

# WHIZZARD<sup>®</sup>

## 7500 S E R I E S



The Whizzard 7500 series of dynamic interactive computer graphics systems provides the speed, performance and flexibility required to meet the most demanding applications, including telemetry analysis, range operations, avionics testing, tank simulation, battlefield movement, signal identification, flight trainers and C<sup>3</sup>I. With both high-resolution stroke and color raster outputs, the 7500s provide the broadest range of refresh systems available. The Whizzard series is based on Megatek's proprietary Graphics Engine<sup>™</sup>, consisting of multiple microprocessors that control host interface, vector memory and 2D/3D graphics processing. The Graphics Engine is capable of processing 500,000 2D short relative vectors per second which allows real-time manipulation of graphics displays, essential for high-performance simulation, realistic trainers and C<sup>3</sup>I applications.

Whizzard 7500s can be interfaced to virtually any host computer through either a high-speed DMA parallel DR11W compatible interface or Megatek's proprietary Local Intelligent Front End<sup>™</sup> interface.

The sophisticated graphics processor contained in the Graphics Engine is built around a proprietary 32-bit microprocessor utilizing a bipolar bit-slice architecture that provides exceptional speed and versatility. The 7500s have 512 Kbytes of display list

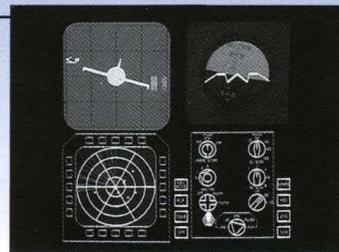
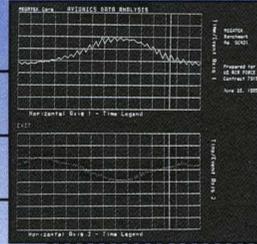
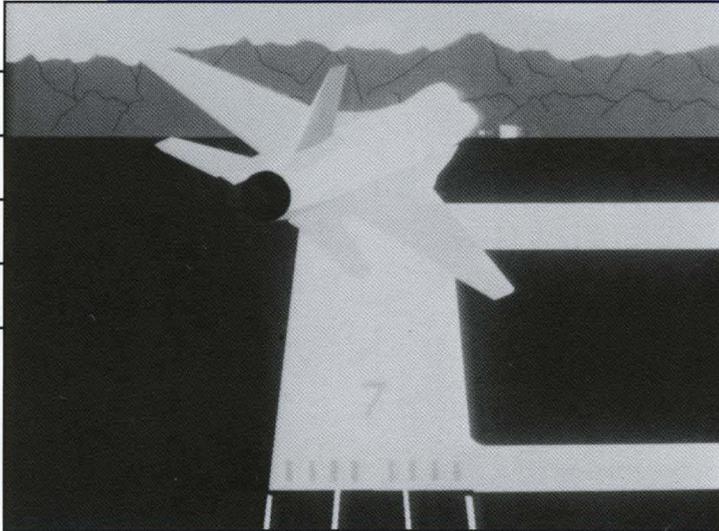
memory in the standard configuration and can be expanded to 4 Mbytes for critical applications requiring instantaneous display of stored images.

Communications flow is controlled by an advanced, asynchronous dual-bus design. This multi-directional dual-bus architecture employs a 32-bit, tri-state graphics data bus and a separate 16-bit peripherals bus that allow a free flow of high-speed data to and from the various hardware processors in the system. Whizzard advanced graphics processing methods and peripheral control concepts reduce the data management required by host computers thus allowing more time for general purpose computing.

Real-time dynamics are achieved through a combination of double-buffered raster memory planes and a high-speed digital vector generator. Standard configurations can be enhanced by optional features to meet the most stringent graphics requirements. Optional 2D and 3D hardware transformation processors along with a 3D surface processor allow real-time 2D and 3D dynamics, multiple viewports and polygon fill. Modular architecture combined with dual-user capabilities provide flexible, powerful and economical system configurations.

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All Whizzard systems are software-compatible through Megatek's WAND™ multi-level graphics software or TEMPLATE®, Megatek's device and computer independent graphics software. Either of these packages combined with Megatek's complete line of intelligent, interactive graphics peripherals give the 7500s the ability to provide versatile, cost-effective solutions for almost any interactive graphics solution.

Through our Systems Engineering Group, Megatek can provide the total solution for your graphics application. We can customize our standard products to meet your unique requirements, provide software consulting, software development and hardware/software integration.

### Features Include:

- 19" 512 × 512 60 Hz non-interlaced display
- 19" 1024 × 1024 60 Hz non-interlaced display
- 16 simultaneously displayable colors from a palette of 4096
- Complex 2D or 3D graphics transformations (rotate, translate, continuous scale, clip)
- 4096 × 4096 × 4096 virtual display space
- Full ASCII keyboard
- Hardware blink and dash patterns
- 512 Kbytes of display list memory (Expandable to 4 Mbytes)
- Surface fill processor
- User defined character/symbol set
- Graphics tablet
- Joystick
- Function switches and control dials
- WAND software
- TEMPLATE software

### For further information:

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