OHIO SCIENTIFIC TECH NEWSLETTER #12

JULY 13, 1979

Phone Procedures for the Sales Dept.

The following is to clarify the phone procedures used by the Sales Department at Ohio Scientific, Inc. The Sales Personnel only accept calls from authorized dealers. There are several reasons for this. If we were to take end user calls and/or calls from associates /retailers, we would not be available for our authorized dealers when they call. Also, it is much more time consuming to answer questions from 10 end users when we can answer the same questions once for a dealer and let him disseminate the information. Since end user phone calls do not benefit our authorized dealers this helps us to support our dealers better.

We, therefore, do not accept calls from end users either directly or on con-ference calls with authorized dealers. Authorized dealers should contact their sales coordinator in handling their normal business calls. Authorized dealers should always attempt to contact their sales coordinator before any other Ohio Scientific personnel.

Exceptions to this would be advertising calls to the Sales Secretary, dealership calls to the Sales Manager or technical calls to the Sales Technician.

The personnel of the Sales Department do make return phone calls. These are placed in order of time the message was taken; however, it is not always possible to call everyone back in the same day.

Also, please note that the receptionists are not secretaries to the Sales Department. They can only relay messages as to the subject matter of the call and are not expected to take orders or detailed messages. Details should be discussed with your Sales Coordinator.

If you have any questions on the phone procedures used by the Sales Department at Ohio Scientific, please contact Jim Cross.

SUBJECT: SOFTWARE UPDATES

DEALER UPDATES

A DEALER MAY RECEIVE AN UPDATE FROM THE FACTORY FOR A FEE OF $10.00
THE DEALER MUST PROVIDE A COPY OF THE INVOICE.
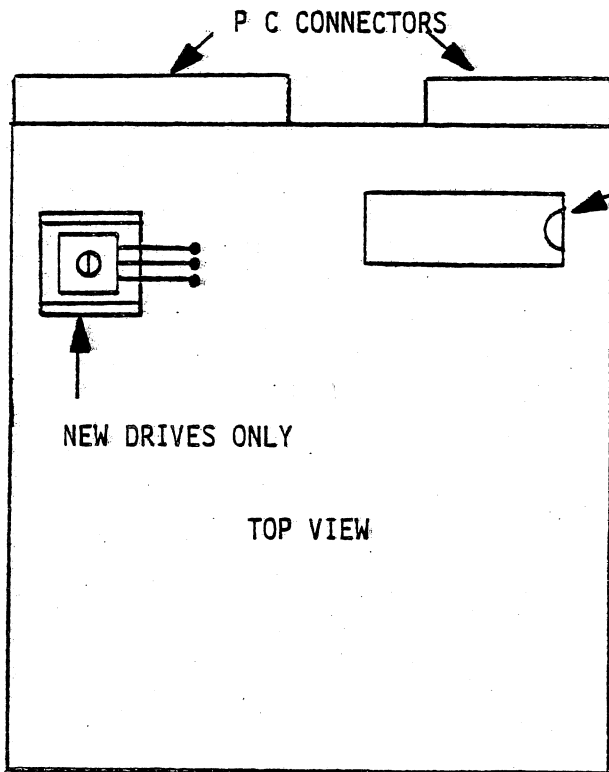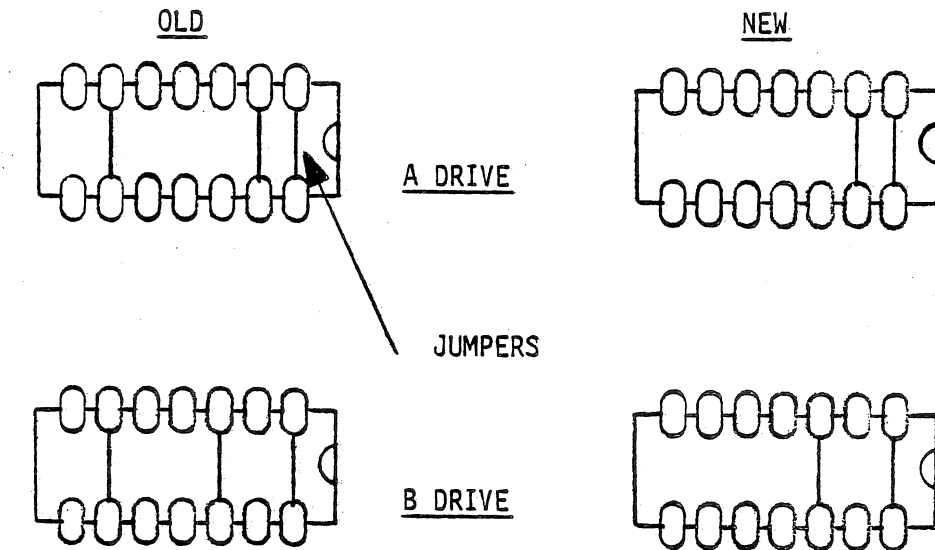

CUSTOMER UPDATES

A DEALER MAY PROVIDE AN UPDATE TO HIS/HER CUSTOMERS IF THE CUSTOMER CAN
PROVIDE THE DEALER WITH THE ORIGINAL DISKETTE. THE DEALER SHOULD CHARGE
AN UPDATE FEE OF $10.00. IF THE CUSTOMER CANNOT PROVIDE THE ORIGINAL
DISKETTE, THE FACTORY WILL PROVIDE AN UPDATE TO THE DEALER FOR THE
CUSTOMER. YOU SHOULD CHARGE THE CUSTOMER A $10.00 FEE AS YOU WILL BE
CHARGED BY US. ALSO, ALL FACTORY UPDATE REQUESTS MUST BE ACCOMPANIED
BY A COPY OF THE INVOICE. THE DEALER SHOULD INFORM HIS/HER CUSTOMERS
OF THE AVAILABILITY OF UPDATES.

CURRENTLY AVAILABLE UPDATES

OS-65U LEVEL III CD-74 ONLY 6/79 RELEASE
OS-65U LEVEL I WITH EDITOR 6/79 RELEASE

THE NEW SERIAL MEMORY TEST DISKETTE IS NOW AVAILABLE FOR $10.00   . THIS
PRICE INCLUDES ONE DISKETTE AND A MANUAL. THE MANUAL CONTAINS AN "END
USER" SECTION AS WELL AS A TECHNICAL DESCRIPTION OF THE PROGRAMS OPERATION.

MINI FLOPPY STRAPPING FOR DRIVE "A" OR "B"

OLD   NEW

A DRIVE

JUMPERS

B DRIVE

P C CONNECTORS

STRAPPING SOCKET

NEW DRIVES ONLY

TOP VIEW

NOTE: The diagrams are of the jumper socket itself and not of the jumper I.C.

FRONT

P.C. BOARD IN SIDE MINI-FLOPPY CASE

OS-65U I/O DISTRIBUTOR

A) CALLING CONVENTION

1) INPUT FROM CONSOLE (CHARACTER RETURNED IN A,)
Y - LOST, X PRESERVED

```
1000   6000   08             GETCHR   PHP            ; SAVE STATUS
1010   6001   A000                    LDY#0          ; FORCE CONSOLE
1020   6003   8C0025                  STY BASID
1030   6006   200F2D                  JSR INPON:
1040   6009   28                      PLP
1050   600A   60                      RTS
```

2) INPUT FROM SPECIFIC DEVICE

   ENTRY - Y = DEVICE NUMBER

   EXIT - A = CHARACTER, Y LOST, X PRESERVED

```
1000   6000   08             GETCHR   PHP            ; SAVE PSW
1010   6001   8C0025                  STY BASID      ; FORCE DEV
1020   6004   20242D                  JSR INPSDN
1030   6007   28                      PLP
1040   6008   60                      RTS
```

3) OUTPUT TO ALL ACTIVE DEVICES

   ENTRY - A = CHARACTER

   EXIT - Y - LOST   X - PRESERVED

```
1000   6000   08             OUTCHR   PHP
1010   6001   A000                    LDY#0
1020   6003   8C0125                  STY BASOD
1030   6006   20332D                  JSR OUTD:
1040   6009   28                      PLP
1050   600A   60                      RTS
```

4) OUTPUT TO A SPECIFIC DEVICE

   ENTRY - A = CHARACTER, Y = DEVICE NUMBER

   EXIT - Y - LOST, X - PRESERVED

```
1000   6000   08             OUTCHR   PHP
1010   6001   8C0125                  STY BASOD
1020   6004   20392D                  JSR OUTSD:
1030   6007   28                      PLP
1040   6008   60                      RTS
```

B) **BASIC'S I/O HOOKS**

BASIC INPUT @ $ 27F5

BASIC OUTPUT @ $ 2808

IN THE ORDER:

CHECK FOR SPECIFIC DEVICE
CHECK FOR FILE I/O
ELSE DO ACTIVE DEVICE I/O

C) **I/O DRIVER ADDRESSES**

ADDRESS	/	DEVICE
$3A5E	/	CONSOLE SERIAL PORT INPUT
$3A8D	/	" " " OUTPUT
$3C58	/	ASCII OR POLLED KYBRD INPUT
$3BC1	/	440/540 OUTPUT
$3CD9	/	430 BOARD INPUT
$3D65	/	" " OUTPUT
$3D87	/	MEMORY INPUT
$3DB0	/	" " OUTPUT
$3DFC	/	LINE PRINTER OUTPUT
$4D96	/	550 (CA-10X) INPUT
$4D5B	/	" " OUTPUT

OS-65D V3.1 I/O DISTRIBUTOR

DEVICE TABLES:

EACH ENTRY - 2 BYTES = ADDR. OF ROUTINE - 1

INPUT DEVICE TABLE @ $ 2301

2301	F524	CONSOLE SERIAL PORT	@$24F6
03	2A25	POLLED KEYBOARD	@$252B
05	1725	430 BOARD	@$2518
07	8523	NULL INPUT	@$2386
09	8823	MEMORY	@$2389
0B	A023	DISK DEVICE #6	@$23A1
0D	EF23	DISK DEVICE #7	@$23F0
0F	AF24	550 (CA-10X)	@$24B0

OUTPUT DEVICE TABLE @$ 2311

2311	CC24	CONSOLE SERIAL PORT	@$24CD
13	9825	440/540 VIDEO	@$2599
15	0C25	430 BOARD	@$250D
17	9E24	LINE PRINTER	@$249F
19	8F23	MEMORY	@$2390
1B	B123	DISK DEV #6	@$23B2
1D	0224	DISK DEV #7	@$2403
1F	BC24	550 (CA-10X)	@$24BD

9 DIGIT BASIC MATH FUNCTIONS

ADDR	SIZE	FUNCTION
$16B8	461	FLOATING POINT ADD & SUBTRACT
$1885	108	NATURAL LOG
$18F1	565	FLOATING POINT MULTIPLY & DIVIDE
$1B26	48	SIGN,SGN,FLOAT,NEG, ABS
$1B56	64	COMPARE
$1B96	88	GREATEST INTEGER
$1BEE	212	FLOATING POINT INPUT
$1CC2	387	FLOATING POINT OUTPUT
$1E45	78	EXPONENTIATION & SQUARE ROOT
$1E93	129	EXPONENTIATION
$1F14	74	POLYNOMIAL
$1F5E	68	RANDOM
$1FA2	180	COSINE, SINE, TANGENT
$2056	109	ARC TANGENT
TOTAL	2571	

DISKETTE DIRECTORIES FOR C1P, C2-4P, AND C2-8P

CIP Diskette Directory

ED1

1. Presidents Quiz
2. Counter
3. Base Conversions
4. Trig Tutor
5. Math Blitz
6. Add Game
7. Geography Quiz

ED2

1. BASIC Tutor I
2. BASIC Tutor II
3. BASIC Tutor III
4. BASIC Tutor IV
5. BASIC Tutor V
6. BASIC Tutor VI

ED3

1. Mathink
2. Homonym Quiz
3. Solar System Quiz
4. Spelling Quiz
5. Basic Math
6. Continents Quiz

BD1

1. Straight & Constant
   Depreciation
2. Uneven Cash Flows
3. Break Even Analysis
4. Ratio Analysis I
5. Bar Graph

BD2

1. Personal Calendar
2. Inventory Demo
3. Mailing List
4. Advertisement Demo
5. Word Processor

PD1

1. Checking Account
2. Savings Account
3. Loan Finance
4. Annuity I
5. Calorie Counter

PD2

1. Trend Line
2. Definite Integral
3. Powers
4. Base Conversions
5. Math Library

GD1

1. Etch-A-Sketch
2. Hectic
3. Lander
4. Racer
5. Star Wars

GD2

1. Tiger Tank
2. Torpedo
3. Destroyer
4. Breakout
5. Space War

GD3

1. Star Trek
2. Tic-Tac-Toe
3. Frustration
4. Battleship
5. Hide & Seek

GD4

1. Mastermind
2. 23 Matches
3. Cryptography
4. Black Jack
5. Etch-A-Sketch

C2-4P Diskette Directory

ED1

1. Mathink
2. Math Blitz
3. Spelling Quiz
4. Counter
5. Hangman
6. Geography Quiz
7. Definite Integral
8. Add Game

ED2

1. BASIC Tutor I
2. BASIC Tutor II
3. BASIC Tutor III
4. BASIC Tutor IV
5. BASIC Tutor V
6. BASIC Tutor VI
7. Trig Tutor

ED3

1. Trig Tutor
2. Presidents Quiz
3. Homonym Quiz
4. Continents Quiz
5. Base Conversions
6. Math Intro
7. Solar System Quiz

BD1

1. Ratio Analysis I
2. Ratio Analysis II
3. Bond Evaluation
4. Break Even Analysis
5. Bar Graph
6. Trend Line
7. Loan Finance

BD2

1. Address Book
2. Inventory Demo
3. Mailing List
4. Advertisement Demo
5. Word Processor

PD1

1. Checking Account
2. Savings Account
3. Annuity I
4. Annuity II
5. Biorhythm
6. Calorie Counter
7. Rate of Return

PD2

1. Definite Integral
2. Base Conversions
3. Trend Line
4. Powers
5. Electronics Equation
6. Math Library

GD1

1. Star Wars
2. Space War
3. Hectic
4. Bomber
5. Torpedo
6. Breakout

GD2

1. Etch-A-Sketch
2. Racer
3. Destroyer
4. Lander
5. Hide & Seek
6. Bomber
7. Tiger Tank

GD3

1. Star Trek
2. Cryptography
3. Black Jack
4. Hangman
5. 23 Matches

GD4

1. Frustration
2. Battleship
3. Tic-Tac-Toe
4. Civil War
5. Mastermind

C2-8P Diskette Directory

ED1

1. Hangman
2. Add Game
3. Presidents Quiz
4. BASIC Tutor I
5. BASIC Tutor II
6. BASIC Tutor III
7. BASIC Tutor IV
8. BASIC Tutor V
9. BASIC Tutor VI
10. Trig Tutor
11. Mathink
12. Spelling Quiz
13. Math Library
14. Continents Quiz
15. Math Blitz
16. Solar System Quiz
17. Programmable Calculator
18. Calculator Manual

BD1

1. Straight & Constant
       Depreciation
2. Uneven Cash Flows
3. Ratio Analysis I
4. Ratio Analysis II
5. Break Even Analysis
6. Loan Finance
7. Trend Line
8. Bar Graph
9. Annuity I
10. Annuity II
11. Word Processor
12. Processor Manual
13. Payroll Demo
14. Bond Evaluation

BD2

1. Address Book
2. Mailing List
3. Inventory Demo
4. Statistics I
5. Word Processor
6. Processor Manual
7. Advertisement Demo
8. Personal Calendar
9. Programmable Calculator
10. Calculator Manual
11. Percentiles

PD1

1. Checking Account
2. Savings Account
3. Loan Finance
4. Annuity I
5. Annuity II
6. Bond Evaluation
7. Uneven Cash Flows
8. Word Processor
9. Processor Manual
10. Biorhythm
11. Calorie Counter
12. Statistics I
13. Trend Line
14. Powers
15. Base Conversions
16. Percentiles

GD1

1. Star Trek
2. Tic-Tac-Toe
3. Black Jack
4. 23 Matches
5. Cryptography
6. Battleship
7. Mastermind
8. Civil War
9. Geo War
10. Salvo
11. Stock Market
12. King
13. Lifetime
14. Eliza
15. Artillery Battle

GD2

1. Star Wars
2. Tiger Tank
3. Hide & Seek
4. Hangman
5. Lander
6. Destroyer
7. Etch-A-Sketch
8. Space War
9. Hectic
10. Breakout
11. Battleship
12. Mastermind
13. Kaleidoscope
14. Graphics Demo
15. Bomber
16. Frustration
I7. Zulu 9