

## FEATURES

- Interfaces to any 8, 16 or 32 bit host computer
- Command I/O, DMA and RS-232 to host computer
- Self-contained 80 nsec cycle time microprocessor for applications programming
- Composite video outputs
- Grayscale look-up table; display 256 simultaneous gray levels selected from 4096 levels
- Color look-up table; display 4096 simultaneous colors selected from more than 16 million combinations
- Full refresh, flicker-free 60 Hz raster scan rate
- Switch selectable interlaced and non-interlaced mode of display
- Very high speed random pixel updating; memory is x, y addressable
- Up to 8 different simultaneous monochrome outputs
- Cursor size and shape are user-definable
- Alphanumeric character generator
- Special characters and symbols
- Gamma-corrected grayscale video output
- Instantaneous, non-destructive zoom

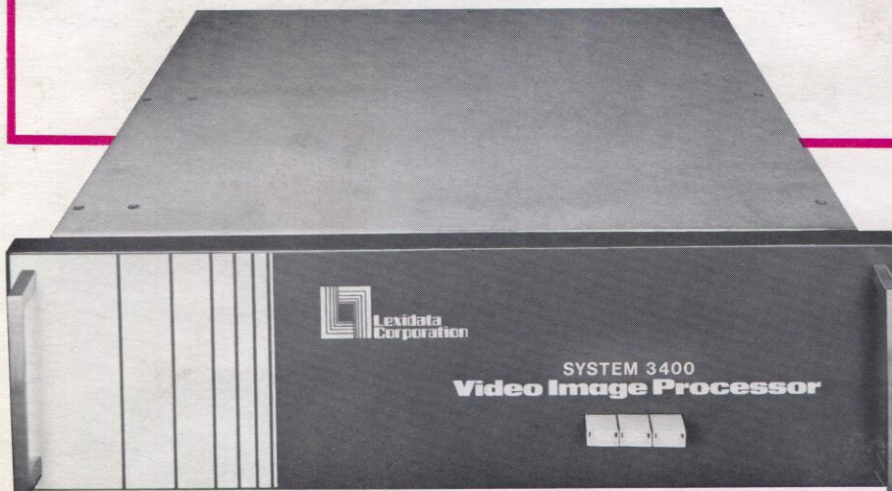
- 4-directional scrolling
- Memory readback
- Housed in its own compact chassis with power supply

## FAST RANDOM DISPLAY PROCESSING

The Lexidata System 3400 offers uniquely flexible and powerful Image/Graphics processing for medium resolution raster-scan requirements. Combining very fast (750 nsec/pixel) random updating via a dedicated memory controller with a fully programmable 80 nsec cycle time microprocessor, the 3400 is the perfect answer for ultra-high speed applications. For the first time ultrasound and nuclear scanning, weather radar, flight simulation, color graphics, etc. can be handled by raster-scan technology.

Fulfilling its role as a very intelligent peripheral, the 3400 operates with a minimum of host CPU interaction. Compact packaging provides a single-chassis design with self-contained power supply and cooling. Interfacing the 3400 is simply a matter of plugging in a standard cable connected I/O card into the user's host computer.

# SYSTEM 3400 VIDEO IMAGE PROCESSOR



AVRIL 78

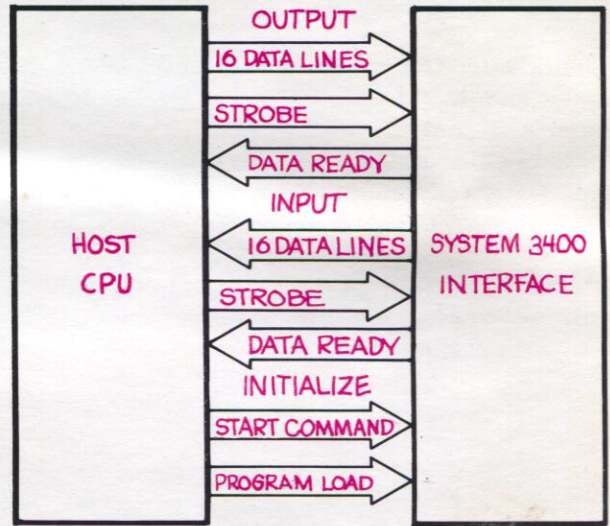


# POWERFUL IMAGING FUNCTIONS

## Design Considerations

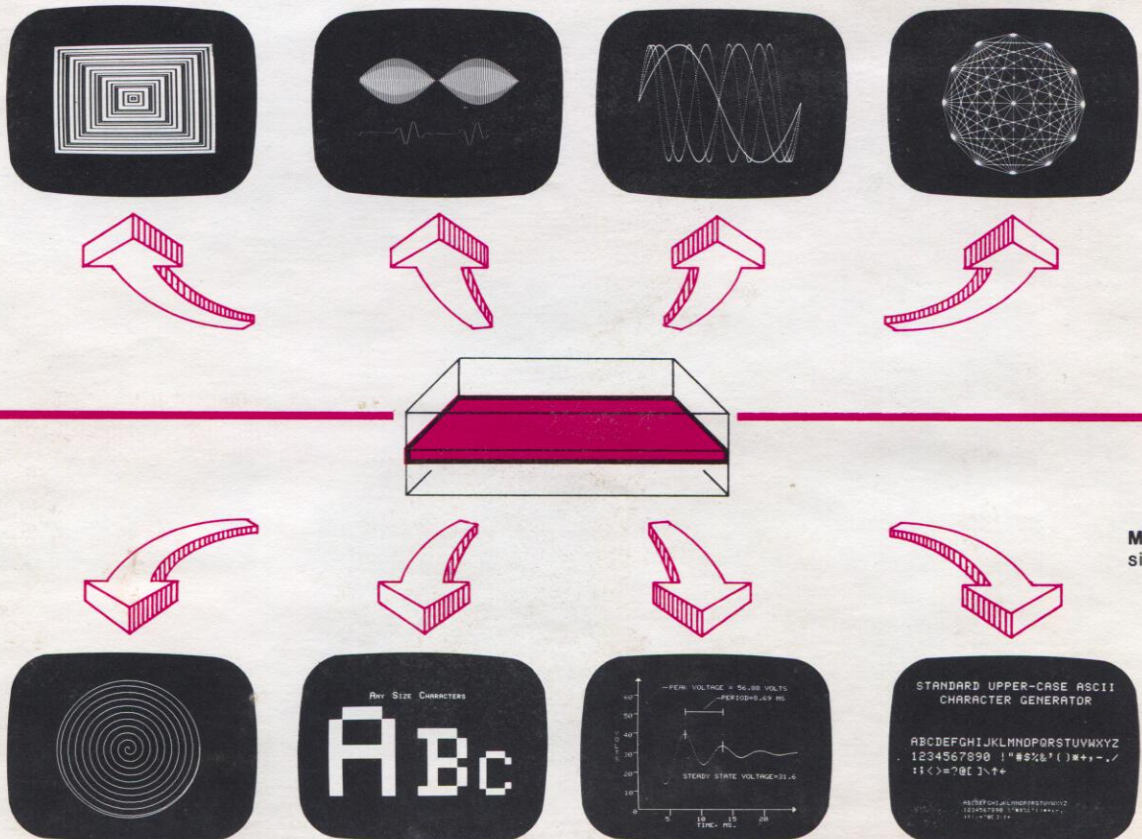
The System 3400 will interface to any 8, 16 or 32 bit host computer over DMA, Command I/O, or RS-232 links. It can accept data rates as high as 2 Megabytes/sec which is faster than most minicomputer data output. Its memory is organized in planes of 320 x 256 x 1 bit. Each memory plane may be configured to be part of the Graphics/Image Memory or the Overlay Memory. The system allows up to sixteen 320 x 256 memory planes for color or black-and-white viewing. All memory is x, y addressable.

Functions such as high speed blinking between two or more images to aid comparison, side-by-side display of up to twenty 64 x 64 images, zoom, scrolling, or inverting the displayed intensity (from white on black to black on white), etc., make the System 3400 a versatile tool for convenient display of Image and Graphics data.



**Standard High Speed Interface:** suitable for I/O to DEC, HP, DG, Interdata, Prime and other popular cpu's.

Software support for the System 3400 includes a set of FORTRAN or BASIC callable subroutines. These routines all run in the 3400 microprocessor and thus require minimal processor overhead in the host computer. In addition, users can custom-program the system in a powerful microprocessor ASSEMBLY language to meet format, process, storage, retrieval, and output demands.



**Multiple Monitors**  
simultaneous m



# FLEXIBLE ROUTINES

Lexidata supplies the following FORTRAN or BASIC callable subroutines:

**Initialize:** Resets the 3400 and erases the entire refresh memory.

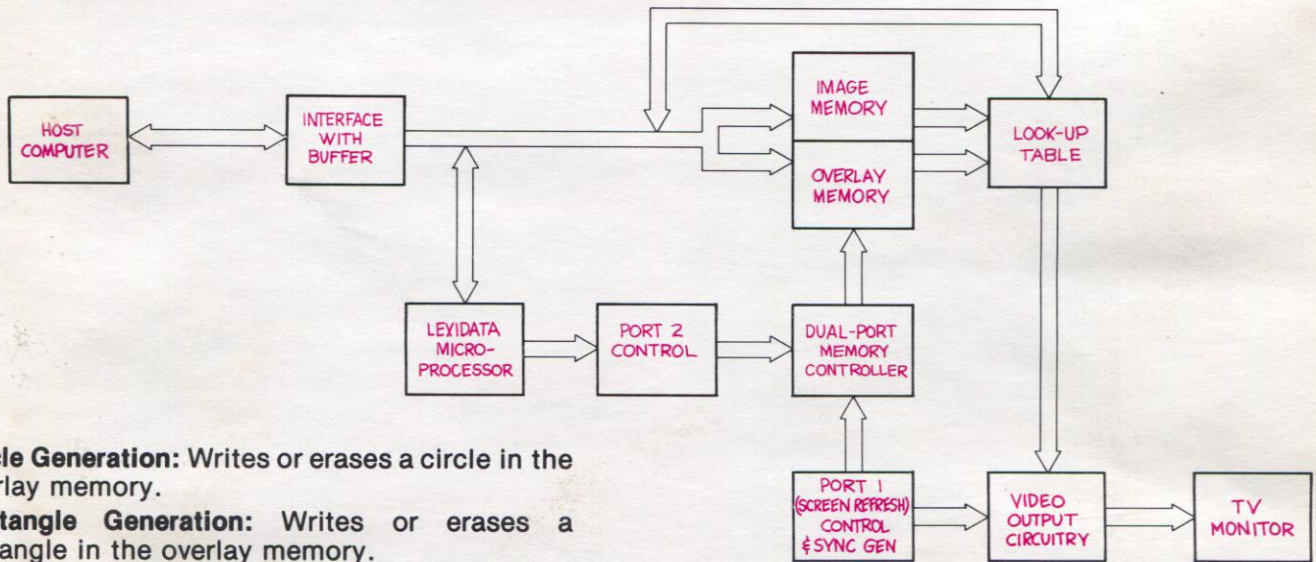
**Image Readback:** Reads a block of data from the 3400 refresh memory into the host computer.

**Image Update:** Writes a block of data from the host computer into the 3400 refresh memory.

**Vector Generation:** Writes or erases a vector in the overlay memory.

# RELIABLE

The System 3400 is built to give you long, uninterrupted, trouble-free service. All components undergo strict quality assurance (mil. std. 883 for digital components and mil. std. 750 for transistors). Final testing includes an exercised burn-in for a minimum of 168 hours which eliminates infant mortality problems. Lexidata systems are extremely reliable.



**SYSTEM 3400 ARCHITECTURE**

**Circle Generation:** Writes or erases a circle in the overlay memory.

**Rectangle Generation:** Writes or erases a rectangle in the overlay memory.

**Character Generation:** Writes or erases alphanumeric characters in the display memory.

**Decimal Number Conversion:** Converts a binary number to decimal characters and writes it into the overlay memory.

**Erase:** Erases all or part of the refresh memory.

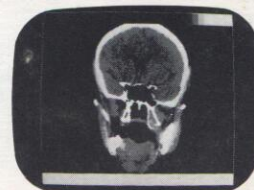
**Video View Selection (Option):** Selects Zoom factor and Scrolling position.

**Video Look-Up Table Loading (Option):** Calculates the necessary data values and writes them into the Look-Up Table.



agement: up to 8 different  
hrome outputs.

Single Monitor arrangement: grayscale or  
color output.





# SPECIFICATIONS

**Video Output:** EIA standard RS-170 or RS-343A composite sync and blanking; 60 Hz vertical scan rate, 15.75 KHz horizontal; 0 to -1 Volt into 75 Ohms. Microprogram selectable interlaced/non-interlaced mode of display. Scan rate can also be set to 25, 30, or 50 Hz.

**Alphanumeric Character Generation:** 5 x 7 Dot Matrix: 320 x 256; 32 lines at 53 characters  
256 x 256; 32 lines at 42 characters  
Standard 64 character ASCII upper cases font supplied, but other fonts or special symbols are also available on special order.

**Cursor:** Size and shape of non-destructive cursor is user-definable.

**Grayscale Look-Up Table (Option):** Program controlled mapping of either 10, 11, or 12 bits of intensity data to 8 bits of grayscale video output. Up to 256 levels of gray can be displayed simultaneously, selected from up to 4096.

**Color Look-Up Table (Option):** Program controlled mapping of 10 bits of intensity data to three 8 bit video outputs, one each for the red, green, and blue guns of a RGB color monitor. Up to 4096 colors can be displayed simultaneously, selected from  $2^{24} - 1$  combinations. A grayscale look-up table may be operated in parallel to a color look-up table.

**Picture Memory:** Standard Configurations

Display (Pixels)	Bit(s) of Intensity and Overlay Data
320 x 256	1 to 16
256 x 256	1 to 16

**Data Update:** DMA, Command I/O or RS-232

**Input Device Options:** Interfaced via host computer — Joystick, Trackball, Keyboard, Light-Pen, Floppy or Hard Surface Disk, RS-232, Magnetic Tape, Plotter and Printer

**Pixel Update Times:** Based on average time to update System 3400 Picture Memory from new data in host computer memory —

Random or Sequential Update; 750 nsec/pixel  
Random or Sequential Readback; 1  $\mu$ sec/pixel

**Zoom (Option):** 2X, 4X, and 8X over any of the screen area without destroying original stored image in refresh memory

**Scrolling (Option):** 4-directional of non-magnified 320 x 256 image by continuously loading display memory from host computer; 4-directional of magnified (zoomed) image without host interaction

**Blinking and Multiple Images (Option):** User-programmable high speed blinking rate; display side-by-side up to twenty 64 x 64 images

**Compatibility:** Interface options to any 8, 12, or 16 bit parallel link; a 32 bit minicomputer will operate with the System 3400 through a modified 16 bit parallel interface

**Software:** FORTRAN or BASIC callable sub-routines as described earlier are provided with each System 3400 purchase. Custom software programming is also available from Lexidata.

**Data Transfer Rate:** Up to 2 Megabytes per second from host computer

**Gamma Correction (Option):** Factory programmed to user specifications

**Power Requirements:** 110/220 VAC, 50/60 Hz, 2.5A at 110 VAC

**Power Consumption:** 300 W average

**Environmental Requirements:** Temperature 0° to 55°C operating, -35° to 70°C storage; Relative humidity to 90% operating, to 95% storage (non-condensing);

Altitude to 10,000 ft. operating, to 50,000 ft. storage

**Dimensions:** 5-1/4" high x 19" wide x 18" deep

**Weight:** 50 pounds including power supply

