

(1)

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WHY SCAMP ?

MOVE INTO APL PERSONAL COMPUTER

BUSINESS AS SOON AS POSSIBLE!

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2/9/73

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WHAT IS SCAMP?

A FAMILY OF PERSONAL COMPUTER PRODUCTS

BEGINNING WITH

SCAMP 1 BY 3Q74,

SCAMP 2 BY 3Q75,

AND SCAMP 3 BY 4Q75,

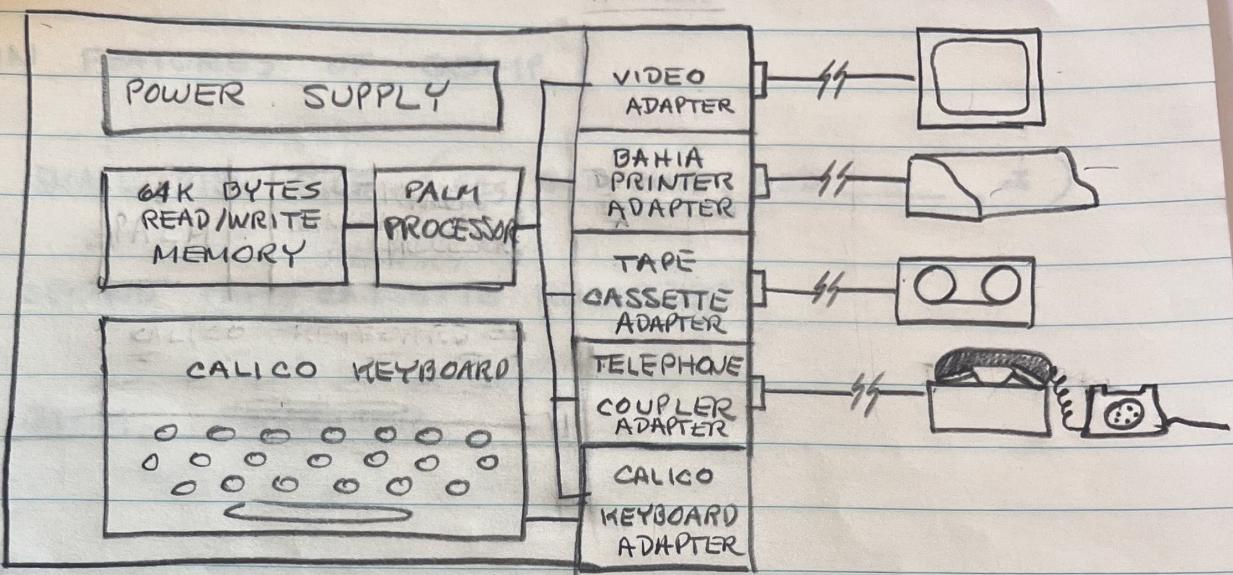
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SCAMP

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- A PORTABLE ATTACHE CASE SIZED PERSONAL COMPUTER.
(45 LBS, 19 x 16 x 7 INCHES)
- OUTBOARD PLUG-IN UNITS
 - HOME TELEVISION SET
 - BAHIA PRINTER
 - TAPE CASSETTE RECORDER
 - TELEPHONE DATA SET/AcouSTIC COUPLER
- PROVIDING
 - APL LANGUAGE
 - STANDALONE OPERATION
 - INTELLIGENT TERMINAL OPERATION

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SCAMP 2

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- RETAIN FEATURES OF SCAMP 1
- ADD SMALL DISK FILE (eg. GSD RUBY, ASD _____, etc.)
- ADD SECOND TAPE CASSETTE RECORDER
- USE GEM II PROCESSOR
- PROVIDE COST THAN SCAMP 1
 - ALL SCAMP 1 FUNCTIONS (ie. SMALL CHANNELS)

PLUS

- OPERATION AS A SMALL SLOW 1130 PERSONAL COMPUTER
 - * FORTRAN
 - * COBOL
 - * RPG
 - * CSMP
 - * COGO
 - * ECAP
 - * etc. etc.
- SMALL BUSINESS
- SMALL SCIENTIFIC

SCAMP 3

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- BATTERY-POWERED, HAND-HELD VERSION OF SCAMP I.
- USES GEM Processor
- FUNCTIONALLY EQUIVALENT TO SCAMP I
- ~20 TIMES FASTER THAN SCAMP I
- LOWER COST THAN SCAMP I

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TO PRODUCE SCAMP I ON TIME ?

- USE EXISTING TECHNOLOGIES FOR EARLY RELEASE OF SCAMP I .

- BUILD 1130 SUBSET EMULATOR .
(MUCH QUICKER THAN NEW APL SYSTEM)

- USE EXISTING 1130 APL SOFTWARE .

- USE AVAILABLE HARDWARE COMPONENTS AND
 - * PALM
 - * BAHIA
 - * CALICO

- USE EXISTING CROSS-DIVISIONAL TALENTS

- GSD HQ
- DPD HQ SCIENTIFIC CENTER
- ASDD

TO FORM A DIRECTED ACTION RESOURCE TEAM

OVERLAP DESIGN AND DEVELOPMENT WITH PRODUCT TEST,
MANUFACTURING, MARKETING, AND MAINTENANCE PLANNING.

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PRES~~ENT~~ DART ACTIVITY/RESPONSIBILITY

GSD HQ

- PRODUCT TEST PLAN
- MARKETING PLAN
- MANUFACTURING PLAN
- FIELD MAINTENANCE PLAN
- COORDINATE / EXPEDITE
 - PROTOTYPE HARDWARE
 - PROGRAMS, EQUIPMENT, TOOLS
- FUNDING

PALO ALTO SCIENTIFIC CENTER

- SYSTEM ARCHITECTURE & FUNCTIONAL SPEC.
- DEVELOPMENT PLAN
- 1130 EMULATOR DESIGN
- APL SOFTWARE DESIGN

GSD LOS GATOS - ROY HARPER

- HARDWARE DESIGN (PACKAGE, ADAPTERS, DIAGNOSTIC FACILITIES)
- PROTOTYPE FABRICATION & CHECKOUT

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2/19/73

PRESENT PROJECT STATUS

- HARDWARE PROTOTYPE COMPONENTS ON ORDER.
- PORTIONS OF 1130 EMULATOR MICROCODED FOR PALM.
- 1130 APL SYSTEM MADE FUNCTIONAL IN 65 KBYTE MEMORY!
(PERFORMANCE GAIN > 3)
- 1130 SIMULATOR ON S/370 DEVELOPED AS A TOOL

←————— TARGETS —————→

6 Sp

FIRST PROTOTYPE OPERATIONAL

8/30/73

3 Sp.

ENTER PRODUCT TEST

12/1/73

RELEASE TO MANUFACTURING

2/1/74

ANNOUNCE AND DELIVER

6/74

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REMAINING TASKS FOR FIRST PROTOTYPE

6 Sp

o HARDWARE

3 Sp

- ATTACH REISLING MEMORY $\frac{1}{2}$
- DEBUG TP ADAPTER $\frac{1}{2}$
- SYSTEM INTEGRATION

6 Sp

o SOFTWARE

- INSTALL CASSETTE WRITING FDP
- SUPERVISOR FOR DIAGNOSTIC ASSISTANCE
- MODIFY EXISTING I/O PROGRAMS
- CREATE NEW I/O PROGRAMS
- MODIFY 1130 APL SYSTEM COMMANDS