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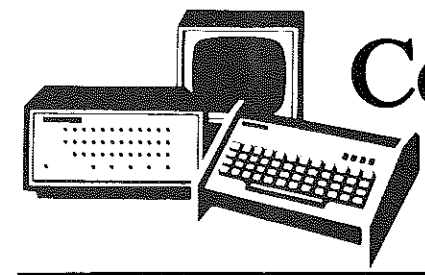
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# Computer Bits

By Leslie Solomon  
Technical Director

## WINDOWS IN THE CRT

**T**HE MOST common way to communicate with a computer today is via a plug-in or a separate video terminal. The ordinary video terminal forms a single "window," in which all you can see is one piece of data at a time as it appears in sequential order on the screen. Recently, we had the opportunity to work with a very special graphics display system called the "Screensplitter" from Micro Diversions, Inc. (8455-D Tyco Rd., Vienna, VA 22180 Tel: 703-827-0888). This novel plug-in video module is not limited to a single window (see photo). Rather, the user can create, under software control, almost any number of data-display windows, each with its own independent display.

Individual windows in the Screensplitter can be sized, labelled, and framed as desired. Furthermore, frame and window can be made to flash, display in reverse video, clear, scroll, and use any

character as a blinking or nonblinking cursor. The window package is contained in an EPROM and has 20 user-callable functions. You can, for example, run a BASIC program and display each subroutine in its own window. Or you can display different data in different windows. You can even move the windows around at will.

If you are doing assembly-language programming, one window can be used as a real-time clock, another to display run time, and others to display register contents or anything else you desire. Debugging information can be contained in its own window. For game playing, you can create as many windows as required. Too, some windows can be dedicated strictly to graphics.

The Screensplitter does not preclude operation as a single window with 40 lines of 80 characters each. Bear in mind, however, that this dense a display

requires a video monitor with at least a 10-MHz bandwidth.

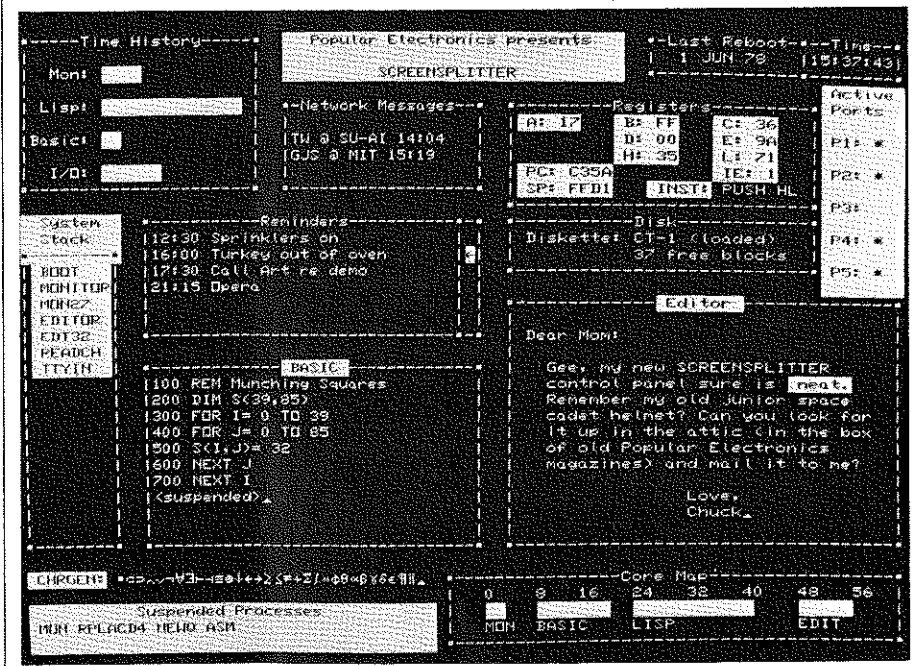
The Screensplitter occupies a single S-100 bus slot. It contains its own 4K of RAM that is memory mapped into the address space so that it can be accessed if you wish to use the window package.

**Pascal Microengine.** This new computer contains 64K of RAM, two RS-232C ports, two parallel ports, and a floppy-disk controller with DMA. It features self-test diagnostics, Pascal compiler, BASIC compiler, file manager, screen-oriented editor, debugger, and graphics package. Available options include a floppy-disk subsystem, printer, and terminal. Cost at this writing is \$1995. Address: Computer Interface Technology, 2080 South Grand, Grand Center, Santa Ana, CA (Tel: 714-979-9920).

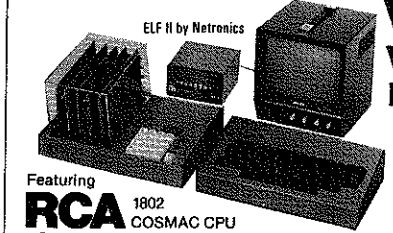
**Pet S-100 Interface.** The Betsi Interface/Motherboard contains all logic required for interfacing S-100 boards to the Pet microcomputer. It connects directly to the Pet's expansion connector and has four S-100 slots. It does not interfere with the Pet's parallel or IEEE ports. The board also contains a dynamic memory controller that permits use of a 32K RAM board. There are also sockets and decoding circuitry for 8K of 2716 PROM. Price is \$119.00 for the kit, which includes one S-100 connector, or \$165.00 assembled and with four S-100 connectors. Address: Forethought Products, P.O. Box 8066, Coburg, OR 97401 (Tel: 503-485-8575).

**S-100 Video Board.** The new ALTR-2480 is a 24-line by 80-character S-100-bus video display board. It features upper- and lower-case characters plus graphics. The system also has byte mapping (4K by eight), built-in read/write refresh, 2716 user-programmable EPROM, external/internal sync, normal/inverse/blink control, 500-ns access time, and direct drive for a CRT monitor. Using "Transparent Memory," the CPU can access the refresh memory at any time, the display is glitch-free, and the CPU is never interrupted. No reliance is placed on the peculiar characteristics of a particular CPU. A multiplexing technique permits nonconflicting access by both CRT controller and CPU. Price is \$295.00. Address: Matrox Electronic Systems, Ltd., 2795 Bates Rd., Montreal, Quebec, Canada H3S 1B5 (Tel: 514-481-6838/735-1182).

(continued on page 76)



The Screensplitter can generate almost any number of independent "windows" contingent on the needs of the user.



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In fact, not only will you now be able to use a personal computer creatively, you'll also be able to read magazines such as BYTE... INTERFACE AGE... POPULAR ELECTRONICS and PERSONAL COMPUTING and fully understand the articles. And, you'll understand how to expand ELF II to give you the exact capabilities you need!

If you work with large computers, ELF II and the *Short Course* will help you understand what they're doing.

**Get Started For Just \$99.95, Complete!**

\$99.95 ELF II includes all the hardware and software you need to start writing and running programs at home, displaying video graphics on your TV screen and designing circuits using a microprocessor—the very first night—even if you've never used a computer before.

ELF II connects directly to the video input of your TV set, without any additional hardware. Or, with an \$8.95 RF modulator (see coupon below), you can connect ELF II to your TV's antenna terminals instead.

ELF II has been designed to play all the video games you want, including a fascinating new target missile gun game that was developed specifically for ELF II. But games are only the icing on the cake. The real value of ELF II is that it gives you a chance to write machine language programs—and machine language is the fundamental language of all computers. Of course, machine language is only a starting point. You can also program ELF II with assembly language and tiny BASIC. But ELF II's machine language capability gives you a chance to develop a working knowledge of computers that you can't get from running only

## Write and run programs—the very first night—even if you've never used a computer before!

You're up and running with video graphics for just \$99.95 — then use low cost add-ons to create your own personal system that rivals home computers sold for 5-times ELF II's low price!

Expanded, ELF II can give you more power to make things happen in the real world than heavily advertised home computers that sell for a lot more money. Thanks to an ongoing commitment to develop the RCA 1802 for home computer use, the ELF II products—being introduced by Netronics—keep you right on the outer fringe of today's small computer technology. It's a perfect computer for engineering, business, industrial, scientific and personal applications.

Plug in the **GIANT BOARD** to record and play back programs, edit and debug programs, communicate with remote devices and make things happen in the outside world. Add Kluge (prototyping) Board and you can use ELF II to solve special problems such as operating a complex alarm system or controlling a printing press. Add 4K RAM Boards to write longer programs, store more information and solve more sophisticated problems.

ELF II adds on already includes the ELF II Light Pen and the amazing ELF-BUG Monitor—two extremely recent breakthroughs that have not yet been duplicated by any other manufacturer.

The ELF-BUG Monitor lets you debug programs with lightning speed because the key to debugging is to know what's inside the registers of the microprocessor. And, with the ELF-BUG Monitor, instead of single stepping through your programs, you can now display the entire contents of the registers on your TV screen. You find out immediately what's going on and can make any necessary changes.

The incredible ELF II Light Pen lets you write or draw anything you want on a TV screen with just a wave of the "magic wand." Netronics has also introduced the ELF II Color Graphics & Music System—more breakthroughs that ELF II owners were the first to enjoy!

**ELF II Tiny BASIC**

Ultimately, ELF II understands only machine language—the fundamental coding required by all computers. But, to simplify your relationship with ELF II, we've introduced an ELF II Tiny BASIC that makes communicating with ELF II a breeze.

Tiny BASIC saves you the time of having to code your individual instructions in machine language for ELF II. Instead, you simply type instructions on a keyboard—PRINT, RUN, LOAD, ETC. Your Tiny BASIC program automatically translates them into machine language for ELF II. Then it translates ELF II's output back into simple words and symbols for you.

**Now Available! Text Editor, Assembler, Disassembler And A New Video Display Board!**

The Text Editor gives you word processing ability and the ability to edit programs or text while it is displayed on your video monitor. Lines and characters may be quickly inserted, deleted or changed. Add a printer and ELF II can type letters for you—error free—plus print names and addresses from your mailing list!

ELF II's Assembler translates assembly language programs into hexadecimal machine code for ELF II use. The Assembler features mnemonic abbreviations rather than numerics so that the instructions on your programs are easier to read—this is a big help in catching errors.

ELF II's Disassembler takes machine code programs and produces assembly language source listings. This helps you understand the programs you are working with... and improve them when required.

The new ELF II Video Display Board lets you generate a sharp, professional 32 or 64 character by 18 line upper and lower case display on your TV screen or video monitor—dramatically improving your unexpanded \$99.95 ELF II. When you get into longer programs, the Video Display Board is a real blessing!

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Deluxe metal cabinet for ASCII Keyboard. \$19.95 plus \$2 p&h.

Video Display Board kit lets you generate a sharp, professional 32 or 64 character by 18 line upper and lower case display on your TV screen or video monitor—dramatically improving your unexpanded \$99.95 ELF II. (If inside ASCII Keyboard cabinet.) \$89.95 plus \$2 p&h.

ELF II Tiny BASIC on cassette tape. Commands include SAVE, LOAD, +, x, +, (. . .)

26 variables A-Z, LET, IF/THEN, INPUT, PRINT, GO TO, GO SUB, RETURN, END, REM, CLEAR, LIST, RUN, PLOT, PEAK, POKE. Comes fully documented and includes alphanumeric generator required to display alphanumeric characters directly on your TV screen without additional hardware. Also plays tick-tack-toe plus a drawing game that uses ELF II's hex keyboard as a joystick. 4k memory required. \$14.95 postpaid.

Tom Pittman's Short Course on Tiny Basic for ELF II. \$5 postpaid.

ELF-BUG™ Deluxe System Monitor on cassette tape. Allows displaying the contents of all registers on your TV at any point in your program. Also displays 24 bytes of memory with full addresses, blinking cursor and auto scrolling. A must for the serious programmer! \$14.95 postpaid.

Text Editor on cassette tape gives you the ability to insert, delete or edit lines and words from your programs while they are displayed on your video monitor. (Add printer and you can use ELF II to type error-free letters plus insert names and addresses from your mailing list.) \$19.95 postpaid.

Assembler on cassette tape translates assembly language programs into hexadecimal machine code for ELF II use. Mnemonic abbreviations for instructions (rather than numerics) make programs easier to read and help prevent errors. \$19.95 postpaid.

Disassembler on cassette tape takes machine code programs and produces assembly language source listings to help you understand and improve your programs. \$19.95 on cassette tape.

SAVE—Text Editor, Assembler & Disassembler purchased together, only \$49.95! (Require Video Display Board plus 4k memory.)

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