



## MEMOTECH MTX 512

### PRICE

£310.00

### SIZE

488×202×56mm

### CPU

Z80

### CLOCK SPEED

4MHz

### MEMORY

ROM: 24K

RAM: 64K user RAM, plus 16K video RAM

Expandable to 512K

### VIDEO DISPLAY

24 lines of 40 characters, 16 colours with background and foreground independently settable. 127 pre-defined characters and 127 user-definable characters

### INTERFACES

Cassette, TV, composite video monitor

### LANGUAGE SUPPLIED

BASIC, NODDY, Assembler

### OTHER LANGUAGES AVAILABLE

To be announced

### COMES WITH

Installation and BASIC manuals, TV lead

### KEYBOARD

79 high-quality keys

### DOCUMENTATION

Thorough and reasonably complete, but not very interesting to look at. It holds enough information about the internal working of the machine to enable most competent programmers to achieve full control

### Graphics Chip

This is a Texas Instruments TMS 9928, which controls all aspects of video generation and gives the MTX similar graphics features to the T199/4A and Sord M5 computers. However, the operating system of the MTX has some useful graphics facilities as well, such as the ability to divide the screen up into several windows

one aspect of the machine that is thinly documented, and though the various commands are listed, little information is given about their functions, and few examples of their use.

The Memotech MTX 512 can be considerably expanded, and with the various extensions that are planned it should become a very capable machine. It will no doubt win many satisfied users and stimulate the development of plenty of supporting software.

## NODDY

A subset of the NODDY language is included in the system software and adds a unique dimension to the machine. Being designed as a first-time language for untutored users, NODDY appears to be a very simple language, but on closer inspection it is clear that some of the commands are very sophisticated. It is limited by having only 11 commands, as well as no ability to handle arithmetic. This is because the language is designed principally to handle textual information. Beginners often find it easier to use text rather than numbers as basic data