

Bally's Low-Cost UV-1 Zgrass[®] Graphics System

The BALLY[®] UV-1 Zgrass[®] System is:

The most advanced graphics system with a user-oriented language. Ten years in development, it is the micro-computer most suited to producing visuals on a television set.

The only computer system available with the proven ruggedness and reliability of Bally's commercial video arcade games. Zgrass has the same card

rack, power supplies, RGB video monitor and memories.

Based on the Bally Arcade chip set, an LSI graphics implementation with hardware pixel shift, exclusive OR, OR, and direct screen writes, fully software supported. The resolution is 320x204 with two bits/pixel which automatically map into four user-specified

colors chosen from a set of 256 colors. Ideal for Computer-Assisted Instruction (CAI), comes with its own tested and proven self-teaching package.

Usable with intelligent floppy disks, audiotape, printers, and other computers over a RS-232 serial line at up

to 19.2K baud for file storage and communications. Provision for user implementation of custom drivers.

Excellent for television applications: output in both RGB and legal, recordable NTSC video. More software than in any available video titler!

The Bally UV-1 Hardware Comes With:

64K bytes of memory (16K EPROM, 48K RAM).

Floating point processor for extra speed.

RGB color monitor and NTSC recordable output.

A three-voice music synthesizer.

4 joysticks with triggers, 16 switches, and 16 lights you can write on with a grease pencil for easy customizing.

Zgrass Software Includes:

A full-screen text editor.

Point, line, box, circle, pattern display and fill graphics routines in 16 modes of writing to the screen.

Full math package: sine, cosine, tangent, arctan, arccos, arcsin, power, natural and base ten logarithms, and square root.

Full string manipulation package: match, concatenation, replacement, etc.

Full array capability including multi-dimensional arrays and string arrays.

Good error messages with sophisticated error reporting and recovery features for implementing turnkey systems.

Easy-to-use parallel and priority program execution directives.

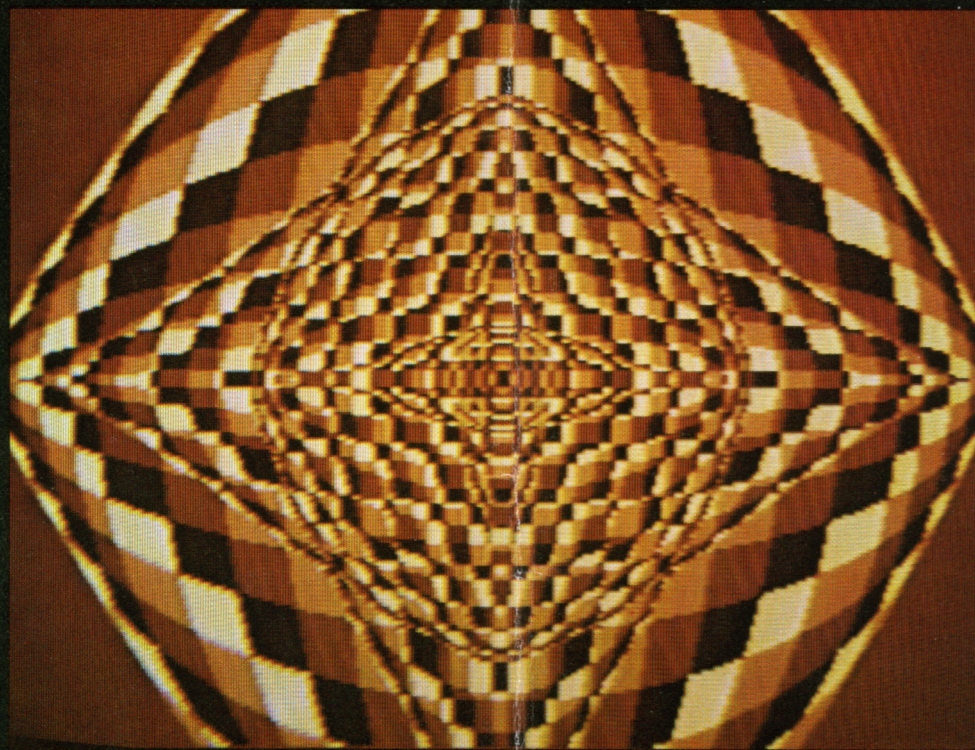
Advanced user-extensibility at several levels.

Both interpreted and compiled execution modes.

Fully automatic storage allocation and

reclamation and automatic type conversion between integer, floating and strings. No need to declare variable types!

Controls for time-lapse film recording.



Look Into Zgrass:

Zgrass is better than Basic, much friendlier than Pascal, and the most cost-effective way to do computer graphics!

Contact Dave Nutting Associates for more complete details, sample output, new options, and custom programming assistance:

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Company