

# BIT90 HOME COMPUTER

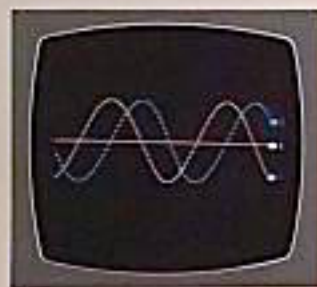
## A STAR WAS BORN!



A POWERFUL COMPUTER FURTHER PLAYS  
ATARI® AND COLECOVISION™  
GAME CARTRIDGES

### APPLICATIONS:

1. EDUCATION
2. ENTERTAINMENT
3. HOME AIDS
4. BASIC LANGUAGE PROGRAMMING



BIT90 COMPUTER



**BIT CORPORATION**

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# BIT90 SPECIFICATIONS

## —PROGRAMMING FEATURES—

- Z80A CPU.
- Up to 128 characters per line with multiple statements.
- Automatic GAME/BASIC Interpreter select after power on.
- Ultra high resolution multicolor graphics.
- Direct BASIC control music and animations.
- Powerful plot command provide 256x192 Bit-mapped or 64x48 graphics.

## —KEYBOARD—

- 66-Key Keyboard with graphics and one-key BASIC capabilities.
- 10 programmable function keys.
- 69 graphic characters.
- Cursor and line edit control keys.
- Auto-repeat on any key, insert, delete, cursor control keys.

## —DISPLAY FEATURES—

- 3 screen mode:  
Text mode: 32x24 characters.  
Low resolution graphics: 64x48 pixels.  
High resolution graphics: 256x192 pixels.
- Upper and lower case characters.
- Programmable 256 character patten and color for all 256 character codes.
- Programmable 32 color sets for character display.
- 8x8 pixels matrix for each character.
- 32 programmable sprites with accurate position control.
- 34 display planes for 3D simulation.

## —COLORS—

- 16 characters colours
- 16 boarder colours
- 16 screen colours

## —SOUND—

- 3 tone generators for music and special sound effects.
- Reproduction is through TV-speaker.
- Each generator gives 5 octaves.
- "White noise" generator for sound effects.

## —INPUT/OUTPUT—

- Joysticks for Game.
- Module expansion interface for further expansion, such as memory expansion, printer, disk I/O, telephone modem, RS232C interface etc. or user's application port.
- Cassette I/O port with 2400 baud rate.
- Cartridge interface for video games.

## —BASIC COMMANDS/FUNCTIONS—

AUTO, ABS, ASC, ATN, CALL, CHR\$, CLEAR, CLOSE, CONT, COPY, COS, DATA, DEF, DELETE, DIM, EDIT, ELSE, END, EXP, FN, FOR, FRE, GOSUB, GOTO, HEX\$, HOME, IF, IN, INKEY\$, INPUT, INT, JOYST, LEFT\$, LEN, LET, LIST, LN, LOAD, LOG, MID\$, MUSIC, NEXT, NEW, ON, ONERR-GOTO, OPEN, OPTION-BASE, OUT, PEEK, PLOT, PLAY, POKE, POS, PRINT, READ, RAND, DOMIZE, REC, REM, RENUM, RESTORE, RESUME, RETURN, RIGHT\$, RND, RUN, SAVE, SGN, SIN, SPC, SQR, STEP, STOP, STR\$, TAB, TAN, THEN, TEMPO, TRACE, TO, UNTRACE, VAL, WAIT, BYE, EOF, INSCR.

## —SPECIAL FUNCTION—

- COLECO VISION™ game compatibility.
- Add on an adaptor, can be compatible with Atari® VCS game cartridge.

## —MEMORY—

- RAM (Random Access Memory), built-in 18K Bytes, expandable to 64K Bytes.
- ROM (Read Only Memory) 24K Bytes.

## —PHYSICAL SIZE—

- Height: 50mm
- Width: 330mm
- Depth: 214mm