

From jeffr Wed Aug 29 19:41:42 1990  
To: debem  
Subject: Please print  
Date: Wed Aug 29 19:40:13 1990  
<EndOfHeader>  
For Go Corp file. Thx. Jeff

>From claraj Wed Aug 29 19:32:28 1990  
To: jeffr rice  
Subject: GO  
Date: Wed Aug 29 19:28:50 1990

Phil Taylor, Dir. of PC Platform at Softview (a forms co.), is quite eager to give us info on GO. One of their developers has attended two training sessions, April and June this year. Phil has access to technical documentation and will get more detailed information.

Softview has put a halt on pursuing the GO platform due to lack of resources in time and money in writing apps for a new operating environment. He is definitely interested in developing Windows apps. Being a Windows developer himself, he is definitely pushing for Win-H and open to giving us info on GO. I think he's being straightforward in his description. He was flipping through the papers while talking to me.

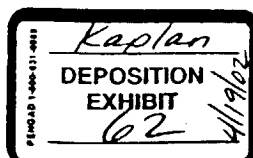
Due to my novice status, some of this information may be redundant, and the more technical information a bit fuzzy.

So...based on a technical documentation dated April 24, 1990, the GO machine has:

- 12 MHz 80c 286. Zero weight state.
- 3 meg RAM std expandable to 8
- 1 meg EPROM
- 2 meg SRAM for user data
- 640X400 resolution. Black and white. LCD. Super Twister Reflection.
- 800 DPI 1:1 aspect ratio
- 4 shades of gray
- 9.5 " x 13" x 1" with screen size of 5.5" x 8"
- weight: 4.5 lbs
- removable NiCd battery with backup Lithium cell. Battery life is 4 hours with 1.5 hrs to recharge.
- optional expansion slot for Group 3 fax board - 9600 baud
- Stylus is cordless. (Phil will check on button)
- supports in & out proximity, pen events (move up, down, window enter and exit)
- NO disks. No h/d or floppy disks.

The current GO notepad has three components: memory, screen and pen.

It does offer an optional base station module-recharger that includes serial and parallel port to print to (HP LaserJet II, Dyconax 150



(portable printer), Epson Fx/LQ), standard IBM PS/2 keyboard and Appletalk RS232. Floppy drives and hardware modules are optional on the base station.

Phil does not believe that GO is manufacturing the hardware. He heard a rumor that IBM is. GO has been having a tough time in receiving the hardware to fit their time schedule.

Handwriting recognition is CURSIVE and trainable. Phil does not think it's neuronetbased, based on it being a 286. The developer who went to the training class was very impressed by the demo. However, it was used only by Go's representative and not tried out by anyone from the audience. Recognition is concurrent with a slight lag but not distracting. He has little information on Go's hw, other than they are using static and dynamic approaches (speed, direction, sequence, timing).

GO does NOT have a collision problem between gestures and characters. It doesn't sound like they're relying on different modalities. They've spent much effort in defining them and have cycled them twice already in the past few months. As of April, they were using double taps, triple taps, circle, carets, horizontal and vertical slash, question mark, X. Having started out with 20 system gestures, they have cut it down to 10-12. Phil mentioned that they're shooting for the magic seven. In addition to system gestures are application gestures and user-defined gestures (???)

GO uses a constant daytimer metaphor with tabs on the side, even when an application is being used. Thus, it forces the user to define the GO notepad as a daytimer.

Applications bundled are a word processor and a central address book. Their operating system includes file conversion and network communication. Optional software is a drawing program (COM ??), a faxviewer and forms. He mentioned Tenpoint as one of their ISV's.

It does do multitasking, threads -- perhaps pre-emptive multitasking.

With regards to the operating environment codenamed OSN, it's pseudo object-oriented written on C, not C++. It utilizes special structures and pound defines to look like object oriented code. But it is definitely not an object-oriented language. It contains an app framework, Win class, app class and object-oriented extensions to C.

The developing environment contains standard editors, linkers and source code debuggers. Development is done on DOS. Tools are DOS-based. The debugger and the emulator is done on Codeview. Developers develop on the PC on an emulator which simulates the GO environment. Then, when they receive the hardware, they can cross compile on the GO machine. The developing environment is split. One compiles and links on text-based DOS. But, booting is graphical (Windows). Thus, the developer has to be aware of DOS and Windows. Apparently, GO is pushing their training classes (100

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ISV's in the April session) to encourage ISV development prior to having the hardware prototypes. Phil says converting existing apps to OSN is highly dependent on how carefully the coding has been done and most likely result in re-programming from scratch.

No compatibility with DOS or Windows.  
No screen rotation support.

Phil will get hold of more manuals and sort through them, in addition to talking to the person who went through training to get a better feel of UI. I told him I'll contact him Monday--to give him time. Given that further information is probably more technical, I think one of the development team should be here when I talk to him. Hope this information is useful.

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