

# Book Review

## SERVICING DATA FOR COMPUTER BOARDS 600 AND 610

Published by Howard W. Sams and Company, Inc.  
8½ x 11" Soft cover, 36 Pages, \$7.95

Review by Charles L. Stanford

Howard W. Sams has long been the premier publisher of electronic service data. Their Photofact series covers virtually every audio and audio-visual component available in the free world today. Their technical book line is likewise extremely comprehensive. Collaborating with them in the production of this service manual (and one for the C4P) may well have been one of the wiser moves OSI has made in the area of documentation.

Don't get the idea that this booklet is all things to all people. As implied by the title, only the basic data needed for effective servicing of the machinery are included. But it's all there, including schematics, block diagrams, oscilloscope waveforms, parts lists, and annotated photographs of the boards. The text includes servicing precautions, disassembly instructions, and a troubleshooting guide.

The guide assumes a fairly thorough knowledge of servicing techniques. Beyond that, enough information is provided to isolate defective components or board sections, including a chip-level memory test. To aid in tracing signals, various components on the achematic are color-coded by function, such as video signals, RAM, crystal oscillator section, etc.

The schematics and photographs are on three-or four-section fold-out sheets, which minimizes tracing signals from one side of a page to another. The 600 and 610 boards are shown separately, with jack J1 as the common connector.

The parts list shows both the OSI designation for each component and a cross selection chart for most. For example, the IC chart lists eight manufacturers, and the capacitor chart three. Only a few items such as the ROMs and PROMs, rare ICs, some connectors, etc., show only OSI's part number.

If you never expect to open the case of your C1P, don't bother with this book. But if, like me, you enjoy the "hardware" side of microcomputing, don't pass it up.

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## All About OSI BASIC-IN-ROM Reference Manual

**computell:** "...any of several sections of this very well presented manual are worth the purchase price"

**Aardvark Journal:** "It is the book you were hoping was packed with your computer at the factory"

**PEEK(65):** "in goes far enough...to hold the interest of advanced programers as well as novices."

Complete, concise, accurate, detailed. USR(X). Bugs. Tapes: BASIC, autoloader and homemade. Source code and variable tables above \$0300. Memory maps: \$00,01, 02,A000-BFFF. Line-by-line description of MONITOR in \$FE,FF.

\$8.95 from your dealer  
or postpaid from me.

Edward H. Carlson  
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Okemos, MI 48864

## OSI SOFTWARE

**VIDEOTREK** NOT your ordinary STARTRAK game, VIDEOTREK is a non-stop action chase around the galaxy in pursuit of invading Klingon cruisers. Stars, planets and Black Holes all must be avoided--and watch out for the Doomsday Machine! Four challenging levels of play with bonus time for high score. If you like STARTRAK or TIMETREK, this is your game! .....\$7.95

**REBEL GUNNER** The Rebel Alliance is in danger! It's up to you and your X-Wing fighter to catch the TIE fighters in your sector and destroy as many as you can. The TIE fighters dodge so quickly that your targeting computer is on automatic fire control while your hands are full just lining up targets! The graphics in this one will make you forget your sights on the front of your computer. Three levels. ....\$7.95

**RED BARON** Battle the notorious Red Baron! Your squadron consists of three Spads and it's a race against time as you try to down as many enemy planes as you can before your fuel runs out. Three levels of difficulty. Wait'll you see what happens when you have to bail out after running out of gas or getting shot down by the Baron! .....\$7.95

**TANK MAZE** As Tank Commander, your mission is to blow up all the abandoned gun emplacements on the battlefield. Your task is complicated by the other objects in the area however. Mines, trees, houses and civilians must be avoided as you race to complete your mission in time. Each maze is different and each contains over 200 obstacles. ....\$7.95

**BARRIER TANK** An enemy tank is placing barriers on the battlefield. You must destroy the enemy tanks to keep the area open. As the game goes on, the open spaces rapidly disappear, making the job more difficult. Two levels of difficulty. In Level 2 they're laying explosive mines! .....\$7.95

**NEW NEW NEW**  
**ARRRG6G!** A fast paced, frantic chase around the screen, trying to catch some very elusive targets. It's a race against the clock as you try to roll up the highest possible score. Five levels of play and bonus time for high score! You'll understand the name when you try Level 5! .....\$7.95

**EARTH vs. FLYING SAUCERS** The Earth is in a panic! Saucers are coming to open a new Peopleburger franchise! Can you stop them? Two levels of difficulty. This one is simpler to play than the others, with only one button to push, but it's still quite a good challenge. ....\$6.50

All prices are postpaid--no "hidden" handling charges. All run in 8K on any OSI C1, C2 or C4 tape based computer. All are recorded twice on each tape and are covered by a Limited replacement warranty, return for replacement.

**BOB RETELLE**  
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