WHIZZARD®

7255T

The Whizzard 7255T is a dynamic interactive computer graphics system designed to meet the NACSIM-5100A specifications. The 7255T 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 C³I. The Whizzard series is based on Megatek's proprietary Graphics Engine™, 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 C³I applications.

The Whizzard 7255T provides the fastest interface available to DEC™ computers through a Unibus™ DMA parallel interface that can provide communications speeds up to 1 Mbyte per second.

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. One half megabyte of display list memory is standard and can be expanded to 3 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 separate 16-bit peripherals bus that allows 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. The Whizzard modular architecture allows the design of flexible, powerful and economical system configurations.

MEGATEK CORPORATION
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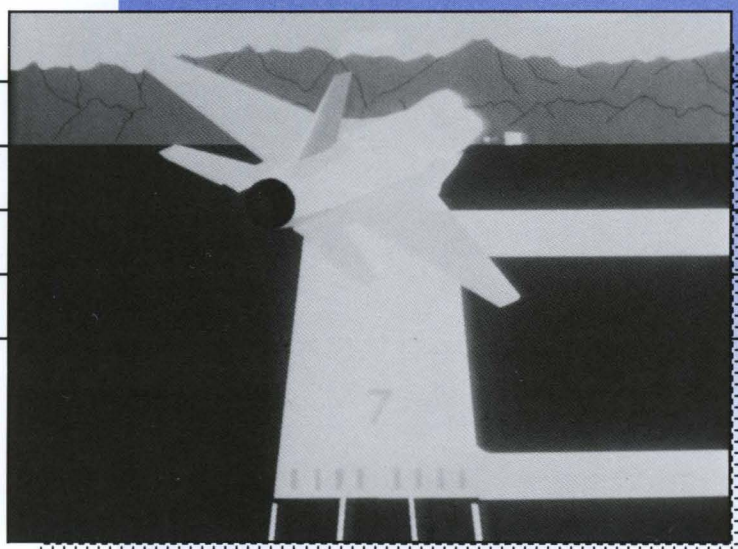

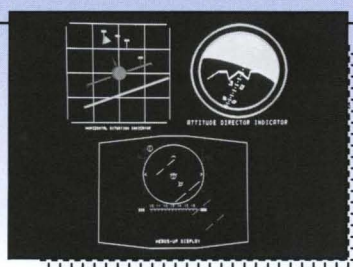

All Whizzard systems are software-compatible through Megatek's WAND™ multi-level graphics software or TEMPLATE®, Megatek's device and computer independent graphics software. Either of these packages combined with Megatek's complete line of intelligent, interactive graphics peripherals give the 7255T the ability to provide versatile, cost-effective solutions for almost any interactive graphics solution.

Features Include:

- 19" 1024 × 1024 non-interlaced display
- DEC Unibus DMA parallel interface
- 16 simultaneously displayable colors from a palette of 4096
- One half Mbyte of display list memory (Expandable to 3 Mbytes)
- 4096 × 4096 × 4096 virtual display space
- Complex 2D or 3D graphics transformations (rotate, translate, continuous scale, clip)
- Hardware blink and dash patterns
- Tilt & swivel monitor with anti-glare
- Surface fill processor
- User defined character/symbol set
- Graphics tablet
- Full ASCII keyboard with joystick
- WAND software
- TEMPLATE software

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