

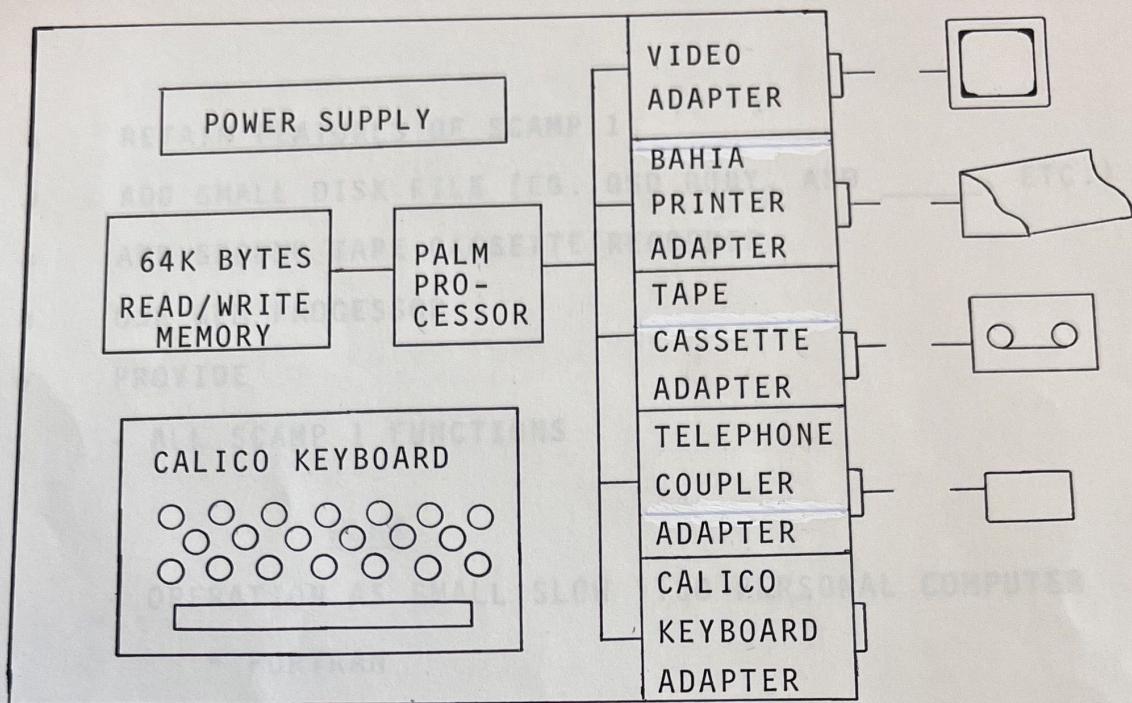
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2/9/73

WHY SCAMP?

MOVE INTO APL PERSONAL COMPUTER

BUSINESS AS SOON AS POSSIBLE!

SCAMP 1



- A PORTABLE ATTACHE CASE SIZED PERSONAL COMPUTER
(35 LBS, 23 x 21 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

SCAMP 2

- BATTERY-POWERED, HAND-HELD VERSION OF SCAMP 1
 - RETAIN FEATURES OF SCAMP 1
 - ADD SMALL DISK FILE (EG. GSD RUBY, ASD _____, ETC.)
 - ADD SECOND TAPE CASSETTE RECORDER
 - USE GEM PROCESSOR
 - PROVIDE~~ES FASTER THAN SCAMP 1~~
 - - ALL SCAMP 1 FUNCTIONS

PLUS

- OPERATION AS SMALL SLOW 1130 PERSONAL COMPUTER
 - * FORTRAN
 - * COBOL
 - * RPG
 - * CSMP
 - * COGO
 - * ECAP
 - * ETC. ETC.

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SCAMP 3

- BATTERY-POWERED, HAND-HELD VERSION OF SCAMP 1
- USES GEM PROCESSOR
- FUNCTIONALLY EQUIVALENT TO SCAMP 1
- ~10 TIMES FASTER THAN SCAMP 1
- LOWER COST THAN SCAMP 1

HOW TO PRODUCE SCAMP 1 ON TIME?

- USE EXISTING TECHNOLOGIES FOR EARLY RELEASE OF SCAMP 1

- BUILD 1130 SUBSET EMULATOR
(MUCH QUICKER THAN NEW APL SYSTEM)
- USE EXISTING 1130 APL SOFTWARE
- USE AVAILABLE HARDWARE COMPONENTS
 - * PALM
 - * BAHIA
 - * CALICO

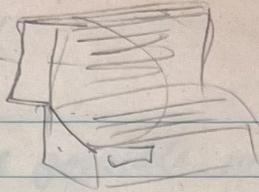
- USE EXISTING CROSS-DIVISIONAL TALENTS

- 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

PORTABLE DEVICE



- APL FLAVOR & POSSIBILITY
- \$3000 PURCHASE (\$1000 COST)
PURCHASE ONLY - SELL 25,000 UNITS
- ENGINEERING, SCIENTIFIC, PROFESSIONAL

ONE WAVE or TWO WAVE

tests mult. assumptions

Assuming \$7 J₁; then + \$2.5M gets THING into Dutchess
(\$7M)

Beacon technology

Target shortly after start of year.

LaVean 939-5551

254-5608

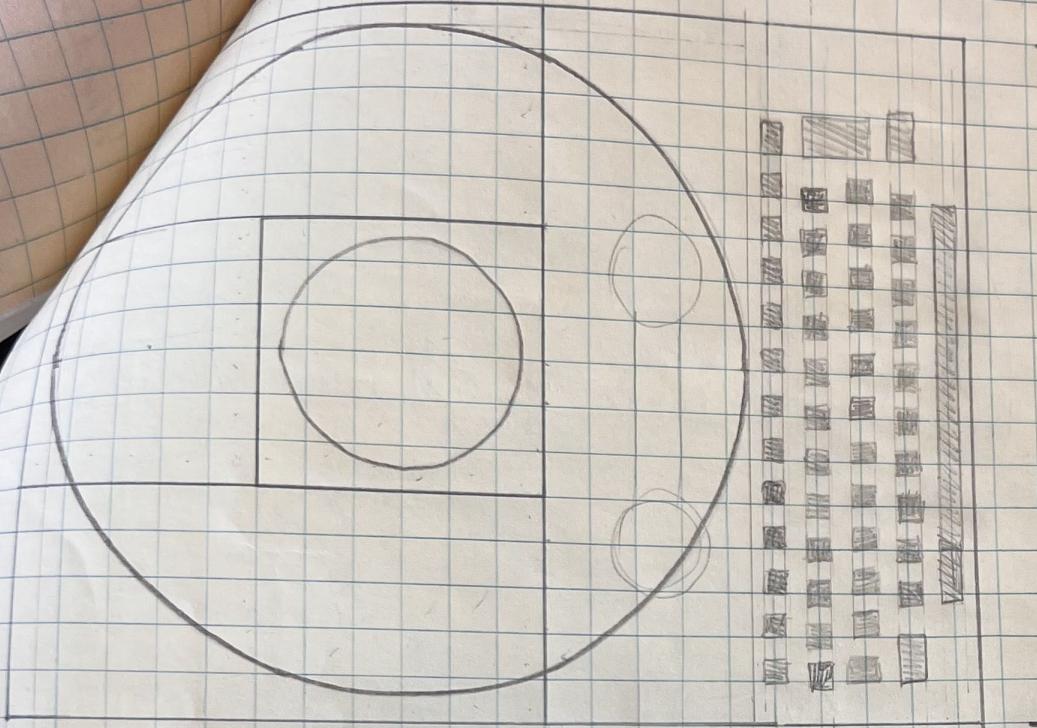
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UCX = ?

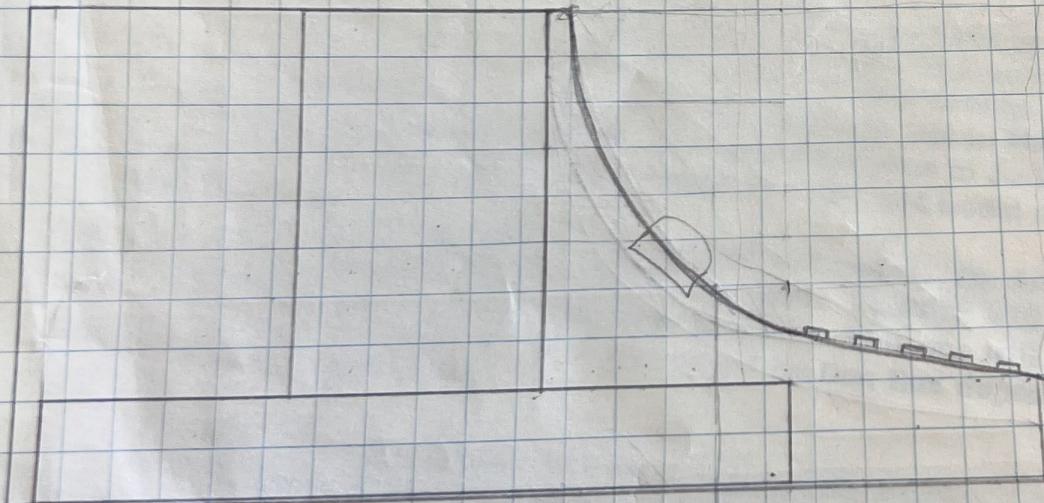
Art McCarthy - 939-5263

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$7\frac{1}{2} \times 13 \times 20\frac{1}{2}$ Autocaravan



16" (will be 20")



PRESENT PROJECT ACCOMPLISHMENTS

- HARDWARE PROTOTYPE COMPONENTS IN HOUSE AND ON ORDER
- PALM HARDWARE ADAPTERS DEVELOPED
 - SHIFT ADAPTER
 - CASSETTE ADAPTER
 - TELEPROCESSING ADAPTER
- 1130 EMULATOR MICROCODED FOR PALM AND IN FINAL STAGES OF DEBUG
- APL WORKSPACE
- 1130 APL SYSTEM MADE FUNCTIONAL IN 65K BYTE MEMORY!
- SOFTWARE DEVELOPMENT TOOLS
 - 1130 SIMULATOR DEVELOPED FOR S/370
 - 1130 ASSEMBLER INSTALLED ON VM370
 - PALM ASSEMBLER INSTALLED ON VM370
 - PALM SIMULATOR INSTALLED ON 1130

1130 EMULATOR	3.0K
1130 APL	25.0K
APL WORKSPACE	20.0K
PRINTER	1.7K
KEYBOARD	1.3K
TELEPROCESSING	1.0K
DISPLAY	1.5K
CASSETTE	1.0K
UNASSIGNED	11.0K