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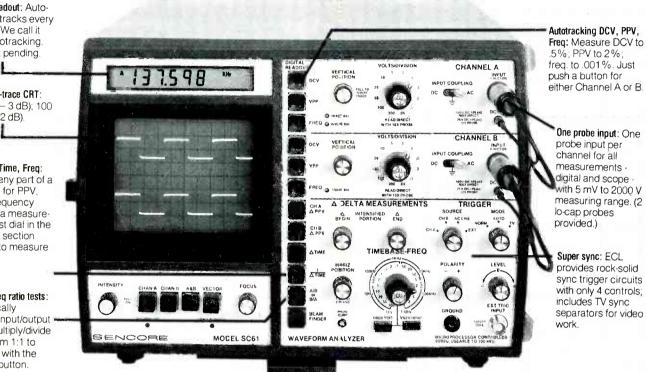
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ON THE COVER

Projects that are built just for fun are sometimes enjoyed most of all. But what's even better is a fun project that can teach you something new. The Pianomatic mini player-piano does just that. Sure to be an entertaining conversation piece when it is finished, building it will introduce you to such topics as computer memory organization and retention, digital logic, keyboard encoding and decoding, and the like. As a bonus, the techniques you'll pick up here can easily be adapted for use in your own designs. The story begins on page 43.



THE KOALAPAD from Koala Technology, Inc., allows you to control your computer's cursor movement by just tracing on the touch-sensitive pad. It's just one of the most innovative products of the past year as honored at the Summer CES. Turn to page 49 to find out more about it, and others similarly honored.

COMING NEXT MONTH On Sale September 15

Our special supplement: Your Own Computer. Among the things we'll look at are:

- Hardware—a comprehensive look at systems, and their cost!
- Word-processing software
- Software and hardware compatibility
- Everything you need to know about CP/M
- And lots more!

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	DAVID LACHENBRUCH CONTRIBUTING EDITOR
FLAT PANEL COLOR	The first giant-screen flat-panel color display has been developed—and is being offered for sale—by Mitsubishi. As demonstrated at the Chicago Summer Consumer Electronics Show, the screen was about 1-1/3 inches thick. The diagonal measurement can range from 5.3 to 17.6 feet, and even larger. The panel contains a matrix of LCD's. Each is about two square inches and contains an 8×8 array of individually addressable red, green, and blue elements. The size of the panel of determined by the number of the LCD squares that are used. Thin fluorescent tubes illuminate the panel from the rear, providing a surface brightness of 120 footlamberts—about the same as a direct-view color picture tube. Before you run out and try to buy one, there are a few things you should know about Mitsubishi's <i>Crystal Color</i> . First, the minimum cost is \$100,000. Second, because of the coarseness of the picture, the minimum viewing distance is about 12 feet. Initially the computer-controlled viewing system will be used for advertising and informational purposes in airport terminals, hotel lobbies, and other places people gather. However, Mitsubishi says that it is developing a home version—there's no estimate on when it will be ready.
POCKET COLOR TV	Seiko has succeeded in making a prototype of a pocket color-TV with a liquid crystal screen that measures 2-inches diagonally. It could be on the market in about a year for less than \$500. The 240 × 240 pixel display uses nematic liquid-crystal technology. Like Mitsubishi's giant flat-panel screen, Seiko's midget uses a diffused fluorescent backlight with individual red, green, or blue filters above each pixel electrode.
TELETEXT LAG	Although, CBS, NBC and some major cable groups plan to begin teletext "magazine" transmissions using TV's vertical blanking interval this year, most set manufacturers have adopted a policy of watchful waiting before committing themselves to producing receiving equipment for the mass-consumer market. An exception is Zenith, which says that its entire 1984 model line will be equipped for teletext adaptors, which it plans to have on the market this year. General Electric and the Matsushita group (Panasonic, Quasar) also say they'll have adaptors, but haven't specified when. Teletext adaptors are expected to be quite expensive, at first, figures mentioned varying from \$150 to \$250; but they're expected to drop rapidly if the new medium wins consumer-market acceptance. ITT, developer of the digital TV signal-processing circuit, claims that it will have a low-cost teletext adaptor IC for sets which use its digital IC's. That IC, it estimates, will add about \$21 to manufacturers' costs—meaning that it probably will increase the cost of a set by about \$60—still an appreciable expense. The networks' teletext systems are expected to use the NABTS system, a variation of the French Antiope technique, and each will have about 100 pages.
SOLID-STATE LASER PICKUP	A major improvement is in sight for the <i>LaserVision</i> videodisc system. After years of promises and speculation, the solid-state laser pickup is virtually here, thanks at least partly to the mass production of the CD digital-audio-disc system, which has generated methods of producing semiconductor lasers in volume. Although the videodisc laser pickup is different from that used in the audio disc, production methods for the two pickups are similar. Hitachi has introduced two industrial-model laser disc players with solid-state pickups, one of which will sell in Japan for as little as \$800; that is not much more than Pioneer's consumer model with the helium-neon laser. Among the immediate advantages of the semiconductor laser is elimination of the bulky and costly power supply required by the helium-neon version and consequent reduction in size and cost of the player. In addition, random access—one of the major features of the optical disc—can be speeded up, perhaps to three seconds from the current six. And the life of the pickup is increased (at least in the Hitachi version) to 5,000 hours from 2,000 claimed by conventional laser players. It wouldn't be surprising to see new consumer <i>LaserVision</i> players soon adding the advantages of solid-state pickups. In fact, Pioneer hints that it is considering development of a player that will play both optical-video and CD-audio discs. R-E

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CIRCLE 5 ON FREE INFORMATION CARD

WHAT'S NEWS

Capt. Inman receives Gold Medal Award

Capt. Bryce D. Inman, USN (ret.), Manager of Advanced Radar Development at RCA Missile and Surface Radar, has received the Gold Medal of the American Society of Naval Engineers. He was cited for visionary leadership, engineering excellence, and initiative in defining and directing the integration of the first AEGIS Combat System. AEGIS is a radarbased, computer-controlled airdefense system developed for the Navy by RCA.

A pioneer in the areas of the phased-array radar and the guidance-system computer while

Six-legged robot

in the Navy, Capt. Inman directed his design team through the difficult task of successfully integrating the first AEGIS Combat System into the first AEGIS Guided Missile Cruiser, USS Ticonderoga, which was commissioned in January.

In 1978, Capt. Inman organized the first efforts to develop enhanced-capability versions of the AEGIS Weapons System and the AN/SPY-1 radar in a smaller, lighter mode. The AN/SPY radar is used to detect air targets in the AEGIS Weapons System.

He also promoted vigorously the concept of a combat system "grooming site." As a result of his efforts, the AEGIS Production Test Center, dedicated in 1979 to provide a site for testing and evaluating the integrated AEGIS Combat System, has reduced the cost, time, and risk of shipboard testing.

Atari gives computers to train teachers

Atari, Inc. has donated 20 Atari 800 home-computer systems, including peripherals and software, to the Graduate School of Education at Fordham University's Lincoln Center Campus in New York City. They are to be used to instruct teachers in methods of computer use and classroom instruction.

Since about half the high schools in the country have computers, says an Atari spokesman, it is crucial that teachers be familiar with basic computer concepts.

The Fordham-Atari Center will offer courses in computer programming as well as in the use of computers for research and educational applications. It will become a major center for the development of teacher-training materials in computer literacy and also for the testing of educational software.

Satellite services for individuals?

Geostar Corp of Princeton, NJ, proposes a satellite-communications system that would permit persons to send messages via satellite, using devices no bigger than pocket pagers. The system will locate the exact position of the sender, and handle messages of up to 36 characters.

In its application to the FCC. Geostar states that a person confronted by a mugger could press a single button on his communicator. That would send out a signal that would go to three satellites in geostationary orbit over the Equator, and from them back to a computer on Earth. The computer would determine instantly the exact location of the sender by noting the difference in the time it takes for signals to reach the computer from the different satellites. It would then notify the nearest police car or station

The system would also be valuable to hunters and others lost in the woods, and would be of great value to trucking companies, who would make large savings if they could determine the location of and communicate with—their trucks at all times.

The proposal has not found favor in all quarters. The cellular radio services—some of whose alloted frequencies Geostar proposes to use—are particularly unhappy. AT&T and Motorola Inc., both of whom are heavily involved in cellular radio, have opposed plans of Geostar's type, stating that such systems would waste frequencies in serving remote areas; such frequencies could be used better in urban areas.

FM car radio supplies traffic information to drivers

Blaupunkt Car Radio Division has initiated its Automatic Radio Information (ARI) system in the New York metropolitan area. Designed to improve and speed up traffic flow, ARI gives timely traffic information to motorists via a special FM broadcast signal.



THE AREAS COVERED BY ARI, each with automobile traffic reports for its own zone, around New York City. Zone 2 is covered by WALK-FM. Zone 3 by WNEW-FM, Zone 4 by WVNJ-FM, and Zone 5 by WZFM. ARI follows television practice (there is no Zone 1).

Four stations in the New York area broadcast signals that activate special car radios to draw traffic reports for their zones to the driver's attention. With the commuter's ARI-equipped FM radio tuned on and tuned to his zone's ARI station, the traffic reports he needs will be boosted in volume to stand out over the regular programming. The station will come in loud and clear even if volume is low, or a cassette is playing.

Drivers in Nassau and Suffolk counties will get their ARI traffic reports from WALK-FM on Long Island; WNEW-FM serves New York City; residents of New Jersey will tune their ARI-equipped radios *continued on page 8*



"A MAJOR TECHNICAL ADVANCEMENT in the field of Robotics" is how Odetics, Inc. describes its new walking robot, or "functionoid." Odetics claims that it is the first mobile exploratory multifunction robot combining electronics, mechanical engineering, and computer science.

The robot, Odex I, can carry a load of 860 pounds at ordinary walking speed (or about a ton with all six legs down) can step up or down 33 inches, can go through a 21-inch door, and can be maneuvered through very tight places. (It doesn't have to turn around to change direction.) It is controlled with seven computers, six for the legs and one handling all other controls, and receives commands via radio link from the teleoperator, who works with two joysticks and six leg-control knobs.

The robot weighs 370 pounds and is powered by a 369-watt hour, 24-volt battery. The cameras shown are currently not operable—they are intended for experiments in vision sensing.

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CIRCLE 74 ON FREE INFORMATION CARD

WHAT'S NEWS

continued from page 6

to WVNJ-FM in Newark, and the northern suburbs are served by WZFM

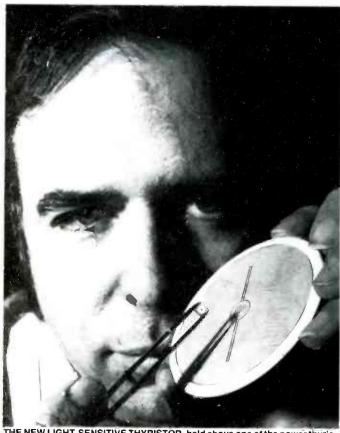
Only FM car radios with built-in ARI decoders will respond to the control signal (that will cause the volume of the station to be increased). At present, those radios are available exclusively from Blaupunkt, who plans, however, to license the technology, as has already been done in Europe. (West Germany has been covered nationwide since 1974. P. 47, R-E March 1982.)

Thyristor turns on **bigger** thyristor

Scientists of the General Electric Research Development center, Schenectady, NY, have developed a light-sensitive thyristor that will turn on larger power thyristorsnormally activated by an electric signal-to convert them into lighttriggered devices.

In addition, the new device will be welcomed by the electric-utility industry, which uses thyristors to convert high-voltage AC into DC for long-distance transmission, and back again to AC for distribution to consumers. The new device would be less expensive and more reliable than systems using electrical triggering. It would also improve immunity to electrical interference.

GE's new light-triggered thyristor is supplied in a hermeticallysealed, ready-to-use package. That package is smaller than a stick of chewing gum, and has leads for anode and cathode as well as a standard coupling for an optical fiber from the light source.



THE NEW LIGHT-SENSITIVE THYRISTOR, held above one of the power thyristors it turns on by its developer, Dr. Victor A.K. Temple. Working something like a pilot light on a gas stove, it is activated by pulses of light, and emits pulses of electricity that operate the bigger thyristor to which it is attached.

International carriers need safeguarding

Testifying before the Senate Subcommittee on Communications, Eugene F. Murphy, President of RCA Communications, Inc., called for Congressional action to assure competing carriers of cost-based access to Intelsat facilities.

Recent FCC action permits Comsat to serve end-users direct. putting it in direct competition with the international carriers. "If Comsat is to act both as wholesaler and retailer," said Mr. Murphy, "legislation must allow the other international carriers to compete with Comsat on a relatively equal footing.

He went on to say that, because of AT&T's continuing monopoly of international voice communications (which accounts for twothirds of the total U.S. international communications market) AT&T's expansion into other markets should be accompanied by such safeguards as may be necessary to permit and insure full and fair competition.

Any legislation regarding the use and resale of international communications circuits would have to take the concerns of our overseas operating partners into account, Mr. Murphy said. "The role of our overseas correspondents, without whose cooperation there cannot be effective international telecommunications service, is critical."

Bankers get food tips from talking computer

A talking computer was used to help bankers find a good place to eat while attending the American Bankers Association conference in Miami Beach last May.

The computer, manufactured by Periphonics of Bohemia, NY, spoke by telephone to visitors who stopped at the Periphonics booth. Among the questions asked of the visitors were how much they wanted to spend, what kind of food they preferred, and what part of the town they'd like to eat in.

The computer provided a printout of restaurants to choose from that met specifications of each respondent. R-F

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To achieve a family of "hands free" instrumentation designed for heavy-duty use in a wide variety of environments, BBC relied on the industrial design skills of the Porsche Design Studios. You'll like the results.

The unique folding design lets you adjust the viewing angle. Extra large LCD displays make the meters easy to read. The exclusive function and range switch is logically laid out. And the folding meters even turn off automatically when you close the case.

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Precision Values

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SATELLITE/TELETEXT NEWS

GARY ARLEN CONTRIBUTING EDITOR

LOWER PRICES, MORE DISHES

Trend-watchers at the Consumer Electronics Show got an eyefull when it came to satellite systems. The show featured the most impressive display yet of home equipment, including more than four dozen dishes. Also noticeable was the continuing decline in prices, with many systems priced in the \$1400 to \$1700 range, and most now under \$2000. A few systems came in just under \$1000 (such as the Galaxy Video system, which features a 7-foot dish). Among the trends seen at CES was a move toward smaller antennas, with some experts predicting that two-meter dishes will become commonplace for home reception of C-band satellite signals in the next few years.

The impending arrival of DBS is on many experts' minds—as is how Ku-band DBS will compare to existing C-band service. Although DBS has been touted as a low-priced service (under \$500 for reception equipment), some are now predicting that the price may actually be closer to \$1500 per site. That would mean conventional satellite service would have a better "cost-per-channel" than DBS—a conclusion that is reached when you compare the three to five channels proposed for DBS to the two dozen or so signals available on current satellites.

There was also speculation at CES that the Japanese are ready to unveil their home satellite-equipment, probably for DBS service. (As we've reported in the past, Sony and other major Japanese manufacturers are working with NHK and other TV broadcasters to develop new satellite facilities for home reception.)

Another indicator that home satellite-service has come of age is that the business is being analyzed and studied. One company reported a tripling of its business from 1981 to 1982, with expectations that home-dish users would triple again this year. Channel Master, a major equipment supplier, revealed its research findings that showed, among other things, that 90% of home satellite-users live in small towns or rural areas and that about 40% of dish-owners also have a videocassette recorder (about ten times the national average for VCR use).

Quite a variety of ancillary satellite equipment was also introduced at the CES. Among the add-on products were a receiver made by Intersat that features a two-year programmable memory, and an antenna-control unit that will allow a dish to cover up to 50 birds. (That, by the way, is far more than will be in place over North America in the foreseeable future.)

NEW TECHNOLOGY

Sat-Trol, an actuator and control system for satellite earth stations, includes "touch-label" switches with selectable fast and slow travel rates for pinpoint location of satellites. The new \$400 unit was developed by Burr Engineering, of Battle Creek, MI, and features a self-contained power supply and "over-travel" protection to prevent a dish from going beyond the signal reach of a bird.

Satellite Television Corp. will test "multiplexed analog components," a system created by England's Independent Broadcast Authority to increase video resolution on the direct broadcast satellite service it is developing. The MAC technique transmits luminance and chrominance in time succession rather than simultaneously, a process that may improve definition of video images compared to the current NTSC technique. Satellite Television Corp. has not committed to using the system, nor has it made any other specific plans for high-definition video on its DBS signal.

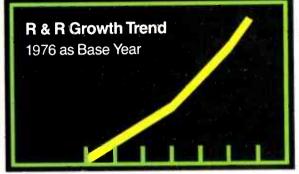
Antenna Technology Corp. now offers a Tri-Sat dish that allows the signals from three adjacent satellites to be received simultaneously. The four-meter version costs \$1390 and a five-meter version sells for just under \$6400. The Las Vegas-based company already offers other multi-beam dishes in sizes ranging from three to seven meters.

ABC Radio has started digital transmissions via Satcom I, and the network hopes to have all 1850 of its radio affiliates on satellite by the end of the year. CBS, RKO and NBC also plan to inaugurate digital-audio networks via satellite this year.

DIRECT-TO-THEATRE MOVIES

Direct-to-theater video is being considered by several companies. Greater StarLink wants to use the 14/12 GHz band on the upcoming SpaceNet bird (to be launched by Southern Pacific Satellite Co.) to send high-definition TV to movie theaters for display on a 40- × 100-foot screen. Several movie studios have expressed interest in the project, which is several years away. In another development, United States Satellite Systems plans to test a similar HDTV transmission, beaming signals to about 50 video centers around the country. USSS may use local facilities operated by the Campus Entertainment Network.

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VIDEOCAMES

Rolling your own **Danny Goodman**, contributing editor

LAST MONTH, WE SAW HOW AN APPLE computer, a working knowledge of 6502 microprocessor assembly-language, and a special development system can help you design your own games for the Atari 2600 and 5200 systems. But for those who like to program their own games, there is another game system—and a darn good one at that—that has been open to user programming for years. And you don't need assembly language or a computer to get anywhere. I'm talking about the unit that started out as the Bally *Professional Arcade*, more recently known as the *Astrocade* (shown in Fig. 1).



The system has had a long and checkered career in the volatile videogame industry. As we go to press, the future of Astrocade is unsure as they attempt to extricate themselves from Chapter XI. But that's not what this story is about.

As a good many of the estimated 120,000 *Astrocade* owners know, the *Astrocade*, in addition to playing some of the graphically and sonically best videogame cartridges ever, is programmable in BASIC with the help of the BASIC language/cassette-interface adapter. In recent times, this accessory and well-prepared BASIC tutorial/reference manual has been included as standard equipment with the unit.

The open access to the *Astrocade* has caused a closely knit and loyal following of *Astrocade* enthusiasts to band together in users groups and in an open exchange of information via the major news pipeline for Astrocaders called *The Arcadian*, a monthly newsletter published by Bob Fabris (3626 Morrie Dr., San Jose, CA 95127). Each issue contains program listings and more advanced programming tips from experienced users like Andy Guevera.

Andy has taken his interest in the *Astrocade* up to the assembly-language level (Z80 microprocessor). But in so do-

ing, he left tracks for others to follow. He now produces a plug-in cartridge called the *Machine Language Manager* (The Bit Fiddlers, P.O. Box 11023, San Diego, CA 92111-0010), which guides the way for novice programmers. You'll still need to know Z80 machine language, but in the manual that comes with the cartridge, Andy recommends some introductory books. Machine language allows you to program faster action within the limited built-in RAM of the *Astrocade*. But there is still plenty going on in BASIC.

The 114-page Astrocade Sourcebook (635 Los Alamos Ave., Livermore, CA 94450), produced semi-annually by Richard Houser, lists practically every one of the hundreds of third-party programs available—a large percentage of them in BASIC on cassette. Most of these tapes have been designed by dedicated hobbyists with a love for the capabilities of the Astrocade system. Every once in a while, one of these hobbyists finds a programming specialty.

George Moses, for example, has unlocked the secrets to the three-voice music synthesizer of the *Astrocade*. His company (George Moses Co., P.O. Box 686, Brighton, MI 48116) offers several cassettes of straight music (Scott Joplin rags, Christmas carols, Bach, and more) playable through the console's synthesizer. For the musically creative, he also has a music-assembler program to let you try your hand at it.

George, by the way, produced the continuously running musical score for one of the first third-party game cartridges for the Astrocade, a family-oriented game called Treasure Cove by Spectre Systems (Box 1741 Dearborn, MI 48121). Bret Bilbrey, one of the principals at Spectre was attracted to the Bally system back in 1977 (in the days of the Fairchild Channel F and dedicated Atari videogames) because he could do things with the BASIC cartridge that no other videogame could let him do. Since then, Bret and a few others have turned what was a hobby interest into a career, designing games for the Astrocade.

With the right system, imagination, and a strong desire to master the technical side of programming in BASIC or (preferably) machine language, rolling your own videogames is certainly within almost everyone's reach.

Fox Video Games' Flash Gordon for Atari 2600



CIRCLE 101 ON FREE INFORMATION CARD



I'd hate to be in the shoes of the videogame designer who steps into the boss' office to receive an order to develop a game around a popular theme. It can't be easy to force a game to fit a particular mold. That's what I expected to find when I plugged Fox Video Game's *Flash Gordon* cartridge into my 2600 console. But after playing the game for a while (and being a Flash Gordon fan), I got the impression that somebody came up with a space game, and Fox simply pulled "Flash Gordon" out of its list of space movie titles.

The screen is divided into two main game-action areas. The top half is where the prime action is located—your rocket ship, targets, and stranded spacemen you can rescue. In the lower half is an aerial map of tunnels through which your rocket ship travels. Your goal is to clear each tunnel level of hatching pods and the spider warriors they produce. Two amorphous alien fields, called Disrupters, pursue your every step, trying *continued on page 14*

RADIO-ELECTRONICS



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VIDEOGAMES

continued from page 12

to enshroud your ship in deadly debris. Every time you successfully shoot five spider warriors from a hatching pod, you have the added power of a temporary shield. Floating through the tunnels at random are your fellow spacemen whom you must pick up by touching them with your ship.

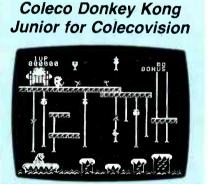
Hatching pods are distributed unequally through the maze of tunnels. When they are grouped together, there is a likelihood that the sluggish Disrupters will catch up to you. Unless your shields are intact while you escape from the Disrupter's field, you'll have a tough battle on your hands trying to survive the onslaught of debris. Occasionally, however, a Disrupter Generator flies across the screen. If you can shoot one, the Disrupter is stalled momentarily, giving you a head start away from it.

The joystick control in this game is a bit odd at first. When you want to move your rocket ship to the left on the tunnel map, for example, the rocket ship on the screen glides toward the left margin. But if a spaceman comes into view on the right, and you push your joystick to the right, your blip on the map immediately reverses direction while your rocket ship slowly glides over to the right of the screen. I suppose that it is the two speeds (instant on the lower map, gradual on the top screen) that makes it feel awkward. I'm sure it was designed that way, too, so that the lure of the spacemen would perhaps draw you backwards toward an oncoming Disrupter.

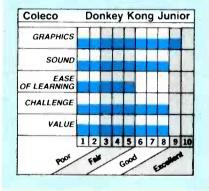
But after being tricked into retrieving spacemen for bonus points a few times, only to be annihilated by a disrupter, you lose interest in rescuing spacemen. Even though you're passing up extra bonus points, you'll gather more points in the long run if you simply ignore the men and go after the next hatching pod as planned. That takes away from the urgency of rescuing spacemen. If the game play required you to pick up spacemen by penalizing you if you didn't, then you'd have a more interesting game on your hands.

But with the same screen images reappearing wave after wave, the game doesn't hold interest for long. That's true even though the waves rapidly become more difficult. There is little in the way of discovery in this cartridge—it becomes a simple durability contest from the first wave.

And if this game action has some connection with Flash Gordon, it eludes me. At least there should be *some* reference to Ming, Dale, and Dr. Zarkhov.



CIRCLE 102 ON FREE INFORMATION CARD



If you have ever followed the exploits of Mario and his efforts to rescue his girl from the clutches of the fierce Donkey Kong, then you'll better understand the story behind *Donkey Kong Junior*, another stunning arcade translation by Coleco for their *Colecovision* system.

The story goes that Mario finally captured Kong. Now the tables are turned. Mario is the bad guy, as jailor of Kong. Kong's pint-sized protege, Kong Junior, is on the trail of his father, trying to reach the key that unlocks cages and chains.

With the typical Colecovision high-resolution graphics, Junior is certainly one of the cutest games available for a home videogame, yet the cuteness doesn't get in the way of sincerely challenging game play.

The game features three completely different game screens, each with its own particular challenge. The first screen makes Junior swing from vine to vine while eluding the harmful Snapjaws (they like to climb vines at random). Swinging Junior from vine to vine is accomplished by moving the joystick to one side, unless he needs to leap from a platform to a vine, in which case you need to use a side action-button to make him jump.

On to the second screen, which has Kong's cage chained down. Junior must swing to six dangling chains. As he pushes each lock to the platform, the chain holding the cage is released. All six locks need to be pushed to the top while avoiding both Snapjaws and flying Nitpicker birds.

The third screen is a repetition of the first screen, but the fourth screen features a unique jump board (a precisely timed bounce buys Junior some extra time and bonus points), moving platforms and chains, and egg-dropping Stookybirds, which Junior must swing amidst on his way to the key for dad's cage.

I find the game graphically interesting for longer periods than the excellent-looking *Donkey Kong*. For instance, the graphic depiction of this little diapered chimp character swinging from vine to vine is clever.

Each screen has its own background music or sound, and the tune played at the end of a successful screen is catchy. Moreover, as Junior makes his way through a screen, the sound he makes is believably ape like.

I wasn't sure whether the greater ease of attaining higher levels was a result of playing so many dozens of hours of *Donkey Kong* or whether it was because *Junior* is actually a little easier to control. It may just be that I have become accustomed to *Colecovision*'s controllers and response-time characteristics. But whatever the reason, you will probably find that you can progress through at least one shot at all the screens within a couple of hours of dedicated play.

Unlike most spin offs (Ms. Pac-Man, most noticeably), *Donkey Kong Junior* is a far differently playing game from its predecessor. It's different enough to warrant placing *Junior* high on your "to buy" list for the *Colecovision*. **R-E**



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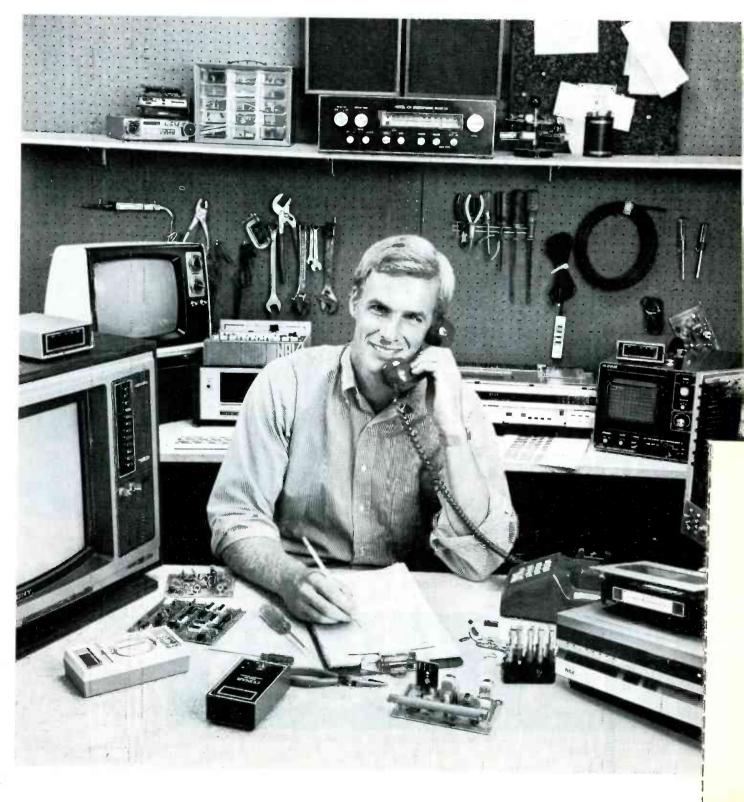
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NONVOLATILE-MEMORY NOTES

When reading my article on the 8K nonvolatile memory expansion for the Timex/ Sinclair computers (Radio-Electronics, July 1983) I noticed an error that potentially could confuse some readers. The memory map in Fig. 1 says that the "System variable 'D_File' can appear ...'' There are two things wrong with that. First, it's not the variable D_File but rather the actual display file that is echoed in the 48K to 64K region. Second, how do 64K RAM packs work then? Since an op-code fetch cannot be made with A15 high, simply gating A15 with M1 through an AND gate for the upper 32K will prevent a clash between the echo of the display file and any data stored in the 48K to 64K region.

In Fig. 7, the parts-placement diagram, capacitor C3 is missing. It should be installed from the empty pad at R5 to the pad directly below it.

One further note: The RAM board is com-

patible with the new Timex/Sinclair 1500, but not with the *Spectrum* or the Timex/Sinclair 2000.

PAUL W. W. HUNTER

HELP NEEDED

I need some help in locating some information. Back in 1968, I built a Delco-designed 160-watt stereo amplifier from one of their application notes. Instead of using the Delcodesigned pre-amp, I used a design from a G.E. transistor manual. After I had built it, I encountered some personal problems and had to shelve the whole unit. Unfortunately, all my design layouts and schematics got lost, and the unit is just collecting dust.

Now, my problem is this: I have just received the application note from Delco. What I need now is some information on the preamp and its power supply. I've tried the library, but they do not have the manual; and I don't know how to get in touch with G.E. even to see if the manual is still available. Could any of your readers help me?

The pre-amp uses 3 2N508A transistors per channel, 1 volume control, 2 tone controls, has a phono (RIAA) input, and tuner input with a future tape input. The circuit is supplied with -22 volts and is shielded from the main amplifier. The power supply delivers -44 volts, using 4 1N91 diodes with 2 1N91 diodes for regulation along with 3 1500- μ F 50-volt capacitors.

I would appreciate any information anyone can send me on the pre-amp. B.E. BROSKI 5912 West Clinton,

Cleveland, OH 44102

DRIVERS' BEHAVIOR

In the March 1983 issue of **Radio-Electronics**, Mr. Kolasinski tells about his attempt to check on drivers' behavior by motoring at the speed limit and observing

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how many drivers passed him when the police weren't around. But his simple test is inherently faulty.

Fact: Nobody also going at the speed limit can pass him or be passed by him. Two bodies going at the same speed in the same direction can only keep station with each other. And so, all exactly law-abiding citizens are eliminated from his count. In fact, the more closely other drivers match his speed, the less likely that he will encounter them. But the faster (or slower) they drive relative to Mr. Kolasinski, the more likely that he will observe them. Not exactly a fair test of drivers' general behavior, is it?

That is not to say that he is wrong in thinking that people do tend to speed when not in the presence of the police. Or that the average speed is higher than the posted speed in most circumstances. It's just that he'll need a more objective test in order to satisfactorily prove his point.

Some Purdue University studies suggest the majority of drivers move at a speed that they find comfortable and efficient, with only small regard for the posted speed. It is not their intent to break the law, but to get where they are going at a rate they perceive as safe and efficient, based on traffic, road conditions, and other factors. That speed is often marginally above the posted speed. Indeed, some communities set the posted speeds by observing general speeds in practice, and then posting a rate that agrees with (typically) 85% of the drivers using that road. That's a pragmatic approach, which also guarantees a constant supply of "speeders. BRUCE LOGAN

South Bend, IN

00000PS

I want to thank you for the excellent job of editing you did on my recent articles in **Radio-Electronics.** The end results were simply beautiful!

I did notice one error in each article, though, and those should really be pointed out to the readers. In the article, "Music Synthesizer IC's," (May 1983), on page 67, Fig. 3, the control-voltage reject trim (R7) was altered from my original artwork. While it is shown in the article as a rheostat, it should actually be set up as a potentiometer, with one side going to +15 volts and the other side to -15 volts. So, break the rheotstat connection (on the left-hand side) from the wiper, and send it to -15 volts.

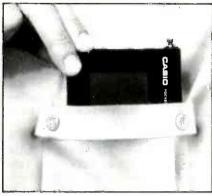
A more serious error occurs in the article, "How to Use Transconductance Operational Amplifiers" (July 1983), on page 57, Fig. 5. On my original artwork, R5 is shown as being 15K, and that suitably restricts the current into the 3080. However, it is shown in the magazine as being 1.2K. That value is far too low, and will lead to excessive current flow that will destroy the chip! As stated in the text, that current should be restricted to a value between 0.5 μ A and 0.5 mA. With the 1.2K resistor, the current will exceed 10mA! Thermal runaway is almost guaranteed. The solution is simple: Change the value of resistor R5 to 15K.

I hope those corrections will save your readers some blown chips and blown tempers. Once again, let me say that I was very pleased with the fine way in which you presented my articles. I feel very honored that **Radio-Electronics** picked them up. THOMAS HENRY

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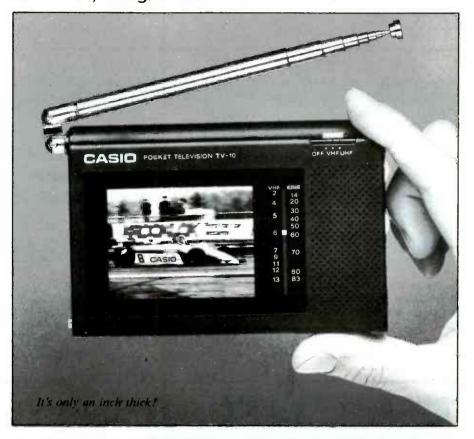
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pack, and after viewing, plug it in the wan to recharge overnight. That isn't all. With an optional adapter you can plug the Casio Pocket TV into your car's cigarette lighter; it uses almost no power. Or, with the optional AC adapter, you can watch TV forever with your set plugged directly it to a wall outlet.

into a wall outlet.



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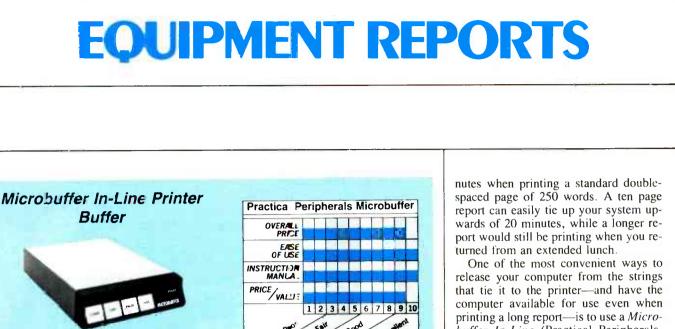
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A COMPUTER CAN RUN NO FASTER THAN its printer. While even the least expensive, unsophisticated computer can process data at a nominal rate of 20,000 characters per second (cps), the typical

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low cost daisy-wheel printer loafs along at 12 cps, while the average matrix printer

speeds along at 80 cps. Translated into real time, it means your system is tied up for anywhere from 20 seconds to 2 mibuffer In-Line (Practical Peripherals, Inc., 31245 La Baya Drive, Westlake Village, CA 91362) between your computer and your printer.

Basically, the Microbuffer In-Line is a cabinet that houses 32K or 64K of RAM (user expandable to 258K) that substitutes for the computer's RAM during a continued on page 28



CIRCLE 15 ON FREE INFORMATION CARD

The best 60MHz scope costs only \$1150. It's from Kikusui.



That's right. Only \$1150 for Kikusui's top-of-the-line 5060 m<mark>o</mark>del oscilloscope. And we also have four other scopes for as low as \$600 in our new 5000 Series.

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Of course, there's a reason we're able to offer these bargains and quality. We're one of the biggest manufacturers of scopes in the world, with over 30 years in the business. Another reason is KIK's nationwide network of lab quality maintenance facilities.

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FOUIPMENT REPORTS

continued from page 24

printing job. The input to the Microbuffer's RAM comes from the computer's printer output connection; the Microbuffer's output connects to the printer. When the computer is commanded to PRINT, it dumps what is to be printed from its RAM directly into the Microbuffer's RAM at almost lightning speed. For example, a 4000 word document dumps to the Microbuffer in less that 3 seconds.

If the number of bytes being dumped to the buffer is less than, or equal to, the capacity of the buffer, the computer itself is free and ready for use within seconds. If the length of the document exceeds the capacity of the buffer, the computer holds the remainder in its RAM. As the document prints, the data in the buffer slides forward, producing free RAM at the tail end. Eventually, the computer will dump into the free RAM. Then, the computer is free for use-as far as it is concerned, it is finished printing and ready for another job. The task of driving the printer is now controlled entirely by the Microbuffer.

The word "controlled" is appropriate because the buffer is more than just a storage memory for driving the printer; it also determines the various ways in which



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the printer is driven. On the front panel are three membrane button switches labeled CLEAR, COPY, and PAUSE, along with matching LED indicators to show the selected mode(s). The PAUSE switch does exactly what its name implies: it pauses the output to the printer so that the user can make adjustment or alignment tests or anything else you can do when the printer drive is halted. The computer can dump to the buffer while the PAUSE is set.

The COPY switch programs the Microbuffer for up to 255 repeat copies of the document. Normally, the buffer provides a single copy. If the copy switch is depressed, say, three times, three additional copies will be automatically printed. To print a copy, the entire document must be in the buffer. If the document is larger than the buffer it will overrun the first part of the document. If the buffer receives a document larger than its RAM, the LED above the CLEAR switch goes on to indicate that the complete document cannot be held in the buffer's memory. Normally that is not a major difficulty because the buffer is matched to the available memory in the computer.

If the user is reasonably certain of the document size and can be certain that there is RAM available for a new document, he can dump additional documents into the buffer even while the printer is running. That's because the buffer provides a form-feed command for the printer between documents.

For example, assume you are preparing four form letters and you will print two copies of each. As the first letter is printing, you prepare the second letter and dump it into the buffer, then perhaps a third letter, and a forth. As long as you are certain there is RAM available in the buffer, you can continuously dump additional documents or even pages of a manuscript. Just keep in mind that the buffer issues a form feed to the printer after each complete dump, so each document starts on a fresh page.

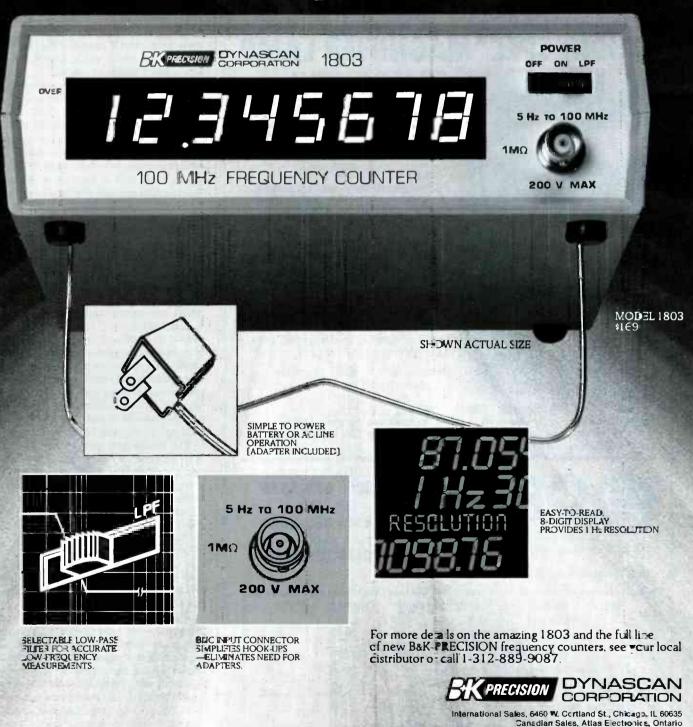
The CLEAR switch instantly clears the buffer's RAM so you can go on with other printing jobs.

The Microbuffer works exceptionally well and fuss-free. Its only limitation appears to be that it does not respond to a page stop. For example, if the word processor, such as Scripsit or Typit, is instructed to stop after each page is printed, the instruction is ignored when printing through the buffer; the buffer simply provides the standard form feed at the end of each page. For documents or listings greater than one page in length, the paper should be tractor-fed.

The Microbuffer In-Line is housed in a cabinet 53/8 by 71/2 by 15/8 inches. It is AC powered through a wall transformer. The parallel-printer model is supplied with a standard Centronics-type input connector and a 3-foot output cable terminated in a Centronics-type connector. In the serialprinter version, RS-232 connectors are

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AMAZING. B&K-PRECISION's under \$170 100 MHz frequency counter.



Canadian Sales, Atlas Electionics, Ontario South and Central American Sales, Empire Exporters, Plainview, NY 11803 used. The input and output baud rates and assorted handshaking protocols are individually programmable. Both the serial and parallel versions are priced at \$299 (32K model) and \$349 (64K model). User-installed 64K add-ons are \$179. Specially configured models (without housings) of the Microbuffer are available for direct installation in the Epson printers (with and without Graftrax) and the Apple computers.

While the price might appear to be somewhat high at first glance, consider that it frees some expensive computer hardware for more productive use. What is high for home and family use can be a real buy for business use. R-F

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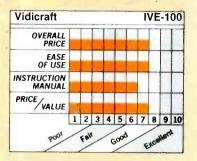
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Vidicraft Model-IVE 100 Integrated Video Enhancer

IT'S QUITE AN UNDERSTATEMENT TO SAY that the video marketplace has changed dramatically in the past few years. For one thing, products that once were only used by video professionals, and others that had never even been thought of, are now commonplace in the home. Those products include such things as image enhancers, sync stabilizers, video distribution amplifiers, and commercialelimination systems. There are few video enthusiasts that, at one time or another, have not wished they had one or more of



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those products. Of course, if they had all of them the result would be four more boxes and a tangle of cables.

There is an alternative, of course-one of the new all-in-one video accessory systems such as the Vidicraft (0704 S.W. Bancroft St., Portland, OR 97201) IVE-100 integrated video enhancer. It features all of the systems we've mentioned, as well as a simple switcher and an RF modulator. Let's look at the various features this unit contains and how they work, and then look at the system as a whole.

An image enhancer

Anyone who's ever recorded a TV program while watching it and then later viewed the tape, is sure to have noticed that the recording is of inferior quality. Granted, the quality improves with topnotch equipment and high recording speeds, but there will always be some loss of overall quality or detail. The purpose of an image enhancer is to restore that lost quality. The enhancer incorporated in the unit can be used to enhance the quality of pre-recorded tapes and off-the-air TV viewing, as well as to improve the quality of camera-to-VCR and VCR-to-VCR recordings as they are being made.

The results provided by the unit are dramatic, but vary according to the quality of the original source. Video enhancers work by amplifying the high-frequency video information, which in turn increases the detail and sharpness of the picture. But if that high-frequency information is for the most part missing, as is often the case with multi-generation tape recorded at slow speeds, there is nothing to amplify. Needless to say, the enhancer can not bring out detail that has been lost forever.

There is a drawback with all video enhancers; when you amplify the highfrequency video you also amplify the high-frequency video noise. That noise shows up on the screen as snow. The Vidicraft unit compensates for that problem with their VNX noise-reduction circuit. That circuit suppresses certain lowamplitude, high-frequency signals. Thus,

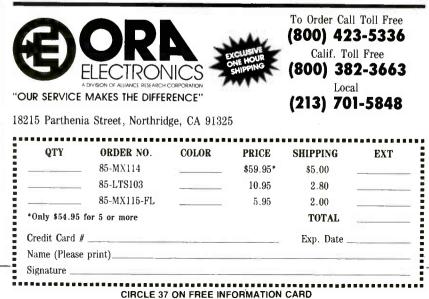
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BECKMAN TECH 360 DMM	\$289.	\$ 260.	BBC M2012 DMM	\$139.	\$ 125.
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LEADER LEG-13005, FUNCTION GEN.	\$ 495.	7001. 5419.	BBC M2030 DMM	\$199.	\$ 179.
LEADER LSG-17, SIGNAL GEN.	\$ 190.	\$ 160.	BBC M2031 DMM	\$219.	\$ 197.
LEADER LAG. 27 SINE/SQ. WAVE GEN.	\$205.	\$ 184.	BBC M2032 DMM	\$ 259.	\$ 233.
LEADER LDC-8235 FREQ.COUNTER	\$450.	\$ 405.	A.W. SPERRY 315P, ISMHZ SCOPE	\$800 .	\$ 720.
LEADER LDC-822 FREQ. COUNTER	\$320	\$ 288.	A.W. SPERRY 620C, 20MHz SCOPE	\$ 785.	\$ 706.
LEADER LB0-524, 35 MHz SCOPE	\$995.	\$ 848.	A.W. SPERRY EZ-6110 DMM	\$ 168.	\$ 89.88
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1983!!

its purpose is the exact opposite of the enhancement, but it operates only on lowamplitude signals. The result is the removal of much of the increased snow, but at the expense of some of the recovered detail. Even so, the overall quality of the picture will be much improved.

Stabilizer

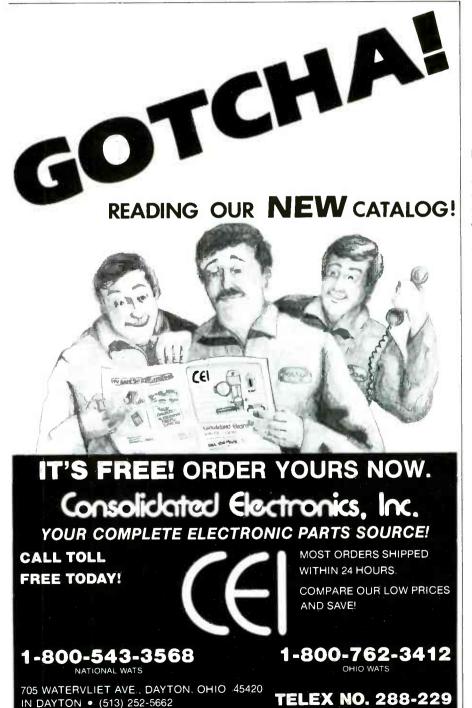
By now, most VCR owners know about the various anti-piracy schemes used by tape distributors, and the havoc even authorized copies can play with some older sets. The purpose of the stabilizer, then, is to eliminate the roll and jitter caused by those anti-piracy schemes. It is also useful in the dubbing

of home tapes because it reduces the chances of roll and breakup (due to dropouts) during that process.

Commerical alert

There are various schemes for automatically removing commercials from programs for taping. They all have one thing in common-the don't work very well. The ones that search for a color burst are fine for old black-and-white movies and shows, but are useless for color. The ones that search for a fade to black are fouled up by multiple commercials and by the fact that such fades are often found in the middle of movies.

The IVE-100 gets around the problem



by not removing the commercialsinstead it warns you about them. It searches for a fade-to-black, and when it finds one it emits a rather loud beep.

The feature is, of course, only useful for attended recording of programs as it does not actually remove the commercials. What it does is give you enough warning so that you can hit the pause button.

The manufacturer states that it is also possible to use the feature for recording one program while watching another, but to do that would require you to switch channels to the one being recorded to check for a commercial. If one were found, the tape would have to be rewound slightly, played up to the beginning of the first commercial, paused, and then taping restarted when the program resumed. Only then would you be able to return to the program you were watching.

The unit incorporates two additional features. An RF amplifier for connecting units with video outputs to your TV, and a distribution amplifier that allows three separate outputs without a loss in apparent picture quality.

Installation and operation

Installing the unit is a snap; it should take no more than five minutes from box to use. Three installation diagrams, complete with clearly written descriptions, cover the most common setups

Turning to the front panel, the unit is turned on and off, and the inputs and the functions are selected using a row of pushbutton switches located at the left. On the right are three controls that are used to adjust the enhancement, noise reduction, and the stabilizer circuit.

Operation is fairly straightforward; the only thing that is the least bit tricky is the setting of the enhancement level. That level is a matter of personal preference and you'll have to play around with the controls a bit until you are satisfied. The effect of all of the controls can be seen by simply switching a particular function in and out; that makes comparisons easy.

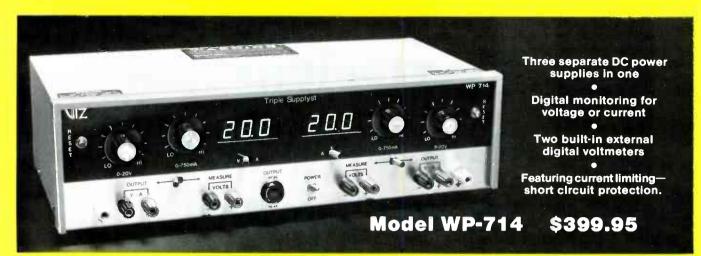
One thing that was a little annoying was the fact that once the unit was wired into a video system, it had to be turned on any time the system was used, even if none of the features were needed. A bypass provision would have been nice.

The instruction booklet was well written, clear, and certainly better than some we've seen for this type of equipment. Of course it still leaves a lot to be desired for those technically inclined (no schematics, etc.). but that is typical.

If you take your video seriously, and are in the market for a versatile accessory to upgrade the performance of your video system, the IVE-100 deserves your attention. It is well made, as witnessed by the limited two-year warranty on parts and labor it carries, and works as claimed. The unit lists for \$229.00. R-E continued on page 38

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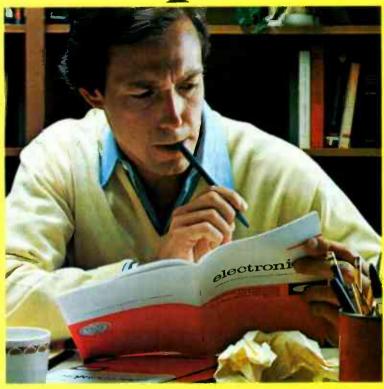
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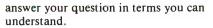
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Pattern shown on oscilloscope screen is simulated.

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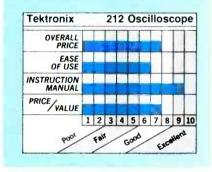
EQUIPMENT REPORTS

continued from page 32

Tektronix Model 212 Dual-Trace Oscilloscope



CIRCLE 105 ON FREE INFORMATION CARD



IT WASN'T TOO LONG AGO THAT OSCILLOscopes were huge and heavy, and they doubled as the primary source of heat for the test-bench area. But nothing will make you forget those days faster than the model 212 oscilloscope will. That dualtrace scope from Tektronix (PO Box 500, Beaverton, OR 97077) measures approximately $3 \times 5\frac{1}{4} \times 9$ inches—so you might even be tempted to call it a pocket oscilloscope (especially if you're wearing a bulky winter coat). The lack of air vents alone indicates that the 212 is a coolrunning unit. Let's take a look at the features that Tektronix managed to fit in such a small package.

The CRT screen, as you might expect, is rather small (approximately $1\frac{1}{4} \times 2$ inches). But even so, it dominates the front panel of the scope. It's graticule is an internal 6×10 division grid. It is not illuminated; we presume that's to ensure as long a life as possible from the 10 internal, rechargeable, nickel-cadmium "A" cells.

Those batteries can run the scope for 3-5 hours on a full charge (even longer if maximum trace intensity is not used). While they are meant to be the primary power source for scope operation, the 212 can also be operated from line voltages between 104 and 126 volts. (However, when the unit is operated below 110 volts, the internal batteries will be slowly discharged.)

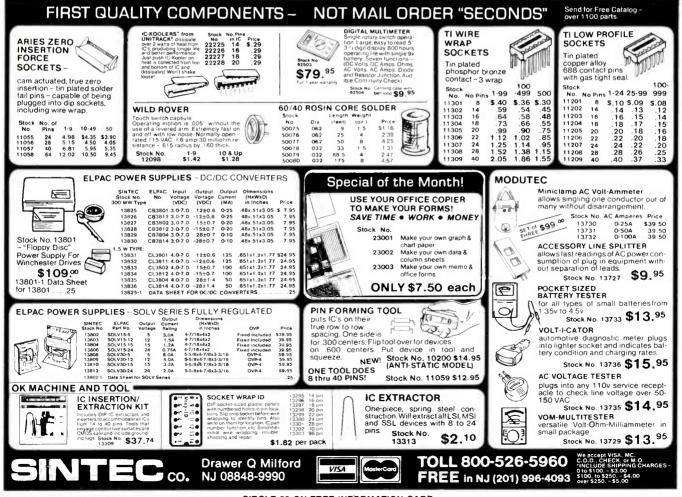
The 212 incorporates an internal battery charger, but the scope must be turned off for it to work.

A protection circuit in the scope protects against excessive discharge. The scope automatically shuts down if the battery charge drops below 10 volts. A front-panel LED labeled POWER, that normally lights whenever the scope is turned on, will not light when there is less than 10 minutes of scope-operating time left in the batteries.

Controls

All of the operating controls are located on the side panel of the scope. But that's not an entirely fair statement. The two VOLTS/DIV controls, though located on the side panel, are read from the front panel. And the SEC/DIV, while located on the side, near the rear, can be read reasonably conveniently by viewing the scope from a slight angle. All the other controls are in a recess on the side. Until you become familiar with them, you pretty much have to turn the scope 90° so that you can read the labels.

The POWER switch is particularly hard to find without turning the scope to look for it. It is a slide switch that is located at the center of 4 larger rotary switches. That's not really a disadvantage, though. The 4 rotary controls "protect" the POWER switch from being turned ON accidentally. That's especially important for portable battery operation, and shows that Tektronix gave its panel layout a little



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"Call-In" Monitor

If you're away from home and are worried about the kids or about break-ins, call home from any phone. Your Sensaphone will report to you (privately, because your call will include a private code) on the monitored conditions. Then you can listen to the room sounds for yourself.

You can install a Sensaphone in your office too. At night, if you're driving by and see a light, call your Sensaphone. You'll quickly learn whether it's the cleaning service or an unwelcome intruder.

Automatic Dialer Enter the eight numbers you call most frequently. Then, when you want to call one of those numbers (up to 16 digits each), press just one dial-key and your Sensaphone will call the whole number for you.

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bit of thought.

Other controls include an INPUT COU-PLING switch for each channel (AC, GND, and DC); a POSITION control for each channel (with a click-stop OFF position), and a variable VOLTS/DIV control for each channel (with a clik-stop CAL position).

A three-position TRIG SOURCE slide switch is used to choose the appropriate trigger signal source. In the External mode, the sweep is triggered from the signal applied to the EXT TRIG banana jack. In the COMP position the sweep is triggered from a sample of the vertical deflection signal after the vertical switching, while in the CH-2 position the sweep is triggered from a sample of the vertical deflection signal before the vertical switching and only from Channel 2.

There are also seven screwdriver adjustments. They can be used to balance the vertical-amplifier system (for minimum trace shifts when the deflection multiplier is changed); to set the gain of the vertical-amplifier system; to set the trigger point for automatic trigger operation; to focus the display; to calibrate the horizontal gain and to calibrate the horizontal sweep timing.

You might have noticed that we never mentioned the probe-input jacks. That's because there are none. Two probes are included, but they are hard-wired to the scope. They are neatly stored at the rear of the cabinet, as is the power cord.

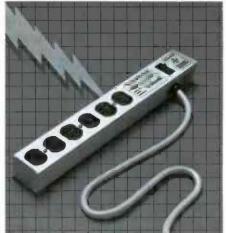
Using the scope

Until you get used to the side-panel layout, the 212 can be a chore to use. However, to be fair, the 2/2 is meant to be portable and its side-panel controls help to keep its size to a minimum.

The oscilloscope that we received came with both an operator's manual and a service manual. The operator's manual is a 37-page, shirtpocket-sized booklet. Amazingly enough, however, it does a creditable job in describing the fundamentals of using the scope. The service manual fills in the details that the operator's manual leaves out. It includes a description of the scope as well as sections on preventive maintenance, calibration, troubleshooting, circuit description, and corrective maintenance. Lists of all parts, both electrical and mechanical, are included as are schematics, circuit-board photos, and exploded drawings.

Tektronix's 212 is a great portable oscilloscope. But we would not recommend using this scope for a bench-top unit (although we are sure that some people will try). Because of its small CRT, it can be tiring to use. And its \$1775 price is certainly not cheap for a scope with its bandwidth. (When the input is DC coupled, the bandwidth is at best DC to 500 kHz. That decreases to 100 kHz when the vertical sensitivity is increased to 1mV/ division.) But if you're in the field and in need of a dual-trace scope, then it's hard to find fault with this unit. R-E

INTRODUCING



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BUILD THIS

ONE OF THE FIELDS THAT HAS BENEFITED MOST FROM THE revolution in digital electronics is electronic music. That's because the relationships between notes can be expressed mathematically, making music the perfect candidate for digital logic. These days, the use of electronically generated music is limited only by imagination and the demands of the marketplace, and common applications include everything from doorbells to watches

Anyone who has dabbled in electronics knows that there are an infinite number of sounds that can be produced electronically. Unfortunately, the majority of them are the squeals and yowls of wayward circuitry. Producing music electronically means being able to control not only what sounds you produce, but the order in which you produce them. This project, the Pianomatic, is a good beginning for anyone who is interested in designing control circuitry for electronically generated music. The unit has a keyboard that will play a full

Build the Pianomatic and make beautiful music-electronically.

ROBERT GROUSBLAT

octave, and a memory section that will remember as many as four tunes even when it is turned off. The notes are entered into the memory from the keyboard and either a half or full rest between notes can be programmed.

Although a full-blown electronic piano has a much wider range of notes and features, the principles used by the Pianomatic are exactly the same. Once you understand how it works, we'll show you how it can be expanded to provide as many features as you want. The keyboard can be extended to cover a range of several octaves and much more attention can focussed on refining the sound. But we're getting ahead of ourselves. Let's first look at Fig. 1, a block diagram of the device. Then, we'll examine each section in detail.

An overview

The keyboard encoder translates the pressing of each key into a unique binary four-bit word. At the same time, it generates an "any key pressed" signal that the Pianomatic uses to increment its counters and to control several of its automatic functions. If we're writing a tune into memory, that signal is also used to generate the "write" pulse. The memory of the Pianomatic can be

The memory of the Pianomatic can be organized into either two or four pages at the throw of a switch. That means you have the choice of programming either two longer tunes or four shorter ones. Addressing is controlled by the note counter and the tune selector.

What we mean by "paging" is that some of the address lines are used to select which part of the memory is going to be accessed. That technique of memory management is frequently used whenever lots of information is stored in system memory-the more extensive the memory, the more useful the technique. Let's suppose, for example, that you had a system that used an address bus that was ten bits wide. That would mean you could address 1K words of memory $(2^{10} =$ 1024 = 1K). (A word is a group of bits that are considered as a whole. In a personal computer, for example, a word might be 8 or 16 bits long, depending on the machine.) If you wanted to organize that memory into two pages, you would have to break the memory down and think of it as being made of two parts, each being a page that was 512 words long. The most significant address line would then be used to select the page of memory you wanted to access. That system is shown in Fig. 2. In that example, address line A9 is switched between +V and ground, and is used to select the page of memory that will be accessed. Address lines A0 to A8 are used to select a memory location on that page. Once the memory location is selected, the data is stored.

The data bus of the Pianomatic is four bits wide, so we can select 16 separate four bit words $(2^4 = 16)$. Thirteen of

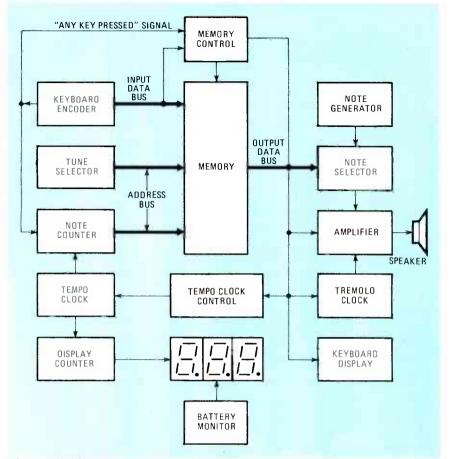


FIG. 1—THIS BLOCK DIAGRAM shows how the various functions of the Pianomatic are interrelated.

those are used for individual note selection, one is for a full rest, and the remaining two words are decoded by the tempo clock control to, logically enough, control the tempo clock during playback from memory. One of the two words causes the tempo clock to speed up and create a half rest and the other disables the clock at the end of a tune.

The tempo clock increments both the note counter and the display counter. The former addresses the memory and the latter controls a three-digit display that allows you to easily keep track of which note is being played.

The note generator is composed of two parts—an oscillator, and a top-octave generator, shown in Fig. 3; that IC performs the frequency division necessary to produce thirteen notes of the equally tempered scale. Each note is related to the others by some multiple of $^{12}\sqrt{2}$. In other words, since the frequency of a middle A is 440 Hz, an A-sharp would be 440 \times $^{12}\sqrt{2}$, or about 466 Hz.

The outputs of the top-octave generator are connected to the note selector—a oneof-sixteen analog switch that is controlled by the output data bus. Once the note is selected, it is passed on to the amplifier and speaker; the sound is given a bit of coloring by having the tremolo clock rapidly vary the gain of the amplifier.

Each key on the keyboard has a small LED in it, and whenever a note is played the corresponding LED lights up. That makes it easy to keep track of which note is being played and provides a bit of visual appeal when you are playing a tune back from memory.

As you can see by now, the organization and operation of the Pianomatic are logical and straightforward. When you're writing a tune into memory, a key is pressed and the corresponding word is latched onto the data bus. The "any-keypressed" signal generates a write pulse

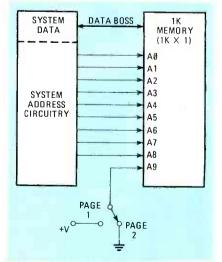


FIG. 2—HOW A 1K MEMORY can be organized into two pages, each 512 words long. In this simplified circuit, the most-significant-address line is switched to choose between two pages of memory.

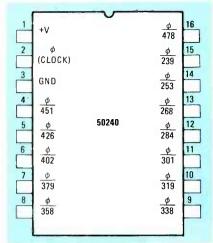


FIG. 3—PINOUT OF THE 50240 top-octave generator. Although the specifications for that IC call for a supply voltage of between 11 and 16 volts, the device will operate reliably at the Pianomatic's 7.3 volts.

and the note is written into memory. It appears on the output data bus and the note selector connects the chosen note to the amplifier. When you release the key, the keyboard encoder starts scanning again and the note counter is automatically incremented by one. In playback, the note counter is advanced by the tempo clock and addresses the memory. The stored binary information is sequentially put on the output data bus and the note selector connects the note to the amplifier.

Let's next look at each of the sections in detail and see how they work. The schematic diagram for the Pianomatic is shown in Fig. 4. You'll probably want to refer to it now and then as we discuss the various sections.

Keyboard encoder

The keyboard encoder is of the scanning type and is made up of a clock (IC14c), a binary counter (IC2-a), and a one-ofsixteen data selector (IC1). The keyboard itself is a series of normally-open, momentary SPST switches connected to the outputs of the data selector. As long as no key is pressed, the clock is enabled and causes the binary counter to count at about 1.5 kHz. That makes the outputs of the data selector go high in sequence. When a switch is closed, nothing happens immediately because the unselected outputs of the data selector, IC1, are low. When the binary counter causes the chosen output to go high, D11 is forward biased and disables the clock input of the counter. The same signal is inverted by IC15-c and disables the clock. The effect of all that activity is to stop the scanning dead in its tracks and latch a binary word on the input data bus corresponding to whichever switch was closed. Diode D9 is also forward biased and increments both IC3, a 4040 binary ripple counter that serves as our note counter, and IC12, a 4553 three-digit counter that is our disAll resistors 1/4 watt, 5%, unless otherwise noted R1, R7, R10, R17-8200 ohms R2-6800 ohms R3, R8, R29-1 megohm R4, R38-10,000 ohms R5-3000 ohms R6, R12, R30-1000 ohms R9-150,000 ohms R11, R15-100,000 ohms R13-470 ohms R14, R19-R28, R36, R40-160 ohms B16-1500 ohms R18-82.000 ohms R31-22,000 ohms R32, R33-560,000 ohms R34-390 ohms, 1/2 watt R35-15,000 ohms R37, R39-2200 ohms R41-500,000 ohms, multi-turn potentiometer, PC mount Capacitors C1, C4, C6, C8, C9, C13, C15, C18, C20, C23, C28-0.47 µF, 35 volts, tantalum C2-0.5 µF, ceramic disc C3, C22—100 pF, ceramic disc C5, C16—0.22 μ F, 35 volts, tantalum C7, C19-2.2 µF, 35 volts, tantalum C10, C11, C14, C25, C26, C29-0.01 µF, ceramic disc C12-47 pF, ceramic disc C17-001 µF, ceramic disc C21–10 μ F, 16 volts, electrolytic C24–500 μ F, 25 volts, electrolytic C27–100 μ F, 16 volts, electrolytic Semiconductors IC1-4514 1-of-16 data selector IC2-4520 dual binary counter IC3-4040 12-stage binary ripple counter IC4-5101L-1 256 × 4 static RAM IC5-4066 quad analog switch IC6-4515 1-of-16 data selector IC7-50240 top-octave generator (AMI, Mostek) IC8-4067 1-of-16 analog switch IC9-4082 dual 4-input AND gate IC10-386 1/2-watt audio amplifier IC11-4511 BCD-to-7-segment-display decoder/driver

play counter. The inverted version of the "any-key-pressed" signal, available at the output of IC15-c and through C12, is used to generate the "write" pulse for the RAM IC, IC4. Since keyboard switches S9–S24 are mechanical, R8 and C10 are used to debounce them.

Pin 23 of IC1 is the inhibit input of that device and it gives us a simple way of disabling the entire keyboard. If we make that pin positive, we force all the outputs to remain at ground, so closing a switch on the keyboard will have no effect on the rest of the keyboard encoder. That's handy because there are times when we don't need or want the keyboard to be working. If we're playing a tune back from memory, for example, there's no need for the keyboard to be operating. If it were, and you pressed a key during playback, a write pulse would be generated causing a glitch in the memory.

PARTS LIST

IC12-4553 3-digit counter IC13-7805 five-volt positive regulator IC14-4093 guad 2-input NAND Schmitt trigger IC15—4049 hex inverter SCR1—ECG 5400 or equivalent Q1-2N2222A or equivalent NPN silicon transistor D1-D3, D5-D7, D9, D11, D13, D17, D18—1N34A germanium diode D4, D8, D10, D12-1N914 silicon diode D14, D15-1N4001 silicon diode D16-1N4003 silicon diode DISP1-DISP3-FND 359, common cathode 7-segment displays with decimal point LED1-LED13-miniature red LED LED14-LED16-miniature green LED S1-S3, S7-DPDT miniature switch S4-S6-SPST normally open momentary switch S8-SPDT miniature switch S9-S24-SPDT miniature lever-type switch, Radio Shack 275-016, or equivalent J1-miniature N.C. chassis-mount phone jack, Radio-Shack 274-253 or equivalent SO1, SO2-female header strips, AP Products 929974 or equivalent PL1-PL5-male header strips, rightangle, AP Products 929835 or equivalent PL6-male header-strip, AP Products 929834 or equivalent B1-B8-1.5-volt alkaline "AA" cell B9 B11-nickle-cadmium "button" cell, 20 mAh, or larger Miscellaneous: PC boards, IC sockets, female header-strips (AP Products 929974 or equivalent) for interconnections (see text), solder, wire, case, etc. A set of the five PC boards, etched and drilled, but not plated through, is available from Hal-Tronix, PO Box 1101, Southqate, MI 48195. The price is \$39.95. Please add \$2.00 for shipping and handling. MI residents add 4% tax.

Memory

As we mentioned before, the memory of the Pianomatic can be organized into either two or four pages. The addressing of the memory is done by the note counter, IC3, and the tune selector, IC2-b. Since the memory, IC4, is a 1K memory organized into 256 words by 4 bits, it has eight address lines, $(2^8 = 256)$ labelled A0 through A7 (pins 4, 3, 2, 1, 21, 5, 7, and 6 respectively). The six leastsignificant address lines are connected directly to the corresponding outputs of the note counter. One of the two most significant address lines, A6, is connected to the least significant ("A") output of the tune selector (pin 11 of IC2-b). The ability to select either two or four pages of memory is made possible by how we handle address line A7. If we want to organize the memory into four pages, the seventh output of the note counter, (pin 4 of IC3), is

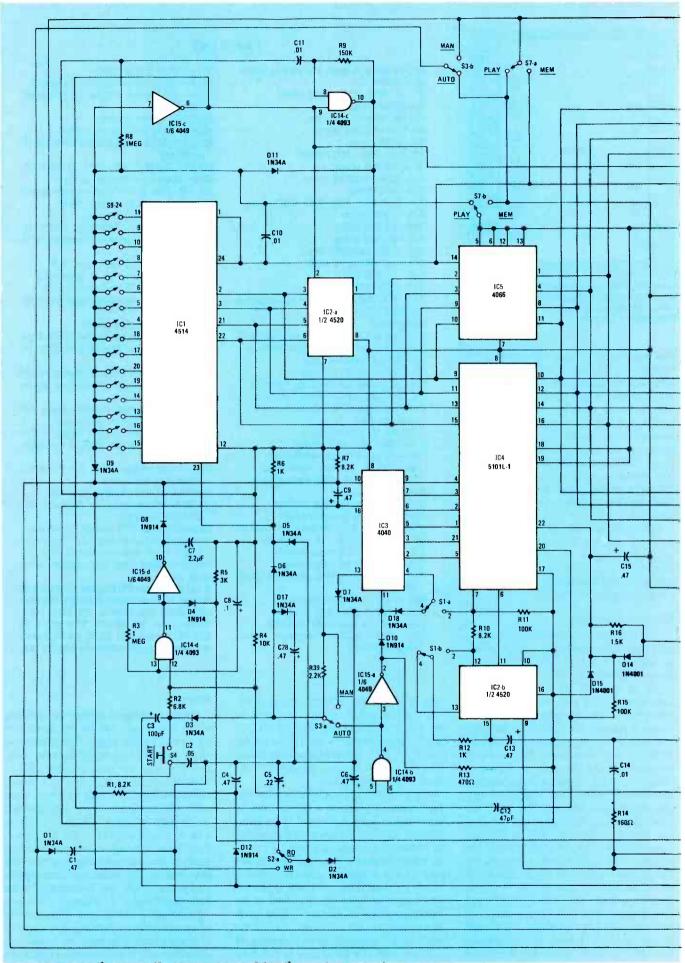
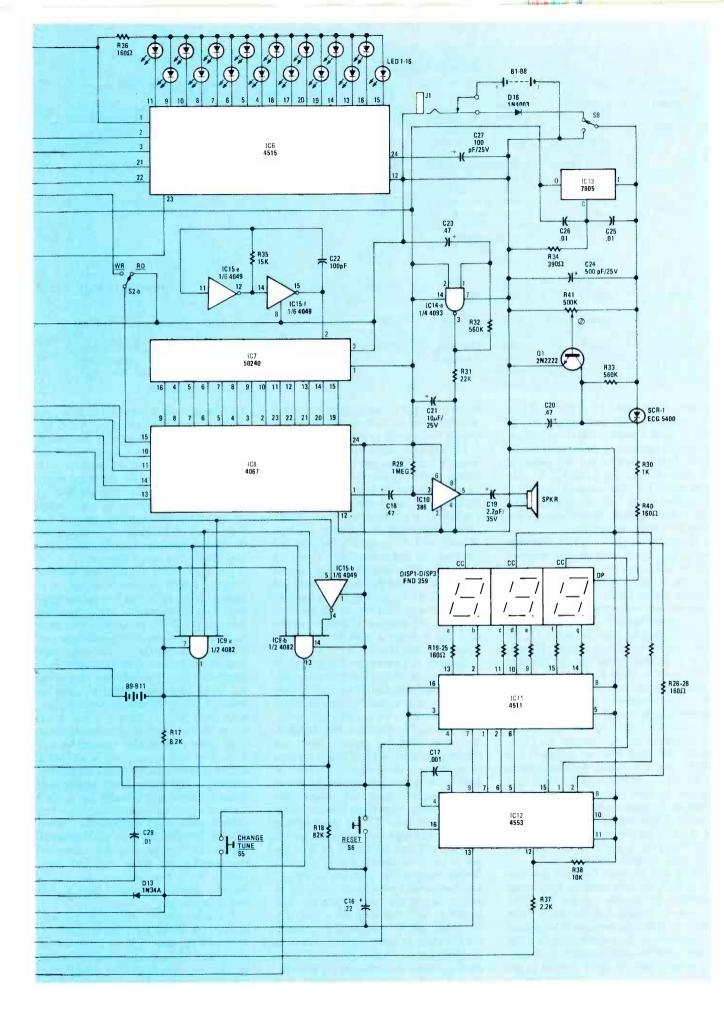


FIG. 4—SCHEMATIC DIAGRAM OF THE PIANOMATIC. This circuit can store either two long tunes or four shorter ones.



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TABLE 1-SWITCHING OF THE PIANOMATIC

Switch number S1 (DPDT)	Function 2 or 4 tune memory	Note counter Causes reset at count of 64 (4 tunes) or count of 128 (2 tunes).	Keyboard No effect	Note counter display No effect	Keyboard display No effect	Misc. Changes resetting of tune selector, IC2-b. Mounted on Board 3
S2 (DPDT)	paging Read and write op- eration	Switching from write to read causes reset through D2 and C6.	Disabled in read via D5.	No effect	No effect	Mounted on Board 3
S3 (DPDT)	Manual or automatic playback	Switching from manual causes reset via D17 and C28. Switching to manual causes reset via D1 and C1.	Disabled in automatic via D6.	Blanked in automatic	No effect	Mounted on Board 3
i4 SPST)	Start	No effect	No effect	No effect	No effect	Mounted on Board 2
SPST)	Tune select	Causes reset in all modes via D12 and C4.	No effect	No effect	No effect	Mounted on Board 2
S6 SPST)	Reset	Causes reset in all modes via C16.	No effect	No effect	No effect	Mounted on Board 3
G7 DPDT)	Play or memory	Switching from Play to Memory causes a reset via C2.	No effect	No effect	Disabled in play	Disables memory in play. Mounted on Board 3.

connected through D18 to the reset pin. That means that the note counter will be reset to zero whenever the count reaches 64. At the same time, we connect the A7 input of the memory to the "B" output of the tune selector (pin 12 of IC2-b). The reset pin of the tune selector, (pin 15) is connected to the "C" output (pin 13). That makes the tune selector reset to zero when the count reaches four.

Things get a bit trickier if we want only two pages. Since each page of memory will be 128 notes long, we have to connect the A7 input of the memory to the seventh output of the note counter and make the note counter reset to zero when the count reaches 128. That is easily done by connecting the reset pin to pin 13, the eighth output of the note counter. We also have to arrange things so that the tune selector resets when the count in the IC reaches two instead of four. As you can see in the schematic, we can make that happen simply enough by connecting the reset pin of IC2-b to the "B" output, pin 12, instead of the "C" output, pin 13, as before. By doing that, we can use S1, a DPDT switch to change the organization of the memory. Resistors R10 and R11 bias the A6 input of the memory and C13 gives us a power-on reset for the tune selector. Capacitor C5 provides a poweron-reset for the note counter to make sure that things start out at zero when the Pianomatic is first turned on.

Diode D7 prevents the reset pin (pin 11) of IC3, the note counter, from being swamped by the low on pin 13 if the memory is switched to the FOUR PAGE position. When the memory is organized in that manner, there will always be a low at pin 13 of the note counter. That's because the count will never be able to get past 64 and pin 13 won't go high until a count of 128 is reached. When the count

reaches 64, pin 4 will go high and, since it's connected to the reset bus, we would expect the counter to reset to zero.

Let's imagine what would happen if D7 weren't there. Since pin 13 would be connected directly to the reset pin and, since its output would be low, the high signal appearing on pin 4 would conflict with it. Digital IC's are tempermental and go bananas when they're faced with any kind of ambiguity. What usually happens in a situation like that is that the IC would see the conflict at the reset pin, recognize it as an ambiguity, and throw in the towel and destroy itself. By putting D7 on the line. things become a lot clearer for the reset pin. The only time pin 13 makes its presence felt is when it goes high, forward biases D7, and resets IC3.

Memory IC4 stores the data put into it and, during playback, puts that same data on the output data bus. If we want to play the Pianomatic without writing the notes into the memory, we're faced with several problems. The first one is that the memory we're using has separate input and output pins. Since we don't want the data to go through the memory, we have to have some method of bypassing it and connecting the input and output data buses together. That is the function of the memory control, IC5, a quad analog switch. (Although you can route analog data through that device, all we'll be using it for is to handle digital signals.) We've ganged the switches in the IC together to make a four-pole single-throw switch. When the control pins are connected to +V, the switches are closed, and when they're connected to ground, the switches are open. That still leaves a problem because although we've managed to bypass the memory, it's still connected to the circuit. Fortunately that problem was forseen by the designer of

the memory—he's provided us with two enable-control inputs at pins 18 and 19. Making pin 18 positive will disconnect the outputs but leave the rest of the IC functions unaffected. Making pin 19 positive will disable the entire memory. To be on the safe side we'll use both of them and connect them to the control pins of the 4066. Now when we put the Pianomatic in the PLAY ONLY mode, we disable the memory and connect the input and output data buses together.

As soon as we do that, we quickly discover another problem we've overlooked. If we press any key on the keyboard we generate the corresponding note, but if no key is pressed the Pianomatic makes one of the worst sounds you can imagine. The reason for that is obvious when we consider one thing-we've forgotten that there's always data present on the input data bus. When no note is selected, the keyboard encoder is scanning from zero to fifteen. Thus, what we're hearing when no note is selected is every note sequentially selected at 1.5 kHz. The way around that is to find a means to enable the 4066 (and disable the memory) only when a key is pressed. Since the keyboard encoder has a high "any-key-pressed" output, our answer is evident. Instead of connecting the control pins of the 4066 to +V, we'll connect them to the "any-key-pressed" output of the encoder. By doing that, the only sounds we'll hear will be, to coin a phrase, "music to our ears." Switch S7-b does exactly that.

When the memory of the Pianomatic is enabled by S7-b, the other half of the switch, S7-a, puts + V on the MANUAL terminal of S3-b. One look at the schematic will show you that we're using that to control several different functions of the *continued on page 81*

RADIO-ELECTRONICS

TECHNOLOGY



Innovative Consumer Products

of **1983**

ONE OF THE MOST EXCITING DISPLAYS AT every summer consumer electronics show in Chicago is a special exhibit of design and engineering accomplishments of the past year. Sponsored by the Consumer Electronics Group of the Electronic Industries Association (EIA), that event is the only place at the vast show where the entire industry-manufacturers of everything from hand-held games to esoteric audio-comes together to honor innovative design and the application of state-of-the-art technology. This year, the eighth time that the special exhibit has appeared, judges from the consumer-electronics press honored more than 125 individual products and, in a separate event, over 60 computer, game, videodisc, and videocassette software titles as the most innovative products in their categories. Let's take a look at some of the highlights.

some of the highlights of this year's exhibition.

At each Summer Consumer Electronics Show the

outstanding designs of the past year are honored. Here are

DANNY GOODMAN

Audio

There is little question that the compact disc (CD) in general won the hearts of judges. Several new players were on display. But to see all those machines together, it is apparent that the only "compact" thing about most CD players is the disc; practically all of the firstgeneration players are rather large. The exception is the Magnavox (1-40 and Straw Plains Pike, Knoxville, TN 37914) *FD 1000SL*, which may be the smallest CD player in production.

Controls are kept at a minimum on that low-profile player, shown in Fig. 1, yet with the nine front-panel function buttons and the LED track indicators, the audiophile has full programmability for setting up any sequence of tracks on the disk, as well as forward and reverse search. For that premium design there is fortunately not a premium in price, at least not when compared to other CD players. The *FD 1000SL* has a suggested retail price of \$800.

One hi-fi technology that's getting off to a slow start is AM stereo. With the lack of a standard or recommended AM-stereo transmission method, broadcasters are free to select whichever system they want, even though each is incompatible



with all others. Needless to say, that creates quite a dilemma for receiver and tuner manufacturers. But with the Sansui (1259 Valley Brook Ave., Lyndhurst, NJ 07071) TU-S77AMX tuner, the listener doesn't have to worry about which systems the various stations in his area are using. That's because that new tuner (see Fig. 2) automatically detects which of the four AM-stereo methods is received and adjusts to the proper decoding circuitry automatically. All of that operates invisibly to the listener, without any indication as to which stereo method is in use. The tuner also features a few other state-ofthe-art listener features. Up to eight preset stations can be stored for both AM and FM, and the memories can be scanned.



FIG 2—BILLED AS A UNIVERSAL RECEIVER, the model *TU-S77AMX* is capable of receiving all of the four AM-stereo systems.

Video

While Metal-Oxide Semiconductor (MOS) cameras for VCR recording have been more or less a novelty item for the last year-and-a-half, the technology of that solid-state image sensor has improved. Hitachi (401 W. Artesia Blvd., Compton, CA 90220) now feels confident enough about it to package a fullfeatured portable camera using the tiny sensor instead of a pickup tube. The compact, five-pound VKC3400 camera, shown in Fig. 3, is one of the first cameras to include a color viewfinder as well. Thus, the video-camera operator will see that all settings are accurate before shooting, and can play back any segment of tape, in full color, to double check. Also built into the small unit are automatic focus, even in macro (closeup) settings; a character generator for titles; a date timer; a time-lapse counter; negative/positive reverse, and VCR transport controls. As



FIG. 3—HITACHI'S VKC3400 boasts an MOS image sensor, a full-color electronic viewfinder, and a range of special-effects features.

far as optics go, the camera uses an f1.2 lens and a six times power-zoom lens. Iris and white balance adjustments can be set automatically or manually. Surprisingly, the camera lists at about the same price as the first, rather featureless MOS camera of about a year ago: \$1995.

High-quality, stereo sound for videocassette recordings was the big announcement last January by a consortium of Beta-format VCR manufacturers. They had agreed on a standard for the Beta format to put two audio channels on the tape (with rotating drum heads) with more impressive specifications than traditional analog audio. Those specifications included a dynamic range of 80dB and a frequency response of 20hz-20kHz with less than 0.3% harmonic distortion. Now the products are starting to appear. and the Sanyo (1200 W. Artesia Blvd., Compton, CA 90220) VCR 7300 is one of the first "portables" to include Beta Hi-Fi. The unit features separate audio inputs (as from a stereo tuner for use during a simulcast) and outputs (for playing through a stereo system), and claims a dynamic range greater than 80dB. A separate, stationary audio-head makes all Beta-format tapes playable on the VCR 7300; and all tapes recorded on the deck will play back (in mono) on other Beta decks. Other features include: 105channel cable-ready tuner with 12 pushbutton channel selectors; one week, one event programmable timer; 8-function wired remote control, and Betascan picture search. It weighs 15 pounds including the rechargeable battery. It operates from that battery, or from AC or a 12-volt car battery. The price of the unit, (see Fig. 4) is \$1000

As more television manufacturers join in the move toward component TV, Proton (19600 Magellan Dr., Torrance, CA



FIG. 4—THE SANYO VCR 7300 is the first portable unit to make used of Beta Hi-Fi.

90502) is taking a different tack by building component-quality video, audio, tuning, and switching sections into their model 619 19-inch receiver/monitor (see Fig. 5). The video-monitor section limits overscan to 5%. Horizontal resolution is rated to be in excess of 370 lines. Built into the receiver is an automatic fleshtone adjustment, which can be manually



FIG. 5—A 19-INCH RECEIVER/MONITOR, the Proton model 619 features component-quality video, audio, tuning, and switching sections in a single cabinet.

overridden. Picture brightness also automatically adjusts to ambient lighting conditions. There are four video inputs; two for RF and two for composite video. Front-panel pushbuttons select the input. There are also provisions to handle stereo-audio inputs from such sources as stereo-videodisc players and VCR's (the set has only a mono speaker, however). Outputs include one for video (for recording) and two for two-channel audio.

With the proliferation of home audio and video equipment, the cable and cableswitching mess gets increasingly more complex. To combat that problem, what may be the ultimate home-electronics switcher was introduced by Video Interface Products (1930 Ecorse Rd., Allen Park, MI 48101). The From-To routing computer, shown in Fig. 6, not only accommodates 10 inputs and 8 outputs, but also has a number of microprocessorcontrolled features that allow it to be used as a control board for a small-scale television production. For simple selection of inputs and outputs, all the user needs to do is press the appropriate FROM and TO squares on the grid. More complex combinations involving multiple audio and

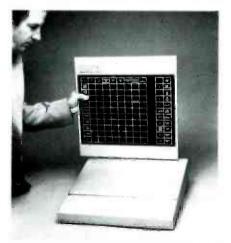


FIG. 6—THE ULTIMATE in convenience and flexibility, the microprocessor-controlled *From-To* switcher from Video Interface Products can handle 10 inputs and eight outputs.

RADIO-ELECTRONICS

video gear can be stored in up to 5 memories. Two outputs can be RF modulated (built-in) in case you want to display a composite video signal on a standard TVset. A scan mode automatically switches through up to ten video inputs at infinitely selectable scan rates. The unit was engineered with extensive internal shielding. Crosstalk is less than -60dB. Of the three RF inputs, one features a VHF input amp, while the other two use broadband input amplifiers capable of handling frequencies through 900 MHz. The controlpad of the two-piece unit can be wall hung, if desired, with a 5-conductor cable linking it to the central console. The suggested retail price is \$999.

Games and computers

A relatively new company, Koala Technologies Corp. (4962 El Camino Real, Suite 125, Los Altos, CA 94022), has developed a low-cost touch panel for use on Apple, Atari, Commodore, and IBM personal computers. The Koalapad, shown in Fig. 7, may eventually be used as a 40-function controller for some rather sophisticated software, in addition to its obvious applications in computer graphics. The unit's four-inch-square touch-sensitive surface can be used with either a stylus or a finger to move a screen pointer (cursor). In conjunction with the graphics software included with the pad, the neophyte computer artist can have the computer draw straight lines between two points, fill segments with various colors, magnify a segment to rearrange pixels. and create free-form drawings on the screen in response to the tracing on the pad.

From Xonox (11311 K-tel Dr., Minnetonka, MN 55343), a division of K-Tel (the same people who bring us 50 original hits on two LP's or cassettes), comes a new brand of videogame cartridge with something really different: *Double-Enders*, a cartridge that is actually two



FIG. 7—THE KOALAPAD, from Koala Technologies Inc., is a low-cost touch panel for use with microcomputers.

cartridges. Not just two games—that's been done years ago—but two separate cartridges packaged as if they were glued end-to-end, with their edge connectors facing away from each other; see Fig. 8. While that is certainly clever packaging, a sneak preview of the actual games at the Consumer Electronics Show revealed some interesting play in these 8K (per game) cartridges. Most of the cartridges have from three to five game screens.

One of the smallest direct-connect, RS-232 compatible telephone modems is the *J-CAT* by Novation (18664 Oxnard St., Tarzana, CA 91356). That 300-baud modem, shown in Fig. 9, can be set for auto answer/originate, as well as manual



FIG. 8—TWO FOR ONE. The *Double Ender* cartridges from Xonox feature two separate 8K games in a single, two-ended cartridge.

answer/originate. An audio indicator gives the operator the status of the phone line (dial tone, busy signal, etc.). It features full-duplex operation only and carries a suggested retail price of \$149.

Personal Electronics

In use in Europe for some time, and now available in the New York metropolitan area, a new traffic-conditions alert system is being introduced by Blaupunkt (2800 S. 25th St., Broadview, IL 60153). Called Automatic Radio Information, or ARI, the system uses existing selected FM-broadcast stations to bring timely, localized traffic data to commuters. With an ARI-equipped car stereo, a driver can turn down the radio volume or turn on the tape player without missing traffic reports. When the report comes on, a subcarrier signal sent by the broadcaster activates the car radio to a pre-set volume, making sure the driver hears it. If the tape player is going, it is paused during the report. Participating broadcasters each have limited geographic zones, thus making sure the driver tuned into that local

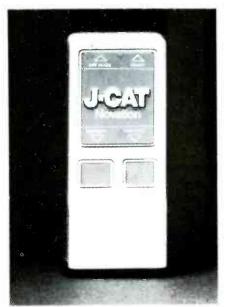


FIG. 9—THE J-CAT from Novation, one of the smallest direct-connect RS-232 modems available.

station hears only about relevant road information. Blaupunkt is offering ARI adapters for some of its auto-stereo models (see Fig. 10), and is building ARI capability into some of its stereo radio/ cassette decks. The company is currently licensing the technology to other manufacturers and plans to bring this system to more cities in the U.S.

Although automatic dialers aren't new, the shirtpocket-sized *Dial-It*, shown in Fig. 11, from Dictograph (3573 Warden Ave., Buffalo, NY 14086) packs an impressive roster of features in its tiny case. The unit stores up to 100 telephone numbers and then audibly tone-dials them



FIG 10—IN THE ARI SYSTEM, special signals keep a driver informed of traffic reports in his area. The adapter shown here will adapt a Blaupunkt car stereo to receive those ARI signals.

through a small speaker at the back of the case. Each memory can store up to 32 digits, leaving plenty of room for MCI, Sprint, or other budget long-distanceservice access codes. An LCD display shows the number being dialed. For dialing numbers not stored in memory, the keypad can be used just as a pushbutton dialer. Also included is a clock (programmable in 12 or 24-hour time), alarm, memory calculator, and low-battery warning. The circuit lets you change batteries without losing what is in memory. The suggested retail price is \$65.

As frequent users of walkman-type tape players know, batteries are an expensive habit. Clear Electronics (5362 Bolsa "B", Huntington Beach, CA



FIG. 11—THIS TINY AUTOMATIC DIALER, the Dial-it from Dictagraph, can store up to 100 numbers.

92649) has combined an AM/FM stereo tape-player and a slide-on rechargeable battery pack that will stop the endless purchases of batteries in their 818 AM/ FM stereo tape-player shown in Fig. 12. The power pack has its own retractable AC power-plug; it plugs directly into the wall receptacle for recharging. Each charge keeps the player going for 6 to 10 hours. Packaged with the player and power pack are two pair of lightweight headphones and carrying case; it all sells for a suggested retail price of \$140.

What makes the Regency Electronics Inc. (7707 Records St., Indianapolis, IN 46226) MX 7000 noteworthy is the fact that it covers more of the frequency spectrum than any other consumer-oriented programmable scanner ever has. In addition to the standard VHF and UHF commercial bands, the unit, shown in Fig. 13, has continuous coverage from 27-1250 MHz (that's 1.25 GHz). Services covered in that range include Citizen's Band, FM broadcast, aircraft, 800-MHz public service, and cellular telephone. Front-panel selection is available for three receive modes: narrow-band FM, wide-band FM, and AM. The scanning interval is selectable; the intervals available are 5, 12.5, and 25 kHz. Up to 20 frequencies can be stored. Availability is scheduled for late 1983 and the suggested retail price will be \$599.



FIG. 12—NEVER NEEDS BATTERIES. This personal stereo, the 818 from Clear Electronics, is powered from a rechargeable battery pack.

It may look at first like an electric flyswatter, but it's really a new design for a microphone for use in recording sound in noisy rooms or in rooms with a lot of hard surfaces. The Sound Grabber, from Crown International (1718 West Mishawak Rd, Elkhart, IN 46517) lies inconspicuously face-down on a table. The microphone element is set in place about one-quarter inch above its large, flat, plastic surface. The element captures sound in front of it such that all sound reaching the element is in phase. In a demonstration we had of the device, the improvement in recording quality, especially the quality of voices, over a builtin condenser microphone was considerable. The suggested retail price is \$99.

The *Energy\$Teller* from Advanced Micro Products, Inc. (150 W. Meramec, Suite 205, Clayton, MO 63105) keeps an eye on energy usage in the home or plant. The sensor module plugs into the wall socket, and the appliance under test plugs into the module. A six-foot cable with a plug resembling a modular-phone plug attaches to the processor unit. After the user keys in the killowatt-hour rate paid for electricity, the processor auto-



FIG. 13—THE REGENCY MX 7000 offers continuous coverage from 27–1250 MHz.

matically keeps track of how much the electricity used by that appliance costs. A log book, called the *Energy\$Checkhook*, is included to record the interval between readings. Tracking actual cost can help isolate wasteful appliances or equipment. The 120-volt module handles up to 25 amps. A 240-volt module will also be available. Suggested retail price for system shown in Fig. 14, is \$80.

American Bell (5 Wood Hollow Rd., Parsippany, NJ 07054), one of the companies created in the break up of AT&T, has introduced a line of telephones for sale to the general public. Of interest here is their *Genesis* system, a microprocessor-controlled, modular telephone that takes on powerful attributes with the addition of plug-in cartridges and modules. The alphanumeric display on the main console, for example, shows names and numbers stored in the electronic directory module shown in Fig. 15. By it-

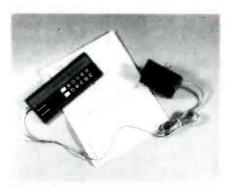


FIG. 14—THE ENERGY\$TELLER, sensor module, and log book help keep track of electricity consumption. The system is manufactured by Advanced Micro Products, Inc.

self, the main console can store seven numbers plus three emergency numbers; the emergency numbers stand out on the console in red. Also built in is a call timer and alarm. Plug-in cartridges feature additional memories or custom-calling functions such as 3-way calling, call forwarding, and call waiting. Each cartridge redefines the keys on the console; slide in cards rename the keys.

Sound Plus from Controlonics (5 Lyberty Rd., Westford, MA 01886) is about the only device singled out for recognition for using electronics to aid the handicapped—in this case, the hard-ofhearing. When a roomful of TV watchers contains one or more people who are hard of hearing, the volume almost always goes up to accommodate the one with the worst hearing, perhaps to the discomfort of the others. But Sound Plus lets the hard-of-hearing in the audience hear as



FIG. 15—THE GENESIS from American Bell, a modular, microprocessor-controlled telephone.

loudly as they want, while the rest of can have the speaker volume at a lower level. The principle is quite simple. Each listener who needs one has an individually controlled amplifier-headphone combination. The device picks up the sound from the TV speaker with its microphone (plugging any device into the external speaker or earphone jack would cut off the internal speaker for the others in the room). Then the sound is transmitted via infrared up to 50 feet to all wearers of the headset/receiver, a stethoscope-like device. **R-E**

ALL ABOUT



LOGIC CIRCUITS

Emitter-coupled logic, though not as popular as other logic families, is by far the fastest available commercially. Let's take a look at some ECL basics.

TJ BYERS

WHAT WOULD YOU SAY IF I TOLD YOU that there are IC's available that can process data at the rate of 500 million bits per second? Some new laboratory discovery, you ask? Hardly. I'm talking about ECL (*E*mitter Coupled Logic) circuits. Although ECL IC's became commercially available in 1962, they are still not very popular with hobbyists. However, due to their ultra-high-speed switching properties, they are popular in the data-processing, test-equipment, and digital-communications industries.

ECL IC's can be purchased today for about the same price as you're paying for TTL IC's. Does all this sound too good to be true? Well, before you rush out to replace your "antiquated" designs with ECL, first let me tell you that the average ECL circuit is nothing at all like the standard TTL format you've grown to love and understand.

ECL theory

Unlike the popular TTL-style logic, which exploits the two states of a transistor (either on or off), ECL is biased so that the transistors are in the active region at all times. (That is why ECL is often called nonsaturated logic.) Because the transistor does not go into saturation, there is no stored-base-charge problem; so propagation-delay times are very small. The IC's have speed capabilities a full order of magnitude faster than other existing technologies.

Figure 1 shows a complete ECL gate. If you look at it closely, you'll recognize the

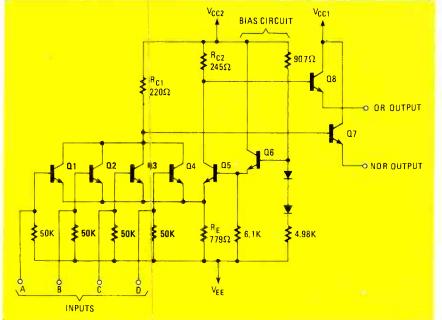


FIG. 1—AN ECL GATE. Although there are two V_{cc} connections shown, there is only one power supply. The connections are, however, separate on the chip.

input section as being a slightly modified differential amplifier—similar in design to the input of an operational amplifier. However, also notice that one side of the differential "pair" includes four transistors, all in parallel. Each represents a separate gate input.

To the right of the differential amplifier is a biasing network that provides a stable, temperature-compensated voltage source. That voltage is input to differential-transistor Q5, establishing a reference level for differential operations. With no signal present on any of the inputs, Q5 conducts, resulting in a voltage drop across R_{C2} . Output transistors Q7 and Q8, whose base circuits are coupled directly to the collector resistors R_{C1} and R_{C2} respectively, monitor the status of the differential amplifier. Let's see what that means.

With no inputs, Q5 conducts, and little current flows in the other leg of the differential amplifier; there is no appreciable voltage drop across resistor R_{C1} . Thus the voltage at the base of Q7 is V_{CC} . Because

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the output circuit is being operated as an emitter follower, the voltage developed at the emitter (output) of Q7 will be V_{CC} plus the voltage drop across the base-emitter junction—or approximately 0.9 volts less than V_{CC} .

Unlike R_{C1} , there *is* a voltage drop across R_{C2} when Q5 is conducting. In fact, with the resistor values shown, the voltage drop is very nearly 1 volt. As before, the voltage developed at the emitter of Q8 will be the base voltage plus the voltage drop across the base emitter junction. The emitter voltage of Q8 will be about 1.75 volts less than V_{CC} . With the outputs configured this way $(V_{E7} = -0.9, \text{ and } V_{E8} = -1.75)$. We define it as our OFF state.

If we now apply a voltage—which is in excess of the reference voltage established by the bias network—to the base of one of the input transistors, it will conduct. That increases the current flow through the emitter resistor R_E .

The increase in current raises the voltage drop across the R_E, causing a proportional decrease in the current flowing through Q5-as is the nature of a differential circuit. Very little current will flow through R_{C2} , but there is will be heavy current flow through R_{C1} . The values of the resistors have been selected so that there will be approximately a one-volt drop across R_{C1}, and almost no voltage drop across R_{C2} . In effect, the roles of the output transistors are reversed from the previous case. Now the output of Q7 is about -1.75 volts and the output of Q8 is about -0.9 volts; that represents the ON logic state.

When the input signal is removed, the input transistor(s) drop out of operation, and the current reverts back to Q5, which in turn toggles the outputs again. That switching action is very smooth; a steady current flows from the power supply, reducing switching transients.

Since the transistors never go into saturation—a requirement for stable TTL operation—there is no charge buildup at the junction. That means no storage-time effect to slow down the switching action. The design is so effective that the ECL gate is able to alternate states in a matter of *picoseconds*.

Power supply

In order to effectively use these fast switching times, which are equivalent to 1 GHz in some IC's, other parts of the circuit take on a different look. One of the changes you'll see is in the power supply.

Characteristic to ECL circuits, the V_{CC} voltage—which is our positive line—is grounded. That means that our V_{EE} line must therefore assume a negative potential (usually -5.2 volts). Although any voltage source of the ECL family can be designated as ground, there is a valid reason for selecting the V_{CC} source.

To better understand the reasoning behind this, again think of an ECL gate as a differential amplifier (which it is, basically). Differential amps have the capacity for very high common-mode rejection, allowing the input circuit to ignore many sources of noise and interference that are inherent in switching circuits. However, noise generated on the $V_{\rm CC}$ line is not canceled out by the differential circuit. However, by referring $V_{\rm CC}$ to ground, good noise suppression can be accomplished.

That changes our way of thinking somewhat, because a "1" level is now represented by ground potential. Consequently, the "0" logic assumes a negative value, which is consistent with our new thinking.

That brings up another point about the V_{CC} voltage. If you look again at the schematic in Fig. 1, you'll notice that there are two V_{CC} connections to the gate. That is quite intentional. The output transistors drive the load using emitter followers, and the currents (particularly surge currents) are at times very heavy. That is reflected back into the V_{CC} line as a voltage spike, or a glitch. At the speeds involved, crosstalk inside the integrated circuit is a real problem. To keep crosstalk to a minimum, the two power sources are separated inside the package. However, that doesn't mean that you need two V_{CC} power supplies. Both pins are returned to the same place (the positive leg of the power supply). However, in order to achieve the isolation intended, heavy bus lines are used to avoid coupling between the voltage pins. In fact, the entire plane of a double-sided PC board is often used for the V_{CC} connections, and will provide a substantial low-impedance ground at the same time. Using the ground-plane construction brings us other benefits, as we will see a little later on in our discussion.

Although the ECL family of circuits is intended to operate from a -5.2 volt source, it is capable of working over a much broader range (-3.0 to -8.0). Unfortunately, performance (with respect to speed and noise) is not always predictable across the entire range, and it's best to keep the voltage within 10% of the -5.2 volts specified.

Power dissipation

One of the major complaints that has been lodged against the ECL family is that of excessive power dissipation. Since the transistors operate in their active region, it is naturally assumed they will dissipate more power than other, saturation-type logic families. However, that is not always the case. If you look at the power-dissipation curve in Fig. 2, you will see that although the TTL-style logic does use less power initially, the condition soon changes as the input frequency increases. As a matter of fact, even the power-miserly CMOS gate (operating with a 10-volt source) soon dissipates more power than what is dissipated by an

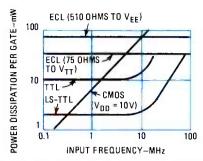


FIG. 2—POWER-DISSIPATION CURVES for various logic families shows that while ECL is often considered to be a power waster, at high frequencies it is quite miserly.

ECL gate—and before the operating frequency even reaches 10 MHz!

Even though TTL and LS-TTL seem to fare better at first, at high frequencies they, too, end up wasting as much power as an ECL gate. The ECL gate, on the other hand, keeps right on switching along, maintaining the same level of power regardless of the input frequency. In fact, in many situations the ECL design becomes a strong watt-for-watt competitor at frequencies as low as 20 MHz.

Logic levels

Since differential currents are used to represent the logic states, the logic voltages center around a threshold voltage that is established by the bias network. That can be seen from the transfer characteristics of the ECL gate, shown in Fig. 3. The "1" level is defined as -0.9 volts and the "0" level is -1.75 volts. Notice the use of negative values when expressing the logic levels, keeping consistent with our earlier observations.

The reference voltage for Q5 is set at approximately -1.3 volts. You'll see that the levels defined for our logic states pivot about the reference by just about 0.4 volts. By keeping the voltage levels confined to a narrow voltage band, rather than setting them at V_{CC} and V_{EE}, the *slew* effect is minimized. Slew is best defined as the amount of time it takes a pulse voltage to travel from one level to another. You probably know it better as rise time.

The greater the voltage transition, the more time it takes for the gate to switch. In other words, you can increase the op-

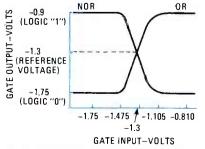


FIG. 3—TRANSFER CHARACTERISTICS of an ECL gate.

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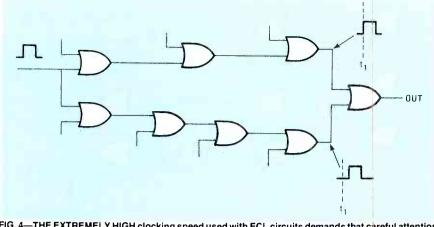


FIG. 4—THE EXTREMELY HIGH clocking speed used with ECL circuits demands that careful attention be paid to design.

erating speed by limiting the voltage swing. That is not to say that the devices won't accept voltage levels beyond those defined as the logic states. They will. In fact, the situation often occurs at lower operating speeds. It is quite acceptable for the input pulse to run the entire gamut from $V_{\rm EE}$ to nearly $V_{\rm CC}$.

High-speed logic

Basically, designing with ECL logic is pretty much like using standard logic IC's—if you remember that V_{CC} is ground. Because of the higher speeds involved, though, certain parameters require some important consideration. It's not unusual to find ECL gates operating comfortably at 500 MHz. At that speed, restrictions are frequently placed on pulse timing to a degree unimaginable with other forms of logic.

Assuming for the moment that the pulse width is 3 ns and that the delay per gate is 1.5 ns, the circuit in Fig. 4 will demonstrate our point. When a pulse is input to this configuration, it is split, with the signal traveling two different paths. (To simplify our example, only the actual signal paths are shown, but bear in mind that other inputs are present along the way, influencing the logical decisions.)

The pulse travels through the circuit and finally arrives at the last logic gate. However, the bottom signal arrives exactly 1.5 ns later than the top one. Now, one and one-half nanoseconds is not a very long time, and it would be ignored using standard logic practices. However, at the clocking speed we have set for ourselves in this circuit, it amounts to a full 25% of the clock cycle—and 50% of the pulse width!

At the beginning of the clock cycle, the final gate senses the inputs and makes its decision. However, 1.5 ns later the logic pulse from the lower path arrives at the input. Now, depending upon the logic states involved, the later signal could abruptly alter the status of the output. Furthermore, if there were a total of five gates involved in the lower path, the pulses would never coincide because they would be separated by 3 ns.

ECL clock skewing

Lead lengths must also be considered because of the high operating frequencies. A mere 12 inches of wire will delay a signal by about the same amount as one gate does. To emphasize that, let's take the circuit layout in Fig. 5, depicting, more or less, the physical positioning of several ECL gates on a PC board. The clock pulse is tied into the board at the top, and distributed to the IC's as shown. I'll bet you can see the problem already.

By the time the pulse reaches the fifth IC, the timing signal is skewed by a full

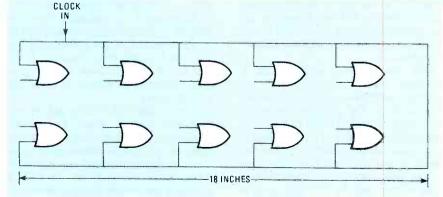


FIG. 5-LEAD LENGTHS become critical in ECL circuits.

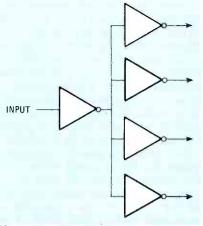


FIG. 6—AN ARRANGEMENT like this helps to minimize clock-skewing problems.

2.0 ns; on the back swing, the entire bottom row of chips is off by nearly 3 ns. As a matter of fact, the last chip is clocking more than 4 ns late; that is an intolerable situation!

To minimize such clock skewing problems, line delays must be matched to each other by better than 1 ns. A practical way to accomplish that is to use a logic-tree arrangement, such as is shown in Fig. 6. The timing signal is fed to one centrally located IC. From there, lines of matched length carry the timing pulses to the individual gates.

NOR logic should always be used when developing clock trees, and OR and NOR outputs should never be mixed within the chain. Due to lumped capacitance and other factors, loading of the outputs causes the gates to respond more slowly. So for high-speed performance, it is recommended that no more than four to six loads be applied to any one driver. Furthermore, when more than one gate is driven by a single output, it's better to run separate lines-of equal length-to each input rather than lump the loads at the end of a signal line. It is sometimes necessary (and usually desirable) to include an extra gate in a line to match delayed pulses from longer runs.

Parallel gates can be used to increase the bandwidth of an ECL driving gate when clock repetition rates are high, or when large capacitive loads are involved. Bandwidths can be extended by 40 or 50 MHz just by paralleling both halves of a dual gate.

As you may suspect, the timing problem becomes even more critical when more than one circuit card is involved in a system. Since the master clock is normally located on just one card, with output lines sent to the other cards in the system, it becomes imperative that all the feedlines be identical in composition (all coax, for example) and of *exactly the same length!*

Unused inputs

There always comes a time when there

are more logic functions contained on a chip than the designer needs. When that happens, something has to be done with the unused pins. The differential input of an ECL gate represents a very high impedance, and ordinarily a floating input would spell trouble. With no planned direction, reverse-bias leakage builds up a charge on the base-input lead. That often produces ambiguous outputs or powerdissipation problems for the IC involved.

To overcome the problem, a pulldown resistor has been included on the chip. The resistor references the input to V_{EE} (thus bleeding off any charge build-up), but has a large enough value—50K in most cases—to have little effect on the signal. As a result, all unused inputs can be left unconnected.

Be that as it may, there are exceptions. Several ECL devices don't have internal pulldown resistors; an example is a line receiver. In the case of a line receiver, one input must be tied to the V_{BB} pin (V_{BB} is a reference source used for Schmitt trigger applications) and the other returned to V_{EE} when the receiver is unused.

It frequently occurs during the analysis of a logic design that one of the inputs must assume a constant state. You see this configuration all the time in decision-making circuits that compare the input pulse to a fixed frame of reference. And, as has been the practice with standard logic, the inputs are hard-wired to either V_{CC} for a fixed HIGH, or V_{EE} for a LOW.

Although it is acceptable to tie the input to the V_{EE} line to simulate a low input with ECL gates, the reverse should not be attempted. Tying the input to V_{CC} —or ground, as is the case—to imitate a high input is not recommended. Due to their design, many of the ECL IC's won't operate properly when that method is used.

The proper way to force a logic "1" is to provide -0.9 volts at the input. You can use a resistor voltage-divider but most manufacturers recommend you use the forward voltage drop across a diode junction, as shown in Fig. 7, to provide the voltage required.



FIG. 7—A DIODE IS USED to imitate a "high" input for an ECL gate.

Outputs

Since the ECL output is an open emitter, an external load resistor is required to provide a current path for the output transistor. Normally, a resistance between 270 and 510 ohms is selected.

We should note that almost no dedicated driver circuits exist in the ECL family. That is because every gate is capable of becoming a driver. In fact, with the values so far specified, each output is capable of driving approximately 20 gate

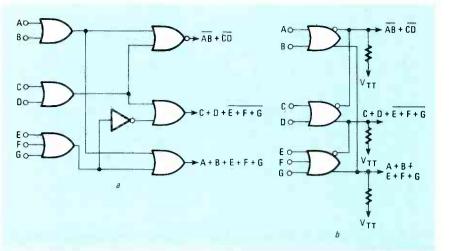


FIG. 8—THE NOR OUTPUT can be used to keep your designs more efficient, by reducing delay times and the number of gates required.

loads. The maximum fanout, however, is not limited by the gate's DC driving capacity as you may think.

While DC loading, such as the pulldown resistors in the input circuits, can produce a shift in output voltage levels, it does little to alter processing times. AC loading, on the other hand, increases as the capacitance across the output circuit increases. The AC considerations are what determine the maximum fanout. If not for those considerations, the fanout drive capability would be greater than that which is required for most any practical application.

Driven through a typical output impedance of 7 ohms, the output transistor is able to force current through the capacitance, hastening the charge time and leaving the rise time less affected. Fall time, however, must depend on the discharge rate through the load resistor. Therefore, it is beneficial to keep the load resistance as small as practical. Unfortunately, as the load resistance decreases, power dissipation (in both the IC and resistor) increases. For that reason, 200 ohms to V_{EE} is suggested as the smallest value you should use. However, the gate input doesn't require that the logic voltage swing all the way to V_{EE} , remember? Any level in excess of -1.65 volts is all that's really necessary. Therefore, if we were to provide another power supply-one nearer the "0" level-and if we returned our load resistors to that line instead of the V_{EE} line, resistance values could be reduced with no burdening increase in power dissipation.

Well, that is exactly what is done. A -2.0-volt source, labeled V_{TT}, is established, and the output load resistors are returned to it. The pulldown-resistance now ranges from 150 ohms to 50 ohms, with 35 ohms specified as the minimum in most cases. Consequently, rise and fall times are less influenced by capacitive loading, power dissipation is reduced by a factor of four, and the "0" logic level is still within limits.

Of course, it must be decided during the course of design whether or not the cost and distribution of a -2.0-volt power supply is warranted. In many small systems, it isn't—in which case a resistor to V_{EE} is preferable.

Design shortcuts

The open-emitter drive makes it possible to engineer logic shortcuts into your designs. In particular is the wired-or function. Wired-or is the process of combining two (or more) outputs and or-ing the results—without the use of a separate gate.

In general, it is recommended that the equivalent of only one pulldown resistor be used for the wired-or design; although two resistors will improve fall times, it does so at the expense of added power dissipation. Due to Low level current flow through the resistor, the number of gates paralleled in the wired-or fashion should be limited to six in order to maintain a suitable level for Low logic.

It is important that you keep the outputs involved physically close (from the same IC when possible). Anything else only aggravates the timing problems.

Another convenience of the ECL family is the inclusion of the complementary NOR output on most chips. Use of the NOR function eliminates the need for timedelaying inverters, reduces package count, and improves propagation time.

An example of combining these two features in a single design is shown in Fig. 8. The standard design is shown in Fig. 8-a, and Fig. 8-b shows how the design can be changed to save several gates while obtaining an increase in signal processing speed.

If you think ECL is reserved for only high-speed circuits...don't. They are just as effective in slower circuits. Moreover, many of their unique characteristics make them desirable in circuits now served by TTL. When we continue, we will investigate how to get the most from your ECL IC's. **R-E** BUILD THIS

Powerline Transient Suppressor

All it takes is a single glitch, transient, or surge on a power line to wipe out hours of work on a personal computer. Here's a simple yet effective device that helps eliminate those three serious power-line-related problems.

THERE ARE THREE DIFFERENT TYPES OF power-line disturbances that can affect the operation of small computers: RF interference, line transients, and powerline surges. Each can affect different computers in different ways. Also, some computers are more easily affected than others. For example, short of a direct lightning hit, no power-line disturbance will disrupt a Heathkit/Zenith H8 or Z/19 computer. One H8 we know of was running when the opposite wire of a 120/120 (240 volt) power line took a direct lightning hit only 100 feet away; the H8 just kept on working. On the other hand, simply turning on one of the most popular printers will cause an equally popular personal computer to re-boot-and wipe the program you've been writing for three hours right out of memory

Let's look at the three types of disturbances and some of their causes. Turning first to RF interference, we were asked to cure such a problem plaguing a $TRS-80 \ Model \ 111$ used for demonstrations in a Radio Shack store. It turned out that the source of the interference was a *Color Computer* that was also being used for demonstrations. All that was needed for a quick and inexpensive fix was a \$12 RF filter that Radio Shack itself sold.

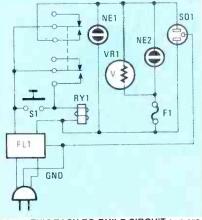
Line transients are another simple-tocure but nevertheless bothersome problem. They are generated by power transformers and inductors when the current through them is turned on or off (although it's most severe when turned off.) Consider this case involving an Epson Printer and a *TRS-80 Model I* computer. If *scripsit* text-editing software was running, simply turning the printer on caused a line transient that scrambled the memory but not the video display.

HERB FRIEDMAN

Everything looked just fine on the video screen, but what was saved to disk or sent to the printer came from memory, and that was pure garbage.

Transient "ride-through" was the reason for the scrambled memory. It's not unusual for line transients caused by inductors and even lightning discharges in the neighborhood to range as high as 1000 volts; and those transients can ride right through the power-supply regulators and into the five-volt computer power supply. The result can be scrambled memory or "blown" ICs. The cure for the problem is a General Electric MOV (Metal Oxide Varistor) that more or less clips instantaneous line-transients at about 180 volts, a safe value that is generally handled (as far as we can tell) by all personal computers.

Finally, we can come to the third disturbance, one that causes the "silent death" of software, and sometimes of hardware: power-line surges caused by the local electric company's trying to maintain service after a power interruption. As a general rule, if a power line fails, the utility company will attempt to maintain service; often, the line may surge several times before failing completely, or the line may "hold," and power will be restored. The first interruption will probably wipe out or scramble whatever is in the computer's memory. The transients caused by the surges that follow as the utility tries to maintain power are quite capable of zapping your IC's and disks. If the first failure takes your disk drives out of service, you want to keep them out of service until things are safe for them once more. Applying power again and again—particularly in the case of start-up transients—to a disk drive with the door closed is an odds-on bet to wipe out a disk. For software protection, a good rule of thumb for personal computers is that when the power takes the computer down even for an instant, keep the computer and all its peripheral equipment out of service until you are absolutely certain that steady, reliable power has been restored.



Three in one

One way to eliminate, or at least sharply reduce, the problems caused by the unusual power-line conditions we've discussed is with the simple yet effective device described by this article. A schematic diagram of that device is shown in Fig. 1.

Although relatively unsophisticated, it does protect your computer against the three most common forms of power-line disturbances. First, there's FL1, an RF filter that keeps RF from entering into your computer through the power line, and RF from your own computer from getting into the power line (see Fig. 2).



FIG. 2—THIS RF FILTER keeps RF power-line interference from leaking into your computer, and keeps your computer from interfering with other devices. It is particularly good at keeping two computers on the same power line from interfering with each other.

Second, it has a General Electric MOV, VR1, across the outlet receptacle to reduce the effects of line transients (see Fig. 3). Finally, relay RY1 is wired so that it drops out and *stays out* after the first power-line interruption until deliberately reset by the user. If the power fails at night, and in the darkness you forget to turn off your computer system, hours later—when the utility restores power your disk drives won't start by themselves. Also, if the utility creates surges on the line while trying to maintain power, your computer will be safely dis-

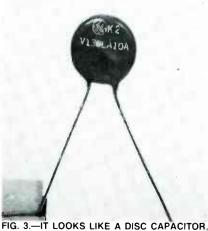


FIG. 3.—IT LOOKS LIKE A DISC CAPACITOR, but it's really a metal oxide varistor that limits transient line-voltage surges to about 180 volts.

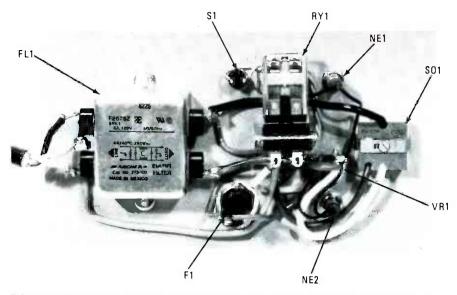


FIG. 4-ALL OF THE COMPONENTS mount on the metal front panel of a plastic utility cabinet.

connected from any consequences of that surging.

Two neon indicator lamps show the condition of the power line and of VR1. Lamp NE1, an amber-colored POWER indicator, will always be lit if there was no interruption of the power source. If NE1 is out it means there was a power-line interruption and the power to receptacle SO1 is locked out (RY1 dropped out). Power is restored by pressing RESET switch S1, which causes RY1 to pull in and latch, and apply power to SO1.

Lamp NE2, a green LIMIT indicator, shows that the safety fuse in series with VR1 is intact and the power line is protected against transients. Lamp NE2 must always be on when NE1 is on. If NE2 is out it means there was an excessive transient that caused fuse F1 to blow, or more seriously—that VR1 is damaged. Replace fuse F1. If it blows again (as indicated by failure of NE2 to light), simply replace the varistor. It is rare for a varistor to be damaged by a transient, but it can happen.

No provision is made for an on-off switch because the unit is intended always to be on; it is simply a safety device. If you want to use the device as a master power-control for your computer system, you can install an on-off switch in series with either power-line connection to the RF-filter input. Keep in mind, however, the fact that S1 must still be depressed to turn the power on.

Construction

The unit described was built on the metal panel supplied with a $7\frac{5}{8} \times 2\frac{3}{8} \times 4\frac{5}{16}$ plastic utility-cabinet. There are two versions of that cabinet around: the U.S.-made Bakelite cabinet with a sturdy metal panel, and the "imported" model made of soft plastic with a relatively thin metal panel. If the thin panel is all you can get and you want something more sturdy, you can cut a duplicate from a sheet of a

PARTS LIST

FL1—EMI/RF filter (Radio Shack 273-100 or equivalent)

- VR1— V130LA10A metal-oxide variator (General Electric)
- RY1—DPDT plug-in relay, 125-volts AC (Radio Shack 275-217 or equivalent)

S1—pushbutton switch, normally open NE1—neon lamp assembly with built in resistor, 120 volts, amber

NE2-neon lamp assembly with built in resistor, 120 volts, green

F1—fuse, 3AG, 10 or 12 amps (see text) SO1—AC receptacle, three-pronged, grounded type

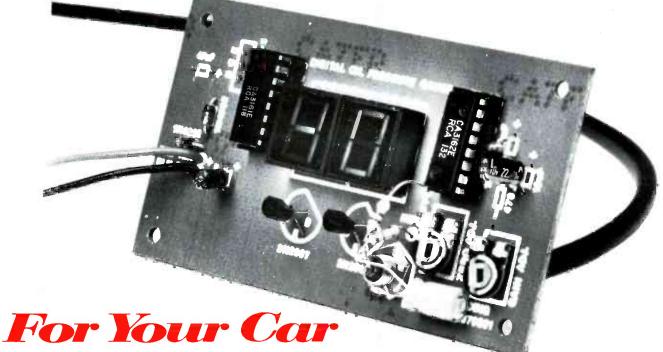
Miscellaneous—cabinet, fuseholder, 3wire line cord, relay socket (Radio Shack 275-220 or equivalent), No. 14 solid wire, etc.

heavier grade aircraft-quality aluminum.

As shown in Fig. 4, all components except RY1 mount directly on the metal panel. Relay RY1 is mounted on a small L-bracket fashioned from scrap aluminum. (See Fig. 5.) Form the bracket to the shape required to mount the particular relay you use. The relay specified in the Parts List is easy to obtain, and mounts in a socket that is similarly easy to obtain and install. Its use is recommended.

When you form the L-bracket, make certain there will be clearance for the small terminal-strip used to mount the VR1—that terminal strip is secured by one of the rivets or screws used to mount the bracket on the panel; alternatively, you can leave room for the terminal strip next to the bracket. Take note that the power line for a computer must be 100% free of interruptions. Make sure that all components are tied down and expertly soldered; leave no connections hanging in space even if they are soldered and taped (see Fig. 6).

BUILD THIS Digital Pressure Gauge



Those "idiot lights" on your car's dashboard are great for telling you when something has gone wrong...but by then it's usually too late. This digital gauge will constantly monitor your oil pressure and warn you of problems long before they become critical.

FRED L. YOUNG, SR. and FRED L. YOUNG, JR.

A READING OF THE OIL PRESSURE IN YOUR car can tell you many things about what's going on in the engine—whether there's enough oil, whether a component (such as the oil pump) is beginning to fail, or whether there's a leak. The digital pressure gauge described here provides a twodigit display of the oil pressure—between 25 and 75 psi (Pounds/Square Inch) updated four times a second. It's easy to build, and can save you a lot of trouble and expense.

Before you begin, a word of advice: Despite the fact that the digital gauge provides a lot more information than the idiot-light indicator you presently have, don't get rid of that indicator. It will act as a backup device should the digital gauge fail for some reason, and should you be unfamiliar with low oil-pressure warning signs, will give a definite indication that something is wrong.

How it works

The circuit is similar in operation to the digital voltage and temperature meters described in recent issues of **Radio-Electronics** (July and August 1983, respectively). Its schematic is shown in Fig. 1. A regulated five-volts DC is derived

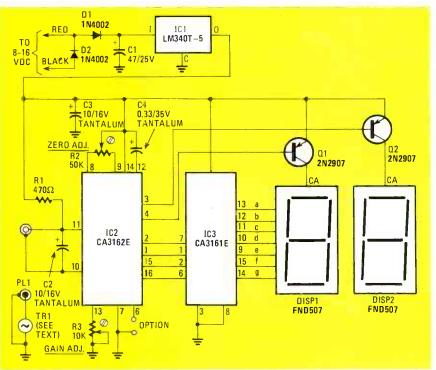


FIG. 1—TWO IC's, a CA3161E and a CA3162E do the whole job—from converting the analog voltage from the sensor to digital form to driving the display LED's.

from IC1, an LM340T-5 regulator, and supplies power for the rest of the circuit. The voltage coming from the pressure sensor (see below) is applied to IC2, a CA3162E dual-slope, dual-speed analogto-digital converter with BCD (Binary Coded Decimal) outputs. The BCD signals are converted by IC3, a CA3161E, into signals to drive two 7-segment LED's. The CA3161E takes care of decoding the BCD signals, multiplexing the displays (to save power), and driving the LED's. Because that IC controls the amount of current supplied to the displays, no external current-limiting resistors are needed.

Only two adjustments have to be made—one (R2) to set the "zero-point" of the conversion circuit, and one (R3) to scale it; i.e., to match it to the sensor.

The sensor

Many oil-pressure sensor units will not work properly with the digital gauge. There are three, though, that we know will work: the General Motors GM370801, GM547034, and GM14039612. One or more of them should be available at a local automotiveparts supply house or GM dealer.

As (oil) pressure is applied to the sensor, its electrical characteristics change almost linearly; each pound of pressure causes a corresponding change in the resistance of the unit. At 40 psi, the resistance is approximately 40 ohms.

To convert that resistance into the voltage required by the meter circuit, a current is passed through R1 (470 ohms) to the sensor. As the resistance of the sensor changes with the pressure applied to it, so, then, does the voltage across it. Since the resistance varies linearly, and the current is constant, then the voltage, also, is directly proportional to the pressure. At 40 psi, a potential of approximately 400 mV is developed.

That voltage is applied to pin 11 of IC2, where it is converted to a digital value and processed for display on the LED's.

Construction

A foil pattern for the digital pressure gauge PC board is shown in Fig. 2, and a parts-placement diagram for the circuit in Fig. 3. You can etch your own board, if you like, or purchase one from the supplier indicated in the Parts List.

The article in the July 1983 issue of **Radio-Electronics** describing a digital voltmeter for your car goes into great detail about circuit-board assembly techniques; if this is your first construction project, we suggest that you read it before going to work.

A red plastic front panel will make the displays easier to read. It should be prepared before you begin work on the board. Cut a piece of $\frac{1}{8}$ -inch red plastic about the same size as the board and lay it on a clean soft cloth. Then position the PC board on it, component-side down, and

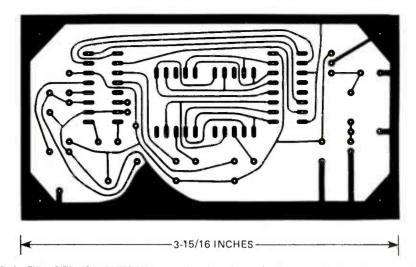


FIG. 2—FULL-SIZE FOIL PATTERN for etching the printed-circuit board. See the Parts List for a supplier of ready-to-use boards.

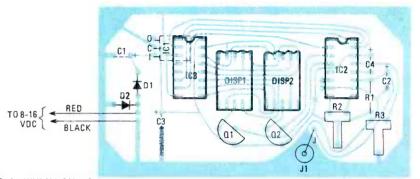


FIG. 3---WHEN YOU INSTALL the LED's, solder only two corner pins at first. That will let you adjust their positions easily should they not be in straight.

mark the plastic with the positions of the board's four corner holes. Then carefully drill holes at the four positions marked on the plastic to accept 4-40 bolts. Don't split the plastic—use a fine drill-bit first, and then a larger one until the hole is the size you want it. Then you can start on the board, so you'll want to set the plastic aside temporarily.

After installing the sockets for IC2 and IC3 (but do not install those IC's at this time) on the board, mount the resistors. capacitors, and other components. Be sure to mount the LED's so that the ridges indicating their tops face the top of the board. Don't forget to run a jumper from the center lug of J1 to the board; note that the jack is mounted from the foil side of the board. The last parts to be installed should be IC1 and C1, which you can mount on the foil side of the board as shown in Fig. 4. Connect three-foot lengths of red and black 22-gauge wire to the points indicated in the partsplacement diagram.

Before inserting IC1 and IC2 in their sockets, make sure that their supply voltages are correct. Apply about 12-volts DC to the board through the red and black wires. You should measure +5 volts at pin 14 of IC2 and at pin 16 of IC3. Pins 7 and 8, respectively, should be at ground potential.



FIG. 4---INSTALL IC1 and C1 on the foil-side of the board. Make sure that the body of the regulator does not come into contact with the board.

If the voltages you measure are correct, you can remove power and install the two IC's. If they are not, recheck your work carefully for solder bridges and other errors.

A completed board—modified for noise reduction (we'll talk about that a little later) is shown in Fig. 5.

Calibration

To calibrate the pressure gauge, first apply between 10 and 16 volts DC to the red and black wires; 13.8 volts is ideal (it's the voltage that would normally be supplied by the car's electrical system). Then, with the sensor unit *not* connected, temporarily ground pins 10 and 11 of IC2 and adjust the 50K ZERO ADJUST potentiometer (R2) until the display reads "00."

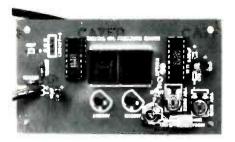


FIG. 5—THE COMPLETED oil-pressure gauge board. This version has been modified to incorporate noise reduction (see Fig. 7).

PARTS LIST

- All resistors 1/4-watt, 5%, unless otherwise specified
- R1, R4-470 ohms (R4: see text)
- R2-50,000 ohms, trimmer potentiometer
- R3—10,000 ohms, trimmer potentiometer
- R5-150,000 ohms (see text)

Capacitors

- C1, C5—47 µF, 25 volts, electrolytic (C5: see text)
- C2, C3-10 µF, 16 volts, tantalum
- C4-0.33 µF, 35 volts, tantalum
- C6-22 µF, 16 volts, tantalum (see text)

Semiconductors

- IC1—LM340T-5 (7805) five-volt positive regulator
- IC2—CA3162E dual-slope, dual-speed, A/D converter (RCA)
- IC3—CA3161E BCD-to-seven-segment decoder/driver/multiplexer (RCA)
- Q1, Q2-2N2907 or equivalent PNP-type
- DISP1, DISP2—FND507 (FND510) 0.5inch common-anode display LED
- D1, D2-1N4002
- TR1-GM370708, GM547034, or GM14039612 oil-pressure sending unit
- J1—RCA phono jack
- PL1-RCA phono plug

Miscellaneous: PC board, RG58A/U coax, red plastic, wire, solder, hardware for sensor mounting, etc.

The following are available from Digital World, PO Box 5508, Augusta, GA 30906: Pressure gauge PC-board only. \$7.50; pressure gauge PC-board with schematics and diagrams, \$8.50; IC2 and IC3, \$12.50; pressure gauge PCboard with IC1-IC3, \$20.00; kit of all parts (excluding plastic panel, solder, chassis, sensor, and sensor mounting-hardware), \$32.50. The PC board, and PC board with schematics and diagrams are shipped postpaid within the U.S. and Canada. For all other items add \$2.00 within the continental U.S., and \$3.00 for APO, FPO, other U.S., and Canada. Canadians please use U.S. dollar postal money order. For shipment to other areas, write for prices and shipping costs. Please allow 4-6 weeks for delivery.

You'll need a fine screwdriver—and some patience—to do this. When you're satisfied with your work, remove the ground connection.

Next, temporarily connect a 47-ohm resistor across J1 to simulate the presence of the sensor unit and adjust the 10K GAIN ADJUST potentiometer (R3) until "47" is displayed. Again, work slowly and be patient until you have it just right. When you're done, remove the resistor.

If you are using either the GM370801 or GM547034 unit for pressure sensing, you're done with the calibration. If, however, you have a GM14039612 unit, you *must* also carry out the additional step that follows.

Because of its characteristics, the GM14039612 sensor tends to give readings about 10 psi too high if used with the pressure gauge as calibrated above. To compensate for that, connect the sensor (see below for installation instructions) and, with the vehicle's motor *off*, apply power to the circuit board. Adjust the ZERO ADJUST potentiometer, R2, for a reading of "-9" or "--." The final setting of the potentiometer should be so that it is midway between the positions that give those readings. With that, the board is correctly adjusted for the GM14039612 sensor.

When you've finished the calibration procedures, install the red plastic faceplate over the board with 4-40 hardware. Use either spacers, or standoffs made from nuts threaded on bolts.

Installation

Since you want to retain your original oil-pressure sensor, it will have to be connected physically in parallel with the new one. Figure 6 shows how that can be done. You'll require a ¹/₄-inch, 3-input "T" adaptor, which should be available at a local plumbing or hardware-supply outlet. You will also need a one- or twoinch piece of standard ¼-inch brass tubing, threaded at both ends, to act as an extender. It should be long enough to allow the sensor to clear the engine block and other parts in the area in which the sensor is mounted; it's better to have the tubing a little too long, than too short.

Screw one end of the extender tube into the center hole of the "T" adaptor, and the other end into the engine block where the original pressure sensor (which you've removed, of course) had been installed. Then attach the original sensor to one arm of the "T," and the new one to the other. Be careful when working with the brass tubing—it's rather fragile. Don't use too much force when you tighten the fittings, or the tubing may break.

When you assemble the fittings, use pipe cement or plumber's tape to prevent oil leaks.

If you have a foreign car that uses metric fittings, you may have to use an adaptor for the extender tubing, or secure a length of unthreaded tubing and have a machine shop thread it to metric specifications.

Use RG58A/U coaxial cable to connect the sensor to the circuit board. You can get an idea of how long the cable will have to be by running a piece of string from the sensor position through the firewall to where the circuit board will be mounted. Allow enough slack to keep the cable away from hot parts of the engine, and be sure to allow an extra 18 inches so the board can be installed (and removed) conveniently.

After cutting it to size, strip one end of the cable and connect it to the sensor. Tape the cable securely to the sensor unit to keep it from breaking loose. Connect *continued on page 134*

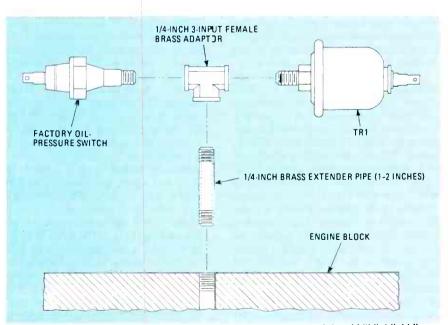
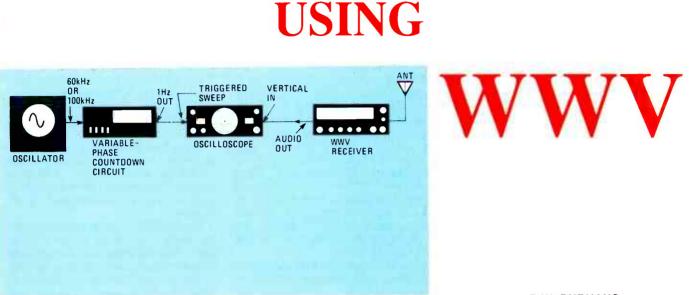


FIG. 6-THIS ARRANGEMENT will let you use both your new gauge and the old "idiot light."

HOMITO



FREQUENCY CALIBRATION

FIG. 1—BLOCK DIAGRAM OF TEST SETUP used to determine the drift of the local clock.

R.W. BURHANS

WWV is a source of highly accurate time- and frequency-signals. Here's a method that lets you use those signals to calibrate your own frequency standards.

AS ELECTRONIC CIRCUITS GET MORE COMplex, the level of accuracy needed to test those circuits also increases. While accurate measurement of voltage, current, and resistance present their own problems, often it's even harder to perform accurate frequency measurements. That's because they can only be as accurate as the crystal timebase in your frequency counter.

Getting a high degree of accuracy when calibrating a crystal timebase has been almost impossible without expensive calibration equipment. That's especially true if you want the calibration to be traceable to the NBS (National Bureau of Standards). The only inexpensive alternative is to calibrate the timebase using the time signals transmitted by radio stations WWV and WWVH. Those stations are operated by the National Bureau of Standards and they transmit highly-accurate cesium-clock derived time signals on 2.5-, 5-, 10-, 15-, and 20-MHz. (A complete guide to the WWV and WWVH broadcast services can be found in NBS Special Publication 432, NBS Frequency and Time Dissemination Services. The document is available for 60 cents from the Superintendent of Documents, U.S.

Printing Office, Washington, DC 20402.) The commonly accepted method for calibrating an oscillator using WWV transmissions is to zero-beat the oscillator against the WWV carrier frequency.

However, a small controversy has developed as to whether or not crystal oscillators such as those found in frequency counters can be accurately calibrated using that method. (See "Equipment Reports," Sabtronics 8610A, Radio-Electronics, February 1982, and John H. Hennings rebuttal letter, Radio-Electronics, June 1982). The controversy arises from the fact that the ionosphere is unstable (its condition fluctuates cyclicly over a 24-hour period), and affects the propagation of the WWV transmissions. The unstable nature of the ionosphere limits the accuracy of the WWV transmissions to 0.1 partper-million (1 Hz in 10 MHz). However, by applying a technique used long before the days of atomic clocks, it is possible to obtain an accuracy of 0.001 part-permillion (1 Hz in 10 GHZ) using WWV transmissions, provided that the oscillator you're calibrating is kept operating continuously for long periods of time.

The calibration technique

Rather than calibrate the oscillator against the WWV carrier frequency, the technique outlined here uses the audible ticks that are transmitted by WWV and WWVH to identify the seconds. Each tick transmitted by those services consists of a 1000-Hz, 5-ms tone. The actual tick, therefore is composed of five cycles of a 1000-Hz sinewave.

The technique is illustrated in the block diagram in Fig. 1. The received time tick from WWV is displayed on the vertical axis of an oscilloscope. The output of the crystal oscillator is connected to a variable-phase countdown circuit that divides the oscillator frequency down to one pulse per second. Thumbwheel switches in the countdown circuit vary the phase of that 1-pulse-per-second waveform, which is used to trigger the oscilloscope. The sweep rate is set to 1-ms-perdivision and the thumbwheel switches on the countdown circuit are adjusted until a sinewave appears. Since the 1000-Hz tone from WWV occurs only once each second and lasts for only 5 ms, the thumbwheel switches may have to be adjusted almost through their entire range before

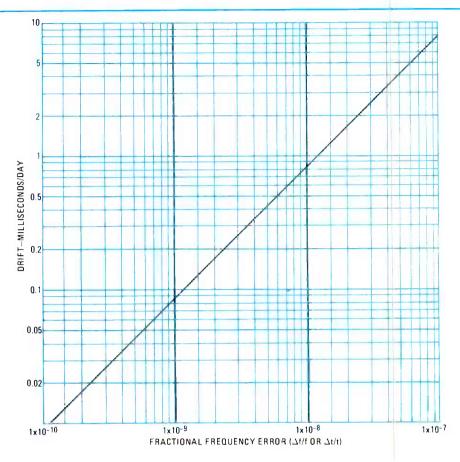


FIG. 2—THE FRACTIONAL FREQUENCY ERROR of the local clock can be determined from this graph once the drift is known.

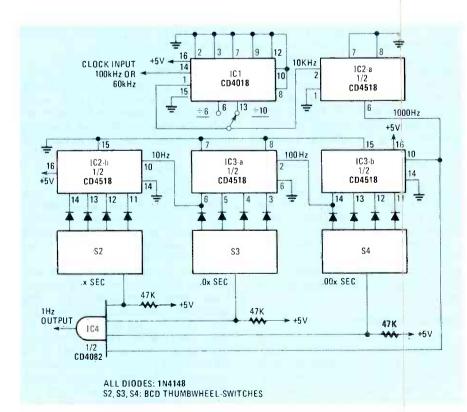


FIG. 3—VARIABLE PHASE COUNTDOWN CIRCUIT. The thumbwheels are adjusted until the sinewave is aligned with the beginning of the tick trace. the sinewave can be seen. Remember, it lasts for only $\frac{1}{200}$ second.

After the sinewave does appear, the thumbwheel switches are again adjusted until the leading edge of the first cycle of the sinewave aligns with the start of the oscilloscope trace. The drift of that trace determines the frequency error of the crystal oscillator. If the sinewave drifts one full cycle in about a minute, then the crystal oscillator is set to within only ± 10 parts-per-million. If the sinewave drifts one cycle in 15 minutes then the frequency stability is about 1 part-per-million. The rate of change of that drift is called the aging rate of the crystal.

To obtain higher accuracies, it is necessary to measure the drift over several days. The ionosphere will indeed affect the accuracy of the results, but its effect will be minimized if the measurements are always made at the same time of day. The change in the settings of the thumbwheel switches required to align the sinewave with the beginning of the trace is recorded every day at the same time each day. The drift can be estimated to within perhaps 0.1 millisecond by observing where the leading edge of the first cycle of the sinewave is with respect to the starting point of the trace. The drift (in milliseconds) over a 24-hour period of time can be used to determine the fractional frequency error of the clock by using the graph shown in Fig. 2. Although that may be a lot more trouble than the average observer is willing to take to determine his clock error, the point is that if accuracy is necessary, it can be obtained using WWV time signals.

The aging rate of a crystal itself changes with time, so it is necessary to reset the fine trim on the local clockoscillator about once a month to maintain accuracy. An additional problem with temperature-compensated and ovencontrolled crystal oscillators is that when they are shut off and then turned back on again, the aging rate starts at a new point. However, that problem is eliminated if the oscillator is kept running continuously, as in the frequency counters now sold that have standby operation, in those, an oven-stabilized crystal oscillator is always on.

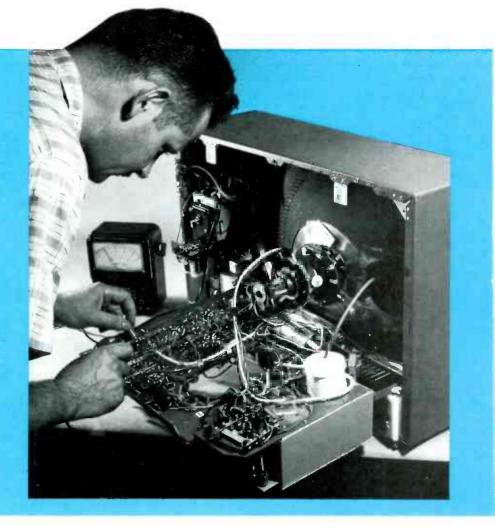
The countdown circuit

The variable-phase countdown circuit is shown in Fig. 3. This circuit is intended to be driven from a 100-kHz or 60-kHz source, but it can easily be driven from a 1-MHz or 10-MHz source with the addition of a couple of decade dividers using Schottky TTL or even some CMOS IC's. The thumbwheels can be adjusted to provide any phase of a 1-second tick from 0 to 999 milliseconds in one-millisecond increments. **R-E**

SERVICING HORIZONTAL SWEEP CIRCUITS

FRANK A. SALERNO

Here are some hints and tricks that may help you out the next time you run across that tough one.



TV SETS ARE GETTING TOUGHER TO FIX every day. Nowhere is that truer than in the horizontal-sweep circuit sections. Gone forever are the days when a simple multivibrator fed an output tube that drove a flyback transformer, which in turn energized the deflection yoke and the high-voltage rectifier. That was the basic sequence, with only slight variations, which was followed by just about all the manufacturers.

There were, to be sure, peripheral circuits that varied from system to system, and those could and did cause problems, but those problems were minor compared to what we face now. For openers, there's the switch from tube to solid-state stages. Even with a severely overloaded circuit, and the output tube glowing red, you could usually pull the plug in time to prevent any great damage. In modern, solid-state sets, however, it takes no time at all to lose a couple of expensive transistors to a sudden short.

Early solid-state sets tended to follow the design pattern of the tube models. The advent of modular sets made things even more simple, with many manufacturers putting the oscillator on one tiny plug-in board and keeping the output uncomplicated. A classic design was the Zenith EC/FC chassis of a decade ago. That set was so easy to service that few ever required shop repair.

That kind of a set just isn't made anymore. With most manufacturers abandoning modular construction, and with each one trying to outdo the others in sophistication, it's the home repair that has become the rarity. Oscillators and drivers now can consist of more than five transistors, and the failure of any of those. or their surrounding circuitry, could disable the system. In addition, we have overload protectors, shut downs, fail safes, and what-have you's that are supposed to disable the system should the high voltage go beyond specified limits. Needless to say, those suffer breakdowns of their own, compounding the problems they were designed to prevent.

In repairing modern sets, there's no room, or time, for error. It takes a fraction of a second to blow a \$12 transistor, and only a fraction of a second more to blow another.

Essential equipment

Two pieces of equipment are essential in the repair of a modern set—an oscilloscope and a Variac. The scope is used to tell you if and how well things are working, and the Variac lets you work at relatively low voltage, giving you the time required to make some measurements before blowing things out. A variable DC supply is also nice to have, but a few six-volt dry-cell lantern batteries will do the job just as well; those are needed to check out the start circuits.

Start circuits

Oh yes, the start circuit, one of the nastiest things ever found in a TV set. Of course, we all know that transistors are incredible things; when one compares them with the slow-warming, hot-running, energy-wasting vacuum tubes that they replaced, one can really get to love them. One of the nice features of transistors is that give them 20, 10, or even just a few volts on which to run and they go into operation instantly. Using that feature, however, someone originated the start circuit, and like most bad habits, it proliferated.

Figure 1 shows two such start circuits. The one in Fig. 1-a was used by Sony some years ago, and the one in Fig. 1-b is used by RCA in some of their more recent sets. The principle behind both is the same. They generate a pulse of voltage at the moment of turn on; that pulse is fed to the horizontal oscillator and excites it into operation. The start circuit, having served its purpose, is then disabled. The voltage needed to keep things running called, naturally enough, the run voltage—is taken from the flyback, recti-

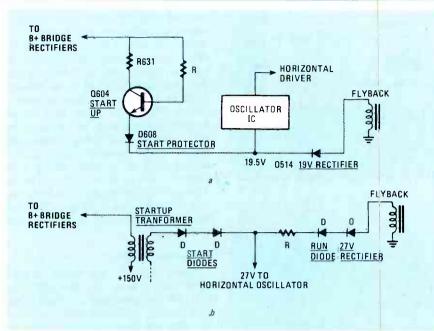


FIG. 1—TWO START-UP CIRCUITS. The one shown in *b* is used by RCA in many of their more recent sets.

fied, and fed to the oscillator at the same point in the circuit as the start pulse.

Now, that's all very nice, but it certainly has complicated life. If there is anything wrong on the output side of the circuit, loading it down, the run voltage will be affected, cutting off the oscillator. That can be quite a problem all around, but especially in those Sony receivers that used an SCR in the output. Sony called that SCR a GCS (Gate Controlled Switch). The nature of that particular device is that if it fails to receive its input signal, it self-destructs-instantly; it has no patience with a lazy oscillator. We have a "Catch 22" here. If the start circuit fails and/or the oscillator does not take off, the GCS shorts out. If the oscillator does in fact start up but is unable to keep running, due to some malfunction in the output side, the GCS shorts out. Either way, you lose.

When you come across a Sony with a shorted GCS (along with an open fouramp fuse and a shorted regulator transistor), the first step to take is to check out the oscillator. Using the start-up circuit for the Sony KV1920, shown in Fig. 1-a, we can see that the 19.5-volt bus supplies the power to the oscillator. The oscillator, however, can run on far less power than that, a fact that works to our advantage when troubleshooting the chassis.

We start by examining the collector of the driver transistor with the oscilloscope. Without plugging the set in, feed six volts DC to the circuit (positive to the 19.5-volt bus, negative to chassis); use either the variable DC supply or the batteries we talked about earlier. You should get a rock-solid signal at the horizontal frequency. It will be less than the 70 volts called for in the schematic, and it will be distorted, but this is not an operational set; all we are interested in now is whether or not the signal is there. If the signal is missing, find out why by working backwards. If it is there, tap the PC board in and around the oscillator. If you see any movement in the waveform when you do that, look for a poor solder joint, or other mechanical problem, somewhere. Even a slight flutter could be what caused the GCS to blow in the first place, so the importance in making sure that the signal you see is rock steady can not be overemphasized.

If you are satisfied with things to this point, it's time to get up your courage and install a new GCS. Once that's done, apply power to the circuit slowly, using the Variac. Start with 50 volts, and keep the oscillator running with the DC supply (or battery). As you increase the voltage, you should hear a rush of noise through the speaker at 75 volts, and at 80 volts a small raster should begin to appear.

If you do not hear that sound, stop! It means that the sound section is not getting its scan-derived voltage because the sweep system is not working. Increasing the applied voltage any farther is tempting fate.

The place to look for trouble now is on the output side of the GCS. Keeping the voltage at 75 volts will minimize the danger of destroying the GCS while using conventional troubleshooting techniques to track down the culprit: defective tripler, shorted scan rectifier, etc.

On the other hand, if sound and picture appear, back the voltage down to 75 and

remove the battery; leave the scope attached, however. Check to see if the oscillator starts when the set is turned on. If it doesn't, the start circuit is probably bad. Check Q604, D608, and R631; that resistor will frequently be burned open. The cause of that can often be traced to a shorted 200-volt scan rectifier, or anything else that might knock out the run voltage forcing the start circuit to do more than was intended.

It's much easier to service a set in which the output is separated from the oscillator. A Philco 5CY81 that we recently came across is a perfect example (see Fig. 2).

The circuit breaker in that set was tripping. When the screws holding down the output transistor were removed, however, the breaker held. When the output of the oscillator module was scoped it turned out to be normal. Reinstalling the screws, the Variac was used to slowly apply power. When the voltage got to about 70, the breaker tripped. Troubleshooting was done by simply lifting each component in turn and reinstalling it until the culprit was found. In this case, when the pincushion transformer was unsoldered the breaker held. It turned out that the transformer had shorted turns.

That troubleshooting process was simple and straightforward in that instance because the oscillator module depended solely on the regular power supply for its operating voltage. By keeping the Variac at 75 volts, we were able to protect the transistor. Otherwise, at full AC voltage, each turn-on might have been its last.

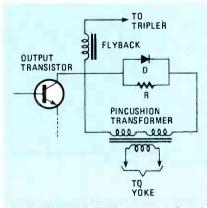


FIG. 2—A SIMPLE REPAIR. A shorted pincushion transformer was the cause of the excessive current drain in this Philco circuit.

Regulator outputs

In addition to run-start circuits, the newest RCA sets, such as the CTC97 (see Figs. 3 and 4), have another wrinkle to worry about: a regulator output. That is an SCR that supplies a regulated 114 volts to the output transistor.

Here's how to troubleshoot problems

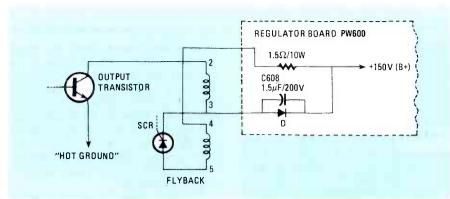


FIG. 3—THE SCR IN THIS CIRCUIT supplies a regulated 114 volts to the output transistor. The circuit is from an RCA CTC97.

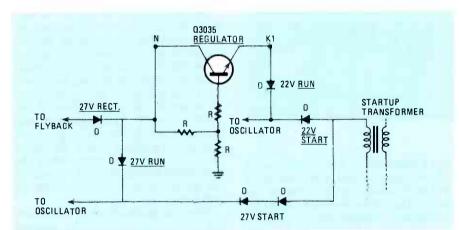


FIG. 4—ONLY THE 27-VOLT run voltage, applied to terminal N, need be supplied for testing. The 22-volt run voltage is taken from the regulator transistor, Q3035.

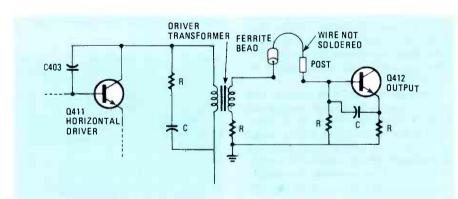


FIG. 5—AN UNSOLDERED WIRE and a leaky capacitor caused two unusual and hard-to-diagnose problems in the CTC108

involving that circuit. If a dead set has no output collector voltage (reading to a hot ground, not the chassis), and the B + isOK, remove the SCR as a precaution and install a jumper between the anode and cathode connections in the circuit. Again using the Variac, bring the voltage to 90. Using the scope, keep an eye on the output transistor's collector voltage and make sure that it does not exceed 114. If the set comes on, that means that there is trouble somewhere in the regulator circuit that is preventing the SCR from being gated on. Check all components on PW600, the regulator board.

If, on the other hand, there is collector voltage, we have to troubleshoot the oscillator/output system shown in Fig. 4. Looking at that figure, we see that the oscillator depends on two run voltages— 27 and 22. But we need only to supply the 27 volts at terminal N; the other voltage is supplied by Q3035. That 27 volts is supplied once again either with the DC supply or four six-volt lantern batteries in series; the negative connection from the supply or batteries is made to the chassis.

Once more we use the Variac and scope to go through the system. One CTC97 we saw required just about every technique mentioned so far to track down what was making the output transistor run so hot. With a jumper across the SCR, and four batteries running the oscillator, one after the other each part had to be patiently lifted until the cause of the problem was found. That may seem like an unprofessional way to go about things, but with complex closed-loop circuits like those, scope measurements become almost useless; as such, lifting components is all that is left. In the set in Fig. 3, when C608 on the regulator board was unsoldered, high voltage crackled. Replacing that leaky capacitor cured everything.

Unsoldered wire

Some problems are harder to track down than others. We remember one CTC108 that gave us a particularly bad time (see Fig. 5). With the battery hooked up, there was a perfect signal coming out of the driver transformer. With no signs of anything being shorted, we decided to temporarily clip a new output transistor into the circuit. Happily, that seemed to cure the problem as the set came on.

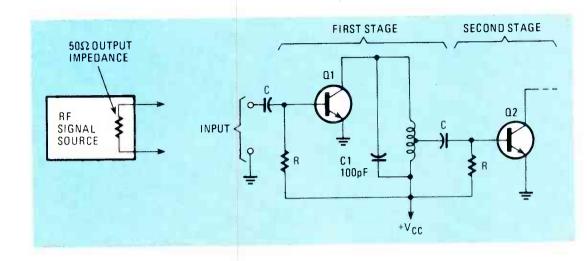
Changing that transistor on that particular set was no easy matter as it was soldered in and mounted in a difficult position. You can understand the dismay, then, when the set didn't respond with the new transistor installed. The funny thing was that when the old transistor, the one that was thought to be bad, was clipped into the circuit along with the new one, everything worked once again.

If you've ever been stuck with an oddball situation like this one, you know how time can melt away. You also know that sometimes, after spending hours looking at the underside of the chassis, the answer suddenly becomes obvious.

That was the case here. We knew there was an oscillator signal, but was it reaching the transistor? Being mounted on the rear apron, both the base and the collector were returned to the chassis by wires (the emitter was grounded to the apron). The base wire went to the bottom of a hollow metal post that served as a test point. A loop of bare wire came out of the top of that post, passed through a ferrite bead. and then was soldered to the foil connecting the driver transformer. As it turned out, the looped wire was just sitting inside the metal post-it had never been soldered-so the base was getting no signal. Had the transistor been more accessible, and had the signal been traced through, that would have been just a routine repair. Instead, confusion reigned as it appeared as if two transistors were needed. Of course, that was not the case because the one soldered on the apron was never really in the circuit.

continued on page 78

GIRCUITS



How to Design

High Frequency Analog Circuits

MANNY HOROWITZ

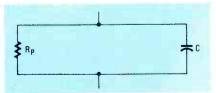
Many factors that up to now could be ignored when designing a circuit become critical at high frequencies. This month, we'll look at those factors and the role they play in designing a successful circuit.

UP TO NOW, WE'VE BEEN DISCUSSING CIRcuits that operate at fairly low frequencies. As operating frequencies become higher, however, factors that were previously unimportant become critical. That's because the effects of stray capacitance, both of the components and the circuit itself, become more pronounced as the frequency increases. Thus, any successful design must take into consideration the selection of the components as well as their placement in the circuit.

Before we begin, let's review a couple of points. It was previously stated that a resonant circuit in an oscillator consists of a capacitor and an inductor. The capacitor in that circuit has a reactance, X_C , equal to $1/2\pi fC = 1/6.28 fC$, where f is the frequency of the signal applied to the component and C is its capacitance in farads. Obviously then, as frequency increases the reactance of the capacitor is reduced. In the case of an inductor, however, its reactance, X_{L} , is equal to 6.28*f*L, where L is the inductance in henrys; thus, the reactance increases with increasing frequency.

Figure of merit

Inductors and capacitors store energy. That energy is applied to those components when a voltage is placed across their terminals and a current is fed through them. If the capacitor or inductor were ideal, all of the energy stored in them would be returned to the circuit eventually regardless of the operating frequencies. Of course, the components we are dealing with are real, not ideal. They all have some element of resistance associated with them that causes losses. Consider, for instance, a capacitor. Under DC conditions that component is considered an open circuit with infinite resistance. That being the case, no current should get through. We all know, however, that some small leakage current almost always exists. The effect is the same as if a large valued resistor were in parallel with the capacitor as shown in Fig. 1. That figure illustrates the model used when analyzing the behavior of a real capacitor.





Inductors, on the other hand, are treated as short circuits under DC conditions. Since they theoretically present no resistance, there should be no voltage drop across them. Of course, that is not Introducing A 16-Bit Microprocessor System Designed To Expand Your Knowledge.

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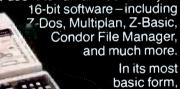
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what happens. There is a voltage drop that is caused by the resistance of the wire that makes up the inductor. Although that resistance is distributed along the length of the wire, the effect is the same as if that resistance were in series with an ideal inductor. That is the model used in analyzing the behavior of a real inductor and is shown in Fig. 2.



FIG. 2—A REAL INDUCTOR can be represented as an ideal inductor in series with a resistor.

When discussing such components, it is useful to know how close to ideal they are. To do that, a value Q, called the figure of merit, can be determined for each component. That value relates the amount of energy returned to the circuit to the amount of energy lost in the component due to its inherent resistance. A high value of Q indicates a more ideal component, and hence less loss than one with a low Q rating.

The Q of an indicator or capacitor is related to the reactance and series resistance of the component through the equation $Q = X/R_s$; and is related to the reactance and parallel resistance by $Q = R_P/S$. Thus (using the equivalent circuits shown), for an indicator, $Q = 6.28fL/R_s$, while for a capacitor it equals $6.28fCR_p$.

While we represented a real inductor as an inductance in series with a resistance, and a real capacitor as a capacitance in parallel with a resistance, those are not necessarily the only ways those components can be shown. For instance, there is no reason why an inductor could not be shown as an inductance in parallel with a resistance. After all, it is the same component so the impedance and the O will be the same. When the way that the component is shown changes, the only thing that changes is the way in which Q is calculated. Instead of 6.28fL/Rs, it is now found from $R_P/6.28/L$. But since the value of Q is identical, $6.28fL/R_s = R_P/$ 6.28fL. After rearranging the terms and simplifying, that equation yields the relationship $R_P = Q^2 R_S$. That relationship also holds true for capacitors.

Dissipation factor

Instead of Q, the quality of a capacitor is frequently described by the dissipation factor, or DF. That is a quantity indicating a loss of energy, usually due to the conversion of that energy to heat and is equal to 1/Q. Thus, the quality of a capacitor is best when the dissipation factor is at a minimum.

Although most frequently used when specifying the quality of a capacitor, the dissipation factor can also be used to describe the quality of an inductor. Such use is rare, however.

Resonance

Inductors and capacitors are used to tune a circuit so that it is resonant at a specific frequency such that $X_L = X_C$. By substituting and rearranging terms it can be shown that that frequency, f_O , is equal to $1/6.28\sqrt{LC}$. Resonant circuits can take one of two forms: series or parallel. If the inductor and capacitor are in series, the circuit presents a low impedance at resonance. If the inductor and capacitor are in parallel, the circuit presents a high impedance at resonance.

Let's first consider a series L-C circuit, such as the one shown in Fig. 3. The current in any series circuit is the same through all the components in the circuit. In a series L-C circuit, however, the phase of the voltage across the capacitor is 90° ahead of the current through it, while the voltage across the inductor is 90° behind the current through that component. Thus, the voltages across those components are 180° out of phase. What that means is that when the reactive voltages are equal, the voltage across the capacitor will completely cancel the voltage across the inductor. That happens when $X_L = X_C$, which is the condition at resonance.

If the circuit were ideal, at resonance it would present zero inductance, zero reactance, and zero impedance. Real capacitors generally do resemble the ideal model and have negligible series resistance associated with them, but that is not the case with inductors. As previously mentioned, those components are coils of wire and as such generally have a substantial series resistance associated with them. Thus, since the resistance of the inductor can be drawn as a discrete component in series with it, Fig. 3 can be redrawn as shown in Fig. 4, where R_s is the series resistance of the inductor.

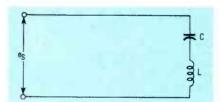


FIG. 3—A SERIES L-C CIRCUIT presents, in theory, zero impedance at resonance.

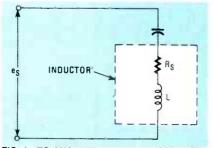


FIG. 4—TO ANALYZE a series L-C circuit's behavior, redraw the circuit as shown.

A parallel L-C circuit is shown in Fig. 5. In all parallel circuits, the voltage across each branch is identical. In a parallel L-C circuit however, the phase of the current leads the voltage by 90° in the capacitor, while the current lags the voltage by 90° in the inductor. At resonance, since the reactances are equal, whatever current is flowing upward in the capacitive branch of the circuit, is flowing downward in the inductive branch, and vice versa.

Let's examine what the importance of that is a little more closely. From Kirchoff's current law we know that the sum of the currents flowing into a junction of circuit branches must equal zero. Looking at the point labeled A in Fig. 5, we see that at resonance the same current flowing into it from one of the reactive elements is flowing out of it into the other. That means that there is no current drawn from the source, which means that the impedance presented by the circuit is infinite $(Z = e_S/I_S = e_S/0 = \infty)$.

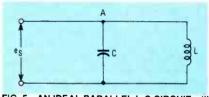


FIG. 5—AN IDEAL PARALLEL L-C CIRCUIT will present an infinite impedance at resonance.

That, of course, assumes ideal components. If those components were indeed ideal, and the source were disconnected, the current would flow back and forth between the reactive elements indefinitely. Of course, that never would happen because of the losses introduced by the series resistances of the components. Here, we once again can consider the series resistance of the capacitor to be negligible and concern ourselves just with the series resistance of the inductor. Thus, Fig. 5 can be redrawn as shown in Fig. 6, where R_s is the series resistance of the inductor.

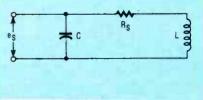


FIG. 6—A PARALLEL L-C CIRCUIT can be redrawn as shown here.

Before we go any farther, let's look at one other aspect of inductors that's important, especially when dealing with higher frequencies. As inductors are composed of turns of wire, stray capaci-

RADIO-ELECTRONICS

tances can form between turns, whether or not they are adjacent; between the coil and ground; between the leads connected to the terminals of the coil, and so on. Thus, any inductor is in essence a large inductor in parallel with a very small capacitor. At lower frequencies, those distributed capacitances are rarely important, but at higher frequencies, they can make the inductor self resonant. That effect must be considered in highfrequency designs because if the signal frequency exceeds the inductors selfresonant frequency, that device will behave like a capacitor rather than an inductor. Thus, those distributed capacitances place an upper limit on the frequencies at which the inductor can be used. Self-resonance can also occur if the self-resonant frequency is a harmonic of the signal frequency.

Filters

Since series L-C circuits present a low impedance at the resonant frequency, but high impedance at others, they make excellent bandpass filters. Such an application is shown in Fig. 7-a. In it, the input signal e_s , is fed to a series L-C circuit. Assuming that the circuit is designed to be resonant at e_s 's fundamental frequency, only that frequency will be passed; all other frequencies will be sharply attenuated. Finally, the signal appears across R_L as e_{OUT} .

In the circuit shown in Fig. 7-b, all frequencies except the resonant frequency are shorted by the L-C circuit. The resonant frequency, however, appears across L. From there it is coupled into L2 and on to the output. Ideally, only the resonant frequency should pass through those L-C circuits to the output. In most cases, however, a band of frequencies is passed. The width of that band can be determined from the circuit Q, and through use of a graph of the frequency response of a circuit similar to the one shown in Fig. 8. Looking at that curve, the maximum output of a circuit is e_{OUT}, and $f_{\rm H}$ and $f_{\rm L}$ are the -3-dB points. The bandwidth of the circuit, $f_{\rm H} - f_{\rm L}$, is equal to the resonant frequency divided by Q. Thus the bandwidth is inversely proportional to Q.

As an example, assume a circuit where C = 10pF, $L = 25.4\mu$ H, and Q = 20. Using the equation for the resonant frequency, we find that $f_0 = 10$ MHz. If Q = 20, $f_H - f_L = (10 \text{ MHz})/20 = 500$ kHz. Because f_L should be the same distance below f_0 as f_H is above that resonant frequency, $f_L = 10$ MHz - 250 kHz = 9.75 MHz, and $f_H = 10$ MHz + 250 kHz = 10.25 MHz. Signals with frequencies between 9.75 MHz and 10.25 MHz are passed rather easily by that circuit.

In many applications it is desirable to attenuate signals at frequencies below and above the active band. To achieve that, L-C circuits can be placed in series

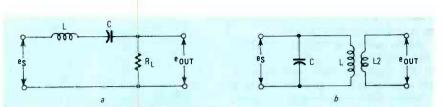


FIG. 7—TWO BANDPASS FILTERS. The one in a uses a series L-C circuit and presents a high impedance at all frequencies except the resonant one. The one in b uses a parallel L-C circuit; at resonance, only the resonant frequency appears across L.

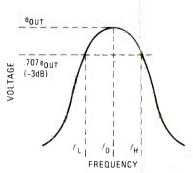


FIG. 8—THE LIMITS OF A BAND are defined by its upper and lower -3-dB points. Those are the frequencies at which the signal has dropped 3 dB from its level at resonance.

with the signal. The circuit shown in Fig. 9-a is a simple *low-pass filter*. It is called that because it will only pass frequencies less than a certain cut-off frequency, f_C . The values of L and C can be found from $L = R/4\pi f_C$ and $C = 1/4\pi f_C R$, where R is the impedance of the source and the load.

The circuit shown in Fig. 9-b is a simple *high-pass filter*. It will only pass frequencies that are higher than the cut-off frequency. The appropriate values of L and C can be found from $L = R/\pi f_C$ and $C = 1/\pi f_C R$.

Bipolar transistors

Inductors, capacitors, and resistors are not perfect components at high frequencies. We saw that an inductor has stray capacitances associated with it. Similarly, a capacitor has stray inductances. Resistors also exhibit some capacitance and inductance; some types of resistors cannot be used at high frequencies.

Such imperfections are not limited to passive components alone; transistors, for instance, exhibit stray capacitance between their terminals. Those capacitances are their primary imperfections when they are used at high frequencies. Because of that, many types of transistors can only be used in low-frequency circuits. On the other hand, some devices have been developed that are capable of operating in the high GHz range. We will start this part of our discussion by describing the use of bipolar devices in RF circuits and by noting how those devices limit the performance of those circuits. The discussion continues by describing how FET's behave under similar situations.

Alpha and beta

When describing a transistor's characteristics, and the effect of those characteristics on a circuit, the alpha and beta of the transistor were treated as constant values. The only deviation from the stated constants was to note how they varied with collector current. But alpha and beta also vary with frequency; they become smaller as the frequency becomes higher. As a result, the input impedance of a particular transistor circuit, equal approximately to βR_E , is much higher at low frequencies than at high ones.

If we consider α_0 as the low-frequency current gain between the collector and emitter, α decreases 3 dB to .707 of α_0 at what is referred to as the alpha cutoff frequency. Several symbols are used to denote that frequency, including f_{α} , f_{hbo} , and $f_{\alpha b}$. Once the frequency is determined from the transistor's specifications, α at any frequency can be determined using the curve in Fig. 10. At f_0 , alpha is 1/1.4of its specified low-frequency value; at $2f_{\rm O}$, alpha is 1/2.24 of $\alpha_{\rm O}$, and at $4f_{\rm O}$, alpha drops to 1/4 of its low-frequency figure. From that frequency on, every time the frequency doubles, alpha drops by one-half. Thus at 8fo, or double the $4f_0$ frequency, alpha dropped from $\frac{1}{4}$ of α_0 to $\frac{1}{8}$ of α_0 . That relationship remains constant on up to extremely high frequencies

Since beta decreases at the same rate as

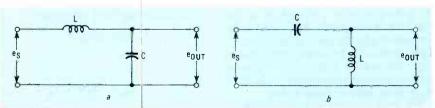


FIG. 9—SIMPLE LOW-PASS AND HIGH-PASS FILTERS. The low-pass filter shown in *a* attenuates all frequencies below the resonant one while the high-pass filter in *b* attenuates all frequencies below resonance.

alpha, the beta at any frequency can also be determined using Fig. 10.

Alpha and beta at a specific frequency can be calculated easily. Simply divide f_0 by the frequency under consideration, and multiply by α_0 or β_0 of the transistor involved. For a limited range of frequencies, α and β can be estimated from the curve in Fig. 10.

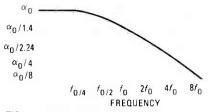


FIG. 10—HOW ALPHA VARIES with frequency. The value of beta varies in an identical manner.

Finally, the gain-bandwidth product, f_T , a value found on most transistor spec sheets, is useful in determining β at any operating frequency. That quantity, f_T , is defined as the product of beta and the upper 3-dB limit of a band. By simply considering the band here to stretch from 0 Hz to the operating frequency, it is possible to find beta by dividing f_T by the operating frequency. For example, if the f_T for a transistor is specified as 100 MHz, and you want to find the beta at 10 MHz, it is 100/10 = 10.

Equivalent circuits

At low frequencies, the equivalent circuit of a transistor was considered to be composed of two diodes. One diode, located between the base and collector terminals, was reverse biased. The second one, located between the base and emitter terminals, was forward biased. That circuit can be simplified farther by replacing the diodes with their internal on- and offstate resistances. The forward-biased diode could be replaced with a low value resistor connected from the base to the emitter, r_{be}, and the reverse-biased diode could be replaced with a large resistor connected between the base and collector, r_{ce}. There are, of course, also capacitances between the various terminals of the equivalent circuit. At low frequencies, those can be ignored; that, of course, is not true at high frequencies. An equivalent circuit including those capacitances, is shown in Fig. 11.

In that circuit, almost all components are referenced to b', a point inside the transistor. For instance, R_{bb} ' is the resistor located between the base and point b'. That resistance becomes important at high frequencies because it is almost equal to the high-frequency impedance of the various internal capacitances.

It is obviously just about impossible to measure the various resistances and capacitances in the equivalent circuit be-

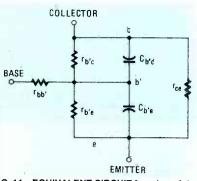


FIG. 11—EQUIVALENT CIRCUIT for a transistor in a common-collector configuration. The values of all the resistances and capacitances can be found using data on the device's specification sheet and readily measurable quantities.

cause those are all referred to a point inside the transistor. But their values can be estimated using either measurable or specified quantities. Those are g_m , β , h_{oe} , h_{rc} , h_{ie} , and C_{ob} . All those factors, with the exception of g_m , can be found on most complete specification sheets. Let's look at them briefly.

The transconductance of a transistor, g_m , relates the collector current to the base-emitter voltage; in an FET it relates drain current to gate voltage. Transconductance is roughly equal to the quiescent collector current, in amperes, divided by 0.026.

Beta, of course, is the low-frequency current gain as specified by the manufacturer of the device. The no-load admittance seen when looking back into a transistor is h_{oe} . Since admittance is the inverse of resistance, the output resistance of the transistor is given by $1/h_{oe}$.

Consider two voltages. One, V1, is the voltage at the input due to voltage present at the output of the transistor. The other, V2, is the voltage at the output. The ratio V1/V2 is equal to h_{re} . That again assumes no load at the output. The impedance seen by looking into the input when the output is short circuited is called h_{ie} . The collector-to-base capacitance of a transistor's common-base equivalent circuit is C_{ob} .

All of the above parameters, with the exception of C_{ob} , are for a commonemitter circuit. If the specification sheets should list the h-factors for the commonbase circuit, h_{ob} , h_{rb} and h_{ib} , rather than the h-factors for the common-emitter circuit as noted above, the common-base factors can be converted back to common-emitter parameters through use of the following three equations:

$$h_{oe} = \beta h_{ob}$$
 (1)

$$h_{re} = \frac{h_{ie}h_{oe}}{\beta} + h_{rb}$$
 (2)

(3)

$$h_{in} = \beta h_{in}$$

In each case, all factors should be altered to conform with the emitter current and collector-emitter voltage conditions under which the transistor is being used. Curves are usually supplied by the manufacturer of the device to help in that task. If no such curves are available, the data can be used as supplied but the circuit will have to be tweaked up once it is built. (More on that later.)

Using the h-factors, the values of the resistances and capacitances in the high-frequency equivalent circuit can be found from the following:

$$r_{bb}' = h_{ie}$$
 (4)

$$r_{b'e} = \frac{\beta}{g_m}$$
 (5)

$$\mathbf{r}_{\mathbf{b'c}} = \frac{\mathbf{r}_{\mathbf{b'e}}}{\mathbf{h_{re}}} \tag{6}$$

$$r_{ce} = \frac{1}{(h_{oe} - g_m \dot{h}_{re})}$$
(7)

$$C_{b'e} = \frac{g_m}{2\pi f_T}$$
(8)

$$C_{b'c} = C_{ob} \tag{9}$$

At low frequencies, the voltage gain can be found without resorting to complex mathematics. But like α and β , voltage gain drops at higher frequencies. The frequency at which the voltage gain has dropped to 1/1.414 of its low-frequency level (3 dB) is:

$$f_{\rm O} = \frac{\beta + g_{\rm m} \left(\beta R_{\rm E} + r_{\rm b'b} + R_{\rm S}\right)}{2\pi\beta(C_{\rm T})(R_{\rm T})}$$
(10)

where:

$$\begin{split} C_{T} = (C_{b'e} \ + \ C_{b'c} g_m R_L \ + \ C_{b'c} g_m R_E) \\ R_{T} = (R_E \ + \ r_{bb'} \ + \ R_S) \end{split}$$

In that equation, all factors, with the exception of R_E , R_L , and R_S , are found as shown above. As for the exceptions, R_E is the emitter resistor, R_L is the load resistance, and R_S is the resistance of the signal source. The gain of the device varies as shown in Fig. 10.

The above details apply to a commonemitter circuit. To find the highfrequency voltage gain of a transistor in a common-base or common-collector circuit, proceed as you would in a lowfrequency situation, except use the values of α and β , and the effective load on the transistor, at the frequency in question.

Let's now apply what we've learned. Assume you have a 10-MHz signal source with an output impedance of 50 ohms. That source is feeding a transistor in a common-emitter circuit. In order to get good gain, a transistor with a high f_T should be used. Use a 2N5354; it has an f_T of 250 MHz. In that transistor, $C_{ob} = 8$ pF, beta at low frequencies is 100, $h_{ie} = 1300$, $h_{oe} = 24 \times 10^{-6}$, and $h_{re} = 1.5 \times 10^{-4}$. If we assume that the idling current, I_E, is 2 mA (.002 amperes), then $g_m = 0.002/0.026 = 0.077$ mhos. We can use the common-emitter h-factors as supplied by the manufacturer without modification. The various components in the high-frequency equivalent circuit of the transistor are found by substituting into equations 4 through 9:

 $r_{bb'} = 1300 \text{ ohms}$

 $r_{b'e} = 100/0.077 = 1300 \text{ ohms}$

```
r_{b'c} = 1300/1.5 \times 10^{-4}
= 870 × 10<sup>-4</sup> ohms
```

$$r_{ce} = 1/[24 \times 10^{-6} - 0.077(1.5 \times 10^{-4})]$$

= 28000 ohms

 $C_{b'e} = 0.077/6.28(250 \times 10^6) = 49 \text{ pF}$

$$C_{b'c} = 8 \, pF$$

As for the load, assume there is a para-Ilel resonant circuit in the collector circuit consisting of a 100-pF capacitor and a 2.5- μ H inductor. The series resistance of the inductor is 0.2 ohms. That circuit resonates at 10 MHz. The Q is primarily equal to that of the inductor, which is $6.28fL/R_{s} = (6.28 \times 10^{7})(2.5 \times 10^{-6})/$ 2 = 80. Thus the series resistor, when converted to the parallel resistance across the L-C circuit, is equal to $Q^2 R_S = 80^2 \times$ 0.2 = 1280 ohms. Because the impedance of the inductor cancels the impedance of the capacitor at resonance, R_L is equal to that parallel resistance. Use 1300 ohms as a close approximation.

This transistor performs well without a resistor in its emitter circuit so one will not be used here. Substituting all necessary information into equation 10 to determine $f_{\rm O}$ while letting R_E equal 0 gives us $f_{\rm O} = 283,419$ Hz.

Use $f_0 = 250,000$ Hz as an approximation for the calculated frequency. That means that the gain at 250 kHz is 1/1.414 of what it is at low frequencies (3 dB below the low frequency gain). At 500 kHz, the gain drops another 4 dB, and at 1 MHz the gain is another 5 dB down for a total drop in gain of 12 dB. From that frequency on, the voltage gain drops an additional 6 dB each time the frequency doubles, so that it is 18 dB down at 2 MHz, 24 dB down at 4 MHz, 30 dB down at 8 MHz, and a little more, about 32 dB, down at the 10 MHz we are concerned with. The 32 dB figure indicates that the gain at 10 Mhz is about 1/40 of the gain at low frequencies.

Considering that the only resistor in the

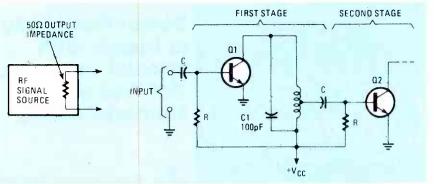


FIG 12—SIMPLE HIGH-FREQUENCY AMPLIFIER. Because of the complex factors involved in designing such a circuit, the values used for the various components will always differ from those initially calculated.

emitter circuit is the r_e of the transistor, and that r_e is equal to 26/2 = 13 ohms when 2 mA of current flows through the device, the gain at low frequencies is R_L/ 13 = 1300/13 = 100. Because gain dropped to 1/40 of that at 10 MHz, the voltage gain of the overall circuit is 1/40 of that 100, or 2.5.

As the gain-bandwidth product equals 250 MHz, β at 10 MHz is equal to 250 MHz/10 MHz = 25. That is approximately equal to the current gain of the device at 10 MHz. Power gain is the product of the current and voltage gains at 10 MHz, or 2.5 × 25 = 62.5

Those results must be tweaked-up in the amplifier after it has been built. There are many reasons for that. For one, approximations have be used in the design. Also, the various stray capacitances in the equivalent circuits of Q1 and Q2 were not considered. Although not shown in the equation, they do affect the resonant frequency and must be compensated for in the final design.

A basic schematic using two transistors and the components we've described here is shown in Fig. 12. In our design example, Q2 was not in the circuit, so that the complete load on the transistor was the L-C resonant tank. Should the L-C circuit feed another transistor as shown, its load should be considered to be in parallel with the calculated R_p of the tank. In the figure, the tap on the transformer is used to match the impedance of the resonant circuit to the impedance at the input of Q2. That is done to maximize the transfer of power from the first stage to the second stage.

FET's

Practical circuits involving FET's do not differ radically from those using bipolar devices. There are differences, however. Because of an FET's high input impedance, the transistor does not contribute substantially to the load on a preceding stage but the various capacitances in the FET's equivalent circuit can effect the load. As for those loads, they are almost always resonant tank circuits so it's clear that those capacitances will change the tank's resonant frequency.

As an example, consider the circuit drawn in Fig. 13. For simplicity, we'll use the same values for L and C that were used in the previous example. Thus, L1 = $2.5 \,\mu$ H, C1 = 100 pF, and the parallel resistance is 1300 ohms; the tank, then, resonates at 10 MHz. The impedance of the source has no effect at high frequencies and is thus ignored.

We'll use a 2N5397 transistor here; it has excellent characteristics even at 450 MHz. That transistor's capacitance from the gate to the drain, C_{rss} , is specified as 1.3 pF. That capacitance added to the gate-to-source capacitance of the FET is specified as 5.5 pF. That sum is the C_{iss} of the device. The g_m of the transistor is about 7.5 \times 10⁻³ ohms.

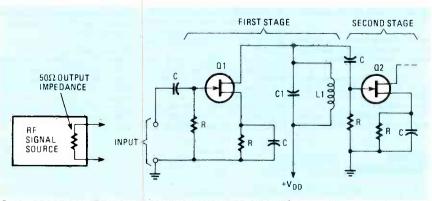


FIG. 13—PRACTICAL FET HIGH-FREQUENCY AMPLIFIER CIRCUITS do not differ greatly from those using bipolar devices.



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Using this data, gain at low frequencies is $g_m R_D$ or $(7.5 \times 10^{-3})(1300) = 9.75$. Voltage gain is 3 dB down at:

$$f_{\rm O} = \frac{1}{6.28 \ ({\rm R_{\rm D}})({\rm C_{\rm ds}} + {\rm C_{\rm gd}})}$$

In that equation, $C_{\rm gs},$ the gate-to-drain capacitance, is equal to $C_{\rm rss}$ Because $C_{\rm ds}$ is insignificant in JFET transistors, that factor can be ignored and:

$$f_{\rm O} = \frac{1}{6.28 (1300)(0 + 1.3 \times 10^{-12})} = 94 \text{ MHz}$$

Because of that high cut-off frequency, voltage gain at 10 MHz is not reduced noticeably from its low-frequency value of 9.75. If the impedance of the signal source were comparable to the impedance of the circuit (which it is not), fo would differ from the frequency just calculated. It would be

$$f_{\rm O} = \frac{1}{6.28 (\rm R_{\rm S}) (\rm C_{\rm iss} + g_{\rm m} + \rm R_{\rm D} \rm C_{\rm gd})}$$

= 175 MHz

Because f_{Ω} is at a much higher frequency in that case, the effect of the transistor on voltage gain would be even less then when the source was ignored. As for the effect of Q2 on the load of Q1, it is negligible because of its extremely high input impedance as previously noted.

Stability

RF circuits have a tendency to be unstable because of undesirable positive feedback from the output back to the input of a transistor. Oscillation caused by such feedback is eliminated through a technique called neutralization. In that, a capacitor feeds a signal from a circuit at the output of an amplifier stage back to its input. The signal through the capacitor is adjusted so that it is 180° out of phase with the feedback and at the same level. When that is done, the effects of the positive feedback are cancelled.

Filters

When working at high frequencies, a considerable number of factors in the circuit must be calculated. Even so, due to stray capacitances and inductances, as well as the fact that approximations are used in some steps in the design, the values of most of the capacitors and inductors must be adjusted after the circuit has been built. The same factors occur in high-frequency filter design. There, however, the technique of approximation and trimming is not satisfactory. Therefore, more precision is required. In the next part of this series, we'll look at what's involved, as well as at the design of different types of high-pass, low-pass, bandpass, and band-rejection filters. R-E

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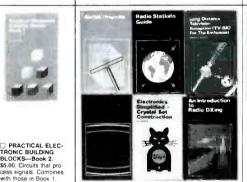


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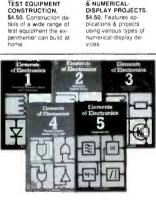
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SERVICING SWEEP CIRCUITS

continued from page 66

Of course, you don't just get one type of problem in a particular set. Consider another CTC108 with a completely different set of symptoms. In this instance, with the battery in place there was a signal, but a poor one that in no way resembled what was called for. Thus, there was obviously some sort of problem with the oscillator. But was it the circuit itself or was it some problem in the shutdown circuit that was reacting with the oscillator?

The first thing to do was to isolate the oscillator from the shutdown circuit. To do that, the shutdown transistor, which was directly tied to the oscillator, was lifted. But that had no effect and the signal was unchanged. All the oscillator/ driver transisitors checked out as OK, so the next step was to take some resistance measurements. An unstable reading between the driver collector and ground finally led to the answer—a leaky 27-pF capacitor, C403, across the driver.

It's enough to make one wish for the "good old days!" **R-E**



TRANSIENT SUPPRESSOR

continued from page 58

The relay specified handles 10 amps, and all circuit wiring should, similarly, be capable of handling 10 amps. This means No. 14 wiring for all circuits associated with receptacle SO1. (The wires to the relay coil and the lamps can be No. 20, or No. 18.) Solid wire is recommended. You can obtain No.14 solid wire by purchasing a few feet of No. 14 Romex electrical-wire at your local hardware store and stripping off the outer skin. Under the skin will be two (or three) insulated No. 14 solid wires and a bare ground-wire. Save the bare wire for some future project.

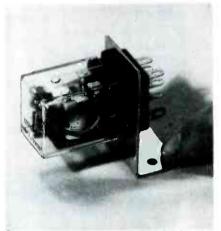


FIG. 5—TO PROVIDE CLEARANCE for the power-drop-out relay, mount it on an L-bracket made from scrap aluminum.

Receptacle SO1 must be of the threepronged, grounded type. The particular unit you get may have screw or solder terminals, or may be prewired. If there are screw or solder terminals use your No. 14 wire. If the receptacle is prewired the wire is probably No. 12 stranded. Simply twist the free strands together tightly and tin them with solder. Take care to be sure you locate the correct "ground" terminal on SO1. If SO1 is prewired the wires will be color-coded red, black, and green. The green one is the ground wire, and is soldered to the ground lug on FL1. The power-line ground, also green, must be soldered to the filter's ground terminal, as well

Neatness doesn't count

Insulated No. 14 wire is not the easiest material to work with. Usually, forming "square corner" bends will put undue strain on the associated components. Don't try to be extremely neat; bend the power wires in gentle arcs. There's plenty of room on the panel, so don't crowd the wiring. Bending No. 14 wire around a relay socket's solder lug is a sure way to break the lug, so lay the wire on the lug (use a clamp if necessary) and make a



FIG 6—MAKE CERTAIN THAT ALL components and wires are securely soldered to a terminal. No components should "float," and no wires should have in-line splices. Such construction will help ensure glitch-free operation for your computer.

secure tack-solder connection.

Use a 3AG fuse rated at 12 amps (not the "Slo-Blo" type) for F1. If you can't get a 12-amp one, a 10-amp fuse will do. We have never run across a varistor's protection fuse that opened, or a "shorted" varistor, but since the possibility exists that it can happen, don't eliminate F1.

Checkout

Measure the resistance across the line cord's terminals with an ohmmeter. It should be "infinite," even though the RF filter's schematic, printed on the filter's case, shows a resistance across the input terminals.

Check the resistance across SO1's output connections; it should also be "infinite." If not, check the connections to the varistor.

Check the resistance from both sides of the line-cord plug's prongs, and SO1 to ground. It too should be "infinite;" if not, there is a wiring error.

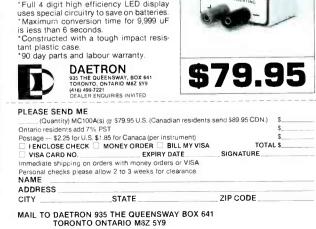
If everything checks out up to this point, connect the unit to the power line. Nothing should happen. Next, press RE-SET switch S1. You should hear RY1 switch in and both NE1 and NE2 should light. If NE1 does not turn on, check RY1 for a wiring error. If NE1 turns on but NE2 does not, check the wiring of F1 and the varistor.

If both lamps turn on, the device should be OK. As a final check of the device's latching function, simply remove then restore power. To do that, simply plug a load such as a table lamp into SO1 and then cut power either by throwing a circuit breaker or pulling the device's plug. Restore power and if the lamp will not light the device is ready for use. Connect your computer system's main power-cord to SO1, or better yet, connect a power strip to the socket, and the computer and the disk drives to the strip. Your printer should then be plugged into the same socket that's used by the protection device. That ensures that any RF or glitch generated by turning the printer on must feed through the RF filter before reaching the varistor. That provides double protection, and you can never be too safe R-E



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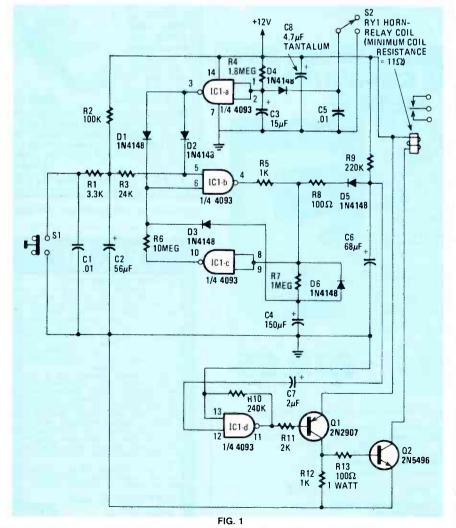
HERE IS AN ALARM CIRCUIT FOR YOUR car that uses only one IC and is rather easy to build. But it still has many desirable features, including entrance- and exitdelay times, an auto reset control, automatic shutoff, and low power consumption. The schematic of the alarm is shown in Fig. 1.

First we'll look at the two switches, S1 and S2. Opening switch S1, which is a normally-open door-mounted switch, activates the alarm after an 8-second delay. However, if S2—a hidden switch inside the car—is closed within that 8second delay time, the alarm will not be activated. That switch always takes priority over S1. Whenever it is closed, the alarm is off. Even when S2 is opened again, it still inhibits the alarm activation—but only for an additional 20 seconds. (That delay is determined by the combination of R4 and C3.) That's enough time to get out of the car and close the doors. Switch S2 can be a momentary normally-open switch, but you may pre-fer using a toggle switch. That way you can disable the alarm if you have to keep your car open for more than 20 seconds, such as when you are loading it with luggage.

Integrated circuit IC1 is a quad 2-input NAND Schmitt trigger. The output of IC1c latches IC1-b to a high output state once switch S1 is opened. After that, only S2 can stop the alarm oscillator, IC1-d, from being triggered after the 8-second delay (determined by R9 and C6). That drives transistors Q1 and Q2, which switch the load (the coil of the horn relay, RY1) to ground. Thus the horn sounds intermittently. The maximum current that transistor Q2 can sink safely is about one amp.

After about 2 $\frac{1}{2}$ minutes (controlled by the R7-C4 combination), which is called the alarm cycle time, IC1-b is unlatched when pin 6 goes high via C4. If S1 at that time is not open, pin 4 of IC1-b goes low and the alarm stops and is once again ready to receive triggering signals from S1. If S1 is still open, the alarm will continue to sound. Remember though, that S2 inhibits both the detection and activation of the alarm at any point of the cycle.

I used RCA IC's when building my alarm. If you substitute those of another manufacturer, you may have to adjust the values of the timing resistors and capacitors. Some experimentation may be required before everything works as it should.—*Ronald Ham-Pong*



NEW IDEAS

This column is devoted to new ideas, circuits, device applications, construction techniques, helpful hints, etc.

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MINI PLAYER-PIANO

continued from page 48

Pianomatic—the enabling of the keyboard display, IC6, the display counter, IC11, the TUNE SELECTOR switch, S5, and finally, the START switch, S4. Let's take a look at the last of those first and see how the Pianomatic operates when it plays a tune back from memory.

Playback

The circuit consisting of IC14-d, R3, and C-8 is a gated oscillator. By "gated oscillator" we mean that a high logic level turns it on, and a low turns it off. The Pianomatic has two modes of playback-AUTOMATIC and MANUAL. In MANUAL, switch S3-b puts + V on one side of the START switch, S4. The other side of the START switch is connected through resistor R2 to the control pin, pin 12, of the tempo clock, IC14-d. As long as the START switch is kept closed, the tempo clock will operate, be inverted by IC15-d, and, through D18, increment the note counter, IC3. That will sequentially address the memory in binary form, causing the tune to be played. When S4 is open, resistor R2 pulls pin 12 (IC14-d) low and the tempo clock stops.

The AUTOMATIC PLAYBACK mode is one of the nicest features of the Pianomatic. When the START switch, S4, is pressed, the Pianomatic reads out the data on the selected page of memory and stops. The interesting point of that is that it doesn't stop at the end of the page; it stops wherever you've programmed it to stop. We accomplish that piece of magical business by some creative gating and selective decoding. Let's now see exactly how that is done.

As we've seen before, when we're playing back from memory in MANUAL, S3-b puts + V on the C2 side of S4. As long as S4 is kept closed, IC14-d is enabled and the tune plays. In order to have the tune continue playing after S4 is released, we need some way of keeping IC14-d enabled. We do that by using the *b* half of the MANUAL/AUTOMATIC switch, S3-a. In the MANUAL position, the switch is connected to ground, but in the AUTO-MATIC position it's connected to the output of IC14-b. The operation of that gate is the key to the automatic-playback feature of the Pianomatic.

The output of IC14-b is controlled by the voltages on pin 12 of IC14-d, the enabling pin of the tempo clock, and the output of AND gate IC9-a. That gate monitors the output-data bus and is set to decode a binary 15 (1111). In other words, the output of IC9-a will be low unless a binary 15 appears on the output-data bus. Let's assume that S3 is set on AUTOMA-TIC, the START switch, S4 hasn't been pressed, and that any number but 15 is on the output-data bus. Since the output of IC9-a is a low and pin 12 of IC14-d is low, the output of IC14-b will be high. That will bias D6 and disable the keyboard by making pin 23 of IC1 high. It will also forward bias D3 and slightly raise the voltage at pin 12 of IC14-d.

When S4 is pressed, IC14-d is enabled just as it was in MANUAL playback. In AUTOMATIC, however, releasing the switch won't disable the clock because the output of IC14-b remains high and doesn't let R2 pull the enabling pin low enough to stop the clock. Remember that IC14 is a Schmitt trigger, so there is a certain amount of hysteresis inherent in the device. Because of that, it takes more than a 50% voltage swing to make the gate change state. By choosing appropriate values for R2 and R4, we can take advantage of the "dead band" area of the Schmitt trigger. As long as we don't allow pin 12 of IC14 to drop below the trip voltage point, it will remain high and the clock will remain enabled. In manual playback, R2 was able to pull pin 12 low, but in AUTOMATIC, the high output of IC14-b raises the voltage just enough to prevent that from happening.

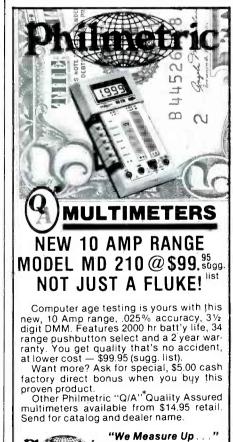
Even though pin 12 remains high, the output of IC14-b doesn't change because IC9-a is still presenting a low to the other input leg of the gate at pin 6. Let's suppose that a binary 15 appears on the output-data bus. That will be detected and decoded by IC9-a, and the output state of that IC will change to a high. Since a high signal is being presented to both legs of IC14-b, its output will change and it will go low. That will put a low at pin 12 of IC14-d, lower the voltage past the trip point, and disable the clock Thus, when we are writing a tune into memory the last thing to put in the program is a binary 15. By doing that, playback will stop at that point in memory. A low at the output of IC14-b will be inverted by IC15-a and present a high to the reset pins of the note counter IC3. When a "stop" signal is present on the output data bus, therefore, not only will the Pianomatic stop playing, but the device will also reset itself to zero again.

In order to make the Pianomatic easier to use, there are several things that will make the note counter, IC3 reset to zero. A glance at the schematic will show you that there is a whole bunch of "Mickey Mouse logic'' (M^2L) tied to the reset pin of IC3. That takes the form of diodecapacitor combinations that cause various switching of the Pianomatic's controls to put a positive pulse on the reset bus. Rather than go through all of it here, it's much easier to put it in table form; we've done that in Table 1. That table shows the actions and effects of the switches in the Pianomatic. In general, the only action that won't reset IC3 is going from READ to WRITE. That was done to make it easier to correct mistakes in programming a tune. If you single-step through a tune in MAN-UAL and come across a mistake, it's a simple matter to move the READ/WRITE switch, S2, to the WRITE position and program in the correct note...but we're getting ahead of ourselves. We'll completely discuss how to program the Pionomatic later in this article.

The other half of IC9 is used to decode a binary 14 (1110) when it appears on the output-data bus. That is done by using IC15-b to invert the least-significant line on the output-data bus. When a 14 appears on the bus, the output of IC9-b goes high, reverse biases D4, and force feeds a clock pulse to pin 9 of inverter IC15-d. That has the effect of speeding up the clock for as long as the 14 remains on the output-data bus. Since the clock increments the note counter, IC3, immediately, the next note is put on the bus and the output of IC9-b goes low again. That lets you program a temporary speedup in the clock and is used when you want a definite attack on a note or a half rest between notes.

Next time

When we continue, we'll finish up our look at how the Pianomatic works and then begin the construction. By the way, the project is built on five PC boards, two of which are double-sided. While the board patterns will appear in the next part of this article, you can order the boards from the source listed in the Parts List.



Philimetric, (a Div. of Philmore Mfg. Co.) 40 Inip Drive, Inwood, NY 11696 Tel: 516-239-6161

CIRCLE 42 ON FREE INFORMATION CARD

HOBBY CORNER

A few quick answers EARL "DOC" SAVAGE, K4SDS, HOBBY EDITOR

THIS MONTH I WANT TO REDUCE THE SIZE of the pile of letters here. I'm going to try to look at as many of your comments, and try to answer as many questions, as possible. Of course, to do that, I'll answer only those questions that don't require going into too much detail.

We'll start with a letter from Tom Talley (OH). He included a couple of suggestions for improving the performance of the high-voltage generator we discussed in the February 1983 column. First, the relay coil and the transformer primary should be in parallel to give more punch to the output. Second, a small capacitor (around .001 μ f) across the relay contacts will suppress arcing and make the contacts last longer. Tom knows whereof he speaks. As a lad of 10, he made and sold a couple of dozen to neighborhood farmers for use as cattle prods.

George Ovat (IA) wants to know how to build a negative-ion generator and he questions some of the claims about their benefits. Well, George, take a look at the "Hobby Corner" in the May 1981 issue of **Radio-Electronics**. Another ion generator was discussed in a feature article in the July 1981 issue. As far as their benefits go, why not build one and see if it does anything for you!

We discussed cassette-speed modifications in the May column. Dick Fur-

AN INVITATION

To better meet your needs, "Hobby Corner" has undergone a change in direction. It has been changed to a question-arid-answer form. You are invited to send us questions about general electronics and its applications. We'll do what we can to come up with an answer or, at least, suggest where you might find one.

If you need a basic circuit for some purpose, or want to know how or why one works, let us know. We'll print those of greatest interest here in "Hobby Corner." Please keep in mind that we cannot become a circuitdesign service for esoteric applications; circuits must be as general and as simple as possible. Please address your correspondence to:

Hobby Corner Radio-Electronics 200 Park Ave. South New York, NY 10003

nas (NY) offers a very simple method to slow the speed on most cassette recorders-a method that doesn't even require tearing into the machine. He points out that because the remote-control (on/off) jack is in series with the motor, it can be used for ready access to that circuit. So, without even opening the case, you can put a resistor or a potentiometer across a spare plug and simply insert it when you need it! The resistance value will be determined by the characteristics of the machine and, of course, the speed you want. Here again, experimentation is the key to finding the correct value for your needs.

Anthony Maunuis (CA) wants to know how to build a "Jacob's Ladder." That's the rising arc that you sometimes see in science fiction movies. Well, Tony, I don't want to get too specific because (1) those things can cause a nasty burn if you aren't very careful and (2) the radio and TV interference problems that they cause are no joke.

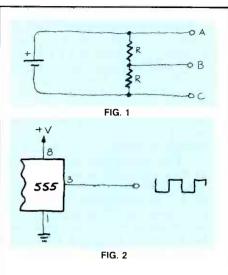
You mentioned the use of a flyback transformer and some tubes. Perhaps. I'll just point you in a couple of other possible directions and let you take it from there. Give a bit of thought to Tesla coils and to ignition transformers (the kind used in oil furnaces).

Where's the zero?

The tricky question for this month is from Robert Bainbridge (NY). He asks how to determine the "zero" or base line in relation to voltages of various wave shapes. Well Bob, there are probably as many answers (or more) than there are types of waves!

In practice, the base or zero line can be anywhere you want it to. Rather than use the words "base" or "zero," let's call it the reference line. Using that name gives you an entirely new perspective on the question.

In Fig. 1 you see a single cell and a voltage divider. If you make your measurements in relation to point A, then both B and C will be negative *as far as the point-A reference is concerned*. Here, then, A is called the zero or base line. Relative to point C, A and B are positive and C is the zero line. Thus, the base line is *your choice*. If you chose A, then B is negative. If you chose C, then B is positive. It's up to you.



The same logic applies in the case of waveforms. It all depends upon your reference point. For example, look at Fig. 2, which is a fragment of a 555 squarewave-oscillator circuit. When measured with respect to pin 8, the waveform varies from approximately zero to a negative value. Measured from pin 1, however, it varies from zero to a positive value. Asking which is which is like asking whether the chicken or the egg came first!

Of course, the accepted convention is to measure voltages from circuit ground but this is not always best.

Bob's second question had to do with how to determine whether or not a wave is inverted. Here, again, the answer is the same: it all depends upon your reference point, which would be another wave in this case. When measured against itself, it is not inverted, obviously. When measured against another wave, it can be inverted, non-inverted, or at any phaseangle. Take your choice, Bob.

Timer problems

William Schreiber (HI) is dissatisfied with the performance of the AC-powered timer he uses to control his nightlights. When he is away for a week or more, he frequently finds that the power company had problems in his absence. Of course, that causes his timer to be off schedule even as much as having his lights turn on during the day and turn off at night!

Bill, you may have seen the versatile digital clock timer in the April "Hobby

Corner." There is no reason to assume that the clock must run from the AC line. The use of a battery operated clock would make the timing cycle completely independent of the power company's problems. Certainly, the AC lights would not come on during an power outage (neither would anyone else's) but, when power is restored, you would be on your schedule rather than on theirs.

Incidentally, it has always appeared to me that there is a fundamental inequity in my relationship with the power company. Actually, there are several, but Bill's problem relates to one of them. If, without notice, they cut my power in order to make some adjustment in their equipment, it's tough luck that I may have been inconvenienced. Example: such action can cause the loss of hours of computer work—especially when it causes part or all of a disk to "go west." On the other hand, just let me interfere with them and see what happens.

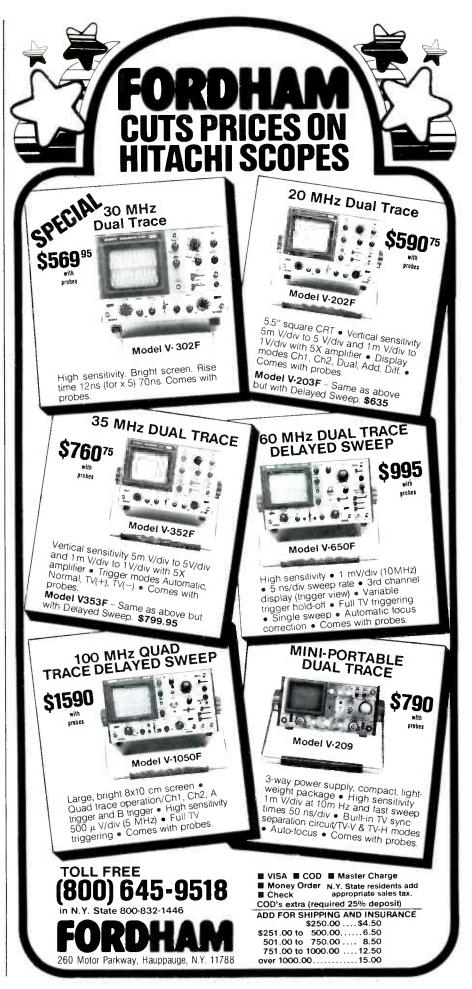
Gene Fisher (AR) wants to build a strong electromagnet for retrieving items that have been dropped overboard. There are several considerations in the design of such a magnet. For one thing, it should be waterproof. Even though it is safe to assume there is no salt water in Arizona, other chemicals in the water can have an effect.

The strength of an electromagnet is determined partially by its core but primarily by the number of turns of wire and the amount of current flowing through those turns. Because of that, an increase in the number of turns and/or in the amount of current will obviously create a stronger magnetic field.

The resistance of various types and sizes of wire can be found in any standard reference book. For example, 39 feet of 24-gauge copper wire has a resistance of one ohm, and one pound of it has a resistance of 21 ohms. Most reference books will also give you the approximate length of a wire that is wound on a core of given dimensions. With the information for the type of wire you are using and good old Ohm's law (E = IR), you can determine how much current will flow in a given coil.

So, Gene, you see that there is a kind of balancing act involved here: turns, current, and wire size. Of course, you must be concerned with overall weight and the current capability of the power supply you will be using. Unfortunately, I have been unable to find the relationship for all these factors and the number of pounds that a magnet will lift. Once again, it is a matter of experimentation to determine the optimum factors for your particular use.

Thanks for the interesting questions, gang. Be sure to keep them coming and don't forget that although we are especially glad to receive questions from you, suggestions and comments are also always appreciated. R-E



THE DRAWING BOARD

Successful designing and breadboarding ROBERT GROSSBLATT

JUST ABOUT EVERYONE IS FAMILIAR WITH Zeno's story about Achilles' race with the tortoise. But for those of you out there who *don't* remember the story, it goes something like this: Achilles and a tortoise decided to have a race. Since Achilles was the Jesse Owens of his day and the tortoise even slower than an apology, they gave Achilles a handicap by letting the tortoise have a fifty-foot head start. (It was only fifty feet because even ancient bookies didn't like to take chances.) On the day of the race, the tortoise moved up fifty feet, Achilles laced up his sneakers, the gun went off, and so did Achilles.

Here's the twist: Every time Achilles covered half the distance to the tortoise, he still had half the remaining distance to go. And, according to Zeno, since time and space are infinitely divisible, Achilles never even passed the tortoise, much less got to the finish line. What Zeno didn't tell us was that even though Achilles never passed the tortoise, when he got close to him, he caught him, cooked him, and ate him.

Believe it or not, there's a valuable lesson to be learned from that story for all of us who like to design our own equipment. Culinary tastes aside, the moral of the story is really that even though you may not be able to get there, you can get close enough for all practical purposes never mind what the mathematicians tell you!

Paper and the real world

In a nutshell (which is where all valuable lessons are to be found), there's a big difference between brainwork and boardwork. Things that work out perfectly well on paper have a nasty habit of blowing up when you build them. Sometimes it's because you overlooked something in designing them, and sometimes it's because you messed up in building them, but most of the time it's just because we live in the real world. Formulas, graphs, and tables of values stretched out to endless significant figures can lull you into thinking that the same sort of precision exists here in the real world. It doesn't.

Not only do unexpected things crop up when you start breadboarding, but even before that. The final paperwork often turns out to be the result of compromises and approximations. The difference between the words "standard value" and "calculated value" is what keeps the variable-resistor and -capacitor manufacturers prosperous and smiling. I challenge you to take any design problem and solve it using only standard-value components. That's only one example of how things on paper differ from things in the real world.

One of the magic moments in life comes when power is first applied to the first breadboard version of an original circuit design. Since it never works the first time around, the first thing to do, obviously, is to check the breadboard against the paperwork. Let's assume everything checks out. Now, the problem can only be in one of two places: the physical devices or the original design. I'm going to show you how you can cut the amount of your troubleshooting by as much as fifty percent, and maybe even more.

Using the right parts

Creating a completely workable electronic system is a difficult job any way you look at it—no matter what you want it

> American Microsystems 3800 Homestead Rd. Santa Clara, CA 95051

Exar Integrated Systems, Inc. 750 Palomar Avenue, PO Box 62229 Sunnyvale, CA 94088

Fairchild Semiconductor 313 Fairchild Avenue Mountainview, CA 94040

General Instrument Corporation 600 W. John Street Hicksville, NY 11802

Gould Batteries 931 Vandalia St. Paul, MN 55114

Intel Corporation 3065 Bowers Avenue Santa Clara, CA 95051

Intersil, Inc. 10710 N. Tantau Avenue Cupertino, CA 95014 to do. Even a fairly simple design-goal can involve some rather complicated circuit parameters. What you should be aiming for is a method that makes your life as simple as possible. One way to do that is to make sure that the components you're using in the breadboard circuit are all 100% functional.

Anyone who breadboards circuits using "junkbox" parts is asking for trouble. Those components are available all over the place-unmarked IC's ("you test 'em...we don't have the time'') and surplus boards loaded with everything imaginable except an explanation. As far as the former is concerned, if their time is too valuable why should yours be any less so? And surplus boards hardly ever have socketed IC's. Removing one of those non-socketed packages safely is something like trying to fix a lightbulb. I suppose it's possible, but since you can get a new one for thirty-nine cents, why bother? Anyway, the chances are that you're going to destroy the IC as you remove it.

In a circuit design that calls for loads of IC's I don't think you'll save more than a

TABLE 1

Motorola Semiconductor Box 20912 Phoenix, AZ 85036

National Semiconductor 2900 Semiconductor Drive Santa Clara, CA 95051

RCA Box 3200 Somerville, NJ 08876

Signetics 811 East Arques Avenue Sunnyvale, CA 94086

Solid State Scientific Montgomeryville Industrial Park Montgomeryville, PA 18936

Sprague Electric Company Semiconductor Division 115 Northeast Cutoff Worchester, MA 01606

Texas Instruments Box 5012 Dallas, TX 75222 few dollars by using surplus ones. Considering the price of IC's today, salvaging surplus ones isn't worth the bother unless you put a really low value on your time. I don't mean the time it will take to find and remove the components, either. You're going to spend a lot of time troubleshooting your circuit when it doesn't work. And that's to say nothing of the damage a bad IC can do to the more expensive parts of your circuit. Blowing up a twentydollar memory because you used a bad surplus twenty-cent gate is, to say the least, ridiculous.

One of the least discussed linear qualities of digital IC's is their degree of "goodness." Although they basically operate with only high and low states, they can be 100-percent functional, pretty good, OK, pretty bad, or any degree in between. A surplus IC that tests OK may blow up in your circuit. That's because your testing probably won't make the exact demands on the IC that your circuit will. Internal diodes may be marginal, pass transistors may be degraded, and so on.

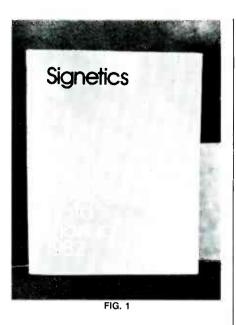
Another problem with surplus parts: A manufacturer may have made a seemingly standard part with different specifications to meet the particular requirements of a customer. For example, Radio Shack used what looked like a quad OR gate in the early version of the *TRS-80*. One of the gates wasn't used—because the chip had only three functional gates on it!

As I've said before, when you design your own equipment, you're the one responsible for the warranty. The key to making your bench time as productive as possible is to eliminate any possible source of error. Breadboarding with anything other than brand-new components is the best way I know to grow gray hair. As far as prototyping is concerned, junkbox components are just that—junk.

Data books

Successful original design is the result of three things: a clear bench, a clear mind, and a clear understanding. The first you get with a broom, the second with a brain, and the third with a stamp (your brain will help here too). Major component-manufacturers publish data sheets, application notes, and data books. (Figure 1 shows one such data manual from Signetics.) Those not only provide you with the operating parameters of the various devices, but they are loaded with suggestions and hints that can make your design work a lot easier.

Once you've decided what components you're likely to need in your design, find out who makes them and drop them a note requesting information. Chances are you'll get back a listing of the data sheets and application notes they have available. There's usually a nominal charge for those things, but the information that you'll get will save you all sorts of bench time. The application notes are



particularly useful because they can give you ideas about how to begin your design. More often than not they'll suggest an approach to the problem that never occurred to you.

In Table 1 I've given you a list of some of the major manufacturers who publish data books. It's by no means an exhaustive list, but it's a good beginning.

Next month we'll be jumping into a discussion of counters—what kinds are available, how they differ, and, how and when to use them.

I should point out that I learn as much by writing these columns as you (I hope) learn by reading them. Since we both profit from them it's only fair to let you have a say in what we talk about. If you have a particular area of interest, let me know. If it's possible, we'll spend some time on it.

One final note: All the circuits we develop here are ones that I've at least breadboarded. If you take them farther or find problems, let me know. I'll pass the information along.



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Thermometer circuits and more **ROBERT F. SCOTT** SEMICONDUCTOR EDITOR

IN THE AUGUST ISSUE OF RADIO-ELECtronics, we looked at the REF-01 and the REF-02 from PM1 (1500 Space Park Drive, Santa Clara, CA 95050). Accurate thermometers, reading directly in °C or °F can be built using either device, a few external parts, and a voltmeter. Scales can be based on references such as 10 mV/°C, 100 mV/°C, or 10 mV/°F, and direct voltage-readings such as -0.55volts at -55°C, 0 volts at 0°C, and +1.25volts at +125°C.

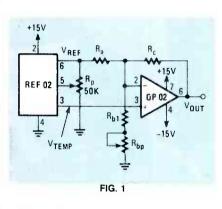


Figure 1 shows a simple thermometer circuit that is built around the REF-02. The only additional components are an op-amp and three resistors. Those components, and the 5-volt output of the REF-02, scale and amplify the temperature-dependent V_{TEMP} to produce a usable V_{OUT} at the op-amp's output. That voltage output is determined from the equation:

$$V_{OUT} = \left(1 + \frac{R_c}{R_a \parallel R_b}\right) V_{TEMP} - \frac{R_c}{R_a} \left(V_{REF}\right)$$

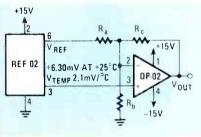
where $R_a \parallel R_b$ is the parallel combination of R_a and R_b . The term enclosed in the parentheses is the circuit gain when V_{REF} equals zero. The term to the right of the parentheses is the circuit gain when V_{TEMP} equals zero. The slope, S, of the temperature-versus-output curve (TCV_{OUT}) is a factor of the value of the three resistors and is determined from:

$$S = 2.1 \text{ mV/°C} \left(1 + \frac{R_{C}}{R_{a} \parallel R_{b}}\right)$$

From the above equation, we can see that the ratio of R_e to $R_a | |R_b$ determines

	RATIO		
V _{OUT} at 25°	C TCV _{OUT}	R_c/R_a	R _c /R _a R _l
(77°F)	(Slope)		
250mV	10mV/°C	0.55	3.76
2.5V	100mV/°C	5.50	46.6
770mV	10mV/°F	0.926	7.57

the slope of V_{OUT} and the ratio of R_c to R_a and V_{REF} determines the level of V_{OUT} at 25°C. Table 1 shows typical scalingratios for different values of V_{OUT} .





Low-drain voltage-regulator IC's

The new Intersil (10710 Tantau Ave., Cupertino, CA 95014) ICL7663 and ICL7664 monolithic voltage regulators feature a maximum quiescent current (I_Q) of only 4 μ A—1000 times better than a typical bipolar voltage-regulator. With a 1-mA load, the V_{IN}/V_{OUT} differential is only 50 mV. The low I_Q and low voltage differential make possible the use of smaller batteries and possibly allow longer battery life.

The devices handle operating loads ranging from 1 μ A to 40 mA at from 1.6 to 16 volts. Output voltage is set by a two-resistor voltage divider—the only external components required. The ICL7663 is for positive voltages and the ICL7664 for negative voltages.

Slotted optocouplers

A series of six new slotted optocoupler/ interrupter devices has been introduced by Motorola that are drop-in replacements for the GE H21 and H22 series. The devices, encapsulated in a molded plastic housing, consist of a galliumarsenide infrared-emitting diode facing a silicon NPN phototransistor. The housing

TCV _{OUT} slope (S)	10mV/°C	100mV/°C	10mV/°F
Temperature	– 55° to	- 55° to	-67°F to
range	+ 125°C	+ 125°C	+ 257°F
Output voltage	-0.55V to	-5.5V to	-0.67V to
range	- 1.25V	- 12.5V*	+ 2.57V
Zero scale	0V at 0°C	OV at 0°C	0V at 0°F
R _a (±1% resistor)	9.09K	15K	8.25K
R _{b1} (±1% resistor)	1.5K	1.82K	1.0K
R _{bp} (potentiometer)	200Ω	500Ω	200Ω
R _c (±1% resistor)	5.11K	84.5K	7.5K

+ 12.5V; increase V_{IN} to + 18V from + 15V if this is a problem.

A practical circuit—ready to drive a suitably calibrated voltmeter—is shown in Fig. 2. The 50K potentiometer, R_p , is used to adjust V_{REF} over a range of 5 volts $\pm 300 \text{ mV}$ to compensate for any error introduced by the circuit, and to permit precise calibration using 1% resistors. Resistor values are given in Table 2.

Detailed calibration instructions and performance specifications for the REF-02 when it is used as a temperature transducer can be found in PMI'S Application Note AN-18, "Temperature Applications of the REF-02." has a slot so that an opaque material such as a card, tape, or disc can be placed between the emitter and detector.

The Motorola MOC7811, -7812, and 7813 are flanged drop-in replacements for the H21A1, HA21A2, and HA21A3., respectively. Similarly, the MOC7821, -7822 and 7823 are non-flanged replacements for the H22A1, H22A2, and H22A3, respectively. Those devices are a vailable through Motorola distributors.—Motorola Semiconductor Products, Opto Marketing, PO Box 20912, Phoenix, AZ 85036. R-E

NEW LITERATURE

For more details use the free information card inside the back cover

BROCHURE is 4-color, letter size, six pages and features three 4½-digit low-cost multimeters—two handheld and one benchtop unit.

The brochure contains full product descriptions, full specifications, and pricing and ordering information for all three instruments. Included are the model *8060A* and model *8062A* handheld DMM's—and the model *8050A* benchtop unit. The brochure is free upon request.—John Fluke Mfg. Co., Inc., PO Box C9090, Everett WA 98206.

CIRCLE 111 ON FREE INFORMATION CARD

CATALOG, 2-color, 40 pages letter-size, describes a wide range of electronics components and supplies from AC adaptors to Zeners. Included are books, cases, drafting aids, enclosures, IC inserters, generators, jumpers, keyboards, LED displays, matrix program boards, meters, PC boards and breadboards, power supplies, resistors, sockets, switches, templates, terminal blocks, test

clips, transistors, voltage regulators, and many others. Free upon request.—Sintec Company, Drawer Q, Milford, NJ 08848-9990.

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AUDIO-ACCESSORIES CATALOG is 16 pages, $5\frac{1}{2} \times 8\frac{1}{2}$ inches, glossy, listing many hard-to-find accessories. Included are stereo phones, anti-static mats, record and head cleaners, speaker mounts, low-mass cartridges, protective alarms, remote head-phone controls, and cassette cabinets. Free upon request.—Herrington, 7265 Shadowbrook Dr., Kirtland, OH 44094.

CIRCLE 113 ON FREE INFORMATION CARD

PRODUCT-INFORMATION CATALOG is 38 pages, letter-size, on glossy paper, and deals with mobile top-loaded antennas, cordless-telephone antenna systems, CB base antennas, antenna-installation accessories, miniature speakers, monitorscanning base antennas, complete antenna kits, and much more. Fully illustrated, it includes camera-ready advertising copy for use in catalogs, newspaper advertisements, etc. Free upon request.—Firestick Antenna Company, 2614 East Adams, Phoenix, AZ 85034-1495.

CIRCLE 114 ON FREE INFORMATION CARD

BROCHURE, 2 pages, describes a new "intermediate" line of wire cutters for the electronics industry. The wire cutters include such features as chrome vanadium tool steel, two types of cut (semi-flush and ultra-fine flush) color-coded handles, and precision screw joints.

All of the specifications describing sizes and cutting capacities, as well as a wide selection of handles (including staticdissipative) are included in this glossy technical brochure, free upon request.—**EREM Corporation,** PO Box 2909, Torrance, CA 90509.

CIRCLE 115 ON FREE INFORMATION CARD



COMPUTER CORNER

Shopping for a word processor LES SPINDLE*

WORD PROCESSING IS ONE OF THE MOST widespread—and most misunderstood computer applications. Writers, secretaries, research reporters, scientists, doctors, lawyers—people in all types of professional endeavors—depend on processing text in one form or another as a part of their daily routines. Yet, those accustomed to old-fashioned typewriters are often skeptical about just how a word processor is better than their familiar IBM *Selectric*—at least until they try one.

Once they've been introduced to the flexibility, the ease-of-use, and the versatility of a good word-processing program, they are apt to have second thoughts. When they discover that many modern word-processing programs also serve as grammarians, spelling experts, and synonym and antonym authorities even reference sources—they are likely to junk the old typewriter for good.

Word processing allows more than simply editing and revising text. It also makes possible the quick recall of stored text, manipulation of text from various files, and integration of office records with letters or other important documents. Professional writers probably stand to benefit the most from this versatile tool, but its value for a multitude of personal and business applications can't be overstated.



FIG. 1

What to look for

What are the primary features that you should look for in a word-processing program? First of all, let's assume that you have decided against investing \$12,000 or more for a dedicated word-processing

*Managing Editor, Interface Age magazine

TABLE 1-SOME SAMPLE WORD-PROCESSING PROGRAMS

Manufacturer Aspen Software Box 339-A Tijeras, NM 87059	Product name Grammatik (grammar checker)	Price * \$75	System Requirement TRS-80 I, II, III; CP/M; IBM PC
C.E. Software 238 Exchange St. Chicopee, MA 01013	Letter Writer II	\$20	Atari 400 and 800
Hayden Software 600 Suffolk St. Lowell, MA 01853	Pie Writer	\$150	Apple IÍ
Howe Software 14 Lexington Road New City, NY 10956	TYPITALL	\$129.95	TRS-80 Model I and III
Liftetree Software 177 Webster, Ste. 342 Monterey, CA 93940	Volkswriter	\$195	IBM PC
MicroPro 33 San Pablo Ave. San Rafael, CA 93940	WordStar	\$495 (spelling option is extra)	CP/M, IBM PC
Oasis Systems 2765 Reynard Way San Diego, CA 92103	The Word+ (proofreader)	\$150	CP/M
On Line Systems 36575 Mudge Ranch Road Coarsegold, CA 93614	Screen Writer II	\$130	Apple II Plus
Peachtree Software 3445 Peachtree Rd., N.E. Altanta, GA 30326	PeachText (formerly Magic Wand)	\$500	CP/M

*Accurate at press time; check with manufacturer for most up-to-date information.

hardware/software system (such as a Xerox 860, or a Wang or Lanier system), and want a program that will run on your desktop computer—the same computer that you use daily for accounting, filing, and other purposes. For large offices, or highly demanding word-processing applications, the dedicated units are feasible but many users will want to invest in a microcomputer that can perform many tasks besides word processing. Let's take a look at some of the criteria to keep in mind when seeking the package most appropriate for your needs.

A good place to start your evaluation is with the instructions provided with the program. Many word processors, such as *Select* (Select Information Systems, 919 Sir Francis Drake Blvd., Kentfield, CA 94904), are extremely user-friendly, with extensive on-screen tutorials to guide the novice until he is familiar enough to use the program without assistance. *Word-Star* (MicroPro, 33 San Pablo Avel, San Rafael, CA 93940) offers the user a choice of several levels of "help" menus, depending upon his level of experience with the program.

If the program will be used by beginners, it would be wise to ask a salesperson to demonstrate for you the thoroughness of its menus and tutorial sections. If that form of prompting is not particularly important to you, it is still a good idea to check the manuals supplied with the program to make sure that a comprehensive run-down is provided of the various commands and modes of operation available. Even an experienced word-processor user will have difficulties working with a program if its workings are not clearly spelled out.

Another important selection criterion is the relationship between what you see on the terminal screen and what will ultimately appear on the printed page. Some users only feel comfortable with programs that attempt to make the text on the screen resemble the final output. Several programs are designed with such users in mind. The other school of thought seems to feel that this method is ultimately more confusing, since such subtleties as boldface type and proportional spacing cannot be depicted accurately on the screen. Test a variety of programs as you shop to discover what type of display is most comfortable for you to work with.

Another useful feature for those who need to visualize page formats is a marker that sits at the top of the screen indicating where you are on the page (by line and column) and/or tab settings. That will be helpful in manipulating text if you need to place copy at various spots on the page. An additional feature found on many programs is an automatic-centering command that makes the placement of subheads, titles, etc. very simple.

One function to keep in mind is the program's ability to append or insert text to the document you are preparing from other files on the disk. If you are printing out late-payment notices, for example, and wish to insert the same standard wording in every one, along with other data that will differ on each statement, you want to be able to retrieve that data easily and be able to incorporate it where it belongs.

You will also want to check the "delete" functions that are included. Can you delete a word at a time? A paragraph? A line? How much flexibility is there for removing various portions of the text?

If you are creating a document that requires multiple columns to be printed out, look for a word processor that permits that to be done. Standard business forms or newsletters might require such a format.

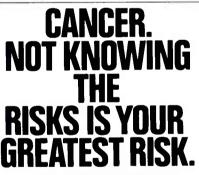
For accounting or scientific functions, some programs integrate computational functions with word processing. Columns and rows of figures can be automatically calculated and the result printed out after the figures are placed using normal text-entry procedures.

The flexibility in margin setting is one feature that will vary significantly from program to program. Can you set more than one margin for various sections within a single page? Can you have more than one setting that can be easily called forth at various times during the preparation of the document? Can you set tab positions? Those are key questions to ask in ascertaining whether or not the program will meet your requirements.

Does the program include automatic indexing or table-of-contents features? Some word processors do, or have compatible indexing programs that work with them. This is handy for writers.

The newest, most sophisticated capabilities, as mentioned earlier (spelling and grammar checkers, thesauruses, etc.) are often available only in separately-purchased programs (see Fig. 1). Some can be integrated with existing word processing programs; some not. Try to decide what you're going to want beforehand, and determine whether the auxilliary program(s) will work with the word processors that appeal to you.

Table 1 lists just a few of the many word-processing packages on the market. The wise shopper will examine a number of offerings until he finds the one that includes the greatest number of features he needs in his application. One word of caution: while the prices of seemingly similar products vary widely, so do their capabilities. The inclusion of some features that seem highly sophisticated at first glance may mean the lack of other features too important to be without. Before being tempted by what seems like a bargain, make sure that the program offers sufficient versatility to handle your needs. Take your time to pick the product that you find easiest to work with. R-E



A lot of people think cancer is unbeatable.

That simply isn't true. In fact, over two million people have had cancer and survived to lead happy, normal lives.

And not only can cancer be beaten, it can also be prevented.

There are definite precautions that have been proven to decrease your risk of getting certain cancers.

Ask your local American Cancer Society to send you a free booklet about cancer risks.

Learn the facts about cancer. And make not knowing the risks, one less risk.



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CIRCLE 66 ON FREE INFORMATION CARD

COMMUNICATIONS CORNER

Phones are for more than talking. HERB FRIEDMAN, COMMUNICATIONS EDITOR

ONE OF THE LATEST BUZZWORDS IS "high-tech"-meaning high technology. I dislike the term because it connotes snobbery, as in "if it ain't high tech it ain't no good 'cause it ain't up to date.'

Actually, high technology is a relative term. For example, schools don't even teach spark-gap transmitters any more ...who wants to know about that old stuff? In Marconi's day, however, spark gap was high tech. So was the Marconi antenna, and skip. (Did you ever stop to consider that if Marconi had picked some other month for his transatlantic experiments, or the frequency he'd used was closed at that hour, it might have taken the world some 20 years to stop laughing at someone silly enough to think he could transmit across the "big pond''?)

But high technology does tend to sneak up on us, and because the field of electronics is so fragmented, we often have little idea of, or can't keep up with, the spectacular developments in specific areas of interest. We're going to talk about one such rapidly developing area that of signalling telephone-equipment.

Telephone control

It seems that almost weekly some new service is announced that uses Touch-Tone or DTMF (Dual-Tone Multi-Frequency) signals to make it work. We have recently covered the special lowcost telephone services (such as Sprint and MCI-see the July 1983 issue of Radio-Electronics) that provide reasonably inexpensive long-distance service from your local phone-providing you have some form of Touch-Tone signalling device to control their computer(s).

Well, the same signalling methods can be used to control the computer or telephone-answering machine back at the office. They can also be used to turn on the air conditioner before you get home, to key a sensitive telephone amplifier to check the kids while you're away for the evening, or to do any of a hundred other things. Combine a microprocessor (computer) with the Touch-Tone signaling and you can accomplish just about anything using the telephone system.

However, not everyone has Touch-Tone service-mainly because that service usually is more expensive. And why pay for it just to key your gadgets?

Up until very recently, the standard

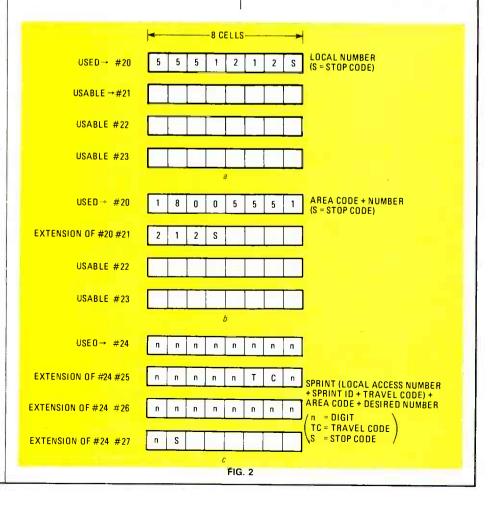
way to be certain you had Touch-Tones available when you needed them was to carry around a small keypad device that generated the tones directly into a tele-



phone handset. You dialed on the rotary (dial) telephone, held the tone device over the mouthpiece (transmitter), and when you heard the answer signal you beeped the keypad.

Now, all that is great for a few tones, but what do you do when it can take up to 26 individual tones to place a Sprint call, turn on an air conditioner, or access a computer? Right! You use a com-puterized keypad "dialer," one with lots of non-volatile (permanent) memory; the kind of device just starting to make its way into the local general stores. Who needs them, you ask? Isn't that the same question you asked last year about personal computers?

To date, the most convenient way I've seen to provide relatively massive memory, automatic dialing, and a host of other computerized telephone functions is the SoftTouch auto dialer, a device that substitutes for the existing telephone



transmitter (mouthpiece). We've had devices in the past that replaced the transmitter with a combination microphone and tone pad, but adding memory is a different ballgame. We looked at that auto dialer briefly in July's column. Now, we'll take a closer look.

The SoftTouch 83 from Buscom Systems, Inc. (4700 Patrick Henry Drive, Santa Clara, CA 95050) is shown in Fig. 1. (It sells for about \$90, but there are models with less memory that are less expensive.) It is powered by the telephone line but it is backed up by lithium batteries. (There is nothing more frustrating than losing the contents of a device's memory because of an interruption in power.) What happens when you have to replace the batteries? Do you lose all the memory programming? No! When the handset is off the hook the telephone line voltage is applied to the memory; if that's when you change the batteries, you'll save the programming.

But the most important feature of the 83 is its flexibility. When you make a local call, a long distance call, or a call using a service such as Sprint, you are going to be using tone-groups of different lengths. The *Soft-Touch* AutoDialer, uses a convenient and practical technique—one that is certain to be copied by others.

Figure 2 shows how it's done. The autodialer has 80 stackable memories numbered from 20 through 99. Each memory holds 8 characters, but they can be strung together to hold any size number (up to 640 characters). Two additional memories of 16 characters (which can also be strung together) are also included. Keying any memory number causes a complete tone-sequence of any needed length to be transmitted.

Each numbered memory has 8 cells, and each entry must be terminated by a "stop" command. If your number plus the stop fits into the $\hat{8}$ cells, the single memory is used for the information. For example, if memory no. 20 uses 8 or less cells, the no. 21 memory can be used for a different entry. But if the number plus the stop require more than 8 cells, you can simply get the required number of cellsthe number automatically spills into the next memory. For example, one call might require a dialing sequence of 1-800-555-1212S (S for stop). That's 12 digits. When you enter the sequence it simply uses as much memory as it needs. When you punch up the no. 20 memory, the correct tone sequence will be transmitted. But the next usable memory is now 22 because 21 has been linked to 20.

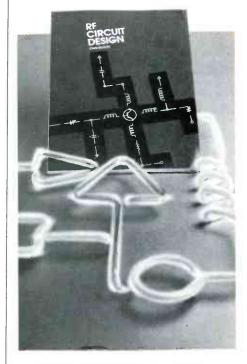
Let's carry this further. We'll examine a Sprint call using *Touch-Tone* for local telephone access. The local access number could, of course, be rotary-dialed, but we'll make the whole dialing procedure automatic. Also, we'll presume that the two 16-digit memories are already full. Under the most favorable conditions the dialing sequence for the Sprint call will be: nnn-nnnn-nnnnnnnnnn. That's 24 digits; it will just fit into 3 memories. But assume you're out of your local area and are using a travel code (TC). That adds two more units and the sequence becomes: nnn-nnnnnnnnTC-nnn-nnnnS. Because that's 26 digits, 4 memories will be required. If the starting memory is no. 24, the next available memory will be no. 28. Memories 24 through 27 are used for one single (but long) sequence.

Of course, sequences can also be manually keyed. For example, assume that after you dial the 26 digits your computer answers and needs an 8-frequency access command. Well, you can place that sequence in another memory that you key when you hear your call answered by the computer. Or, you can use the standard keypad built into the device.

If you think you can handle it all manually, keep that 26-digit dialing sequence in the back of your mind. It's even more difficult than it sounds, particularly if you get a busy signal from the other end. As we are forced to memorize seemingly endless digit sequences to communicate with computers, etc., the pocket-sized telephone autodialer is certain to become as commonplace for business people as the ballpoint pen and car keys. **R-E**



CIRCLE 94 ON FREE INFORMATION CARD



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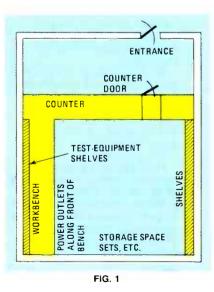
SERVICE CLINIC

Opening your own shop JACK DARR, SERVICE EDITOR

WE'VE BEEN GETTING QUITE A FEW LETters from young men who are learning electronics in the Armed Services and want to open their own shops when they get out. So, we decided to run a column dealing with it. I'm the staff expert on one-man shops (I've been running one for the last 50 years!), so I get to write it. There are a lot of things, all of them important, about opening your shop, and a lot of mistakes you can make. (I know, I've made them.) So, I may sound like the Dutch Uncle at times, but it's all based on actual experience! Let's start out with the shop itself

Location

Whether you settle in a small town or city, you should follow the same rules when trying to find a suitable location. Don't try to find one on the main street; rents are much higher there, and you really don't need "store traffic." Look for the secondary streets; a block or so off the main one. Rents are lower, and you are a service industry—people will look you up when they need you.



Look for a fairly large room, with parking space in front or back. That will give you room to make a workbench, and a small place with a counter or railing to keep the customers off your neck while you're working (see Fig. 1). A back door on an alley is very handy; you can drive up there and unload sets quickly. Check the roof of the building, too; nothing's worse than a leaky roof!

The bench

Your bench is important. It should be big enough to hold the largest TV set you plan to service. Mine is four feet wide, with a shelf along the back to hold test equipment. Wire a string of outlets along the front of your bench, not the back. On the other side of the shop, build shelves for parts storage. That gives you the fastest way to operate; when you need a part, just turn around and get it. Parts should not be on the bench itself; they'll just get covered up. Make a small set of drawers under the middle of the bench for hand tools and other things. (I keep the mostused hand tools, long-nose, screwdriver, soldering iron, nut driver etc., at the right end of my bench. I'm right handed--they're right there when I need them.)

Test equipment

Now we come to the subject of the most-asked question: what test equipment you'll need. To me, the essential instruments are a good VOM (digital or analog), a scope (which doesn't have to be a triggered-sweep type—a good recurrent-sweep scope can do a good job). Next is a color-bar generator, with both RF and IF outputs. With the IF output, it becomes a tuner subber. With those, you can read any voltage or current, feed test signals into the set, and trace them through it with the scope. A transistor tester, preferably one with a good leakage test, can be very handy. Leaky transistors are responsible for a lot of problems. Other instruments can be added later as the need arises, but I think these are the essential ones, and will be the most-used.

Service data

Now we come to one really essential thing: service data on the TV sets. You've got to have that; modern TV sets simply can't be fixed without it. For one thing, you can't even find the parts! The two major sources for data are Sams *Photofacts* (Howard W. Sams & Co., Inc., Indianapolis, IN 46206), and the factory data from the maker. Personally, I like to have both. With the factory data, you usually get a newsletter, etc. which often has valuable hints on certain models. The Sams folders come in small boxes each month; these can be stacked on shelves with the edge out, and you can locate any folder quickly; the numbers of the folders are printed on the edge. Filing cabinets can be added later. The Sams Index is an invaluable source of data. Keep it handy.

Parts data, on transistors, IC's, etc is another handy thing. All of the replacement-transistor makers put out big guides, with many, many types listed with their substitutes. Companies like RCA, GE, Sylvania, and many others have them; get all you can. I've had no problems at all in using such parts in place of originals, and in some cases they're better. You can get a starter stock of the most popular types and fix quite a number of sets out of it.

Getting the parts

I hate to tell you how easy it used to be to get parts! Many sets used standard parts, and you could stock them. Nowadays, it isn't easy at all. There are so many specialized parts that it gets rough at times. There are two major sources; the radio-TV supply houses, and the factory distributor for the make. Universal replacement parts come from the supply houses, and in many cases they stock factory parts for popular makes, as well. The distributor will have parts on hand; call him and introduce yourself, and make arrangements to get parts at discounts. They often have catalogues, etc. that are useful.

Several makers have hotlines, with a toll-free number, if you have problems getting parts. GE's number is 1-800-241-6696; Admiral's is 1-800-447-8361; Thordarson's (for flybacks and transformers) is 1-800-851-3583. Those numbers can be useful in emergencies.

If you're in a small town, there will be a radio-TV supply house in the nearest small city. They often have a salesman who calls on you once a week. If you need a part fast, you can call them and have them put it on the bus—you'll get it in a few hours. (Be sure to charge the customer for the long distance call and the freight!)

Here's a useful hint: Try to do most of your parts buying from only one firm. That will make your account much bigger, and they'll be very polite to you! Spraying small orders all around won't get it. If you buy open-account you can often get a 2% cash discount by paying the bill before the 10th of the month. Check up on that. It doesn't sound like much but it really does help. **R-E**

SERVICE QUESTIONS

LOOSE YOKE

The deflection yoke on this Admiral 4M10 chassis is permanently bonded to the neck of the CRT—or at least it was until it became unbonded. The customer didn't want to spring for a new CRT/yoke. I am wondering if I should try to cement it back. What will happen to the convergence if I do?—W.L., Ozone Park, NY

Yes, you should try to cement it back on. An old trick I used to use on old CRT replacements is to put a cross-hatch pattern on the set and hold the yoke (carefully!) in place. Watch the pattern and move the yoke around until it's converged, and mark the places where the mounting pads are. Then move the yoke back and put cement where the pads were. Put the yoke into position again, watching the pattern, and hold it until the cement sets. (Any fast-setting epoxy will work well, prob-ably better than the original "permanent" cement.) For temporary adjustments, put a bit of double-sided tape under each pad. That will hold everything while you fiddle with the adjustments.

HOT RESISTOR

In this Sears 529.72940, the color and the convergence are a little bit off. Resistor R26 on the convergence board is hot as a firecracker, but opening the coupling capacitor, C160, cools it down. My old instructors said that some heat should be expected here, but I don't think that the smoke should be! Any advice?—D.M., Huntsville, TX

I think I know what's wrong: a misadjustment of the blue shape coil. If you look at page 29 of the Sam's folder, you'll find the adjustment procedure. It's really quite simple. Adjust the coil until the waveform "hump" is where it should be and things will get much better.

POSITIVE GRID VOLTAGE

In this Philco 19FT00B, I not only have no high voltage, but the screen grid of the 6JS6 reads full B + (294 volts) while the control grid is +50 volts instead of -74 volts. I've checked everything I can think of and I'm stuck.—J.J., Farmington, IA

Instant analysis: you're not going to get *anything* until you get that +50 volts off the 6JS6 grid! The tube is being driven far above its normal current. The B + on the

screen shows that the tube is drawing no current at all. It's evidently completely exhausted.

The positive grid-voltage could be due to a shorted coupling capacitor between the oscillator and the grid. I seem to remember other letters on this same chassis with the same complaint. Check to see if the oscillator is running. The oscillator grid should read -34 volts if it is running, and the plate should read +180volts.

LOOK AT THOSE WAVEFORMS!

I wrote to you a while back asking for help with a Panasonic with a sync problem. After that I again looked at the signal at the video amplifier with a scope and found that I'd made a mistake. Now I could see white compression! The collector of the first video transistor had only two volts on it. Resistor R323 was wide open. Replacing the resistor fixed everything up. I'm puzzled as to how the thing made a picture at all!

Thanks to W.J. McClain of Phoenix, AZ. That is something we should all (including a certain guy I know very well) keep in mind. Look at those waveforms very carefully.

VERTICAL PROBLEMS

The vertical linearity is bad on this Magnavox T939, and the top of the picture is distorted. I tried a new 6LR8 with no improvement. I was using a scope, and when I touched the probe on the pentode grid, the screen filled out! In desperation, I "shotgunned" (that's what you once called it) the set: I checked out every part one at a time, out of the circuit. Of course, all of them checked out good. And when I put them back, the story was the same. Any ideas on what's going on?—G.Y., West Yellowstone, MT

I had the same symptoms on a horizontal output tube! It worked fine if I held the VTVM probe on it. A big resistor in the grid was open. I think you have the same problem. Try replacing some of those high-value resistors in the pentode grid circuit. Some of them may be breaking down under load.

(Feedback: Both of the 4.7 megohim resistors had checked out OK. I replaced them anyway and that solved the problem!)

SUBSTITUTE FILTER

The complaint about this Quasar TS-951 was that the line fuse would open intermittently when it was turned on. I had no service data, so I went at the problem blind. I found a few leaky diodes, but new ones didn't help any. I also checked the main filter capacitor and found that it took too long to charge on a leakage test. I got an exact replacement from Quasar and it was bad too! Other parts also turned out to be bad. Finally, though, I used a Cornell-Dublier CC0129.7 along with a Sprague PC-8 PC-board adapter. The set's worked fine ever since.

Thanks much to Dave Horning of Mole Electronics, Westlake, OH for that one. Dave, you're just like the namesake of your shop—you just keep digging until you find what you're after. Keep up the good work.

BURNING CAPACITOR

This Admiral K-1904-1 had a very small raster. I found that capacitor C111 had burned up. When I replaced it, I got a full raster back. But the new capacitor gets too hot to touch. What's up?—J.T. Delanson, NY

Capacitor C111 in that set is the boost capacitor, from boost to B + . It normally has quite a high spike-voltage on it from the flyback. For that purpose (and any other capacitors used in flyback circuits) you need a capacitor with a special dielectric that can withstand high spikevoltages (which most of us refer to as "RF"). Sprague and others have those in many sizes. Ordinary types won't stand up too long, as you found. Your set was suffering from a bad case of dielectric heating.

SUGGESTIONS

If you have a loss of color sync in a GE KC chassis, look at the little neon bulb in the middle of the chassis. If it's blackened or not glowing, replace it; the color sync is fed through it.

In a Panasonic CT925 chassis with no sound or picture except for a flash when it's turned off, the problem is probably a defective video/sound-IF IC.

In a Magnavox T982-12 with a high voltage that's about 4KV higher than it should be, check transistor Q2 on the regulator pincushion-board. The base and collector are reversed! They apparently came out of the factory that way. The board is marked right, but the transistor is in wrong.

Thanks to John Osborne of Winthrop Electronics, Winthrop, ME.

THREE HINTS AND A QUESTION

On a Magnavox T995 series set, the lack of vertical deflection can be due to open coils, L1 or L2, on the vertical module. They open very easily, usually when the output transistors go out, but sometimes they do it all by themselves! You can get the parts from N.A.P. (North American Philips) Consumer Parts.

On the same set, the 300-megohm bleeder resistor coming from the tripler burns out about every year and a half. Transistor Q4 in the power-supply module shorts out. That causes the high voltage to go up to 37KV. It also keeps the 24-volt supply from adjusting properly. After replacing Q4, I've had no further problems.

Loss of video and weak distorted sound in an Admiral 1M30B can be due to a bad

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third-IF transistor. Rockwell International developed a special heat sink (part No. 90A66-1) that should help solve the problem. You can order it through Admiral National Parts. The newer video-IF modules have the heat sink, but the older ones don't.

Now, here's the question: This Magnavox T991 has a narrow picture with wavy lines on the edges. Also, the picture is cut in half, with the left half on the right side and the right half on the left side. After a few tests, the base and collector of the horizontal output transistor shorted, which also shorted the switching regulator, Q6. I replaced both of those but still get no raster. Any ideas?

Before I answer the question let me say thanks to Terry Erickson of Las Animas Electronics, Las Animas, CO for the helpful hints.

Now for the problem: Something is surely messed up in the horizontaloscillator/AFC circuit. Check all the parts around that IC to make sure that none of them are bad. If everything checks out OK, then try a new horizontal module. All of the frequency-determining parts are inside that IC. Also check the 4-legged capacitor, C220. A couple of parts on the regulator seem to give trouble. Check the string of three diodes in series in the base circuit of the regulator; those set the bias on the regulator-driver. Also check the 50 μ F electrolytic on the



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+88-volt line and the pulse-regulator diode, D11, on the power supply board. If that shorts, you've got trouble.

SOUND PROBLEM

I finally fixed the "no sound" problem in this B/W Panasonic 429B set. Transistor TR53 was bad, so I replaced it with a GE-63 PNP-type. That promptly burned up. I checked the schematic again and found that TR53 should be an NPN! I substituted a GE-67, replaced TR54 with a GE-63 and also replaced R510. Now everything works fine. I hope this information can help some others.

Thanks to Terry Dick of Corbin, KY for that bit. Yep, it helps to use the right type transistor. But sometimes it's almost impossible to find out what's what with the minute schematics we get with some sets. For a quick check, note the polarity of the collector voltage. If it's positive, the transistor should be NPN (and vice versa.)

SOME BIG-AMPLIFIER ADVICE

Here's a problem that I came across when working on a 100-watt guitar amplifier—but you could find a similar problem anywhere. The amp contained a full-wave bridge rectifier with four separate diodes, marked 3 amps, 300 volts. Someone had replaced bad diodes with the familiar I-KV, 2.5-amp types that we always use. I put in two more; they promptly shorted out. I checked for shorts, put in two more and ran the line voltage up slowly with a Variac. It worked fine.

I turned the amp off, and then back on. The new diodes blew again. I sat and thought. Then I checked the RCA SK substitution manual. Those diodes have a peak rating of 50 amps. With one exception, 3-amp diodes will have a peak rating of 200-300 amps. The amplifier had a very large input capacitor and a lowresistance power-transformer winding. The surge current charging that huge capacitor was simply too great, and the diodes blew from the overload. Finally, I replaced all the diodes with a SK3987 encapsulated bridge rated for eight amps and 400 PIV/300-amp surge. Now the unit can be turned on safely

Thanks go out to Bill Styles of Hillsboro, MO (The Sage of the Ozarks). I hope that helps a few people out.

LINE FORMS ON THE LEFT

I asked you for help on a problem in a Quasar TS934. It had a black line on the left side of the screen, about one inch wide. You told me to check the coilresistor gadget on the plate cap of the 6LF6. I took it off and the line was still there. I tried several other things with no results. I noticed that the bias was low on the 6LF6 grid and the waveform had "fuzz" on top. I took off the violet wire from the flyback and the line went away! Also, the bias jumped to normal (59 VDC) and the current went down. What hap-

2≓ 98

pened here?—H.A., Baltimore, MD

I think you hit it! The violet lead from the flyback feeds pulses through an RC network (R506/C501) to the VDR (Voltage-Dependent Resistor)in the 6LF6 grid. That is supposed to control the bias. I'd suspect the VDR. It could be arcing at the peak of the pulse, which would not only cause the ''fuzz'' on the pulse, but also reduce its amplitude by flattening the peak (causing cathode current to go up). But the ''fuzz'' is HF oscillation and that causes the line.

BAD CAPACITOR

I asked a little while ago about a problem in a Quasar TS929. You told me to check some capacitors. Capacitor C2 on the BA panel was open. That let horizontal pulses get into the IF. Also, I had an intermittent convergence problem, which was traced to a jumper wire on the convergence yoke plug. (The way it was traced was very scientific—an arc happened to catch my eye.)

THAT'S A GOOD QUESTION!

I'm looking at a CTC-108C (RCA) schematic. The block diagram shows a sandcastle generator. What is that and where did they get the name? None of the local TV shops seem to know.—S.C., Mentone, CA

Unfortunately, no one around here knows either. (Neither does RCA!) Maybe some of our readers do?

MORE HINTS

If you come across a B/W 19EB12 that loses horizontal sync when changing channels, check R715, a 10K, ¹/₂-watt resistor. It's probably open.

If you have no raster after a few minutes on a Zenith 19HC48, the 24-volt regulator is probably opening up.

Now here's a problem I had with a Sears 563.51170701. It had bottom foldover and not enough sweep. Coolspraying transistor Q502, the vertical driver, brought the sweep back. A new transistor did not change symptoms. Replacing C504, a leaky $1-\mu$ F coupling capacitor didn't help either. I then looked at the two vertical-output transistors, Q505 and Q506. I noticed that the case of the Q506 was much cooler than that of Q505. I put in a new ELM153 for Q506 and full sweep returned.

Thanks to Mike Danish, Danish TV, Aberdeen Proving Ground, MD.

VERTICAL PROBLEM

I've got a Sears set, chassis number 529-72912, that is giving me fits. The problem is in the vertical stages. I replaced a capacitor four months ago, and everything seemed fine, at least for a while. The set recently came back with the same problem, however. I replaced the same capacitor, and this time the set played for just 20 minutes before it went out again. I'm baffled.—D.P., Sacramento, CA That all sounds very familiar. Some years ago we had an RCA chassis that had continual vertical problems. We finally got to where if one came in we simply replaced all of the capacitors in the vertical stage. It really was not that big a job as there were only five of them in all. That nearly always cleared up the problem. Be sure to use good-quality capacitors with a high enough voltage rating when you do that job; after all, you don't want to do it twice.

MANY SYMPTOMS

I had a GE 16JA come in with multiple symptoms. They were a herringbone pattern on the screen, odd results when using the brightness control, brightness varying with the channel, and a buzz in the sound. When I checked the B +, it measured only 13 volts instead of 22. I checked the regulator board and replaced the regulator transistor, Q400, with no results. I finally found that R414, O400's emitter resistor, read 4.5 ohms; it should have read 2.2. Replaced it with a 2.2-ohm, 5% resistor and everything seemed fine except that the brightness was still low. After quite a bit of head-scratching,, I finally realized that someone had turned the brightness centering control all the way down. Once that control was reset everything was fine again. Thanks for teaching me the method.-Don Wainwright, Taos, NM R-F



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KEYBOARD, the *PRO-100*, is an intelligent, detachable, capacitance keyboard with enclosure for use with the *Apple II* and *Apple II* + personal computers. It offers 100 keys supporting all existing Apple functions, plus horizontal and vertical cursor movement, separate number pad with enter key, autorepeat, relocated RESET key, CAPS LOCK key, power-ON indicator, upper/lower case, 22 *VisiCalc* keys, 25 Apple BASIC keys, and 18 programmable keys.

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as well as dedicated programmers. The Apple BASIC keys help the user to access BASIC commands that were otherwise confusing to remember or to use into one key function, speeding up computer use. Supplied with the PRO-100 keyboard is a preboot diskette containing BASIC disk utilities, user-friendly menu, keyboard information, and a useful word-processor and graphics program that demonstrates the programming flexibility at the function keys. The detached PRO-100 keyboard make the Apple II and Apple II + a user-friendly computer. It is priced at \$265.00, including shipping and handling -AMKEY, Inc., 200 Ballardvale Street, Wilmington, MA 01887.

AMPLIFIERS, the model *ML-11* Power Amplifier (shown) and the model *ML-12* preamplifier, are designed to be used together, but the model *ML-11* may be used with any other preamplifier.



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RESISTANCE SUBSTITUTERS, model *RS-200W* and model *RS-201W* use nine side-byside thumbwheel switches. The desired resistance is simply dialed in, and they are ready for use. Both are error-proof, because the resistance is set and read directly as an unambiguous number on color-coded switches. Unlike the case with conventional decade boxes with rotary or slide switches, there is no need to examine or sum a whole group of



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separate numbers. These are laboratory tools for a variety of uses in engineering, design, troubleshooting, or service.

The model *RS-200W* is the economy version, using 1%, 0.5-watt metal film resistors; it is priced at \$189.00. The model *RS-201W* is the high-precision version with 0.1% tolerance; it is priced at \$379.00.—**IET Labs, Inc.,** 534 Main Street, Westbury, NY 11590.

MICROCOMPUTER, the *MPF-IP*, has for its brain a Z80 microprocessor, which features a 158-command instruction set. The 8K monitor ROM also supports the functions of a text editor, two-pass assembler, and line assembler. The optional thermal printer (20 characters per line, 0.8 lines per second) incorporates a memory-dump utility, and a Z80 disassembler-listing utility. The user's RAM of the *MPF-IP* is 4K, but can be expanded using the optional input/output and memory board (IOM-MPF-IP).

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circuit, and many useful optional boards. The MPF-IP comes with detailed instructional self-learning manuals, enabling a user to get familiar with microcomputer hardware and software step-by-step. Its suggested retail price is \$199.00.-Multitech Electronics, Inc., 195 W. El Camino Real, Sunnyvale, CA 94086.

VIDEO PROCESSOR, the model V-1880, has a stabilizer (video guard remover), image enhancer, video-to-RF converter, video fade in/out, and a dual-output distribution amplifier. All five functions are contained in one compact tabletop box that features easy dial operation.



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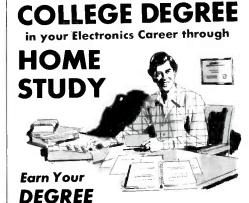
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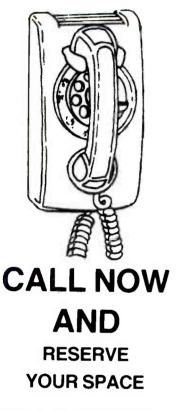
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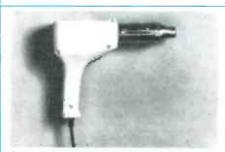
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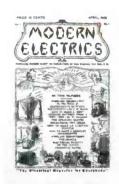


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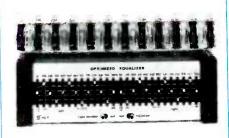


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This 37th edition, celebrating the World Communications Year (1983) is a complete almanac of radio and TV broadcast sources in every country on earth. It is designed to help the international radio listener obtain maximum enjoyment from his receiver.

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There is also a listing by frequency of the shortwave stations of the world, and longand mediumwave stations by regions, to assist in the identification of stations.

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PRACTICAL REPAIR AND MAINTE-NANCE OF COMMUNICATIONS EQUIP-MENT, by Albert D. Helfrick; Prentice-Hall, Inc., Engelwood Cliffs, NJ 07632; 308 pages, including index; 9¼ × 6 inches; hardcover; \$29.95.

This book is for technicians who repair and maintain radio-communications equipment, and is particularly suited to radio amateurs. It covers all the popular forms of radiocommunications equipment from the low end of the high-frequency spectrum through the UHF spectrum, AM and SSB to FM and tone signaling. Special emphasis is placed on the most-used modes of transmission for the frequency range covered.

The text starts with a general discussion of repair, failures, and reliability. The responsibility of the designer to produce reliable equipment and the responsibility of the service technician to provide a safe and operable product are discussed. Chapter 2 covers basic parameter measurements and circuit analysis. It stresses the use of modern equipment and gives alternate methods when the repair-shop budget does not allow for a complete complement of test equipment.

Single-sideband is covered in chapter 3 with high-frequency transmitters and receivers. FM is covered in chapter 4, which analyzes UHF and VHF systems. Both amateur and commercial systems are covered.

Further chapters deal with analyzing synthesizers, repairing accessory systems, and preventive maintenance and restoration of performance. **R-E**

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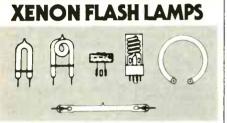
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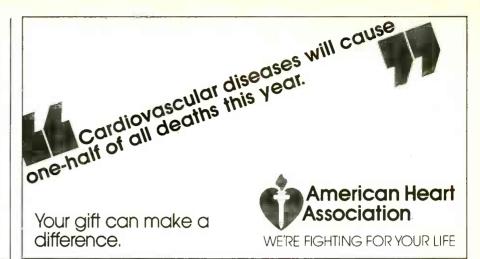
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2SC945	NPN	276-2051	.79
2SC1308	NPN	276-2055	7.95
2N3819	N-FET	276-2035	.99
MPF102	N-FET	276-2062	.99

4000-Series CMOS ICs With Pin-Out And Specs

Туре	Cat. No.	Each
4001	276-2401	.79
4011	276-2411	.79
4013	276-2413	.99
4017	276-2417	1.49
4023	276-2423	.99
4049	276-2449	.99
4066	276-2466	.99

TTL Digital ICs With Pin-Out and Specs

Туре	Cat. No.	Each
7400	276-1801	.59
7404	276-1802	.79
7408	276-1822	.79
7447	276-1805	1.19
7490	276-1808	.89

Operational Amplifiers

Typ	e	Cat. No.	Each
741		276-007	.79
MC1458	(Dual)	276-038	.99
LM324	(Quad)	276-1711	1.29
TL082	(Dual)	276-1715	1.89
TL084C	(Quad)	276-1714	2.99
LM3900	(Quad)	276-1713	1.39
LM339	(Quad)	276-1712	1.49

Audio Power Amplifiers

Туре	Cat. No.	Each
LM383/TDA2002	276-703	3.19
LM386	276-1731	1.09
TA7205AP	276-705	2.99
LM380	276-706	1.59

Voltage Regulator ICs

Туре	Adjustable	Cat. No.	Each
LM723 LM317T	0 to 40 VDC 1.2 to 37 VDC	276-1740 276-1778	.89 2.79
Туре	Fixed Output	Cat. No.	Each
7805	+ 5 VDC	276-1770	1.59
7812	+ 12 VDC	276-1771	1.59
7815	+ 15 VDC	276-1772	1.59
7905	- 5 VDC	276-1773	1.59
7912	- 12 VDC	276-1774	1.59

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Computer Connectors

Positions	Cat. No.	Each
34	276-1564	4.95
50	276-1566	4.95
44	276-1551	2.99
25	276-1559	4.99
25	276-1565	4.99
25	276-1547	2.99
25	276-1548	3.99
-	276-1549	1.99
	34 50 44 25 25 25 25	34 276-1564 50 276-1566 44 276-1551 25 276-1559 25 276-1565 25 276-1565 25 276-1547

Power Transformers 120VAC Primaries

120VAC FIIIIaries				
Туре	Volts	Current	Cat. No.	Each
Mini	6.3	300 mA	273-1384	2.59
Mini	12.0	300 mA	273-1385	2.79
Mini	24.0	300 mA	273-1386	2.99
Mini	12.0 CT	450 mA	273-1365	3.59
Mini	24.0 CT	450 mA	273-1366	3.99
Std.	6.3	1.2A	273-050	3.79
Std.	12.6 CT	1.2A	273-1505	3.99
Std.	25 2	1.2A	273-1480	4.39
H-D	12.6 CT	3.0A	273-1511	5.99
H-D	25.2 CT	2.0A	273-1512	6.29
H-D	18.0 CT	2.0A	273-1515	6.99

Tantalum Capacitors

	Tolerance dard IC Pin	Spacing	
μF	WVDC	Cat. No.	Each
0.1	35	272-1432	.49
0.47	35	272-1433	.49
1.0	35	272-1434	.49
2.2	35	272-1435	.59
10	16	272-1436	.69
22	16	272-1437	.79

Electrolytic Capacitors

Axial Leads

μF	WVDC	Cat. No.	Each
4.7	35	272-1012	.49
10	35	272-1013	.59
22	35	272-1014	.69
47	35	272-1015	.69
100	35	272-1016	.79
220	35	272-1017	.89
470	35	272-1018	.99
1000	35	272-1019	1.59
2200	35	272-1020	2.49
3300	35	272-1021	2.99
4700	35	272-1022	3.59
470	50	272-1046	1.59
1000	50	272-1047	1.99
2200	50	272-1048	3.49





μF	WVDC	Cat. No.	Each
220	16	272-956	.79
470	16	272-957	.89
1000	16	272-958	.99
4.7	35	272-1024	.49
10	35	272-1025	.59
22	35	272-1026	.69
47	35	272-1027	.69
100	35	272-1028	.79
220	35	272-1029	.89
470	35	272-1030	.99
1000	35	272-1032	1.59
100	50	272-1044	.89

1/4-Watt, 5% Resistors

39° Pkg. of 5

Ohms	Cat. No.	Ohms	Cat. No.
10 100 150 220 270	271-1301 271-1311 271-1312 271-1313 271-1313	10k 15k 22k 27k 33k	271-1335 271-1337 271-1339 271-1340 271-1341
330 470 1k 1.8k 2.2k	271-1314 271-1315 271-1317 271-1321 271-1324 271-1325	47k 68k 100k 220k 470k	271-1341 271-1342 271-1345 271-1347 271-1350 271-1354
3.3k 4.7k 6.8k	271-1328 271-1330 271-1333	1 meg 10 meg	271-1356 271-1365 —

Miniature PC-Mount Pots

Ohms	Cat. No.	Each
lk	271-333	.49
Ok	271-335	.49
25k	271-336	.49
00k	271-338	.49
500k	271-339	.49

1/4-Watt, Vertical-Mount Type

Ohms	Cat. No.	Each
500	271-226	.59
1k	271-227	.59
5k	271-217	.59
10k	271-218	.59
50k	271-219	.59
100k	271-220	.59
500k	271-221	.59
1 meg	271-229	.59

Submini Toggle Switches

10A at 125VAC. Each includes 4 colored handle covers. 1/4" mounting holes.



Туре	Cat. No.	Each
SPST	275-324	1.89
SPDT	275-326	1.99
SPDT Center-Off	275-325	2.19
DPDT	275-1546	2.39
DPDT Center-Off	275-1545	2.59

RF/IF Components

MC1330 Video Detector IC. 8-pin DIP with data. 2.29 276-1757 MC1350 Universal IF Amp IC With AGC. 8-pin DIP with data. 276-1758 1.99 MC1358/CA3065 FM Detector. 14-pin DIP with . 1.79 data, 276-1759 SFE4.5MB. 4.5 MHz Ceramic TV-Sound Filter. . 69¢ 272-1304 CDA4.5MD3 4.5 MHz Ceramic Discriminator. 274-1305 79¢

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CD4001 14 29 CD4010 16 79 CD4002 14 29 CD4014 14 79 CD4005 14 29 CD402 16 59 CD4007 14 29 CD4043 16 79 CD4009 16 39 CD4044 16 79	CD4506 16 1.19 CD4507 14 39 CD4508 24 3.95 CD4510 16 .89 CD4511 16 89 CD4512 16 .89	SOLDERTAIL (GOLD) STANDARD 1-9 100-up 1-9 10.99 100-up Triffinition 8 pin WW 49 45 42 10 pin WW 55 52 59 Strip 10 pin WW 55 52 59	TL0342(N) 14 1.95 LM348N 14 .99 LM7310N 14 1.95 LM3012(N) 3.5 LM3300K 4.95 LM7310N 8.35 .35 LM302(N) 1.95 LF355N 8 1.10 LM747N 14 .69 LM303(N) 1.95 LF355N 8 1.10 LM747N 14 .69 LM305(N) 99 LM370N 14 .44 LM14310N 14 1.49 LM307(N) 8 .50 LM370N 14 .59 LM1450K 5.99

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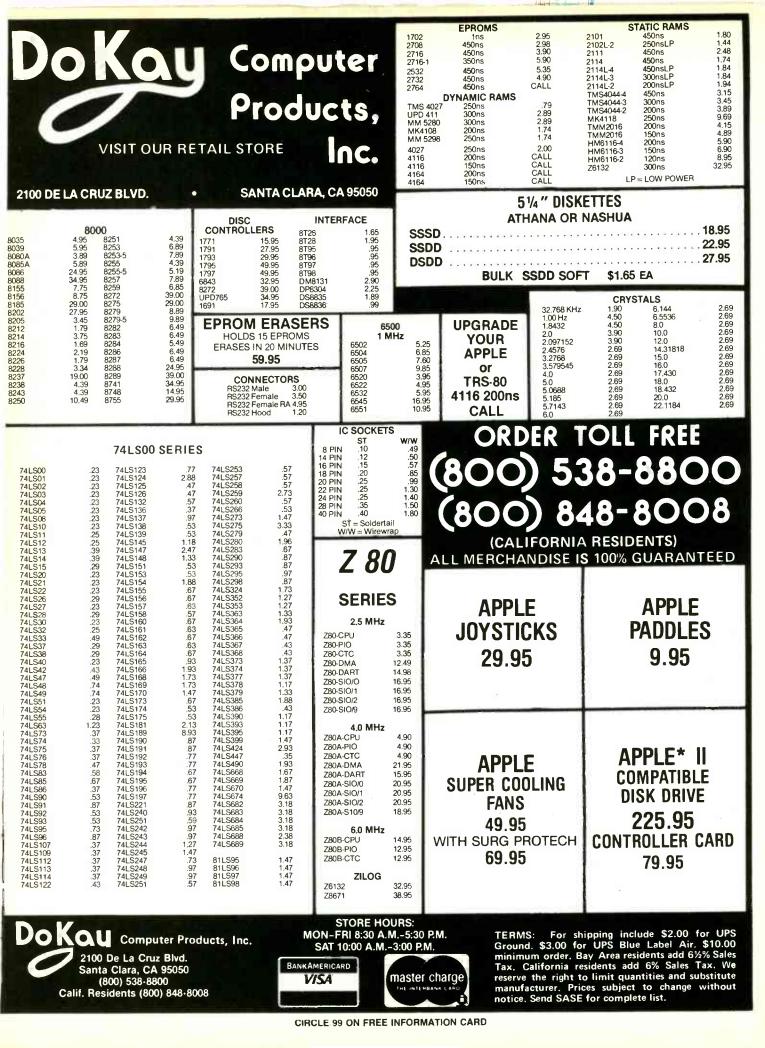
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	45 LM30865 LM38 45 LM310 - 1.10 LM39	685 LM290195 7 1.25 CA3018 1.95 375 CA3078AT 1.50	7445 .65 75154 1.10 9601 .75 7446 .65 74155 .50 9602 .75
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	1ICK 2.60	8038CC - 3.90 LM1308095 8700CJ - 5.95	74LS02 .33 74LS113 .60 74LS242 1.10 74LS03 .33 74LS14 .65 74LS243 1.10 74LS04 .40 74LS12 .85 74LS244 1.30 74LS05 .38 74LS126 .60 74LS245 1.75
TOGGLE 106D - SPDT - 80 2060 - DPDT - 1.20 SWITCHES 206P - DPDT - CENTER OF		5A TTL SIZE	74LS08 .40 74LS126 60 74LS446 .95 74LS09 .40 74LS132 .75 74LS247 .90
IN4148 (IN914)	.00 100 1 200 80 1 30 2	40 S.P. 1200 ohm coil 20	74LS10 .40 74LS136 55 74LS248 1.10 74LS11 40 74LS137 95 74LS251 .70 74LS12 .40 74LS138 .70 74LS253 .70
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.60/ft SOCKETS 20 PIN	THE REPORT OF A LOCAL OF	CAPACITORS	74LS76 .55 74LS181 1.95 74LS390 1.10 74LS83 .80 74LS190 .90 74LS393 1.10
40 conductor 8 PIN .10 22 PIN .90/ft 14 PIN .12 24 PIN	.25 .22UF 35V 5/\$1.00	15UF16V 3/\$1.00	74LS86 .60 74LS192 .90 74LS625 1.75 74LS90 55 74LS193 .90 74LS668 1.50
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the following steps is painstakingly taken by a certified technician: 1. The first thing GILCO does is change the standard diode to a hot carrier diode.

2. The tuner's output is then measured on our JERROLD field strength meter and compared to a computer derived chart from which we determine the correct value coil to add across the IF output for *maximum pre-peaked gain*.

3. The tuner is then fed a standard 10db 300 ohm antenna input and while monitoring the output on our HEWLETT PACKARD spectrum analyzer, the tuner is tuned to the desired channel and its oscillator is offset for the desired output frequency as follows: Channel 2: 58 Mhz, Channel 3: 63 Mhz, Channel 4: 68 Hhz

We call this step peaking because the tuner's output looks like a peak on our spectrum analyzer and the highest point of that peak is actually adjusted for the desired output. 4. The last step is one more measurement on the field strength meter which is again compared to our performance chart to calculate the correct value of the second coil which is added to the tuners internal connections.

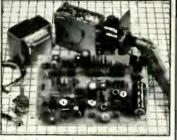
This procedure was developed by GILCO and it is our computer derived performance charts that make our tuner better, that's because almost every tuner gets a different value coil before it's peaked and again a different value coil after it's peaked. The combinations are endless and the way we determine the values is our secret ...

GILCO PARTS KIT & PRINTED CIRCUIT BOARD

- Use with GILCO **High Gain Tuner**
- **Requires NO Modification to** Your Television
- Individually Packaged and Labeled Parts Save Guesswork

• The only tools required for assembly are: screwdriver, soldering iron, voltmeter. No drilling is required to the P/C board.

• This kit was designed to take ad-vantage of the GILCO high gain tuner which means its circuitry is *simpler*



Pre-drilled, pre-screened, plated through the holes P/C board. All hardware, connectors, 22 page illustrated instruction manual, & Gilco Hy-Gain tuner. Kit assembles in just 4 hours. and more efficient than those circuits that require inferior varactor tuners

\$17⁰⁰

FREE 22 Page Instruction Book included with each P/C Board or Parts Kit. This instruction book will guide the builder through every step of the assembly. *Nearly every page is illustrated.* With this Instruction Book, estimated assembly time is 4 hours.

HERE'S WHAT YOU GET FROM GILCO Part No. B21 Printed Circuit Board

1. This Printed Circuit Board uses only one resist. This prevents solder bridges iumper, others use nine. 2. The component layout is screen printed through the holes. This allows for easier

on the component side of the P/C board. 3. The solder side of the P/C board is covered with high temperature solder

and more positive soldered contact between the parts and the P/C board; \$**80**00

4. Newest Addition: the P/C board is plated

Part No. B22 Complete Electronic Parts Kit All resistors (30), Potentiometers (1-5K, 3-10K), Panel Mount Potentiometer (10K), Elec-An residual (30), Potentioniteris (1-57, 3-105), Partier Mount Potentionneier (10K), Elec-trolytic Capacitors (6), Ceramic and Mylar Disc Capacitors (35), Variable Capacitors (4), All Integrated Circuits (7), Voltage Regulator, Heat Sink, Diodes (4), IC Sockets (4-8 pin, 3-14 pin), Power Transformer (24V, 1A), Coil Kit with No. 26 wire (4), Speaker (4'', 302.), Standoffs, Coaxial Cable, All Miscellaneous Harware, Etc. All parts are individually packaged and labeled

All components including the Wire, Hardware, Coaxial Cable and Heat Sinks are included in the parts kit. This means your assembly time from start to finish is just 4 hours

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ume base	49.95
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The CT-90 is the most versatile, feature packed counter available for less than \$300.00! Advanced design features include, three selectable gate times, nine digits, gate indicator and a unique display hold function which holds the displayed count after the input signal is removed Also, a 10mHz TCXO time base is used which enables easy zero beat calibration checks against WWV. Optionally, an internal nicad battery pack, external time base input and Micropower high stability crystal oven time base are available. The CT-90, performance you can count on!

SPECIFIC.	ATIONS: WIRED
Range:	20 Hz to 600 MHz
Sensitivity:	Less than 10 MV to 150 MHz
-	Less than 50 MV to 500 MHz
Resolution :	0.1 Hz (40 MHz range)
	1.0 Hz (60 MHz range)
	10.0 Hz (600 MHz range)
Display:	9 digits 0.4" LED
Time base:	Standard-10.000 mHz, 1.0 ppm 20-40°C.
	Optional Micro-power oven-0.1 ppm 20-40°C
Power.	8-15 VAC @ 250 ma

DIGITS 525 MHz \$99⁹⁵ WIRED

SPECIFICATIONS:

Range:	20 Hz to 525 MHz
Sensitivity:	Less than 50 MV to 150 MHz
	Less than 150 MV to 500 MHz
Resolution:	1.0 Hz (5 MHz range)
	10.0 Hz (50 MHz range)
	100.0 Hz (500 MHz range)
Display:	7 digits 0.4" LED
Time base:	1.0 ppm TCXO 20-40°C
Power.	12 VAC @ 250 ma

The CT-70 breaks the price barrier on lab quality frequency counters. Deluxe features such as, three frequency ranges - each with pre-amplification, dual selectable gate times, and gate activity indication make measurements a snap. The wide frequency range enables you to accurately measure signals from audio thru UHF with 1.0 ppm accuracy - that's .0001%! The CT-70 is the answer to all your measurement needs, in the field, lab or ham shack.

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PRICES:	
CT-70 wired, 1 year warranty	\$99.95
CT-70 Kit, 90 day parts war-	
ranty	84.95
AC-1 AC adapter	3.95
BP-1 Nicad pack + AC	
adapter/charger	12.95

7 DIGITS 500 MHz \$79 95 WIRED

PRICES:	
MINI-100 wired, 1 year	
warranty	\$79.95
AC-Z Ac adapter for MINI-	
100 .	3.95
BP-Z Nicad pack and AC	
adapter/charger	12.95

Here's a handy, general purpose counter that provides most counter functions at an unbelievable price. The MINI-100 doesn't have the full frequency range or input impedance qualities found in higher price units, but for basic RF signal measurements, it can't be beat' Accurate measurements can be made from 1 MHz all the way up to 500 MHz with excellent sensitivity throughout the range, and the two gate times let you select the resolution desired. Add the nicad pack option and the MINI-100 makes an ideal addition to your tool box for "in-the-field" frequency checks and repairs.

SPECIFICATIONS:

Ra

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inge:	1 MHz to 500 MHz
nsitivity:	Less than 25 MV
solution	100 Hz (slow-gate)
	1.0 KHz (fast gate)
splay:	7 digits, 0.4" LED
me base:	2.0 ppm 20-40°C
wer	5 VDC @ 200. ma

8 DIGITS 600 MHz \$159⁹⁵ WIRED



SPECIFICATIONS:

Range: Sensitivity: 20 Hz to 600 MHz **Resolution**: 1.0 Hz (60 MHz range) 10.0 Hz (600 MHz range) 8 digits 0.4" LED Display 2.0 ppm 20-40°C 110 VAC or 12 VDC Time base: Power

The CT-50 is a versatile lab bench counter that will measure up to 600 MHz $\frac{P}{2}$ Less than 25 mv to 150 MHz with 8 digit precision. And, one of its best features is the Receive Frequency Less than 150 my to 600 MHz Adapter, which turns the CT-50 into a digital readout for any receiver. The adapter is easily programmed for any receiver and a simple connection to the receiver's VFO is all that is required for use. Adding the receiver adapter in no way limits the operation of the CT-50, the adapter can be conveniently switched on or off. The CT-50, a counter that can work double duty!

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RICES:	
T-50 wired, 1 year warranty	\$159.95

CT-50 Kit, 90 day parts	\$139.93
warranty	119.95
RA-1, receiver adapter kit	14.95
RA-1 wired and pre-program-	
med (send copy of receiver	
schematic)	29.95

DIGITAL MULTIMETER \$99⁹⁵ WIRED

iniii DELCES

PRICES:		
DM-700 wired, 1 year warranty	\$99.95	
DM-700 Kit, 90 day parts		
warranty	79.95	
AC-1, AC adaptor	3.95	
BP-3, Nicad pack +AC		
adapter/charger	19.95	
MP-1, Probe kit	2.95	

The DM-700 offers professional quality performance at a hobbyist price. Features include; 26 different ranges and 5 functions, all arranged in a convenient, easy to use format. Measurements are displayed on a large 31/2 digit, 1/2 inch LED readout with automatic decimal placement, automatic polarity, overrange indication and overload protection up to 1250 volts on all ranges, making it virtually goof-proof! The DM-700 looks great, a handsome, jet black, rugged ABS case with convenient retractable tilt bail makes it an ideal addition to any shop.

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SPECIFICATIONS:

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DC/AC volts	100 uV to 1 KV, 5 ranges
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current	0.1 uA to 2.0 Amps, 5 ranges
Resistance	0.1 ohms to 20 Megohms, 6 ranges
Input	
impedance	10 Megohms, DC/AC volts
Accuracy:	0.1% basic DC volts
Power.	4 'C' ceils

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٠	Flat 25 db gain
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•	Great for sniffing RF with pick-up loop

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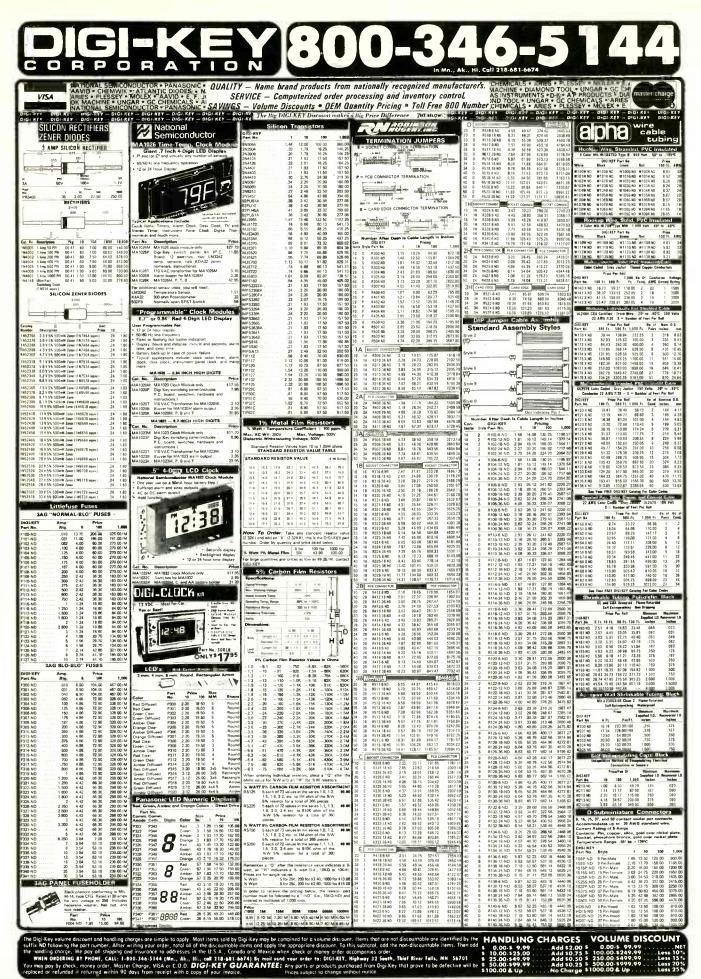
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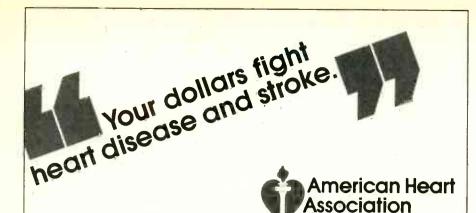
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trol are all detailed.

DIGITAL PRESSURE GAUGE

continued from page 61

both the center conductor and the shield to the sensor—don't rely on the automobile chassis for a ground. Attach an RCA plug (PL1) to the other end of the cable.

The circuit board can be mounted in or under the dashboard. Connect the red wire coming from the board to a source of 12 volts—the point on the fuse block that powers the radio is a good place. (Wherever you take the supply voltage from, make sure that, when the ignition is off, the power is off, too.) Connect the black wire to a point that goes to the negative pole of the car battery. Finally, with the board in place, connect the cable coming from the sensor to J1.

Noise reduction

There are two types of electrical noise that may give you problems. First, the conversion and display-multiplexing circuitry on the board may cause interference with your AM radio. If that happens first try taking the supply voltage from a point other than the radio fuse. Make sure, though, that the point you choose is active only when the ignition switch is on. Next, move the digital unit away from the radio. Finally, you can enclose the board in a grounded metal case. Just make sure that the board is adequately ventilated.

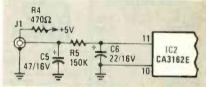


FIG. 7--SOME PRESSURE SENSORS may create electrical noise. This modification will help get rid of it (see text).

The other type of noise can be caused by the sensor unit, particularly the GM547034 or GM14039612 models. That noise can cause the pressure gauge to function erratically. A noise-reduction "fix" is shown in Fig. 7. It consists of first removing R1, C2, and the wire that runs from the center lug of J1 to the board. (These part numbers are the ones shown in Figs. 1 and 3). Then, referring to Fig. 7, install a new 470-ohm resistor (R4) from the five-volt line (there's a trace provided on the board to the left of pin 8 of IC2) to the center lug of J1. Also connect to that lug a 150K resistor (R5). The other end of that resistor goes to the hole in the board that was occupied by the old R1. Connect a 47-µF electrolytic capacitor (C5) between the center lug of J1 and the ground foil on the board. That's done either by soldering the capacitor lead to the shell of the jack, or by running it over the edge of the board to the foil side. Finally, connect a $22-\mu F$ electrolytic capacitor (C6) in place of the old C2. R-E



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DMMs are drop-proof, packed with overload protection and sealed against contamination. You won't find more rugged meters than the Beckman HDs. Inside or out.



Drop Proof

Constructed of double-thick thermoplastics, the HD100 series DMMs resist damage even after repeated falls. All components are heavy-duty and shock mounted.

Contamination Proof

The HD series meters are designed to keep working even around dirt, heavy grime, water and oil. The special o-ring seals, ultrasonically-welded display window and sealed input jacks protect the internal electronics of the HD meters. The oops-proof meters are sealed so tightly, they even float in water.

Accidental Overload Protection

All DC voltage inputs are protected up to 1500 Vdc or 1000 Vrms. Current ranges are protected to 2A/600V with resistance ranges protected to 600 Vdc. Transient protection extends up to 6KV for 10 microseconds.

More Meter for Your Money

For starters you can get 2000 hours of continuous use from a CIRCLE 78 ON FREE INFORMATION CARD

common 9V transistor battery. You can run in-circuit diode tests and check continuity. You even get

a one year warranty.

The 0.25% basic dc volt accuracy HD meters serve you with 7 functions and 27 ranges. The HD 110 also gives you 10 AMPS ac and dc. With one simple turn of the single selector switch, you can go directly to the function and range vou need. There's less chance of error.

Also available is the electrical service kit. It includes the meter of your choice, a current clamp, deluxe test leads and a heavy-duty case designed to carry both meter and accessories, conveniently.

Feature for feature you can't find a more dependable meter with prices starting at just \$169 (U.S. only).

To locate your nearest distributor, write Beckman Instruments, Inc., Instrumentation Products, 2500 Harbor Blvd., Fullerton, CA 92634 or call (714) 993-8803.

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