BEACON™ PUTS MORE GRAPHICS AT YOUR FINGERTIPS.

It's a rare graphics system that can produce business graphics and also operate as an engineering workstation for under $20,000. The Beacon™ System from Florida Computer Graphics puts it all right at your fingertips.

Using Multi-Processor Architecture (MPA) and 48-bit microcoded firmware, the Beacon System produces virtually instantaneous generation of vectors, arcs, circles, rectangles, and polygon fills. And BeaconBRIGHT™ makes those images far more visible even in brightly lit areas.

With the addition of 640KB of optional graphics memory, Beacon's 640 X 480 resolution can create a 1280 X 960 addressable image, typical of many CAD/CAM applications. This higher resolution, combined with the standard BeaconROAM™ and Zoom features, makes Beacon ideal for many engineering and scientific applications.

Check these unique Beacon features, standard on all models.
- A wide range of true graphics and character graphics including dot addressability, IX zoom increments (up to 16X), horizontal and vertical scrolling in variable speed, and more.
- A palette of 256 colors; 32 usable at one time (16 in the graphics planes, 16 in the alphanumeric plane).
- Superior ergonomic design. From a display that's twice as steady as those advertised as "flicker free" to the monitor that tilts, swivels, and adjusts in height. Beacon leads the way in human-factors engineering.

Beacon works with joysticks, light pens, digitizer tablets, printers or plotters. It also interfaces with slide cameras, color copiers and even large screen video projectors.

For generating either business or engineering graphics, the Beacon System (stand alone or host dependent), offers a spectrum of capabilities unmatched in its price category. To find out more write for our full color literature:
Marketing Communications Manager
Florida Computer Graphics, Inc.
1000 Sand Pond Road, Lake Mary, FL 32746.
Or call (305) 321-3000. In the Continental U.S. outside Florida, dial 1-800-327-3170.

FLORIDA COMPUTER GRAPHICS
VISION IN COMPUTERS