

**Hobbyists! Engineers!
Technicians!
Students!**



**PUT
YOURSELF
HERE!**

Write and run
machine language programs
at home, display video graphics
on your TV set and design microprocessor
circuits — starting the very first night
— even if you've never used a computer before!

ELF II featuring the amazing **RCA COSMAC**

Now you can own the world's most practical computer for just \$99.95. ELF II comes with wonderfully simple operating instructions that soon make you an expert, even if you've never had your hands on a computer before. Then, when you've mastered each of the commands an RCA 1802 will execute, ELF II's highly advanced add-ons let you run circles around "big name" personal computers that sell for a lot more money. ELF II has all the power most people will ever need for complex business, industrial, scientific or hobby applications.

1802 microprocessor/mini-

COMPUTER \$99⁹⁵
ONLY

THE FAST WAY TO LEARN COMPUTER FUNDAMENTALS! Owning an ELF II is probably the fastest, easiest, most foolproof way to gain a working knowledge of computers the world has ever known. First of all, you get your hands on *your own* computer, so you can spend all the time you want with it and use it for anything that turns you on.

Secondly, our *Short Course On Microprocessor And Computer Programming* makes it impossible for you to fail. We take you inside the RCA 1802 and teach you every instruction it can be given. Everything is explained in plain English. When you're finished, you'll know everything there is to know about using an ELF II. You'll be able to make ELF II do whatever you want it to do. You won't be limited to predeveloped software.

Third, once you understand ELF II inside and out, you'll be ready to use its highly sophisticated add-ons intelligently. And, as you expand your ELF II, you'll begin to appreciate just how advanced its technology really is.

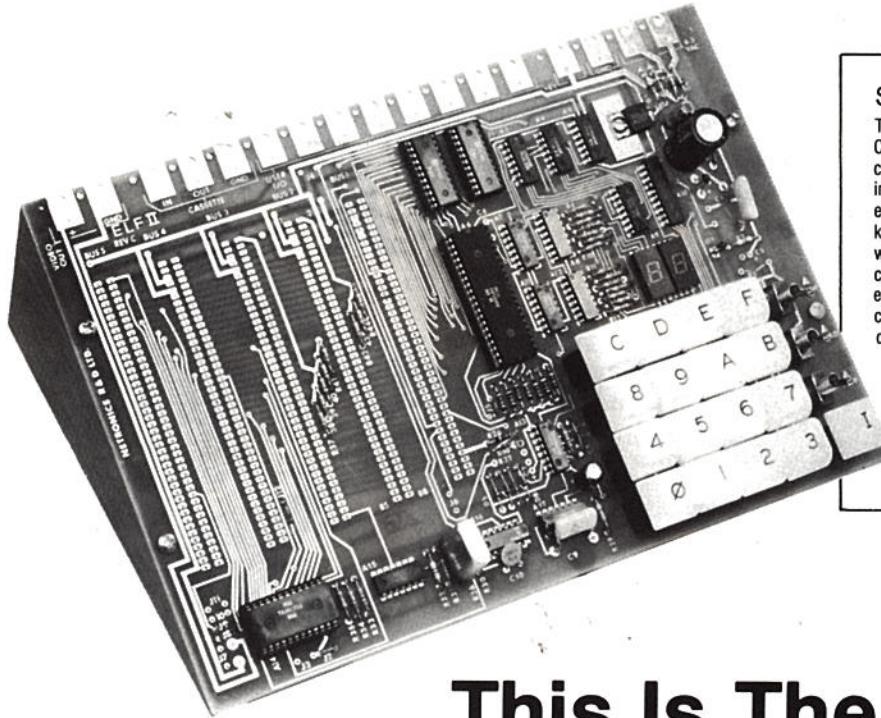
In addition to I/O, monitor, memory, ASCII keyboard and BASIC, ELF II offers you exotic add-on features such as the ELF II Light Pen and the ELF II Color Graphics & Music System.

It's no wonder ELF II's are being used by high schools and universities, IEEE seminars, factory training programs, trade schools and the R&D labs of leading high technology corporations.

(over please)

ELF II gives both students and professionals a chance to get their hands on a computer . . . and master it as they learn computer fundamentals. These people know that today a practical understanding of computers is as important as a college degree.

Owning your own ELF II gives you an understanding of computers far beyond anything you can get from reading books. You will learn to think in machine language — the fundamental language of computers — so even big computers will lose their mystery for you. In fact, once you've mastered ELF II you'll never be intimidated by any computer again, because now you'll have a sound knowledge of the fundamentals.



SPECIFICATIONS

The \$99.95 ELF II computer features an RCA COSMAC COS/MOS 1802 8-bit microprocessor addressable to 64k bytes with DMA, interrupt, 16 registers, ALU, 256 byte RAM expandable to 64K bytes, professional hex keyboard fully decoded so there's no need to waste memory with keyboard scanning circuits, built-in power regulator, 5 slot plug-in expansion bus (less connectors), stable crystal clock for timing purposes and a double-sided, plated-through pc board plus

RCA 1861 video IC to display any segment of memory on a video monitor or TV screen along with all the logic and support circuitry you need to learn every one of the RCA 1802's capabilities.

\$99⁹⁵ ELF II Computer

The \$99.95 ELF II is a self-contained personal computer that includes everything you need to write and run machine language programs. ELF II also lets you display computer-generated video graphics on any TV set or video monitor. If you're an engineer or hobbyist, you can use ELF II in microprocessor-based circuits of your own design as a counter, alarm, lock, thermostat, timer, telephone dialer, etc. The possibilities are endless.

ELF II was designed to be both a trainer and the heart of a powerful computer system. The \$99.95 ELF II gives you all components and everything you need to write and run your own programs immediately, even if you've never used a computer before. Then, once you've mastered computer fundamentals, ELF II can be expanded to give you tremendous computing power.

USES Use your ELF II with a photocell or switch input to count packages, parts, cars or people • Add a simple motor driven photocell scanner to detect movement in a room • Monitor burglar alarm switches • Play games of all kinds . . . invent your own games • Maintain the water level in a fish tank with a moisture sensitive switch, ELF II and a water valve solenoid • Measure motor speed with a photocell input • Add an external speaker to create a programmable music box • Monitor and control experiments in labs and schools • Create a programmable multiple pulse generator • Use ELF II as a precision crystal controlled clock or timer, started and stopped by external events • Use ELF II to create a programmable tester for printed circuit cards, circuits, IC's, memories, etc. • Build a low cost microprocessor breadboard and program development system with ELF II • Make your own programmable sequencer for light shows, advertising displays, holiday lighting, etc. • Create a programmable complex waveform generator via appropriate D-A circuits • Add a speaker and use ELF II for a metronome • Create a random number generator • Build a telephone dialer • Use ELF II for controlling battery operated toys including cars, trucks, robots, etc. • Simulate digital circuits or systems • Use ELF II to detect tape player tones and control slide projectors . . . that's just the beginning!

The potential applications of ELF II are limited only by your imagination! As your ability to use ELF II grows, you may discover new applications for ELF II and the 1802 that RCA and Netronics never even thought of!

WRITE AND RUN PROGRAMS THE VERY FIRST NIGHT! ELF II can help anyone — even the layman — quickly develop a practical understanding of computers and their applications that goes far beyond what can be learned by reading textbooks or by working with giant computers in FORTRAN or BASIC. If you've been struggling to learn computers by reading books, owning an ELF II will make those books infinitely more meaningful for you.

The ELF II Owner's Manual and our *Short Course On Microprocessor And Computer Programming* give you all the easy instructions you need and get you started right away, even if you've never used a computer before. These manuals cover testing, programming, video graphics and games and make everything extremely easy to understand. The Owner's Manual also includes a program to display video graphics and an exciting new moving target and missile game.

Whether you're an absolute novice or a professional engineer, you'll find working with ELF II to be a pleasure. Simple, clear instructions let you write and run programs the very first night. From that moment on, the world of computers will be wide open to you!

ELF II kit (includes ELF II Owner's Manual with simple and complete instructions for assembly, testing)	\$99.95
Wall Mounted AC Power Supply	\$5.00
RCA 1802 User's Manual (RCA's own manual for the 1802. Very useful if you plan to design microprocessor circuits with ELF II)	\$5.00
A Short Course On Microprocessor And Computer Programming (See below)	\$5.00
ELF II wired and tested (includes power transformer, RCA 1802 User's Manual and Short Course)	\$149.95

Steel Cabinet (deluxe IBM blue and black) with smoked, see-through plexiglas dust cover)	\$29.95
RF Modulator (Needed when connecting ELF II to a TV set, if you prefer the convenience of attaching ELF II to the antenna terminals rather than wiring it to your TV's video input circuit)	\$8.95
Gold Plated 86-Pin Connector (one required for each expansion board) each	\$5.70

Written
For Anyone!
Minimal
Background
Needed!



Learning Breakthrough!

A Short Course On Microprocessor And Computer Programming

Now — even if you're an extreme beginner — you can add a computer to your arsenal of personal business (or hobby) tools! Our *Short Course On Microprocessor And Computer Programming* lets anyone master an RCA 1802 computer, quickly, painlessly and without frustrations.

No other computer on the market today offers a learning aid so revolutionary in its simplicity. Everything you need to know is explained in plain English. You learn ELF II so thoroughly that you'll be able to fully exploit all of the 1802's capabilities.

This means you get all the power you're paying for when you buy an ELF II computer. No matter how little you may know about computers now, our *Short Course* will make you a master of the ELF II. You don't pay for one byte of power you can't use because we teach you to push ELF II to the limit. Then we offer you technically advanced add-ons that will expand ELF II and give you tremendous problem solving capabilities.

Our *Short Course* takes you, step by step, through each of the 91 instructions that an RCA COSMAC will

More New Breakthroughs From Netronics For Your ELF II



BEFORE Netronics ASCII Keyboard with BASIC generates 14 characters by 7 line alphanumerics, as shown here.

AFTER Video Display Board has been added to Netronics ASCII Keyboard for a sharp, professional 64 or 32 character by 16 line display, as shown at right on Video 100 12" Monitor.



Video 100 12" Professional Monitor

Now Available Direct From Netronics... only \$139.95!

Video Display Board

The new Netronics Video Display Board lets you convert the video display on your TV set or monitor to a sharp, professional 64 or 32 character by 16 line upper and lower case format. As your programs become longer and more complex, this format is virtually a "must." The Video Display Board fits conveniently inside the Netronics ASCII Keyboard cabinet.

By adding the Video Display Board to the Netronics ASCII Keyboard (or to any ASCII keyboard) plus a TV or monitor, you create a full stand alone terminal that requires no computer memory or I/O mapping. Your keyboard/terminal includes 1k of memory, character generator, processor controlled cursor control and parallel ASCII/Baudot to serial conversion, as well as serial to video processing with crystal controlled accuracy.

Video Display Board kit.....



\$89.95

SPECIFICATIONS

Video output 1 volt P/P into 75 ohm (EIA RS-170)
Terminal I/O RS232-C or 20 ma loop (full duplex)

Baud rate 300, 110 ASCII

74.2, 45.45 Baudot

Character output 5x8 dot matrix in 6x11 cell

Character set 128 characters

Data code ASCII or Baudot

Keyboard required Netronics ASCII keyboard or equivalent

- Home
- Back space
- Horizontal tab
- Line feed
- Vertical tab
- Carriage return

Two special cursor sequences are provided for absolute and relative x-y cursor addressing.

EPROM Burner

Don't Waste Time Loading Programs From Cassette Tape Over And Over Again!

Now you can take any program including our BASIC, Assembler, Text Editor and Disassembler and transfer it from cassette tape to semi-permanent EPROM storage. Then, the next time you want to use that program, you don't have to waste time loading it again—you simply plug your EPROM into the PROM User Area on your EPROM Burner and your program is ready to run! The Netronics EPROM Burner includes a fully

mapped and addressed PROM user area. Designed to burn PROMs from programs in the memory field or from other PROMs, it also tests the EPROM to insure correctness. EPROMs are a tremendous convenience and our EPROM Burner lets you "blow" all the EPROMs you want!

EPROM Burner kit..... (coming soon)



Your \$99.95 ELF II can run this Space Ship Program or an exciting missile/target game with just 256 bytes of memory!



Challenge The Computer

To Tic-Tac-Toe!

ELF II shown playing Tic-Tac-Toe. Program, from Tom Pittman's *Short Course In Tiny Basic*, requires Giant Board, 2k RAM boards, Expansion Power Supply, ASCII Keyboard/Terminal and Tiny Basic from Netronics, plus your own cassette recorder and video monitor or TV set with RF modulator.

Soon To Be Released... a series of special application kits for ELF II that will include all required hardware and software!



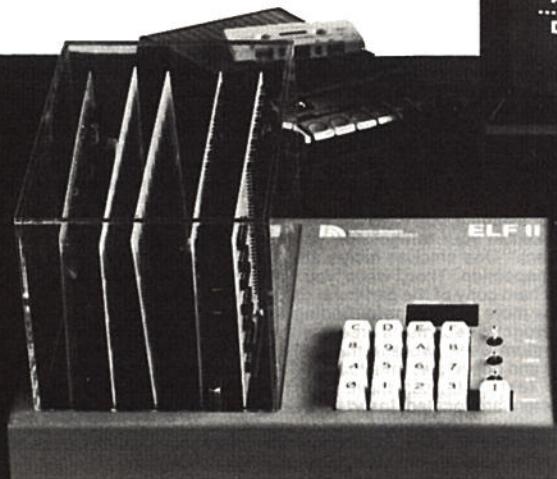
ELF II User's Club Bulletin

Edited by well-known author/engineer Tom Pittman, the ELF II User's Club Bulletin is an international publication that keeps you in touch with the latest developments in ELF II technology from all over the world.

The User's Club Bulletin features exciting new software, new controller applications and new hardware developed for ELF II by users. Their ideas may stimulate you into designing new hardware or software for ELF II yourself!

Subscribers also receive advance notifications of new ELF II products, soon to be released by Netronics.

ELF II User's Club Bulletin, 6 monthly issues..... \$3.00



NEW BREAKTHROUGH FROM NETRONICS!
Full BASIC for ELF II!

Netronics has committed its resources to the development of a Full Basic for the RCA 1802 CPU—which will be available to ELF II owners in the Summer of 1979!

New Breakthroughs From Netronics For Your ELF II



Disassembler

Unlock The Mysteries Of Anyone's Program!

Now you can take anyone's program and translate the hexadecimal machine code listings into easily understood assembly language mnemonics. The Disassembler takes each grouping of hexadecimal machine code steps and tells you what these steps have accomplished. Both hexadecimal machine code and the corresponding assembly code mnemonics are displayed, line by line, on your monitor.

Thus, you can examine the *concepts* that went into the other person's program and determine exactly what he was trying to do. Armed with this knowledge, you may be able to find ways to compact the program to run on less memory or to modify it for new uses of your own.

Disassembler on cassette tape. \$19.95



Dual Tape Controller Board

For Text Editor & Assembler!

When using the Text Editor or Assembler, two cassette recorders and the Netronics ELF II Dual Tape Controller Board are required. The Dual Tape Controller Board includes all IC's and relays needed for completely automatic tape recorder operation. (Circuit to build it yourself is included with Assembler and Text Editor.)

Dual Tape Controller Board kit. \$17.95



Special Savings

Save \$9.90 by purchasing the Text Editor, Assembler and Disassembler together for just \$49.95!

Text Editor Now You Can Write, Edit And Debug Assembly Language Programs—Fast And Easy—PLUS Give Your ELF II FULL WORD PROCESSING ABILITY!

The ELF II Text Editor is one of the latest breakthroughs from Netronics. It gives you the ability to write, edit and debug extremely long programs with great ease and speed. It also gives you FULL WORD PROCESSING ABILITY—similar to that of sophisticated office machines. In fact, up until now it was almost impossible to find this text editing capability on any computer selling for under \$5,000.

With the Text Editor you can write assembly language programs into memory so that they can be transferred as a file to a cassette tape for storage. You can then reload this file for review or modification.

Since the Netronics Text Editor features a *character* identification format, to edit a program you simply indicate the word or letter that you're interested in and the Text Editor will find that section of your program automatically and display it on your video monitor. If you're looking for a letter (or word) that appears more than once, the Text Editor can locate each of these instances, one after another. You can then edit the appropriate lines to your new specifications.

The edit commands include FIND, FIND & SUBSTITUTE, MERGE, APPEND, INSERT, HORIZONTAL TAB and many others, all on a character or name basis.

When you're working with programs that can easily run 1,000 lines or more, the Text Editor is a tremendous help because of its ability to locate any program instruction automatically, without your having to scan the program line by line.

And, because ordinary English words are "text" too, the Text Editor gives you full word processing ability. As you type, your text appears on your monitor where it can be read and edited. You can make additions, deletions or changes. Then, when everything meets with your complete satisfaction, signal your recorder or printer to store or type out a final draft, perfectly neat and error free.

For example, if the file stored on cassette tape is a letter in which you have asked a manufacturer for a price quote on green T-shirts for your computer club and you suddenly decide that you want to inquire about red T-shirts instead, simply use the

Assembler Now You Can Produce Machine Language Programs For ELF II "Automatically"!

NEW FROM NETRONICS—A SOPHISTICATED FEATURE USUALLY FOUND ONLY ON LARGER COMPUTERS COSTING \$5,000 AND UP!



Assembly language allows you to work with *concepts* without getting bogged down in machine language detail. One assembly language instruction may encompass a number of machine language steps.

Assembly language also gives you the advantage of semi-English *mnemonics* which clue you to the significance of each of your instructions. Thus, when you review a program, you can spot errors with greater ease.

Assembly language is a great aid in program development, even if you *hand assemble* your programs. But, with an *Assembler*, developing programs in assembly language really becomes a breeze.

The assembler takes mnemonic assembly language instructions and automatically translates them into the hexadecimal machine code steps your computer must execute to comply with your command. This translation is carried out so as to use the minimum amount of memory possible.

Assembly language is a *development* language, it allows you to *generate* machine language programs that will run without the extra memory that an *interpreter* language (such as BASIC, FORTRAN, COBOL, etc.) requires. When you use assembly language as a development tool, extra memory is required only as a tool to develop the program. Once the program has been written, you no longer need the extra memory to make it run. On the other hand, with an *interpretative* language, the program *cannot* be run without the memory consuming the interpreter.

The following light hearted example may help you to understand the distinction between a development language such as assembly language and an interpretative language such as BASIC.

Imagine that your dog has just treed the neighbors' cat. You must rescue the cat. Here are three possible ways in which you could do it—

1. You shinney up the tree, grab the cat and climb down again. You have solved the problem but a good pair of pants have been ruined and your hands have been badly clawed.

2. You place a ladder against the tree, climb the *ladder*, rescue the cat, climb back down again, and *put away the ladder*!

3. You call out Pharaoh's chief engineer who proceeds (with the help of 200,000 "volunteers") to recreate the Great Pyramid of Giza with the tree branch at its apex. When the work is finished, the cat is easily rescued. The pyramid remains as a monument to your efforts.

Example #1 illustrates machine language—the most elementary and economical way to get the job done.

Example #2 illustrates assembly language—a higher level language that gets the job done... and then allows the removal of the "ladder" (i.e., extra memory!)

Example #3 illustrates an *interpretive* language such as BASIC. The procedure is no longer elementary nor is it economical. Yet once the pyramid has been built, it now becomes possible to easily rescue any cat, dog, monkey or goat that should happen to get caught up the tree.

The term "economical" as used above refers to the amount of memory that is required to run a program. Machine language allows us to write programs that will run in the least possible amount of memory.

In assembly language, we need extra memory for the assembler. But, once the assembler has done its thing, it can be removed along with the memory that it required. We are left with the exact same machine language program that we would have written had we been using machine language all along... *but assembly language enables us to get the job done a whole lot faster!*

BASIC (FORTRAN, COBOL, etc.), on the other hand, require extra memory which *cannot* be removed after the program has been written. This memory must remain in order to interpret the operator's instructions (which he gives to the computer in BASIC, FORTRAN, COBOL, etc.) to the computer... which understands only machine code!

An *Assembler* automatically converts assembly language into hexadecimal machine code. The Netronics Assembler for ELF II gives you the added advantage of being able to add *comments* to your program. This means that when you go back over them, not only will you be reminded of what you actually did (by the semi-English mnemonics), you'll also have comments in *plain English* to remind you of what you were *trying* to do!

The assembler also *compacts* your programs automatically into a minimum amount of memory. Ordinarily when writing a program you would leave extra memory between sections for steps that were accidentally left out. But, with the assembler, mnemonics can be defined for registers and memory locations so that address changes can be made automatically when additional instructions are added to your program or parts of your program are moved around or deleted.

By using assembly language techniques, you develop a far greater understanding of programming. Assembly language is the key to writing longer, more sophisticated program *without* BASIC. Up until now it was almost impossible to obtain an assembler, unless you had a computer costing \$5,000 or more. But, with ELF II, you can use assembly language and have an assembler to automatically translate it into hexadecimal machine code... and give you *comments* too!

Assembler requires 4k program space with a suggested minimum of 8k operating space. Also required are the Video Display Board, Text Editor and tape controller board. Schematic for tape controller board is included. Dual Tape Controller Board kit with all components is now available from Netronics.

Assembler on cassette tape. \$19.95



FIND command, asking the Text Editor to "FIND (green)." The line in which the word "green" appears will be displayed on your monitor. Simply move the cursor to the "g" in green, delete "green" and type "red" instead. The Text Editor will automatically close up the extra space between the word "red" and the text which follows. Using various edit commands, whole paragraphs can be added, deleted or entirely rewritten.

Your Text Editor can also personalize form letters by automatically inserting individual names and addresses from a mailing list. You can create and maintain an index file system, maintain a mailing list, and even store kitchen recipes for instant recall.

If, for example, you have a file on cassette tape consisting of recipes, and you have a chicken in your refrigerator, you can ask your ELF II with Text Editor to "FIND (chicken)." One chicken recipe after another can be displayed on your monitor for your inspection. Then, when you have made your decision, signal your printer to obtain hard copy of the particular chicken recipe you want.

On a more serious note, finding and modifying sections of your assembly language program becomes a breeze with the Text Editor. For the ultimate in convenience the system uses two automatically controlled tape recorders. Just switch one to record and one to play and your Text Editor is ready to operate.

The Text Editor can move your program either forward or backward. Lines and characters are located, inserted, deleted or changed via a moveable internal pointer. The position of the pointer and the operations to be performed relative to its location are controlled by using 22 alphanumeric commands which can be strung together in macro-like fashion—for *superlative* editing capabilities!

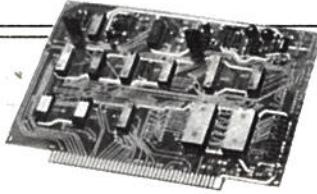
Text Editor requires 8k RAM, Video Display Board and tape controller. Schematic for simple to build tape controller board is included. Dual Tape Controller Board kit with all components is now available from Netronics.

Text Editor on cassette tape. \$19.95

NOW! With These Breakthroughs From RCA And Netronics,

ELF II Explodes Into A Giant!

GIANT BOARD™



Let's ELF II Control Events In The Outside World!

Plug the GIANT BOARD™ into ELF's expansion bus and your \$99.95 trainer becomes the heart of a powerful system. The GIANT BOARD™ lets ELF II "talk" back and forth to devices in the outside world. ELF II "listens" to their problems and tells them what to do.

The GIANT BOARD™ includes a system monitor/editor that works on all 64k bytes of possible memory. The monitor will search the entire memory for a particular instruction and tell you its address.

Using the monitor, you can examine and change the memory content at any location. An automatic scanning feature lets you locate and change or eliminate an incorrect instruction without stepping your way through the program. This is an extremely helpful feature for debugging.

Both the low order address and its memory content can be displayed, one after the other, on ELF II's built-in dual 7-segment display. The monitor is also programmed to allow you to begin execution of your programs at any location, so you can store a number of programs simultaneously and make use of every byte of memory you've paid for.

A cassette I/O routine lets you record programs on an ordinary cassette. A cassette read/write instruction allows dumping and loading programs from address to address. This is a very convenient feature when you want to move entire blocks of memory. The system includes a fail-safe device and will not indicate that a program has been properly loaded unless, in fact, this is the case.

The ELF II GIANT BOARD™ also includes two 8-bit parallel I/O ports with handshaking. This allows you to connect the ELF II to a printer and ASCII keyboard or any 8-bit parallel interface. In fact, the Netronics ASCII keyboard plugs right in. The serial RS 232 and 20 ma. TTY I/O's let you hook on to printers, terminals or any serial I/O device.

Using the GIANT BOARD™, ELF II can also be interfaced with dozens of other I/O's including photoelectric paper tape strip readers, input line scanning circuits, photocells and switches.

ELF II GIANT BOARD™ kit \$39.95
wired & tested \$59.95

execute. Each of the 1802's capabilities is explained carefully and thoroughly along with hands on examples you can follow.

You'll learn I/O and branches, register operations, computer arithmetic and logic, control instructions, interrupts, DMA and video graphics, all in machine language — the fundamental language of computers. Terms that may be unfamiliar to you now are made simple. There's nothing in the *Short Course* beyond the average reader's grasp. The self-teaching format was designed for enjoyable home study.

The *Short Course* was written for Netronics by well-known author/engineer Tom Pittman and was intended for laymen — even novices — as well as for programmers and engineers with a computer background. Technical terms are explained to the reader in plain English. Concepts are simplified so you get a good foundation in the basics.

With our *Short Course* under your belt, you'll be able to write and run your own machine language programs — and machine language is the fundamental language of computers. Never again will you be limited to a manufacturer's library of predeveloped software. Now, if you can't find a predeveloped program to serve your needs, you'll be able to write the program you want yourself.

Our *Short Course* won't make you a professional programmer but it will teach you everything there is to know about using an ELF II and a lot about computers in general. Our *Short Course* will teach you how all computers "think" and how to frame problems so they can be solved by a computer. It will also help you spot situations where a microprocessor (costing just a few dollars) can solve \$100,000 industrial problems.

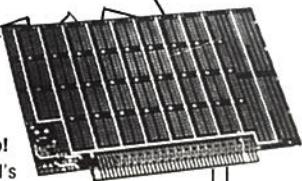
Our *Short Course* was written specifically for ELF II owners but it will help you master any RCA COSMAC. And, once you've learned computer fundamentals with ELF II, you'll find it a lot easier to get on top of any computer they throw your way.

A Short Course On Microprocessor And Computer Programming by Tom Pittman \$5.00

When you're learning to use a computer, you want to concentrate on learning machine language and the particular instructions that your computer will execute. You don't want to get bogged down with accessories. But, once you've taught yourself computer fundamentals, you want POWER . . . and ELF II can give it to you!

Expanded, ELF II is a perfect computer for solving complex industrial, business and scientific problems. You'll also find countless household and hobby applications for its advanced capabilities. And, when you want to relax, ELF II will entertain you with exciting electronic games.

ALL ELF II EXPANSION PC BOARDS PLUG DIRECTLY INTO ELF II'S EXPANSION BUS.



Kluge (Prototype) Board

Let's You Wire ELF II Into Hobby Projects Or Use ELF II For One Experiment After Another In The Lab!

The ELF II Kluge Board gives you a quick, simple way to tap ELF II's resources for hobby applications and laboratory experiments, without having to wire your circuits permanently to ELF II's components.

This glass epoxy G-10 pc board has gold plated connectors and accepts up to 36 IC's including 40, 24, 22, 18, 16 and 14 pin. Space is available for an onboard regulator.

With the ELF II Kluge Board, you can put ELF II to work for you solving specific problems such as operating a more complex alarm system or controlling a printing press, etc. The Kluge Board gives you tremendous flexibility so you can use ELF II for one special application after another.

Kluge (Prototype) Board \$17.00

4k STATIC RAM BOARDS

For more memory, add 4k RAM boards and write longer programs . . . or write 2, 3, 4 or even 5 programs or more in a single 4k memory card. This tremendous memory potential

Expand ELF II's Memory! means you can use ELF II simultaneously for several different tasks. For example, with one single 4k memory card you can create an alarm system, a telephone dialer and a real time clock.

The ELF II 4k RAM is mounted on a deluxe glass epoxy pc board with gold plated connectors. It uses low power 2102's, is fully buffered and decoded, features page selection in 4k blocks, anywhere in memory, and is complete with onboard regulator. Chip select circuit allows original 256 bytes of memory to be used too. 4k RAM requires ELF II Expansion Power Supply or 500-mA from a 5 or 8 volt source.

4k Static RAM kit \$89
wired & tested \$114.95



Professional ASCII KEYBOARD

The ELF II ASCII Keyboard follows the standard typewriter configuration and generates the entire 128 character ASCII upper/lower case set with 96 printable characters. Features include onboard regulator, parity, logic selection and a choice of four handshaking signals that will mate the keyboard with almost any computer in addition to ELF II.

The ELF II ASCII Keyboard comes complete with a connector that plugs directly into the ELF II GIANT BOARD™. It takes its power from the ELF II Expansion Power Supply or the original wall mounted ELF II AC power supply.

The board is glass epoxy and the ELF II ASCII Keyboard is first class in every way.

ELF II ASCII Keyboard kit \$64.95

wired & tested \$89.95

Deluxe IBM Blue And Black Steel Enclosure \$19.95





ELF II Tiny BASIC

ELF II Tiny BASIC . . .

Once you've learned computer fundamentals, you'll want to graduate to a higher level of programming. To help you, Netronics has developed a Tiny BASIC for ELF II. With it, you can program ELF II with simple words that can be typed out on a keyboard such as PRINT, RUN and LOAD. ELF II responds by displaying answers on a printer, video monitor or TV screen.

Armed with ELF II and BASIC, programming becomes a breeze because ELF II Tiny BASIC translates routine instructions into machine language for you, a lot faster than you could possibly type them into ELF II yourself.

ELF II Tiny BASIC is compatible with either ASCII keyboard and TV screen or standard teletype/video terminal utilizing RS 232-C or 20 mil TTY interface. Commands include SAVE and LOAD for storing programs on standard cassettes, a PLOT command to display graphic information and special commands for controlling ELF II I/O devices.

Tiny BASIC also includes 16-bit integer arithmetic, \pm , \times , \div , (), 26 variables A-Z, LET, IF/THEN, INPUT, PRINT, OUT, GO TO, GO SUB, RETURN, END, REM, CLEAR, LIST, RUN, PEEK and POKE as well as a random number generator and automatic error message display.

PEEK and POKE let you switch back and forth from BASIC to machine language so that you can program ELF II at maximum speed, without sacrificing the flexibility of being able to modify or supplement a program.

The Netronics Tiny BASIC also includes the alphanumeric generator that is required to display alphanumeric characters directly on your TV screen without an \$800 terminal or the other hardware some BASICs require. Netronics has simply built the character generator into the program.

ELF II Tiny BASIC comes with an excellent user's manual. 4k memory is required.

Short Course On Tiny Basic by Tom Pittman

This "how to" book, written specifically for the ELF II, teaches you to program in Tiny BASIC and includes sample programs illustrating simple checkbook balancing, converting decimals to Roman numerals, plus plotting complex parabolic and hyperbolic curves (or any function) on your TV screen. It's an indispensable step-by-step text for getting the most out of basic.

Short Course On Tiny Basic \$5.00

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