programmable RAM Character Generator plus 2 EPHOM Character Generators (128 char. ea.).</li> <li>Selecting 256 Displayable Characters from 384</li> </ul>	<pre>Lwenty_five_shots : PACKED ARRAY[024] DF an_expose transient_shots : PACKED ARRAY[01] DF an_expose</pre>
available.	
<ul> <li>Normal or inverse video, full or reduced intensity, or combinations of these by both ASCII Code and</li> </ul>	<<<< opening "EUTILS.TEXT>>>>
<ul> <li>Bit 8.</li> <li>GHOSTability — multiple boards at the same ad-</li> </ul>	( Miscellaneous routines used throughout the program ) (> new_page )
dress.	(> set_parameter )
Fully decoded, occupies only 2K of address space Fully socketed — Gold bus connectors.	C> error_abort ) C> subtract_time )
Assembled, Burned-in, and Tested at 2MHz	(> divide_time ) (> add_time )
Deluxe Version	(> print_time )
Without RAM Character Generator \$398.24 Other Video Boards from \$198.71	
	{ unim} }
THE	
CLASSY	PROCEDURE new_page; VAR
	stuff : STRINGC243;
CHASSIS	clear_screen : CHAR; BEGIN
<ul> <li>Ferro-resonant Power Supply</li> <li>Heavyweight Aluminum Cabinet with fan and provisions for two 5" disk drives.</li> </ul>	stuff := ' ';
<ul> <li>visions for two 5" disk drives.</li> <li>6800/6809 Mother Board, tifteen 50 pln and 8 DIP-</li> </ul>	clear_screen := CHR(24); WRITELN(clear_screen;stuff);
<ul> <li>6800/6809 Mother Board, tifteen 50 pln and 8 DIP- switch addressable 30 pin slots — Gold Plated Bips Evilvedeeded</li> </ul>	WRITELN(' ');
Pins. Fully decoded. \$798.19	WRITELN(''); WRITELN(s)
With Baud Rate Generator on Mother Board \$828.19	END (new_page);
32K SYSTEM Incomparable Features, at a Comparable Price!	PROCEDURE set_parameter(VAR time : absolute_time);
Includes: Chassis, 6800 CPU, 32K RAM Board,	VAR a_string : STRING[128];
16K Version of above \$1,374.49	i : INTEGER;
	<pre>period : BODLEAN; decimal_count : INTEGER;</pre>
Phone, write, or see your dealer for details and prices on our broad range of Boards and Systems for the SS50/SS50C bus and our AC Power Control Products for all computers.	factor, result : INTEGER;
	PROCEDURE add_a_disil( position : INTEGER);
	VAR
1337 W. 37th Place • Chicago, IL 60609	digit : INTEGER; BEGIN
(312) 927-5510 • TWX 910-221-4055	disit := (ORD(a_string[position])-ORD('0') IF period THEN
The Company that delivers. Quality Electronic products since 1975.	BEGIN
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of GIMIX Inc.	
58 May 1980 © BYTE Publications Inc	Circle

Lwentw\_five\_shots : PACKED ARRAY[0..24] OF an\_exposure\_detail; transient\_shots : PACKED ARRAY[0..1] DF an\_exposure\_detail;

Listing 1 continued on page 60

1	C	
0	RELIABL	E WE GIVE YOU
	365	DAYS
	360       361       362       363       364         355       356       357       358       359         350       351       352       353       354         345       346       347       348       349         340       341       342       343       344         335       336       337       338       339         330       331       332       333       334         325       326       327       328       329	TOTAL PEACE OF MIND.

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Listing 1 continued:

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



```
IF decimal_count < 4 THEN
                              BEGIN
                                  time.thousandths :≃ time.thousandths

+ ((1000 * disit) DIV factor);

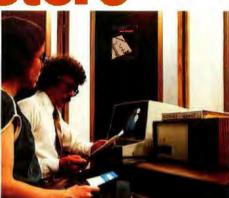
factor := 10 * factor
                              END
                      END
                  ELSE (before period)
time.units := (time.units * factor) + disit
               END:
       BEGIN (set_parameter)
       PAGE( OUTPUT );
       time.units := OF
        lime.thousandths 1= 0;
       WHILE ((time.units=0) AND (time.thousandths=0)) DD
           BEGIN
               factor := 10;
               decimal_count := 0;
               period := FALSE;
               WRITELN( S )
               READLN(a_string);
FOR i t= 1 TO LENGTH(a_string) DO
BEGIN
                       CASE a_strins(i] OF
'0','1','2','3','4','5','6','7','8','9';
                              add_a_disit(i);
                           1.12
                              period t= TRUE
                       END
                   END
           END (WHILE)
   END (set_parameter);
PROCEDURE error_aborl;
   BEGIN
        maximum t= 250;
        total_eclipse := 200;
        ring_frames := 25;
        WRITELN('Unrecoverable error in data');
        crash_ahead 1= FALSE
   END:
PROCEDURE subtract time(a.b : absolute time; VAR c : absolute time);
    BEGIN
        c.thousandths := a.thousandths - b.thousandths;
        sigma := O;
        IF
           c.thousandths < 0 THEN
            BEGIN
               c.thousandths != c.thousandths + 1000;
               sidma t = -1
           END
   C.units
END;
                    I= a.units - b.units
                                                   + sisma
PROCEDURE divide_time(
                            VAR a : absolute_time;
b : absolute_time;
                             n : INTEGER
                            >#
    ( a <-- b DIV n )
    UAR
        Pra : INTEGERE 163:
    BEGIN
        a.thousandths := 0;
        a.units := 0;
        a t= b.unitsi
        a := a # 1000;
a := a + b.thousandths;
a := a DIV n;
          := a DIV 1000;
        IF p < 3276B THEN
    a.units := TRUNC(p);
p := a - (1000 * p);</pre>
        IF P < 32768 THEN
            a.thousandths := TRUNC(p)
    END
PROCEDURE add_time(a,b : absolute_time) VAR c : absolute_time)}
    REGIN
        sigma := a.thousandths + b.thousandths;
c.thousandths := sigma MOD 1000;
                                                      + (sigma DIV 1000)
        c.units
                    t= a.units
                                     + b.units
    END;
PROCEDURE print_time(a : absolute_time)#
     VAR
        21000,2100 : STRING[1];
    BEGIN
        IF a.thousandths < 100 THEN z1000 != '0' ELSE z1000 != '';
IF a.thousandths < 10 THEN z100 != '0' ELSE z100 != '';
IF LENGTH(s) > 25 THEN s != COPY(s,1,25);
WRITELN(s,a.units,'.',z1000,z100,a.thousandths)
```

Listing 1 continued on page 62

decimal.count := decimal\_count + 1;

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```
isting 1 continued:
     END;
<<< opening "ENORMAL.TEXT>>>>
OCEDURE normalize_timins;
 VAR
     4
                       1 INTEGER:
 PROCEDURE sum_up_ring(ring: INTEGER; VAR ring_total : absolute_time);
     UAR
        index, i : INTEGER;
         this_ring : absolute_time#
     BEGIN
        ring_total.units := 0;
ring_total.thousandths := post_ring_delaw;
FOR i := 1 TO ring_frames DO
            BEGIN
                this_ring.units != 0;
                this_ring.thousandths := transient_shots[ring].wait_after;
                add_time(this_ring;ring.tota);ring.tota);
this_ring.thousandths := transient_shots[ring].duration;
                add_time(this_ring,ring_total,ring_total)
            END
     ENDI
 PROCEBURE sum_up_eclipse(VAR eclipse_total : absolute_time);
     VAR
        this_shot : absolute_time;
index;i;J : INTEGER;
     BEGIN
        eclipse_total.units := 0;
         eclipse_lotal.thousandths := overhead_duration;
         ( this compensates for the minimum wait after one )
( frame started and ended during the slack time period)
         FOR i := 1 TO total_eclipse DO
            BEGIN
                this_shot.units := 0;
index := (i~1) MOD 25;
                this_shot.thousandths := twenty_five_shotsLindex1.wait_after;
                add_time(this_shot/eclipse_lotal/eclipse_total);
                this_shot.thousandths := twenty_five_shotsfindex].duration;
add_time(this_shot.eclipse_total.eclipse_total)
            END
     END:
ROCEDURE Preliminary_allocation;
  BEGIN
     s '= 'Allocation of Eclipse Times...';
     new_page;
s := 'Total time of eclipse
                                      = 1 +
     Print_time(time_totality);
     WRITELNC ----
                                            -----/ );
     which_ring != second;
     sum_up_ring( ORD( which_ring ); second_contact_ring );
     s := 'Second contact time
                                       = ' +
     print_time(second_contact_ring);
     which ring to third:
     sum_up_ring( ORD( which_ring ), third_contact_ring );
     s != 'Third contact time
                                       = /:
     Print_time(third_contact_ring);
     add_lime(second_contact_ring,third_contact_ring,ring_lime);
     s I= 'Tot. diamond ring time = ';
     print_time(ring_time);
     divide_time( quarter_time, second_contact_ring, 2);
     s := 'Anticipation time
                                        = ';
     print_time(quarter_time);
     WRITEIN( -----
                                               ----/ ):
     sum_up_eclipse(lot_time);
s := 'Totality time = ';
print_time(tot_time);
s := 'Marsin at end totality = ';
     print_time(slack_in_totality);
     divide_time(half_time+rins_time+2);
     s := 'Diamond ring slack
                                       = 1;
     print_time(half_time);
     add_time(lot_time,slack_in_totality,total_duration);
     add_lime(lotal_duration,half_time,lotal_duration);
s := 'Total time initially = ';
     print_time(total_duration);
     WRITELNC
                                                                         subtract_time(time_totality+total_duration+marsin_time);
     S := 'Harsin for allocation = ';
Print_time(marsin_time)
  END (preliminary_allocation);
                                                              Listing 1 continued on page 64
```

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#### **ISIS<sup>1</sup>** Conversion

ISIS<sup>1</sup> to CP/M<sup>®</sup> conversion utilities permit CP/M<sup>®</sup> users to read or write files to or from an ISIS<sup>1</sup> diskette. The package consists of three utility programs that read, write and display the ISIS<sup>1</sup> directory.

ISIS' - CP/Mª Utilities	 25
Manual only	\$ 5

#### **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" diskette.

FPP on									
FPP on									
Manual	only	******	 				 • •	 .\$	10

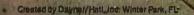
VSIS is a trademark of Intel Corporation. \*CP/M<sup>®</sup> is a registered trademark of Digital Research.



Listing 1 continued:

```
PROCEDURE mardin_dispersal;
     VAR
         marsin_per_frame : absolute_time;
     i : INTEGER;
BEGIN
          divide_time(marsin_per_frame,marsin_time,total_eclipse);
          FOR i := 0 TO 24 DO
              twentw_five_shots[i].wait_after :=
    twentw_five_shots[i].wait_after
                   (1000 # marsin_per_frame.units) +
          barsin_per_frame.thousandths;
s t= 'Hardin per tot. frame = ';
print_time(marsin_per_frame)
     END (marsin_dispersal);
PROCEDURE final allocation;
     BEGIN
          sum_up_eclipse( tot_time );
          s != 'Adjusted total phase = ';
print_time(tot_time);
          add_time( tot_time:slack_in_totality:total_duration );
          add_time(total_duration;half_time;total_duration);
s t= 'Adjusted commitments = ';
          print_time(total_duration);
          add_time(tot_time:slack_in_totality:total_elapsed_time);
          add_time(total_elapsed_time;rins_time;total_elapsed_time);
            t= 'Total elapsed time
                                                     = 11
          print_time(total_elapsed_time);
          WRITELN( ---
          subtract_time(time_totality+total_duration,marsin_time);
s t= 'Marsin after allocation= ';
print_time(marsin_time)
     END (final_allocation);
PROCEDURE alloc_exposures;
     BEGIN
          ring_frames !=
          (maximum - total_sclipse) DIV 2;
IF rins_frames < 2 THEN error_abort;
sisma != maximum - (total_eclipse + (2 * rins_frames));
          total_eclipse := total_eclipse + sigma;
WRITELN('');
          WRITELNS "
                                Exposures map: ();
          WRITELN('First diamond rins = 'rins_frames);
WRITELN('Forst diamond rins = 'rins_frames);
WRITELN('Totality = 'rins_frames);
WRITELN('Second diamond rins = 'rins_frames);
          WRITELN( "
          WRITELN( "
                                 TOTAL
                                                      = 'rmaximum);
          WRITELN( ** )#
          WRITELN( ' );
          WRITELN( 'Press return to continue');
          READLN( s )
     END Calloc_exposures);
     BEGIN (normalize_timing)
          alloc_exposures;
          preliminary_allocation;
          marsin_dispersal;
          final_allocation
     END (normalize_timins);
PROCEDURE milli(lime : INTEGER);
     EXTERNAL
PROCEDURE ref_memory(address : INTEGER);
     This procedure uses the variant record technique to
reference an address passed to it as a 16 bit signed
INTEGER. The Apple-II hardware will set or reset the
annunciator outputs of the Game 1/0 connector if the
appropriate addresses are simply referenced by a program.
     3
     TYPE
          Ptr = tCHAR;
          memory_access = (pointer;number)
          (this is a dummy statement required by the syntax of
Pascal variant records such as "memory" below. The
variant record "trick" is not the most elegant way
               to reference an absolute hardware address, since it
              variant records, ie: that a 16 bit signed two's complement
INTEGER type maps bit for bit into the 16 bit positive
integer value of an address stored in a Pascal pointer
               data type.
          30
                                                                                  Listing 1 continued on page 66
```

Circle 36 on inquiry card.





I Universal Data Systems

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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

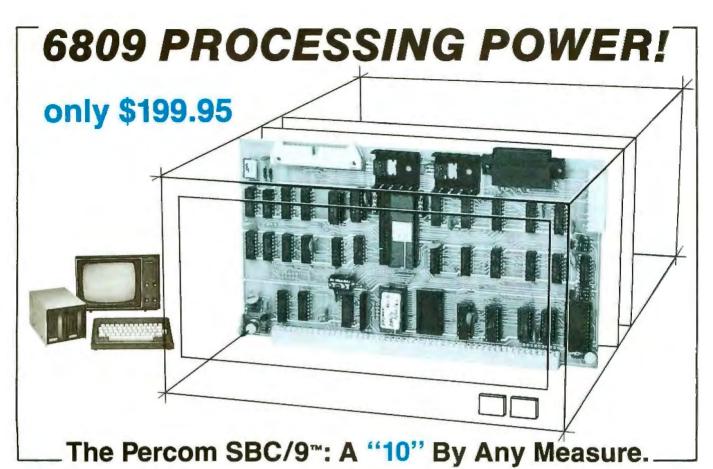
```
memory =
            RECORD
               CASE memory_access OF
                   Pointer : (a_Pointer : ptr);
number : (a_number : INTEGER)
            END:
    VAR
        anybyte : memory;
anychar : CHAR;
    BEGIN
        anybyte.a_number := address;
anychar := anybyte.a_pointer;
    END (ref_memory);
PROCEDURE take_picture(photograph : an_exposure_detail);
    REGIN
       ref_memory(open_shutter_address);
       milli(photograph.duration);
       ref_memory(close_shutter_address);
        ailli(photograph.wait_after)
    END (Lake_picture);
```

PROCEDURE initialize;

Listing 1 continued:

```
VAR
   running_index : INTEGER;
BEGIN (initialize)
   s := //i
   ref_memory(close_shutter_address);
   current_time.units
                                1= 0;
   current_lime.thousandths := 0;
   current_shot := 0;
   twenty_five_shots[0].duration
twenty_five_shots[1].duration
                                          = 1
= 2
                                                     + minimum_rulse_width;
                                                       minimum_pulse_width;
    wenty_five_shots[2],duration
                                          := 5
                                                       minimum_pulse_width;
   twenty_five_shots[3].duration
twenty_five_shots[4].duration
                                          := 10
:= 20
                                                       ainimum_pulse_width;
                                                     + minimum_pulse_width;
                                             50
    twenty_five_shots[5].duration
                                          :=
                                                     + minimum_pulse_width;
                                             100
                                          =
    twenty_five_shots[6].duration
                                                       minimum_pulse_width;
    twenty_five_shots[7].duration
                                          1=
                                                     + minimum_pulse_width;
    twenty_five_shots[8].duration
                                             500
                                          :=:
                                                     + minimum. pulse_width;
                                          := 1000
:= 2000
    twenty_five_shots[9].duration
                                                     + minimum_pulse_width;
    twenty_five_shots[10].duration
                                                      mininum_pulse_width;
   twenty_five_shots[11].duration
twenty_five_shots[12].duration
                                          := 5000
                                                     + minimum_pulse_width;
                                             10000
                                          :=
                                                     4
                                                       ainiaus_pulse_width;
    twenty_five_shots[13].duration
                                          :=
                                             5000
                                                       minimum_Pulse_width;
    twenty_five_shots[14].duration
twenty_five_shots[15].duration
                                          t= 2000
t= 1000
                                                       minimum_pulse_width;
                                                       minisus_sulse_width;
    twenty_five_shots[16].duration
                                          := 500
                                                       minimum_pulse_width;
    twenty_five_shots[17].duration
                                          := 200
                                                       minimum_pulse_width;
    twenty_five_shots[18].duration
twenty_five_shots[19].duration
                                          != 100
!= 50
                                                       ginimum_pulse_width;
                                                       minimum_pulse_width;
                                          := 20
    twenty_five_shots[20].duration
                                                       minimum_pulse_width;
    twenty_five_shots[21].duration
                                          := 10
                                                       minimum_pulse_width;
                                          1= 5
    twenty_five_shots[22].duration
                                                     + minimum_pulse_width;
    twenty_five_shots[23].duration
                                          1= 2
                                                     + minimum_pulse_width;
                                             1
    twenty_five_shots[24].duration
                                          1=
                                                     + minisus_pulse_width;
   FOR running_index := 0 TO 24 DO
       twenty_five_shots[running_index].wait_after := overhead_duration,
    transient_shots[0].duration
                                                     + minimum_rulse_width;
   transient_shots[1].duration
FOR running_index := 0 TO 1 DO
                                        := 50
                                                     + minimum_Pulse_width.
       transient_shots[running_index].wait_after 1= overhead_duration;
    s := 'Reslarting the program';
    new_pase;
    WRITELN('Enter 0 to end; 1 to continue');
WRITELN(' then <return> ');
                 Lhen <return>
    READLN( an_intemer );
   IF an_integer > 0 THEN
       BEGIN
          s := 'Preliminary data initialization';
          new_pase;
s :≖ ' Enter number of exposures';
          set_parameter(dummy);
          maximum t= dumms.units;
s := 'Enter exposures in totality';
           REPEAT
              BEGIN
                  set_parameter(dummy);
                  total_eclipse 1= dummy.units
              END
                                                           Listing 1 continued on page 68
```

Circle 37 on inquiry card.



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

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- 8 All on-card I/O is fully decoded so that adjacent memory space may be used.
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- On-card power regulators simplify power supply design by minimizing regulation demands.

in memory. This allows you to leave the details of I/O software to the separate I/O device drivers.

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

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



14 trademark of Percom Data Company, Inc.

#### Listing 1 continued:

END

END. Ceclipse\_monitor\_\_imulation3

summarize

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**

BYTE is continually seeking quality manuscripts written by individuals who are applying personal computer systems, designing such systems, or who have knowledge which will prove useful to our readers. For a more formal description of procedures and requirements, potential authors should send a large (9 by 12 inch, 30.5 by 22.8 cm), self-addressed envelope, with 28 cents US postage affixed, to BYTE Author's Guide, 70 Main St, Peterborough NH 03458.

Articles which are accepted are purchased with a rate of up to \$50 per magazine page, based on technical quality and suitability for BYTE's readership. Each month, the authors of the two leading articles in the reader poll (BYTE's Ongoing Monitor Box or "BOMB") are presented with bonus checks of \$100 and \$50. Unsolicited materials should be accompanied by full name and address, as well as return postage.

```
UNTIL
                (total_eclipse > 0)
                                AND
                (total_eclipse
                                   maslaum );
             s (= 'Enter intality duration (sec)';
             set_parameter(time_totality))
             s t= 'Enter slack time (sec)'
             set_parameter(slack_in_totality)
          ENDI
   crash_ahead := TRUE
END (initialize);
PROCEDURE await.cuet
   UAR
       anychar : FACKED ARRAYDO...OT OF CHAR;
   BEGIN (await_cue)
WRITELN('');
       WRITELN( " );
       WRITELN( '' );
       WRITELN('Awaiting manual cue');
WRITELN('**********************************);
       UNITREAD(2, anychar, 1,0,0)
    END Cawail_cue);
PROCEDURE diamond_rins_burst;
    VAR
       i : INTEGERI
    BEGIN (diamond_rins_burst)
       FOR i := 1 TO rins frames DO
          BEGIN
             IF which wind = second THEN
                 tal e ricture( transient_shots[0])
             EL.SE
                 take sicture(imansient_shots[13)
          END:
       milli(post rins delaw)
    END (dismond_rins_bur 1);
PROCEDURE totality;
   VAR
      exposure_count : INTEGER;
       cyclic_choice : INTEGER;
    BEGIN (totality)
       WRITELN('Begin totality sequence');
       cyclic_choice := 0;
       FOR exposure_count := 1 TO total_eclipse DO 
BEGIN
             take_ricture(twenty_five_shotsCosclic_choice]);
             cyclic_choice := (cyclic_choice + 1) MOD 25
          END:
       WRITELN('End totality sequence')
   END (totality);
PROCEDURE Supmarize:
    BEGIN (summarize)
       WRITELN( 'Fress return to end program' ;
       READLN( s )
    END (summarize);
PROCEDURE perform_eclipse_dance;
    BEGIN
       await_cue#
       diamond_rins_burst #
       totality;
       ref_memory(open shutter_address); (sneak in one sure endown as
       await_cue;
       ref_memory(close_ httler_address);
       millicoverhead duration bi
       diamond_rind_burst
    ENDI
BEGIN (eclipse..monitor simulation)
    an integer := 1007
WHILE an_integer 0 DD
       BEGIN
          initialize;
          IF an_intester 0 THFN
              BEGIN
                 normalize timins;
WRITELN('Is this an entire r_*7 (Y = ses
                 REATH NO = 11
                 IF LENGTH(s) 1 THEN s (= ';
IF ((scl) = w') OR (sc_1 = Y) THEN
                    perform_eclipse_dance
              END
```

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#### **Critique of Technique**

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

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

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

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

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

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

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

A key part of the success of this application of a personal computer to eclipse photography was the use of a high-level language system for nearly all of the programming. Listing I 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.■

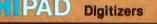
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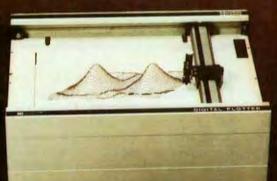
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### Interface a Floppy-Disk Drive to an 8080A-Based Computer

John Hoeppner Shugart Associates 415 Oakmead Pky Sunnyvale CA 94086

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

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

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

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

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

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

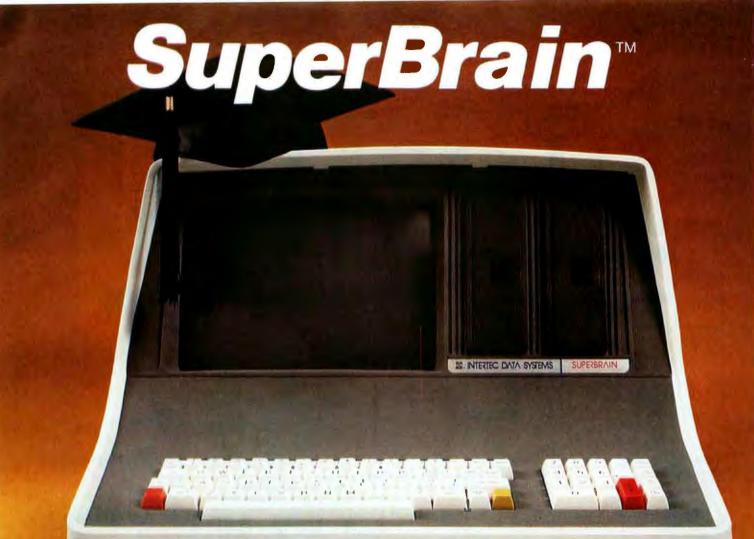
#### Hardware Characteristics

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

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

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

The bit pulse must be written on the disk inside certain boundaries. When the pulse is read by the disk drive, the pulse is presented to the controller within a certain time frame called the data window. The length of the bit cell is 8 µs. When the clock pulse is detected by the controller, a timer is activated. This timer counts 2  $\mu$ s; after 2  $\mu$ s have elapsed, the data window is deemed to be "open." The data window is open during 4 µs, 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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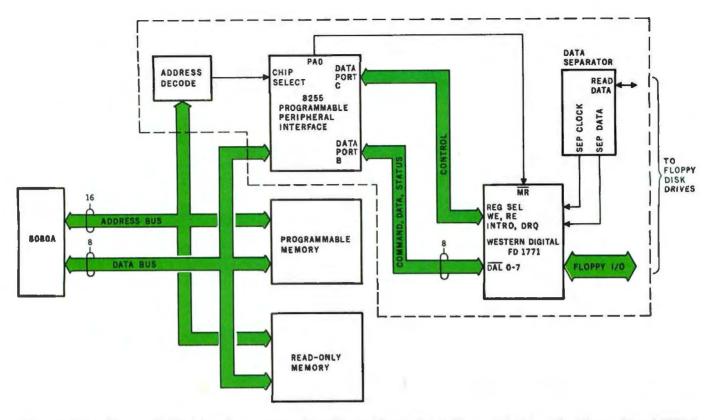
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**Figure 1:** Block diagram of 8080A-based computer and interface to Shugart SA400 floppy-disk drive. The Western Digital FD1771 disk-controller circuit is illustrated here as the area within the dotted lines.

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 µs (ie: 1 clock cycle) within the 8  $\mu$ s bit-cell interval.

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

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

#### Connecting the 8255 PPI

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

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

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

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

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



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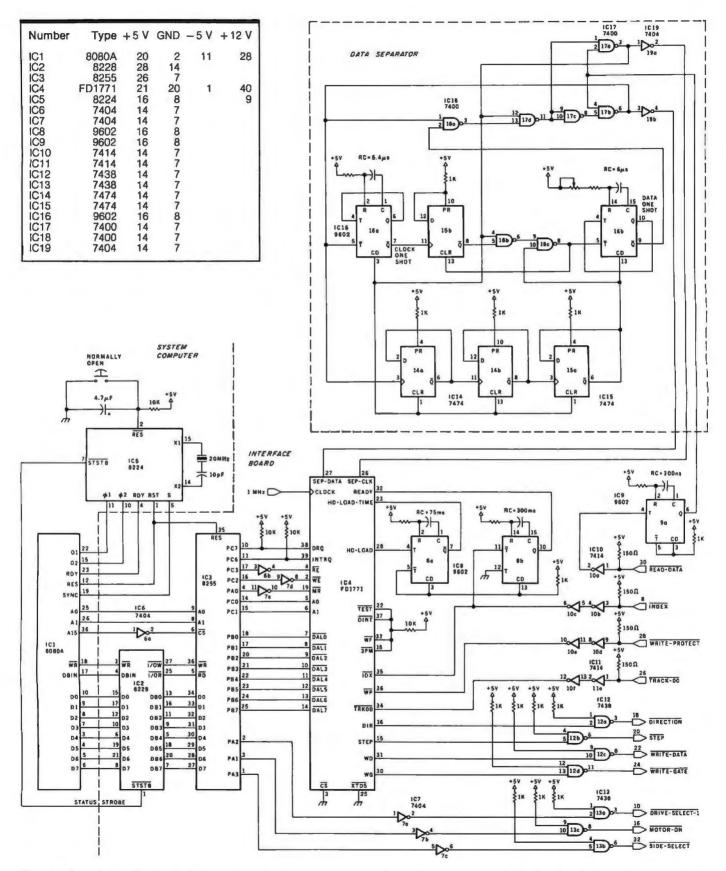
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**Figure 2:** Disk-controller board. The circuit to the left of the dotted line is part of the computer being interfaced; the part to the right is the interface to the floppy-disk drive. The area in the dotted box is a data separator made from 7400-series 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	AO	Register Affected During Read ( $RE=0$ , $WE=1$ )	Register Affected During Write (RE = 1, WE = 0)
0	0	Status Register	Command Register
0	1	Track Register	Track Register
1	Ó	Sector Register	Sector Register
1	1	Data Register	Data Register

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



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

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

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

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

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

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

Text continued on page 84



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YPE	COMMAND	7	6	5	4	3	2	1	0	
	Restore	0	0	0	0	h	V	r.	1'n	
	Seek	0	0	0	1	h	V	τ.	ľ.	
	Step	0	0	1	u	h	V	5	ľ.	
	Step In	0	1	0	U	h	V	τ.	To.	
	Step Out	0	1	1	U	h	V	Ľ.	6.	
1	Read Command	1	0	0	m	b	Ē	Ó	Ő	
ł.	Write Command	1	0	1	m	b	Ē	a.	a.	
1	Read Address	1	1	0	0	0	1	0	0°	
1	Read Track	1	1	1	0	Ō	1	Ō	8	
	Write Track	1	1	1	1	Ő	1	ō	ō	
V	Force Interrupt	1	1	Ó	i	l <sub>s</sub>	12	Ē,	la l	

BITS

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<sub>1</sub>r<sub>0</sub> = Stepping motor rate (Bits 1 thru 0) r<sub>1</sub>r<sub>0</sub> = 11 gives 40 ms step time u = Update flag (Bit 4) u = 1, Update Track register

(a)

u = 0, No update mack registe

(b)

BIT VALUES FOR TYPE II  $\frac{m = Multiple Record flag (Bit 4)}{m = 0, Single record}$   $\frac{m = 1, Multiple records}{b = Block length flag (Bit 3)}$   $\frac{b = 1, IBM format (128 to 1024 bytes)}{b = 0, Non-IBM format (16 to 4096 bytes)}$   $\frac{a_1a_0 = Data Address Mark (Bits 1 thru 0)}{a_1a_0 = 00, FB (Data Mark)}$   $\frac{a_1a_0 = 10, F9 (User defined)}{a_1a_0 = 11, F8 (Deleted Data Mark)}$ 

#### (c)

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

(d)

BIT VALUES FOR TYPE IV  $I_{g}$  thru  $I_{a}$  = Interrupt Condition flags (Bits 3 thru 0)  $I_{g}$  = 1, Not Ready to Ready transition  $I_{1}$  = 1, Ready to Not Ready transition  $I_{2}$  = 1, Index pulse  $I_{3}$  = 1, Immediate interrupt E = Enable HLD and 10 ms Delay E = 1, Enable HLD, HLT and 10 ms delay

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

(e)

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

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#### Text continued from page 80:

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

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

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

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

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

register of the FD1771, whether the destination is the data, sector, or track register.

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

#### FD1771 Commands

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

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TRACK I	SECTOR	C SLOT 6	DRIVEI
*****	****		LEME
20 BCOP			8-95
8	F t NA		
10 +		POAT	
10 ARCA		2.45.6	
CG QNAD DG CHAI			+7.6.0
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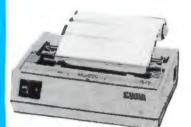
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commands. Type IV includes a class of command that raises the FD1771 interrupt line on a given condition.

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

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

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

#### Initializing the FD1771

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

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

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

#### Formatting the Disk

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

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

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

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

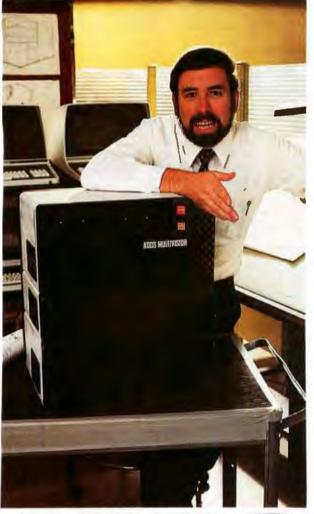
#### **Floppy Disk Format**

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

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

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

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

		: INIT				
		THIS DD/	CDAM IS	DESIGNED TO	DEDEODIA CEEVE	
				DESIGNED TO	PERFORM SEEKS,	
					PY CONTROLLER	
		-			AND A 8080 MPU	
		CTRL	EOU	91H	AND A 8080 MPU	
0091			L WORD F			
		:MODE=0		ORMAN.		
			•	T (INPUTS)		
					LINES (OUTPUTS)	
			INPUTS, 0-			
		:PORTC=	OUTPUTS,	4-7		
		PORTA	EQU	8000H		
8000		PORTB	EQU	8001H	PORT A ADDRESS	
8001		PORTC	EQU	8002H	PORT B ADDRESS	
8002		CWR	EQU	8003H	PORT C ADDRESS	
8003		CHARS	EQU	520H	CONTROL WORD ADDRESS	
0520		OFFIC			COMMAND CHARACTERS	
07D0		SEEK	EQU	7D0H	ENTERED VIA CONSOLE	
0B10		READ	EQU	OBIOH	SEEK TRACK ROUTINE	
0B80		PIN	EQU	OB80H	WRITE SECTOR ROUTINE	
0798		L 114	EQU 7981		PORT B SET AS INPUTS	
0.70		01	RG 600H		ROUTINE	
	0600	. 01	KO OWH		NOOTINE	
		INITIAL	ZE THE PP	(POWER UP)		
		:		(IONER OF)		
		MR ALW	AYS=1 AF	TER INITIALIZ	ATION	
		1				
		INIT	LX	I SP.OBFFH	SET THE STACK	
0600	31FF0B		CA	LL PIN	:PORTB INPUTS	
0603	CD9807		LX	I H.PORTA	;PORTA ADRS	
0606	210080		M	HIO, AIV	;MR=0,DR SEL,MOT ON	PPI
0609	3E01			DV M.A	WRITE PORTA	INITIALIZE
060B	77			I D.PORTC	LOAD PORTC ADRS	
060C 060F	110280 3E00			VI A,O	;RE,WE=1	
0611	12		ST	AX D	;WRITE PORTC	
0011	12		ALIZATION	DONE	ATIC	
		•				
		TRKO				
0612	3E00		M	H00, A 1V	;MR=1	
0614	77			DV M.A	WRITE PORTA	
0615	3E08			H80,A.IV	READ ENAB-STAT REG	
0617	12			AX D	:(RE=0) WRITE PORTC	
0618	3A0180		LD	A PORTB	READ PORTB-GET	
0/10	45				STATUS	
061B 061C	4F 3E00			OV Ċ,A VI A,00H	:SAVE STAT REG ;RE=1 (MR,WE=1)	
061E	12			AX D	WRITE PORTC	
061F	79			DV A,C	MOV STATUS TO A	
0620	E604			II 4H	GET TRAK 0 STATUS	
0622	FE04			[ 4H	TRAK 0?	
0624	CA1206			TRKO	;NO	
			OW AT TO	ACK 0 - TEST		
		i DRIVE IV	ST AL IK.	- IES	I KEADT	
0627	79		M	OV A.C	RESTOR STATUS IN A	
0628	E680			IL 80H	GET READY STATUS	
	FE80			1 80H	READY?	
062A	I LOU					
062A 062C	CA3506			INTERP .	YES GO TO IDLE LOOP	
			JZ			

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

Hexadecimal Address	Hexadecimal Code	Label	Instruction Mnemonic and Operand	Commentary	
		;THIS ROUT	INE IS DESIGNED TO	SEEK THE	
			A TRACK SPECIFIED		
			RS ENTERED BY AN		
	8000	PORTA	EQU 8000H	PORT A ADDRESS	
	8001	PORTB	EQU 8001H	PORT B ADDRESS	
	8002	PORTC	EQU 8002H	PORT C ADDRESS	
	0793	POUT	EQU 793H	PORT B SET AS OUTPUT	S ROLITINE
	0798	PIN	EQU 798H	PORT B SET AS INPUTS	
	0769	STATUS	EQU 769H	ROUTINE, CONVERTS S	TATUS TO
	0520	CHARS	5011 00001	ASCII PRINTABLE DATA	
	0520	CHARS	EQU 0520H	COMMAND CHARACTER VIA CONSOLE.	IS ENTERED
		;			
	07D0		ORG 7D0H	1	
		;			
		;CHARACTE	TRACK ADDRESS FR RS. 4TH CHARACTE NE CHAR WAS ENTE	R MIGHT BE NEGATIVE	
07D0	2A2205	SEEK	LHLD CHARS+2	GET BOTH CHARS	
07D3	7C		MOV A.H	XFR LS CHAR	
07D4	B7		ORA A	TERM ?	
07D5	F2DC07		JP TWO	:NO	
07D8	7D		MOV A.L	LOAD SINGLE CHAR	
07D9	C3E207		JMP NEWTRK	;YES	
07DC	7D	TWO	MOV AL	XFR MS CHAR	
07DD	07		RLC	SHIFT TO MS POSITION	
07DE	07		RLC	STILL TO MS FOSTION	
07DF	07		RLC		
07E0	07		RLC		
07E1	84		ADD H	:MERGE CHARS	
		NOW PUT	NEW TRACK ADDRES	SC IN	
		FDC DATA		55 114	
07E2	322008	NEWTRK	STA TRACK	SAVE TRACK ADDRESS	
07E5	CD9307		CALL POUT	;SAVE TRACK ADDRESS ;PORTB=OUTPUTS	
07E8	210280		LXI H.PORTC	GET PORT C ADRS	
07EB	0603		MVI B,03H	;A0,A1=1	
07ED	70		MOV M.B	WRITE PORTC	
07EE	3A2008		LDA TRACK	TRAK ADRS	
07F1	2F		CMA	INVERT FOR WD BUS	
07F2	320180		STA PORTB	WRITE PORTB	
07F5	0607		MVI B,07H	WRITE TO DATA REG	COMMAND
07F7	70		MOV M.B	WRITE PORTC	HANDSHAKE
07F8	0600		B.OOH	i walie i okie	Innosines
07FA	70		MOV M,B	WRITE PORTC	
		; ;INITIATE S	EEK COMMAND		
07FB	3EIF	i	MVI A, IFH	SEEK 40 MS STEP	
07FD	2F		CMA	WEEK TO MID DIEF	
07FE	320180		STA PORTB	WRITE PORTB	
0801	0604		MVI B,04H	WRITE TO CMD REG	
0803	70		MOV M.B	WRITE PORTC	
0804	0600		MVI B,00H	;RE,WE = $1$	
0806	70		MOV M,B	WRITE PORTC	
		:			
			END OF SEEK — DRT STATUS		

;

Listing 2 continued on page 92

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		_	_		_
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ARIAN - A complete 8080 assembler that interfaces directly to your DOS. ARIAN is com-pletely 'load and go', Features include: dynamic file and RAM allocation, custom disk and RAM command capability, several library routines directly accessable by the user. Also, a complete text editor, and system axecutive. ARIAN is both powerful and easy to learn and use; it is an assembler that you can grow with, Comes complete with a 51 page user's manual (ARIAN requires RAM from 0000H to 2000H) \$50.00 (Manual alone: \$10.00) ARIAN Utility Package - Several disk based utilities. Includes a complete DEBUG Package: #50.00

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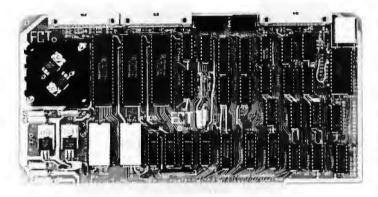
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Listi	ng 2 continued:					
	0807	CD9807		CALL PIN		
	080A	7E	WAIT	MOV A,M	;WAIT FOR END OF SEEK	
	080B	E640		ANI 40H		
	080D	CA0A08		JZ WAIT		Contraction of the
	0810	3E08		MVI A,08H	STAT REG READ	STATUS
	0812	77		MOV M,A	WRITE PORTC	HANDSHAKE
	0813	3A0180		LDA PORTB	BRING STATUS	
	0816	0600		MVI B,00H	:RE.WE=I	
	0818	70		MOV M,B	WRITE PORT B	
	0819	2F		CMA	INVERT	
	081A	E618		ANI 18H	SEEK AND CRC BITS	
			;			
	081C	CD6907		CALL	REPORT TO CONSOLE	
				STATUS		
	081F	C9		RET		
			;			
	0820	00	TRACK	BYTE 0		
		07D0		END SEEK		

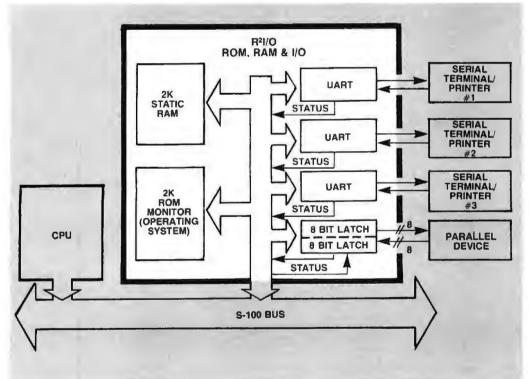
# RAM & I/O Board



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

ECTRONIC CONTROL

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



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

- A -- Assign I/O
- 8 -Branch to user routine A-Z
- Undefined C
- D Display memory on console in Hex E End of file tag for Hex dumps
- E -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: QI (N)-read I/O; QO(N,V)-send I/O
- -Read a Hex file with checksum
- S Substitute/examine memory in Hex T - Types the contents of memory in
- ASCII equivalent
- -Unload memory in Binary format
- V Verify memory block against another memory block
- -Write a checksummed Hex file
- X Examine/modify CPU registers
- Yes there' search for 'N' Bytes in memory
- 'Z END' address of last R/W memory location

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

Hexadecimal Address	Hexadecimal Code	Label	Instruction Mnemonic and Operand	Commentary	
		READ REA	D SECTOR ROUTINE		
			TOR ROUTINE INITIA		
				LL THE DATA FOR A	
			SECTOR TO THE BO G AT LOCATION 5FF	TIOM OF MEMORY	
			D SECTOR. SECTOR	290	
	8000	PORTA	EQU 8000H	PORT A ADDRESS	
	8001	PORTB	EQU 8001H	PORT B ADDRESS	
	8002	PORTC	EQU 8002H	PORT C ADDRESS	
	0793	POUT	EQU 793H	PORT B SET AS OUTPL	ITS ROUTINE
	0798	PIN	EQU 798H	PORT B SET AS INPUT	
	0769	STATUS	EQU 769H	ROUTINE CONVERTS	
				ASCII PRINTABLE DAT	'A
	05FF	DATBUF	EQU SFFH	BEGINNING ADRS OF	"READ"
				DATA BUFFER	
	0520	CHARS	EQU 520H	COMMAND CHARACTI	ERS ENTERED
		;			
	OB10		ORG OBIOH		
0B10	2A2205	READ	LHLD CHARS+2	GET BOTH CHARS	
0B13	7C		MOV A.H	XFER LS CHAR	
0B14	B7		ORA A	;TERM?	
0B15	F21C0B		JP TWO	:NO	
OB18	7D		MOV A.L	LOAD SINGLE CHAR	
0B19	C3220B		JMP SECTOR		
OBIC	7D	TWO	MOV AL	XFER MS CHAR	
OBID	07		RLC	SHIFT TO MS POSITION	4
OBIE	07		RLC		
OBIF	07		RLC		
0B20	07		RLC		
0B21	84		ADD H	;MERGE CHARS	
0822	327C0B	SECTOR	STA SECSTR	STOR SECTOR	
0B25	CD9307		CALL POUT	PORTB OUTPUTS	
0B28	210280		LXI H, PORTC	GET PORTC ADRS	
0B2B 0B2D	0602 70		MVI B,02H	SECTOR REGISTER	
0B2E	3A7C0B		MOV M,B LDA SECSTR	WRITE PORTC	1
0B31	2F		CMA	SECTOR ADRS	
0B32	320180		STA PORT B	WRITE PORTB	
0835	0606		MVI B,06H	WRITE TO SECTOR	
0B37	70		MOV M,B	WRITE PORTC	COMMAND
		:			HANDSHAKE
			HE READ COMMANI	D	
0B38	0600	1	MV B,0	SEL CMD REG	
0B3A	70		MOV M.B	WRITE PORTC	
0B3B	3E88		MVI A.88H	READ CMD	
0B3D	2F		CMA	INVRT FOR WD BUS	
0B3E	320180		STA PORTB	WRITE PORTB	
0B41	0604		MVI B,04H	ISSUE READ TO CMD REG	
0843	70		MOV M.B	WRITE PORTC	

WAIT FOR END OF READ - THEN REPORT

;

Listing 3 continued on page 96

### **POWER-ONE** D.C. POWER SUPPLIES

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Power-One, the leader in quality open-frame power supplies, now offers a complete line of single, dual, and triple output models for small computer systems. Also available are special purpose models for Floppy Disk and Microcomputer applications.

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Listing 3 contin	rued:					
	0844	0603		MVI B,03H	SEL DATA REG	
	0846	70		MOV M,B	WRITE PORTC	
	0847	CID9807		CALL PIN	;PORTB = INPUTS	
	0B4A	11FF05		LXI D, DATBUF	FWA OF DATA	
	0B4D	0603		MVI B,03H	;RE, WE=1	
	0B4F	C35C0B		JMP DLOOP		
	0B52	3E0B	GD	MVI A,0BH	;RE=0	DIT
	0854	77		MOV M.A	WRITE PORTC	DATA TRANSFER
	0855	3A0180		LDA PORTB	GET DATA	SEQUENCE
	0B58	2F		СМА	INVERT DATA	SEGUENCE
	0859	12		STAX D	SAVE IT	
	OBSA	18		DCX D	BUMP INDEX	
	0858	70		MOV M,B	;RE=1,PORTC	
	0B5C	7E	DLOOP	MOV A,M	GET STATUS	
				into - Aqua	PORTC	
	085D	B7		ORA A	;DRQ=1?	
	OBSE					
	0861	FA520B		JM GD	YES	
		E640		ANI 40H	INTRQ SET?	
	0863	CA5C0B		JX DLOOP	;NO	
			PEAD DO	NE — GET STATUS		
				VE - GEI STATUS		
	0866	3E00	;	MVI A,O	ADRS STAT REG	
	0868	77		MOV M.A	WRITE PORTC	
	0869					
	0B6B	3E08		MVI A,08H	STROBE RE=0	
	()B6C	77 EB		MOV M,A XCHG	WRITE PORTC	
	086D				SAVE INDEX TO	STATUS
	UDOD	227E0B		SHLD ISA VE	SAVE INDEX TO	HANDSHAKE
	0870	CD		XCHG		
	0070	EB		лспо	RESTOR PORTC	
-	0871	2 4 0 1 8 0				
	0874	3 A0180		LDA PORTB	GET STAT BYTE	
	0876	0600		MVI B,0 MOV M,B	STAT HANDSHAKE	
	0870	70			WRITE PORTC	
	0877	2F		СМА	INVERT STAT	
	0B78	05/007		CALL OT ATUS	BYTE	
		CD6907		CALL STATUS	REPORT STATUS	
	0878	C9		RET		
	0070		1	11/0000		
	087C	0000	SECSTR	WORD 0	SECTOR ADRS	
	0B7E	0000	ISAVE	WORD 0	DATA INDEX	
				END DELE	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	Instruction Mnemonic and Operand	Commentary	
		WRITE WRI	TE SECTOR ROUT	INE	
		COMMAND SELECTED	AND TRANSFERS	TIATES THE WRITE ALL THE DATA FOR A FOR 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	
0769	STATUS		EQU 769H	ROUTINE CONVERTS STATUS TO ASCII PRINTABLE DATA	Listing 4 continued
0520	CHARS		EQU 520H	COMMAND CHAR-	on page 98

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

ACTERS ENTERED

	0B80	:	ORG 0B80H		
	UBAU		OKO UBION		
0B80	2A2205	READ	LHLD CHARS +2	GET BOTH CHARS	
0B83	7C		MOV A,H	XFER LS CHAR	
0B84	87		ORA A	;TERM?	
0B85	F28C0B		JP TWO	;NO	
OB88	7D		MOV A.L	LOAD SINGLE	
0889	C3920B		JMP SECTOR		
0B8C	7D	TWO	MOV A.L	XFER MS CHAR	
0B8D	07		RLC	SHIFT TO MS POSITION	
0B8E	07		RLC		
0B8F	07		RLC		
0B90	07		RLC		
0891	84		ADD H	:MERGE CHARS	
0B92	32E50B	SECTOR	STA SECSTR	STOR SECTOR	1
0B95	CD9307		CALL POUT	;PORTB OUTPUTS	
0B98	210280		LXI H, PORTC	GET PORTC ADRS	
0B9B	0602		MVI B,02H	SECTOR REGISTER	
0B9D	70		MOV M,B	WRITE PORTC	
0B9E	3AE50B		LDA SECSTR	SECTOR ADRS	
OBAI	2F		СМА	IN VERT FOR WD	
0BA2	320180		STA PORTB	WRITE PORTB	COMMAND
0BA5	0606		MVI B,06H	WRITE TO SECTOR REG	HANDSHAKE
0BA7	70		MOV M,B	WRITE PORTC	
		INITIATE TH	IE READ COMMANI	D .	
0BA8	0600	9	MVI B.O	SEL CMD REG	
OBAA	70		MOV M.B	WRITE PORTC	
OBAB	3EA8		MVI A,0A8H	WRITE CMD	
OBAD	2F		СМА	INVRT FOR WD	
OBAE	320180		STA PORTB	WRITE PORTB	
0BB1	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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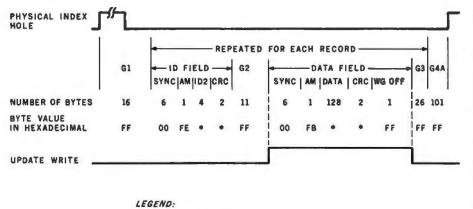


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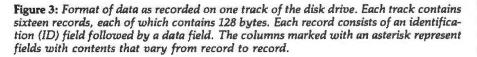
Listing 4 continued:

0BB4	0603		MVI B,03H	SEL DATA REG	
0BB6	70		MOV M,B	WRITE PORTC	
0887	110180		LXI D, PORTB	PORTB ADRS	
OBBA	0603		MVI B,03H	;RE,WE=1	
OBBC	C3C70B		JMP DLOOP		
OBBF	3E8D	GD	MVI A,8DH	LOAD DATA	
0BC1	2F		CMA	INVRT DATA	DATA
0BC2	12		STAX D	WRITE PORT B	TRANSFER
0BC3	3E07		MVI A,07H	;WE=0	HANDSHAKE
0BC5	77		MOV M,A	WRITE PORTC ·	
0BC6	70		MOV M,B	RE=1,PORTC	
0BC7	7E	DLOOP	MOV A,M	GET STATUS	
				PORTC	
0BC8	B7		ORA A	;DRQ=I	
OBC9	FABFOB		JM GD	YES	
OBCC	E640		ANI 40H	INTERO SET	
OBCE	CAC70B		JZ DLOOP	;NO	
		READ DON	IE — GET STATUS		
0BD1	CD9807		CALL PIN	PORTB INPUTS	
0BD4	3E00		MVI A,0	ADRS STAT REG	
OBD6	77		MOV M.A	WRITE PORTC	
OBD7	3E08		MVI A,08H	STROBE RE=0	STATUS
0BD9	77		MOV M,A	WRITE PORTC	HANDSHAKE
OBDA	3A0180		LDA PORTB	GET STAT BYTE	
OBDD	0600		MV1 B,0	STAT HANDSHAKE	
OBDF	70		MOV M,B	;WRITE PORTC	
OBEO	2F		CMA	IN VERT STAT	
				BYTE	
OBE1	CD6907		CALL STATUS	REPORT STATUS	
0BE4	C9		RET		
OBE5	0000	SECSTR	WORD 0	SECTOR ADRS	
	<b>0B80</b>		END READ		

#### WAIT FOR END OF READ - THEN REPORT



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



Text continued from page 86:

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

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

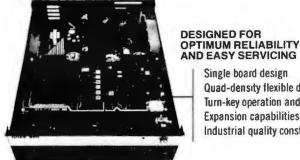
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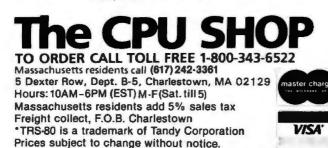


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Once the disk is formatted, reading or writing can begin. The read and write commands are similar in several respects to other commands such as the seek command. Each must be part of a software routine in which a command parameter is loaded into the 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.

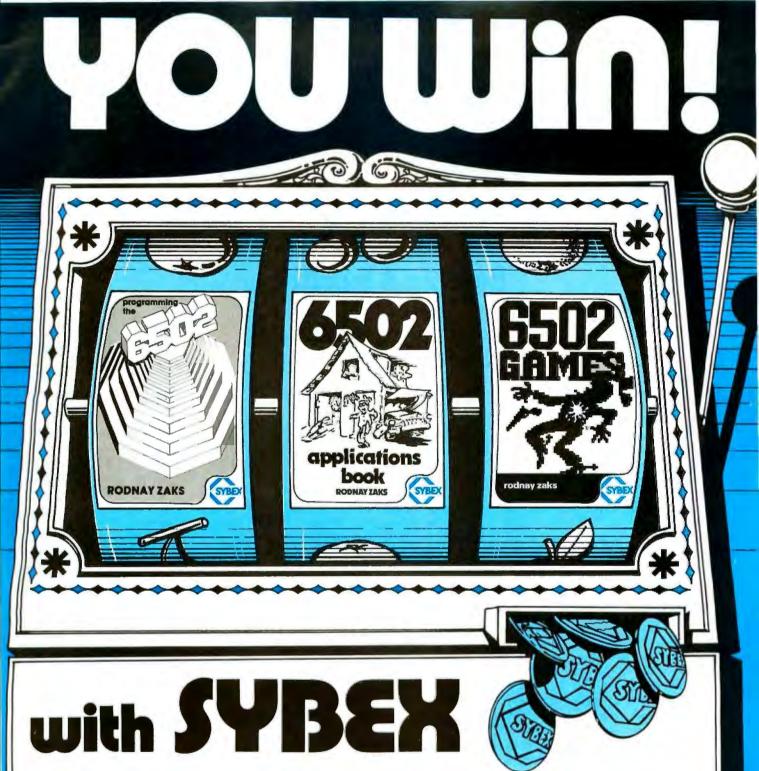
However, the read and write commands differ from commands like the seek command in the following one respect: data must be transferred. For example, a write command, in a datatransfer routine like that presented in hexadecimal locations 0BB4 thru OBCE of listing 4, places a byte of data in port B and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

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

#### References

- 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

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# A Graphics Text Editor for Music

Part 2: Algorithms

Randolph Nelson 2039 West Artesia Blvd Apt 121 Torrance CA 90504

#### The Commands

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

#### Mode Commands

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

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

#### Note

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

#### Location Commands

Commands must be provided to allow sequential passage through the score. In order to do this, the user must first set a symbolic-operation mode which determines the units to be used as increments in 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.

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



#### **Exit Commands**

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

#### Symbols

Music abounds with symbols. The

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

#### Output

The hardest problems of the editor



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

#### **Dimension Problems**

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

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

### 1. The Spacing Problem for the Staff

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

### 2. The Length of the Measure Problem

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

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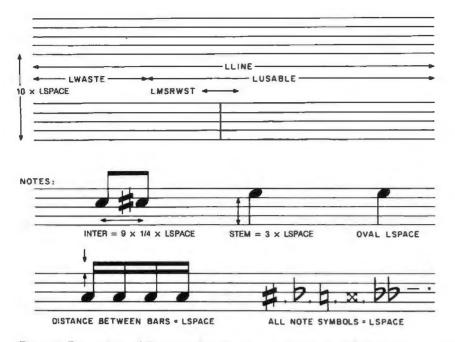
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**Figure 5:** Dimensions of the musical staff, notes, and symbols. All dimensions are given in terms of LSPACE, the distance between the lines of the staff.

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 eve of the user, but it is approximately nine-fourths the distance between the lines of the staff, or  $(\%) \times LSPACE$ . This dimension will be called the internote distance, denoted by INTER. Second, a beaming group is defined as a set of notes that are connected by beams. Later I will discuss a routine that determines beaming groups in the measure. Assume here that the job has been done. Next. a code for

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

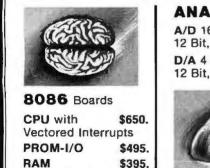


Figure 6: An example of a rarely occurring musical symbol. Of the many thousands of symbols which are used to communicate different forms of expression, some are used only infrequently. This particular symbol is found in piano music. It directs the performer to reach inside the instrument and strike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

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

- 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.
- 3. Determine the number of notes required if the total number of beats were to be taken up by the minimum note. This is simply NUM / MIN.
- Multiply this number by the internote distance. Thus you finally get the length, which is equal to (NUM / MIN×INTER.

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



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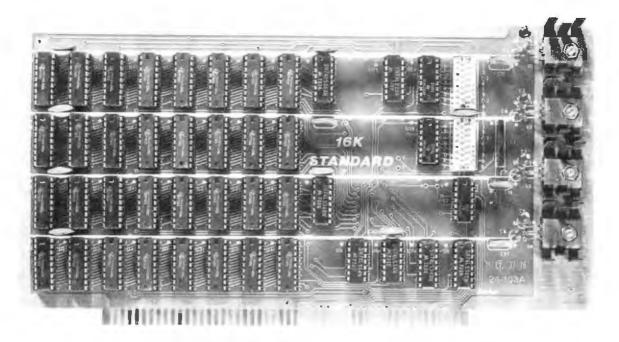


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CPU clock speeds.

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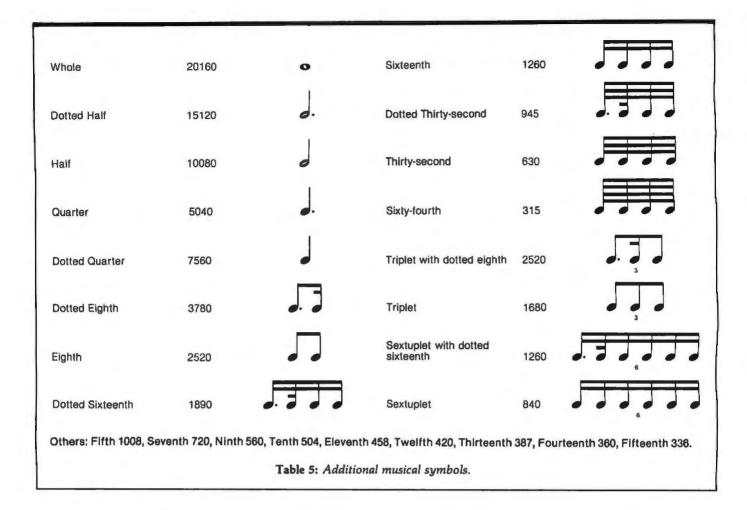
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the measure. This is stored in the character array of the score area.

#### 3. The Line Length Problem

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

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

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

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

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

#### Beaming

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

#### Stems Up or Down?

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

#### **Determining Beam Inclination**

Note in figure 7 that the ligature inclination of beaming groups is not always the same. To determine the angle of the beam, you must find the height difference between the stems of the maximum note and the minimum note. For each octave of this difference, increase the height of the tilt by one unit. Notice that the tilt can be either up or down. In the following discussion I will talk about one of the four cases: underbeamed and tilting upward. The other three cases are easy modifications to the algorithms.

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

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

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

- 2. N=1 SUMN = Virtual length of first measure
- 3.  $VALUE = SUMN + N \times LMSRWST$
- IF LUSABLE < VALUE THEN GO TO 4
- N = N + 1SUMN = SUMN + VALUE of virtual length of Nth measure GO TO 3
- 4. EXCESS = LUSABLE VALUE
- LSCALE = LUSABLE / (LUSABLE EXCESS)
- 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.

- 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.
   IF (MAX MID) ≥ (MID MIN) then overbeam, ELSE underbeam.
  Assume underbeam.
- 3. TILT = (MAX MIN) / OCTAVE (integer division)

3. TILT = (MAX - MIN) / OCTAVE (Integer division)
4. For each note in beaming group: Get coordinates into NOTEX, NOTEY M = TILT / LENGTH B = (MINY - STEM) - MINX × M The height of the stem for this note is then equal to NOTEY - M × NOTEX - B.

Listing 3: Algorithm to determine the beaming groups.

1. BEATCOUNT = 0

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

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

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

The beam-characteristic algorithm is shown in listing 2.

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

#### BEATCOUNT = BEATCOUNT + 5040

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

#### Symbol Problems

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

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



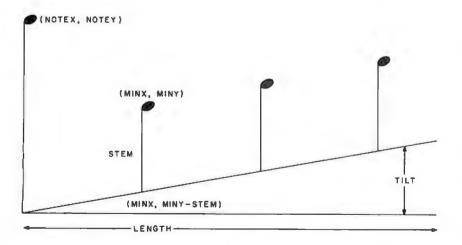








Figure 7: Sample of a musical score, in this case part of a bourrée by J S Bach. Note the difference in note spacing and in angles of beams.



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

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

#### **Other Points**

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

#### **Patterns and Sequences**

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

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HALF	QUARTER	EIGHTH	SIXTEENTH	THIRTY-SECOND	TRIPLET	SEXTUPLET
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PAT		2	3	4	5	6
	T.					
SEQ	і I	2	3	4	5	6

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

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

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

I hope that the reader has begun to

Conclusion

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

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

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



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# Using the Computer as a Musician's Amanuensis

Part 2: Going from Keyboard to Printed Score

Jef Raskin Apple Computer Co 10260 Bandley Dr Cupertino CA 95014

#### More Problems with Rhythm and Tempo

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

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

#### About the Author

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

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

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

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

#### Further Consequences of Changes of Tempo

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

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

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

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Someone Tries to Sell the Author a "Notating Machine"

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

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

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

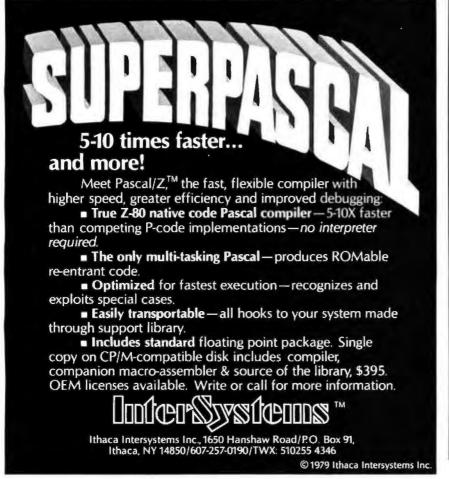
A triplet is a melodic phrase consisting of three notes of equal length, ing the problem in this article. As an answer to the question of accelerando and ritardando, he suggested that the instructions would specify that the user must not slow down or speed up.

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

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

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

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



put to guess at the difference.

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

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

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

The problems of rhythm are not

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

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

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

#### More and Less

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

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

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

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

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

**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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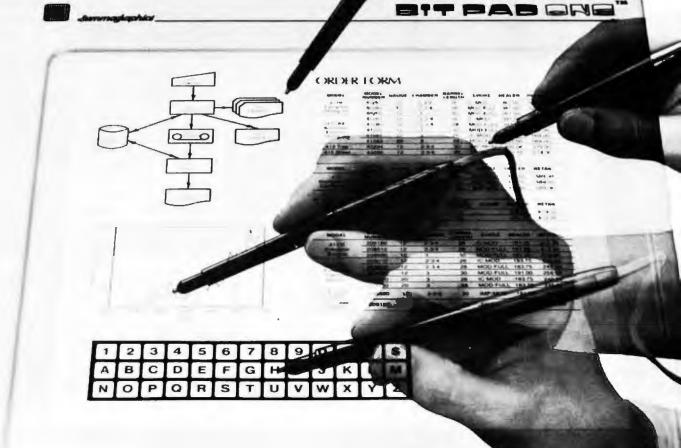
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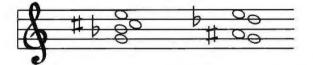


struments *were* sewing machines, without any regard for the original stylistic intent.

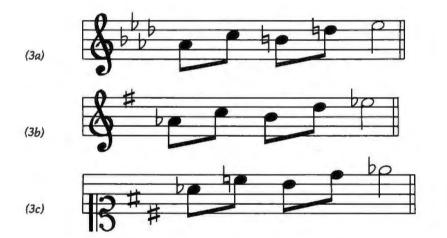
#### Problems Caused by Repeats and Larger Musical Structures

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

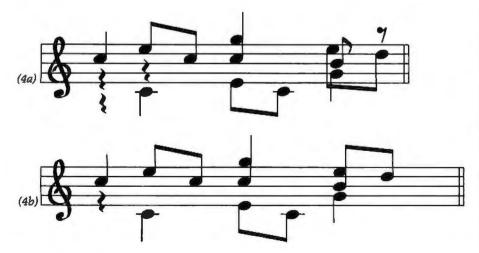
For example, in a Mozart rondo for the piano, almost all of the embellishments will be written out in full. In a Mozart sonata for the piano, there will usually be repeats marked and any variety will be at the performer's option. Does this mean that the computer must first be told the form of the piece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



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



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



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

piece beforehand certainly aids a human transcriber.

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

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

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

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

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

#### Problems Transcribing Notes Sounded Simultaneously

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

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

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

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

#### Problems in Determining Pitch With a Computer

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

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

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



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respect to time or pitch.

#### Summary

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

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

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

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

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

#### Acknowledgments

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

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# Comparing Floppy-Disk Drives by Software Simulation

Dennis Nendza 1622 W Ave de Maximillian Tucson AZ 85704

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

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

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

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

I shall look at each function in detail.

#### Head-Loading Motion

Before any data can be located or

#### About the Author

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

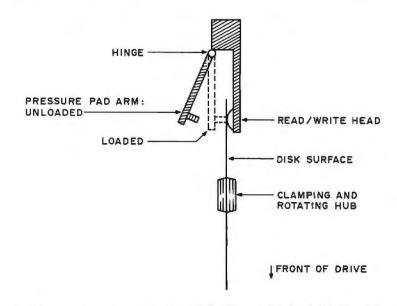
#### **Track-Seeking Motion**

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

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

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

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



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

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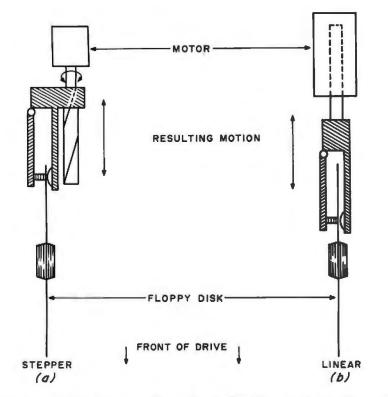


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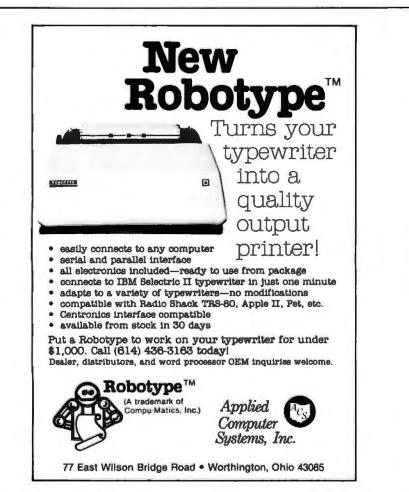
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**Figure 2:** Two methods of moving the read/write head from track to track across the disk. A stepper motor is shown as (a); a linear or "voice-coil" motor is shown as (b). The rotary motion of the stepper motor must be converted into linear motion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



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

#### **Rotational Latency**

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

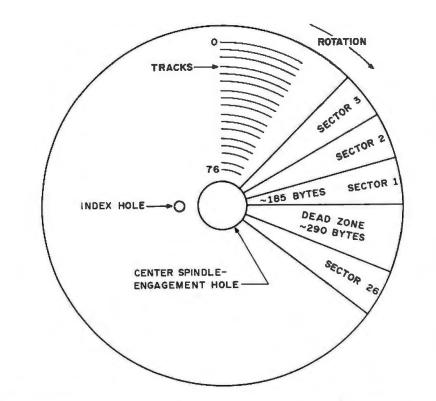
A look at figure 3 shows how most soft-sectored disk formats appear. Actually, the soft-sectored format contains 128 bytes of user data; the other data locations are used as address marks and gaps between certain fields. To determine the extent of the delay that must be endured before the desired sector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

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

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

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





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



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

#### **Building the Simulation**

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

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

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

Thus, for disk drives using stepper

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

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

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

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

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

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

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

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

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

#### About the Simulation Program

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

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

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

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

#### **Results and Notes**

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

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

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

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

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

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

PROGRAM TO COMPARE ACCESS TIMES OF VARIOUS FLOPPY-DISK DRIVES FOR REM REM SIMULATED SEQUENTIAL AND RANDOM READING. REM REM THE FIRST TEST IS FOR 500 SEQUENTIAL READS, 128 BYTES PER READ. REM STARTING TRACK IS 0. THE HEAD IS LOADED AND REMAINS LOADED. WHERE A DRIVE HAS SECTORS GREATER THAN 128 BYTES, THE SECTOR TRANSFER REM REM RATE HAS BEEN ADJUSTED IN THE DATA FOR THAT DRIVE. REM REM ALL TIMES ARE IN MILLISECONDS. REM **READ DRIVES** REM GET NUMBER OF DRIVES TO SIMULATE INPUT "ENTER ANYTHING TO SEED THE RANDOM-NUMBER GENERATOR"; A\$ **PRINT : PRINT : PRINT REM UPSPACE A FEW LINES** PRINT TAB(30); "FOR 500 READ OPERATIONS" PRINT TAB(25); "DRIVE SPEED COMPARISON SIMULATION" PRINT TAB(30); "ALL TIMES IN MILLISECONDS" PRINT PRINT "DRIVE NAME"; TAB(25);"SEQUENTIAL";TAB(40);"RANDOM" PRINT TAB(25);"----+ ----PRINT RANDOMIZE **REM SHAKE UP RANDOM-NUMBER GENERATOR** FOR D=1 TO DRIVES READ DNAME\$, TTRK, TSETL, HLOAD, LATENCY, SECREAD, NSECS, NTRKS CURTRACK = 0 **REM STARTING TRACK** TOTALTIME = 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 SEQUENTIAL READS LOOP** GOSUB 2000 REM STEP TO NEXT TRACK IF NEEDED. ACCUMULATE TIME GOSUB 3000 REM READ NEXT RECORD. ACCUMULATE TIME NEXT I **REM PRINT RESULTS FOR TEST 1** PRINT DNAME\$; TAB(28); INT(TOTALTIME\*10)/10; TAB(40); REM NOW FOR 500 RANDOM READS IN A FILE 35 TRACKS LONG TOTALTIME = 0**REM SET TIME ACCUMULATOR TO 0** LOWTRACK = 0 **REM LOWER FILE TRACK LIMIT** HIGHTRACK = 34 **REM UPPER FILE TRACK LIMIT** CURTRK =0 **REM START AT TRACK 0** FOR I = 1 TO 500 **REM 500 RANDOM READS LOOP** NEXTRK = LOWTRACK + INT(RND\*35) **REM NEXT RANDOM TRACK** TRACKSTOMOVE = ABS(CURTRK-NEXTRK) **REM NUMBER OF TRACKS TO TRAVERSE** GOSUB 2500 REM COMPUTE TIME TO DO SEEK. ACCUMULATE IT **GOSUB 3000** REM COMPUTE RECORD READ TIME. ACCUMULATE IT CURTRK = NEXTRK REM NEXT TRACK HAS BECOME THE CURRENT TRACK NEXT I PRINT INT(TOTALTIME\*10)/10 **REM PRINT RANDOM READ RESULTS** NEXT D STOP **REM SUBROUTINES FOLLOW** 1000 REM ACCUMULATE HEAD-LOAD TIME Listing 1 continued on page 140 **PROGRAM STORE** (202) 337-4691

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



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

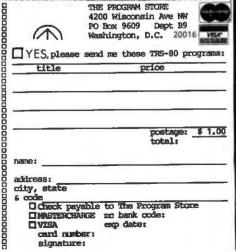
Other capabilities are also added which are not found on NEWDOS+. The which are not found on NEWDOS+. The block move command relocates a section of text to any other area. The global change command permits, for example, changing a label throughout the text. The pagination feature provides hardcopy on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

symbol table is sorted alphanumerically and output 5-across, the scroll up/down allows 15 lines on the screen, and the 'DEEM' assembly is improved. Lower case input is now permitted and you can branch to any address. Plus, it also corrects the errors in the Radio Shack tape version. \$19.95

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

## DISASSEMBLER

by Roy Soltoff from Misosys & Acorn This two-pass Z-80 disassembler This two-pass Z-80 disassembler produces symbolic labels with output to either the video monitor, printer or tape. Radio Shack's Editor / Assembler can load the tapes. If you own the Editor/Assembler, complete the package with this program. Program on tape for two different memory locations. Cassette version NOW only \$14.95 Version which creates disk files \$19.95



Listing 1 continued: TOTALTIME = TOTALTIME + HLOAD RETURN 2000 REM COMPUTE SEQUENTIAL TRACK READ-SEEK TIME IF I/NSECS NE INT(I/NSECS) THEN RETURN **REM NO TRACK ADVANCE** REM USE SPECIAL PERSCI FUNCTION 2500 IF TTRK = 0 THEN 2800 SEEKTIME = TRACKSTOMOVE • TTRK + TSETL REM COMPUTED SEEK TIME 2600 TOTALTIME = TOTALTIME + SEEKTIME RETURN 2800 REM PERSCI-277 DERIVED SEEK TIME FUNCTION REM NO MOVEMENT REQUIRED IF TRACKSTOMOVE = 0 THEN : **REM THEREFORE SEEKTIME IS ZERO** SEEKTIME = 0: RETURN X = TRACKSTOMOVE SEEKTIME = 10.89605 + 2.178647 • X - 4.846975E - 2 • X • X + 7.936448E - 4 • X • X • X - 4.406022E - 6 • X • X • X • X GOTO 2600 3000 REM COMPUTE RECORD READTIME INCLUDING ROTATIONAL LATENCY REM RANDOM ROTATIONAL LATENCY RNDLATENCY = INT(RND+LATENCY) TOTALTIME = TOTALTIME + RNDLATENCY + SECREAD REM ACCUMULATE READ TIME RETURN REM FIELD ORDER IN DATA STATEMENTS REM DRIVE NAME, TRACK-TO-TRACK TIME, SETTLING TIME, HEAD-LOAD TIME, REM MAX LATENCY, TRANSFER TIME, SECTORS PER TRACK, TRACKS PER DISK REM NUMBER OF DRIVES TO SIMULATE DATA 12 DATA "PERSCI 277",0,0,40,166.7,4.096,26,77 DATA "REMEX RFD 1000A/B",6,24,50,166.7,4.096,26,77 DATA "SHUGART SA800",8,8,35,166.7,4.096,26,77 DATA "SHUGART SA400 MINI",40,10,75,200,8.192,18,35 DATA "SHUGART SA450 MINI",25,15,50,200,4.096,18,35 DATA "PERTEC FD200 MINI", 25, 10, 35, 200, 8, 192, 16, 35 DATA "ICOM FD3800 DUAL-DENSITY", 10,0,40,166.7,2.048,26,77 DATA "ICOM MICROFLOPPY",40,10,75,200,8.192,16,35 DATA "MEMOREX 550",6,10,35,166.7,26,77 DATA "MEMOREX 552", 3, 15, 35, 166:7, 26, 77 DATA "MICRO PERIPHERALS B51 MICROFLOPPY", 5, 15, 35, 200, 8, 192, 16, 40 DATA "ALTAIR 88-DCDD", 10, 10, 45, 166.7, 4.096, 32, 77 END

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

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

As an example of the discrepancy

between the simulation and the speed of the total system, I offer the following. My system uses a Z80 microprocessor running at a 2 MHz clock rate, and contains 24 K bytes of zerowait-state memory. The drive controller, designed by George Morrow, connects to a PerSci Model 277 with the fast-seek option. The operating system is CP/M. The time to read 500 records sequentially using BASIC-E is 109 seconds; to read 500 records randomly takes 525 seconds. Compare these times with those in the results of the simulation for the PerSci drive. Beware of making system estimates based only on a part of the total operation. Does anyone want to write an article that describes operating-system timing simulation?

#### Two for One

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

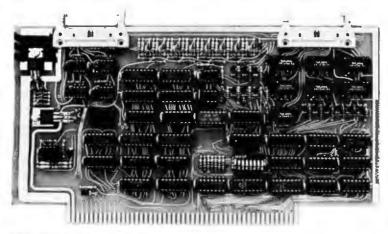
Listing 2: Output of simulation results produced by the program of listing 1.

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

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

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

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



BUY THIS S-100 BOARD AND GET UP TO A 30% TAX CREDIT BASED ON THE COST OF YOUR COMPUTER SYSTEM!

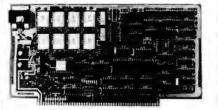
100-EMM Energy Management Module Assembled and Tested \$395.00 Kit \$345.00

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CABL-26-STD 26-Conductor Flat Ribbon Cable - Four feet in length with connectors for 100-EMM and CP-52 above. \$35.00 Other lengths available on special order. Add \$1.00 per foot.

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The most versatile serial interface on the market. Computer access/control of all data and handshake lines and provision for masked interrupts, inversion of any input or output signal, and onboard baudrate generation for 110, 134.5, 150, 300, 600, 1200, 2400, 4800, 9600, and many other baud rates. Many more features.

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#### **Shipping Address:**

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clock with three out instructions: no delays! Programs included in North Star BASIC, CBASIC, and 8080 assembly language.

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ment, or even musical instruments (See BYTE Magazine Sept

crystal option \$99.00 Crystal Option Kit \$25.00

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# ALTOS BREAKS THE MICRO BARRIER.

Yesterday, microcomputer meant micro performance. Once you outgrew it, you had to step up to a mini. Which meant a big step up in price.

Today, there's the new Altos ACS8000-6 singleboard microcomputer system.

It's the first system for the OEM, small businessman and personal user, that offers minicomputer performance and minicomputer storage capacities at a microcomputer price.

#### MULTI-USER, WINCHESTER STORAGE, FLOPPY BACK UP: \$14,260.

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

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

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

This revolutionary new microcomputer system features the MP/M\*\* 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 48K 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.

Circle 83 on inquiry card.



# BYTELINES

## **NEWS AND SPECULATION ABOUT PERSONAL COMPUTING**

Conducted by Sol Libes

What To Look For At NCC: The computer show of the year is the National Computer Conference (NCC), which will be held this month (May 19 thru 22) at the Anaheim Convention Center in Anaheim. California. In 1979, 60,000 people attended the NCC. Many new products are introduced each year at NCC. The 1980 show will see many more Japanese manufacturers displaying, among other things, 8-inch Winchester disk drives and microcomputer systems. Furthermore, look for several manufacturers from the United States to show complete microcomputer systems that use the Zilog Z8000 and Motorola 68000 16-bit microprocessors. Last year's show saw the introduction of 8086-based microcomputers. Also, look for disk-operatingsystem-based languages and applications packages for these new 16-bit microcomputer systems. Several multiprocessing and multiuser microcomputer systems will also be shown.

John Mauchly, Computer Pioneer, Dies: Dr John W Mauchly, coinventor of the digital computer, died on January 8, 1980 at the age of 72. Together with his colleague Dr J Presper Eckert, Dr Mauchly conceived, designed, and built ENIAC, the first electronic digital computer.

It was built at the University of Pennsylvania and became operational in 1944. ENIAC contained thousands of vacuum tubes, filled 150,000 square feet of space, and weighed 30 tons. It was used for ten years.

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

When the company was purchased by Remington-Rand in 1950, Dr Mauchly continued with the Univac Division as Director of Applications and worked on weatherforecasting projects. In 1969 he left to form Mauchly Associates, a consulting firm that developed the criticalpath method for construction.

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

Mauchly and Eckert met in 1941 at the University of Pennsylvania's Moore School of Electrical Engineering. where both were instructors. They first proposed the building of the digital computer to the US Army in 1942 for calculating

trajectory tables. ENIAC contained ten accumulators, had internal memory, used subroutines, and was allelectronic, while prior machines were electromechanical and very limited in power. Some parts of ENIAC can be seen at the Smithsonian Institution in Washington, DC.

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

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

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

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

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

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personal computer to implement real time control applications.

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

of these products directly, including a full range of support products such as prototyping hardware, support software and, of course, extensive documentation. And much more. Contact us for details so they can be put to work for you, by sending in the coupon below. Today. QC MicroSystems, P. O.

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meet the stringent requirements for emissions control and fuel economy. GM's need for electronic parts will be so great that the company will use 56% of the world's supply of 8 Kbyte read-only memories and 40% of the analogto-digital converters, according to a GM estimate. In all, GM will buy 13 to 18 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 Sunnvvale. California, has introduced a liquid-crystal display (LCD) panel with 32-by-32-dot display. It operates about four times faster than current LCD displays. The company also expects to have a variable-color display in the near future.... For the first time, a microcomputer-software package has been placed on the prestigious Datamation magazine Honor Roll of Software Packages. Naturally, the software package was the CP/M operating system, a product of Digital Research. Microsoft BASIC and UCSD Pascal received honorable mention.... A report from International Resource Development, a management consulting firm, predicts that four billion dollars will have been spent on electronic-mail services and equipment by 1990. The field will be dominated by IBM.

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

## Court Upholds FCC

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

## Radio Shack And Apple Ask FCC For Deadline

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

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

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

## Microprocessor Technology Seen Affect-

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

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

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

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



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

## THE Developing Assembly-Language Standard For Microcom-

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

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

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

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

The IEEE Computer Society is to be congratulated for its activities in developing computer standards,

which are overcoming problems created by companies that all too often intentionally create incompatibilities to protect their competitive position.

I predict that this assembly-language standard will meet with the wide adoption that the other IEEE standards (such as the IEEE-488 interface and IEEE S-100 bus standards) have met. You can obtain a copy of the Assembly Language Standard draft by sending a self-addressed 10 by 13 inch (26.4 by 33 cm) envelope with \$0.54 US postage affixed to Dr Robert G Stewart, Chairman of Computer Standards Committee, IEEE Computer Society, 1658 Belvoir Dr, Los Altos CA 94022.

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

elecomputing Companies Off To A Good Start: The Source, a telecomputing service provided by Telecomputing Corporation of America (or TCA, headquartered in McLean. Virginia), is just six months old. The Source has 3000 subscribers and is adding 500 more per week. The company, which provides information retrieval and software services via a telephone network, has grown to thirty-five employees and a monthly revenue of \$100,000. TCA is aiming to have 100.000 customers by the end of 1980.

A competing service called MicroNet, provided by CompuServe Incorporated of Columbus.

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

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

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

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

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

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

Sol Libes Amateur Computer Group of New Jersey (ACG-NJ) 1776 Raritan Rd Scotch Plains NJ 07076





## EDUCATORS TAKE NOTICE ! 2 Commodore NOW = 3 Commodore (At least until Computers NOW = 3 Commodore (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 CBM/PET Computer absolutely  $\star$  Free  $\star$  (direct from Commodore) for every two CBM/PET Computers Purchased at retail!

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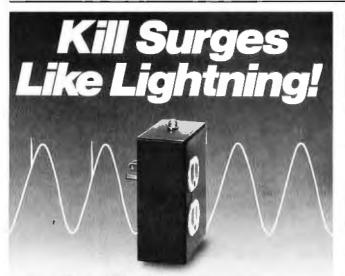
## Technical Forum

## Simplifying the Curve-Plotting Calculation by Geometric Means

A David Nawrocki, 1101 Wiltshire, San Antonio TX 78209

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

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



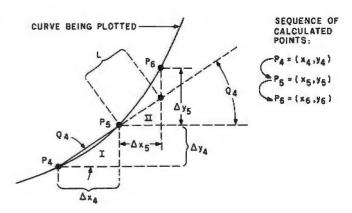
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triangles (I and II) to  $\Delta x_4$ ,  $\Delta y_4$ , and L (quantities known from previous steps) as follows:

$$\Delta \mathbf{x}_{s} = \mathbf{L} \Delta \mathbf{x}_{4}$$

$$\sqrt{\Delta \mathbf{x}_{4}^{2} + \Delta \mathbf{y}_{4}^{2}}$$

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

## Alpha Locking in Software

W S Lewis, POB 1555, East Canton OH 44730

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

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

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

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

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

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

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

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

## Maintaining a Single Exit Point

Armond Inselberg, 234 Central Ave, Mountain View CA 94040

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

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

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

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

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

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

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

The main level would then be coded:

START	CALL RANDOM CALL NOTE CALL ABORT JZ START RET
	DEL

; no monitor request ; monitor return requested.

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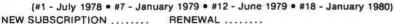
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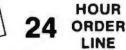
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#### Text continued from page 50:

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

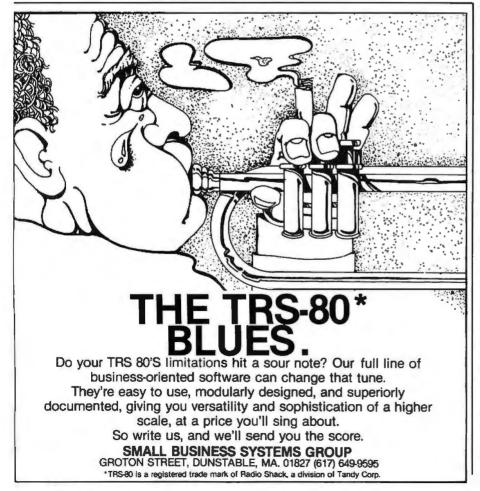
The sector trailer is 4 bytes long. The first 2 bytes contain the check sum. The last 2 bytes, except in the last sector in a file, contain the DTS number of the first sector of the file. In the last sector of the file, the last 2 bytes of the sector trailer contain the address at which execution of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

## Software: The Basic Disk Routines

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

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

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



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

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

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

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

## **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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D VP-570	VIP Memory Expansion Board— Plug-in 4K RAM memory \$ 95
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D VP-585	VIP Keypad Interface Board—Inter- faces two VP-580 Auxiliary Keypads to VIP \$ 15



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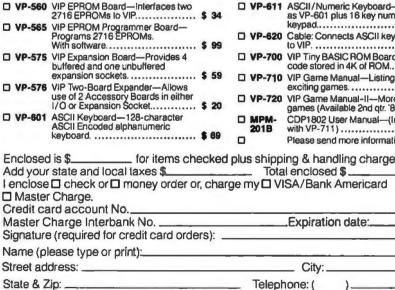
- A total of 2K Bytes static RAM. ۰.
- Power supply.
- 8 Bit input port.
- -8 Bit output port.
- I/O port connector.
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		Please send more information		-	
plu	s shipp	ing & handling charge of \$3.00	D.		

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-1 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 programmable read-only memory (EPROM). Observe that this listing does not use standard 6502 mnemonics.

Line Number	Hexadecimal Address	Object Code	Label	Instruction Mnemonic	Operand	Commentary
Mumper	Autress	0000		Miemonic		
0001:						
0002:		KIMOO	s - M	INI DOS FOF	KIM	
0003:		100000				
0004:		VERSI	ON 3 S	EPTEMBER 19	979	
0005:			6. Carlos			
0006:		ZERO	PAGE ST	DRAGE		
0007:						
0008:		Ø1 –	ØA IS T	HE SECTOR H	IEADEH	
0009:						
0010:	CØØØ	KIMDOS	ORG	\$CØØØ		
0011:						
0012:	C000	DSOR	*	50000	DESIRED OH	IVE
0013:	CØØØ	DSTK	*	50001	AND DESIRE	D THACK
0014:	C000	OSEC		\$0002	DESIRED SE	CTOR
0015:	CØØØ	BLTK	*	50003	BACK LINK	THACK #
0016:	CØØØ	BLSC	*	\$0004	BACK LINK	SECTOR #
0017:	0000	FLTK	*	\$0005	FORWARD LI	NK THACK #
0018:		FLSC	+	\$0006		NK SECTOR #
0019:	CØØØ	LEN		\$0007		(HECORD LENGTH)
0020:		TGTP		\$ 9 0 0 8	TANGET ADD	
0021:		TCTL		\$0008		
0022:		TCTH		\$0009		
0023:		FTYP		\$000A	FILE TYPE	
0024:	0000					
0025:		ØD -	AF TS T	HE SECTOR I	BATLEB	
0 026:		DC)	DC 10 .			
0027:	Cada	CKSL	*	\$ØØØB	THE CHECKS	JM
0028:		CKSH		SØØØC	THE CHECKO	5 m
0029:		PSTL		5000D	POS LANDIE /	EXECUTION ADDRESS
0030:		PSTH		\$000E		EXECUTION ADDITEDU
0031:		CHTK		\$000F	CURRENT TH	ACK
0032:				K SAVEAHEA	Sourcest in	
	caaa	CTKP		\$0010	OHIVE Ø	
0033:					DRIVE 1	
0034:		CTKQ		50011		
0035:		CTKH		\$0012	DHIVE 2	1
0036:		CTKS		\$0013	OHIVE 3	
0037:	0000	DDTP	*	****		-0
0038:		DPTR		50014	DATA POINT	
0039:		DPTL		50014		
0040:		DPTH		\$0015	AL TEDALTE	DAD DOTATO
0041:		ALTP		\$0016	ALIEHNAIE	LOAD POINTER
0042:		ALTL		\$0016		
0043:		ALTH		\$0017		
0044:		ТРХН		\$0018	CKSUM LEWA	
0045:		EXCL		\$0019	PHOGHAM EXI	ECUTION ADDRESS
0046:		EXCH		\$001A		
0047:		SAVEP		\$ØØ10		
0948:		CRDR		\$ØØ1D		IVE TEMPOHARY
a a a a .	CØØØ	HIOR	*	\$001B	I CHODDAHY !	STORAGE FOR COTS

0050:	Caaa	RCNT	*	50010	READ COUNT TEMPORARY
0051:		CKPT	*	\$001C	CKSUM PDINTEH
0052:		CKPL	*	5001C	
0053:		CKPH	*	\$001D	
0054:		DTSA	*	\$001C	DRIVE THACK SAVE
0055:		TSUA	*	\$001D	THACK SECTOR SAVE
0056:		ENDL	*	\$001E	END OF DATA
0057:		ENDH	*	\$001F	
0058:		2.000			
0059:		PCL	*	\$00EF	PHOGHAM COUNTER SAVE
0060:		PCH	*	\$00F0	
0061:		PHTL	*	SØØFA	DISPLAY WINDOW
0062:		PNTH	*	\$ØØFB	
0063:					
0064:		CONTH	OLLEN	COMMUNI	CATION ADDRESSES
0065:					
0066:		INPUT			
0067:	6000	RDST	*	SCCØØ	USAT STATUS
0068:		HDTA	*	SCCØ1	RECEIVE DATA
0069:		SECT	*	\$CCØ2	SECTOR COUNTER
0070:		OVST	*	SCC03	DHIVE STATUS
0071:		RHST	*	SCC04	RECEIVER RESTART PULSE
0 072:		MDN	*	\$CC Ø5	MOTOH ON PULSE (SEND)
0073:		MOFF	*	\$00.06	MOTOR OFF PULSE (SEND)
0074:					
0075:		OUTPU	т		
0076:	Caaa	SYNC	*	\$CCØØ	SYNC WOHD
0077:		WDTA	*	SCC01	SEND DATA
0078:		FILL	*	\$CCØ2	FILL WOHD
0079:		NTSL	*	SCCØ3	CHIVE SELECT
0080:		WPLS	*	SCC04	WHITE PULSE
0081:	CHEE				
0082:		OTHER	LABEL	5	
0083:					
0084:		XLT	*	\$1705	TIMER STAHT
0085:		TOUT	+	\$1707	FIME OUT CHECK
0086:		STRT	*	\$1C4F	
0087:					
0088:					
0089:		EQUAT	ES		
0090:			-		
0091:		WRTBIT	*	50008	
0092:		MTRBIT	*	50004	
0093:		MILSEC	*	50070	
0094:		LEND	*	50000	
0095:		DRVMSK	*	SØØCF	
0096:		STEPIN		50010	
0097:		SCIMSK		\$000F	
0098:		HEOLEN	*	SØØØA	
0099:		THKMSK		\$@Ø3F	
0100:		THKLMT		\$0023	
0101:		SCIBIT		50010	
0102:		STPBIT		\$0020	
0103:					
0104:					
0105:		EBRCH	CODES		
0106:		_			
0107:	C000	PISKMS	*	\$0000	DISK WISSING
0108:		WPHOT	*	50001	WHITE PHOTECT
Ø 109:		INVSEC		\$0002	INVALID SECTOR #
					Listing 1 continued on page 162

Listing 1 continued on page 162

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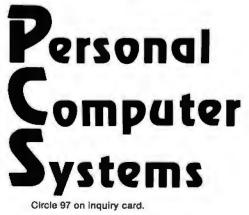
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Listing 1 continued: SEEX : MOVE MEAD TO DESIRED THACK 0170: 0171: FLNKSC \* BLANK SECTOR 0110: C000 50003 SFEX LDAZ DUTK GET DESIHED THACK# DISK OVERBUN Ø 172: CØ6Ø A5 Ø1 DVHUN \* 50004 Ø111: CØØØ ANDIM TRKMSK IGNORE DRIVE# Ø 173: CØ62 29 3F READER \* PERMINENT READ ERHOR \$0005 Ø112: CØØØ Ø 174: CØ64 A8 TAY 0113: PYZ CRTK THERE ALREADY? Ø 175: CØ65 C4 ØF SECTION 1 THE PASIC HOUTINES 0114: Ø176: CØ67 FØ 20 **NFQ** SOUT YES Ø115: LESS THAN CURRENT BCC STPD Ø 177: CØ69 90 ØB 0116: STEP IN Ø178: CØ68 20 40 CØ STPI JSR TKIN JUMP TABLE 0117: CRTK INCZ Ø179: CØ6E E6 ØF 0118: CRTK THERE YET? CPYZ JMP RSEX READ SECTOR Ø180: CØ70 C4 ØF 0119: C000 4C AA C1 STPI #SFX Ø181: CØ72 DØ F7 BNE NO Ø120: C003 4C CF C2 IMP WHITE SECTOR Ø182: CØ74 FØ Ø9 BEQ SETL JMP SAVX 0121: C006 4C 7E C2 Ø183: CØ76 2Ø 38 CØ STPO JSR. TKOT STEP OUT Ø122: C009 4C 89 C1 JMP LOOX DECZ CBTK Ø123: CØØC 4C NA CØ JMP PHEP Ø184: CØ79 C6 ØF CPYZ CATK THERE YET? Ø124: CØØF 4C 88 C3 .IMP CVTBIN Ø185: CØ78 C4 ØF BNE STPO Ø186: CØ7D DØ F7 NO JMP **CVTDEC** Ø125: CØ12 4C 90 C3 30 MS HEAD SETTLING SETL LOXIM \$1E JMP FWDC Ø187: CØ7F A2 1F Ø126: CØ15 4C 4C C3 DNE DELA Ø 188: CØ81 DØ Ø2 0127: INITDV : INITIALIZE THE THACK REGISTERS 0128: 0189: DELAY 20 MS 0190: 0129: OFFLINE CODE Ø191: CØ83 A2 14 DEL LDXIM \$14 INITOV LOAIM SFF 0130: C018 A9 FF 0192: Ø 131: CØ 1A A2 Ø4 LDXIM \$04 5 TRACK REGISTERS DELA : DELAY 1 MILISEC FOR EACH INC OF X 0193: INTLUP STAZX CRTK INIT A REGISTER Ø132: CØ1C 95 ØF 0194: Ø133: CØ1E CA DEX COUNT DELA PHA Ø195: CØ85 48 0134: C01F 10 FB CPL INTLUP NEXT LUUP LOAIM MILSEC Ø196: CØ86 A9 7D RTS Ø135: CØ21 6Ø START TIMER XLT Ø197: CØ88 80 Ø5 17 STA 0136: TIME UP? Ø 198: CØ88 AD Ø7 17 LOOP TOUT GTKX : MOVE HEAD TO TRACK Ø LDA 0137: 0199: C08E F0 FB BEQ LODP NO 0138: 0200: C090 CA DEX Ø139: CØ22 20 40 CØ CTKX JSR TKIN MOVE IN BNE LUUP 1 MS PEH LOOP 0201: C091 D0 F3 JSR TKIN Ø140: CØ25 20 40 CØ PLA Ø202: CØ93 68 MOVE OUT Ø141: CØ28 20 38 CØ CETP JSR TKOT RTS SOUT Ø203: CØ94 60 LDA DVST TRACK Ø? Ø142: CØ28 AD Ø3 CC 0204: 0143: CØ2E 4A LSRA DRVTST : SYNC SECTOR COUNTER TO CURHENT DRIVE 0205: . 0144: CØ2F 4A LSRA 0145: C030 BØ F6 BCS GETP NO 0206: 0207: C095 20 31 C1 ORVIST JSR START MOTOR ZERO CURENT THACK 0146: C032 A9 00 LDAIM \$00 25 CHANGES 0208: C098 A0 19 LOYIM \$19 STAZ CRTK Ø147: CØ34 85 ØF 0209: C09A 20 80 C1 JSR FFTIME SET TIMEH Ø148: CØ36 FØ 47 BEQ SETL UNCONDITIONAL CHANCH DVLUP LOAIM SCTBIT Ø210: CØ90 A9 10 0149: CVST GET SECTOR BIT Ø211: CØ9F 2D Ø3 CC AND 0150: TKIN, TKOT : MOVE HEAD IN CH OUT 1 FRACK TIME UP? LOX TOUT 0212: CØA2 AE 07 17 0151: EBHJ YFP DNE LDA DVST CET DHIVE# IN 2 MS8 0213: C0A5 D0 0F Ø152: CØ38 AD Ø3 CC TKOT 0214: C0A7 AA TAX Ø153: CØ30 29 CF ANDIM DRVMSK CHANGE IN SECTOR BIT? SAVEP EDRZ JMP MTVR Ø215: CØA8 45 15 0154: C03D 4C 47 C0 0216: C0AA FØ F1 DVLUP ND, WAIT DVST CEQ Ø155: CØ4Ø AD Ø3 CC TKIN LDA SAVEP YES SAVE AND COUNT 0217: COAC 86 18 STX Ø156: CØ43 29 CF ANDIM DRVM5K DRAIM STEPIN STEP IN AIT Ø218: CØAE 88 DEY Ø157: CØ45 Ø9 10 BNE DVIUP DISL SET DIRECTION 0219: CØAF DØ EC 0158: C047 8D 03 CC MTVR STA 0220: C031 AD 05 CC RETRIG LDA RETRICCER MOTOR MON Ø159: CØ4A 2Ø 83 CØ JSH DEL CLC DRAIM STPBIT SET STEP BIT Ø221: CØP4 18 Ø160: CØ4D Ø9 20 CTSL RTS Ø161: CØ4F 8D Ø3 CC STA Ø222: CØB5 6Ø LDAIM DISKMS DISK MISSING NOP 0223: C086 A9 00 FABJ Ø162: CØ52 EA SEC 0163: C053 FA NOP STRETCH PULSE WIDTH Ø224: CØN8 38 RTS 0164: C054 FA NOP: Ø225: CØN9 60 Ø165: CØ55 29 DF ANDIM SOF RESET STEP BIT 0226: STA DTSI Ø166: CØ57 8D Ø3 CC 0227: LON RETHIGGER MOTOH PHEP : SELECT AND PREPARE DRIVE FOR OPERATION LDA Ø167: CØ5A AC Ø5 CC 0228: Ø 168: CØ5D 4C 83 CØ JMP DEL 0229: LDA DSEC CET SECTOR 0169: 0230: COBA A5 02 PRFP

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0231: C0EC 0232: C0FF 0233: C0C1 0234: C0C3 0236: C0C5 0236: C0C7 0237: C0C9 0238: C0C9	BØ ØC A5 Ø1 29 3F C9 23 90 Ø7 A9 Ø4 38		OVFL	CMPIM GCC LDAIM SEC	TBKMSK TBKLMT DBIV	LESS FHAN 10? NO , FRHOH CET FRACK CLEAH DHIVE CVEHFLOW? ND, GO CHECK CRIVE YES, ERHOR 4
0239: C0CC 0240: C0CD 0241: C0CF 0242:	A9 Ø2		PADPHM	ATS LDAIM RTS	INVSEC	INVALID SECTOR
0242: 0243: C0D3 0244: C0D3 0245: C0D5 0246: C0D7 0247: C0D9 0248: C0DB 0249: C0DD 0250: C0DF 0251: C0F3 0253: C0F3 0254:	29 CØ 85 10 A5 ØØ 29 CØ C5 10 DØ Ø8 A5 ØF C9 FF FØ 24	гC	CRIV	IDA ANDIM STAZ LDAZ ANDIM CMPZ NNE LDA CMPIM REQ ENE	CRDR DSDR \$CØ CRDH SWIT CRTK	GET CURRENT DRIVE SAVE GET GESIRED DRIVE SAME? NO , SWITCH CRIVES GET CURRENT TRK DRIVE INITIALIZED? NO YES
0255: C0F7 0256: C0F8 0257: C0FA 0258: C0FB 0259: C0FC 0260: C0FD 0261: C0FE	45 10 18 2A 2A 2A		SWIT	PHA LDAZ CLC HOLA BOLA BOLA TAX		ROL DRIVE# TO 2 LSB
0262: C0EF 0263: C0F1 0264: C0F3 0265: C0F5 0266: C0F5 0267: C0F6 0268: C0F7 0269: C0F8 0270: C0F8	95 10 68 48 18 2A 2A 2A 2A			LDAZ STAZX PLA PHA CLC RDLA RDLA RDLA TAX	СЯТК СТКР	SAVE CUHHENT FRACK IN SAVEAREA
0271: CØFA 0272: CØFC 0273: CØFE 0274: C100 0275: C103 0276: C105 0277:	85 ØF A9 Ø8 2C Ø3 FØ FB		DA DB	STAZ	CTKP CRTK WRTBIT DVST DB	CET CURRENT THACK FROM SAVEAREA IS WRITE GATE OFF? NO , THEN WAIT
0278: C106 0279: C109 0280: C10C 0281: C10E 0282: C110 0282: C110 0283: C112 0284: C114	20 95 B0 10 A5 0F C9 FF D0 03	CØ	DI	STA JSR BCS LDA CMPIM BNE JSR	DP CRTK	NDW SELECT DHIVE SYNC TO DHIVE ERHOH EXIT DRIVE ONLINE? YES NO , ZEHD THACK
Ø285: C117 Ø286: C11A Ø287: C11D Ø288: C11E	20 31 20 60 18	C1	DS	JSR JSR CLC RTS	START	CHECK MOTOH FIND RESIRED THACK
0288: CTTF. 0289: 0290: 0291:	01				OF CT:	θC

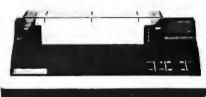
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0292: C11F AD 07 17 CKSEC LDA
                                  TOUT
                                         TIME UP?
Ø293: C122 DØ Ø8
                            CNE
                                  MISS
                                         YFP
0294: C124 AD 02 CC
                            LDA
                                  SECT
                                         CET CURRENT SECTOR
0295: C127 29 0F
                            ANDIM SCTMSK
Ø296: C129 C5 Ø2
                            CMP
                                  rsec
                                        = DESIRED?
Ø297: C12D 60
                            RTS
Ø298: C12C 68
                     MISS
                            PLA
                                         RESIDRE STACK
Ø299: C12D 68
                            PLA.
0300: C12E 4C B6 C0
                            JMP
                                  EBHJ
0301:
0302:
                      START : START MOTOR
0303:
Ø304: C131 A9 Ø4
                     START LDAIM MTRBIT
Ø305: C133 2C Ø3 CC
                            PIT
                                  DVST IS MDTOH CN?
0306: C136 FØ ØC
                            DEQ
                                  STARTR YES
Ø307: C138 A8
                            TAY
Ø3Ø8: C139 AD Ø5 CC
                            LDA
                                  MON
                                         START IT
0309: C13C A2 00
                            LDXIM ZERO
Ø310: C13E 20 85 CØ DELSS JSR
                                  DELA
                                         THEN WAIT ASEC
Ø311: C141 88
                            DEY
Ø312: C142 DØ FA
                            DNE
                                  DELSS
Ø313: C144 4C 81 CØ STARTR JMP
                                  RETRIG
0314:
                      CTSC : WAIT FOR DESIRED SECTOR TO COME AROUND
0315:
0316:
Ø317: C147 78
                     CTSC
                            SEI
                                         DISABLE INTERHUPIS
Ø318: C148 2Ø 8Ø C1
                                  FFTIME STAHT FIMER
                            JSR
Ø319: C148 20 1F C1
                     GTLUPA JSR
                                  CKSEC IF DESIRED IS CURRENT
Ø320: C14E FØ FB
                                  TLUPA THEN WAIT TILL NXT REV
                            BEQ
0321: C150 20 1F C1 CTLUPB JSR
                                  CKSEC THEN WAIT FOR
Ø322: C153 DØ FB
                            BNE
                                  CTLUPB DESIRED
Ø323: C155 18
                            CLC
Ø324: C156 6Ø
                            RTS
0325:
0326:
Ø327:
                      CRC : COMPUTE CHECKSUM FROM DATA & HEADER
0328:
Ø329: C157 A5 14
                     CHC
                            LDA
                                 CPTL
                                         MOVE DATA PTR
Ø33Ø: C159 85 1C
                            STA
                                  CKPL
                                         TO CKSUM PTR
Ø331: C15B A5 15
                            LDA
                                  DPTH
Ø332: C150 85 1D
                            STA
                                  CKPH
0333: C15F A6 Ø7
                            LDXZ LEN
                                         CET LENGTH
Ø334: C161 A9 ØØ
                            LDAIM ZERD
                                         CLEAR SUM
Ø335: C163 A8
                            TAY
Ø336: C164 85 18
                                         CLEAH TEMP STORACE
                            STAZ TPXH
Ø337: C166 20 72 C1
                            JS8
                                  CX
                                         COMPUTE DATA SUM
Ø338: C169 86 1D
                            STXZ CKPH
                                         POINT TO HEADER
Ø339: C168 E8
                            INX
Ø34Ø: C16C 86 1C
                            STXZ CKPL
                            LDXIM HEDLEN HEADER LENGTH
Ø341: C16E A2 ØA
Ø342: C170 A0 00
                            LDYIM ZERD
Ø343: C172 51 10
                     CX
                            EDRIY CKPT
                                         COMPUTE CKSUM
Ø344: C174 ØA
                            ASLA
Ø345: C175 26 18
                            RDLZ
                                 TPXH
Ø346: C177 9Ø Ø2
                            BCC
                                  CQ
Ø347: C179 69 ØØ
                            ADCIM ZERO
Ø348: C178 C8
                     CQ
                            TNY
Ø349: C17C CA
                            DEX
Ø350: C170 DØ F3
                            BNE
                                 CX
0351: C17F 60
                            RTS
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Listing 1 continued on page 166

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-

## T.I. 810 Printer



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/fuli ASCII (lower case), vertical forms control, and compressed print . \$1895 TI-825 75 cps, w/lower case, List \$1565 \$1395

NEC Spinwriter™

5510 or 5530 Centronics parallel interface w/Tractor, List \$3285 ..... ONLY \$2889

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Tiger, Anadex, Okidata, et.al.

Televideo TVI-912



OUR PRICE ONLY \$789

Upper case and lower case; 15 baud rates; 75 to 19,000 baud; dual intensity; 24 x 80-char, display, 12 x 10 resolution. Numeric pad. Programmable reversible video; aux. port; self-test mode; protect mode; block mode; tabbing; addressable cursor. Microprocessor controlled; programmable underline; line and character insert/delete.

## Bantam 550

PERKIN ELMER NOW FROM US AT \$799 with anti-glare CRT only \$829

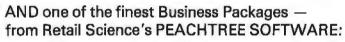


## VECTOR SYSTEM B, complete with Vector Mind-

less Terminal, 64K of RAM, Dual Floppy Disks (630 kilobytes of storage), and printer . . . so complete, you'll get all cables, box of 10 Floppy Disks, and EVEN a box of 3500 sheets of Fanfold Paper.

## OVER \$3500 OF SOFTWARE INCLUDED!!!

Digital Research's 2.0 CP/M<sup>™</sup> Disk Operating System, Interpreter, Microsoft 80 BASIC



- GENERAL LEDGER
- ACCOUNTS RECEIVABLE
- ACCOUNTS PAYABLE
- INVENTORY
- PAYROLL

The System B doubles as an EXCELLENT Word Processing System (Software at slight additional cost).

System may be expanded for multi-user time-sharing data and word processing! Up to 5 terminals at nominal cost.

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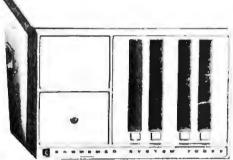


# MiniMicroMart: Your No. 1 Supplier of Systems for Business Applications and Word Processing . . .



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MiniMicroMart is your best source for Hard Disk Systems! Cromemco, North Star, Vector, Dynabyte, Morrow Thinker Toys<sup>®</sup> Corvis, Lobo, et. al.



## North Star Horizon<sup>2</sup>

32K 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 32K, Quad Density, List \$3595 \$3049 64K, Double Density (\$3830) \$3239 64K Quad System also available.



## SUPERBRAIN<sup>™</sup>

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32K, List \$2995 ONLY \$2685 SuperBrain, 64K OUR PRICE \$2883 Circle 98 on ingulry card. Floppy Disk Drive, RS232C interface, and printer interface. **Cromemco System 3, List \$6990 ONLY \$5890** System 2, List \$3990 OUR PRICE \$3390

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Features 4 MHz CPU, 64K of RAM, dual-sided Per-Sci 299B

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## Complete your system with a Terminal, Printer, Business Software:

INCLUDES:

- Your choice of Terminal P-E Bantam 500 Intertube II Televideo 912 SOROC 120
- 10 Floppy Disks
- Two RS232 Cables

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- Software with Manuals General Ledger Accounts Receivable Accounts Payable Payroll
- 3500 Sheets of Paper
- Anadex DP-8000 Printer

					CCT T	IT		ER FOR 1/4 SECOND.
153: 154:					FF   1)			CE FOR 6530 BUG.
55:					FETTW	LOAIM	<b>C</b>	
56: 0				17	STIME		TOUT	
58: 0					OLTWE	STA	TOUT	
59: 0				.,		HTS	100.	
60:		00						
61:								
62:								
63:					SECT	CON 2 RE	AD HOU	TINES
64:								
165:								
66:								
167:					LODX	: HEAD	A "EMO	RY FILE FROM DISK
68:		24			1.007	100	DEEX	
69: 1				UT.	LDDX	JSR BCS	HSEX	READ A SECTOR PERMINENT ERHOR
70: 1						LDAZ	FLSC	LENWINENI EURUN
72: 0						DNE	NEND	CHECK FOR LAST SECTO
373: 1						LDAZ	FLTK	(FOHWAHD LINK ZEHO)
374: 1						DEQ	COPPL	END
75: 1						LOAZ	FLSC	
76: 1					NEND	STAZ	OSEC	COPY FOHWAHD LINK TO
77: 1	C19A	A5	05			LDAZ	FLTK	DESIRED TRACK/SECTOR
78: 0	C19C	85	Ø 1			STAZ	DSTK	
79: 0				C 1		JMP	LODX	READ NEXT SECTOR
80: 0					COPPL	LDA	PUTL	CDPY EXEC ADDRESS
81: (						STA	PCL	TO KIM'S PC
82: 0						LDA	PSTH	
	C1A7		10			STA	РСн	
84: ( 85:	C1A9	60				RID		
86:					BSEX	· BEAD	A SECTI	OR WITH ENROR RETRY
87:					HOLK		n ocon	
88: 0	CIAA	20	DA	CØ	RSEX	JSR	PREP	PEPAHE DHIV
	CIAD		17			005	RORT	ENHON EXIT
90: 0	C1AF	20	C7	C 1		JSH	ROS	TRY UP TO 3 TIMES
	0192		12			BCS	RDRT	FRROR CODE IN A
	0184		10			ONE	RDRT	SUCCESS
	C106					JSH	GTKX	
	C109					JSH	SEEX	RE-SEEK TRACK
	C 1.2C			C1		JSR	HDS	THY AGAIN
	CIBE					BCS	RDRT	
	C1C1 C1C3					BNE	RDRT	
98: 1			20			SEC	DEADER	READ ERHOR
	C106				8D8 T	RTS		
01:		00			110.11			
02:					RD5	READ A	SECTO	R WITH 2 RETRYS
Ø3:								
04: 1	C1C7	A9	03		RDS	LDAIM	\$03	3 THYS
Ø5: (			10			STAZ	HENT	
06: 0					READ	LDAIM		SYNC CHAR
	C1^D		00	CC		STA	SYNC	
	C1DØ					PHP		SAVE INTERHUPT
	0101			C'1		JSH	CTSC	FIND SECTOR
10: 0	104		ØD			BCS	NOSEC	and the second sec
11: 0	0404	8 3	4 -			LDXIM		SHOH' DELAY TO

0412:					RQ	DEX		PASS OVER SECTOR BOUNDARY
0413:						DNE	HQ	
0414:						LDA	RRST	START RECIEVER
0415:	C1DE	20	66	C2		JSA	IN	SKIP SYNC
0416:	C1E1	90	03			PCC	ROK	SYNC FOUND
0417:	C1E3	28			NDSEC	PLP		RESTORE INTERRUPTS
0418:						SEC		
0419:						BTS		
6426:				00	RDK	JSA	IN	CET THACK
			00	1.2	HUK	TAY	TIM	LET TRACK
0421:							OUTH	
0422:						EORZ	DSTK	CHECK FOR PHOPER TRACK
0423:								ICNORE DRIVE
0424:	C1EE	DØ	56			PNE	SKER	SEEK ERR
0425:	C1FØ	98				TYA		
0426:	C1F1	85	Ø 1			STAZ	DSTK	
Ø427:	C1F3	20	66	22		JSR	IN	CET SECTOR
0428:	C1F6	C5	02			CMP Z	DSEC	PROPER SECTOR?
\$429:						DNE		ND
0430:						LDXIM		
0431:	-			02	HLUP	JSR		CET REST DF HEADER
\$432:				1.2		STAZX		det neor bi nenoen
			60				DLIN	
0433:						INX		
0434:						CPXIM		
0435:	C2Ø4	DE	F6			BNE	HLUP	
0436:							READING	
0437:					DETERI	INE WI	HICH ADI	DRESS TO USE
0438:	C2Ø6	A5	17			LDAZ	ALTH	
0439:	C2Ø8	FØ	02			BEQ	NOAL	
0440:	C2ØA	85	15			STAZ	DPTH	USE ALT IF NDN-ZERO
0441:						LDAZ	ALTL	
0442:			14			STAZ	CPTL	
0443:			10	C2		HML	CDAT	
0444:				LE	NOAL	DAZ	TOTL	ELSE USE ADDRESS IN PEADER
0445:			14		HUAL	STAZ	DPTL	LEGE OOL HEBRIEGE IN PERSEN
							TOTH	
\$446:						LDAZ		
0447:			15			STAZ	<b>DPTH</b>	
0448:					CDAT	IDYIM		DATA OFASHE
0449:			ØØ	CC	DALP	LDA	RDST	DATA READY?
0450:						LSRA		
0451:	C221	90	FA			ncc	DALP	NO
0452:	C223	AD	01	CC		L.DA	HDTA	
0453:	C226	91	14			STAIY	DPTH	SAVE A BYTE
0454:	C228	60				INY		
0455:	C229	C4	\$7			CPYZ	LEN	
0456:	C220	DØ	FØ			TINE .	DALP	READ UNTIL COUNT EXPIRES
0457:						LDXIM		
0458:				C2	CLUP	JSA	IN	CET CHECKSUM
0459:					C.LOT	STAZX		AND POSTAMBLE
	_		10 + 1			INX	UNOL	NO TOUTIMBLE
0460:								
0461:						CPXIM		
0462:						PNE	CLUP	
0463:	C230	20	57	C1		JSR	CHC	COMPUTE CHECKSUM
			a D			CMPZ	CKSL	COMPARE WITH ONE HEAD
	C23C					ONE	SKER	
Ø464: Ø465:	C23C							
	C23C C23E	DØ				LDAZ	TPXII	
Ø465: Ø466:	C23C C23C C24Ø	DØ A5	Ø6 18				CKSH	
Ø465: Ø466: Ø467:	C23C C23C C24Ø C24Ø	DØ A5 C5	Ø6 18 ØC			LDAZ	CKSH	
Ø465: Ø466: Ø467: Ø468:	C23C C23C C240 C242 C244	DØ A5 C5 FØ	Ø6 18 ØC		SKEB	L DAZ CMPZ CEQ		
Ø465: Ø466: Ø467: Ø468: Ø469:	C23C C23C C240 C242 C244 C244	DØ A5 C5 FØ 28	06 18 00 00		SKER	LDAŻ CMPZ CEQ PLP	CKSH SUCC	COUNT TRYS
Ø465: Ø466: Ø467: Ø468: Ø469: Ø470:	C23C C23C C240 C242 C244 C244 C246 C247	DØ A5 C5 FØ 28 C6	06 18 0C 0A		SKER	LDAZ CMPZ CEQ PLP CECZ	CKSH SUCC RCNT	COUNT TRYS
Ø465: Ø466: Ø467: Ø468: Ø469: Ø470: Ø470:	C23C C23C C240 C242 C244 C244 C246 C247 C249	DØ A5 C5 FØ 28 C6 FØ	06 18 0C 0A 19 03	64		LDAZ CMPZ CEQ PLP CECZ DEQ	CKSH SUCC RCNT SERH	COUNT THYS
Ø465: Ø466: Ø467: Ø468: Ø469: Ø470:	C23C C23C C240 C242 C244 C244 C246 C247 C249	DØ A5 C5 FØ 28 C6 FØ	06 18 0C 0A 19 03	C 1		LDAZ CMPZ CEQ PLP CECZ	CKSH SUCC RCNT	COUNT THYS Listing 1 continued on page 168



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

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

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

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

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

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

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 48k disk systems. And at under \$100, DMS is also easy to afford. One demonstration will convince you how easy computerized record keeping is. Ask your Personal Software dealer to show you. To locate your nearest dealer, contact Personal Software, Inc., (408) 745-7841, 592 Weddell Dr., Sunnyvale, CA 94086.

See us at NCC booth 48 and 49.



Listi	ng 1 continued:						C2A7	-			ADCZ	DPTL	UPDATE DATA ADDRESS
						0534:						DPTL	
	: C24F 18	SERR	CLC		Z FLAG=1 NEANS EHROR	Ø535:				_	BCC	NOCW	
	: C24F 60		RTS		DEUTODE INTERNO	Ø536:				INCT	INCZ	OPTH	
	: C250 28	SUCC	PLP	AL T.L.	RESTORE INTERHUP!	Ø537:				NDCW	LDAZ	ENDH	IF TANGET GREATER
	: C251 A5 17			ALTH	ALTERNATE IN USE?	Ø538:					CMPZ	OPTH	THAN END
	: C253 FØ ØD			NOCU		Ø539:					DEQ	CONT	
	: C255 A5 Ø7			LEN	YES , UPDATE ALTERNATE	0540:			09	COCT	DCS	SETU	THEN DETHILS
	: C257 18		CLC	THEA	00 MEANS 100	0541:			45	SRET	RTS	CNOL	THEN RETURN
	: C258 FØ Ø6			ALTL	00 M.CANS 199	0542:				CONT	LDAZ	ENDL	
	: C25A 65 16			ALTL		0543:					CMPZ	SETU	
	: C25C 85 16 : C25C 90 02			NOCO		Ø544: Ø545:					RCC	SRET	
	: C260 E6 17	INCA		ALTH		0546:				SETU	LDXIM		CLSE PHEPARE FOR MEXT SECTOR
	: C262 18	NOCQ	CLC			0547:				SLUP	LDAZX		MOVE TRACK/SECTOR ID
	: C263 A9 FF	1.004	LDAIM	\$FF	Z FLAC=Ø MEANS COOD BEAD	Ø548:				0201	STAZX		DACKWAHD LINK
	: C265 6Ø		RTS	••••		Ø549:					LDAZX		MOVE FORWARD LINK
Ø488						Ø55Ø:					STAZX		TD THACK/SECTOH
0489		IN :	READ A	FYTE AN	ND CHECK FOR OUT OF SECIOR	Ø551:					DEX	-	
0491						Ø552:			F5		CPL	SLUP	
	: C266 AD 00 CC	IN	LDA	ADST	DATA READY?	Ø553:						SXS	UNCONDITIONAL
0492	: C269 4A		LSHA			Ø554:							
049:	: C26A DØ ØD		BCS	INQ	YFS READ IT	Ø555:				WSEX	: WRIT	E A SEC	CTOR
	: C26C AD Ø2 CC		LDA	SECT	CET SECTOR FROM CONTROLLER	Ø556:							
049	: C26F 29 ØF		ANDIM			Ø557:	C2CF	20	BA CØ	WSEX	JSR	PREP	PHEPARE DRIVE
	: C271 C5 Ø2		CMP Z		STILL RIGHT ONE?	Ø558:	C2D2	BØ	08		BCS	WSQ	ERHOR EXIT
	: C273 FØ F1			IN	YES	Ø559:					LDAIM		and the second second second
	1: C275 A9 Ø3			PLNKSC	EMPTY SECTOR				Ø3 CC		BIT	DVST	WRITE PROTECT ON?
	: C277 38		SEC		ERRCH FLAG	Ø561:			Ø2		DNE	WSA	ND
	: C278 60		RTS	OPT.	SET A BUTC	0562:				ERRO	SEC		
	: C279 AD Ø1 CC	ING		RDIA	CET A EYTE	Ø563:				WSQ	HTS	-	DOMONITE ONEOKONN
	: C27C 18		CLC RTម						57 C1	WSH	JSR	CAD	COMPUTE CHECKSUM
050. 0500	: C27D 60		HID			Ø565:					STAZ	CKSL	SAVE IT
050						0566:					LDAZ	CKSH	
0500						Ø567: Ø568:					STAZ		FILL CHAR FOR USHT
050		SECTI	ION 3 WH	TTE BOL	JTINES				Ø2 CC		STA	FILL	TEE SHART ON CONT
0500						Ø57Ø:	UZLU	00	12 00		UTA	1 166	
050						0571:	C2EB	08			PHP		SAVE INTERRUPT STATUS
0511									47 C1		JSR	CTSC	FIND SECTOR
051		SAVX	: SAVE	A FILE	CN DISK	Ø573:					BCS	WERR	
0512									Ø4 CC		STA	WPLS	START TRANSMITTER
	: C27E A9 ØØ	SAVX	LDAIM	ZERC		Ø575:					LDXIM		
0514	: C28Ø 85 Ø3		STAZ	BLTK	CLEAH BACK LINK	0576:					LOAIM	\$00	
0515	: C282 85 Ø4		STAZ	RLSC					63 C3	WSS	JSR	DUT	WRITE LEADER 16 X ØØ
	: C284 A2 Ø1		LOXIM			0578:					DEX		
	: C286 85 Ø1	KLUP	LDAZX		COPY THACK/SECTOR	\$579:	C2FC	۵Ø	FA		DNE	WSS	
	: C288 95 ØD		STAZX		TO POSTAMBLE &	0580:	C2FE	A9	FB		LDAIM	\$FB	
	: C28A 95 Ø5		STAZX	FLIK	FORWARD LINK				63 C3		JSH	BUT	SEND SYNC
	: C28C CA		DEX	21.00		Ø582:				WST	LDAZX		WRITE 10 BYTE HEADER
	: C28D 10 F7	OVO		KLUP	CALC FORWARD I THE				63 C3		JSR	OUT	
	: C28F 20 4C C3 : C292 20 2B C3	SXS		FWDC	CALC FORWARD LINK CALC LENGTH	Ø584:					INX		
				CPTL	MOVE DATA PTH	Ø585:					CPXIM		
	: C295 A5 14 : C297 85 Ø8			TOTL	TO TARGET	0586:					BNE	WST	DET LENGTH
	: C299 A5 15			DPTH		0587:					LDXZ		GET LENGTH
				TOTH		0588:	-				LDYIM		WRITE DATA
	: C29B 85 Ø9 : C29D 20 CF C2	SYT		WSEX	WRITE A SECTOR	Ø589:				₩5U	LDAIY		WRITE DATA
	: C2AØ BØ 39	UN I		ERHO	INTER A DESIGN				63 C3		JSH	OUT	
	: C2A2 A5 Ø7			LEN	GET LENGTH	Ø591: Ø592:					INY		
	: C2A4 FØ Ø7			INCT	00=100	12450	1160	UN			DEX		
	: C2A6 18		CLC										Listing 1 continued on page 170
054													LANDA I CONTRACT ON PROVINCE

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# Settle for More from Your TRS-8

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 48K 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.

## 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 ( $A^*X \uparrow 3 + SIN(X \uparrow 2),X$ );

In almost no time, the computer would reply with: @2\*X\*COS(X 1 2) + 3\*A\*X 1 2.

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

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

Just a few seconds later, the computer replies:

@4\*SIN(Y)\*COS(X)\*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 lan-guage LISP, muSIMP is designed especially for interactive symbolic mathematics and other artificial intelligence applications.

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

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

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

MORE

FROM

MICROSOFT

hundhatthauttauthhlith



isting 1 continued:		BNE N	WSU		Ø654: Ø655:								
593: C318 DØ F7										OFOTT		MAGADA	CONTROL ROUTINES
594: C31A AØ Ø4		LDYIM S			0656:					SECIT	UN 4 KE	ETBUAND	CONTROL ROUTINES
95: C31C 85 Ø8	WSV	LDAZX (		WRITE CHECKSUM & POSTAMBLE	0657:								
96: C31F 2Ø 63 C3			<u>nu T</u>		Ø658:								
97: C321 E8		INX			Ø659:								
98: C322 88		DEY			Ø66Ø:					SAVK	: ENTRY	Y TO WR:	ITE FILE
99: C323 DØ F7		DNE I	WSV		0661:					E	NTER TH	HE FOLLO	DWING VIA KIM:
ØØ: C325 28		PLP		RESTORE INTERRUPT	0662:							NG ADDRE	
101: 101:					Ø663:							ADDRESS	1E, 1F
		CLC			\$664:							DN ADDRE	
Ø2: C326 18		ATS			\$665:							RACK/ SEC	
Ø3: C327 6Ø	WEDD	PLP		RESTORE INTERRUPTS							ILE TYP		ØA
Ø4: C328 28	WERR			REGIONE INTENNOFIS	0666:					r.	TEE		PH.
Ø5: C329 38		SEC			0667:					C al ()	100	THITOWT	INIT AND CONVERT
Ø6: C32A 6Ø		RTS			\$668:				C3	SAVK	JSR		
07:					0669:						DCS	KERR	ERROR
08:	LNTH	: COMPU	TE LEN	GTH AND FIND LAST BLOCK	0670:				C2		JSR	SAVX	WRITE FILE
09:					0671:						BCS	KERH	
10: C328 A5 1E	LNTH	LDAZ E	ENDL	SUBTRACT TARGET	0672:						JSR		CONVERT D/T/S
11: 0320 38		SEC			0673:	C37B	4C	4F	10	KIMQ	JMP	STRT	RETURN TO KIM
12: C32E E5 14		SBCZ (	DPTL	FROM END	0674:								
13: C330 85 07		STAZ 1	LEN	TO GET LENGTH	Ø675:					LODK	: READ	A MEMOR	RY FILE
14: C332 A5 1F		LDAZ B			Ø676:							HE FOLL	
15: C334 E5 15			OPTH	LAST BLOCK?	0677:					D	RIVE/TE	RACK/SE	CTOR 1C, 1D
16: C336 FØ Ø5			LQ	YES	Ø678:								ET DH Ø 16,17
		LDAIM S		NC THEN LENGTH=100	0679:							-	
17: C338 A9 ØØ		STAZ		AG THEN LENGTH TUP	0680:	C375	20	05	63	LODK	JSR	TNTCVT	INIT AND CONVERT
18: C33A 85 Ø7			LEN		0681:					LUDK	RCS	KERR	INIT MAD OBATEM
19: 0330 60		RTS										LODX	READ FILE
20: C33D E6 07	LQ	INCZ I			Ø682:				LI			LAST	SHOW LAST THK/SECTOR
21: C33F 85 Ø5		STAZ F		LAST BLOCK	Ø683:	L380	90	F 10				LAUI	SHOW EAST THEY SECTOR
22: C341 85 Ø6		STAZ P		CLEAR FORWARD LINK	0684:			-				OUT.	COUCH COOL TO OTHER AV
23: C343 A5 19		LDAZ E	EXCL		Ø685:					KERR	STAZ		ERHOR CODE TO DISPLAY
24: 0345 85 00		STAZ F	PSTL	NOVE EXECUTION ADDRESS	0686:						L.DAIM		ERHOH FLAG
25: C347 A5 1A		LOAZ E	EXCH		Ø687;						STAZ		
26: C349 85 ØE		STAZ F	PSTH		Ø688:	C38F	DØ	E B			BNE	FIMO	
27: 0340 60		RTS			0689:								
28:					0699:					CVTDE	C : COI	NVERT T	RACK/SECTCR FOR DISPLAY
29:	FWDC	: CALCUI	LATE E	DRWARD LINK. ASSUMES	0691:								
30:				NT TRACK	0692:	C39Ø	A9	FF		CVTDEC	LDAIM	\$FF	ZERO COUNTE?
31:					0693:						STAZ	PNTH	
32: C34C A5 Ø6	FWDC	LDAZ F	FISC	GET CURRENT SECTOR	0694:						LDAZ	DSTK	GET THACK #
33: C34E C9 Ø8	1	CMPIN S		FIND NEXT ALTEHNATE	0695:								ICNORE DRIVE#
			FR	IF NOT 8	0696:			· ·			SEC		
34: C350 F0 0C					Ø697:			CD.		LSQ	INCZ	PNTH	
35: C352 BØ Ø4			FQ								SECIM		DIVIDE BY 10 LOOP
36: C354 69 Ø2		ADCIM \$		THEN ADD 2	0698:							1.50	CHANCH NO BORHOW
37: C356 DØ Ø8			FS	UNCONDITIONAL	0699:								HEMAINDER IN A
	FQ	INCZ F		NEXT THACK	0700:			NN			ADCIM	ANG	ILEMAINDED IN A
38: C358 E6 Ø5		LDAIM \$		FIRST SECTOR	0701:						PHA	01100	CONVERT ALTERNATE ID
38: C358 E6 Ø5 39: C35A A9 ØØ		REQ F		UNCONDITIONAL	0702:			02				DSEC	CONVERT ALTERNATE TO
38: C358 E6 Ø5 39: C35A A9 ØØ 40: C35C FØ Ø2			\$ 01 1		@723:						LSHA		TH OFFICER TAL OFFICE
38: C358 E6 Ø5 39: C35A A9 ØØ 40: C35C FØ Ø2 41: C35E A9 Ø1	FR	LDAIM S			1 0004	C3A5					RCC	KSS	TO SEGUENTIAL SECTOR
38: C358 E6 Ø5 39: C35A A9 ØØ 40: C35C FØ Ø2 41: C35C A9 Ø1 42: C36Ø 85 Ø6	FR FS	LDAIM STAZ F		NEXT SECTOR			40	01			ADCIM	6 1 4	
38: C358 E6 Ø5 39: C35A A9 ØØ 40: C35C FØ Ø2 41: C35C A9 Ø1 42: C36Ø 85 Ø6		LDAIM S		NEXT SECION	0705:	C3A7	07	104					ADD 4 + CARRY
38: C358 E6 Ø5 39: C35A A9 ØØ 40: C35C FØ Ø2 41: C35E A9 Ø1 42: C36Ø 85 Ø6 43: C362 6Ø		LDAIM STAZ F		NEXI SECION						r55	STAZ		SAVE
38: C358 E6 Ø5 39: C35A A9 ØØ 40: C35C FØ Ø2 41: C35E A9 Ø1 42: C36Ø 85 Ø6 43: C362 6Ø 44:	FS	LDAIM S Staz F Rts	FLSC	NEXI SECIDH When USHT IS HEADY	0705:	E3/9	85			455			
38: C358 E6 Ø5 39: C35A A9 ØØ 40: C35C FØ Ø2 41: C35E A9 Ø1 42: C36Ø 85 Ø6 43: C362 6Ø 44:	FS	LDAIM S Staz F Rts	FLSC		Ø7Ø5: Ø7Ø6;	C3A9	85 68			455	STAZ		
38: C358 E6 Ø5 39: C35A A9 ØØ 40: C35C FØ Ø2 41: C35E A9 Ø1 42: C36Ø 85 Ø6 43: C362 6Ø 44: 44: 45:	г5 ОUТ :	LDAIM S STAZ F RTS SEND A	FLSC		Ø7Ø5: Ø7Ø6: Ø7Ø7: Ø7Ø8:	C3A9 C3AB C3AC	85 68 ØA			455	STAZ PLA ASLA		
38: C358 E6 Ø5 39: C35A A9 ØØ 40: C35C FØ Ø2 41: C35E A9 Ø1 42: C36Ø 85 Ø6 43: C362 6Ø 44: 45: 45: 46:	гы очт : очт	LDAIM S STAZ F RTS SEND A PHA	RYTE N	WHEN USH'T IS HEADY	0705: 0706: 0707: 0708: 0708:	C3A9 C3A8 C3AC C3A0	85 68 ØA ØA			455	STAZ PLA ASLA ASLA		
38:       C358       E6       Ø5         39:       C35A       A9       Ø0         440:       C35C       FØ       Ø2         41:       C35C       FØ       Ø1         42:       C36Ø       85       Ø6         43:       C362       6Ø         44:	г5 ОUТ :	LDAIM S STAZ F RTS SEND A PHA LDA F	FLSC DYTE N RDST	WHEN USH'T IS HEADY USRT READY?	0705: 0706: 0707: 0708: 0709: 0709:	C3AB C3AC C3AC C3AD C3AE	85 68 ØA ØA			r55	STAZ PLA ASLA ASLA ASLA		
38:       C358       E6       Ø5         39:       C35A       A9       ØØ         40:       C35C       FØ       Ø2         41:       C35C       FØ       Ø2         41:       C35C       FØ       Ø2         41:       C35C       FØ       Ø2         41:       C35C       FØ       Ø1         42:       C36Ø       85       Ø6         43:       C362       6Ø	гы очт : очт	LDAIM \$ STAZ F RTS SEND A PHA LDA F RPL D	RYTE N	WHEN USH'T IS HEADY	0705: 0706: 0707: 0708: 0709: 0709: 0710: 0711:	C3AB C3AB C3AC C3AD C3AE C3AF	85 68 ØA ØA ØA	FA		r55	STAZ PLA ASLA ASLA ASLA ASLA	PNTL	SAVE
38:       C358       E6       Ø5         39:       C35A       A9       Ø0         40:       C35C       FØ       Ø2         41:       C35E       A9       Ø1         42:       C36Ø       B5       Ø6         43:       C362       6Ø         44:	гы очт : очт	LDAIM S STAZ F RTS SEND A PHA LDA F BPL C PLA	RUSC NYTE N RDST OUTQ	WHEN USH'T IS HEADY USH'T HEADY? ND, WAIT	0705: 0706: 0707: 0708: 0709: 0710: 0711: 0712:	E3A9 C3AB C3AC C3AC C3AC C3AF C3CØ	85 68 ØA ØA ØA Ø5	FA		r55	STAZ PLA ASLA ASLA ASLA ASLA DRAZ	PNTL	SAVE MERGE TRACK ISB
38:       C358       E6       Ø5         39:       C35A       A9       Ø0         40:       C35C       FØ       Ø2         41:       C35C       FØ       Ø2         41:       C35C       FØ       Ø2         41:       C35C       FØ       Ø2         44:       C36Ø       85       Ø6         43:       C36Ø       65       Ø6         44:       G       G       G         54:       G       G       A       G         64:       G       G       G       G	гы очт : очт	LDAIM S STAZ F RTS SEND A PHA LDA F BPL C PLA	FLSC DYTE N RDST	WHEN USH'T IS HEADY USRT READY?	0705: 0706: 0707: 0708: 0709: 0709: 0710: 0711:	E3A9 C3AB C3AC C3AD C3AE C3AF C3DØ C3B2	85 ØA ØA ØA Ø5 85	FA		r55	STAZ PLA ASLA ASLA ASLA ASLA DRAZ	PNTL	SAVE

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## NEECO **COMMODORE'S NEW 8000** PROUDLY INTRODUCES SERIES (80 column) COMPUTERS



\$1695 (available May/June '80)

## CBM<sup>™</sup> 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" diskettes (ss) Tracks 70 Sectors 17-21 Soft sector format IFFE-488 interface Combination power (green) and error (red) indicator lights **Drive Activity indicator lights Disk Operating System Firmware** (12K ROM) Disk Buffer (4K RAM)

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

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

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SCREEN 2000 character display, organized into twenty-five 80-column lines 64 ASCII, 64 graphic characters 3 x 8 dot matrix characters Green phosphor screen **Brightness control** Line spacing: 1½ in Text Mode 1 in Graphics Mode **KEYBOARD** 73-key typewriter style keyboard with graphic capabilities Repeat key functional with all keys MEMORY CBM 8016: 16K (15359 net) random access memory (RAM) CBM 8032: 32K (31743 net) random access memory (RAM) POWER REQUIREMENTS Volts: 110V Cycles: 60 Hz 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 24K or ROM contains: BASIC (version 4.0) with direct (interactive) and indirect (program) modes 9-digit floating binary arithmetic Tape and disk file handling software

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

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\$1795





Available June/July

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receive data, carrier ready, test \*Frequency shifted modulation \*Bell 103/113 compatible

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172									
M	Listing	1 con	tinı	ied:					
YE	0715:								
198	0716:					CVTBI	V : CO!	WERT D	ECIMAL DHIVE/THACK/SECTOR
0	0717:								FORMAT
	0718:								
May 1980 © BYTE Publications Inc	0719:	C385	20	18	CØ	INTCVT	JSR	INITOV	INIT AND CONVERT
Ē	0720:								
EP.	0721:	C3N8	A5	10		CVTBIN	LOA	T55A	
lica	0722:	C38A	29	ØF			ANDIM	SCIMSK	EXTRACT SECTOR
itio	0723:						CMPIM	\$ØA	VALID?
ns	0724:	C3RE	DØ	30			BCS	INVS	NO
2	0725:					CONVER	TI TR	TO ALTE	RNATING SECIDR
	0726:	C30Ø	C9	Ø5			CMPIM	\$25	LESS THAN 5?
	0727:	C3C2	90	08			8CC	CDQ	YES
	0728:	C304	38				SEC		
	0729:	C3C5	E9	05			SBCIM	\$05	MINUS 5
	0730:	C3C7	ØA				ASLA		HULTIPLY BY 2
	Ø731:	C3C8	69	01				501	ADD 1
	0732:			Ø 1			BNE	CDR	UNCONDITONAL
	0733:					CDQ	ASLA		MULTIPLY BY 2
	0734:					CDR		DSEC	
	0735:							TSSA	CET HIGH MYRBLE
	0736:						LSRA		
	0737:						LSRA		
	0738:						LSHA		
	0739:						LSHA		
	0740:						CMPIM		VALID?
	0741:						RCS	INVS	NO
	0742:	C3D9	85	Ø1			STAZ	DSTK	SAVE LOW ORDER TRACK #
	Ø743:					MULTI			THACK DY 10
	0744:		-				LDAZ	DTSA	
	0745:	C3DD	29	ØF			ANDIM	1010	CLEAR DRIVE #

STAZ PIOR

ADCZ HIDR

ADCZ DSTK

BCS INVS STAZ DSTK

LDAZ DISA

ANDIM SFØ

CMPIN \$40 BCS INVS

STAZ DSDR

ALTP

BLTK

CKPL

CKSL

CQ

CMPIM TRKLMT

ASLA

ASLA

CLC

ASLA

ASLA ASLA

RTS

INVS LDAIM \$02

0016

0004

ØØ10

ØØØC

THEEND RTS

COPPL C1A1

ALTL

BLSC

СКРН

CKSH

Ø746: C3DF 85 1C

Ø75Ø: C3E4 65 1B

Ø752: C3E7 65 Ø1 Ø753: C3E9 C9 23

0754: C3EB RØ ØF

Ø755: C3F0 85 Ø1

Ø756: C3EF A5 15

Ø757: C3F1 29 FØ

Ø758: C353 C9 40

0759: C3F5 80 05 0760: C3F7 0A

Ø762: C3F9 85 ØØ

0765: C3FC A9 02

ALTH ØØ17

ILNKSC ØØ03

CKSEC C11F

CONT C2C8

C3CD

0761: C3F8 ØA

Ø763: C3FB 6Ø Ø764:

0766: C3FE 60 0767:

CDR

Ø747: C3E1 ØA

Ø748: C3E2 ØA

Ø749: C3E3 18

Ø751: C3E6 ØA

SAVE

MULTIPLY RY 4

ADD CNCE (5X) MULTIPLY BY 2 (10X)

ADD LDW OHDER

CET DRIVE #

INVALID SECTOR

CDQ

CKPT

CLUP

CHC

BADPHM CØCD

0300

ØØ1C

C22F

C157

0016

0003

ØØ1C

ØØØR

C178

CHOR	ØØ1E	CHIK	ØØØF	CTKP	2810	стка	9911
CTKB	0012	CTKS	0013	CVTBIN	C368	CVTDEC	C39Ø
CX	C172	DA	CØFE	CALP	C21D	CB	C199
DELA	CØ85	DELSS	C13E	DEL	CØ83	DI	C199
DISKMS	0000	DP	C11E	PTH	0015	DPTL	0014
DPTR	0014	DRIV	COCO	DHVMSK	ØØCF	DRVTST	CØ95
DS	C117	DSDH	0000	DSEC	0002	DSTK	0991
DTSA	ØØ1C	NTSL	0003	DVLUP	CØ90	DVST	CCØ3
ENDH	0015	ENDL	ØØ1E	ERHJ	CØ-6	CRHD	C2DB
EXCH	ØØ1A	EXCL	6019	FFTIME	C18Ø	FILL	CCØ2
FLSC	0006	FLTK	0005	FQ	C358	FH	C35E
FS	C36Ø	FTYP	0001	FWDC	C34C	CDAT	C21E
CETP	CØ28	CTKX	CØ22	CTLUPA	C14C	GTLUPB	C15Ø
GTSC	C147	HEDLEN	ØØØA	HIDR	0010	HLUP	C1FC
IN	C266	INCA	C26Ø	INCT	C2AD	INITOV	CØ18
ING	C279	INTCVT	0305	INTLUP	CØ1C	INVS	C3FC
INVSEC	0002	KERH	C388	KIMDDS	C000	KIMQ	C37B
KLUP	C286	KSa	C349	LAST	C378	LEN	9097
LNTH	C328	LODK	C37F	I DDX	C189	LOOP	CØBB
10	C33D	LSG	C399	LUUP	CØ86	MILSEC	0970
MISS	C12C	POFF	0000	MON	CCØ5	MTHBIT	0994
MTVB	CØ47	NEND	C198	NOAL	C213	NOCQ	C262
NDCW	CZAF	NOSEC	C1E3	CUTQ	C364	DUT	C363
OVEL	CØC9	CVHUN	0004	PCH	00 3	PCL	ØØEF
PNTH	ØØFB	PNTL	ØØFA	PREP	CØEA	PSTH	ØØØE
PSTL	0000	RCNT	0010	HDHT	C1C6	RDST	CCØØ
RDS	C107	RDTA	CCØ1	HEAD	C1CB	READEH	0005
RETRIG	CØB1	ROK	C1E6	HQ	C1D8	RAST	CCØ4
<b>HSEX</b>	CIAA	SAVEP	0010	SAVK	C36E	SAVX	C27E
SCTBIT	0010	SCTMSK	ØØØF	SECT	CCØ2	SEEX	CØ69
SEHR	C24E	SETL	CØ7F	SETU	C2CØ	SKEH	C246
SLUP	C2C2	SOUT	CØ94	SHET	C207	START	C131
STARTR	C144	STEPIN	0010	STIMER		STPBIT	0020
STPI	CØGF	STPO	CØ76	STRT	1C4F	SUCC	C25Ø
SWIT	CØE7	SX5	C28F	SXT	C29D	SYNC	CC99
TGTH	0009	TOTL	0008	TGTP	0008	THEENO	C3FE
TJX	1705	TKIN	CØ4Ø	TKOT	CØ38	TOUT	1797
TPXH	0018	TRKLMT	0023	TRKMSK		TSSA	ØØ1D
WDTA	CCØ1	WERH	C328	WPLS	CCØ4	WPHOT	0001
WHTBIT	0008	WSEX	C2CF	WSQ	C2DC	WSH	C2D0
W55	C2F8	WST	C3Ø3	WSU	C311	WSV	C31C
ZERC	0000						

Listing 2: (	Cross-reference tab	le for the s	symbo	ls in li	sting 1				DVLUP	210	216		455		- 4 -	274	245	
Ū	,	,	0		Ģ				0401	70	142	152	155	211	243	274	305	
											560							
SYMBOL	DEFINED		ENCES						ENDH	57	537	614						
ALTH	43	438	476						ENDL	56	542	610						
ALTL	42	441	481	482					CBBJ	223	213	300						
ALTP	41								FRRD	562	529							
PADPHM	240	232							FXCH	46	625							
PLNKSC	110	498							EXCL	45	623							
BLSC	16	515							FFTIME	356	209	318						
BLTK	15	432	514	548					FILL	78	569							
CDQ	733	727		2					FLSC	18	371	375	622	632	642			
CDR	734	732							FLTK	17	373		519			638		
СКРН	53	332	338						FQ	638	635					0,00		
CKPL	52	330	340						FR	641	634							
CKPT	51	343	240						FS	642	637	640						
CKSEC	292	545							FTYP	23	0.57	040						
CKSH		4/2							FWDC	632	126	522						
	28	467	567						GDAT	448		222						
CKSI	27	459	464	565	595				GETP	141	443							
CLUP	458	462							GTKX		145	200						
CONT	542	539								139	284	393						
COPPL	380	374							CTLUPA	319	320							
CQ	348	346							CTLUP8	321	322							
CBC	329	463	564						GTSC	317	409	572						
CRDB	4B	245	248	256					HEDLEN	98	341							
CBTK	31	147	175	179	189	184	185	250	HIOR	49	746	750						
		262	272	281					HLUP	431	435							
CTKP	33		271						IN	491	415	420	427	431	458	497		
CTKQ	34								INCA	484	480							
CTKR	35								INCT	536	531							
CTKS	36								INITOV	130								
CVTBIN	721	124							ING	501	493							
CVTOEC	692	125	672						INTEVT	719	668	680						
CX									INTLUP	132		000						
	343	337	350						INVS	765	134	244	054					
DA	273										724	741	754	759				
DALP	449	451	456						INVSEC	109								
DB	274	275							KERR	685	669	671	681					
DEL	191	159	168						KIMDDS	10								
DELA	195	188	310						KIMQ	673	688							
DELSS	310	312							KLUP	517	521							
DI	279	252							KSS	706	704							
DISKMS	107	223							LAST	672	683							
DP	288	280							LEN	19	333	455	478	530	587	613	618	
DPTH	40	331	440	447	526	536	538	615			620							
DPTL	39	329	442	445	524	533	534	543	LNTH	610	523							
	57	612	442	44)	124	,,,,	224	141	LODK	680	123							
PTR	38	453	589						LODX	369	122	379	682					
DBIV			209						LOOP	198	199	517	002					
	243	236								620	616							
DRVMSK	95	153	156						1.0									
PRVTST	207	279							LSQ	697	699							
DS .	285	253	283						1.00P	196	201							
DSDR	12	246	762						MILSEC	93	196							
DSEC	14	230	296	376	428	496	702	734	MISS	298	293							
DSTK	13	172	233	378	422	426	517	547	MOFF	73								
		550	582	694	742		755		MDN	72	167	308						
DTSA	54	744	756		12.5				STRBIT	92	304							
DISL	79	158	161	166	278								Lis	sting 2	conti	nued c	n page 1	76

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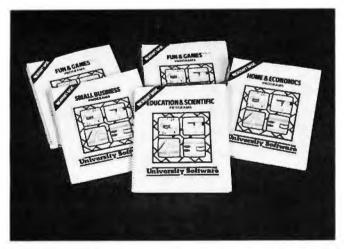
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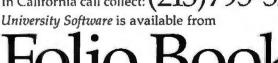


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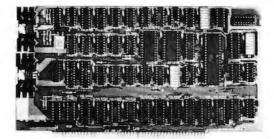
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Y J	LITVB	158	154						TCTP	20							
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	RSEX	388							EMP 18			PY 4			C 2		
	SAVEP	47	215	217					DEX 8	DEY 3		COH 3			C 6		
	SAVK	668							INX 5	INY 3		JMP 1	5		H 43		
	SAVX	513		670					LOA 85	LDX 14	L	DY 5			H 9		
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	SECT	69	294	494					S8C 4	SEC 10		EI 1			A 59		
	SEEX	172	286	394					STX 3	TAX 3	1	TAY 4		ΓY	A 1		
	JERH	473	471														
	SETL	187	148	182													
	SETU	546	540	544					ADDRESS MDI	DE OCCURENCES							
	SKER	469	424	429	465				AY Ø	AX Ø		ZX 13					
	SLUP	547	552						ZY Ø	IM 74		X Ø					
	SOUT	203	176						IY 3	ž 97	ł	4 27					
	SRET	541	545						NONE 3	62							
	STAHT	304	285														
	STAHTR	313	306														
	STEPIN	96	157														
	STIMER	357															
	STPBIT	102	160														
	UTPI	178	181														
	STPO	183	177	186					1								
	STRT	86	673														
	SUCC	475	468														
	SWIT	255	249														
	5X5	522	553														
	ыXT	528															
	SYNC	76	407														
	TGTH	22	446	527													
	TOTL	21		525													
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#### Text continued from page 158:

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

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

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

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

#### **Control Routines**

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

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

#### Interrupts

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

However, KIMDOS does allow for

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

#### Testing

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

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

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

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

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

	Hexadecimal Address	Contents
1	0008, 0009	Beginning address of memory to be saved
1	A000	File type
1	0019, 001A	Execution address (optional ; use 0 to omit)
(	001C, 001D	Drive/Track/Sector number of first sector to be written
1	001E, 001F	Ending address of memory to be saved

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

Error Code	Message
0	Disk missing (given after read or write operation)
1	Disk protected (given after write operation
2	only) Invalid sector number (given after read or
3	write operation) Blank sector (given after read operation only)
4	Disk overrun; attempted to write more than 349
5	sectors Permanent read error
codes. If a re	ist of disk-related error ead or write operation ends the left four digits of the

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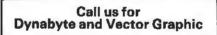
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followed by another address. The motor should run about 3 seconds and stop.

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

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

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

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

The final test that I had to do was

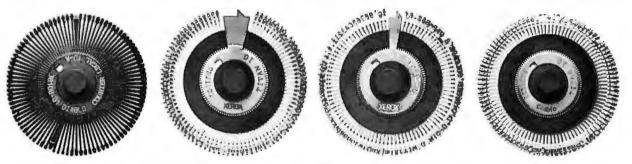
**Listing 3:** Listing for program TEST. This program executes a given KIMDOS routine (see documentation at the beginning of the listing) depending on which key on the KIM keypad is pressed.

	Hexad Addre		nal	Objec Code	t Lab	el I	nstruc Inema	tion	Oper	and		Comm	entary		
0001: 0002: 0003:						FEST					fesf oufii		ARIC DI	ISK	
0004: 0005:					:	SUDA	CUTI	NES	UND	EH	TEST				
0076: 0007: 0008: 0009: 0010:	2000				SUC CTKX PHEP STAH			\$C \$C	DRE5 022 00C 131	5	KEY# 1 2	PHEP	D THACK AHE DHI Motof	VE FOR	1/0
0011: 0012: 0013: 0014:	2000 2000				TKOT TKIN SEEX STSC			\$C \$C \$C	038 040 060 147		3456	MOVE MOVE Find	HEAD D HEAD J THACK	UT 1	
0015: 0016:											7	HETUR	AN TO P	(IM	
0017: 0018:						KIM	ADDR	E22	ER						
0019: 0020: 0921:	2000				SCND GETK KIM			\$ 1	F 1F F 6A C4F						
ØØ22: ØØ23:						ZEHO	PAG	E 8	AROT	CE					
ØØ24: ØØ25: ØØ26:					TOAD				020 021						
ØØ27: ØØ28:					SAKE				922 ØF 8						
ØØ29: ØØ30:	2000				PNTL			50	ØFA						
ØØ31: ØØ32:					THE		RG		000						
ØØ33: ØØ34:				1F	STAR		SA	SC	ND	LI	TE DI	SPLAY			
0035: 0036:				1F			SR	GE			T KEY				
ØØ37: ØØ38:							EQ	ST							
0039: 0040;	2000	C9	08			C	HP IM		8		LIO?				
0941:	2010	ØA	гy			^	SLA	011	An		5, ML	LTIPLY	GY 2		
0042: 0043:	2012	nD		28		L	AX DAAX					INDEX JECT A	DOHESS		
0 044: 0 045:	2017	E B					T AZ NX	TO	AD.	TC	JUMP	VEC.LO	IR		
ØØ46: ØØ47:				20			DAAX	TA							
0948:				29		-	SH	JMF	96	CA	LL SL	ISBOU ( I	NE		
0 05 0: 0 05 1:	2022	A9	FF			L	DAIN	\$FF	F		HOK F				
0 852:	2026	٨9	A 2			L	CS DAIN		2		DO FL	ON EHH	CH		
0053: 0054:	202A	85	FB		STCR		TAZ	PNI							
ØØ55: ØØ56:					JMPP		MP MI	ST/							
Ø \$57: Ø \$58:	2032	22			TABL	-		GT	<x< td=""><td></td><td></td><td></td><td></td><td></td><td></td></x<>						
Ø 1159: Ø 260;						-		CTH PRE		1					
Ø Ø61: Ø Ø62:	2035	CØ				-		PHE		1					
0063:	2037	C1				-		ST/	AH T	1					
0064: 0065:	2037	CØ				-		TKO		1					
Ø 866: Ø 867:						-		TKI TKI		1					
Ø #68: Ø Ø69:						-		SEE		1					
0070:	203E	47						CTE	iC	1					
0072:	2040	4F				-		KIN	A						
0073: 0074: 0075:	e 104 1	10				-		KI	A.	/					
	тк	166	5A	GT	кX	CØ2	2	CTS	iC.	Ct	47	INH	00F9		
	IEP	202		KI Sa	MKE	104		PNT		ØØ1		PNTL	ØØFA CØ69		
ទា	AR	200	00	ST	ART	C13 CØ3	1	STO	R	202	28	TABL	2032		
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to read and write data using a floppy disk previously recorded in the Percom format. I did this to confirm that the KIMDOS software produces results using the controller board and disk that are identical to the results produced by the Percom 6800 code. Since I found this to be the case, no one using KIMDOS needs to repeat that test.

#### **Error Recovery**

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

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

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

#### Expansion

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

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

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



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

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

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

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

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

#### Conclusion

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

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

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

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June 16-17, 1980 McGraw-Hill World Headquarters New York City The microcomputer revolution in system design, engineering, and technology is here!

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

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

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

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

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

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

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

## THE PROGRAM.

## Introduction

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

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

## The Importance of Tools

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

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

## The Pascal Perspective

Peter Grogono Analyst/Programmer Concordia University

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

## After Pascal, What?

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

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

## Trees And Lists as Tools

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

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

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

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

## What is C?

#### John A. Morse

Principal Engineer, Corporate Research Digital Equipment Corporation

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

## The Forth Alternatives

#### Charles H. Moore

*Chairman of the Board* Forth, Inc.

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



## Who Should Attend

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

## **Tentative Schedule**

#### June 16, 1980

Une IV, 170V	
8:00- 9:00 A.M.	REGISTRATION
9:00-10:00 A.M.	<b>INTRODUCTION:</b> Carl Helmers
10:00-10:30 A.M.	COFFEE INTERMISSION
10:30-12:00 P.M.	THE IMPORTANCE OF TOOLS: Fred Martin
12:00- 1:30 P.M.	LUNCHEON
1:30- 3:00 P.M.	THE PASCAL PERSPECTIVE: Peter Grogono
3:00- 3:15 P.M.	COFFEE INTERMISSION
3:15- 4:45 P.M.	AFTER PASCAL, WHAT?: Ken Bowles
4:45- 5:15 P.M.	OPEN DISCUSSION
June 17, 1980	
8:30-10:00 A.M.	TREES AND LISTS AS TOOLS: Henry Baker
10:00-10:30 A.M.	COFFEE INTERMISSION
10:30-12:00 P.M.	THE FORTH ALTERNATIVE: Charles Moore
12:00- 1:30 P.M.	LUNCHEON
1:30- 3:00 P.M.	WHAT IS C?: John Morse
3:00- 4:00 P.M.	PANEL DISCUSSION: All speakers

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## **Programming Duickies**

## Decisions, Decisions

Geoffrey Gass, 5240 SW Dosch Rd, Portland OR 97201

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

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

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

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

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

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

## Formatted Program Output for the KIM-1

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

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

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

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

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

Listing 1 was produced by the program. The labels,

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

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

Hexadecimal Address		Hexadecia Code	mal	Label	Op Code	Operand	Comments
0300				TEMP1			
0301	AD	E5	17	IEMPI	LDA	SAL	Load starting address in POINTL
0304	85	F5 FA			STA	FA	and POINTH
0306	AD	F6	17		LDA	SAH	
0309	85	FB			STA	FB	
030B	20	2F	1E	START1	JSR	CRLF	Do carriage return and line feed
030E	20	1E	1E		JSR	PRTPNT	Print starting address
0311	20	9E 9E	1E 1E		JSR	OUTSP	Print 2 spaces
0314 0317	20 A2	00	IE		JSR LDX	OUTSP #\$00	
0319	AI	FA				(FA,X)	Load Contents of address at FB, FA
031B	8D	00	03		LDA STA	TEMP1	Eodd Contents of address at 15, 1A
031E	C9	00			CMP	#\$00	Decide if Op Code is 1 byte
0320	FO	15			BEQ	PRNT1	
0322	C9	40			CMP	#\$40	
0324	FO	11			BEQ	PRNT1	
0326 0328	C9 F0	60 0D			CMP BEQ	#\$60 PRNT1	
032A	29	OF			AND	#\$0F	
032C	C9	08			CMP	#\$08	
032E	C9 F0	07			BEQ	PRNT1	
0330	C9	0A			CMP	OA	
0332	FO	03			BEQ	PRNT1	If not 1 byte
0334 .	4C	40	03	DOUT	JMP	B3	Jump to test for 3-byte Op Code
0337 033A	AD 20	00 3B	03 1E	PRNT1	LDA	TEMP1	Print 1-byte Op Code
033D	4C	B7	03		JSR JMP	PRTBYT	Jump to increment address
0340	AD	00	03	B3	LDA	TEMP1	Test for a 3-byte Op Code
0343	C9	19		50	CMP	#\$19	rest for a objie op oode
0345	C9 F0	31			BEQ	PRNT3	
0347	C9	39			CMP	#\$39	
0349	FO	2D			BEQ	PRNT3	
034B 034D	C9 F0	59 29			CMP	#\$59	
034D	C9	79			BEQ CMP	PRNT3	
0351	FO	79 25			BEQ	#\$79 PRNT3	
0353	C9	99			CMP	#\$99	
0355	FO	21			BEQ	PRNT3	
0357	C9 F0	<b>B</b> 9			CMP	#\$B9	
0359	FO	1D			BEQ	PRNT3	
035B 035D	C9 F0	D9 19			CMP	#\$D9	
035F	C9	F9			BEQ CMP	PRNT3 #\$F9	
0361	FO	15			BEQ	PRNT3	
0363	C9	20			CMP	#\$20	
0365	FO	11			BEQ	PRNT3	
0367	29	OF			AND	#\$OF	
0369	C9	OC			CMP	OC	
036B 036D	F0 C9	0B 0D			BEQ	PRNT3	
036F	FO	07			CMP BEQ	#\$0D PRNT3	
0371	C9	OE			CMP	#\$0E	
0373	FO	03			BEQ	PRNT3	
0375	4C	A1	03		JMP	PRNT2	GOTO print 2 bytes
0378	AD	00	03 1E	PRNT3	LDA	TEMP1	Print 3 bytes
037B	20 20	3B	16		JSR	PRTBYT	Print Op Code
037E 0381	20	9E 9E	1E		JSR	OUTSP	Space
0384	20	9E 63	1E 1F		JSR JSR	OUTSP	Increment address
0387	A2	00			LDX	#\$00	Load contents of address
0389	A1	FA			LDA	(FA,X)	at FBFA
038B	20	3B	1E		JSR	(FA,X) PRTBYT	Print Operand
038E	20	9E	1E		JSR	OUTSP	
0391	20	9E	1E		JSR	OUTSP	terror and the
0394	20	63	1F		JSR	INCPT	Increment address
0397 0399	A2 A1	00 FA			LDX LDA	#\$00	Load contents of address at FBFA
0399 039B	20	3B	1E		JSR	(FA,X) PRTBYT	Print Operand
039E	4C	<b>B</b> 7	03		JMP	INCAD	
03A1	AD	00	03	PRNT2	LDA	TEMP1	Print 2 bytes
107 May 1080 @ BVT	C D. Lit-4	- Inc					Listing 1 continued on page 194

**By Netronics** 

ASCII/BAUDOT, STAND ALONE

#### COMPLETE Computer FOR ONLY \$14995 Termina

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The Netronics ASCII/BAUDOT Computer Terminal Kit is a microprocessor-controlled, stand alone keyboard/terminal requiring no computer memory or software. It allows the use of either a 64 or 32 character by 16 line professional display for-mat with selectable baud rate, RS232-C or 20 ma, output, full

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on your computer or other interface, i.e., Modem. When connected to a computer, the computer must echo the character received. This data is received by the VID which processes the information, converting to data to video suitable to be displayed on a TV set (using an RF modulator) or on a video monitor. The VID generates the cursor, horizontal and vertical sync pulses and performs the housekeeping relative to which character and where it is to be displayed on the screen. Video Output: 1.5 P/P into 75 ohm (EIA RS-170) • Baud Rate: 110 and 300 ASCII • Outputs: RS232-C or 20 ma. current loop • ASCII Character Set: 128 printable characters—

aBISEBLXPUEE +02012302:=211 ++++ !"#\$%&'()++,-./0123456789:;<=>? PRECDEFGHIJKLINOPORSTUWKYZ[N]^

abcdefghijklenopgrstuvwxyz{}}~ BAUDOT Character Set: A B C D E F G H I J K L M N O P Q R S T U V W X Y Z - ? : \* 3 \$ # () . . 90 I 4 ! 5 7 ; 2 / 6 8 Cursor Modes: Home, Backspace, Horizonial Tab, Line Feed, Vertical Tab, Carriage Return. Two special cursor sequences are provided for absolute and relative XY cursor addressing or Control: Erase, End of Line, Erase of Screen, Form , Delete • Monitor Operation: 50 or 60Hz (jumper Feed, selectable.

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ith room for RAM/ROM/PROM/EPRUM/EPRUM and D-100 ex-ansion, plus generous prototyping space. (Level "A" makes a perfect OEM controller for industrial pplications and is available in a special Hex Version which the programmed using the Netronics Hex Keypad/ 建酮

PC Board: glass epoxy, plated through holes with solder mask • 1/0: provisions for 25-pin (DB25) connector for terminal scrial 1/O, which can also sup-Level "A" at \$129.95 is a complete operating system, perfect for beginners, hob-biests, or industrial con-

port a paper tape reader provision for 24-pin DIP socket for hex keyboard/dis-play...cassette tape recorder in-

play...cassette tape recorder in-put...cassette tape recorder output...cassette tape recorder in-output...speaker output... LED output indicator on SOD (serial output) line...printer interface (less drivers)...total of four 8-bit plus one 6-bit 1/O ports "Crystal Frequency: 6.144 MHz • Control Switches: resct 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 F880, ideal for smaller systems...RAM expandable to 64k via S-100 bus or 4K on motherboard. 4K on motherboard.

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blocks of memory with a constant. ...display blocks of memory ...automatic baud rate selection... variable display line length control (1-255 characters/line)... channelized I/O monitor routine with 8-bit parallel output for high speed printer... serial console in and console out channel so that monitor can communicate with I/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 all

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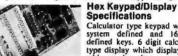
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Explorer/85 with L d

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Explorer(s) with L of cards are neally contained inside "C" card cage. Explorer's deluxes steel cabinet. 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

#### Level "D" Specifications

Level "D" provides 4k or RAM, power supply regulation, filtering decoupling components and sockets to expand your Explorer/85 memory to 4k (plus the original 256 bytes located in the 8155A). The static RAM can be located anywhere from 0000 to EFFF in 4k blocks.

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Level "E" adds sockets for 8k of EPROM to use the popular Intel 2716 or the Tl 2516. It includes all sockets, power supply regulator, heat sink, filtering and decoupling components. Sockets may also be used for soon to be available RAM IC's (allowing for up to 12k of onboard RAM).

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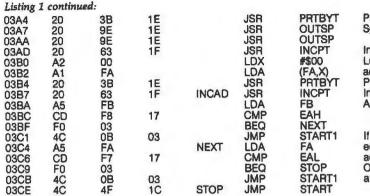
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Print Op Code Space Increment address Load contents of address at FBFA Print Operand Increment to next Op Code Address

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

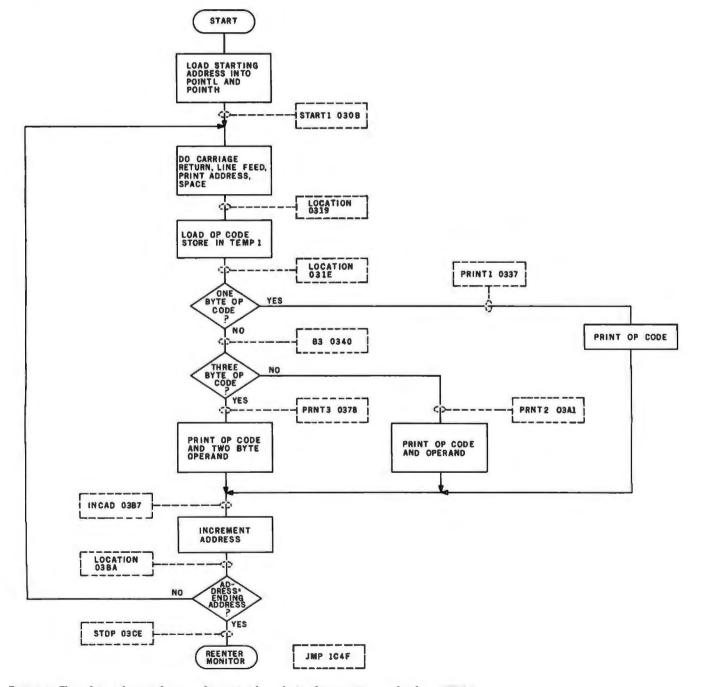


Figure 1: Flowchart of procedure used to print hexadecimal instruction codes from KIM-1 memory.

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

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

#### The Affordable Alternative

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

#### **Outstanding Features**

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

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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 comes out of the host computer.

Then TEKSIM transforms it into Apple data...

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



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ORPORATION

## **Give Your Computer** an Ear for Names

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

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

-			
	Name	Code	
	Munnecke Minnecke Munnuke Munneake Municky Muneeck Monkey Muneick Munnick Monnecks Munnedie Lunnecke Munnecle Euler Gauss Hilbert Knuth Luoyd Lukasiewicz Smith Smyth Smyth Smythe	M520 M520 M520 M520 M520 M520 M520 M520	
	Gonzales Gonzalez	G524 G524	

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

to determine the intent of the operator. Instead, it works only with the exact response.

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

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

For example the user could

Letters	Code Digit	
b,f,p,v c,g,j,k,s,x,z d,t	1 2 3	
m,n r	4 5 6	

Table 2: Numeric single-digit codes that are assigned to letters from the corresponding groups as they occur in a name being encoded in the Soundex system.

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

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

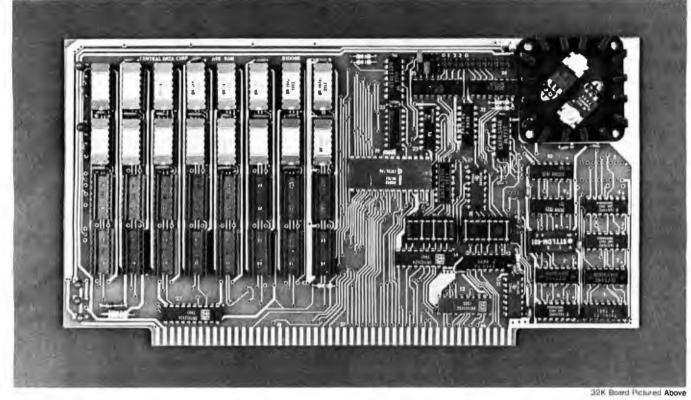
The user might see the Soundex routine working as follows (user input is italicized):

WHAT NAME: SA	ЛITH
SELECT ONE:	
1. Smith, Jack	123 Main St
2. Smith, John	456 Central St
3. Smythe, Zachary	789 First Ave
Enter Choice:	

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

WHAT NAME: SMITH John Smith, 123 Main St

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



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Low power consumption keeps your computer running cool and reliable. The total power consumption of our 16K board is typically less than 4 watts (+8V @ 300ma, +16V @ 150ma and -16V @ 20ma). Boards with additional memory typically increase power consumption only 1 watt per 16K!

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Call or write us today. That will guarantee a fast response with more information on the board. Or make an order — you'll probably have the board in two weeks! If you're interested, also ask for a catalog on our Z8000 16-bit processor board designed for the MULTIBUS. All of these products are available to your local dealer, also.

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

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

to identify the person with greater accuracy.

#### Constructing the Soundex Code

The technique for constructing the Soundex code is found on page 391 of The Art of Computer Programming, Volume 3: Sorting and Searching by Donald Knuth (published by Addison-Wesley, Reading MA). The four steps in generating a Soundex code are:

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

Z-80 CPU, S-100. Runs CP/M. V Dual, double

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IMS 5000 SYSTEM ....

density 54 drives, 32K RAM.

other positions.

with RS232.....

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

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## **Basic In A Nutshell**

Name: Step-By-Step

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

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

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

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

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

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

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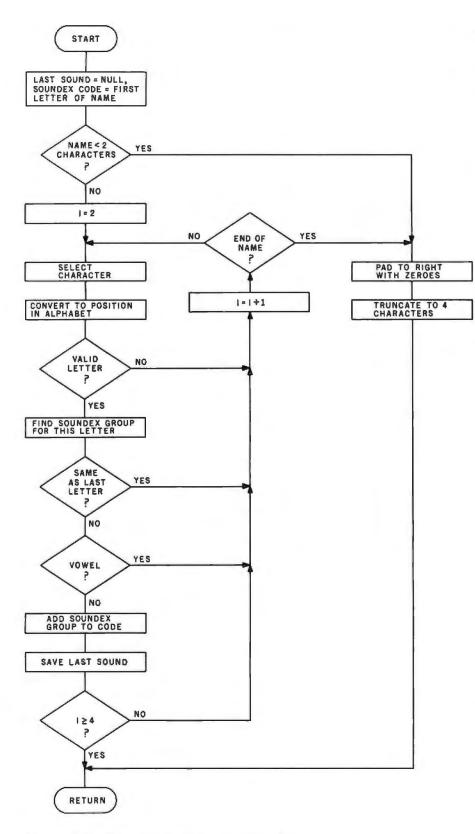


Figure 1: Flowchart of the Soundex algorithm subroutine.

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

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

#### **BASIC Program**

Listing 1 shows the Soundex code generating subprogram that con-

Input N\$	_	Name to b	e code	d	
Output S\$	_	Soundex c letter,digit,			(form:
Tempo	rary				
 E\$ L\$		Character position in N\$ under consideration Ith Character in N\$ Alphabetic sequence of E\$ Last sound during evalua- tion			
		Variables ogram.	used	in	the

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

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

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

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

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BYTE May 1980 201

## The Club Computer Network

Joe Kasser 11532 Stewart Ln Silver Spring MD 20904

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

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

#### **Basic Communications Needs**

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

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

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

#### About the Author

loe Kasser is vice-president of the Chesapeake Microcomputer Club, director of information and publicity of the Radio Amateur Satellite Corp (AMSAT), and editor of ORBIT. He has worked with microcomputers professionally since 1975, and has built an 8080-based, S-100 computer system which served as the prototype for the club's construction project. He has contributed other articles to BYTE, including "AMSAT 8080 Standard Debug Monitor" (September 1976, page 108, with Richard C Allen), "The Sky's the Limit" (November 1978, page 48) and "The AMSAT-GOLEM-80" (September 1979, page 182). Computer data comes in many forms. In the personal computer area, data may be on paper tape, cassette tape, or floppy disk. If it is on cassette, it may be in a digital saturation format or some modulated audio format. It may also be recorded at one of several data rates.

If data is on a floppy disk, the disk may be soft-sectored or hardsectored. Data may be on 5- or 8-inch disks, which may be single or double density, single or double sided. The disk format may be compatible to a disk operating system such as CP/M or North Star, or it may not.

Most computer users do not have the means for reading or writing all of the different types of off-line storage media. Thus, two users who wish to share software may have what is known as a "media incompatibility problem."

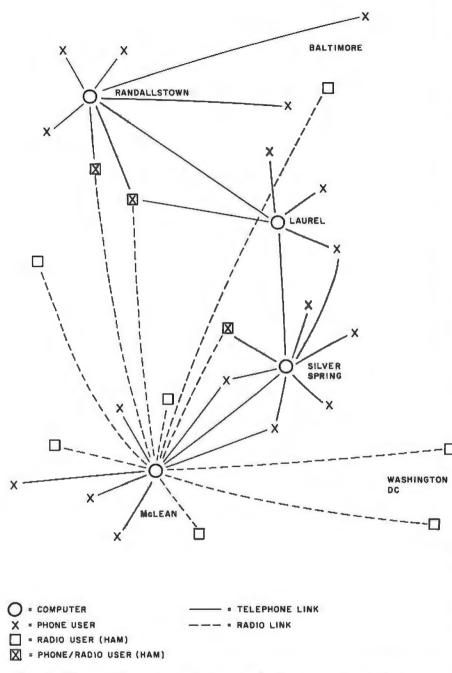
A typical example occurs in the Chesapeake Microcomputer Club (CMC). Two members own 8080 or Z80-based systems, each running the Digital Research CP/M disk operating system. One member, however, uses 8-inch soft-sectored disks, while the other uses a North Star system (5-inch hard-sectored disks). They have no compatible medium such as tape. How then are they to share computer files?

The club is spread out over a wide geographic area. Several of the officers require access to the club roster or membership list. Currently the list is kept by one officer who has to update it, see that labels are printed for mailings, and send physical copies of the list to the other officers. Since officers may live 30 to 50 miles apart, the telephone and postal services are the only practical method for information exchange. There must be a better way. The club has a need for disseminating information. Reports concerning main meetings, chapter meetings, group purchases, surplus information, and special interest groups have to be made available to the membership. Currently the information is passed out at meetings and through the mails by a monthly newsletter. Is there a better way?

Many of the members possess their own computer systems. The degree of sophistication ranges from a simple KIM-1 to a system with dual disk drive, large amounts of memory, and line printers. A number of members have become involved with the club computer project and the grouppurchase plan for equipment. Each one of these systems is in a different stage of development. Many people are finding that their system cannot perform the tasks that they wish it to perform, because several system components (such as extra memory or disk storage capability) are lacking for one reason or another. Perhaps the capital outlay involved is not available, or they are waiting for deliveries to take place.

When contemplating the purchase of additional hardware and software, decisions involving hundreds of dollars must be made, sometimes with little factual information. At club meetings members can discuss their requirements and experiences, but that just results in acquisition of information about how a particular item of computerware works in someone else's environment and how it meets *his* requirements.

It would be nice to be able to get together with a friend and gain hands-on experience of the way that a computer system component performs in one's own environment before purchasing it. Visiting friends



**Figure 1:** Diagram of sample telephone and radio-data transmission links in a typical club computer network. Several computers form nodes in the network. Solid lines indicate telephone links; dotted lines indicate links through a 2-meter band amateur radio repeater system (at the same location as one of the computers). Communities identified are located in northern Virginia and in Maryland (except for Washington DC).

and using their systems can provide this facility, but it is inconvenient, especially when a long session is planned or the traveling distance is great. There must be a better way.

#### **Basic Network**

There is a better way. It is called a club computer network. All club members can have access to it. It may be centralized or distributed, but it will provide a service to the club members. Access may be via the telephone line or via amateur radioteletypewriter (RTTY) circuits. Each access method has its own advantages and disadvantages.

An example of such a network is shown in figure 1. It incorporates both radio and telephone links. It also allows for a number of computers in the system. It is spread out over a

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relatively wide geographic area. One computer may be accessed either via a 2-meter FM radio-teletypewriter repeater (operated by the Amateur Radio Development Association, AMRAD, using the frequencies 147.81 and 147.21 MHz), or via the telephone line. The other computers are operated on behalf of the Chesapeake Microcomputer Club Inc by various members. Note that this area-wide operation is necessitated by the geographic dispersal of the membership of the two clubs.

The central computers are located so that at least one computer is within local telephone-dialing range of each club member. Several members may be within local dialing range of more than one. If one machine in the network is down, or in use at any particular time, these members can try to access another computer.

The radio link can be used by virtually any amateur radio teleprinter station in the area that is equipped for 2-meter FM operation. Of course, *any* member of the club can access any computer by making a longdistance telephone call.

Data is collected in each computer for remote retrieval at a later time. If the data in one machine is addressed to a user outside the local telephone area, the data is automatically sent to the computer in the distant area in the late evening, when long-distance telephone rates are lowest. This intercomputer transfer takes place once per night per machine in a predetermined sequence to transfer the maximum number of messages with the minimum number of calls.

#### Link Types

Consider first the characteristics of the radio links. Many amateur radio operators already use noncomputerized automatic-starting radioteletypewriter equipment for receiving message traffic. A computer network for message handling is a logical successor to these existing autostart networks.

The existing noncomputerized network works as follows. All stations monitor the same frequency. Messages are sent blind; when a message is originated into the network, the sender does not know for certain if the destination station is

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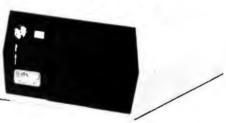
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In Spain Polytronica Cavanilles, 30 Madrid, 7, Spain 252 55 89-433 27 34 monitoring the frequency, unless 2-way contact is first established. In the evening, or during weekends, this may not pose much of a problem, because the probability of someone being at home is great. However, during the working day, that probability decreases. Thus, if contact cannot be established directly, the message can still be *sent*, but there is a probability that the destination receiver will not be on line, and the message will be lost.

If, however, the message can be stored in a central computer by the sender, and retrieved later by the receiver, the probability of successful transmission of the message from sender to receiver is almost certain. The addition of a computer therefore becomes an asset to the network.

If several stations in the network have computers capable of answering back to the sender, the utilization of the computer may be reduced. A sender can put out a direct call. If an answer is not received (indicating that the destination is not on line or monitoring at the time), the message can either be transmitted to the computer for storage, or held and transmission attempted again at a

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later time. It is also possible for the assignment of which network computer will perform the store and forward operation to be rotated among the various member-station computers on basis of availability, as long as the network computer has a distinctive identification.

With a radio network set up in this way, anyone equipped either with simple radio-teleprinter equipment or with sophisticated computer equipment may make use of the full network message storage and forwarding capabilities. This concept of allowing minimally equipped stations to access the network requires that simple techniques be used for data transfer, These include 5-level ("Baudot") or ASCII plain language text, a control language that is readable by both man and machine, with minimal error checking. The advantages of more sophisticated techniques mean that many people will want to use them. That leads to a hierarchical concept of the network utilization. This will be discussed later.

The disadvantage of the radio network is that since everyone is on line, the privacy level is zero. Therefore, data that is not intended for public knowledge cannot be passed over the network. For this reason, mailing lists and other confidential club data should not be passed over the radio link. [Also, FCC regulations require that no message traffic pertaining to any business or commercial activity may be transmitted by an amateur radio station...RSS]

Use of the telephone line for gaining access to the computer limits the number of users that can be on line at the same time. One great advantage of the telephone line is security. The connection between the user and the computer is private. Mailing lists can be accessed and changed remotely without compromising the security of the data, provided that only authorized users are allowed access to these data files.

#### System Implementation

Bringing up the network for the first time can be simple or complex. One method is to install a computer equipped with dual floppy-disk drives, 32 K bytes of memory, and the phone line, and make it available 24 hours per day. It is an expensive method, especially when the demand

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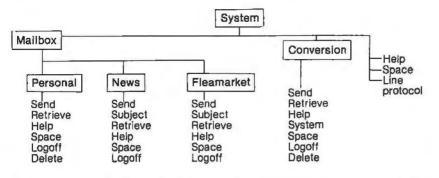


Figure 2: Hierarchy of software modes in the club computer network software. Names of program routines are enclosed in boxes. Commands available with each program are listed below.

### 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.

Many BYTE subscribers appreciate this controlled use of our mailing list, and look forward to finding information of interest to them in the mail. Used are our subscribers' names and addresses only (no other information we may have is ever given).

While we believe the distribution of this information is of benefit to our subscribers, we firmly respect the wishes of any subscriber who does not want to receive such promotional literature. Should you wish to restrict the use of your name, simply send your request to BYTE Publications Inc, Attn: Circulation Department, 70 Main St, Peterborough NH 03458. Thank you,

### A Message from North Star Computers Inc.

Due to a miscommunication between our advertising agency and BYTE Magazine, an advertisement for North Star Computer new Applications Software ran in April instead of May. This ad was not intended to appear until all North Star dealers had been informed of our new software products and were prepared to handle customer inquiries.

We regret any inconveniences and embarrassment this has caused North Star dealers and customers, and we are grateful to BYTE for allowing us to clarify this situation. The new Application Software packages will be available through North Star dealers in early May.

Sincerely Charles A. Grant President North Star Computers Inc.

208 May 1980 @ BYTE Publications Inc for such a service has not yet been demonstrated in the club.

A second method is to bring the service on line gradually, using equipment belonging to club members, and then put together a club system as club finances allow. This method has the advantage that the cost can be spread out over a period of time, but does have a disadvantage because there will be many intervals during the early stages of the network implementation when the system is not available.

The network can be started by one or more club members making their personal systems available. On the radio link, there will be no noticeable difference with the different computers, since they should all answer to the same call sign, and the user need not know which machine is storing his traffic. In practice each computer will also transmit its own station call sign as required by law.

Telephone access is a little more difficult, because a list of numbers must be made available to the network members, and a rule must be established for dialing the computer. An example of such a rule is that if the computer does not answer by the second ring, dial another number.

When the system is first put into use, it will be lightly loaded. It can thus be used for secondary purposes apart from the message storage or media transfer applications. Club members will have a chance to use the sophisticated system and to play with it. The availability of any single computer during the early stages may be intermittent: since it is the personal system of a club member, it will be available for club use only when the owner is not using it. This unreliable accessibility will encourage members to upgrade their systems as fast as possible for their noncommunication uses. However, the system as a whole will have a greater reliability, since there is a good probability that at least one computer will be available when one is required.

#### Using the Telephone Link

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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CMC NETWORK, ENTER LOGON: - G3ZCZ G3ZCZ LOGON IN PROGRESS AT 1115 ON 6 NOV 1978 4 MESSAGES READY MAILBOX MAILBOX READY HELP CHOOSE BETWEEN 'SEND, RETRIEVE, HELP, SPACE, LOGOFF' MAILBOX READY SPACE DISC SPACE = 25H MAILBOX READY SEND DESTINATION? WB4APR BOB. WE HAVE TO DISCUSS THE RADIO PROTOCOL. CALL ME WHEN YOU HAVE A MOMENT, BETWEEN 9 AND 11 INPUT: -PM ANY NIGHT EXCEPT FRIDAY. [control-Z] MESSAGE ACCEPTED MAILBOX READY RETREIVE RETREIVE IS NOT VALID MAILBOX READY RETRIEVE

MESSAGE	SOURCE	DATED
1	WB4APR	1 NOV 1978
2	CMC 105	3 NOV 1978
3	TERRY FOX	5 NOV 1978
4	G8BTB	5 NOV 1978

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

**Figure 3:** Sample interaction between the author (G3ZCZ) and the Chesapeake Microcomputer Club-Amateur Radio Development Association (CMC-AMRAD) computer system. Characters sent by the system are shown in regular type; those typed by the user are shown in boldface type. Note that when the "RETREIVE" command (a misspelling) is entered, an error message is generated by the system.

return character so that the computer can set up the correct data rate. Once the data rate is established, the computer sends out a sign-on message and asks the user to log in with an identification code. This identification can be a membership number, an amateur radio call sign, or some arbitrary name. It is limited to a length of eight characters. The computer will then indicate the presence or absence of any personal messages addressed to the user that has just logged in.

The software in each computer is identical in behavior and is organized in a structured top-down approach as shown in figure 2. The user has a choice of programs as shown that perform the various functions. Various commands are associated with each program as listed. Consider each program and mode in turn.

The mailbox program is designed to enable club members to send short messages (up to 256 characters) to each other. The messages are in plain language. The response to a SEND command is to prompt the user with DESTINATION? Upon entering the identification code of the destination, the user is prompted to send the message and terminate it with a control-Z character. Should more than 256 characters be entered, the entire message will be rejected. This discourages long messages. command is to list the sender identification of each message in the system awaiting the user.

A sample user session is shown in figure 3. The computer output is shown in regular type, the user input in boldface type.

The other messages may be retrieved in turn. The RETRIEVE command has the following characteristics: If followed by a carriage return, it lists all messages. If followed by a 0, it lists all messages. If followed by a number, it lists the corresponding message.

Identification numbers are assigned to the messages only to allow the user to retrieve them. The numbers are reassigned as messages are deleted.

The response to the RETRIEVE

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Deletion of messages is allowed by the system under restricted conditions. Only the system manager, the sender, or the retriever can delete messages. Each user is assigned a password that must be entered prior to a DELETE command. This allows some degree of security. Messages will be deleted by the system manager periodically, depending on the storage requirements of the system.

In the *news* and *fleamarket* modes, updates are handled by a single club member designated for that duty. All messages for input to the system are routed to this person for scanning before being placed on the system. This is to keep the system from being cluttered up with undesirable messages. Updates of these messages take place as time permits, with a maximum delay time of one week.

The conversion program is designed for exchange of data between different media. One club member desiring to receive a data file from another will arrange for the second member to put the file into the system for retrieval within hours. The expected life of a file in the conversion mode is about 24 hours. Conversion uses a different protocol than the mailbox mode. Since long files are being exchanged, the data flow has to be stopped from time to time to allow disk read and write operations. A full-duplex mode is used.

The maximum message length of 256 characters applies in all modes except conversion. Messages with more than 256 characters are rejected in their entirety. This encourages brevity. A rejection message is printed by the computer to the sender in the case of a message rejection. A user who has to retype messages will soon get the idea.

Several existing network systems carry a large number of undesirable messages. We hope to minimize them in the CMC-AMRAD network. Any user trying to enter unwanted messages may have them rejected by the system manager.

### **Data Complexity Levels**

Data may be transmitted over a link at one of several levels of complexity of internal organization. The basic level (level 0) is plain ASCIIencoded text in half-duplex mode. Level 1 is a simple ASCII-based, fullduplex mode developed by Tim Pugh. Level 2 is an emulation of the PCNET (personal computer network) protocol. Level 0 is used by anyone in talking to the computer during execution of any user program. Level 1 may be used in the conversion mode. while Level 2 is used for intercomputer data exchange. Any properly equipped user can request any level when he logs onto the system.

Any club member having an answer-mode modem can run the basic network system software on his or her machine. An extension can be made to the system to allow access to the disk operating system so that other club members can play with the other software available on the machine.

### **Radio Restrictions**

Mailbox and news are the only categories of data exchange available via radio links. Conversion-mode data may contain binary or other unusually coded files, and fleamarket may contain advertisements; radio transmission of both of these classes of messages is forbidden by law.

The procedure for logging onto the system is different from the one used

over the telephone. Half-duplex mode is employed when using a single-band repeater, such as the 147,81/147,21 MHz AMRAD machine. If the inputs and outputs were on different amateur frequency bands, full-duplex operation would be easily achievable. In order to avoid the requirements for duplex exchanges and to reduce the amount of information exchanged. the modified Q code is employed. See my article "The Sky's the Limit: Use Ham Radio Bands for Intercomputer Communication" (November 1978 BYTE, page 48), for a more complete discussion of the use of these O codes.

[The Q code is a system of 3-letter abbreviations that all begin with the letter Q. Various Q codes are used during Morse-code radio transmissions to speed up message exchange. An adapted set of Q codes is used for computer network communication... **RSS**]

Any amateur can log into the network and receive a reply from any on-line computer that has a message for him or her. Thus, users without computers can store their messages in the network computer: those with computers can leave messages on their own machine for later remote retrieval. Possible contention interference (from more than one machine simultaneously trying to communicate over the network) can be overcome initially by employing a different time-delay response characteristic for each computer in the network (both user and system computers).

The radio link can also be used for long-distance links between the club network and other club networks. Again, see "The Sky's the Limit" for a more complete discussion.■

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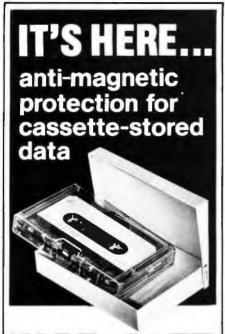
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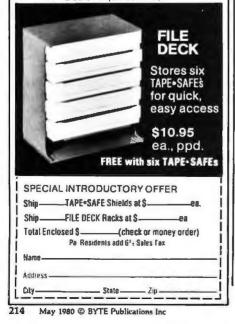


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### The COSMAC Doodler

Jeff Duntemann 301 Susquehanna Rd Rochester NY 14618

When the COSMAC ELF microcomputer first appeared several years ago, its designer called it a microcomputer trainer. That meant that you had a few hexadecimal displays and a light-emitting diode (LED) to play with in your programs, and nothing else. Clever people managed to make the ELF play music or even generate Morse code without much additional hardware.

As far as I know, the ELF is the only microcomputer that has often been built from scratch by hobbyists without using a predesigned printedcircuit board. There is no better way to learn microprocessor hardware than to buy a handful of parts and wire-wrap all of the connections. In ironing out your mistakes, you will become familiar with every processor timing signal, every kink in every system timing diagram, and every little architectural quirk that can grow up to be a big bug in later programs. It is a rigorous education, I promise you, but an excellent one.

Then RCA released the CDP1861 video-display-controller integrated circuit for sale, and suddenly the ELF could do something no comparable computer could do for triple the price. With the CDP1861, the ELF displays a bit-map of 1024 bytes of memory on a video screen (in black and white), with no hardware needed except the CDP1861 and several resistors, and with software consisting of a 30-byte interrupt routine.

This development was not purely a gift to hobbyists, of course. The

### About the Author

Jeff Duntemann works for Xerox Corp. He has built a small robot (named Cosmo) that he controls with his computer, and enjoys amateur radio operation (as 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.

### **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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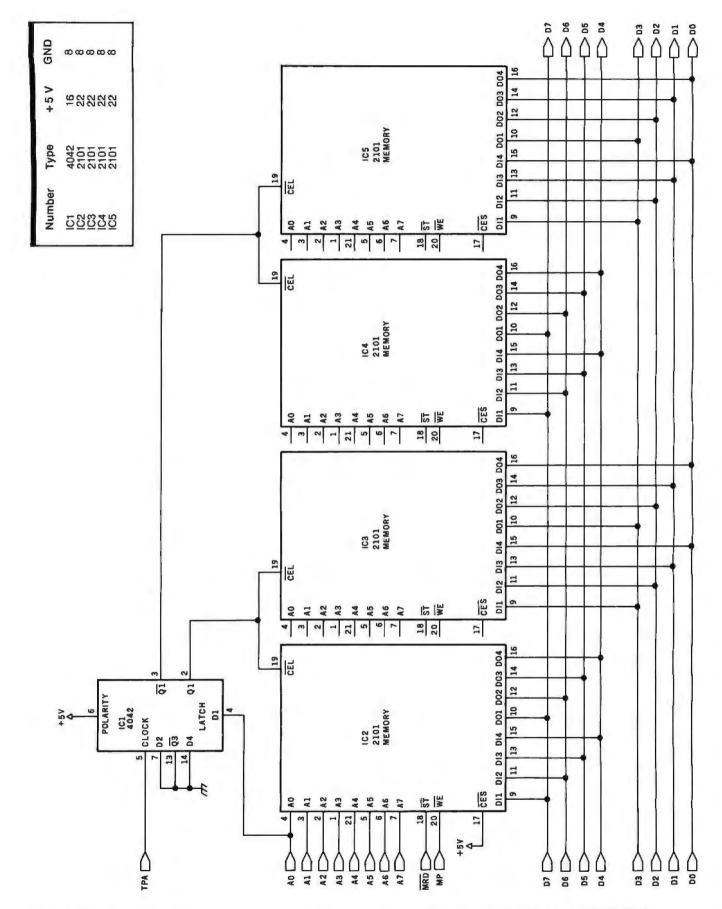
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**Figure 1:** Schematic diagram of a two-page programmable-memory system that can easily be added to a COSMAC ELF microcomputer. Pins 17 and 22 of the memory parts should not be connected together. Instead of 2101 memory devices, it is possible to 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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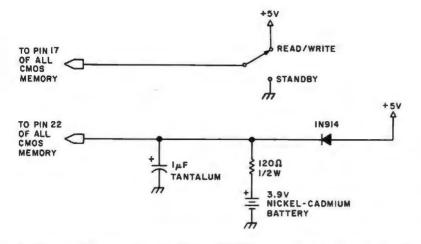
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**Figure 2:** Memory data-retention circuit for CMOS memories. Do not use this circuit with a 2101-type memory. The nickel-cadmium battery cells charge during normal operation, and thereafter maintain data in the memory when main power has been turned off.

### Text continued from page 214:

your 2101 devices with CMOS 5101 or CDP1822 memory. A small 3.9 V battery can allow data to be retained in CMOS memory even when the main power is off, thus keeping you from facing the exasperating job of toggle-loading 195 bytes every time you want to show off the Doodler.

If you can locate a 3.9 V nickelcadmium battery, the circuit in figure 2 can be built and then forgotten about. The ni-cad will charge while the power is on, and keep memory alive when power is off. If you operate your ELF at least a few hours per month, the battery will never fully discharge.

### **Register Use**

The Doodler program makes heavy use of the COSMAC general-purpose registers. A register-use summary is given in table 1 to keep everything straight while you are trying to understand the program's operation.

### Where Is the Cursor?

It takes two pointers to specify a

cursor position on the screen. The byte pointer is the memory address of a single byte somewhere among the 256 bytes displayed on the screen.

The bit pointer is a byte stored in half of a general-purpose register. Only one bit of this byte ever contains a binary 1. This bit represents the position of the cursor within the byte indicated by the byte pointer.

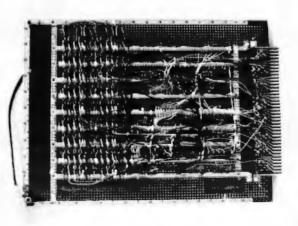
The Doodler actually has two sets of pointers for its cursor. The permanent pointers contain the actual position of the cursor at any given time. The temporary pointers are modified during each scan of the toggle switches.

The toggle switches are read and separately tested by shifting bits out of the D register (COSMAC's accumulator). Each of the first five switches controls a program function. If the first toggle switch is actuated, the temporary bit pointer is shifted one bit to the right. If during this shift the bit crosses over into the next byte, the temporary byte pointer is incremented by one.

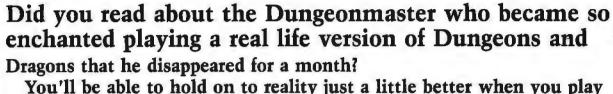
Actuating the second toggle switch shifts the bit pointer to the left, and decrements the byte pointer if the bit crosses the border into the next byte leftward. The third toggle switch adds the hexadecimal value 08 to the byte pointer. This does not affect the



Photo 1: The author's homebrew COSMAC computer system. It contains 2560 bytes of memory and uses a full 16-bit address display. Important processor and input/output signals are brought out through the front panel for ease in breadboarding.



**Photo 2:** Bottom side of the processor board. Six weeks of evening work with an OK Tool Hobby Wrap wire-wrap gun and 150 feet of wire were needed to complete the connections.



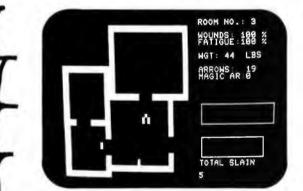
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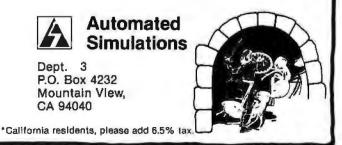


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cursor's horizontal position (the bit pointer remains the same), but the cursor is moved down one row. Similarly, the fourth toggle switch subtracts hexadecimal 08 from the byte pointer. This makes the cursor move one row upward.

Only after the toggle switches have been completely scanned are the values in the temporary pointers transferred to the permanent pointers, and the cursor moved to its new position. This makes motion on the diagonal possible without visible up-and-across motion on the way to the new position. If all four toggles are actuated, the cursor does not move. The four motions cancel one another before any information is transferred to the permanent pointers.

The fifth toggle switch determines whether the bit written into the cursor position will be a white dot or a blank space.

### **Operation of Subroutines**

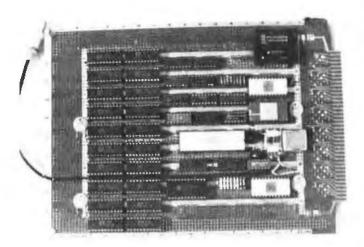
Two subroutines accomplish the transfer of information from temporary to permanent pointers and the final writing of the cursor bit onto the screen. If the fifth toggle is actuated, subroutine BNKWRT does the job and writes a 0 (blank) into memory at the cursor position. If the fifth toggle

Register	High Byte	Low Byte
0	Direct-memory-	Direct-memory-
	access pointer	access pointer
1	Interrupt	Interrupt
	program counter	program counter
2	Stack	Stack
	pointer	pointer
3	Main	Main
-	program counter	program counter
4	F - 3	program of the
5	BNKWRT	BNKWRT
	program counter	program counter
6	DOTWRT	DOTWRT
	program counter	program counter
7	P 3	program or and
8	DELAY	DELAY
-	program counter	program counter
9	Temporary	Temporary
	byte pointer	byte pointer
A	Inter-shift	Temporary
	D storage	bit pointer
В	Permanent	Permanent
	byte pointer	byte pointer
С		Permanent
		bit pointer
D	Blanking	Blanking
_	pointer	pointer
E	Delay-timing	Delay-timing
	constant	constant
F		

is not actuated, the job is done by DOTWRT, and the cursor leaves a white dot behind in memory and on the screen.

A third subroutine, DELAY, slows the process down so that you can direct the cursor intelligently on the screen. The execution time for DELAY (and thus the speed at which things happen) is determined completely by the constant that begins at memory location 0046. You increase or decrease this constant to slow the program or speed it up.

Text continued on page 224



**Photo 3:** Component side of the processor board. The video signal is brought off the board by the miniature 75-ohm coaxial cable.



**Photo 4:** Display produced using the Video Doodler. The isolated dot at the center right is the winking cursor.

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You may access any external data file, with either fixed length or sequential records. The MAGIC WAND converts the record into variables that you define and can use like any other variable. Of course, you may use the data for automatic form letter generation. But you can also use it for report generation.

#### Variables

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You may give any print command based on a run-time test of a pre-defined condition. The conditional test uses a straightforward IF statement, which allows you to test any logical condition of a variable. You may skip over unneeded portions of the file, select specific records to print, store more than one document in a single file, etc.

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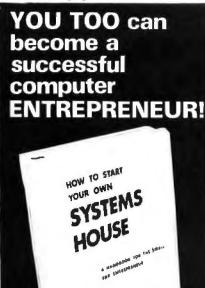
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Listing 1: Video Doodler program in machine code for the COSMAC ELF.

Address	He	xadea	imal	Cod	e		Comments
00 06	F8 B6	B8	B1 A9	B2 AB	B3	B5	Initialize high-order registers and byte pointers
OA OF	F8 F8		B9 AC	BB	BD		Initialize bit pointers
13	F8		Al				Initialize interrupt PC
16	F8		A2				Initialize stack pointer
19 1C	F8 F8		A3 A5				Initialize MAIN PC Initialize BNKWRT PC
1F	F8	-	A6				Initialize DOTWRT PC
22	F8		A8				Initialize DELAY PC
25	D3				INTE	RRUF	Begin executing MAIN PC
26	72						Restore D, X, & P
28	22		22	52			Push P, X, & D onto stack
2C 2F	C4 F8		C4 B0	F8	00	AO	NOPs for sync delay Re-point R0 to display page
35	80		20		00		Prepare for first DMA cycle
37	E2		A0				DMA reset
3A 3D	E2 E2		A0 A0				DMA reset DMA reset
40	30		AV				Test for refresh done
42	30	26			-		Go to return
44	D3				DEL	9 X	Return to MAIN
45	F8		BE				Load timing constant into RE
48	2E						Decrement RE
49 4A	9E 3A						Load RE.1 into accumulator Loop again if not done
4C	30						Go to return
	-				DOT	WRT	
4E 4F	D3 89						Return to MAIN Update byte pointer
51	8A						Update bit pointer
53	EB						X=B
54 55	F1 5B						Combine bit pointer & screen via OR Write dot to screen
57	30	4E					Go to return
					BNK	WRT	
59	D3						Return to MAIN
SA	89						Update byte pointer
5C 5E	8A FB						Update bit pointer Inverts D via XOR IMMEDIATE
60	EB						X = B
61	F2						Combine bit pointer & screen via AND Write blank to screen
62 64	5B 30	E2 59					Go to return
					MAI	N	
66 68	E2 3F						Turn CDP1861 on Skip clearing routine unless INPUT pressed
6A	F8		AD				Point RD to top of display page
6D	ED						X=D
6E 71	F8 8D		73				Store 00 on screen & decrement pointer Load pointer into D
72	3A						Loop again if not done
74	5D						Store CO in last byte of display page
75 77	E2 F6		89				Input toggles Tests "move right" bit & branches
7A	F6		98				Tests "move left" bit & branches
7D	F6		A7				Tests "move down" bit & branches
80 83	F6 F6		AF B7				Tests "move up" bit & branches Tests dot/blank bit
86	7B		5.				Turn Q on
87	30						Go to EXECUTE
89 8A	BĂ 8Ă						Store D in RA.1 Fetch temporary bit pointer
8B	F6		92				Shift right and test for border cross
							Listing 1 continued on page 224

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Listing 1	continued:				
8E	AA				Update bit pointer
8F	9A	30	7A		Put old D back in D & return to shift & test
92	19				Increment temporary byte pointer
93	76				Shift bit back into other end of bit pointer
94	AA				Update bit pointer
95	9A	30	7A		Put old D back in D & return to shift & test
98	BA				Store D in RA.1
99	8A				Fetch temporary bit pointer
9A	FE	33	A1		Shift left and test for border cross
9D	AA				Update bit pointer
9E	9A	30	7D		Put old D back in D & return to shift & test
A1	29				Decrement temporary byte pointer
A2	7E				Shift bit back into other end of bit pointer
A3	AA				Update bit pointer
A4	9A	30	7D		Put old D back in D & return to shift & test
A7	BA				Store D in RA.1
<b>A</b> 8	89				Fetch temporary byte pointer
A9	FC	08			Add 08 to D & put sum in D
AB	A9				Update byte pointer
AC	9A	30	80		Put old D back in D & return to shift & test
AF	BA				Store D in RA.1
BO	89	-			Fetch temporary byte pointer
Bl	FF	08			Subtract 08 from D & put difference in D
B3	A9	-	-		Update byte pointer
B4	9A	30	83		Put old D back in D & return to shift & test
DO	De	DO	DC	D8	EXECUTE Generate one "wink" of cursor
B7	D5 31	D8 C0	D6	De	Generate one wink of cursor Go to M(C0) if Q is on
BB	D6	UU.			Call DOTWRT & write on screen
BD BE	30	68			Go to test for clear
C0	30 D5	00			Call BNKWRT & write on screen
CI	7A				Turn O off
C2	30	68			Go to test for clear
10	30	00			MA IN IOT MI MARI

Text continued from page 220:

One novel effect may be produced by changing the sequence of bytes beginning at location 0046 to 01, AE, 2E, 8E. This permits the program to run at maximum speed. The cursor will streak across the screen almost too quickly for the eye to follow. As you flip the toggle switches up and down, it will paint a crazy-quilt pattern across the screen.

To clear the screen, simply hold INPUT depressed while flipping RUN up. This branches to a simple routine that writes zeroes consecutively in memory from the top of the displayed page on down.

### **Design Storage**

Saving a design produced with the Doodler for later display involves dumping the contents of the display page of memory into some massstorage medium. Lacking a cassette tape interface or some other storage, you will have to step through memory and write the hexadecimal contents of each byte in the page.

Doodle away!





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### **Book Reviews**

### TRS-80 Assembly Language Programming

William Barden Jr Radio Shack, 1979 224 pages, softcover \$3.95

"The goal of this book is to take a TRS-80 user

familiar with some of the concepts of programming in BASIC and introduce him to TRS-80 assembly language." With that statement in the preface, Mr Barden proceeds to do exactly that. He introduces the user of the Radio Shack TRS-80 computer to that mysterious element of programming called assembly language. For you old-timers, TRS-80 Assembly Language Programming is a refreshing review of how we used to program way back in the good old days. For you novices, perhaps discouraged after trying to debug a BASIC program, this book is the change of pace you need. Throw away, or at least put aside, that BASIC

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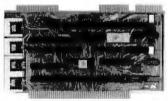
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language book which I have enjoyed reading. Barden is not averse to injecting a little humor into his writing. After all, who says that pro-

gramming 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 for-

user's manual, type in

"SYSTEM" when the

and load that Editor/

prompt character appears,

Assembler or TBUG tape

you just bought. Now you

are going to see what com-

puter programming is all

Although the author

states that the Radio Shack

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 recom-

some material.

mended by the author in

order to fully appreciate

concepts of the TRS-80

assembly language, the mnemonic system for the

Barden has developed a unique presentation to intro-

duce and explain the general

Z80 microprocessor. I say a

unique presentation because

this is the first assembly-

Editor/Assembler package

about!

mats in the first section of the book. There is quite a bit of information packed within these first eighty-four pages,

these tirst 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-

### MULTI-USER OASIS HAS THE FEATURES PROS DEMAND. READ WHY.

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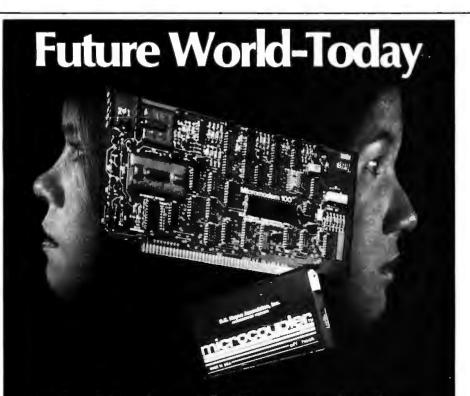
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tion 2. Barden not only explains the how and the why of assembly language, but does so with useful examples of assemblylanguage coding. When he explains how to move data, he does it by coding the instructions and discussing the pertinent background. Arithmetic and comparison operations, logical and bit operations, shifting, strings, and tables are explained and presented with appropriate coding. If you have TBUG

or Editor/Assembler, you can code along with the text and actually see the operations being executed. This interactive approach works well.

In TRS-80 Assembly Language Programming, Barden handles the discussion of input/output (I/O) operations in an easily readable, yet informative fashion. After you complete this phase of your education, the mystery of assembly language magically evaporates, and you are ready to tackle some sophisticated assemblylanguage programming.

But that's not all. Barden ties together most of the loose threads by including some interesting and useful subroutines. If you want a quick routine to fill a block of memory with any given 8-bit value or move the contents of a block of memory from one area to another, you need only assemble the subroutines already coded



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for you and presented in the book.

Some arithmetic subroutines are also given: adding or subtracting operands containing up to 256 bytes, and multiplying or dividing 16-bit numbers. The compare subroutine is useful since it compares two 8-bit operands in true algebraic fashion. A routine for converting an 8-bit value into two American Standard Code for Information Interchange (ASCII) characters is included, as is a search subroutine. Finally, three subroutines that operate in a manner similar to the SET, RESET, and POINT statements in BASIC are given in the book.

Barden offers four complete assembly-language programs to start your program library off on the right foot. These perform the functions of writing data to the screen (good for looking at the contents of memory locations), moving patterns at high speed (great for animated graphics), a graphic bubble sort (good for demonstrations), and a program to play music via the cassette output port.

The appendices include a listing of the Z80 instruction set and a listing of the Z80 op codes. (For quick reference to Z80 mnemonics, Zilog offers the Z80-CPU **Programming Reference** Card, which I have found more convenient to use than flipping through the pages of a book.)

One further note: William Barden is also the author of The Z80 Microcomputer Handbook (Howard W Sams Co Inc, 1978), which takes the Z80 software a few steps deeper into the assembly-language forest.

So, what can you get for \$3.95 in addition to Barden's excellent introductory text dealing with Z80 assemblylanguage programming? Quite possibly you will get a hard-to-shake bite from the assembly-language bug.

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### Newsletter for Ohio Scientific Users

The OSI Users' Independent Newsletter is edited, published, and written by Charles Curley, 6061 Lime Ave, Number 2, Long Beach CA 90805. A year's subscription is \$10 for six issues. The newsletter includes articles on software, hardware, bugs and fixes, and reviews of items of interest to OSI users. Articles are welcome from enthusiastic owners and users.

Salem, Oregon Area Computer Club Club membership is open to all those that are interested in using microcomputers for fun and business. Membership dues are \$5 per year. The club meets the first Monday of each oddnumbered month at McKinley Community School, 461 McGilchrist St, Salem, Oregon. On evennumbered months, they meet at Computer Pathways Unltd Retail Store, 831 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.

### North London Hobby Computer Club (NLHCC)

The NLHCC has scheduled their meetings for the next 3 months. The theme for the May meeting is "Computer-Aided Instruction." The meeting will be held May 7 at 7 PM in the Students Common Room in the Polytechnic of North London. On June 4, the meeting is entitled "The House Computer." July third's meeting is on "The Personal Computer and Restel/Teletext." Contact NLHCC, Holloway, London N7 8DB, ENGLAND.

### TRS-80 Users Group of Sacramento

The TRS-80 users group of Sacramento meets at the Sacramento Country Branch Library, 2443 Marconi Blvd (Marconi and Fulton), Sacramento, California, from 7 to 10 PM as called. For more information, contact the TRS-80 Users Group of Sacramento, POB 255704, Sacramento CA 95825.

> University of New Hampshire Computer Services Newsletter

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Central Oklahoma Amateur Computing Association (CENOACA)

CENOACA meets the second Saturday of each month at the OSU Technical Institute, 900 N Portland. Oklahoma City, Oklahoma, at 10 AM. Their purpose is to acquaint beginners with personal computing and increase their knowledge of special interest areas, including SwTPC and 6800 systems. Their newsletter, CENOACA Newsbits, is published on an irregular basis, Contact CENOACA, POB 2213, Norman OK 73070.

### Another Group in Florida

The Space Coast Microcomputer Club meets on the fourth Thursday of each month at 7:30 PM in the Merritt Island Public Library Auditorium. They are affiliated with the JF Kennedy Space Center at Cape Canaveral. The group publishes *Enterprise*, a monthly newsletter. The primary interests are Z80, 8080, and S-100 systems. Dues are \$5 per year, and inquiries should be sent to Ray O Lockwood, 315 Inlet Ave, Merritt Island FL 32952.

### **APL Newsletter**

A quarterly newsletter describing tools, techniques, services, and containing general news of interest to APL users, is being published by Southwater Corp, 2348 Whitney Ave, Mt Carmel CT 06518. Subscriptions are \$6 annually and requests should be sent to APL Market Newsletter, at the above address.

Newsletters on the UCSD Pascal System

The Institute for Information Systems is publishing newsletters describing the UCSD Pascal System developed by the University of California, San Diego. For more information, contact the Institute for Information Systems, mail code C-021, University of California, San Diego, La Jolla CA 92093.

### Apple Users Group

The Goldcoast Computer Apple II Users Club desires additional members. The group publishes a monthly newsletter with programming tips, and they have a library selection of over 1000 programs. Send for details: Florida's Goldcoast Computer Apple II Users Club, 133 Brenda St, Milton FL 32570.

Feedback From Fujitsu

Feedback From Fujitsu is a



newsletter from Fujitsu Limited, Japan's largest computer manufacturer. It contains items concerning discoveries and general business news of Japan's strides in the computer industry. For more information, contact *Feedback From Fujitsu*, Ruder and Finn Inc, 110 E 59th St, New York NY 10022.

### Association for Computers and the Humanities

This international organization is devoted to the study of computer applications in language and literary studies, history, musicology, the visual arts, cultural anthropology, and other related social sciences. Members of the association are entitled to discount at the International Conference on Computers and the Humanities and the meetings of the Association for Literary and Linguistic Computing. The annual dues are \$15, and a quarterly newsletter is available for \$15 per year. For details, write Association for Computers and the Humanities, Queens College, Flushing NY 11367.

### Computers and Gambling Magazine

This quarterly magazine is oriented toward computer hobbyists interested in using computers for all types of handicapping systems, card counting systems, and techniques for stock and future markets investments. Articles describe products and techniques for the computerized gambler, and advertising of products and personal computers is included. Sample issues are available for \$1. Subscriptions are \$5 per year and may be obtained by writing to Joe Computer, 22713 Ventura Blvd, Suite F, Woodland Hills CA 91364.

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### **BYTE's Bits**

### Observations from BYTE's Ongoing Monitor Box, The BOMB

As the card says, BYTE's BOMB is your direct line to the editor's desk. Ever since the third issue of BYTE (November 1975), BYTE's editors have used the BOMB as an important source of information on how readers react to our magazine. Therefore we thank the readers who have mailed the BOMB card to us and included their comments.

Occasionally we like to share with you some of the more interesting responses received on these cards. The most pictorial BOMB card in recent memory came from a reader in Hackensack, New Jersey, shown front and back in photos 1 and 2. It seems our friend in New Jersey was generally pleased with our January 1980 issue.

Regretfully not all of our readers have been as well pleased. On one February 1980 BYTE BOMB card most of the articles were rated as being of poor quality, and a single word appeared in the "Comments" section: "PHOOEY." Yet another BOMB card for February said: "Your best issue in my 3 years!!" Clearly, a split decision.

If you have wondered when we stop accepting BOMB cards for a given issue, we cut off tabulation during the second week of the month after the cover date of an issue.

If you have never sent in a BOMB card, but intend to do so, please observe the following points. The card should be sent to our offices in Peterborough, New Hampshire. The card is presently not postpaid, but \$0.10 US postage will suffice for most readers. The card is intended to record your subjective opinion, so just write your reaction, and put any specific comments on the bottom of the card. You are free to remain anonymous, but you may put your name

and address on the card if you wish. In any case, letting us know your responses to our work helps us to work better. . . . **RSS** 

### The Largest Computer Store in America?

What is the largest personal computer store in America? The answer to that question is debatable, but on the East Coast, it's probably NEECO's (New **England Electronics Com**pany Incorporated) new facility in Needham, Massachusetts. The 9000-square-foot showroom was filled with a variety of hardware and software on our recent visit. President Robert Crowell told us about their new nationwide distribution subsidiary, called Microamerica, which was announced last fall and carries most of the major computer product lines.

We have noticed a marked increase in the

number of large computer stores like Bob Crowell's with diverse product lines. This supermarket-like approach can be beneficial to the industry when combined with personal service to customers—a vital ingredient to any store's success.

In the West, things are also humming in the personal computer store field. Micro-Age in Tempe, Arizona, is a good example. Run by Jeff McKeever and Alan Hald, Micro-Age has been expanding. We were favorably impressed by their facility and by their approach to the market during a recent visit....CM

### Texas Instruments Has an Award Winning Bubble Memory

Texas Instruments has been awarded the 1979 Information Product of the Year Award for its Model 763 Bubble-Memory Data Terminal and Model 765 Portable Bubble-Memory Data Terminal. Both terminals have a full, 128-character, alphanumeric keyboard. Up to 80,000 characters can be collected and stored in the nonvolatile bubble memory, then transmitted at rates from 110 to 9600 bits per second (bps) to a host computer system. Both units have a quiet 30-character-per-second (cps) print speed and built-in acoustic coupler modem.

A bubble memory is a small electromagnetic circuit that stores digital information by changing the magnetic polarity of a thin, crystalline film. The bubbles are cylindrical magnetic islands polarized in a direction opposite from that of the film. Bubble memory has no moving parts, and, because it works magnetically, retains information when the power is turned off. It offers higher access



Photo 1

MORE LISP HOME BREWERS THANKYOU FOR LEI WENT MY OUT ROVE ... MEMORY FRU STRATIONS ON BOMB 2 CARD BRAND BRASED 45678 353556555655665665 510 ORINION HERE. 9 10 11 12 13 14 15 TO JUST HAPPEN NOT TO neur HESSAGA 18 17 PROGNA BRAVO ACELLENT FORMAT MORE MAUF LET'S TATTUCAN USP + ANDO TREMENDOUS REALION ATCIES. PRIMATIONS ISSUE .

Photo 2

### "THE CREATOR®" By Complete Business Systems, Inc. **Software Division**

High level language program generator develops complete programs in "Basic".

Enables ANYONE to write complete, running, debugged BASIC LANGUAGE Programs in 35 to 40 minutes with NO PRIOR PROGRAMMING KNOWLEDGE OR ABILITY.

Now available for TRS-80®, TRS-80 Model II®, Apple II®, Tandy 10<sup>®</sup>, Adds System 70 or 75<sup>®</sup>.

IF you are one of the many who bought a microcomputer in the belief that with just a little studying you could write your own programs, you now know that you can't.

IF you, as a businessman, thought you could have stock software modified at a reasonable cost with reasonable results, you know that's not possible either.

IF you are a hobbyist getting tired of the untold hours it takes to write a program, only to find it takes more hours to debug than to write ...

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IF you have left your micro-computer sitting somewhere gathering dust ... meet "THE CREATOR®". "THE CREATOR®" is not just another data base

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- Q. After "THE CREATOR"" has produced a program, can it be modified?
- 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 com-plete documentation. If requested "THE CREATOR®" will even "pack" or compress information. You may even delete the "remarks" making it even more space efficient.
- Q. Must I be expert or even conversant with Basic Language?
- No, all questions to and answers from the operator require no computer language knowledge, simple every day English will do
- Q. What about math ability?
- A. If you can count your fingers and toes, you'll have no problems.
- Q. Will the programs which I produce with "THE CREATOR®" be bulky, slow or amateurish?
- A. No, the resulting programs will be sophisticated and extremely fast operating. For example, should you create a mailing list or inventory program, the time for any record to be retrieved and displayed from a full disc would take a maximum of 1 second.

- O. Must the programs produced conform to a predetermined format and file length?
- A. No, you determine format and file size to fit your requirements. You may have as many as 22 fields or as few as 1.
- Q. Can'l develop my own business programs?
- A. For the most part, yes.
- O. What are the limitations? What programs can i produce with "THE CREATOR®"?
- A. Your own ingenuity and hardware limitations.
- Q. Will future versions of "THE CREATOR®" make my present copy obsolete?
- A. The purchase price includes your original diskette and user instructions. Your program is registered in your name. For a period of one year from the date of purchase you will be entitled to receive FREE any improvements or modifications. The only expense to you will be a new diskette charge (if applicable), packaging and mailing.

### TECHNICAL ASPECTS

- Record access by a hashing algorithm guaranteeing fast record retrieval.
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- Can be used with Micro-Soft Basic and CP/M systems.
- On TRS-80 has automatic blocking for maximum number of records per disc.
- Complete file maintenance including up-date of any record in any field, delete and add new records even with duplicate key.

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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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 characterstring-search speed is 1000 cps, about 4 times the speed of a cassette search.

For more information, contact Texas Instruments, POB 1444, M/S 7784, Houston TX 77001.

> The Fifth Annual California Computer Swap Meet

The Fifth Annual California Computer Swap Meet will be held on June 1, 1980, from 10 to 6 PM at the Santa Clara County Fairgrounds (344 Tully Rd, San Jose CA). Last year's event, held in September at the San Mateo County Fairgrounds, was attended by over 3000 buyers.

Personal computing hardware and software will be sold by individuals, computer manufacturers, and computer stores. New software and hardware, as well as used, will be offered by vendors and individuals who have cleaned out their back rooms and garages for the event. Admission is free to buyers, Contact the Fifth California Computer Swap Meet, POB 52, Palo Alto CA 94302. or call 415-324-2404.

> 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.

### 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.

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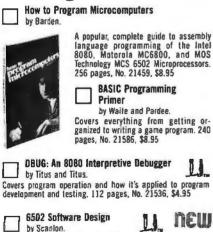
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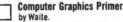
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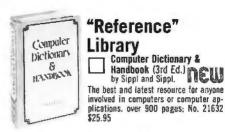
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### **MAY 1980**

May and June Microprocessor Training Courses, Cudham Hall, Cudham, Sevenoaks, Kent, ENGLAND. Microprocessor familiarization, microprocessor applications for the equipment user and for the manufacturer, and microprocessor-based equipment design and development are the courses being offered by the Sira Institute Limited. Write to Conference and Courses Unit, Sira Institute Ltd, South Hill, Chislehurst, Kent BR7 5EH ENGLAND.

May 1-2 Programming Language Technology and Ada, San Francisco CA. Conducted by Anthony Wasserman, the conference will discuss concepts of programming languages including those which support Ada language definition and development activity. The course costs \$450. Registration information is available from Software Research Associates, POB 2432, San Francisco CA 94126.

May 5-7 Software Principles for Management, San Francisco CA. The course is intended for managers who need to understand what software is and how to utilize it properly. Registration is \$675, and



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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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Directions for Mankind, Albuquerque NM. This symposium will deal with a variety of microprocessor applications. It is part of the Ideas in Science and Electronics Show. Contact J Arlin Cooper, Div 2331, Sandia Laboratories, Albuquerque NM 87185.

May 13-15 Electro/80 Show and Convention, Hynes Auditorium and Boston Sheraton, Boston MA. This show consists of presentations and exhibitions by computer industry manufacturers. Contact Electronic Conventions Inc, 99 N Sepulveda Blvd, El Segundo CA 90245.

May 13-16 The Ninth Annual Conference of MUMPS Users Group, Islandia Hyatt House, San Diego CA. This meeting will bring together scientific, medical, and business professionals to discuss current research and application development. Areas of participation are paper presentations, workshops and tutorials, and vendor exhibits. Contact Dr Jack Bowie, MUG 80 Program Chairman, The Mitre Corp, Mail Stop 641,



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May 21-23 **Business and Personal Com**puter Sales-Expo 80, Philadelphia Civic Center, Philadelphia PA. This show is aimed at a wide range of interests in business and any other area that has a need for computers and computer-related products. Exhibitors will be giving demonstrations of equipment. Contact Produx 2000 Inc. Roosevelt Blvd and Mascher St, Philadelphia PA 19120.

### May 23

The Digital Computer Association, Annual Meeting, Pacifica Hotel, 6161 Centinela Blvd, Culver City CA. A slide show, followed by dinner and an evening program, are the main events of the meeting. The price is \$15 prepaid. Send reservations to Mary Rich, 731 Bayonne St, El Segundo CA 90245.

### May 24-25

Amateur Radio and Computer Hobbyists Second Annual Convention, Cervantes Convention Center, St Louis MO. Speakers, presentations, equipment displays, and a flea market will be featured. For more information, contact the Gateway Amateur Radio Assocation Inc, POB 68, Marissa IL 62257.

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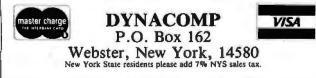
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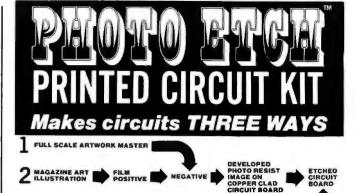
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Amateur Radio Fair, Minnesota State Fairgrounds, St Paul MN. The North Area Repeater Association is sponsoring this swapfest and exposition for personal computer enthusiasts and radio amateurs. There will be free overnight parking for selfcontained campers on May 30. The admission is \$3. For . information, write Amateur Fair, POB 30054, St Paul MN 55175.

### May 31-June 1

Microcomputers and the Physician's Office, Hyatt Regency Hotel, San Francisco CA. This seminar will provide a realistic look at microcomputer applications in the private practice. Contact Medical Data Systems, POB 193, Ojai CA 93023.

### **JUNE 1980**

June 2-4 Improving Productivity and Distributed Data Entry,

Sheraton Center, New York NY. The conference and seminar schedule includes discussions on word processing, data processing, future directions of data entry, improving data entry productivity, automated offices, installing a data-entry incentive system, and more. Contact Data Entry Management Association, POB 3231, Stamford CT 06905.

#### June 4-5

Microprocessors: Hardware, Software, and Application, Holiday Inn, Boston MA. This course is recommended for technical professionals who need an understanding of microprocessors in relation to their corporate and business careers. Contact Office of Continuing Education, Worcester Polytechnic Institute, Worcester MA 01609.

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.

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 software, 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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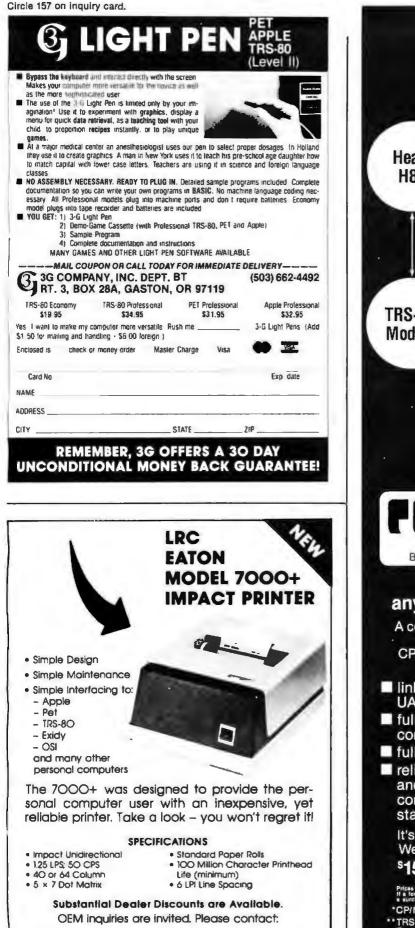
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### June 16-20

Data Flow Concepts in Computer Language and Architecture, Massachusetts Institute of Technology (MIT), Cambridge MA, MIT's program will cover principles of data flow computer organization and programming language design and applications. Certain architectures will be covered and techniques will be discussed. Familiarity with languages and architecture is a prerequisite. The tuition is \$750. Living arrangements can be made through the school. Contact the Office of the Summer Session, Room E19-356, MIT, Cambridge MA 02139.

#### June 17-19

Data Comm, Palais des Expositions, Geneva, SWITZERLAND. Data communications and distributeddata processing are the main themes of this conference and exhibition. Software development and tools, computer languages, managing data-communications systems, and definitions, concepts, and applications of data communications and distributed-data processing are some of the topics that will be covered in the conference.

For more information, contact Industrial and Scientific Conference Management Inc, 222 W Adams St, Suite 999, Chicago IL 60606.

June 18-21 Association for Computational Linguistics, University of Pennsylvania, Philadelphia PA. The meeting will cover theoretical and methodological problems of computational linguistics, speech acts, analysis of multisentence texts, dialogue, machine translation, and computational semantics. For further information contact Don Walker. Artificial Intelligence Center, SRI International, 333 Ravenswood Ave, Menlo Park CA 94025.

June 20-22 The Fifth Annual Computerfest, Franklin University, Columbus OH. Sponsored by the Midwest Affiliation of Computer Clubs, this is a gathering of interested hobbyists, professionals, and businessoriented computer users. Workshops and discussions are the main features of the conference. Contact James Crowley, 4008 Rickenbacker Ave, Columbus OH 43213.

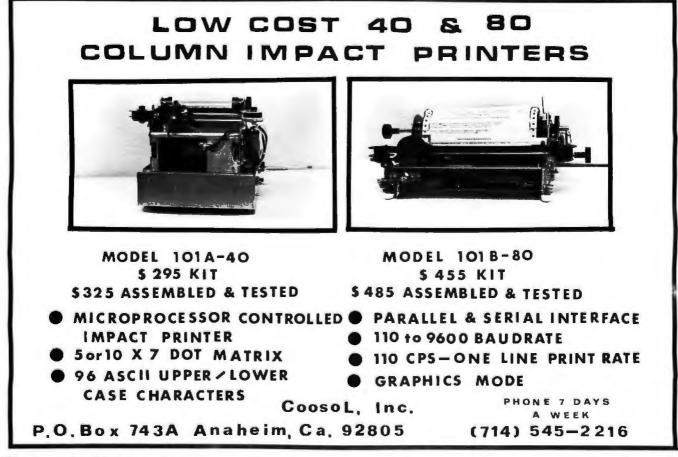
### JULY 1980

July 7-11 Computers and Related Products, Hyatt Regency Hotel, Seoul, KOREA. This show is limited to approximately forty firms for exhibition. For details, contact Robert Wallace, Rm 6015A, US Dept of Commerce, Industry and Trade Commission, Washington DC 20230.

July 14-16 Diagnostic Software: Planning and Design, Sheraton-Lexington Motor Inn, Lexington MA. The seminar is for design, test, and diagnostic engineers. Design examples, lectures, informal sessions, and programming are part of the course. The fee is \$450. Contact Professor Donald French, Institute for Advanced Professional Studies, One Gateway Center, Newton MA 02158.

Judy 14-18 SIGGRAPH '80, Seattle Center, Seattle WA. Panel discussions and readings will be included in this conference. The topics will include graphic displays, animation/dynamics, cartography, input techniques, video and color hardware, and more. For general information, write to SIG-GRAPH '80, POB 88203, Seattle WA 98188.

July 22-24 Microcomputer Show, Wembley Center, London, ENGLAND. New products will be exhibited, along with presentations of papers. For information contact TMAC, 680 Beach St, Suite 428, San Francisco CA 94109. ■





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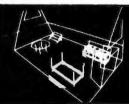
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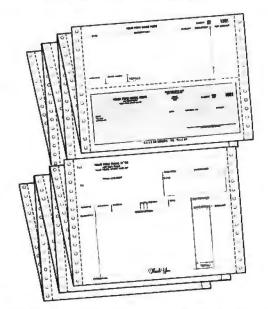
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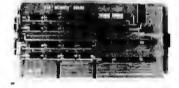
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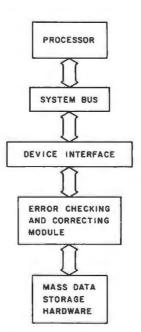
An active error-checking and correcting system can go a long way toward solving the occasional problems that hamper the usefulness of low-cost data-storage devices (such as audio-cassette recorders). It offers a means of improving reliability in problem-plagued situations, and in cases where the error 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. **Definition of Hamming Distance** 

The Hamming distance between any two words is defined as the number of bit positions in which they differ. In terms of logical processes this is merely the total number of bits set to logic 1 following an exclusive-OR operation between the two words, as shown in figure 2. Simple binary coding has a Hamming distance of 1. This unitary distance is precisely the source of the problem, because any given code value appears to be as valid as any other.

Normally, as a processor receives binary data from a peripheral device, no mechanism is present which can correct a bit inversion. If a bit is read erroneously, it will either invalidate the check sum and cause an error trap, or it will be loaded into main memory without detection, thus propagating the error. It may or may not be a critical fault.

Consider the following 4-bit code:

Symbol	<b>Encoded Form</b>
	bit 3210
0	0001
1	0010
2	0100
3	1000

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

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01001111 11101001	}	10100110
00000000 00000001	}	00000001
00000000 11111110	}	11111110
01010101 10101010	}	11111111

**Figure 2:** The logical exclusive-OR function produces the output bytes shown in the right column from the input bytes shown in the left column. For each bit, the output bit is a 1 if and only if one of the input bits is a 1.

ming distance of 2. It is impossible to invert a single bit position and create any one of the other three valid words.

Symbol	<b>Encoded Form</b>
3	1000
	Ļ
INVALID	1100

However, if a dual error occurred, the code's error-detection capability would fail:



 Hamming Distance (Minimum)
 code uniqueness

 1
 code uniqueness

 2
 single-error detection

 3
 single-error correction

 4
 single-error correction/double-error detection

 5
 double-error correction

**Table 1:** Minimum Hamming code distances necessary to obtain the listed properties in a particular coding scheme. Capabilities increase directly as Hamming distance increases (for small distances). Correction of an arbitrary number of errors requires a Hamming distance of at least twice the number of errors plus 1.

Symbol	<b>Encoded Form</b>
3	1000
	<b>1</b>
2	0100

As indicated above, when the Hamming distance increases, the allowable number of simultaneous errors,  $\theta$ , also rises. Errors can be trapped effectively as long as  $\theta$  does not equal or exceed the Hamming distance minus 1 (D - 1). This should be clear, any sequence of

(D - 1) errors will result in the generation of a meaningless code word if the distance between code words is given by D. No series of (D - 1) errors will produce a meaningful code.

### **Correcting Errors**

Error-correction capability necessitates a larger Hamming distance, as shown in table 1. Any pattern of  $\theta$  errors can be corrected if, and only if the Hamming distance D is greater than or equal to  $(2\theta + 1)$ . In this case, any received data word with  $\theta$  errors differs from the transmitted, correct word in  $\theta$  positions, but it also differs from all other meaningful words in at least  $(2\theta + 1 - \theta)$ , that is,  $(\theta + 1)$ positions.

The erroneously received word therefore lies closer to the correct transmitted word than to any other possible word. Thus, it is possible to reconstruct the proper coding and recover the correct data word. To illustrate this point, the 4-bit code from the previous example does not meet the criterion of D greater than or equal to  $(2\theta + 1)$ , and is therefore uncorrectable. A single bit error in either of the two positions can lead to the same erroneous code:

<b>Encoded Form</b>
1000
Ļ
1010
<b>†</b> 0010

Examination of the invalid code (1010) yields no information concerning what the correct pattern was initially. This meaningless value (1010)

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could have been generated from an originally encoded 3 (pattern 1000), with an error in bit 1, or from an encoded 1 (pattern 0010) with an error in bit 3. Without any additional information, it is impossible to distinguish between these cases. Once an error occurs, although it can be trapped by searching for invalid codes, it cannot be corrected.

Now consider the correctable code:

Symbol	Encoded Form
0	00000
1	11101
2	11010
3	00111

Examination of this new code reveals a minimum Hamming distance (D) of 3 between the various states, permitting single error correction. (See table 1.) The inefficiency of

Symbol	Binary Form	7-bit Encoded Form
00	0000	1110000
01	0001	1000001
02	0010	0100010
03	0011	0010011
04	0100	0000100
05	0101	0110101
06	0110	1010110
07	0111	1100111
08	1000	0011000
09	1001	0101001
10	1010	1001010
11	1011	1111011
12	1100	1101100
13	1101	1011101
14	1110	0111110
15	1111	0001111

**Table 2:** Sixteen different logical entities or symbols can normally be represented by

 a 4-bit code. Use of a unique 7-bit encoding increases the Hamming distance to 3 and

 allows a single-bit error correction.



this code is obvious; however it should be clear that any single error can be detected and *located* using this scheme.

Symbol	Encoded Form
0	Ļ
INVALID	00001

The erroneous pattern could only be the result of encoding a 0 with an inversion in the least significant bit. Given the word 00001, the original, correct coding could be restored. This can be attributed to the fact that even the invalid, meaningless patterns display a limited uniqueness, and are directly traceable to specific valid codes subject to a small number of errors.

### Uses of Parity

Clearly, coding efficiency is hampered as the Hamming distance is increased and as the requirements for trapping and correcting power are made more stringent. It becomes a matter of systematically generating a code that displays enough "correcting power" to handle data words of a useful length, without creating an excessive code-redundancy overhead. Here, the concept of parity plays an important role. Parity is established in a data word through the setting of an additional bit, such that the total number of bits set to logic 1 is either always odd or always even.

The operation of simple parity encoding and decoding is easy to understand. Assume, for example, that a data word 4 bits wide undergoes an odd-parity test across the entire word:

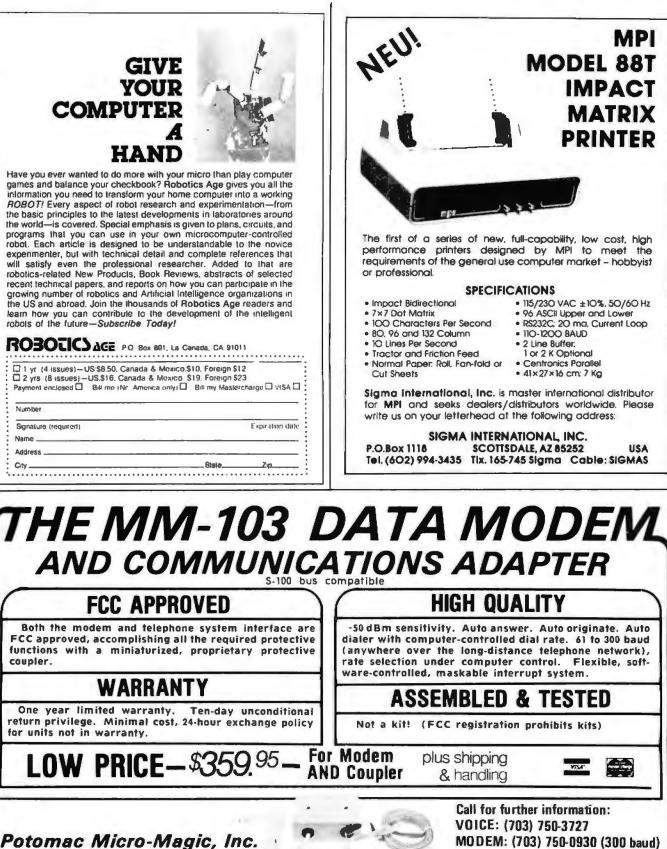
ſ	1010
1	1010

During encoding in this example, the fifth bit (the parity bit) is set to establish *odd* parity. Upon decoding, if the parity bit is included in an identical parity check, namely odd parity across the entire word (now 5 bits wide), the output of the parity test will be a logic 0.

If at some point between encoding and decoding, an error forces an inversion in a single bit (eg: with an error in bit 3, input to the decoder will be 10010), the odd-parity test will

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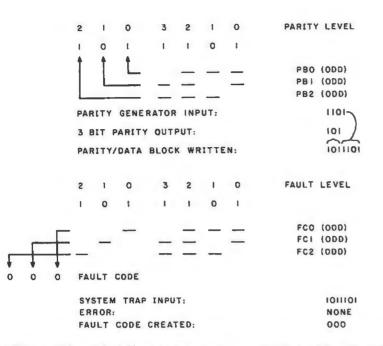
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**Figure 3:** Sixteen different logical states may be represented in a 7-bit code with a Hamming distance of 3. Single-bit errors may be detected and corrected. Encoding in 7 bits is accomplished by performing three distinct parity checks on 4 data 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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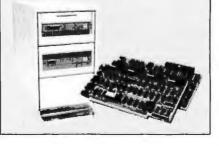
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fail and produce a logic 1 signifying an error.

### **Operation of Hamming Codes**

Certainly this mechanism can be fooled by multiple errors, but it is possible to construct multiple-level parity checks which will trap a surprising number of errors. This is precisely how the Hamming codes operate. Fundamentally, Hamming's algorithm performs multiple-level parity generation on a data word at the data source. This parity code is then transmitted along with the data, and the entire code block (data plus parity code) is subsequently decoded under an analogous process. Any bit errors occurring during transmission will be detected.

Clearly, the efficiency of this error trap will approach 100% only in very simple cases. Several parameters have direct bearing on the trapping success: total word length N, number of data bits K, number of parity bits M (M = N - K). The ultimate goal, of course, is to realize the ideal where the quantity N/K approaches 1, and M is minimized without sacrificing trapping and correcting capability.

A 4-bit binary code is normally capable of representing sixteen different states with a Hamming distance equal to 1. Momentarily setting aside questions of efficiency, the same sixteen states can also be represented in a 7-bit code at triple the Hamming distance, as shown in table 2. Again, referring to table 1, a Hamming distance of 3 facilitates single-error correction. Encoding in 7 bits is accomplished by performing three distinct parity checks on the 4 data bits. Details of the three parity checks are summarized in table 3 and diagrammed in figure 3.

It should be understood that the actual encoded form of each symbol is irrelevant and need not be known. When no error is present, decoding of the 7-bit word will reset all three parity checks to logic 0, and will restore the data to its original form. The error-handling process is demonstrated in figure 4. With an error in the third data bit, the paritydecoding procedure flags a fault code of 110, which in table 4 is seen to correspond uniquely to an error in data position 3.

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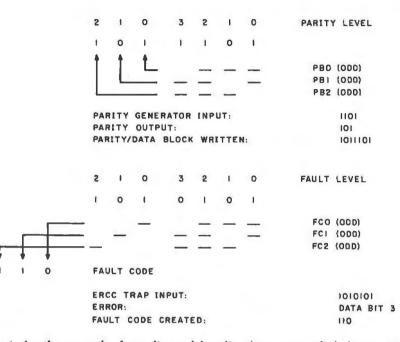
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Admittedly, this does not constitute a true Hamming code, in the sense that the fault code does not display the binary form of the errorbit position within the word. This feature is convenient to implement for the shorter codes, but need not be attempted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

### Practicality of Use

An overhead of three parity flags for every 4 data bits is undesirable. These techniques become useful only



**Figure 4:** Another example of encoding and decoding data composed of 4 bits in a 7-bit word. In this case an error has been detected; the fault code of 110 indicates an error in data bit 3.

for larger word lengths. Initially, performance increases as the data word length becomes longer, up to N = 31. It is possible to correct single-bit errors in words with 8 data bits and four additional parity flags, an overhead of 50%. Single-error correction of 16 bits requires five flags, an overhead of 32%.

In the case of an 8-bit system, an overhead of 50% may seem exorbitant, but it can pay off rapidly. Assuming that with correcting logic in operation, single errors are virtually nonexistent, it may well be possible to realize a decrease in loading time by a factor of 2, 5 or even 10. It is true that 1.5 times as many bits are being moved into and out of the storage medium, but if the data rate merely doubles, loading times will fall to

Check Bit	Data Po	sitions
0	0,1,2 0,2,3	(odd) (odd)
2	1,2,3	(odd)

checks on the 4 data bits. Each of the 3 check bits corresponds to the parity value of the data positions shown here.

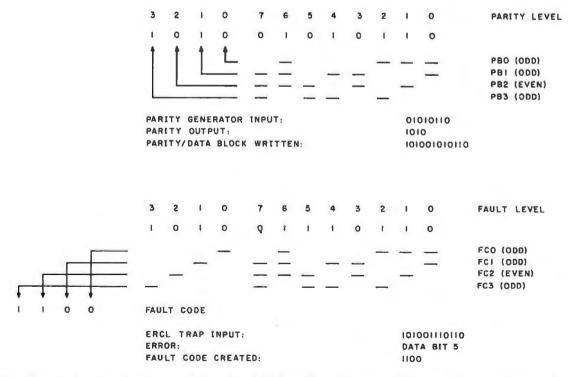
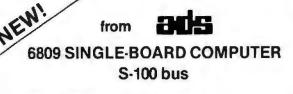


Figure 5: Encoding and decoding for data consisting of an 8-bit byte. Four bits are used for error checking; the possible fault codes are given in table 6.

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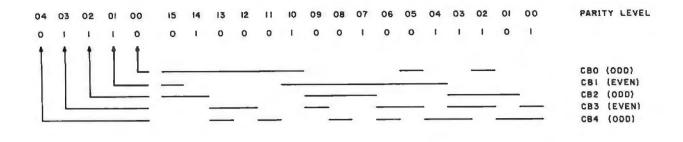
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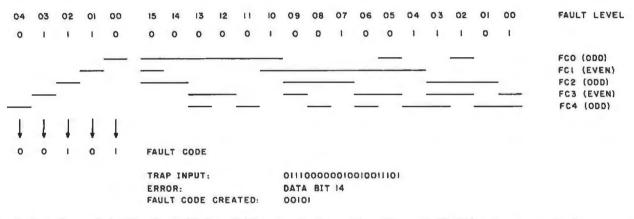


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PARITY GENERATOR INPUT:	0100010010011101
PARITY OUTPUT:	01110
PARITY/DATA BLOCK WRITTEN:	011100100010010011101

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 1s in the corresponding data-bit group; an odd-parity check bit is set to 1 if the number of 1s in its data-bit group is odd. This figure, figure 6b, and table 8 originally appeared in slightly different form in Electronics magazine, November 13, 1975, page 135. Copyright © McGraw-Hill Inc, 1975.



**Figure 6b:** Decoding and checking the 16-bit data, 5-bit parity-check word from figure 6a. Bit 14 has been transmitted erroneously; therefore a fault code of 00101 (reading from check bit 04 to bit 00) is generated. A complete list of possible fault codes is given in table 8 (in reverse order, reading from check bit 00 to bit 04).

Fault Code	Error
000	no error detected
001	check bit 0 check bit 1
011	data bit 0
100	check bit 2
101	data bit 1
110	data bit 3
111	data bit 2
used by the 4-i scheme. The fai	up table of fault codes bit into 7-bit encoding ult code tells the error- where the error has oc-

75% of the initial value. A ten-fold increase in data rate decreases loading time by 85%. Sixteen-bit systems are even better suited to the use of error checking and correcting systems (ERCC), though the majority of microprocessors in use today operate with an 8-bit data word. Encoding for 8 and 16 bits is shown in figures 5 and 6. The detailed parity tests for these appear in tables 5 and 7 respectively. The fault-code look-up tables are shown as tables 6 and 8. This 16-bit system was developed by the Data General Corporation. It will correct single-bit errors throughout the entire word, and will reportedly trap an average of 97% of the multiple faults that occur. Eight-bit coding logic has been verified in macroassembler routines on a DECsystem 10 by my associate Stephen J Gross, who is now at Stanford University.

### **Error-Reducing Hardware**

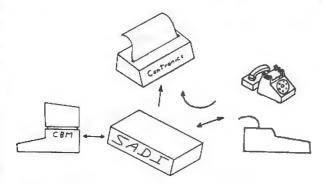
Hardware implementation utilizes standard 7400 series transistortransistor logic (TTL). Schematic diagrams are shown in figures 7 and 8. Parity encoding and decoding is accomplished with 9-bit parity trees (using a 74180 parity generator/tester).

Check Bit	Data Posit	Data Positions		
0	0,1,2,6 0,3,4,6,7	(odd) (odd)		
2	1,3,5,6,7	(even) (odd)		
3	2,4,0,7	(000)		
T-LL C. Deer	Stree of a lite	date no		

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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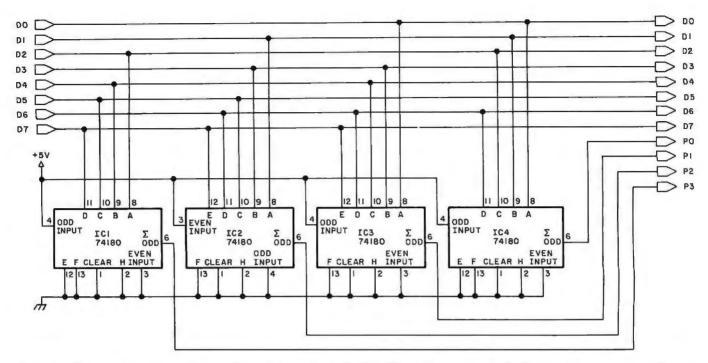
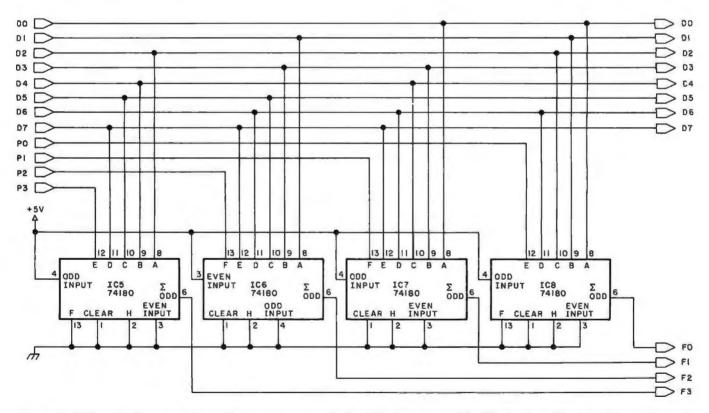


Figure 7a: Schematic diagram of electronic logic that encodes 8-bit data. Unused input pins on the 74180 parity-generator and tester devices are connected to ground.



**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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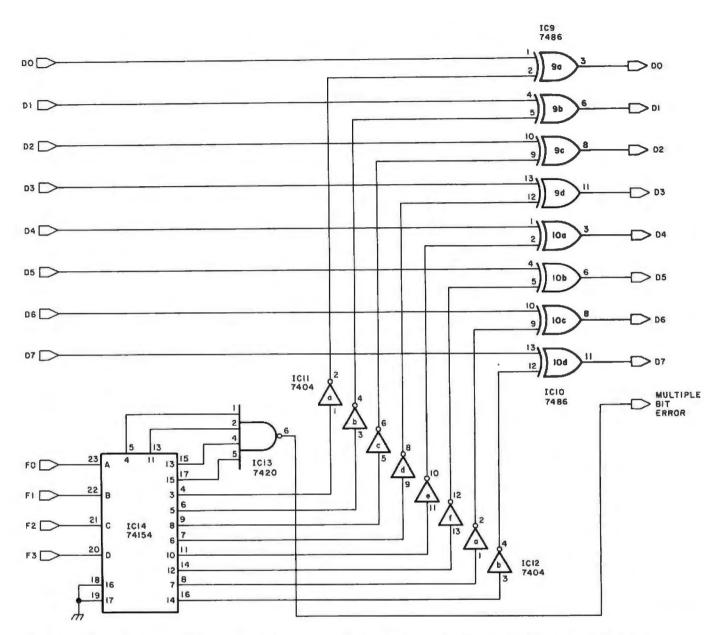
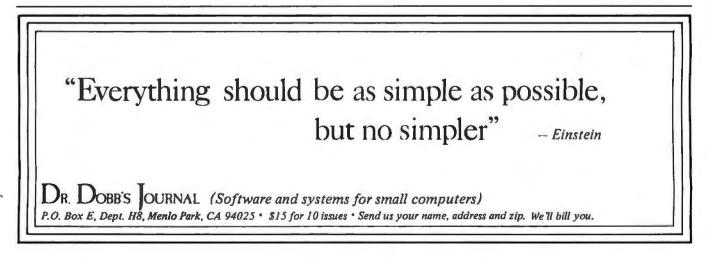
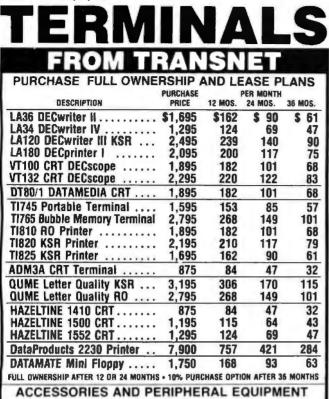


Figure 7c: Schematic diagram of the circuit which corrects single-bit errors trapped by the circuit of figure 7b. Multiple-bit errors are made known to the processor, but cannot be corrected using this scheme.





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	(Bytes)	(Sec)		(Bytes)	(Sec)
SORT	16K	33	SORT	340K	1081
SORT	32K	49	SORT	680K	2569
SORT	85K	173	SORT and	85K SORT +	1757
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Fault Code E	Error
	no error detected
0001 0	check bit 0
0010 0	check bit 1
0011 0	data bit 0
0100 0	check bit 2 *
0101 0	data bit 1
0110 0	data bit 3
0111 0	data bit 6
1000 0	check bit 3
1001 0	data bit 2
1010 0	data bit 4
1011 #	all data and parity set to logic 0
	data bit 5
1101	multi bit error
1110	data bit 7
1111 1	multi bit error

Table 6: Look-up table of fault codes used by the 8-bit to 12-bit encoding scheme. Setting of the check-bit-2 fault code (indicated by an asterisk) shows that all data and parity bits are set to logic 1.

> **Check Bit** n

> > 1

2

3

4

### **Data Positions**

2,5,10,11,12,13,14,15 (odd) 4,5,6,7,8,9,10,15 (even) 1,2,3,7,8,9,14,15 (odd) 0,2,3,5,6,9,12,13 (even) 0,1,3,4,6,8,11,13 (odď)

Table 7: The 16-bit encoding scheme uses 5 parity bits that enable single-bit error correction. Each parity-check bit performs its check operation upon the data-bit positions shown here.

Fault Code	Error	
00000	no error detected	
00001	error in check bit 4	
00010	error in check bit 3	
00011	error in data bit 0	
00100	error in check bit 2	
00101	error in data bit 1	
00110	multiple-bit error	
00111	error in data bit 3	
01000	error in check bit 1	
01001	error in data bit 4	
01010	all data and parity set to logic 1	
01011 01100	error in data bit 6	
01101	error in data bit 7	
01110	error in data bit 8	
01111	error in data bit 9	
10000	multiple-bit error error in check bit 0	
10001	error in data bit 11	
10010	error in data bit 12	
10011	error in data bit 13	
10100	error in data bit 14	
10101	all data and parity set to logic 0	
10110	error in data bit 2	
10111	multiple-bit error	
11000	error in data bit 10	
11001	multiple-bit error	
11010	error in data bit 5	
11011	multiple-bit error	
11100	error in data bit 15	
11101	multiple-bit error	
11110	multiple-bit error	
11111	multiple-bit error	
THEATH		

Table 8: Look-up table of fault codes used by the 16-bit to 21-bit encoding scheme. The codes are shown here in order from check bit 00 to bit 04, reversed from the representation in figure 6.

Address Input 00000 00001 00010 00011	Data Output 7 6 5 4 3 2 1 0 0 0 0 1 0 0 0 0 0 1 0 1 0 0 0 0 0 1 0 1	
00100 00101	01010000	
00110	0 0 0 0 0 0 0 1 0 0 1 1 0 0 0 0	
00111	$\begin{smallmatrix} 0 & 0 & 1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 1 \\ \end{smallmatrix}$	
01000	01010000	
01001	0000100	
01010	1 1 0 1 0 0 0 0	
01011	00000110	
01100	00000111	
01101	0 0 0 0 1 0 0 0	
01110	00001001	
01111	00110000	
10000	01010000	
10001 10010	0 0 0 0 1 0 1 1 0 0 0 0 1 1 0 0	
10010	00001101	
10100	00001110	
10101	10110000	
10110	0000010	
10111	00110000	
11000	00001010	
11001	00110000	
11010 11011	0 0 0 0 0 1 0 1 0 0 1 1 0 0 0 0	
11100	00001111	
11101	00110000	
11110	00110000	
11111	00110000	

Table 9: Truth table which is programmed into a programmable read-only memory for use in the electronic circuit of the 16-bit error-checking and correcting system.

Number	Туре	+5 V	GND
IC1	74180	14	7
IC2	74180	14	7
IC3	74180	14	7
IC4	74180	14	7
C5	74180	14	7
C6	74180	14	7
C7	74180	14	7
C8	74180	14	7
C9	7486	14	7
C10	7486	14	7
C11	7404	14	7
C12	7404	14	7
C13	7420	14	10
C14	74154	24	12
C15	74180	14	(
C16	74180	14 14	4
C17 C18	74180 74180	14	4
C19	74180	14	4
C20	7404	14	7
C21	74180	14	7
Č22	74180	14	7
C23	74180	14	7
C24	74180	14	7
C25	74180	14	7
C26	7488	16	Ŕ
C26 C27	74154	24	12
C28	7404	14	7
C29	7404	14	7
C30	7404	14	7
C31	7486	14	7
C32	7486	14	7
C33	7486	14	77777777777777777777777827777777
IC34	7486	14	7

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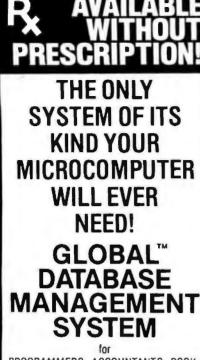
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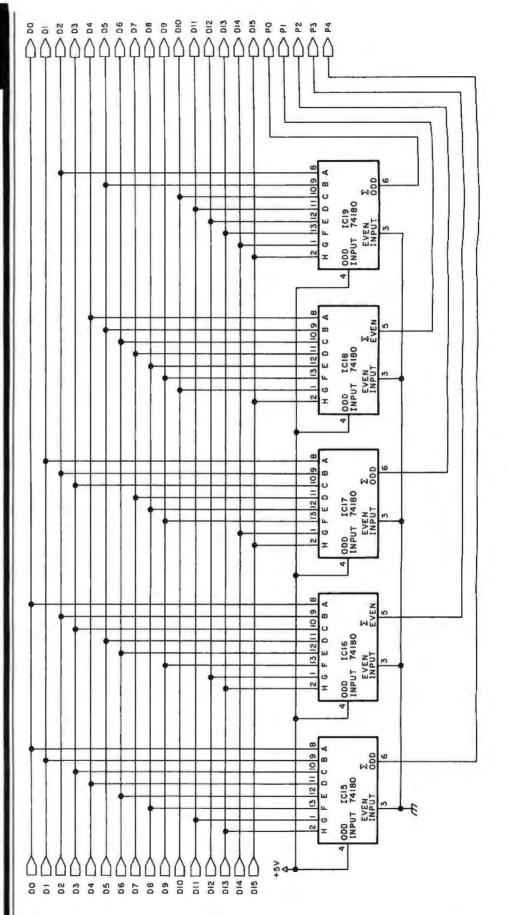


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**Figure 8a**: Schematic diagram of the circuit to encode 16-bit data into 21-bit words containing 5 parity bits. Circle 205 on inquiry card.



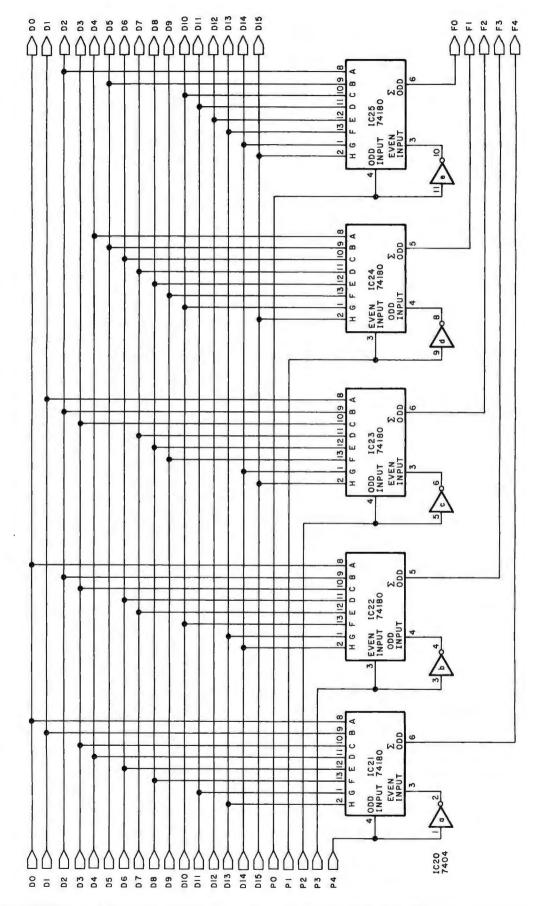


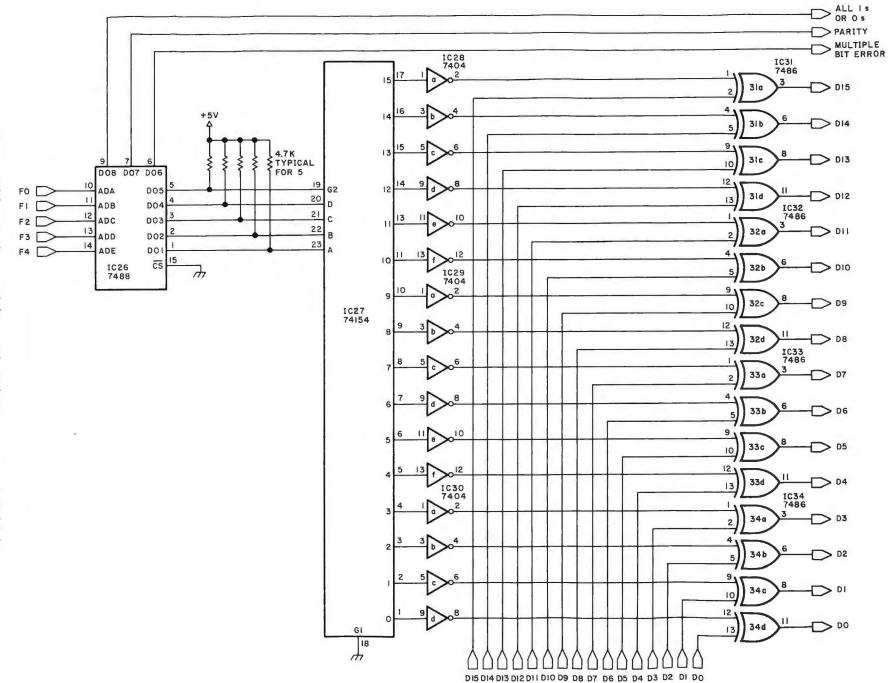
Figure 8b: Schematic diagram of the circuit which traps errors from the encoded 16-bit data. Five error-detecting bits are sent to the error-correcting circuit of figure 8c.

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Figure 8c: Schematic diagram of electronic logic that corrects errors in 16-bit data.



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costs as needed in full view of the fiber. The typing of carriege roturns or word hyphenations is not required since lines of text arv formatted automatically As text is typed and the end of the line is reached a partially completed word is shifted to the beginning of in following line. Whenever text is inserted or delevad existing text is pushed down or pulled up th a wrap around lashion Everything appears on the video displa as it occurs, which eliminates guesswork. Text may be reviewed at will by variable speed scroling both in the toward and reverse direction By using  $\mathcal{A}$  the search or search and replace functions.

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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-

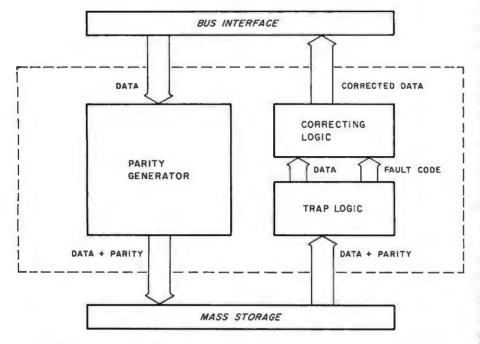


Figure 9: Block diagram of data flow through the error-checking and correcting system. The extra parity bits are never seen by the processor, and make the system transparent from the point of view of the system bus.

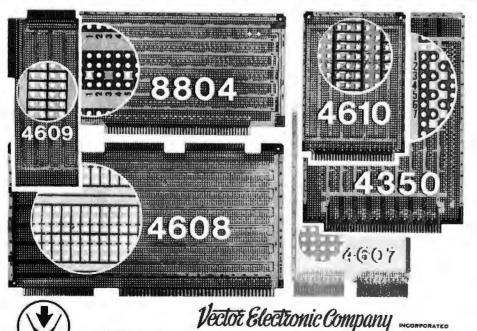
plished by interpreting the fault code generated by the error-detection logic. This interpretation is done by use of an 8-bit by 32-word programread-only mable memory (8223/7488) which produces a binary output corresponding to the error-bit position in the data word. Error correction is achieved by loading the binary pointer into a 4-to-16 line demultiplexer that flags the proper bit line and corrects the fault with an exclusive-OR inversion. (See figure 10.) With an 8-bit system, the inconvenience of programming the readonly memory may be avoided by loading the fault code directly into the demultiplexer and then "picking off" the corresponding output.

### **Treatment of Multiple Errors**

Although single-bit errors are far more common, multiple failures within one data word can and do appear. For all intents and purposes. these are uncorrectable-particularly in longer data words. Prohibitively extensive logic would be required to locate multiple-fault bits; therefore, these errors are simply trapped to cause a processor interrupt. The

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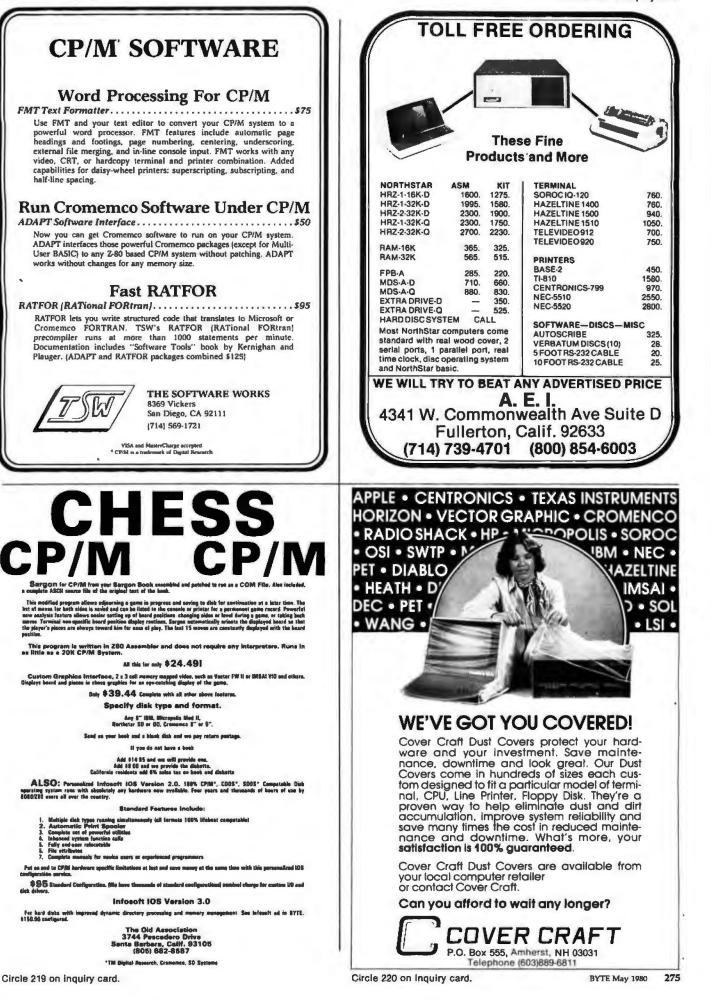
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loader program can either abort the data transfer immediately, initiate a second read attempt from the last record, or display an error message on the computer terminal prompting direct operator intervention.

### Theoretical Advances

As reviewed by Peterson and Weldon, the Hamming algorithm falls in the category of cyclic codes. (See reference 3.) In cyclic codes, executing a one-unit right-shift

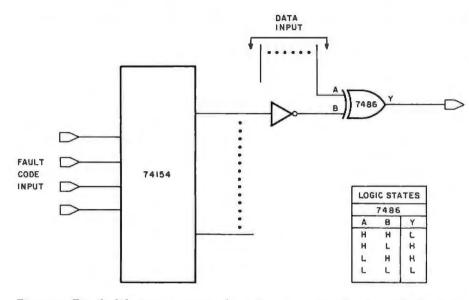
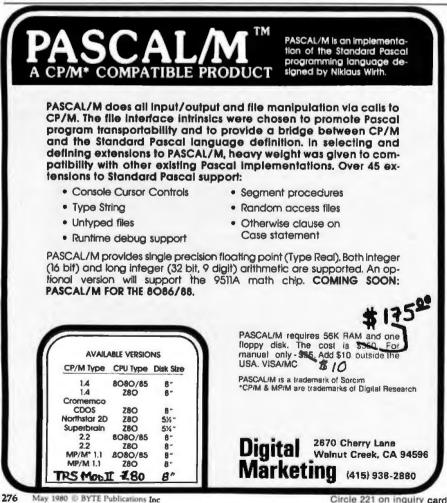


Figure 10: Detail of the error-correcting logic. Error correction is achieved by loading a binary pointer into a 4-to-16 line demultiplexer that flags the proper bit line and corrects the fault with an exclusive-OR inversion. Eight-bit systems may load the fault code directly into the demultiplexer and avoid the use of a read-only memory.



operation on any symbol in the complete code set will produce a binary bit pattern identical to that of one of the other members of the code set. Since Hamming's initial publication, an extensive array of cyclic codes has been derived. Perhaps the best known Bose-Chaudhuriare the Hocquenghem (BCH) codes, which are related to the Hamming algorithm.

The BCH codes actually represent a generalized expansion that is particularly suited to coping with multiple-bit errors. None of these newer solutions offer major advantage over the basic Hamming check when correcting an 8-bit data word. Several mathematical difficulties are encountered when attempting to derive more effective encoding procedures. Not only is word length relatively short in these systems, but it can be shown that code redundancy overhead can be minimized to a tolerable level in only a small number of cases.

The alternative method, which is not unreasonable, would be to encode and decode entire data blocks. as opposed to individual data words. This would take advantage of the increased coding efficiency found for the longer codes, but would probably require a software implementation to minimize hardware design and expense. Such an approach would certainly increase system reliability, but it would defeat the purpose of increasing the speed and efficiency of data transfer to and from mass storage, since the processor would spend considerable time encoding and decoding the parity and data blocks before and after each data transfer.

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- 1. Hamming, R W, "Error Detecting and Error Correcting Codes," Bell System Technical Journal, Volume 26 Number 2 pages 147 thru 160, American Telephone and Telegraph Company, 1950.
- 2. West, J T, "Product Development Profile: Data General Corporation," Electronics Volume 48 Number 23 pages 130 thru 136, November 13, 1975.
- 3. Peterson, W Wesley and E J Weldon Jr, Error-Correcting Codes, Second Edition, MIT Press, Cambridge 1972.
- 4 . Sellers, F, Hsiao, M Bearnson, L, Error Detecting Logic for Digital Computers, IBM Corporation Systems Development Division, McGraw-Hill.

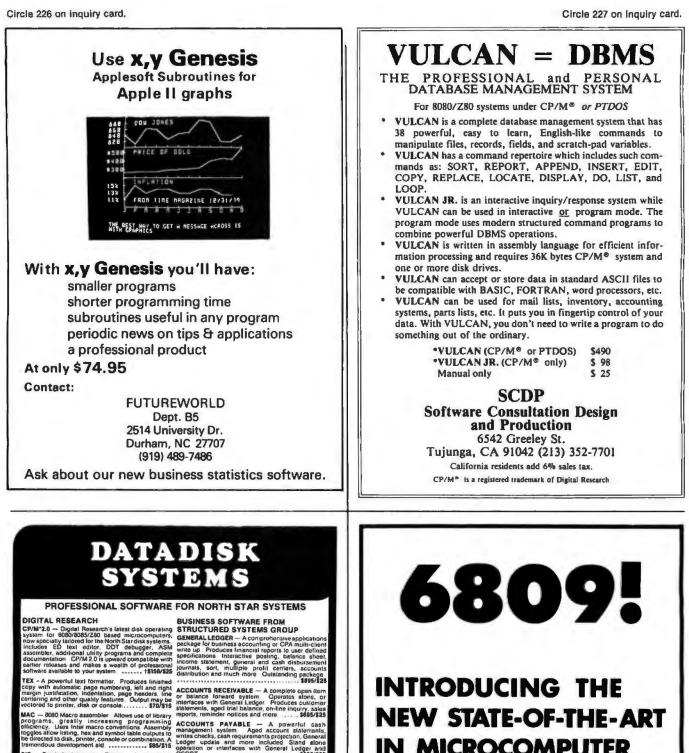
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## The NCC: New Emphasis on Personal Computing

What's happening in personal computing? The American Federation of Information Processing Societies, Inc. (AFIPS) is banking that you'll find out at the National Computer Conference's Personal Computing Festival, to be held on May 20-22 in Anaheim, California at the Anaheim Convention Center. In the 3 years that personal computing has had a separate exhibit area at the NCC, the number of exhibitors has increased from 76 to 154. Over 20% of those who came to the NCC last year registered specifically for the Personal Computing Festival, and over half of the 60,000 plus attendees visited the Festival.

The booming show-attendance figures reflect the fast growth of the personalcomputing industry as a whole. Highlights include the Apple Computer Company's expectations to triple its sales by the end of 1980. Commodore International computer sales may increase by a factor of 2 during the first quarter of 1980, and Radio Shack expects similar increases. According to industry estimates, the market value of personalcomputer software sold in 1980 could surpass \$150 million.

Judging from the attendance at last March's West Coast Computer Faire in San Francisco (approximately 20,000), there is an ever-increasing interest in personal computing among a wide variety of people. We expect to see a trend toward more sophisticated software at the 1980 NCC Personal Computing Festival. There will be a flood of new Pascal packages, new simulation programs, the appearance of new Forth software (look for the special section on the Forth language in the August 1980 BYTE), as well as intriguing new hardware like Microsoft's new Z80 processor circuit card for the Apple computer that allows Apple owners to use programs written to run under Digital Research Corporation's CP/M operating system. Word-processing and smallbusiness software are two other rapidly growing areas that will be well represented at the conference.

Will some major consumer electronics companies enter the personal computer market? Is there a move toward some standardization in the microcomputer industry? Will Japanese companies make any major moves into personal computing? [Nippon Electric Company (NEC) is rumored to be unveiling a new computer at the show]. We'll keep our eyes open at the show to find out!

# Personal Computing Festival Preliminary List of Exhibitors

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 Computer City Computer Textile Computer world Computerworld Computink Control Data Corp Corvus Systems Inc Creative Computing Cromemco Inc

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Personal Software Priam Prodigy Systems Inc

RCA MicroComputer Products Radio Shack Realizations Etudes Electroniques (R2E) Rockwell Microelectronic Devices

SD Systems Inc Sharp Electronics Corp Smoke Signal Broadcasting Spectra Logic Corp Sybex Inc

TEI Inc TSA Software

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# **Back, and Bigger than Ever. NCC Personal Computing Festival** May 20-22, Disneyland Hotel

So great is the interest in personal computing, so dynamic is the personal computer industry, that this year's Personal Computing Festival is again being held separate from the rest of NCC, at the Disneyland Hotel.

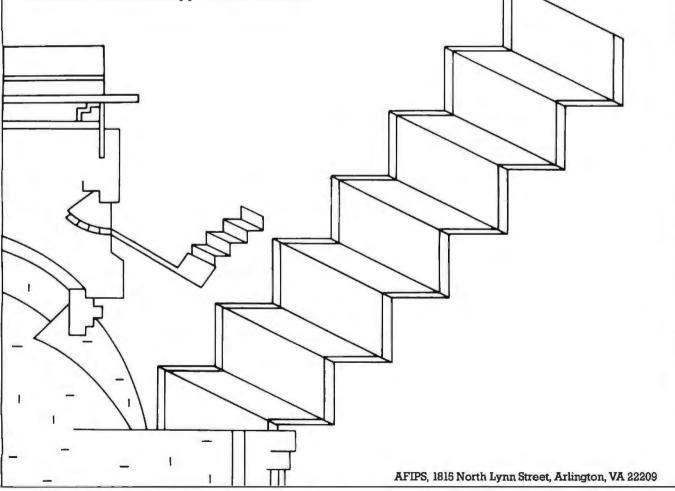
The 3-day festival features its own impressive roster of exhibitors plus over 50 learning sessions on every aspect of personal computers and their use.

Personal computers at home, at school, and in the executive suite. Personal computers as word processors, entertainment devices, and aids to the handicapped. Personal computer 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.



### Personal Computing Festival Program Schedule

**May 20 — Tuesday — 10:00 AM** High-Level Languages Pascal Part I *Jim Gagne* 

Word Processing Shopping by Objectives *Bill Radding* 

Portable Personal Computing Jim Flournoy

1:00 PM Higher-Level Languages Pascal Part II Jim Gagne

Computer Hardware Considerations & Applications *L Silvern* 

Forth Business Applications *Jim Flournoy* 

2:30 PM Networks You Can Access With Your Personal Computer *Cliff Barney*  May 21 – Wednesday – 10:00 AM Using Computers to Overcome Disability Handicaps Part I Jeff Moyer Mary Anne Glicksman The Future of Personal Computing Panel Verne Kallejian

Operating Systems Roger Vass

**1:00 PM** Using Computers to Overcome Disability Handicaps Part II

Computer Networks-Technical Craig Vaughn

Software Evaluation Tom Williams

2:30 PM Computer Music Carl Helmers May 22 – Thursday – 10:00 AM Medical Computing for Microprocessors *Jim Gagne* 

Data Base Management Doug Seeley

Computers In Education Chris Morgan

1:00 PM Use of Computers in Kindergarden thru Ninth Grade *Flora Russ* 

Business Applications Nancy Leeper

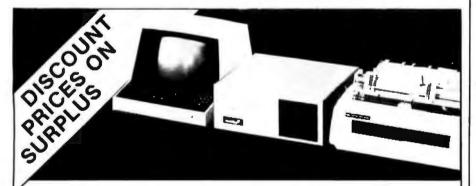
Computers In Education Panel Chris Morgan

2:30 PM Programming Potpourri

### 1980 NCC List of Exhibitors

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During each of the 4 days of the NCC. there will be discussions and papers related to the following major topics. A detailed schedule of events will be available at the conference.

## **Computer Architecture**

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

## Applications of Computer Technologies

Explores the use of computers in entertainment, microcomputers and their impact, management of the computing tool and staff, and the role of inhouse and academic education and training.

### Data Base Management & Communications

State-of-the-art, user-oriented sessions on the storage, retrieval, and transfer of data. From hardware considerations to natural-language access to a data base.

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Every computer-related aspect of this explosive growth area, including electronic mail. How computers are used, managed, and integrated in an overall automated office.

## **Simulation Technologies**

Where we've been, where we are, and where we're going with computer modeling. Its value to small and large businesses and its role in decision support will be discussed. Special sessions on solar energy-simulation modeling will be included.

## Software Engineering Technologies

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

## Social Dynamics and Special Topics

A broad spectrum of critical subjects: data security, legal issues, transborder data flow, societal impact, voice communications, venture capital and its effect upon technology.

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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.

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## -CONTENTS-

If I'm So Smart, Why Ain't I Rich? • Horse Racing is a Stochastic Process: "Darkness likely tonight, increasing chance of lightness towards morning..." • What We Need to Know to Bet: Don't Expect the Expected • Multiple Regression: Declarations of Dependence • The Database: Telling the Computer What Happened • Data Weighting and Normalization: 1 Apple + 1 Orange

 = 1 Fruit Salad • Generation of the Model Equations: Getting Involved in Meaningful Relationships • The Kelly Criterion for Bet Sizing: If You Lose You Can Always Go Out and Work to Get Even • Simulated Wagering Tests: "Even if I made as little as a million a day, then..." • Getting Started: For Do-It-Yourself Types •

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## The following issues are available:

1976: July; 1977: March, May thru December; 1978: February thru October, December; 1979: January thru December except March; 1980: January and March Cover price for each issue thru August 1977 is \$1.75 Domestic; \$2.75 Canada and



Mexico; \$3.75 Foreign. September 1977 through October 1979 issues are \$2.50 Domestic; \$3.25 Canada and Mexico; \$4.00 Foreign. November 1979 to current is \$3.00 Domestic; \$3.75 Canada and Mexico; \$4.50 Foreign.

> Send requests with payment to: BYTE Publications 70 Main Street, Peterborough, NH 03458 Attn: Back Issues

MISCELLANEOUS

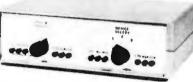
## RS-232C-Compatible Paper-Tape Reader

The Model 612 stand-alone paper-tape reader has the ability to read five- to eightlevel tape and to transmit seven to eleven frames per character at 50 to 9600 bits per second (bps). It also features starting and stopping on character at all speeds, manual control or automatic on and off, 90 to 260 VAC, 50 to 60 Hz, and even, odd, or no parity, RS-232C, current

loop, or parallel outputs are available. The price of the 612 is \$656 to \$854. Contact Addmaster Corp, 416 Junipero Serra Dr, San Gabriel CA 91776. Circle 562 on Inquiry card.



LINTER



## Centronics-Compatible Switching and Monitoring Units

## Large Capacity Winchester Backup from Corvus

This backup system, the Mirror, employs a standard video cassette with a total capacity of 100 megabytes. In less than ten minutes, the 10 megabytes of data on the Corvus 8-inch hard disk can be transferred to a Mirror cassette. The video cassette should be of the VHS, Beta, or U-Matic format. If a larger data capacity is required, a reel-to-reel videotape recorder can be used. This approach to storage embodies standard television technology and proven cassette reliability. The Mirror uses the same Z80 and Corvus interface bus as the Corvus disk. The Mirror will interface to the Apple II, TRS-80, S-100, and LSI-11 computers. Data format in the Mirror is fully compatible with the standard NTSC signal. For error detection, the Mirror contains cyclic redundancy check (CRC) detection hardware. If unattended or remote operation is desired, a low-cost option is available to interface the Mirror to the Panasonic Omnivision NV-8200 cassette recorder allowing archival storage files to be created without operator interaction. The price of the Mirror is \$790. Write Corvus Systems, 900 S Winchester Blvd, San Jose CA 95128.

Circle 565 on inquiry card.

Giltonix Inc, 450 San Antonio Ave, Suite 44, Palo Alto CA 94306, has introduced a family of switching and monitoring units. The GRS 232 units are used for interfacing, configuring, and monitoring computer terminals, printers, and other peripherals that comply with the RS-232 and the IEEE-488 specifications. The new family consists of four models: the GRS 232-P24, -S24,

## **Bidirectional Interface for the PET**

This interface package is a combination of hardware and software that enables any model of the Commodore PET to send and receive data on printers, terminals, and other peripherals. ASCII/ISO-7 characters are sent from the PET in serial or parallel mode but are received in serial mode only. Serial speeds are selectable at rates up to 240 characters per second (cps). The interface is available for either 20 mA current loop or transistor-transistor logic (TTL) serial or parallel. The machine-language program may be stored anywhere in programmable memory; the code used to terminate a message is selectable. The price for the package is £70 (approximately \$160). Further details from Allen Computers, 16 Hainton Ave, Grimsby, South Humberside, ENGLAND.

Circle 563 on inquiry card.

-2P24, and -2S24. Each unit consists of a standard three-way switching system and an optional interface monitor. All the units can be cascaded and thereby allow interfacing of more than five devices. The systems can be ordered with signal monitoring capability. The units are priced at approximately \$130.

Circle 564 on Inquiry card.



## MISCELLANEOUS

vhat's New

## Speechlink Voice Recognition for S-100 Computers

Heuristics has announced its Model 205-64 Speechlink 64-word voice input unit for S-100 bus computers. The 205-64 is a speaker-programmed, isolated word-recognition device that recognizes up to 64 words at each instant. Vocabulary sets may be stored away and recalled when needed. This system will produce a usable vocabulary of several hundred words for data entry and system control applications. Word recognition is completed in 200 ms. Successive words must be separated by at least 100 ms of silence. Preprogramming of the Speechlink is necessary. The unit requires 2 K bytes of programmable memory for programs, and 64 bytes for each word in the vocabulary, up to a maximum of 4 K bytes. The price is \$299 including board, microphone, and manual. Contact Heuristics Inc. 1285 Hammerwood Ave, Sunnyvale CA 94086.

Circle 441 on inquiry card.

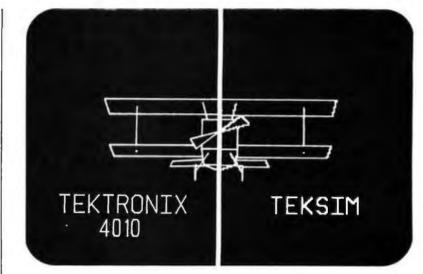
## Hardware and Software for Homebrewers

Snow Micro Systems Inc, POB 1704, Silver Spring MD 20902, provides lowcost hardware and software to personal computer users and clubs. Their bare boards are sold with schematics, layout drawings, and component lists. They are

## CP/M Package for the STD Bus

Micro/sys has developed a CP/M system for the STD Bus microcomputer card system. The Micro/sys package consists of two STD Bus-compatible cards, the SB8500 Floppy Disk Controller, the SB8200 Dual Serial Interface, and an eight-inch floppy disk containing the CP/M system. The SB8500 can control up to four floppy disk drives from a single STD Bus slot. The SB8420 provides communication with a console device, and a second serial port that can be used for printers and other devices. The cards are compatible with 8085 and Z80 microprocessors.

CP/M provides a disk file management, a text editor, and an 8080 assembler, a dynamic debugger, and various utilities. Price of the Micro/sys CP/M package is \$695. For more information, contact Micro/sys Inc, 1353 Foothill Blvd, La Canada CA 91011. Circle 444 on inguiry card.



## Graphics Terminal Emulator for Apple IIs

TEKSIM, the Tektronix Simulator, employs distributed processing in its programming approach and uses the Apple's high-resolution plotting capabilities to emulate Tektronix 4010-series graphics terminals. No modification to the program in the remote computer is required to display

unassembled and come without parts. The company offers a troubleshooting service, if necessary. Some of their products include a front panel interface card, the Golem-80 S-100 Troubleshooter, a Station Controller Card, and more. Snow Micro software or input graphic data. The TEKSIM-Apple combination features multicolored displays, selective erase, and a standard video output that lets any television set used with an RF converter function as a monitor. The suggested price for the plug-in device is \$795, and it is available from ABW Corp, POB M 1047, Ann Arbor MI 48106.

Circle 442 on inquiry card.

includes AMS-80 Version 5.8 debug packages, object code and source code, and other AMS-80 software related items. For prices and information, contact Snow Micro Systems at the above address.

Circle 443 on inquiry card.

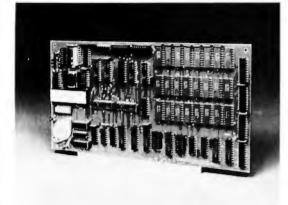


## MISCELLANEOUS

Vhat's New?

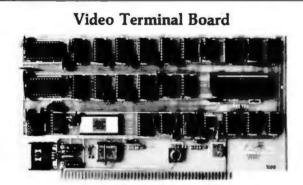
## Video Graphics for S-100 Bus Systems

A single-card, high-density, computer-display system is being offered for the S-100 bus by International Product Development Incorporated (IPDI). The VG100 is designed for text-oriented applications. It has programmable fonts allowing any set of up to 256 characters to be defined in programmable memory with available software. The system can generate a combination of 16 gray levels or 16 colors, or combinations of both. The



character field is 9 by 16 (or 144) pixels with a raster scan of 621 pixels. The entire character field can be changed at one time for fast animation. Adjoining character fields of any shape can be combined to create large continuous characters. The VG100 is configured in 12 K bytes of programmable memory and is selectable in three 4 K-byte blocks. The price is \$645. For details, contact IPDI, 1708 Stierlin Rd. Mountain View CA 94043.

Circle 589 on inquiry card.



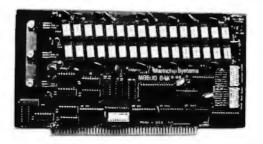
This board features full uppercase and lowercase, 5 by 7 dot matrix, 16 lines with 64 columns, and serial RS-232 input and output with parallel keyboard input. The data rate generator has a range from 75 to 1200 bits per second (bps) and is jumper-selectable. The board has 1 K byte of memory and an SFF96364 processor integrated circuit. The device is S-100 compatible. It requires  $\pm$  16 VDC at 100 mA and 8 VDC at 1A. The price is \$199.95 in kit form. Contact Electronic Systems, POB 21638, San Jose CA 95151.

## 64 K Byte Memory for Heathkit/Digital H11

The CI-1103 memory module is designed for the Heathkit/Digital H11, LSI 11/2, and PDP 11/03 computers. The product uses 200 ns cycle time, type-4027, 4 K by 1-bit dynamic memory parts or 200 ns, type-4116, 16 K dynamic memory devices. The CI-1103 is available with either on-board distributed refresh or external refresh control logic. Data access time is 300 ns and cycle time is 525 ns. On-board memory-

select is available in 2 K increments up to 128 K words of memory. Power consumption is under seven watts. The 8 K by 16 board is \$390 and the 32 K by 16 board is \$750. For information, contact Chrislin Industries Inc, 31352 Via Colinas #102, Westlake Village CA 91361.

Circle 591 on inquiry card.



## Serial Interface Card for Apple II Computers

California Computer Systems' 7710A Asynchronous Serial Interface card enables the Apple II to communicate with all RS-232C serial devices. It is fully compatible with Apple Pascal. The card features selectable data rates from 50 to 19,200 bits per second (bps), 8- or 9-bit character transmission, and optional odd, even, or no parity. Software programmable interrupts, double buffered data input/output (I/O), and full handshaking are included. It is available in kit form or fully assembled and tested. The price for the card is \$159.95. For more information, contact California Computer Systems, 250 Caribbean, Sunnyvale CA 94086.

Circle 592 on inquiry card.

## Percom Board Interfaces Speak & Spell to Computer

Percom Data Co, 211 N Kirby, Garland TX 75042, has announced production of a printed circuit board which will interface the Texas Instruments Speak & Spell learning aid to a computer. The "Speak 2 Me 2" allows communication with a Speak & Spell in BASIC, so a computer can talk using the words and phrases of a Speak & Spell unit. The board is installed in the battery compartment. Installation involves disassembly and some modification of the Speak & Spell unit. The board with instructions, TRS-80 driver software, and a TRS-80 cable sells for \$69.95. The cable connects to the printer port and may be adapted for other computers.

Circle 593 on Inquiry card.

## Head-Cleaning Floppy Disks from Lifeboat

Lifeboat Associates, 2248 Broadway, New York NY 10024, has an important product for floppy-disk systems: head cleaning disks. The head-cleaning floppy disks are manufactured by attaching a lint-free nylon mat to a mylar substrate. The design avoids damaging abrasion, which keeps head wear to within industry standards for normal magnetic media. The disk is used by inserting it into the drive in the same manner as a floppy disk, and loading the head for 30 seconds. It is recommended that this procedure be used once per day as prevention against oxide build-up. The disks are available in 51/1- and 8-inch sizes for \$20 each, or \$45 for three. Each disk is suitable for three months of daily USP. Circle 594 on inquiry card.



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## PUBLICATIONS

What's New?

## Hardside Announces Expanded New Catalog

Hardside, a mail-order hardware company in Milford, New Hampshire, has announced the release of an expanded version of the Hardside catalog. Hardside features Radio Shack computer products at a discount price and also peripherals from other manufacturers which are suited to work with the TRS-80. The company specializes in computers and related hardware. The Hardside catalog is free from Hardside, 6 South St, Milford NH 03055.

Circle 572 on inquiry card.

## Monthly Newsletter Covers the Office Computing Industry

Entitled the Office Computing Industry Report (OCIR), this monthly newsletter focuses on small-scale data processing, word processing, and data communications systems. OCIR also covers the merging of EDP and Business Machine distribution systems and support activities and the relationship of these new office computing systems to network-based information systems and distributed data processing. News analysis, market forecasts, new product reviews, vendor profiles, and technology forecasts are included. The Office Computing Industry Report is available from Vantage Research Inc, 2680 E Bayshore Rd, Mountain View CA 94043, for \$195 per year in North America and \$225 in Europe and Asia.

Circle 566 on inquiry card.

## Supplies Catalog from Diablo

A 25-page brochure from Diablo Systems Inc, 24500 Industrial Blvd, Hayward CA 94545, illustrates and describes the variety of print wheels and ribbon cartridges designed for use on the company's Series 1640 and 1650, HyType, HyTerm, and matrix printers and terminals. The brochure contains a sample type line from all of the plastic and metallized daisy-wheel print elements. For copies of the brochure and the name of the nearest Diablo dealer, call (800) 227-2076, except in California where the number is (415) 443-2273.

Circle 567 on inquiry card.

S-100 Magazine Being Published



S-100 Microsystems is a new publication directed towards users of S-100 microcomputer systems. It is a forum on such S-100 topics as interfacing, CP/M, Pascal, Assembler, FORTRAN, and BASIC software. The magazine will also cover 16-bit microprocessors, multiprocessors, multitasking, timesharing, word processing, system development, data base management, scientific, and other applications and issues. It will be concerned with S-100 systems such as Cromemco, North Star, Intersystems, IMSAI, Poly Morphics, Processor Technology (Sol), Xitan, and others.

S-100 Microsystems is edited by Sol Libes. Sol has written 13 books, many magazine articles, and has edited several newsletters. He is the founder and past president of the Amateur Computer Group of New Jersey, the largest personal computer organization in the world. The first issue of S-100 Microsystems includes the complete proposed Institute of Electrical and Electronics Engineers (IEEE) S-100 Standard, the first part of a tutorial on CP/M, an article on modifying the SDS Video Board for Pascal editor functions, the source code for an 8080 disassembler, a directory of Computerized Bulletin Board Systems (CBBS), and more. S-100 Microsystems will be published six times a year. A sample copy is \$2. For subscriptions and additional information, contact S-100 Microsystems, POB 1192, Mountainside NJ 07092.

Circle 568 on inquiry card.

## Short Form Catalog and Price List

Sara-Tech Electronics Inc, POB 692, Venice FL 33595, has published a catalog which includes systems and peripherals from Cromemco, North Star, Centronics, Heath, and many more companies. They also have a listing for computer-paper forms for all systems. Sara-Tech sells systems, peripherals, and software of most major companies.

Circle 569 on Inquiry card.

## A Book on Computerized Typesetting

Donald Knuth, author of The Art of Computer Programming, has written TEX and METAFONT, New Directions in Typesetting, which describes new techniques in typesetting. Dr Knuth explains how TEX, originally designed for use in setting technical and mathematical text, can be applied to all computerized typesetting. METAFONT is a system for the design of alphabets. It is suited for implementation on raster-based devices that print or display text. With it, computers can draw new fonts of characters in seconds. TEX and METAFONT represent improvements in typesetting that will benefit the scientific and technical community. The book consists of three parts. The first is a lecture on mathematical typography; the two other parts describe TEX and METAFONT. The book costs \$12 and is available from Dept TM:X, Digital Press, Educational Services, Digital Equipment Corp, 12-A Esquire Rd, N Billerica MA 01862.

Circle 570 on inquiry card.

## Software Catalog for Heath Users

The Heath Users' Group has published a catalog of programs written by Heath users for all Heath computers. The programs described include games, financial applications, utilities, computer-assisted education, and amateur radio. The catalog lists the language and designated computer next to the program. Prices are given, along with services of the Users' Group. For more information, contact Heath Users' Group, Hilltop Rd, St Joseph MI 49085.

Circle 571 on Inquiry card.

## SYSTEMS

## 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.

## **Computer System from NNC**

NNC Electronics, 15631 Computer Ln, Huntington Beach CA 92649, has released the System 80 computer. The System 80 uses a 4 MHz Z80 microprocessor and features a floppy-disk controller and two dual-density, 8-inch disk drives, 32 K bytes of programmable memory, two serial ports, and the CP/M operating system. The eight-slot S-100 card cage has five slots available for expansion. The desktop unit weighs less than 29 kg (65 pounds) and retails for \$3995. Circle 587 on inquiry card.

## Altos Announces a Hard-Disk System

The Altos Systems ACS8000-6 can take advantage of as much as 58 megabytes of hard disk storage. The system can control up to four 14.5-megabyte Shugart disks using Winchester-type technology. Altos designed the ACS8000-6 series so that it handles up to four



floppy-disk drives. The floppy units could accommodate another 4.0 megabytes of on-line storage. The ACS8000-6 family comes with input/output (1/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.

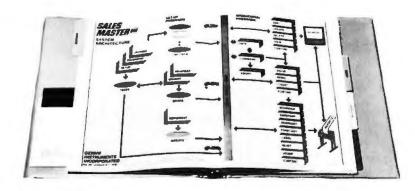
Circle 588 on inquiry card.

## SOFTWARE

1918

## A North Star Program for Salesmen

The Sales Master One is a collection of 22 programs designed by salespeople for salespeople. The Sales Master One is territoryoriented, allowing users to pinpoint selling activities to a particular location. The system generates reports on sales activities,



## Software from Compucolor

Compucolor Corp, POB 569, Norcross GA 30091, has released several software programs for the Compucolor Il system.

The BASIC Editing package features six programs including FRED (Friendly Editor), RENUM (Renumber), MERGE, COMPAC, REMPAC (Deletes Remarks), and BASSRC (BASIC-to-Source Conversion). FRED, the most

## **TLC-LISP for Z80 Systems**

The LISP Company has announced its version of the LISP language for the Z80. TLC-LISP allows manipulation of functions as data objects; promotes object-oriented programming style; defines functions with a variable number of parameters; includes structured iteration and nonstructured escape mechanisms; contains complete string and character processing capabilities; and includes fixed- and floating-point arithmetic. The language system also contains a table-driven scanner; com-

## A Gomoku Program

Five Stones Software, POB 1369, Station B, Ottawa, Ontario, K1P 5R4, CANADA, has released a Gomoku program for North Star Horizon diskoperating systems and CP/M-based systems. The program features a book of openings with 200 entries, the ability to take back moves, a 19 by 19 board, recent moves displayed along with the board, and the ability to customize to different screen sizes. The program requires a minimum of 32 K bytes of programmable memory and is available on 5-inch floppy disks for \$29.95.

Circle 577 on inquiry card.

useful of the programs, allows the user to edit any line, move existing lines, delete a range of lines, and to search for the occurrence of any string, variable, or command within a program. The package comes on a floppy disk and costs \$29.95.

Statistics is a series of three disks that is useful for engineering applications. The floppy disks are entitled *Statistics I*, *II*, and *III*. Each disk contains five programs including plot, stat, polreg (polynomial regression), index, and

prehensive error control, an autoload feature that "virtualizes" infrequently used functions and constants to disk files, freeing programmable memory; and execution speeds comparable to a KA-10 running MACLISP. Over 150 utility functions are provided. TLC-LISP is available for Z80 CP/M systems and other versions will be available soon. A detailed manual is \$15, and the system on 5- or 8-inch floppy disks is \$150. Write The LISP Co, POB 487, Redwood Estates CA 95044.

Circle 575 on inquiry card.

## PLMX — A Language That Communicates with All 8or 16-bit Microprocessors

PLMX is a universal high-level language for microprocessors. It can be used with all 8- or 16-bit microprocessors and was designed primarily for use in microcomputer product development systems and in realtime process-control applications. PLMX syntax is identical to PL/M, so the entire library of existing PL/M programs can be compiled under PLMX. PL/M programs may be used on microprocessors other than the 8080 through forecasts, and schedules. Various other reports assist in daily selling efforts. The system has room for 400 jobs on one 5<sup>1</sup>/<sub>4</sub>-inch floppy disk. The package contains a program that allows modifications to be made without the need to refer to the operations manual. A customized disk-operating system allows the package to be run on Cromemco, Dynabyte, and Processor Technology computers. Sales Master One comes on a 5<sup>1</sup>/<sub>4</sub>-inch floppy disk with a manual for \$375. Contact Gemini Instruments Inc, POB 205, Larchmont NY 10538.

Circle 573 on inquiry card.

more. Common to all three packages is a file manager program that generates, maintains, and displays files for use by other programs. *Statistics I* sells for \$24.95. *Statistics II* and *III* sell for \$29.95 each.

Compucolor has also released Soundware. This program includes the software and hardware necessary to create sounds on the Compucolor II. It is written in BASIC, with a range of two to three octaves. The price is \$49.95.

Circle 574 on inquiry card.

## Software Catalog for TRS-80 Level II

National Software Marketing Inc, POB 6195, Hollywood FL 33021, has announced a free catalog of software for the TRS-80 Model II. The software described includes accounts receivable and payable, general ledger, payroll, inventory, rental mangagement, and a variety of financial and mathematical programs. These systems will operate on the 64 K-byte model with the built-in disk. The programs have list prices of \$15 to \$100. Circle 576 on inquiry card.

the PLMX compiler. PLMX is a true compiler, allowing fast compiling times ---useful for real-time applications. It has been developed as a user-oriented language. There are no arbitrary formatting rules or line numbers. Comments may occur anywhere in the source text, except within reserved words, identifier names, and numbers. PLMX is priced at \$1000, which includes an 8-inch compiler floppy disk and instruction manuals. To obtain additional information, write Systems Consultants Inc, Product Development Group, 4015 Hancock St, San Diego CA 92110.

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## SOFTWARE

1218

## 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.

## 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

## 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, Beilevue WA 98004. Circle 580 on inquiry card.

## RCA's BASIC I Compiler/ Interpreter for COSMAC Development System

RCA's BASIC | 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.

Circle 583 on inquiry card.

## A Data Base System for the TRS-80

V R Data Corp, 777 Henderson Blvd, Folcroft PA 19032, has announced a Data Base system for the TRS-80 Models I and II. The Data Base system provides the capability to define and create customized records for various applications. Records may contain up to 25 userdefined variable-length fields and up to 250 characters per record. A dictionary of the fields and their characteristics is maintained by the system. Records may be added, deleted, and extended; field contents may be changed, and fields may be removed or added to the record or renamed at any time. Records may also be linked logically. The records may be sorted by any combination of fields in ascending or descending order. Reports are fully user-definable and may be routed to a printer or the video display. This four-program BASIC system requires 48 K bytes of programmable memory, a minimum of two disk drives and a line printer for the TRS-80 Model I, with 300 records per disk. Programs are available for the Model II with 950 records per disk.

Circle 584 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.

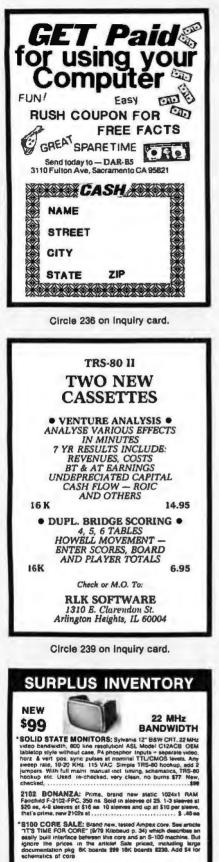
## Six Programs for TRS-80 Level II and Disk-Operating System

International Data Services has developed Microsketch III, a graphics program for the Level II with 16 K bytes of programmable memory for \$7.95. Freakout is a keyboard-generated graphics and sound program for the Level II with 4 K bytes of programmable memory for \$3.95. The number-base conversion program converts any base to any other base between 2 and 16. It is priced at \$3.95. Three other programs are available for disk BASIC with 16 K bytes of programmable memory. BASIC to Electric Pencil file conversion, machine language to BASIC data statement conversion, and mail-list file uppercase to uppercase-and-lowercase conversion programs all cost \$3.95. Contact IDS, 340 W 55th St, New York NY 10019. Circle 582 on inquiry card.

## Machine-Language Program for TRS-80 Disk Systems

The ST80-111 machine-language program is written for the TRS-80 Level II system. This package includes programs that allow users to talk to a time-sharing computer, transfer files to and from the central computer, and customize the ST80-111 system. Some of the programs included in the system are a BASIC program that creates translation tables, one that tells if a file is American Standard Code for Information Interchange (ASCII) or binary, a binary-to-ASCII conversion program, and one that changes machine-language programs to binary. The ST80-111 has been run on HP2000, IBM 370 and 360, PDP-11, Burroughs, Apple, and North Star systems. The minimum requirements for the system are the TRS-80 Level II with one disk drive and 16 K bytes of memory, an RS-232C board, and a modem. The package is produced by Small Business Systems Group, Main St and Lowell Rd, Dunstable MA 01827, and is priced at \$150.

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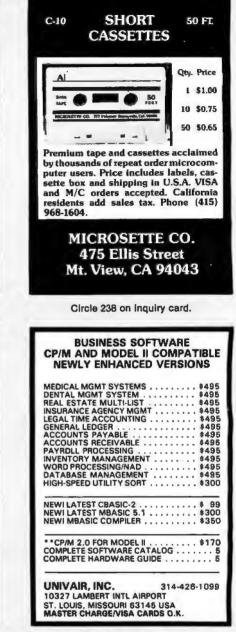
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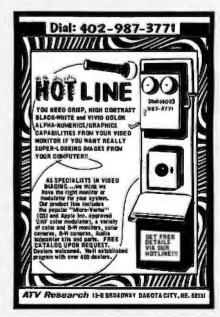
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The Super Elf includes a ROM monitor for pr grain loading, editing and execution with SINGLE STEP for program debugging which is not included in others at the same price. With SINGLE STEP you can see the microprocessor chip operatino with the unique Quest address and data bus. displays before, during and after executing in structions, Also, CPU mode and instruction cycle are decoded and displayed on 8 LED indicators.

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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. and error checking multi file cassette editor read/write soltware, (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 follow with single step. The Super Monitor is written with A 24 key HEX keyboard includes 16 HEX keys plus load, reset, run, wait, input, memory pro-tect, monitor select and single step. Large, on 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 connec-tor slot for the Quest Super Expansion Board ver supply and sockets for all IC's are in-Po cluded in the price plus a detailed 127 pg instruction manual which now includes over 40 pgs. of software into including a series of lessons to get you started and a music program and heip oraphics target game. Many schools and universities are using the Super Ell as a course of study OEM s use it for fraining and R&D

Remember, other computers only offer Super Elf features at additional cost or not at all Co before you buy. Super Ell Kit \$106.95, High address option \$8.95, Low address option option \$9.95. Custom Cabinel with drilled and labelled plexiglass front panel \$24.95. Expansion Cabinet with room for 4 S-100 boards \$41.00. NICad Battery Memory Saver Kit \$6.95. All kits and options also completely assembled and tested. Questidata, a 12 page monthly software pub-lication for 1802 computer users is available by subscription for \$12.00 per year. Issues 1-12 bound \$16 50

Tiny Basic Cassetle \$10.00, on ROM \$38.00, orginal Eff kit board \$14.95. 1802 software; Moews Video Graphics \$3.50. Games and Music \$3.00, Chip 8 Interpreter \$5.50.

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 bulton

Other on board options include Parallel Input and Output Ports with full handshake They allow easy connection of an ASCII keyboard to the AS 232 and 20 ma Curreni Loop for input port teletype or other device are on board and if you need more memory there are two S-100 slots for static RAM or video boards. Also a 1K Super Monitor version 2 with video driver for full capa bility display with Tiny Basic and a video interface board. Parallel I/O Ports \$9.85, RS 232 \$4.50, TTY 20 ma I/F \$1.95, \$-100 \$4.50. A 50 pin ector 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).

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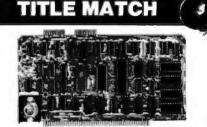
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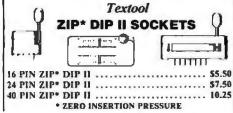
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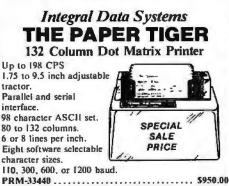
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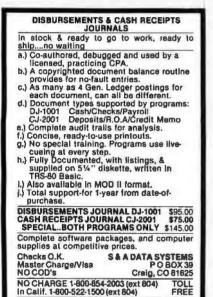
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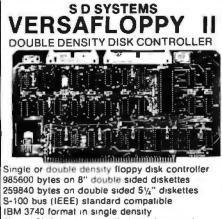
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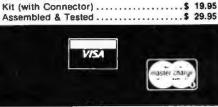
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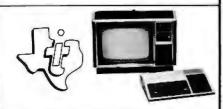
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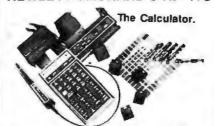
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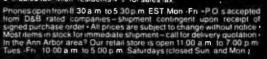
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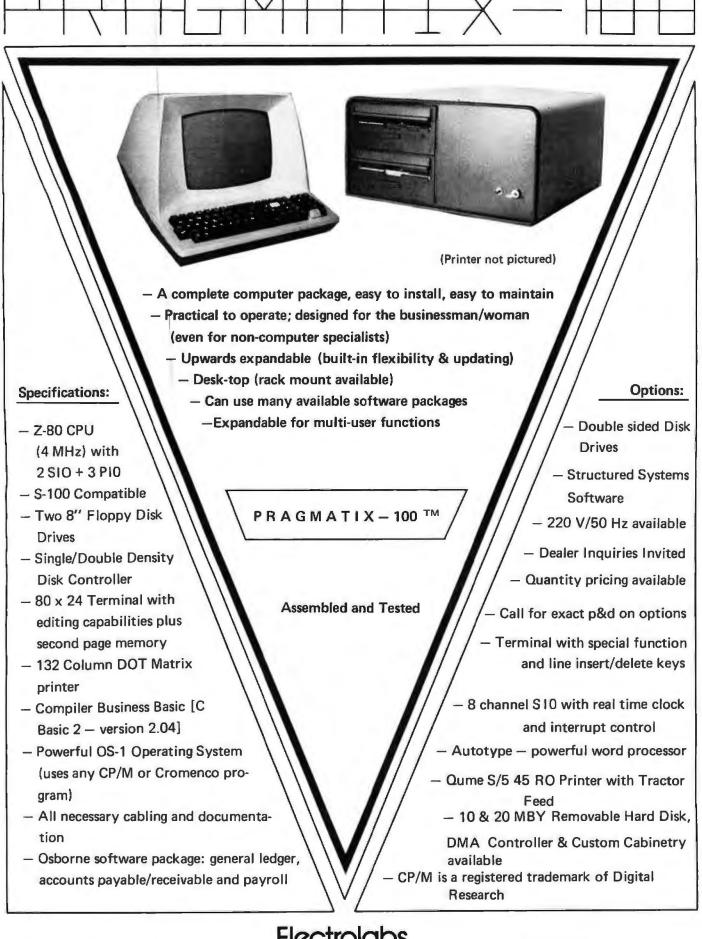
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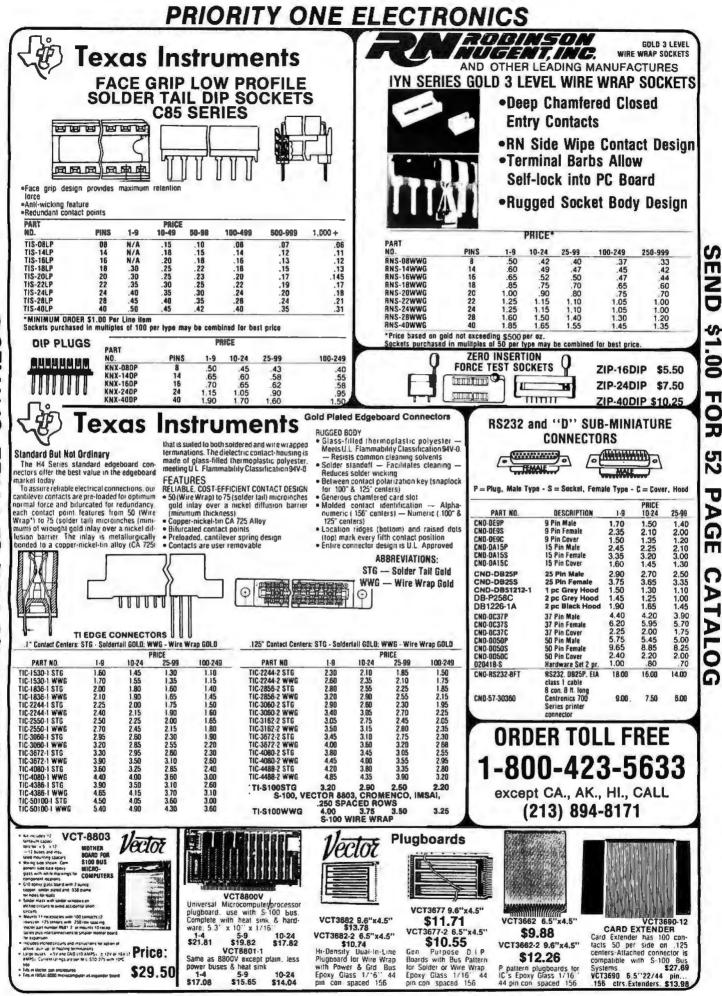


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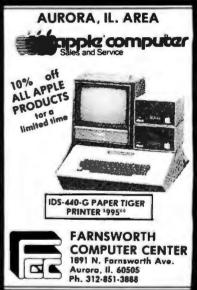
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SSM CB1A 8080 CPU Board, List \$219 \$186 CB1A Kit, List \$159
SSM CB2 Z-80 CPU, List \$275 \$234 CB2 Kit, List \$210
DELTA Z-80, with 1/0 \$239
SD SBC-100, List \$350 \$298 SBC-100 Kit, List \$295 250 SBC-200, List \$400

#### MEMORY BOARDS

Guaranteed performance, incl. labor/parts 1 yr DM6400 64K Board w/all 64K, \$795 . \$659 DM4800 with 48K, List \$695 509 DM3200 with 32K, List \$595	NORTH STAR 16K Dynamic RAM Board, A&T (RAM-16-A/A), List \$499 \$420 32K A&T (RAM-32/A), List \$739 620 CROMEMCO {16KZ-W), List \$595 \$495 64KZ-W, List \$1795 1485 MEASUREMENT SYSTEMS & CONTROLS
DM6400 64K Board w/all 64K, \$795 . \$659 DM4800 with 48K, List \$695 589 DM3200 with 32K, List \$595 349 DM1600 with 16K, List \$495	Guaranteed performance, incl. labor/parts 1 yr
DMB4800 with 48K	DM4800 with 48K, List \$695 589 DM3200 with 32K, List \$595 509 DM1600 with 16K, List \$495 429 DM0000 with no RAM, \$395 349
16K, 4 MHz or 2 MHz, List \$349       \$299         32K, 4 MHz, List \$699	DMB4800 with 48K
8K Static 2 MHz, A&T, List \$165 \$149 8K Static 4 MHz, A&T, List \$195 176 16K Static 2 MHz, A&T, List \$475 427 16K Static 4 MHz, A&T, List \$495	16K, 4 MHz or 2 MHz, List \$349 \$299 32K, 4 MHz, List \$699 629 16K Memory Master, List \$399 , 339
	8K Static 2 MHz, A&T, List \$165 \$149 8K Static 4 MHz, A&T, List \$195 176 16K Static 2 MHz, A&T, List \$475 427 16K Static 4 MHz, A&T, List \$495
	FLOPPY DISK

### CONTROLLER BOARDS

MORROW Disk Jockey 1, A&T (\$213) , \$189
Disk Jockey 2D, A&T, List \$479 429
SD Versafloppy 1, Kit, List \$250 \$212
Versafloppy II, DD Kit, List \$430 360
Versafloppy II, DD, A&T, List \$350., 278
DELTA double density A&T (\$385) \$345
CONDUCTOR, double density A&T., \$269
INTERSYSTEMS (formerly Ithaca Audio)
FDC-2, A&T, List \$495 \$439
MICROMATION Doubler, DD, A&T , \$399
TARBELL Floppy Disk Interface, Kit , \$199
double density, Kit, List \$325 295
double density, A&T, List \$425 380

SHIPPING & INSURANCE - Add \$2 for boards, \$5 for Selectric converter, \$7.50 for Floppy Disk Systems, \$15 for Horizons. Shipped freight collect: Cromemco Systems, Centronics, DEC, NEC, and T.I. printers. Contact us for shipping information on other terminals and printers. All prices subject to change and all offers subject to withdrawal without notice. Prices in this ad are for prepaid orders. Slightly higher prices prevail

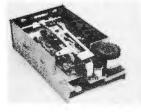


# FLOPPY DISK DRIVES SYSTEMS

#### **Qume Datatrak**

Double sided floppy with NO HEADACHES. Although many think this an impossibility, seeing is believing, and this drive is really something! Shugart compatible, fully optioned, reliable, and rapidly becoming the standard in double-sided diskdom. \$599, 2/\$549,





#### Built like the proverbial tank. Single/double density, write protect, much more. With Electrolabs' special cabling, it magically becomes Shugart compatible. Please ask about Cal Dis, enclosure \$389. 2/\$379. and power supply package bargian.

The following 5¼" mini-floppies share most features with their 8" cousins, so without further ado. . .

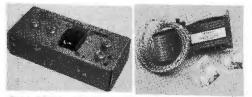
\$279		
\$279		
	BASF Mini mini	\$279
\$399	SA 400	\$299
	\$279	\$279 BASF Mini mini

All the above mini-floppies are fully SA400 compatible.

Manuals for all drives are \$10, refundable against future purchase of drives. Also, all 8" drives can be ordered with 220 v/50 hz for worldwide use.

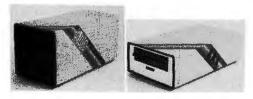
Moving on to the realm of floppy disk controllers . . . although we still feel that single density is more reliable, there are many excellent double density disk controllers available, so choose your weapons carefully.

#### Disk Accessories



Cable kits for 8" drives with 10'50 cond. flat cable, power cable, & all connectors. Assembled if desired. ONe drive 27.50, two 33.95, three 38.95 for mini floppies (34 cond): one 24.95, two, 29.95

CP-206 Power-one power supply. Powers two drives more than adequately, top quality. 2.8A/24V, 2.5A/5V, .5A/-5V. \$99.



Double disk drive enclosure. Enclosure alone \$139. Including power supply & fan \$199.

Single disk drive enclosure. Fits all 8" disk drives, please specify make & model No. of drive to assure proper mounting hole positions. Nonmar paint available in blue, beige, silver, & off-while. Enclosure alone \$60

Including power supply & fan \$109.

324 BYTE May 1980

Subtract 15% OFF any Controller with Purchase of 2 Drives.

Electrolabs

POB 6721, Stanford, CA 94305

Telex: 345567 (Electrolab Pla)

MC

800-227-8266

Am. Exp.



Rackmount Mainframe MT-200. This gorgeous beast is so appealing that it can easily function also as stand-alone mainframe. Very modern styling with fully actively terminated S-100 bus. Enclosure alone \$399. With power supply & fan \$499. With 15 slot S-100 bus \$699. With two 8" single-sided disk drives \$1,699. With two 8" double sided disk drives in place of single-sided variety \$2,299.

#### Siemens FDD100-8D

All Siemens options included in this drive, which can be configured hard/soft sector, is Shugart compatible, and not prone to some overheating problems (that other drives are). A highly reliable machine, with write protect, file busy indicator, \$499. and more.



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Tarbell floppy disk controller, A & T \$325 Tarbell floppy disk controller, A & T \$225 Tarbell double density, DMA A & T \$425 Tarbell double density, DMA, kit \$325

Delta Products double density disk controller Operate at 2 or 4MHZ, with 8 or 5" drives \$399 Micromation doubler w/programmable UART RS-232 port \$495 \$399

Sorrento Valley single density for Apple Again, purchase price of manuals (\$5) is applicable towards future purchase price.





- 8". . \$39.95/10 single-sided/single density
- 8"... \$55.00 single sided/double density
- 8"... \$55.00 double sided/single density
- 8"... \$60.00 double sided
- 8".. specify hard or soft
- 5 ¼". . \$34.95 single sided 5 ¼". . \$60.00 double sided

Verbatism, Memorex, Scotch,or equivalent name brand

Diskette head cleaning kid for 5¼"

or 8" - \$28.75 includes everything

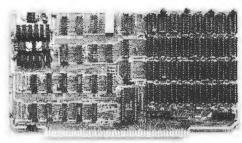
for 1 drive for 1 year

Alignment Diskette \$39 For Floppy Drives

415-321-5601

Visa

ENCLOSURES.



#### EXTRA SPECIAL II

#### Imsai 65K dynamic RAM III

We made a special purchase of this now unavailable board, which were always noted for their fine performance & quality. We have a limited quanity on hand, get your orders in rapidly. These come assembled and tested, with burned-in 200 Ns RAM, Kit 299

**Keyboard Special** 

A&T \$399.

### **SD Systems Expandoram II Dynamic RAM**

Operates at 4 Mhz, expandable memory from 16K to 256 K, allows up to 8 boards on the same bus, Z-80 based, and invisble refresh, among other things.

\$295. 16K kit 16K A & T \$349. 32 K kit \$369. 32 K A & T \$419. 48K Kit \$440. 48K A & T \$490. 64K kit \$510 64K A & T \$560.

#### Televideo 912c

#### \$760

Upper/lower case Adjustable baud rate - 80 X 24 Editing capabilities - Printer port Second page memory option This is a VERY limited extravaganza, so please act quickly

Televideo 920c \$860.

Same specs as above, save for special function keys, ideal for text editing and word processing



#### **Paper Tiger**

- **IDS MODEL 440** - 8 Software Selectable Character Sizes
- Parallel & Serial Interface
- 98 ASCII Character set, upper & Lower case
- Forms length control
- Tractor Feed \$899.
- Graphics option with 2K CRT screen buffer add \$199.00

#### **Daisy Wheel Printers**



#### Qume Sprint 3\45

PRINTER (factory warr.)	\$1499.
POWER SUPPLY (Borschert)	349.
(Shown mounted on rear of prin	ter)
COMBINATION SPECIAL	1699.
Cases available	200.
S-100 interface card	149.
SPRINT 5/45 RO, RS-232	
Complete, assembled, in case, pl	ug-in &
print hence, no muss & no fuss	

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	(while	supply lasts)	2114	\$ 5.99
	2708	\$ 8.50	2114-2	6.99
	2716	25.00	pd411	2.50
	2732	95,00	21L02	
ŀ	2147	12.95	450 Ns	1.05
			UNPRECI	EDENTED!!
ľ	6502	\$ 6.25	* 16K Dy	namic RAM
	6809	49.00	Set of 8	For: TRS-80
	6845	39.00	Apple, E	xidy, Heath,
	8085	13.00	etc.	
	1771	26.95		s all parts &
	1791	37.95	instructio	
	AY5-101	I3A 3.95	* 200 NS	\$59.

EASTER IC EGG HUNT

Please call for dealer or quantity pricing, Minimum order \$20.00 We do custom prom programming.

#### CHERRY "PRO" Keyboard \$119.00 Streamlined Custom Enclosure \$34.95 BOTH ONLY \$134,95!!!

#### **Data Display Monitors**

Used 12" Sylvania monitors, Composite Video, 15 MHz, 120VAC, Rebuilt with NEW P39 anti-glare tube \$89.00 New P4, \$89.00, used P4 \$69.00 U-fix model, 10/\$300.00

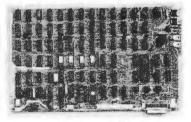


"OEM STYLE" as above. will fit any case, (Both versions serviced by qualified tech), Identical to above but subtract \$12.00

#### **ELECTROLABS** POB 6721 Stanford CA 94305 (415) 321-5601 (800) 227-8266 Telex: 345567 (Electrolab Pla) ......

#### **Dynamic Devices Modem**

- assembly set
- Asynchrous 0-300 Baud
- modes
- Operates full or half duplex mode
- 15 minute assembly \$129.
- Novation Cat \$179.
- Digicomm Coupler \$189.



#### **ESAT 200B BI-LINGUAL 80x24** COMMUNICATING

TERMINAL Scrolling, full cursor, bell, 8x8

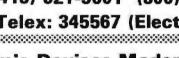
matrix, 110- 19,200 baud, Dual Front Applications, Arabic & Hebrew, Multilingual Data Entry Forms Drawing, Music, & Switchyards. \$279.

Circle 306 on inquiry card.







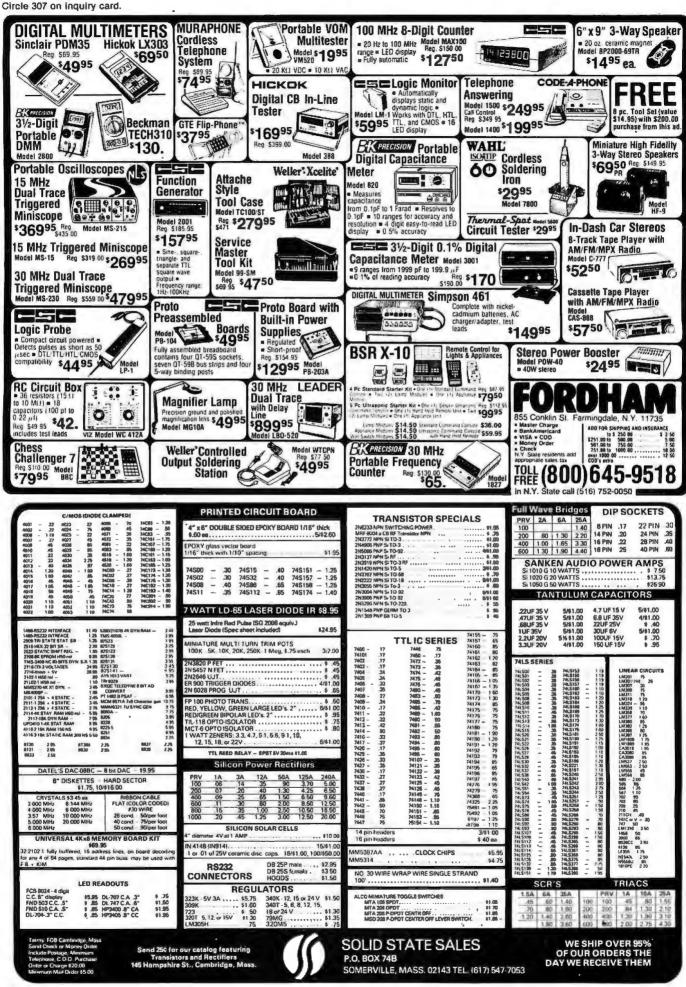


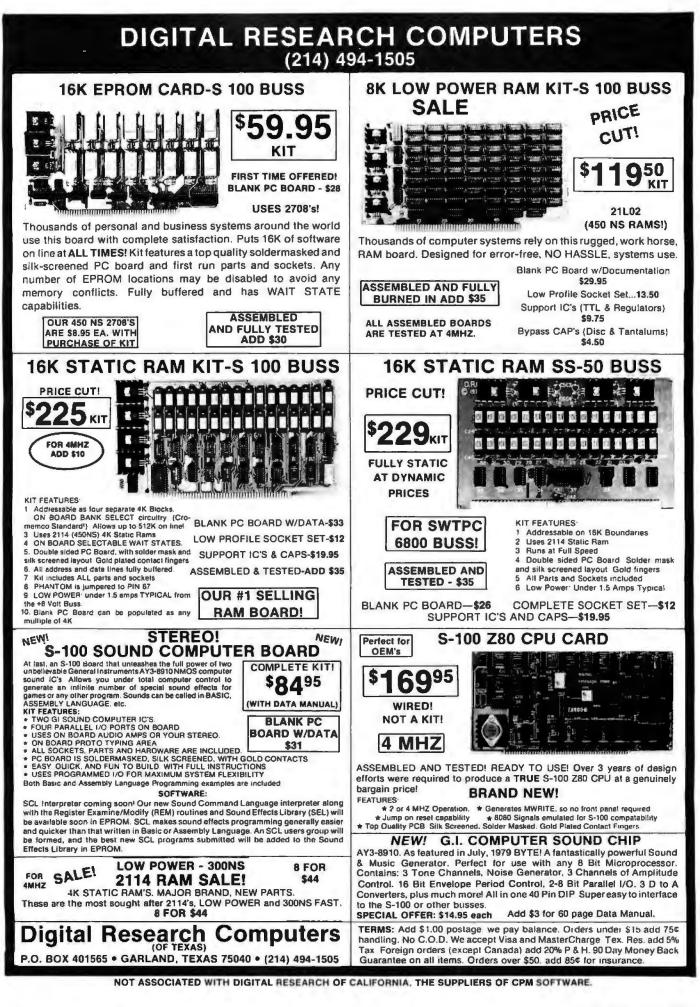
## - Acoustically coupled modem

- Switchable originate or answer

!! Λ 0.

BYTE May 1980 325







Circle 317 on inquiry card.

Circle 316 on inquiry card. -

Circle 318 on inquiry card.

Circle 320 on inquiry card.



DAL-COMP M/O DIV. 2560 ELECTRONIC LANE, SUITE 108, DALLAS, TEX. 75220 • (214) 350-6895



#### DEAL #1 Hobby Wire Wrap Starter Package



	Regular Price \$48.80	
'Kit#1	Wire Kit 9.95	
BC1	Batteries & Charger 14.95	
BT30	#30 Bit 3.95	
BW2630	WW Tool \$19.95	



\*Kit #1 Contains 900 pcs. of precut wire in asst. sizes.

Choose from Red, Blue, White, Black, Green, Orange, Violet, Yellow, or assortment

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Industrial Wire Wrap Starter Package



	Regular Price \$	\$130.35
Kit #3	Wire Kit	32.95
BC1	Batteries & Charger	14.95
BT30I	#30 Bit & Sleeve.	29.50
BW928BF	WW Tool	\$52.95

## \$119<sup>95</sup>

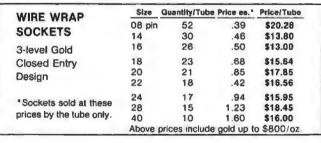
\*Kit #2 Contains 4000 pcs of precut wire in asst. sizes.

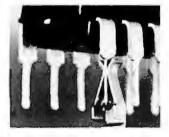
Choose from Red, Blue, White, Black, Green, Orange, Violet, Yellow or assortment.

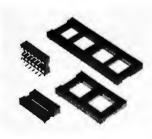
# $\star \star BIG DEAL \star \star$ **R**IC Sockets by the Tube

RN HIGH RELIABILITY eliminates trouble. "Sidewipe" contacts make 100% greater surface contact with the wide, flat sides of your IC leads for positive electrical connection.









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Low Profile Tin Closed Entry Design

SOLDER TAIL

1¢/pin (over 5 tubes) 3/4¢/pin (over 100 tubes)

\* Sockets sold at these prices by the tube only.

See tube quantities above.

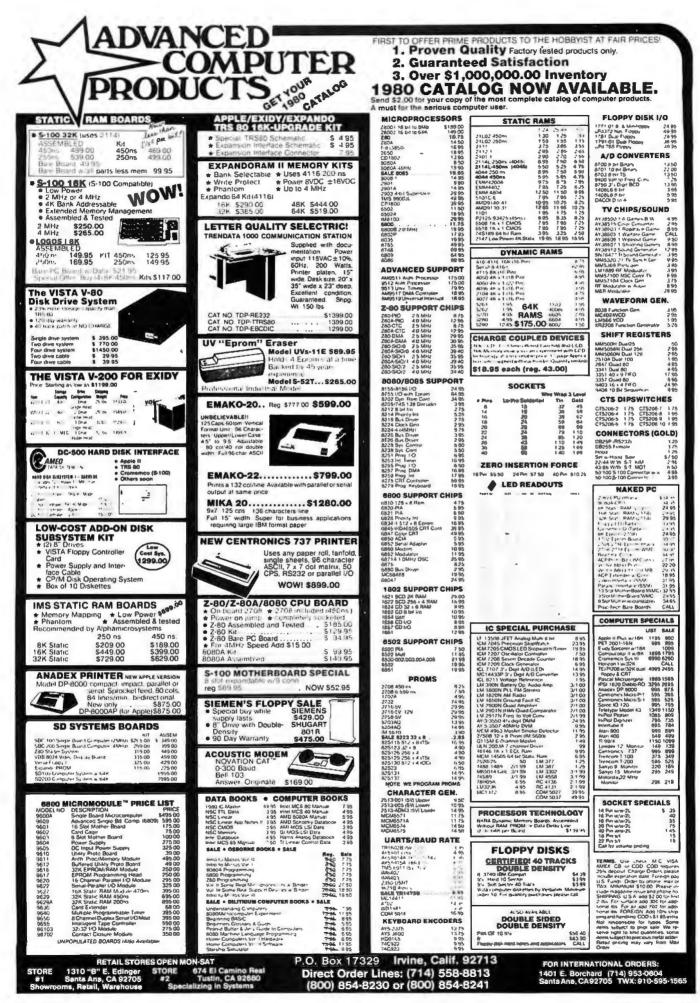
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SH7422N         20         SH74150H         22           SH7425N         25         SH7415CN         89           SH7425N         25         SH7415TN         69           SH7425N         23         SH7415CN         69           SH7425N         23         SH7416CN         65           SH7427N         23         SH7416CN         69           SH7427N         23         SH7416CN         89           SH7427N         23         SH7416CN         89           SH7427N         23         SH7416CN         87           SH7427N         29         SH7416CN         87           SH7437N         29         SH7416CN         87           SH7437N         29         SH7416CN         97           SH7437N         29         SH7416CN         19           SH7437N         79 <t< td=""><td>74L5204         39         74L5204         219           74L5304         26         74L532411         248           74L5327         39         74L532414         249           74L5327         39         74L532414         239    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00           WARGOSIEMENS 52</td><td>Hi-Speed Senal I/O Centromes Shifes V0         \$174.95         USEA Day-Sentar Dayles Asab Dayles Table Apple Centromes V0         \$349.00         Integer ROM Card         \$175.00           Apple Centromes V0         955         Asab Controller Apple Centromes V0         \$349.00         Integer ROM Card         \$175.00           Apple Centromes V1         174.95         Bot Integer ROM Card         \$175.00         Proto Card         \$175.00           Apple Centromes V1         259.55         Data Integer ROM Card         \$175.00         Sanyo Cardon         \$195.00           Mind X-10 System         269.95         Data Integer ROM Card         \$195.00         Sanyo Cardon         \$195.00           Ad Mass Synthesizer         259.95         Pravale Fronte Card         \$175.00         Sanyo Cardon Card         \$29.50           Ad Mass Synthesizer         259.95         Pravale Fronte Card         \$175.00         Ager Cardon Card         \$19.00           16 Ch Analog Inden         24.95         Carney Cardon Card         \$19.00         Hearings Cardon Card         \$19.00           17 Key Keyaad         164.95         Exerces Schwers Mager Cardon Card         \$20.00         Burrotus +         199.00           13 Key Keyaad         149.95         Carney Heart         Carner         250.00         Carner         25</td></t<>	74L5204         39         74L5204         219           74L5304         26         74L532411         248           74L5327         39         74L532414         249           74L5327         39         74L532414         239           74L5327         39         74L532434         239           74L53244         29         74L532444         255           74L54244         26         74L532444         265           74L54247         79         74L532444         265           74L54247         79         74L532444         10           74L5447         79         74L532444         10           74L5447         79         74L532444         10           74L5447         79         74L532444         10           74L55443         26         74L532444         10           74L55443         26         74L52444         16           74L55443         26         74L52444         10           74L5544         26         74L52444         10           74L5544         26         74L52444         26           74L5744         57         74L52444         26           74L5744	WARGOSIEMENS 5: Drus         290 00           WARGOSIEMENS 522 Dual 5', WARGOSIEMENS 522 Dual 5', 395 00         395 00           WARGOSIEMENS 52	Hi-Speed Senal I/O Centromes Shifes V0         \$174.95         USEA Day-Sentar Dayles Asab Dayles Table Apple Centromes V0         \$349.00         Integer ROM Card         \$175.00           Apple Centromes V0         955         Asab Controller Apple Centromes V0         \$349.00         Integer ROM Card         \$175.00           Apple Centromes V1         174.95         Bot Integer ROM Card  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WANTED: Copy of Z80 Assembler listing from BYTE Nybbles library. Harlan Michael, 315 Valley Vista Dr, Jackson MS 39211, (601) 982-6533 days or (601) 956-5268 evenings

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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 (74xx, MM3501, etc) and would like to buy or trade for anything 6800ish (processor, bareboard, support, etc). Give a hand to an uprooted American. R M Sownes, 146 Warren Rd, Donaghdee County Down, NORTHERN IRELAND BT21 OPQ. PS: Please use airmail, it's a lot faster.

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#### February BOMB Results **Graph Theory**

Readers of BYTE expressed a burning interest in "A Computer-Controlled Wood Stove" by Steve Ciarcia (page 32). Steve won first place in the voting, his fourth first-place finish in as many months. Second place in the tally went to John A Lehman for "A Financial Analysis Program" (page 192). Judging from comments written on the BOMB cards, many readers were fascinated by an example of the balance sheet for MITS, Inc. Third place was taken by Ted Carter for "Implementing Dynamic Data Structures with BASIC Files" (page 92). Fourth place was taken by Robert A Morris for "Comparison of Some High-Level Languages" (page 128).

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