

Fichas de RetroGamesHistory

ficha.html

```
<script src="//code.jquery.com/jquery-1.11.1.min.js"></script>

<style>

/*custom font*/
@import url(https://fonts.googleapis.com/css?family=Merriweather+Sans);

* {margin: 0; padding: 0;}

.breadcrumb {
  /*centering*/

  display: inline-block;
  /*box-shadow: 0 0 15px 1px rgba(0, 0, 0, 0.35);*/
  overflow: hidden;
  border-radius: 5px;
  /*Lets add the numbers for each link using CSS counters. flag is
the name of the counter. to be defined using counter-reset in the
parent element of the links*/
  counter-reset: flag;
}

.breadcrumb a {

  text-decoration: none;
  outline: none;
  display: block;
  float: left;
  font-size: 11px;
  line-height: 36px;
  color: white;
  /*need more margin on the left of links to accomodate the numbers*/
  padding: 0 10px 0 30px;
  background: #666;
  background: linear-gradient(#666, #333);
  position: relative;
}

/*since the first link does not have a triangle before it we can reduce
the left padding to make it look consistent with other links*/
.breadcrumb a:first-child {
  padding-left: 25px;
  border-radius: 5px 0 0 5px; /*to match with the parent's radius*/
```

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}
.breadcrumb a:first-child:before {
    left: 14px;
}
.breadcrumb a:last-child {
    border-radius: 0 5px 5px 0; /*this was to prevent glitches on
hover*/
    padding-right: 20px;
}

/*hover/active styles*/
.breadcrumb a.active, .breadcrumb a:hover{
    background: #333;
    background: linear-gradient(#333, #000);
}
.breadcrumb a.active:after, .breadcrumb a:hover:after {
    background: #333;
    background: linear-gradient(135deg, #333, #000);
}

/*adding the arrows for the breadcrumbs using rotated pseudo elements*/
.breadcrumb a:after {
    content: '';
    position: absolute;
    top: 0;
    right: -18px; /*half of square's length*/
    /*same dimension as the line-height of .breadcrumb a */
    width: 36px;
    height: 36px;
    /*as you see the rotated square takes a larger height. which makes
it tough to position it properly. So we are going to scale it down so
that the diagonals become equal to the line-height of the link. We
scale it to 70.7% because if square's:
length = 1; diagonal = (1^2 + 1^2)^0.5 = 1.414 (pythagoras theorem)
if diagonal required = 1; length = 1/1.414 = 0.707*/
    transform: scale(0.707) rotate(45deg);
    /*we need to prevent the arrows from getting buried under the next
link*/
    z-index: 1;
    /*background same as links but the gradient will be rotated to
compensate with the transform applied*/
    background: #666;
    background: linear-gradient(135deg, #666, #333);
    /*stylish arrow design using box shadow
box-shadow:
    2px -2px 0 2px rgba(0, 0, 0, 0.4),
    3px -3px 0 2px rgba(255, 255, 255, 0.1);
    */
    5px - for rounded arrows and
    50px - to prevent hover glitches on the border created using
shadows*/
```

```
border-radius: 0 5px 0 50px;
}
/*we dont need an arrow after the last link*/
.breadcrumb a:last-child:after {
  content: none;
}
/*we will use the :before element to show numbers*/
.breadcrumb a:before {

  /*some styles now*/
  border-radius: 100%;
  width: 20px;
  height: 20px;
  line-height: 20px;
  margin: 8px 0;
  position: absolute;
  top: 0;
  left: 30px;
  background: #444;
  background: linear-gradient(#444, #222);
  font-weight: bold;
}

.flat a, .flat a:after {
  background: black;
  color: white;
  transition: all 0.5s;
}
.flat a:before {
  background: white;
  box-shadow: 0 0 0 1px #ccc;
}
.flat a:hover, .flat a.active,
.flat a:hover:after, .flat a.active:after{
  background: gray;
}
```

</style>

<!--another version - flat style with animated hover effect-->

<div class="breadcrumb flat">

Wiki

<a

href="https://www.retrogameshistory.com/p/informatica-

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retro.html">Informática</a>
  <a
href="https://www.retrogameshistory.com/p/ordenadores.html">Ordenadores
</a>
  <a
href="https://www.retrogameshistory.com/p/telesincro.html">Telesincro</
a>
  <a class="active" href="#">Factor F-0 (Serie 10)</a>
</div>

<!--Prefixfree-->
<script src="http://thecodeplayer.com/uploads/js/prefixfree-1.0.7.js"
type="text/javascript"></script>

<br />
<br />

<h1 style="text-align: left;">&nbsp;Secoinsa Telesincro Serie 10/4
</h1>

<div class="separator" style="clear: both;"><a
href="https://blogger.googleusercontent.com/img/b/R29vZ2xl/AVvXsEgdWm4_
0Xql6UqQgqsrB0Xp42XVKky0XnzhFn94gVv5p2RuWJ_-
SeR2yNFfWghvB_8HKeD9MB0hrEgiCvbjgAWw8zoB0G4UvlPDl96C_TswWwaZp8vNNHuGnV
MjaUkx_hAYTA2qRS-
VgSkELs8dwcI80cLYJzkWynGIV5n6TubqyAP1evQANTR7jR/s1600/Serie10-4P-1%20%2
81%29.jpg" style="display: block; padding: 1em 0px; text-align:
center;"></a></div>

<style>
table {
  font-family: arial, sans-serif;
```

```

border-collapse: collapse;
width: 100%;
}

.table a
{
    display: block;
    text-decoration: none;
}

/*td:hover{
    color: red;
    background-color: gray;
}*/

td, th {
    border: 1px solid #dddddd;
    text-align: left;
    padding: 8px;
}

</style>

<body>
  <table class="table">
    <tr>
      <th colspan="2" style="background-color: black; color: white; text-align: center;">Características</th>
    </tr>
    <tr>
      <th>Procesador</th>
      <td>Intel 8080</td>
    </tr>
    <tr>
      <th>RAM</th>
      <td>32Kb</td>
    </tr>
    <tr>
      <th>ROM</th>
      <td>4Kb EPROM para Boot<br />32Kb Para sistema Operativo y Programa de Usuario</td>
    </tr>
    <tr>
      <th>Almacenamiento<br /> Externo</th>
      <td>De 1 a 4 Disketteras 8"<br />Fichas de Banda Magnética</td>
    </tr>
  </table>

```

```

<tr>
  <th>Sistema Opreativo</th>
  <td>SOD</td>

</tr>
<tr>
  <th>Precio</th>
  <td>1.000.000 de pesetas (según M.A.V.)</td>

</tr>

</table>

</body>
  <p>El Secoinsa 10/4 era una variante del <a href="https://www.retrogameshistory.com/2023/05/FactorF-0.html" target="_blank">Factor F-0</a> que incorporaba una variante del <a href="https://www.retrogameshistory.com/2023/04/telesincro-t1800.html" target="_blank">Monitor CRT T1800</a> diseñado por Telesincro que se utilizaba para operar el <a href="https://www.retrogameshistory.com/2023/04/telesincro-serie-103-se-coinsa-serie-103.html" target="_blank">Secoinsa Serie 10/3</a>. Una unidad de este equipo en específico se encuentra en la actualidad conservada en el Museo Arcade Vintage.</p><p><br /></p>

<hr />

  <p><br /></p><h4 style="text-align: left;">Si quieres enterarte de nuevos artículos antes que nadie puedes unirte al <a href="https://t.me/RetroGamesHistory" target="_blank">Canal de Telegram de RetroGamesHistory</a></h4>

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