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Microsoft Press

# Computer Dictionary

Third Edition

**Microsoft** Press

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for temporary data storage. *Also called* scratchpad, scratchpad memory. *See also* central processing unit, register.

**screen angle** \skrēn' ang'l\ *n.* The angle at which the dots in a halftone screen are printed. A correct angle will minimize blur and other undesirable effects, such as moiré patterns. *See also* color separation (definition 1), halftone, moiré.

**screen buffer** \skrēn' buf'ər\ *n.* *See* video buffer.

**screen dump** \skrēn' dump\ *n.* A duplicate of a screen image; essentially, a "snapshot" of the screen that is either sent to a printer or saved as a file.

**screen flicker** \skrēn' flik'ər\ *n.* *See* flicker.

**screen font** \skrēn' font\ *n.* A typeface designed for display on a computer monitor screen. Screen fonts often have accompanying PostScript fonts for printing to PostScript-compatible printers. *See also* derived font, intrinsic font. *Compare* PostScript font, printer font.

**screen frequency** \skrēn' frē'kwən-sē\ *n.* *See* halftone.

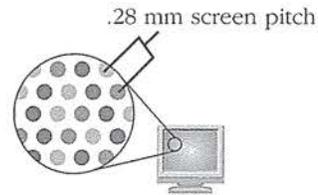
**screen grabber** \skrēn' grab'ər\ *n.* *See* grabber (definition 3).

**screen name** \skrēn' nām\ *n.* A name under which an America Online user is known. The screen name may be the same as the user's real name. *See also* America Online.

**screen phone** \skrēn' fōn\ *n.* A type of Internet appliance combining a telephone with an LCD display screen, a digital fax modem, and a computer keyboard, with ports for a mouse, printer, and other peripheral devices. Screen phones can be used as regular telephones for voice communications and can also be used as terminals to gain access to the Internet and other online services.

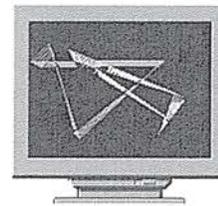
**screen pitch** \skrēn' pich\ *n.* A measurement of a computer monitor's screen density, representing the distance between phosphors on the display. The lower the number, the more detail can be displayed clearly. For example, a .28-dot-pitch screen has better resolution than one with .32. *See the illustration. See also* phosphor.

**screen saver** \skrēn' sāv'ər\ *n.* A utility that causes a monitor to blank out or display a certain image after a specified amount of time passes without the keyboard being touched or the mouse being moved. Touching a key or moving the



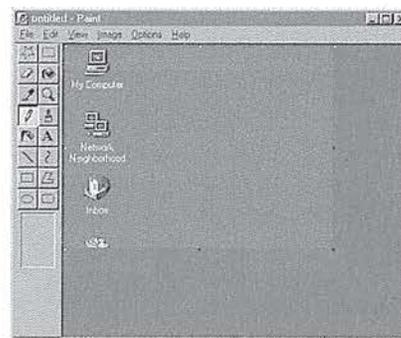
**Screen pitch.**

mouse deactivates the screen saver. Screen savers were originally used to prevent images from becoming permanently etched on a monitor's screen. Although modern monitors are not susceptible to this problem, screen savers remain popular for their decorative and entertainment value. *See the illustration.*



**Screen saver.**

**screen shot** \skrēn' shot\ *n.* An image that shows all or part of a computer display. The illustration shown here as well as the illustrations in this dictionary for the entries *alert box*, *cell*, and *menu bar*, for example, are screen shots.



**Screen shot.**

**script** \skript\ *n.* A program consisting of a set of instructions to an application or utility program.



The instructions usually use the rules and syntax of the application or utility. *See also* macro.

**scripting language** \skrip`tēng lang`wəj\ *n.* A simple programming language designed to perform special or limited tasks, sometimes associated with a particular application or function. An example of a scripting language is Perl. *See also* Perl, script.

**scroll** \skrɔl\ *vb.* To move a document or other data in a window in order to view a particular portion of the document. Scrolling may be controlled by the mouse, arrow keys, or other keys on the keyboard. *See also* scroll bar.

**scroll arrow** \skrɔl`âr`ɔ\ *n.* *See* scroll bar.

**scroll bar** \skrɔl`bār\ *n.* In some graphical user interfaces, a vertical or horizontal bar at the side or bottom of a display area that can be used with a mouse for moving around in that area. Scroll bars often have four active areas: two scroll arrows for moving line by line, a sliding scroll box for moving to an arbitrary location in the display area, and gray areas for moving in increments of one window at a time. *See* the illustration.

**scroll box** \skrɔl`bɔks\ *n.* *See* elevator.

**Scroll Lock key** \skrɔl`lok kē\ *n.* On the IBM PC/XT and AT and compatible keyboards, a key on the top row of the numeric keypad that controls the effect of the cursor control keys and sometimes prevents the screen from scrolling. On the enhanced and Macintosh keyboards, this key is to the right of the function keys on the top row. Many modern applications ignore the Scroll Lock setting.

**SCSI** \skuz`ē, S`C-S-I\ *n.* Acronym for **Small Computer System Interface**, a standard high-speed parallel interface defined by the X3T9.2 committee of the American National Standards Institute (ANSI).

A SCSI interface is used to connect microcomputers to SCSI peripheral devices, such as many hard disks and printers, and to other computers and local area networks. *Compare* ESDI, IDE.

**SCSI-1** \skuz`ē-wən`, S-C-S-I wən\ *n.* *See* SCSI.

**SCSI-2** \skuz`ē-tōō`, S-C-S-I-tōō\ *n.* An enhanced ANSI standard for SCSI (Small Computer System Interface) buses. Compared with the original SCSI standard (now called SCSI-1), which can transfer data 8 bits at a time at up to 5 MB per second, SCSI-2 offers increased data width, increased speed, or both. A SCSI-2 disk drive or host adapter can work with SCSI-1 equipment at the older equipment's maximum speed. *See also* Fast SCSI, Fast/Wide SCSI, SCSI, Wide SCSI. *Compare* UltraSCSI.

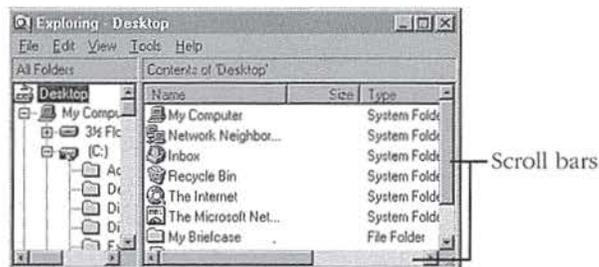
**SCSI bus** \skuz`ē bus, S`C-S-I\ *n.* A parallel bus that carries data and control signals from SCSI devices to a SCSI controller. *See also* bus, controller, SCSI device.

**SCSI chain** \skuz`ē chān`, S`C-S-I\ *n.* A set of devices on a SCSI bus. Each device (except the host adapter and the last device) is connected to two other devices by two cables, forming a daisy chain. *See also* daisy chain, SCSI.

**SCSI connector** \skuz`ē kə-nek`tər, S`C-S-I\ *n.* A cable connector used to connect a SCSI device to a SCSI bus. *See* the illustration on the next page. *See also* bus, connector (definition 1), SCSI device.

**SCSI device** \skuz`ē də-vīs`, S`C-S-I\ *n.* A peripheral device that uses the SCSI standard to exchange data and control signals with a computer's CPU. *See also* peripheral, SCSI.

**SCSI ID** \skuz`ē I-D` S-C-S-I\ *n.* The unique identity of a SCSI device. Each device connected to a SCSI bus must have a different SCSI ID. A maxi-



Scroll bar.

