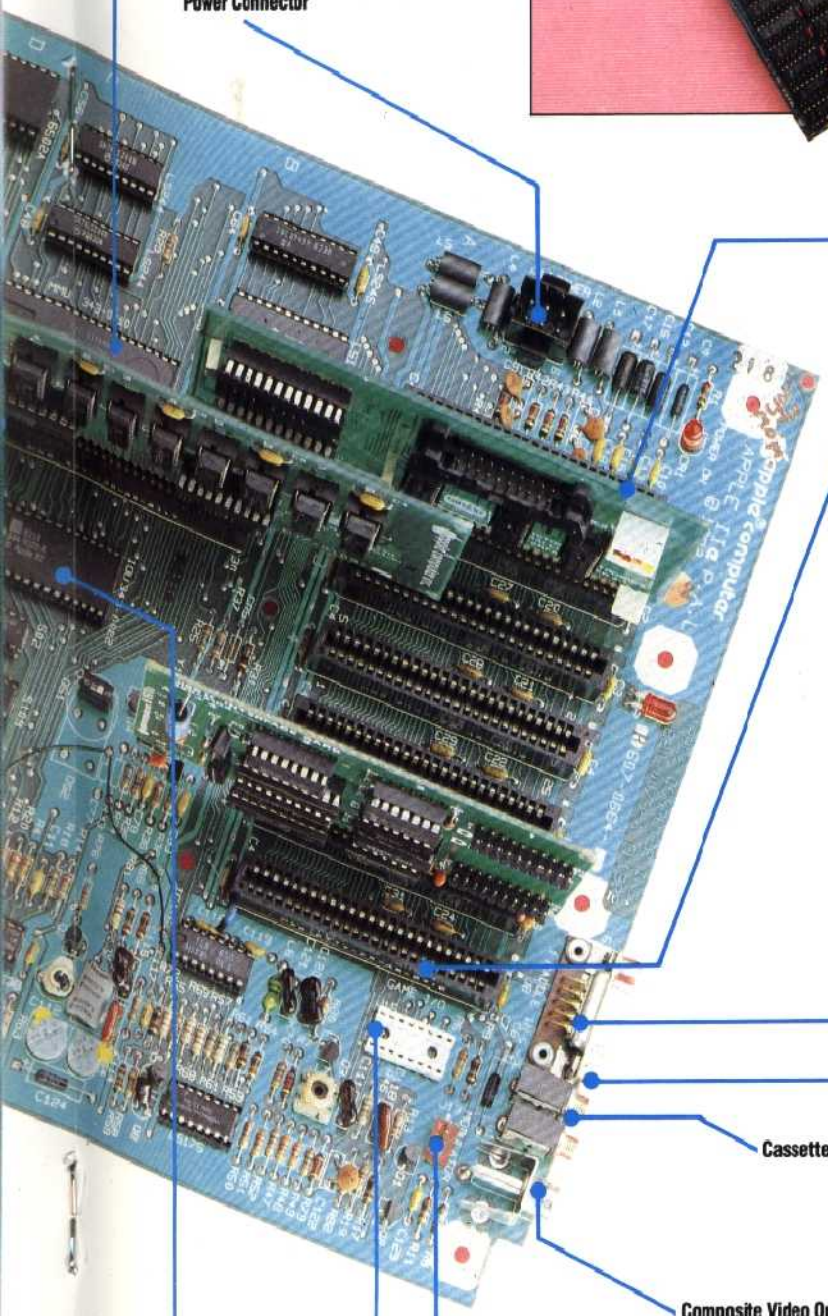


Memory Management Unit
One of the two ULAs, which constitute the major difference between the Apple II and the Apple IIe. This one controls the 80-column screen as well as the second 64 Kbyte bank of RAM

Power Connector

Slot 1
This is normally occupied by a parallel printer interface

Slot 7
Special video signals are available in this slot only, so video-related cards such as light pens and colour modulators are often found here

Game Port DIL Socket
One of the most innovative features of the Apple was the game port, which gave a minimal but useful form of analogue input

Cassette Input

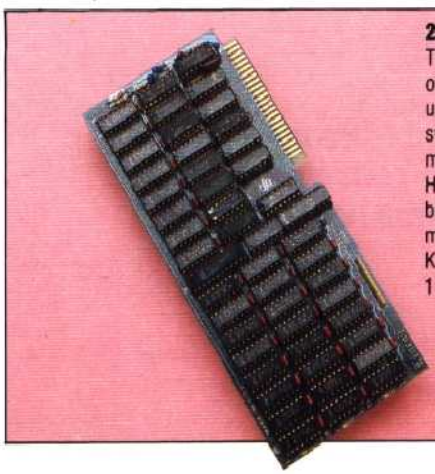
Cassette Output

Composite Video Output

Auxiliary Video Connector

Input/Output Unit
The ULA that handles the addressing of the auxiliary connector

Game Port D-Connector
The normal 16-pin socket for the game port is too fragile for everyday use, so the Apple IIe is fitted with a small D-socket in parallel



256 Kbyte RAM Card
The advanced address mapping of the Apple allows multiples of up to 2 Kbytes to be bank-switched, resulting in slightly more complicated access. However, this allows very large blocks of RAM to be used in the machine. This card carries 256 Kbytes, but can be expanded to 1 Mbyte!

APPLE IIe

PRICE
£845 plus VAT

SIZE
460 × 385 × 115mm

CLOCK SPEED
1 MHz

MEMORY
16 Kbytes ROM
64 Kbytes RAM
Expandable to 128 Kbytes or more with bank-switching

VIDEO DISPLAY
24 lines of 40 characters, monochrome only. Low resolution graphics of 48 × 40 in 16 colours. High resolution graphics of 192 × 280 in 6 colours

INTERFACES
Cassette, composite video, 7 expansion slots, game port

LANGUAGES SUPPLIED
Applesoft BASIC

OTHER LANGUAGES AVAILABLE
Most of the common alternative languages, and some rarities, are available

COMES WITH
Installation and BASIC manuals, TV lead

KEYBOARD
62 high-quality keys

DOCUMENTATION
The accompanying documentation is of a very high standard, though the advanced material needed for a full understanding of the machine has to be purchased separately and it is rather expensive. A huge range of books catering to all levels of interest is available, and the machine is probably the most comprehensively covered in this respect

General-Purpose I/O Card
Sometimes a card can have so many possible functions that a controller-ROM would restrict the user and become a liability. This card, which has two 6522 versatile interface adaptors, is such an example. It has 40 separately controllable I/O lines, two shift-registers which are used for converting data from parallel to serial form, and four 16-bit timers

CHRIS STEVENS