LOCATIONS

① ② ③ ④ ⑤ ⑥ ⑦ ⑧
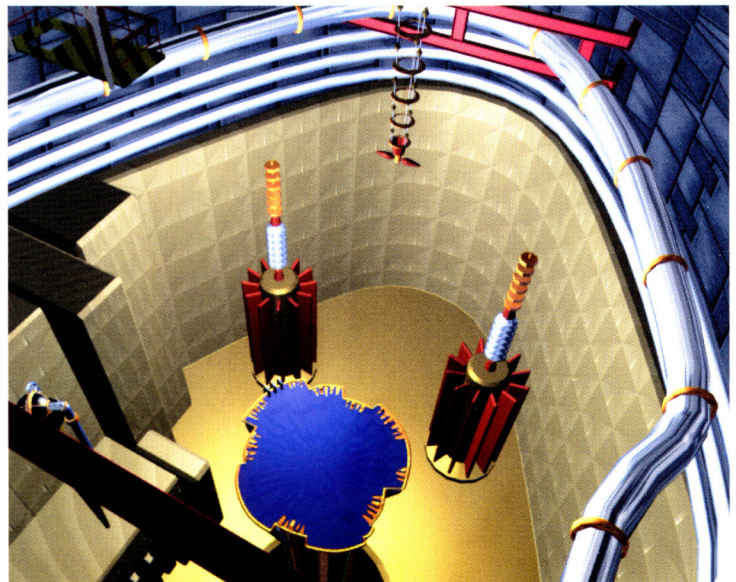
DOT'S DINER

PRINCIPAL LOCATIONS

REFERENCE NUMBER

Code: HL0001

SILICON TOR

REFERENCE NUMBER

Code: ST0001

REFERENCE NUMBER

Code: CLA0001

REFERENCE NUMBER

Code: ST0002

PRINCIPAL LOCATIONS

VEHICLES

① ② ③ ④ ⑤ ⑥ ⑦ ⑧
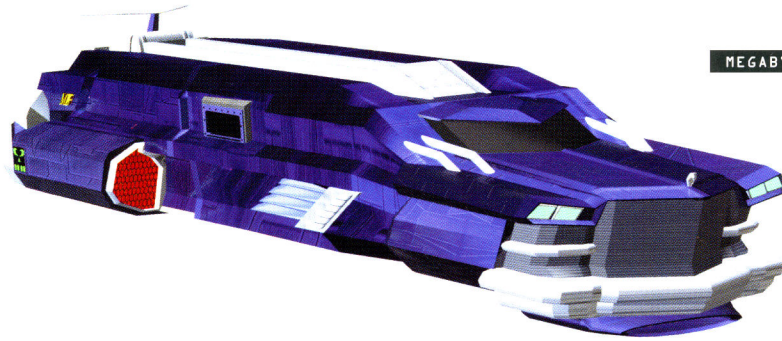
MEGABYTE'S LIMOUSINE

REFERENCE NUMBER

Code: VEH0001

BOB'S CAR

REFERENCE NUMBER

Code: VEH0002

BUBBLE CAR
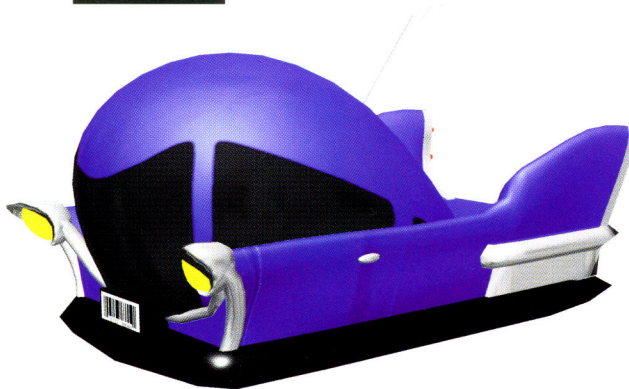
GOSUB

REFERENCE NUMBER

Code: VEH0003

REFERENCE NUMBER

Code: VEH0004

Go-Sub 3

3

SKIMMER

REFERENCE NUMBER

Code: VEH0005
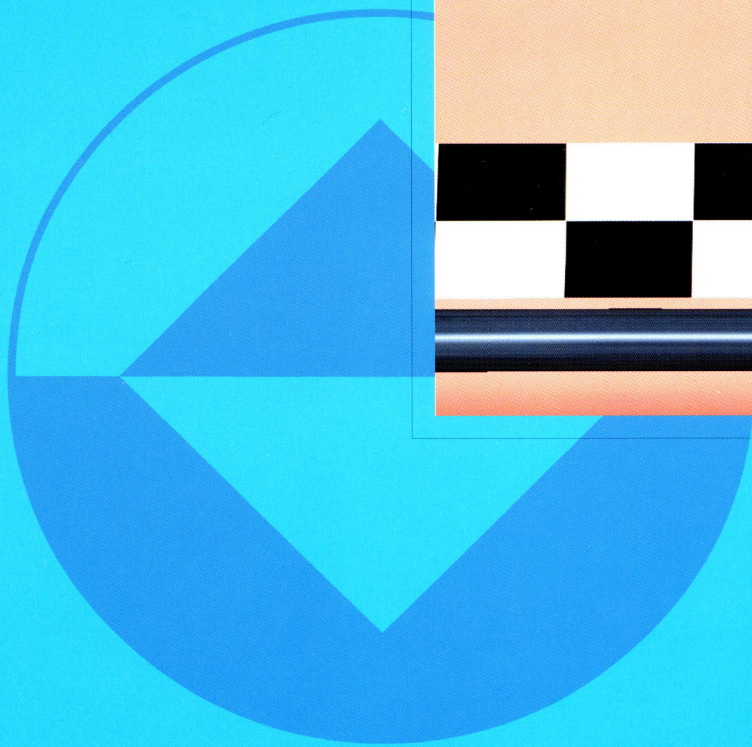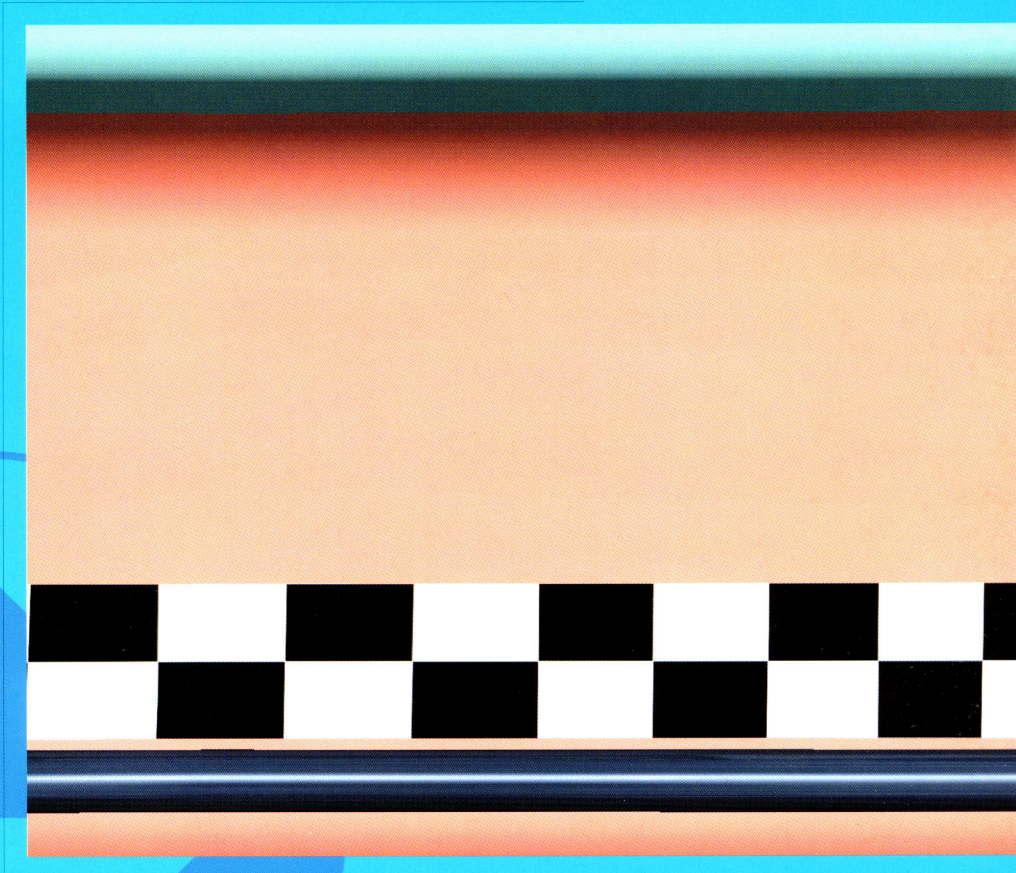
VEHICULAR TRANSPORT

DATA BANK

REFERENCE NUMBER
Code: LOGO001

ReBoot™

REFERENCE NUMBER
Code: LOGO002

ReBoot™

ReBoot™

DYNAMIC IMAGERY
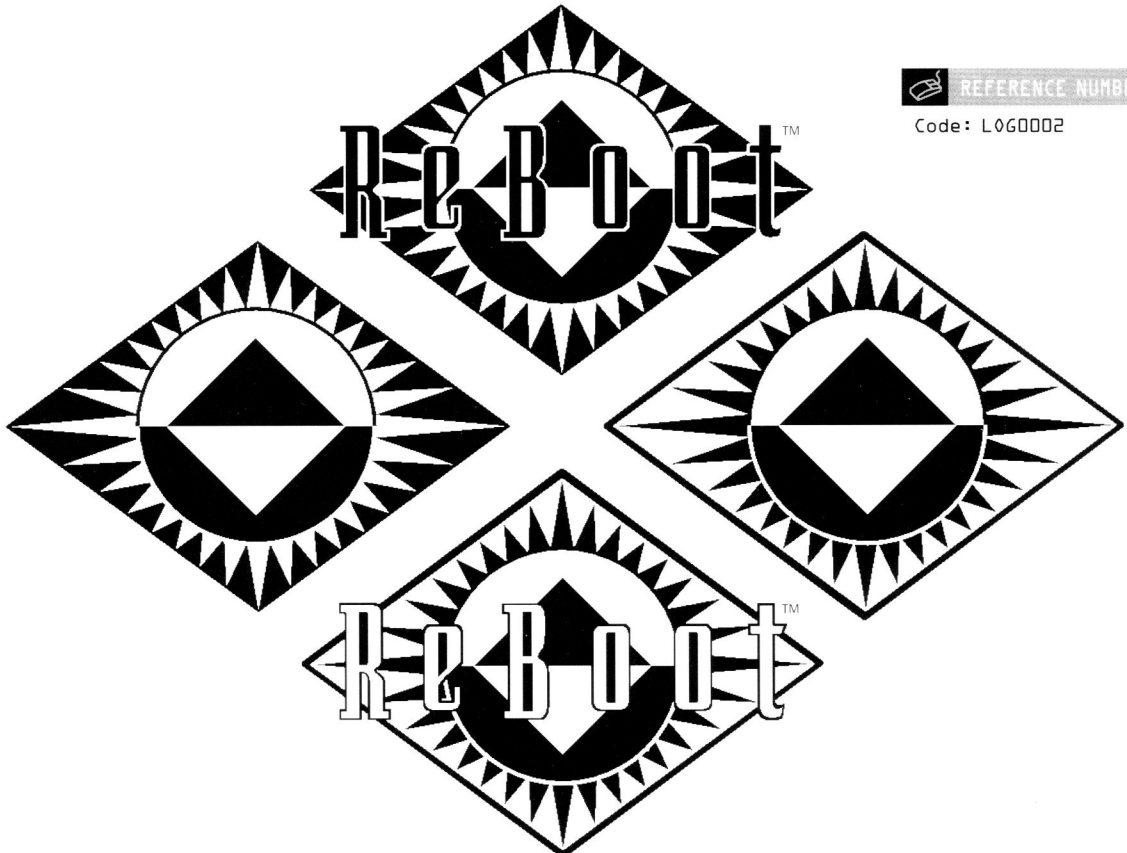
Black   30% Screen

Black   No Screens

DYNAMIC IMAGERY

REFERENCE NUMBER

Code: LOGO003

COLOURS

Yellow – Pantone 116
Blue – Pantone 542
Light Red – Pantone 486
Dark Red – Pantone 186
Black

REFERENCE NUMBER

Code: LOGO004

DYNAMIC IMAGERY

Reboot™ full colour logo and component breakdown
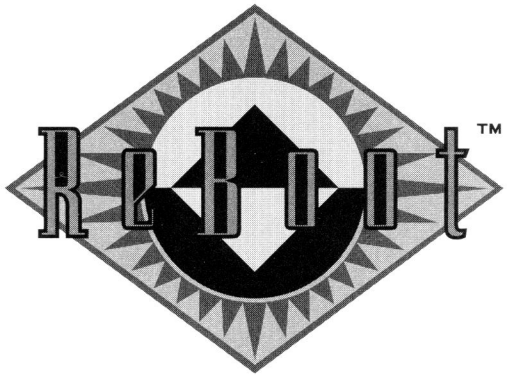
Black
542 light blue
186 red
486 light red
116 yellow

Black

Black

542 light blue

ReBoot

186 red
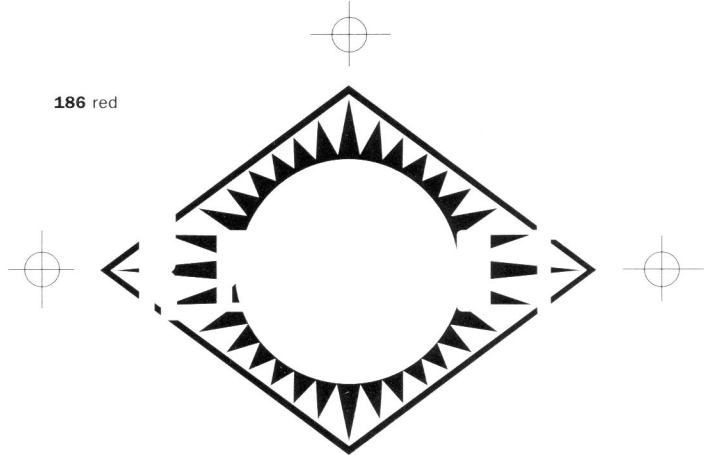
486 light red
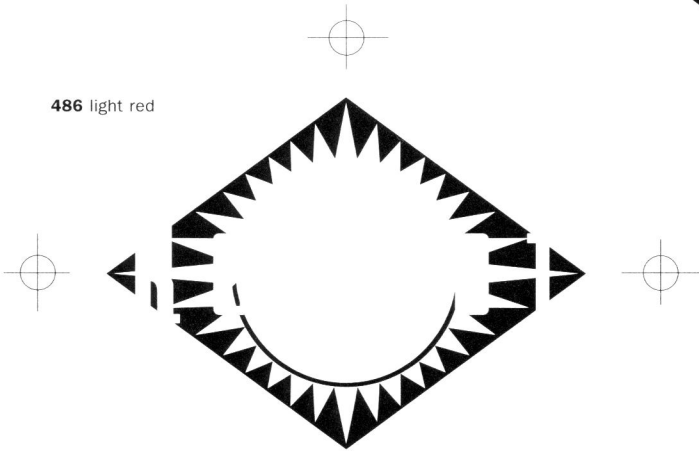
116 yellow
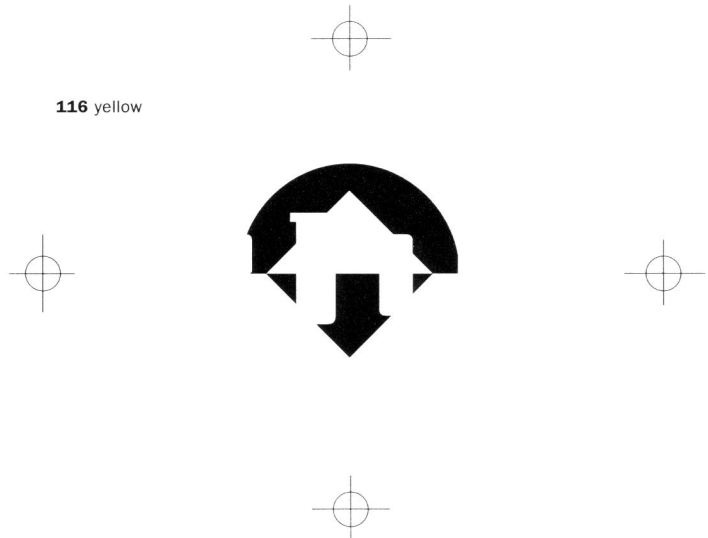
ICONS
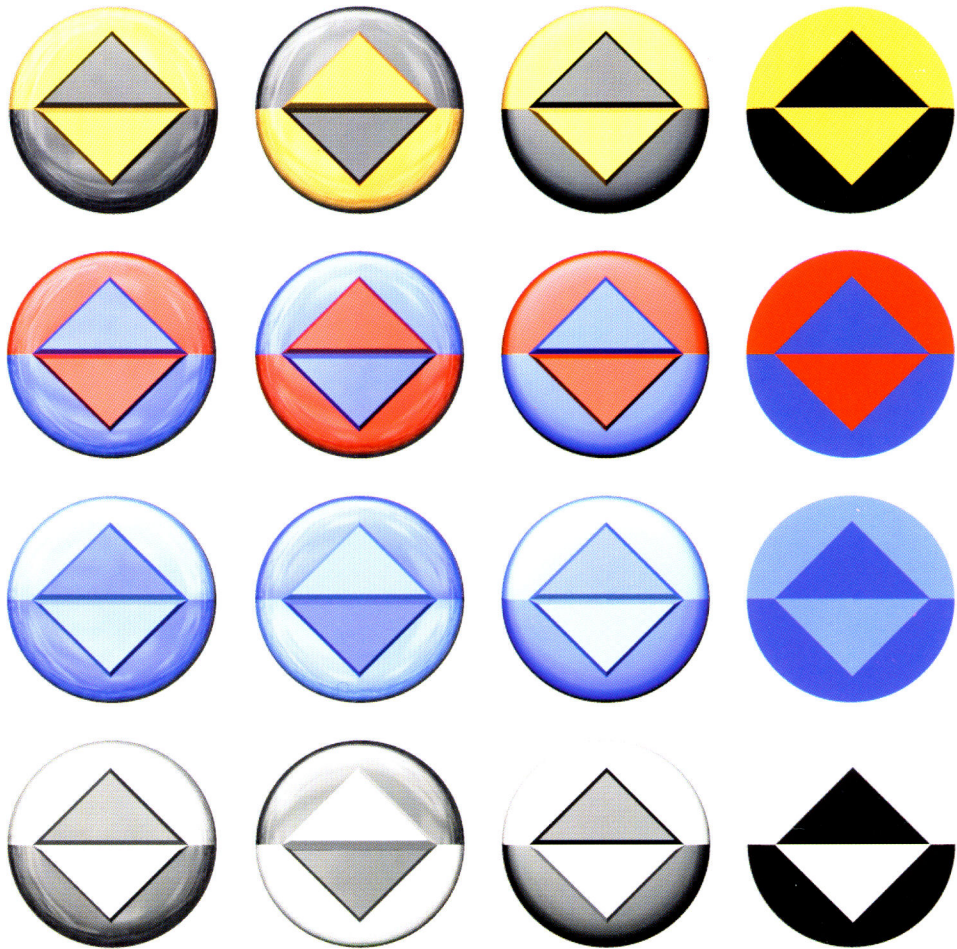
Code: IC00001

Code:IC00002
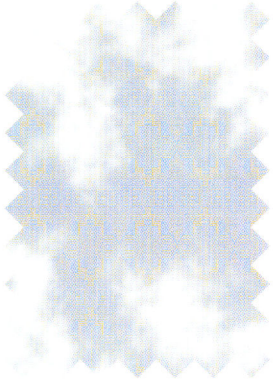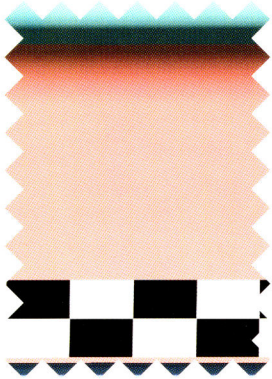
Code: TEX0001

Code: TEX0002
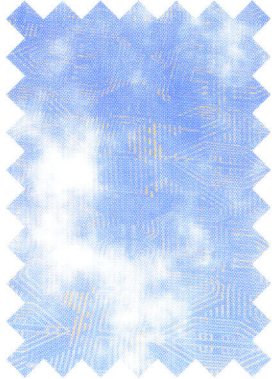
Code: TEX0003

Code: TEX0004
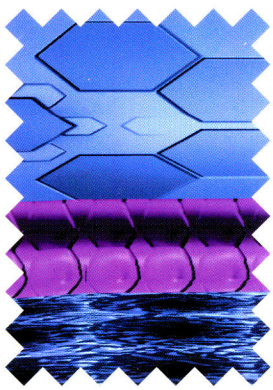
Code: TEX0005
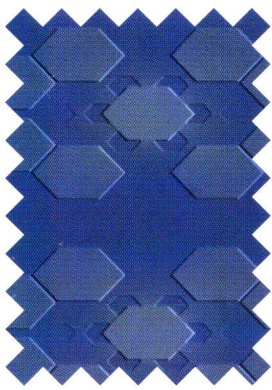
Code: TEX0006
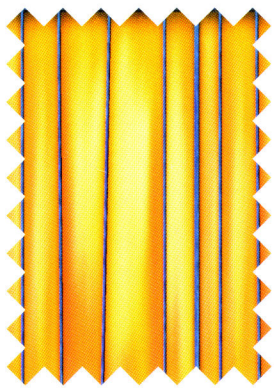
Code: TEX0007
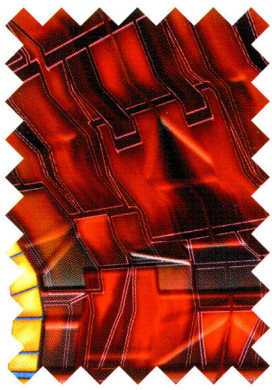
Code: TEX0008
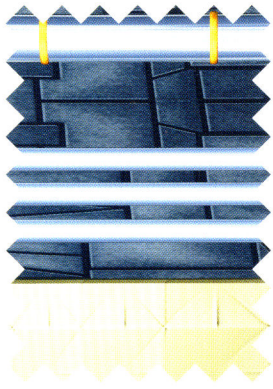
Code: TEX0009
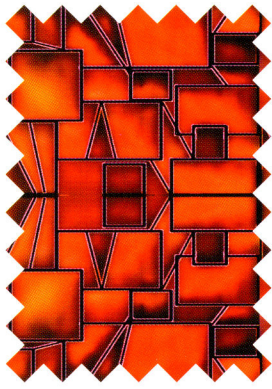
Code: TEX0010
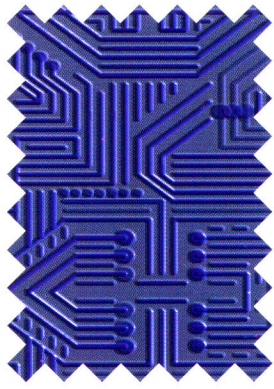
Code: TEX0011
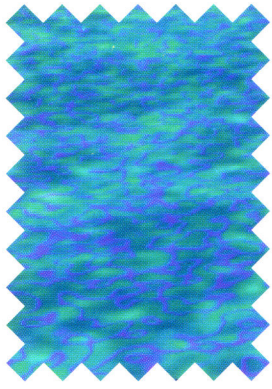
Code: TEX0012
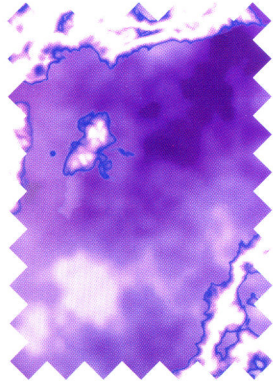
Code: TEX0013
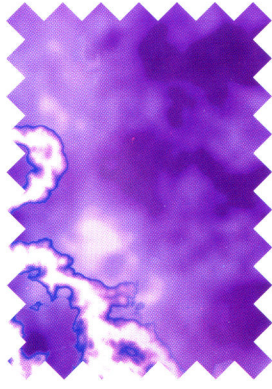
Code: TEX0014
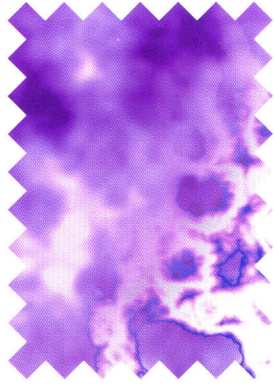
Code: TEX0015

Code: TEX0016

DYNAMIC IMAGERY

REFERENCE NUMBER

Code: PRP0001

STREETLIGHT

REFERENCE NUMBER

Code: PRP0002

ZIP BOARD

TRAFFIC WINDOW

VID WINDOW

REFERENCE NUMBER

Code: PRP0003

TRAFFIC WINDOW

VID WINDOW

TRAFFIC WINDOW

VID WINDOW

A

A sea, D sea – *Mainframe's largest "oceans", expansive 2D planes of energy*

Address – "absolute address"

A location

Accelerate; accelerator

Access – obtain or get – "access me some new clothes"

Active

Aliasing

Alt key

Alphanumeric!

Analog

Application

Architecture

Archive

Array

Arrow key

Artificial intelligence – "talk about artificial intelligence"

Assembly language

Asynchronous

Autosave

Autotrace

Autosize

B

Bad sector

Backup

Background – *as in backgrounding*

Backslash

Backspace – "I backspaced on him"

Basic – *the ultimate insult* – "Who are you calling basic?"

Batch file

Batch processing

Baud rate

Ray

BBS: Bulletin board – *there's an electronic one at Dot's that's always changing*

Binary

Binomes – *simple data sprites*

Bit

Bit map

Board – motherboard; zipboard; slateboard

Boorlean logic – *everything is either true or false*

Boot; Reboot; Cold boot; booting up

Box – *as in window*

BPS – Bits per second, *or in Frisket's case*, bites per second

Buffer

Bug

Byte

Bus

Button

C

Cad – computer aided design

Calculate

Calendar

Caps lock

Capture

Card

Carriage; carriage return

Character

Character based

Character set

Characters per second

Character string

Checksum

Chip

Circuit, Circuit Board, open circuit, closed circuit

Clear

Click

Chipboard

Clock speed – *measured in megahertz*

Close – "close without saving"

Code

Cold Boot

Command. Com

Com file

Compatible; compatibility,

Compile; compiler

Compression

Compute

Configuration; configure

Connectivity

Coprocessor

Copy; copy protected; copy process

Crash

Crunching –"number crunching"

Cursor

Cut; copy; paste

D

Data; data silo; data stack

Data sprite – living inhabitant of Mainframe

Debug; debugger

Decimal

Dedicated server; dedicated channel

Default; by default

Delete

Density; low or high density, single or double – Slang for intelligence

Desk accessory

Desktop

Digital; digitise; digitiser

Dingbat

DIP, DIP switch

Direct connect

Direct access

Directory – Dir,

Disk

Display dithering

Dot matrix

DOS

Double sided

Down – "the system is down", "Enzo is down"

Not available

Download, downloadable font

Downward compatible/backward compatible: compatible w/earlier version

Dots per inch (DPI)

Drag

Driver, drive

Drop down menu

Dump, screen dump, data dump

Dvorack – Qwerty

E

EEPROM

Embedded command

Emulate; emulation

Encryption: *translation of data into a secret code*

End of file

End of line

Enter

Environment

Erase; erasable

Error; logic error; error detection; fatal error

Escape key

Escape sequence

Execute – *same as run*; "executable file"

Expanded memory

Expansion board

Expansion bus

Expansion slot

Export – Import

F

Feathering

Field

File: Batch file, binary, command, data, directory, executable, library, map, object, text

File attribute

File compression

File fragmentation; defragmentation

File locking; locked

File management

Filename

File server

Filter

Find – "find command"

Flicker

Floating-point; floating point Unit (FPU)

Floppy disk

Flush, right, left, centred, justified

Flux; flux capacitor; power flux transmitter

Folder

Font

Footer

Footprint

Format – "Sorry, but the fast life is not my format"

Formula

Form feed

FORTRAN – *The oldest high level programming language*

Free-floating void

Front end

Function

G

G – *represents giga or gigabytes* "That's six G's"

Gigabyte

Grayscale

Get with the program!

H

Hacker

Halftone

Handle

Handshaking

Hang – *When the computer does not respond to input*

Hard – hard disk, hardware

Head crash

Header

Help; help file; help button; help window; help balloon

High language

High memory

Host, remote – server, slave, master

I

Import – export

Initialise

Input

Insert; insert page break

Instructor set

Integrate; integrated

Interface; interfacing, communicating – *talking*

Internal drive

Interpreter
Interrupt
Ions
Ions filings
I/O: short for input/output
J
Jack out; jack in
Jaggies
K
K – *Represents thousand –*
"Ten K"
Kerning
Key; keyboard; control key;
function key; escape key;
return key; backspace key;
caps lock key; delete key; shift
key; tab; option key
Kludge: *a derogatory term that*
refers to a poor design
L
Local area network (LAN)
Language
Launch – *as in launch (start) an*
application
Letter quality
Level – *low numbers start at*
the very top. Higher numbers
progressively go deeper into
the darker scummier sections
of Mainframe
Library
Line
Link
Load
Local
Lock
Log on
Log off
Log out
Look-and-feel
Loop
Low-level format; low-level
language
M
Machine code
Machine language
Mailbox
Mail merge
Macro
Map
Mass storage
Mean time between failures
(MTBF)
Mega-binary – *fantastic, great*
Megaflop
Megahertz
Memory, *let's not waste*
memory on the insignificant
details

Menu; pop-up menu; cascading
menu; pull-down menu; moving
bar menu; menu bar; tear off
menu; menu driven
Merge
Message box – *"You are dead"*
Microprocessor
MIDI
Million instructions per second
– (MIPS)
Modem
Monochrome – *black and white*
Motherboard
Mouse
Multi-media
Multi-processing
Multi-tasking, multi-user
N
Nanosecond
Network, net
Node
Null – *energy eating slugs of*
the lower levels
Number cruncher; number
crunching
Numeric keypad
O
OCR
Off-line
On-line
On-board
Open
Output
P
Paint program, brush, eraser,
lasso, pencil, scissors, spray
paint
Pallcite
Parallel
Parameter
Parity
Password
Pasie
PC
Pause
Phong: "ASCII and you shall
receive"
Phong: "Better hurry, the boy's
getting SNAI"
Piracy; pirating software
Pixel
Platform
Plot
Plug
point
Port – *a verb or noun*
Power down
Power supply
Power user

Printer
Process – "Give me a while to
process that one"
Program
Prompt
Protocol
Public domain
R
Random access memory –
(RAM)
Raster graphics
Readme file
Refresh
Reliability
Remote
Reset
Resident font
Resolution
Return
ROM, read only memory
Root directory
RS-232C
Run
S
Save – "save without changes"
Scale
Scanner
Screen, screen saver
Scroll; scroll bar
Search and replace
Sector – *the divided sections of*
Mainframe
Seek time
Select
Serial; serial interface
Semiconductor
Server
Shareware
Shift
SIMM
Slice & Dice – *Hack & Slash's*
predecessors who were
scrapped by Megabyte for
failing him
Slot
Smoothing
Soft, software
Source, source code
Speech recognition
Spelling check
Split screen
Spool
Spreadsheet
Sprite – *same as data sprite*
Stack
Start bit
Stop bit
Storage, store
String

Style sheet
Subdirectory
Subroutine
Super-cooled
Supercomputer
Surge protector
Sysop
System
T
Template
Terminal
Terminate
Text
Time sharing
Toggle
Token
Toner
Trackball
Transfer
Type, typeface
U
Undo; undo command
Upload
Uppercase
User; User friendly
Utility
V
Vaporware
Vector graphics
Vid-window
Virtual memory
Virus
Voice mail
Voice recognition
Volatile memory
Volume
W
Wait state
Warm boot
Window; window matrix
Word processing
Word wrap
Write; Write once, read many –
(WORM)
Write-protect
WYSIWYG – *pronounced*
"Wizzy-wig" – what you see is
what you get
Z
Zero wait state –
microprocessors that run at
their maximum speed without
waiting for slower memory
chips
Zipboard – *small personal*
transportation

DIRECTORY

① ② ③ ④ ⑤ ⑥ ⑦ ⑧
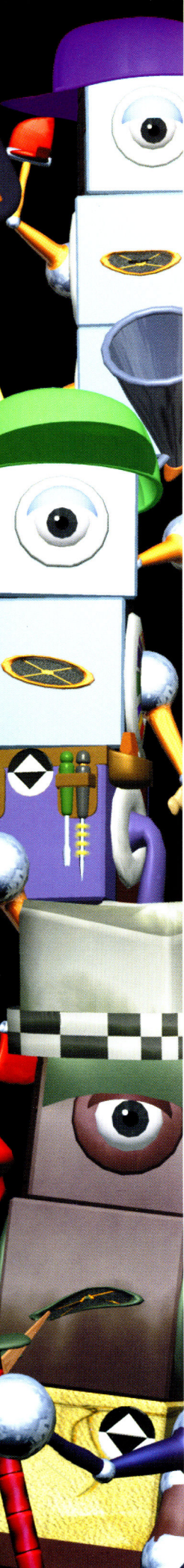
ReBoot™

REFERENCE NUMBER
Code: DIR0001

REFERENCE NUMBER
Code: DIR0002

REFERENCE NUMBER
Code: DIR0003

REFERENCE NUMBER
Code: DIR0004

REFERENCE NUMBER
Code: DIR0005

REFERENCE NUMBER
Code: DIR0006

REFERENCE NUMBER
Code: DIR0007

REFERENCE NUMBER
Code: DIR0008

REFERENCE NUMBER
Code: DIR0009

DIGITAL DIRECTORY

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ReBoot™

REFERENCE NUMBER
Code: DIR0010

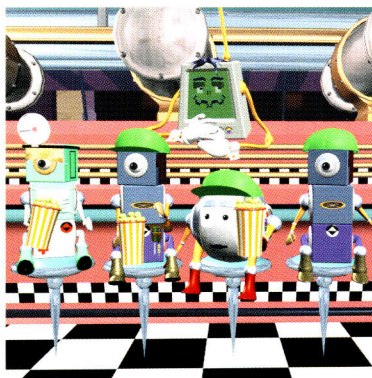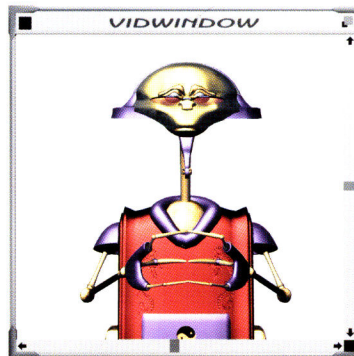REFERENCE NUMBER
Code: DIR0011

REFERENCE NUMBER
Code: DIR0012

REFERENCE NUMBER
Code: DIR0013

REFERENCE NUMBER
Code: DIR0014

REFERENCE NUMBER
Code: DIR0015

REFERENCE NUMBER
Code: DIR0016

REFERENCE NUMBER
Code: DIR0017

DIGITAL DIRECTORY

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VIDWINDOW

VIDWINDOW

VIDWINDOW

REFERENCE NUMBER
Code: DIR0018

REFERENCE NUMBER
Code: DIR0019

REFERENCE NUMBER
Code: DIR0020

VIDWINDOW

VIDWINDOW

VIDWINDOW

REFERENCE NUMBER
Code: DIR0021

REFERENCE NUMBER
Code: DIR0022

REFERENCE NUMBER
Code: DIR0023

VIDWINDOW

VIDWINDOW

VIDWINDOW

REFERENCE NUMBER
Code: DIR0024

REFERENCE NUMBER
Code: DIR0025

REFERENCE NUMBER
Code: DIR0026

DIGITAL DIRECTORY