



User RAM

The Memotech RS128 has 64 Kbytes of RAM available for use by the CPU

RF Modulator

This device produces a signal permitting the RS128 to support a TV screen

Graphics Chip

This chip is also used in the MSX machines

Expansion Boards

These boards, which are optional on the Memotech 500 and 512, are fitted as standard on the RS128

Cassette Interface

These two sockets correspond to the Ear and Mic sockets on a cassette player

Joystick Ports

These ports allow Atari-standard joysticks to be fitted to the computer

CPU

The RS128 uses the Zilog Z80A chip as its central processing unit

RS232 Board

The RS232 board controls the serial communications of the computer. This allows it to be connected to the FDX disk drive, as well as modems

Video RAM

Unlike many other computers, the Memotech computers have their own video RAM provided. This means that the User RAM is not taken up by screen memory

Silicon Disk

This board contains an extra 64 Kbytes of RAM. This is not directly accessible by the CPU (which can only address a maximum of 64 Kbytes), but acts as though it were held on an external disk. However, the speed of access is greatly increased

Monitor Socket

This interface permits the RS128 to drive a composite video monitor

CHRIS STEVENS

machine so that the user still has to peer over to locate the plugs.

The 24 by 40 character BASIC screen is divided into three sections, which are best shown on power-up. The top 19 rows are the main screen, where program listings are scrolled. Below this is the EDIT screen, where new lines are entered. At the bottom of the screen is a single line for displaying error messages. Like the Sinclair machines, program lines are altered by use of an

EDIT command. Furthermore, the operating system will not allow a line to be inserted into the program from the EDIT screen if the line contains a syntax error.

The BASIC itself is a close relative of MSX BASIC containing such commands as SOUND, PAPER, INK, and CIRCLE. However, the BASIC also contains some useful commands not available in MSX BASIC. These commands, on the whole, relate to the screen-handling capabilities of the machine.