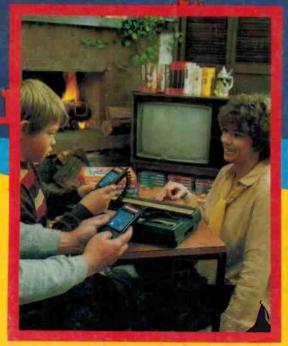


SERI



TOUCH SWITCHES REVIEW LOWCOST BGW SPEAKERS LIFE GAME FOR YOUR COMPUTER

50

Cleans your heads twice a play.



At Maxell, we give you 25 centimetres of head cleaner at the start and finish of every tape we make.

It's right there on our leader.

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And it also gives you a five second

cueing mark, so you can set your recording levels without wasting tape.

Then there is the tape itself. Maxell is recognised by most critics as the finest recording tape money can buy.

What else would you expect to follow our leader? **MBXEII**.

MX0034/FMMH

For further information on Maxell Tapes write to Maxell Advisory Service, Private Bag P.O. Kingsgrove 2208 or Phone: (02) 750377

ELECTRONICS TODAY INTERNATIONAL

DOCUMENTATION IS A DIRTY WORD?

BACK BEFORE THE DAYS of electronic chain stores, many electronics enthusiasts (only 'electronics' was hardly mentioned then) cut their teeth on government and military surplus or disposals equipment. While much of this equipment was 'cannibalised' for parts, there were items of useful test equipment and communications gear available that could be pressed into service more or less directly. Manuals for common items of equipment were generally readily available and ordinary operation as well as maintenance or modification was generally aided by the comprehensive details and instructions included. One learned to appreciate the worth of a well-written technical/instruction manual.

There is a fabulous breadth and variety of electronic equipment available these days to attract the interest of electronics enthusiasts, but with few exceptions, the instruction manuals supplied (let alone technical manuals) fall considerably short of the standard required by users, let alone the standard of the manuals of yesteryear. In fact, some can only be described as *abysmal*. You've *actually* got to figure out for yourself how something works and how to use it because even the basic instructions are so appallingly bad they're confusing at best and downright misleading at worst.

This situation applies to everything from battery chargers and multimeters right through to oscilloscopes and computers. *Especially* computers. Manuals for computers aimed at the hobbyist or small business user alike are probably the best examples of useless documentation we have ever seen. Some do not even have clear instructions as to how to turn the machine on!

It seems manuals have been relegated to the status of a 'mere detail', like printing product detail on cartons or the like. From a user's point of view it seems manufacturers consider manuals an unnecessary expense. I rather think that if the effort were put into the production of reasonable manuals, the user would have a completely different attitude to the equipment purchased and to the manufacturer. This would help assure repeat business for further products, and it would certainly help reduce calls for help to retailers and service centres.

FRUSTRATION

Owing to industrial action within the postal service we did not receive the material for the ETI-660 Learners' Microcomputer prior to the deadline for this issue. In fact, the deadline was moved considerably in the hope that it would arrive and a special effort could be made to accommodate it. Alas, even though this was written just as we went to press, the mail situation has not cleared up and we *still* do not have the material. May we assure you that our frustration is greater than yours! In publishing, Murphy's law is a square law — if anything can go wrong, your troubles will multiply!

log Dann

Roger Harrison Editor



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ELECTRONICS TODAY INTERNATIONAL



Video games are all the rage! Our lead story on pages 16-17 explains what it's all about, who and how much money is involved. You'll be staggered. Main picture shows the graphics capability of the Mattel Intellivision system, which employs a 16-bit microprocessor, to be released this month. (Pics courtesy distributor, Lifestyle Electronics).

Recommended retail price only.

news

NEWS DIGEST

Chicago Consumer Electronics Show; Contactless ignition; Phillps' solar contract; nuclear radiation detector; New Thermalloy heatsInk; etc.

COMMUNICATIONS NEWS

Satellite TV arrives; Oscar 7 dying; Amateurs called in during Telecom blackout; etc.

PRINTOUT

Club call; For Sorcerer apprentices; Was the System 80 designed for Australia?; Spellbinder; Microcomputers in school scheme; and more.

SIGHT & SOUND NEWS

The incredible shrinking VCR; Reel-to-reel cassettes; Speakers for the digital era; Sony's extravaganza; etc.

features

GAME, SET, MATCH

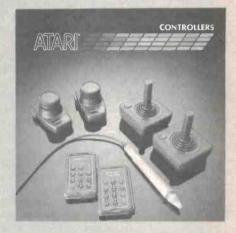
The electronic games market is now worth around \$2.5 billion and is all set to keep rising — forcing development in other areas such as TV technology. Dennis Lingane takes a look at the industry.

16

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96

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computing

COMPUTING TODAY 73 M68000 development agreement; Apple III on the way.

ALPHASORT

This program sorts information alphabetically keep your little black book constantly up to date!

ADVANCED BASIC — PART 3 90 In this third part of Phil Cohen's series, he explains

Top-down programming'.

PET TALK

8

62

76

117

BASIC optimisation — the saving of both memory and execution time on your PET — is the subject of this month's PET Talk.

HOW TO HEX YOUR UK101 99

For those into machine code programming on the UK101, this program will allow you to begin at your start address in memory and look at the next 104 memory locations.

ZX80 RENUMBER PROGRAM 100

A simple renumbering routine that doesn't clog up preclous memory space.

LIFE ON A 6800

This Is an interesting variant on LIFE specifically for 6800 owners. Designed for the SWT range, it should prove adaptable to other 6800-based machines.



RELIABLE CASSETTE RECORDER FOR COMPUTERS 105

With very little effort a vast improvement can be made in the reliability of the cassette recorder in computer storage applications.

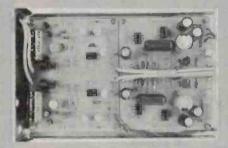
projects

SERIES 5000 PREAMPLIFIER

In the second article on the Series 5000 preamp David Tilbrook explains the principles behind the design of the moving coil and moving magnet stages of the preamp.

20

44



This month we complete the series of sound effects with Instructions on how to achieve the sound of a Phasor & Explosion and a Gunshol.



LAB NOTES

The pros and cons of the electromechanical switch versus the solid-state touch switch.

50

128



CHICAGO REPORT

Dennis Lingane recently visited the Chicago Consumer Electronics Show, and reports that video is definitely what the scene is all about this year.



B&W DM10 SPEAKERS 138 The DM10 is the smallest in B&W's speaker range, but Louis Challis found it better value for money than many a more expensive system.



AUDIO TECHNICA ATH8 HEADPHONES

ATH8 HEADPHONES 144 Louis Challis claims that these headphones "offer a rare example of . . . the sort of quality now regarded as the norm from the best loudspeakers . . .".

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next month



SOLDER, SOLDERING AND DESOLDERING

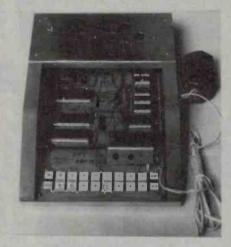
The definitive article on the tools, the techniques and the technology. It takes you from the metallurgy of solders through soldering Irons and soldering techniques — including how to identify problems. Desoldering is covered too and a resume of the latest in soldering technology is Included. Don't miss this one!

THE HOME COMPUTER

Will computers really enter the home? Resoundingly, yes, and not through the 'tradesman's entrance'. Dennis Lingane reports on this fascinating new development that will influence our lifestyle like no other consumer product has before.

ETI-660 LEARNERS' MICRO

STOP PRESS — construction of this low-cost computer featuring sound and colour video in a low-cost design commences in the October Issuel



SERIES 5000 PREAMP

Completing the construction of this superb 'no compromise' design. A winner!

ETI-157 CRYSTAL MARKER

A simple but very useful piece of test equipment for calibrating and aligning receivers, transceivers and oscilloscopes. It will deliver frequency 'pips' at Intervals of 1 MHz, 100 kHz, 10 kHz, 1 kHz and 100 Hz. The unit is portable and inexpensive to build.

Although these articles are in an advanced state of preparation, circumstances may affect the final content. However, we will make every attempt to include all features mentioned here.



We're viewing the 80's on a greater scope.

BWD have combined the expertise of highly qualified personnel with a dynamic management team to forge ahead stronger than ever before. The strength of our future is reflected in the ever increasing demand for our high quality instruments. A policy of continuous development assures a constant output of original and innovative designs for both general and specialised needs. BWD manufacture first class instruments, widely accepted for their simple, functional designs that can out-perform far more complex competitive products.

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- Withing speed, auto erase and store, wains or barrery operation BWD 820. Vescrittle portable osciloscope. Dual trace or differential 25MHz bandwidth. 2mV/div sensitivity DC coupled X-Y-Z operation. BWD 638 "MINI-LAB": A portable laboratory instrument combining 5 power supplies. 2 amplifiers, a wide range function generator and sweep ramp in a single unit. 3 4
- Arange of power supplies with fully adjustable outputs up to 72 Volts 5 Amps and 18 Volts 12 Amps
- BWD 804 single beam, with isolated ground, 10MHz oscilloscope, Internal or External trigger with auto or level select. 6
- BWD 540 portable dual trace 100MHz oscilloscope. 5mV/div sensitivity with delayed trigger or sweep. Mains or battery operation. 7

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Consumer electronics – out of control?

Dennis Lingane has just visited (or been overwhelmed by) the US Consumer Electronics Show — the biggest home electronics exhibition in the world. According to him, one thing's now for sure — gone are the days when hi-fi was the bread and butter of the industry.

The CES started 15 years ago basically as a TV exposition, gradually changing over the years to a hi-fi show, which it remained until only a year or so ago. The second personality change basically began last year, when the sudden boom in all aspects of the video market left the audio manufacturers and retailers wondering what had hit them.

Everyone in the industry now seems to be trying to jump on the video bandwagon, and retailers who came to this year's show in Chicago hoping to learn how to cash in on the new technology probably went away with their heads reeling from the plethora of equipment they saw.

What's more, it wasn't the pretty girls and porn queens helping to sell the porn video cassettes who attracted the most attention, though they



US porn queen Kitty Shane sells her wares ... video cassettes.

certainly weren't suffering from any lack of public interest. Many of the audio retailers had come to this year's show to learn about their new livelihood, and trying to catch up on satellite TV, cable TV, home computers, electronic games, calculators, projection TV, as well as video itself, was enough to turn most heads without any help from commercial sex.

Audio retailers a couple of years ago had turned their backs on the new video entertainment scene in all its aspects, confident that there would always be an easy living in hi-fi retailing. When the audio market started to slump, these retailers found themselves watching the meteoric rise of those business people who had taken video seriously.

Whether the diehards are too late to take advantage of the new industry remains to be seen, but what the CES did force home is that nobody these days can afford to take anything for granted, nor believe that much of the new technology won't catch on.

Two years ago there were no such things as TV satellite earth stations; last year there were three manufacturers exhibiting in Chicago, and they were generally regarded as weirdos. This year **13 manufacturers** of TV satellite earth stations were at the Show, and the leader of them, Third Wave Communications, stressed during a seminar on the industry that they are constantly working on the edge of science fiction.

Sales of colour televisions section of the industry booms, have jumped 20% in the last as video has, it draws cash from



Satellite TV will bring video and the phone to remote users. Old style phone in the foreground shows the march of technology.

12 months because so much of the new video/computing/ electronic games equipment needs a video display screen.

There were over 800 exhibitors spread through the three floors of the McCormick Pavilion Convention Centre and in the two hotels used for the Show. Unlike in past years, the emphasis was on business rather than sexy girls and lavish parties; the constantly changing technology and \$30 billion annual turnover proved ultimately more attractive than hyped-up revelry to the 60 000 dealers from around the world.

The domestic entertainment industry, which takes around 3.5 cents in the gross national dollar in Australia, seems to be going out of control. If one section of the industry booms, as video has, it draws cash from

another section, and so flexibility has become the key to staying in business in the home electronics industry. If you stick to just one aspect, you're like a punter always hoping his horses will come in — and how many gamblers have retired rich?

Dennis Lingane

BWD go north and south

New distributors for the BWD range of instruments have been appointed in Queensland and Tasmania.

L.E. Boughen & Co. are the new Qld agents, located on the corner of Baroona and Milton Roads, Milton 4064. In Hobart, customers should contact D & I Agencies of 6 Barrack St, Hobart 7000.



Contactless ignition

Lucas Industries have now released in Australia their range of contactless electronic ignition systems.

cars and 120 commercial vehicles, Lucas claim,

By dispensing with the contact set, high speed point bounce, low speed arcing, heel wear and general wear and tear are greatly reduced, resulting in improved high speed performance, improved starting, smoother idling and a steadier take-off, according to Lucas.

Increased dwell angle (the

Such is the coverage of the time the coil has to re-energise) basic unit and small range of is said to improve performance fitting kits that they are able to right across the rev range. cover 332 models of passenger Because there are no wearing parts the engine stays in tune, there is no timing drift and therefore less fuel wastage.

> The kits come complete with detailed, illustrated installation instructions, and cover popular Australian vehicles such as Holden 4, 6, 8; Ford 4, 6, 8; Datsun, Leyland, Chrysler, Toyota, plus English and European vehicles.



pH/temperature labmeter

A combination pH/temperature and millivoltmeter for selective ion measurement of solutions was recently released by the Amalgamated Instrument Co.

The meter will measure temperature from -50 to +150°C with a quoted resolution to 0.1°C and pH with automatic or manual compensation to a quoted accuracy of 0.01 pH. In addition, it will measure millivolts from ion selective electrodes (i.e: fluoride, Redox, Cu ions, etc).

It features a 17.5 mm high

liquid crystal display and operates from internal batteries or from ac power. The carry handle doubles as a bench stand.

More details on this and other instruments are available from A.I.C. Pty Ltd, PO Box 134. Теггеу Hills NSW 2084. (02)450-2661.

Turin Shroud dated to crucifixion?

The Holy Shroud of Turin, over which controversy has raged as to its authenticity ever since it turned up in Europe in the fourteenth century (see ETI May 1981), recently acquired more evidence pointing to its at least dating from the time of the crucifixion.

An American theologian, the Rev. Francis Filas of Loyola University, subjected the area of the cloth around the eyes of the image to computer analysis, using image analysis equipment at Log E/Interpretations Systems in Overland Park. Kansas. Past analysis had established the presence of coin-identifiable markings on the 'buttons' over the eyes of the figure, but Rev. Filas in this case enlarged the eye sections to produce high-contrast, threedimensional digitised photos that washed out the weave of the

cloth without destroying the

pattern. These images are claimed to have revealed threea dimensional image of a Roman coin (on the right eye) bearing representation of an the astrologer's staff and the letters 'UCAI'. With the help of a numismatist Filas was able to determine that these letters were an abbreviation for words meaning 'Of Tiberius Caesar', and the coin fitted the description of ones minted by the Romans between 29 AD and 36 AD - around the time of the crucifixion.

The Shroud has undergone quite a few computer analyses before (usually using photographs), and they have never failed to show up surprises. For example, researches in the 1970s and '80s have revealed that the image is superficial and does not penetrate the fibres of the cloth; that there are no traces of pigment: that the linen originates in the Holy Land; that the image contains threedimensional information, unlike an ordinary photograph or painting; and that the image was most probably not caused by direct contact with a body, but rather - perhaps - by some kind of radiation or force. All these discoveries have if any-



The face on the shroud. thing added to the mystery of the Shroud; the image and its formation seem stranger and stranger the more we discover about them.

The identification of Roman coins placed over the eyes certainly adds a little more weight to the arguments that the Shroud at least dates from Roman times and is not a mediaeval fake. However, it could also be argued that a forger could have obtained Roman coins in order to add authenticity to his creation --the controversy and so continues.

And for those Christians to whom it matters as part of their faith whether or not the Shroud is genuine, even if it is conclusively dated from the first century AD and the origin of the image determined, the question still remains as to whether the Shroud is actually Christ's burial cloth



3D image of the face on the shroud showing 'buttons' on the eyes. (JPL pic.)

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EUS digest

Cure for 'hot spots'

Turning off the sunlamp will cure hot spots - but if you have a hot spot problem with power transistors, a new heatsink from Thermalloy might help!

place by the transistor's mount- same application. ing bolts. It can be used as a

permits the use of punched- Lexton Rd, Box Hill 3128 Vic. and-pressed board-mounting (03)890-0661.

The 6208B 'top' is a pressed TO-3 heatsinks when used in metal, anodised heatsink that conjunction with their device, mounts on the top of a TO-3 providing a lower-cost alterpower transistor case, held in native to cast heatsinks for the

The 6208B is quoted as stand-alone cooler or for having a thermal rating of supplemental heatsinking. 17.9°C/W. Further details Thermalloy say the 6208B from Soanar Electronics, 30

New Scope agency in Qld

Oliver J. Nilsen (Aust.) Pty Ltd recently purchased the old Scope Laboratories' Queensland agent, K.H. Dore & Sons, and will now represent Scope in that state.

Nilsen Rowe, of 8 Allison St, Mayne Qld, will now handle sales and delivery for Scope in the deep north. In Townsville and Rockhampton the existing offices, now renamed Nilsen Rowe Australia Pty Ltd, will continue to handle Scope products.

Natsemi checks out supermarkets

National Semiconductor is gearing up for a major sales push of its computerised checkout system, Datachecker.

Mr. Ron Hoyt, director of marketing for the Datachecker division of National Semiconductor (Australia) Pty Ltd, said he was projecting sales of \$3.5 million in Australia and New Zealand in the next year.

The Datachecker system consists of a laser beam scanner built into the supermarket checkstand and an electronic cash register connected to a computer. Scanning eliminates the need for manually ringing up items, since the scanner reads a special code printed on the grocery products - a code which identifies the item to the computer, where the prices are stored.

Automatic checkout is a three-step sequence. The checkout operator simply sweeps the item over the laser beam built into the checkstand. The laser reads the bar code symbol on the item to identify the product to the computer. When it locates the price, the computer instantly sends it to the terminal.

Within a fraction of a second

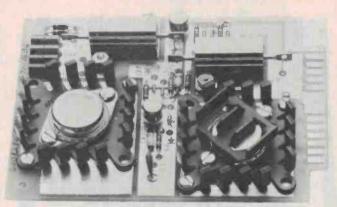
after the checker scans the item. the price of the product appears on the display for customer viewing and the item name, price and (if applicable) the weight are printed on the register receipt.

Unlike in existing manual systems, the itemised receipt names the items as well as listing prices and a total.

Using the 'MIP' programming language, user programs may be written by store and/or host personnel. 'MIP' is claimed to provide complete flexibility for the user, and execution of the object program can be initiated at the store, by the host or automatically at end-of-day.

Store-to-store communications allow multi-store chains to communicate from, say, a host in Melbourne to a store in Sydney, then from that store in Sydney to relay the data to all other area stores, dramatically reducing line costs.

For further information contact Burson-Marsteller, 19th Floor, 1 York Street, Sydney NSW 2000. (02)241-3016.





Handheld digital thermometers

Two new low-cost handheld digital readout thermometers have recently been released by the Amalgamated Instrument Co.

and feature battery operation, employs an IC sensor. light weight and 12.5 mm high liquid crystal displays.

internal food product temperature, air conditioning, field service and calibration.

Model SC203 will measure NSW 2084. (02)450-2661. from -50 to +150°C with a

Both have been locally guoted accuracy of less than designed and manufactured 1°C and resolution of 0.1°C. It

Model TC203 employs a type K thermocouple and will Applications include labora- measure from -40 to +1200°C tory temperature measurement, with a resolution of 1°C, according to the specs.

> More details from A.I.C. Pty Ltd, PO Box 134, Terrey Hills



EVIS digest



Video switcher for security systems

A unit to control complex video-based security systems, employing microprocessor control, has been released by Javelin Electronics, a leading manufacturer of closed circuit video security systems.

Called the Superswitcher, the unit is capable of performing a wide range of switching functions and sequences for 10 to 100 video alarm inputs.

The master control unit features pressure sensitive touch pads and a LED readout of the function or functions selected. A LED warning indicator shows that all cameras are in vertical sync. and an additional LED indicator alerts the operator if an alarm is tripped.

Javelin claim the Superswitcher to be the most versatile video switching system ever developed for this application. Several options are available for the unit that enable purchasers to enhance versatility and Hamilton and Christchurch.

increase capacity of the Superswitcher. These options include an Alarm Gather Panel, Remote Transmitter and Receiver Alarms may be set and reset from the Master Control unit and may also be sequenced or bypassed.

Further details are available from Javelin Electronics (A/Asia) Pty Ltd. 15-19 Boundary St, Rushcutters Bay NSW 2011. (02)33-0966.

In New Zealand, The Electric Construction Company of 39 Nugent St, Auckland were recently appointed agents for Javelin, and can service New Zealand enquiries. They have branches in Wellington,

Giant semis!

Toshiba claim to produce the world's largest semiconductor elements, which they employ in their range of high voltage and high current diodes and thyristors.

Distributed in Australia by Promark Electronics, the range includes rectifier diodes with voltage ratings to 5 kV and current ratings to 3 kA. They also have controlled avalanche rectifiers rated to 3 kV and 50 A.

In the SCR range, Toshiba include devices rated to 3 kV and 3 kA for phase control of mains

Bishop Graphics in the west

Stewart Electronics of Melbourne recently appointed the Perth-based firm of W.J. Moncrieff Pty Ltd as agents for the Bishop Graphics range of drafting aids and materials for Western Australia.

John Day, marketing director of Stewart Electronics, said that this change was made in an effort to improve the service and availability to all Bishop product users in the west. Moncrieff's may be contacted on (09)325-5722 for further details.

Let's hear it for lithium!

A new lithium 'super-battery' claimed to have performance characteristics superior to conventional dry battery systems is now being manufactured and marketed by the Vidor Industrial Dry Batteries Division of Crompton Parkinson Ltd, a Hawker Siddeley company, in the UK.

Compared with other con- equivalents. At room temperaventional cells, the lithium/ ture and with a one-ampere sulphur dioxide batteries are drain, the energy capability of a said to have the highest single G20 (D-size) Vidor operating voltage (2.8 V per cell), the highest energy density lent to over 30 carbon/zinc cells. (up to 30 times greater than for a carbon/zinc cell), the capability of operating in temperatures from -55°C to +70°C, and a ten-year shelf life.

Marketed under the 'Vidor Eternacell' name, the batteries are very high-energy, nonrechargeable cells designed for use in a wide range of industrial. commercial and high technology equipment, where high reliability, operation at very low temperatures, and high current drain combined with an exceplong life are tionally of paramount importance.

These lithium batteries are claimed to have an energy density six times greater than and an operating voltage nearly twice that of their carbon/zinc

Timers/controllers for industrial use

Selectron Lyss Ltd manufacture a range of timers, controllers and proximity switches for industrial applications, and market them here through M.E.M (Australia) Pty Ltd.

Amongst the product range are a group of single and multifunction 'Selectron GZ' timers, all having programmable time ranges. New to this group are digital quartz-controlled timers with timing ranges from less than a second up to 999 minutes.

Eternacell is said to be equiva-

Each lithium cell consists of a laminated carbon cathode, lithium foil anode and microporous separator, wound into a spiral core, filled with an organic electrolyte and enclosed in a strong, hermetically sealed can. Completed cells are finished in an insulating jacket and are available with a range of standard terminations. Cell designs are available for high power, standard and power limiting applications in a range of sizes from 0.5 Ah up to 30 Ah.

For further information contact Brian Mee, Hawker Siddeley Group, 32 Duke St, St. James's, London SW1Y 6DG, England, or Colin Ashmore, Crompton Parkinson Ltd, 50/52 Marefair. Northampton NN1 1NY. England.

A range of 'Seleprom' programmable controllers is also available in either compact or modular form. Further details from M.E.M (Australia) Pty Ltd, 20 Herbert St, Artarmon 2064 NSW, (02) 438-2522. Branches in all states.

power. For inverter applications they have devices rated to 4 kV and 400 A. Gate turn-off SCRs are also included in the range, with voltage ratings to 2.5 kV and current ratings to 600 A.

Details and devices from Promark Electronics, Suite 208, 6-8 Clarke St. Crows Nest NSW 2065. (02) 439-6571.

NUKED OR NOT?

This radiation detector, produced by the Sin Par Division of Singer Products in the US, requires no batteries, electricity or installation and is claimed to be so sensitive that it will warn you before radiation reaches a dangerous level

Red beads in the inner cylinder are electrostatically charged. If they float, you haven't been nuked. If they fall, you can tell the degree of stray radiation by the time it takes for the beads to fall. If the plastic housing melts, put your head between your legs and kiss ..



Vicom move

Vicom International Pty Ltd has announced the move of its head office to new premises located at 57 City Road, South Melbourne.

The Company has announced the move as part of its expansion program into military and satellite communications.

The new premises will include management, warehousing and computer operations.

Vicom report they have enjoyed record profits and sales for the last financial year and are expecting the growth rate to continue for the next twelve months.

\$1 million solar contract to Philips

Philips has been awarded a contract by the Australian Government to establish a photovoltaic solar cell research, manufacturing and demonstration facility.

The facility will be established in the Philips Microelectronics factory at Hendon, South Australia.

The \$1 million contract was awarded by the Industrial Research & Development Incentives Board, and announced by the Minister for Science and Technology, Mr. David Thompson, in June. Apparently the Commonwealth Government desires to develop within Australian industry a manufacturing capability that is based on advanced technology.

Philips has been involved in the development and manufacture of special solar cells and systems at Hendon for some time, and has produced dedicated quantities for special

projects including a very successful lightweight military solar system for the Department of Defence.

The emphasis of this contract with Philips calls for industrial research and development at Hendon of advanced process technology which will result in long life and reliability and yet lead to reduction in the cost of manufacture.

The company is to develop process technologies for cell metalisation, encapsulation and cell surface treatment, and research and develop ion implantation techniques as a viable alternative to diffusion using laser technology for subsequent wafer annealing.

Ferguson trannies 'in depth'

Jaycar wish to advise that they now carry the Ferguson range of power transformers in depth.

All printed circuit (5 VA and 12 VA) as well as low profile types 20 VA, 40 VA, and 60 VA are also kept, and chassis-mount types up to 300 VA are available at prices which Jaycar claim are the best in town.

For further information contact Jaycar Pty Ltd, 380 Sussex St, Sydney. (02)264-6688.

Professional multimeters

Emona recently gained the agency for the Akigawa range of test instruments, which includes a range of general purpose multimeters aimed at the professional market.

solid-state applications. features four ac voltage ranges from 6 Vac full-scale to 600 Vac. 120 uA full-scale to 120 mA and six dc voltage ranges from 300 mV full-scale to 600 V. Six resistance ranges are included,

Top of the range is the Model a dB scale and a transistor L-320, primarily intended for checker. Sensitivity on ac It ranges is guoted as 10 kohms/ V. on dc 20 kohms/V.

The meter has a 100° defive dc current ranges from flection range and a mirrored scale. Further details available from Emona Enterprises, CBC Bank Building, 661 George St. Haymarket NSW 2000. (02) 212-4815

NOTES & ERRATA

Lab Notes, July, pages 63-65: This article was reprinted from our British counterpart and, while predominantly accurate, something has gone seriously amiss at the end following the heading 'Matched-resistance attenuators'. The article at this point is quite wrong. It would take too much space to correct the problem here, so we suggest you ignore this section, which includes Figures 8 and 9. We have not had difficulties with Ray Marston's material previously, and while material is generally checked for accuracy, drawing and typographical errors, etc, this one slipped through. The British ETI has been notified.

ETI-728 UHF TV antenna, March, pages 41-43: The text states the folded dipole was constructed of aluminium strip 3 mm thick by 12 mm wide, while the diagram on page 43 shows the width to be 25 mm. It is In fact 25 mm wide, but this dimension is not critical and either strip width will work.

A rather obvious, but potentially dangerous error occurred in the circuit on the top left of page 60 ('Power Monitor') in the March issue. It shows the mains active input connected to the earth at the output. The mains active input should instead go to the fuse. Correct your copy now. Correction slips were inserted in the majority of copies distributed



Reach advanced computer comprehension in a few short hours with the new, mighty



1980 saw a genuine breakthrough — the Sinclair ZX80, world's first complete personal computer for \$300, the ZX80 offered a specification unchallenged at the price.

Over 50,000 were sold, and the ZX80 won virtually universal praise from computer professionals.

Now the Sinclair lead is increased: for just \$250, the new Sinclair ZX81 means an even bigger saving. At \$250 it costs less than the ZX80.

Lower price; High capability

With the ZX81, it's just as simple to teach yourself computing, but the ZX81 packs even greater working capability than the ZX80.

It uses the same microprocessor, but incorporates a new, more powerful 8K BASIC ROM — the 'trained intelligence' of the computer. This chip works in decimals, handles logs and trig, allows you to plot graphs, and builds up animated displays.

And the ZX81 incorporates other operation refinements — the facility to load and save named programs on cassette, for example, or to select a program off a cassette through the keyboard.

Higher specification, lower price — how's it done?

Quite simply, by design. The ZX80 reduced the chips in a working computer from 40 or so, to 21. The ZX81 reduces the 21 to 4!

The secret lies in a totally new master chip. Designed by Sinclair and custom-built in Britain, this unique chip replaces 18 chips from the ZX80!

The ZX81 comes complete with all leads to connect to your TV (colour or black and white) and cassette recorder.

New, improved specification

- Z80 a microprocessor new faster version of the famous Z80 chip, widely recognised as the best ever made.
- Unique 'one-touch' key word entry: the ZX81 eliminates a great deal of tiresome typing. Key words (RUN, LIST, PRINT, etc.) have their own single-key entry.
- Unique syntax-check and report codes identify programming errors immediately.
- Full range of mathematical and scientific functions accurate to eight decimal places.
- Graph-drawing and animateddisplay facilities.
- Multi-dimensional string and
- numerical arrays.Up to 26 FOR/NEXT loops.
- Randomise function useful for games as well as serious applications.
- Cassette LOAD and SAVE with named programs.
- IK-byte RAM expandable to 16K bytes with Sinclair RAM pack.
- Able to drive the new Sinclair printer (not available yet — but coming soon)!
- Advanced 4-chip design, microprocessor, ROM, RAM, plus master chip — unique, custom-built chip replacing 18 ZX80 chips.

If you own a Sinclair ZX80 . . .

The new 8K BASIC ROM used in the Sinclair ZX81 is available to ZX80 owners as a drop-in replacement chip. (Complete with new keyboard template and operating manual.)

With the exception of animated graphics, all the advanced features of the ZX81 are now available on your ZX80 including the ability to drive the Sinclair ZX Printer.

For your free catalogue on software, send stamped, selfaddressed envelope to Sinclair Equipment (Australasia) P/L.

16K-byte RAM pack for massive add-on memory

Designed as a complete module to fit your Sinclair ZX80 or ZX81, the RAM pack simply plugs into the existing expansion port at the rear of the computer to multiply your data/program storage by 16!

Use it for long and complex programs or as a personal database. Yet it costs as little as half the price of competitive additional memory.

Coming soon — the ZX Printer

170

Designed exclusively for use with the ZX81 (and ZX80 with 8K BASIC ROM), the printer offers full alpha-numerics across 32 columns, and highly sophisticated graphics. Special features include COPY, which prints out exactly what is on the whole TV screen without the need for further instructions. The ZX Printer will be available in Summer 1981.





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COMPLETE WITH MAINS ADAPTOR, LEADS & BASIC MANUAL

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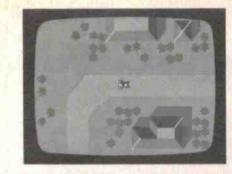
ORDER FORM — SINCLAIR EQUIPMENT (AUSTRALASIA) P/L 86-88 Nicholson Street, Abbottsford, Victoria, 3067. Telephone: 419 3033.

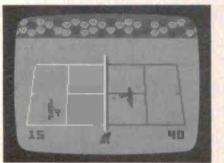
QUANTITY	ITEM	ITEM PRICE	TOTAL
	Ready assembled ZX81 Sinclair Personal Computer including mains adaptor, leads, BASIC manual	\$250	12 24
	I6K-BYTE RAM pack	\$150	
	8K-ROM	\$ 75	
La constanti	ZX Printer (to be announced)	March 1 March 1 / 7	ALC: NO
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	e/Bankcard/Diners/Amex		code

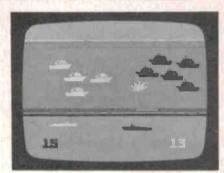
For your free catalogue on software, send stamped, selfaddressed envelope to Sinclair Equipment (Australasia) P/L.



Every ZX81 comes with a comprehensive, specially written manual — a complete course in BASIC programming, from first principles to complex programs.









Handheld games led the boom, like this Space Invaders unit, sold here by Dick Smith.







Game, set, match

Dennis Lingane

An enormous boom has arisen in the electronic games market — now worth a staggering \$2.5 billion and slated to rise 40% in the next 12 months — and the peak is not yet in sight. It's one area of the consumer electronics industry where the US manufacturers hold sway. The Japanese have yet to catch on and the Europeans are nowhere in sight. Developments seem set to force further development in other areas — like TV technology, for example.

IF YOU WERE planning to buy a video games system this Christmas for the family, be warned — the complete production world-wide has already been sold for this year!

So don't front up to your games shop on Christmas Eve and expect to get an Atari system, because there probably won't be one left — book now!

The boom in video games has taken the industry by surprise. Warner Bros bought Atari in 1976 when it was a backyard operation making a ping-pong arcade game. Atari now fills 20 buildings in Silicon Valley outside San Francisco and is one of the most profitable divisions of the Warner Communications organisation, which encompasses satellite TV, cable TV, movies, book publishing, record production and sports management. Atari doubled its income between 1979 and 1980, while operating income rose tenfold. 1980 saw Atari with \$513 million revenue (\$238 million the previous year) and an operating income of \$69.9 million.

The complete electronic games industry is now riding on the crest of a \$2.5 billion tide that is expected to reach \$3.5 billion next year.

The handheld games follow the traditional toy sales cycle with the

biggest sales around Christmas. But the programmable video games like those from Atari and Hanimex sell all year round. Mattel and Magnavox will be selling similar game centres in Australia eventually.

The challenge before the electronic games industry is to keep coming up with new games. Atari, for example, has more than doubled its games research staff from 28 to near 60, and they all have one mission in life — play and invent games.

The industry has created a need for a new type of person — somebody who can program computers and understands computing but is also a games enthusiast. The trouble with computer programmers, according to one of Atari's executives, is that they don't have any imagination.

The handheld games have slowed down in sales as the programmable systems have speeded up. So it is with some caution that retailers and the industry approach the mass marketing of handheld games over the next few years. The other question mark on the horizon is what the effect of the growth of home computers will be on the electronic games market.

When electronic games were launched the public found it difficult to accept a figure of around \$50 for a handheld toy. Then came the \$279 Atari games centre with cartridges costing around \$40 - \$60, and within two years the price was no longer a barrier. Now we have Commodore releasing their VIC and Atari bringing out its Model 400 home computer, both of which will sell for little under \$500!

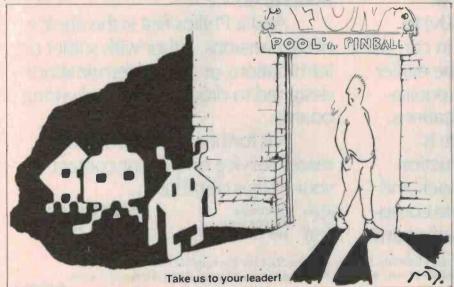
Will parents regard the new technology as a dual-purpose investment, buying their children a home computer as a games centre and hoping that they will learn computing from it as the years go by (and therefore qualify better



Mattel's Intellvision system is based on a 16-bit microprocessor (!!!) and represents the sophistication now available in video games. High resolution graphics (examples opposite) with objects that can be rotated through 360° on screen are featured and no game plays the same way twice! Attach a keyboard (to come) to the 'master component' shown here and you've a fully-fledged home computer! The Intellvision will be released here this month through Lifestyle Electronics, part of the Consolidated Press Holdings Group.

for employment)? If this pattern does emerge it may see the home electronic games centre losing out to the home computer, but in the meantime Atari and companies like it seem assured of a profitable future. After all, the computer kids of the future will still need something to start them on their electronic path in life.

According to a spokesman at Atari's head office, the company still has a fair few tricks up its sleeve to make programmable video games — which still have the advantage of being cheaper than computers — more attractive to consumers. They claim that the limitations on the designers are now basically



those of the television set itself, and plans are afoot for producing highdefinition TV sets to make games more graphic, and even for introducing three-dimensional TV. Voice control could be seen in the near future, with a twelve-word vocabulary used instead of pushbuttons to give commands. In the meantime Atari has released infrared controls for its games to add even more novelty, plus giving enthusiasts the convenience of no trailing wires.

Sidney Samole, head of Fidelity Electronics (manufacturer of 90% of electronic board games), also sees no clouds on his immediate horizon. He has recently been granted a patent for electronic board games which his company launched in 1976, and anticipates royalties from other manufacturers riding on the back of the boom he created. He has already sued two companies and the result is pending.

Some electronic board games, like chess, backgammon and bridge, seem destined to enjoy the same eternal popularity as their manual versions. Fidelity has released a battery-operated sensory chess set that should be popular with travellers, enabling them to brush up on their game in transit and help to while away tedious hours of travel.

So all in all the electronic games manufacturers are doing all right, and whilst the expanding home computer boom might eventually make some sort of hole in the market, it's a fair bet that electronic games will have a place in home entertainment for decades to come.

More power. Smaller size. Philips chunky capacitors.

102+105-

Philips' new, smaller 'chunky' 050 capacitors give designers improved volume efficiency.

Providing 470 μ F (100v) to 68,000 μ F (10v) coverage in can sizes substantially smaller than the earlier 071, the 050 meets all the requirements of IEC 384-4 specifications.

Excellent performance is achieved by special construction giving high resistance to shock and vibration, and capacitors are completely cold welded and proof against high charge and discharge currents. Typical life expectancy 200,000 hours at 40°C.

And a Philips first is the choice of two versions, either with solder tag terminations or pinned terminations designed to drop into printed wiring boards.

For further information tick reader service enquiry or contact your Philips distributor.

Electronic Components and Materials



Philips Electronic Components and Materials. Sydney: PO Box 50, Lane Cove, 2066. Phone: 427 0888. Melbourne Phone: 544 2444. Adelaide Phone: 45 0211. Brisbane Phone: 44 0191. Perth Phone: 277 4199.

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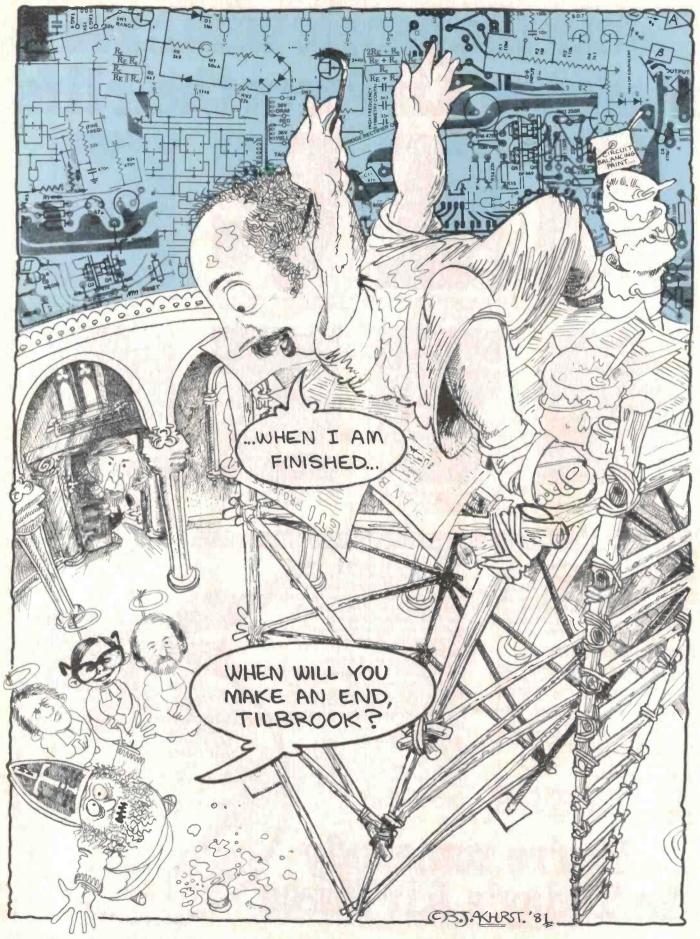
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RG 417 FP 11F



RG.417.FP.11ET



Series 5000 stereo control preamplifier

Designed as the perfect partner to our Series 5000 MOSFET stereo amplifier, the stereo control preamplifier has been designed with equal attention to quality and detail. This month David Tilbrook explains the principles behind the design of the moving coil and moving magnet stages and gives details on constructing them.

David Tilbrook

JUST AS a loudspeaker represents a non-linear load to the output stage of a power amplifier, a moving magnet or moving coil cartridge represents a nonlinear source impedance to the input stage of a preamplifier. This is the cause of many of the problems associated with any preamp.

Both moving coil and moving magnet cartridges generate electrical signals through the interaction of a coil of wire and a magnetic field. The signal voltage produced is therefore proportional to the relative velocity between the coil and the magnet assemblies. This relationship is predicted by Faraday's law of induction, expressed mathematically dØ as: E = -

dt

where E is the signal voltage at any instant and Ø is the magnetic flux.

The signal voltage produced at any instant is proportional to the rate of change of flux with respect to time, 1.6

$$d = \frac{d \varphi}{dt}$$

The design of the cartridge must ensure that a linear relationship exists between the position of the stylus cantilever assembly and the magnetic flux.

Our adaptation of a famous scene from Irving Stone's book about Michelangelo, 'The Agony and the Ecstasy'. During the time Michelangelo was painting his masterpiece frescoes in the Sistine . when will Chapel the Pope continually asked "... you make an end?". Likewise, Roger Harrison has kept asking David Tilbrook when the Series 5000 would finish. The answer was the same in both cases! (Thanks to the cartoonist, Brendan Akhurst, and the choirboys: Jack O'Donnell of Altronics, Dick Smith, and Gary Johnston of Jaycar. Collyn Rivers looks on from the sidelines).

In this way changes in the position of the stylus give rise to changes in the magnetic field intensity. So the rate of change of stylus position with respect to time will be proportional to the signal voltage, i.e:

$$\epsilon \alpha \frac{dx}{dt}$$

where \mathcal{E} is the signal voltage and x is the stylus displacement from its equilibrium position.

This means that the waveform actually 'on' the grooves is not proportional to the signal voltage itself. Instead it is proportional to the integral of the signal waveform. If a square wave, for example, is to be produced from a record, the waveform as seen in the groove with a microscope will be a triangle wave.

Since the signal voltage is proportional to the velocity of the stylus, the signal slope is proportional to the acceleration of the stylus. In order for high signal slopes to be reproduced accurately by the cartridge it is important that the mass of the stylus cantilever assembly be kept as small as possible. At the same time, however, it is important to realise that the cartridge cantilever assembly and its associated suspension and magnet/coil system form a resonant mass-spring system analogous to a complex electrical series resonant circuit.

At one particular frequency, called the resonant frequency, the impedance of the cartridge will no longer be related linearly to the driving force on the stylus, and distortion results. To overcome this problem two techniques are used simultaneously.

Firstly the resonant frequency of the cartridge is moved to a frequency below the audio spectrum. Using the damped mass-spring model of a magnetic cartridge we can predict that the resonant frequency will depend on the mass of the stylus cantilever assembly and on the 'springiness' of the cantilever's suspension. This springiness is characterised by a number, often given the symbol k, called the spring constant. Spring constant is defined in terms of the force needed to bring about a certain compression or extension of the spring. Stiffer springs have a higher value for k. The spring constants associated with magnet cartridges, however, are so small that the numbers are hard to interpret. For this reason cartridge manufacturers usually specify this quantity by quoting the reciprocal of the spring constant, $\frac{1}{k}$, called compliance. Stiffer suspension systems have lower compliance figures.

As stated earlier, the cartridge resonant frequency is a function of both the mass and the compliance of the cantilever and suspension system. The damped resonance mass-spring model of a magnetic cartridge predicts that the resonant frequency will be given by the equation:

$$f = \frac{1}{2\pi\sqrt{mC}}$$

where m is the mass of the cantilever/stylus system and C is the compliance of the stylus suspension system.

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Enjoy electronics as a hobby?

We're expanding - and we need more people. In all facets of our operation. The following positions are vacant NOW: if you'd like to work with us, why not give us a call

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We need managers for the new stores we're opening right around Australia - and overseas. What better way to prepare for this than by training in a current Dick Smith Store. If you're between 18 and 30, have a hobby background in electronics and retail experience, give us a call. We'll probably place you in a store close to home (we have 21 stores - in most states).

Contact Mr Bob Johnson, Retail Supervisor (02) 888 3200 or ask your local store manager.

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You could join our young sales team - or even be a specialist salesman if you have a particular interest. (Amateur Radio, Computers, etc). You'll be trained thoroughly in being a sales professional, and you'll be dealing with interesting people involved in electronics: just like you are at the moment!

Contact your local store manager.

(02) 888 3200.

SERVICE TECHNICIANS:

Our North Ryde (NSW) service centre needs technical experts in all catergories: audio, RF, digital ... the opportunities for promotion are very, very good for the right people (our current National Service Manager started 'on the bench' just a few years agof) You'll be working in air-conditioned premises, with the latest in service aids. The pace is hectic - so we want

people who don't need continual supervision. Contact: Gary Crapp, National Service Manager

DISTRIBUTION CENTRE STAFF:

Think you'd like to have a go at one of the above positions - but haven't got the knowledge yet? Why not work for us anyway: and learn 'on the job'. Our national distribution centre at North Ryde needs electronics enthusiasts to prepare goods for despatch to our stores and re-sellers. It's a great way to prepare yourself for a career in electronics in ANY of the sections of the organisation.

Contact: Ray Richards, Distribution Centre Manager (02) 888 3200.

PRODUCTION ASSEMBLER:

We offer a number of challenging positions for young electronic enthusiasts. Initially setting up production lines in the Kit dept., the position could lead to stock controller, quality control of computers or production storeman. If you have electronic component knowledge, are eager to show your ability and are between the ages of 17 to 25:

Contact: Mike Rogers, Kit Centre Manager (02) 888 3200.

AND MORE .

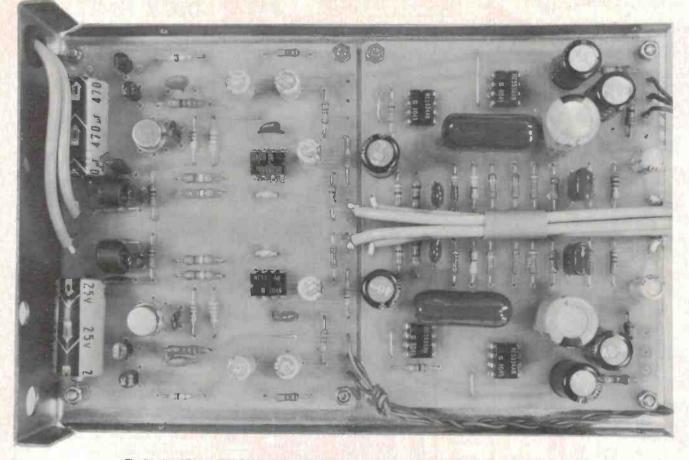
If you'd like to work for us, but don't really fit into one of the categories above, drop us a line **an**yway. We have vacancies occuring in almost all our departments from time to time ... advertising, purchasing, administration, production ... etc etc. If you'd like to consider when a vacancy occurs, your name may be kept on file and you can be contacted.

Write to: the Personnel Manager, PO. Box 321 NORTH RYDE. 2113.





Series 5000



The low level Series 5000 Preamp input stages - for moving magnet and moving coil cartridges - are housed in a steel enclosure inside the main preamp case. This is a view inside the enclosure; moving coil stage to the left, moving magnet stage at right.

(Notice that the equation for the resonant frequency of magnetic cartridges has exactly the same form as the equation for the resonant frequency of an electrical resonance circuit, i.e.

$$f = \frac{1}{2\pi\sqrt{(LC)}}$$

where C in this case is capacitance and L is inductance. The fact that a mechanical system like the stylus cantilever assembly of a cartridge should be described by such an equation is another striking example of the consistency of nature.)

The equation predicts that the resonant frequency of the cartridge can be decreased by increasing either the mass or the compliance. Since the mass of the moving parts in the cartridge must be kept small so the stylus can respond quickly to changes in the record groove, the compliance must be increased until a suitably low resonant frequency is obtained. Most highquality magnetic cartridges have resonant frequencies below 10 Hz.

The second technique used to overcome problems associated with this resonance characteristic is to decrease

the Q of the system by damping the resonance with a suitable combination of mechanical and electrical losses. Mechanical damping is obtained by deliberately introduced friction within the cantilever suspension system. The cantilever is often terminated into a rubber mounting block for this purpose. The electrical damping comes about as a direct consequence of the law of conservation of energy. The cartridge is acting as a generator, delivering power to the input resistance of the preamplifier. Since energy is absorbed by this load resistance the Q of the cartridge resonance is decreased.

Until recently most stereo magnetic cartridges consisted of two fixed coils between the poles of a small magnet attached to the cantilever. Modulation of the record groove produces movement of the magnet, changing the magnetic flux and generating the signal voltage.

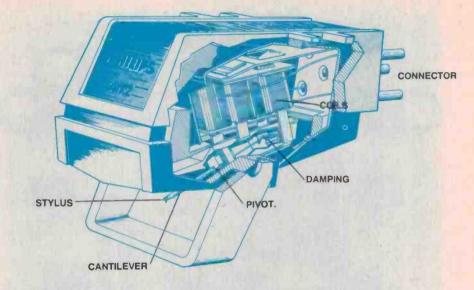
The coils usually have a large number of turns so that a reasonable signal voltage can be produced (typically in the order of 20 mV). The resistance of these coils usually ranges between 200-1000 ohms, but their impedance can be much higher, especially at high

frequencies where the inductance of the coils becomes important. This type of cartridge is sometimes called a moving magnet cartridge to dis-tinguish it from the more recently developed moving coil types. The relatively high reactive component of the cartridge impedance combined with the effects of the natural cartridge resonances makes it essential that the input impedance of the moving magnet (MM) input stage have well-defined characteristics if best performance is to be obtained from this type of cartridge. Most MM cartridges require a load impedance consisting of 47k of resistance shunted by several hundred picofarads. This capacitance is often provided by the shielded cable, but most cartridges require some additional capacitance across the MM input. In exceptional cases the input capacitance due to the shielded cable is too high. In these cases the length of the shielded cable used between the turntable and the MM amp should be decreased until the correct value is achieved.

In order to obtain the flattest frequency response possible from an MM cartridge it is essential that the stereo control preamp

load resistance be constant over the complete audio spectrum and beyond. For this reason measurements done on the input resistance of MM amps at one particular frequency (usually 1 kHz) are practically useless. Many input stages exhibit a characteristic of falling input resistance at high frequencies. The input resistance of a bipolar transistor, for example, even with a small amount of emitter current, is insufficient to ensure a constant resistive load to an MM cartridge. The common two or three transistor phono stages of a few years ago often suffered badly from this problem, degrading the top end performance of an otherwise good MM cartridge. The problem occurs because all bipolar transistors have decreasing gain at high frequencies.

The most common method used to increase the input impedance of a bipolar input stage is through the use of negative feedback. The decrease in gain of the individual transistors in the stage at high frequencies decreases the overall open loop gain of the stage, which in turn decreases the amount of negative feedback available. Furthermore, the negative feedback is often applied at the emitter of the first transistor. The problem with this con-



View inside a typical high-quality moving magnet cartridge, the Philips GP412,

figuration is that the phase response in the negative feedback loop can easily be affected by the complex reactances of the cartridge and connecting cables, producing unwanted frequency response variations, or even instability in some cases.

All these problems come under the

general heading of 'cartridge impedance interaction', and represent the most important single reason for the difference in sound between preamplifiers. Most preamps suffer from some degree of cartridge impedance interaction and in *many* cases the effects are pronounced.

OFCIERATIONS					IDE	AL RIAA	MEASURED - SERIES 5000
SPECIFICATIONS					Hz	dB	dB
ETI-478MM MOVING	MACHETINDUT	STACE			2	-0.2	-0.2
EII-478MM MOVING	MAGNETINPUT	STAGE			4	+5.7	+5.7
					8	+11.2	+11.2
Calar	74, 1 kHz				16	+15.4	+15.4
Gain:	74, T KHZ				20	+16.3	+16.2
				dia matria fa das	30	+17.0	+17.0
Frequency response:	Conforms to R	IAA Equalis	sation ± 0.2	dB. (This is the	40	+16.8	+16.8
	performance of t	he prototype	. The actual	figure obtained will	50	+16.3	+16.2
	be determined b	y the accura	cy and long-	term stability of the	80	+14.2	+14.2
	components use				100	+12.9	+12.8
	oomponente dee				150	+10.3	+10.2
-	0.0040/ 4.141- 4	O	innut		200	+8.2	+8.1 +5.4
Total harmonic distortion:					300	+5.5	+5.4 +3.7
Headroom:	>28 dB with respe	ect to 5 mV	RMS		400	+3.8	
	input signal, i.e.	135 mV RM	S max.		500	+2.6	+2.6 +0.7
Noise:	Total equivalent	t input nois	e.		800	+0.7	+0.7
	122 nV 'A', input shorted,			1k	0.0		
	216 nV flat, inpu				1k5	-1.4	-1.3
	210 IIV Hat, Inpu	it shoneu.			2k	-2.6	-2.4 -4.7
					3k	-4.8	-4.7 -6.6
		1 mV	5 mV	10 mV	4k	-6.6	-0.0 -8.1
	1 martine a	THIV	0.110		5k	-8.2	-9.6
S/N ratio:	Flat	73 dB	87 dB	93 dB	6k	-9.6	-9.0
S/MIANO.	1 1041				8k	-11.9	-13.8
	A-weighted	78 dB	92 dB	98 dB	10k	-13.7	-17.1
		1			15k 20k	-17.2	- 19.5

SPECIFICATIONS

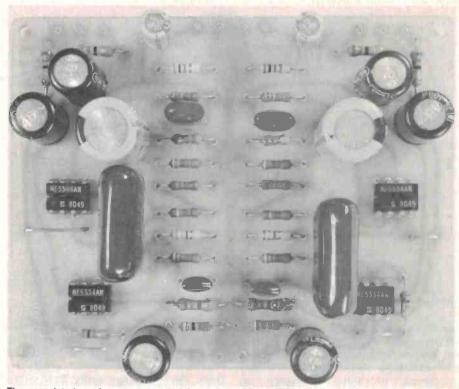
ETI-478MC MOVING COIL INPUT STAGE

Gain:	24
Frequency response:	7 Hz-135 kHz +0, -1 dB
Total harmonic distortion:	«0.003%, 1 kHz, 30 mV input
Noise:	Total equivalent input noise: 83 nV flat, input shorted. 42 nV 'A', input shorted. 56 nV flat, after RIAA Eq., input shorted. 34 nV 'A', after RIAA Eq., input shorted.

S/N ratio of MC	input stage	after RIAA	A Equalisation:
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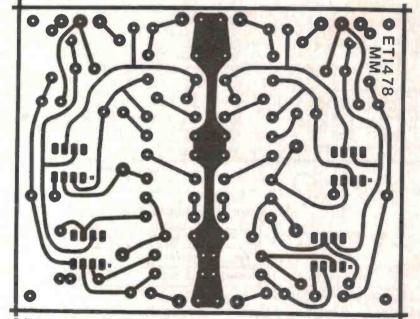
	60 µV	200 µV	500 μV
Flat	61 dB	71 dB	79 dB
A-weighted	65 dB	75 dB	83 dB

Series 5000



The completed moving magnet stereo input stage (ETI-478MM). Note that this project may also be incorporated in existing equipment if you wish.

The Series 5000 stereo control preamp has been designed specifically to overcome the problem of cartridge impedance interaction. This has been achieved by separating the MM input stage into two separate active stages (see Figure 1). The first stage consists of a single NE5534AN configured as a linear amplifier with a closed loop gain of around 8.3. The large amount of overall negative feedback increases the input impedance of the stage so that the measured input impedance is simply that of the 470k resistor, R2. Since the 5534 has a small signal bandwidth of around 10 MHz without additional compensation, the input impedance will remain unchanged over a very wide frequency range. The high input impedance of this stage would usually allow the input capacitor C2 to be conveniently small. However, for best



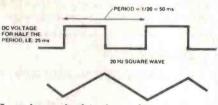
Full-size pc board artwork for the moving magnet stage.

noise performance the value must be increased substantially. This is covered in detail later in this article.

Capacitor C2 is necessary since it is not advisable to allow dc current from the first stage to flow through the cartridge. The value of C2 used here is 100μ , and this sets the lower -3 dBpoint well below 1 Hz. The upper -3 dBpoint of this stage is well above 100 kHz. An extended frequency response is necessary so that the accuracy of the RIAA equalisation is not affected by frequency response variations that might otherwise occur in the first stage.

RIAA equalisation

We said earlier that the signal voltage produced by a magnetic cartridge is proportional to the velocity of the stylus. If a low frequency signal is to be reproduced by a magnetic cartridge, large excursions of the stylus are necessary. If for example a 20 Hz square wave is to be reproduced by the cartridge then the cartridge must produce a dc voltage at its output for a period of 25 ms.



In order to do this the stylus must move at a constant speed for this period of time, and therefore the waveform in the record groove is a triangle wave, as stated earlier.

Typical output voltages from moving magnet cartridges are in the order of 1 mV-2 mV for a stylus velocity of 1 cm/sec. So if the peak voltage required on the square wave was, say, 10 mV, a stylus velocity of 10 cm/sec would be required for a medium-sensitivity cartridge, so the stylus must move at a constant speed of 10 cm/sec for a 25 ms time interval. The stylus therefore moves a total distance of 2.5 mm! On a stereo record the channels are cut in opposite walls of the record groove. If a low frequency mono signal is to be produced, both sides of the record groove force the stylus away from its equilibrium position, and a large vertical stylus excursion results. In the case of our square wave, the vertical excursion would be roughly 3.5 mm, which is simply not possible. The record would have to be as thick as most turntable platters!

Two measures are used to overcome

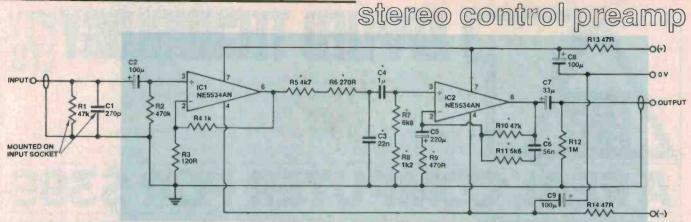


Figure 1. Circuit of one channel of the moving magnet Input stage (ETI-478MM). Note that the RIAA equalisation is incorporated in this stage. Components for the other channel are designated R101, C101, IC101, etc.

this problem. Firstly the two channels are recorded on the record 180° out of phase, so that the large vertical excursion is replaced by a large horizontal excursion. Secondly, the low end of the frequency response is attenuated before the recording process, so the stylus excursions are decreased. The specific amount of low frequency attenuation is defined as that which would be caused by a first-order high-pass filter with a time constant of 318 µs (i.e: the filter would be formed by an ideal resistor/capacitor filter, in which $R \ge C = 318 \ \mu s$). To convert from these time constants into frequency, simply apply the equation:

$f = \frac{1}{2\pi t}$ (t = time constant)

This is equivalent to a 6 dB/octave filter with a -3 dB point at 500 Hz. To prevent the low end from rolling off indefinitely a second 6 dB/octave filter is used to flatten the response again at 3150μ s or 50 Hz. After this equalisation is applied, the stylus excursion of the 20 Hz square wave, for example, is decreased to around 0.3 mm, which is manageable.

Similar problems occur at very high frequencies. If we consider now a 20 kHz square wave at the same output voltage and hence the same recording velocity, the stylus now only moves a total distance of 2.5 µm! Such minute distances are only a few orders of magnitude larger than the surface irregularities in the vinyl, so at these frequencies the signal to noise ratio is poor. To overcome this problem the top end is recorded at a higher level, which increases the stylus excursions and thereby improves the signal to noise ratio. The modifications to the recorded frequency response are referred to as **RIAA** pre-emphasis or equalisation (RIAA stands for Recording Institute Association of America), and must be corrected for by the input stage. The RIAA playback equalisation must boost the bass end and attenuate the treble end of the audio spectrum to return the overall frequency response to that of a linear system.

Since the low end is amplified most of all by the RIAA playback signal, any turntable rumble or cartridge/ turntable resonances will be amplified. Modern power amps are quite capable of delivering full power to a pair of loudspeakers at 10 Hz or below, so appreciable amounts of subsonic content can be fed to the loudspeaker. This is potentially dangerous to the bass driver and decreases the clarity and accuracy of the low end.

In an attempt to overcome this problem the RIAA has proposed a change to its playback equalisation curve. The extreme bass frequencies are attenuated on playback by the addition of another time constant. This takes the form of a single-pole RC filter with a time constant of 7950 μ s, i.e. a -3 dB point of 20 Hz. Since the frequency response is already flattened by the 3150 μ s time constant, this new time constant gives a 6 dB attenuation rate below about 20 Hz. The resulting RIAA playback equalisation is shown in Figure 2. Note that there are four time constants associated with the proposed RIAA equalisation: 7950 µs, 3150 µs,

* DENOTES COMPONENTS ASSOCIATED WITH THE RIAA EQUALISATION

- HOW IT WORKS

The input from a moving magnet cartridge is connected to the non-inverting input of an NE5534AN via capacitor C2. R2 provides a dc current path to the input of the differential pair in the op-amp. The gain of this stage is determined by the ratio R4 to R3, which is around 8.3 in this case.

The resistor R1 provides a fixed resistive load necessary for best performance from an MM cartridge. Most cartridge manufacturers recommend that the Input resistance be shunted by a certain amount of capacitance. This is the purpose of capacitor C1, the value of which should suit most cartridges. If you wish to optimise the value of this capacitor don't forget to allow several hundred picofarads for the shielded cable capacitance.

The best way to ensure that the cartridge is loaded correctly is with a test record containing a square wave track, and an oscilloscope. With the correct cartridge load and a good tonearm/cartridge combination, a good square wave can be obtained.

The value of resistor R1 at 47k is effectively in parallel with R2, giving an input resistance of 43k, slightly below the 47k normally used for MM input stages. This is unimportant, however, and will not affect performance of the cartridge. The important thing is that the value of this resistance remain constant over the full audio spectrum and beyond. In any case the value of the input resistance is easily changed by increasing the value of R1 to, say, 56k instead of 47k.

The output of the first stage is fed to two

ETI-468MM

6 dB/octave RC filters that provide one half of the RIAA equalisation. Resistors R5, R6 and capacitor C3 form a first-order low-pass filter set at the 75 μ s time constant of the RIAA curve. At these frequencies (around 2122 Hz) the 1 μ F capacitor appears as a short circuit connecting R7 and R8 in parallel with the capacitor C3. This must be compensated when choosing the value of C3 to ensure the correct RIAA equalisation. Similarly C4, R7 and R8 form a low frequency high-pass filter set at 20 Hz (the 7950 μ s time constant).

The output of these two filters is fed to the input of the second op-amp stage. The remaining RIAA equalisation is accomplished by the feedback loop around this stage. At frequencies below 500 Hz the 56n capacitor C6 has a relatively high impedance. The voltage gain is therefore determined by resistors R9 and R10. At higher frequencies, however, where the impedance of C6 Is iess, both resistors R10 and R11 are in circuit. The capacitor C5 decreases the gain, at dc, of the second stage to unity, ensuring a low dc offset at the output and therefore symmetrical output stage clipping.

The 1M resistor R12 ensures that the dc voltage on the output remains at 0 V. This is important so that operation of the selector switch following the stage will not cause thumps in the output.

Resistors R13, R14 and capacitors C8, C9 isolate the supply to the stage to decrease the effects of Interactions between stages and to ensure freedom from 50 Hz ripple.



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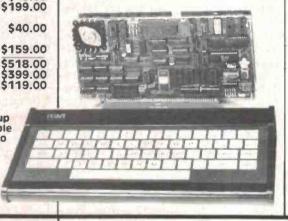
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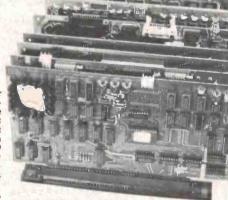


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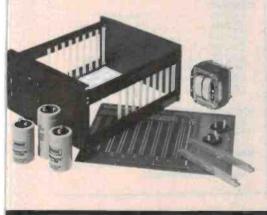
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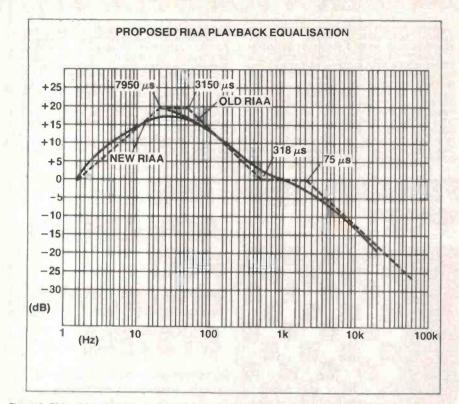
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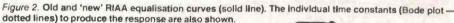


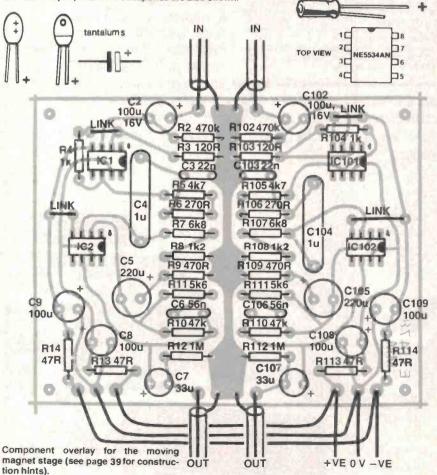
under CP/M 2.2 This is more than a match for some of the so-called professional systems and will save you a fortune! As a guide, this system with all hard ware and software costs less than \$5000.



Series 5000







318 µs and 75 µs. These are shown on the Bode plot, which is the dotted line in Figure 2. It should be emphasised, however, that the introduction of this low frequency time constant is not sufficient to remove severe cases of turntable or tonearm resonance. Some preamps incorporate multiple-order subsonic filters that offer a very fast roll-off below 20 Hz. The problem with this, however, is that severe cases of tonearm resonance or rumble generate distortion harmonics well above 20 Hz, into the audio spectrum. The only real cure is to remove the problem at the turntable or tonearm

Many different techniques are used to give the preamp the desired equalisation. The most common is to include the **RIAA** equalisation circuitry into the feedback loop of the first stage. Figure 3 shows a very simple MM input stage of the general type often found in mediumpriced amplifiers.

Transistor Q1 functions as a standard common emitter amplifier offering a voltage gain that is determined by the total impedance from its collector to earth divided by the total impedance from its emitter to earth. Transistor Q2 is a PNP transistor but functions in an identical manner. The product of their two voltage gains is called the open loop gain of the stage. If a current path is now made available from the output of Q2 back to the emitter of Q1, the voltage

PARTS LIST - ETI-4	78MM ——
FOR STEREO PC BC	DARD
Resistors all 1/4W me	tal film
R1, R101 47k	
R2, R102	
R3, R103 120R	
R4, R104 1k	
R5, R105	
R6, R106 270R, 1%	
R7, R107 6k8, 1%	1 1 1
R8, R108	
R9, R109	
R10, R110 47k, 1%	
R11, R111 5k6, 1%	
R12, R112 1M·	
R13,R113,R14,	
R114	
Capacitors	
C1,C101	
C2,C102 100µ, 1€	
C3,C103	
C4,C104	
C5,C105	
C6,C106	
C7,C107	
C8,C108,C9,C109 100µ, 25	V electro,
Integrated circuits	
IC1,IC101 NE5534	
IC2,IC102 NE5534	AN
Miscellaneous	
1 x ETI-478MM pc board; asso	orted mounting
hardware; shielded cable.	Junio
A CARLES AND A CAR	

stereo control preamp

gain will now drop to a new figure called the closed loop gain. This is negative feedback, and it has the effect of decreasing the distortion and increasing the input impedance of the stage. (See Series 5000 MOSFET Power Amp articles in ETI Jan., Feb., March 1981 for more information on negative feedback.)

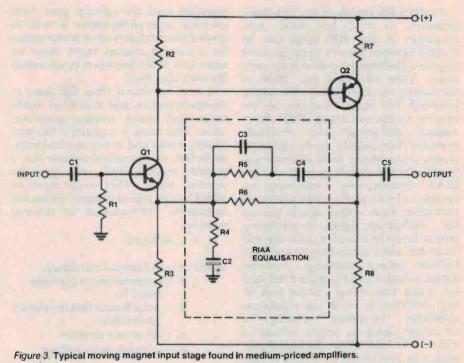
The RIAA equalisation is introduced by applying the negative feedback via a network with a frequency dependent impedance. However, since this stage relies on the presence of negative feedback to ensure a satisfactorily high input impedance, the input impedance will vary as a function of frequency. The cartridge, however, must be loaded by a constant resistance if cartridge imperlance interaction is to be avoided. Furthermore, since the negative feedback is coupled to the complex output impedance of the cartridge via the baseemitter junction of Q1, the negative feedback and hence the frequency response of the stage can be affected by the cartridge itself. As a result this type of stage can suffer badly from cartridge impedance interaction.

In the development of the Series 5000 preamp several input stage configurations were tested for noise, distortion and cartridge impedance interaction. When a medium-priced moving magnet cartridge was connected to a stage like that in Figure 3, severe cartridge impedance interaction was evident. The frequency response of the preamplifier peaked above 2 dB at 13 kHz and rolled off rapidly above 15 kHz. The same cartridge when connected to the Series 5000 MM amp exhibited quite a good frequency response to beyond 20 kHz, and the frequency response graph obtained was identical to that when a FET buffer amp was placed between the cartridge and the input stage, indicating almost total lack of cartridge impedance interaction in the 5000 stage. This is a result of the use of the separate linear gain stage formed by IC1 (see Figure 1) to isolate the cartridge from the RIAA equalisation.

The Series 5000 Preamp conforms to the proposed RIAA equalisation in Figure 2. The 75 μ s and 7950 μ s time constants are obtained by passive RC filters at the output of the first stage. Resistors R5, R6 and capacitor C3 form a simple 6 dB/octave low-pass filter with a -3 dB point at 2122 Hz, and

t =
$$\frac{1}{2\pi f}$$
 = $\frac{1}{2\pi(2122)}$ \doteqdot 75 μ s.

Capacitor C4, together with resistors R7 and R8, form a 6 dB/octave highpass filter with a -3 dB point at 20 Hz,

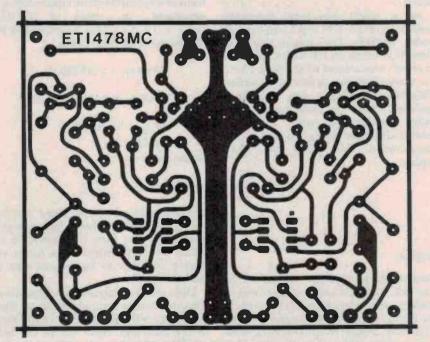


which is equivalent to a 7950 μ s time ch constant. The two remaining time constants are introduced into the negative feedback of IC2 and are formed by the values of resistors R9, R10, R11 and m

This method of generating the RIAA curve offers a number of advantages over the more conventional method.

capacitor C6.

Firstly there is low interaction between the different time constants, so that the RIAA curve can be optimised for a particular cartridge more easily by changing the resistor or capacitor values slightly. If the 75 μ s time constant is included in the negative feedback of a stage, the gain of the stage must decrease to unity at a suitably high frequency, so the stage must be compensated for unity gain to prevent instability. In the Series 5000 MM stage the gain of the second stage does not drop below 10; since the NE5534AN is internally compensated for gains of 3 or above, no additional compensation is required.



Full-size artwork for the moving coil input stage.

Another advantage of the two-stage approach is that the total gain necessary in the MM stage can be divided between the two stages, so more negative feedback is available for each stage. This will have the effect of decreasing non-linearities in the stages, provided the stages conform to the criteria for the avoidance of SID (slewinduced distortion) and amplitude overload. Fortunately, in the case of a phono input stage, both of these are limited by the recording medium. The RIAA standard sets a maximum recording velocity of 25 cm/sec, and most cartridges have output levels around the 1 mV/cm/sec figure. So maximum output levels from such a cartridge will be in the order of 20-30 mV. Even the highest output cartridge produces signal voltages usually in the 5 mV/cm/ sec range. Combining a worst case of, say, 5 mV/cm/sec with the maximum allowable recording velocity of 25 cm/sec yields an output voltage of 125 mV. To ensure that the input stage cannot be overloaded we simply set the gain of these stages so that this maximum input signal cannot drive the output of the input stages into clipping. The NE5534AN is capable of driving to within 2 V of the supply voltage, so a supply voltage of ± 15 V gives the desired gain of around 75. We have divided this gain between the two input stages so that the first stage has a gain of 8.3 and the second stage a gain of 9 in the midband region (the actual gain of the second stage is of course a function of frequency due to the RIAA equalisation).

As a result the total harmonic distortion of this MM input stage is well under 0.001%. The actual measured distortion using an HP3580A spectrum analyser was around 0.0005% at 1 kHz. (At these distortion levels even the best distortion analysers are practically useless, since the distortion is well below the level of noise.) Similarly, intermodulation distortion (IMD) was measured at well below the 0.001% figure.

Noise

Another very important parameter for both MC and MM input stages is noise performance. Since an op-amp is used as the first stage of the MM input amp, we have only limited control over the noise performance of the stage. It is therefore essential that the op-amp used have excellent noise performance. In order to predict the necessary noise performance for a moving magnet input stage we must look at the sources of noise within the cartridge itself.

It can be shown from the laws of thermodynamics and statistical mechanics that every resistor generates noise. This noise is a result of the way nature works and is not caused by imperfection in a practical resistor (i.e: a perfect resistor will still generate thermal noise). This noise must be added to any signal dropped across the resistance. The equation for thermal noise is:

- $\overline{\mathbf{e}_{n}} = \sqrt{(4 \mathbf{k} \mathbf{T} \mathbf{R} \Delta \mathbf{f})}$
- where $\mathbf{k} = \text{Boltzmann's constant}$,
 - T = temperature in absolute
 - units (K) $\triangle = \text{noise bandwidth (brickwall})$
 - R = resistance in ohms
 - $\overline{e_n}$ = average noise voltage

This equation predicts that thermal noise is raised by increasing resistance temperature or the bandwidth of the measuring equipment. So the frequency response of the apparatus used to determine thermal noise must be quoted if the figure is to be meaningful. Furthermore, the $\triangle f$ here refers to a 'brickwall frequency response', not the usual half-power bandwidth, although for many purposes this is sufficiently accurate. To overcome this problem noise performance is often quoted in the form of total equivalent input noise and expressed in units of nV/\sqrt{Hz} $(1 \text{ nV} = 10^{-9} \text{ V})$. This is justified by the equation for thermal noise, i.e:

since
$$\overline{e_n} = \sqrt{(4kTR \triangle f)}$$

then $\overline{e_n} = (\sqrt{\Delta f})(\sqrt{4kTR}))$

$$\operatorname{or} \overline{\underline{\mathbf{e}}_{n}} = \sqrt{(4 \text{kTR})}$$

So the ratio:

depends only on temperature and resistance, and this is just what we want. In order to get from this figure to an actual total equivalent noise figure we simply multiply by the square root of the bandwidth.

Most moving magnet cartridges have a coil resistance around 500 ohms. This resistance will generate thermal noise, so the cartridge itself limits the best possible signal-to-noise ratio. Using the equation for thermal noise we obtain for the noise of the cartridge:

 $\overline{e_n} = \sqrt{(4 \ge 1.37 \ge 10^{-23} \ge 290 \ge 500)}$

(assuming temperature of resistor is $\neq 290$ K).

i.e:
$$\frac{\overline{e_n}}{\sqrt{Hz}} = 2.8 \text{ x } 10^{-9}$$

i.e: $\overline{e_n} = 2.8 \text{ nV}/\sqrt{Hz}$.

We can express this in more familiar terms by converting the cartridge noise figures into a signal-to-noise ratio figure. In audio we can regard the bandwidth in question to be around 20 kHz, i.e: $\sqrt{\Delta f} = 140$, and 140 x 2.8 nV/ $\sqrt{Hz} = 392$ nV. If the average output level of the cartridge is around 5 mV, the signal-to-noise ratio is given by:

$$20 \log \frac{5 \times 10^{-3}}{392 \times 10^{-9}} = 82 \, \mathrm{dB}$$

This figure represents the best signalto-noise ratio possible with most moving magnet cartridges, since this is due to noise generated within the cartridge itself. A well-designed input stage should approach this noise figure as closely as possible without sacrificing performance in other equally important parameters such as distortion and frequency response.

The noise generated by an active device is determined by a number of factors, the most important of which is the current flowing through the device. However, since we have elected to use a high-quality operational amplifier for the input stage, we have no control over device current. All we can do is choose a low-noise op-amp and avoid degrading its noise figure as much as possible. The NE5534AN has a recommended equivalent input noise voltage around $4 \text{ nV}/\sqrt{\text{Hz}}$, only 3 dB above the noise generated by the cartridge itself! In order not to degrade this figure we must keep all resistances in series with the cartridge as low as possible. Any additional resistance will generate a thermal noise voltage of its own, which must be added vectorally to that generated by the cartridge. From the basic equation of thermal noise generated by two individual resistors R_1 and R_2 , for example, we obtain:

$$\frac{\overline{\mathbf{e}_{n_1}}}{\overline{\mathbf{e}_{n_2}}} = \sqrt{(4\mathbf{k}\mathrm{TR}_1 \bigtriangleup \mathbf{f})} \text{ and }$$
$$\frac{1}{\mathbf{e}_{n_2}} = \sqrt{(4\mathbf{k}\mathrm{TR}_2 \bigtriangleup \mathbf{f})}$$

Here we assume that both resistances are at the same temperature. Since these noise voltages are not correlated (i.e: they consist of 'randomly' changing voltage) we add them using the vector sum:

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Series 5000

1.e:
$$\overline{e_{nT^2}} = \overline{e_{n1^2}} + \overline{e_{n2^2}}$$

where $\overline{e_{n_T}2}$ is the square of the total equivalent noise voltage.

Therefore
$$\overline{e_{nT}^2} = 4kT \triangle f(R_1 + R_2)$$

or $\overline{e_{nT}} = \sqrt{(4kT \triangle f(R_1 + R_2))}$.

If R_1 now represents the cartridge resistance and R_2 the value of an added resistance equal to the value of R_1 , we get:

$$\overline{\mathbf{e}_{n_T}} = \sqrt{(4\mathbf{k}T \triangle f(2\mathbf{R}_1))} = \sqrt{2}\sqrt{(4\mathbf{k}T \triangle f\mathbf{R}_1)}$$

or $\overline{\mathbf{e}_{n_T}} = 1.4\overline{\mathbf{e}_{n_T}},$

equivalent to a 3 dB decrease in the signal-to-noise ratio.

Figure 4 shows the standard technique for connecting an op-amp to a signal generator such as a moving magnet cartridge. Most op-amps, and certainly the 5534, have input stages that consist of a differential pair, providing both inverting and non-inverting inputs. 47k. Since the reactance of the capacitor is given by the equation:

$$X_c = \frac{1}{2\pi fC}$$

$$C = \frac{1}{2\pi f X_c}$$

In this case C = $\frac{1}{2\pi \times 5 \times 47 \times 10^3}$

 $= 6.77 \times 10^{-7}$ Farads.

So to obtain an adequately flat frequency response a suitable value for C1 would be 680 nF (0.68μ F), which is convenient since a greencap could be used.

When noise considerations are taken into account, however, this value is entirely unsuitable. The increasing impedance of C1 at low frequencies, while not sufficient to cause gross frequency response errors, will seriously degrade the noise performance of the stage. At sufficiently low frequencies the impedance seen by the non-inverting input will be simply the value of R1. Using the

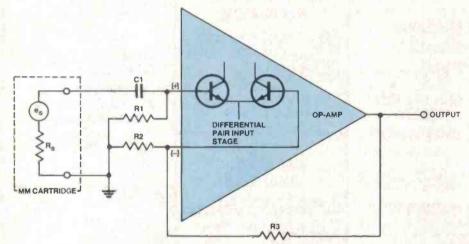


Figure 4. Standard technique for connecting an op-amp to a signal source.

The effective signal voltage generator of the cartridge is represented by es and the cartridge resistance by R_s. Resistor R1 in this case would be 47k, so that the cartridge would have the correct load resistance. (The input impedance of the op-amp is very high and can be ignored for this discussion.) Capacitor C1 prevents any dc current flowing through the cartridge from the noninverting input. Since the combination of R1 and C1 forms a 6 dB/octave highpass filter, the value of C1 would ordinarily be chosen so that the resulting -3 dB point was well below the audio spectrum, around 5 Hz for example. This will occur when the impedance of C1 is equal to that of R1, i.e:

equation for thermal noise given earlier, we can calculate the resulting signal-to-noise ratio. Since

only 62 dB below 5 mV.

Furthermore, since the input stage is a noise generator, a low source impedance is necessary to minimise the resulting noise at the output of the opamp. To overcome this problem we increase the value of C1 so that at worst its impedance at, say, 3 Hz is comparable to that of the cartridge, i.e:

$$\mathbf{C} = \frac{1}{2\pi \, \mathrm{x} \, 3 \, \mathrm{x} \, 500} = 106 \, \mathrm{x} \, 10^{-6} \mathrm{F}.$$

So a value around 100 μ F should suffice. Notice that this capacitor would have to be an electrolytic or tantalum. Tantalum capacitors are not recommended, however, since their capacitance can be modulated by the input signal, producing considerable distortion at low frequencies.

The value of resistor R2 must also be, low, so that the source impedance to the inverting input of the op-amp can be kept as low as possible. The limitation here is due to the minimum load impedance allowable on the output of the op-amp. Since the gain of the stage is given by the equation:

$$A_{\rm v} = \frac{\rm R2 + R3}{\rm R2},$$

the ratio of R2 and R3 is determined by the desired voltage gain. At the same time, however, the total resistance R2 + R3 represents the load on the output stage of the op-amp. Since this must not be less than a certain specified resistance, determined by the individual op-amp used, a minimum value for R2 is predicated. In the Series 5000 MM input stage, for example, the required voltage gain in the first stage is around 8.3, so:

$$\frac{R2+R3}{R2} = 8.3$$

The NE5534AN has a measured minimum load impedance of 600 ohms, and for minimum distortion it is desirable to increase this slightly, for example to around 1k2. Therefore:

$$\frac{1\text{K2}}{\text{R2}} = 8.3 \text{ or } \text{R2} \doteq 144\text{R}$$

110

A suitable value for R2 would be 120 ohms, making R3 1k to give the required voltage gain. Fortunately this value for R2 is low enough not to have significant effect on the noise performance.

Similar measures must be adopted around the second stage. At low frequencies the non-inverting input of IC2 (see Figure 1) has an input source resistance determined by R7 and R8, i.e: around 8k. The noise performance of the second stage would be improved if this value could be decreased. Unfortunately this would entail increasing the value of C4, which is not practical since this capacitor must be a greencap if the preamp is to conform accurately to the RIAA curve. This is not really a problem, however, since the voltage gain in the first stage increases the signal voltage at the input of IC2 to around 40 mV for a 5 mV input signal, ensuring a sufficiently good signal-tonoise ratio in the second stage.

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Series 5000

The moving coil input stage

The subject of noise performance is particularly important for a moving coil input stage. The moving coil cartridge works on exactly the same principle as the moving magnet. The signal voltages produced are the result of relative motion between a coil of wire and a magnetic flux. In this case, however, the magnet assembly is mounted rigidly to the cartridge body and the coils are mounted on the cantilever assembly; hence the name 'moving coil'.

In order for the total mass and therefore the inertia of the stylus/ cantilever system to be kept to a minimum, the coils are made with very fine wire and a small number of turns. Typical output voltages for moving coil cartridges vary widely from one manufacturer to another, but a figure of $40 \,\mu V/cm/sec$ is probably a reasonable compromise. A gain of 25 is therefore required to boost this voltage to that of a typical moving magnet cartridge. Once again we can calculate the best possible signal-to-noise ratio for a moving coil cartridge based on its thermal noise. The coil resistance of a moving coil cartridge with an output of 40 μ V/cm/ sec would be approximately 20 ohms (although this figure can vary widely, typcially 5-50 ohms).

From the equation for thermal noise we obtain:

$$\frac{e_n}{\sqrt{Hz}} = \sqrt{(4 \text{ kTR})},$$

i.e: $\frac{\overline{e_n}}{\sqrt{Hz}} = \sqrt{(4 \text{ x } 1.37 \text{ x } 10^{-23} \text{ x } 290 \text{ x } 20)}$
 $\doteq 0.56 \text{ nV}/\sqrt{Hz}$

The total noise over a 20 kHz noise bandwidth is therefore:

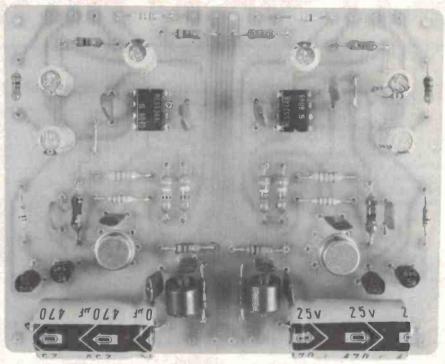
 $0.56 \text{ nV} \times \sqrt{(20 \times 10^3)}$ i.e: 0.56 nV x 140 \doteqdot 78 nV.

Since the cartridge output voltage will be around 40 μ V/cm/sec x 5 cm/sec, i.e: 200 μ V for a recording velocity of 5 cm/ sec, the resulting signal-to-noise ratio will be:

$$\frac{200 \text{ x } 10^{-6}}{78 \text{ x } 10^{-9}}$$

or around 68 dB unweighted.

This figure is only approximate, of course, but it is roughly correct and represents the best possible signal-tonoise ratio with a moving coil cartridge. The object is to design a preamplifier that will approach this noise figure and maintain a flat frequency response, low distortion and a constant resistive input impedance. At these noise levels we cannot use an NE5534AN in a circuit like the MM input stage. The total



The completed moving coil input stage (ETI-478MC). Note that this project could be used 'stand-alone' as an MC head amp.

equivalent input noise in that case was around $4 \text{ nV}/\sqrt{\text{Hz}}$, i.e: 560 nV. The resulting signal-to-noise ratio would be only 51 dB with respect to an input signal of 200 μ V.

In order to achieve a satisfactory noise performance it is necessary to look at the various sources of noise in bipolar transistors and decrease the total equivalent input noise through optimum biasing of the input stage and choice of the first transistor.

One source of noise in the transistor is of course thermal noise. We saw before that to minimise thermal noise it was necessary to ensure a low source resistance over as broad a frequency range as possible. In order to do this for the MC stage the total resistance in series with the source must be kept to a similar value to the source resistance, i.e: around 10 or 20 ohms, depending on the cartridge.

The problem is that the resistance of the base-emitter junction of most bipolar transistors, called the base spreading resistance, is usually much higher than this. One solution is to use a large number of low-noise transistors in parallel to form the input transistor, thus decreasing the base spreading resistance. This was the technique used in the Series 4000 moving coil preamp, published in ETI October 1979. Another solution is to use a power transistor, such as a 2N3055, as the input transistor, and the results using this method can be quite good! The third alternative, and the one we elected to use in this design, is to make use of an exceptional matched pair produced by National Semiconductor. This device, the LM394, has a low base resistance, very low noise and a high h_{FE} of around 500. (A data sheet for the LM394 will be included in next month's article).

Another source of noise in bipolar transistors is shot noise or base current noise. This is a white noise generator (i.e: the average amplitude of the noise current is constant with frequency), but the noise is increased if emitter current is increased. The base resistance, however, is also a function of the current flowing in the emitter, and is given roughly by the equation:

$$= \frac{26}{I_{E(mA)}}.$$

rh

The resistance of the base decreases with increasing emitter current, so noise voltage produced by thermal noise across the base resistance is decreased by increasing the emitter current. In a bipolar transistor, therefore, we have two distinct sources of noise, one increasing with emitter current while the other decreases. For this reason an optimum emitter current exists which represents the best compromise between these two noise sources. With an LM394 operated from source resistances typical of moving coil cartridges, the optimum emitter current is around 8 mA, much higher than would normally be used in an input stage. The result, however, is a very low

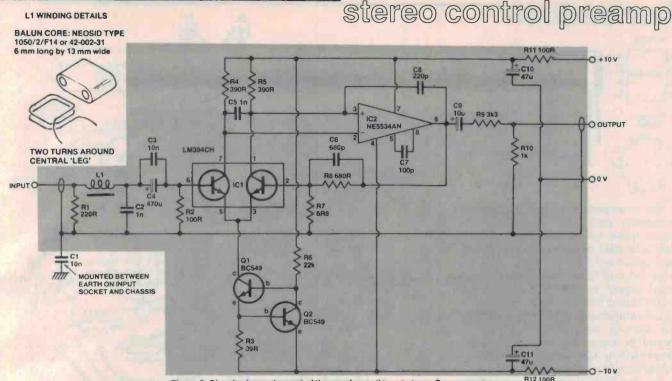


Figure 5. Circuit of one channel of the moving coil input stage. Components for the other channel are designated R101, C101, IC101, etc. Note that data for the LM394 and NE5534 devices are included at the end of this article.

value of input noise for source resistances around 10 ohms.

The complete circuit diagram for the moving coil input stage is shown in Figure 5. The collectors of the LM394 are connected to the input of an NE5534, which functions as a high-gain differential amplifier, providing adequate open loop gain to ensure low distortion and a flat frequency response when negative feedback is applied. The input choke is used to minimise the stage's susceptibility to RF noise.

The input impedance of the stage is determined by the parallel combination of R1 and R2, around 65 ohms for the values shown. This should be suitable for most moving coil cartridges, but is easily changed if required. The dc operating point of the LM394 is determined by the constant current source formed by Q1, Q2, R3 and R6. So the current in resistor R2 is determined by this constant current source and the dc current gain of the LM394. Hence the value of R2 can be increased, in order to increase the input impedance, over a fairly wide range of values without affecting the operation of the circuit.

Once again the input coupling capacitor C4 is used to prevent dc current from flowing through the cartridge. Capacitor C4 is shunted by C3, a 10n capacitor, so that the base of the first transistor in the LM394 is decoupled for RF, through C2. Capacitor C2 represents a shunt capacitance to ensure correct loading of the moving coil cartridge. The value shown should be suitable for most cartridges, but can be changed for optimisation with any particular cartridge.

To prevent loading the 5534A, the feedback resistor R8 is kept above 600R, i.e: 680R. Resistor R7 effectively increases with the cartridge and must be kept as low as possible for best noise performance. The value of 6R8 chosen gives the stage a gain of around 100, which is too high. This is corrected, however, by a simple passive voltage divider at the output, formed by R9 and R10. Capacitor C9 doubles as a feedback isolation capacitor to ensure that reactive components in the load cannot cause a phase shift sufficient to cause oscillation.

The input from a moving coll cartridge is fed to via L1 and capacitors C3 and C4 to the base of the ba

HOW IT WORKS

one of the transistors in the LM394, which functions as a differential input stage. Q1 and Q2 form a constant current source, which stabilises the dc operating point and ensures a high impedance source to the emitters of the differential point. The constant

ensures a high Impedance source to the emitters of the differential pair. The constant current source works by ensuring that a constant voltage is maintained across a fixed value of resistance. Resistor R3 is used for this purpose, with the base emitter voltage of Q2 expressed across it. If the current through R3 were to try to increase even slightly, the voltage on the base of Q2 would be increased, turning Q2 on harder. This causes the voltage on the collector of Q2 to decrease, decreasing the current through R3. So Q2 provides negative feedback acting to correct any deviations in the current flowing through the differential pair.

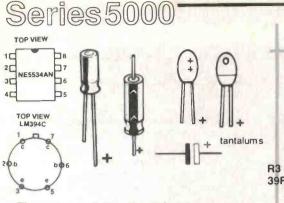
The collectors of the LM394 are shunted by the 1n capacitor C5. This decreases the gain of the first stage at high frequencies and helps to ensure stability (i.e. freedom from high frequency oscillations).

The input stage is operated in full differential mode by connecting both collectors to inputs of the NE5534AN. If this is not done the voltage gain of the input stage is decreased and the signal-to-noise ratio is degraded. Because differential pairs have two base-emitter junctions in the input circuit, their total equivalent input noise is inferior to that of a single transistor. However, since it is possible using a differential pair to obtain noise figures of the same order of magnitude as the thermal noise of the cartridge, the marginal decrease in the theoretically best signal-to-noise ratio is of little consequence. On the other hand the inherent linearity of a differential pair offers a significant advantage over a single transistor, improving both distortion and high frequency stability.

ETI-478MC -

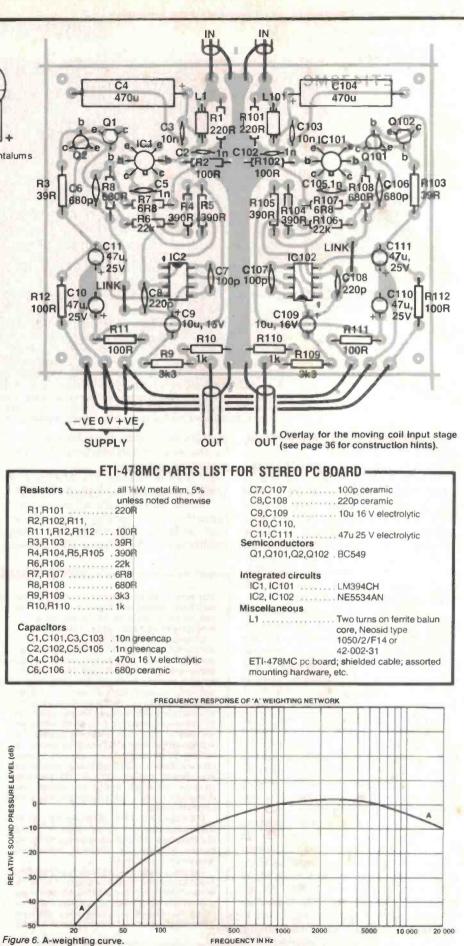
Capacitor C7 ensures stability of the op-amp by providing adequate compensation for the increased gain around the stage due to the differential pair. C9 provides dc isolation of the stage. The resistors R9 and R10 form a potential divider to decrease the signal level to that suitable for the MM input. If the particular moving coil cartridge used requires a different amount of voltage gain than is provided, the value of R9 can be changed accordingly. Replacing R9 with a short circuit (i.e. a piece of tinned copper wire in place of the resistor on the circuit board) increases the voltage gain of the stage to slightly over 100.

The two RC networks R11, C10 and R12, C11 provide Isolation of the supply voltage from other stages using the same power supply. This decreases interactions between stages, thereby improving crosstalk and the overall stability of the preamplifier.



The noise performance of the stage is extremely good. The total equivalent input noise was measured at 83 nV over a 20 kHz noise bandwidth. This is equivalent to 0.6 nV/ $\sqrt{\text{Hz}}$ or a signal-tonoise ratio of 68 dB with respect to an input signal voltage of 200 μ V. This might sound like only an average noise figure compared to that attainable with the moving magnet preamp, but it should be remembered that the noise generated by the cartridge itself is of this order of magnitude!

Another point worth mentioning here is that all the noise figures quoted so far in this article are flat or unweighted measurements. This means that the measurement was carried out with a noise and distortion analyser with a flat frequency response over the quoted noise bandwidth, usually 20 kHz. This is convenient and meaningful for the analysis of electrical circuits so long as the frequency distribution of the noise is also known. Probably the most useful way to quote noise figures at audio frequencies, however, is to graph noise circuits of nV/\sqrt{Hz} against frequency. The problem with flat noise measurements is that the human hearing mechanism does not detect all frequencies with equal sensitivity. For example, a noise generator with a high average noise voltage in the 1 kHz to 5 kHz region will be perceived as 'noisier' than one with an identical unweighted noise measurement but with higher average noise voltage in the 100 Hz to 1 kHz band. To overcome this problem the frequency response of the measured equipment can be modified to accent or 'weight' the appropriate frequency bands. The most common weighting curve used in audio measurement is shown in Figure 6. The use of A-weighting gives a better indication of the apparent loudness of a noise voltage than do unweighted ('flat') measurements, and this is the reason almost all manufacturers quote A-weighted noise figures. A-weighted noise measurements for the Series 5000 MM and MC stages are quoted with specifications elsewhere in this article.



Construction

Construction of both boards is relatively straightforward, since almost all the components are mounted on the pc boards. Resistor R1 and capacitor C1 on the moving magnet board are intended to be mounted directly across the back of the input socket. Order of construction is not critical, although it is probably easier to mount small components first, followed by the larger components such as the electrolytic capacitors and IC1. Be careful to watch the orientation of the electrolytic capacitors, ICs and transistors: these components will be damaged if the unit is powered up with them inserted incorrectly. Shielded cable should be used on all inputs and outputs. We have used mono shielded cable rather than the stereo type for ease of soldering.

Each of the pc boards is a stereo input amplifier, with each channel sharing a common input earth track running down the centre of the board. The power supply wiring from each channel on the MC board can be connected in parallel, so only three wires (+, 0, -) need to be brought out for power to the MC amp. The MM board is similar, but the power supply wiring for the two boards should be kept separate, since they run from slightly different supply voltages. If you are using these boards in a different application to that of the Series 5000 preamp and wish to run both boards from the same supply voltage (i.e: 15 V-0-15 V), the value of resistors R11 and R12 on the MC board should be increased to around 270R, to decrease the power dissipation on the LM394.

The input earth is not connected to the 0 V line from the power supply at any place on the pc boards. This means that without a separate OV connection added to the input stage they will not work. This has been done deliberately to ensure that hum present on the earth line, due to supply bypass capacitors for example, cannot modulate the signal earth, producing hum in the output. The 0 V line on the pc boards is in fact a separate supply bypass earth line and is not equivalent to the signal earth. Full details of the signal earth connections will be given in Part 3 of this series of articles. For the purpose of testing the stage, however, a separate wire should be run from the centre point (O V point) of the power supply used to the signal earth at the input sockets.

Metalwork details for the low-level stages' shielding box. It may be constructed from tinplate or 1 mm galvanised mild steel plate. It must be steel to provide shielding from magnetically induced hum fields, such as from power transformers, turntable motors, etc.

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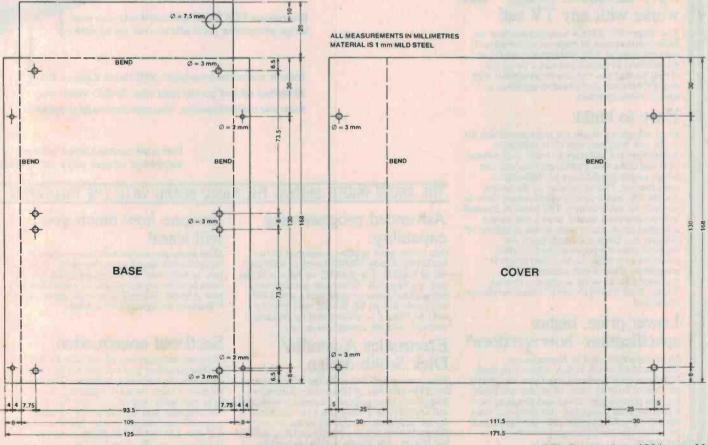
stereo control preamp

Both boards should be mounted in a steel box which can be mounted as a unit inside the main preamp chassis. This greatly improves the rejection to 50 Hz magnetic fields generated by nearby power transformers or 240 V cables. Details of the metalwork for this box are included with this article. Note that one end is left open to facilitate easy entry and exit of the shielded cable and power supply wiring. The MC stage should be mounted at the closed end of the box with its input end closest to the steel end panel. The input to the MC amp should be made through a small hole in this end of the box (see photo, p.24). The MM board is mounted closer to the open end, again with its input end pointing towards the solid end panel of the box (i.e: adjacent to the MC output).

Powering up

No setting-up procedure is required for either stage, but make a final check of all components before applying power to the unit. After a few minutes' operation the LM394s should be reasonably warm. These devices dissipate around 160 mW, so some heating should be expected. Similarly the NE5534s run slightly above ambient temperature.

(Next month we continue with the high level stages, completing the construction and data for the LM394 and NE5534s.)



Electronics Australia DICK SMITH SUPER 80 Computer Kit from \$28050

If, like me, you are fed up with purchasing built-up products, here's your chance! Just imagine being able to tell your friends that you ACTUALLY BUILT your own full size computer — they probably won't believe you!

Very advanced design - but works with any TV set!

The 'Super 80' offers a specification that we believe just cannot be bettered at the price. It uses the popular Z80 Microprocessor IC, a professional keyboard and has a direct RF output so that you can use the computer with any TV set (you don't need to purchase a special video monitor).

Easy to build.

Even though we would not recommend this kit to the raw beginner, this kit is extremely straightforward and easy to build. Any person who can use a small soldering iron and can solder neatly should have no difficulty in construction. This is because of the unique double side board design which means there is virtually no other wiring. The board is covered with professional 'solder mask'; this makes soldering much easier without the problems of bridges, etc. Once the components are soldered onto the board in their marked positions over 98% of the construction is completed. Even if you cannot get the completed kit to work, we have a special "Sorry Dick it doesn't work" repair service to assist you.

Lower price, higher specification - how is it done?

Most computers sold in Australia are manufactured in the U.S.A. where extremely high labour rates prevail - and you pay dearly for this on built up units. With this computer kit, you provide the labour and therefore save a fortune. And remember, this computer does not have a small toy-like calculator keyboard but a full size professional typewriter keyboard. Cat. K-3600

Inbuilt power supply: just add a transformer

Enormous 16K RAM on board lets you load large programs (pcb allows for up to 48K)

Inbuilt cassette interface: 300 baud Kansas City Standard allows you to load your BASIC interpreter from any cassette player. You can also swap programs

Full size professional 60 key keyboard allows ease of operation

THE ABOVE PHOTO SHOWS THE BASIC BOARD WITH THE FOLLOWING

Advanced programming capability.

One of the most popular computers in the world (the Tandy TRS80 Level 1) only has 4K of BASIC. The BASIC we have with this unit is a large 9K. When you consider that our popular Sorcerer computer (over 2,000 sold) only has an 8K BASIC and sells for over \$1,000, it is obvious that by building yourself, you are saving real money.

Electronics Australia/ Dick Smith design.

This is not a half baked design with no back up. The resources of Electronics Australia, Australia's most popular electronics magazine, and Dick Smith Electronics have combined to design and bring you this kit in the interests of computer enthusiasts actually building and not just buying. The design is fully Australian.

Imagine how much you will learn!

Most computer enthusiasts can program a computer but would have absolutely no idea of how to build one. By building this kit you will learn both the technical side of construction, how it works and then how to program. What a fantastic background for a future ...

Sectional construction.

We have designed this kit not only for the serious computer user but also for first time users like the student or hobbyist. This is why we have a short form kit which may be added to as you build (and as you have the money!). For example, you may build the computer originally and operate it with 'BASIC on tape' and then add 'BASIC in ROM', add the S-100 and provide other parts at a later stage. elay to operate cassette unit automatically

2K Monitor program supplied

Character generator giving a full 64 characters 32 character x 14 line screen

> Spare IC positions for prototyping and user customising

> > IC sockets available as an optional extra

RF modulator inbuilt: connects to any TV set.

Optional S-100 provision: simply add socket and IC's

Professional double sided PC board with plated thru holes for ease of construction, fully masked and with component overlay

Special design allows keyboard to be mounted remotely: simply cut board here

2MHz guartz crystal

Optional 9K SUPER BASIC in ROM simply plugs in here

amous Z-80 microprocessor as used in andy & System 80 computers

*Copy of articles will be included when available from EA.

OPTIONAL EXTRAS ADDED: S-100 EXPANSION, IC SOCKETS, FULL 48K RAM

Sorry Dick, Doesn't Work All parts with this kit are guaranteed tested and new, but we cannot guarantee the labour content provided by you. It after completion, your Super 80 fails to operate, you may take advantage of our 'Sorry Dick. It Doesn't Work' service.

take adventuge our Service. Our Service Centre will check and repair your Super 80 for the cost of \$100. This fee includes any necessary the cost of components, etc.

the cost of \$100. This fee includes any necessary replacement of components, etc. If you send your Super 80 to us under the Sorry Dick, It structed using IC sockets. If we receive a kit which does not use IC sockets, or if the kit is so badly constructed as to make effective repair impossible, we reserve the right to return your kit in the condition received.

constructed as to make effective repair impossible, we reserve the right to return your kit in the condition received, Under our 7 day satisfaction guarantee. You may return any kit in its original condition for a full retund of the purchase price. We cannot give a refund once construction has commenced, if any internal packs of components are opened or if the carton or kit is damaged.

DAY SATISFACTION GUARANTEE

Purchase this kit and inspect it for up to 7 days. If you do not wish to go ahead and construct this kit, simply return to us in condition as supplied and your money will be refunded in full.



Comprehensive manuals

copy* of the EA article will be supplied with

The construction details will be given in Electronics Australia magazine and full

each kit. We also have available two very comprehensive manuals to assist in construction and programming:

Combined construction, assembly

Cat B-3600

50

available:

and technical manual.

user-defined functions, machine language routines, text editing, string operations. Also contains 25 error codes to assist you in programming.

Super 80 Basic' reference manual

Short Form Kit

Designed for computer applications where 'Basic' programming is not \$289.50 required. Kit supplied with Eprom Monitor and 16K RAM. Cat. K-3600

Add these items to make a fully operating computer system to your own requirements:

Transformer to suit M-2325 \$22.50 BASIC program (interpreter) on cassette.... K-3602 \$24.50 IC Socket set (recom.) K-3603 \$12.50 BASIC program in EPROM (set of 3 IC's).

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Project 607

Simple sound effects

THIS MONTH we complete the series of Sound Effects projects with the description of how to construct the Phasor & Explosion unit (ETI-607D) and the Gunshot (ETI-607E).

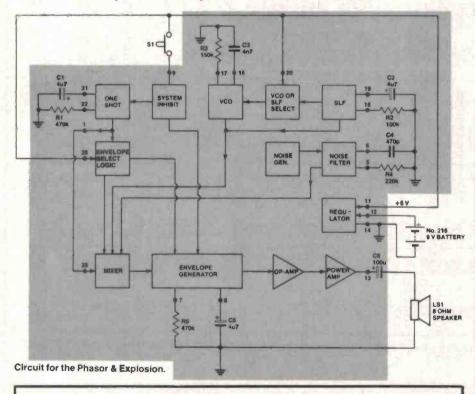
ETI-607D

This combines the 'phasor' effect employed in the Alarm unit and the explosion effect employed in the Bomb Drop & Explosion unit. One could liken the sound produced to what you would expect after shooting down a 'flying saucer' or somesuch! This project uses about as many components as the Bomb Drop & Explosion board.

The SLF sweeps the VCO up and

down in pitch at quite a rapid rate somewhat faster than we did in the Alarm unit. The pushbutton is held down to start the effect, which takes several seconds to complete. The explosion is heard following a period of the phasor sound. As with the other units, if you wish to vary any of the parameters of the effect, it is best to vary the resistor values.

Take care with the orientation of the electrolytic and tantalum capacitors during construction. Note that, as with the ETI-607A Bomb Drop & Explosion unit, there are two links on the board; make sure you don't miss the small link at the 'notch' end of the IC.



PARTS LIST - ETI 607D

Resis	torsa	all 1/2W, 5%
R1,	R5 4	\$70k
R2		look
Capa	citors	
Ċ1,	C2, C5	4u7/16 V electro.
C3		n7 greencap
	4	
Semi	conductors	
IC1		SN76488

Miscellaneous

Price estimate

We estimate the cost of purchasing all the components for this project will be in the range: \$16 - \$18

Note that this is an estimate only and not a recommended price. A variety of factors may affect the price of a project, such as — quality of components purchased, type of pc board (fibre-glass or phenolic base), type of front panel supplied (if used), etc — whether bought as separate components or made up as a kit.

Phil Wait

HOW IT WORKS

This unit is closely related to the ETI-607A Bomb Drop & Explosion. In fact, if you compare the two circuits you will find very little difference! In this unit the SLF is programmed to oscillate at several Hertz and the triangle wave output employed to control the VCO frequency. Thus the VCO is swept up and down in frequency several times per second. This creates the Phasor sound as in the ETI-607C Alarm unit. The explosion is triggered after the phasor sound runs for a few seconds, the whole sequence being controlled by the System Inhibit block in much the same way as done in the Bomb Drop & Explosion unit.

When S1 is pressed, a high (+5 V) is applied to the input of the System Inhibit block, pin 9. This triggers the One Shot and the Envelope Generator. The One Shot triggers the SLF HI/LO Sync. (see SN76488 block diagram) at the start of the One Shot timing period, starting the SLF oscillating. This sweeps the VCO up and down as explained above and the signal passes to the speaker through the Mixer, Envelope Generator (which is inoperative at this time) and amplifier stages. When the One Shot completes its timing period the Envelope Select Logic becomes operative, the SLF is disabled and the Envelope Generator commences to do its thing. The Mixer now selects the Noise Generator/Filter output and the sound is heard to decay away, simulating an explosion.

The oscillation frequency of the SLF is determined by R2 and C2, while that of the VCO is determined by R3 and C3. The One Shot timing period is determined by R1 and C1, while the noise characteristic is determined by R4 and C4 on the Noise Filter programming pins (pins 5 and 6).

Audio output is coupled to the speaker via the obligatory 100 uF electrolytic capacitor, C6.

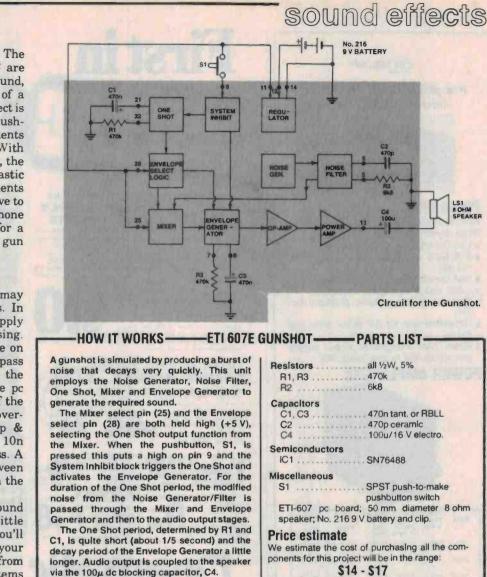
ETI-607E

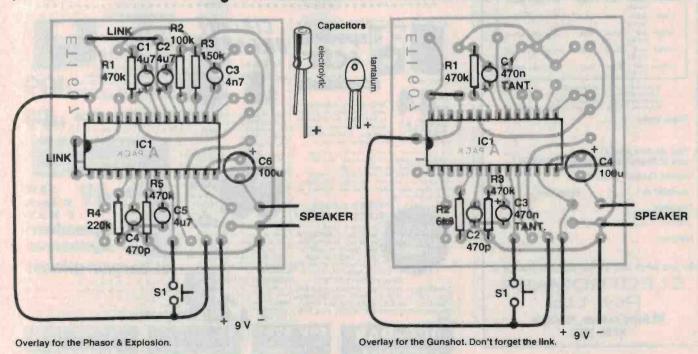
This unit is quite straightforward. The Noise Generator blocks in the IC are employed to produce a suitable sound, which is heard for about a fifth of a second, dying away rapidly. The effect is triggered (pardon the pun) by the pushbutton. Only half a dozen components are required apart from the IC! With care, patience and a little juggling, the unit could be fitted inside a toy plastic gun by simply soldering the components between the IC pins. You would have to obtain a tiny loudspeaker, headphone unit or rocking armature insert for a speaker — whatever will fit in the gun assembly.

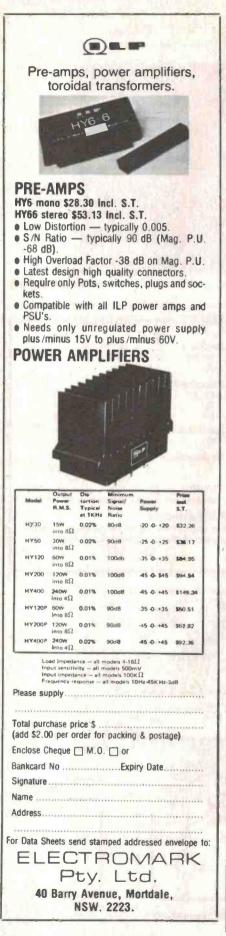
Supply bypassing

A short word on this subject may prevent difficulties in some cases. In general, we found that the power supply rail doesn't really need bypassing. However, provision has been made on the pc board for the inclusion of a bypass capacitor. This is located near the battery positive lead input on the pc board, which connects to pin 12 of the IC. Have a look at the component overlay for the ETI-607A Bomb Drop & Explosion unit. Locate C6, a 10n greencap. This is the supply bypass. A capacitor having any value between 10n and 10u, and which will fit on the board, will do the job.

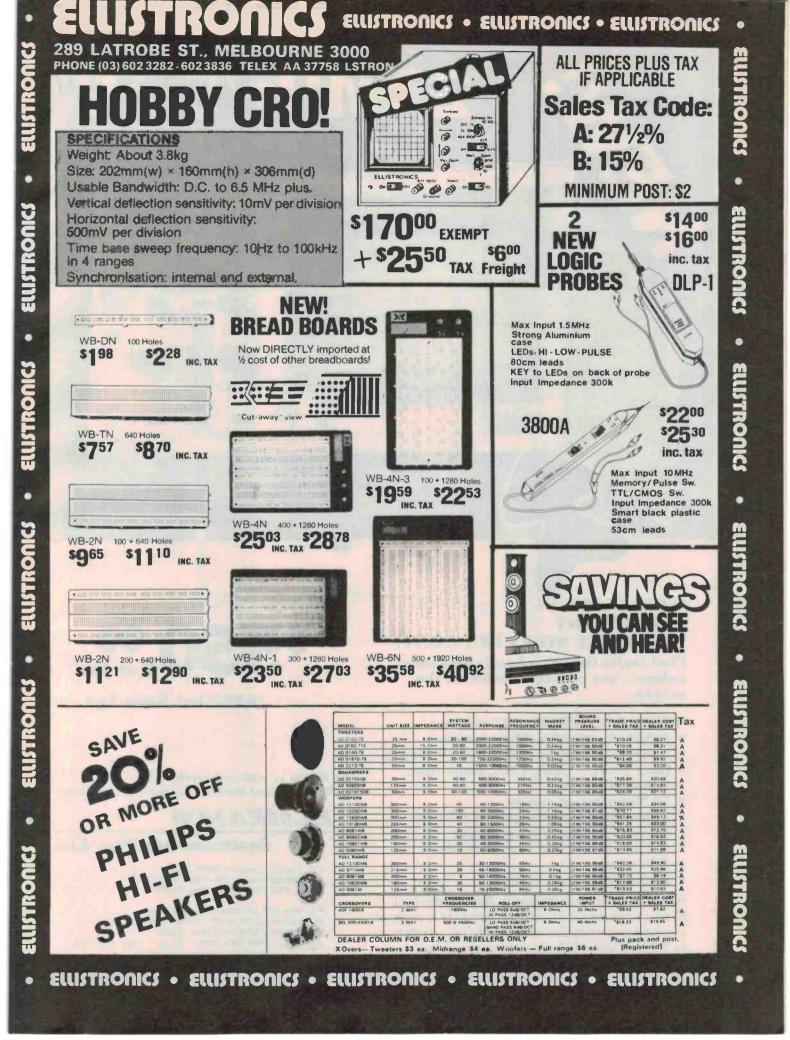
That's it! Have fun with your Sound Effects. We're sure that, with a little ingenuity and experimentation, you'll be able to devise a few effects of your own. (If you do, we'd like to hear from you and will pay for any items published).











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Lab Notes

The tender touch

If you ever get involved in the design of electronic equipment, there is a fair chance that you will eventually come across a circuit that requires the use of a 'press-todo-something' switch. You'll then have to decide whether to use an electromechanical pushbutton switch or a solidstate 'touch' switch to do the job.

THE MAIN disadvantages of the pushbutton switch are that it is unreliable, tends to be a bit expensive and is available only in those designs that manufacturers care to produce. These switches are also 'noisy' in that they generate contact-bounce spikes that can play havoc with fast digital circuitry.

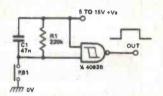


Figure 1. Push-button debouncer circuit.

This last-mentioned problem can be overcome by using the 'debouncer' circuit of Figure 1. Here, one quarter of a 4093B CMOS quad 2-input NAND Schmitt is used as a simple Schmitt trigger. When PB1 is closed, C1 charges rapidly to full supply volts and the Schmitt output switches high; when PB1 is released C1 discharges slowly via R1 until eventually the Schmitt output switches low again. The circuit is thus unaffected by switch contact bounce and produces a clean on/off signal at the Schmitt output.

Figure 2 shows a useful way of obtaining a toggle (alternate on-off) action from a simple pushbutton switch. The switch signal is debounced by R1-C1 and is then used to clock one half of the

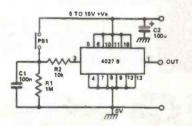


Figure 2. Push-button toggle switch.

4027B dual JK flip-flop, which divides the clock signal by two. Thus, the 4027B output goes high on one press, low on the next, high on the next and so on. Two of these toggle switches can be built from each 4027B IC in the dual package.

Touch switch circuits

The main advantages of solid-state switches are that they are reliable (they have no troublesome mechanical parts), can be less expensive than their electromechanical counterparts and can readily be produced in almost any shape or form that the designer or home constructor wishes.

Touch switch circuits come in three basic types (ignoring 'freak' circuits such as thermo-switches, etc). The crudest and least attractive of these are the 'resistive' types, which use the 'touched' or 'untouched' resistance change that occurs between two adjacent touch contacts to give activation.

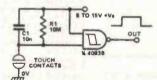


Figure 3. Resistive touch switch.

Figure 3 shows a typical resistive touch switch circuit. Normally with the contacts untouched, R1 holds the Schmitt input high and its output is low. When a finger is used to bridge the two contacts the resulting skin resistance (less than 3M) pulls the Schmitt input low and drives its output high. C1 is used to 'debounce' the circuit. Figure 4 shows how the circuit can be modified to give 'toggle' action.

A very serious disadvantage of the resistive touch switch is that it can be disabled by moisture or contamination

Ray Marston

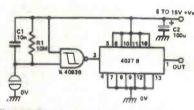


Figure 4. Resistive touch toggle switch.

bridging the contacts. Also, it may be disabled by persons with damp fingers or may be immune to operations by persons with very dry skins.

A great improvement in reliability is given by a second type of 'humdetecting' touch switch. This type of circuit relies for its operation the fact that the human body acts as a kind of antenna that is coupled to the mains and carries a high-impedance mains signal. Figure 5 shows an example of this type of circuit. When the input contact is touched the hum pick-up signal is fed to the input of the first Schmitt stage via limiting resistor R2 and produces a full-amplitude square wave at the Schmitt output. This square wave is converted to dc and debounced by the D1-R3-R4-C1 network, and drives the final output of the second Schmitt high. The Schmitt output goes low again some 60 mS after the input touch is removed. Figure 6 shows how the above circuit can be modified to give toggle operation; D2 and C2 prevent unwanted feedback from the 4027B to the Schmitt.

Capacitive touch proximity switches

The third and most important class of switch is those that work on the capacitive loading principle. In most simple cases, these circuits rely on the fact that the human body acts as a small

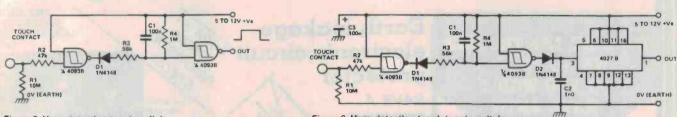


Figure 5. Hum-detecting touch switch.

capacitor that is earthed at one end. The actual value of capacitance depends on physique and on environmental conditions, but is reckoned to have a value of 150-300p under normal domestic/ industrial conditions.

Figure 7 shows a number of basic ways of using the body capacitance effect. In Figure 7a it causes loading of an HF oscillator, in Figure 7b it causes capacitive potential division and in Figure 7c it causes filtering of oscillator harmonics. Of particular interest is Figure 7d, which shows that these effects can be obtained without physical contact, by capacitive or 'proximity' coupling.

Figure 8 shows the practical circuit of a touch/proximity switch that works on the oscillator damping principle. The oscillator is a Colpitts, working at about 300 kHz. RV1 is carefully adjusted so that oscillation is barely sustained when the contact is untouched. Under this condition the rectified output of the oscillator drives Q3 to saturation and holds the circuit's output low. When the contact is touched the resulting capacitive loading kills the oscillator, causing Q3 to turn off and switch the output

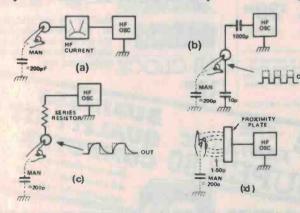


Figure 7. Body capacitance effects on a touch contact. (a) Causes oscillator loading, (b) capacitive potential divider action or (c) degradation of oscillator waveform (harmonic filtering). (d) if contact is of sufficient area, loading and other effects can be obtained without physical contact, by capacitive or proximity coupling.

Figure 6. Hum-detecting touch toggle switch.

high. The output has relatively slow rise and fall times, but can be speeded up with a Schmitt circuit if required.

The zero volts line of the Figure 8 circuit should (ideally) be grounded. The touch contact must be made from a conductive material, but can be any shape or size that is desired; in most cases the 'contact' face can be covered with an insulating material without detracting from the circuit's performance. Pin-head sized contacts will require actual-contact operation, but 'contacts' with surface area of a square metre or so can be proximity-operated at ranges up to 20-40 centimetres.

Finally, Figure 9 shows the circuit of a touch switch that works on the capacitive-divider principle. Here, IC1 is wired as a ring-of-three oscillator working at a frequency of a few hundred kHz. The oscillator output is fed to a

OH

R3

TOUCH/PROXIMITY

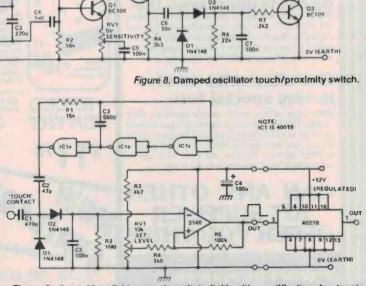
1 1 H

capacitive potential divider formed by C2 and the stray capacitance around D1 and the touch contact. The resulting potential divider output signal is rectified by D1-D2-C3-R2 and fed to the 3140 regenerative voltage comparator, which is adjusted (via RV1) so that its output is just switched to the low state when the input contact is untouched. When the contact is touched, the resulting capacitive loading increases the effective capacitance of the lower half of the potential divider, thereby reducing the divider's output voltage and causing the 3140 output to switch high. Figure 9b shows an add-on section that can be used to convert the circuit to toggle operation.

As in the case of the Figure 8 circuit, the zero volt line of Figure 9 should be grounded. The touch contacts can again be any desired shape or size.

O OUT

201



Q2 BC109

Figure 9. Capacitive-divider touch switch (left) with modification for toggle operation (right).







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ETI-478MM & MC stages

These two projects are the low level input stages of the Series 5000 Preamp and have been designed to deliver state of the art performance. As we've not compromised on the design we suggest you don't compromise on the components. The pc board is essential for each to preserve the layout and 'earthing', a very necessary requirement if the full performance is to be achieved.

The MM and MC amps have been designed using the relatively new, high performance NE5534N and NE5534AN op-amps. Accept no substitutes. For the MC stage a super-matched transistor pair, the LM394, is used to achieve low noise performance. Note that an inductor (L1) is used on the input of this stage. It consists of two turns wound on a ferrite balun core, 6 mm long by 13 mm wide. We used a Neosid type, variously known as No. 1050/2/F14 or 42-002-31. It's a common component. Suppliers were circulated tentative parts lists for these units some months ago so kits and/or components should be widely available. There was some difficulty with shortage of supply of the LM394 in July but this situation should be cleared up by the time this issue goes on sale.

These units may be used as standalone preamps and incorporated in an existing design if you wish, but pay attention to shielding and earthing.

Note that, when purchasing pc boards, they both have the same project number, ETI-478. The moving magnet stage is identified by the 'MM' suffix, the moving coil stage by the 'MC' suffix.

ETI-607 D, E sound effects

The Phasor & Explosion plus the Gunshot effects are presented this month to complete the series of five effects units that we commenced last month. By this stage, constructors should experience little difficulty in obtaining the SN76488 IC, the pc board and other components.

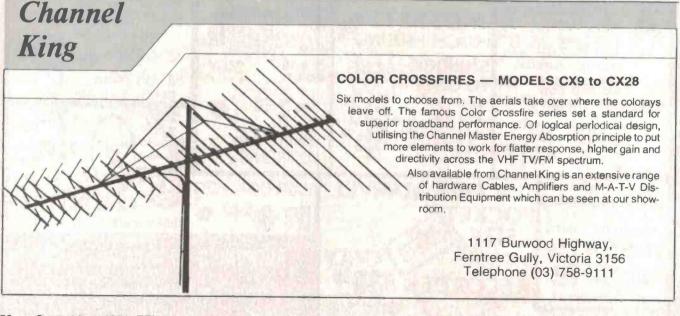
Kits are widely stocked by stores such as Dick Smith Electronics (all states & N.Z.), Altronics in Perth, All Electronic Components and Rod Irving in Melbourne and Electronic Agencies in Sydney. The SN76488 is stocked by the above suppliers as well as VSI's Silicon Valley stores, not to mention Tandy outlets. Prices vary from a low of \$4.95 up to \$9.95. It pays to shop around! Kit prices vary widely too, we noticed, and our price estimates in the project parts lists tend to be well on the high side. Which is good news for you.

Again, we should draw your attention to the fact that the SN76488 is available in two different packages, but having the same pinout. The larger is called the A pack, is 15 mm wide and has 2.54 mm pin spacing. The smaller is called the NF pack and is 10 mm wide with 1.52 mm pin spacing. As a consequence, we had to design two pc boards and each is marked 'A pack' and 'nf pack' to suit the different pack styles. Make sure you purchase the correct pc board to suit the IC pack you obtain. Printed circuit board artwork was reproduced on page 159 of the August issue with the page behind (160) in blue so that you can make your own negatives for pc board production at home.

Specials

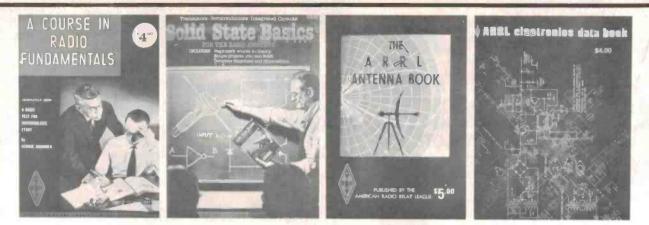
In case you missed out, last month's issue included (or should have) a 'Monster' catalogue insert from Sheridan Electronics who skulk in their monster hideout at 164-166 Redfern St, Redfern NSW. If their 8-page tabloid Monster Sale catalogue was missing from your issue you can find out all about the latest goodies they have to offer by calling in or writing to them. Amongst the goodies hobbyists hanker after are custom-made steel and aluminium cases at unheard-of prices, Arlec high impact plastic instrument cases, low-price computer grade electrolytic capacitors, bargains in switches of all sorts and tools at terrific prices. We also spotted tantalums in popular values for under 20 cents a piece. And to keep them all you'll need capstan cabinets which they have for under \$4 a four-drawer unit. It's monstrous!

Not content with giving away resistors (see last month's Shoparound), Jaycar have bought up the entire stock of the once well-known mail order company, Micronics, who traded from Randwick in Sydney. Gary Johnston. Jaycar's proprietor, says he'd like to share the cost-savings with customers so he's offering tens of thousands of low signal transistors for a song along with 5W audio ICs, AE suffix 4000 series CMOS devices (as low as 15 cents!) and what all. Call in to their showroom at 380 Sussex St, Sydney (spend your savings on a good Chinese feed in Dixon St afterwards) or send an SSAE.





TO ORDER: Heavy items sent Comet freight-on. Mail Order phone 481-1436. Wholesale customers phone RITRONICS WHOLESALE 489-7099 or 489-1923. Mail orders to PO Box 235. Northcote 3070. Minimum mail order \$2. Add extra for heavy items, registration and certified mail. Prices & specs subject to cnange without notice.



RRL PUBLICATIONS

Now you can order a selection of popular and useful publications put out by The American Radio Relay League, direct from ETI by mail order.

A COURSE IN RADIO FUNDAMENTALS

Written by the world-renowned author, George Grammer, this book is recommended reading for anyone studying for their amateur licence, be it Novice, Limited or Full. In fact, it's a very good reference text for any enthusiastic hobbyist. The book contains 26 chapters, covering a considerable amount of basic theory from electric and magnetic fields to ac and dc circuits, resistance, reactance, transformers, RF circuits, filters, etc, to vacuum tubes and transistors, amplification, feedback and amplifier circuits. A chapter on practical experiments is included and each chapter has associated problems to work out (answers given). 180 pages

\$7.00

SOLID STATE BASICS

An essential book for everyone who wants to understand solid state circuits and how to design them. This book takes you from simple solid state theory to transistor circuit design. Then follows an introduction to linear and digital ICs and how to work with them. It's crammed with practical circuits designed using the techniques discussed. 160 pages \$6.75

ARRL WORLD MAP

This is a modified equidistant azimuthal projection map showing all areas of the world with political boundaries, call areas, IARU continental subdivisions, ITU regional boundaries, world time zones and cities. A valuable addition to any shack 1020 x 780 mm \$6.75

Please send me (tick as applicable):

 A Course in Radio Fundamentals Solid State Design for the Radio Amateur Learning to Work with Integrated Circuits 	 Solid State Basics ARRL Antenna Anthology ARRL Antenna Book ARRL Electronics Data Book Basic Book of Ham Radio ARRL World Map
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LEARNING TO WORK WITH INTEGRATED CIRCUITS

An invaluable book for the beginner or newcomer to digital circuitry. In nine chapters Jerry Hall and Charles Watts take you through the basics of commonly used linear and digital ICs, binary arithmetic and counting, frequency counters and digital voltmeters - and show you how to build a frequency counter/DVM as you go along! Written in a clear, easy-to-follow style; complete construction details, pc board artwork, etc, are included. 50 pages \$3.75

ARRL ANTENNA ANTHOLOGY

This book is a compilation of the best of recent HF antenna articles and theory presentations published in QST magazine. Its five chapters cover Vertical Antennas, Yagi Antennas, Quad Antennas, Miscellaneous Antenna Types and Antenna Theory and Test Methods. Construction of more than 30 antennas is described along with a range of matching networks and systems.

152 pages

ARRL ANTENNA BOOK

A basic reference text that should be in every enthusiast's and amateur's library. In 18 chapters, this book covers such topics as Wave Propagation, Transmission Lines, Long-Wire Antennas, Multiband Antennas, VHF/UHF Antennas, Rotatable Antennas, Specialised Antennas and Antenna Measurements. It is a comprehensive text chock-full of tables, charts and construction information.

336 pages

ARRL ELECTRONICS DATA BOOK

A must for every electronics enthusiast's or radio amateur's bookshelf. Its 10 chapters cover Math Aids and Tables, Time and Frequency, RF Circuit Data, LCR Networks, Transformers, Filter Design, Antennas and Feed Systems, Catalogue of Solid State Circuits, Constructions and Testing Data, Data Potpourri. How could you do without it? 128 pages \$6.75

BASIC BOOK OF HAM RADIO

A basic guide of what the hobby's all about. Though written for the American scene, the theme is universal. Ten chapters tell it all, from what hams do to a guide to the equipment, how to get on the air to how to speak the jargon.

128 pages

SOLID STATE DESIGN FOR THE RADIO AMATEUR

Written as a series for QST, this book is an anthology of the work of Wes Hayward and Doug DeMaw - two world-renowned technical authors. The Collins Radio Division of Rockwell regard this book as recommended reading for their junior engineers. Considered generally as a landmark text, it is just the thing for those interested in actually building high performance equipment, as it contains practical information not found elsewhere in sources available to the professional or non-professional. In nine chapters, the book covers Semiconductors and the Amateur, Basics of Transmitter Design, Power Amplifiers and Matching Networks, Receiver Design, Test Equipment, Modulation Methods and Portable Gear, etc. An extensive and very handy bibliography is included. 258 chock-full pages \$12.00

\$7.00

\$8.75

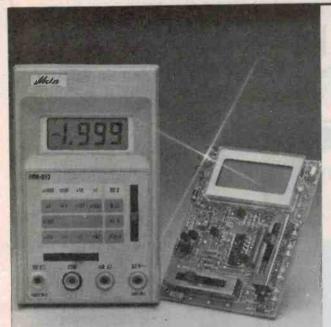
\$7.75



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Independent/Tracking Operation With overload indicator lamp	Normally sells at \$24.50	РТ5Р500 UN 500 OHM РТ5Р1К UN 1 K OHM РТ5Р2К UN 2 K OHM	HITACHI Hitachi Denshi, Ltd.
GPL 0.18 \$115. GPL 0.30 \$130.	OUR PRICE \$19.95	РТ5Р5К LIN 5 К ОНМ РТ5Р10К LIN 10 К ОНМ РТ5Р20К LIN 20 К ОНМ	V302 30 MHz Dual Trace
	FM Wireless Intercom Plug into a power point and switch onto talking about our	PT5P50K LIN 50 K OHM PT5P100K LIN 100 K OHM PT5P250K LIN 250 K OHM PT5P500K LIN 500 K OHM	
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Constant current, constant voltage short protection, low ripple, high regulation.		PRESET CERAMIC PC PT8 Hortzontal Ceramic Printed Circuit Preset Pot, Carbon tracking.	
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-0 0000 0000	4116's at \$2.50 each 2114's at \$3.57 each 2716's at \$9.50 each	PT9 Miniature Horizontol Water Present Pot Carbon linear track rated	
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- 84	Part No. Description		Enclose your personal cheque.
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DIGITAL MULTIMETER DMM-803

KIT \$79.85 inc. Tax

The DMM803 Digital Multimeter is a compact, hand-held instrument designed for both field and laboratory use. Measurement functions Includes DC voltage, AC voltage, DC current and Resistance. All functions are protected by diodes and transistors against overload. The large LCD readout features easy-to-read numerals, polarity indication and low-battery warning. The klt contains all the parts necessary for making a finished Digital Multimeter and a detailed assembly manual to ensure easy assembly.

Feature

Measurement function: DCV, ACV, OHM & DCmA.

- 0.5" 31/2 digit liquid crystal display. 2.3
- 4
- 5
- Overload protection. Polarity indication. Battery life: Approx. 250 hours (Alkaline battery). Single 9V battery operation with low battery warning "LO-BAT" indicator in the last 20% of battery life. Size: 8.4(W) x 14(L) x 3(H) cm. 6.

7.

Mea

Function	Accuracy	Range	Resolution	Overload	
		2 V	1 mV	DC 1000 V	
		20 V	10 mV		
DC V	2 (0.8% of rdg + 1 dgt)	200 V	100 mV	AC 1000 Vimi	
	a state of the state of the	2000 V	IV		
AC V	2 (1% of rdg + 0.3%F.S.+1 dgt)	500 V	1.V	AC 1000 Vrms	
10.	± (0.5% of rdg + 1 dgt)	2 KΩ	1Ω	DC 250 V	
онм		20 K 🕄	10 🕄		
		200 KΩ	100 \$	AC 255 1115	
		2 M 🕄	1 KΩ		
		200 µA	100 nA		
	the second se	2 mA	1 µA	1.4	
DC mA	2 (1% of rdg + 1 dgt)	20 mA	10 µA		
		200 mA	100 µA		

Operating Temperature: 0° ~ 40°C

Storage Temperature: -20°C ~ 60°C Accurate Temperature: 1 year warranty at 20°C ± 10°C \$79.85 inc. Tax. Order Information: Kit Form-DMM 803-K Addition to having a reliable Digital MultImer, to learn the details of circuit structure and gain handy-experience in the assembly of your Digital Multimeter.

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Z80. C.P.U. \$10.80 ea	Z80 S10/9 \$38.60 ea.	FLOPPY DISC CONTROLLERS	12" x 12" \$7.90 ea
2708. 450ns. \$5.90 ea. 4116. 200ns \$1.95 ea.	Z80A S10/2	6852 \$5.50 ea.	9" x 6" \$3.30 ea
2114. 300ns \$2.90 ea. 2708. 450ns \$5.90 ea.	Z80A S10/1 \$49.90 ea Z80 S10/2 \$38.65 ea	6850 \$4.40 ea.	6"x 3" \$1.60 ea. 6" x 6" \$2.25 ea
2114, 450ns \$2.00	Z80 S10/1	6845 \$38.94 ea. 6847 \$28.00 ea.	SINGLE SIDED
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Satellite TV arrives!

Hills Industries installed the first commercial satellite TV reception system in Australia during May.

The first Hills 'Telesat' outback satellite receiving system has been installed at the **Uluru** Hotel at Ayers Rock in central Australia. By all reports, it's performing well, receiving pictures from the international communications satellite, Intelsat IV.

In launching the system at a Sydney press conference, the managing director of Hills Industries, Mr. Bob Ling, said that access to television would now be available to most Australians for the first time.

Hill's Telesat systems are expected to cost around \$7000 to \$7500, depending on location.

The Telesat system consists of a five-metre square screen reflector antenna (sector of a sphere) which reflects the primary signal to a collecting horn' antenna about seven metres away. A special lownoise amplifier feeds a down converter, which then connects via a long length of coax to a converter unit which demodulates the video and audio, and remodulates this onto an RF modulator which. connects, in turn, to the antenna of a normal TV set

The central "footprint" of Intelsat IV covers a vast area of Australia, extending over most of Western Australia, South Australia, Northern Territory, Western Queensland and also part of New South Wales.

Mr. Ling said, "ABC television programmes from both Sydney and Perth can be received, with a picture quality within the central footprint as good as the average suburban home. For the same price many people pay for caravans, boats or holidays, people in remote areas will be able to watch quality television for the first time, and will be able to get today's news today. This system will bring communication, entertainment and education to hundreds of thousands of Australians in remote areas."

Hills Industries Limited, who hold the exclusive Australian selling rights for the Telesat outback satellite receiving systems, will be selling and installing them Australiawide.

Hills' Telesat system was de-

signed by a leading American communications scientist, Professor Taylor Howard of Stanford University, exclusively for Perthbased Australian Microwave systems Pty. Ltd.

Professor Taylor Howard, a leading authority on space and satellite communications who received a NASA medal in 1973 for exceptional scientific achievement for contributions to the Apollo programm, said, "I have invented similar systems for the United States, but Australian conditions, including Intelsat IV frequencies and signal strengths, meant designing a unique system."

(The Editor would like to inform readers that, no, we are not considering designing and publishing a satellite receiving system for Intelsat IV in the near future.)

OSCAR 7 dying

A sudden failure reported on June 12 followed by weak Mode B operation in subsequent weeks seems to confirm that OSCAR 7, one of amateur radio's most successful space experiments, has irreversible battery failure.

One battery pack, reported to have been inoperative since a cell failed in 1978, seems to have gone short circuit, pulling the power buss down

The failure has been attributed to thermal stresses induced by the solar eclipse the satellite has been experiencing each orbit since May 22

One of the most successful satellites still flying, OSCAR 7 had a design life of three years and has lasted more than six and a half years! Its predecessor, OSCAR 6, had a design life of one year and lasted four and a half. Not bad for an 'amateur' satellite.

Meanwhile, AMSAT's Phase 3B satellite has finally been specifically approved in writing by the European Space Agency for the Arianne launch now scheduled for October 1982. There's a possibility this may move to June or April (less likely). Construction proceeds on schedule

Info courtesy HR Report

Booster for IC2A

Icom recently announced the release of a power booster, the IC-ML1, for the IC2A handheld.

The IC-ML1 is a ten watt power booster designed to facilitate mobile operation of the IC2A, and with its small size and light weight should fit comfortably into a small space in any car.

The dc voltage for transmit/ receive switching is superimposed on the RF coaxial cable, which permits the amplifier to be controlled by a single coaxial cable connection. Unlike carrier-control

China on 20m?

It seems from various reports that the People's Republic of China is to permit limited amateur operation from that during September, country following permission being tentatively granted to a group from the Echo DX Club from the US.

Australian amateurs have been rumoured to have gained permission too, but we've heard no further confirmation. Will BY be reactivated? (HR Report):

methods there is no initial transmission cut-off, and the IC-ML1 also has APC circuit, which deactivates the booster when the collector current is above that specified in order to protect the final transistor.

A limited number of these power boosters is in stock at Vicom International Pty Ltd, 57 City Road, South Melbourne, (03)699-6700, or at their Sydney office at 339 Pacific Highway, Crows Nest NSW, (02) 436-2766.







Telecom blackout amateurs called in

During the recent industrial dispute which crippled the normal telecommunications systems, it became impossible for the public to send urgent messages, except by mail. Amateur emergency services were called on to help.

People with messages involving serious illness, accidents, medical transport needs, funeral details and even advice of a death in the family had to ring the police to ask them to relay these messages.

As the communications problems had prevented any telephone or telex contact outside local areas. the NSW police found that the number of incoming messages was greater than they could handle while maintaining their normal responsibilities, which were extended due to the telecommunications outages.

At 09.20 on Sunday June 14 the NSW police decided to activate WICEN --- the Wireless Institute Civil Emergency Network, The Wireless Institute of Australia has coordinated the amateur radio service since 1910, and formed WICEN as a group of amateurs specially trained in providing emergency communications in the 1930s, when the authorities had very limited communications. Today WICEN still assists whenever requested by the authorities.

During this emergency WICEN maintained radio links over the whole of Australia. Sixty-seven messages were referred by the police to WICEN, consisting of advices of death in the family, en- market. (HR Report). quiries about a patient's condition, advices of serious illness, medical transport advices, police messages and funeral details.

Most of these messages were transmitted by radio and then telephoned at the distant end within five minutes of receipt. Where a reply was required this was usually phoned to the message originator within ten minutes of the original message being received.

At the same time, individual amateur operators handled a large quantity of lower priority messages for the public. This emergency gave the amateur radio service yet another opportunity to serve the community through its emergency communications group --- WICEN. (Many thanks to Mike Richter,

NSW WICEN Deputy Co-ordinator, for a fine press release).

Melbourne — centre of the world?

GES Electronic Imports now have reprints of their popular Melbourne-centred Great Circle map, which gives users the true direction and distance from Melbourne to every point on the earth's surface.

Such a Great Circle map - otherwise known as a zenithal azimuthal chart - enables the accurate directing of beam-type antennas. It may be used with slightly reduced accuracy from any city in Australia. map measures 430 x The 320 mm, and costs \$2 including

postage. GFS also have available the 1981 Foreign Listings Radio Amateur Callbook, which has over 360 000 listings, and the 1981 United States Callbook, with 398 829 radio amateurs listed. Both these callbooks also contain such useful information as QSL managers, world call international postal

prefixes,

information, standard time charts, world QSL bureaus, etc.

The 1981 print of the Radio Amateurs Kit of Maps, including a world map, US Great Circle map and a United States map, plus an atlas, is also available from GFS. All maps and the atlas are printed in four colours with zones and call prefixes marked.

The US Callbook is priced at \$20 plus \$3.50 postage, the Foreign Listings at \$19 plus \$3.50 postage, and the Kit of Maps is \$6 plus \$2 postage.

All books and maps are obtainable from GFS Electronic Imports, 15 McKeon Rd, Mitcham Vic. 3132. (03)873-3939.

FM for 28 MHz?

Whilst AM seems all the rage on certain segments of the ten metre band in this part of the world, US amateurs may be moving toward FM, as is very popular on the VHF/UHF bands.

Colt Communications in the US are reported to have released a range of 22 and 40 channel 27 MHz CB rigs for the European market - read British CB - at the Chicago Consumer Electronics Show last June, which will no doubt find their way on to 28 MHz in the US, where there is some limited FM operation, and the UK.

Colt are said to be following up with 28 MHz versions for the amateur

Spread spectrum transmissions for US amateurs

The American Federal Communications Commission announced a Notice of Inquiry and Proposed Rulemaking on July 1, proposing spread spectrum transmission for US amateurs.

teurs operating under a temporary permit back in May.

The FCC proposes limiting the use of sophisticated broadband techniques to the 50, 144 and 220 MHz US amateur bands by

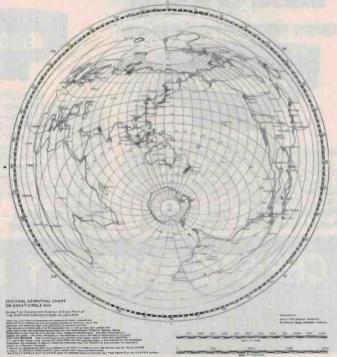
This follows experiments on the Advanced and Extra Class licensees HF bands by a group of US ama- only. Principal limitation is that emissions be contained within the given band.

Wonder when our Communications Dept. will consider such things?

Info from HR Report, July 10

GREAT CIRCLE MAP

Centred on Melbourne







Babani Books

1ST BOOK OF TRANSISTOR EQUIVALENTS & SUBSTITUTES Complete transistor equivalents. Plus 25 000 transistors with alternatives and

equivalents. Covers devices from UK, USA, Germany, France, Europe, Hong Kong etc. See also 211 and BP14. BPI \$2.25

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Equivalents book for amateurs and serviceman. More than 18 000 old and new valves from UK, USA, Europe, Japan et al. CV (military) listings with commercial equivalents included. BP2 \$2.25

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A very useful wall chart containing resistor and capacitor colour codes and how to read them, audio connector colour codes, transformer wires colour codes, battery cord colour codes, PLUS - charts and formulae for resistors, capacitors and inductors in parallel and series; resistor power ratings chart, 50/75 ohm attenuator tables and more ... BP7 \$1.50

2ND BOOK OF TRANSISTOR EQUIVALENTS & SUBSTITUTES Data on devices not included in BP1. This book supplements BP1, i.e. no data is duplicated. BP14

\$4.05

FIRST BOOK OF PRACTICAL ELECTRONIC PROJECTS Full constructional data, circuits, components lists for many practical projects Including audio distortion meter, super FET receiver, guitar amp, metronome,

etc. etc.	
BP23	\$2.75

52 PROJECTS USING IC 741

A must for those interested in any way in this inexpensive and versatile IC. European best seller! \$3.50

BP24

GIANT CHART - RADIO, ELECTRONICS, SEMI-CONDUCTOR & LOGIC SYMBOLS

Identify those symbols at a glance. A must for beginners and advanced enthusiasts alike. Professionals can always hide it in their desks! A steal at only \$2.20

BP27

ELECTRONIC CALCULATOR USERS' HANDBOOK

Invaluable for all calculator users. Presents formulae, data, methods of calculation, conversion factors etc, often with examples. Includes way to use simple calculator for trig functions (sin, cos, tan); hyperbolic functions (sinh, cosh, tanh); logs; square roots, and powers. **BP33** \$4 60

50 CIRCUITS USING GERMANIUM, SILICON & ZENER DIODES Contains 50 interesting and useful circuits and applications in many different

branches of electronics. **BP36** \$2.75

50 PROJECTS USING RELAYS, SCRs & TRIACS

Relays, SCRs and Triacs are used in motor speed control, dimming, heating, timers, light sensitive devices, warning circuits, light modulators, priority indicators, circuit breakers etc. Book gives tried and proven circuits allowing easy modification to suit special needs. **BP37** \$4.60

FUN AND GAMES WITH YOUR CALCULATOR

Amazing collection of 101 jokes and riddles, several quite mind-boggling games for two or more players and a dictionary of numbers which are words if the calc. is read upside down. **BP38** \$2.75

DIGITAL ICs & PIN CONNECTIONS

Equivalents and pin connections of popular user-orientated digital ICs. Details of packaging, families, functions, manufacturer, and countries of origin. Includes Fairchild, Ferranti, Harris, ITT, Motorola, National, Philips, RCA, Signetics, Sescocern, SGS-Ates, Siemens, SSSI, Stewart Warner, AEG-Telefunken, Texas, Teledyne. Companion volume to BP41.

BP40

LINEAR IC EQUIVALENTS & PIN CONNECTIONS Similar to BP40 but deals with linear ICs.

BP41

HOW TO MAKE WALKIE-TALKIES

Practical circuitry and construction of transmitters, receivers and antennas, A book of great interest to the licenced operator especially. This book was written with the UK licencing regulations in mind. Some parts may not accord with local regulations. **BP43** \$5.50

IC555 PROJECTS

One wonders how life went on before the 555! Included are basic and general circuits, motor car and model railway circuits, alarms and noise makers plus section on subsequent 556, 558 and 559s. BP44 \$6.45

PROJECTS IN OPTO-ELECTRONICS

Included are simple circuits using LEDs as well as sophisticated designs such as infra-red transmitters & receivers, modulated light transmission and photo projects. **BP45** \$4 95

LM 3900 IC PROJECTS

Unlike conventional op-amps, the LM 3900 can be used for all the usual applications as well as many new ones. It's one of the most versatile, freely obtainable and inexpensive devices around. This book provides the groundwork for simple and advanced uses - it's much more than a collection of projects. Very thoroughly recommended. **BP50** \$4.95

ELECTRONIC MUSIC & TAPE RECORDING

Shows how electronic music can be made at home with simple and inexpensive equipment. Describes how sounds are created and recorded to build up final compositions. Includes how to build a small studio including mixer and effects units **BP51**

LONG DISTANCE TV RECEPTION (TV-DX).

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BP84

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218

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\$3.10

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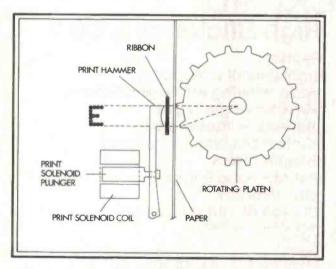
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Cat. No. X-3252 PGP\$5.50

The Uni-Hammer Replaces Seven . . . or More.

Revolutionary? We don't know what else to call it. An impact printer with a single rugged hammer, rather than the seven or more individual solenoids and print wires found in conventional dot matrix printers.

At an incredible unit price of \$495! Because of the unique Uni-Hammer design, the X-3252 is smaller and simpler than other dot matrix printers yet costs considerably less. Which makes it a natural for the personal or small business user who wants a quality, reliable impact printer at the lowest possible price.



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It took a company such as the Seiko group, world's largest watch manufacturer, with vast experience in the design of small, intricate, precision products, to come up with a totally new concept in dot matrix printing.

Fan Form Paper	Replacement	
2,000 sheets continuous fan	Ribbons	
form paper to suit printer Cat. X-3254 \$27.50	Cat. X-3253 \$6.95	

How the Uni-Hammer Works

The X-3252, which prints both graphics and alphanumerics, uses a rotating platen with protruding splines positioned behind the paper (see diagram). The character or graphics image is created by multiple hammer strikes in rapid succession as the print head advances across the paper. The precision gear train assures exact positioning of the print hammer relative to the splines on the platen, to provide excellent print quality.

A Complete Printer

The X-3252 has features comparable to printers selling for thousands of dollars. These include upper/lower ASCII character sets, ribbon cartridge, 80 columns at 12 characters per inch, adjustable tractor feed, original and 2 copies, 30 characters per second, and full graphics with a resolution of better than 60 dots per inch in both horizontal and vertical axes.

Centronics Interface

The X-3252 DOT MATRIX PRINTER has a Centronics-type parallel data interface and is compatible with System 80, TRS-80, Sorcerer and Apple computers etc.



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The Commodore PET has become the standard for the Personal Computer Industry

The Pet is completely integrated, with the processor, memory, keyboard and visual display unit contained within a robust housing, allowing easy transportation with no interconnecting cables necessary. In order to retrieve and save your data and programs, a storage device is used which operates like a cassette recorder, with your information recorded reliably on standard cassettes. The PET has 16k bytes of RAM. Optional equipment permits expansion to 32k. Also, it has 14k bytes of ROM.

The Pet communicates in BASICthe easiest computer language. Easy to learn and easy to use, BASIC has now become the standard for personal computers, with literally thousands of programmes available. The PET is also programmable in machine language, allowing more efficient use of the system.

The full-size keyboard is capable of producing letters, numbers and graphic symbols. Upper and lower case is standard. Characters appear

In the world of personal computers. there is just one that is known as the best: the PE

on the screen in a pleasant green colour designed to reduce eye fatigue and may be displayed in normal or

reverse print. PET's IEEE-488 Bus- just like H.P.'s mini and full size computers permits direct connection to over 200 pieces of compatible equipment such as counters, timers, spectrum analysers, digital voltmeters and printer plotters from H.P., Philips, Fluke, Textronix and others.

The full range of Commodore Disk Drives and Printers are plug-compatible with the PET and a comprehensive range of cassette and disk based programmes are available through the extensive network of Commodore Dealers.

APPLICATIONS

The Commodore PET is a creature of many faces. Its applications are limited only by the user's imagination.

The future of the PET is virtually unlimited; its present capabilities are already many and impressive. As a personal computer, the PET can teach languages and mathematics; play games; create graphic designs; store meal recipes and change

Upper-case alphabetical characters with shift

number of portions: maintain budgets, personal records and checkbooks; operate appliances and temperature controls.

As a management tool, it delivers the information the executive needs, in the form he can use, and available to him alone. Trend analyses charts and graphs can be almost instantly available.

The professional may use the PET maintaining for appointment schedules, recording income and expenditures and filing all the specialized intermation and forms he may need to make his work more efficient - from medical records for a doctor to income tax computations for an accountant.

The engineer, mathematician, physicist, has a tool far superior to the very best programmable calculators yet developed... at a cost that is comparable...and with almost infinitely greater versatility. And the businessn

the businessman has computer computer that can maintain inventories, keep payroll records, operate accounts payable and receivables, issue cheques and handle correspondence.

Commodore PET 4016 Computer Technical Specifications.

Computer/Memory

Read/Write Memory (RAM) 16K bytes
available to the user.
Read Only Memory (ROM) 14K bytes in total.
divided into:
8K BASIC interpreter available immediately
you turn on your PET,
5K Operating System

- 1K Test Routine

The 6502 micro-processor chip makes the PET one of the fastest and most flexible BASIC systems. Significant features of Commodore BASIC are:

- 960 simple variables
- 960 integers
- 960 string variables
- 960 multi-dimensional array fields for the above 3 types of variables
- Up to 80 characters per program line with several statements per line
- Upper/Lower case characters and graphics capability
- Built in clock
- 9-digit floating point binary arithmetic
- . True random number generator
- Supports multiple languages; machine • language accessibility

Keyboard

74-Key professional keyboard. Separate calculator/numeric pad.

key to give 64 graphics characters Can be set for lower case and shifted upper case characters. Screen 40 characters wide by 25 lines (1000 characters in 8 × 8 dot matrix) 23 cm screen phosphor screen. Brightness control. 64 ASCII plus 64 graphics characters. Blinking cursor with full cursor control, including programmable control. Screen editing capabilities Full cursor control (up. down. left. right). Character insert and delete. Reverse character field. Overstriking. Return key sends the entire line to the CPU regardless of cursor position. Input/Output 8 bit parallel input/output port. IEEE-488 Bus (HP-IB and IEC Bus) allows up to 12 other peripherals to be connected.

Two cassette ports. Video signals for additional displays,

Serial output port.

Technical Data

Dimensions:Height 355 mm (14"). Width 419 mm (16.5"). Depth 185 mm (18.5"). Shipping Weight 20.9 kg (46 lbs). Power requirements $240V \pm 10\%$. Frequency. 50 Hz. Power 100 Watts.

Commodore BASIC

APPEND	GOSUBRETURN	STOP	SPC
BACKUP	IFTHEN	SYS	LEFTS
CLOSE	INPUT	VERIFY	RIGHTS
CLR	INPUT .	WAIT	MIDS
CMD	LET		CHR\$
COLLECT	LIST	SGN	ASC
CONCAT	LOAD	INT	LEN
CONT	NEW	ABS	VAL
COPY	ONGOSUB	SQR	STR:
DATA	OPEN	SIN	TI
	POKE	COS	TIS
DEF/FN	PRWT	TAN	ST
DIM	READ	ATN	DS
DIRECTORY	RECORD	LOG	DS\$
DLOAD	REM	EXP	+
DOPEN	RENAME	AND	-
DSAVE	RESTORE	OR	
END	RUN	NOT	/
FOR/NEXT	SAVE	ТАВ	♠
GET	SCRATCH	P <mark>OS</mark>	π



For details of your local dealer send to: Commodore Information Centre, Box 336, Artarmon, NSW 2064. Australia. Phone (02) 437 6296

MIVI 469



Two of the world's major electronics manufacturers, Philips/Signetics and Motorola, have agreed to a

integrated circuits, software least three peripheral data products and allied develop- communications chip designs ment tools which will be fully will be added to the M68000 line compatible with each other.

microprocessor family and have been added to the family. produce pin-compatible products as well as develop new Signetics will produce software, products which may be manu- including operating systems,

Their goal is a large family of factured by both participants. At by the end of this year, and by Philips/Signetics will alternate- 1983 it is anticipated that source Motorola's M68000 twelve or more new designs will

Both Motorola and Philips/

five-year pact for the development of 16-bit microprocessors.

processors and subsidiary language application packages, as well as development system tools.

While the agreement covers hardware, software and support competitively, according to a spokesman.

of US Philips Corporaton, the Electronic Materials and Components Division of which is Europe's the development of circuits, largest producer of integrated circuits. Motorola Inc is one of tools, manufacturing, market- the world's largest producers of ing and sales will still be handled communications and automotive electrical equipment, military and aerospace elec-Signetics is a wholly owned tronics, and semiconductors.

Apple marketing rationalised, Apple III on the way

Electronic Concepts have been appointed the 'master distributor' for Apple computers in Australia, and they will be marketing the

Delta Hong Kong are also 'permitted' Australia, according to a press to supply Australia and are the briefing in July. major supplier of Apple pro- Concepts currently has a string ducts in New Zealand.

the marketing network now by the end of the year. In allows the US manufacturer to addition, there

Communications of supply Apple products direct to Electronic of 48 dealers and this is ex-The recent rationalisation of pected to grow to about 75-80 are seven

computers and peripheral products through their dealer network and Computerland stores.

Computerland chain is now a flexibility and expandability to separate entity to Electronic meet growing user Concepts - and the number of according to the Apple publicity. stores is expected to double by The new computer will also Christmas.

The long-awaited Apple III is Apple expected to be released this later ...

Computerland stores - the month or next and features needs. herald the launch of exclusive peripherals. More



a computer every home can afford

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ras \$750

the brilliant

DICK SMITH

System 80

computer

"Monitor and expantion unit not included.

S-100

EXPANSION

ATLAST

Outstanding value for money . . . plus programs especially written for Australia!

YSTEM 80

Australia's fastest selling computer — and small wonder! Compare the System 80 with its competitors: you'll see why!

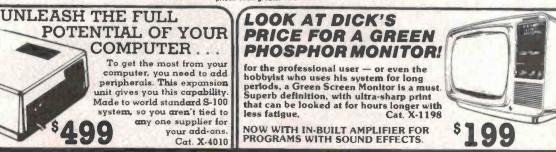
And now it's even better: with now features to make your computing even better. Join the thousands of System 80 users now: turn yourself

into a computer expert!

Compare the features - then compare the prices!

PARAMETER	SYSTEM-80	TRS-80 (Level II)	
1 CPU type	Z-80	Z-80	
2 Spred	t 7MHz	1 7MHz	
3 S-100 compatible (with expansion unit)	Yes	No	
4 Amount of RAM (basic computer)	16K	16K	
5 Built-in cassette recorder	Yes	No	
6 Built-in video RF modulator (use with any TV)	Yes	No	
7 Capacity of BASIC ROM	12K	12K	
8 Cassette recorder ports (basic machine)	2	1	
9 Motor control for cassette recorders	Yes (2)	Yes (1)	
10 Cost of basic unit with 16K RAM including monitor and cassette recorder	\$844.50	\$1169	

The basic SYSTEM 80 computer costs only S695. As this computer has an output for direct connection to your TV set a video monitor, as a separate entity, is not required, making the possible savings on Tandy prices even greater .





Printout

New Australian group -Cash Computers

Cash Computers, an offshoot trader from the 6502-based microcomputer manufacturer Computer Automation and Hardware, claims to offer personal computer enthusiasts the same deals on hardware that computer manufacturers are able to tender for from suppliers.

equipment High-quality imported from the US, selected computer. by Cash's US partner for proven performance and competitive 8" floppy and hard disks, prices. They hope thus to offer configurable to any Apple II, Australians the benefits of the TRS80 and S100 system. They US large-scale markets without the tag.

Cash latest with internal lead shielding to reduce RF noise, along with all sided, these disk drives give up the latest motherboard im- to 2.2 Mbytes of storage - and provements. They claim extras Cash claim that the price won't like this will push up the price of send you bankrupt. the Apple when they finally filter through to the rest of the keep prices low by avoiding Australian market but they high-cost are offering them now!

hensive range of plug-on peri- phone. Contact either pherals enabling use of Pascal Bruck or and CP/M as well as com- (02)387-3541, or write to PO munications cards and software Box 171, Bondi Junction NSw with which the Apple can in- 2022

is teract with mainframe

Cash has a range of 51/4" and also have 8" floppy and hard large-scale price disk drives which will run on the Apple II, completely invisible to Computers sell the the system and alongside the Apple II-plus computers existing 51/4" disk drives. Double density and single or double-

Cash Computers intends to street-level showroom selling, so all enquiries Also available is a compre- should be made by post or Tony Tony Rankine on



Bubble memory recorder

Memodyne Corporation of the USA recently introduced a state-ofthe-art read/write recorder utilising a plug-in bubble memory cassette as the storage medium.

withstand harsh environmental - 64 000 bits. conditions and is said to deliver • an error rate of 1 bit in 1010. reliable data on a removable, non- . A memory that remains unvolatile, solid state medium that disturbed when power is turned off may be used over and over again or when the cassette is removed. without any degradation of per- . CMOS logic throughout. formance.

The Model BMR8 features:

19200 baud or 2000 bytes per 106, second.

The Model BMR8 is designed to • Capacity of each bubble cassette

For further information contact

Andrew Reid, Marketing Director, · Recording speeds of up to The Dindima Group Pty Ltd, PO Box Vermont Vic 3133. (03)873-4455.



Microcomputers in **UK schools scheme**

The British Minister of Information Technology, Mr. Kenneth Baker, has given details of a scheme, worth up to STG£4 million, to place at least one microcomputer in every British secondary school by the end of 1982.

(together with the Education purchase of a microcomputer for Department's £10 million micro- each eligible school. electronics education programme) Education Authorities wishing to is aimed at today's 'keyboard take advantage of the scheme will' generation' of schoolchildren. It will be responsible for finding their local provide the Instruction and eagerly contribution and it is hoped that awaited hardware which is so local necessary to prepare them for the associations and the schools will future.

He stated that this programme provided locally towards the Local industry, parent-teacher provide assistance in raising the

Under the scheme the Depart- required funds. ment of Industry will match funds

Brian Dance

Personalised tutoring with micros

Lothlorien Farming is a new company whose aim is to make available instructive, enjoyable, useful and very personalised tutoring systems for microcomputers.

yet been very little written in educational programs to give a student modes. an immediate and fulfilling interaction with the computer, with rapid feedback in a tutorial setting.

Each of their programs includes one or more basic tutorial units already written into it. With the builtin, easy to use editing facilities the user can also enter his own material from his own texts, and thus a tailormade set of units for each user can be built up to test and revise old material and to introduce new work. extending the knowledge available, according to Lothlorien Farming.

Programs at present available include:

Geography Tutor: an interactive. high-resolution graphics program with testing and atlas modes.

Cell Biology: again interactive

They maintain that there has as with high-resolution graphics, providing testing and anatomical atlas

> Microbiology Tutor/Analysis: identification and classification through interactive user responses.

> · Spelling Tutorials: remedial to high-grade spelling, vocabulary and speed reading exercises.

> · Foreign Language Tutor: vocabulary builders with English/ Language or Language/English mode, available in French, German, Indonesian, Latin.

> For sheer enjoyment Lothlorien also have The Caves of Mordia, a sophisticated game of adventure and strategy especially dedicated to all those hooked on dungeons, dragons and/or Tolkein.

> More details are obtainable from Lothlorien Farming, PO Box 1033. Sydney NSW 2000. (02)398-4023.

Was the System 80 'designed for Australia'?

Apparently, yes. Dick Smith wanted a low-cost, TRS80-compatible computer with features he'd learned Australian users wanted, and approached an Asian manufacturer.

After some arguing back and forth, a few production changes, 80s on the market here.

It took off, as history shows. A buying and why, and what they were looking for in a system, paid off. The manuals and BASIC book were Australianwritten for the System 80 too.

manufacturers launched The the system in Europe and etc, he got what he wanted and America as the Video Genie launched the first of the System subsequent to the release of the System 80 here.

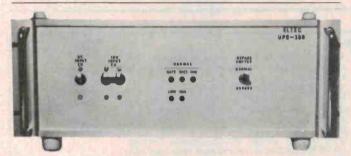
To this day, the System 80's little market research about two-cassette data storage and what computer users here were retrieval capability and video plus RF output are unique in the computer market.

Unfortunately, we learned the story too late for inclusion in our review in the July issue.

Tandy and computer education

Recognising that tomorrow's world is going to be extremely reliant on the small, versatile microcomputer, Tandy has stated a determination to provide the education necessary to give people essential computer operating and programming skills.

Tandy recently set up a Computer Education Marketing Division, headed by ex-lecturer and teacher Mike Lehman, which will primarily be involved with introducing computers at primary, secondary and tertiary levels of schooling, and with making teachers aware of the applications of microcomputers in the classroom.



Uninterruptible power supply for micros

DeForest Software recently announced their Australian-designed uninterruptible power supply, suitable for all microcomputer systems.

The Eltec UPS backs up the depending on secondary storage, commercial line with a battery when the ac power interruption reservoir and a conversion system occurs. that produces continuous top-

Further information may be obquality ac power. The reservoir is tained from DeForest Software, 20 said to typically have enough power Station St, Nunawading Vic. 3131. to keep equipment in operation for (03)878-9276. five minutes to fifteen hours,

PROM programming service

For those companies or individuals whose PROM programming requirements are not large enough to warrant a PROM programming unit, Alfatron in Melbourne now offer a suitable service.

Interested people should contact Jeff Romans for details on available PROM types and data formats to be used. Alfatron are located at 1761 Ferntree Gully Road, Ferntree Gully Vic. 3156. (03)758-9551.



Spillbinder Spelbinder Spellbinder!

If you have trouble managing your vowels and your consonants, then you'll undoubtedly be interested in the Spellbinder word processing and office management system.

A product of Lexisoft Inc of the US, it is distributed exclusively throughout Australasia by Sydney-based the company Software Source.

Lexisoft claim Spellbinder is a 'full-feature word processing system with office management capabilities", and say that it is easy to use by office personnel and features flexible print formatting and output capabilities. Features may be added to suit the unique requirements of each user.

Oasis operating systems with 32K or more of memory. Software Source say Spellbinder will operate on the following micros: Apple, Cromemco, Heath, North Star, Sorcerer, Superbrain, TRS80, Vector Graphics and Zenith.

Spellbinder is available on either 8" S.D. or most 51/4" format disks. For a complete Spellbinder's of overview capabilities, contact Software Source, P.O. Box 364, Edgecliff NSW 2027. (02)33-4536.

It will operate under CP/M or

New 3M distributor

Circuit Components (A'asia) Pty Ltd is now a fully franchised 3M distributor, and besides the well-known Scotchcal photosensitive label range and Scotchflex flat cable system, are offering the complete range of data recording products, including the popular sizes of diskettes in both single diskette envelopes or the bulk packs.

Included in the range are the unique head-cleaning diskettes, and a general purpose cleaning kit especially suited for maintenance of printers of the various types.

available are certified Also digital cassettes, personal com-

puting cassettes, Black Watch computer tapes, cathode ray tube screen filters, electrostatic mats, etc.

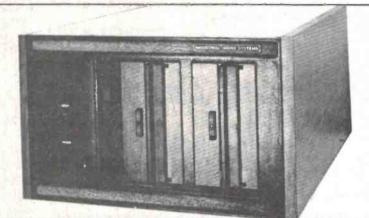
Full details from Circuit Components (A'asia) Pty Ltd. P.O. Box 70, Bexley NSW 2207. (02)59-3720.

Micro Computers From INDUSTRIAL MICRO SYSTEMS SERIES 8000: SYSTEMS WITH TIME PROVEN COMPONENTS

Regardless of the size of machine you choose, there's room inside for up to 256k of IMS RAM with memory management. And the integrated floppy disk capacity is pretty impressive too — more than a million bytes per drive! You can start with a single 8" drive, then install one or two more when you need It — all in the same cabinet. The Series 8000 System's power supply and disk controller are made with this kind of expansion in mind so growing is simple. And our Z-80 computers have features like serial parallel 1/0's, clocks, PROMS on board so that less slots are used on the S-100 12 slot motherboard, giving more space for extra RAM or special purpose boards.

Because the system is S-100 and CP/M based you can run all of the programs written for use with CP/M systems. (Like CBASIC, FORTRAN, COBOL, PASCAL, C, ALGOL, WORDSTAR etc). And you can go multi-user as well!

CALL US FOR MORE INFORMATION ABOUT THIS SYSTEM OR IT'S LITTLE BROTHER WITH THE 5'' DISKS — THE SERIES 5000.



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> Distributors: Mark Dewhirst, 428 St Kilda Road, Melbourne, VIC 3004. Tel (03) 26-5522. Bruce Lipscombe Computer World, 98 Main Road, Moonah, Tas. 7009, Tel (002) 28-6289.

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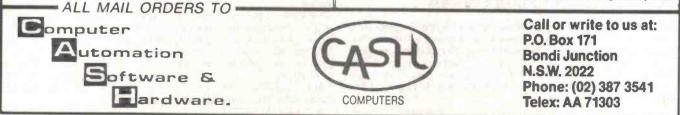
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5 ¹ / ₄ LOBO floppy disc drive (add-on drive) Dual 8" Double Sided, Double Density LOBO floppy disc drive unit with controller (2.2	\$470	\$540
Megabyte)	\$3200	\$3680
LOBO floppy disc drive unit with controller (1.1		
Megabyte)	\$2450	\$2820
16K RAM expansion card (Microsoft)	\$240	\$276
Z-80 processor card with CP/M system.		+
(Microsoft)	\$325	\$374
80 column, UPPER/lower case character card, Sup'R Terminal, with programmable character		
fonts.	\$370	\$425
CCS Serial Communications Card	\$170	\$196
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Magic Wand Wordprocessor Program 5%" Hard Disk (LOBO) with DSDD floppy disc backup unit inbuilt, with controller. (5	\$350	\$350
Megabyte).	\$5100	\$5865
8" Hard Disk (LOBO) and DSDD floppy disc backup unit inbuild, with controller. (10	\$5100	40000
Megabyte)	\$6200	\$7130
All LOBO equipment carries a full 12 month, 100% par		r warranty
against defects. We service all the equipment we	sell and m	aintain all

against defects. We service all the equipment we sell, and maintain all manufacturers' warranties. Prices shown may be subject to change, at any time.





Verbatim.



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Verbatim, the world's leading producer of minidisks, makes the widest range of minidisks available for word processing and data processing applications. Intent on maintaining this position of leadership, we constantly strive to make our minidisks even better.

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BRISBANE: 123 Leichhardt Street, Brisbane, QLD. 4000. Phone (07) 229-1941. Telex AA42367.

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Club Call

We've been informed of the formation of a new group up in Queensland - the Brisbane FORTH Interest Group. They've had several meetings so far, and members have versions of FORTH and STOIC running on CP/M, Sorcerer and 6809 systems. They would welcome anyone with similar interests to the group; contact Wally Brake on (07)38-4568 (ah) for more information.

Another new formation, this time in New South Wales - the Macarthur Computer Users' Association for Campbelltown and the surrounding area. The club is open to all people interested in computing, be it micro, mini or mainframe. Contact Mr. C. Wylie, 85 O'Sullivan Rd, Leumeah NSW 2560, (046)26-1625, for more information.

The Northern and Western Suburbs Computer Users' Group of Victoria tell us of a change of premises and committee. You can now contact them at CP/M Data Systems, 284 Union Rd, Moonee Ponds Vic. 3039, or by phoning Mr. Ken Patterson on (03)375-2144. Their new president is David Coupe, Secretary is John King, and Treasurer is Bill Roem.

The Australian ZX80 Users' Association, based in Canberra, puts out a pretty good newsletter for members, containing lots of news, programs, opinions, reviews and, as they put it, "anything else we can think of'. In the issue we saw there was even an article telling you how to get white on black video. You can contact the group at their mailing address, 19 Godfrey St, Campbell ACT 2601.

The TI-99/4 Users' Group of Sydney also puts out a newsletter (called 'News Digest' and using the ETI News Digest logo - naughty, Shane!), and would welcome not only new members but also more contributions to their editorial output. At present the only membership charge is that you provide copies of your programs on cassette to be available to other members. For more information contact Shane Andersen, PO Box 101, Kings Cross NSW 2011, (02)358-6662 (ah).

An Australian MicroAce Users' Group is being formed for owners and users of this low-cost kit computer. The idea is to allow everyone using the MicroAce to pool their experience, software and resources for mutual benefit. Those interested in Joining the group should contact Paul Willmott, 62 Alice St, Lakemba NSW 2195, (02)759-5500.

Compute, the microprocessor users' group newsletter of National Semiconductor (Australia) Pty Ltd, is back again after a longish absence from the scene. It brings news of new developments from Natsemi, and includes a data sheet request form --- just fill it in and send it to 'Julie', and everything you desire will be yours. You can contact Compute at National Semiconductor, Cnr. Stud Rd and Mountain Highway, Bayswater Vic. 3153, (03)729-6333.

The South Australian Microprocessor Group Inc is running an interesting lecture series as part of its monthly meetings; according to their newsletter, the September 11 meeting will include a talk on speech synthesis by Richard Schipper. Meetings are held at Thebarton High School, Aspley St, Thebarton SA, and you can contact this well-established group at PO Box 113, Plympton SA 5038. (08)278-7288.

The IREE Microcomputer Interest Group of Queensland meets on the second Friday of each month in the Old Town Hall, cnr. Vulture St and Graham St, South Brisbane, at 7.30 pm. Visitors are always welcome, and the September meeting will include a lecture and demonstration covering the implementation of disks on the Apple system. The address for correspondence is c/- N. Wilson, Secretary PO Box 81, Albion Qld. 4010, (07)356-6176.

Micro User News is a newsletter produced by Adelaide club members who have a particular interest in Tandy-compatible hardware and software. Annual subscripton is \$5, for which you get news, programs, reviews, etc. You can contact Micro User News at its postal address, 36 Sturt St, Adelaide SA 5000, or by phoning the Secretary, Rod Stevenson, on (08)337-6682 (ah) or 51-5241 (bh).

The Apple Users' Club of WA comprises 60-odd members and meets monthly at different venues. They produce a monthly newsletter and have a program library of ten BASIC and eight Pascal disks. Phone Secretary John Currie on (09)325-8700 for more information.

The Spectrum Users' Group in Victoria would like to hear from Spectrum-II users anywhere in Australia who would like to make use of the organisation's facilities. These include current information and news of developments from D.D. Webster Electronics Pty Ltd, designer and manufacturer of the Spectrum, lectures, seminars, a monthly newsletter, copies of papers delivered at meetings, plus all relevant Spectrum and DEC literature. Current membership is around 50, and costs \$30 per year for a group or company and \$15 for individual membership. Contact Mr. Spence Williams, Chairman, Spectrum Users' Group, Computer Science Dept, Box Hill Technical College, Dunloe Ave, Box Hill Vic. 3129, or Mr. Greg Cain, Treasurer, 7 Cockaigne St, Doncaster Vic. 3108.

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qualify them for consideration in any printer purchase. And our screen dump program makes the use of their dot graphics simplicity itself. Ask for our Epson literature which has all the details.

For all our other lines which include the full Apple product line of CCS, Mountain Computer, Microsoft and of course Apple; the Seikosha, Anadex, the two Paper Tigers and the Sanders printers and many of the little things you need,

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Dick Smith's Daisy Wheel\$16	95 (tax paid = \$1835)

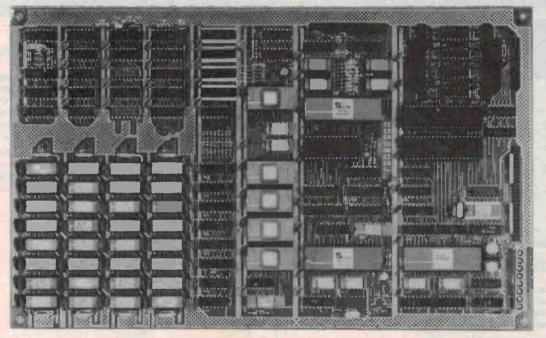
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THE FERGUSON PROJECT: Three years in the works, and maybe too good to be true. A tribute to hard headed, no compromise, high performance, American engineering! The Big Board gives you all the most needed computing features on one board at a very reasonable cost. The Big Board was designed from scratch to run the latest version of CP/M*. Just imagine all the off-the-shell software that can be run on the Big Board without any modifications needed! Take a Big Board, add a couple of 8 inch disc drives, power supply, and an enclosure; and you have a total Business System for about 1/3 the cost you might expect to pay.

SIZE: 8% # 13% IN SAME AS AN B IN. DRIVE. REQUIRES: . SV @ 3 AMPS 12V @ .5 AMPS.

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Uses industry standard 4116 RAM'S. All 64K is available to the user, our VIDEO and EPROM sections do not make holes in system RAM. Also, very special care was taken in the RAM array PC layout to eliminate potential noise and glitches.

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Running at 2.5 MHZ. Handles all 4116 RAM refresh and supports Mode 2 INTERUPTS. Fully buttered and runs 8080 software

SERIAL I/O (OPTIONAL)

Full 2 channels using the 280 SIO and the SMC 8116 Baud Rate Generator, FULL RS232! For synchronous or asynchronous communication. In synchronous mode, the clocks can be transmitted or received by a modern. Both channels can be set up for either data-communication or data-terminata. Supports mode 2 Int. Price for all parts and connectors: \$95 Price for all parts and connectors:

BASIC I/O

Consists of a separate parallel port (Z80 PIO) for use with an ASCII encoded keyboard for input. Output would be on the 80 x 24 Video Display.

With a crisp, flicker-free display that looks extremely sharp even on small monitors. Hardware scroll and full cursor control. Composite video or split video and sync. Character set is supplied on a 2716 style ROM, making customized lonts easy. Sync pulses can be any desired length or polarity. Video may be inverted or Irue.

24 x 80 CHARACTER VIDEO

FLOPPY DISC CONTROLLER

Uses WD1771 controller chip with a TTL Data Separator for enhanced reliablilly. IBM 3740 compatible. Supports up to four 8 inch disc drives. Directly compatible with standard Shugart drives such as the SA800 or SA801. Drives can be configured for remote AC off-on. Runs CP/M* 2.2

FOUR PORT PARALLEL I/O (OPTIONAL)

Uses Z-80 PIO. Full 16 bits, fully buffered, bi-directional. User selectable hand shake polarity. Set of all parts and connectors for parallel t/O \$45

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Uses Z-80 CTC. Can be configured as a Counter on Real Time Clock. Set of all parts: \$25 parts:

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The real power of the Big Board lies in its PFM 3.0 on board monitor. PFM commands include: Dump Memory, Boot CP/M*, Copy, Examine, Fill Memory, Test Memory, Go To, Read and Write I/O Ports, Disc Read (Drive, Track, Sector), and Search. PFM occupies one of the four 2716 EPROM locations provided. It does not occupy any of the 64K of system RAMI

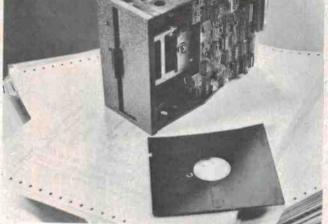
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Copy of manual and assembly instructions \$15. Refundable for original. Delivery ex stock.	on purchase of board. Photocopy exchanged	Signature





5¹/₄" challenge to 8" disk

Speed and storage capacity limitations of the 51/4" floppy drive have been overcome by MPI, who claim their HI-D (High Density) B92 Series can store up to 1 Megabyte on a double-sided disk and access at the rate of 5 ms track to track.

through the use of a taut band positioner which is inherently stable industry standards. and gives excellent repetition while minimising the number of moving upgrades and add-ons for miniparts.

To make the user feel more at home, MPI have incorporated a equipment and remote logging pushbutton disk eject. A head load solenoid to increase media and head life is standard.

40, 77 and 80 tracks single and 3191. (03)598-5622. double-sided, all incorporating

MPI have achieved these features these innovations, yet maintaining total plug compatability with the

> Applications are said to be computers including Apple and TRS-80, mass storage in process devices.

More information can be obtained from Daneva Australia Pty MPI make a series of drives from Ltd, 66 Bay Rd, Sandringham Vic.



For Sorcerer Apprentices

Those of you programming in Z80 Assembler may have been wondering from time to time why certain instructions exist. The instructions that are not clear in their usage are "CP A" and so on. Since the CP (compare) function always acts on the A register, it appears to be pointless to take such actions. So why are they used so often? The answer is quite simple.

If you want to clear the carry flag, you have a two-step Z80 function at your disposal: SCF (set carry flag to be sure it is set) and then CCF (complement carry flag). To achieve this we used two bytes. A simpler way is to OR A. This is a one-byte instruction, and it is one of a set of seemingly useless source statements:

Source statement: Action: ORA CPA XOR A ANDA SBC A.A LDAA

clear carry flag ;set zero flag ;clear A, carry flag; set zero flag ;clear carry flag ;copy carry flag to minus flag parity flag (P/V) ;set to contents of IFF2 ;(IFF2 = interrupt flip/flop 2)

Speaking of machine language programs, if you have the need to ask for a number in decimal which has to be converted to hexadecimal, and if you keep the BASIC ROM pac in place at all times, you can use BASIC's input/conversion routine as follows:

CALL CALL RET	0C53A 0C7EA	;BASIC keyboard entry ;convert number to DE ;decimal number is now conv ;hexadecimal and stored in th	
		;CALL 0E1E8 to print result	

or vice versa from hexadecimal to decimal:

CALL	OE13A	;monitor keyboard entry (CD 3A E1) ;point	
POP CALL JP	HL 0E23D 0D7BC	HL to beginning of number convert number into DE register jump to BASIC ROM conversion and printing	

Note that both routines work with the Standard Exidy and the Software Source pac; other BASIC modifications may not accept the above programs.

While we're on the subject of BASIC, how often have your BASIC programs crashed or you've accidentally hit RESET or whatever? A program to resurrect a BASIC program is a very fine utility indeed. The following listing is about the shortest one around, and is brought to you compliments of Greg Lister of Software Source. It can be located anywhere in memory; I suggest you load it somewhere in the user graphics (FE00 hex onwards)

XX00. 3E 0D 32 D6 01 21 D4 01 06 03 7E 23 B7 20 F9 CD XX10: A2 E1 ED7B 45 01 C3 8E DC

When you have a crash, go into monitor and then GO XX00 or wherever you entered the program. You will then be returned to BASIC command level automatically. When you list the program and find that the first few lines look funny, you can blame Exidy BASIC for it. When you hit RESET, BASIC will write some garbage in that area. To avoid any disappointment, always make your first few lines REM *** statements. Three whole lines (at 64 characters) should do the trick.

Then, when you do have a RESET crash, you will be able to remove the garbage without destroying the integrity of your program.

One of the Sorcerer's drawbacks is its keyboard entry. That is, if you call the normal keyboard entry routine at E018 the execution of your program will be stopped until you release the key that you have pressed, unless it is a rollover key like the Control, Graphic or Shift keys. When writing games programs it is often desirable to be able to simply scan the keyboard without it locking up. The following routine does just that, It checks for the SPACE BAR. As soon as the space bar is pressed, control is passed back to the program. Pressing any other key will be without effect. Also, keeping the space bar pressed down will have no effect.

100 RESTORE 200 : REM point to data in case other data

- FOR X = 0 TO 10 : REM in program 150
- READ A: REM read and store the 11 values from 0 to 11 (0 to 160 B hex)
- 170 POKE XA : REM
- NEXT : REM and initialise the USR function 180
- POKE 260,0: POKE 261,0 190
- 200 DATA 62, 1, 211, 254, 219, 254, 203, 87, 32, 246, 201
- 210
- PRINT" program now initialised PRINT "for a demonstration, ";: GOSUB 1000 220
- 230 PRINT "note that other keys have no effect
- 260 END
- 1000 PRINT "press (SPACE BAR) to continue": X=USR(0): RETURN

Product reviews:

This month I'll review three programs, all of them technical programs designed to make the programmer's life a blt easier. All three programs were submitted by Software Source, P.O. Box 364, Edgecliff NSW 2027.

STRING: This program allows you to save numeric and string arrays on tape and retrieve that data individually. It is a machine language program residing in the user graphics area. This means that you won't lose any BASIC memory, i.e: you'll have the same amount of free bytes whether the program is resident or not. The files saved on tape are named according to the data fields saved, so you can see what data you have where with the Fl command. Documentation is excellent, and a sample program is provided on the reverse side of the cassette. Recording quality is good; no CRC errors were encountered over a wide range of volume adjustments. It works under Standard Exidy BASIC as well as Software Source's Mod 1.01. BASIC. String is easy to use and provides an easy and reliable answer to the problems of saving Exidy data on cassette.

The Sorcerer's graphic capabilities are certainly a good asset, but it is a cumbersome task to define the graphic characters. Not so if you use GRAFIX. This program allows you to define the graphic characters with ease and speed. It is written entirely in machine language, and up to 24 characters may be defined at the same time. Inverse, tilting, flipping, in fact anything I could think of, can be done with the graphic characters. Grafix continually displays the whole set of graphic characters, so you can always see what you've defined already. The program automatically saves to tape, and allows you to list the codes in hexadecimal and decimal to printer or screen. It even checks if a printer is connected to your Sorcerer and warns if not. It also allows you to print three lines of eight characters for headings or covers, which is an unexpected fringe benefit. An extensive user's guide is supplied with Grafix, and again recording quality is good. Anyone writing programs requiring special graphics definition should have Grafix.

REFORMAT, the last of this month's programs, is simply a must. It is a CP/M disk program. Those of you lucky enough to have disks will

come across bad sectors on them sooner or later. I've had four of these disks and thanks to Reformat, they are all OK again. You simply put the damaged disk into your drive; Reformat will go through every track and sector and reformat it. If a sector was OK, it won't damage any data; if the sector was damaged, Reformat will give you the track and sector number, fix it and go on to the next. This even works on the directory track. Reformat rescued every one of my damaged disks. It is an essential program for any CP/M user.

To get a review of your program in this column simply send it to ETI c/o A.P.F. Fry. Any programs submitted will be returned to you upon request. Please supply user instructions or documentation as supplied to purchasers.

And here's a letter to editor:

Dear Sir,

I have a friend with an Exidy Sorcerer and have worked out three ways of determining Pl.

The first way [Monte Carlo Method] is not very good. The second way [Squares Method] is better but takes several hours to reach a reasonable value. The third way [Calculus Method] is very good. I enclose a copy of the program (based on Micropolis BASIC):

- 110 REM CALCULUS METHOD TO DETERMINE P1 by J.Kitchen VK6TU
- 130 PRINT CHR\$ (12)
- 140 SIZES (10,8,80)
- 150 P = 0: H = 1
- 160 A = 1: X = 1 / SQR(3): Y = 0
- 170 PRINT "TO WORK OUT VALUE OF 'PI'"
- 175 PRINT
- 180 "ENTER ANY EVEN VALUE FOR NO OF TERMS "; T
- 186 IF T > 34 THEN PRINT "NO OF TERMS TOO HIGH (34 MAX) REENTER ": GOTO 180
- 190 IF T/2 O INT (T/2) THEN PRINT "TRY AN EVEN NUMBER ": **GOTO 180**
- 200 PRINT
- 220 $Y = (X^A)/A$
- 230 IF H/2 = INT (H/2) THEN 250
- 240 P = P + Y: GOTO 260
- 250 P = P Y
- 260 IF H = T THEN 285
- 280 GOTO 220
- 285 PRINT "INDICES"; TAB(14) "NO TERMS"; TAB(36) "VALUE OF PI
- 290 PRINT : PRINT A, H, P*6
- 295 H = H + 1 : A = A + 2
- 300 PRINT : PRINT : GOTO 180
- 32767 END

Note: this idea was derived from Holben's 'Mathematics for the Million'. **John Kitchen** VK6TU

Thanks, John, By now you'd be aware that a considerable delay has occurred due to my absence for several months; please accept my apology for this.

The MDOS and Micropolis BASIC users will be quite familiar with the statements above. However, the program will not function on Exidy's BASIC or Microsoft's BASIC80. The statement 'SIZES' allocates the number of digits for double precision calculating. Exidy does not support double precision and BASIC80 is limited to 16-digit precision. It is therefore unlikely that this program will provide a more precise number for PI in applications other than in Micropolis BASIC programs.

Bye for now, A.P.F. Fry



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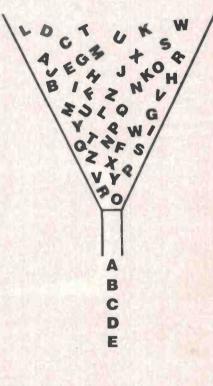
R.A. Jones

THE FOLLOWING piece of software has been designed to fill a number of needs. Although it is a 'stand-alone' program it can be easily adapted to act as a subroutine to fit into other programs, or even turned into a standard utility package. The sole function of the program is to sort lists of names, or indeed any alphabetical information, into order.

Program function

The software relies on the string handling facilities present in most versions of BASIC and without these cannot function as written. Indeed, if these functions are not present any sort program will run so slowly that the user will probably expire from boredom! The ability of these versions of BASIC to use mathematical operators such as $\gamma_{i},=$ and $\neq(\circ)$ on string functions makes life very easy for the programmer.

The system of sorting is known as a 'bubble' sort (for no better reason than the similarity between bubbles rising through a liquid and the bigger entries rising through the list). It sets no records for speed but it does work and is simple to understand, a feature often worth far more. The two main segments are illustrated in Figure 1 and Figure 2. These are the input routine and the bubble sort routine and are further described later. The full program listing is divided up with REM statements; each of these segments represents a complete entity and can be amended or altered as desired. Some suggestions are given later in this article.



How it works

As previously mentioned, the application of mathematical operators is crucial to the bubble sort. The BASIC allows us to simply compare two string variables and make a decision as to whether one is bigger than the other, or whether they are equal in size. These comparisons are not confined to the first letter but work their way through the entire length of the string; for example: Given two strings, A\$ and B\$, we can say that if A\$ = "A" and B\$ = "B", then A\$B is true. Similarly we can compare the string "JONES B G" with the string "JONES B H" and find that the first is 'smaller' than the second.

Given this facility we can sort any stored list of strings into order, either ascending or descending, although the latter is more common (lists of names usually go from A to Z). This segment is illustrated in Figure 1 and is the section of the program tagged BUBBLE SORT.

The first statement simply sets up two variables, one counter and one marker. The variable S is a 'swap' marker and tells us that a change has taken place in the list, the counter T is one less than the number of entries because you can't compare the bottom entry with anything! You now start a loop going for this many counts.

For each entry in the list (array A\$(n)) you compare the absolute value with the entry directly below it in the list; if the first is bigger you swap them over and set the swap marker, if not you try the next pair. The changing over is done by the laborious method of putting the larger string into a spare variable, replacing it in the list with the smaller and then putting the larger one back. Anyone using a disk-based BASIC with extra functions can use the marvellous SWAP command and do the whole thing in one go. Having gone through the list once, the whole process is repeated until no swaps are recorded; the sorting process is now complete.

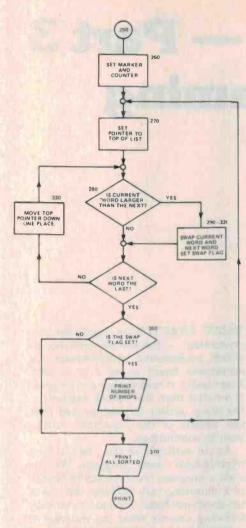


Figure 1. The routine for bubble sorting strings

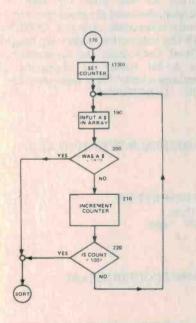


Figure 2. The input segment in greater detail

The input stage is also worthy of closer investigation. The maximum number of list entries is set up as 100 but this is really dependent on the amount of memory you have available. As each entry is input from the keyboard it is stored in an array at a position corresponding to its entry point. It is worth noting that the array starts at 0, a location which is often ignored or even forgotten. Entries continue until "*" is found, which terminates the routine. We now have an array full of raw data and a counter which tells us how many entries there are in the array. We may now sort it.

Getting listed

Actually producing the final list is dead easy; you simply output the array element by element. However, if your list is longer than your screen has lines, you may like to implement a loop which outputs a set number of entries at a time. A routine is given in the program called LINE LOOP, which does just this. The required number of lines is input to the program and then the routine waits for any key to be hit before outputting the first batch.

Enhancements

Some obvious goodies that can be built in are: reading data from a file, outputting to another file, outputting to a printer and doubtless others of a more specialised nature. Taking the first and second items, it should not prove too difficult to open a file and read entries both from it and back to it instead of keying them in by hand. Commands such as OPEN, INPUT# and PRINT# should be recognisable to most systems running a reasonable BASIC.

Printing out lists is also a matter of calling the printer rather than the VDU; if your system supports LPRINT then life is simple indeed! All you really need to do is to call a response from the keyboard to direct the output to the required device; it is worth making life idiot-proof by having the VDU as the default option. Owners of systems such as the PET who are using interfaces to connect to printers will have to treat the output like a file, but you must remember to CLOSE it after output is complete or else all your screen prompts tend to end up in the middle of your listing.

Other possibilities for the program are multiple lists. These offer no serious difficulty; you merely choose which list you are going to sort on and then, as you swap on the chosen list, swap the others as well. It is in situations such as this that the time taken starts to mount up. If we take a sample list such as

fred, john, ian, bert, harry, the following swaps take place:

> fred.john.jan.bert.harry fred, ian, john, bert, harry fred, ian, bert, john, harry fred, bert, ian, john, harry bert,fred,ian,john,harry bert,fred,ian,harry,john bert.fred.harry.ian.john

Now, if we had a parallel list of, say, their ages, the swap time would have been almost doubled. The maximum number of swaps that can take place is the factorial of the number of items in the list, the actual time taken being rather machine-dependent for obvious reasons. This time will also increase in direct proportion to the number of 'columns' that you have. As mentioned earlier, the program makes no apologies for its lack of speed. It is, however, as near universal as possible.

- 100 REM"ALPHASORT 2
- 110 REM"INITIALISATION
- 120 PRINT" [CLS]":CLR
- DIM A\$(100):EN = 100:CT = 0 140 PRINT "PLEASE INPUT NAMES, WHEN YOU
- ARE'
- 150 PRINT "READY TO SORT TYPE "" 160 PRINT
- 170 REM"INPUT ROUTINE
- 180 PRINT "YOU HAVE ROOM FOR ";EN;" MORE
- ENTRIES.
- 190 INPUT A\$(CT) 200 IF A\$(CT) = """ THEN 250 210 CT = CT + 1:PRINT" [CLS]
- 220 IF CT>99 THEN 250
- 230 EN = 100-CT:GOTO 180
- 240 END
- 250 REM"BUBBLE SORT
- 260 S = 0:T = CT-1
- 270 FOR L=0 TO T 280 IF A\$(L) < = A\$(L + 1) THEN 330
- 290 S\$ = A\$(1)
- 300 A\$(L) = A\$(L + 1)
- 310 A\$(L + 1) = S\$
- 320 S = S + 1
- 330 NEXT L
- 340 PRINT "[CLS]";S;" SWAPS OCCCURRED'
- 350 IF S > = 1 THEN 260
- 360 PRINT
- 370 PRINT "ALL SORTED !" 380 REM .. SIMPLE OUTPUT ROUTINE
- 390 PRINT
- 400 PRINT "HIT ANY KEY TO LIST"
- 410 GET R\$: IF R\$ = **THEN 410**
- 420 PRINT "[CLS]
- 430 FOR LP = 0 TO CT
- 440 PRINT AS(LP) 450 NEXT LP
- 460 END
- 470 REM" LINE LOOP OUTPUT
- 480 PRINT
- 490 PRINT "HOW MANY LINES ON YOUR VOU"
- 500 INPUT SL
- 510 SL = SL-1:LP = 0 520 FOR P = LP TO LP + SL
- 530 PRINT AS(P)
- 540 NEXT P
- 550 PRINT "HIT ANY KEY TO CONTINUE" 560 PRINT " '\$' WILL BREAK."
- 570 GET K\$:IF K\$ = "" THEN 570 580 IF K\$ = "\$" THEN END
- 590 IF CT-LP < SL THEN 520
- 600 SL = CT-LP
- 610 GOTO 520
- 620 END

The complete program listing; see the text for suggested enhancements

Advanced BASIC — Part 3 Top-down programming

Phil Cohen

Following the series on Back Door into BASIC, ETI has begun a series on Advanced BASIC for those who want to follow up their elementary knowledge. Previous articles have explained 'Sorting' and 'Chaining'; this month Phil Cohen goes into 'Top-down programming'.



WHAT EXACTLY is 'top-down programming' — the almost mystical art which professional programmers are sometimes heard to refer to in awe? Essentially, it means that the program is written from the outside inwards the main outline is programmed first, the details of the algorithm coming later in subroutines.

As an example of this, let's take a hypothetical chess program. Writing such a program from scratch in BASIC is a daunting task without the use of top-down methods. You have to start by knowing exactly what the program is required to do, and this takes a large amount of work on the definition of the task before programming can even begin.

With top-downing, the program is written as you plan the task. For instance, the main program may consist of only subroutine calls (i.e: GOSUBs), with the subroutine tasks only roughly defined. Let's make the explanation of this a bit easier by changing the language a little. We'll represent this:

10 GOSUB 1000

1000 REM ROUTINE TO ADD

1100 RETURN by this: 10 add 1000 PROCEDURE add

1100 END

This nomenclature will be familiar to those who have met ALGOL or PASCAL — languages ideally suited to top-downing. The word 'add' (unless preceded by the reserved word 'PRO-CEDURE') means that control is to be passed to the line of the program at which 'PROCEDURE add' occurs. This is entirely analogous to 'GOSUB', except that a name is used instead of a number to define the subroutine's start. The word 'END' has the same effect as 'RETURN' in BASIC.

Let's start writing our chess program. The main program may consist of:

10 set-up-board

20 input-human's-move

30 check-human-move-legal

40 make-move

50 test-for-human-win

60 choose-best-move

70 make-move

80 test-for-machine-win

90 GOTO 20

Then the subroutines can be worked out in detail:

4000 PROCEDURE set-up-board

4010 change-memory

- 4020 print-results
- 4030 END

11000 PROCEDURE print-results 11010 FOR I=1 TO 8 11020 FOR J=1 TO 8 11030 print-square(I, J) 11040 NEXT J **11050 PRINT** 11060 NEXT I 11070 END

In line 11030 we see parameter passing. This is also found in BASIC:

10 A = SIN(B)

the only differences being a) that here there is more than one parameter and b) that the procedure 'print-square(,)' delivers no result to the calling program. In this sense it is similar to the TAB() function in BASIC.

It can be seen from the above segment that this sort of top-down approach is easy in an ALGOL-like language - but how can we make use of it in BASIC?

Let's try re-writing the above example in BASIC:

- 10 GOSUB 1000 : REM SET UP BOARD
- 20 GOSUB 2000 : REM INPUT HUMAN'S MOVE

30 GOSUB ...

and so on. Now for the subroutines:

- 4000 REM MAKE MOVE 4010 GOSUB 1000 : REM CHANGE MEMORY
- 4020 GOSUB 11000 : REM PRINT RESULTS
- 4030 RETURN

11000 REM PRINT RESULTS

11010 FOR I=1 TO 8

11020 FORJ=1TO8

Now here we hit a small problem. In BASIC there is no statement which will allow parameter passing to a subroutine, such as

11030 GOSUB(I, J) 12000 : REM PRINT SQUARE

and so we have to resort to

11030 GOSUB 12000 : REM PRINT SQUARE

11040 NEXTJ **11050 PRINT** 11060 NEXTI 11070 RETURN

12000 REM PRINT SQUARE 12010 P = B(I, J)

where P is the number representing the piece to be printed and B(,) is an 8 x 8 array which holds the current state of the board. Variables I and J are called global' variables in this context, because they have the same meaning inside and outside the subroutine.

Zoning

There's only one thing wrong with the above method in BASIC and that is that variables used in other routines (or in the main program) shouldn't change value in routine 'print-square'. This is all very well if you can keep track of all the variables you use in a large program. This is not always easy, however, and mistakes can take a very long time to find. Another point is that 'library' routines — useful ones which are going to be used in more than one program - will have to use nonoverlapping sets of variables.

Languages such as ALGOL take care of these problems automatically variables are defined on entry into a subroutine and will be destroyed on exit. Those which were used in the calling routine and re-defined on entry to the called routine will have their value stored on entry and will be set to their original value on exit.

Unfortunately, routines written in BASIC have to have this storage and retrieval added to them as they are written. One way to do this is to define a general-purpose stack: (NO

REM

S(100) 10 DIM **RELATION!)**

20 SP = 0

30 SE = 100

120

and, on entry to each routine, to push onto the stack the values of the variables (except those which are parameters) which are used in the routine. These can then be pulled off the stack on exit:

12000 REM PRINT SQUARE

010	IF SP = "STACK STOP	SE	PRINT FLOW":
	~ ~ ~ ~		

12020 SP = SP + 112030 S(SP) = P12040 P = B(I, J)

12100 P = S(SP)12110 SP = SP - 1

12120 RETURN

Lines 12010 to 12030 and 12100 to 12110 will be repeated (with a different variable each time) in all routines, and so we can shorten the above in the long term:

- 10 DIM S(100)
- $20 \, \text{SP} = 0$
- 30 SE = 100
- 35 GOTO 500 REM MAIN PROGRAM
 - **40 REM PUSH**
 - 50 IF SP = SE THEN PRINT "STACK OVERFLOW":STOP
 - 60 SP = SP + 1
 - 70 S(SP) = XX
 - 80 RETURN 90 REM PULL
- 100 XX = S(SP)
- 110 SP = SP 1
- **120 RETURN**

12000 REM PRINT SQUARE 12010 XX = P : GOSUB 40 : REM PUSH 11020 P = B(I, J)

12100 GOSUB 90 : REM PULL 12110 P = XX

- **12120 RETURN**

XX is a parameter to the push and pull routines and obviously shouldn't be used anywhere else.

Example

As an example of zoning, the following 'library' routine will print out the value of variable A in a format N characters wide. For example:

- A = 1, N = 3:1.0
- A = -0.01, N = 5: -1E-2

$$A = 155, N = 4:2.E2$$

First, the stacks:

10 DIM S(100), S\$(20)

two of them — one for numeric variables and one for strings. Also, two stack pointers:

 $20 \, \text{SP} = 0 : \text{P2} = 0$

- and two end-of-stack indicators:
- 30 SE = 100 : E2 = 0
- Jump to the main program: 35 GOTO 500

Now for the stack handling routines. The first two are as before, for the numeric variables:

- 40 REM PUSH
- 50 IF SP = SE THEN PRINT "STACK OVERFLOW":STOP
- 60 SP = SP + 1
- 70 S(SP) = XX

80 RETURN 90 REM PULL 100 XX = S(SP)110 SP = SP -1120 RETURN then the strings: **130 REM PUSH STRING** 140 IF P2 = E2 THEN PRINT "STRING OVERFLOW":STOP 150 P2 = P2 + 1160 S\$(P2) = X\$**170 RETURN 180 REM PULL STRING** 190 X = S\$ (P2) 200 P2 = P2 - 1210 RETURN Now for the main program. This one is just a test routine: 500 INPUTA 510 INPUTN 520 GOSUB 1000

Finally, the formatting routine itself. It begins by pushing all of the original values of the non-local variables onto the stacks:

1000 REM FORMAT 1010 XX = SA : GOSUB 40 1012 XX = SN : GOSUB 40 1014 XX = E : GOSUB 40 1016 XX = LL : GOSUB 40 1018 XX = L : GOSUB 40 1020 XX = K : GOSUB 40 1022 XX = I : GOSUB 40 1024 X\$ = A\$: GOSUB 130 1026 X\$ = B\$: GOSUB 130

SA and SN are stores for the input values of A and N. This is necessary because of the iterative nature of the routine, as will be explained later:

1060 SA = A

530 STOP

 $1070 \ SN = N$

E is the 'rounding' figure. This is also part of the iterative procedure:

1080 E = 38

LL is a constant which is used to convert natural logs (as found in BASIC) to base 10 logs:

1090 LL = LOG(10)

Line 1097 is the start of a loop in the program, so A and N are re-initialised here:

1097 A = SA

1098 N = SN

as are A\$ and B\$ — A\$ holds the mantissa of the output while B\$ holds the exponent:

1099 A\$ = "": B\$ = ""

Both are set to the null string. Check to see if A is zero. This would upset the algorithm and so it is 'trapped' here:

1110 IF A = 0 THEN A\$ = "0" : GOTO 2040

Line 2040 is the exit from the routine. Now see if a "-" sign is required:

1120 IF A > 0 THEN 1160

1130 A = "-": A = ABS(A)

1140 N = N - 1

1150 IF N = 0 THEN 2040 and if it is, add it — as we have to deal

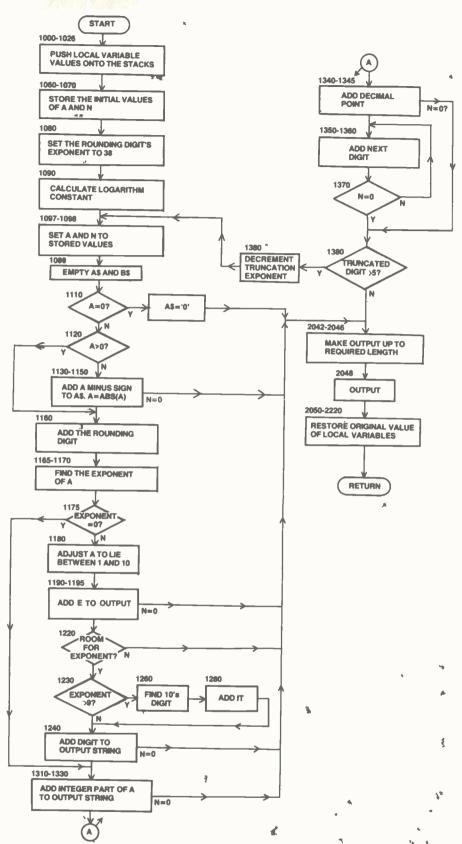


Figure 1. A full flowchart for a routine to display the value of variable A in a print field of width N.

from here on in with a positive number, we can 'forget' whether A was negative or not, as long as we've added a "-" sign if it was required. N is decremented if the "-" character was added and if there's no more room (i.e: if N = 0) we're

finished — 2040 is the exit.

Now for the rounding up (explanation later):

1160 A = A + $5/10 \uparrow E$

Now to find the exponent part of the output:

1165 L = LOG(A)/LLsets L to the base 10 log of A.

1170 L = INT(L)

makes L the required exponent.

1175 IF L = 0 THEN 1310

misses out the exponent output section entirely if an exponent is not required. 'Forget' the exponent part of A — we have it already in L:

1180 $A = A/10^{L}$

Start putting the exponent into B\$: 1190 B\$ = "E" : N = N - 1

1195 IF N = 0 THEN 2040

Find out whether a "-" sign is needed in the exponent and add it if it is:

1200 IF $L \rightarrow = 0$ THEN 1220

1210 B\$ = B\$ + "-": N = N - 1: L = ABS(L)

Check to see if there's room for the exponent (if it's two figures, having room for only one could be misleading): 1220 IF N = 0 OR (L > 9 AND N < 2)

 $\frac{220 \text{ IF N} = 0 \text{ OR } (L)}{\text{THEN } 2040}$

1230 IF L 9 THEN 1260

jumps if two figures are needed. If only one is required, add it:

1240 B\$ = B\$ + CHR\$ (ASC("0") + L): N = -1

The above statement is based on two functions — ASC(), which delivers the ASCII value of a character, and CHR\$(), which delivers the character equivalent of an ASCII value. As the ASCII numbers are in sequence, starting from 0, the above statement will add the character corresponding to the value of L. Now jump the next bit, which is only required for two-digit exponents:

1250 GOTO 1300

Find the first (most significant) digit: 1260 $\mathbf{K} = INT(L/10)$

and the least significant:

1270 $L = L - K^*10$

Add the first character:

1280 B = B + CHR\$(ASC("0") + K) : N = N - 1

then jump back to add the next as if it were a one-digit exponent:

1290 GOTO 1240

After adding the exponent, start on the mantissa (A should be between 1 and 10 by now):

1300 IF N = 0 THEN 2040

1310 $K = INT(A) : A = A - K : A = A^{*10}$

strips the most significant digit from A and puts it between 0 and 10.

1320 A\$ = A\$ + CHR\$(ASC("0") +

K): N = N - 1

1330 IF N = 0 THEN 2040

- Now add the decimal point: 1340 A\$ = A\$ + "." : N = N - 1
- 1345 IF N = 0 THEN 2040
- Add the subsequent digits:
 - 1350 $K = INT(A) : A = A K : A = A^{*10}$

1360 A = A + CHR\$(ASC("0") + K): N = N - 1

1370 IF N > 0 THEN 1350

Once it's got through that, N must be zero and A must be the value of the next figure — the one which is 'truncated' (Lit. 'cut off'). Let's say that A on entry to the routine was 1.46 and that all we had room for was 1.4. It would be nice to display 1.5 instead, which would be closer to the truth. So if A at this stage is greater than 5, it means that the number needs 'rounding up'. We can't just change the last digit of the output -say it was 9.999 and we only had 4 spaces for it (one for the decimal point, remember); if we put 4 digits in we get 9.99 — we find that the truncated part is a 9 and so we change the last digit --- we get 9.90. This is obviously not correct. Even if we change all the digits, we get 10.00 - this is now 5 characters long!

No, by far the simplest (although certainly not the quickest) approach is to start again. How do we deal with the rounding up, though? We add a 5 in the truncated position. In this way, if the number in this position is 5 or over, it will overflow into the higher digits. Wait a minute, though, we don't know which will be the truncated digit until we try it. What we have to do is to start with it at the extreme right-hand end of the number (i.e. at 5E-38 – the smallest number in many BASICs) and, if the truncated digit is over 5, to move it up until it makes the truncated part overflow. This is what lines 1080 and 1160 are for. Find out if iteration is required:

1380	IF $A \rightarrow = 5$ THEN $E = E - 1$:
	GOTO 1097
Now pri	nt the result.
2040	$\mathbf{A}\$ = \mathbf{A}\$ + \mathbf{B}\$$
Make u	p the length to that required:
2042	IF LEN(A\$) = SN THEN 2048
2046	FOR $I = 1$ TO SN $-$ LN(A\$):
	A\$ = A\$ + ""
	NEXTI
	PRINT A\$;
	t all the local variables back to
	riginal values in the reverse
order:	Annalis and A & Manhandra Ser.
	GOSUB 180
	$\mathbf{B}\$ = \mathbf{X}\$$
	GOSUB 180
	$\mathbf{A}\$ = \mathbf{X}\$$
	GOSUB 90
	I = XX
	GOSUB 90
	$\mathbf{K} = \mathbf{X}\mathbf{X}$
	GOSUB 90
2150	
2160	
2170	
2180	
	$\mathbf{E} = \mathbf{X}\mathbf{X}$
2200	
2210	
2220	
2230	SA = XX

2240 RETURN

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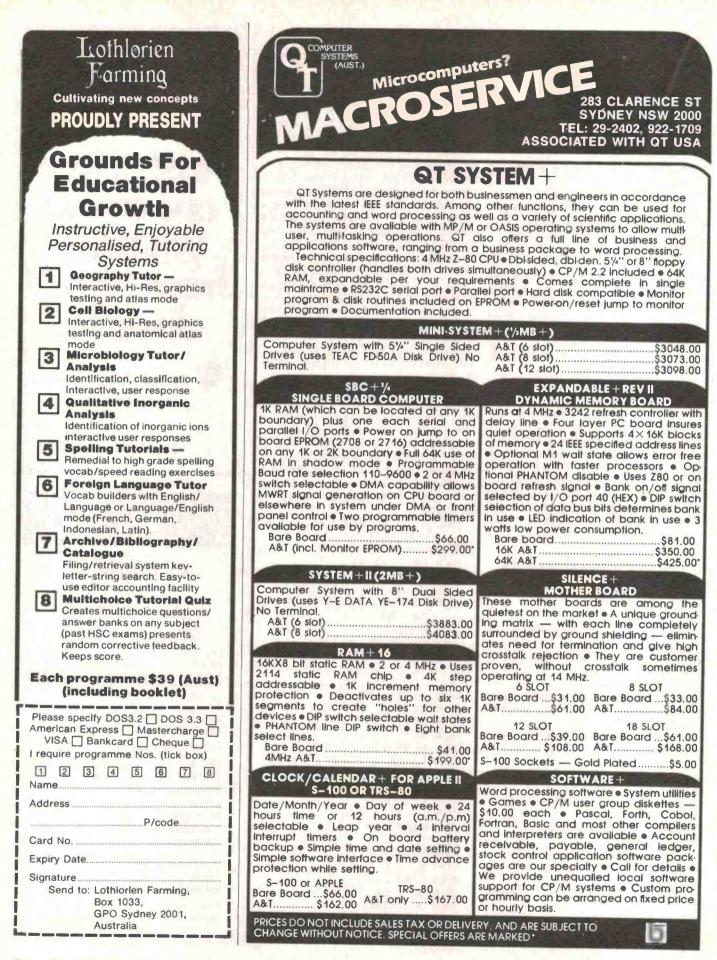
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PET talk — BASIC optimisation

This article is devoted to saving both memory and execution time of BASIC programs running on the Commodore PET. Many of the tips are applicable to other micros and languages.

D. Bolton

OPTIMISATION can be achieved in several areas: program control flow, data storage, numerical methods and strings.

Program control flow

All BASIC programs execute statements one after another until a break in the flow is made and a branch occurs. On most interpreter BASICs, GOTOs and GOSUBs take place by searching the program for the designated line number. The search naturally begins at the start of the program and therefore takes longer in larger programs. Two methods suggest themselves for speeding up programs. First, make the program shorter and, secondly, reduce the number of branches. A good idea for achieving the latter is to break the program into a number of blocks (not subroutines), each having only one entrance and only one exit.

Subroutines which are called very frequently will contribute a noticeable time-saving if they are put near the start of the program. This might go against the 'standards' of 'respectable' programming, but it is definitely faster. Something on the lines of

- 1 GOTO 25
- 2 (Fast subroutines)
- 24 (End of fast subroutines)
- 25 (Rest of main program)

The following ideas will each reduce the size of a program by a few bytes and together can make a significant space and time saving.

Squashing it up

Always use variables instead of constants. For example, set P = 3.141596



(for those BASICs without PI). Every reference to P saves seven bytes and it is faster to fetch the value from a variable than to have to read it as a constant.

Remove all superfluous spaces and REM statements. With spaces between '=' and variables, etc, a program takes measurably longer. Please note, however, that editors like spaces so they can actually read your submitted programs.

Each line in a program has an overhead of five bytes (two for the line number, two for the link address and one for the end of line), so compressing the statements and thus removing lines is good for speed, though it can make a program unreadable to others. 427 lines of totally compressed program takes up 15K on the PET.

Microsoft BASICs allow NEXT statements without specifying the variable. This will save a byte or two, but can be awkward under certain circumstances, such as a jump out of a FOR-NEXT loop. Because no check is made upon the variable the last unfinished loop will be

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completed. This space-saver is perhaps best left until a program is nearly completed. The other advantage of NEXT statements without variables is that they are faster.

Those with the 'TOOLKIT' or some other renumbering device can make improvements upon a finished program by renumbering in steps of one starting at line 1. This is because the line numbers in GOTO (etc.) statements are held in character form. For example, 2000 takes up four characters, while 200 takes three. Typical saving for a 15K program thus renumbered is an amazing 500 bytes.

While talking about the TOOLKIT, its presence when 'switched on' affects the speed of the PET, slowing it down to five-sixths speed. When development is finished don't use it. Any 6502 routines which 'poach' input in a similar fashion will also have a detrimental effect on speed.

Finally, in this section, do any of your subroutines finish off with a call to another subroutine?

100 GOSUB 2000: RETURN These can all be altered to 100 GOTO 2000. Obvious to some, perhaps not to everyone.

Data storage

This section is concerned with efficient use of storage rather than execution time, though one can follow from the other.

Integers are only better when large arrays are used. A single variable occupies seven bytes, though only two hold its value. Real numbers with whole values will process just as fast and in some cases quicker than integers. This is because A is physically shorter than A%. Non-string arrays occur in the memory map directly after the simple variables and, if a new variable occurs, then all of these arrays have to be moved down seven bytes in the memory.

In the table of simple variables, their presence or lack of it is detected every time a variable is referred to in the program. For quickest execution, those frequently used variables should be defined as early as possible in the program, perhaps without dummy values.

Integer arrays can hold numbers outside the range -32768 to 32767, providing two conditions are met. These are that the numbers are all whole numbers and that their range (highestlowest) is under 65536.

consider 427654, For example

442501, 451002 and 488814. A compensating factor (CF) is found by adding 32768 to the first item. CF is then subtracted from all of the list items to give their integer values.

Obviously this method has its limitations, but it has been used successfully in a sales ledger, where up to a thousand invoice numbers have to be in RAM at the same time. The savings are very worthwhile.

By lowering the amount of memory that the PET thinks it has, one can produce a safe section of RAM which will not be touched by the program. Single byte numbers (range 0-255) can be POKEd and PEEKed into this area, allowing up to one 30 000 element array. Lowering allocated memory space can be achieved by calculating the new 'top of memory' address and converting this into two values which are POKEd into locations 52 and 53 (new ROMs) or 134 and 135 (old 8K ROMs).

String

This final section has been separated from data storage because strings (on the PET anyway) have some eccentricities.

Before we go on I have to define what is meant by 'free' memory. This is the area which is not used to hold any data and lies above the numeric arrays and below the strings in the memory map. When a FRE(0) is performed, this indicates how many bytes of 'free' memory are left

Free memory is used to contain strings when an output or concatenation takes place. The PET stores strings in two places. One part contains the variable name, length and pointers to string memory where the string itself lives. String memory expands down into free memory as various operations are done, but in an assignment, say B\$ = B\$ + C\$, the old value of B\$ is not destroyed. This is because in a statement like A = B\$, the pointers in A\$ are set to those in B\$ and both share the same string. To be able to destroy an old string would involve a search of all strings to find if they were 'sharing'. A search for every assignment would be terribly slow. When 'free' memory is full then a 'Garbage Collection' takes place and moves all the allocated strings to the top of memory, thus making free space available again.

The trouble is that a Garbage Collection can take a great deal of time. It really depends on the number of strings

in use at the same time. Worst cases can be over 20 minutes in which the PET just sits there!

If you use a lot of strings then you are going to have to accept the inevitable. Nothing can be done about the time needed for a Garbage Collection, but a bit of forethought can reduce the frequency of their occurrence.

A fairly common example will illustrate the problem; build up a string of 100 spaces for later use:

10 A\$ = "":FOR I = 1 TO 1000:A\$ = A\$ + "":NEXT

operation That simple little takes a fraction of a second and uses up 5K of free memory! The sum of $1 + 2 + 3 \dots + 100 = 5050.$

Try the following:

DIMA\$(500):FOR I = 1 TO 500:A\$(1) = "[10 SPC]":NEXT

and then type:

 $\mathbf{A} = \mathbf{TI}: \mathbf{PRINT} \mathbf{FRE}(\mathbf{0}) \mathbf{JNT}(\mathbf{(TI - A)}/.6)/100$ After a while two figures will appear. The first is the amount of free memory and the second is the time in seconds for the "Collection". Now type CLR and try bigger values for the size of A\$.

Some hints for decreasing the frequency of Garbage Collections. Have as much free memory as possible, using those methods stated earlier. If your program uses large amounts of DATA in DATA statements then consider using cassette or disk files for storing it. For every line of DATA removed there is an overall saving of six bytes, plus the physical data removed. When information is no longer needed destroy it. Consider an array holding the days of the week and months of the year. Once the array is no longer needed then over 120 bytes of memory are tied up containing the data. A short loop setting all the elements to a null value will free the 120 bytes after the next Garbage Collection.

For a variety of reasons, it sometimes occurs that strings have to be padded out to a common length. There are two methods of doing this.

1. Use a FOR-NEXT loop to append spaces:

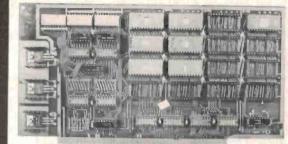
FOR I = 1 TO 25 - LEN(A\$):A\$ = A\$+

"":NEXT 2. Use of LEFTS:

A\$ = A\$ + LEFT\$(SP\$, 25 - LEN(A\$))

The second method assumes the existence of the string SP\$ containing at least 25 spaces. It is by far the better of the two as it is quicker, always works for A\$ greater in length, it is shorter to write and doesn't use up to 325 bytes (worst case) of free memory, as the first one does.

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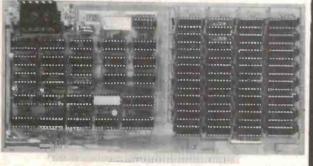
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How to hex your UK101

For those into machine code programming on the UK101 board, this little program will allow you to begin at your start address in memory and look at the next 104 memory locations.

HERE IS a simple program for anyone contemplating machine programming on the UK101. Development of a complex machine code program is undoubtedly made easier by using the extended monitor supplied with the computer. However, small machine code programs can be written out and entered under the monitor available in ROM. Unfortunately, to inspect the program one has to step through the memory locations one by one, checking the contents of each location. This is both tedious and fraught with disaster.

The program listed allows you to simply enter the starting address of your program (or any other section of memory for that matter) and view on the screen the next 104 memory locations. Using two nested FOR ... NEXT

loops, the program PEEKs the required location, converts the decimal value to hex using subroutine 1000, and prints a table of the memory contents. The address is also converted to hex and displayed at the start of every line, that is, preceding every set of eight memory Martyn Croft

locations. The UK101 screen comfortably allows 13 such lines, hence the 104 locations.

Thus, with a screen full of hex digits it becomes a relatively simple matter to check a machine code program, if not all at once, then in fairly large portions.

Program listing

- 80 INPUT"STARTING ADDRESS";S 90 IF (S-INT(S) < >0) OR (S < 0 OR S > 65535) THEN 80
- 100 PRINT
- 110 FOR L = S TO S + 96 STEP 8
- 120 N = L:HI = 3 125 PRINT TAB(3);
- **GOSUB 1010** 130
- PRINT" 140
- FOR A = L TO L +7 150 IF A > 65535 THEN PRINT: GOTO 210 155
- N = PEEK(A):HI = 1 160
- GOSUB 1010 170
- 180 NEXT A

190 PRINT 200 NEXT L 210 PRINT 220 GOTO 80 230 END 1000 REM** DEC TO HEX CONVERSION 1010 FOR I = HI TO 0 STEP - 1 1020 H = INT (N/1641) 1030 N = ((N/16+1)-H)*16+1 1040 IF H < = 9 THEN D = H + 48 1050 IF H > 9 THEN D = H + 55 PRINT CHR\$(D);

- 1060 NEXT I 1070
- PRINT" 1080 RETURN 1090



ZX80 renumber program

Here's a simple program renumbering routine for your ZX80 that doesn't clutter up the tiny memory space.

A. Beasley

AFTER USING the ZX80 for a few months I found that there was a need for a simple renumbering program. In the attempt to solve the problem a BASIC program was written out but this took far too much memory space. Whilst machine code was the obvious solution it did raise yet another problem. How could the program be stored so that it could be used without any trouble? After attempting to store it in a REM line it was found that some of the codes made the system crash when the program was listed.

Solutions

To get over the problem the following method was developed. First all the variables are CLEARed. A string variable is now set up to contain the required number of bytes and the machine code is POKEd into it. As this string variable is the first in the list its location can be found from the two bytes called VARS; see page 122 in the manual. By adding one to the value obtained you have the location of the first character in the string. To call the



program you simply find the value of VARS, add one and use this number as a USR call.

1	CLEAR
2	
3	LET A\$ = "06000E0A2128407023713E0A814F300404 CB70C0237EFE7620FA237ECB7FC018E6"
4	LET $A = 1 + PEEK(16392) + PEEK(16393*256)$
5	FOR C = 1 TO 33
6	LET B = CODE $(A\$) - 28$
7	$LET B = B^* 16$
8	LET $A\$ = TI\$(A\$)$
9	LET $B = B + CODE(A$) - 28$
10) LET $A\$ = TI\$(A\$)$
11	POKEA,B
12	2 LET A = A + 1
13	NEXT C

More problems

This method generates its own set of problems, however. If you are using it for program operation you cannot use the following commands: RUN, CLEAR or NEW. By using GOTO you can get over the RUN problem and the others are not really drastic.

The main advantage of this method is that when you save the program you still preserve the string for the next time. It should be noted that the GOTO and GOSUB statements are not altered but you do get everything into 35 bytes.

Operation

To use the program type in with Z\$ containing 33 characters, run the program, then remove it by typing just the line numbers and then 'Newline'. The program you wish to renumber can be keyed in, but remember not to use the RUN or CLEAR keys and make sure that the program does not contain Z\$.

To activate the renumber type PRINT USR (1+PEEK(16392)+ PEEK(16393)*256).

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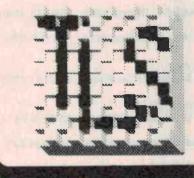
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Memory-mapped sound generator

HERE IS A CIRCUIT idea for using AY-3-8910 Programmable Sound Generator (PSG) chips on an Apple buss.

CIII

The usual way of interfacing these chips to microprocessors is by using PIAs. However, I wanted to remove the additional burden and wastefulness of programming PIAs by memorymapping the PSG. This is done as follows: from the data sheet, pins BC1, BC2 and BDIR control the chip operation (see Table 1).

It can be seen that if BC2 is taken to +5 V then only BC1 and BDIR control the chip. I tried various gate layouts but these failed. Finally I used a dual 4-line to 1-line data selector (74LS153), each side controlling BC1 and BDIR respectively.

To control the 74LS153 I used the

 R/\overline{W} and A0 lines of the Apple on the A and B inputs. The inhibit input was selected by a signal from the 7442 so that the 153 was only selected if the '0' output of the 7442 was low (see Table 2).

The selection of the 7442 is an easy matter on an Apple buss because each slot has a line DEV which selects one of 16 addresses. To make programming easier the reset pin of the PSG is also memory-mapped. The OR gate on output '1' of the 7442 makes sure the reset is only selected by one address.

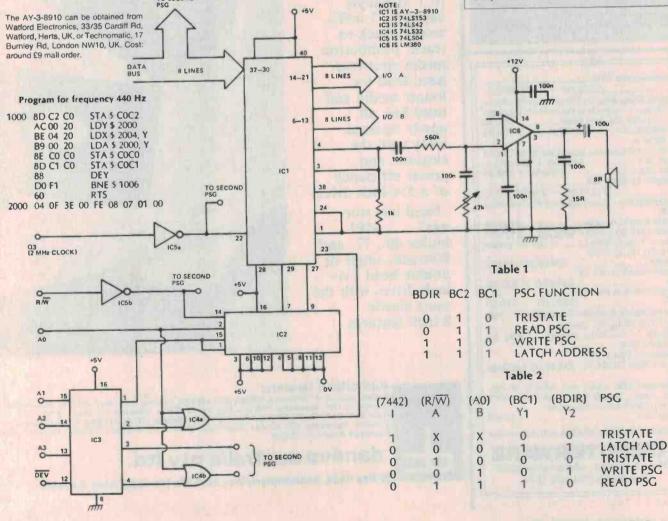
A simple program to test the chip is given. Since the PSG requires a register address first, then the data for the register, the register address (latch address) is mapped C0X0 (where X is the slot number +8). The data is then read or written to C0X1 with the reset

on COX2. Resetting the PSG clears all registers. In the program the data is held at 2000 hex, with the number of registers used in 2000, followed by the data and then the registers (hi \blacklozenge lo). To reset the PSG a dummy store is used.

W.S. Maggs

Since the load requirements of the Apple buss are fixed, the R/W line is buffered to enable two PSGs to be used. The I/O ports of the PSG can either be used as extra PIAs or to address PROMs. The signal outputs of the three channels of the PSG drive a conventional audio amplifier. I used an LM380.

SHORT CIRCUITS is a feature that lies somewhere between Ideas for Experimenters and complete Projects. Generally, the items published in Short Circuits will involve tried circuits that have not necessarily been fully developed, but fairly complete details are included as a guide to readers. Unfortunately, owing to the nature of these items, we cannot give further details other than what is provided in the article. Contributions for Short Circuits are always welcome.



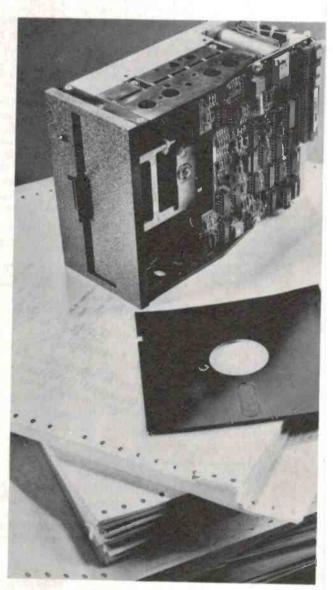
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Reliable cassette recorder for your computer

With very little effort a vast improvement can be made in the reliability of the much-maligned cassette recorder in computer storage applications.

HOW MANY TIMES have you been in the situation where you've tried to load 15 minutes' worth of software from cassette into your computer, and just at the end you see "CHECKSUM ERROR" (or whatever dreaded way your computer tells you)? You feel like ripping the cassette recorder off the desk by the cables and throwing it out of the window. After a while this solution to the problem gets expensive, so here are a few suggestions to help improve the dilemma.

Why does it mess up?

There are a variety of ways that you can get frustrated with your cassette recorder data storage device. There's the problem that when you plug the cables into your recorder, you can't hear what's coming off or going onto the tape because plugging in causes the speaker to cut out. This can mean that you were expecting one thing to happen, and it doesn't, and you don't find out till much later. We'll show you how to get around that. Then there is one of the major and surprisingly frequent causes of failure: poor or loose connections. We'll also show you how to get around that.

Understanding the poor cassette

Unfortunately, the average cassette recorder was not built for recording data; it was made for recording speech and music. The requirements for the two are quite different. In the former case we are not too interested in fine fidelity or tone colouring, but we're very very interested in continuity and constant performance, and we can't afford to lose any bits. The cassette recorder was designed, however, with little regard for reliability of connectors or constant reproduction characteristics, since the ear won't notice momentary disturbances. However, some attempt may have been made to squeeze pleasant sounds out of the tiny speaker provided, i.e. tone modification or controls.

Graham Wideman

The bottom line is that quite an improvement can be made to the average recorder at very little expense, and its understandable deficiencies corrected.

Connection corrections

The most fruitful place to start the improvements is in the connections department. Take a look at your recorder set-up, and see how many connections have to be maintained perfectly in order for your SAVE-LOAD operation to be a success: two for each plug, two plugs for each cable to the computer. Then there's the ac adaptor with a plug into the wall and a plug into the recorder, or maybe you have batteries which average two contacts each. Not to mention hidden contacts, such as the ones in the socket which is normally used for remote control of the recorder, and which carries the power to the recorder workings even when no mike is in use. Typically you end up with at least twelve opportunities for an intermittent connection.

ETI September 1981 - 105



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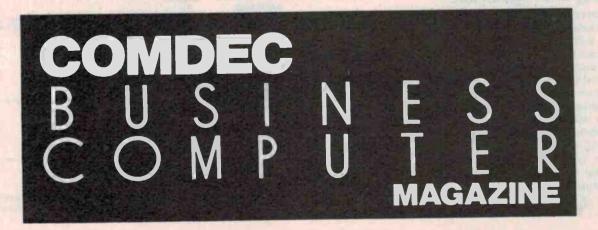
It's pretty hard to make a decision about computers when you don't understand the difference between: Floppy disk and mini floppy, ROM and RAM, byte and kilobyte.

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Some of these connections we cannot do without. However, there are some which can be disposed of completely and others which can be improved by changing the style of plug. Particular culprits are the plug-and-sockets often used with ac adaptors, and especially the small round 'phono' plugs used for the mike and earphone connections.

The preferable method for correcting these problems is to rather radically customise your recorder. First, of course, find a recorder which works at least reasonably well with your computer. The best choices seem to be those that are not too expensive, don't have tone controls, but do have some kind of automatic level control. Decide that the recorder is going to be sacrificed (er, I mean *dedicated*) to the computer. Now you can start work.

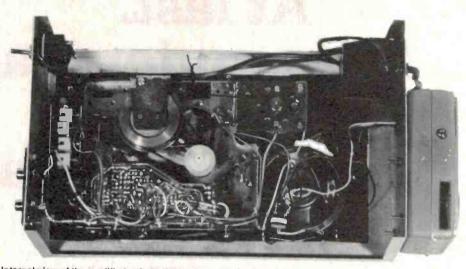
Since you are going to be changing sockets, possibly building in some more switches and so forth, it's a good idea to attach onto the recorder a metal box to accommodate these extras. This should be done in a way which will make wiring easy and neat.

The connectors to the computer are the first to go. Either wire the computer cables direct to the earphone (ignore the leads to the speaker) and mike wires (or auxiliary input depending on your computer), or install RCA phono sockets or 6 mm phono sockets, all of these being far more suitable than the original toy sockets. Next attend to the power supply. My favourite way to deal with this is to take an ac adaptor and fix it inside the new cassette recorder box, permanently wiring on a line cord (with optional on/off switch, fuse and indicator light), and wiring the adaptor output direct to the cassette recorder power input lines. It's also an idea to throw in a hefty power supply capacitor, say a few thousand microfarads (12 V electrolytic) across the power supply for good measure.

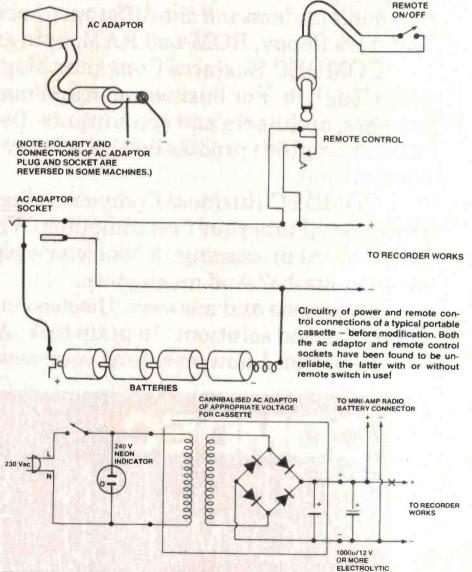
Hearing what's going on

The above takes care of the loose connections problem. Now for a quick way to add sound to input and output operations.

The signals we want to hear are present at the earphone jack, both when playing or recording. (When recording most cassette machines allow you to monitor what's going onto the tape via an earphone.) That signal will probably be strong enough to drive a speaker, but the volume control must be set according to the computer's input requirements, and then left alone. If the speaker is then too loud you are stuck with it. You can't even switch the

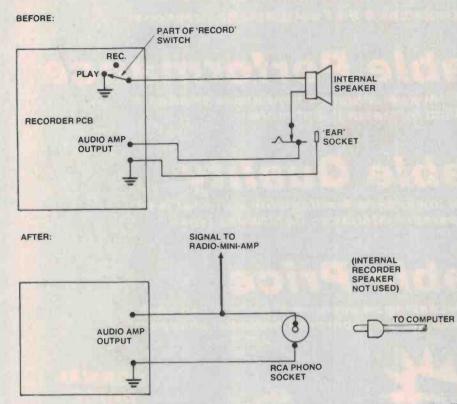


Internal view of the modified unit. Note the plug pack at upper right and the modified transistor radio at the right hand end.



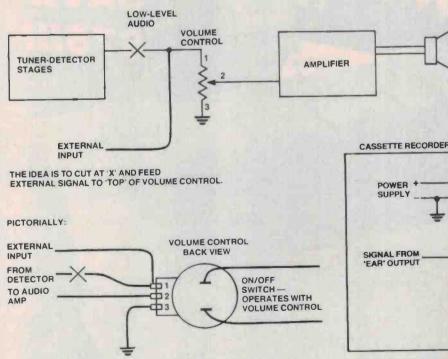
Wire an ac adaptor (plug pack) permanently in place. If computer remote control of start/stop is required, break the +ve lead at X and wire in a reliable socket (e.g. RCA phono). Wire a switch in parallel of an open-circuit socket so you can retain manual control.

computing today



Modifying the cassette recorder for reliable 'ear' output is shown above. An old transistor radio will provide audio output, as explained in the text and the drawings below.

INSIDE RADIO:

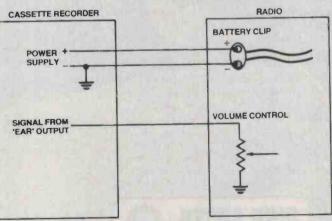


NOTE: TERMINALS 1 AND 3 ARE PHYSICALLY REVERSED ON SOME VOLUME CONTROLS (AND DEPENDING UPON FRONT OR BACK VIEW!). TO DETERMINE WHICH IS WHICH, FOLLOW PC BOARD TRACES FROM EACH. THE GROUND FOIL SHOULD WIND ITS WAY ROUND MOST OF THE PC BOARD AND END UP CONNECTED TO THE NEGATIVE SIDE OF THE BATTERY (POSSIBLY VIA THE SWITCH). speaker in and out when needed, because the load of the speaker, or lack of it, will change the level of the signal going to the computer.

A far better way to deal with the situation is to take the signal from the earphone wire and amplify it independently. The cheapest way to do this is to purchase a cheap, tiny transistor radio for \$4 or so, and convert it (as shown in the accompanying diagrams) into a mini amplifier. The earphone signal is permanently wired as the input to the radio-amplifier, and the radio can be powered from the recorder's ac adaptor power supply. The volume level of the sound which now plays through the radio's speaker is adjusted by the radio's volume control, and doesn't affect what the recorder is doing.

Some last words

There's still room for improvement. You should figure some way of semipermanently fixing the recorder volume control at a satisfactory setting. I swallow my pride and buy commercially made hi-fi cables to join my recorder and computer, on the basis that the plugs are probably more reliably attached than I could do. You might experiment with different types of cassette tape (your computer store should have some tape that works well). But if you started with a recorder that didn't work too badly, the modifications covered here should result in a recorder you can depend on. And when you move up to disk drives and stop using the cassette, make sure there's no-one outside the window when you throw it.



Connections from the cassette recorder to mini-amp radio are shown here. Only three connections are necessary. Don't bring across a separate ground lead for the signal connection. Note this setup assumes that both recorder and radio are -ve earth circuits. To check this see that the 'low' end of the volume control in each connects to the -ve supply lead.

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LIFE on a 6800

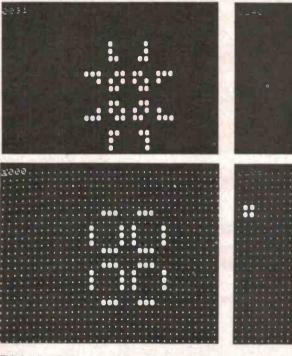
An interesting variant on the popular LIFE emulation specifically for 6800 owners. Designed for the SWT range, it should prove adaptable to other 6800-based machines.

THE program LIFE is a set of rules to define the growth or death of a mosslike form. It was devised by J. Conway and depends entirely on the number of 'neighbours' that each cell has, as follows:

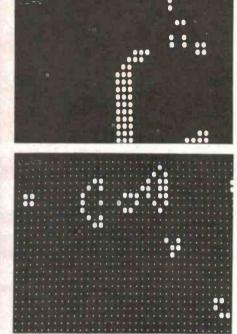
A 'live cell' with only two or three neighbours will remain alive, but if there are more or less than this it will die. An empty cell with three neighbours will result in a birth at the empty location. Whether this really proves anything is very doubtful but it is both interesting and amusing. The end result can fall into one of the following categories: a) the whole system dies, b) a stable pattern results (a square of four is an example of this), or c) a cyclic pattern which goes through one or more generations before repeating. The best example of these that I have found starts as three solid rows of cells across the centre of the matrix and this eventually produces a cyclic pattern that takes 15 generations to repeat.

My first program for LIFE was written in BASIC for a Hewlett-Packard 2000F and even on this machine it took 10 seconds per generation. There was a 10 x 10 matrix and the technique was to count the neighbours for every cell in order to determine the next generation, i.e: eight subscripted variables for each of 100 locations. I eventually realised that rather than count for every cell it would be quicker to zero a matrix and then add one to each neighbour of a live cell (still eight subscripted variables for each cell examined but considerably fewer cells to worry about). After this the counting matrix has a record of the number of neighbours for each cell and the appropriate symbol can be loaded into the printing matrix. This cuts down the time to approximately one second per generation, which was acceptable.

Then the college at which I teach bought a SWTP 6800 system and I modified LIFE to suit the slightly different BASIC. Due to the BASIC's slowness in handling subscripted variables it takes an incredible 50 seconds per generation. Hence my decision to write a machine code version of LIFE.



Edwin J. Peffer



This is your LIFE!

Method

I settled on a 16 x 16 matrix, although this can be increased or decreased quite easily. To simplify the printing it treats the whole matrix as a single string and uses the Mikbug/SWTbug routine PSTRING (E07E). Thus the string consists of x's or .'s with every 17th and 18th item as 'return', 'linefeed' respectively and the last item is an 'end of string' (code 04). So the string is effectively folded back on itself as shown:

....XXXXX.....ret,l/f.... XXXXX.....ret,l/f.....XXXXXret,l/f.....XX.ret,l/f,eot

As you will see later the whole string gets modified by the calculation process and therefore before actually printing the string the 'return', 'linefeed', etc, characters have to be added in again (program steps 017B to 01A6).

There have to be two matrices: Gen1, which is the present generation, and Gen2, which is used to count the number of neighbours. The first stage in the calculation is to clear Gen2 (subroutine CLGEN2). Then it reads through Gen1 to find a live cell (X). When it does so it sets the index register to the corresponding cell in Gen2 (using subroutine XOFSET). It then has to add one to each of its eight neighbours as shown.

A	B	Č
D	X	E
F	G	H

The index register holds the address of X but we cannot address A, B, C or D because indexed address offsets can only be positive, therefore (program steps 01BD to 01CF) it subtracts 19 so that the index register holds the address of A. Now we can increment the contents of A (as X), B (as X + 1), C as (X + 2), D as (X + 18) etc. It does not take into account the fact that edge cells should not affect eight neighbours, which is why the return, linefeed get overprinted and also why the isolation block is necessary. After this has been carried out for all of Gen1 then Gen2



contains the list of all the neighbours.

The subroutine NEWGEN is now used to load the next generation, taking into account how many neighbours and whether a cell is already alive or dead. Note that once again it does not identify locations 17 and 18, etc, and so they will have to be modified as described above. It then goes back and repeats from CLGEN2.

The input routine is possibly more complex than necessary but I have found it very frustrating in the past to run LIFE on a VDU and find an interesting sequence, but then realise that I hadn't noted the initial pattern. With my routine, it first clears the screen, then prints the message and then prints 27 blank spaces before accepting and printing each character as it is input. After 16 characters it gives 'return, linefeed' and 27 spaces, etc. The result is that the initial pattern is offset 27 spaces to the right and remains there whilst leaving sufficient space for the main display to be watched. If you like the result then you still have a copy of the original pattern.

Finally, why the time delay? Well, it is so fast that on a 960 char/sec VDU the display is continually changing and can't really be seen. Counting down from FFFF gives a delay of about 1 s between generations. If you don't want the delay, replace 0116 and 0117 with 00 01.

This version of LIFE assumes a flat universe bonded by the edges of the matrix. A variation which could be added is to assume the opposite edges to be adjacent (similar to a Karnaugh map) so that the universe is a sort of sphere. It is, however, *not* a true sphere as the geometricians among you will have realised.

P	roar	am	Listing		Sec. 1				
	3-		NAM CONLIFE		0151	86 OD		LDA A #\$0D	CARRIAGE
0100			ORG \$0100 OPT PAG		0153	BDE1 D1		JSR OUTCH	PRINT THE CHARACTER
0100	86 16		LDA A #\$16	CLEAR SCREEN	0156	A7 00		STAAX	STORE CARRIAGE
	BDE1 D1		JSR OUTCH	PRINT THE	0150	A7 00		JIMMA	RETURN
0102	002101		0011 001 011	CHARACTER	0158	08		INX	INCREMENT INDEX
0105	BD01 2C		JSR INPUT	REQUEST INITIAL		86 OA		LDA A #\$0A	LINEFEED
				PATTERN		BDE1 D1		JSR OUTCH	PRINT THE
0108	86 1D	MAIN	LDA A #\$1D	HOME THE					CHARACTER
				CURSOR	015E	A7 00		STAAX	STORE LINEFEED
010A	BDE1 D1		JSR OUTCH	PRINT THE		08		INX	INCREMENT INDEX
				CHARACTER		FF 02 41		STX TEMPX	SAVE INDEX
010D	86 19		LDA A #\$19	DELETE TO END OF		CE 02 63		LDX #SHIFT	27 SPACES
				LINE		BDE0 7E		JSR PSTRING	PRINT IT
010F	BDE1 D1		JSR OUTCH	PRINT THE		FE 02 41		LDX TEMPX	GET INDEX
2.512	Cold Card			CHARACTER	016D	7C 02 44		INC ROW	COUNTER
0112	BD01 7B		JSR PRINT	PRINTING					LOAD ROW
2.1			LOW MARTER	ROUTINE	0170	B6 02 44		LDA A ROW	NUMBER TO ACCA
0115	CE FF FF		LDX #\$FFFF	START OF DELAY	0170	01 10		CMP A #16	IS IT END OF
		DEODEX	DEV	LOOP	01/3	81 10		CIVIP A # 10	FRAME?
0118		DECREX	DEX BNE DECREX	FINISH DELAY	0175	27 02		BEQ RETI	YES-BACK TO
0119	26 FU		DIVE DECHEA	LOOP	01/5	27 03		DECINETY	MAIN LOOP
0110	BD01 ED		JSR CLGEN2	SET GEN2 TO ZERO	0177	7E 01 3E		JMP INPUT2	NOSTART THE
011E	BD01 AE		JSR COUNT	COUNT THE	01//	TE OT SE		Sint Int OTE	NEXT LINE
UTIE	BUUT AL		3311 000111	NEIGHBOURS	017A	30	RET1	RTS	
0121	BD01 FC		JSR NEWGEN	SET UP NEXT		55		INTING ROUTINE	
0121	000110		0011112110211	GENERATION	017B	CE 02 93	PRINT	LDX #GEN1	START OF GEN1
0124	86 OA		LDA A #\$0A	LINE FEED		FF 02 41	PRINT1	STX TEMPX	SAVE INDEX
0126	BDE1 D1		JSR OUTCH	PRINT THE		86 OD		LDA A #\$0D	CARRIAGE
				CHARACTER					RETURN
0129	7E 01 08		JMP MAIN	REPEAT MAIN	0183	A7 10		STA A 16,X	STORE IN 16TH
				LOOP					LOCATION
		* II	VPUT ROUTINE	And a second second second second	0185			LDA A #\$0A	LINE FEED
012C	CE 02 45	INPUT	LDX #MESSG	INITIAL MESSAGE	0187	A7 11		STA A 17,X	STORE IN 17TH
012F	BDE07E		JSR PSTRING	PRINT IT		1.01 -0-04		000 4000 10 000	LOCATION END OF FRAME?
0132	CE 02 63		LDX #SHIFT	27 SPACES		8C 03 A1		CPX #GEN1+270	PRINTE
	BDE0 7E		JSR PSTRING	PRINT IT		27 15		BEQ	LOAD 18 TO ACC
	CE 02 93		LDX #GEN1	START OF GEN1		86 12		LDA A #18 CLR B	LOAD ZERO TO
013B	7F 02 44		CLR ROW	CLEAR ROW COUNTER	0190	DF		ULN D	ACCB
		INIDUITO		CLEAR LINE	0191	BB 02 42		ADDATEMPX + 1	ADDS 18 TO INDEX
013E	7F 02 43	INPUT2	CLR LINE	COUNTER		F9 02 41		ADC B TEMPX	I.E. SETS START
0141	0051 40		JSR INCHR	ACCEPT CHAR	0154	F5 02 41		100010	OF NEXT LINE
0141	BDE1 AC	INPUTT	Jon menn	FROM KEYBD	0197	B7 02 42		STA A TEMPX + 1	
0144	A7 00		STAAX	STORE IT		F7 02 41		STA B TEMPX	
0144			INX	INCREMENT INDEX		FE 02 41		LDX TEMPX	NEXT LINE
	7C 02 43		INC LINE	INCREMENT LINE		7E 01 7E		JMP PRINT 1	MODIFY NEXT
0147	10 02 40		Into Lint	COUNT					LINE
0144	B6 02 43		LDA A LINE	PUT LINE COUNT	01A	3 86 04	PRINTE	LDA A #\$04	ADD EOT TO END
0	0002 10		a find that	IN ACCA		1201			OF FRAME
014D	81 10		CMP A #16	IS IT END OF LINE?	01A	5 A7 12		STA A 18,X	
	26 F0		BNE INPUTI	NO-ASK FOR		7 CE 02 93		LDX #GEN1	START OF GEN1
·/·+F	2010			NEXT CHAR	1 01A	A BDEO 7E		JSR PSTRING	PRINT THE STRING

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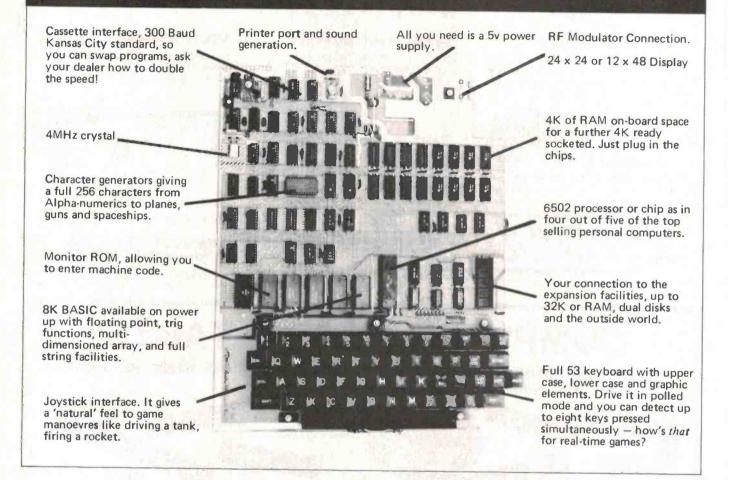
	D 39	• CO 3 COUNT			0223 0224	8C 03			INX CPX	#GEN:	2	NEXT (END OI	Cell F Frame?
018	1 A6 00 3 81 58	NEXTX	LDX #GEN1 LDA A X CMP A #'X	START OF GEN1 LOAD IT TO ACCA CHECK FOR LIVE	0227	26 D6	6			AGAIN		NOCH CELL	IECK NEXT
018	5 26 2C		BNE NOT	CELL NOTRY NEXT	0229				RTS	DV /T/		MAIN L	ETURN TO
010	7 55 00 4			CELL	022A	FF 02	7F X	OFSET	SET TEM STX 1	EMPX		SAVE I	
01B	7 FF 02 4 A BD 02 2/ D B6 02 80	Ą	STX TEMPX JSR XOFSET LDA A TEMPX1+1	YESSAVE INDEX GET LOCATION OF CORRESPONDING	022D 022F	86 33 C6 01 BB 02			LDA A	A #\$3: 3 #01	3	OFFSE1 289 + 18	OF 307 IE
010	0 56 00 7	-		POINT	0234	F9 02	7F			TEMP TEM		ADD H	HE OFFSET
	0 F6 02 7F 3 80 13	-	LDA B TEMPX1 SUB A #19	ON GEN2 MOVE TO POINT THAT	023A	B7 0 2 F7 02	7F		STA E	TEMP	PX1		
01C	5 C2 00		SBC B #0	IS ONE ROW UP	0240	FE 02 39		CLADY.	LDX T RTS		1		
01C	7 B7 02 80)	STAATEMPX1+		0241 0243 0244		L	EMPX INE	RMB 2	I			
	A F7 02 7F		STA B TEMPX1	POINT 'A'	E1AC			IOW NC HR	EQU \$				
	D FE 02 7F D 6C 00		LDX TEMPX1 INC X	LOAD IT TO INDEX INCREMENT 'A'	0245			IESSG			PATTE	RN, 165	16 GRID
01D:	2 6C 01		INC 1,X	INCREMENT 'B'		4E 50 55 54							
	4 6C 02		INC 2,X	INCREMENT 'C'		20 50							
	6 6C 12 3 6C 14		INC 18,X INC 20,X	INCREMENT 'D'	024C	41 54							
01D/	A 6C 24		INC 36,X	INCREMENT 'E'		54 45 52 4E							
	C 6C 25		INC 37,X	INCREMENT 'G'		2C 20							
	E 6C 26 FE 02 41		INC 38,X	INCREMENT 'H'		31 36							
01E3		NOT	LDX TEMPX	BACK TO GEN1		20 58 20 31							
	8C 03 B4		CPX #GEN1 + 289	END OF FRAME?		36 20							
01E7	27 03		BEQ RET4	YESBACK TO	025C	47 52							
01E9	7E 01 B1		JMP NEXTX	MAIN LOOP NOGET NEXT	025E 0260				FCB \$C)D,\$0A	.4		
01EC	39	RET4	RTS	LOCATION		0A 04	-				•		
			SET GENERATION #	2 TO ZERO		20 20 20	SI	HIFT	FCC '(19 spac	ces)'		
	CE 03 C6	CLGEN2	LDX #GEN2	START OF GEN2	-	20 20							
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01F5	6F 00		CLR X	NOSET CELL TO	026E								
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3



The Superboard Ready to go, ready for more



Our Superboard lets you suit yourself, offering a ready to go configuration that you can add to as needed. The Superboard is the first complete personal computer system contained entirely on a single board.

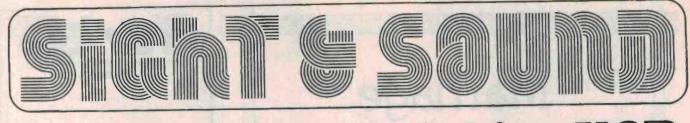
This is a major electronic breakthrough and we at Ohio Scientific accomplished it by using custom state-of-the-art LSI micro circuits. The Superboard offers you more features than many of the more expensive alternatives. We designed the Superboard specifically with versatility and economy in mind. It is suitable not only for the serious computer user, but also for first time users, the student or the hobbyist. The Superboard gets you off to the right start, and you can add to it later – saving money all along the line. If you're just starting, get the readyto-go CI model, then all you'll need is your cassette and television set and you're into the world of computers in a really serious and flexible way.



Australian Dealer: Systems Automation Pty. Ltd.

31 Hume Street, Crows Nest, N.S.W. 2065

Phone: 439-6477



The incredible shrinking VC

Although the so-called video war is still raging, with mutters about an industry standard drowned by the battle between the Beta and VHS systems, there are indications that an important new factor, the miniature video camera and recorder, could set things off into a whole new ball game. At least that's how Dennis Lingane sees it after his visit to the US Consumer Electronics Show in Chicago.

The small size of the Beta vir' so cassette, which in the past destined to replace the 8 mm movie has seemed to be its weakness, is now proving to be a major advantage in the task of shrinking video recorders to make them more portable.

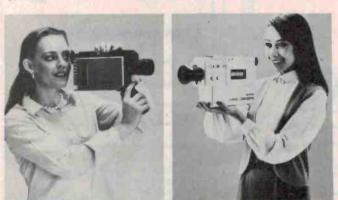
Sony is preparing to release its portable system this year, claimed to be smaller and lighter than any others in the world. It is even slimmer than the cameras of two of its allies in the video war, Toshiba and Sony, who also support the Beta system and showed their new prototype portables at the Consumer Electronics Show. They certainly make the VHS portables look very bulky by comparison.

Certainly in Australia, where Beta already holds over 50% of the market, it looks as if VHS will be fighting a rearguard action over the next few years if the current trend towards miniaturisation and component video is maintained. We could expect to see an early launch of the VHS recorder camera concept that people like Matsushita and Hitachi have already shown prototypes of.

The recorder camera seems system in the next few years, and in fact the 8 mm market has already stagnated to a degree where Canon has adopted a mini video system developed by Funsai in Japan, and Kodak has cut back on production of 8 mm movie cameras in the USA.

The fact that Kodak has more video patents than anyone else adds greatly to the intrigue in the video world, as Kodak will obviously enter the video war at some time, but as yet no-one has been able to get even a hint out of them as to what they have up their sleeve. However, the cutback on 8 mm production has precipitated a lot of industry rumours that an announcement is imminent.

Despite the fact that the industry is finally talking about sitting round a table to talk about a standard, they may all be too late. The industry is growing so fast that even people in it can no longer predict which way it will jump next and what development will win public approval. The manufacturers and research and development boys are forced to do



Latest development is putting the recorder into the camera - which features all solid-state technology! Matsushita (National Panasonic's parent) say their new micro camera/VCR (left) is the world's smallest and lightest. Using a 'charge priming device' image sensor, it can record up to 2 hours on its 6 mm cassette, weighs 1.9 kg and draws just 4.9 W. Hitachi's rival 'MAG' camera/VCR uses a single-chip MOS sensor, can also record up to 2 hours on its 6 mm cassette, weighs 2.6 kg and draws 7 W.

Sony's Betapak is claimed to be the world's smallest and most ver atile VCR. Weighing not much over 2 kg, it uses standard 12 mm (1/2") cast and includes features such Betascan-II high/normal/slow tion speed search in forward such reverse. Camera is the HVC2200 6:1 motor zoom, macro lens a record view' function (electronic viewfinder).

a constant two-step shuffle trying to make sure they aren't caught on the wrong foot.

The trend at the moment is towards component video systems with a separate tuner and recorder system, which means we can expect to see a spate of miniature recorder cameras flooding on to the market. In this way the consumer gets the best of both worlds - a home recording system and a portable system for the price of one main recorder.

Ultimately he will be faced with buying a second recorder to help him edit his home movies (you need two recorders for this), but the joy of video recorders is that they don't have to be the same format to be dubbed from one to the other. So if a much smaller and lighter portable video system comes out next year the video photographer can leave his heavier unit at home as a permanent installation in his electronic home centre and take out the smaller unit instead. When he

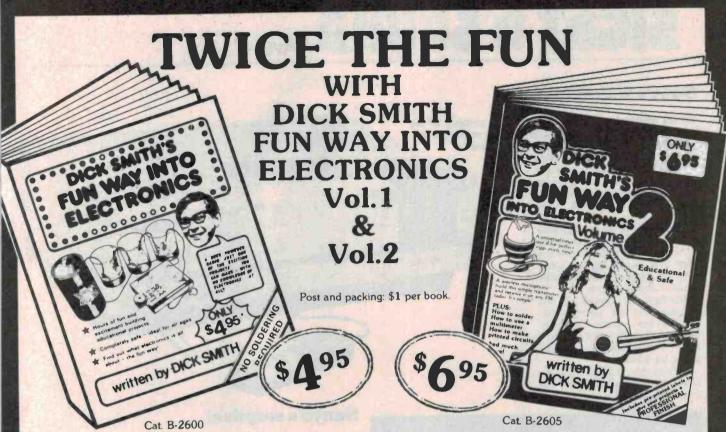
gets home he can dub the movies he shot on the smaller recorder on to his bigger one and edit as he goes along.

An extension to the miniaturisation process is the idea of a hip recorder similar in size to the Sony Walkman kind of cassette player (popular with roller skaters, commuters and the like). A separate miniature recorder that clips to a belt would be connected to an equally small solid state camera by a cord, or perhaps the tiny recorder could plug into the back of the camera to make a one-piece recording unit. At home you would simply unplug the recording section of the unit and plug it into the TV set. Neat?

As I said earlier, nobody has a clue where this video industry is going next. All you can do is grin, bear it and enjoy it, as it's pointless putting off buying a recorder till it's all sorted out

Indications are that it never will be. **Dennis Lingane**

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The Finest in Turntables and Loudspeaker Systems Along with The Most Technologically Advanced Amplification Equipment To The Person who loves, cherishes & understands them better than anyone in the Business.	 S different models available. Holds anything from 195 mm to 1204 mm in width [7" to 4"]. Holds up to 110 kilograms in weight.
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We now have the second print run of this superb book in stock again. Packed with 20 exciting projects to build (see kit list below) this book not only provides a lot of fun but it educates as well! From printed circuit boards to how to use a multimeter, it's all there - and it's fun.

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Welcome visitors to your home with this integrated circuit door-bell! Cat K-2622

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This simple oscillator circuit lets you learn Morse code the easy way! Cat K-2623.

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room timer, etc: In fact, it's got a lot of applications! Cat K-2624

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other uses too. Cat K-2625

MONOPHONIC ORGAN \$7.50 Easy to build, and easy to play! And it even has 'vibrato' - just like the big ones! Cat K-2626

POCKET TRANSISTOR RADIO. \$7.50 Simple to build, and it's nice and small Listening is so much

more fun! Cat K-2627 **TOUCH SWITCH**

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Don't get eaten by mozzies: scare them away electronically. Take It anywhere. Cat K-2629

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A useful little amplifier for all those projects needing audio amplification. Cat K-2630

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\$6.50 A tiny transmitter that can be received on any FM receiver. A great little kit! Cat K-2631

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A simple BFO circuit you can use to find metals, plpes, wiring, etc - maybe gold! Cat K-2633

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Picks up sound waves and trips a relay. Use as a telephone bell extender, too. Cat K-2634

HOME/CAR BURGLAR ALARM \$6.00 Learn how burglar alarms work when you install your own! For

home or car. Cat K-2635 **ELECTRONIC SIREN**

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Great for alarm use - or where any warning is required. Good for kids toys, too! Cat K-2636

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This fascinating project shows you the audio level of any amplifier. Cat K-2637

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\$8.50 Communicate! Build this intercom and talk between rooms. etc. Cat K-2638

LED COUNTER MODULE

\$7.50 Learn how digital circuits work by building a counter. Count slot car laps. etc. Cat K-2639

SHORTWAVE RECEIVER \$6.50

Listen in to the exciting world of shortwave radio: amateurs foreign countries! Cat K-2640



SIGNT & SOUND news

Sony's C.E. Show

Totally undaunted and unaffected by the collapse of the Sydney Consumer Electronics Show, Sony mounted their own \$1.5 million extravaganza in the last week of June at Sydney's Centrepoint.

A well-staged press campaign gained them a lot of coverage in the local media, and Sony were lucky enough to pick a 'slow' news week.

The four-day show attracted over 100 000 visitors, according to Sony, who flocked to see the latest they had to show in video, hi-fi, car sound and consumer goods of all descriptions.

Amongst the myriad of new releases were the 'no frills' SL-C5 Betamax recorder, to complement the SL-C7EC, and a tiny new Walkman cassette player, the WM-2.

We'll be bringing you more on new Sony products in the months to come. Stay tuned.





Stolmack to handle Linn Sondek and Naim

Warren Stolmack, well-known identity in the hi-fi industry, has launched his own company, simply called 'Stolmack', and will be importing and promoting Linn Sondek and Naim equipment in Australia now.

Distribution will be substantially through the same dealers who have handled the equipment in the past, and Warren says some new dealers will be joining the 'clan'. He tells us he doesn't envisage any significant price changes at present. A feature the company will be promoting will be service and parts back-up, regarded as necessary with equipment of this standard and standing.

For those wanting to update their old Linn turntables, the 'Nirvana' kit

is again available, and for around \$19 the producers claim it will make a significant improvement through providing better mounting hardware and an improved drive belt.

Linn will have a new low-cost arm and cartridge available shortly and we hear Naim are into making moving coil cartridges. More details when they come to hand.

Stolmack are located at 44 Romney Rd, St. Ives NSW 2075. (02)440-8441.

Sanyo's surprise!

Sanyo swooped on Sydney in July with a brassy press release and dealer show packed with a number of surprises for the audio and video markets.

They flew in 400 dealers from around Australia, along with members of the electronics press, and hit us all between the eyes with a stunning audio/ visual show featuring singer Kerry Wood and Roland the robot! But they weren't the surprises.

Sanyo is to launch a laser videodisc system here next April, seven or eight months or more ahead of the planned release of the systems from Philips and Pioneer. But what about software?

Philips plan to have several hundred titles ready for the release of their Pal laserdisc system in Europe next month. Their UK factory will be the only one making Pal software for the laserdisc system and titles probably won't be available in Australia until Philips and Pioneer hit the market with their units.

If Sanyo's left hook with the laserdisc sytem weren't enough, they plan to follow with a right cross and release a VHD player here some months later! Developed by JVC and adopted as the 'standard' in Japan, VHD is supported by all the big Japanese electronics manufacturers, and we understand software is on the horizon.

It's going to be interesting!



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Technics go with dbx

Two new stereo cassette decks are to be released here by Technics carrying the dbx type II noise reduction system along with conventional Dolby B.

Setting themselves apart from most of the cassette market contenders, who are generally featuring Dolby B/C in this year's crop of releases, Technics feel the demand for high-quality recordings - which includes an increasing number of dbx-encoded discs and tapes will put these units a pace ahead of the rest of the field because of the performance capability they offer.

The two decks are model RS-M270X and RS-M240X res-Technics claim the pectively. dbx circuitry included provides 110 dB dynamic range with at least 30 dB noise reduction and a signal-to-noise ratio of 91 dB,

Other features include direct drive and solenoid control on the M270X. soft-touch controls on the M240X. Both have peakhold fluorescent meters and metal tape capability.

Speakers for the digital era

Melbourne speaker manufacturer, Dynaudio (Aust.) Pty Ltd, claim their range of two-way and three-way systems provides the necessary capabilities and performance to handle the extra performance demands of digital discs.

Dynaudio make systems: a two-way, model 20-55, using a 210 mm diameter bass unit in an optimised vented enclosure and a 28 mm dome tweeter; a three-way, model 25-90, employing the same bass driver (vented enclosure again) as the 20-55 with a 54 mm midrange and a 21 mm tweeter; and model 30-90, the largest, employing a 300 mm bass unit in a sealed enclosure.

The Danish-made drivers feature voice coils wound with hexagonal cross-section wire for greater winding density, said to be more efficient thermally and to provide better rise time and sensitivity. Ferrofluids are employed to improve heat dissipation in the voice coils, damp

three resonances and reduce colouration, according to the makers. Dynaudio also claim their special 'dynamic transient linearity' (DTL) construction system improves rise time, reduces intermodulation distortion and flattens the voice coil impedance curve.

> Boxes for the systems are locally made and feature special bracing and double-lavered panels. The cabinets are available finished in selected wood veneers, oil finished and mirror imaged. Dynaudio say their speakers are best auditioned on piano, vocals and percussion.

available from Details Dynaudio (Aust.) Pty Ltd, P.O. Box 2, Hawthorn Vic. 3122.

Hitachi D1100M tape deck - the ultimate?

The Hitachi D1100M microcomputer-controlled tape deck comprises many features to substantiate Hitachi's claim that it is "the ultimate in recording operation".

The 'ATRS' automatically determines bias, gain and equalisation levels for the characteristics of any tape played. It does this with a microcomputer, which runs a 10-second, 16-sequence test on a portion of tape to determine its characteristics, then sets the deck's circuitry to match.

Complementing this system, the D1100M features the Hitachideveloped close-gap R + P combination three-head system, which is claimed to give higher performance and real-time monitoring while recording.

Other features include:

• The use of a two-motor/dual capstan mechanism for precision tape travel

 Automatic rewind at tape end with a choice of stop or replay modes -

Reel-to-reel cassettes?

Looks crazy, doesn't it? But it makes sense, according to Goldring, who are releasing this 'XLR 65' cassette here, because they claim it improves performance.

The two reels inside the cassette formulations from the tape spools on and off each reel with less wow and flutter, we are told. In addition, the reels make tape jamming a thing of the past.

The Goldring cassette will be available in a variety of tape

ideal for continuous background music.

 Automatic record mute function - one touch of a button records a four-second section of blank tape. Metal tape compatibility.

· LED peak level indication with peak hold.

 Double Dolby system for clean. hiss-free recordings.

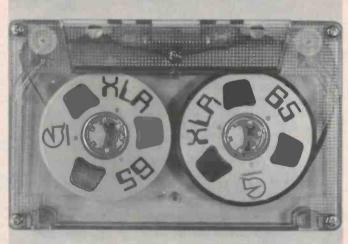
Output level control.

The specifications of the D1100M are: wow and flutter - 0.038% 21 000 Hz; signal to noise ratio - 69 dB (Dolby NR on, A-weighted, metal tape ref. 3% THD).

For further information contact Hitachi Australia Pty Ltd, 153 Keys Road, Moorabbin, Vic. 3189. (03) 555-8722.

top-quality housing sport metal cheeks and manufacturers - look for the distinctive reel-to-reel cassette at your nearest tape distributor.

More information from Goldrina Audio Industries. 69 Clarence St, Sydney NSW 2000. (02)290-1455.



SIGNTESOUND

Top quality colour camera

Hitachi are launching a compact, lightweight video colour camera, designated the VKC770, which is intended for the video enthusiast who is seeking top quality video film reproduction even under poor lighting conditions.

Weighing just 2.2 kg, the VKC770 is equipped with an f1.6 zoom lens with a focal length of 14 to 84 mm, controlled by a lever which may be fixed to either the left or right hand side of the camera - good for lefthanders! A single tri-electrode pickup tube is used which, it is claimed, produces results as good as those obtained with a three-tube colour camera

The viewfinder is electronic, using a 3/3" diameter videcon tube. Electronic viewfinders are very useful in 'location' filming, as it can be seen immediately whether or not the temperature of the light received. scene shot is satisfactory. The sound can also be monitored simultaneously using an earpiece.

The VKC770 has a built-in omnidirectional electret condenser microphone for sound recording, with provision in the form of a shoe on show when battery power is too low. the top of the camera for an external boom mic.

The viewfinder is provided with a large magnifying lens, which is said to help ensure accuracy of focusing. A sensitivity control circuit automatically detects the intensity of the light; if the intensity falls, this change is immediately indicated by a viewfinder LED display, allowing the user to open up the lens aperture or switch a high-gain circuit into operation to compensate for lowlight conditions. A recessed knob on the side of the camera, linked to a small adjacent VU meter, can be used to compensate for the colour

The camera is fitted with a detachable pistol grip, and an on/off switch linked to a LED indicator in the viewfinder informs the user when the recorder motor is running. LED warning lights are also used to Brian Dance



No more noisy tapes?

The Toshiba PC-X88AD three-head cassette deck, which features both double Dolby and double ADRES systems, is claimed to make noisy tapes a thing of the past.

Toshiba's ADRES system is based on the compander method of noise reduction, with the difference that it is compatible with the cassette format and is said to render inaudible the 'breathing' effect recording sensitivity control with heard in similar systems. ADRES is claimed to increase dynamic range to as much as 100 dB and improve signal-to-noise ratio by up to 30 dB.

The PC-X88AD has two sets of ADRES-encode/decode circuits, so that since it is a three-head deck, an Toshiba (Australia) Pty Ltd, P.O. Box ADRES-encoded tape can be moni- 452, Lane Cove NSW 2066. tored while the recording is being

made.

The 'pause' button doubles as a mute recording control, and other features include four-type tape compatibility, bias fine control and built-in oscillator, ADRES calibration controls, a memory counter, timer stand-by and a remote control facility. Recommended retail price is \$380

For further details contact



Videodiscs to be made in England

Thorn EMI has decided to make videodiscs and players in Britain, and it seems probable that they will come to an agreement with JVC (Japan), AEG Telefunken (West Germany) and Thomson-Brandt (France).

Following the anticipated launch an adequate number of discs of of JVC's discs in Japan in October 1981, in the USA in January 1982 and in Britain by mid-1982, Thom EMI are planning to have two discpressing plants in operation by the beginning of 1982. One of these will be at Cologne and the other in Britain, but Thorn will not yet reveal the location of the site they have chosen in Britain.

The four manufacturers intend that the Thom plants will be jointly owned and will supply the European market, which uses mainly the PAL system standard. The proposals also include an extension to video cassette recorders and video cameras; AEG Telefunken will manufacture the recorders and Thomson-Brandt the cameras.

Within two years of the launching of British-made videodiscs, it is expected that Thorn EMI will commence hardware manufacture.

Philips has reputedly spent STG£75 million developing its videodisc system and had hoped to launch it in Britain early this year, but now it will not be easy even to meet an autumn launching date; in the event of an autumn launch, Philips intends to sell 10 000 players by the end of the year. One of the directors of Philips has stated that he feels a wonderful chance has been missed to establish a common standard in Europe.

The main problem at present with videodiscs is that of manufacturing

adequate quality. Discs are not so easy to manufacture as has been thought in the past and the reject rate at Philips' disc factory in Blackburn is said to be quite high.

RCA launched its videodisc system in the USA at the end of March this year, after spending some US\$150 million over a period of 15 years, and it is expected that RCA equipment will be available in Europe by 1983. Indeed, RCA will be producing some five million discs and about half a million players a year by the end of 1981. RCA believe that by 1990 videodiscs will achieve a 30% to 40% penetration into US homes with colour television. By then it will be a US\$7500 million per year business - which may be compared with the current \$4000 million audio recording business. RCA claim they will sell some 200 000 discs by the end of 1981.

However, Thorn EMI point out that by mid-1982 the JVC system will be the only one of the three competing videodisc technologies to have been made available to users in three different continents. They stress its international strength and the fact that it is already supported by twelve major consumer electronics companies in Japan (JVC, Matsushita, Toshiba, Akai, Sharp, Yamaha, Sanyo, General, Trio, Mitsubishi, Sansui and NEC).

It's a better system, at a better price, and it's Sony. In Sony's new TC-K81 three head cassette tape deck, each head The new TC-K81 also has microcomputer control and feature-touch operation, and LED Peak Programme Meter,

Sony's 3 head system. It's 3 ways better.

has its own individual casing and suspension system.

You get precise azimuth alignment,* equal record and playback head-to-tape pressure, and reduced magnetic leakage flux.

It's a unique three-head system, with two-motor, closed-loop dual capstan drive with metal tape compatibility.

AP 3477

bias and record level calibration system, and Dolby** NR. It's an exceptional new system, at an excellent price. And it's Sony. So in three-head technology, we're three-ways better.



Dolby is a registered trademark of Dolby Laboratories.

*Factory aligned.

<u>San</u> news





Portable stereo tape deck from Sanyo

Sanyo Australia has released a novel, hands-free stereo tape player capable of high quality reproduction.

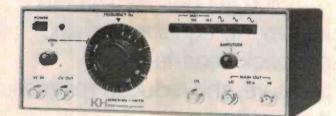
The model M 5550 has been designed as a 'go-anywhere' stereo player for people on the move who want to enjoy good quality audio performance from their tapes without annoying others.

The unit comes complete with a pair of light, comfortable-to-wear headphones, a silver leather-look carry case, belt-clip and shoulder strap.

The M 5550 features a response from 63 Hz to 10 kHz with low distortion, according to Sanyo. The player unit is super-compact, weighing only 340 g and measuring .80 mm x 132 mm x 25 mm.

Features include microphone mixing, built-in microphone, Sanyo's AMSS tape track search system, tape speed control and two headphone jacks. Other controls are fast-forward, rewind, cue and review and an external power jack. Portable power is provided by two AA-size batteries.

The M 5550 is available now at a recommended retail price of \$229, including heaphones and carry case. More information from Sanyo Australia Pty Ltd, 225 Miller Street, North Sydney 2060 NSW. (02) 436-1122.



Short-circuit-proof generator

The unique Waveguard output protection clrcuit of the Krohn-Hite Model 1000A function generator is said to solve the problem of blown output stages, common in most unprotected generators.

Should a voltage or short circuit inadvertently be placed across the generator's output terminals - as often happens in engineering schools and universities, for example - Waveguard prevents the usual short circuit damage. It resets automatically after the external voltage or short circuit is

removed.

Model 1000A provides 20 Vp-p sine, square and triangle waveforms from 0-2 Hz to 3 MHz, and provides 1500:1 frequency tuning range on each of its three multiplier bands.

For further information contact Warburton Franki Ltd, 372 Eastern Valley Way, Chatswood NSW 2067.

All-singing, all-dancing TV/monitor

Toshiba's model C531, claimed to be the smallest multi-functional television receiver in Australia, can also be used as a colour monitor, for example for playing back video cassettes or live-camera recordings.

Model C531 weighs only 3.4 kg, • Slide-type sun visor for outdoor and measures 211 mm wide x use: 125 mm high x 274 mm deep. • Removable smoke filter to re-Screen size is 11.5 cm. Other features include:

 'Electronic Tuning', which allows pinpoint accuracy in selecting channels at greatest signal strength; Red and green LEDs to indicate no reception and accurate tuning respectively;

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 Toshiba's three-year warranty on all parts, including picture tube, and For information contact labour. Toshiba (Australia) Pty Ltd, P.O. Box Mains or car/boat battery power; 452, Lane Cove NSW 2066.

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DOLBY B-C NR

by GEOFF MATTHEWS

There has never been much doubt that compact cassette decks have been the most exciting thing to happen to hi-fi systems since hi-fi was first invented.

However there has always been a question of which noise reduction system is the best one to own — the Dolby system or one of the more recently devised American, Japanese or European noise reduction systems. Recently though, the question seems to have been laid to rest.

In the past few months, the Dolby system has emerged the clear choice by just about every important maker of cassette decks throughout the world.

DOLBY B

Dolby B noise reduction was a key factor in launching the cassette as a viable hi-fi medium. Dolby B quickly became the standard noise reduction system amongst consumers with three major factors contributing to its success: a decisive 10 dB improvement in high frequency S/N: minimal audible side effects; and, fairly inexpensive circuitry. Since 1968 when Dolby B was introduced, the phonograph record has become much better with a movement towards direct cut disks, digital mastering and half speed cutting. Improvement in cassette heads, electronics and tapes have broken the 20 kHz barrier and cassette recorders with response to 25 kHz have become a reality. Taken together, these factors have created a demand for a noise reduction system with greater capability than Dolby B, which reduces tape hiss and other high frequency noise generated during the tape recording process by a maximum of 10 dB.

LINEAR COMPANDERS

While Dolby is the acknowledged leader in the field of noise reduction for consumer audio products, the Dolby system is hardly alone any longer. Several noise reduction systems have been devised by American, Japanese and European companies, and simple linear companders that offer greater dynamic range than Dolby B are available. However they have unfortunate side effects . audible "pumping" and "breathing". In short, they can be heard "working" and this is unacceptable. As a rule of thumb, the greater the noise reduction, the greater the possibility of audible colouration. In fact the success of Dolby B is due largely to its adroit trade-off between S/N improvement and audible side effects.

DOLBY C

Since Dolby Laboratories announced and demonstrated their newest noise reduction technology which they called Dolby C, just about every important maker of cassette decks has introduced one or more models which incorporates the newest of Dolby's consumer type noise reduction systems.

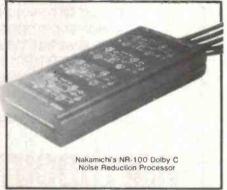
The new Dolby C noise reduction system offers up to 20 dB of noise reduction at high frequencies and begins operating at a lower frequency point in the spectrum than did Dolby B. However, Dolby C is not "across the board" circuitry that will be used by manufacturers in all of their cassette deck models from most expensive to least costly. Dolby C, while usable by Dolby licensees without having to pay any additional royalty, costs approximately 21/2 times as much to incorporate into a deck than does Dolby B. Furthermore, as some manufacturers are finding out, the new noise reduction system only works best when it is used in high quality decks which have reasonably uniform frequency response capabilities to begin with.

INCREASED DYNAMIC RANGE

Noise reduction and increased dynamic range are closely related. When the noise threshold decreases, greater dynamic range can be stored by a music storage medium such as disk or tape. Dolby has always stressed the noise reduction qualities of their systems but points out that with Dolby B, they can approach dynamic range capabilities of 80 dB on a properly designed cassette deck. Dolby C affords substantially greater dynamic range without increased colouration.

COMPATIBILITY

Dolby suggests that new cassette recordings made using the Dolby C



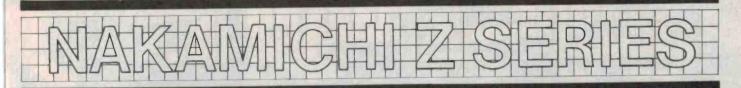
process will sound reasonably good when played back on decks which are equipped only with Dolby B decoding circuitry. Whilst shunning the word "compatibility", they have maintained that Dolby C recordings played back with no decoding whatever will be "listenable" to noncritical ears.

On the other hand, makers of other noise reduction systems make no such claims admitting that a recording made using one of them cannot be played back properly using equipment that contains a decoder of a competing system. In that sense, none of the systems are compatible with either their competing systems or with play back systems not equipped with any noise reduction system.

DOLBY RANKED NUMBER ONE

In offering 20 dB of noise reduction, substantially greater dynamic range without increased colouration and "compatibility", Dolby has taken another major step forward in improving the compact cassette as a hi-fi medium. And its choice by major cassette deck manufacturers clearly indicates that the experts believe that the Dolby system offers better technology, better features and better hi-fi.

Inserted for reader information by Convoy International, 4 Dowling Street, Woolloomooloo 2011, (02) 358 2088, the exclusive distributor of Nakamichi products in Australia.



One after another cassette recordings "insurmountable" barriers have fallen before Nakamichi innovation. Almost a decade ago, Nakamichi accomplished the "impossible" and developed a three head cassette deck. Continuing research extended cassette response to 20 kHz, to 22 kHz and now to 25 kHz. Today there are Nakamichi cassette recorders whose band width exceeds that of professional digital recording equipment.

It has been said that the current range of Nakamichi cassette decks represents the ultimate expression of the Nakamichi philosophy — "excellence in the fine art of recorded sound". But Nakamichi does not stand still. The second generation — Nakamichi Z Series — further pursues the philosophy.

DOLBY B-C TYPE NOISE REDUCTION

The thorn in the side of cassette recordings has always been noise — the hiss that creeps in during quiet passages. Dolby B reduces this hiss by up to 10 dB with virtually no audible side effects but some hiss does remain. In 1980, Dolby announced a new C-type system that is almost twice as effective in reducing high frequency

noise as Dolby B while producing hardly any audible side effects. But to achieve full potential, Dolby C demands a high level of precision from the tape recorder with which it is used. Nakamichi believes that Dolby C will become the standard noise reduction system for the 80's and so it is incorporated in all Nakamichi Z series cassette decks.

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Video battle in full swing while audio regroups

Dennis Lingane

The videodisc is definitely on, but who will win top place in the market is anybody's guess. The movie moguls are generally placing each-way bets so software may no longer be the deciding factor. Meanwhile, hi-fi manufacturers and marketers are licking their wounds from the past few years' slump and rallying for an attack on the radiogram market. This year's Chicago C.E. Show clarified the hazy picture revealed last year.

AFTER HAMMERING back and forth to press conferences on the videodisc at the Chicago Electronics Show in June, I can say with some confidence that the videodisc will be a goer.

All those doubting Thomases who say it won't because it can't record are not taking into consideration two facts: the disc gives better sound, and it may be expedient for the movie moguls to make sure the disc *does* succeed.

Three-way battle

Traditionally software companies stand aloof from the electronic ego battles. They prefer to wait until the dust settles and then when a format surfaces as supreme, will issue software for it. This has usually meant the demise of a good idea, as with the four-channel sound debacle, for example.

However, although at this year's electronics show it became obvious that the three-way battle would not cease for the lucrative videodisc market between the Japanese (VHD), Americans (RCA) and the Europeans (Philips/Pioneer's laser system), the movie companies were extremely keen to get into the action.

Why, one wonders, should they break a life-long tradition of sitting on the fence? To get the answer one has to turn to the *cassette* video market.

Piracy

Three years ago the movie companies didn't want a bar of the video age. To them it meant huge losses as their movies were taken off air and then sold underground. The situation got so bad that brand new movies not even released to cinemas were turning up on bootleg video cassettes.

In a long drawn-out court case Son; was sued by Disney and MCA Universal, and in what was considered a world copyright exercise the industry looked on. Had the movie companies won, it would have set all sorts of precedents — why shouldn't Xerox and all the copy machine manufacturers not

Chicago report

have to pay similar royalties to authors and magazine publishers?

Fortunately the judge ruled for Sony. The movie mogul immediately appealed, but that is seen only as a stopgap gesture. Meanwhile they decided if you can't beat it then join it. Twentieth Century Fox bought out Magnetic Video and started releasing movies on cassette before even the cable TV people got them.

Now every major movie company is in the market, but they are continuously plagued by bootlegging, piracy, and illegal renting. Paramount has tried to get round the problem by selling a tape to a dealer at a high cost and then letting him do what he wants with it. Disney tried the same exercise but recently had to lower its prices because it wasn't getting the support. Magnetic Video has caught dealers renting out Mag Video films three or four times and then shrink-wrapping the tape in clear plastic and selling it as new.

All sorts of crazy ideas are being put forward to solve this piracy and bootlegging problem. One company has designed a cassette that won't rewind, so when you rent it you only get to see it once and then you have to take it back to the dealer.

Superscope has produced a Beta video recorder that is inaccessible. The consumer takes home the complete machine, no larger than an attache case, with the tape safely locked inside. When he has played the tape through his TV he can neither rewind the tape nor remove it. He has to take the complete machine back to the dealer.

In fact, however, none of this stops piracy. In both these cases a pirate can, instead of plugging the machine into a TV, plug it into another video recorder and take a dub of the movie.

So for the movie moguls there appears no way out of the dilemma. No way, that is, except for the popularisation of the videodisc.

Disc vs tape

A disc, which gives a better quality picture and far better sound (stereo even), costs the same as a blank cassette (give or take a few dollars).

There is no point dubbing a poorquality version of a movie onto a blank tape when you can buy a superb-quality version on disc for the same price. One might argue that it is worthwhile if you want to see the film only once and then erase it. But the general opinion is that people will want to collect movie films as they do books and records, and that the argument that you listen to a record dozens of times but only ever want to see a film once doesn't hold water.

How many records in your collection do you play regularly? Probably about a dozen. And how many times do you reread those books that fill your shelves? Twice in a lifetime maybe. It is the *ownership* of books and records that keeps these industries ticking over, and the movie industry thinks that exploitation of this 'collection' idea by use of the videodisc will be its salvation from bootleggers and pirates.

Software and systems

At the Chicago Electronics Show all movie companies joined hands with one or other of the three videodisc formats. All agreed too that should any of the two they were not joining with at that time become popular, they would also supply software for them.

"We are in the business of making money," said an MGM spokesman, summing up the feelings of all other movie companies.

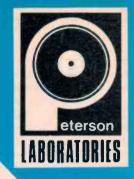
At the show MGM and CBS announced their support for RCA's CED system, while Columbia, Paramount, Mag Video, and MCA all said they would supply titles for the laservision system. Even VHD got a guernsey with the surprise announcement from MCA that it would supply a range of titles to VHD Program Inc, who will be marketing software for the JVC disc system

Videodisc solves the software piracy problems, but which system will win in the marketplace is unclear.



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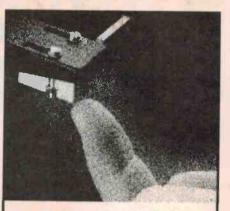
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The Discwasher SC-2 System. Stylus care you can finger as clearly superior.



Low-cost cassette decks now offer excellent performance, much better than that obtained a year or so ago, plus features that were never previously offered. This is the MO7, a new release from Technics. A 'mini-series' deck, it will deliver a frequency response of 20 Hz to 18 kHz on chrome and metal tape and features a system that 'detects' the tape In use and then adjusts the bias and equalisation to suit.

players. MCA is a joint developer in the laservision system with Philips, so the announcement raised a few eyebrows. But even an opposition format is better than the problems piracy and bootlegging are giving the movie industry, so when VHD launches in January 1982 it will have 75 titles, says Lou Delmonica, Vice President of VHD Programs.

And there we have the guaranteed future success of the videodisc. The movie companies want it to save them from the problems of piracy, and my bet is that as the disc becomes more popular the movie companies will issue all the new movies on disc and hold back on cassette to encourage the public to buy discs. In this they won't be doing either themselves or the public that much of an injustice. In time the consumer will have paid for his videodisc player with the cash he saves in buying discs, as a disc is between half and a third of the price of a pre-recorded cassette.

The disc player will therefore be part and parcel of the home entertainment centre. In fact, the trend in the US is for those who buy a video cassette recorder to buy a videodisc player next. The VCR will basically become a time shift for missed TV programmes, and a photographic aid.

Audio scene

Although the audio industry has in general suffered rather a slump recently, on the positive side the electronics manufacturers have done an amazing job of keeping prices down and giving us better audio products.

This year we will see cassette decks

available from around \$160 with solenoid switching, and for around \$300 we will be able to buy cassette decks that only a few years ago cost almost double. Amplifiers are now offering more watts to the dollar than ever, and the sophisticated circuitry that is hidden under those metal facias is more sophisticated than ever. Speakers are becoming more efficient by the month without sacrificing the sound. Even the most lowly hi-fi component is as good as the top hi-fi component of only a few years ago; in every direction the industry is leaning over backwards to keep prices down on one hand but build better gear on the other.

Microprocessors are finding their way into everything, including turntables which now operate vertically as well as

Chicago report

on their heads, thanks to the development of microprocessor-run servo systems for the control of tone arms.

The ever-present 'chip' has proved to be the greatest friend the Japanese have had since they discovered mass production. Just when overheads and increasing salaries were forcing the Japanese to move production to cheaper climes, like Taiwan and Singapore, along came large scale integration and the consequent 'compression' of circuitry from thousands of discrete components to a few chips and little else.

A good idea doesn't care who it belongs to, and although the US may have invented mass production and the integrated circuit, it is the Japanese who are really making both work for them.

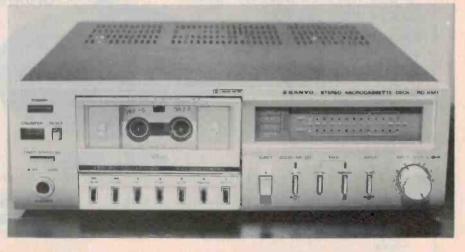
New phase

The audio industry is about to enter a very interesting phase. Whether the forthcoming year will see hi-fi survive or the whole of the industry switch to radiogram marketing techniques is the big question mark.

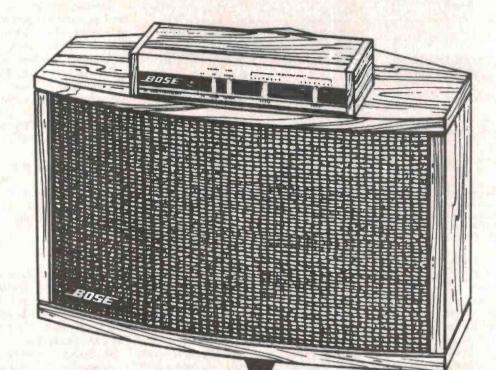
In Europe and America Japanese companies are in the main pursuing a 'systems' philosophy. Hi-fi dealers have to decide whether they will accept Japanese speakers and Japanese electronics in a package or get nothing.

The Japanese giants argue that we have saturated the technically aware buying market and this is the reason for hi-fi sales slowing down. Now they say we have to turn to the 'radiogram' mumand-dad market to keep factories around the world operating.

Can cassette decks get any smaller? Yes – If they play the new microcassettes! This deck, the RD-XM1 from Sanyo, measures half the size of the mini-decks that play standard tapes. Amazingly, it has all the features of its bigger brothers, and tape performance is claimed to be only marginally behind. Sanyo are undecided on an Australian release.



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However, while they adopt this attitude on the one hand, they are still producing more and more technology, and continue to lock horns with each other about whose new technology is better. The result is that those who would like to be component buyers will become so confused about linear feed forward, linear feed back, Sigma drive, clean drive and super drive that they are likely to give up in disgust and buy a basic radiogram (i.e: a 'three-in-one' or 'sound centre') type of hi-fi system anyway.

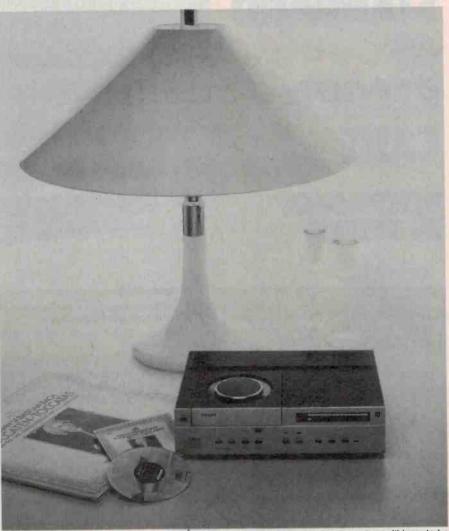
And if there isn't enough confusion in the marketplace with these new amplifier circuits, the major manufacturers have now divided on cassette deck development!

Less noise

Noise reduction systems like ANRS, Super D, and ADRES have been battling away for a year or so. Now into the arena comes Dolby C, High-Com and dbx — not only as an add-on unit but as a built-in feature.

So the baffled consumer, reeling with all this new technology, will be subjected to endless arguments about which is better. Again, he is probably going to opt for the 'radiogram' type of sound system rather than take a degree in electronics to sort it out.

Even if the consumer does come to terms with these new noise supression and dynamic range enhancing systems there is another problem: none is compatible with his car sound system. And what is the most popular use for a cassette deck in a hi-fi system? To make disc play 'digital capable'.



Digital disc players are slowly making their presence felt, but the rest of your system will have to be 'digital capable'.



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SV-P100

Digital tape decks made their first commercial appearance last year. The Technics P100 (not available here yet) uses a standard video cassette.

cassettes for a car or portable radio with a digital disc dynamic range. cassette system.

The industry could have helped the situation by making available car component High-Com, dbx, etc, decoders for the car. But that would be too constructive (so far Rockford-Fosgate are the only ones to do it - they offer dbx decoding in their new range of amps/ preamps). Why change a life-long record of confusing the public - even if the industry is in its most critical situation for the last ten years?

Digital

While the Japanese are producing new technology that produces staggering laboratory in results conditions (although most of these advances are inaudible when it comes to a practical situation), the European and US manufacturers are preparing for the launch of the digital disc. They see this as the big opportunity for the audio industry, but to welcome it they need digital-capable electronics and digitalproof speakers.

The amplifiers need to have plenty of headroom to cope with the 100 dB dynamic range, so the next year or so will see a trend towards more powerful amplifiers. I like the NAD idea of making a 40 watts per channel stereo integrated amplifier that can be switched to a 160 watt mono amplifier. A mono 160 watt power amp module will be available shortly and this can be added to the original stereo unit, so that the NAD buyer gets a 160 watts per channel amplifier system that can cope

Yamaha has adopted the Carver type of circuitry for its new X-power amplifiers. This offers high peak power without the need for large transformers, cutting back on heat and size problems.

Active speakers

The development in amplifiers will lead next year to popularisation of the active speaker concept. Originally launched by Philips around ten years ago, it has not caught on yet, probably because the public like to have their amplifiers up front where friends and neighbours can see them. However, during long discussions in Japan towards the end of last year, most manufacturers said that the advent of digital audio would mean a swing to active speakers with the power amplifiers built into the base of the speaker.

Speakers will also need to be able to cope with high thermal situations as they are driven to their limit by the digital sound. Some manufacturers are introducing protection circuits that will either cut the power to the speaker when it looks as if it is going into an overload situation, or reduce the sound by several dB until the peak passes.

All in all, the industry is going through a big shake-out. People in Europe are forecasting that many of the well-known Japanese companies will not survive in the forthcoming rationalisation of the audio industry, and maintain that this move to radiogramtype marketing is a panic move to save the day.

The next twelve months will tell.



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We feel that JANSZEN electrostatics offer to the serious listener, a level fo sophistication, manufacturing technology, and performance that is associated with the theoretical excellence of a speaker system that many strive for, but few accomplish.

Rigel V Boway

Nigel V. Cowan Managing Director N.V. DALE ELECTRONICS JANSZEN DISTRIBUTORS FOR AUSTRALIA

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B&W DM10 loudspeakers — class in a small package

The DM10 speaker system is the smallest and cheapest in B&W's range, but Louis Challis found that it can match many a more expensive system for quality, particularly in reproducing classical music.

THE RELEASE of the B&W DM10 loudspeakers is a major departure in philosophy for a firm which has tended to stick by sealed box enclosure techniques in virtually the complete range of products previously manufactured by them. The DM10 is B&W's first serious

attempt to provide an economy speaker with characteristics similar to their better known speakers.

B&W decided that both their home market as well as the export market needed an economy speaker with a genuine walnut wood veneer cabinet



Louis Challis

and not a plastic finish like many competing speakers. More importantly, it should offer a performance of which they would be in no way ashamed, by comparison with either other speakers in their existing range or the other quality speakers with which they knew they would be competing.

B&W decided that if they were to achieve a reasonable acoustical performance in the range 50-120 Hz they would have to discard their previous practice, based on the use of sealed enclosures, and change their philosophy to make use of a vented enclosure. In order to contain costs whilst still covering the 2.5 decades in frequency they also decided on a two-way system. This would have a 200 mm low frequency driver covering the frequency region from 60 Hz to 2.5 kHz and a 26 mm diameter tweeter covering the frequency region 2.5 kHz to 20 kHz.

The low frequency driver is a new design featuring a rigid cast alloy chassis and speaker basket. This uses a light, rigid, multi-stranded fibre-based speaker diaphragm to cope with the high excursion that results from the use of a vented design. The design of this speaker has been truly optimised by B&W's laser interferometry technique in order to maintain good piston characteristics over the wide frequency spectrum from 50 Hz to 2.5 kHz.

By contrast the tweeter was a wellproven existing design. This employs an epoxy bonded voice coil and a damped multi-filament polyester woven dome. It offers excellent dispersion, high power handling capacity, and as we were able to show, excellent transient response.

The same transmission in statements	HARMONIC DISTORTIO (for 90dB) at 2m)	N: (85dB)	(90dB)		
LOUDSPEAKER DATA SHEET		100Hz	100Hz	IkHz	6.3kHz
MEASURED PERFORMANCE OF B & W DM10	2nd	-29.5	-19	-64.1	-43.9dB
SERIAL NO. 1519	3rd	-35.2	-31.6	-52.3	-43.9de
	4th	-55.8	-36.6	-70.3	-64.6d
	5th	-50.2	-47.5	-68.4	-dB
FREQUENCY RESPONSE: 70Hz - 20kHz	T.H.D.	3.8%	11.6%	0.26%	0.9%
CROSSOVER FREQUENCIES: 2500Hz	INPUT IMPEDANCE:	100Hz	9.0		
		lkHz	26.0		
		6.3kHz	6.25		
SEN SITIVITY: (for 90dB average at 2m) 6.9 VRMS = 6 Watts (nominal into 8)	Minlmum at 7kHz		6.2		

The crossover design makes use of the existing techniques that B&W have developed to an advanced level over the past five years and incorporates thirdorder Butterworth configurations to maximise the attenuation in the adjacent speaker's pass band. These crossover filters achieve better than 18 dB per octave attenuation rate in the octave immediately outside the pass band and ensure that both the low frequency woofer and the high frequency tweeter work well together without significant interaction.

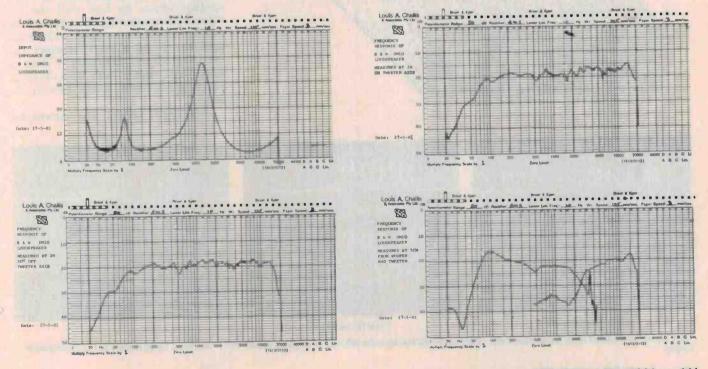
The front of the enclosure is finished

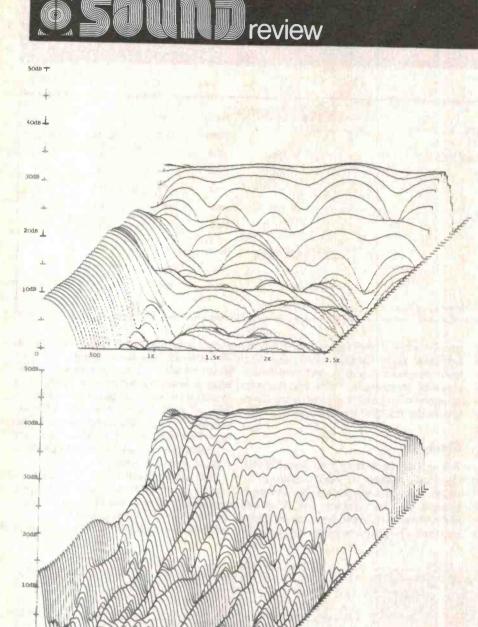
neatly with a very open weave black artificial fibre speaker cloth, and the back contains a plastic well with two screwed terminals. The immediate image is of a speaker costing more than the moderate \$399 recommended retail.

On test

When I learned that this was B&W's cheapest speaker, I had visions of a nasty non-linear performance before I opened up the packing box. The objective testing just did not support these qualms. The frequency response on axis shows that over the frequency region 75 Hz to 20 kHz the response is better than ± 4 dB, and it exhibits a smoothness of response which one would only expect from a very expensive system. At 30° off axis the response is still exemplary, only dropping beyond the specified limit above 17 kHz. This sort of performance is what one would expect from a very well-designed system.

The phase response is, in many respects, superior to the frequency response, and over the frequency region 70 Hz to 20 kHz there is less than a 180° total phase shift. This is very smooth \blacktriangleright





and can only be described as a linear phase response.

The impedance curve exhibits some unusual peaks and dips, with the fundamental frequency resonance occurring at 80 Hz and resulting in a 17 ohm impedance, whilst at 1.3 kHz there is a 34 ohm impedance. The lowest impedance occurs in the region 6 kHz to 10 kHz and is 6 ohms. This value would still allow this speaker system to be paralleled with another speaker system should this be desired.

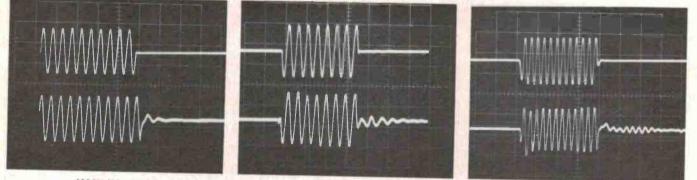
The computer-derived decay response spectra show that with the exception of a rolling resonance in the 2 kHz region the residual resonances are well controlled, although there are significant resonances in the frequency regions of 2 kHz, 5 kHz, 7 kHz and 14 kHz. Obviously, with such detectable resonances, one would expect some sound colouration, even though it is not pronounced.

With the exception of high-level signals at 100 Hz and lower frequencies the distortion characteristics of the system are extremely low. These are generally adequate for the low frejuency driver and most particularly for the tweeter, which is able to handle high-level signals without significant colouration or distortion.

Subjectively

The subjective assessment of this speaker shows up how well the designers have achieved their basic aim, namely to achieve a good wide-range performance in a small speaker enclosure and still maintain a class of performance comparable with the more expensive brothers and sisters in the family.

This DM10 system soon showed me



100 Hz (20 ms/div.)

25

FREQUENCY (kHz)

1 kHz (2 ms/div.)

Tone burst response of B&W DM10 (Serial No. 1519), for 90 dB steady state SPL at 2 m on axis. Upper trace is electrical input, lower trace is loudspeaker output.

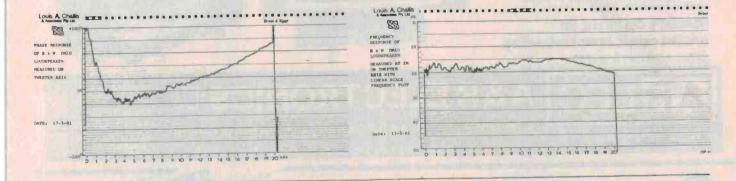
that it is really well designed for classical music and when restricted to that role provides a performance which is unquestionably excellent. When subjected to rock and heavy beat music the speaker is just not able to perform as well as one might like at levels above 95 dB at 1 metre. Nevertheless it performs moderately well, without gross speaker break-up or excessive distortion.

When playing tracks like the "Free to Feel" segment of Kerry Biddell's record "Compared to What" (EMI SS301), which is the first Australian digital record, the DM10 really shines and provides the type of performance that most audiophiles are seeking in a small speaker system, without compromising any of the quality.

The DM10 is a surprisingly good economical little speaker system. It offers excellent stereo imaging, clean and generally uncoloured sound, excellent transient response, and all within a cabinet with only 28 litres volume. At \$399 a pair it can only be regarded as an excellent buy.

Dimensions:	UDSPEAKER SYSTEM Helght 485 mm, width 250 mm, depth 235 mm
Weight:	6.6 kg
Manufactured in:	UK by B&W Loudspeakers
Distributors:	Convoy International, 4 Dowling St, Woolloomooloo NSW 2011.
	Ph. (02)358-2088
Price:	\$399 pair

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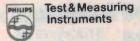


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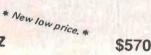


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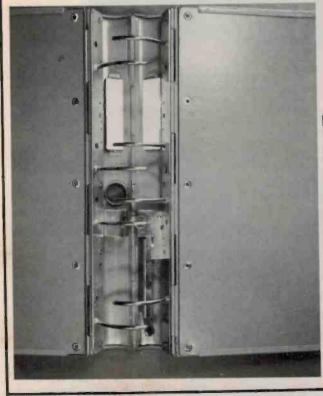
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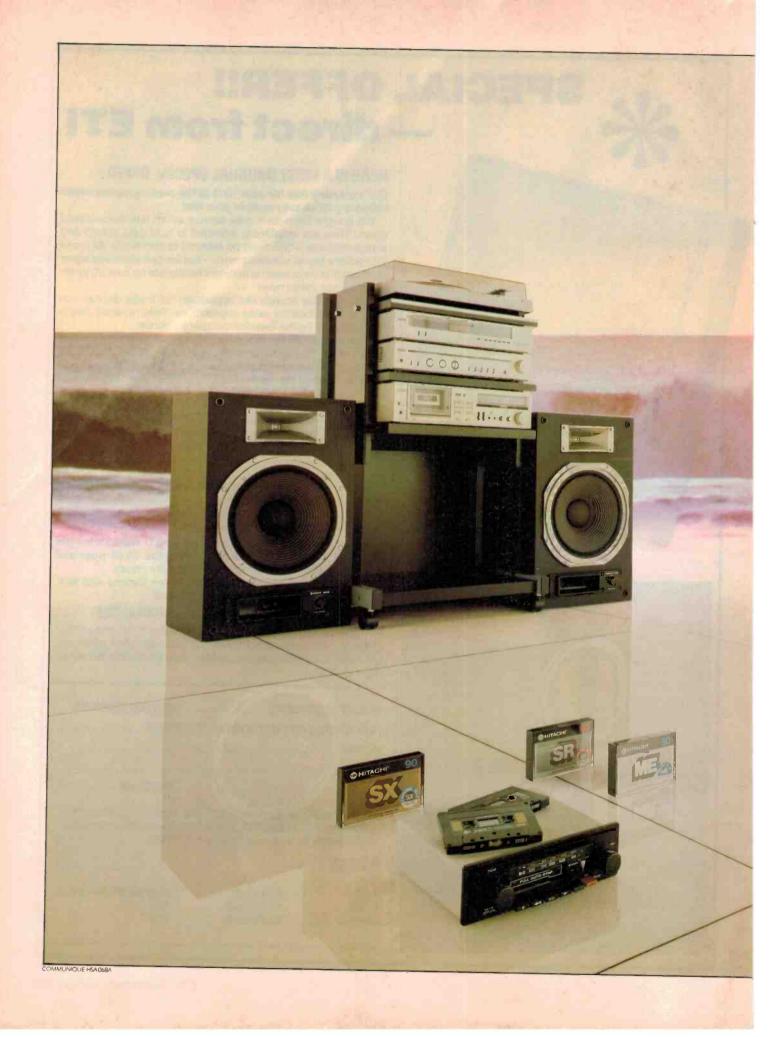
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Audio Technica ATH8 stereo headphones

Long live the headphone! — particularly when you can get 'phones as good as this pair. Louis says these 'phones "... offer a rare example of ... the sort of quality now regarded as the norm from the best loudspeakers ...".

WITH ALL the emphasis in the media lately on loudspeakers, one would be forgiven for thinking that headphones are a dying field. Factually, nothing could be further from the truth. Over the last 18 months headphones have experienced an upsurge in sales which is quite remarkable. Much of this growth is the direct result of the Sony Walkman and its multiple imitators, which have created a new market for mobile personal listening to prerecorded cassette tapes and more recently to miniature FM stereo receivers.

This increased awareness of the intimate listening pleasure that only headphones can create has generated and improved sales for the better headphones, particularly where they offer special attributes in terms of either improved frequency response, lower distortion, better transient performance or improved comfort.

Audio Technica are one of many manufacturers who came into the headphone field as an accidental diversification.

When I visited their three plants last year the chief engineer, Mr. Nemoto, explained how they had an in-house requirement for headphones to be used in monitoring the performance of their magnetic cartridges at the end of the production line. This in-house requirement, claimed to be necessitated by dissatisfaction with other available headphones; spawned a range of headphones whose performance has tended to improve with each new model.

Heart of the matter

The heart of each set of Audio Technica second generation headphones is an exquisitely made two-micron-thick electret capsule manufactured in the

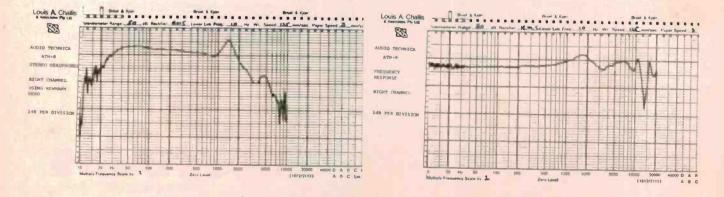
Louis Challis

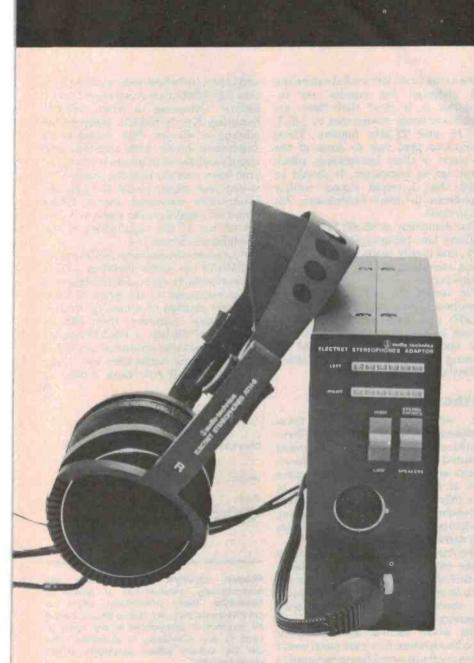
laminar-flow clean work area at the Machida factory. These diaphragms are lightweight, extremely sensitive elements, with a special configuration designed to provide extremely flat frequency response. I watched a number of sets of headphones being subjected to frequency linearity testing on artificial ears at the factory and was impressed by the extent to which their quality control is strictly enforced.

All the parts for the headphones are now manufactured in company plants and Mr. Matsushita, the founder of the firm, has devoted his resources and attention to manufacturing all the bits and pieces required.

The ATH8

The headphones are neatly fabricated from black plastic with a spring steel headband lightened in weight through the incorporation of nine circular holes.





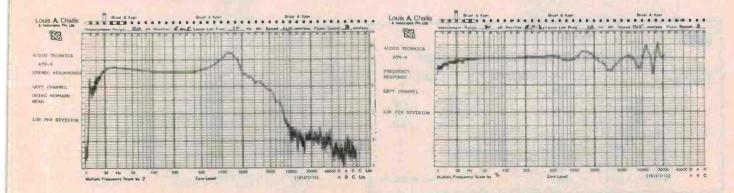
This simultaneously reduces the lateral pressure of the yoke on the ears and provides a positive improvement in appearance.

Underneath the steel headband an artificial leatherette cover is attached to provide protection for your head and this, like the yoke, is terminated on both sides in spring-loaded adjustable clamps that allow the headphones to be repositioned or enlarged to suit the size of your head.

Each headphone is encapsulated in a light plastic moulding with a black anodised wire mesh on the outside and a rather thin, brown, moulded pad on the inside. Although the pads appear thin they are generally comfortable and after placing them over the ears one is immediately aware of the low attenuation they provide and the veritable 'open-air' sensation. One design feature is the particularly low measured transmission loss.

The headphones are connected by a four-wire parallel ribbon cable with a large plug, which is inserted into the stereophone adaptor. This adaptor has two sockets so that two pairs of headphones may be used at the same time by two different people listening to the same programme.

The adaptor unit contains impedancematching transformers to provide the voltage step-up from the low voltage output from an amplifier, which is connected by means of a set of springloaded terminals and wires to the amplifier. A second set of terminals is provided on the box through which the loudspeakers are connected, and a switch is provided on the front panel for changing over from headphones to main loudspeakers.





The box contains two printed circuit cards with level detector circuits for operating two six-segment LED displays. The highest level in each of these displays indicates excessive drive and thereby warns the user to reduce the power input.

One other control is provided in the form of a high level/low level switch so that the headphone output range may be adjusted up or down by six decibels.

On test

We carried out our objective testing of the headphones on an artificial ear Bruel & Kjaer type 4153, which is still the industry standard for this type of test.

With each headphone clamped on the test plate and a pressure corresponding to a separation of 200 mm on the head, the frequency response is 10 Hz to 20 kHz — 6 dB. The main part of the response extending to 10 kHz is remarkably smooth, whilst the peaks and bumps in the 10 to 20 kHz region are partially attributable to the artificial ear itself.

The phase response of the headphones is also remarkably smooth and shows that these headphones can provide better coherence and cleaner sound than most conventional dynamic units as well as many other electrostatic headphones.

At the time of running these tests I was evaluating a Neumann artificial head so I tested the headphones on this as well. The results of this test are interesting but not spectacular, and provide correlation data for evaluating the Neumann system.

Out of interest I attempted to run a decay response spectrum on the headphones (the first time we have done so), and although the results are incomplete, it is clear that there are significant decay resonances in 1.5, 7, 10, 18 and 22 kHz regions. These resonances give rise to some of the 'presence' of these headphones, which shows up on transients. It should be noted that I would expect similar resonances in other headphones, not just in these.

The distortion at 90 dB SPL is particularly low, being typically less than 0.5%, and it only really starts to rise at levels exceeding 110 dB, where 2% distortion occurs.

We tested the air attenuation of these headphones at 100 Hz, 1 kHz and 6.3 kHz and measured negligible insertion loss, so they should provide a true 'open ear' sensation provided the existing levels are kept down to below 90 decibels.

To the ears

The subjective testing of these headphones was a sheer delight. I have always enjoyed the quality of sound produced by lightweight electret headphones and have one vintage pair circa 1973 at home which I seldom get to hear. (My family regard such exploits as anti-social, but when the listening constitutes part of a reviewing role even they don't complain.)

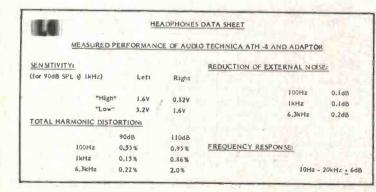
The Audio Technica headphones offer a rare example of how one can obtain the sort of quality now regarded as the norm from the best loudspeakers without spending the sort of money necessary for those.

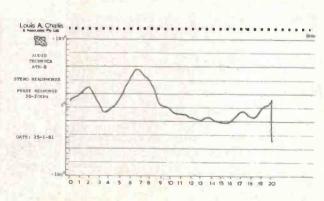
The whole audible spectrum from these headphones fills your aural world with a presence which has to be heard to be appreciated. I played many records and tapes, including some exciting new ones like EMI's first Australian Digital Record "Compared to What" (SS301) featuring Kerrie Biddell, designed for playing at 45 rpm. This record is an Australian break with tradition and augurs well for what we are likely to see (and hear) over the next few years. This record and others heard through the headphones convinced me of EMI's improved capabilities as much as it convinced me of the capabilities of the headphones themselves.

At a recommended retail selling price of \$346.74 the Audio Technica ATH8s are particularly expensive headphones. When compared to the price of loudspeakers capable of achieving similar performance, however, they offer a standard of fidelity, a total frequency response and other acoustical attributes to which many audiophiles have long aspired but till now been unable to afford.

	TECHNICA ATH8 O HEADPHONES
Dimensions:	Headphones (N.A.); Adaptor height 140 mm, width 60 mm, depth: 220 mm.
Weight:	275 gm (headphones) 1820 gm (adaptor)
Price:	\$346.74 mp.
Manufactured by:	Audio Technica, Japan
Distributed by:	Maurice Chapman Pty Ltd, 44 Dickson Ave, Artarmon NSW 2064, (02)438-3111.

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FOR SALE: Sinclair ZX80, 8K ROM, old 4K ROM, 4K RAM, 9 Vdc PS, 2 books, 2 manuals, over \$400 worth, \$300. Phone Grant (03)438-1974 a.h.

SELL: ZX-80 invaders cassette — unable to work in new ROM, \$15. Lutheran School, Walkerie, SA 5330.

ACTIVE fitter design program for OSI C4, actually draws the circuit and calculated values on the VDU. \$20 on 5" disk, \$10 for listing only. P.O. Box 73, Lyneham ACT 2602.

HEATH H8 microcomputer, 16K RAM, serial I/O, BASIC, Assembler, Text Editor, \$495. Heath H9 video display/keyboard, RS232 interface, \$300. Mod 15 TTY, \$50. VK3BSX (03)598-1034.

SELL: Watanabe X-Y/X-T recorder, full A3 size with roll chart adaptor, model WX-411R. Used once, \$1800 ono. Phone Reg, Yowle Bay 524-5918 a.h., 525-2811, ext. 281 b.h.

CHESS COMPUTER: Sensory chess challenger! Brand new with transformer, instructions, pieces, \$190 ono. Charles Loeven, 44 The Corso, Surfers Paradise Qld 4217. (075)38-2135.

WANTED: Sorcerer and bits as backup for present equipment. Phone J. Silver (042)61-3066.

SELL: Dream 6800 with PSU, full documentation, expansion board, software cassette. No bugs. \$280. Contact Gerald, 34 Margot St, Chadstone 3148. (03)277-4870 a.h.

FOR SALE: Sinclair ZX80 complete with manual and companion book plus 8K ROM, \$350. G. O'Connor, 17 Roland Ave, Northmead 2152. Phone (02)639-8381.

SELL: 630K Micropolis quad density dual drives, S100 controller, software includes MDOS, ZASM, MBASIC, CPM, CBAS2, WORDSTAR. As new. \$1450. Brian Lees (02)543-2285.

SELL: S100 RAM boards, Logos I 8K x 8 (4 off), \$80 each; TCT 16K x 8 (1 off), \$160. All fully burnt in and tested with the DGZ80. Paul, b.h. (03)615-4183, a.h. 543-5451.

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CHIP8 — Programs and routines to share and swap. Offer of help to other beginners. Frank Rees, 27 King St, Boort Vic 3537.

MISCELLANEOUS

SELL: ICS, LM3065, UPD10 11A, FCL RE9AS, all \$1 ea. LM556 75c. Trimpots, 500k, 4k7, 1M, all 16c ea. Switch trimpot, 4M7, 30c ea. M. Sully, 61 Newman St, Niddrie Vic. 3042. (03)379-2879.

SELL: Arlunya colour bar generator mod PG31. SWE check CRT tester mod 300, \$250 ono. Phone (08)254-6482.

SELL: TI-58C prog. calculator master and surveying modules, charger, no carry case, \$110 ono. Warren Schaeche, 4/7 White Avenue, East Kew 3102.

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A CORRESPONDENT of our acquaintance has turned the rather dubious practice known as the er, um "... dirty telephone call..." into a new art form with the aid of 'microprocessor technology'.

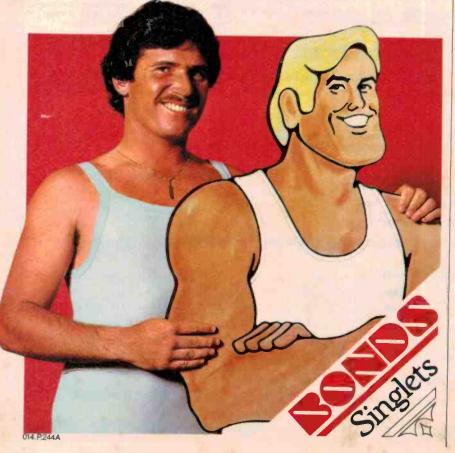
Being a lad of many activities and irregular employment, he

found he was missing out on 'opportunities' for employment and dalliance alike because of the difficulty of contacting him. A telephone answering machine seemed like the answer. After some considerable market research and several 'field trials' he obtained a model marketed by a well-known Australian electronics importer/retailer. Advertised as employing the ubiquitous microprocessor technology and featuring the ability to insert numerous 'messages' of your own devising, he set about obtaining said machine and installing it.

Being of an imaginative bent, or just bent (who's to say?...Ed.), he wanted to make use of the particular characteristics of the

Two great Australians

Alan Border and famous Chesty singlets. They're both winners. Like the colourful Streamliner Alan wears. Or any of the other Deep Crew, Coral Island and Chesty Athletic styles in the Bonds team this summer. You'll knock 'em for six every time.



machine. The way it is arranged, each successive caller can receive different message from the a 'callee' as the cassette tape employed is preprogrammed with messages followed by a blank for the caller's message to be recorded. The first message or two were simple statements from our correspondent containing a 'straight' message about his whereabouts (... "out") and imploring the caller to leave a message after the beep.

Following the initial 'straight' message or two came a message from a 'friend', couched in terms designed to make the caller wonder (at the least!), if not to try again. Successive messages were recorded by a lady of our correspondent's acquaintance who is renowned for her 'enticing' telephone voice, each message becoming decidedly more risque than the previous one! What's more, the gap left for the caller's message became shorter and shorter - persistent callers getting a real treat! (Few left coherent messages after the fourth or fifth call.)

After having a little fun with this (particularly with wrong number callers) he hit upon the idea of changing the tape from time to time and keeping those which contained entertaining reactions from callers...for replay as party entertainment!

Pun-ultimate?

When we closed the Dregs Pun Competition in the July issue we warned you about 'the last pun'. The prize (instant notoriety) goes to our Managing Editor, Collyn Rivers. Read on ... and groan three times at the end — if you understand it!

Elmo's Stratocaster needed repair. Having exhausted the USA's repair facilities he was finally directed to a specialist in Germany's Wittenberg.

Having spent several thousand dollars in return tickets for the guitar and himself, Elmo finally knocks on the repairer's door.

The repairer takes one look at Elmo's guitar and flatly rejects the job. When pressed for an explanation he says, "I thought it would have been obvious — I'm strictly a Martin Lutherist!"

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