

# **Personal Computer**

# PC-8000 Series

Introducing Long-Awaited Innovations.





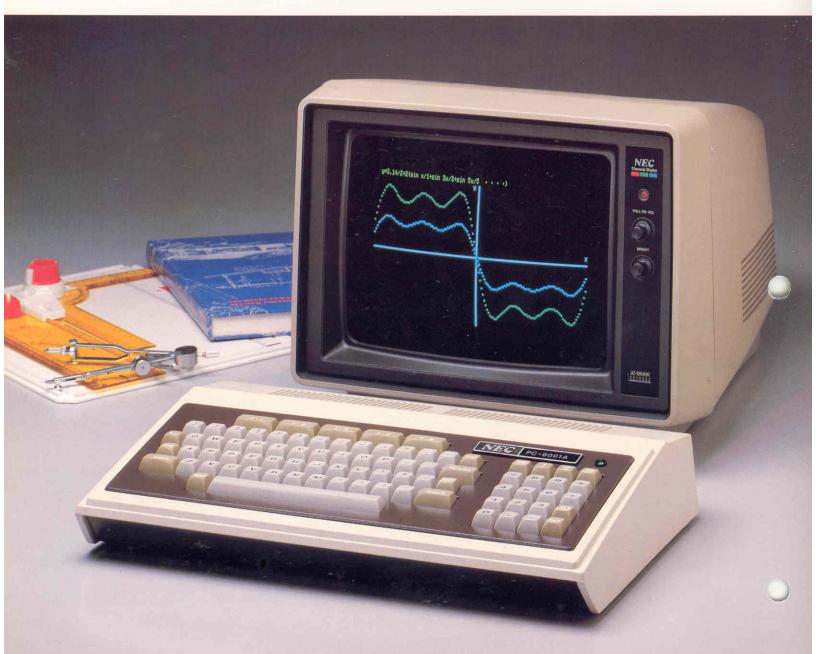
# Advanced NEC LSI technology and extensive computer expertise give you exciting efficiency in a highly-economic personal computer—the PC-8000 Series!

What makes the NEC PC-8000 Series innovative is the advanced expertise of one of the world's leading semiconductor manufacturers. NEC's latest LSIs assure the finest cost-performance ratio on the market today.

The PC-8001 incorporates an NEC  $\mu$ PD780C (Z-80A compatible CPU),  $\mu$ PD416C (16K Bit dynamic RAM) and  $\mu$ PD2364C (64K Bit MASK ROM). A CRT display controller  $\mu$ PD3301D

and disk controller  $\mu PD765C$  in the mini-disk unit offer versatile commands for graphic and disk control. The PC-8001 contains interfaces with a CRT display, audio cassette recorder and printer. Expansion is easy with mini-disk units and RS-232C type peripherals. A full-size keyboard is provided with 10 keys, function keys, programable function keys and 56 graphic patterns. The N-key rollover

input system permits high-speed typing for professional use. Basic memory configuration is 24K Bytes of ROM and 32K Bytes of RAM. NEC's PC-8001 readily combines with wide-ranging peripherals to let you compose an optimum system for diverse needs.



## Features That Make PC-8001 Innovative.

1) Numerous interfaces included in the keyboard unit allow easy system expansion.

2) MICROSOFT<sup>TM</sup> BASIC. powerful graphic and other original commands are combined to produce a high-performance DISK BASIC (N-BASIC)\*.

3) Programable function keys are highly effective in composing or executing programs.

Interfaces for color video, B&W video, audio cassette and printer are included in the keyboard unit. External buses for the dual mini floppy disk unit and expansion unit make it easy to expand system capabilities.

\*The keyboard unit includes a

CPU, ROMs, RAMs, various inter-

faces and power supply.

N-BASIC, based on MICROSOFT IN BASIC, can utilize many published application softwares with slight modification.

As N-BASIC is in the Read-Only-Memory (ROM), turning on the power switch is enough to start this system.

ROM also contains a monitor program for machine words.

N-BASIC is the BASIC language specially developed for the NEC PC-8001.

Five function keys on the keyboard can be used as ten by using the shift key. This function is useful for both program composing and execution. An application program stored in the floppy disk can be loaded in the RAM area simply by pressing the proper function key. In addition, there are several effective ways possible. For example, in an inventory control program, long-named items are registered with the keys to avoid troublesome key operation.

4) The built-in color video interface creates the vivid 8-color graphic pattern.

Even a complex graph or pattern can be easily recognized by using the 8-color display function. When a green monitor or B&W home TV\* is used, this function produces the varied 8-step brightness on the screen.

5) The powerful screen editor reduces programing time.

The cursor control key ( , , ) that can move the cursor character by character, INS (insert) key and DEL (delete) key let you easily correct, append and delete a program.

Also AUTO, DELETE and RENUM commands are introduced to simplify program editing.

(I) WIDTH command defines the characters/line and lines/screen. 36, 40, 72 and 80 characters per line are selectable. The character size has two modes, one for 36, 40 ch/line and another for 72, 80 ch/line configurations. There are 20-line and 25-line screen modes possible. The 25-line screen mode is recommended for graphic pattern display.

(II) The scroll area can be defined by CONSOLE command. You can scroll in area "A" only as diagramed.

This is one of the most remarkable features of this system. There are other highly useful commands available, including CLEAR DATA, REVERSE AND SELECT.

6) A special CRT controller LSI defines the scroll area on the screen and blinks the character. The screen is absolutely stabilized even when high-speed display operation is performed.

ROM contains software for nonprotocol terminal. Therefore, the PC-8001 can be used as a simple terminal with the optional RS-232C cable (PC-8062) to connect a modem or an acoustic coupler.

7) The terminal capability distinguishes the PC-8001 from other personal computers.

# Flexible expandability and wide-range peripherals support your application. An ideal machine for CP/M.



Combination with a CRT display, printer and audio cassette recorder is sufficient for most applications.

owever, if you require a mini-disk unit, you first need an FDC I/O port (PC-8033). For one mini-disk unit (2 drives), you have the Mini-Disk Unit (PC-8031). You have the Expansion Mini-Disk Unit (PC-8032), which couples with PC-8031, for two. The PC-8001 can utilize up to two Mini-

Disk Drive Units (4 drives). For further system expansion the PC-8011 unit and the PC-8012 unit are available.

The PC-8011 unit incorporates 32K Bytes of RAM, sockets for 8K Bytes of PROM, real-time RS-232C interface, 34PIN I/O, 50PIN expansion I/O bus, IEEE-488 interface and a timer clock. The PC-8012 unit has a FDC I/O port, real-time clock, interrupt capability,

sockets for 2K Bytes of PROM and 32K Bytes of RAM. In addition to that, there are 6 other slots which allow the user to take advantage of other specialized circuits available on the market and those unique circuits developed by the end user. A powerful CP/M<sup>D</sup> available from NEC can be applied to the PC-8000 series by incorporating either a PC-8011 or PC-8012.

(CP/M is a trademark of Digital Research Inc.)

## is best for you?

The basic system consists of the PC-8001, CRT and audio cassette tape recorder. With this system you can enjoy powerful N-BASIC and vector graphic functions.

#### **Basic System**

The PC-8023 printer is useful for drawing up the chit and keeping book.

Data retrieval, through the dual mini-disk unit, cuts processing time drastically.

In this system the optional PC-8033 I/O port is needed to link the dual mini-disk unit with the keyboard unit.

Lapanded System Example (1)

Expansion of RAM (32K Bytes) is possible. The dual mini-disk unit directly couples to the expansion unit without an optional I/O port. CP/M is available.

**Expanded System Example (2)** 

### N-BASIC displays 100% of PC-8001 hardware function.

NEC's PC-8001 has two modes; basic and terminal.

The basic mode is for use as a standalone personal computer, while the terminal mode is for use as a terminal of another computer or time sharing system. N-BASIC, in basic mode, displays outstanding performance in calculations and graphics. It can handle such variables as single precision, double precision, integer and calculation with an accuracy of 16 digits. N-BASIC has as many as

52 functions.

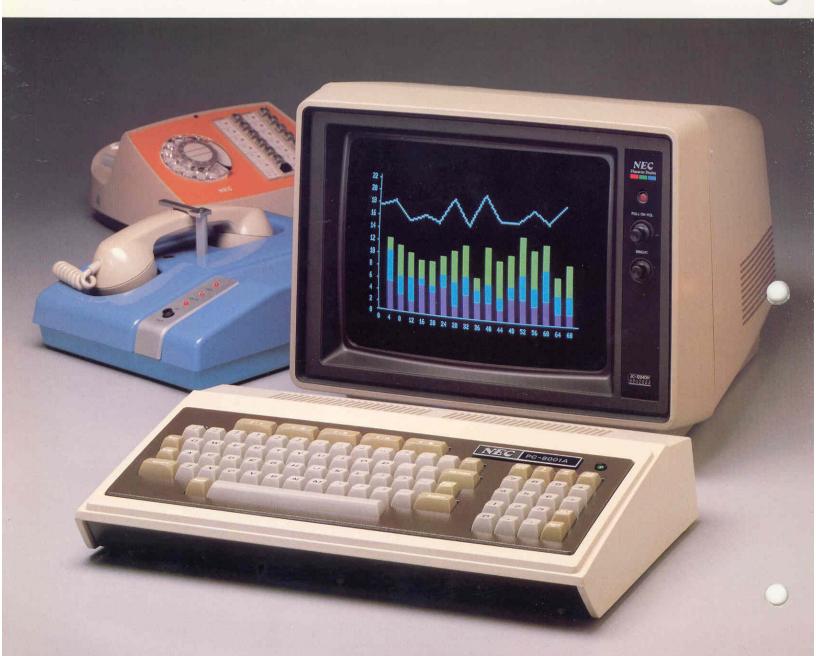
Also the vector graphic function, in terms of lines, provides efficient graphic display. There is a GET statement for loading the displayed pattern to the memory and a PUT statement for bringing the pattern to the screen from the memory. Proper use of these statements, with axes as parameters, provides easy forming of geometrical repetitive patterns.

Other attractive features include a direct access statement to the

memory and I/O, powerful PRINT USING statement to adjust the format and trace statements for debugging.

The PC-8001 can be utilized as a nonprotocol terminal. Addition of the expansion unit permits real-time communication and editing of received data.

Transmission-reception control and data edition are handled with the BASIC language.



| PC-8001 Specifications |  |
|------------------------|--|
| CPU                    | μPD780C-1 (Z-80A compatible), 4MHz   |
| ROM                    | 24K Bytes (Expandable up to 32K Bytes)   |
| RAM                    | 32K Bytes  |
|                        | Choice of 80 characters × 25 or 20 lines 72 " × 25 or 20 lines 40 " × 25 or 20 lines 36 " × 25 or 20 lines   |
| CRT                    | Composition: Characters and graphic patterns (247 kinds)   |
|                        | Graphic function: 160 × 100 dots   |
|                        | Color: 8 colors (Black, blue, red. magenta, green, cyan, yellow and white)   |
|                        | Other functions: Reverse, blink, secret  |
| Cassette Interface     | FSK system (1200, 2400Hz), 600 baud  |
| Printer Interface      | Parallel interface incorporated,<br>(Standard centronics printer interface)  |
| Keypoard               | English upper/lower case characters, 10 keys, control keys, 5 function keys.   |
| Serial Interface       | Built-in TTL-level serial interface, 4800/2400/<br>1200/600/300 baud.<br>(Refer to the user's manual for actual character<br>transfer speed in terminal mode.) |
| Power Supply           | A Type: AC 120V ±10%, 50/60Hz, 20W<br>B Type: AC 220/240V ±10%, 50/60Hz, 20W   |
| Dimensions             | 440(W) × 265(D) × 80(H)mm  |
| Weight                 | About 4Kg  |

| N-BASIC Language Specifications |  |
|---------------------------------|--|
| Character                       | English upper/lower case characters, English symbols, numerals, special characters and symbols.  |
| Number                          | Integer, floating-point arithmetic, octonal and hexadecimal figures.   |
| Significant figures             | 16 digits max.   |
| number                          | O-65529  |
| Multi-statement                 | Available  |
| Direct execution                | Available  |
| Variable names                  | Beginning with English letter followed by any combination/length of English letters and numerals.  (Only the first two characters significant) |
| Array                           | 255 dimensions. Suffix from 0 to 65535 and limited by available memory.  |
| Graphic function                | Draws lines and boxes. "GET" displayed data to array. "PUT" arrayed data on screen.  |
| Color function                  | Available  |
| Access to I/O, memory           | Available (PEEK, POKE, OUT, INP)   |
| Formatted output                | Available (PRINT USING statement)  |
| IF-THEN-ELSE<br>structure       | Available  |
| Editing function                | Screen editor  |
| Machine word monitor            | Available  |
| Terminal mode                   | Possible (ASCII)   |
| file                            | Possible in both sequential and random-access modes.   |

| Model                    | Description                                      | Feautures  |
|--------------------------|--|--|
| PC-8011A<br>PC-8011B     | Expansion Unit                                   | 32K RAM, 8K PROM area.<br>RS-232C interface×2ch (Interrupt driven).<br>IEEE-488 interface. Parallel ports. I/O Bus.  |
| PC-8012A<br>PC-8012B     | Expansion Unit                                   | 32K RAM. 2K PROM area.<br>Main Bus for system expansion.   |
| PC-8023A-C<br>PC-8023B-C | Dot Impact Printer                               | Character formation 7×9 or 8×8 dot matrix. Printing speed 100 characters/second bidirectional. Dot image graphic printing available. Printing sizes maximum 136 characters/line. Paper width 10 inches max. Ribbon cassette. |
| PC-8031A<br>PC-8031B     | Dual Mini-Disk Unit                              | CPU-incorporated intelligent dual mini-disk unit.<br>Equipped with two drive units (143K Byte single-<br>sided, double-density).   |
| PC-8032A<br>PC-8032B     | Expansion Dual Mini-<br>Disk Unit                | Combinedly used with PC-8031.<br>PC-8001 can utilize up to 4 drives<br>PC-8031 and PC-8032.  |
| PC-8033A<br>PC-8033B     | I/O port for PC-8031                             | I/O port to connect PC-8001 with PC-8031.<br>(Not required when you have PC-8011 or PC-8012 in the system)   |
| PC-8041A<br>PC-8041B     | 12-inch Green Display                            | 80 characters/line display for professional use.<br>Video signal input system.   |
| PC-8043A<br>PC-8043B     | 12-inch High-Resolution<br>Color Display         | High-Resolution display of up to 80 characters/line.<br>Separate R.G.B. signal (TTL level) input system.   |
| PC-8062A                 | RS-232C Cable                                    | Converts input/output signals of PC-8001 to RS-232C level for connection with a modem or an acoustic coupler.  |
| PC-8091A                 | Cable for Color Display                          | Connection cable for PC-8001 and PC-8043.  |
| PC-8092A                 | Cable for Green Display                          | Connection cable for PC-8001 and PC-8041.  |
| PC-8093A                 | Cable for CMT                                    | Connection cable for PC-8001 and audio cassette tape recorder.   |
| PC-8094A                 | Cable for printer                                | Connection cable for PC-8001 and printer.  |
| PC-8095A                 | RS-232C Cable for<br>PC-8011                     | Connection cable for PC-8011 and a variety of devices—a modem, a printer, a CRT terminal, and so on.   |
| PC-8096A                 | IEEE-488 Cable for PC-8011                       | Connection cable for PC-8011 and any device which using IEEE-488 bus.  |
| PC-8097A                 | GP-IB (IEEE-488)<br>Interface Set<br>for PC-8011 | ROM (include the software for bus controle) + PC-8096A   |

PC-8000 Series Peripherals

Notes; A Type: Power Supply 120V 50/60Hz B Type: Power Supply 220/240V 50/60Hz

### N-BASIC Language

| Command | Description   |
|---------|---|
| AUTO    | Automatically numbers program statements                      |
| CLOAD   | Loads a program from cassette tape into memory                |
| CONT    | Continues execution after BREAK                               |
| CSAVE   | Saves the program currently in memory on cassette tape        |
| DELETE  | Deletes a line or lines from a program                        |
| FILES   | Displays a list of all non-invisible files on a disk          |
| FORMAT  | Formatting a diskette   |
| KEYLIST | Displays a list of defined function keys                      |
| LFILES  | Outputs to the printer  |
| LIST    | Displays a line or lines of a program                         |
| LLIST   | Lists the program currently at the printer                    |
| LOAD    | Retrieves a file from disk                                    |
| MERGE   | Combines file program with cur-<br>rent program               |
| MON     | Returns to operating system                                   |
| MOUNT   | Reads file table from disk                                    |
| NAME    | Changes file name   |
| NEW     | Deletes current program, clears variables                     |
| RENUM   | Changes program line number                                   |
| REMOVE  | Writes file table to disk                                     |
| RUN     | Executes program  |
| SAVE    | Stores program or file on disk                                |
| SET     | Determines the attributes of the currently mounted disk drive |
| TERM    | Escapes from BASIC-mode and enters into TERMINAL-mode         |

| Statement     | Description  |
|---------------|--|
| CLEAR         | Sets aside memory for strings  |
| DATA          | Identifies values that can be assigned with a READ statement   |
| DEF           | Defines a user written function  |
| DEFDBL        | Defines variable names starting<br>with the given letter as double-<br>precision floating-point            |
| DEFINT        | Defines variable names starting with the given letter as integer   |
| DEFSNG        | Defines variable names starting with the given letter as single-precision floating-point                   |
| DEFSTR        | Defines variable names starting with the given letter as string variable names                             |
| DIM           | Allocates space for array variables  |
| END           | Concludes program  |
| ERASE         | Eliminates arrays from a program   |
| FIELD         | Allocates space in random file buffer  |
| FOR-NEXT-STEP | Creates looped subroutine  |
| GOSUB         | Transfers execution to subroutine  |
| GOTO          | Transfers execution to line number   |
| IF-THEN-ELSE  | When the expression specified is<br>true, the statement executes; If<br>false, a second statement executes |
| LET           | Assigns value to variables   |
| LSET          | Left-justifies text in random file buffer  |
| ON-GOSUB      | Transfers execution to Xth sub-<br>routine for expression X  |

| ON-GOTO | Transfers execution to Xth line number for expression X       |
|---------|---|
| READ    | Assigns values from DATA state-<br>ments to program variables |
| REM     | Non-printing comments in program text                         |
| RESTORE | Resets pointer for reading DATA statements                    |
| RETURN  | Transfers control back to state-<br>ment following last GOSUB |
| RSET    | Right-justifies text in random file<br>buffer                 |
| STOP    | Halts program execution                                       |
| SWAP    | Exchanges value of two variables of similar type              |

| I/O Statement | Description  |
|---------------|--|
| CLOSE         | Closes one or more files   |
| DSKO\$        | Writes the string on the specified sector  |
| GET           | Retrieves data from disk file  |
| INPUT         | Prompts for terminal input in program  |
| INPUT #       | Reads data from sequential file  |
| INPUT #-1     | Reads data from cassette tape  |
| KILL          | Deletes a file from disk   |
| LINE INPUT    | Enters entire line from sequential disk file                                       |
| LINE INPUT#   | Reads an entire line from a se-<br>quential disk data file to a string<br>variable |
| LPRINT        | Prints data at the printer   |
| LPRINT USING  | Prints data at the printer according to given format                               |
| OPEN          | Creates sequential or random disk files  |
| OUT           | Writes values to I/O ports   |
| POKE          | Writes byte to memory location   |
| PRINT         | Displays text on terminal  |
| PRINT USING   | Displays text according to given format  |
| PRINT #       | Stores data in sequential disk file  |
| PRINT #-1     | Stores data in cassette tape   |
| PUT           | Stores data in random disk file  |
| WAIT          | Halts execution until true compare   |

| Screen Statem | ent Description   |
|---------------|---|
| COLOR         | Assigns color (or attribute in B/W<br>Mode) of displayed character or<br>graphics |
| CONSOLE       | Assigns mode of display   |
| GET @         | Stores graphics into an array from screen   |
| LINE          | Draws a line (or rectangular) between two points                                  |
| LOCATE        | Allocates cursor to assigned posi-  |
| PRESET        | Erases a dot point at assigned position on screen                                 |
| PSET          | Draws a dot point at assigned position on screen                                  |
| PUT @         | Puts graphics array onto the screen   |
| WIDTH         | Changes width of display line   |

| Other Statem | ent Description  |
|--------------|--|
| BEEP         | Beeps a sound  |
| ERROR        | Simulates errors with given error number                         |
| KEY          | Assigns a character string for user-<br>programable function key |

| MOTOR    | Controls a relay-switch furr<br>for cassette tape drive |
|----------|---|
| ON-ERROR | Traps errors by branching to error resolving routines   |
| TROFF    | Turns off trace facility                                |
| TRON     | Turns on trace facility                                 |
| RESUME   | Restarts execution after errors                         |

| Function | Returns  |
|----------|--|
| ABS      | Absolute value                                 |
| ATN      | Arctangent, in radians                         |
| CDBL     | Double-precision floating-point value          |
| CINT     | Integer value                                  |
| cos      | Cosine, in radians                             |
| CSNG     | Single-precision floating-point value          |
| EXP      | e to the (X)th power                           |
| FIX      | Integer value of (X)                           |
| INT      | Integer value of (X)                           |
| LOG      | Natural log of (X)                             |
| RND      | Single-precision random number between 1 and Ø |
| SGN      | Sign of (X)                                    |
| SIN      | Sine, in radians                               |
| SQR      | Square root of (X)                             |
| TAN      | Tangent, in radians                            |

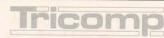
|                 | DISTRICT AND ADDRESS OF THE PARTY.                                  |
|-----------------|---|
| String Function | Returns   |
| ASC             | ASCII code of the first character of the specified string           |
| CHR\$           | Character corresponding to the specified ASCII code                 |
| CVD             | 8-byte string equal to double-<br>precision floating-point variable |
| CVI             | 2-byte string equal to integer variable                             |
| cvs             | 4-byte string equal to single-<br>precision floating-point variable |
| HEX\$           | String equal to hex value of (X%)                                   |
| INKEY\$         | Character code of depressed key                                     |
| INPUT\$         | Points to (X) characters in file (Y)                                |
| INSTR           | Position of (X\$) within (Y\$)                                      |
| LEFT\$          | Leftmost (X) characters of (Y\$)                                    |
| LEN             | Character length of (X\$)   |
| MID\$           | J characters, starting at I, of string (X\$)                        |
| мко\$           | Double-precision floating-point value equal to 8-byte string        |
| MKI\$           | Integer value equal to 2-byte string                                |
| MKS\$           | Single-precision floating-point value equal to 4-byte string        |
| OCT\$           | Octal equivalent of decimal ment                                    |
| RIGHT\$         | Rightmost (X) characters of (Y\$)                                   |
| SPACE\$         | String of (X) spaces  |
| STR\$           | String equal to (X)   |
| STRING\$        | Character X, Y% times; the first character of X\$, Y% times         |
| VAL             | Numerical value of (X\$)  |

| Disk Function | Returns   |
|---------------|---|
| DSKI\$        | Returns the contents of a sector to a string variable name  |
| EOF           | -1 if end-of-file; Ø if not (for file X)  |
| FPOS          | Physical sector number of assigned file   |
| LOC           | Current record number in random file X. Sectors read or written since last OPEN in sequential file X. |
| LOF           | Number of records in random file X.  Number of data sector in sequential file X.                      |

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