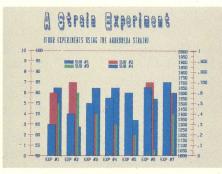
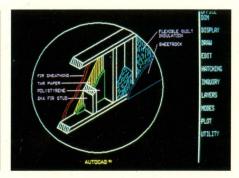


1. High Speed (MicroCAD Software)



2. Dual Display Modes (Energraphics Software)



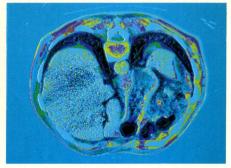
3. Simplified Processing (AutoCAD Software)



4. 9 Bit Planes (Courtesy WSI Inc., Bedford, MA)



 16.8M Color Shades (Courtesy Catherine Del Tito, Wave Graphics)



 High Resolution (Courtesy University of North Carolina at Chapel Hill, Depts of Computer Science and Radiology)

Six reasons why professionals continue to choose Vectrix for quality IBM XT/PC graphics.

Even though IBM offers a color graphics card, professionals still choose Vectrix. It's not surprising. Especially once they've seen us in action. Professionals know that our VX/PC Board Set delivers the quality and performance they need for serious color graphics.

The VX/PC Board Set provides advanced features that help simplify sophisticated graphics design. Besides displaying 512 simultaneous colors from a palette of 16.8 million, the VX/PC supports an extensive library of on-board graphics macros for ease of programming and fast design, as well as full emulation of the IBM color card. And, an on-board 16-bit micro-

processor frees your computer to concentrate on other tasks.

But that's not all. Our 9 bit planes

add an extra dimension of sharpness and clarity to your image that must really be seen to be appreciated. That's why it's not surprising to see Vectrix color cards in applications such as medical imaging, weather satellite data mapping, computer aided design and drafting, and graphics arts, to name a few.

What you will find most surprising, however, is the price. Our VX/PC Board Set was designed with the OEM

in mind. So when comparing the performance of Vectrix with the competition, check the price too. You'll like what you see.

For more information, contact Vectrix Corporation, 2606

Branchwood Drive, Greensboro, North Carolina 27408. Phone (919) 288-0520. Telex 574417.



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EnerGraphics is a trademark of Enertronics Research, Inc., St. Louis, MO.

617300

VECTRIX VX/PC BOARD SET

The VX/PC Series from Vectrix is a two-board IBM-compatible set that converts IBM personal computers into powerful color graphics workstations. Specifically designed for the IBM XT^{TM} , AT^{TM} , or PC^{TM} , the board set also runs in a variety of IBM look-alike computers.

The VX/PC Series delivers all the benefits and features of Vectrix' VX384A graphics system, including multiple on-board processors and an extensive library of graphics macros supporting both 2D and 3D applications. Also provided is full IBM Color

Card emulation.

The system maintains two display modes in separate display areas which can be toggled back and forth without interference. This allows a space-saving single monitor which supports both high resolution Vectrix graphics and the lower resolution IBM Color

Card display.

Standard features of the VX/PC include: hardware zoom with roam (pan), DMA access from the 80188 to the graphics frame buffer, light pen support, and an MS-DOS 2.0 software driver. It is software compatible with a variety of ink jet printers, including: Quadram's QuadJetTM, CannonTM, Radio Shack CGP-220TM, and Advanced Color Technology's ACT IITM. The VX/PC also supports both the Instant Computer CameraTM from Celtic Technology and the VideoSlide 35TM from Lang Systems.

A wide variety of application software packages currently support the VX/PC Series. These include: AutoCad[™] from AutoDesk of Sausalito, California, MicroCAD[™] from Imagimedia Technologies, Inc. of San Francisco; EnerGraphics[™] from Enertronics Research, Inc. of St. Louis; IGI Desktop 2100[™] CAD/CAM Software from Infinite Graphics, Inc. of Minneapolis; NOVA*GKS[™] from Nova Graphics International Corporation of Austin; D-PICT[™] from DataPlotting Services, Inc. of Toronto; PC-CORE[™], PC-100/4010[™] and DIP-PLUS[™] from Advanced Technology Center of Culver City, California; and numerous graphics arts packages including Vectrix' own PAINT Program.

Software support is an ongoing activity at Vectrix and packages are regularly added to our library of supported applications.

HARDWARE FEATURES

Resolution: 672H × 480V

Concurrently Viewable Colors: 512

Selectable Color Palette: 4,096 standard; 16.8 million optional

Graphics RAM: 384KB

Bit Planes: 9

Drawing Speed: 1600 nanosecond/pixel

Internal Processors: Intel 80188 16-bit microprocessor, 8MHz; NEC 7220

Processor RAM: 8K

Processor PROM: 16K standard (32K maximum)

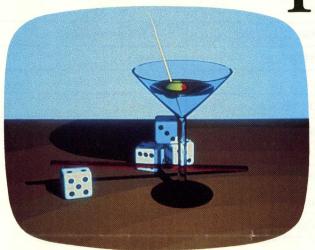
Video Output: Analog RGB with separate H & V sync or combined H & V; optional video encoder for videotape and composite monitors

Power Requirements: 5 Volts at 4.5 amps Full Hardware Emulation of the IBM Color Card Frame Buffer Zoom, Pan and Scroll Light Pen Support MS-DOS 2.0 Software Driver



For additional information on VX384A, VX128A, VX/PC Board Set, or VXMA Monitor call (919) 288-0520, or write Vectrix Corporation, 2606 Branchwood Drive, Greensboro, NC 27408, Telex 574417

We were going to compare Vectrix nics to IBM's. Unfortunately, there 1s no comparison.





Vectrix Midas Color Card

For the demanding professional, it's not fair to compare Vectrix's Midas Color Card set with IBM's own. Our 512 colors (out of a palette of

4,096) vs. their 16. Our beautiful 672 x 480 pixels vs. their not-quite-precise 640

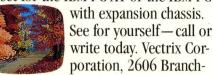
x 200. Plus the logical, easy to use Vectrix command system. There's really no comparison.

But the IBM PC XT does other things well — like provide a wealth of everything the IBM PC XT has to offer.

outstanding software. That's the reason we made sure the Midas twoboard set runs all the software that runs with IBM's color card (except in low resolution mode, which even IBM doesn't support). Options include a Siggraph core library, 4010 emulation package,

Plot-10 compatible library and the amazingly versatile Vectrix paint program. Get

Plus incomparably better graphics. The Vectrix Midas Color Card set for the IBM PC XT or the IBM PC



wood Drive, Greensboro, NC 27408 (919) 288-0520 Telex 574417.

THE COMPUTER GRAPHICS COMPANY

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"Martini" image by Gray Lorig, Center for Interactive Computer Graphics, Rensselaer Polytechnic Institute Nuclear Magnetic Resonance images by Technicare and University of North Carolina Dept. of Computer Science
"Memory Chip" image by Microelectronics Center of North Carolina Tree image by Catherine Del Tito, Wave Graphics

Vectrix Midas Color Card

The Midas Color Card from Vectrix is a pair of IBM-compatible cards that turn the IBM XT family of computers into powerful color graphics workstations at a major savings for those who already have an IBM XT. The Midas Color Card not only delivers all the benefits and features of the VX384A graphics system, it also is fully compatible with the IBM color card. All of the software that runs with the IBM color card will

function on the Midas Color Card without modification.

The system maintains two display modes in separate display areas. These can be toggled back and forth without interference. This allows a space-saving single monitor which supports both high resolution Vectrix graphics and the lower resolution IBM color card display.

The Midas Color Card also runs with the IBM PC, but in this configuration it requires the PC expansion chassis to meet power requirements.

Standard features of the Midas Color Card include: hardware zoom with roam (pan), DMA access from the 80188 to the graphics frame buffer, light pen support, and an MS-DOS 2.0 software driver. Software compatible with Radio Shack CGP-220 ink jet printer.

Hardware Features

RESOLUTION:	672H x 480V	
CONCURRENTLY VIEWABLE COLORS:	512	
SELECTABLE COLOR PALETTE:	4,096 Standard (16.8 million future option)	
GRAPHICS RAM:	384KB	
BIT PLANES:	9	
DRAWING SPEED:	1600 nanosecond/pixel	
INTERNAL PROCESSORS:	Intel 80188 16-bit microprocessor, 8MHz; Nec 7220	
PROCESSOR RAM:	8K	
PROCESSOR PROM:	16K standard (32K maximum)	
VIDEO OUTPUT:	Analog RGB with separate H & V sync	
POWER REQUIREMENTS:	5 Volts at 4.5 amps	
FULL HARDWARE EMULATION OF TH	HE IBM COLOR CARD	
FRAME BUFFER ZOOM, PAN AND SC	ROLL	
LIGHT PEN SUPPORT		
MS-DOS 2.0 SOFTWARE DRIVER		



VECTRIX[™] VX128A/VX384A AND VX/PC COMMAND SUMMARY

Graphics Primitives

M	<x> <y> <z></z></y></x>	Move
D	<x> <y> <z></z></y></x>	Dot
L	<x> <y> <z></z></y></x>	Line
P	<count> [<x> <y> <z>]</z></y></x></count>	Polygon
F	<color> <count> [<x> <y> <z>]</z></y></x></count></color>	Filled polygon
RF	<width> <height></height></width>	Rectangular Fill
XB	<body> boundary-color></body>	Complex Boundary fill
XF	Normal character set	Complex Flood fill
Α	<radius> <start angle=""> <arc angle=""></arc></start></radius>	Arc or circle
OA	<radius> <start angle=""> <arc angle=""></arc></start></radius>	Originate Arc
WA	<radius> <start angle=""> <arc angle=""></arc></start></radius>	Wedge Arc
WB	<color> <radius> <start angle=""> <arc angle=""></arc></start></radius></color>	Wedge arc Boundary fill
N	<pre><pattern></pattern></pre>	Design pattern
RD	Cross-Half-San	Return Drawing point
RL	<status></status>	Return Light pen position

3D Transformations

1		Initialize 3-D matrix
RX	<angle></angle>	Rotation around X axis
RY	<angle></angle>	Rotation around Y axis
RZ	<angle></angle>	Rotation around Z axis
SP	<multiply factor=""> <divide factor=""></divide></multiply>	Set Perspective scaling
SX	<multiply factor=""> <divide factor=""></divide></multiply>	Scale along X axis
SY	<multiply factor=""> <divide factor=""></divide></multiply>	Scale along Y axis
SZ	<multiply factor=""> <divide factor=""></divide></multiply>	Scale along Z axis
TX	<translation></translation>	Translate along X axis
TY	<translation></translation>	Translate along Y axis
TZ	<translation></translation>	Translate along Z axis
V	<left> <right> <bottom> <top></top></bottom></right></left>	Viewport

Color Manipulations

В	 	Bitplane write mask
C	<color></color>	Color
E	<color></color>	Erase
Q	<rows> <count> [<r> <g>]</g></r></count></rows>	Define color lookup table
RQ	<rows> <count></count></rows>	Return color lookup table
SQ		Set lookup table to default
OR		OR mode
RC		Replace Complement mode
RE		Replace mode
RA	apold felizated	Replace All mode

Hardcopy Printing	
HD	Hardcopy Direct
HDOFF <cr></cr>	Hardcopy Direct OFF
HF Stom Militar rooms	Hardcopy Formfeed
HNP	Hardcopy Non-dithered Print
HNR	Hardcopy Non-dithered Reverse
HP Storm Down Albit 1992	Hardcopy dithered Print
HR	Hardcopy dithered Reverse

Madas		
Modes		
G		Go coldstart
G0		Go warmstart
KA		Absolute coordinates
KR		Relative coordinates
KB		Blank mode video
KF		Flash mode video
K2		2D coordinates
K3		3D coordinates
KD		Decimal mode
HX		Hexadecimal mode
Characte	ers and Cross-hairs	
JA	<slant angle=""> <rotation angle=""></rotation></slant>	Adjust Angle
JD	<character> <rows 1-8=""></rows></character>	Load character font
JM	<magnification factor=""></magnification>	Adjust Magnification
JN	In book xelgmod	Normal character set
JR	<re><re><re></re></re></re>	Rectangular fill pattern
JS	<horizontal> <vertical> line spacing></vertical></horizontal>	Adjust Spacing
\$	<character string=""> <cr></cr></character>	Display character string
XHN	Manufacter strings (a)	Cross-Hair on
XHF		Cross-Hair off
XHS	<width> toward many</width>	Cross-Hair Size
XHP	<x> <y></y></x>	Set Cross-Hair Position
XHR		Return Cross-Hair position
XHC		Set Cross-Hair at current drawing point
Video C	ommands	
		T
OF		Turn video OFF
ON	CHAP A DE LUCIDO PALACIDA DE CARACTER DE C	Turn video ON
PAN	<xpan> <ypan></ypan></xpan>	Pan video image
Divol an	d RAM Commands	
RP	<count></count>	Read Pixels
RNP	<count></count>	Read Pixels (encoded)
RR	 	Read graphics RAM (appended)
RNR	 	Read graphics RAM (encoded)
WP	<count> [<colors>]</colors></count>	Write Pixels
WNP	<count> [<colors>]</colors></count>	Write Pixels (encoded)
WR	 	Write graphics RAM
WNR	 	Write graphics RAM (encoded)
RP	<count></count>	Read Pixels bitplane mask sensitive
RNP	<count></count>	Read Pixels (encoded) bitplane mask sensitive
W/P	<count> [<colors>]</colors></count>	Write Pixels bitplane mask sensitive
WNP	<count> [<colors>]</colors></count>	Write Pixels (encoded) bitplane mask sensitive
Miscella	neous Commands	
K128	whom themploans a server	Emulate VX128 Mode
RV		Return Version number
TB	<pre></pre>	Transfer block
	<left> < right> < bottom> < top></left>	
U	<count> [<pre>program-bytes>]</pre></count>	Upload and execute user code
WF	<count></count>	Wait Frames
VX/PC C	Only Period Agraphies	See Right
SI	postured Adotoses	Switch to IBM mode
SV		Switch to Vectrix mode
SW		Set DMA write mode
SR		Set DMA read mode
SN .		Set non-DMA mode
Z	<zoom factor=""></zoom>	Zoom Image