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What you must know before you buy YOUR OWN COMPUTER

* What to look for
* Floppy Disk Systems
* All About Printers
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If you need to drive a nut or screw, trust Xcelite.
There's a danger. And this invisible menace will affect nearly everybody reading this ad. The danger is pollution—not the ordinary kind. In fact, ten years ago, we didn't have this new kind of pollution. Let us explain.

Ten years ago, cars didn't have catalytic converters. Today, these catalytic converters "grind up" the car exhaust into particles so small they form micron soot, and micron soot is so fine, it can be easily absorbed into your lungs. Even the EPA has stated: "Because it is so fine, such soot particles stay longer and cause more damage in the respiratory tract."

Ten years ago, homes were able to "breathe" or exchange air between the outdoors and indoors four or five times a day. Today, with our well-insulated energy-conscious buildings our homes literally create and trap pollution that we breathe unwittingly.

OTHER PROBLEMS

There are other problems too. Add the daily soot, dust, smoke and other impurities in the air and you've created pollution problems even worse than they were ten years ago—so bad in fact that environmental groups are especially concerned over this new "time bomb" lurking in our environment.

But American ingenuity hasn't been sitting still. A rash of small devices containing charcoal filters with fans and selling for around $30 have literally flooded the market. The problem is that these devices only remove particles 5 microns or larger. Today's micron soot is one micron or smaller. Cigarette smoke for example is 2 to 3 microns or smaller.

70,000 UNITS SOLD

In 1978, JS&A introduced the negative ion generator in a national advertising campaign and sold over 70,000 units. It was a device that cleaned the air by electrostatically removing particles even smaller than one micron. Hospital burn centers soon began using commercial versions of the negative ion generator.

Removing sub micron particles from the air was very important, but there was also a surprising second benefit. The unit added negatively charged ions to the air.

We've all felt the effects of negative ions after a thunderstorm. When you take a deep breath, the air smells good and you feel good.

The opposite is true of positive ions which can be found in polluted environments, air conditioned office buildings and in automobiles. Many scientists believe that positive ions make you feel moody, depressed, irritable and restless. A negative ion generator cancels out the positive ions and fills the air with negative ions.

AN EXPERIMENT

When you blow smoke into an inverted glass bowl and put it over an ion generator, the smoke immediately vanishes. Or if you place the ion generator in an odor-filled room, the room soon smells fresh.

It was these experiments that really convinced the public that the JS&A ion generator was a valuable new home appliance. Soon the market was flooded with competitive ion generators. Many were not as efficient as JS&A's first model. Some emitted very few ions and one actually emitted dangerous levels of ozone. JS&A conducted independent laboratory tests and publicized the results which showed that JS&A's unit was indeed the best.

The end result is a unit which leaves just the right amount of negative ions in a large room, attracts the pollution particles and deposits them on a washable collector plate while keeping your floors and walls free of dirt. You're actually placed in a fresh air bubble while you work, sleep or relax and with no uncomfortable electrostatic charge.

I urge you to try the JS&A ion generator in your home or office for 30 days. Put one on your desk or in any smoke-filled room. Notice the refreshing difference in your work environment. Take it home and plug it in next to your bed. Chances are, you'll want to buy another one before our 30-day trial period ends.

SATISFACTION GUARANTEED

But if you are not pleased with your unit for any reason whatsoever, please return it within 30 days and we'll send you a prompt and courteous refund including your $4.00 postage and handling. JS&A is America's premiere electronics company—a substantial organization that guarantees your satisfaction.

To order, send your check for $89.95 plus $4.00 postage and handling (Illinois residents please add 6% sales tax) or credit card buyers may call our toll-free service line below.

We'll send you the JS&A ion generator complete with instructions and a 90-day limited warranty. Then plug it in and leave it run all day and night. The cost to run the unit is only a few cents per day.

The era of the ion generator as a standard household appliance is here. Order the newest and best unit available at no obligation, today.

CIRCLE 51 ON FREE INFORMATION CARD

NEW PRODUCT

Fresh Air Bubble

Surround your body or your work place with ion-controlled fresh air in America's first bipolar electrostatic home precipitator.

The unit measures only 2" x 4" x 7" and its black appearance will fit into most decor.

You can easily remove and wash or simply replace the ion filter after it collects the soot. Extra filters are only $1.00 each and should be replaced or washed once every two months.

That's the history. But like any new technology, there's sure to be improvements. The first ion generator produced negatively charged ions which attached themselves to the pollutants and then fell to the ground. You ended up with clean, fresh air but also dirty rugs and walls.

In winter, the units created electrostatic discharges which can be uncomfortable when touching a door knob or someone else.

CONTROLLING ION ENVIRONMENT

So American scientists created an ion generator using a bipolar emitter which emits a balanced amount of negative ions to create a controlled ion environment. One emitter produces negative ions and the other controls and shapes those ions to create an ion bubble.

The end result is a unit which leaves just the right amount of negative ions in a large room, attracts the pollution particles and deposits them on a washable collector plate while keeping your floors and walls free of dirt. You're actually placed in a fresh air bubble while you work, sleep or relax and with no uncomfortable electrostatic charge.

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The era of the ion generator as a standard household appliance is here. Order the newest and best unit available at no obligation, today.

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*Designed by Porsche
ON THE COVER

Flat-screen displays to make truly-portable, or "skinny" large-screen, TV's have been long awaited. Now, not one, but two, totally different means for achieving that goal have been demonstrated in working prototypes. The story of how these displays function starts on page 39.

MANY FINE RECORDINGS have been made without using noise-reduction techniques. A dynamic noise-reduction system can improve their sound. Find out how the process works starting on page 90.

Due to lack of space in this issue, Part 3 of the Programa-2 RF generator project will appear next month. We apologize for any inconvenience that may cause.
VCR SALES ZOOM

No matter what happens to videodiscs, home videocassette recorders now appear to be firmly entrenched as a major consumer electronic product. Japan's exports of VCR's now are greater than her color TV exports in dollar volume, and U.S. sales this year could reach 1,500,000, nearly double the volume of last year. Eleven Japanese VCR manufacturers produced 4,400,000 VCR's last year, and it's estimated that 8,400,000 will be made this year, perhaps 12,000,000 in 1982. In the U.S., new brand names are joining the VCR parade—including Fisher, Kenwood, Sansui, Canon and Grundig (the last with the first NTSC version of Europe's Video 2000 format).

LOOKING AT VIDEODISCS

As the dust begins to settle, it's becoming increasingly obvious that the two different videodisc systems currently on the market—LaserVision (LV) and RCA's Capacitance Electronic Disc (CED)—aren't directly competitive, and the question "Which will win?" may not be appropriate. Returns aren't yet in on the more important question of whether either or both systems will survive.

The LV optical system, with players currently being marketed by Pioneer and Magnavox, is an extremely sophisticated technological triumph which is at its best in the utilization of special interactive discs, such as the "First National Kidisc." So far, greatest successes in selling this system have been achieved by video dealers and technically proficient audio retailers. Its buyers have been largely those interested in advanced technology, plus firms and institutions seeking to harness the system's significant applications to teaching and training. Research has shown that a substantial majority of consumers who buy LV players already own videocassette recorders.

The CED system, on the other hand, hasn't exactly been a dream-come-true for video dealers, many of whom are using it to attract customers, and then selling them "up" to VCR's. Who has been successful with CED? Well, chains such as J. C. Penney, for example. And the successes have come largely in areas without cable TV, or without access to a multiplicity of TV channels—and to people who don't own VCR's.

TV STEP-UPS

Did you ever wonder what the various "step-up" features really add to the cost of a television set? Well, apparently so did the International Trade Commission, which surveyed a cross-section of dealers. In color, it found that a single-knob 12-20-channel electronic tuner increased the wholesale price (the price the dealer pays to the manufacturer) $15-$20 over that of a mechanically tuned set. Pushbutton tuning (12-20 channels) was a $20-$33 step-up, and a single-knob 82-channel tuner cost $25-$40 more than a mechanical tuner. Random-access keypad tuning added $40-$60. Remote control with 12-20-channel scan (sequential) tuning commanded a $50-$65 premium, 82-channel scanning cost $60-$70 and keypad tuning brought in an additional $80-$100. Automatic color circuitry increased the wholesale price $5-$20; the combination of automatic color and a room-light sensor cost $15-$20, and VIR added $10-$20. In both color and monochrome, woodgrain finish cost $5-$10 more than a plain cabinet, and an AC-DC monochrome set cost $2-$6 more than AC-only.
We gave solderless breadboarding a new name.

Proto-Board® breadboards, by Global Specialties. The leading name in solderless breadboarding. You find them wherever electronics is important. From labs to production lines to classrooms to home workshop benches. Their name, synonymous with solderless breadboarding. And for good reason.

Proto-Board breadboards introduced engineers, technicians and hobbyists to a new way of designing and building electronic circuits as fast as they can think. Testing, modifying and expanding as quickly as new thoughts occur. Saving precious time and money by freeing creativity from manual labor.

Global Proto-Board products are arrays of solderless sockets and bus strips that emulate PC board layouts while permitting instant insertion and removal of components from the largest DIP to the smallest discretes. With a rugged construction built to provide positive connections and withstand day-in, day-out professional use—even as test fixtures. And mounted on sturdy metal backplanes, for extended high-frequency use and extra durability.

Their value and versatility are why so many professionals and hobbyists are "Proto-Board"-ing. And why you should be, too.

Available with precision, fixed and variable regulated power supplies, or in unpowered versions. Proto-Board breadboards come in a variety of sizes and configurations, to meet virtually any circuit design challenge.
Fire alarm for the deaf uses vibrator pager unit

Winthrop College, of Rock Hill, SC has won a $5,000 award for innovative cost reduction with a design for a fire alarm for the deaf or the hard-of-hearing. The prize was won in a field of 150 entrants in a competition open to the nation's 3,100 institutions of higher education.

The fire-alarm system for the hard-of-hearing that is most commonly used by institutions uses flashing signal lights. The Winthrop system uses individual paging devices, which hard-of-hearing students, faculty members and staff members wear when they are on the college grounds. Radio-operated like the beeping pagers worn by doctors and other professionals, they vibrate for 30 seconds when any fire alarm on the campus sounds.

No new technology was required for the vibrator-alarm, says Winthrop's construction engineer Steve Warren. "We didn't invent anything—all the components were standard communications equipment."

Winthrop would have spent at least $147,000 for a flashing-light system. More than 1,500 lights would have been needed to cover the college's 31 buildings satisfactorily. The cost of the vibrator-pager system will be about $7,000.

The $5,000 was a third-place award in the Cost-Reduction Incentive Awards Program competition sponsored by the National Association of College and University Business Officers and the U.S. Steel Foundation. The first prize was given for a new technique for repairing shower stalls in residence halls, and the second for a chemical waste exchange and filtration system.

Florida tightens up on police-radar methods

Removing automatic locking devices on police-radar units is the most important recommendation of a five-man commission set up by the Florida legislature in 1980, to develop standards for police radar.

Locking units allow a police officer to set his radar at a critical speed while he concentrates on other duties. When a vehicle exceeding that speed approaches, an alarm sounds. The officer must then determine which of the oncoming vehicles has reflected the signal. Removing the automatic lock compels the officer to identify a suspected speeder visually, rather than guessing at which car triggered the signal.

The Florida radar commission further recommends reducing the radar-beam width to 12 degrees. Since identifying the target is possibly the trickiest problem in police-radar use, reducing the area from which the radar can pick up signals reduces the number of cars that can reflect a signal to it, and thus the probability of error.

Electromagnetic interference from a number of radio or electrical devices has been found to cause erroneous radar readings. To reduce interference, Florida will convert all its radar to the higher-frequency K-band.

At the time of writing, the new standards required approval from the Florida Department of Highway Safety and from Governor Bob Graham, which was expected without delay. Once in action, Florida's new standards will not only surpass those now in process at the federal level, but will probably set the groundwork for police-radar regulations enacted by other states in the near future.

Videodisc-based memories for future computers

Describing use in mini and super-mini computer systems as the "best defined" non-consumer application for videodisc, a British research organization predicts that some 3,000 videodisc units will be tied into minicomputer systems in Europe by 1983, by the end of the '80s, videodisc memories will be found in more than 10% of all minicomputer installations.

These predictions appear in a 242-page analysis by Frost & Sullivan, a London-based market research firm. Ultimately, F & S believes, an erasable/writable disc will become available with units having various performance capabilities for both record and playback. Those may include multiplex disc packs and juke-box type units with extended play capabilities.

Optical memory is not expected to undermine the magnetic disc market, according to F & S, but rather will "partially replace" magnetic tape. "As much as 40% of the information stored on magnetic tape need never be erased, and could equally as well be stored on optical disc. Moreover, the disc has a ten-to-one advantage in storage density," the report notes.

Model contract clause would limit cable TV

The National Alliance of Television and Electronic Service Associates (NATESA) warns in a recent release that the coming of the satellite/earth station concept is broadcasting will make great changes in home TV. It could eliminate network broadcasting as we now know it, and could have powerful effects on the production, distribution, and retailing, as well as the servicing of receivers.

Assumptions that cable satellite-earth-station systems will confine themselves to providing cable terminations and programs and not go into sales and servicing, are time bombs in franchises, says NATESA. It reprints what it calls a "model cable-TV franchise clause," that is used in a contract in Pinellas County, FL:

"The Company, any and all of its officers, agents and employees are specifically prohibited, directly or indirectly, from engaging in the sale, repair, service or leasing of television receivers, or television or radio parts, except such parts and accessories required for cable connection, such as converters and connection plugs and accessories, individually or with any person, anywhere in.

whether for a fee or charge or not and whether in the performance of duties of Company or otherwise, including fee, commission, or benefit from any other person, firm or corporation, any and all of its officers, agents, and employees shall not indicate and shall not recommend in any manner a specific brand of receiver or sales and/or service company, other than the transformer supplied by Company."
Introducing incredible tuning accuracy at an incredibly affordable price: The Command Series RF-3100 31-band AM/FM/SW receiver. No other shortwave receiver brings in PLL quartz synthesized tuning and all-band digital readout for as low a price. The tuner tracks and "locks" onto your signal, and the 5-digit display shows exactly what frequency you're on.

There are other ways the RF-3100 commands the airways: It can travel the full length of the shortwave band (that's 1.6 to 30 MHz). It eliminates interference when stations overlap by narrowing the broadcast band. It improves reception in strong signal areas with RF Gain Control. And the RF-3100 catches Morse communications accurately with BFO Pitch Control.

Want to bring in your favorite programs without lifting a finger? Then consider the Panasonic RF-6300 8-band AM/FM/SW receiver (1.6 to 30 MHz) has microcomputerized preset pushbutton tuning, for programming 12 different broadcasts, or the same broadcast 12 days in a row. Automatically. It even has a quartz alarm clock that turns the radio on and off to play your favorite broadcasts.

The Command Series RF-3100 and RF-6300. Two more ways to roam the globe at the speed of sound. Only from Panasonic.

*Shortwave reception will vary with antenna, weather conditions, operator's geographic location and other factors. An outside antenna may be required for maximum shortwave reception.

Based on a comparison of suggested retail prices.

This Panasonic Command Series shortwave receiver brings the state of the art closer to the state of your pocketbook.

With PLL Quartz Synthesized Tuning and Digital Frequency Readout.
American Philips, jointly announced that they expected the CD sound-reproduction system would reach the market in the fall of 1982.

Last April, after studying the three leading systems, the Digital Audio Disc Standardization Conference recommended the CD format as the standard for audio disc recording and reproduction.

In the Philips-Sony system, the sound from the microphone is sampled thousands of times a second, and the samples converted into binary 16-bit words by pulse-code modulation (PCM). Each word expresses the exact volume level of the sound at the instant of sampling. Those signals are recorded on the disc in the form of pits and flat places, representing binary "zeros" and "ones". They are read in the player by a laser beam several times thinner than a human hair, at the rate of 4.3 million bits per second. A converter in the player itself changes the signals into analog form, for input into any conventional hi-fi system.

The disc is only 12 centimeters (4.7 in.) in diameter. It is made of metallized plastic, with a transparent plastic coating over the recording. This protects it from dust, scratches, accidents, and rough handling. The disc rotates counter-clockwise, and plays from the inside out. It maintains a constant velocity over its 2½ miles of track, varying from 500 rpm at the inside to 200 rpm at the outside of the disc. Tracking, rotation speeds, and decoding are all governed by information on the disc itself. That reduces wow and flutter to a point where they cannot be measured.

Right and left sound channels are encoded as separate information that cannot be mixed on the disc. Thus channel separation is 90 dB, as compared to a top of 35 dB for very good conventional equipment. The signal-to-noise ratio is also about 90 dB, considerably greater than in conventional audio equipment. The 90-dB dynamic range compares with 55 dB on the best long-playing records. Frequency response is flat from 20 to 20,000 Hz.

Each one-hour recording is made up of six billion bits. About 25% of them are used for audio; the rest contain control, error-checking, and other information. The storage capacity of a disc is over eight billion bits. That offers interesting possibilities to hi-fi designers. Already plans are under way to indicate number, length, titles, and even texts of songs with luminescent displays or TV monitors.

Inventor-scientist Busignies dies unexpectedly in France

Henri Busignies, chief scientist emeritus of the International Telephone and Telegraph Co. (ITT) died June 19 of a heart attack, in Antibes on the French Riviera. He was 76 years old, and had been connected with ITT since 1928, when he joined the ITT laboratory in Paris. During World War II he came to the United States, with plans of a partly developed invention that did much to end the German submarine menace.

Busignies first became interested in radio at age 14. In 1919, he obtained a degree in electrical engineering in 1926. During his senior year he obtained a patent for a radiocompass, and spent much of his later life in work on electronic navigation systems.

His high-frequency direction finder (HFDF, or "Huff-Duff") was one of the important inventions of World War II. German submarines were sweeping the seas of Allied shipping. To avoid detection, they recorded necessary communications with their base, surfaced momentarily and transmitted the compressed recordings in the form of high-speed "squirts," in which a whole message would be sent in less than a second. Existing direction finders could not detect such short transmissions. Busignies' "Huff-Duff" located the transmissions within microseconds after they started, and the Allies practically wiped out the German submarine fleet.

Work on the "Huff-Duff" was in progress when the Germans occupied Paris, and Busignies, with his plans and design data, was smuggled out of the country and to the United States, where he lived ever since. He became the leader in electronic navigation development, and was involved in such systems as VOR-DME (VHF Omnidirectional Range-Distance Measuring Equipment), TACAN (Tactical Air Navigation) and VORTAC, a system using co-located VOR and TACAN. These systems were described in Radio-Electronics (February, 1951 and November, 1956) with the help of material supplied by ITT.

Dr. Busignies was the recipient of numerous international honors, including honorary degrees from the Newark College of Engineering and the Polytechnic Institute of New York; the Pioneer Award of the Aeronautical and Navigational group of the IEEE; the IEEE's David Sarnoff Award; and the Medal of the Industrial Research Institute. He was a Fellow of the IEEE and the Radio Club of America, and in 1971 received the Radio Club's highest honor, the Armstrong Medal.

New rear-projection TV works in bright light

A 50-inch Sylvania rear projection television system with improved image contrast in bright light has been introduced by North American Philips Consumer Electronics Corp. It uses the industry's first optical projection screen based on the black matrix technology that is found in Sylvania Supersets.

The self-contained rear-screen projection system has three color-projection tubes, using new rare-earth phosphors. The black-matrix striping in the screen rejects ambient light, providing a high-contrast picture at high light levels. A 90-degree viewing range—double that of conventional projection models—permits viewing from either side.

The system also features a comb filter, infrared remote control, and a filter-station scan, which permits the viewer to scan quickly through the 20 channels programmed into the set. A microcomputer tuning system fine-tunes each channel and the receiver is cable-ready.
Synthesized Hand-Held Scanner!

Chances are the police, fire and weather emergencies you’ll read about in tomorrow’s paper are coming through on a scanner right now. All scanners sold by Communications Electronics bring the real live excitement of action news into your home car. With your scanner, you can monitor the exciting two-way radio conversations of police and fire departments, intelligence agencies, mobile telephones, energy/oil exploration, aircraft, emergency you’ll monitor the exciting two-way radio conversations of police and fire departments, intelligence agencies, mobile telephones, energy/oil exploration, aircraft, emergencies you’ll need a scanner for yourself, phones, and have a scanner equipped in your car. You'll be able to punch. No knobs are needed to change channels. The scanner, which is driven by a finger-tip switch, located on the front panel, allows monitoring of 20 channels at a time.

NEW! Bearcat® 350

The Ultimate Synthesized Scanner!

Allow 30-120 days for delivery after receipt of order due to the high demand for this product.

List price $549.95 CE price $349.00

-6 Band, 50 Channel Service Search - No crystal scanner - AM Aircraft and Public Service bands - Priority Channel - AC/DC Bands: 32-50, 118-136 MHz. The Bearcat 350 is the most advanced automatic scanning radio that has ever been offered to the public. The Bearcat 350 operates on a bright green fluorescent digital display, so it’s ideal for mobile applications. The Bearcat 300 now has these added features: Service Search, Display Intensity Control, Hold Search and Resume Search keys. Separate Hold keys permit lock-in or lock-out of any band for more efficient service scanning.

Bearn cat® 250

List price $429.95 CE price $279.00

-6 Band, 50 Channel - Crystalless - Searches AM Aircraft and Public Service bands - AC/DC Priority Channel - Delay - Feature Frequency range 32-50, 144-174, 420-512 MHz. The Bearcat 250 has a full 16 channels with frequency coverage that includes all public service bands (Low, High, UHF and VHF). Designed for Dual Scan Speeds, Lockout, Scan Delay and more.

NEW! Bearcat® 20/20

Allow 30-60 days for delivery after receipt of order due to the high demand for this product.

List price $449.95 CE price $289.00

-6 Band, 40 Channel - Crystalless - Searches AM Aircraft and Public Service bands - AC/DC Priority Channel - Delay - Feature Frequency range 32-50, 144-174, 420-512 MHz. The Bearcat 20/20 automatic scanning radio replaces the Bearcat 220 and monitors 40 frequencies. Dual Scan Speeds are from 7 to 10, depending on the position of the switch, located on the front panel, allows monitoring of 20 channels at a time.

Bearn cat® 2010X

List price $399.95 CE price $229.00

-6 Band, 10 Channel - Liquidless - AC/DC Bands: 32-50, 144-174, 420-512 MHz. The Bearcat 2010 is a second-generation scanner that replaces the popular Bearcat 210 and 211. It has almost twice the scanning capacity of the Bearcat 200. The Bearcat 2010 is a high speed and a bright green fluorescent display. Automatic search features such as Dual Scan Speeds, Lockout, Scan Delay, and automatic scan delay, single antenna, patented track tuning and more.

NEW! Bearcat® 100

The first no-crystal programmable handheld scanner.

Allow 60-180 days for delivery after receipt of order due to the high demand for this product.

List price $449.95 CE price $299.00

-5 Band, 16 Channel - Crystalless - AC/DC Bands: 32-50, 144-174, 420-512 MHz. The Bearcat 100 is a full 16 channels with frequency coverage that includes all public service bands (Low, High, UHF and VHF). Designed for Dual Scan Speeds, Lockout, Scan Delay and more. The Bearcat 100 produces audio power output of 300 milliwatts. It is extremely sensitive, better than 50 dB down and sensitivity of 0.6 microvolts on VHF and 1 microvolt on UHF. Power consumption is kept extremely low through use of dual display and exclusive low power integrated circuits.

NEW! Bearcat® 5

List price $134.95 CE price $94.00

-4 Band, 8 Crystal Channels - Lockout - AC/DC Bands: 32-50, 144-174, 420-512 MHz. The Bearcat 5 is a value-packed crystal scanner built for the scanning professional — at a price the first-time buyer can afford. Individual lockout switches. Order one crystal certificate for each channel.

BEARCAT® Four-Six ThinScan

List price $110.00

Frequency range 33-47, 152-164, 450-508 MHz. The incredible, Bearcat Four-Six Thin Scan® is like having an information center in your palm. This four band, 6 channel crystal controlled scanner has patented built-in 6 Band, 40 Channel - Crystalless - Searches AM Aircraft and Public Service bands - AC/DC Priority Channel - Delay - Feature Frequency range 32-50, 144-174, 420-512 MHz. The Bearcat 20/20 automatic scanning radio replaces the Bearcat 220 and monitors 40 frequencies. Dual Scan Speeds are from 7 to 10, depending on the position of the switch, located on the front panel, allows monitoring of 20 channels at a time. The scanner, which is driven by a finger-tip switch, located on the front panel, allows monitoring of 20 channels at a time.

TEST ANY SCANNER

Try any scanners from Communications Electronics for 31 days before you decide to keep it. If for any reason you are not satisfied, return it with your original condition with all parts in 31 days, for a prompt refund (less shipping/handling charges and rebate credits).

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80MHz Counter with Period Function

**HICKOK**

MODEL 1820
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- Period average, auto and manual positions
- One PPM resolution
- Totals to 999999 plus overflow
- Elapsed time measurements from .01 to 9999.99 seconds plus overflow
- One-megohm input resistance
- Bright .43” high LED readouts

**TRIPLETT**

New Low Distortion Function Generator

**FLUKE**

MODEL 3010
- Generates sine, square and triangle waveforms
- Variable amplitude and fixed TTL square-wave outputs
- 0.1 Hz to 1 MHz in six ranges
- Push button range and function selection
- Typical sine wave distortion under .5% from .01Hz to 100kHz
- Variable DC offset for engineering applications
- VCO external input for frequency tests

**VIZ**

New Sweep/Function Generator

**HASLER**

MODEL 3020
- Four instruments in one package—sweep generator, function generator, pulse generator, tone-burst generator
- Covers 0.02Hz-2MHz
- Linearity and log sweeps
- Tone burst output is front-panel or externally programmable
- Three-step attenuator plus vernier control

**WESTON**

V-151B 15 MHz Single Trace
V-152B 15 MHz Dual Trace
V-202 20 MHz Dual Trace
V-301 30 MHz Single Trace
V-302B 30 MHz Dual Trace
V-352 35 MHz Dual Trace
V-550B 50 MHz Dual Trace
V-1550 100 MHz Dual Trace, Dual Time Base

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MS-230 Dual Trace 30 MHz

MS-15 Single Trace 15MHz

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KEITHLEY MODEL 130 DIGITAL MULTIMETER

<table>
<thead>
<tr>
<th>DC VOLTAGE</th>
<th>RANGE</th>
<th>ACCURACY</th>
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<tbody>
<tr>
<td>200mV, 2V, 20V, 200V, 1000V</td>
<td>.5%</td>
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<tr>
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<td>2mA, 20mA, 200mA, 2000mA, 10A</td>
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<td>2mA, 20mA, 200mA, 2000mA, 10A</td>
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<tr>
<th>RESISTANCE</th>
<th>VALUE</th>
<th>ACCURACY</th>
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<tbody>
<tr>
<td>200Q, 2kQ, 20kQ, 200kQ, 20MΩ</td>
<td>.5%</td>
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$125.

DIGITAL MULTIMETERS

- Six functions
  - dc voltage
  - ac voltage
  - dc current
  - ac current
  - resistance
  - diode test
  - 3½-digit resolution
  - 0.25% basic dc accuracy
  - LCD display
  - Overload protection

Model 8022B: The Troubleshooter
$139

Model 8020B: The Analyst
$189

Model 8024A: The Investigator
$239

- Seven functions
  - dc voltage
  - ac voltage
  - dc current
  - ac current
  - resistance
  - diode test
  - conductance (1/R)
  - 3½-digit resolution
  - 0.1% basic dc accuracy
  - LCD display
  - Overload protection
  - Two year parts and labor warranty

- Nine functions
  - dc voltage
  - ac voltage
  - dc current
  - ac current
  - resistance
  - diode test
  - conductance (1/R)
  - Logic level and continuity detect
  - Temperature (K-type thermocouple)
  - Peak hold on voltage and current functions
  - Selectable audible indicator for continuity or level detection
  - 3½-digit resolution
  - 0.1% basic dc accuracy
  - LCD display
  - Overload protection

KEITHLEY MODEL 130 DIGITAL MULTIMETER

DC VOLTAGE | RANGE       | ACCURACY |
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RESISTANCE | VALUE       | ACCURACY |
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Teletext experiments are now in progress on TV stations in Chicago, Los Angeles, Washington, and San Francisco—and several more trials are due to get underway in the months ahead. The current market trials use each of the three major teletext technologies. And each of the tests is described as an experiment to find out what TV watchers will want to see in the way of electronic information transmitted into their homes via the vertical interval of a TV picture (left and center, above).

In Chicago, the "KeyFax" test is being transmitted on WFLD-TV Channel 32 using Britain's Teletext technology, adapted by Zenith. Field Electronic Publishing, a subsidiary of the company which publishes the Chicago Times newspaper and owns WFLD, is running the test on lines 13-16 of the VBI, transmitting a magazine of about 100 pages of news, sports, and business information plus an inventive collection of puzzles and games. In Washington DC, WETA-TV Channel 26, a public-television station, is transmitting about 50 pages of news, community bulletin board, and public service information. The station is using Canadian Telidon technology, encoding data within lines 15-18 of the vertical interval. The Los Angeles test got under way last Spring aboard KNX-TV Channel 2 (CBS-owned station) and public TV station KCET-TV Channel 28. This fall, KNBC Channel 4 is joining the test; all of the LA stations are using French Antiope technology. In addition, KPIX-TV Channel 5 in San Francisco is using Antiope for a test which is piggy-backed to the Los Angeles tests, including California news plus closed captioned programming, which is also visible at homes with the necessary decoder.

Enthusiasm about teletext and its cousin technology, videotex, got a boost recently when AT&T endorsed a Presentation Level Protocol which is akin to Telidon. AT&T hasn't yet spelled out specific plans for information-retrieval services—although it has conducted discussions with CBS and other companies for technological compatibility in developing such services. Meanwhile, the FCC is opening up a policy-making procedure to set up rules for teletext. Public comments on the FCC proposal will be accepted throughout the next few months.

Nearly two dozen satellite receivers were on display at the summer Consumer Electronics show (top right)—another indicator of the avid appetite for picking up video from space. Prices remain about the same—which means it's still possible to buy reception equipment for under $3,000—but you're more likely to pay in the $5,000 to $9,000 range for a complete, installed package.

Superstation WTBS Atlanta Channel 17 is now starting all programs at five minutes past the hour and half-hour. WTBS owner Ted Turner says the variation is an aid to viewers who don't want to get wrapped up in shows starting at traditional times on the hour or 30-minute mark.

Oak Industries, which is one of the largest over-the-air pay-TV companies (operating in Los Angeles, Miami, Chicago, Detroit, and other cities), plans to go into the direct broadcast satellite business—possibly launching its own satellite eventually. Its first step, however, would be to program pay-TV services on another DBS system.
Seeking signal sources? Simply say "B&K-PRECISION"

3 new function generators make it easier than ever

The growing B&K-PRECISION line of instruments now includes four high-performance sweep/function generators, as well as our popular 5 MHz pulse generator and 1 MHz function generator.

The three new additions are the 3030 5 MHz high accuracy sweep/function generator, the 3025 5 MHz sweep/function generator and the value-packed 3015 200 kHz sweep/function generator. The 3030 was specifically designed to handle a wide range of engineering applications. It generates all seven of the most commonly needed waveforms. Wide-range variable symmetry control allows further capability to create virtually any wave shape. For ultra-high accuracy sweep limit control, the 3030 uses Kelvin-Varley dividers. Linear or log sweeps are selectable from 10 milliseconds to 100 seconds.

With a frequency coverage of 0.005 Hz to 5 MHz, the new 3025 is more than able to handle most lab and field function generator applications. In addition to sine, square and triangle waveforms, the 3025 offers a haversine function for more specialized needs. Linear sweeps to 1,000:1 and log sweeps to 10,000:1 are front-panel selectable, with independently settable start/stop limits.

The new 3015 is a very compact sweep/function generator intended for audio and ultra-sonic applications. Unique in its price class, the instrument covers 2 Hz to 200 kHz, with selectable linear and log sweeps. Both variable and fixed TTL level outputs are featured.

If you're "seeking signal sources," the place to stop is your local B&K-PRECISION distributor. To receive a free brochure on the full line of B&K-PRECISION generators, or for the name of your local distributor, call toll-free (800) 621-4627 (in Illinois, 312-889-8870).
The Computer Revolution

A little more than 12 years has passed since that fateful day in August '69. At the time no one knew how drastically that day would effect the course of modern technology. For it was on that day that the Intel Corporation was commissioned by the Busicom Corporation of Japan to design a set of calculator IC's.

On the surface it was no different a contract than any of the other million or so business ventures that were concluded on that day. But this one was different—technologically different. Busicom did not want just another standard set of calculator IC's, they wanted a set that would be versatile—that would support a whole family of calculators. The idea was to produce a single set of IC's and then customize the behavior of the IC's using ROM's to produce the particular kind of calculator desired.

Two years later, in June 1971, as a direct result of the contract with Busicom, Intel introduced the 4004 microprocessor. The 4-bit 4004 was the first microprocessor. By early 1972, Intel was shipping samples of the 8-bit 8008. The rest is history. In July 1974, Radio-Electronics published the first computer-construction article to use a microprocessor. It was a 8008-based computer called the Mark-8, designed and built by Jon Titus. The era of the hobby computer had begun!

Shortly afterwards, a small company called MITS introduced the 8080-based Altair computer—the first computer to be offered in kit form.

Before the Mark-8 and the Altair, there was IBM, DEC, and Honeywell. Today there are names such as TRS-80, Apple, PET, Heath, Ohio Scientific, Sinclair, Microace, Netronics, and a host of others. During the interim, we have seen the birth and death of many computers, such as the SOL. But today, there is one undeniable fact: Never before in the history of mankind has a more technologically advanced piece of equipment been placed into the hands of so many people. The computer revolution is here.

We cannot predict what the future will bring; we can only guess at it. Xerox has already announced its home computer and the industry insists that IBM's announcement will be close behind, perhaps before you get to read this. Whatever their plans, you can be sure that they, and other electronics giants, will become part of the technological tidal wave that is destined to change our life.

In keeping with the needs of our readers, we have published in this issue the fourth edition of Your Own Computer—A Buyer's Guide to Personal Computers. Whether you are seriously considering the purchase of a home computer or are just interested in learning what it's all about, you will find this special section must reading. Whatever the next twelve years will bring, it will be even more revolutionary then the past twelve. And that's definitely an understatement!
DC power to test logic or mobile equipment. Another VIZ Value

HERE'S REAL PRECISION
Select the precise voltage you want: 5V or 13V, adjustable ± 1½V at each range. Output is laboratory quality. Ripple less than 10mV, peak to peak. Regulation better than 0.1%

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reflects the latest, state-of-the-art technology...includes up-to-the-minute equipment, experiments, and training techniques. And you learn it all at your convenience, in your own home in your spare time. NRI brings your training to you. No need for night school, classroom pressures, travel expenses, or strict schedules. You’re a class of one, learning at your own pace by methods proven with 67 years of experience and over a million and a half other students.

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If you wish, you may choose to take your training with the Bearcat 210 scanner receiver. Also microprocessor based, it operates over five bands to give you automatic operation from 32 to 512 MHz.

New Action Audio “Talks” You Through Training

In addition to lessons, experiments, and reference manuals for this high-tech equipment, exclusive NRI Action Audio cassettes reinforce your training. Your NRI instructor leads you step by step through each circuit, explaining.

NEW! hand-held, microprocessor-based 2-meter scanning transceiver

The remarkable world of communications is expanding in quantum leaps! Almost before you can absorb the last one, there's a new advance in technology, a new use for a new miracle of science. And NRI trains you to keep the pace.

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NEW! fully portable, six-function, 26-scale LCD digital multimeter
its function and interaction with others to make concepts crystal-clear.

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Your NRI Communications Electronics course also includes professional test instruments. Use them in the many experiments and demonstrations you perform, then keep them to use in your professional work. You get the Beckman Tech 300 hand-held LCD digital multimeter with six ranges and 26 scales to cover almost every IM-2400 measuring need you'll encounter. You also get the Heathkit UHF frequency counter, indispensable for both bench and field measurements of transmitter output frequency. Both instruments come with NRI Action Audio training backup.

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Satellite communications is just one of the many fields covered by this complete communications program. You also learn how to install, service, and repair mobile radios; CBs; microwave antenna systems; aircraft and marine radio and navigational electronics; AM, FM and TV broadcast equipment; radar; just about any electronic communications equipment you'll ever run across. You're trained for the good-paying jobs in the secure, high-demand field of today's electronics professionals.

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OCTOBER 1981
19
UNICORN-ONE

I enjoyed your articles on the Unicorn-One project, and I thought about the closing sentence: "What will be your contribution to the age of robotics?"

I'm not actually into robotics, but I've come up with an idea that might be useful to those of you who are.

Do you know anything about the metal "nitinol"—the metal with a memory? On the science updates produced by CNN (Cable News Network), they demonstrated the use of that metal and its sensitivity to the heat/cold cycle.

In its normal state, it can be bent completely out of shape, but when heated it will revert back to its original shape. I found that fascinating, because it seemed to me that the metal's characteristic would make it useful to build a robot hand.

If one could construct a subminiature device and use it for the joint connections in the robot's fingers, I think that we would then have a robotic hand that could grasp objects.

A computer would control the DC input to a thermo module via D/A conversion to either heat or cool the nitinol metal. Heating would cause it to bend in a predetermined pattern and to exert a predetermined degree of force. Rubber (or some other elastic material) would be used to provide some degree of support. One could see it for elbow joints, too.

It wouldn't take much of a temperature change to cause the metal to flex, and a computer could control the different finger movements readily by varying the DC inputs to the thermo units.

ROBERT ELMORE, Valdez, AK

RADAR DETECTORS

One can sympathize with the sentiments expressed by Dalton T. Horn in the June 1981 "Letters" section; that radar detectors should be made illegal because they are used solely to enable motorists to break the speed-limit laws. That is true, of course, but the arguments he advances to support his indignation and his conclusions are quite wrong. Let's see why.

He starts off with his weakest argument: that a radar-detector is not a communications receiver because "it merely detects the presence or absence of a carrier signal." That is a curious argument—something like saying that a radio is not a receiver at the moment that radio stations are broadcasting dead air. The law does not specify the electrical or content nature of a received broadcast; and to suggest that the information that a radar detector conveys to a speeding motorist is not a "communication" is simple foolishness.

But, of course, the real argument goes far deeper. The primary question is whether citizens have the right to disagree with a law by breaking it. The answer should be obvious. Citizens nowadays are obliged to break laws with which they disagree because that is the only way that their objections can be heard. The federal bureaucracy has effectively sealed off the citizenry of the country from the majority of law-making processes. There is no

continued on page 22

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**Problem: Solution:**

<table>
<thead>
<tr>
<th>Input Overload</th>
<th>A15AS Microphone Attenuator—prevents overload.</th>
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<tbody>
<tr>
<td>Phasing</td>
<td>A15PRS Phase Reverser for balanced lines.</td>
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<tr>
<td>Low-Frequency Noise</td>
<td>A15HP High Pass Filter—reduces low-frequency noises and proximity effect.</td>
</tr>
<tr>
<td>High-Frequency Noise</td>
<td>A15LP Low Pass Filter—reduces objectionable high-frequency noises.</td>
</tr>
<tr>
<td>Lack of Presence</td>
<td>A15PA Presence Adapter—adds intelligibility and brilliance.</td>
</tr>
<tr>
<td>Sibilance</td>
<td>A15RS Response Shaper—sibilance flattening, plus flattened response.</td>
</tr>
<tr>
<td>Line Level to Mic Input</td>
<td>A15LA Line Input Adapter—converts balanced low-impedance mic input to line level input.</td>
</tr>
<tr>
<td>Matching/ Bridging/ Isolating</td>
<td>A15BT Bridging Transformer—matches balanced or unbalanced devices of different impedances.</td>
</tr>
<tr>
<td>Troubleshooting</td>
<td>A15TG Tone Generator —700 Hz signal helps check levels, connections, mixer inputs, and cables.</td>
</tr>
<tr>
<td>Microphone Impedance Matching</td>
<td>A95 and A97 Series Line Transformers—make it possible to connect low-impedance lines to mid- and high-impedance inputs (or vice-versa).</td>
</tr>
</tbody>
</table>

**Fact:** A Genuine Shure upgrade stylus is unquestionably the biggest bargain in hi-fi

We strongly urge you to check your stylus for wear at least once a year to protect your records and maintain the highest standards of listening pleasure. Regardless of when (or where) you purchased your Shure cartridge, there is a Genuine Shure replacement stylus available which will bring your cartridge right back to its original specifications. Even better, you may actually be able to improve its performance significantly over the original with a Genuine Shure upgrade stylus...at surprisingly low cost! For example:

<table>
<thead>
<tr>
<th>IF YOU OWN:</th>
<th>UPGRADE WITH:</th>
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<tr>
<td>V15 Type III SERIES</td>
<td>VN35HE Hyperelliptical stylus</td>
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<tr>
<td>M95 SERIES</td>
<td>N95HE* Hyperelliptical stylus</td>
</tr>
<tr>
<td>M70 SERIES</td>
<td>N72B Spherical stylus</td>
</tr>
<tr>
<td>ANY M91, M92, M93</td>
<td>N91ED* stylus</td>
</tr>
<tr>
<td>ANY M71, M73, M75</td>
<td>N75HE TYPE 2* Series stylus</td>
</tr>
<tr>
<td>ANY M44 Series</td>
<td>N55E* stylus</td>
</tr>
<tr>
<td>M3D, M7D</td>
<td>N21D* stylus</td>
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*Before purchasing any replacement stylus be certain your turntable is compatible with the tracking force of the stylus you select.

Always insist on a Genuine Shure replacement stylus.

Look for the name “Shure” on the stylus grip.

Genuine Shure upgrade styli by

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Manufacturers of high-fidelity components, microphones, sound systems and related circuitry.

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voting booth in the country (nor a single candidate for office anyone can vote for), whereby any change is possible in most of the regulations that are, in effect, laws—the national 55-mph speed limit included.

Not only is the 55-mph speed limit "law" one your opinion was never asked about; its proponents lie to you about why they feel it is necessary. "To save lives," they claim—as if the government has some constitutional mandate to save you from yourself. In fact, the 55-mph speed limit does little to save lives on the super highways, which are the only roads where it is possible to save lives. The 55-mph speed limit is one which the federal bureaucracy's meddling with the natural dynamics of supply and demand created in the first place.

Exceeding the speed limit when it is safe to do so is no more dishonorable than avoiding the payment of a tax on tea imposed by an overseas bureaucracy. We Bostonians had as much to say about the imposition of that obnoxious "law" back in the 18th century as we have today with the 55-mph speed limit.

Now, as then, it's time we did something about it in the only way that is available to us.

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6. Each mailing also describes a number of alternate or additional selections, also available to you at the special discount price for members.

ABOUT THE AUTHOR
Robert C. Genn is the Director of Engineering at Columbia College in Los Angeles, and President of the Genn Technical Institute. He has been involved in the electronics field for more than 20 years as a Field Engineer, Director of Engineering and Electronics technician and instructor. Mr. Genn is certified by the California Institute of Technology to teach technicians to troubleshoot, service and repair microwave systems.

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LETTERS
continued from page 22

dollars in some cases, with not too many takers.) For the electronics buff, two hundred dollars or so can be chalked up to experience and learning; for others, the money can buy quite a bit of pay TV.

Building those decoders is time-consuming, and it's hard sometimes to get the parts. I'd say that it's time to move on to other things. But I doubt that the number of private decoders actually operating are making even a small dent in the pay-TV business. You might say that in the beginning, the private decoders aroused a lot of interest in pay-TV and as a result, more people found themselves subscribing to pay-TV than building decoders. And the parts houses did a lot of business in items like UHF tuners.

Unfortunately, a lot of us found out that not all UHF tuners were created equal, and that a lot of them worked poorly—if at all. But in the end, we knew a lot more about electronics than we did when we started. Personally, I laid out considerably more than two hundred dollars, but the money was spent for related experimentation and test equipment. Often new elements were discovered, or old problems with equipment reaffirmed—which, by necessity, forced improvements.

I think that the cable and pay-TV people have a lot more to worry about with their own industry than with some little guy building a decoder.

M. FOX
Manhattan Beach, CA

UHF RECEPTION

I was very much impressed with your article, "How to Improve UHF Reception," in the July 1981 Radio-Electronics. Although it does contain some misleading information, it is still, for the most part, the best article on the subject that I've seen so far.

The biggest fallacy is the listing of performance characteristics using average gain, minimum gain, and average F/B and F/S ratios. Of the 22 UHF-on antennas listed, several are made to receive channels 14—69 only, while others are made to receive channels 14—83. For those made to receive channels 14—89, a sharp dropoff of gain is experienced at channel 69. Therefore, the gain on channels 70—89 will be low or, at least in some cases, even negative, thus lowering the average minimumgain figures. That makes those figures very misleading.

I wish that someone would do a similar test on the top VHF—UHF antennas, to compare Winegard CH-8200, Channel Master 1120A, Blonder Tongue 0719, Finco F-89-C, and Jerrold VH-937S on both VHF-lo and VHF-hi and UHF-14—69, listing such specifications as gain, F/B ratio, F/S ratio, and beam width.

It's amazing how different the study—performance figures are from those furnished by the manufacturers.

GARY J. ARNOLD
Elk Grove, CA
RCA SelectaVision VideoDisc
technical service information

Technical Manual
Mechanical and electronic functions of the Capacitance Electronic Disc (CED) system are discussed in detail. Numerous photographs and drawings in color are used to clarify circuit descriptions and operation theory.

Technical Service Data
Complete schematics, circuit board illustrations, chassis layout diagrams, service adjustment procedures and replacement parts lists for the RCA Model SFT100 VideoDisc Player are included in a durable three ring looseleaf binder.

Workshop Training Manual
Various Player trouble symptoms are described and step-by-step troubleshooting procedures help the service technician determine the most probable causes. Service assistance is provided with flow charts, simplified schematics and block diagrams.

Limited Time Combination Offer
These three books from RCA represent a complete library of technical information on the Model SFT100 VideoDisc Player. An overview of the CED system, mechanical and electronic theory of operation explanations, accurate service data and service troubleshooting procedures are all included in the publications.

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The frequency desired is selected using the FREQUENCY SELECT pushbutton on the front panel. Eight frequencies from 0.1 Hz to 1 MHz are available—0.1 Hz, 1 Hz, 10 Hz, 100 Hz, 1 kHz, 10 kHz, 100 kHz, and 1 MHz. Eight corresponding LED's let you know which frequency is in use. A FREQUENCY MULTIPLIER switch lets you multiply the selected frequency by 1, 2, or 5. Also on the front panel are the POWER switch and two BNC connectors for outputting either the 10-MHz timebase or the selected frequency: the output waveform is a squarewave in either case. A trimmer that is used to adjust the timebase is easily accessible through a small hole that is located in the rear panel.

The model 4401's TTL-compatible output is buffered to drive up to 10 TTL loads and is short-circuit protected. The output squarewave has a 20-nanosecond rise and fall time into a 50-ohm load. Power requirements are 105-135 volts AC at 5-watts maximum. A 215-230-volt version is also available. The unit measures 3 x 10 x 7 inches and weighs 2 pounds.

The instruction manual completely describes how the model 4401 is used. The manual also covers the units theory of operation and includes a two-page fold-out schematic, and some sample applications.

Troubleshooting microprocessors is covered quite well by the manual. In that procedure, the unit is substituted for the microprocessor's regular clock allowing a microprocessor to be stepped through a program one step at a time.

Using the model 4401 to test audio amplifiers is covered, including test set-ups. Diagnostic charts that tell you what defects are indicated by various waveforms are also included.

Another application described by the manual is testing transmission lines. The terminations of those lines as well as their lengths can be checked using the frequency standard. How to determine the distance from a cable-end to a defect is also described.

If you are in the market for a frequency standard, the model 4401 deserves your consideration. We think you'll find that the unit performs as promised for all applications. In addition it is easy to operate and looks attractive on the test bench. The model 4401 has a suggested retail price of $288.00.

**Grove Enterprises Scanner Beam Antenna**

**WITH THE GROWTH IN THE SALES OF scanner radios, it is not surprising that there is considerable interest in outside antennas. While the little whips supplied with the radios are adequate for local reception, it doesn't take long for the listener to develop a taste for bigger and better things.**

**Up to now, outside antennas have been omnidirectional. Simple ground planes, vertical dipoles, dipole clusters, and discones have dominated the marketplace.**

**But now that has changed. The first high-gain directional beam antenna designed specifically for wide-range scanner reception has been introduced by Grove Enterprises, manufacturer of shortwave and VHF/UHF-listening specialty products.**

**Grove's new Scanner Beam is a log-periodic dipole array, consisting of seven cross-phased dipole elements. The main boom is just four feet long.**

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**Global Specialties**

**Model 4401 Frequency Standard**

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<td>PRICE/VALUE</td>
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**Grove Enterprises**

**Scanner Beam Antenna**

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The antenna comes fully assembled, although it is collapsed to fit into a sturdy shipping carton. Upon installation, it is expanded like a TV antenna by pulling the elements away from the boom until they lock rigidly in place. And like a log-periodic TV antenna's, its elements are swept forward at a 60-degree angle to the boom. The purpose of that is twofold: On the half-wave fundamental dipole frequency, gain is slightly increased; on the three half-wave harmonic-frequencies, the lobes of the field pattern merge to provide better directivity and gain.

The antenna is made much like consumer-grade TV antennas. Insulators are unbreakable Cycolac. The boom is painted with enamel to resist corrosion.

Although log-periodic dipole-arrays have a nominal 250-300 ohm feedline-impedance, a wideband 4:1 balun transformer (included) lets the user match the antenna to coaxial cable. While 75-ohm coax is best 50-ohm line may also be used with no noticeable difference; low-loss cable is recommended. Grove Enterprises also offers a 65-foot length of coax with connectors and weather boot; it is available from them for $14.95 plus $4.00 shipping.

**Our lab tests**

The **Scanner Beam** is designed for continuous (108-512 MHz) frequency coverage; omnidirectional low-band (30-50 MHz) reception is claimed as well.

In our tests we found that maximum gain for the **Scanner Beam** centered in the 150-170 and 400-470 MHz range. Improvement over a dipole averaged 8 dB throughout this range. The front-to-back ratio was 15 dB.

The lowest gain, still 3 dB better than a dipole, was in the 110-140 MHz aircraft band. Even in the 225-400 MHz military aircraft band the **Scanner Beam** showed 6 to 7 dB gain over a dipole. Average VSWR over the entire range was 1.92:1. Hams can use the **Scanner Beam** on the 144, 220, and 432 MHz bands, although input power is limited to about ten watts by the small balun transformer.

At low frequencies the antenna did pick up signals quite well, probably because it represents a sizeable mass of metal. In rotating the antenna while listening to a steady low-band signal, a couple of slight nulls were detected, but the scanner beam antenna was essentially omni-directional as claimed by the manufacturer.

While the specifications looked good, how did the antenna actually

---

**AS WE GO TO PRESS**

**IBM HAS FINALLY MADE ITS MOVE INTO**

the personal computer market. The **IBM Personal Computer**, is scheduled to go on sale in October, and will sell for as little as $1565.

Two versions will be available at that price—one aimed at home users and the other at small businesses. Both will come with 16K of user RAM and 40K of ROM (which will include a Microsoft BASIC with high-resolution color graphics and sound capabilities). A cassette interface will be included.

The system, which uses the 16-bit 8088 microprocessor, has three basic components—a system unit that contains the electronics, a video monitor, and a detachable 83-key keyboard. A printer is also available.

Memory can be expanded within the system unit to 256K. Optional dual 5½-inch floppy-disk drives have a total storage capacity of 320K.

The system unit contains five expansion slots for additional memory and display, printer, communications and game adaptors. The **IBM Personal Computer** will be sold through participating Computerland dealers and Sears, Roebuck and Co.'s new business machine stores. It will also be sold through IBM Product Centers and a special IBM sales unit.

The computer will support the CPM-86 and UCSD p-System disk operating systems, which will make a number of programming languages and applications programs available to the user.

Applications software already announced includes VisiCalc, the EasyWriter word processor, business packages from Peachtree Software, Inc. and an Adventure game from Microsoft.

We'll have a lot more to tell you about the **IBM Personal Computer** shortly.

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compare with competitive non-directional scanner antennas? In virtually every case, the gain advantage was quite noticeable, especially at UHF frequencies. Signals that were barely readable with a conventional scanner antenna were easily copied with the Scanner Beam. Even on the low band, the short-element scanner beam-antenna consistently outperformed a broadband discine.

Conclusions

Listeners must keep in mind that most scanners cannot handle excessively high signal-levels without image and intermodulation problems. Those phantoms manifest themselves as repeated signals throughout the scanner’s tuning range. All scanners are somewhat susceptible, although of course, some are worse than others.

Any outside antenna may aggravate those problems. However, a directional antenna like the Scanner Beam may be used to advantage in some cases if it is pointed away from the offending loud signals.

We were impressed by the quality, price, and performance of the Scanner Beam. It has a suggested retail price of $39.95 plus $4.00 shipping and is available from Grove Enterprises, Dept. S, Brassois, NC 28902. R-E

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MACROTRONICS, INC. (1125 N. GOLDEN State Blvd., Suite G Turlock, CA 95380) whose hardware and software...
products for personal computers originally served mainly the needs of the amateur radio community, now have something of interest to a much larger circle of computer users.

Their model A4P and model A8P parallel printer interfaces for the Atari 400 and 800 microcomputers fill a gap that has been quite a source of frustration to owners of those computers. Until now it has been nearly impossible for an Atari user to generate hard copy from his machine. The Macrotronics interfaces remove that obstacle.

Both interfaces are similar, differing only in the connectors supplied for the two different Atari computers, so this report will talk about them in the singular, based on our experience with the model A8P, for the Atari 800. The interface itself is a deceptively simple device—a ribbon cable with a small PC board at one end that contains the actual interface circuitry, together with the connectors that plug into the computer. At the ribbon cable’s other end is one of several—you indicate which when you place your order—connectors for various parallel ASCII printers. (The interface is also available without a printer-connector for specialized applications. The manual provides all the information necessary for making the proper connections.)

In use, the interface-end of the cable plugs into controller jacks 3 and 4 (intended for game-playing—but if you’re interested in a printout, you’re not playing games), on the front of the computer, that supply it with both the data for the printer and with its power. Those jacks differ on the two computers, hence the need for different interfaces for the model 400 and the 800.

The PC board is so small that you don’t even notice it when you’re using the keyboard. The other end of the cable goes, of course, to the printer.

Two short machine-language printer-driver programs are provided on cassette. The first is intended to be used directly with cassette-based systems. The second program is for disk-based systems, and, when the instructions in the manual are followed, is integrated into the Atari DOS (Disk Operating System) so that it will be resident in the computer’s memory whenever the disk system is used.

The cassette program is only 171 bytes long and takes about 15 seconds to load. Once loaded, either program can be completely ignored during normal operation. About the only thing that will disturb them is turning the power to the computer off—they are unaffected by any of the special function keys such as SYSTEM RESET, BREAK, ESC, etc.

The interface, and the driver-routines supplied with it, work equally well for listings of BASIC programs, for printed output from within a BASIC program (as in printing out a mailing list or other report), or for printing source listings of machine-language programs generated using Atari’s assembler/debugger software.

The commands for these are as simple as plugging in the cable: LIST “p” for BASIC listings, LPRINT to obtain output while running a BASIC program, and LIST # P: for source listings from the assembler. In addition, the manual provides a source listing showing the user how to obtain printouts from assembly-language programs.

Perhaps the most amazing thing about this interface is that it worked perfectly the first time it was connected—not all that common an occurrence in mating one piece of computer equipment with another. The suggested list price is $69.95, including most common printer connectors.

One thing that the software provided with this interface cannot do is provide you with a “hard copy” record of what is being displayed on the screen at any given time—but Macrotronics has also provided for that situation and offers a program that allows you to perform a screen dump using a Trendcom or Paper Tiger printer, for an additional $69.95. If you want the whole package at once, the price is $139.00.
Rugged DMMs from Keithley — all feature large, bright LCD display, easy-to-use rotary switches, externally accessible battery and fuse, 10A current range, diode test capability, low battery indicator, cushioned components.

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Model 135. DCA ±0.05%, ±0.5%, ±0.25%, ±0.5%

Model 135. ACV ±0.05%, ±0.25%, ±0.25%, ±0.5%

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IN ONE SMALL, SIMPLE PACKAGE. THIS practical little box takes all the headaches out of making recordings of telephone conversations. The Telephone Recording Control plugs directly into a standard modular telephone jack, where it both provides a suitable audio interface to a cassette recorder’s (or other) microphone input and provides the suitable switching that permits automatic starting and stopping of the cassette recorder (through its remote-control jack).

Everything is prepared for plug-in-and-use simplicity. In fact, an extra set of record/playback labels is included for the record/playback selector switch. The switch permits overriding the internal relay for listening to a recording without unplugging the remote-control connection; the extra set of labels keeps switch operation clear for those recorders where the connector polarity (versus the supply of the recorder) is the reverse of that used by Radio Shack machines.

In operation, the recorder may be left on with both RECORD and PLAYBACK buttons depressed. The Telephone Recording Control POWER switch on, and its MODE switch in the RECORD position. Then, assuming the Telephone Recording Control has been plugged into a live modular jack and into the microphone and remote-control connectors of the cassette recorder, it will automatically control the recording of all conversations any time the phone headset is lifted off the hook.

Note that you may want more intimate control of this feature, since the automatic recording of a call without the caller’s knowledge may be the grounds for legal action; many telephone companies have a requirement included in their tariffs for a beeper-tone alert (1500 Hz for 1/5th of a second every 15 seconds is a typical requirement) whenever a recorder is attached. Consult your local company for its advice on the subject.

The Archer Telephone Recording Control is FCC-approved for direct connection to a telephone line, and the FCC Registration Number, ringer equivalence, and USOC code information provided with the unit must be reported to your local telephone company. Normally, they simply record that information on your file, but in some cases there may be a nominal charge. If you have questions, ask before you buy.

No batteries or power supplies are required for use with this device, since the operating power it needs is derived from the telephone line voltage. In fact, the impedance and level matching of the voice signals are accomplished with signal voltages alone, and line voltages are used only for remote-control switching.
Performance

Having had experience with everything from acoustic couplers to inductive couplers, we were especially interested in the quality of off-line recording that the Telephone Recording Control could provide. It is excellent. Voice, music, interviews, and commercials have been recorded during both local and long distance tests; we found extraordinary (for over-the-phone) fidelity.

Initially, there was a problem with a small amount of hum appearing on the recorded signal. That was found to be due to direct A.C. line powering of the cassette machine: switching to a D.C. power-supply eliminated the hum problem entirely.

Attempts to play back from the cassette machine onto the phone line (by connecting the microphone plug to the recorder's earphone jack) were less successful: here, the age-old custom of putting the telephone handset near the cassette speaker is the recommended procedure.

While we have yet to try it, it's possible that a computer program or a data cassette might be successfully played back through the phone using this device. You are left to your own experiments here.

We keep the Telephone Recording Control and cassette recorder at hand near a typewriter, transcribing recorded material whenever convenient. The Telephone Recording Control has been a nerve saver and memory helper on more than one occasion, as well as a convenient time saver.

The 2 1/4 x 2 3/8 x 1 1/4 inch Telephone Recording Control is available at Radio Shack stores (catalog number 43-236) and sells for $24.95.

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After many years of promises and false hopes, flat-screen video displays, for TV and other purposes, are ready to make their debut. The technology that was developed to make them a reality is the subject of this article.

DANNY GOODMAN

THE TWO-WAY WRIST-TELEVISION THAT DICK TRACY wears everywhere has been quite a curiosity ever since it replaced his technologically feasible two-way wrist-radio years ago. We marvel at the TV's small screen-size, measuring, presumably, an inch or so square. What should amaze us, though, is not the screen size, but that the whole unit is wristwatch-thin. Even today's two-inch (diagonal) screen "pocket" TV's, like the ones offered by Panasonic or Sanyo, need several inches behind the screen to accommodate the electron gun.

With some recent breakthroughs on several video fronts, it now seems possible that products featuring thin video-displays in sizes ranging from Detective Tracy's gadget up to panels measuring six inches on a side will be on store shelves within the next two years. One may even be ready by next year.

For many years the interest in flat video-displays had been aimed at finding a replacement for the cathode-ray tube (CRT) in television sets. In recent years, however, researchers have found new applications prospects, as microprocessor-based products at every level—factory, office, car, home—have become so
"intelligent" that they need more versatile outlets for their complex data. And while the CRT is a tried-and-true medium for alphanumerics and graphics, it is often impractical in a number of applications where space and power requirements make it impossible to use the high-voltage, long-necked tube. In those cases, a flat-panel screen is essential.

Mr. T. P. Brody, president of Panelvision (Pittsburgh, PA), notes about future applications for flat video-displays, that just as the microprocessor gradually became more versatile and found uses never before dreamed of, so, too, will flat-panel displays find applications in products in a great many unexpected areas.

We have, of course, become accustomed to basic flat-panel non-video displays such as those found on LED calculators or LCD digital watches. Long rows of characters, like the 26-character alphanumerical Liquid Crystal display of Radio Shack's TRS-80 Pocket Computer (Fig. 1) are also common. More sophisticated alphanumerical displays, using less familiar technologies (which will be discussed later) are used in the orange dot-matrix displays of some supermarket check-out registers. And a new briefcase computer by Britain's Microdata Computers Ltd. offers its user a 12-line, 40 character-per line, alphanumerical flat display for better communication between computer and non-technical user.

In educational equipment, where graphics play a key role in learning reinforcement, rugged portable displays would be quite useful. Xerox Research Laboratories (Palo Alto, CA) has had a handheld electronic tutor floating around its think tank for years. Its main ingredients—as foreseen at its very inception—were high-density integrated-circuit memories containing preprogrammed coursework and a flat graphics panel. After all the years, the IC's are ready, but the video panel is lagging behind.

In the television area, flat panels of large enough size and brightness appear to be more desirable than the cumbersome projection-TV systems of today. At the other end of the size scale, portable TV is a likely target for the small size and low power-consumption of some flat-panel devices.

Some researchers have already begun to show off the feasibility of small-screen flat television-displays for the consumer marketplace. Convincing demonstrations have revealed the success of two vastly different approaches to panel-television image-creation. The first involves the application of sophisticated solid-state techniques, while the other is a novel variation on the electron-gun CRT theme.

Solid-state panels

The pace has quickened in the last two years in efforts to create a solid-state-panel video-screen, though research has been going on for at least 15 years. A solid-state panel does not use a beam scanning-system, but rather a concept known as matrix scanning. It holds great promise as a video and graphics medium not only for television receivers, but in applications where a pictorial display would be beneficial—yet where space and/or power requirements make a CRT impractical.

A matrix display, in its most basic form is an orderly mosaic, made up of closely spaced columns and rows of picture elements as shown in Fig. 3. As

FIG. 2—LCD's CAN BE USED for graphics, as in Entex's 3-D Grand Prix game, but the display are "hard wired" and cannot be changed by the user.

LCD displays for added realism, but the images are "hard-wired" so that any given display element is active for specific images and those images only. Shapes of the images are predetermined at point of manufacture.

True video and graphics representations on flat panels offer special challenges, as we will see, yet there already appears to be a need for those displays in today's electronic environment. Automobile dashboards and aircraft cockpits are areas in which detailed video displays of the vehicle's operating conditions would be useful. Portable computer-terminals could also be more valuable to their operators with high-resolution displays offering the graphics capabilities of the home or office CRT monitor.

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istics. Any point at which a column and row electrode intersect is a picture element (pixel). Figure 4 shows the elements of a matrix display.

The driving electronics of such an array must be able to send a specified voltage to any given element of the screen for each frame of the picture. In the case of television images, each element must react with a luminance proportional to the voltage applied in order to provide various shades of gray between black and white. Even when the addressing pulse is absent (as the drivers address other elements of the frame), the voltage on the element must remain constant until the next voltage pulse reaches the element. The gray shade of an element also needs to change very quickly as the image on the screen moves frame-by-frame. In other words, the element must power up quickly, maintain its charge, and then discharge before the pulse of the next picture frame.

Within the matrix-panel development arena, there are two distinct fields of research going on—each with its own challenges, and each with its own string of recent successes. The first has to do with the materials used to construct the display, the second involves the means of powering up, or addressing, the tens of thousands of elements required for an acceptable TV picture.

Panel materials

The "materials" question has been going around for some time, with each type of display system having had its popularity go through sharp peaks and deep valleys. The most popular systems are these:

Electroluminescence: As the name implies, this method uses a voltage to excite phosphor chemical-mixtures to emit visible light. The principle dates back to the 1930's, when the mixture used was in powder form. That tended to lose its luminance too soon to be considered for long-life display applications. Instead, activity has focused on what is known as thin-film electroluminescence. Here, a phosphor film—commonly zinc sulphide (ZnS) doped with manganese—is deposited on an insulating layer in a method similar to semiconductor manufacturing (see Fig. 5). The search is on for thin-film phosphor mixtures which emit light of multiple colors efficiently for full-color video.

The materials currently in use exhibit the much-desired characteristics of fast response-time and high peak-brightness. However, their high voltage-requirements (200-volts RMS) and yellowish light emission are seen as drawbacks when it comes to portable consumer-video applications.

Plasma panels: Also known as gas-discharge panels, these are based on the principle that within a vacuum chamber filled with neon or similar gases, a series of light and dark spaces of different characteristics will appear between a cathode and anode at opposite ends of the chamber. One of those light spaces, called the positive column, or display discharge-space, happens to be a highly efficient ultraviolet light source that can be used to excite phosphors to emit visible light. By way of a complex two-chamber system, and a transparent display anode on the faceplate, a phosphor-coated display chamber will emit light when power is applied (Figs. 6 and 7). By grouping three chambers side-by-side, each with a different-colored light-emitting phosphor, any color can be produced by exciting the color chambers in the proper ratios. Some outside observers have high hopes for the plasma panel becoming a replacement for the color CRT in medium sized panels, provided the brightness can be improved.
Liquid crystal displays: This is a passive medium, in that it does not emit light. It uses the same principles as the LCD digital watch or calculator displays. Ambient light normally is reflected by the rear plate of an LCD. If a voltage is applied to a specific area, the molecular structure of the material changes so that light cannot pass through it, blacking out that segment. The effect is like a louvered blind shutting out light at one window pane. Removing the voltage restores the LCD to its original structure, letting light pass freely. While the LCD is a low-voltage device, the major hurdle has been to improve its response time to better than the TV frame-rate of 33 milliseconds.

Light-emitting diodes: Currently out of favor with most researchers, the light-emitting diode matrix uses a compact arrangement of LED's fabricated directly onto a substrate, as shown in Fig. 8. All electrode rows and columns are located on the substrate, with anode connections to the tips of the LED components made with ultra-fine gold wires, in a fashion similar to that used in manufacturing integrated circuits.

Others: Several newer materials are also under investigation. Two of the more popular are passive devices: electrochromic and electrophoretic. Both represent materials that alter their light-reflecting characteristics when a voltage is applied and produce a color contrasting against a different background color (see Fig. 9). Numerous laboratory oddities have also been demonstrated, including one which conceives of microscopic magnetic spheres, one hemisphere white, the other black, encapsulated in tiny, clear cubes. The spheres would turn freely within their cubes, baring to the viewer white, black, or any proportion in between, depending on the direction and intensity of an addressing magnetic field on a picture element containing dozens of spheres.

Matrix addressing

Following a different line of research are those concerned with matrix-addressing techniques. The challenge here is twofold: In the first case there is the desire to limit the number of interconnections between the picture panel and the television electronics to the minimum. On a matrix screen with 220 row-electrodes and 240 column-electrodes, for example, there can be as many as 460 wires coming from the display matrix to be interfaced to the receiver. In terms of reliability, this means too many points that can fail. In manufacturing terms, it is a nightmare of expensive assembly.

The second part of the addressing challenge involves energizing each element. While it is relatively easy to apply a voltage to any element, it is necessary for that element to retain the charge for a period longer than it is initially driven. Some storage device, and a switch to keep that device turned on in the absence of the main voltage, are needed at each element. Such an arrangement is shown in Fig. 10.

It appears that both problems of addressing are being solved with the application of solid-state fabrication processes directly on—or rather inside—the panel screen.

Thin-film transistors (TFT’s) and supportive components are being deposited on the substrate of display panels at each element. Photomicrographs of the panels show the familiar layers of materials often used in integrated circuits. Most of the circuitry is covered by an insulating layer, separating electronics from the display material, with the exception of a tiny “through-hole” for electrical contact.

Pocket LCD television

A close examination of one matrix display demonstrated in a prototype consumer product will help explain the construction of a matrix video display. The construction details outlined in Figs. 11 and 12 are for a pocket-TV prototype by Toshiba.

The screen is made up of 220 horizontal rows and 240 vertical columns of tiny liquid-crystal squares: 52,800 pic-
Toshiba. Storage capacitor of center element mm, 

Through elements in all. All are crammed onto an area measuring 30.8 mm x 40.8 mm, producing a two-inch diagonal black and white picture. Each picture element has an active display area of 132 x 162 microns, with a center-to-center spacing (also known as “pitch”) of 140 x 170 microns.

Toshiba claims to have solved the slow-response problem of LCD materials with a proprietary formulation. The response times reported are on the order of 30 milliseconds. Actual broadcast reception in the demonstration units does not indicate any smearing of the picture when the images move.

Toshiba attacked the problem of the enormous number of interconnections between the LCD matrix and the receiver electronics by incorporating the driving electronics for the row electrodes (gate-bus) directly on the same substrate as the picture elements. Only six connections are made to the gate-bus drivers, which, in turn, drive the 220 rows of elements. In future generations of the device, the drain-bus driving circuits will also be constructed on the matrix chip.

Manufacturing yield is an important factor in making this LCD screen, because the gate-bus drivers and 52,800 picture elements’ electronics are all fabricated on a single 3-inch wafer. A hairbreadth misalignment can affect one element, or part of a row of elements, destroying an otherwise flawless mini-image. Anyone with knowledge or experience in the field of semiconductor manufacture knows that yields of 60-70% are common in today’s simple circuits, with that number decreasing rapidly as the size of each circuit increases.

As the search for larger and larger matrix-panels goes on, and the use of thin-film transistor circuitry expands, high yields will be quite important, if not crucial, to the success of those panels.

Another important feature of the sets, shown in Fig. 14, are reported to run for three to four hours using a pair of lithium cells.

All three sets have a zoom feature that doubles the size of the image at the center of the screen at the touch of a button.

Toshiba is not the only company in the LCD TV race. Hitachi, Ltd. is also demonstrating their version of a palm-sized television set with a screen measuring almost three inches diagonally. Hitachi claims to be using a different matrix-addressing technique which they call a quad-matrix. The prototype is said to have a current drain of only 1.3 watts, and can play for four hours on four “AA” cells.

It may be a couple of years before any of those, or comparable sets, reach the stores. And, their prices will be high—around $400 for the first-genera-
Pricing, when available.

production.

lems had Sinclair Research Ltd. that was reported.

went the equipment that was recently demonstrated employs the traditional raster scan technique, where a television picture is "painted" on a picture-tube phosphor, 525 lines (in the U.S.) per frame, 30 frames per second. The difference for flat video is that the electron gun is placed parallel to the screen, instead of perpendicular to it.

The idea of having the electron beam spew out from the side of the screen is an old one; the first demonstrations were made more than 25 years ago. All along, there were numerous problems which proved difficult to conquer.

The biggest challenge was to overcome the distortion of the picture as the electron-beam hit the phosphor surface. A spot would appear elliptical instead of circular. Like the effect of a spotlight hitting a stage from any angle except directly overhead, and an out-of-focus picture would result.

Difficulties also arose in making the picture fill the entire screen—including the corners and edges—with uniform clarity and brightness.

Recently, word came from Britain's Sinclair Research Ltd. that the problems had been overcome, and that a flat-picture tube for a battery-operated, portable television was ready for mass production. A prototype of the unit shown in Fig. 15, and measuring 6 x 4 x 1 inches thin was demonstrated. Pricing, when available in the U.S. in 1982, will be in the astonishingly-low $100 range.

The key to this paperback-sized TV is the flat tube (Fig. 16) which uses some unique methods to achieve the sidelong raster scan. The tube itself measures approximately 4 x 2 x 3/4 inches. Its most unusual construction feature is that the phosphor screen is located on the inside of the tube, on the rear plate. You see the image, on the inside of the phosphor, through the vacuum and through the invisible scanning electron beams, instead of on the outside of the phosphor. One major benefit from this system is that the picture can achieve greater brightness with less power consumption than traditionally-designed tubes of the same size.

As the electron beam, made to scan by a series of electrostatic deflection-plates, speeds out of the gun, it traverses a focusing field created by a transparent electrode on the front face. It is this field that corrects the angle of beam-incidence for uniformity across the phosphor field, rounding the potentially-elliptical beam spot.

Special optics are also used to bring a normal-appearing video picture to the viewer's eye. The screen height of the Sinclair tube is only one-half of what you'd expect it to be. The smaller scanning area that results reduces both power consumption and the potential for distortion involved in sending the electron beam far off the axis of the gun. Proper proportion of the picture is restored by way of a Fresnel lens incorporated into the plastic faceplate of the exterior case.

Another unusual technique used to reduce the number of wire interconnections, which would otherwise slow manufacture and lessen reliability is screen-printing all connections to the tube and deflection/focusing electrodes onto the glass front-plate of the tube.

Sinclair speculates that the concept of this pocket-sized tube can be upgraded in scale to the point where a 50-inch wall-mounted TV will be possible, with all the electronics concealed in a "shoe-box-sized unit" at its side. Color TV, using a 3-gun array, is also considered possible.

Now, though, we have to wonder: Since the small flat TV panel is just about upon us, what new gadget will Dick Tracy get for his wrist?

What's News

Exposure to microwaves

The New York State Worker's Compensation Board recently upheld a decision that the death of Samuel Yannon, telephone technician, was caused by prolonged exposure to microwaves. Mr. Yannon tuned and maintained microwave equipment that is located on the 87th floor of the Empire State Building from 1937 through 1968.

This appears to be the first case in which the dangers of microwaves have been accepted in a United States court; the decision is being appealed. One expert who testified against the Yannon claim went so far as to state: "There is no evidence of human hazards other than superficial burning at such frequencies...."

In Europe, microwaves are taken much more seriously, and hundreds of cases of microwave sickness have already been reported. The permitted level of microwave exposure in the Soviet Union, for example, is only one thousandth of that which is currently permitted in the United States under Federal guidelines.

The case is attracting a great deal of attention both among manufacturers of electronic equipment, who might be faced with large claims for damages, and environmental workers, who have been pointing out the hazards of electronic radiation for some years. "The Yannon case is the most important piece of litigation since the Borel case in 1973 exposed the dangers of asbestos," says Paul Brodeur, author of The Zapping of America, a 1971 book on the growing exposure of Americans to electromagnetic radiation.

RCA large-screen projection TV

An early entry into the projection-TV business was forecast at a meeting of RCA distributors in Dallas late last year. RCA's plans include a 50-inch diagonal screen model—which will have about four times more screen area than the 25-inch picture of RCA's largest direct-view receiver. The size of the new projection-set picture is 1,176 square inches as compared to the 315 square inches of the present 25-inch receiver.

RCA is not really a newcomer in the projection-set field. Following the introduction of the company's first mass-production set in 1946—a 10-inch model that sold for $375—it brought out a series of projection receivers. The first of those—made in 1947—had a 300-square-inch picture and sold for $1200.

CBS high-resolution TV prototype

Columbia Broadcasting System recently demonstrated a new high-resolution television system with a 1,125-line signal. Transmission was in the 12-GHz band, with a bandwidth of 30 MHz. CBS was quick to point out that the system, which was largely developed by NHK, the Japan Broadcasting Corp., is in the early experimental stage and that all details are subject to change at any time.

CBS has requested that the FCC consider the feasibility of a service based on the system when planning spectrum space in the forthcoming allocations slated for 1983.
Part 2  IN SEPTEMBER WE described an analog reverberation unit that adds realism to recorded music. Have that issue handy as we continue by showing you how to build your own.

Construction

Foil patterns for the double-sided PC board are shown in Figs. 8 and 9. Note that the component-side of the board is laid out so that, when trimmed, it will be divided into two electrically-isolated sections. Almost all of the reverberation unit's components are mounted on the PC board (refer to Fig. 10). The board is double-sided, so unless it is plated-through, care must be taken to connect the two sides using jumpers where the foil patterns on both sides of the board coincide. Generally, components (including integrated circuits) that connect to the ground plane should be inserted first and soldered to minimize static-electricity problems—especially if you are not using sockets. Do not install LED 1—you'll need it to check out the unit. Note that connections to the off-board components (front panel controls, input jacks, etc.) are made to the pads labeled "A" through "U," corresponding to similarly labeled points in the schematic.

The front-panel controls should be connected to the board before they are mounted mechanically. The AC ground (point "E") is common to the input level, output level, and reverber controls; wiring one end of each of those pots together and then wiring to point "E" on the PC board is the simplest way to make that connection. The wires from the controls to the PC board should be about 8 inches long.

Care must be taken to isolate the output jack from the chassis (AC ground). The easiest way to do that is to put an insulating layer of electrical tape or Mylar film over the chassis hole (from the inside), and cut a similar, but slightly smaller, hole through the tape or film. If that is done, the jack will not come in electrical contact with the chassis when it is installed.

*Signetics Corp. Sunnyvale, CA

Duplicate the acoustics of a large concert hall with this accessory for your stereo system. The construction details are presented here.
The jumper from "T" to "U" must be left disconnected during checkout to reduce the chance of damaging the output stage. Also, R57, which sets the bias current in the output stage, should be set to its minimum value (i.e., D8 shorted to the base of Q5). The checkout procedure is as follows:

1. Using an ohmmeter, make sure that all sections of the ground plane (on the component side of the board), except for the one that runs to the right-hand edge of the board, are connected together. (That section is VEE; the others are AC ground.)
2. Plug the unit in, and turn it on. Using a voltmeter, read the voltages between the transformer's center tap (VEE) and the cathode of D1 and the cathode of D3. In both cases the voltage should be 25-volts DC.
3. Referring to voltmeter readings to VEE, check the positive voltage on pin 8 of each op-amp (IC1, IC2, IC6, IC7, and IC9). It should be about 18 volts. The voltage at the ground plane on the left-hand side of the board should be about 10 volts.
4. With the LEVEL and OUTPUT LEVEL controls set at their minimum values, and the delay and feedback delay controls at 50% of full scale, the output (pins 1 and 7) of all op-amps should be about 10 volts.
5. Check the clock pulses at the outputs of the CMOS D flip-flops (IC11-a and IC11-b). The DC reading should be about 9 volts at those points; the AC reading should be 5-10 volts, depending on the type of meter used.
6. To adjust the bias current in the output stage, temporarily connect LED 1 from point "T" to VCC. Current flowing through Q1 and Q2 (also Q3 and Q4) will now flow through the LED. (If you wish, an ammeter can be connected between point "T" and VCC and used in place of the LED for this checkout procedure.) Adjusting R3 will cause Q1 and Q2 to conduct and LED1 to glow. Since distortion is reduced with increasing current level, it is desirable to keep the bias current reasonably high; however, if the current is too high, reliability will be reduced. Carefully touch the power FET's (Q1-Q4) and adjust R57 until LED1 glows brightly but the FET's do not get hot. You should read about 15 mA if you're using an ammeter. After the bias has been set, LED1 should be installed between R77 and point V and a jumper placed between points "T" and "U".

Once you've completed the checkout procedure and are sure that everything is correct, the PC board, potentiometers, transformer, and jacks should be mounted securely in the case. The PC board should be mounted on standoffs. The case used, and its layout, are not critical as long as everything fits comfortably (the case shown in Fig. 11 is included with the kit available from the supplier listed in the Parts List).

**Setup**

The reverberation system is connected to your stereo system using the stereo's tape-monitor output. The output of the delay unit can be connected to a high-efficiency speaker. That speaker is generally placed at the rear of the listening room. Set up that way, the analog reverberation system can simulate the sound reflected from the rear of a concert hall.

Use the controls on the front panel is reasonably straightforward. The input level control adjusts the sensitivity of the unit for maximum dynamic range. With the output level control set so that the output level is low (to avoid overloading the amplifier), the input level control is set so that the level is as high as possible without overloading on loud passages. Initially, the reverb control should be kept at its minimum position. The delay control is adjusted for the desired (first-arrival) delay; this is best done with your system playing at a low level so that both outputs can be heard at the same time. The feedback delay control is not likely to have a dramatic effect on the sound quality. While that control's presence in the circuit breaks up the "standing-wave" effect, its precise setting is unimportant. Adjust the feedback delay control for minimum noise. (The presence of two clock-signals causes a limited amount of intermodulation, heard as whistles and tweets. They are eliminated by adjusting the feedback delay control).

The degree of reverberation is adjusted with the reverb control. There is a definite threshold where audible reverberation begins. Beyond that point, the reverberation becomes both more pronounced and more artificial, the system will actually oscillate if the reverb control is turned up too high. Even before oscillation occurs, there is an increase in the peak signal-level that may force you to turn down the input level control.

The most difficult adjustment to make is setting the output level control. There is a strong temptation to make the delayed signal too loud. Bear in mind that the more subtle the effect of the reverb, the more impressive it will be! That seeming contradiction is something one usually learns the hard way; perhaps this advice will help.

**Speaker selection**

The choice of a rear speaker is important if the system is to work properly. The delayed channel does not have as wide a bandwidth as the front channel, so a wide, flat, powerful high-frequency driver is unnecessary. With about one watt of power available, efficiency is far more important than power-handling capability.

Looking at some of the "mini-speakers" that are currently on the market can help us understand the reverberation system's speaker requirements. Those small, acoustic-suspension, two-way systems have two notable features: most have excellent high-frequency response, and all are inefficient. Their lack of efficiency prevents them from playing loudly, but their output is more than adequate for most purposes. The high-frequency response is, if anything, a point against that type of unit. The high frequencies do not help the reverberation system.
FIG. 10—DOUBLE-SIDED BOARD should be trimmed so that foil on component side is split into two areas to separate areas of differing potential. Also, be sure transistors Q1-Q4 are positioned with beveled edges at lower right.

PARTS LIST

Resistors ¼ watt, 5%, unless otherwise noted
R1, R2, R8, R20, R22, R39, R40, R47, R73, R74—100,000 ohms
R3, R45—200,000 ohms
R4—39,000 ohms
R5, R44—5000 ohms, potentiometer, audio taper
R6, R7, R11, R12, R14-R16, R18, R25, R31-R36, R38—18,000 ohms
R9, R17, R30, R43—30,000 ohms
R10—100,000 ohms, potentiometer, linear taper
R13—5600 ohms
R19, R21, R23, R41, R48—47,000 ohms
R26—24,000 ohms
R27—75,000 ohms
R28—27,000 ohms
R29, R60, R62—15,000 ohms
R37—22,000 ohms
R42, R58, R65, R69, R72, R77—3000 ohms
R46—2000 ohms
R49—100 ohms
R50—43,000 ohms
R51—620,000 ohms
R52—180,000 ohms
R53—360,000 ohms
R54—62,000 ohms
R55—470,000 ohms
R56—5000 ohms
R57—5000 ohms, trimmer potentiometer
R59—20,000 ohms
R61, R63—910 ohms
R64, R66—20,000 ohms, potentiometer, linear taper
R67, R75—200 ohms
R68, R70—300 ohms
R71—7500 ohms
R76—10 ohms

Capacitors
C1, C2, C9-C11, C20—22 μF, 100 VDC, Mylar
C3-C8, C12-C19, C21, C23, C24, C26—.001 μF, poly styrene
C22—.01 μF, polystyrene
C25, C27, C31, C34—4.7 μF, 16 VDC, electrolytic
C28, C37-C44—1 μF, ceramic disc
C29, C35—2,200 μF, 25 VDC, electrolytic
C30—1000 μF, 25 VDC, electrolytic
C32, C33—510 pF, ceramic disc
C36—.01 μF, 400 VDC, electrolytic

Semiconductors
D1-D4—1N4002, 100 PIV, 1 amp
D5-D12—1N914
LED1—jumbo red LED
Q1-Q4—VN48QF VMOS transistor (Siliconix)
Q5-Q8—2N4403 PNP transistor
IC1, IC2, IC6, IC7—NE5512 low-noise dual op-amp (Signetics)
IC3-C5, IC8—TDA1022, 512-stage bucket-brigade device (Philips)
IC9—NE5532 low-noise dual op-amp (Signetics)
IC10—NE5561 dual timer (Signetics)
IC11—CD4013 dual D flip-flop (RCA)
IC12—μA78MG adjustable voltage regulator (Fairchild)
IC13—NE5517 TCA (Signetics)
L1—10 turns of No. 22 wire wound around C35
T1—36 VCT, 300 mA

Miscellaneous
PC board (double-sided with plated-through holes), case, hardware, etc.

NOTE: The following are available from Advanced Analog Systems, Inc., 790 Lucerne Dr., Sunnyvale, CA 94086 (Tel. 408-730-9786): ARS-911—complete kit including case, $149.95; PC-911—PC board only, $24.00; IC-911—IC1-IC13 and Q1-Q8 only $49.95. Visa and Mastercard welcome. California residents please add sales tax. Prices include shipping (within continental U.S. only).

FIG. 11—THE COMPLETED REVERB unit. Enclosure shown is included with kit available from supplier listed in Parts List.

recreate the feeling of a large hall, but instead make any system-noise or distortion much more obvious. We found that disconnecting the tweeter and operating the woofer over the full range gave impressive performance.

Generally, a single full-range speaker is adequate for the reverberation system. Better still, an array of speakers will help improve the "spaciousness" of the reverberation. As long as there are no gross frequency-response irregularities, the characteristics of most speakers are generally no worse than the frequency-response variations found in actual concert halls. Those variations are caused by the resonances of the reflecting walls and ceilings in the hall, and the frequency-dependent sound-absorption properties of those walls and ceilings.

One major problem that you may have initially is amplifier-overload. It's rather obvious that you won't get rock-
Now that you’ve built the antenna, you have to set it up and aim it in the right direction. This month we’ll show you everything you need to know to complete the project.

BY H. D. McCULLOUGH

Part 3  BEFORE INSTALLING the 8-Ball, you need to know where the satellites that you’re interested in are located relative to where you live. That information is needed to position the antenna properly.

Positioning the antenna

Using the graphs in Figs. 23 and 24, and Table 2, you can determine the elevation and azimuth from any location to any satellite. To use the graphs, you must know your longitude and latitude, and the longitude of the satellite. Table 2 shows the positions of the satellites in the Clark belt.

After determining the look-angles (elevation and azimuth) to the satellite(s) desired, you must set the base pads for the necessary azimuth heading. Figure 25 shows how the pads are positioned, and Table 1 (p. 62, Sept. issue) gives the front-to-back and side-to-side dimensions. Pour concrete piers or pads 1 foot square and 2 feet deep (more in loose soil). Set 10-inch long, ½-inch anchor bolts to project 2-3 inches above the surface. (Note that the rear pads are spread farther apart than the front ones. The front pads are 5 feet, 8 inches apart; the rear ones from 7 feet, 4 inches to 8 feet, 2 inches.) Figure 26 shows how the antenna is anchored on the pads.

If you are primarily interested in receiving signals from one satellite, then face the antenna toward the azimuth heading of that “bird” and, for elevation look-angles of 30 degrees or less, tilt the antenna back from the vertical an amount equal to half the elevation look-angle of that satellite. The focal point (and the horn/LNA location) will be 6-feet high and directly in front of the dish. (Refer to Fig. 4-a in “How the 8-Ball Got Its Shape”, P. 61 in the September issue)

For elevation look-angles greater than 30 degrees, tilt the antenna back 15 degrees less than the look-angle. (See Figs. 4-b and 4-c of “How the 8-Ball Got Its Shape” as mentioned above.) Figure 27 shows how the antenna’s tilt angle can be checked using an inclinometer. The inclinometer is made using a protractor, string, and plumb-bob.

Once the reflector is positioned fairly close to the desired azimuth and elevation settings, find the satellite by pointing the feed horn directly toward the center of the dish, and then moving the horn up and down and side-to-side around the point where the focal point should be. The best focus (and best picture) will be about 15 feet from the center of the dish. That assumes that you have an LNA, receiver (down-converter), and TV set all properly connected. Place the TV set where you can see it while positioning the antenna feed horn.

If you want to receive more than one satellite, position the reflector midway between the azimuth headings and elevation look-angles of the two satellites that are farthest apart. Just be sure to be within 15 degrees of the bore-sight direction of the satellite you are primarily interested in.

See Fig. 28 for the focus-point locations for seven satellites. The heading

<table>
<thead>
<tr>
<th>Satellite</th>
<th>Location (Degrees West)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Comstar III</td>
<td>87</td>
</tr>
<tr>
<td>Westar III</td>
<td>91</td>
</tr>
<tr>
<td>Comstar II</td>
<td>95</td>
</tr>
<tr>
<td>Westar I</td>
<td>99</td>
</tr>
<tr>
<td>Anik I</td>
<td>104</td>
</tr>
<tr>
<td>Anik B</td>
<td>109</td>
</tr>
<tr>
<td>Anik III</td>
<td>114</td>
</tr>
<tr>
<td>Satcom I</td>
<td>119</td>
</tr>
<tr>
<td>Westar II</td>
<td>123.5</td>
</tr>
<tr>
<td>Comstar I</td>
<td>128</td>
</tr>
<tr>
<td>Satcom I</td>
<td>135</td>
</tr>
</tbody>
</table>
(azimuth) given (220 degrees) is only accurate for one location—northern Arkansas—but the relative positions of the focus points (Fig. 28-a) will be the same anywhere.

The elevation look-angle will be largest for a satellite that is due south of your location. Notice that the greater the elevation angle, the lower the focus point will be for any specific angle you have tilted back the dish. The satellites used in the example in Fig. 28 are all west of due south and the most westerly satellite (Satcom I) gives the highest focus point. Notice also that to receive all seven satellites with maximum efficiency, the dish has to be tilted back enough to accommodate the satellite with the highest look-angle (30-degree tilt in this example to match Anik I which has a look-angle of 45 degrees). That results in the focus point for Satcom I (the lowest look-angle) being rather high off the ground.

For that reason, and the fact that our experiments required moving the LNA/feed horn around, the test antenna was oriented more toward Satcom I, with signals still received with good efficiency from Comstar I, Westar II and Satcom II. The signals from the Anik were still received, if not as well, and the fact that our measurements were taken at night (the prob-

*Figures 23 and 24 are reprinted through the courtesy of CATJ. They originally appeared in the November 1978 issue of that publication.

watchable, but not “clean.” The problem of high off-the-ground focus points does not exist in the far Northern latitudes, where elevation look-angles are low for ALL satellites.

A feed horn is available from the supplier listed. If you decide to build your own, see Fig. 29 for the dimensions of the horn that gives the best results of all that we’ve tried. Ordinary galvanized sheet metal seems to work fine. Brass or silver may be better, but probably not much.
A simple and inexpensive way to mount the LNA/Feed horn is shown in Fig. 30. Attach the horn to the LNA and slip it inside a piece of 5-inch plastic pipe, 10 inches long. Secure it with any small brackets and spacers. Slip the 5-inch pipe inside a piece of 6-inch pipe, 12 inches long. Place soft spacers or pads between the pipes so that the inside pipe will rotate, but with enough friction to hold it in place. The assembly can be mounted on a board, with a motor attached to rotate the LNA for polarity selection.

Final alignment

After the antenna is in place on the base pads, you should adjust it for a precise curve. A simple way to do that is to tie a radius wire to a point 30 feet directly in front of the center of the dish, then check the antenna surface near each adjustment bolt and adjust so that every part of the dish is 30 feet from the radius point.

A radius wire with a spring-loaded end is best for this. The spring-loaded end is fairly easy to make. The prod is simply a piece of coat-hanger wire, about 15 inches long, with a loop at one end. The actual length of the prod is not critical as long as you remember that the total length of the radius wire and the prod should be approximately 30 feet. Slip a moderately-stiff spring over the hanger-wire prod and attach the spring and the radius wire to the loop as shown in Fig. 31. The spring makes it easier to hold a constant tension on the wire throughout the adjustment procedure: simply stretch the spring the same amount for each adjustment. A piece of tape can be stuck to the prod and used as a reference point as shown in Fig. 31.

To keep the spot where the radius point is tied from being too high off the middle of the dish surface left to right to see if one side is closer to the radius point than the other. Move the radius point to the left or right as necessary to get the best “fit” across the dish. Repeat the procedure going from top to bottom, adjusting the radius point up or down for the best “fit.”

Once the radius point is set, move each adjustment bolt in or out where the bolt goes through the frame so that the prod on the end of the radius wire just touches the screen when the spring is stretched to where it just touches the piece of tape on the prod.

It is important to take your time and do this right. With two people, you should be able to set the surface to within 1/16-inch in 30 minutes or so. If you have the dish tilted forward when you complete the adjustments, carefully lower it back in place and sight across the edge of the dish to make sure there is no twist in the surface. If necessary, put a shim under a rear leg.

Probably the easiest way to get the reflector surface out of “true” and lose the effectiveness of the antenna is to continue on page 110
BUYER'S
GUIDE TO
HOME COMPUTERS
What You Should Know Before You Buy

- What to look for
- Floppy disks and versatility
- All about printers
- Modems — computing via telephone
- Setting up a system

This special section written by Scott Parker
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WHAT TO LOOK FOR IN A PERSONAL COMPUTER

There are a number of points that have to be considered when selecting a computer. This guide supplies information that can help you to make a few of the more important decisions.

WHEN PERSONAL COMPUTERS WERE FIRST INTRODUCED SIX years ago, they were a novelty to be enjoyed only by a few dedicated hobbyists. But today, the personal computer has advanced far beyond that initial, limited use and is now found in a wide variety of applications ranging from financial tools for businessmen to sophisticated, interactive video games for the consumer.

For those of you who have not yet been bitten by the computer bug, there are probably a lot of unanswered questions that are bothering you. For example, you might want to know just what a personal computer system is and what it’s composed of. How is it possible for something to be both an aid for the businessman and a toy for a youngster? While some of those things may bewilder you at first, once you understand
some of the basics of personal computers, it will be easy for you to answer such questions.

Getting down to basics

To begin with, let's take a look at just what a computer system is composed of. In its simplest form, a computer system can be broken down into four basic elements as shown in Fig. 1. The first is the central processing unit (often abbreviated CPU) which handles all of the computations and controls everything connected to the system. That is the "brain" of the system.

In order to send information to the central processing unit, it is necessary to connect some sort of input device to the system. When large mainframe computers were in their heyday, one of the most common input devices was a punch-card reader. With personal computers, typewriter-like keyboards and CRT terminals are the most common input devices.

Getting information into the computer is only half the job. It must also be possible to get information out of the computer. Two common ways of putting information are by use of a printer or a video display. The last block in our generalized drawing of a computer system is memory. Memory is a very important component in any computer system. It allows the computer to perform calculations and store temporary results for later use. It also makes it possible to use the computer like an electronic filing cabinet. The amount of memory that is available has a great effect on the complexity of the programs you can run on the computer. The more memory you have, the more complex the programs that can be handled.

Getting a closer look

Now that we have an overall idea of what a personal computer is, let's take a closer look at the individual components. All personal computers available today use a microprocessor as the central processing unit. Also known as a computer-on-a-chip, a microprocessor is an integrated circuit that contains all the circuitry necessary for it to act as the "brain." It usually contains several temporary storage registers and something known as an arithmetic logic unit (sometimes abbreviated ALU). The ALU is a logic circuit that manipulates and transforms the data.

There is a wide variety of microprocessors available today, but the most commonly used ones are the 6502 and the Z80. Which one is better? Does it really matter? Should you select the computer you are going to buy based on the microprocessor used? Answering the question first: Unless you have a very specific reason for using a particular microprocessor, such as wanting to use CP/M-based software, your choice of computer should not depend on the type of microprocessor used. That statement is probably going to upset some people, but they are mostly dedicated hobbyists who are interested in getting into the nuts and bolts of things. For the majority of people, who are interested in eating an omelette and not in how an egg is laid, the question of which microprocessor is used is irrelevant.

To be sure, there are some significant differences between the Z80 and the 6502: but unless you are going to write machine-language programs, you’ll never notice them. When the PET and TRS-80 Model I computers were first announced, a lot of people wanted to buy the TRS-80 because it had a Z80 microprocessor with a speed specification that was twice as fast as that of the 6502 (in the PET). It also had a more powerful machine-language instruction set. That seemed to mean that anything containing a Z80 should be faster and more efficient than its 6502 counterpart—but such was not always the case.

One example is Sargon II, a popular chess program for personal computers. If one compares the TRS-80 Z80 version to the Apple II 6502 version, one finds that the Apple II implementation is significantly faster than the TRS-80 version, even though the TRS-80 is operating at a clock speed that is almost twice that of the Apple II. That does not mean that all 6502 software is faster than all Z80 software: it only means that unless you take advantage of all the subtleties associated with the various microprocessors, you’re not going to reap all of the potential advantages.

For CP/M use a Z80

The one exception to my previous statement about the unimportance of the microprocessor used arises if you are considering using the CP/M (Control Program for Microcomputers) operating system. That is a popular operating system that is compatible with a lot of business software. It is compatible with the 8080 and Z80 microprocessors, as well as some of the newer microprocessors introduced by Intel. While it is possible to use CP/M on an Apple II computer (which is a 6502-based machine), to do so requires the installation of an accessory card that contains a Z80 microprocessor.

While the microprocessor is rightly considered the "brain" of the system, it would not be possible for it to do very much without some memory. There are several different types of memory used in computer systems. Some contain information and instructions for the microprocessor that always remain the same and must be available to the CPU whenever it is powered up. That type of memory is known as ROM (Read-Only Memory) and is generally provided by the manufacturer of the computer because it is usually not modified by the user. (To do so would require changing some of the integrated circuits within the computer.)

The main advantage of ROM's is that they never lose the information that is stored in them, even if the power to the computer is removed. For that reason, computer manufacturers generally build into the computer a set of ROM's that contain a special program called the monitor.

For those of you who are not familiar with it, a monitor program is a short machine-language program that is capable of handling some of the elementary functions required by the system. Those include interfacing to the keyboard, so that data can be entered, and generally an interface to a video circuit so that information can be displayed.

Not all of the memory for a computer system is of the ROM
type. And in fact, much of the memory in a computer must have the ability to be easily and quickly changed. That type of memory, known as RAM (Random Access Memory) can be changed at will and is the type of memory that is normally used to store a person’s own programs. It is also used as temporary storage for variables used by the program being run. Unlike ROM’s, RAM’s have the disadvantage that as soon as power to the computer is removed, they lose all of the information that was stored.

How much memory is enough?
A question frequently asked by new and prospective computer users is, “How much memory do I need?” The answer is: It depends on the user. Just as a gas always expands to fill the volume of the container that it is housed in, programmers will tend to use as much memory as is available. A corollary to that rule is that no matter how much memory you have, somehow it is never enough.

Computers come with a wide range of memory sizes. They range from 4K for the TRS-80 Color computer to 128K for the new Apple III computer. For games and home applications, 4K to 16K of memory is generally sufficient, but for business applications 32K and 48K is required. And if you want to use CP/M, 56K of memory is generally needed.

The ins and outs of computers
It is frequently necessary or desirable to connect additional equipment to a personal computer to perform a certain task. One common piece of equipment is a printer for producing printed reports and program listings. Further peripheral devices that can be connected to a computer include: plotters, modems, graphics tablets, music synthesizers, speech synthesizers, speech processors, EPROM programmers, and a host of other devices.

If the distance between the computer and the accessory is going to be a large one, it is best to use a serial interface. The reason for that is that only a relatively few number of wires is needed. That reduces the cabling cost, but more importantly reduces the susceptibility to stray noise pick-up. A limitation of this approach is speed of data transmission, since data are sent serially, one bit at a time. Until all of it has been sent.

Since a lot of devices communicate with computers in a serial fashion, the industry has developed a standard serial interface that simplifies the interconnection of peripherals. That standard is known as RS-232C and it defines the type of connector to be used and which pins on the connector contain which function.

Do it faster in parallel
For short distances and where it is very important to transfer data quickly (such as to a floppy disk), a parallel interface is used. With such an interface, 8 or more bits of information are sent to the peripheral device simultaneously.

Unlike serial interfaces, where there is one dominant method of interconnection, several exist for parallel interfaces. Two of the most common are the Centronics-compatible printer-interface standard and the IEEE 488 interface standard. While the former is used almost exclusively to connect to printers, the latter is frequently used to connect to scientific instruments and other computers as well as printers.

Each interface connection is called a port. There are two types of ports, input and output. A single port can either input data or output data, but not both. If you want to connect a device that only receives data, such as a printer, then the device must be connected to an output port on the computer. A device that both receives and sends data requires two ports; an input port and output port. Both input and output ports can be of the serial or parallel type. In addition to ports, a computer generally has its own internal connectors, called a bus structure, whereby additional circuit boards can be added to the computer. Using those connectors, you can add circuit boards that contain additional RAM memory, input and output ports, and various other circuits. In the Apple II computer, for example, there are 8 internal connectors into which external devices can plug. The TRS-80 Model I also has a provision for connecting external devices to it, but those require an extra piece of hardware known as the expansion interface.

How many ports you will need depends on how many accessories you want to connect to the computer. In general, the manufacturer’s standard configuration for the computer provides sufficient room for most accessories that will be available for it.

Keyboards vary with the computer
The keyboards that are available on today’s personal computers vary quite a bit, and it is wise to pay attention to that when you think about buying a computer. Most people are familiar with typewriters and their keyboards, so it is not surprising that most manufacturers of personal computers and computer terminals have opted for a keyboard that is similar to that on a typewriter.

Some manufacturers however, felt that they could provide more functions in a smaller space (or save money), by using the widely available and inexpensive calculator-type switches for a keyboard. The public has resisted that. People know how to use a typewriter and many are even quite proficient with it. But the calculator-type keyboards have non-standard spacing and do not permit touch typing to work efficiently. Commodore discovered this the hard way with their 8K PET 2001 computer and after a few years gave up and came out with a unit that had a standard typewriter keyboard on it.

Texas Instruments, which was a latecomer to the personal computing field, unfortunately did not learn from Commodore’s mistake and had to find out for itself that the public

THE APPLE III, with built-in disk drive.

With the possibility of connecting all of those devices to a personal computer, some thought must be given to how they are connected. In general, there are two ways in which peripheral devices can be connected to a computer: via a serial interface (or port), or via a parallel one. Each has its advantages and disadvantages.
wants a typewriter-quality keyboard on its computers. The result was that its 99/4 computer was not as successful as it could have been. But like Commodore, they did learn and have recently introduced a new version of the computer known as the 99/4A which has a full-size typewriter keyboard in it. Already TI has indicated that there has been a substantial increase of interest in its computer because of that.

Typewriter compatibility is not the only important factor to be considered with keyboards; configuration is, too. Some keyboards go a step beyond and include, in addition to the standard typewriter keyboard, a numeric keypad on the right-hand side of the keyboard to speed the entry of numeric data. Radio Shack offered that initially as an option on their early Model I computers, and found it so popular that they made it a standard feature. And, because the Apple II computer does not have this feature, an independent manufacturer has developed an add-on set of numeric keypads.

While most typewriters can be used to produce both upper and lower-case letters, some of the early computers could only produce upper-case letters. For most applications, that was OK. But when people started to use those computers as word processors, a serious problem arose because the computers didn't support lower-case letters. Ingenious programmers overcame the limitation by writing special software to accommodate the lower-case characters, and even more ingenious hardware designers figured out ways to display those lower case letters on the screen.

TABLE 1—DIRECTORY OF MANUFACTURERS

<table>
<thead>
<tr>
<th>Company</th>
<th>Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALPHA MICRO SYSTEMS</td>
<td>17881 Sky Park North</td>
</tr>
<tr>
<td></td>
<td>Irvine, CA 92714</td>
</tr>
<tr>
<td>ALTOS COMPUTER SYSTEMS</td>
<td>2360 Bering Dr.</td>
</tr>
<tr>
<td></td>
<td>San Jose, CA 95131</td>
</tr>
<tr>
<td>APF ELECTRONICS, INC.</td>
<td>1501 Broadway</td>
</tr>
<tr>
<td></td>
<td>New York, NY 10036</td>
</tr>
<tr>
<td>APPLE COMPUTER, INC.</td>
<td>10260 Bandley Dr.</td>
</tr>
<tr>
<td></td>
<td>Cupertino, CA 95014</td>
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<tr>
<td>ATARI, INC.</td>
<td>1196 Borregas Ave.</td>
</tr>
<tr>
<td></td>
<td>Sunnyvale, CA 94086</td>
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<tr>
<td>CALIFORNIA COMPUTER SYSTEMS</td>
<td>250 Caribbean Dr.</td>
</tr>
<tr>
<td></td>
<td>Sunnyvale, CA 94066</td>
</tr>
</tbody>
</table>

For more information from the manufacturers listed below, circle No. 96 on the Free Information Card inside the back cover.

ACTION COMPUTER ENTERPRISES, INC.
55 West Del Mar Blvd.
Pasadena, CA 91105

THE H89 ALL-IN-ONE-computer from Heathkit.

How wide is the display screen?

One thing that should be considered when purchasing a personal computer is the number of characters it can display on the video screen. Depending on the computer, you will be limited to 40, 64, or 80 characters per line. Apple, Atari and PET computers are limited to 40 characters. The primary reason is that they use standard television technology for the display, and that is inherently limited to 40 characters per line. The TRS-80 Model I and Model III computers use a specially designed monitor so that they can display 64 characters per line, while the TRS-80 Model II and the Apple III use standard video monitors and can display 80 characters per line.

The desirable line length is 80 characters, because that is roughly what you get on a piece of paper in a standard typewriter. Shorter line lengths limit the amount of information that can be displayed on the screen at one time and make the presentation of columnar data difficult.

In addition to the line length, the user interface to the information displayed on the screen is important. Most personal computer systems have what is known as memory-mapped video displays, which simply means that the memory dedicated to displaying information on the screen looks like any other memory in the computer and is treated as such. That means that it is possible to write to the screen by storing data in specific memory locations directly, rather than through the standard video-output circuitry.

Most personal computers have a blinking prompt, either an underline or a little square, that is called a cursor. Frequently the ability to move that cursor anywhere on the screen in combination with internal software makes it possible to edit things that appear in the screen. That is a feature of the Atari, Apple and PET computers. Radio Shack has opted for the line editor approach where only numbered lines can be edited. While this has some definite advantages, it also has some shortcomings and programmers have come up with screen-editor programs for the TRS-80 to make it more flexible. R-E
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CBM 8050 DISK DRIVE $1349
CBM 4032 COMPUTER $1029
CBM 4040 DISK DRIVE $1029
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THE MORE YOU USE YOUR COMPUTER, THE MORE YOU WILL learn about it. You will soon want to put the computer to practical use. Unfortunately, complicated tasks require a sizeable amount of computer memory and you will soon need more memory than is available with your computer's internal RAM. Also, you will want a fast method for saving and loading your computer programs. You can enter programs using the computer's keyboard, but for long and complicated programs this method is tedious and time consuming.

The solution to those problems is to add a mass-storage device to your computer. A mass-storage device, such as a floppy-disk system or an audio cassette-recorder, will increase your computer's memory capacity. In addition, a mass-storage device provides a nonvolatile method of storing programs and data.

Chief among the advantages of a floppy-disk system over cassette tapes are higher speed and faster access time. Yes, a cassette recorder is cheap, fairly reliable, and easily adaptable to a personal computer. But it is slow, with a typical data-transfer rate between 30 to 150 characters-per-second (CPS). This means it may take as long as five minutes to load 10K of RAM. A floppy disk is faster and has other distinct advantages.

Access is faster since the read/write head in a floppy-disk system can reach a desired block of information without the need to pass through preceding data; that is termed random-access. On the other hand, data stored on a cassette tape is recorded serially, so all data preceding a desired block of information must first pass by the read/write head.

Let's illustrate what long access times can mean. A typical audio cassette used for small personal computers operates at a speed of 1.875 inches-per-second, and a 60-minute or 500-foot tape can store 500K bytes. To read one side of a cassette would take 30 minutes. Suppose you were to enter a list of names and addresses into your computer and then store it on cassette tape. If you then wanted to retrieve a particular name and address that was in the middle of the list, it would take 15 minutes to locate the address. A floppy-disk system with its random-access capability would retrieve that particular address in less than one second.

Once the particular block of information was located, the cassette recorder would transfer the data to the computer at a much slower rate than a floppy-disk system would. Stating it another way, a cassette system may have a data-transfer rate of 500 bits-per-second, compared to 15,600 bits-per-second for a 5¼-inch floppy disk, and 31,000 bits-per-second for an 8-inch floppy disk. (Eight bits are required for each character transferred. Also, bits-per-second is commonly referred to as baud rate.) In addition, most cassette recorders require manual operation, whereas a disk drive runs automatically after the disk is inserted.
Each 8-inch floppy disk can store up to 500K bytes (single-sided, double-density) or one megabyte (double-sided, double-density) of data. The smaller 5¼-inch diskette can store about 180K bytes (single-sided, double-density) or 360K bytes (double-sided, double-density).

What is a floppy disk?

The flexible or floppy disk was introduced in the late 1960's by IBM to replace keypunch cards. It is soft and easily bent: hence the name “floppy disk”. The disk is currently available in two sizes, 8-inch (203 mm) and 5¼-inch (135 mm). The smaller 5¼-inch floppy disk is commonly referred to as a minifloppy diskette. The size is a measure of the sides of a nonremovable square cardboard jacket that houses and protects the .003-inch thick, flexible Mylar disk. The disk is coated on both sides with a layer of magnetic oxides and revolves inside the protective jacket. The 8-inch disk rotates at 360 rpm while the minifloppy runs at the slightly slower speed of 300 rpm.

During reading or recording, a read/write head makes light contact with the disk surface. When data is not being written to or read from the disk, the read/write head is lifted from the disk surface to reduce wear.

As shown in Fig. 1, the jacket does not totally cover the Mylar disk. There is a slot to allow the read/write head to contact the oxide, a center hole to permit the drive-motor spindle to rotate the disk, an index hole to provide specific timing information, and a notch (optional) on the 8-inch disk, always present on the 5¼-inch disk) for “write-protection” to avoid accidental erasure of data recorded on the disk.

The “write-protection” notch is similar to the plastic tab on cassette tapes: when the tab is snapped off, the tape cannot be re-recorded. On a 5¼-inch floppy disk, the “write-protect” notch is covered to write-protect the disk and thus prevent wiping out programs and data stored on it. The procedure is reversed with the 8-inch disk. If the optional write-protect notch is present, it is covered to write-enable the disk.

Tracks and sectors

In some ways, a floppy disk is similar to a phonograph record. A record stores music within grooves on a plastic surface: a floppy disk stores data as a sequence of magnetic pulses on a smooth magnetic surface. To read, or sense, the music on a phonograph record, a needle rides in the spiral groove and its mechanical vibrations are converted into electrical signals. In a disk system, there are no grooves; instead there are invisible tracks along which magnetic pulses are recorded. To read the data, a magnetically-sensitive read/write head is placed over the track while the disk is rotated. When data is to be stored on a floppy disk, the read/write head either changes the magnetic state of the oxide area it is contacting or else makes no changes: that produces the equivalent of a logic “1” or “0”.

Continuing the analogy to a phonograph record, music is recorded in one continuous groove or track on the record surface, starting from the outermost edge of the record to the center hole. That arrangement is fine, since the music will be played from start to finish—generally without the need for interruption. In a floppy-disk system, a great deal of data will be stored and fast access to any particular section of the data is essential. Now think how difficult it would be to locate a particular passage exactly on a phonograph record. It’s not easy, but fortunately it’s not often necessary.

To allow more rapid access of data on a floppy disk, a series of concentric tracks is arranged, with each track located at a specific distance from the center (or the edge) of the disk, as shown in Fig. 2. Now each track can be identified easily or addressed by its specific location. Although there is a standard number of tracks (77) in the IBM 8-inch disk format, some manufacturers use different numbers of tracks. Some floppy disks are single-sided, with data stored on one side of the disk, while others are available with tracks and data stored both sides (double-sided floppy discs).

Although it is easier to locate a specific section of data using concentric tracks instead of a single continuous track, let’s consider some of the drawbacks. If an 8-inch disk is divided into 77 tracks and various blocks of data (files) are assigned to individual tracks, there may be some degree of inefficiency. It is possible that one file may contain a relatively small amount of data; thus the track assigned to this file would barely be used. Another file may be much larger and use almost an entire track. A third file may require a bit more than one track and thus be assigned two entire tracks, again with little data on the second track.

To improve efficiency, tracks are divided into sectors, as shown in Fig. 3. Now data can be placed and located quickly, by assigning a specific track and sector as its address. In the IBM format, for example, each 8-inch disk is divided into 77 tracks with 26 sectors per track for a total of 2002 sectors. Each sector holds 128 bytes or 1024 bits of information. Thus, a short file might fill a dozen sectors while a larger file could use an entire track of 26 sectors.

To locate the sectors on the surface of the floppy disk,
either soft-sectoring or hard-sectoring is used. A soft-sectored
disk has a single index hole; sector locations are identified by
information recorded on the disk. That information must be
stored within the sector and thus reduces the disk’s actual
storage capacity. A hard-sectored disk (Fig. 4) uses a number of
punched holes to act as index markers; this scheme is about
25% more efficient in data storage. Hard-sectored disks con-
tain 10 to 16 holes (32 holes in the case of some 8-inch disks) in
addition to the index hole that is centered between two of the
sector holes. Circuits in the disk controller sense the shorter
spacing between the index hole and the holes on either side of
it and thus the system is aware of the starting point.

Still another analogy to the phonograph record: Just as an
audiophile builds up a distinctive collection of choice records
lovingly, so too can a computer buff collect pre-programmed
disks or disks that he has written and perfected. Disks, just
like records, can be exchanged to permit other users to bor-
row special programs without the need to develop them. How-
ever, to exchange software via floppy disks, the formats of the
disks must be compatible. In other words, you cannot purchase
software recorded on a 5¼-inch hard-sectored disk and enter it into
your computer if your floppy disk system requires soft-sectored
disks.

One final analogy. Audiophiles take precautions when they
handle their prized records; they hold the records by the edges
to prevent fingerprints, dirt, or body oils from penetrating the
record grooves and thus mar the fidelity of the sound. Floppy
disks are considerably more vulnerable to careless handling: a
dust particle or a strand of human hair deposited on the
surface of a floppy disk could damage a number of sectors or
impair good contact between the read/write head and the
oxide coating. For that reason, users are advised to store the
disk in its original envelope after use.

**Floppy-disk formats**

To promote the exchange of software among users, the
computer industry has adopted the IBM 3470 format as a
standard. Unfortunately, that standard can only be applied to
8-inch disks. If you are contemplating the purchase of a flop-
py-disk system, you should be aware that there is no industry-
standard format for 5¼-inch disks. Also, if you are contem-
plating the purchase of an 8-inch disk system, you should
make sure that the system is compatible with the IBM 3470
format.

The IBM 3470 format is shown in Fig. 5. The disk is divided
into 77 tracks or concentric circles, with the count (00) starting
at the outer edge; the innermost track is No. 76. Each track is
subdivided into 26 sectors, and each sector is subdivided
into four sections.

![Fig. 5 — With the IBM 3470 Format, each disk is divided into 77 tracks. Each track is subdivided into 26 sectors, and each sector is subdivided into four sections.](image)

When a blank floppy disk is first purchased, its surface is
non-magnetized and thus it must first be formatted to organize
tracks and sectors. The microcomputer performs this function
upon command, using the pulse representing the index hole as
the reference point. After the disk has been formatted, it is
ready to have information written on it or read from it. An
unformatted 8-inch disk has a capacity of 400K bytes while
its IBM 3470 formatted version can accommodate 256K bytes.

As previously stated, there is no standard format for the
5¼-inch minifloppy diskettes. The number of tracks and sectors
can and does vary. For example, 5¼-inch diskettes for the
Apple II computer were originally formatted with 35 tracks,
each subdivided into 13 sectors with 256 bytes per-sector.
Later, that format was modified to 35 tracks with 16
sectors per-track, resulting in a net increase of 24K of storage
capacity. Diskettes for the Heath H89 computer are formatted
with 40 tracks and 10 sectors per-track.

A 5¼-inch minifloppy diskette has an unformatted capacity
of 110K bytes. With soft-sectoring, this figure drops to 80.6K
bytes. The minifloppy diskette can be formatted with any-
where from 35 to 77 tracks and 10 to 16 sectors per-track.

**Single density, double density**

Data is placed on a disk using frequency modulation (FM).
A 250-kHz clock generator produces pulses that repeat every
four microseconds to form data cells on the surface of the
Mylar disk. When writing data to the disk, if a data bit is
supplied during the interval between clock pulses, a magnetic
transition will occur as the read/write head contacts the oxide
surface of the disk, that corresponds to a logic 1. If no data bit
is sent, there will be no magnetic transition and thus the oxide
is unchanged, representing a zero, as shown in Fig. 6.

When reading data from the disk, the stream of pulses
would include the 250-kHz clock pulse and pulses represen-
ting ones and zeros. When a data cell includes a clock pulse and
a data pulse, the presence of the two pulses identify a logic 1;
the presence of only the clock pulse indicates a logic 0. That
encoding technique is called FM encoding and is commonly
referred to as single-density.

![Fig. 4 — Sector location is accomplished using an index hole. Hard-
sectored disks use a series of holes, one for each sector plus the index
hole.](image)
With FM encoding, the IBM 3470 format specifies a recording density of 3408 bits-per-inch. Thus, with 77 tracks, 26 sectors, and 128 bytes-per-sector, a total of 256,256 bytes can be stored on a single-sided 8-inch disk.

To double the storage capacity, a double-density technique was developed based on an MFM (Modified FM) encoding. Basically, many of the clock pulses are removed and the presence of a pulse signifies a logic 1 while the absence represents a logic 0. Synchronization is accomplished by inserting a clock pulse at certain intervals. By eliminating many of the clock pulses, more room for data is available within each sector and twice as much information can be stored on a given length of track using MFM encoding rather than FM. Of course, there is a tradeoff...more sophisticated pulse-circuitry is required for clock timing and data writing.

Other techniques have been developed to increase the storage capacity of disks even further. One scheme involves the use of drives with two read/write heads, one for each side of the disk. Thus, data can be stored on both sides of the disk. Some manufacturers have even introduced a quad-density recording technique that they claim will offer four times the storage capacity of a single-density drive.

Table 1 lists the unformatted storage capacity for both 5¼ and 8-inch disks using various data storage techniques. As shown, a single-sided single-density minifloppy (5¼ inch) provides 128,000 bytes of storage capacity while a double-sided double-density 8-inch disk provides almost 2 megabytes. In practical terms, a single-sided minifloppy would hold the equivalent of 30 single-spaced typewritten pages while the 2-megabyte capacity of a double-sided double-density 8-inch floppy could hold as many as 400.

Those storage capacities, however, are for unformatted disks. After the disk is formatted, the data-storage capacity decreases depending on the formatting technique used. The actual storage capacity of a double-sided double-density 8-inch disk formatted with 77 tracks and 26 sectors-per-track is around 1.1 megabytes. A dual-drive, double-density, double-sided 8-inch disk drive system can store over 2 million bytes.

Obviously, the added capacity of the double-sided double-density technique is a definite asset. However, drawbacks include the lack of standardization. Thus, a double-density diskette prepared on one system very often cannot be used with another disk system. Double-sided drives also have a drawback. Here, two read/write heads are used—one acting as the pressure pad for the other. Excess head wear and/or diskette damage is more likely to occur than with single-sided systems.

### Table 1—STORAGE CAPACITY

<table>
<thead>
<tr>
<th>Type</th>
<th>Sector Type</th>
<th>Unformatted Storage Capacity (Kilobytes)</th>
<th>Transfer Rate (Kilobytes Per Second)</th>
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<tr>
<td>Single-density/ single-sided</td>
<td>Soft</td>
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<td>Double-density/ single-sided</td>
<td>Soft</td>
<td>512</td>
<td>31.2</td>
</tr>
<tr>
<td>Single-density/ dual-sided</td>
<td>Soft</td>
<td>400</td>
<td>31.2</td>
</tr>
<tr>
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<td>Soft</td>
<td>800</td>
<td>62.4</td>
</tr>
<tr>
<td>Double-density/ dual-sided</td>
<td>Soft</td>
<td>800</td>
<td>62.4</td>
</tr>
<tr>
<td>Double-density/ dual-sided</td>
<td>Soft</td>
<td>1,600</td>
<td>62.4</td>
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### Access time and transfer rate

In addition to storage capacity, access time and transfer rate are important specifications for a disk drive. Access time is the time it takes for the drive to access data in a random manner. Thus, the access time depends on the time it takes for the read/write head to arrive at the proper track (track-to-track seek time) and then wait for the data in the proper sector (latency time). Specifications for disk drives generally list an average access time derived by using one half the unit's poorest access time. Maximum or worst latency time is when the read/write head arrives at the proper track just as the correct sector passed by. In that case the head must wait for a full rotation of the disk and thus produces the maximum delay.

Typical average track-to-track seek times vary from 3 ms to 100 ms for an 8-inch disk drive and 3 ms to 25 ms for a 5¼-inch disk drive. Latency time (average) for an 8-inch drive is about 85 ms and about 100 ms for a minifl ooply. Total access time for an 8-inch drive might range from 150 ms to 300 ms and about 400 ms to 600 ms for a minifl oopy.

The transfer rate, or speed at which the disk drive can transfer its data to the computer, is another measure of disk-system performance. Obviously, a quick access time and rapid transfer rate means the computer can start performing its operations with less time wasted. Typically, a single-sided minifl oopy can transfer data at a 15 kilobytes-per-second rate and at twice this speed with double-density techniques. An 8-inch disk can transfer data at typical rate of 62.5 kilobytes-per-second, although models are available with transfer speeds as high as 125 kilobytes-per-second.

### Disk-system components

So far we've talked about the floppy disk and the disk drive. However, a complete floppy-disk system consists of more components, as shown in Fig. 7. So, let's list all of the components that make up a complete disk system.

1. The floppy disk itself.
2. A disk-drive assembly to rotate the disk and position the read/write head to the desired track position. Inside the cabinet that houses the drives is a power supply to provide the operating voltages to power the drives.
3. A disk controller to specify head position, control the drive motor, check and correct errors, and perform other functions.
4. Interface circuits to connect the computer control-signal properly to the disk controller.

continued on page 66
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5. Programs (software) to control the operation of the disk drive, such as specifying to which track and sector of the disk data should go, handling the actual reading and writing of data, and monitoring that the data transfer is correct. Those programs are called disk-operating systems (DOS’s) and they operate with a file management system (FMS) to identify files of data and route data to individual tracks and sectors on the disk.

The disk controller has the responsibility of read/write head positioning, sector identification, disk-motor control, head loading and unloading, error detection and correction, and of controlling the transfer of data to the interface circuits between the disk drive and the main computer. In most instances, the interface board contains the disk controller circuitry. This board mounts inside the computer and is connected to the disk drive(s) by a ribbon cable.

The disk-operating system (DOS) controls the operation of the controller circuitry. It resides on a floppy disk. One of the functions of the DOS is to transfer data and programs between the computer and the floppy-disk system. Thus, when you first turn on the computer system, it is necessary to load the DOS from the floppy disk into the computer. That task is handled by a short program called a bootstrap loader. The bootstrap loader is contained in a ROM, usually on the interface board. Depending on the computer system, the bootstrap program is called up by a simple keystroke on the computer’s keyboard. Once the system has been “booted,” the computer and floppy-disk system are ready to accept operator commands. The DOS takes care of labeling the files, editing, error detection, and file copying. A file-management system designates the track and sector allocations on the disk for files.

Since the DOS occupies a rather substantial portion of a diskette, a system with only a single floppy-disk drive is rather limited. Thus, it is common for packaged computers, such as those offered by Radio Shack, Apple, and others, to include two or more floppy-disk drives. One disk controller can generally handle several disk drives.

After the diskette is inserted through the front door of the floppy-disk drive and the door is closed, the drive spindle grips the center of the diskette and the motor brings the disk up to full rotational speed. The DOS directs the controller circuitry to position the read/write head to track 00 and the index hole, in conjunction with an optoelectronic sensor, generates a location pulse for timing. As the floppy disk spins, the heads are carefully positioned above the desired track. Then, the read/write head is pressed against the oxide coating with the help of pressure pads on the opposite side of the disk. That is called “head loading” and it is directed by the DOS. When a different track is desired, the read/write head is unloaded (lifted off the surface of the disk), moved to a different track, and loaded once again.

Before the read/write head is actually loaded, a sensor inside the drive senses the write-protect notch and determines whether the floppy disk can be written to. Of course, during a read operation, the notch is not sensed. When the read/write head is loaded, an LED on the front panel of the drive alerts the user that the drive is in operation and the disk should not be removed. When the drive completes its operation, the read/write head is unloaded, the LED goes out, and the disk may be removed.

Just as a computer is useless without proper software, so, too, is a disk drive. A well-prepared disk-operating system (DOS) is required to keep track of what is stored on the disk, and where it is located. The DOS handles such tasks as transferring programs from one device to another, locating read/write errors, providing a means to make backup copies of a diskette, and other chores.

Although basically similar, most DOS’s are unique in their own way, and vary from one manufacturer to another. The DOS must be configured for the particular computer system it is to be used with. Also, if you decide to buy software on disk, the software must be compatible with the DOS. That condition also includes high-level languages such as BASIC.

**Disk errors**

Disk errors are categorized as either soft or hard errors. Hard errors are caused by defects on the disk surface; soft errors are due to program or processing troubles or power-line transients. An example of a soft error is what is commonly called a seek error, which occurs when the read/write head appears at the wrong track. Part of the disk-controller’s job is to locate and correct those disk errors. For example, the disk controller will compare the track being read with the track number that was called for by the DOS and determine whether a discrepancy exists. If a deviation is noted, the disk controller will initiate a new positioning routine and place the read/write head over the correct track.

A soft error is also classified as a recoverable error, one that the disk controller can spot and (sometimes) correct. A hard error is a non-recoverable error; the controller can detect it but cannot correct it.

It is estimated that a soft-sector disk system has an error rate of one per 108 bits during a read operation; one per 1011 bits during a read operation is the estimate for a hard-sector disk. Under normal usage a disk is expected to last about two years: a track is considered to be worn or defective when it output level drops to 20 percent of its original value.

**Is a backup copy necessary?**

A backup is an exact duplicate copy of a disk. A backup copy is almost mandatory since it can be expected, sooner or later, that a disk will become defective due to wear, or dirt contamination, or possibly due to the read/write head’s damaging the oxide coating of a disk. When that calamity occurs,
and a backup copy has not been made, it will be necessary to reconstruct the lost information (if still available) and prepare a new disk.

How critical the data is, how often it changes, and how costly the loss will be will determine how frequently a data backup copy should be made. Large investment houses or banks might back up data every hour; small-business users perhaps only once a week. To make creating backup copies convenient, the DOS software usually contains a command for duplicating disks.

Selecting your disk drive

Computers and their peripherals are costly. So selecting a computer, printer, disk drive, or other accessory demands a hard look at the future, as well as the present. Among the questions to be answered are: What capacity do, and will, you need? A novice, or someone interested in games, can possibly be content with a cassette system and need not invest in a floppy system at all. Others, requiring a mass-memory storage capacity of, say, 250K bytes may settle for a single-drive unit—bearing in mind that an 8-inch disk holds twice as much data as a 5¼-inch diskette at less than double the cost. Generally, a single disk controller and DOS can operate up to three drives; thus it is common to start with a minimum investment and gradually add more drives to it.

Is the disk-drive hardware and software you have selected compatible with your computer? Your computer, keyboard, printers, and display must interface with the disk-system’s electronics and DOS. Is the software you intend to use available for the disk system you are about to purchase? How important to you is access time and data transfer rate? Is size critical? Are there any unusual environmental considerations such as excessive heat or humidity where the drive will be located?

And, of course, there are basic considerations that must always be evaluated. How long has the manufacturer, whose units you are considering, been in business, what is his reputation, what is his warranty policy? Are there local places for service or must units be shipped back to the factory? Will spare parts be readily available? Also, it’s wise to ask dealers and members of computer clubs about their reliability experiences with the models you are considering. Do they have a good record in their field or are they notoriously poor? Don’t hesitate to ask many questions before the final purchase...once you’ve bought the disk system, you’ll be tied to it for a long time. A list of manufacturers of disk drives appears in Table 2, contact them for specs and performance details. Remember, they are in business to respond to your needs.

---

**TABLE 2—DIRECTORY OF DISK DRIVE AND CONTROLLER MANUFACTURERS**

For more information, circle No. 97 on the free information card inside the back cover.

- **A.M. ELECTRONICS**
  3366 Washenaw Ave.
  Ann Arbor, MI 48108

- **APPARAT, INC.**
  4401 South Tamarkan Pkwy.
  Denver, CO 80237

- **APPLE COMPUTER, INC.**
  10260 Bandley Dr.
  Cupertino, CA 95014

- **CALIFORNIA COMPUTER SYSTEMS**
  250 Caribbean Dr.
  Sunnynvalle, CA 94086

- **COMMODORE BUSINESS MACHINES**
  950 Rittenhouse Rd.
  Norristown, PA 19403

- **COMPUTHINK**
  985 West Maude Ave.
  Sunnynvalle, CA 94066

- **CROMEMCO, INC.**
  260 Bernardo Ave.
  Mountainview, CA 94043

- **DATA SYSTEMS DESIGN**
  3130 Coronado Dr.
  Santa Clara, CA 95051

- **DELTA PRODUCTS**
  15392 Assembly Lane
  Huntington Beach, CA 92649

- **HEATH COMPANY**
  Benton Harbor, MI 49022

<table>
<thead>
<tr>
<th>Company Name</th>
<th>Address</th>
<th>City, State, Zip</th>
</tr>
</thead>
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<tr>
<td>IMS INTERNATIONAL</td>
<td>2300 Lockheed Way</td>
<td>Carson City, NV 89701</td>
</tr>
<tr>
<td>INTERFACE, INC.</td>
<td>20932 Cantara St.</td>
<td>Canoga Park, CA 91304</td>
</tr>
<tr>
<td>INTERNATIONAL MEMORIES, INC.</td>
<td>10381 Bandley Dr.</td>
<td>Cupertino, CA 95014</td>
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<tr>
<td>JADE COMPUTER PRODUCTS</td>
<td>4901 West Rosecrans</td>
<td>Hawthorne, CA 90250</td>
</tr>
<tr>
<td>LOBO DRIVES INTERNATIONAL</td>
<td>935 Camino Del Sur</td>
<td>Goleta, CA 93017</td>
</tr>
<tr>
<td>MATCHLESS SYSTMS</td>
<td>18444 South Broadway</td>
<td>Gardena, CA 90248</td>
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<tr>
<td>MICROMATION</td>
<td>1620 Montgomery St.</td>
<td>San Francisco, CA 94111</td>
</tr>
<tr>
<td>MICROPOLIS</td>
<td>7959 Deering Ave.</td>
<td>Canoga Park, CA 91304</td>
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<tr>
<td>MICRO-SCI</td>
<td>1405 East Chapman, Suite E</td>
<td>Orange, CA 92666</td>
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<tr>
<td>MORROW DESIGNS</td>
<td>5221 Central Ave.</td>
<td>Richmond, CA 94804</td>
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<tr>
<td>NETRONICS RESEARCH &amp; DEVELOPMENT</td>
<td>333 Litchfield Road</td>
<td>New Milford, CT 06776</td>
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<tr>
<td>NORTH STAR COMPUTERS, INC.</td>
<td>1440 Fourth St.</td>
<td>Berkeley, CA 94710</td>
</tr>
<tr>
<td>OHIO SCIENTIFIC</td>
<td>1333 South Chillicothe Rd.</td>
<td>Aurora, OH 44202</td>
</tr>
<tr>
<td>PERCOM DATA CO.</td>
<td>211 North Kirby</td>
<td>Garland, TX 75042</td>
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<tr>
<td>QT COMPUTER SYSTEMS, INC.</td>
<td>15620 South Inglewood Ave.</td>
<td>Lawndale, CA 90260</td>
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<tr>
<td>QUANTUM CORP.</td>
<td>448 Whitehead Rd., Box 5141</td>
<td>Trenton, NJ 08619</td>
</tr>
<tr>
<td>RADIO SHACK</td>
<td>1400 One Tandy Center</td>
<td>Fort Worth, TX 76102</td>
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<tr>
<td>SD SYSTEMS</td>
<td>10111 Miller Rd., Suite 103</td>
<td>Dallas, TX 75228</td>
</tr>
<tr>
<td>SMOKE SIGNAL BROADCASTING</td>
<td>31336 Via Colinas</td>
<td>West Lake Village, CA 91361</td>
</tr>
<tr>
<td>SOUTHWEST TECHNICAL PRODUCTS CORP.</td>
<td>219 West Rhapsody</td>
<td>San Antonio, TX 78216</td>
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<tr>
<td>TARBEll ELECTRONICS</td>
<td>950 Dovien Place, Suite B</td>
<td>Carson, CA 90746</td>
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<td>VISTA COMPUTER CO.</td>
<td>1401 Borchard St.</td>
<td>Santa Ana, CA 92705</td>
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<td>WAMECO</td>
<td>Box 877, 455 Plaza Alhambra</td>
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Choosing a printer for your personal computer is not the simplest of tasks. The information presented here can make it easier for you to make your decision.

ALL ABOUT PRINTERS

Once the proud owner of a personal computer has learned how to operate his machine, write programs, and beat the computer at some of its games, he tends to turn serious. He'll prepare his taxes, perhaps file his wife's favorite recipes, and use his computer to keep track of his stamp, coin, or record collection. If he owns a business, he may file his inventory, prepare payrolls, and list bills on the computer. At this point he can no longer rely on his CRT display alone for there comes a time when the data from the computer cannot be analyzed sufficiently while the user stares at his display. He needs hard copy, on paper, to put in his briefcase, to carry to meetings and discussions, and to distribute to others involved in decision-making.

So it's off to the computer store to select a printer. And that's where the fun (or frustration) begins. A multitude of different models are available from close to 100 printer manufacturers. Salesmen will confront the puzzled buyer with a flurry of terms such as "dot matrix," "KSR or RO," "daisy wheel," "pin feed," "characters per second," and the like. So, rather than face that bewildering barrage of terms unprepared, it is appropriate for the prospective buyer of a printer costing from hundreds to thousands of dollars to learn a bit about them before taking the plunge.

To start, let's differentiate between a print head, a printing mechanism, and a printer. A print head is the component that creates the character on the paper. It can be a dot-matrix impact-type, thermal non-impact-type, or one of a number of other designs. Without the mechanical elements to move that print head to the proper position, without the electronics to control positioning and carriage return, the print head is entirely useless.

The printing mechanism is a mechanical assembly, including a print head, with the necessary gears and drive to perform the movements required for printing; it may or may not include a cabinet or electronics section. The printer includes the complete assembly, including print head, printing mechanism, cabinet, and the necessary electronics (see Fig. 1).

KSR and RO

Printers can be classified in a number of ways. First, whether they include a keyboard to enable them to send, as well as receive, data. A printer/terminal includes a keyboard that permits the user to input or output data by direct connection to the computer, or via a telephone line and modem. Those two-way units are called KSR (Keyboard Send/Receive) printers. Many manufacturers supplying KSR's also market similar assemblies—less the keyboard and output-electronics section—that serve as one-way or Receive-Only (RO) printers.

Impact vs. non-impact

Impact printers generate a character by having the print head strike the paper through an inked ribbon; portable and office typewriters are common examples of impact printers. Non-impact printers generate characters without mechanical force: the small thermal printers in some low-cost printing calculators are examples of non-impact printers.

Impact printers have two major advantages over their non-impact rivals: they produce high-quality print, and can provide multiple copies. Their major drawbacks are a high noise level and low speed. Non-impact printers are quiet and many are low in cost. They generally operate at much higher speeds than impact types. Their drawbacks include the inability to produce more than one copy at a time and the need for relatively expensive paper. Also, their output is frequently less legible than that of impact types.

Impact printers that use solid type-fonts (as opposed to dot-matrix fonts) have their character sets on cylinders, balls (like the IBM Selectric print-elements), drums, bands, or wheels. As the computer informs the printer of the character required, that character is moved into position and struck so that an inked ribbon makes an impression on the paper. The next character is then moved into place and the process is...
repeated.

Non-impact printers include thermal, electrostatic, ink-jet, and laser types. While the latter two are still far too expensive for the personal-computer user, thermal and electrostatic printers are generally available for less than $1000 and that, coupled with their quietness, makes them well suited to home or small-business applications.

Low-cost printers (under $400) in those categories may use narrow rolls of paper, similar to those used by printing calculators, that are limited to 32 characters (or columns) per line. Printers costing over $500 generally accept 8½-inch wide paper and can print 80 or more characters per line.

Generally speaking, printers selling for under $1000 are of the dot-matrix type (with the exception of used Teletype machines). Dot-matrix printers with special features—like very high speed, or special head or paper-movement capabilities—may be more expensive.

In the $2000-and-up range are the "solid-character" printers using "golf balls," daisy wheels, or thimbles. They offer very high print quality, suitable for business letters and lengthy reports.

Serial printers vs. line printers

Printers can also be classified as serial or line. Serial printers—which are what we are discussing here—print one character at a time. Line printers print an entire line at a time and are generally used where very high volume and speed are required, as in the case of printing thousands—or even millions—of mailing labels or paychecks.

Serial printers have a single print head that moves horizontally across the page, printing one character at a time. If the printer is fast enough, it can print each character as it is received from the computer; otherwise the data must be stored in a buffer and fed to the print mechanism more slowly.

Fully-formed (solid) or dot-matrix characters

Depending on the type of printer used, the characters formed may be either fully-formed (solid, typewriter-quality) or dot-matrix.

Dot-matrix characters are formed by a series of dots arranged in a matrix measuring from four to seven dots horizontally by seven to nine dots vertically (see Fig. 2-a). Thus, a 7 x 7 matrix could have up to 7 dots in both directions.

Some Questions Before Buying

Here are some of the points you will have to consider:

1. Will noise be a problem? If so, a non-impact printer is recommended.
2. Will print quality be critical? If the printer is to be used for word processing or for correspondence, a fully-formed character printer is the best choice.
3. Will multiple copies (for billing, records, etc.) be required? If so, a non-impact printer is ruled out.
4. Will frequent changes of typeface be required? If so, a printer with interchangeable elements ("golf balls" or print wheels), of programmable matrix-printer, will be needed.
5. Will a lot of printing be done? If so, paper costs could become prohibitive if a thermal or electrostatic printer were used. (Also make sure that ribbon changes on impact printers are simple to accomplish.)
6. How fast does the printer have to be? Speed is directly related to cost—the faster the printer, the more expensive it will be. There also tends to be a tradeoff between speed and print quality—the higher the speed, the lower the quality.
7. What form of paper transport is required? For continuous-form paper, or for multiple copies, pin or tractor feed is the choice.
8. Will the printer be running unattended? If so, it should have alarms and/or shut-off devices to handle "out-of-paper" and other situations.
9. What is the maximum number of columns (characters per line) that will be required?
10. Will both upper and lower case characters be required? Will any special characters or symbols be needed? Make sure they are available.
11. Will a one-way, receive-only (RO) device be sufficient or will a two way (KSR) unit be required? The obvious choice is a RO printer, but give some thought to future needs.
12. How reliable is the printer manufacturer? How long has he been in business? What have you heard or read about his equipment? A "steal" on a printer whose manufacturer has gone out of business could mean problems should the device require parts or servicing.

Don't be afraid to ask questions—of yourself, of dealers, and of printer owners at local computer clubs. Remember, you'll be spending hundreds—if not thousands—of dollars on a piece of equipment that you'll be depending on for years.

Take your time; call or write to manufacturers for specifications or definitions of terms on their data sheets. And, once you've made up your mind, visit your dealer and ask him to let you get some first-hand experience with the printer you've chosen to make sure it really is right for you.

Line printers contain many print heads and hammers, or print actuators—one for each column. When an entire line's worth of characters has been stored in the line printer's buffer, the print mechanism is actuated and the entire line printed at once.

Speeds of serial printers are usually given in characters-per-second (cps); speeds of line printers are specified in lines-per-minute (lpm). A low-speed line printer may be rated at 300 lpm, a medium-speed one at 300-600 lpm and a high-speed one at over 600 lpm.

Typically, dot-matrix serial printers operate at speeds in the range of 60-400 cps. "Solid-character" serial printers operate at the rate of 25-60 cps.

Naturally, the high-speed line printers are considerably more expensive than the slower serial printers. The most popular types of line printers are drum, chain, and scanning matrix.

FIG. 1—THE MODEL IPS 5000A FROM DATAROYAL is a dot-matrix printer with a 120 cps print speed and a tractor-type paper feed.

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ALL ABOUT PRINTERS
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FIG. 2—DOT-MATRIX CHARACTERS are formed by dots in a matrix as shown in a. The “dots” in the 7 x 9 matrix shown in b form the letter “A”.

Characters are determined by the number and positions of the dots within the matrix, as shown in Fig. 2-b. Since the characters are not formed from continuous lines, legibility is not as good as that obtained from printers using fully-formed characters. The more dots used in the matrix, however, the better the appearance will be.

Impact-type dot-matrix printers produce characters using a moveable print-head mechanism that consists of solenoid-actuated pins arranged as shown in Fig. 3. As data arrives from the computer, a character-generator ROM in the printer selects the appropriate dot-pattern for the character to be printed and energizes the solenoids required. The solenoids cause print needles to strike the ribbon and form the dot-pattern on the paper.

Some dot-matrix printers, instead of using a ribbon, make use of a special paper that contains “micro-bubbles” of encapsulated ink. When the bubbles are struck by the print needles they burst and release the ink.

One technique used to obtain higher-quality output from dot-matrix printers involves multiple passes of the print head across the same line, with the head position slightly offset for each pass. That allows more dots to be printed and creates denser, more legible, characters. The drawback, of course, is a reduction in print speed.

A recent innovation in the dot-matrix field is the “throw-away” print head. When it wears out—as will eventually happen in any case—no expensive service is needed. You can just unplug the worn-out head yourself and replace it with a new one that costs about $30.

Cylinders, balls, and wheels

The earliest version of a full-character printer was the cylinder or Teletype, which had its type on a cylinder that rotated along a vertical axis on a moveable carriage, (see Fig. 4). As the computer requests a particular character to be printed, the carriage moves to the correct location on the paper and the cylinder is rotated, and also raised or lowered, to place the proper character into position so that a hammer can strike and force the character against the ribbon, printing the letter on the paper. The Teletype models 33, 35, and 38 are considered noisy, slow, (10 cps) unreliable and difficult to service—but they do fulfill the need for a low-cost printer.

The “golf-ball” print head (see Fig. 5) developed by IBM for its Selectric typewriters, contains a full set of characters embossed on a sphere. Printing is performed as the ball strikes an inked ribbon placed between the ball and the paper. When a change in font or typeface is required, ball replacement is simple and the cost for the print elements is low. Speed is relatively slow, about 15 cps, and the mechanism is quite noisy. However, print quality is good, and used, reconditioned models are available at low cost.

The daisy wheel, introduced by Diablo Systems, Inc. in 1972, is three to five times faster than the “golf-ball” or cylinder types, with speeds of up to 80 cps. Its name is derived from a resemblance to a flower with its petals outstretched (see Fig. 6). The mechanism consists of a central hub which has up to 96 arms, each containing an embossed character. When the required petal or character is rotated into the proper position, a hammer strikes the petal against an inked ribbon to produce the letter-image on the paper. The daisy-wheel elements, available in steel or plastic, come in a variety of typefaces and can be interchanged simply and rapidly. Print quality is very good but noise level is somewhat high.

Thermal, electrosensitive and ink-jet printers

The thermal matrix-printer is a popular form of a non-impact system. As the print head moves horizontally across the
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electrostatic deflection, controlled nozzle movement, and controlled paper movement. Another technique involves the use of a number of independent nozzles tightly packed into a print head with selective firing of individual nozzles determining character creation. In the “drop-on-demand” technique, shown in Fig. 8, an electrical signal is converted into a pressure pulse in the ink chamber. That causes droplets of ink to be discharged from the independently controlled ejection chambers and form printed characters.

Serial vs. parallel transmission

Computers transmit data to a printer in either serial or parallel format. In serial transmission, single bits of a byte follow each other in a steady stream; in parallel transmission, all the bits required to define a character are routed along parallel wires at the same time. Therefore, serial transmission is slower than parallel transmission. However, only one communications channel is required for serial transmission which means that serial data can be transmitted over a telephone line; in addition, serial data can be transmitted over a longer distance than parallel data without the need for special amplifying repeaters.

Serial data transmission can be synchronous or asynchronous. In synchronous transmission, it is necessary for the system to be aware of the exact time-position of each data byte representing a character to be fed to the printer. The flow of characters is split into blocks, with all bits in each block transmitted at equal time intervals. Even if no data is fed during a brief time period, data bits, called “nulls,” must be used to fill in the blocks. Stable oscillators act as clocks at both ends of the transmission to maintain synchronization and precise timing. The computer, acting as the transmitter, starts each block with a series of synchronization signals to denote the start of a block and thus synchronize the oscillators; the block is generally ended with an error-checking character.

Asynchronous transmission is less complex and does not rely on precise timing. The receiver (printer) and transmitter (computer) are synchronized by a “start bit” which is inserted before the bit-pattern for a character and a “stop bit” added after the character. Specific spacing between bytes is not required; however, it is necessary to establish the baud rate, or transmission speed in bits-per-second, between the transmitter and receiver. Commonly used baud rates are 110, 300, 600, 1200, 2400, 4800, 9600, and 19,200.

Paper-feed mechanisms

An important, and commonly overlooked, consideration in printer selection is the paper-transport arrangement. The three common transport mechanisms are friction feed, pin feed, and tractor feed.

In a friction-feed system, like that used in an office typewriter, gear-driven rollers hold and move the paper (see Fig. 9-a). The system is simple and relatively trouble-free, provided a single sheet of paper is used; when multiple sheets are loaded, it is not uncommon for them to become misaligned.

To solve that annoying problem, pin-feed systems (Fig. 9-b) were developed. Metal pins are mounted around the outer rim of the platen and engage holes punched in the outer margins on the paper. That arrangement allows long rolls of paper (with multiple copies if desired) to be used without alignment problems. Since the pins are at a fixed distance apart on the roller, only one width of paper can be used.

To accommodate a variety of paper widths, the tractor-feed mechanism was developed. The pins in the platen are eliminated and adjustable sprockets are connected to two chain-drives that slide on rods extending the width of the paper opening. A gear train, driven by the paper-feed drive motor, turns the sprockets, which pull the paper as a tractor would pull a cart. The sprockets can be moved and locked to handle any paper width.
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If you own a TRS-80, don't be without these two important books. If you order now, you can be cooking up new hookups by this time next week!
Whether it's a printer in Peoria, a terminal in Texas, or a data base in Denmark, your computer can communicate with it using a modem and a telephone.

Life can be simple and uncluttered if you are content to have your keyboard and printer at arm's length from your computer. If you are satisfied writing and running your own programs, with contact to the outside world limited to reading magazine articles, purchasing pre-packaged programs and exchanging ideas with others via computer clubs, letters and/or phone calls, then that's fine.

But should you decide to expand your world, and tie your personal computer to a time-sharing system—or write your output to a distant printer or terminal—you suddenly are involved with data transmission and the need for a modem (Modulator-DeModulator). Your computer can send its data stream to a remote terminal over telephone lines with a modem at each end. The modem at your end converts the digital bits to a more convenient form to transmit over the telephone lines, and another modem at the distant location restores the original stream of data bits.

Similarly, if you wish to make use of the rapidly-growing time-shared computer networks, such as the Source or MicroNet a modem must be inserted between your terminal (or computer) and the telephone line.

Why are modems necessary? Why not simply route computer signals along the telephone wires to a peripheral device such as a printer or remote terminal?

Telephone lines were designed to carry audio signals in the 300 Hz to 3500 Hz range. Frequencies below 300 Hz are attenuated and thus a stream of data pulses routed along such a line would suffer waveform distortion as shown in Fig. 1. Here a logic-pulse train of three O's is followed by five 1's as shown in Fig. 1-a. If this pulse train were to be transmitted over the telephone lines, then attenuation would result as shown in Fig. 1-b. Many of the logic 1's transmitted over the telephone line would be recognized as 0's at the remote peripheral, with resultant errors.

Since the telephone line is optimized to handle the 300-Hz to 3500-Hz frequency range, it is practical to convert the data bits to sine waves or sinusoidal tones that can be transmitted over the telephone line without significant distortion. This is accomplished by using a modem at each end of the line to convert the digital bits to a more convenient form to transmit over the telephone lines. The modem at your end converts the digital bits to a more convenient form to transmit over the telephone lines, and another modem at the distant location restores the original stream of data bits.
mitted without distortion. Computer data is in the form of pulses—a pulse represents a logic-1 level, the absence of a pulse represents a logic-0 level, as shown in Fig. 2. Thus, a pulse or digital signal has two distinct states with nothing in between.

An analog signal, or sinusoidal signal, is a continuously-varying voltage, as shown in Fig. 3; its frequency and amplitude remain constant as long as nothing is done to alter or modulate it. In that form, the sinusoidal voltage is termed a carrier and, since it is at a fixed frequency and amplitude, it conveys no information. However, if its amplitude were deliberately changed—such as reduced to zero for a few seconds—and then allowed to return to its original condition, it would convey information that some input had caused the change in the carrier.

As an example, the light beam in a photosensitive burglar alarm system sends a steady beam of light from a lamp, across a doorway, to a detector. The beam is a carrier that conveys no information until someone passes through the doorway, interrupting the light beam; the short duration during the absence of light at the detector conveys information that something has changed the carrier. Changing or altering the carrier is termed modulation.

**FIG. 2**—IN COMPUTER DATA, a pulse represents a logic-1, the absence of a pulse a logic-0.

**FIG. 3**—THE FREQUENCY AND AMPLITUDE of a sinusoidal signal remain constant as long as it is unmodulated.

**AM, FSK, and PSK**

The three common techniques used to modulate or alter a fixed-frequency signal (carrier) are: amplitude modulation (AM), frequency modulation (FM), or phase modulation (PM).

With amplitude modulation, Fig. 4, the level or intensity of a constant-frequency sine wave is varied. For example, an increase in amplitude could signify a logic-1 level while a decrease in amplitude would signify a logic-0 level.

In frequency-modulation, shown in Fig. 5, the amplitude of the sine wave is kept constant but the frequency of the carrier is changed. For example, a logic-1 level could be represented by a carrier frequency of 1270 Hz; a 1070-Hz tone could be generated if the logic state changes to a 0. The term FSK (frequency-shift keying) is often used to indicate that the carrier’s frequency is shifted between two distinct frequencies to designate logic 1’s or 0’s.

Phase modulation, shown in Fig. 6, involves instantaneous changes in the phase of the carrier relative to a fixed reference phase angle. A standard sine wave starts at zero amplitude and zero phase angle, rises to a peak positive amplitude at 90 degrees, and drops to zero at 180 degrees before returning to zero at 360 degrees (see Fig. 3.) It is possible to represent a logic-1 level as a signal with a particular phase angle and a logic-0 level as the same amplitude, same frequency carrier but displaced in phase by 180 degrees (see Fig. 6.) A phase-detector circuit can be used to detect the phase of the carrier and thus determine whether a logic 1 or logic 0 is present. That technique is called PSK or Phase-Shift Keying.

It is possible to combine amplitude modulation (AM) that has two states (high or low) with phase modulation, which can be extended to four phase shifts, to provide eight signal-state conditions; that technique is termed quadrature phase modulation. Using that technique, data rates as high as 9600 bits-per-second are achieved.

Frequency modulation or FSK is most commonly used for modems operating at 300 bits-per-second or less.

**Parallel-to-serial interface**

Letters or characters generated by a computer are generally coded in an 8-bit ASCII (American Standard Code for Information Interchange) set. ASCII is a seven-bit code with 128 combinations for letters, numerals, and control functions. During serial transmission, the ASCII code is sent as an eight-bit word, with the additional bit used for parity or error checking. Those bytes of information, containing eight bits or pulses, cannot be sent over the conventional two-wire telephone line; the parallel or simultaneous transmission of bits must first be converted to a serial transmission, with bits moving along the phone line one at a time. The necessary parallel-to-serial conversion is performed by a RS-232 serial interface.

Assume that the computer is transmitting the letter “t”, represented by 01010101 in the ASCII code: The serial interface would accept the simultaneous group of bits and output them one bit at a time, as shown in Fig. 7. The string of bits would be represented by voltage levels of 0 and +5 for a logic 0 and a logic 1, respectively. Those pulses would then be fed to the modem that would convert them into audio tones. Those audio tones would be transmitted along the phone lines to the distant computer or terminal, where a receive modem would convert or demodulate the audio tones to their binary equivalents.

The RS-232 interface standard, adopted by the Electronic Industries Association (EIA), is the equivalent of the international CCIT TV24 standard. The 25-pin connector arrange-
ment used for modems involved with serial data transmission is shown in Fig. 8. Table 1 lists the pin functions for modems that are used for synchronous and asynchronous transmission.

Although EIA does not define how data is to be transmitted, it does define the control functions and their use. It also standardizes the pin connections on a 25-pin interface connector; the computer or terminal holds the male connector while the modem uses the female 25-pin connector. Terminals can be connected to a computer if cable length is less than 50 feet; for lengths extending to hundreds of feet, errors due to lost bits or extraneous noise-pickup may compromise the system.

If distances within a building involving several terminals exceed 50 feet, line drivers may be used at each terminal and at the computer. The line driver is basically a signal converter to amplify digital signals routed from an RS-232 interface connector; twisted-pair wires can be used between line drivers.

**Simplex, half duplex, full-duplex**

Data can be transmitted between a computer's I/O port and a peripheral device by simplex, half-duplex (HDX), or full duplex (FDX) modems. Simplex modems allow transmission in one direction only and thus are not often used. In a half-duplex system, data may be sent in either direction but not simultaneously. With full-duplex modems, transmission can take place in both directions at the same time. With full-duplex, two telephone channels are required, while simplex and half-duplex modems require only one. Most modems are designed for either half-duplex or full-duplex operation.

Modems are available for long-haul (extremely long distances) or short-haul (relatively limited distances). Long-haul modems are capable of satisfactory performances over thousands of miles of regular telephone or leased lines. Short-haul modems, generally slightly less expensive than long-haul versions, are designed to operate over limited distances with short, leased lines. There is no specific industry standard or definition for short- or long-haul distances. Modems may be classified by the speed of operation with these definitions. Low-speed: up to 600 bits per second; medium-speed: up to 2400 bits-per-second; high-speed: up to 9600 bits-per-second; and wideband: above 9600 bits-per-second. It is common to refer to data-transmission speed as baud or bits-per-second; however, this is strictly true if the transmission system only involves two signal states (on or off), as is the case with a computer.

Peripherals, such as a slow-speed printer, must operate at the same baud rate as the modem. Thus modems with multiple transmission rates may include a switch (or wiring connections) to match the data-transfer rate of the modem to the printer. For most installations, modems are hooked up to a dial-up line in a standard telephone network or perhaps an AT&T leased line; for short distances, one or several twisted pairs of wires may be used. When modems are used with the Bell telephone network, signals are limited to a specified level to avoid line overload and interference. Modems carrying FCC approval can be connected directly to the phone lines; otherwise, users must include a Data Access Arrangement (DAA), which is an FCC-approved interface, between the modem and telephone circuit.

Here's a simple example of how a modem would transmit and receive data in a full-duplex system (see Fig. 9).

The ASCII output from the computer, converted to serial form, is routed to the send modem that converts the logic state of 0 to a frequency of 1070 Hz and a logic 1 to 1270 Hz. The frequency-shifted (or FSK) signals are then sent along the telephone lines to a distant location where a receive modem accepts the signals from the telephone line via a bandpass filter that passes signals in the range of 950 to 1500 Hz and rejects all other frequencies. The 1070-Hz tones are
converted back to logic 0's and the 1270-Hz audio signals to logic 1's, restoring the original string of ASCII-coded pulses.

Now, the operator at the distant location may wish to send data or instructions back to the main computer to answer or respond. The keyboard output, in the form of ASCII-coded pulses, is fed to the modulator at the receiver modem where a logic 0 state generates a 2025-Hz audio tone and a logic 1 develops a 2225-Hz tone. Those audio signals are sent back, along the same telephone wires, to the main computer. At the main computer, a bandpass filter accepts the 2025-Hz and 2225-Hz signals and rejects other tones before they reach the demodulator. At the demodulator, the 2025-Hz and 2225-Hz tones are converted back to their logic 0's and logic 1's. Since two different sets of frequencies (1070-1270 Hz and 2025-2225 Hz) are used together, specially-designed bandpass filters are required to make the full-duplex system feasible using only one set of telephone lines.

Some modems on the market are available as originate only or answer only; although those units are less expensive than modems that include both originate and answer, they are obviously limited in performance.

An originate-only modem converts the logic 1's and 0's to the 1070/1270-Hz tones that are sent over the telephone lines. It cannot, however, receive tones in that frequency range. It can only receive tones in the 2025/2225-Hz tones. Therefore, two originate-only modems cannot talk to each other. This type of modem is the kind that you will probably use with your home computer.

An answer-only modem converts logic 1's and 0's to the 2025/2225-Hz tones, but it cannot receive these tones. It can only receive 1070/1270-Hz tones. Some answer-only modems have the capability to answer the telephone and connect the computer to the telephone line. A modem with answer and originate capabilities can both send and receive data on both tone pairs. That kind of modem can therefore, carry on a conversation with either an originate-only or an answer-only modem.

**Synchronous vs. asynchronous transmission**

Data is in the form of a stream of logic 1's and 0's, representing letters, numbers, and symbols. As they are transmitted over the telephone lines, some method of synchronization—either synchronous or asynchronous—at the sending and receiving ends is required to maintain the bit code.

Synchronous transmission involves defining the beginning and end of each individual character or 8-bit byte sent over the lines. The word asynchronous can be misleading since it implies no synchronization. Actually, a begin and end (or start and stop) bit is inserted between each 8-bit word to synchronize the transmitter and receiver; a parity bit is included to detect errors.

Synchronous transmission does not involve individual timing signals for each character; instead, timing signals are provided for long, lengthy stretches or blocks of data flow. Thus, there are no start and stop bits between characters.

Binary data transmission may be expressed as one of two conditions, mark for a binary 1 and space as binary 0, shown in Fig. 10. In asynchronous transmission, the transmitter rises to a mark condition at the end of each byte and remains at that level until the next byte is heralded by a space; thus, the mark at the end of the byte is the stop bit and the space at the beginning of the byte is the start bit. Those two synchronization bits permit the receiver at the end of the line to lock in or sync with the transmitter. However, an 8-bit byte requires an additional two bits to signal when a byte is arriving and is completed; those bits do not convey data and thus the system is relatively inefficient. The clock or timing signals at the transmitter and receiver are synchronized or locked each time a byte arrives; there may be lengthy periods (in the fast nanosecond world of computers) when bytes are not transmitted. However, as a new byte appears, synchronization will again take place. Asynchronous transmission of the letter "R" with start, parity, and stop bits...
included, is shown in Fig. 10. If data bits would be sent in a continuous stream, efficiency would be increased. For high-speed data, synchronous transmission is used whereby the transmitter clock triggers the receiver clock and is allowed to run for a lengthy sequence of bytes or blocks of data. Bytes are transmitted in a rapid, steady stream: in the event that gaps occur in the data flow, the transmitter must inject idle-bytes to maintain synchronization. The synchronous transmission system is initiated by a predetermined bit pattern or code sent by the transmitter.

Hard-wired modems vs. acoustic couplers

Modems are available either as hard-wired (sometimes called direct connection) or acoustic coupled. The hard-wired units are connected to the telephone lines directly by means of a plug fitted into the telephone’s wall jack. An acoustic coupler, shown in Fig. 11, is designed to accept the telephone handset physically; the analog/digital signals entering and leaving the telephone lines are fed to the modem through tight-fitting, soundproof rubber cups to reduce external noise that might enter and upset transmission. ASCII input (in serial form) from the computer is fed to the modulator which converts logic-0’s and 1’s to either of two tones, FSK audio signals are converted to logic-1’s and 0’s by the demodulator to reproduce the ASCII coded information.

![Diagram of modem and acoustic coupler](image)

**FIG. 11—AN ACCUTSOMIC COUPLER is designed to pass and receive information through a telephone’s handset.**

Tightly pressed against the mouthpiece of the telephone handset: the audio tones are then transmitted along the phone lines. Assuming that a full-duplex system is used, incoming audio tones reach the earpiece of the handset which is closely coupled to a microphone. The two-tone FSK audio signals are converted to logic 1’s and 0’s by the demodulator to produce the ASCII coded information sent by the distant computer or terminal.

Hard-wired modems are generally more expensive than acoustic coupled types; however, they are not susceptible to external noise interference. A list of manufacturers supplying modems is shown in Table 2.
Choosing a computer system is very much like getting married—it pays to give it a lot of thought first. Consider these points when making your choice.
WELL. THAT FATEFUL DAY HAS FINALLY ARRIVED: YOU'VE gotten up your courage and decided to go out and buy a home computer system. Just one problem remains—what do you do first? The answer is simple: Ask questions!

Ask questions about the system you intend to buy; ask questions about any dealer that you may do business with; ask any question that may help you make an intelligent choice, but most important, ask those questions and get them answered before you spend the first dollar.

What questions should you ask? That all depends on your requirements, but the ones listed in "Before you Buy A Computer" elsewhere in this article can serve as a good starting point. Use those questions as a checklist for some of the basic things to consider before making your purchase.

One more point: When you think you know what it is you intend to do with your computer, define your requirements in as much detail as you can. Simply saying that you want your computer to help you with your business is not enough. The more information you can provide a good computer salesman regarding your needs (For example: If you're going to be using it to keep an inventory, how many different items and categories will be involved?), the better he will be able to help you find the system best suited to you.

Putting your system together

Of course there's more to a computer system than just a computer. What's more, the peripherals, software, and incidentals that make up a system can often cost more than the computer itself. The most important thing to keep in mind when you are putting your system together is that the peripherals must be compatible with your computer—otherwise they are worse than useless!

Don't always believe what you're told at the store about compatibility; although most computer salesmen are knowledgeable, there are a few who probably know less than you do. Also, just because a manufacturer says that his product is compatible with a particular system does not necessarily mean that it is.

There are many instances where ambiguous specifications or sudden hardware or software changes have crossed up the best of intentions. If you want to play it safe, insist on seeing a demonstration of all the components of the system you intend to purchase working together. By the way, the same advice holds true for the computer itself—if the computer is delivered in a factory-sealed box, don't accept it! All too often, a computer is damaged in transit, so, unless the idea of bringing that bulky box back to the store (and waiting for repair or a replacement) doesn't bother you, it is advisable to have the salesman open the box and make sure the computer is working properly before you take it home.

What you'll need

Let's look at some of the peripherals that you'll need to get the best use out of your computer. For instance, unless you purchase a computer with an integral video monitor (such as the PET), you'll need some way to view your programs and their results.

Using your television set is one solution, and that is what is done in many cases. There are some limitations to that approach however, the most serious of which is that the bandwidth of most TV receivers restricts the display size to lines of about 40 characters. If that's all you'll need, fine; otherwise you'll have to obtain a video monitor. With some systems you may require a terminal, which combines a video monitor with a keyboard. Also, if color graphics are important to you, be certain that the monitor you choose is appropriate.

What about disk drives? If you need them, it's best to buy the kind that are already assembled and need only to be plugged in. Unless you are experienced in computer electronics, the do-it-yourself units can be more trouble than they are worth.

A printer is a necessity if you're going to require "hard copy" from your computer. There are two types of printer interfaces: serial and parallel. They differ in the way that they accept information from the computer. A serial printer is recommended if the unit is going to be located more than a few feet from the computer, but it requires an RS-232 interface. Some computers have an RS-232 interface built in, and if yours does, you're all set; if yours doesn't, that is another accessory that you are going to need.

An RS-232 interface is also required if you intend to use your computer with a modem, to communicate with other computers over the telephone.

Everything that we've discussed so far has one thing in common—it all has to be plugged into a 117-volt source... which also means that in the event of a power failure, it will all stop working. If you are in an area where power failures are common, or if your computer system is going to be in continuous use, consider getting a battery-powered backup supply. It can keep things going for about 15 minutes, enough time to shut everything down in an orderly fashion without losing any data. Also, if the power lines in your area are subject to electrical-spike noise, a transient filter would be a good investment.

While we're on the subject of power, you should take care not to overload your computer's power supply. Some computers can accept plug-in boards such as disk controllers, additional memory, communications interfaces, etc. It is possible, in some cases, to plug in a combination of boards that will draw more current than the computer's power supply is designed for. The result is erratic operation at best, and total failure at worst.

Software and incidentals

What we said earlier about peripherals also holds true for software: Make sure it's compatible with your system and that it does everything you expect it to! Have the dealer demonstrate the package in the store and put it through its paces. (Taking this step can also save you some of the time and effort it would take to figure out how it works by yourself.) And when setting up your system, don't forget the incidentals such as paper; disks or cassette tapes, and a place to store them, and the like.

While much of what we've discussed here is simple common sense, in the excitement of buying a computer many people tend to overlook the simple things that are really important. Don't be timid—if you are unsure of anything, ask about it before you buy. Bear in mind what you've just read and you'll greatly increase the chances of making the right decisions. Happy computing!

R-E
BEFORE YOU BUY A COMPUTER

Below are some basic questions that you should have the answers to before you purchase any personal computer. Use them as a starting point and add any that are pertinent to your special requirements.

Questions about your computer
1. Is the software you require available for the computer or would you be required to write it yourself?
2. Is the computer supported by software from outside vendors or would you be required to buy it from the manufacturer?
3. Is the manufacturer’s documentation (manuals) reasonably complete?
4. Will the dealer and/or manufacturer assist you if you run into problems?
5. Is there a user’s group for that particular computer in your local area?
6. Are there many manufacturers producing compatible hardware for that computer?
7. What has the hobby press said about the computer?
8. Does that computer have a history of user problems?
9. Can the display’s line length long enough? If it isn’t, can it be extended?
10. Can the computer grow with your needs? Can additional memory, disk drives, etc. be added as the need arises?
11. If graphics are important, can the computer support them?
12. If color is important, can the computer support it?
13. Does the computer have a standard typewriter keyboard?
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OCTOBER 1981

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a Dynamic Noise Reduction System

When you want to reduce noise in non-encoded material, or when the noise is in the program source itself, this new noise-reduction system promises to be the number.

LEN FELDMAN
CONTRIBUTING HI-FI EDITOR

BASICALLY, THERE ARE TWO WAYS TO reduce noise in any sound system. The first of those is generally referred to as a complementary, or companding type. In it, signal encoding takes place before transmission or recording; the signal is decoded during playback. The second type of noise-reduction system is referred to as non-complementary, or single-ended; it operates during playback only. As a result, it does not require any special encoding of the program material.

For consumer audio equipment, the most popular noise-reduction system to date has been the Dolby B system, which falls into the first (complementary) category. While Dolby B provides only 10 dB of noise reduction at high frequencies (not enough to make tape hiss totally inaudible), it's widely accepted because it is a "compatible" noise-reduction system. That is, one can listen to a Dolby-encoded program source without using a Dolby decoder and still find the music acceptable.

However, the fact that Dolby B does not render tape hiss completely inaudible has prompted other designers to come up with companding systems that deliver greater amounts of noise reduction. Among those are the dbx companding system and, more recently, the Dolby C system. The dbx system offers over 35 dB of noise reduction while the new Dolby C system cascades two Dolby B circuits (with some other circuit refinements) and delivers 20 dB of noise reduction in the mid and high frequency bands.

Over the years, some designers have concentrated on single-ended, or non-complementary noise-reduction systems as well. Perhaps the best known of these is the Dynamic Noise Filter developed by Burwen. Now, National Semiconductor has developed a noise-reduction system, called DNR, based upon the same Burwen Dynamic Noise Filter that does not require signal encoding and, as a result, is effective for RM broadcast signals, tape, and other program sources. According to National Semiconductor, the system is particularly useful in automotive entertainment systems and would be effective when used with video cassettes as well. An integrated circuit, the LM1894, is available in a 14-pin dual-in-line, molded package to equipment manufacturers at an extremely low price, when bought in large quantities.

Advantages of non-complementary noise reduction

While companding noise-reduction systems are capable of reducing noise that is added to a program source during the recording process itself, they cannot eliminate noise that is already in the program source. When it is necessary to remove or reduce noise levels in a program source, a non-complementary type of noise-reduction system is preferred and, since such a system requires no encoding, complete compatibility is retained. Another advantage of single-ended noise-reduction systems is their low cost, compared with companding encode/decode systems. Remember, too, that most of the program material that we listen to (radio, records, TV, etc.) is not encoded at all. Few FM stations now use Dolby FM, despite its early promise, and therefore an effective non-complementary noise-reduction system may well be an idea whose time has come.

How DNR works

The National Semiconductor noise-reduction system can provide up to 14 dB of noise reduction in stereo program material and is based upon two principles. The first of those states that noise output is proportional to system bandwidth. Suppose system noise is caused solely by resistive noise (noise added by the circuit resistors). In such a system, noise amplitude is uniform over the frequency bandwidth. Thus, if the bandwidth of the system is reduced, the noise...
content is also reduced.

Unfortunately, there isn't a simple correlation between the amplitude of the noise signal and the amplitude of the noise perceived by the listener. As shown in Fig. 1, the ear is most sensitive to noise in the 600-Hz to 6-kHz frequency range. For this reason, when measuring noise content in a system, a weighting filter is usually inserted in the measuring instrument to give better correlation between the measured signal-to-noise ratio and the subjective impression of noise. When a CCIR/ARM weighting filter (commonly used when measuring signal-to-noise ratios of cassette tape and decks) is used, it will yield noise-reduction numbers of between 14 and 18 dB when the bandwidth of a system is restricted to 1 kHz with single-pole and two-pole low-pass filters, as shown in the curves of Fig. 2.

Auditory noise masking

The second principle that DNR is based on is the fact that whenever we hear one sound, that sound decreases our ability to hear another. White noise (random noise that contains all audible frequencies at equal amplitude), for example, raises the threshold of hearing a pure tone by a level that depends on the frequency of that tone, as shown in Fig. 3. The curve shows a general trend. At a higher frequency, a tone has to be increased in amplitude (compared to a 1-kHz tone) to be heard. That is because a wider range of noise frequencies contribute to masking as the tone's frequency increases. But regardless of the tone's frequency, there will be some range of noise frequencies that will be capable of masking that tone.

The results are not quite the same when we measure the ability of a single tone to mask undesired noise. Experimental results show that extremely high sound-pressure levels of a single tone are required to provide masking. Even at the most effective frequencies (between 700 Hz and 1 kHz, near the natural resonance of the ear), sound-pressure levels in excess of 75 dB are required to mask noise at a very low 16 dB SPL (Sound Pressure Level). Fortunately, those results apply only to pure single tones. With the complex signals that are characteristic of music and speech, masking effects are much better. The broadband spectral components, and high concentration of energy around 1 kHz that is produced by most musical instruments (Fig. 4) improve the noise-masking ability by more than 30 dB over a pure 1kHz tone. Comparing the frequency spectrum of musical instruments with the ear-sensitivity curve of Fig. 1, we see that the high-energy content is just where it needs to be for effective noise masking.
From all of that, the designers at National Semiconductor concluded that if source material is at least 29 dB above the "noise floor", adequate masking can usually be obtained. Therefore, any noise-reduction system that dynamically restricts audio bandwidth (by virtue of its previously calculated 14-dB improvement) will insure a minimum perceived signal-to-noise ratio of 43 dB (29 dB + 14 dB) without audibly degrading the music program. A cassette tape recorded at a mean signal level of around -10 VU (Volume Units, as on a VU meter)—40 to 45 dB above the noise floor of the tape/system—will, with the aid of a bandwidth-varying noise-reduction system, be improved to a perceived signal-to-noise level of between 55 and 60 dB. If the recording was made at 0 VU, the improvement can be expected to provide a signal-to-noise ratio of better than 65 dB.

The DNR audio filters and control path

The general arrangement of the DNR system is shown in the block diagram of Fig. 5. Two low-pass filters (one for each stereo channel) are placed in the audio-signal path, their -3dB bandwidths are controlled by the amplitude and frequency of the incoming signals. Each filter response is flat below its cut-off frequency, with a smooth single-pole roll off above its corner frequency for any control setting. The resulting -6 dB-per-octave slope produces the most satisfactory results with modern and classical music that has a wide frequency range. Steeper slopes can produce greater amounts of noise reduction for a given bandwidth, but are more suited to program material that does not have substantial high-frequency content. Cascading two filters will give a -12 dB/octave slope with noise reduction as great as 18 dB (See Fig. 2).

Figure 6 shows the various low-pass filter response curves that are obtained by varying the control voltage.

That turns out not to be the case. Figure 7 shows the frequency versus amplitude response of the DNR IC control path. The DNR system uses a high-pass filter with a -3dB corner frequency of 6 kHz and -12 dB/octave roll-off slope. An optional notch at 19 kHz is for when the source material contains a stereo-FM pilot signal that might tend to increase minimum bandwidth above 800 Hz when the detector threshold is set at the noise floor.

The control-path frequency-response is weighted in that manner because program material varies substantially in harmonic content, depending both on relative loudness and on the particular instruments being played. As an example, consider the case of a French horn. Most of the energy produced by that instrument is below 1 kHz. If a low-pass filter were used in the control path, it would respond to that energy and open up the filters to full bandwidth, unmasking noise in the 2-kHz and above region.

To avoid that, the system looks for high-frequency energy in the music source and, in the case of the French horn, not finding any higher harmonics, the noise remains filtered out and bandwidth remains restricted. Multiple instruments, or a solo instrument such as a violin, for example, may have significant high-frequency energy that will not only provide good noise masking but will require a wider system bandwidth. To summarize then, when high frequencies are detected in the control path, it is an indication that large levels of energy are present at the same time in the critical masking-frequency range, so that audio bandwidth can be safely increased as required to prevent audible degradation of the music. The noise, however, remains masked. To make up for the relatively fast decrease in spectral energy with increasing frequency, the control-path response is increased at a 12 dB-per-octave rate.

Attack and decay times

If the detector of the DNR system were allowed to respond instantaneously to any input signal, ticks or noise bursts of short duration but with rapid rise times would be able to open up the bandwidth of the system without simultaneous program masking. Also, different instruments have widely differing risetime characteristics. With that in mind, the DNR system was designed.
with an attack time of 0.5 milliseconds to minimize potential loss of high-frequency transients. That does constitute a trade-off in that the system is susceptible to impulse-noise interference. Impulse noise, having fast rise and decay times and quite a bit of high-frequency energy, must be eliminated using other techniques.

Once the detector has responded to a given musical transient, it must decay back to its inactive level when that transient is over. Once again, a compromise in parameters was required for the DNR system. Too slow a decay time would mean that system bandwidth would remain "wide open" for some period after the decay of the transient. A noise burst would be heard at the end of each musical transient since there would be nothing to mask it. If the decay was too rapid on the other hand, a loss in apparent ambience would occur because harmonics occurring at the end of a transient would be suppressed. The DNR system decays to within 10% of final value in 50 milliseconds. The ear's inability to recover sensitivity for 100 to 150 milliseconds following a loud sound prevents the noise burst that is present at the beginning of each transient from being heard.

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"So this is your second-grade addition. Well, now, let me get the calculator to see if you've got them all right."
Learning all about the "ABC's" of seven-segment LED's.

EARL "DOC" SAVAGE, K4SDS, HOBBY EDITOR

We all know that a seven-segment LED can be used to display the numbers between 0 and 9. But did you know that those LED's can also be used to display letters of the alphabet? Well they can, although not all the letters can be formed and the LED's must be driven somewhat differently.

Take a look at the LED shown in Fig. 1. Each segment is labeled in the standard manner. If you were to light segments "e," "f," "g," "a," "b," "c," and "d," the letter "A" would be displayed. Likewise, lighting segments "d," "e," and "f" would produce a letter "L," and so on.

Although there are special, more costly, readouts that can display all the letters, the lowly seven-segment LED is quite capable of producing 16. Although that may not sound like many, you'd be surprised at the number of words that can be made from the 5 vowels and 11 consonants that are shown in Fig. 2. Note that some of the letters are upper case and some are lower case. Well, you can't have everything. (Some letters, though, can be formed either way, "I" is one—see if you can find the others.)

If you think about it for a few moments I am sure that you'll become convinced that there are literally thousands of words that can be formed from just those few letters. As a short example, consider these: BILL, SUE, JOE, PEG, HELLO, GOOD, SHIP, BAG, BEG, BIG, BOG, and BUG. If you like, you can write a computer program to list all of the possible combinations.

Getting back to lighting the individual segments, you could use an SPDT switch to light each one as shown in Fig. 3. Note the 220-ohm resistors in that circuit: they are current-limiting resistors and are included to prevent burning out the LED. The circuit shown will produce all of the possible combinations but is awkward at best. Fortunately there is a better way to accomplish the same objective.

The circuit in Fig. 4 uses an SPDT switch to choose which of two letters, "C" or "L," is displayed. The IN914 diodes are used to isolate the switch lines so that the current cannot find a path to light unneeded segments. Without the diodes all four wired segments would be lighted in both switch positions. The diodes connected to segments "a" and "d" are not actually needed because those segments are only connected to one switch position. The diodes were included in case you wish to use those segments later to display other letters.

The example in Fig. 4 can easily be expanded using a multi-position rotary switch. When expanded that way, the circuit can be used to spell out words sequentially, letter-by-letter. In that case, don't overlook letters that repeat—the switch positions for those letters can simply be wired together to minimize some of the work required.

For instance, if you wanted the circuit to spell the word "hobby," you could wire the third and fourth switch positions together. You could also minimize the wiring in this example by leaving segments "b" and "c" on all the time; that is because those segments are used in all of the letters of that particular word.

Incidentally, all of the LED's shown in this article are common-cathode devices. If you want to use common-anode LED's, apply power to the common anode, and ground the segments you wish to light. To do that in Fig. 4, for example, simply exchange the ground and power connections, and reverse the diodes.

Now that we have the basics behind us, let's build a game that will be entertaining as well as educational. For now we'll limit our game to words that are just three letters long. If you wish, you can expand it later either by providing more letters per position, or by using more LED's and switches to form longer words.

The circuit for the game is shown in Fig. 5. You'll notice, of course, that all of the resistors and diodes have been omitted. That was done for simplicity; you should have little trouble completing the circuit using the information presented earlier.

Each switch is used to display a letter on the LED it's wired to. The first and third switch/LED are used for consonants; the middle one for vowels. The object of the game is to spell the greatest number of words in a given time. The kids are sure to enjoy this.
concert levels from the rear speaker with just one watt of power. However, the level of the reverb should be 10 to 20 dB lower than the level of the front channel. That corresponds to a difference of 5 to 50 watts. Furthermore, the distortion in the system that’s caused by the rear (delayed) channel appears to be 10 to 20 dB lower than actually measured because the music from the louder front-channels serve to mask that distortion.

The reverb effect is not obvious as the reverbation or output levels are gradually increased. It’s only when the reverbation decreases or disappears that you really notice it. The effect should be subliminal—you should not be able to hear the reverbation unless you really listen for it, but your mind will always know it is there. There will be a “fullness,” without an increase in volume, that is deceiving. You’ll often find that you are listening to your stereo system at a lower volume level than before simply because the music no longer needs to be loud just to fill a room with sound.

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SIGNAL TRACER, The Probe, is a low-cost signal tracer designed to allow the field engineer to trace analog or digital signals without direct connection to the circuit. The Probe is entirely self-contained with a speaker output and is powered by a 9-volt transistor battery. It is housed in a high-impact plastic case (2 X 4 X 1 inches) and weighs five ounces, including the battery. The Probe is priced at $49.95.—Major Audio, 1119 Due West Avenue, Madison, TN 37115.

RAM-EXPANSION KIT, is a memory-expansion kit that will upgrade any Atari 8K RAM board to 16K. It provides five times more program space in high-resolution graphics and also allows access to higher-resolution graphics (320 X 192). The kit can be installed in minutes and includes all hardware and pictorial instructions. Supporting software available includes graphics programs such as Plot and Draw which generate graphs quickly while saving data for incorporation into BASIC program. Other software includes computer-assisted instruction programs, child-education programs, and video games. Suggested retail price is $79.95.—Mosaic Electronics, P.O. Box 745, Oregon City, OR 97045.

CAR-STereo SPEAKER, model LS-81, is designed for compact cars. It has a 1-inch air-spring tweeter, and a 4½-inch bass driver with a long-throw voice coil, low-mass-cone suspension and a vented center pole. The LS-81 measures 7¾ X 5½ X 5 inches. Manufacturers specifications include a frequency response of 80 to 20,000 Hz ± 3 dB, and an impedance of 4 ohms. Suggested retail price is $190 including mounts.—Epicure Products, Inc., 1 Charles St., Newburyport, MA 01950.

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The model MR II does not require equalization, and offers wide (90° × 60°) sound dispersion. Frequency response is 46 Hz-20 kHz ± 5dB. The system incorporates a coll-guard circuit to protect speakers from damage from overload; that protective circuit resets automatically.

The model MR II is priced at $350.00.—GLL, a division of Integrated Sound Systems, Inc., 29-50 Northern Blvd., Long Island City, NY 11101.

PRINTERS models MT-80P and MT-80S, are both in the MT-80 series of 123-character-per-second, 80- and 132-column bidirectional printers. They support the full upper case and lower case 96-character ASCII set in three software-selected fonts (5, 10, and 16.5 characters per inch). The printers can handle up to three copies plus the original. The 10-character-per-inch font uses a 9 × 7 dot matrix. These microprocessor-controlled printers contain a 240-character buffer, expandable to 3K in 1K increments. A comprehensive self-diagnostic program is automatically run on power up. The printers have no duty-cycle limitations. Life expectancy of the print heads is 100 million characters. The mean time between failure is 1,000,000 lines. The units weigh 22 pounds and measures 7.3 × 17.7 × 14.8 inches.

The pin-feed paper handling system can be adjusted to accept fan-fold forms varying from 1.0 to 9.5 inches in width. Paper can be loaded from the rear or bottom.

The model MT-80P Centronics-compatible parallel interface version is priced at $795.00 in single quantities; the model MT-80S serial (RS-232) version costs $895.00 for single units.—Microtek, Inc., 9514 Chesapeake Dr., San Diego, CA 92123.

SOFTWARE-DRIVEN INTERFACE, the Micro Commander, connects a microcomputer to the BSR X-10 system. It provides an easy, inexpensive, and reliable way to control lights and appliances (motors, TV, stereo, heaters, alarms, fans, pumps, etc.) in a home or office using a microcomputer. It is a direct interface to the AC line, so there’s no need to purchase the BSR command console.

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The Micro Commander is priced at $59.95.—Interface Technology, Inc., P.O. Box 383, Des Plaines, IL 60018.

I/O PROCESSOR, model IOP, provides multi-processor capability for Cromemco’s S-100 bus microcomputer systems. It is a true single-card computer with a fast Z80A microprocessor, 16K bytes of RAM, and up to 32K bytes of PROM capacity.

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The model IOP can be used either alone or with other IOP cards as a satellite processor on the S-100 bus. It can also be used to interface the S-100 bus processor and a set of peripherals. The model IOP’s self-contained, excepting external power, making it an ideal choice for off-line control of small-to-medium-scale dedicated applications.

To the host processor, the model IOP appears as two output ports and two input ports. The base address of those ports is switch-selectable. In addition, it can intercept the host processor and supply a pre-programmed interrupt vector. A daisy-chain connector is used for interrupt-priority. The model IOP is priced at $695.00.—Cromemco, Inc., 280 Bernardo Ave., Mountain View, CA 94043.

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Computerization can improve radio communications...sometimes.

HERB FRIEDMAN, COMMUNICATIONS EDITOR

THE MARKETPLACE IS GOING COMPUTERIZED. The price of microprocessor IC’s has fallen so low that a manufacturer can put a "computer" into just about any product without increasing its cost very much. We’re now seeing computerized automobiles, TV’s, stereos, washing machines, microwave ovens and blenders. Perhaps we’ll soon see a computerized kitchen sink. But does computerization really make something better?

I mention all that because of two recent experiences I had involving computerized communications. In the first, we see computerization making possible a totally new concept that will greatly expand mobile-telephone service. In the other...well, I’ll let you decide for yourself, for one man’s poison is another’s hobby.

Let’s start with new technology. A friend asked me to find out about getting a mobile telephone. I wouldn’t exactly say my inquiries produced howls of laughter, but I can’t imagine how anyone could keep a straight face while telling me it might take months or years on a waiting list to get a mobile phone, and that, even after he finally had it, he would be hard-pressed to find an open channel when he needed it. In large cities a single transmitter per frequency blankets the entire area, and about two dozen conversations is all that can be handled at a time. A heavy rain, not to mention a snowstorm, can cause enough mobile-phone demand to tie up the entire system for hours. But now, through computerization, and the recently proved cellular radio-system the number of simultaneous conversations that can be handled can be increased twenty times and more.

Instead of a single, powerful, transmitter blanketing the city (Fig. 1-a), the area is broken up into small "cells," as shown in Fig. 1-b. Each cell is serviced by a low-power transmitter using a frequency between 800-900 MHz; transmission is essentially line-of-sight with bounce (reflections) off buildings that fill the "canyons" (the area between the buildings).

As a vehicle moves from one cell to another, a computer transfers the signal to the transmitter in the next zone, or the transmitter that will be most effective. If the vehicle is still completely within one zone, but for some reason a transmitter in another zone is better for a particular signal, the computer can transfer the signal to that transmitter. If there were a network of contiguous cells, a vehicle could drive from one end of the country to the other and maintain mobile-phone communications all the way. Obviously, that is too much to expect right away, but rapid development of a contiguous system in the heavily-populated areas of the Northeast, Southern California, and Ohio Valley is not unreasonable to expect. In fact, the FCC predicts that about 70 cities will have cellular systems by the mid ’80s.

Another advantage of the cellular system is that it permits the use of hand-held mobile phones, similar to the hand-held transceivers used by radio amateurs on the 2-, 1¼- and ¾-meter bands. Right now, thousands of hams can use a local repeater to access telephones through their hand-held units, generating the control and dialing signals with a Touch-Tone pad built into the transceiver. Non-amateurs, however, cannot use the hand-held phone because the service isn’t provided commercially (at least not that I know of). While the signal from a central telephone-transmitter could be received on a hand-held unit, the hand-held’s signal couldn’t make it to the telephone-system receiver unless the user were located very near the antenna.

But in a cellular system—with its many local transmitters (and receivers)—it’s certainly conceivable that most, if not all, hand-helds will be within range of a computer-controlled transmitter.

The cellular telephone system is only possible because of the computer; the computer can keep track not only of the signal strengths of hundreds of signals, but also of frequency availability. It is even possible for the computer to allow several interference-free conversations on the same frequency between several cells, if the signals come from an area where they can use the transmitters in two or more cells.

"English no got"

I recently got tired of fighting ten layers of interference on 20-meter SSB (Single Side-Band) so I moved down to the CW (Morse code) segment of the band. Somewhere under five layers of atmospheric noise I heard this beautiful "fist" with a “Lake Erie swing" I hadn’t heard since I was trying to get my code speed up to 20 wpm for a Class A ticket some 35 years ago. It was a European station, and he was racking up contact after contact for QSL’s (written confirmations of contact). It must have been a new ham on his first DX (long-distance) opening, although I never did find out for sure. After we went through the usual pleasantries and requests for QSL’s in a combination of Q-code and international abbreviations, I commented on his fist and asked if he was using a side-swiper—an elaborate mechanical key. His response was "English no got." The ham didn’t know English; he relied on internation-

www.americanradiohistory.com
ally recognized codes—and got along just great because that fist was like a magnet for making contacts.

Shortly afterwards, I was called by a ham who was sending CW like a machine. What a fist! Every character was a study in precision; every sentence a work of art. At a precise 20 wpm I got every detail of his rig, home, and family, and a fast 73 ("best regards"). Since I like to say more than my name, location, and the weather, I commented on my recently worked European’s fist and how that ham’s musical “swing” compared to this machine-accurate CW. After what seemed like an eternity, a choppy, miserable, conglomerated odyssey at about 1wpm came back to say “OK on Lake Erie swing” and then reverted to machine-precise code when describing his computerized keyer. That was it; a computerized keyer! He had a stock of standard transmissions stored in memory which he sent at the touch of a button. I gather he even had a “merge” function, whereby he could punch in my call letters and name and the computer would slot them into the right place, like “R R R Herb, OK on dx.” The trouble was that he was barely readable on a hand key. In fact, had I heard the hand key first there was no way I would have answered him. A novice at five wpm with a “hash” fist is one thing; he’s learning. But 15 wpm of hash is too much of a strain for anyone.

I can see the value of a computerized key for contests, and for a physically handicapped ham who might have problems using a straight key—but who can enjoy the excitement and experience of amateur radio through computerized CW? Is there any real value to a computerized key for everyday QSO’s? I’d like to read the opinions of you brass-pounders. Personally, I equate the computerized key with the computerized blender. Come to think of it, a computerized blender may have more value!

R-E

"Of course I flunked spelling! Why didn’t she give me plain, ordinary words like ‘pre-selector,’ ‘filter,’ or ‘impedance’?"

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With stronger signals, no direct connection is necessary—just placing the clip leads in the vicinity of the oscillator circuit results in a stable pickup.

The whole preamplifier is made with common junk-box parts and the physical layout is exactly as shown in the schematic (Fig. 1). The preamplifier and the battery fit inside a 2 × 2 × 4-inch aluminum box: the input and output cables enter from opposite sides of the box. The DPDT switch is used to bypass the circuit when amplification is not needed. And, of course, the LED reminds you to turn it off.

The preamplifier can also be used for many other purposes. For example, the unit was also tested as a receiver preamplifier and increased received signal strength about 6 "S" units at 30 MHz.

I also built a line tap so that I could measure the frequency directly at the output of a transmitter. The entire circuit for that consists of two diodes, one resistor and one capacitor, and is housed in a metal box as shown in Fig. 2. The line tap simply picks off a low-amplitude signal for measurement by the frequency counter. The antenna is still used as the load for the transmitter.

The line tap can be connected to transmitters with an output power of between 1 watt and 250 watts. Connect the line tap as shown.

—John A. Crookshank

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NEW IDEAS

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

All published entries, upon publication, will earn $25. In addition, Panavise will donate their model 324 Electronic Work Center, having a value of $49.95, it combines their circuit-board holder, tray base mount, and solder station (see photo below). Selections will be made at the sole discretion of the editorial staff of Radio-Electronics.

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COMPUTER CORNER

An introduction to computer applications

LES SPINDLE *

LIONS of dollars are now available for the average consumer at a cost of $10 or less.

The lightning-paced progress followed the birth of one very important concept in the mid-70s: large-scale integration technology (LSI), wherein thousands of electronic circuits were integrated into a minuscule device only a fraction of a square inch in size. That miniature marvel, the microprocessor chip, is now at the heart of modern computer technology, from an everyday kitchen appliance to a room-size piece of mainframe equipment that transmits data to thousands of terminals across the nation. As the technology continues to improve, the capabilities go up—and the cost of producing them goes down. As a result, the microprocessor is continually being adopted for more widespread usage, increasing the efficiency of human endeavors—from the vitally important to the mundane—from the ridiculous to the sublime.

What does all this advancing technology hold for you? How can a microcomputer make your business transactions more efficient and economical? There are hundreds of ways—the machines are having a profound impact on virtually every industry and profession. Legal, medical, retail sales, insurance, stock market, publishing, and government-agency operations depend on computer technology for countless recordkeeping, filing, and financial functions. Computers are accomplishing work faster, more efficiently, and more inexpensively than humans could ever hope to do.

A typical business system might include a CPU (central processing unit), the actual "brains" of the computer; about 48K of memory, mass storage on one or more floppy disk drives (where all recorded data is stored); a printer (for data output), and a CRT terminal with keyboard (for input). The price is highly variable, depending upon the number of floppy disk drives, the amount of memory, the speed of the printer and the level of software support.

Many business systems are pre-programmed to answer standard questions, such as what reports it has on file in memory and what types of information it can supply from other sources (tapes, disks, etc.). That guide, or menu, directs the user through a concise summary of the program and what it has to offer, serving as a step-by-step instructor for the uninstructed. Generally, each sub-topic is accompanied by a 3- to 5-digit code, which the user will then re-enter for a more detailed menu of the sub-topic, with further steps listed for using that specific data.

Often, businesses will purchase pre-

continued on page 111

*ASSOCIATE EDITOR
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E33483
SERVICE CLINIC

If you’re stumped, try using your sweep generator.

JACK DARR, SERVICE EDITOR

ELECTRONICS HAS ALWAYS HAD ITS share of fads. Perhaps “fad” isn’t the best word, for most of them were really bursts of enthusiasm over some new piece of equipment or technique that improved the state-of-the-art. Good examples of that are VTVM’s, signal tracers, and sweep-alignment generators.

Frankly speaking, early sweep-alignment setups were a mess. There were leads going everywhere and most of them were hot! If you touched anything the curve changed. They weren’t easy to use, but it was possible. Compare that with the modern sweep generators that need just three connections to the TV chassis (input, output, and ground) and that automatically add markers to the curve at critical frequencies after the generator has swept through the IF. Today’s generators even provide bias supplies.

Sweep generators can be used for things other than alignment; you can get a lot of information by simply hooking up a sweep generator and looking at the IF response curve. I used to do that in the days before television to diagnose odd problems in 4- and 5-tube radios. (The technique itself is fairly old; it just got a bit more complicated when TV came along.)

If everything in the radio’s IF was working properly, the curve on the oscilloscope would look like a haystack, as shown in Fig. 1. If the scope showed a curve like the one in Fig. 2, it meant that the radio had a tendency toward regeneration—the radio would whistle as it tuned across a station. The problem was often caused by a bad filter capacitor. Once that capacitor was changed, the curve—and the radio’s operation—returned to normal.

The same technique can be used to diagnose the cause of an odd symptom in a television set. You don’t have to make any adjustments (at least not right away)—just hook up a sweep generator and a scope. Switch on the four critical markers—41.25 MHz (sound-carrier trap), 42.17 MHz (color-carrier IF), 45.75 MHz (video-carrier IF), and 47.25 MHz (adjacent-sound trap), then look at the curve.

Figure 5 shows the IF-response curve when the color-carrier IF is out of alignment. Like the example in Fig. 4, the marker is near the baseline instead of halfway up the side of the “haystack” as it should be. Again, peaking the adjustment for the frequency should restore everything to normal. If you have “herringbones” in your picture, check the 41.25 sound-carrier trap. If the carrier frequency is not squarely in the notch as shown in Fig. 3, too much sound signal is getting through and causing the oscillation that forms the pattern you see on the screen.

Let’s take a closer look at the traps. The purpose of those tuned circuits is to get rid of any frequencies that are outside of the IF amplifier’s passband. But if the circuits are out of alignment, the traps themselves can be the cause of your problems.

The 41.25- and 47.25-MHz markers should sit in notches at the baseline. All traps make a notch or dip in an IF-response curve and those are no exception. If the 41.25-MHz trap, for instance,
is set too high, it will pull down the left side of the curve and lower the color carrier. To correct this problem, tune the trap until the notch is at the baseline as shown in Fig. 3, and the 41.25 sound-carrier marker sits squarely in that notch. The lower-frequency traps not shown in Fig. 3 can also cause problems. If you move the 3.58-MHz trap too far, for instance, it can get over into the bandpass-amplifier output curve and cause some real problems.

Using the sweep generator does not mean that you will have to align the IF, but hooking the generator up and looking at what’s going on can be a great help if you’re lost. At worst, using your sweep generator can eliminate the IF as a source of your trouble—and eliminating anything as a source of trouble can only help. After all, that’s the servicing “game”—eliminating all possible sources of trouble until you find the one that’s to blame. R-E

**SERVICE QUESTIONS**

**OOOOPS!**

In the May 1981 issue of Radio-Electronics I mentioned World-Wide Systems as a source for Broadmoor parts. The only problem, according to Ken Greenberg of Skokie, IL, is that somehow the last digit of the address got lost. The correct address for World-Wide Systems is 3424 W. Touhy Ave., Chicago, IL 60645.

**THERMAL PROBLEMS**

This RCA CTC-53 had an odd problem. When the brightness was turned down, the picture would shrink about two inches at the top and bottom, and the vertical and horizontal would go out of sync. Also a vertical line of white dots that pulsed about a half-second apart would appear directly in the middle of the screen. The cause of all that turned out to be R40, a 220,000-ohm, 1/2-watt resistor; it had gone way down in value. That resistor is close to the 6G6 horizontal oscillator tube, and heat could be the reason behind the change in value. I replaced the resistor with a 1-watt type and left the leads long enough to get it away from the tube.

*Thanks to John Conti, of Texas City, TX, for that one.*

**HEIGHT PROBLEM SOLVED**

I had only a little deflection on this Magnavox 1995. You gave me a few things to check, for which I thank you. The problem turned out to be L1, a vertical “output choke,” that had gone down from its normal 7.3 ohms to less than 5 ohms. That choke operates at near its rated value and overheating may have caused some of it’s turns to short out.

*Thanks to Leroy Dahm of Waukegan, IL, for that one.*

**TOUCHY AGC**

This 12-inch Sylvania black and white set had an odd problem: raster, but no picture or sound. If the AGC pot was adjusted you would get a fair picture, but the AGC had to be reset each time you changed the channel. You suggested several tests, including checking the emitter voltages in the IF stages. Sure enough, I found that Q200—the 1st video IF—had an open base-emitter junction. Replaced Q200, reset the AGC pot, and now the set’s doing just fine. Many thanks!—Leslie Cram-baker, Needham, MA

**MORE ON ELECTROLYCS**

Some time ago I did a Clinic on the electrolytic capacitors found in the cathode circuit of vertical-output tubes in color sets. Bill Stiles, CET, of Hillsboro, MO has found a situation that I’ve never run into. It concerns C6 and C7 on the convergence board in an
Admiral 12H1073 chassis (Sams 1054 and 1186). Capacitor C6 is a big one and is fairly easy to see, but C7 (50 µF, 10 volts) is one of the little plastic-cased ones; it looks like a tubular paper capacitor. Bill says that if C6 is good, but C7 is open, you get a severe loss of vertical sweep at the bottom of the screen, and misconvergence. The capacitor in the set he had measured only 3 F. A new capacitor cured the problem.

**PULSING RASTER AND SOUND**

The raster and sound on this Admiral 4M10C pulse. In fact, there is no raster at all except for a small dot or streak that pulses. I have B+ voltages on all of the fuses. This is a weird one.—T.D., Bellevue, OH

I remembered a service note that I saw on that chassis some time ago. What you have is a shutdown problem: the chassis is designed so that the high-voltage shutdown circuit will make the raster and sound pulse.

Try putting a Variac on the set and monitoring the B+ supply to the horizontal output. Bring up the line voltage slowly until the regulated DC voltage output is what it is supposed to be. Check to see if the set now works. If it does, you have a problem in the DC voltage-regulator circuit; its output is too high.

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**EQUIPMENT REPORTS**

continued from page 33

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**SATELLITE TV ANTENNA**

continued from page 50

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**PARTS LIST—FEED HORN**

Galvanized sheet metal
PVC pipe, 5-inch diameter, 10 inches long
PVC pipe, 6-inch diameter, 12 inches long
Miscellaneous: Soft spacers or pads (see text), hardware, etc.

The following are available from McCul- lough Satellite Systems, PO Box 57, Highway 62-East, Salem, AR 72576: The 12-foot 8-Ball Satellite Television Antenna Kit, $750. Includes everything except staples and concrete for mounting base. Frame is 1½ x 1½-inch angle iron with all pieces cut to fit and drilled. One coat of primer applied. All ½ x 2 and ¾ x 3 redwood strips. Aluminum screen is 0.01-inch diameter wire in a 1½-inch mesh. Add $60.00 for heavy-duty mesh, $50.00 for extra bracing and $100.00 for galvanized frame.

The heavy mesh (0.025 inch diameter wire, ½-inch mesh) is about 2½ times as heavy as the regular mesh and will withstand abuse by hail, ice, etc. much better than the regular mesh. The extra bracing is necessary if you plan to move the antenna about. It makes the framework very rigid.

The 12-foot 8-Ball galvanized frame, heavy mesh and extra bracing is a commercial-grade antenna named “Octasphere” and is available for $1195.00. Feed horn (fits LNA with WR-229 input): Sheet metal with brass flange, $40.00; Aluminum $60.00 RG-213 cable (loss 25 dB/100 feet at 4 GHz), $0.50 per foot; FM-8 cable (loss 13 dB/100 feet at 4 GHz), $0.60 per foot. Avantek 120° LNA (50 dB gain) $690.00 including DC block; $650.00 without DC block. All prices are FOB, Salem, AR.

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One way to check for a twist is to look at the antenna from the side and see if all the vertical ribs are parallel, or take an inclinometer and check each of the three middle vertical ribs. They should all have the same tilt angle.

Another, and perhaps the most accurate, way of making sure that the antenna retains its shape after it is aligned with the radius wire is to criss-cross a pair of strings as shown in Fig. 32. The strings must be installed after alignment, but before the antenna is moved. Install the strings from the top-right to the bottom-left corners, and from the top-left to the bottom-right corners. Adjust the strings as necessary so that they just touch at their centers. When you move the antenna, any twist will be apparent and can be quickly corrected by placing shims under one leg until the strings again just touch.

That wraps up our look at the 8-Ball. If you want a more complete picture on what satellite TV is all about, refer to the series of articles on this subject by Bob Cooper that appeared in previous issues of Radio-Electronics. If you would like to order a reprint of that series, see page 95.
assembled and tested systems that have been designed specifically for specialized needs. Those are called turnkey systems—all you have to do is turn on the machine and it is up and running. Of course, the more work you do in assembling your own system, the less you'll have to pay in initial costs—or, later, for outside consultation by professional systems analysts, who examine a client's needs, then devise an efficient hardware and software combination for him.

There are thousands of business-software packages available, with software companies offering new releases every day. Among the most popular offerings are accounts-receivable programs. A good A/R package can be one of the most cost-justified packages for a business—often paying for itself in less than a year.

Some typical functions of an A/R package include: summaries of general ledger accounts; maintaining track of unpaid invoices and reports; on-line inquiry (a user may easily inquire about the status of an account and receive an immediate answer); categorizing billing cycles for individual customers...and the list goes on.

Another important business application—it has created a revolution in the publishing field alone—is word processing. Just as the typewriter replaced the hand-written word and made the production of memos, letters, and manuscripts thousands of times more efficient and economical, the word processor is now multiplying that level of efficiency thousands of times over again.

A typical word-processing system might include a desk-top display and electronic modules; a typewriter-like keyboard; a printer, and removable disk storage. When a letter or manuscript is typed, a copy is placed in the memory. The copy contains all the corrections and modifications the user makes, so when the letter is finished, it comes out perfectly. If an error does slip by, there's no need to retype the whole letter, since it is kept in storage and can be fed into the memory again.

Days, even weeks, later that same letter can be corrected by stopping at the point where the error occurred and keying in the correction. Letters, words, and paragraphs can be moved around, deleted, or revised in seconds. A secretary can save at least half the time of typing a manuscript, in comparison to using a traditional typewriter.

There are a multitude of considerations in selecting a word processor. The important approach to selection, as with all computer equipment, is to examine your individual word-processing needs, then go out in search of equipment that includes the features that best satisfy those specifications.

There are countless other business applications possible: inventory control; mass mailing; payroll; accounts receivable; job cost and work-flow analysis; general ledger; timecard records; filing; accounts payable; tax accounting; medical-monitoring functions, etc.

The micro is obviously destined to become an integral part of the office of the future, as more and more small businesses discover that micros are now not only affordable to them, but essential to keep up with the competition.

The average consumer is gradually making similar discoveries about the micro in the home. The hobbyist era of the home-computer buff is expanding to make way for the home computer as a practical tool—no longer just a recreational diversion.

A typical home system would be pre-built and tested before sale, and would include a keyboard for input and a TV screen for output. Rather than a disk system, which is more expensive, personal systems most often employ a cassette tape recorder for storage of program data.

Prices range from about $300 up to $2,000. Although it may seem as if computers that inexpensive couldn't do as much more than provide entertainment, they do have the capacity to solve problems and accept various types of programs.

Some practical home applications include: financial recordkeeping; monitoring of heating, lighting and cooling systems; travel planning; kitchen inventory; stock-market analysis; mailing lists, and tax computation. Beyond all that, of course, are the entertainment aspects of home software, reaching their ultimate versatilitiy with the latest in videocassette, videodisc, and videotext technology.

But the ultimate impact of home computing has even more profound implications. Data base telecommunications networks, such as MicroNet and the Source, make it possible for home users not only to communicate with each other in a CB-radio type pastime, but also to share programs and miscellaneous useful data. Data is transmitted from terminal to terminal via telephone lines for subscribers to the service. Not only can users share data with one another, but they can also access a growing list of powerful data bases with everything on file from Congressional records to the latest news as well as history.

Next time we'll take a look at several microcomputer systems, weighing the pros and cons of each, to aid a potential buyer in making a choice.
To run your own classified ad, put one word on each of the lines below and send this form along with your check for $1.65 per word (minimum 15 words) to:

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21 22 23 24 25
26 27 28 29 30
31 32 33 34 35

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### COMPUTER SUPPORT CENTER

#### Microprocessor Chip Sets

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### Single Board Computers

#### Rockwell AIM 65

R860 based microcomputer system with full sized keyboard. Amapomatic 20 character display and alphanumeric 16 column thermal printer 1K RAM. Price: $445.00

### Optoelectronics

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<tr>
<td>7416N</td>
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### Active Electronic Sales Corp.

MAIL ORDERS SHOULD BE SENT TO:
U.S.A. 133 Flanders Road, Westboro, Massachusetts, 01581
Telephone orders & inquiries (617) 360-0500
Canada: 2432 Hymus Blvd., Pointe-Claire (M1L), Quebec, Canada H9R-3C7
Foreign customers please remit payment on an international bank draft or international postal money order payable in U.S. dollars.
Prices are in U.S. dollars. Minimum order $10.00
Add $3.00 to cover postage & handling
VISA and Mastercard accepted.

CONTACTS

<table>
<thead>
<tr>
<th>Contact</th>
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<tr>
<td>8 Pins</td>
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<tr>
<td>14 Pins</td>
<td>$3.50</td>
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</table>

CIRCLE 58 ON FREE INFORMATION CARD

www.americanradiohistory.com
Special

2SC1308K

Horizontal Output Transistor

MCM, one of the nation's top Japanese semiconductor importers also has a warehouse full of popular TV & Stereo replacement items ready to ship UPS anywhere in the U.S. Just call either toll-free hotline for immediate delivery.

PART #: 10-29 PART #: 10-29 PART #: 10-29
2SA747A $5.40 2SC1116 $3.80 HA1342 $2.70
A909 8.60 C1172B 3.60 LA1365 2.00
A1075 4.95 C1306 1.45 LM4558 1.90
A1106 4.00 C2581 4.00 M51515 4.00
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B618 2.30 D425 3.20 SG613 7.40
B688 2.60 D478 2.00 STK0050 7.40
B706A 6.40 AN214Q 2.10 TA7205 1.80
C458 .30 BUY69A 4.40 TIP31C .90
C867A 4.80 DM98 7.40 UPC1025 2.10
C1114 4.40 GH3F 1.40 2N3055 1.20

CATV Parts and Accessories—at low, low MCM Prices.

F59 Connector
- For use with 59-U Cable
- Ferrule included

TVT-1 Matching Transformer
- UHF/VHF/FM 75-300 Ohm matching transformer
- "F" Type input, 300 Ohm twinlead output

TVI Interference Filter
- Reduces interference caused by auto ignition, CB's, neon signs, etc.
- Connects between set & antenna

SPL-702 UHF/VHF/FM Splitter
- 75 Ohm
- Three way splitter w/F59 connector

JB-2 Deluxe Coaxial Switch
- A/B switch for CATV, MATV, MDS, STV & VCR applications
- Double backed tape included for easy installation

JB-300 Coaxial Switch
- Quick selection from TV antenna & cable to VCR or other sources
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858 Congress Park Drive, Centerville, Ohio 45459

1•800•543•4330 National Watts Line

CIRCLE 76 ON FREE INFORMATION CARD

www.americanradiohistory.com
INTERNATIONAL ELECTRONICS UNLIMITED

CERAMIC DISC CAPACITORS

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POLYESTER CAPACITORS

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CERAMIC KIT CAPACITORS

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POLYESTER KIT CAPACITORS

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ELECTROLYTIC CAPACITORS

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MINIATURE CERAMIC TRIMMER

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NEEDLE WITH FILINGS

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<tbody>
<tr>
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WALL MOUNT TRANSFORMER

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<tr>
<td>117V/12VAC 250mA 60mA 3.75V</td>
<td>1.40</td>
<td></td>
</tr>
</tbody>
</table>

PAYMENT BY CHECK, MONEY ORDER, UPS/COD, OR MC VISA. ADD $1.25% FOR SHIPPING/HANDELING IN U.S., AND $1.50% FOR ALL OTHER COUNTRIES. ADD $1.50% FOR ORDER TOTAL, CHECKS - 10% OFF ON MEMBERS C.O.D. California residents add sales tax. Minimum order $10.00.

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B080/BD810A SUPPORT DEVICES

- Data Acquisition (Continued)

102P-20 Pwr. Supply. Kit, 5-15 VDC, shown but similar

8 OHM SPEAKER

24" – 8 Ohm – 25 watt

$1.25 ea., 2/1.15

BATTERY HOLDER

- Holds 2a. C cells

Aluminum Case

$8.00 each

BATTERY HOLDER

- Holds 2a. C cells

Plastic case

$9.45 ea.

EPROM Erasing Lamp

- Ersans 2709, 2716, 1702A, 52020, 52040, etc.

- Maintains accurate insertion distance of one inch

- Quick release connector and build-up

- Built-in safety lock to prevent UV exposure.

- Connects on both Male & Female sockets.

- Combines with holding tray for 4 chips.

UVS-11E

$79.95

JOYSTICKS

JS9K

5x Linear Taper Pot

$1.25

JE10K

10x Linear Taper Pot

$1.55

JVC-40

40x (2) Jockey Controller in case...

$4.95

6-Digit Clock Kit

- Bright: 300 ohm, comm. Cath.

- Incl. AC or DC Operation

- Switches for hours, minutes, seconds

- Easy to read

- 1 1/8" x 2" Case Transistor

- Size: 9.5 x 5.5 x 3.25

JE701

$19.95

JE215 Adjustable Dual Power Supply

General Description: The JE215 is a Dual Power Supply with independent adjustable positive and negative voltage output. It is a versatile source of power for all applications requiring AC or DC voltage. This device is also used as a general-purpose power supply.

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- Max. Output 150 mA

- Built-in Time Delay Circuitry

- External Jacks for Positive or Negative Outputs

- Switch selects positive, negative, or both

- Natural Colors

- Lightweight

JE215 Adj. Dual Power Supply Kit (as shown)...

$24.95

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2704/2707 EPROM PROGRAMMER

GENERAL APPLICATIONS:

- Computer systems

- EEPROMs

- SMD EPROM's

- Data acquisition equipment

- D/A converters

- Logic testing equipment

- Data storage systems

- Personal computing systems

- PC boards

- I/O controllers

- Integrated circuits

- Communications equipment

- Decoders

- Multiplexers

- Power supply systems

- LCD displays

-及其它

JE608 PROGRAMMER

- Programmable ROM

- EPROM and EEPROM

- SMD EPROM

- BiCMOS EPROM

- CMOS EPROM

- D/A converters

- Logic testing equipment

- Data storage systems

- Personal computing systems

- PC boards

- I/O controllers

- Integrated circuits

- Communications equipment

- Decoders

- Multiplexers

- Power supply systems

- LCD displays

- & other

JE608K

$399.95

JE608A Assembled and Tested

$499.95

JE608-16K ADAPTER BOARD

- 2704/2707A EPROM

GENERAL DESCRIPTION:

- The JE608-16K Adapter Board is compatible with the JE608 Programmer to facilitate the programming of 16K static RAM's for computers and microprocessors. It is a low-cost alternative that provides a cost-effective way to program 16K static RAM's with the JE608 Programmer.

JE608-16K

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JE608A-16K Mod. Assembled JE608 w/Adapter JE608-16K Installed

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The JE600 Encoder Keyboard Kit provides two separate hexadecimal input devices, each of which can be used to select different memories or drive different peripheral devices. The JE600 Encoder Kit is ideal for use in industrial control systems, test equipment, and data processing systems. It is also useful for computer data entry. The JE600 Encoder Keyboard Kit includes a hexadecimal input device and a hexadecimal output device.

JE600

FREE $10.00 Order 4 Circuits

JE600 KIT

$59.95

JE600 Keyboard (only)

$14.95

DTE-HK is the complete unit, but does not include the function buttons.

JE600 Keyboard (only)

$44.95

Connectors

D825P

D-Subminiature Plug

$2.95

D825S

D-Subminiature Socket

$2.95

D9241-2

Screw-Lock Video (2) D825P

$1.85

D0512W

Cover Panel, 12 VAC in

$1.85

2214/SE

P.C. Edge (2) 44Pin

$2.95

74099

IN-OUT-REMOTE

$1.19

UG81U

ENC Jack

$3.75

UG14U

DIN Adapter

$1.85

UG23U

Panel Reg.

$1.05

UG25U

Plug

$1.30

UG404U

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16K Conversion Kit

Expand your 4K TR-80 System to 16K

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JE600 KIT

$59.95

JE600 Keyboard (only)

$14.95

DTE-HK is the complete unit, but does not include the function buttons.

JE600 Keyboard (only)

$44.95

www.americanradiohistory.com
### SN7400N
- Databook: SN7400N
- Functional Description: SN7400N
- Additional Information: SN7400N

### SN7410N
- Databook: SN7410N
- Functional Description: SN7410N
- Additional Information: SN7410N

### SN7409N
- Databook: SN7409N
- Functional Description: SN7409N
- Additional Information: SN7409N

### SN7403N
- Databook: SN7403N
- Functional Description: SN7403N
- Additional Information: SN7403N

### SN7402N
- Databook: SN7402N
- Functional Description: SN7402N
- Additional Information: SN7402N

### SN7446N
- Databook: SN7446N
- Functional Description: SN7446N
- Additional Information: SN7446N

### 74L528
- Databook: 74L528
- Functional Description: 74L528
- Additional Information: 74L528

### 71L522
- Databook: 71L522
- Functional Description: 71L522
- Additional Information: 71L522

### 74LS20
- Databook: 74LS20
- Functional Description: 74LS20
- Additional Information: 74LS20

### 74L509
- Databook: 74L509
- Functional Description: 74L509
- Additional Information: 74L509

### 74LS%
- Databook: 74LS%
- Functional Description: 74LS%
- Additional Information: 74LS%

### 7/L576
- Databook: 7/L576
- Functional Description: 7/L576
- Additional Information: 7/L576

### 74L551
- Databook: 74L551
- Functional Description: 74L551
- Additional Information: 74L551

### CD/010
- Databook: CD/010
- Functional Description: CD/010
- Additional Information: CD/010

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### DISPLAY LEDS

**DISCRETE LEDS**

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<tr>
<td>RED</td>
<td>+</td>
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<td>GREEN</td>
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<td>BLUE</td>
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**DIFFUSED BIO-_COLOR LED**

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### SOCKETS

**ZERO INSERTION FORCE**

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**DUAL IN-LINE**

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**RECEPTACLES**

**LOW PROFILE (TIN) SOCKETS**

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<tbody>
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**SOLDERTAIL STANDARD (TIN)**

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**WIRE WRAP SOCKETS (GOLD LEVEL)**

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### RESISTORS

**1/4 WATT RESISTOR ASSORTMENTS - 5%**

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<tr>
<td>120-130Ohm</td>
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<tr>
<td>130-140Ohm</td>
<td>$1.95</td>
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</table>

**CAPACITORS**

**CIRCULAR RESISTOR**

- Value: 100 ohm, 1/4 watt
- Tolerance: ±5%
- Color Code: Yellow, Orange, Yellow, Violet
- Price: $1.95

---

### DIGITAL ELECTRONICS

**NEW CATALOG**

- New products included
- Updated specifications
- Improved layout

**FREE DATA SHEETS**

- Available upon request

---

### POLARITY/HETY

**900V**

<table>
<thead>
<tr>
<th>Value</th>
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**CAPACITOR CORNER**

**50 VOLT CERAMIC DISC CAPACITORS**

<table>
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<tr>
<th>Value</th>
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<tbody>
<tr>
<td>50V</td>
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</table>

**TAPE-ON-REEL**

- Value: 1 ohm, 1/4 watt
- Tolerance: ±3%
- Color Code: Yellow, Orange, Yellow, Violet
- Price: $1.95

---

### PURCHASE ORDER FORM

- Orders accepted
- Terms: 30 days
- Payment: Check, Money Order

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10/81

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TOTAL # OF BOOKS

TOTAL

Name

Address

City State Zip
Amazing infrared device detects and foils intruders, welcomes guests, prevents accidents and saves energy!

Your family is sound asleep. An intruder is stealthily approaching your darkened house. But when he enters the detection pattern, the SLC senses his body heat and ZAP! Your outside lights come on instantly, destroying his cover of darkness before he ever gets to your door. A crime is prevented. And when you finally arrive home that same SLC automatically turns on your driveway and porch lights for a safe, warm welcome.

HOW IT WORKS
This exciting new product incorporates the latest advances in heat-sensing infrared technology. Manufactured by Colorado Electro-Optics, the leading producer of infrared security devices in the US, the SLC detects the heat energy of any person or vehicle that enters its invisible detection pattern. It will then automatically turn on up to 500 watts of outside lighting. These lights will remain on until four minutes after the last person leaves the detection area. No timers, no switches, no all-night flood lights.

SLC NEVER FORGETS
Unlike timers that respond only to preset programs, the SLC reacts to the presence of human beings. It is now possible to have your lights on when and only when you really need them, all automatically. In addition to a reliable security device, the SLC can provide your family with increased safety, convenience and home energy savings. No more stumbling over unseen objects, tripping on dark stairs, or fumbling with your keys. No more wasted energy from forgetting to turn off the lights. And your guests will appreciate the automatic welcome your home always provides.

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Your home is an important investment, and your family is irreplaceable. They deserve the sophisticated protection of the Security Light Control.

SLC ORDER FORM
If not completely satisfied I may return the SLC within 60 days of purchase for a full refund. The unit carries a limited one year warranty.

Please Print

NAME ________________________
ADDRESS ____________________________________________
CITY ____________________________________________ ZIP __________
STATE ____________________________________________

Please send me ______ Security Light Control(s) at $199 each, totaling $ __________

For my convenience, Colorado Electro-Optics will pay surface shipping charges.

Enclosed is my □ Money Order □ MasterCard or □ Visa

ACCOUNT NO. ________________________ EXPIRATION DATE __________

□ Personal Check
□ Ship COD to above address (10% deposit enclosed)

□ Please send more information.

SIGNATURE ____________________________________________

Colorado Electro-Optics, inc.
2200 Central Ave., Dept. R
Boulder, Colorado 80301
(303) 494-3200

CIRCLE 7 ON FREE INFORMATION CARD

OCTOBER 1981

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**V-1000 Vista "V-DRIVE"**

The last word in 8" Floppy-Disk Enclosures.

**TRS 80 MODEL I, PMC 80, ZENITH H89, S-100, etc.**

32K STATIC RAM BOARD 2 or 4 MHz Expandable uses 2114A's S-100 32444 MHz Kit 159.50 3244 A MHz Kit 129.95

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Signetics 8 x 300 8 bit CPU While stock lasts 14.95 ea.

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**NEW! from Zilog**

2.8 CPU comes with Tiny Basic & debug program on the I.C.

**TOUCH-TEST 20**

Non-linear Systems, Inc. $319.95

**AWARD WINNING BECKMAN**

Digital Multimeters

**ADVANCED SUPPORT**

Model 527

**IC SPECIAL PURCHASE**

**WHITE FORM GEN.**

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Custom V.V. 8/932 RAM 9.50

**NEC PC-800 Series Microcomputer System.**

**NEW! Low pricing**

PC-800/1000 with 8080 CPU 4 MHz, 512K RAM, 1/0 Board, 20 slots, floppy disk controller board (5-1 year war gar) List $3795

**NEC PC-800 Series Microcomputer System.**

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100% CERTIFIED ERRORS-FREE!

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7 DIGITS 525 MHz $99.95 WIRED

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 ppm accuracy - that's .0001%! The CT-70 is the answer to all your measurement needs, in the field, lab or ham shack.

7 DIGITS 500 MHz $79.95 WIRED

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.

8 DIGITS 600 MHz $159.95 WIRED

The CT-50 is a versatile lab/bench counter that will measure up to 600 MHz with 8 digit precision. And, one of its best features is the Receive Frequency 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 or IF outputs 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!

DIGITAL MULTIMETER $99.95 WIRED

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 ¾ 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, is a handsome, jet black, rugged ABS case with convenient reversible tilt base but makes it an ideal addition to any shop.
LOW TIM DC STEREO PRE-AMP KIT TA-10 20
Incorporates brand new D.C. design that gives a frequency response from 0Hz-100kHz @ 0.5dB. Add features like tone defeat and loudness control let you tailor your own frequency supplies to eliminate power fluctuation. Specifications: • T.H.D. less than 0.005% • T.I.M. less than 0.005% • Frequency response DC to 100kHz @ 0.5dB • RIAA deviation ± 0.2dB • S/N ratio: better than 70dB • Sensitivity: Phonos 2MV ± 0.001V/Aux 100mV/100K. • Output level: 1.3V c.v. • Max output: 15V c.v. • Tone control: bass ±10dB @ 50Hz/treble ±10dB @ 15KHz. Power supply: ± 24V D.C. @ 0.5A KIT comes with regulated power supply, all you need is a 48V C.T. transformer @ 0.5A.

$14.50 ea.

100W CLASS A POWER AMP KIT Dynamic Bias Class "A" circuit design makes this unit unique in its class. Crystal clear, 100 watts power output will satisfy the most picky ear. A perfect combination with the TA-1020 low T.I.M. stereo pre-amp. Specifications: • Output power: 100W RMS into 8-ohm 125W RMS into 4-ohm • Frequency response: 10Hz-100kHz • T.H.D.: less than 0.008% • S/N ratio: better than 80dB • Sensitivity: 1V Nom. • Power supply: ± 40V @ 5 amp • One channel, needs two for stereo

TA-1000KIT $51.95 Power transformer $24.00 each

50 WATTS AUTO STEREO BOOSTER BY VERTRONIX Specifications: • 50 watts RMS total (25W + 25W) • Frequency Response: ± 0.5dB, 20Hz-20KHz • T.H.D.: 0.2% at full rated output • Input Impedance: 20K ohms • Crosstalk: better than 90dB • Sensitivity: 1.5V for full rated output • S/N Ratio: Greater than 95dB • Speaker Load: 2-8 ohms • Voltage Supply: 115/120V D.C.

Model/V-Amp 500 REG. PRICE $119.00 EACH OURSPECIAL-PRICE $55.00

“FISHER” 30 WATT STEREO AMP MAIN AMP 15W x 2. Kit includes 2 pcs. Fisher PA-301 Hybrid IC all electronic parts with PC Board. Power supply ±16V D.C. (not included), Power board with (HF 1.7 ±3dB) Voltage gain 33dB 20Hz-20KHz.

Super Buy Only $18.50

5W AUDIO AMP KIT 2 LM 380 with Volume Control Power Supply 6v 18V DC Special Price $6.00 EACH

2 WATTS AUDIO AMP Pre-assembled units. All you need is to hook up the speaker and the volume control. Supply voltage from 3v to 15v D.C. measures only 2" x 3/4" making it good for portable or discrete applications Comes with hook up data.

BUY 2 FOR $4.99

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NEW MARK III 9 Steps 4 Colors LED VU
Stereo Level Indicator kit with arc-shape display panel!! This Mark III LED level indicator is a new design PC board with an arc-shape color LED display (Orange color from red, yellow, green and the peak output indicated by rose) The power range is very large from -30dB to +5dB. The Mark III indicator is applicable up to 1 watt 250W amplifier operating voltage is 3V-9V D.C. at max 400 MA. The circuit uses 10 LEDs per channel. It is very easy to connect to the amplifier. Just hook up with the speaker output!

IN KIT FORM $18.50

MARK IV 15 STEPS LED POWER LEVEL INDICATOR KIT
This new level indicator kit consists of 36 4-color LED (15 per channel) to indicate the sound level output of your amplifier from -36dB +3dB. Comes with a well-designed silk screen printed plastic panel, and has a selector switch to allow floating or gradual output indicating. Power supply is 6v 12V D.C. with THD on board input. This unit can work with any amplifier from 1W to 200W. Kit includes 10 pcs. driver transistors, 38 pcs matched 4-color LED, all other electronic components, PC board and front panel.

MARK IV KIT $31.50

MARK V 15 STOPS LED POWER OUTPUT INDICATOR KIT All functions same as Mark IV but this is with heavy duty aluminum front plate and case. Can be easily Sit into the front panel of your auto, truck or boat. Operates on 12V D.C.

$41.50 EACH KIT

SOLID STATE STEREO GRAPHIC EQUALIZER PRE AMP KIT TA-2500 Specifications: • Total Harmonic Distortion: Less than 0.05% • Intermodulation Distortion: (70Hz7kHz) = 4:1 SMPTE Method) Less than 0.03% • Frequency Response: Overall 100Hz -10kHz +0.5dB -1.0dB • RIAA Curve Deviation: (Phono) +0.2dB -0.2dB (30Hz-15kHz) • Channel separation (at rated output 1kHz) • Phono, Tuner, Aux and Tape Monitor better than 70dB. • Input sensitivity and impedance (1kHz rated output) Phonos 2MV 47K ohms Aux 130MV 50K ohms Tuner 130MV 50K ohms Graphic Equalizer control: 10 Band Side Control Frequency/Bands: 31.5Hz, G3Hz, 125Hz, 250Hz, 500Hz, 1kHz, 2kHz, 4kHz, 8kHz, 16KHz also with an optional panel selector for Phono, Tuner, Aux 1 and Aux 2. Power Supply, 117V AC. Kit comes with all electronic components, transformer, instructions and a 19" rack mount type metal cabinet.

MODEL TA-2500 $119.00 PER KIT

$59.50 PER KIT

REGULATED DUAL VOLTAGE SUPPLY KIT ± 6 ~ 30V DC 800 MA adjustable, fully regulated by Fairchild 78M0 and 79M0 voltage regulator I.C. Kit includes all electronic parts, filter capacitors, I.C., heat sinks and P.C. board.

$12.50 PER KIT

POWER SUPPLY KIT 0-30V D.C. REGULATED Uses UA723 and ZN3055 Power TR output can be adjusted from 0 to 30V D.C. AMP Complete with PC board and all electronic parts. Transformer for Power Supply, 2 AMP 24V x $9.90

0-30 Power Supply $10.50 each

AUDIO OUTPUT dB METER Meter made of clear plastic with a silver white face plate. Scale reads -20 - +3dB. Meter also comes with an internal dial light.

MODEL 6F-3 $6.50 EACH

TWO IN ONE PANEL METER D.C. VOLTAGE AND AMP IN ONE D.C. Volts reads 0-50 D.C. Amps reads 0-3. Meter case made of black plastic with a white scale plate and glass window.

#ST-680 $12.50 EA.

POCKET STEREO CASSETTE PLAYER WITH STEREO HEAD PHONE This unit is a high fidelity stereo player which will give you years of listening pleasure and follow you wherever you go. Made by the same company in Japan who use the "Big Name" Complete set comes with 1 Stereo head phone, 3 A.A size alkaline batteries, leather like carrying case for player and 1 carrying case for spare of 4 cassettes tapes and 1 demo tape.

$67.50 ea.

FORMULA INTERNATIONAL INC.
FOR COMMERCIAL FREE TV BOX BUILDERS

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We sell you all the above components in a package for $125.00 and you will receive a free predrilled P.C. board and instructions at no charge!

SANYO UHF VARACTOR TUNER

For UHF CH 14 83

- Tuning voltage +1.1V to +28V D.C.
- Impedance 75 OHM I.F.
- Pulse width 7 to 16 MHz.
- Noise Figure 1.5dBM
- MAX. Size 24" x 14" x 4.44
- Supply voltage 15V D.C.
- Sound I.F. = 58.0 MHz.
- Video I.F. = 62.5 MHz.

All units are brand new from Sanyo.

MODEL 155-405A $30.00 EACH

Tuner is the most important part of the circuit. Don't let those $19.00 tuners fool you!

TV GAME BOARD

PLAYS 4 GAMES: TENNIS, HOCKEY, HANDBALL, AND JAI-ALAI.

All boards complete with all parts ready to play. Requires 6C size batteries and a small speaker for sound effects. The boards were surplus from a famous game manufacturer. They will play on any US standard black and white or color TV sets. (Regular price for these games were $39.50 each)

OUR PRICE ONLY $6.00 EACH

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ELECTRONIC PIN BALL MACHINE

That sounds and plays like the real thing. All units are brand new but with both the case. Functions of the game include double flipper control, kicker control, 1-4 players, 3 speed ball control, 3, 5 switches, automatic score, extra bonus pinball, and many more. All solid state with LED panel, no moving parts. Requires V9 battery to operate, speaker not included.

A perfect gift for yourself or friends.

SPECIAL $8.99 EACH SPEAKER $1.25 EACH

ELECTRONIC MUSICAL TELEPHONE NEST KIT

This telephone nest kit is used as a door chime, an audible indicator for many other sound projects. The special custom made I.C. is pre-programmed with 4 musical tunes. Kit comes with a nice plastic case, pre-drilled P.C. board, volume control, special sound I.C. speakers and all electronic components and instructions. Ideal for home or school projects.

BUY NOW!

SPECIAL PRICE! ONLY $15.50 PER KIT

MODEL FH-3000

LCD CLOCK MODULE!

- 0.5" LCD 4 digit display - 0.50" illuminated circuits - D.C. powered (1.5V battery) - 12 hr. or 24 hour display - 24 hr. alarm set - 60 min. countdown timer - On board dual back-up lights - Digital time zone display - Stop watch function.

N1C1200 (12 hr) N1C2400 (24 hr) ON SALE $16.99 EACH

0.5" LED ALARM CLOCK MODULE

Assembled Not a Kit

Features:
- 4 digits 0.5" LED Displays
- 12 hours time format
- 24 hour alarm audio output
- 59 min. countdown timer
- 10 min. snooze control

ONLY $7.00 EACH SPECIAL TRANSFORMER FOR CLOCK $2.50

DIGITAL TIMER/CLOCK

- 24 Hour preset time to turn on or off
- 12 Hour green 0.8" display
- Operated on 12-, 16V A.C.

The whole timer is self contained in a compact plastic case (as seen in photo). Designed for TV, radio, or other projects. Limited quantity available.

MODEL VEQ 0143

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MATCHED PAIR POWER TRANSISTORS BY MOTOROLA

- MM2540 NPN 1.5 Watt BV=140
- MJ2540 NPN 1.5 Watt BV=140
- MJ2955 PNP 25 Watt BV=250
- MJ15003 NPN 50 Watt BV=500
- MJ15004 NPN 50 Watt BV=500
- MJ2955 PNP 25 Watt BV=250
- MJ15003 NPN 50 Watt BV=500

All above parts guaranteed to be prime and come with data sheets.

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12V DC POWERED

Lights up 8-15 Watt Fluorescent Light Tubes. Ideal for camper, outdoor, auto or boat. Kit includes high voltage coil, power transistor, heat sink, all other electronic parts and P.C. Board, light tube not included!

$6.50 Per Kit

PRESS-A-LIGHT SELF GENERATED FLASHLIGHT

Never worry about battery, EXCLUSIVE!!! $3.95 ea.

because it has none! Easy to carry, in pocket and handy to use. Ideal for emergency light. It generates its own electricity by squeezing grip lever. Put one in your car, boat, camper or home. You may need it some time!

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With built-in-converter to channel 2, 3, or 4 of any standard TV set.
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- Instructions
- 300 Ohm to 75 Ohm Adapter

RANGE: Line of sight to 250 miles.

SCOPE: Will receive within the frequency band from satellites, primary microwave stations, and repeater microwave booster stations.

WARRANTY: 180 days for all factory defects and electronic failures for normal usage and handling. Defective sub assemblies will be replaced with new or re-manufactured sub assembly on a 48 hour exchange guarantee. This system is not a kit and requires no additional devices or equipment other than a TV set to place in operation.

Dealer inquiries invited.

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EIGHT 16K DYNAMIC RAMS FOR $19.95!

Fast low power RAMS expand memory in TRS-80® (III/III and Color Computers, Heath H89, Apple, riker PETs, etc. 1 year limited warranty. Add $3 for two dip shunts & conversion instructions for TRS-80®.

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7908 -8V regulator 2/52
7912 -12V regulator 2/52
7915 -15V regulator 2/52
7918 -18V regulator 2/52
7924 -24V regulator 2/52

SOLDERTAIL SOCKETS
8 pin 100/$5.95; 14, 16 & 18 pin $5.95; 20 pin 40/$4.95; 24, 28 pin 30/$4.95; 40 pin 20/$4.95.

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12 VOLT 8 AMP: $44.50. With crowbar over-voltage protection, current limiting, adjustable output 11-14V, RF suppression, easy assembly. Does not include enclosure and line cord. Allow $10 for shipping, excess refunded.

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4511-S BCD to 7 seg decoder/driver 3/$2
4512-S BCD line driver 2/$2
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<table>
<thead>
<tr>
<th>Description</th>
<th>Type</th>
<th>Cat No.</th>
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<td>74LS247</td>
<td>276-1944</td>
<td>1.99</td>
<td>1.49</td>
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Low-Leakage Electronics

16 mVDC Minimum

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**TRIGGER VIEW**

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VCT-4609

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10-24 $15.67

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High-Density Built-In-Line Plugboard for Wire Wrap with Power & Ground. Epoxy Glass 1/16" 44-pin expand. 136

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OCTOBER 1981
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Just Wrap tool for easy chain wiring. Tool strips as it wraps and cuts. Includes one 50 foot spool of wire.

<table>
<thead>
<tr>
<th>Part No.</th>
<th>Description</th>
<th>Price</th>
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<tbody>
<tr>
<td>JW-1</td>
<td>Just Wrap Tool</td>
<td>$14.95</td>
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<tr>
<td>JW-6</td>
<td>Tool w/4 Spools and</td>
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<td></td>
<td>JUW1</td>
<td>24.95</td>
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<tr>
<td>R-JW*</td>
<td>50 Ft. Replacement</td>
<td>3.49</td>
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<tr>
<td>JW-1</td>
<td>Unwrapping Tool</td>
<td>3.49</td>
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<td>*Specify Color: Red, Blue, White or Yellow.</td>
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**HAND WRAP TOOL**

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<tr>
<th>Part No.</th>
<th>Description</th>
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<tbody>
<tr>
<td>WSU30</td>
<td>Regular</td>
<td>$6.95</td>
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<tr>
<td>WSU30M</td>
<td>Modified</td>
<td>7.95</td>
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**TERMINALS**

| .025    | (0.63mm) Square Post | 2.98   |
|         | * 3 Level Wire Wrapping | 4.98   |
|         | * Gold Plated 29 PER PRG | 1.98   |

<table>
<thead>
<tr>
<th>Part No.</th>
<th>Description</th>
<th>Price</th>
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<tr>
<td>WWT-1</td>
<td>Slotted Terminal</td>
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<td>WWT-2</td>
<td>Single Sided Terminal</td>
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<td>WWT-3</td>
<td>IC Sockel Term.</td>
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<td>WWT-4</td>
<td>Double Sided Terminal</td>
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<tr>
<td>INS 1</td>
<td>Insertion Tool for</td>
<td>2.49</td>
</tr>
<tr>
<td></td>
<td>above</td>
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**SOCKET WRAP – ID**
Slipped onto socket before wrapping to identify pins.

<table>
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<th>Wrap-ID</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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</tr>
</tbody>
</table>

**PRODUCTS**

**P.C.B. TERMINAL STRIPS**
The TS strips provide positive screw activated clamping action. Accommodate wire sizes 14-30 AWG (1.8-0.25mm). Pins are solder plated copper, 0.042 inch (1mm) diameter, on .200 inch (5mm) centers.

<table>
<thead>
<tr>
<th>Part No.</th>
<th>Description</th>
<th>Price</th>
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<td>TS-4</td>
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<td>TS-8</td>
<td>6-Pole</td>
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<td>TS-12</td>
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<tr>
<td>TS6MD</td>
<td>2-Pole Interlocking</td>
<td>3/1.79</td>
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</table>

**DESOLDERING PUMP**
Easy one hand operation. Rugged all metal construction. Replaceable TEFLO® Tip. Self cleaning on each stroke. Suction precisely regulated for reliable desoldering without damage to delicate circuitry.

**LOGIC PROBE**
Compatible with all logic families using a 4 to 15V power supply. Thresholds automatically programmed. Visual indication of logic levels to show high, low, or open circuit logic pulses.

<table>
<thead>
<tr>
<th>Part No.</th>
<th>Description</th>
<th>Price</th>
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</thead>
<tbody>
<tr>
<td>PRB-1</td>
<td></td>
<td>$36.95</td>
</tr>
</tbody>
</table>

**LOGIC PULSER**
Superimposes a pulse train (20 pps) or a single pulse onto the circuit node under test without un-soldering IC's.
- Automatic polarity sensing
- 2 us pulse width
- Finger tip push button actuated
- Includes tip with protective cap & coiled cord.

**IC DISPENSER**
Allows IC's to be dispensed from their tube 1 at a time and picked up by insertion tools above.
- Dispenses 8-42 pin IC's • Compatible with all IC carrying tubes • Use with WK7 for MOS safe insertion.

<table>
<thead>
<tr>
<th>Part No.</th>
<th>Description</th>
<th>Price</th>
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<tr>
<td>MDD1</td>
<td>1 Chan. Dispenser</td>
<td>$21.85</td>
</tr>
<tr>
<td>MDD5</td>
<td>5 Chan. Dispenser</td>
<td>83.43</td>
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<tr>
<td>MDD10</td>
<td>10 Chan. Dispenser</td>
<td>160.45</td>
</tr>
<tr>
<td></td>
<td>* No Discount.</td>
<td></td>
</tr>
</tbody>
</table>

**VACUUM VISE**
Unique vacuum-based light duty vise for precision handling of small components and assemblies. Rugged ABS construction. 1/4" (32mm) travel for maximum versatility. Also features screw lugs for permanent installation.

**HOBBY-WRAP TOOL BW2630**
- Auto-Indexing
- Anti-Overwrap
- Modified Wrap

**INSERTION/EXTRACTION TOOLS**

<table>
<thead>
<tr>
<th>Part No.</th>
<th>Description</th>
<th>Price</th>
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<td>INS1416</td>
<td>14-16 pin Inserter</td>
<td>$3.49</td>
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<td>MOS1416</td>
<td>14-16 pin MOS Safe Inserter</td>
<td>7.95</td>
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<tr>
<td>MOS2428</td>
<td>24-28 pin MOS Safe Inserter</td>
<td>7.95</td>
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<td>MOS40</td>
<td>40 pin MOS Safe Inserter</td>
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<tr>
<td>EX1</td>
<td>14-16 pin IC Extractor</td>
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<td>EX2</td>
<td>24-40 pin IC Extractor</td>
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</tr>
</tbody>
</table>

**WK-7 IC INSERTION KIT**
Complete IC Insert/Exctractor Kit Individual Components (listed above) $22.95

**CIRCLE 80 ON FREE INFORMATION CARD**

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  - 20 | IDH20SRB | $1.90
  - 26 | IDH26SRB | $2.75
  - 34 | IDH34SRB | $3.75
  - 40 | IDH40SRB | $4.75
  - 50 | IDH50SRB | $5.20

1" Spacing. Mounts on PCB Board & Mates with IDS Socket below. Ejector Bars - 4-1/00.

#### Edge Card Connectors

<table>
<thead>
<tr>
<th>Size</th>
<th>Part No.</th>
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<td>10</td>
<td>IDE10B</td>
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<td>50</td>
<td>IDE50B</td>
<td>7.50</td>
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.1" Spacing. Crimps onto cable with ordinary vise & mates with standard .062" Card Edge.

#### Cable Plugs

<table>
<thead>
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<th>Size</th>
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<td>14</td>
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<tr>
<td>40</td>
<td>IDP40B</td>
<td>4.15</td>
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.1" Spacing. Crimps onto cable with ordinary vise & plugs into standard 1C Socket.

### Ribbon Cable

<table>
<thead>
<tr>
<th>Size</th>
<th>Solid Color</th>
<th>Color Coded</th>
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<tr>
<td>10</td>
<td>10 ft.</td>
<td>10 ft.</td>
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<td>20</td>
<td>100 ft.</td>
<td>100 ft.</td>
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#### Sockets

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<td>IDS10B</td>
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<td>20</td>
<td>IDS20B</td>
<td>2.75</td>
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<tr>
<td>26</td>
<td>IDS26B</td>
<td>3.50</td>
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<tr>
<td>34</td>
<td>IDS34B</td>
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<td>5.40</td>
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<tr>
<td>50</td>
<td>IDS50B</td>
<td>6.50</td>
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</table>

.1" Spacing. Crimps onto cable with ordinary vise & mounts to header sold above.

### Wire Wrap Supplies

#### Wire Wrap Wire

<table>
<thead>
<tr>
<th>Length</th>
<th>100B/Bag</th>
<th>500B/Bag</th>
<th>1K/Bag</th>
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<tr>
<td>2.5&quot;</td>
<td>$1.38</td>
<td>$3.94</td>
<td>$6.81</td>
</tr>
<tr>
<td>3.0&quot;</td>
<td>1.43</td>
<td>2.45</td>
<td>7.46</td>
</tr>
<tr>
<td>3.5&quot;</td>
<td>1.51</td>
<td>2.57</td>
<td>8.11</td>
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<tr>
<td>4.0&quot;</td>
<td>1.56</td>
<td>2.56</td>
<td>8.27</td>
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All lengths are overall, including 1" strip on each end. Choose from colors; Red, Blue, Black, Yellow, White, Green, Orange, and Violet.

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Prepaid orders over $50 shipped prepaid via UPS. All others add $3.00 for handling. VISA, MC, COD's and open account orders will be charged freight. $15 minimum order. $100 minimum open account order.

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Discount and the name of this magazine must be mentioned at time of order to get discount. Discount applies on all items except as noted, "No Discount."
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The SE-01 is a complete true sound effects generator programmed according to the new Texas Instruments data on "Sound." This board provides inputs of sound which can be used to program the various sounds of an electronic system. The SE-01 also includes a programmable oscillatory generator, 512-step sequencer, and an analog-to-digital converter. The SE-01 is simple to use and can be easily programmed with a single keystroke.

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Proximity Spaced Signal Balancer (Z elements) provides automatic taper control of periodic driver, improves impedance matching and signal leveling on both Lo and Hi band channels, improves Channel 7 pattern.

Optional Break-away UHF Wing Directors provide maximum gain of standard UHF channels with optional coverage of Hi/Hi channels and translator frequencies when broken off. (Combination models only.)

Loading Straps—metal plates close to first UHF element insulators provide compensation for Lo and Hi band by tuning the first driven element with extra capacity.

Zenith has quality easy-to-install antenna kits—UHF only, VHF Yagi and Stereo FM antennas as well as a complete line of reception aid equipment. See your Zenith distributor for news of his exciting money-making Fall programs and Catalog No. 902-2019!

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