Subject: Data General? Nova's and Eclipses?
Posted by Randy Bey on Fri, 13 Apr 2001 12:27:58 GMT
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Wayne, Wayne, Wayne.I was a DGer for 14 years, 1976-1990, until I was one of the 2700 instant winners in the "Get away from Ed" contest.Cut my teeth on Novas, worked on a Supernova at the U of M, serial number 17, but I'm sure this is off topic and boring to anyone else on this board.My badge number was 8696, what was yours?

Subject: Re: Data General? Nova's and Eclipses?
Posted by Wayne Parham on Fri, 13 Apr 2001 20:21:31 GMT
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I have a lot of good memories from my Data General days, but my badge number isn't one of them. Engineering for Data General was my first job of my career. One of the systems I worked on was the MV8000, and I left the company after that product stabilized.Tracy Kidder wrote a book about us, "The Soul Of A New Machine." That was back before Silicon Valley was anything, back then it was Route 128 in Framingham. That's where you found companies like Digital Equipment Corporation, Data General, Prime and Wang. Every company in the technology sector was there. Wonder years, those days were.I always thought it would be cool to make a monster subwoofer using the linear motor from a Zebra disk drive.Remember Zork? Wasn't that old original version cool? I have the source code. At www.ParhamData.com/free.html, you will find a link to download it, and an executable for the PC is included in the archive. There's also some other real cool stuff there, so please download anything you like.This Zork isn't the early port to the PC that they sold when they formed Infocom. That one had to break the game into three versions - I, II, and III. This is the original in its "full glory," and compiled it is a whopping 300Kb or something, which was bigger than they wanted it to be for entry level PC's. That's why they carved it into three pieces.