necessary screen adjustments to compensate for the rise of the keyboard base. The dual screens **101** are capable of being rotated **360** degrees The screens also have the ability to detach from the base. This ability to detach the screens will allow the user to set the screen at a desired viewing location/proximity from the users This will also allow for the use of one of the monitor when detached from the base to serve as a LCD projection panel for presentations, while the other monitor can remain attached to the base and serve as a teleprompter displaying user-notes. The dual screens have interior edges that allow the screen itself to wrap in a bull-nose fashion, to eliminate a line or border between the screens of a dissimilar material. In other words, there will be no visible line of black plastic between where the two screens come together. By using a basic keyboard **1**, and exchanging the standard key-pods for one of the multilingual key-pods, one then may simply rotate one of the screens 180 degrees toward the person sitting across from him. Then, by using conventional language translation software, one may carry on a conversation with someone in a foreign language by simply typing in English, which will show up on the other screen in the selected dialect, thus serving as a portable translating device.

The dual screens also serve to enhance the game playing experience. For example, while in two-player mode on most game systems such as the aforementioned "SONY PLAY STATION", the single screen of a conventional TV set is graphically divided in half, thus enabling the two players to play simultaneously in the same gaming environment. This can get somewhat confusing and also drastically impairs the enjoyment of the game due to the reduced screen size for each individual player. This is not the case with the dual screens of the system **100**. Furthermore, the dual screens will allow for privacy in the gaming experience. In other words, the unit will allow for games like poker, for example, where each needs to maintain secrecy such as a hand in a card game. The dual screens will provide just such privacy.

The ultimate extension of the dual screen for gaming mode and any multimedia experience, is that, with the angling of the screens toward one another, one can create a pseudo-virtual reality panoramic experience. This will allow the gaming experience to utilize peripheral vision, in that objects can come from the sides of the screens and move towards the center.

Referring now to FIGS. **19–25**, there is shown a triple, split-screen, self-contained portable computer **201** having its own CPU mounted in the center screen, with a portable, removable combined printer/keyboard/scanner/fax and copier module unit **202**. The triple, split-screen, self-contained portable computer **201** has side monitor catch and release mechanisms **203** for retaining the side monitor screens **204** in its folded-up state when folded toward each via other via hinge-mounts **216** over the main center monitor-screen **215**. The triple, split-screen, self-contained portable computer **201** also has internal stereo speakers **205**, a front infrared or IF receiving window **206**, a pop-up read-write CD-ROM/DVD module **213**, a retractable antenna **214**, a PCMCIA bay **217**, power on/off button **235**, rechargeable battery packs **218** (FIG. **21**), a universal expansion bay **219** (FIGS. **22** and **23**). The combined module unit **202** has system indicator lights **207**, a universal expansion bay **208**, function-buttons **209** for the printer-functions aspect of the combined unit **202**, a paper output-path **211**, and a lift-up printer cartridge door **212**.

Referring to FIG. **24**, there is shown a close-up of the input/output expansion ports located on the back of the combined monitor/CPU. A microphone input/output line and headphone jacks **220** are provided, along with a PS/2 mouse port **221**, a keyboard port **222**, a quick-connect parallel port **223**, an external monitor port **24**, a serial port **225**, a docking port **226**, an S-video output port **227**, and an NTSC video output **228**.

FIG. **25** shows an electronic stylus pen **229** for use with the triple, split screen computer **201**. The electronic stylus pen has a pocket-clip **230** for easy storage, a single-click button **231**, a double-click button **232**, a removable battery cover **233**, and a replaceable plastic pen-tip **234**. The stylus pen is used in conjunction with the split screen, in the well-known manner. The triple-slit screen allows three, independent programs to be run simultaneously on the computer for simultaneous viewing.

What is claimed is:

1. In a portable, notebook or portable computer having a main frame comprising an upper surface upon which is provided a keypad, the improvement comprising:

said main frame comprising a first half and a second half, said first and second halves being pivotally connected to each other, said main frame comprising medially-mounted, first pivot-mounting means for pivotally mounting said first and second halves, whereby the main frame may be folded for convenient storage, and unfolded for use;

display-screen means pivotally mounted to said main frame, said display-screen means comprising a pair of independently pivotal screen-halves;

second pivot-mounting means for pivotally mounting said screen-halves to said main frame; said second pivot-mounting means comprising a first portion for pivotally mounting a first said screen-half to a first section of said main frame, and a second portion for pivotally mounting a second said screen-half to a second section of said main frame, said second pivot-mounting means allowing said screen-halves to pivot independently of each other in an upward direction for display, and in a downward direction for abutting contact against said upper surface of said main frame for storage and transport;

said second pivot-mounting means also comprising a first universal joint for said first portion of said second pivot-mounting means for allowing the first said screen-half full 360-degree rotation when said first screen-half is pivoted in said upward direction, and a second universal joint for said second portion of said second pivot-mounting means for allowing the second said screen-half full 360-degree rotation when said first screen-half is pivoted in said upward direction, independent of said first screen-half.

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