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More information on Kenwood receivers is available from authorized dealers of Trio-Kenwood Communications, 1111 West Walnut Street, Compton, CA 90220.

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- Opt. VHF (118-154 MHz converter)

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- PLL UP conversion
- Noise blanker
- IF step attenuator
- 120-240 VAC (Opt. 13.8 VDC)

**R-600**

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- Digital display
- 2 IF filters
- PLL UP conversion
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A color display for an oscilloscope was always considered to be impractical: Even if the need for color was there, shadow-mask CRT's couldn't deliver the necessary resolution.

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Wednesday evening is my time for relaxation. And there I was sitting in my most comfortable chair, videodisc player connected to the TV, and ready to enjoy one of my favorite movies. I reached for the remote for the Pioneer videodisc player, pointed it at the end of the room and pushed PLAY, and at the speed of light my new General Electric TV set changed channels.

A minor annoyance? Yes! A growing problem? Yes! Is it easy to solve? No! The only solutions I had available were to either hard-wire the remote to the videodisc player or to replace the TV set.

The problem was a simple one; both remote-control systems used the same frequencies for different functions.

The solution is also potentially simple—ask the consumer-electronics industry to establish a set of standards for remote control. All that is needed is for all the manufacturers to agree that on-off for TV sets is channel 1, while on-off for videodisc is channel 2 and so on. Obviously we'll be smart enough to leave room for devices that haven't yet been invented.

Some individual manufacturers have already taken a step in that direction. RCA, for example, packs a remote unit with some of their new TV's that also has the capability of controlling an RCA videotape recorder. Sony has set up a system where specific frequencies have been reserved for the functions of all of their latest remote-controlled consumer-electronics gear. They even provide a master function so that you can turn everything off with a single push of a button. But the catch is that the RCA system and the Sony systems are not compatible. And while each individual manufacturer tries to do its best to be sure that its system does not conflict with others, they don't always succeed.

Thus, it is easy to visualize a situation where you are seated surrounded by a host of individual remote-control units—you could have one for the TV, a second for the VCR, a third for your videodisc player, a fourth for your stereo system, and so on.

That's ridiculous! We're smart enough to put communications satellites in space; we've got to be smart enough to cooperate enough to develop a set of standards for remote control of consumer-electronics devices. I know Macy's isn't noted for telling Gimbel's, but through the auspices of the EIA (that's the Electronics Industries Association), we ought to be able to resolve that simple remote-control problem.

LARRY STECKLER, EHF, CET
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Circle 99 on Free Information Card
**VIDEO NEWS**

**DAVID LACHENBRUCH**
CONTRIBUTING EDITOR

- **Home control by video.** Going on the market before year's end is General Electric's HomeMinder system that can operate key household devices from the family TV set—adjust temperatures, dim lights, turn appliances on and off at specific times, store messages, and display important dates and appointments. The system also can be addressed at a distance by means of a pushbutton telephone. HomeMinder uses the X-10 system developed several years ago by 3SR. Each appliance or electrical socket is fitted to a module, which may be operated from the central microcomputer by means of a wireless remote control, and all functions are depicted graphically on the TV screen.

HomeMinder initially comes in two versions—a $400, set-top system with its own remote control, designed for connecting to any television set, and a 25-inch color monitor-receiver with everything built in and using a single hand-held wireless remote-control unit to operate both the TV set and the HomeMinder. The on-screen visuals show diagrams of every room of the house (up to 10 rooms) along with numbered menus of lights and appliances. On-screen prompts (see Fig. 1) help the user to operate the system step by step, such as "What do you want to turn on?" or "Where is it?" Up to 100 lights and appliances may be controlled from the HomeMinder, which has 64K ROM and 4K RAM memory.

- **VCR Reliability.** The service record of VCR's already compares with that of color TV, according to manufacturers and marketers of the product. One major manufacturer tracked 665,000 VCR's of 15 of its models sold since 1981 for 18 months and found the "overall defect rate" to be 4.7%.

There were service calls on 6.3% of the units over the 18-month period, but 28% of these were found to be unwanted—due to such causes as battery inserted backwards, deck not plugged in, etc. The same company found that video cameras had only a 2.9% defect rate in 18 months.

Another company listed these top 10 causes of failures during the warranty period: Belts, 21.5%; IC's, 18.8%; tape heads, 4.6%; idlers and pulleys, 4.4%; circuit-board assemblies, 3.8%; motors, 2.5%; switches, 1.5%; tape-loading mechanism, 1.3%; remote-control hand units, 1.3%, and relays, 1%.

Early fears of short head life haven't been borne out by the facts. Manufacturers report that head life of up to 3,000 hours if good-quality tape is used. One major VCR rental firm puts actual life at 1,000 hours and adds: "Head problems always relate to tape quality or tape cleaning." Although some VCR manufacturers recommend one swipe of a head-cleaning cassette when the picture deteriorates, others warn against any consumer head cleaning, and they all agree that here is a major cause of head problems. The worst offenders frequently are audiophiles, who are so accustomed to frequent cleaning of audio-tape recorder heads that they do the same to their VCR's. That can be very damaging because of the speed at which the heads revolve and the delicacy of the heads. The other major cause of head problems—poor-quality tape—results in clogging of heads with flaked off coating. Videotape is one product in which brand name is all-important.
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Revolutionary advance in circuit printing

A major new printed-circuit-production process that will give producers of printed circuits savings ranging into millions of dollars has been developed by scientists of the General Electric Research and Development Center at Schenectady, NY.

Secret of the new process is a family of special metallic "inks" consisting of a liquid polymer "loaded" with fine powdered metals—a mixture of iron and nickel. To define the circuit pattern, the ink is transferred to an insulating substrate (circuit board) by screen printing. The board is then run through an oven to harden and cure the ink.

The board is then dipped into a copper-sulfate bath to plate it with copper. While in the bath, some of the metal powder in the cured ink pattern dissolves (going into solution as ferric sulfate) and copper from the bath takes its place. The process takes about five minutes (versus as much as eight hours for older techniques).

With the new process, circuits can be printed on almost any substrate—glass, paper, plastics and even (properly insulated) steel. A new polymer insulation makes steel a highly practical substrate. The insulation has high dielectric strength, and is flexible, enabling the steel to be bent, if desired.

With the new insulation, cost savings of over 10:1 can be achieved by fabricating multi-layer circuits. The single-layer printed circuit is coated with the dielectric layer—leaving holes where layer-to-layer interconnections are desired—and another circuit is laid out on it. The procedure is repeated to form a number of layers.

DBS applicants alter their plans

Three DBS applicants—CBS, Western Union, and RCA Americom—have altered their plans, leaving only five applicants prepared to commence DBS programming by the end of this decade.

CBS has abandoned its DBS plans, and has dropped out of a possible joint venture with Satellite TV Corporation. Western Union has also decided not to pursue its proposed Ku-band service. Rather than withdrawing completely, RCA Americom has scaled back its plans. They have postponed any possible start-up until at least 1989, and will use just two 16-channel satellites as opposed to their originally proposed four.

Many of those still proceeding with DBS are altering the details of their proposed services. For example, STC, a subsidiary of Comsat, now is seeking to co-locate two satellites at 110° west longitude instead of their originally proposed 101°. STC also wants to use six channels to cover the entire U.S. upon launch. Originally they planned to start offering service to just the eastern part of the country, with western-U.S. service to commence later.

New infrared detector may be used in space

A new way of making ultrasensitive indium antimonide infrared detectors usable in space satellites should result in an appreciable improvement in the imaging abilities of satellites that are used for weather forecasting and a host of other applications.

Until now, indium antimonide detectors have been limited to land-based equipment or aircraft, continued on page 21
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Fixing computers: fastest growing occupation in the U.S.

Whether the flaw is in a circuit board, a disk drive (often) or a printer (very often), everybody wants it fixed—and fixed fast.

It's little wonder that America's continuing love affair with the microcomputer has led to growing job opportunities. The U.S. Department of Labor recently projected that the number of computer service jobs will double before the year 1995. The same agency also reports median earnings of full-time computer service technicians are $430 per week (with much higher earnings for experienced service persons). And while all computer-related job opportunities are expanding, the computer service technician is the fastest growing job category of all (48% faster than electrical engineers, 92% faster than injection mold machine operators).

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because of their extreme cooling requirements. Such detectors must be operated at temperatures below -300 degrees F, making cooling with liquid nitrogen or helium necessary. Those coolants evaporate and must be replenished, ruling them out for unattended space satellites.

The material prepared by General Electric scientist Dr. Wirojana Tantraporn will permit detectors to perform effectively at -240 degrees F. That temperature can be maintained indefinitely by satellite refrigeration systems powered by solar cells.

Dr. Tantraporn determined that certain types of impurities in the material were important in determining its operating temperature, and was able to develop a process that controls the type and amount of impurities. In his process, a conventional indium antimonide wafer is coated with a thin, high-purity overlayer consisting of indium, antimony, and a special impurity, or dopant.

In-office "voice mail" developed by Fujitsu

An intra-office "voice mail" computer system that can log a voice message into a storage unit and forward it to the recipient later is announced by Fujitsu. Message-recording systems are familiar, but previous ones have been able only to record the messages on an auxiliary tape recorder.

With the new voice-mail system (VMS), if the caller finds the extension he has called busy or unattended, he flashes the VMS and repeats his message. The VMS stores the message, then periodically rings the called party until the receiver is picked up.

The VMS provides up to 2,000 extensions with services, and can process up to 24 messages at once, with a storage capacity of 1,400 60-second messages. That capacity is attained by converting the analog phone signals to digital signals, then storing them by "adaptive differential pulse modulation." In that system, a signal is recorded only when it differs from the one preceding it. That results in a great saving of space.

The VMS can be used to connect a number of offices in different locations by connecting the offices with leased telephone circuits.

Parallel recording permits high speeds

A new technique records information onto an optical disc simultaneously from three semiconductor lasers that are on a single IC. The new system, multi-channel recording, can store and retrieve vast amounts of information at speeds hitherto impossible. It was developed by scientists of RCA laboratories at Princeton, NJ.

Three high-power semiconductor lasers, mounted on a single IC, are the central feature of the development. They record information by creating tiny pits in a light-absorbing layer on the disc. Each pit is less than thirty millionths of an inch across. The information from the three lasers is simultaneously recorded in three closely spaced parallel grooves. The disc that is used is 14 inches across and can store 100 billion bits. A low-power laser retrieves the information.

"Modern high-speed communications, such as microwave signals from satellites or light pulses in optical fibers, can easily overwhelm single-channel storage systems," says an RCA spokesman. "With multi-track recording, information can now be stored at extremely high data rates. In the future, large computer mainframes that require mass storage of data would also benefit from multi-channel optical recording."

Telex to take over Raytheon Data Systems

Raytheon Co. and Telex Corp. announce an agreement in which Telex Computer Products, Inc. will acquire the assets of the Raytheon Data Systems Division. The purchase price is estimated at more than $200 million.

The companies indicated that about 2,100 employees of Raytheon Data Services and Leasing Co. will be able to transfer to Telex, to service Raytheon customers. Telex has expressed its intention to establish operations in Massachusetts, largely to service the large base of airline users it will obtain as part of the agreement.

Future direct-broadcast satellites to be most powerful

The United States Satellite Broadcasting Co. (USSB) of Minneapolis, has let a contract for two high-powered direct-to-home broadcast satellites (DBS). Both design and construction has been contracted to RCA Astro-Electronics, East Windsor, NJ. Operating at 240 watts-per-channel, they will provide TV pictures and stereo sound of the highest quality to all 50 states, Puerto Rico and the Virgin Islands.

Because of the high power of the satellites—greater than anything yet built or contracted for—home owners will be able to receive their signals on inexpensive 24-inch dishes on their rooftops. The first launch is scheduled for 1988. R-E
SINCLAIR LIVES

I have been enjoying your magazine for some time now, and I have found your articles informative and accurate. I did spot a comment in the July 1984 issue which bothered me a bit, though. In the article "Interfacing the ZX81," by Neil Bungard, one sentence reads in part, "And now that the computer is no longer being produced, you can..."

Not so! While we all know that Timex has stopped producing the TS1000, Sinclair is not dead, and in fact has recently signed a deal with an eastern firm (whose name, unfortunately, escapes me at the moment) to produce more ZX81's.

Lest anyone believe that I am in any way detracting from Mr. Bungard's article, let me say that I have every intention of building his circuit or a variant of it, as I have with the last few circuits for the TS1000/ZX81 that you have printed.

While your publication is not completely dedicated to computers, radio, or any other specialty (a fact I enjoy very much), it may interest you to know that I consider your articles among the very best I have seen.

TIM RUSSELL
Thousand Oaks, CA

VIDEODISC INFERIOR

Your "Video Electronics" column in the July, 1984 issue of Radio-

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Electronics, contained a reference to RCA's "noble experiment" with CED videodisc, and elsewhere I read that a high RCA official had said, in effect, that the CED debacle was a "technical success but a marketing failure."

Those comments annoy me because the obvious reason that the system failed—as anyone who owned a VCR and a CED system could testify—is that the CED system was significantly inferior in performance to VCR systems. I own about ten CED videodiscs, and have viewed at least twice as many rental tapes. All the rental tapes were of obvious higher quality that the best of the videodiscs. That reflects comparison between used tapes and absolutely new discs; the disc deteriorates rapidly with re-playing.

All the videodiscs I own arrived with skips (those are just like the similar defect in an audio record; the picture shifts abruptly as a small section of the program is skipped over). Every single one had at least one of those defects; I haven't counted, but my impression is that they invariably had many (five or ten) skips on arrival. Such defects increased with re-playing.

I don't mean to beat a dead horse. What I find annoying and disturbing is the apparent inability of American companies and technical observers to distinguish excellence from mediocrity.

GREGOR OWEN
Port Jefferson, NY

PREFERRED CHOICE
CLARIFIED

I don't quite understand why Mr. Rich Taylor disagrees with me. (Radio-Electronics, "Letters," May 1984.) In the February 1984 issue, I stated that "...I didn't think computer-circuitry articles have been emphasized too heavily." That is evident by the number of people retaining Radio-Electronics subscriptions and dropping others like Computers & Electronics. I didn't say or imply Radio-Electronics should become another computer magazine.

My point was that Radio-Electronics shouldn't go out of its way not to publish articles that deal with computers. After all, computer users definitely do have an interest in what he called, "The last good general-interest electronics magazine..." (I could agree more about that description of your magazine.) It seems to me that Mr. Taylor misunderstood my meaning. I hope that this clarifies it.

EDWARD W. LOXTERKAMP
Cincinnati, OH

NO COMPUTERS—PLEASE

I am writing to emphatically agree with Richard Taylor's letter in the May 1984 issue of Radio-Electronics; it is indeed the last good general-interest electronics magazine around. Since Popular Electronics changed its emphasis and name, its interest and value to me, and, I'll bet, to many others who formerly subscribed, plunged to zero.

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A READER COMMENTS
I received the June issue of Radio-Electronics just two days ago, and I have completed the first reading. I am moved to forward my comments immediately.

Your special section “Receiving Satellite Television” was timely, competent, informative, and extremely well done. I am now retired from the electronics field after many active years, so I am not closely in touch. This provides an excellent forum for summarizing the current state of things. Thanks for a job well done.

Although I am not yet active in computer programming, I have hopes for the near future; we have acquired an IBM PC and printer in our home. I feel confident that your Computer Digest section will become a valuable and useful resource for me.

I wish I could be as complimentary about Robert Grossblatt and his “Drawing Board” article on page 88. It is a masterful combination of self-adulation, obfuscation, and derision of mathematics, which patronizes his readers, states incorrect information, and fails utterly in explaining how the circuit worked. I knew how it worked until I read the article.

It was gratifying to learn that 36° is 1/3 of 360° and that the Q outputs of the CD0418 wired decade counter repeats after five counts. I think he would find the timing diagram in the specification sheet fascinating reading.

Why did he mention Fibonacci numbers? Is he interested in rabbits? He should be aware that these numbers rarely scare anyone. Most people have never heard of them and could not care less. Those who have, know them to be simple and not very useful.

My enthusiasm remains substantially undaunted. Keep up the good work.
L.D. SMITHEY
Pacific Palisades, CA

ADDRESS NEEDED
Recently I have been asked to repair a model 200 audio amplifier manufactured by Integral Systems. I have tried to obtain a set of schematics for the unit but have been unable to contact the company. The address that I have for the company is 463 Salem Street, North Wilmington, MA 01887. If you or any of your readers could help me to locate the company, I would be grateful for your help.
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**EQUIPMENT REPORTS**

It is estimated that there are some 30 million pianos in the United States. Most of those are of the mechanical variety that everyone is familiar with. Some, however, are quite different—they are electronic. In those, advanced electronic circuitry replaces the traditional strings, hammers, etc.

In this review we are going to look at one of those electronic pianos, the Pianostar S2000 from Wersi (1720 Hempstead Road, Lancaster, PA 17601). An interesting twist is that that piano is one that you can build yourself.

*continued on page 30*
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The Pianostar

The Pianostar S2000 is a versatile electronic musical instrument. It is housed in an attractive wood cabinet and measures 40% x 57% x 22¾ inches. The keyboard has a 7-octave range. The unit boasts two 60-watt RMS audio amplifiers. Sound output is available from three sources: speakers, a head- phone jack, and a tape-recorder interface.

Eight different "voices" or sounds are available from the Pianostar. Two or more of these voices can be selected simultaneously for special effects (more on that later), etc. The voices "piano" and "harp-sound" sound just like their familiar mechanical counterparts. The "cello" voice sounds much like a harp-sound, except that every key sounds at its normal pitch plus the pitch that's one octave higher. Another name for the "honky-tonk" voice might be player piano, because that voice sounds just like a player piano.

The forerunner of the piano used metal plates instead of strings. The resulting sound is, as you would imagine, rather harsh. That sound is simulated by the unit's "kinura" voice.

The unit's "banjo" voice sounds very much like the instrument for which it is named. Other voices include "rock piano" and "stage piano."

The two foot pedals normally function exactly like their mechanical piano counterparts. The left pedal serves as a damper; the right one adds a sustain. In the Pianostar, however, new functions can be assigned to the pedals by simply depressing a switch. Depressing the Hawaiian switch assigns a new task to the left pedal. In that mode, each time that pedal is depressed, the overall pitch drops by half a tone and then returns slowly to normal. With some practice, you will be able to accurately simulate a "Hawaiian guitar" sound. When the vibrato pedal mode is selected, depressing the left pedal will add vibrato that will start with a certain hesitation and then build up gradually.

An almost limitless number of special effects can be achieved through the use of the unit's vol- tage-controlled filter (VCF). That filter has a passband that can be varied from wide to narrow. The center frequency is adjustable and can fall anywhere over a wide frequency range. That center frequency can also be made to vary about the nominal center frequency. The amount of variation and the speed of that variation can be set by the user.

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November 1984

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other hand, with the proper care and patience, it could be handled by even a beginner. Part of the reason that that's possible are the excellent manuals provided with the kit. Construction details are covered in two of those manuals. (There are four all together; we'll cover the others shortly.) Of particular help to the first-time builder is the one entitled "General Instructions." That book covers such topics as the tools required, general construction techniques (how to solder, etc.), and how to identify and install the various types of components found in the kit. It would be nice if all kits included such complete and helpful information for the beginner.

Actual construction is covered in the assembly manual. That manual does an adequate job of taking you through the building of the device. It is profusely illustrated, provides valuable hints as you move step-by-step through the construction, and provides you with a checklist to help ensure that nothing is missed. The book does not, however, painstakingly outline the installation of each and every component. It's not uncommon for a single step in the manual to cover the installation of several components; indeed, some single "steps" cover the installation of 294 jumpers, 182 resistors, 168 diodes, and the like. Don't let that scare you away, however; as we said, the manual is still good enough so that most builders should have little trouble successfully completing the project.

The third manual of the four covers the technical aspects of the Pianostar. Included are schematics, block diagrams, parts-placement diagrams, and the like. Also included are the theories of operation for the various circuits and sections, and a chapter on servicing hints.

The fourth manual is an owner's manual, whose primary purpose is to briefly summarize the use of the instrument.

Our experiences with the Pianostar 52000 have been exceedingly positive. No troubleshooting was required as the piano worked perfectly upon the completion of the project. For those that do encounter problems, however, Wersi stands behind their products. The Pianostar 52000 is covered by a one-year limited warranty.

The Pianostar 52000 is an outstanding product, and one we recommend for those interested in music and electronics. It sells for $2770.

*continued on page 38*

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**Bishop Graphics E-Z Circuit Printed-Circuit Design Kits**

Making your own PC boards does not have to involve photography, etching, and other headaches.

HOW DO YOU TURN YOUR ON-PAPER electronic circuits into working real-world circuits? How do you take your breadboarded circuit and make a more-permanent version? If it's a complex circuit that uses many IC's, you undoubtedly use a PC board. But what if it's rather simple and uses only a handful of IC's (such as a circuit you read about in "Hobby Corner" or "New Ideas")? For those, making a single PC board probably just isn’t worth the effort.

You should know, however, that making a PC board does not have to be a project in itself. It does not have to involve chemicals, etching, and photography—thanks to E-Z Circuit printed-circuit copper products from Bishop Graphics (5388 Sterling Center Drive, PO Box 50071-E-Z, Westlake Village, CA 91359-5007).

We should say right at the beginning that E-Z Circuit cannot replace standard PC-board methods—it is not suitable for all applications. But when you can use it, the time and trouble you’ll save certainly make its worthwhile. And we should point out that E-Z Circuit can be used for other things than making original circuit boards: The copper patterns are ideal for repairing or modifying existing PC boards.

The E-Z-Circuit process

With E-Z Circuit, you start with a blank board (instead of a copper-clad board) and you put copper on the board where you want it (instead of etching it off where you don’t). Therefore, etching (our least-favorite step) is done away with because the only copper on the board is what you put down! Drilling is also done away with because the blank board you use is perforated—as are the foil patterns you place on the board. Camera-ready artwork is also not necessary.

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Bearcat® 300-E
List price $54.95/CE price $39.00
The Bearcat 300 is the most advanced automatic scanning radio that has ever been offered to the public. The Bearcat 300 uses a bright green fluorescent display that is ideal for mobile applications. The Bearcat 300 now has these added features: Service Search, Display Intensity Control, Hold Scan, Channel Selector, Selectable Band Keys to easily lock-in/lock-out any band for more efficient service search.

Bearcat® 20/20-E
List price $44.95/CE price $33.00
The Bearcat 20/20 is a direct descendent of the line of Bearcat scanners that makes the Bearcat the world’s largest distributor of radio scanners. It’s bright green fluorescent display that is ideal for mobile applications. The Bearcat 20/20 now has these added features: Service Search, Display Intensity Control, Hold Scan, Channel Selector, Selectable Band Keys to easily lock-in/lock-out any band for more efficient service search.

Bearcat® 210XL-E
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**Note:** Prices subject to availability, acceptance and verification. All sales on accessories are final. Prices, terms, and specifications are subject to change without notice. All prices are in U.S. dollars.

For more information or to order, please visit our website at www.americanradiohistory.com.
backed copper patterns with the pre-drilled holes, and press in place. If you want to move a pattern, you can—until the adhesive cures. (After that time, the pattern can still be removed if you need to make changes to the board, but it cannot be re-used.

Once you have your component-mounting pads in place, you can interconnect them with copper tape. When traces cross, you have two choices: You can use the supplied insulating polyester tape between the two crossing traces, or you can run one of the traces on the other side of the board.

That ability to make double-sided boards (which, interestingly, is not mentioned in the E-Z Circuit instruction manual) is very important. That's because the copper-tape traces are thicker than what you can etch, so you cannot run them between, for example, IC-pin pads. Being able to run traces on both sides of the board helps to compensate for that.

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Once all of your pads and interconnecting traces are in place, they must be soldered together.

(Although a trace may be attached to another by the adhesive backing, they are not electrically connected until they are soldered.) The final step, of course, is inserting the components and soldering them to the copper patterns. The component-mounting pads have an epoxy-glass substrate and can be soldered many times. The traces and donut pads, however, do not have that thermal barrier. When they are soldered, the adhesive can soften and the patterns can slide and/or lift from the board. If you solder with that in mind (and you keep your soldering iron in a vertical position), you won't have any trouble. The adhesive regains full strength when it cools.

What's available

While the E-Z Circuit patterns are available separately, their kits offer a better value. Four kits, which should fill the needs of most hobbyists, are available. Each kit consists of more than 200 pieces, including such pressure-sensitive copper configurations as donut pads, multi-conductor strips, and power distribution strips, as well as TO-5, power-transistor, SCR, and DIP mounting patterns.

The difference between the kits is the type of boards (and card-edge patterns) they contain. For example, the Applekit contains an E-Z Bus board (that is shaped the same as an apple card) and self-adhesive card-edge connections. The S-100 kit includes an S-100 board, the standard-bus kit includes a standard-bus board, and the Eurokit contains two eurocard boards. Kit prices vary from about $63 to $68.
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The model 3600-80-016 is priced at $74.00 each for 100 pieces; the model 3600-80-016 is priced at $79.00 each for 100 pieces. —Industrial Electronic Engineers, Inc., 7740 Lemona Ave., Van Nuys, CA 91405.

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CIRCLE 16 ON FREE INFORMATION CARD
An exciting new technology may make it possible to offer color displays in applications where previously they have been impractical or impossible. In this article we'll look at that technology, and its first commercial application.

Most readers of Radio-Electronica are familiar with shadow-mask CRT's. Those CRT's are used in the vast majority of color display applications, including the most familiar of all, the color TV. But several breakthroughs in color-display technology have recently occurred, breakthroughs that could eventually make the shadow-mask color CRT obsolete.

One of the most recent of those breakthroughs is the new liquid-crystal color shutter (or switch) from Tektronix (PO Box 500, Beaverton, OR 97077). The color shutter is used in combination with a high-resolution monochrome CRT and allows the monochrome CRT to display color images. The system developed by Tektronix offers the advantage of high-resolution color—much higher than possible with shadow-mask CRT's—at a reasonable cost. We'll take a closer look at the color shutter in a moment, but first let's take time to review some important LCD basics.
LCD basics

A liquid crystal is an organic compound that means that it is a compound that consists of carbon, hydrogen, oxygen, and nitrogen. What is different about a liquid crystal compound is that it is fluid like a liquid, but has the optical properties of a solid.

Another interesting property of a liquid crystal is that its molecules, which are shaped like long rods, act like dipoles in the presence of an electric field. This means that the alignment of molecules in a liquid crystal can be controlled by applying and removing an electric field.

Liquid-crystal displays differ from other types of displays in that they scatter rather than generate light. The type of LCD used in watches and calculators, as well as in the color shutter, consists of a vertical polarizer, a liquid-crystal cell (the cell used in the shutter will be described below), and a horizontal polarizer. When there is no electric field present, the liquid-crystal material is in its relaxed state. In that state, the liquid-crystal molecules nearest the polarizers have their long axes parallel to the polarizers with subsequent layers twisting through the 90° between horizontal and vertical (see Fig. 1-a). Light from the light source passes through the horizontal polarizer, is twisted 90° by the liquid crystal, and passes out through the vertical polarizer. Someone looking at the LCD will see light.

When an electric field is applied, the liquid-crystal material is in its driven state. In that state, the liquid-crystal molecules are oriented parallel to the direction of the field (see Fig. 1-b). Because of that, the natural twist is destroyed, and hence, the light is not rotated by the LCD. Therefore the light is absorbed by the vertical polarizer and a viewer would see a dark area.

The \( \pi \) cell

Tektronix' major accomplishment in developing the color shutter was in devising a liquid-crystal device, called a \( \pi \) cell, with a fast enough switching time. Most liquid crystals switch (change between a relaxed and a driven state) at rates of 20 to 100 milliseconds. The \( \pi \) cell has a switching time of 1.7 milliseconds.

The \( \pi \) cell consists of two glass plates coated with indium-tin-oxide, a thin layer of silicon-dioxide (which serves as an insulator), and a special alignment layer. It has a special structure in which the liquid-crystal molecules are arranged so that when the applied electric field is removed, the liquid flow within the cell does not oppose the natural rotation of the liquid-crystal molecules into their relaxed (twisted) orientation. That is the key to the fast switching times.

Another factor in developing the \( \pi \) cell was the thin cell spacing that Tektronix has achieved. The cell spacing must be very accurate because the switching characteristics described above depend on the cell being very thin and uniform. If the cell is made too thin, however, it will not have the required optical properties. The company has developed techniques for cell spacings of 3 to 10 micrometers with a tolerance of 300 nanometers. Cells with that spacing have been manufactured in sizes ranging from 5 to 40 centimeters, although the actual viewing area is only about 90% of the cell size; that limited viewing area is due to mounting considerations.
The color shutter

To make the color shutter, the \( \pi \) cell is sandwiched between, and optically coupled to, an orthogonal set of color polarizers (orange and blue-green) and a horizontal linear polarizer (see Fig. 2). The “sandwich” is then placed in front of a CRT that uses a phosphor whose emission peaks are in the orange and blue-green portions of the spectrum (see Fig. 3).

To generate a multi-color display, both the screen and the shutter are switched synchronously. A block diagram of the system is shown in Fig. 4. In one frame, all of the information that should appear in orange is displayed. In the next frame, all of the information that should appear in blue-green is displayed.

The role of the \( \pi \) cell in this system is to be sure that only light of the appropriate color will be passed. Orange light entering the shutter is vertically polarized by the orange polarizer, blue-green light entering the shutter is horizontally polarized by the blue-green polarizer. (Note that the color polarizers also polarize white light as indicated in Fig. 4.) During the “orange” frame, the liquid-crystal is in its undriven state. Orange light is thus rotated 90° by the liquid-crystal and passes through the horizontal linear polarizer. The horizontally polarized blue-green light is also rotated, but it is rotated out of the transmission axis of the linear polarizer and is thus absorbed.

During the “blue-green” frame, the liquid-crystal molecules are oriented so that they do not twist light. Thus, the horizontally polarized blue-green light is passed by the horizontal linear polarizer while the vertically polarized orange light is absorbed.

As the alternate frames are viewed, the eye integrates them to produce a multi-colored image. With the phosphor/polarizer combination used in this system, any color that can be created by combining orange and blue-green can be displayed by varying the intensity of the scanning beam. To achieve flicker-free operation, each color (frame) is repeated at a rate of 60 Hz; thus, the two field system will run at a rate of 120 Hz.

Although orange and blue-green are the colors chosen by Tektronix, any two colors could be used, for example. Early versions of the color shutter were selected because they, and neutral (a color formed by the combination of the two primary colors used in the first commercial application of the new technology—more on that later), are spectrally separated enough to be easily distinguishable, but close enough to minimize the eye’s need to refocus.

As indicated above, only colors that can be generated by combinations of two primary colors can be displayed. Tektronix is continuing its research in order to develop a shutter capable of displaying colors that could be produced by three primary colors. Such a shutter would be capable of producing a full gamut of colors, with results comparable to, or better than, conventional color displays.

Advantages

The development of the liquid-crystal color shutter is important for a number of reasons. Perhaps most significant is its high resolution. Because a monochrome CRT is used in place of a shadow mask (or other type, such as penetration-phosphor) color CRT, much better resolution is possible than with any other type of color display. That means, of course, much better graphics, and cleaner, easier-to-read text.

The use of a monochrome CRT is also a key to a number of other advantages offered by the display. For one thing, adding color capability to a monochrome instrument will not require repackaging the instrument to accommodate the longer color CRT. Also, due to the absence of a fragile shadow-mask or complex electron gun, monochrome CRT's are inherently more rugged than color CRT's. Use of a monochrome CRT also eliminates the color-convergence problems that plague other types of color displays.

One potential problem with the display arises from the fact that the system is field sequential. In the system, the brightness of a given color will be reduced to a maximum of 25% of the brightness of that color on a continuously rastered CRT. That is due to two factors. One is that the system is field-sequential, the two colors have a 50% duty cycle (since the frames alternate, each color is displayed only half of the time). The second factor is that an ideal polarizer has a transmission factor of about 50%. We are dealing with real devices here, however. Taking into account factors such as the non-ideal nature of the polarizers, the brightness level of the display is only about 12%–14% of the brightness level of a continuously rastered display.

What offsets that potential problem is a high and controllable contrast ratio. The combination of color and linear polarizers used in the Tektronix system allows for contrast ratios that can exceed 20:1. The contrast ratio of the display can be varied by varying the intensity of the scanning beam. That high contrast ratio allows the display to be satisfactorily viewed under high ambient-light conditions, even in full sunlight.

Applications

There are, of course, a number of applications where the new Tektronix technology can provide color capability where it has not been practical before. Examples of that include small instrument displays such as oscilloscopes, logic analyzers, and spectrum analyzers. Those instruments require high-resolution displays to accurately convey waveform information. Another area where color would be useful is in system-control displays. In that application, color could be used for highlighting special situations or warnings.

In fact, the display could be used in any application where color is desired, but high resolution is required. It would be ideal, for example, for word processing. In addition, the display's high contrast is a

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**FIG. 3—IN THE CURRENT TEKTRONIX SYSTEM, a CRT with a phosphor whose emission peaks lie in the orange and blue-green regions is used.**

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**FIG. 4—BLOCK DIAGRAM OF THE liquid-crystal color shutter display system. Information is fed to the CRT in two sequential fields, which are synchronized with the switching of the color shutter.**
Tektronix' Hqutd-crystal color shutter technology.

FIG. 5—THE MODEL 5116 from Tektronix. That oscilloscope is the first commercial application of Tektronix' liquid-crystal color shutter technology.

great advantage in the high ambient light of the typical office.

The 5116

Tektronix' first commercial application of the liquid-crystal color shutter was in its 5116 color-display oscilloscope. The usefulness and practicality of the color shutter is clearly illustrated by that device.

In that scope (see Fig. 5), the color traces are used to make it easy to distinguish between channels, for emphasizing certain types of important information, and in general to make the scope easier and more efficient to use.

In the past, oscilloscopes have used a variety of schemes to make them easier to use. Those schemes include highlighting, cursors, and alphanumeric readouts. The addition of color merely takes those schemes one step further. In the 5116, for instance, channel 1 data is displayed in blue-green while the channel 2 data is displayed in orange. Further, the alphanumeric readouts are color coded by channel, while the X-Y and time-base measurements are displayed in neutral (off-white).

The use of color allows users to overcome many of the shortcomings of traditional oscilloscopes. For instance, in the past, one problem has been how to display multiple traces while taking advantage of the full vertical resolution of the oscilloscope. When the traces are of one color, confusion often arises when those traces are overlaid. In the 5116, the use of color eliminates that problem. The channel-1 and channel-2 traces are, of course, displayed in their designated colors, with the areas of the waveform overlap shown in neutral.

Of course, one of the key factors in the eventual success or failure of liquid-crystal color shutter technology is its cost to implement. Right now, the only indication of that cost is found in the 5116. The basic 5116 color oscilloscope carries a suggested list price of $2335. That scope is the color version of the monochrome 5110, which is priced at $1505. That boils down to a cost of $830 for the color shutter alone.

Note, however, that the prices quoted above are for basic models. When the 5116 is mated with the 5110 waveform digitizer (which turns the 5116 into a color digital-storage oscilloscope), the total cost becomes $5185. At that price level, the $830 for the color shutter does not represent quite as large a percentage of the total cost. Just as with any technology, however, it is reasonable to assume that as production picks up, costs will drop, making the color shutter an extremely attractive display option.

As time goes on, it is reasonable to assume that the color shutter will be used in a wide variety of products and applications. In addition, it is likely that it will be used in a variety of non-Tektronix products. That's because the manufacturer has recently announced that it intends to sell the new technology to other companies for use in their products.

In summary, the liquid-crystal color shutter, with its dual properties of color and high resolution, offers instrument manufacturers an attractive alternative to other types of color displays. It is reasonable to assume that we'll be seeing them in a great number of products before too long.

R-E
The future of shortwave broadcasting is being decided by a pair of international conferences, the first of which was held this year. Here is a report on that first conference, including a look at what was accomplished, and, perhaps more importantly, what was not.

**STANLEY LEINWOLL**

In addition, the Conference was directed to develop a set of principles and procedures governing the use of the shortwave broadcasting bands, and to decide upon a method of planning those bands. The report of the first session is to be transmitted to a second session, now scheduled to be held in Geneva for seven weeks during early 1987. That second session is scheduled to carry out the actual planning.

In all, some 575 delegates from 115 countries participated in WARC-HFBC, which was held in Geneva, Switzerland, from January 10–February 11, 1984. In addition to the countries represented, there were 20 observers from various regional and international organizations, including the International Amateur Radio Union (IARU).

When one considers the diversity of interests and cultures represented at the Conference—East, West, and Third World; developed and developing countries; large users of the spectrum and...
small, and old, established broadcasters as well as newcomers—it is a miracle that anything at all was accomplished. The basic problems involved polarization between the larger users of the spectrum, those with extensive worldwide or national broadcasting commitments, and the smaller users, who were seeking assurances that their spectrum requirements would be met and guaranteed.

And indeed, during the five gruelling weeks of the Conference, it appeared on more than one occasion that the Conference would fail because of stalemates that developed over seemingly irresolvable issues. Everyone present made monumental efforts to resolve some of those conflicts, and many of the delegates worked fifteen to twenty hours a day during the second half of the Conference in an effort to achieve reasonable solutions.

Finally, however, the Conference was able to complete its report. That report is 101 pages long, and includes over 70 pages of technical standards and procedures. In contrast, the sections dealing with planning principles and procedures, and the planning method itself, are only 9 pages long. Of greater significance is the fact that some of the basic principles and procedures are vaguely worded, others are provisional, and some are confusing.

A careful reader of that report comes quickly to the conclusion that many fundamental problems remain, and that the delegates attending the second session will be required to work long hours with diligence, patience, resourcefulness, and dedication in order to bring that second session to a successful conclusion.

So, although the Conference did complete its report, the document is a caldron bubbling with unresolved issues, procedures that must be clarified, software that is yet to be developed, and principles that are still to be tested.

Between the first and second session of the WARC-HFBC, the International Frequency Registration Board (IFRB), one of the permanent organs of the ITU, has been charged with a number of vital preparatory tasks, including the development of the software necessary to test and implement the planning method adopted at the first session. That method appears to be one of the most complex planning processes ever attempted, and the tasks before the IFRB are indeed formidable.

Some of the major problems facing the IFRB, and the second session will be described shortly. But first, the good news!

Technical standards

One of the most significant accomplishments of the first session was the adoption of some 73 pages of technical standards that cover virtually every aspect of shortwave broadcasting. Those include: double-sideband system specifications; protection ratios; receiver characteristics; required transmitter power; propagation, radio noise, and solar indexes; usable field strength; antenna and transmitter characteristics; reliability; delineation of reception areas; rules dealing with the maximum number of frequencies for broadcasting the same program to the same area, and specifications for and progressive introduction of a single-sideband (SSB) system.

As just indicated, the Conference adopted a format for the progressive introduction of single-sideband transmissions, including a set of single-sideband system specifications that will allow the number of transmitters to be increased significantly without a corresponding increase in the amount of spectrum space allocated to shortwave broadcasting. Since such a system will render most of the transmitters and receivers in operation today obsolete, the Conference decided that the progressive introduction of SSB, over a period of something like twenty years, was the most effective way of overcoming the technical and economic problems that are sure to arise. The second session of the Conference will determine the precise starting date and the duration of the transition period, but at this writing, it is a virtual certainty that the completion of the conversion will not take place in this cen-
Planning principles

The remainder of the report dealt with the principals and procedures that are to be used in planning the shortwave bands. Those principles include:

- planning of the bands is to be based on the principle of equal rights of all countries, large or small, to equitable access to those bands for use in accordance with the decisions taken by the Conference;
- the planning of the high-frequency broadcasting service shall be based on four seasonal plans;
- the minimum broadcasting requirements submitted by the various nations shall be satisfied on an equal basis at the overall level of broadcasting reliability adopted by the Conference;
- the planning process is to be based on double-sideband transmissions with the possibility for countries so wishing to use single sideband, provided that the level of interference caused to double-sideband transmissions appearing in the plan is not increased;
- whenever possible, only one frequency shall be used to meet a given broadcast requirement,
- and finally, the highest possible number of submitted broadcasting requirements are to be included in the plan.

Although those principles read very well, it is evident that some may be easier to satisfy than others, and that before they are finally implemented they will have to be tested against a complete set of operational requirements.

Planning method

The planning method adopted by the first session is a highly complex procedure; a block diagram of the procedure is shown in Figure 1. It comprises 11 steps that will be the subject of tests to be conducted by the IFRB during the inter-sessional period. Steps 3 through 8, and step 10 (indicated by the dashed box) are to be drawn up using the computer at ITU headquarters in Geneva.

That planning method represents a radical departure from the procedure now in effect. Under Article XVII of the Radio Regulations, all broadcasters submit their schedules to the IFRB six months in advance of implementation. The IFRB publishes that information in a book, called the Tentative Schedule. Where conflicts arise, it is up to the Individual countries involved to solve them. In some instances, the IFRB offers recommendations for resolving the conflicts, but acceptance of these recommendations is not mandatory. The new procedure, in contrast, will leave many of the crucial decisions up to the IFRB.

The software to be used in the planning process has not yet been developed by the ITU, and doing so will be an extremely complex task because of the many variables involved. Those variables include changes in season, sunspot number, time of day, hours of operation, and location of not only the transmitter for which a frequency is being sought, but all other transmitters throughout the world operating on or adjacent to the frequency being used. Other variables include type of antenna as well as transmitter power. Furthermore, the use of a computer to predict optimum frequencies involves risks. In the past, computer-generated propagation models have not been accurate enough to produce highly reliable schedules.

Despite those drawbacks, that procedure was supported by the First World and developing countries because they do not have the technical expertise to choose and evaluate the best possible frequencies for their broadcast services. It was their position that by having the IFRB choose the frequency band and/or frequency, it would provide them with technical assistance they cannot provide for themselves.

Some very major questions, particularly those involving modification procedures, still remain unanswered. The prediction method chosen is based necessarily on simplified propagation models, and there is considerable doubt about the accuracy that will result. In many cases, even using the most sophisticated programs currently available, there are significant differences between the frequency band predicted to be optimum, and the one that actually turns out to be optimum.

Where such differences occur, methods will have to be developed for changing bands or frequencies in order to ensure the success of the services affected.

That concept shapes up as one of the most troublesome issues to be faced at the second session. The first session was
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marked by some heated debates over modification procedures, but in the end, nothing was resolved. Thus, that thorny problem was left for the second session to address. Yet, it remains clear that if the planning procedure is to be successful, some method of modifying assignments must be devised to take care of instances where the predicted optimum frequency differs from the actual one.

But the issue over which the Conference nearly failed was over rules for dealing with incompatibilities. That is: What happens when the total number of requirements in a certain band, at a particular hour, to a specified reception zone, exceeds the available spectrum? The larger broadcasters held that all requirements should be met, even if that meant accepting lower standards and less protection. It was their position that equality meant literally that all requirements would be treated equally.

The developing countries led by Iran, India, and Algeria, disagreed. They held that there was a difference between equality and equity. Their view was that if there were too many requirements to be satisfied in the existing spectrum, then all countries should be guaranteed a certain minimum number of requirements that would be satisfied at an agreed-upon level of protection. After that, those countries with large numbers of requirements would either have to reduce some of them or accept reduced protection.

With the battle lines drawn early, the issue became more and more acrimonious as the Conference progressed. At the eleventh hour, a highly complex three-tier system, which satisfied no one, even those who purported to understand it, was proposed. That compromise also would have failed if it hadn’t included the stipulation that during the intersessional period the IFRB would develop the software required to the proposed method, and report the results of those tests to the second session. The success of the second session will depend, to a great extent, on the ability of the Conference to deal with, and resolve successfully, that key issue.

Perhaps the most sensitive actions to be taken at the WARC-HFBC concerned jamming. The Conference adopted a resolution relating to the avoidance of harmful interference in order to improve the use of the shortwave bands allocated to the broadcasting service. The original resolution, proposed by the Netherlands, contained very strong language, and specifically identified jamming and the extent to which it disrupts shortwave listening. The Dutch found that of 85 broadcasts from stations in the Far East, Middle East, Africa, and the Americas that were monitored, 32 were affected by jamming.

The Dutch resolution further indicated that it feared that that form of harmful interference jeopardized the orderly planning of the high-frequency broadcast bands.

It further proposed the organization of extensive monitoring programs to identify countries causing harmful interference. The program’s findings were to be reported to the second session of the Conference.

It must be emphasized that never in the history of the ITU has the subject of jamming been brought up, because that has been considered a primarily political subject, and not appropriate for discussion at a technical forum. However, the Dutch resolution pointed out, as indicated above, that such harmful interference adversely affected the rational planning of the shortwave broadcasting spectrum, and that it had to be considered.

After some frantic behind-the-scenes maneuvering among a number of countries, a resolution that was acceptable by consensus was agreed upon. That resolution eliminates any reference to the word jamming, or intentional harmful interference, although its intent is unmistakable. It further calls for monitoring efforts to be conducted through the IFRB to identify countries causing that harmful interference, and that information is to be made available at the second session of the WARC-HFBC.

The manner in which that monitoring is performed during the intersessional period, and the extent to which use is made of it, may be of vital importance in assessing the impact of harmful interference, and determining the possibility of rational planning at the second session.

A companion to the resolution on harmful interference did not fare as well. Originally submitted jointly as a planning principle by England and the Netherlands, that principle called upon the Conference to adopt a planning method that included procedures to ensure broadcast reliability for all countries. That principle was not supported by the big three in the non-aligned/developing country bloc—Algeria, India, and Iran, and it was subsequently diluted considerably. It became a procedural item instead of a principle, and it gives very little to countries whose transmissions suffer from intentional harmful interference.

The item now reads in part:

Actions relating to harmful interference

In the event of harmful interference to an HF broadcasting service which is using an assignment in accordance with a current seasonal plan, the administration concerned shall have the right to request the prompt assistance of the IFRB in finding another frequency to help restore that service to the level of reliability achieved in the plan. Any new frequency proposed by the IFRB shall not adversely affect the seasonal plan in operation.

That procedure offers a country (administration) whose transmissions are being jammed woefully little in the way of relief. In effect, it gives the option of substituting one jammed frequency for another, if that does not adversely affect the seasonal plan in operation.

The second session of the Conference will have many very difficult problems to address, not the least of which is the one dealing with harmful interference, how to cope with it, and how to take it into account in preparing a planning procedure that is to work effectively. In addition, many complex and highly controversial issues have yet to be addressed, both during the intersessional period, and at the second session of the Conference. Because of that, the second session may prove to be quite "interesting."
Turnkey Systems

A TVRO system does not have to be bought and assembled piece-by-piece—turnkey systems offer an attractive alternative.

Putting together a home satellite-TV reception system doesn't have to be a step-by-step, component-by-component process. You can do it that way, of course, if you choose. But there is an alternative—the turnkey system.

Typically a turnkey satellite-TV system consists of everything you need—from the antenna to the receiver—to start watching satellite-beamed programming. Some systems also include add-ons such as stereo processors and the like.

In this article, we won't be presenting the specifications of each system in detail. That's because the specifications of many of the components that make up these turnkey systems can be found in the special "Receiving Satellite Television" section in the October issue of Radio-Electronics. However, we will be including some of the more important specifications as a guide.

Caveat emptor!

Before we begin our look at complete packages remember that when you buy a turnkey system, you will pay a price for the convenience. At best, you will find turnkey systems to be priced about the same as what you'd expect to pay for the individual components—but it can cost much more. (Especially because some components are discounted, while turnkey systems rarely are.) And keep in mind that the prices that you see here are only approximate. In most cases, it's the dealer—not the manufacturer—that assembles the components into a system and sets the price.
Birdview Satellite

For $2995, Birdview offers a multiple-receiver, satellite-TV system—the 20/20M—that allows you to have several satellite receivers tuned to separate channels simultaneously. The matched system includes a receiver, Low-Noise Block downconverter (LNB), L540 line splitter, infrared remote-control, antenna, and antenna-drive control. The system also features stereo capability and digitally synthesized tuning.

The LNB and the 4-way splitter are the main components in the multiple-receiver system. Using the original Birdview design, the LNB features a 4.7-GHz oscillator with a stability of 2 ppm/°C and a noise temperature of 90° Kelvin (1.17 dB). The LNB has a nominal conversion gain of 70 dB. The unit downconverts the 24 available transponder signals as one block with a range of 500-1000 MHz.

The output of the LNB can be fed to up to four satellite receivers by using the L540 line splitter. Then, each receiver can be tuned to a different transponder frequency (but on the same satellite, of course).

Channel Master

Channel Master offers a variety of high-performance satellite-receiving systems. They all feature the same basic electronic components and differ in antenna size and mount (either manual or motorized).

With an 8-foot manually adjusted dish, the 6/17 system is available for $1,495 ($2995 for the motorized version). With a 10-foot manually adjusted dish, the 6/174, is priced at $2945 (the motorized version, 6274, sells for $2995). A system with an 8-foot dish is priced at $1695 for the manual version ($2095 for the motorized version).

Those systems include the 6/17 receiver, which features 24-channel push-button tuning, automatic polarity-switching, LED channel-display, center fine-tuning meter, and signal-strength meter. A higher grade receiver is available for $300 more.

The dish is a prime-focus fiberglass type. The feedhorn combines the low-noise amplifier, scalar feed and polarizer. The antenna mount is the polar type and can withstand winds of more than 100 mph. The optional motor-driven tracking system features up and down buttons to aim the antenna and a three-digit readout.

The LNA’s, either 100° or 120°, cover the standard 3.7-4.2 GHz range with a minimum gain of 50 dB.

Conifer Corp.

Conifer Corp. offers a turnkey package—the DE-2001, priced at $3000—that includes the AN-1200 antenna, a choice of two LNAs (the LN-1200 or LN-1000), either of two feedhorns (FD-200 and FD-300), a choice of receivers (RC-2000 and PRO RC-2001). There is also a choice of two stereo processors available, the SP-2001 and PRO SP-2001.

The AN-1200 antenna is a 12-foot, 18-section prime-focus unit that features a gain of 42.3 dB, a 1.5-degree beamwidth, and a polar mount that will survive winds up to 100 mph.

The two scalar feedhorns, the FD-300 and FD-200, each offer a maximum VSWR of 1.25:1. They are identical units, except the FD-200 accepts two LNA’s.

The LN-1200 and LN-1000 LNAs are mounted in rugged cast aluminum. Each offers a gain of 50 dB, and a noise-rejection minimum of 30 dB. The standard LN-1200 has a noise figure of 1.5 dB, and a maximum noise temperature of 120° Kelvin. The LN-1000 LNA offers an improved noise-temperature specification of 100° K maximum with a noise figure of 1.3 dB.

The downconverter supplied with the RC-2001 and PRO RC-2001 receivers has a noise figure of 15 dB (nominal). The downconverter’s IF output is at 70 MHz and its voltage requirements vary between 14.5- and 18-volts DC.

The RC-2001 and PRO RC-2001 receivers have an input IF of 70 MHz (and a required input level from −35 to −5 dBm). The frequency response of the video section is from 20 Hz to 4.2 MHz with an IF bandwidth of 27 MHz. The units offer tunable audio (5.5-8.5 MHz) and features two preset positions (6.2 and 6.8 MHz). They feature an audio-frequency response of from 50 Hz-15 kHz. The audio-output level is nominally 0 dBm.

Conifer’s stereo processors (models SP-2001 and PRO SP-2001) offer an IF of 10.7 MHz with a selectable IF bandwidth (150 or 500 kHz), a 5.5 to 8.0 MHz tuning range, and an input impedance of 72 ohms. Their frequency response is from 15 Hz to 15 kHz.

General Instrument

General Instrument has three turnkey systems that are available with either manual or motorized dish mounts. One, the SATV-08M2, features a manually-controlled 8-foot dish, 120° LNB and sells for about $2,500. There is also a motorized version (SATV-08M2M) that sells for around $2,900.

Another system, the SATV-108M2, features a 10-foot dish with a/e/e mounts, a 120° LNB, and sells for about $3,000. The system is also available in a motorized version (SATV-108M2M) priced around $3,500. In addition, there is also a commercial-grade system, built around the C4R receiver that sells for $3,500.

General Instrument has a variety of standard features including the NPS-36 manual navigator/power supply, SPM-08 (tunable) or SPM-10B (rigged) power mounts, EPSB electronic polarizer or EPSO solid-state polarizer, SLA power dividers, and line amplifiers.

The navigator/power supply (NPS-36) features an east-west antenna control, LED antenna-position display, and a built-in delay to protect the motor when its direction is reversed. The SPM-08 power mount is designed for eight-foot dishes. It can be manually operated or motorized. The SPM-10B mount is designed for 10-12-foot antennas (manual or motorized).

The EPSB electronic polarizer shifts the polarization of the antenna electronically. The unit has an insertion loss of less than .06 dB, operates from an 8-15-volt supply, and has no mechanical parts. The EPSO solid-state electronic polarizer includes a scalar feed, and offers an insertion loss of 0.2 dB, and a VSWR of 1.35:1.

General Instrument offers systems built around the CRSF and C4R receivers. (C4R systems are commercially oriented.) Both receivers have the following general features: 24-channel tuning, digital tuning meter and display, and an 8-dB threshold. The receivers are also compatible with block downconversion (950-1450 MHz input). They provide DC
power for an LNБ or an LNA plus remote downconverter. Audio carriers of 6.8 and 6.2 MHz are standard.

**Intersat**

Intersat's complete systems range in price from $2,000 to $6,000 and include the Intersat SR-40 receiver. Among the receiver's features are detent tuning of 24 channels, a tuning meter, fine-tuning and audio-tuning controls; plus remote switching and scanning. The SR-40 accepts C-band signals with input levels from -25 to -72 dBm. Its image rejection is specified at 30 dB. The IF is 70 MHz with a bandwidth of 30 MHz. Polarity switching is also featured.

**KLM**

KLM offers six packages (referred to simply as system 1, 2, etc.), each of which includes the antenna, receiver, low-noise amplifier, control console, polarizer, and feedhorn.

System 1, priced at $2,395, includes the X-11 antenna (manual mount), Sky Eye V receiver, 120° LNA, polarizer and control head, and feedhorn. System 2, priced at $2,495, includes the X-II (manual mount) antenna, Sky Eye IV receiver, 120° LNA, polarizer and control head, and feedhorn. System 3 includes the X-II antenna with motorized mount, Sky Eye V receiver, a Polar-Track Control Console, 120° LNA, polarizer and feedhorn. The system is priced at $2,895.

System 4 carries a manufacturer's suggested retail price of $2,995 and includes the X-II motorized mount, Polar-Track Control Console, Sky Eye IV receiver, 120° LNA, polarizer and feedhorn. Yet another package, System 5, is priced at $3,495 and includes the X-II, motorized mount, Memory-Track Control Console, Sky Eye IV receiver, 120-degree LNA, polarizer and feedhorn.

The final package—System 6, priced at $4,795—includes the X-16 antenna, motorized mount, Memory-Track Control Console, Sky Eye IV receiver, 120-degree LNA, polarizer and feedhorn.

The X-11 is an 11-foot parabolic dish constructed of mesh panels; it can withstand winds up to 100 mph. The X-16 is a 16-foot, mesh dish with an increased surface area that delivers a substantial boost in gain over the X-11. It is built to withstand winds of 100 mph.

The Sky Eye IV receiver features slide-rule tuning, fully-tunable audio controls, pushbutton video-inversion. AFC defeat, and an LED bar-graph signal-strength meter. The Sky Eye V receiver offers single-knob transponder tuning and audio control, and features an analog signal-strength meter and pushbutton video-polarity control.

The Polar-Trak motor drive-control console features pushbutton east-west dish-positioning with meter, pushbutton polarity-control, and a polarity-trim knob.

**Regency**

Regency offers all the components necessary to make-up a complete TVRO system. Among those components are the $595 SA-9900 (higher LNA power 98 dBm, gain of 35.5 dB, and a 95° LNA. The $549.95 SR-3000 receiver offers separate video and audio tuning and controls and a bar-graph LED tuning meter. A 24-channel detent tuning with defeatable AFC, signal-strength and center-tune tuning meters, as well as separate audio and video fine-tuning controls. Dynamic noise-reduction circuitry helps improve audio fidelity; unmodulated audio and video outputs are available.

Also available is the $495 SR-1000 satellite-TV receiver. The unit features separate variable controls for video and audio tuning, dual threshold-extension switches, and an LED bar-graph tuning meter. A front-mounted polarity control optimizes reception. The SR-1000 also provides a baseband output.

The $495 95° LNA-95 low-noise amplifier offers a 47-dB gain, image rejection of 20 dB nominal, and an operating temperature of -20 to +65° C. It accepts input frequencies ranging from 3.7 to 4.2 GHz, has a noise figure of 15 dB, and operates from a supply ranging between 14.5 and 18 volts.

**Winegard**

Winegard offers a choice of several 8- and 10-foot TVRO packages that are available with either manual or motorized mounts. Each system contains an antenna, LNA, receiver, and the Polarator 1.

The key difference between the 8- and 10-foot packages offered by Winegard is the dish size. The 8-foot packages are priced at about $2,450 for the manual SC-5001 and $2,995 for the motorized SC-5001S.

The 10-foot packages are priced at $5,081 for the manual version (SC-5020) and $6,249 (SC-5020S) for the motorized version. The system contains the SC-1018 antenna, which provides a gain of 39.5 dB and can withstand winds of up to 125 mph. Each package (both 8 and 10 foot versions) contains the same basic components, receiver, LNA, etc.

The manually operated systems use the SC-7035 receiver, which features a digital channel-readout, fine-tuning control, variable audio-tuning, and automatic polarity-switching.

The SC-7035S receiver (used with motorized mounts) is almost identical to the SC-7035, except it provides the added feature of a built-in satellite-selector control circuit for use with the SC-7703S actuator.

The SC8101 120° LNA is a 3.7-4.2 GHz GaAs FET amplifier with a minimum gain of 50 dB. The downconverter is a single-conversion unit.
**Build This**

**Tele-Toll Timer**

Saving a buck on your phone bill is not an easy job—especially with rates constantly going up. But this automatic call-timer can help you get a grip on your skyrocketing bills.

If you're interested in saving money on your phone bills (And who isn't?), you don't have to stop making phone calls—but making shorter ones would help, especially if you make lots of toll calls. The simple timing device that we'll describe in this article can help you start saving money right away. It will tell you just how much time you spend on the phone—and if it will, we hope, remind you to shorten your calls.

Since the timer will monitor all calls made on a line—even on an extension phone—it's easy to keep tabs on the calls made by your high-school kids as well as your own! But don't think that the timer is limited to use around the home; it can also be very useful in the business world—especially for those who use WATS lines (800 numbers).

Inefficient use of a WATS line can cost a business an awful lot of money. And without some type of timer, improving phone use habits is a hit-or-miss proposition. But with this timer, you can determine how long an employee stays on the phone. Then his or her telephone procedure can be "fine-tuned" for greater efficiency.

Ease-of-use is one of the timer's greatest features. For starters, there are no controls. Any time the phone is picked up, the display lights and the count begins. And when you've hung up, the elapsed time is automatically frozen on the display, so that you know how long you've been on the phone. After about 20 seconds, the project then resets itself and blanks (turns off) the display. Now that is true hands-off operation!

Not only is the device simple to use—it is easy to build, too. All parts are mounted on two printed-circuit boards, so construction time is reduced to a few hours (once you have the boards, of course). All the parts are easily available, so not only will you have little trouble in obtaining the parts, you'll also have the opportunity to shop for the best prices.

Before we go any further, we should mention a few words about the FCC and your friendly telephone company. The timer, if assembled properly, should meet the FCC's requirements (namely, Parts 15 and 68). However, local phone companies may have their own restrictions. Therefore, we suggest that you contact them for their requirements before you begin building this project.

**Circuit operation**

As shown in the block diagram in Fig. 1, the timer consists of an input-conditioning circuit, a comparator, a 20-second timer, and an inverter. In addition, there are three divide-by-60 counters (IC5-IC7), three BCD (Binary Coded Decimal) decoder/drivers, three seven-segment displays, and, of course, a power supply.

The conditioning circuit, which is connected to the telephone line, isolates the device from the line and protects the unit from line transients. When the phone is in its cradle, 48 volts appears across the line. Picking up the handset reduces that value to about 9 volts. The conditioning circuit reduces the telephone's line voltage to about 2.1 volts when the phone is hung up and 0.4 volt when it's off the hook.

The output of the conditioning circuit is fed to comparator IC1-a, which compares that output to a 1.4-volt reference. When the handset is picked up, the input immediately drops below the reference and triggers the comparator. That activates the rest of the circuit.

The comparator output drives inverters that, in turn, are used to blank the displays and reset the counters. Three counters, IC5-IC7, generate the timing function: A 60-Hz signal is fed to IC5 and is divided down to 1 Hz for use by IC6 and IC7, which count the 1-Hz pulses. The count is divided internally and then output in BCD (Binary Coded Decimal) form. That BCD output is sent to three BCD-to-seven-segment display drivers, IC2-IC4, which drive the displays. Disp1, Disp2. (Note
that the unit displays tens of minutes, minutes, and tens of seconds. It does not display seconds—that amount of precision is not needed.

When the phone is hung up, the output of ICl-a goes high. That resets IC5 and freezes the elapsed time on the display for 20 seconds. (After the 20 seconds, the timer is reset automatically.) Now, refer to the schematic in Fig. 2 for a more detailed look at the circuit's operation.

In Fig. 2, we see that the input-conditioning circuit consists of diodes DI-D4, capacitors CI-C3, and resistors R1-R3. Diodes DI-D4 form a full-wave bridge rectifier, whose output is filtered by capacitors CI-C3. That's done to prevent damage to the circuit caused by transients (such as those that might be generated by a nearby storm). Resistors R1-R3 provide a high-input-impedance to the circuit.

The comparator, 20-second timer, and inverter functions are handled by an LM339 quad-comparator. A voltage-divider circuit on the supply provides the reference voltage for ICl-a. When the phone is picked up, the output of the conditioning circuit drops below the reference voltage and triggers ICl-a, causing its output to go low, and capacitor C4 to begin charging through diode D5. That causes ICl-b's output to go low, removing the reset from counters IC6 and IC7, and causing the display to light and the timers to begin counting.

When the phone is hung up, the output of ICl-a goes high. That resets IC5 and freezes the time displayed. Capacitor C4 now begins to discharge through resistor R5. When C4 has discharged sufficiently (after about 20 seconds), ICl-b is again

FIG. 1—BLOCK DIAGRAM of the telephone timing circuit showing the various sections of the unit.
triggered. Its high output resets the counters. Its output is also inverted by IC1-c and fed to the pin 4 terminals of IC2-IC4 to blank the display.

Diodes D10, D11, and resistor R8 condition the 60-Hz output from the power supply by clipping the peaks off the output waveform to produce the squarewave signal. That signal is applied to the clock input of IC5, divided down to 1 Hz and fed to IC6 and IC7.

The BCD outputs of IC6 and IC7 are fed to three decoder/drivers, IC2-IC4. Resistors R11-R31 (at the output of the display drivers) limit the display current to about 10 mA per segment.

The power supply consists of a 9-volt AC wall transformer and diodes D6-D9, (which are configured as a full-wave bridge rectifier). The rectifier output is filtered by C8 and regulated to 5 volts by IC8, a standard LM7805 three-terminal regulator.

The reference voltage that sets the trip point for comparator IC1-a is obtained by dividing the output of the regulator with R9 and R10. The 60-Hz squarewave signal for the timing circuitry is also derived from the power supply.

Now that we have a good idea about how the timer works, it's time to put it together!

Construction

The first step in construction is to obtain the printed-circuit boards. While you can assemble the circuit on perforated construction-board (parts layout is not especially critical), using PC boards speeds up construction, reduces errors, and makes troubleshooting much easier.

The foil patterns for the main circuit board are shown in Figs. 3 and 4. Note that the main board is double-sided and uses plated-through holes. If you make your own boards from the foil patterns shown, it will be necessary to solder all parts directly to the PC board. That's because several parts must be soldered on both sides of the board. (You cannot use IC sockets unless you use the wire-wrap type and lift them up enough so that you can solder on the component side.) Figure 5 shows the foil pattern for the display board. Here, a single-sided board is used.

Once you have the boards, then it is time to get the parts. Note that reasonable substitutions can be made for almost all parts. The capacitors are a good case in point because their values are not critical. The value of capacitor C4 determines how long the display stays lit after you hang up. If desired, simply use smaller or larger values to shorten or lengthen the on time. We used tantalum units in several places simply because they were available, but standard aluminum electrolytes should work fine.

As for the resistors, all are quarter-watt units, except for R1 and R2. The reason...
The display board

Once you have the parts, you can start putting the timer together. We'll start with the display board: Refer to Fig. 6 and the parts-placement diagram in Fig. 7. First, pick up one seven-segment display and turn it over so that the pins are facing you. Make sure that the ribbon side is on the top as shown. Cut the decimal-point lead off each display; that's the one at the lower left corner of the module with the pins facing you. Now invert the units and solder them in place as shown in the parts-placement diagram.

Next install twenty-one 470-ohm resistors (R11-R31) below the displays. (Again refer to Figs. 6 and 7) and bend the lower leads straight down before soldering. After soldering, clip off only the upper leads. Allow the bottom leads to remain—the resistor leads are used to make the connections to the main board.

The main board

As we discuss the main-board assembly, refer to the parts-placement diagram in Fig. 8. Start by installing the IC sockets, making sure that pin 1 is correctly oriented. (Note that all sockets are installed so that their pin-1 notches point in the same direction.) Install a 14-pin socket at IC1 first. Then install six 16-pin sockets at IC2-IC7. Check your work for shorts and solder bridges; make any necessary corrections before continuing. Do not install the IC's at this point.

Now we'll install the diodes. Be careful not to get the IN4148 and IN4002 types mixed up. Also be sure to install them with the banded-ends (cathodes) positioned as shown. First go to the IC5 socket and install two IN4148 diodes (D11 and...
To install a 470-µF electrolytic capacitor at C8 (at the bottom of the board). Be sure to double-check the polarity of that capacitor. After that, install two 0.01-µF units at C6 and C7 to the right of the IC5 socket.

Continue by installing a 10-µF tantalum unit at C5, again double-checking that the positive lead is correctly oriented. Likewise, install another 10-µF tantalum at C4. Moving to the right, install 0.01-µF capacitors at C1 and C2 (between the diodes). Then finish up the capacitors by installing a 1-µF tantalum unit at C3. Next we'll install the resistors.

Start by installing a 10,000-ohm unit at R8 (below the IC5 socket). Then move over to the socket for IC1 and install a couple of 10,000-ohm units at R6 and R7. After that, install a 1000-ohm resistor at R4. Finish the row by installing a 10-megohm unit at R5. Next install a 2700-ohm unit at R10 and a 6800-ohm resistor at R9. Move to the right edge of the board and install a 100,000-ohm resistor at R3. Then finish up the resistors by installing two 1-megohm, ½-watt units at R1 and R2.

Next install the LM7805 voltage regulator at IC8. Note that the IC is soldered directly to the board. Be sure to position it so that the metal tab is facing toward you (or to the nearest edge of the board).

With that done, it's time to double-check your work. Once you are sure that you have no solder bridges or other errors, you can install the assembled display board.

Installing the display board takes a little patience. Make sure that all the resistor leads on the display board are bent straight down and then slide them through the holes on the main board. When the two boards touch, solder in place and trim all leads.

Install the IC's next. Be sure to install them in the right places with pin 1 oriented as shown. Install three MC14511 BCD decoders/drivers at IC2, IC3, and IC4. Then install three MC14566 counters at IC5-IC7. Lastly, install an LM339 quad-comparator at IC1. That completes the main-board assembly.

Prepare the cabinet by making a 2½ by ¾ inch cutout for the display, and drilling a ¾ inch hole at the rear of the case to feed the line and telephone cords through. It's a good idea to use a strain relief (or grommet) to prevent stripping the wires accidentally. If you use a grommet, you can secure the cords to the case with a small cable-clamp. That will prevent the wires from pulling free of the board. Drill screw holes at the rear of the case for mounting hardware (see Fig. 9.) The size of those holes depend on your mounting hardware.

Next mount the display filter in place. (We taped the edges first and then ran a bead of silicone sealer around the exposed... continued on page 87
Part 3  
IN THE FIRST TWO parts of this article, we looked at a circuit that could be used—along with your computer—to test digital IC’s. We then added a low-budget logic analyzer to the tester. It worked by allowing you to view 16 digital signals on a single-trace oscilloscope. This month, we’ll expand the circuit even further by adding EPROM-programming capability.

Before we go on, we should add some cautions: The circuit was designed to be used with an S-100 bus computer. With modifications, it can be used with essentially any computer. In either case, some programming experience is essential: While the software that is required is described, the actual, complete programs are not presented.

EPROM programmer

The digital IC tester—along with your computer—can be used to program and verify virtually any 24-pin member of the 2700 EPROM family. That includes everything from the original 2704/2708 through and including the 2732. Although the circuit can be modified to program 28-pin devices such as the 2764, we will not cover that here.

Before we can discuss the EPROM programmer circuit, we have to know what we want it to do. So let’s first consider how the 2708—a typical three-supply EPROM—is programmed. (Note that when we say “three-supply” or “single-supply,” we are referring to the number of power supplies required for read operation—we do not include the programming-voltage supply.)

To program the 2708, its +12-volt pin is brought to +12 volts and is held at that voltage throughout the programming operation. (That causes the eight data lines to become input-data lines.) An EPROM address, and the data to be stored in that address, are then presented to the EPROM. Both the address and data lines must be held in their valid state while a program pulse is applied to the program pin.

That +25-volt program pulse has a pulse width between 100 microseconds and 1 millisecond. After the pulse is terminated, the next (sequential) address, along with the contents to be stored there, are sent to the EPROM and another program pulse is issued. After all addresses have been pulsed, we say we have com-

We’ve already seen that the IC tester we’ve been building can be used for more than just testing digital IC’s. This month we’ll add an EPROM programmer.
It is necessary to make enough passes to bring the total program-pulse time to at least 100 milliseconds per address. That means that if your pulse width is, say, 500 microseconds, then at least two hundred passes must be made.

The 2708 is only one kind of EPROM—a three-supply type. Now we'll look at the programming procedure for a typical single-supply EPROM: the 2716.

To enter the 2716's programming mode, pin 20, the output-enable pin (OE, pin 18) is brought to +5 volts, and the programming-voltage pin (Vpp, pin 21) is brought to +25 volts. The address and corresponding data are input to the IC and held valid while a fifty-millisecond high-level TTL pulse is sent to the CE/POM pin. (Note that, as opposed to the 2708, we program with a TTL-level pulse—the programming voltage applied to pin 21 remains constant at 25 volts. We should note, however, that the programming voltage can be switched, if desired.)

Only a single pulse is required to completely program a location. Unlike the 2708, sequential addressing is not necessary and only the addresses being written need be pulsed. Therefore, since all of the address locations in new (or erased) EPROM's are set to 1, to program a 2716, only the addresses that need to be changed to zero bits are "burned in." Those addresses that need to be set to one are programmed by simply passing over the location.

The EPROM-programmer circuit

Because the EPROM programmer (whose schematic is shown in Fig. 11) is being built as an add-on to the digital IC tester, we have to map up to four kilobytes of EPROM address into 256 memory-mapped locations. (You will recall that the IC tester uses eight address lines to carry stimulus information and thus occupies 256 memory locations.)

We overcome this problem by using a D-type flip-flop (IC15) to store the most-significant bits of the EPROM address, and by implementing a three-phase program/verify cycle (which we'll describe in more detail shortly). When we combine IC15 with the sixteen stimulus latches (IC1-IC4), we obtain thirteen address lines and eight data lines. That's enough to accommodate up to 8K of EPROM space.

The three-phase cycle is shown in Fig. 12. In the first phase, enabled by a high, the EPROM upper address (A19-A12) are loaded into IC16. In the second phase, the eight least-significant address bits (A11-A0) along with eight data bits (X0-X7) are loaded into the stimulus latches (IC1-IC4, Fig. 2) and a "burn" interval is initiated. In the third phase, the burn interval is terminated and the programmer is restored to its idle state (which is defined as both of the flip-flops in IC16 being reset).

Referring back to Fig. 11 (and to Fig. 3 in Part 1), you'll notice that five of the upper stimulus latches (A9-A4) are 020-024 loaded into IC15. The A5 latch is sent to pin 1 of IC17. The STIMULUS LOAD signal is inverted to an active-low pulse by IC17-f and then applied to both flip-flops of IC16 as a clock.

Assume the programmer to be in the idle state, awaiting a phase-one load. If A5 is high (A5 low), pin 2 of IC16 is conditioned to set one of its flip-flops on the trailing edge of the stimulus-load pulse. (We'll call that flip-flop IC16-a, the LOAD flip-flop.) When the LOAD flip-flop sets, it will clock pin nine of IC15, thereby capturing the EPROM upper address. The LOAD flip-flop primes the second flip-flop of IC16 to set and, through IC17-b, conditions its own reset. (We'll call the second flip-flop, IC16-b, the TTL flip-flop for TTL Pulse.)

The second phase starts with the next stimulus load pulse, which will now reset the LOAD flip-flop and set the second (TTLFL) flip-flop to initiate the burn interval (see Fig. 12). TTLFL activates the program/verify controls and also maintains a low into the LOAD flip-flop through IC17-e.

The LOAD flip-flop being reset causes the TTL flip-flop to reset on the next stimulus load phase (phase three). The burn interval is terminated and the programmer is returned to its idle state. We should note that IC15 still retains the bits captured during phase one.

During a program cycle, the TTL flip-flop supplies a TTL pulse for programming those EPROM's that require only a TTL-level pulse. The signal also controls the high-voltage pulse needed by many EPROM's. For example, the TTL signal controls the base of Q1 through IC17-c and IC17-d. Transistor Q1 controls Vpp, the programming voltage. When Q1 is turned on, it will drive at least two volts out pass the remaining 26 volts to the EPROM. When pin 6 of IC3 is low, diode D3 returns the program pin to ground. Capacitor C4 limits the overshoot on the emitter of Q1 to acceptable levels.

Switch S24 is useful in testing and troubleshooting Q1 and associated circuitry—when closed, it will hold Vpp high without regard to the state of TTLFL.

Closing switch S25 will unconditionally hold the programmer in the idle state thereby disabling the entire circuit. A quick-arming power-on reset function is provided by C1, R15, and R6.

Personality module

As shown in Fig. 11, the signals and voltages developed are sent to the EPROM socket (SO5) through a switching and distribution network (S18-S24, and SO4). Socket SO4, the personality module socket, accepts a personality
module that is custom made for each style of EPROM. (The personality module can be made on a DIP header, and consists of appropriate jumpers. We'll get to the specifics of the jumpers shortly.) The switches (S18–S23) are configured to select either a program or verify function.

The personality-module outputs (pins 1–5) feed what may be termed the "variable" EPROM pins. Figure 13 defines the personality module and the program/verify configuration needed for each EPROM. We'll discuss those configurations in more detail later.

**Construction**

It is recommended—but not essential—that the programmer be built on the same board with the IC tester. Component placement, general signal routing, and construction method are not critical and are therefore left to your discretion. Don't forget that the EPROM programmer needs an external source of +28 volts at about 100 mA. (A variable power supply is preferred.)

Most of the signal connections to the IC tester can be seen in Fig. 11. The EPROM socket data lines are connected to the isolation side (test-socket side) of the isolation switches so that they may be
the jumpers on the header, label it "2732." If you can manage, you might want to squeeze the switch settings for program/verify selection on the label.

### Diagnostic indicator

Figure 14 shows an option you can add to the programmer to give both a visual and a software indication of the programmer's current phase. It can be very helpful for debugging and troubleshooting, and can be used by software to continuously monitor the state of the programmer for self-diagnostic purposes.

When a signal is active, its line to the test socket is low and the corresponding LED is illuminated. The host system may determine the current phase by simply reading the test socket and examining pins 9 and 10. (If you use this option, the isolation switches for test socket pins 9 and 10 will be open while the programmer is in use. Switch S25 must be closed when the programmer is not in use.)

### Testing the programmer

Preliminary tests to check out the wiring and logic of the programmer are made with the EPROM socket empty and the 28-volt supply removed. Set up the IC tester with the test socket vacant, the power-supply jumpers removed, isolation switches for pins S9 and 10 open, and all other isolation switches closed. Open all eight of the programmer's switches (S18-S25) and, if practical, power the device up and down several times and verify that the power-on reset forces the idle condition.

All stimulus patterns can be viewed in terms of test-socket pins since, from the standpoint of the host computer, the expanded tester still appears as merely a 16-pin test socket. Referring to figure 15, the first stimulus pattern of the three-phase program/verify cycle will contain the upper EPROM address on the lines assigned to test-socket pins 9-13. The A3 bit must be high to enable this phase-one load, so the line assigned to pin 14 must also be high to enable the address-register (IC15) load and the phase advance. The second and third patterns are identical and will direct the EPROM lower address to pins 9-16 and data to be programmed to pins 1-8. Although many of the patterns may never actually reach the test socket, the host computer will "think" that an IC is being tested.

We can begin by testing the phase-advance logic. Using a stimulus with the A5 bit high, send the pattern repeatedly and check for the phases to progress according to Fig. 15. Starting in the idle condition, send the same stimulus once more and then change the pattern so that A5 is low. Send this new pattern ten or twelve times and observe that the phase is properly advanced to the idle state but the new pattern is not able to cause any further activity. It should be apparent that the issuance of two or more consecutive stimuli will prevent any further operation of the programmer unless the A5 bit is low. If the A5 bit is high, the programmer will not continue any further until a "restore" function is used.

For the remaining tests, you will need to insert a personality module for a 4K EPROM and set up the DIP switches to program. Make sure the switches agree with the personality-module style (see Fig. 13) and leave the EPROM socket empty. Send stimuli which will load various bit patterns into the address register and check the appropriate bits on the EPROM socket itself. Make the phase-two and three bit patterns different from the first to be certain that the upper address bits are captured only during phase
one. Next, vary the phase-two and -three patterns and check the data and lower-address bits again on the EPROM socket. By testing the bits on the socket, the wiring is checked out as well as the source logic.

For the next test, an 820-ohm, 2-watt resistor is needed. (If you don't have that unusual item you can combine four 3300-ohm 1/2-watt resistors in parallel.) In either case, take notice that the resistor(s) will become very warm to the touch.

With the programmer in the idle condition, apply +28 volts to the collector of Q1 and observe Q1's emitter for a voltage near ground potential. Close switch S24, and the emitter should go to about 27 volts. Now connect the resistor, which constitutes a typical load, from the emitter to ground and look for a voltage of 25 or 26 volts. If Q1 has been substituted for, and it is dropping four volts or more, the substitution is not acceptable.

Leave S24 closed and the load connected for ten minutes or longer and then open S7. The emitter should return to near ground potential. With switch S7 open, cycle the device through the phases and confirm that transistor Q1's emitter is controlled by tlp.

For the final hardware test, close switch S8 and make sure that the programmer is locked into the idle condition regardless of attempts to cycle it from the host computer. Now, with S8 closed and the EPROM socket empty, make sure the IC tester and any other expansion devices still function properly.

### Using the programmer

Before you can use the programmer, you'll have to write some software to control it. A relatively simple (and popular) method is to store the intended EPROM contents in a main memory area and use software to transfer that data to the programmer (while keeping the address and data bits properly distributed and maintaining good program-pulse width).

The program will have to send the proper set of bits to the device during each phase and must control the program pulse width by means of a delay between phase two and phase three. Programming is more complex for the three-supply EPROM's because the source data is transferred to the EPROM a number of times as multiple passes are made. Don't forget that only a single pulse per address is permitted with single-supply EPROM types, and the pulse width must be 50 milliseconds, ±10%.

Figure 15 may be helpful in determining the address- and data-bit distribution among the three phases. Examples of exact stimuli for programming two locations are shown. Using that figure, you can develop software that will create and issue the appropriate patterns. You can leave the delay between phases two and three at a very low value for now. Check that the programmer is in the idle state when the software is initiated and that the software leaves the programmer in the idle state at completion. If your program doesn't do that, it is not observing the three-phase cycle requirements.

Once the raw program is developed to your satisfaction, you can work on adjusting the pulse width. You can do that easily with the aid of an oscilloscope by simply measuring tlp and changing the software delay accordingly.

If you don't have an oscilloscope, use a clock or watch to measure the time it takes to transfer one or two kilobytes. Run the program with the EPROM socket empty, and adjust the software delay until the run time is 100 seconds, ±3 seconds.

The EPROM verify software is easier to create because there are no delays or multiple passes involved. The three-phase cycle is used to load the addresses, but the data patterns have no significance since the isolation switches to the EPROM data lines will be open during the verify operation.

There are two verify procedures, v1 and v2 specified in Fig. 13. In the v1 process, the host reads pins 1-8 of the test socket during the idle state after having executed the three-phase cycle to load the EPROM address. In the v2 process, the read is performed during phase three, and one more load is done to complete the cycle. Normally, the contents of the EPROM is either read into a main memory area for examination or compared with a memory area to verify the EPROM contents.

When you have the hardware and software debugged, you are ready to test the programmer with an EPROM in the socket and the VPP supply connected. The first thing you'll want to check is that the EPROM is erased. Power the programmer down, insert an EPROM and the associated personality module, set up the DIP switches for verify (using Fig. 13), and open the isolation switches for test socket pins one through eight. Power the programmer up and run the verify software, checking for FFH patterns in all addresses.

Power may be removed from the programmer while the DIP switches are changed between program and verify, but be careful that VPP is not applied to the EPROM while the five volt supply is removed. Set up the programmer switches for the program function, and close the isolation switches for pins one through eight of the test socket. With the desired EPROM data loaded into the main memory source area and the programmer in the idle condition, bring up the 28-volt supply and execute the EPROM program software. After the program runs, remove the 28-volt supply and set up the DIP and isolation switches for verify. Run the verify software and if the EPROM contents prove to be good, you have now successfully programmed an EPROM and the project has passed its final test.
Interfacing the ZX81

NEIL BUNGARD

Part 4: THIS MONTH, WE'LL finish up our look at interfacing the ZX81/TS1000 by showing you how you can add speech capabilities to that machine.

Adding speech capabilities

A Digitalker speech synthesizer is the last of the external circuits that we'll be adding to our interface. The Digitalker, which is manufactured by National Semiconductor, consists of a speech processor IC (SPC) and ROM that contains the synthesizer's vocabulary. (For more information on the Digitalker, see the July 1982 issue of Radio-Electronics.)

We'll be using a set of three IC's (the SPC and two 8 x 8K ROM IC's) called the DT1050. It sells for about $35 and is available from a number of suppliers, including Jameco Electronics.

The complete synthesizer is not difficult to build: All that's required is to add simple filter and amplifier circuits to the DT1050 IC set.

As we mentioned before, the synthesizer's vocabulary (which consists of 137 separate "words," 2 tones, and 5 different silence durations) is contained in two ROM IC's (MM52164SSR1 and MM52164SSR2). The vocabulary is listed in Table 21. (That is the most popular vocabulary set, although other ROM's with different, and larger, vocabularies are available.)

The synthesizer circuit, as shown in Fig. 11, consists of a digital and an analog section. The digital section consists of the speech-processor IC22, two ROM's IC23 and IC24, and two 7400-series IC's for control-signal decoding.

The analog section of the circuit consists of IC25 and IC26. IC25 is an LM346 op-amp that is configured as a lowpass filter with a rolloff frequency of about 200 Hz. The filter is required to take out the high-frequency noise generated by the Digitalker's speech-synthesis technique. IC26 is an LM386 audio-amplifier IC that is used to drive a small 8-ohm speaker.

To use the Digitalker with theZX81, 8 data-bus and 3 control-line connections are required. The data bus carries information to the SPC (telling it which word to speak). The control signals are used to time the information transfer and start the speech sequence. Figure 12 shows the control-signal timing necessary to write information to the SPC.

That control-signal timing is accomplished with 3 output device-code pulses (18, 14, and 11C) and an IC20. When pin 2 of the IC20 sees a low-going pulse accomplished with an "OUT 14" device-code pulse, its output (pin 12) goes to a logic 0. (That's the negative-going edge of the pulse generated on the CS input of the SPC in the waveform shown in Fig. 12.) Next an "OUT 18" device-code pulse is generated to the WR input of the SPC. That pulse initiates the data transfer into the SPC, and starts the speech sequence. The final device-code pulse that is generated is "OUT 11C", which sets the output of the 74LS73 (pin 12) back to a logic 1 and deselects the SPC. (That's the rising edge of the pulse in the top waveform in Fig. 12.)

As long as the Digitalker is speaking, its INTR output (pin 6) is at logic 0. At the end of a speech sequence however, the INTR line goes to a logic 1.

The status of INTR is checked by using an "IN 0C" device-code pulse which is
FIG. 11—THE SPEECH SYNTHESIZER circuit, thanks to large-scale integration, is not as complex as you might think. For best voice quality, don't use a very small speaker for SPKR1.

FIG. 12—THREE Z80 CONTROL SIGNALS are needed to generate the timing shown here.

connected to the ENABLE pin of IC21, a 74LS373 three-state latch. When IN0C is generated, the status of the INTR output of the SPC is sent through IC10 to the Z80 accumulator on data-bus bit D0. If D0 is a logic 0, the speech sequence is still in progress. If D0 is a logic 1, then the speech sequence has ended, and the next word can be sent to the SPC.

We will demonstrate the capabilities of the Digitalker by using a machine-language routine and two BASIC programs. Remember that the programs we will use are only a starting point. You are encouraged to modify the programs. For example, you might want to use the Digitalker with any of the other interface projects presented in this series.

To begin, first reserve the required space for the machine-language program which operates the Digitalker's circuitry. A 20-character REM statement accomplishes that task. Then load the machine-language subroutine listed in Table 22. When the machine code has been entered, erase the loader program (if you used one) and load the BASIC program in Table 23.

Let's follow the two programs to see what they accomplish. Beginning in line 20 of the BASIC program, the variable "A" (which represents the numerical value of the word that the Digitalker will be asked to speak) is set to zero. (A complete listing of the Digitalker's 144-word vocabulary and each word's associated numerical value is shown in Table 21.) Line 30 places the value of "A" into a memory location where it will later be retrieved by the machine-language subroutine that is called by line 40.

The first three instructions of the machine-language program repeatedly check the INTR output of the SPC to determine if a speech sequence has ended. As we mentioned previously, that's done by generating an input device-code pulse (IN 9C), setting all bits of the accumulator to a logic 0 except bit D0 (AND 91), and asking if D0 is a logic 1 or a logic 0 (JZ R2 40).

If D0 is a logic 0, program execution returns to the beginning of the machine-language routine. If D0 is a logic 1, which means the speech sequence has ended, the numerical value of the next word to be spoken is retrieved from memory location 4095H (16533), where it was previously stored by the BASIC routine. That's accomplished with the instructions: LD B,40, LD C,95, and LD A,[BC]. Once the numerical value of the next word to be spoken is in the accumulator of the Z80, it is transferred to the SPC by a series of output instructions (OUT 14, OUT 18, and OUT 1C).

With the data transferred to the SPC, the speech sequence starts automatically. Program execution returns to the BASIC...
The text of the document is too fragmented and contains many errors to be accurately transcribed. The tables and sections are not clearly visible, and the content appears to be a mix of programming code and instruction set documentation. The document seems to be a page from a technical manual or programming guide, but due to the quality of the image, a precise transcription is not possible. The page contains tables labeled 'TABLE 21—DIGITAL TALKER VOCABULARY' and 'TABLE 22—DIGITAL TALKER CONTROL', among others. The tables list words, their decimal and binary addresses, and some instructions. The text also mentions a program in line 50, which increments the variable "A" by 1. Line 60 sends program execution back to line 30 where the new value will be sent to the SPC and the next word in Table 21 will be spoken by the Digitalker. The program sequences through 255—there are 122 undefined values which are spoken. Those undefined values generate some garbled sounds. The document continues on page 82.
A look at two lesser known but still powerful devices—
the logarithmic and isolation amplifiers.

JOSEPH J. CARR

Part 6

This month, we will look at two lesser-known linear devices: logarithmic and isolation amplifiers. Let's start with the logarithmic amplifier.

A logarithmic amplifier produces an output voltage that is proportional to the log of the input voltage. We can build a logarithmic amplifier by combining an ordinary op-amp and an NPN silicon transistor, as shown in Fig. 1. Transistor Q1 is connected in the negative feedback loop such that the op-amp output voltage, \( V_O \), is also the transistor's base-emitter voltage, \( V_{BE} \), and the transistor's collector current, \( I_C \), is also the feedback current applied to the summing junction. From the above discussion and basic transistor theory we know the following:

\[
V_{BE} = \frac{KT}{Q} \ln \left( \frac{I_C}{I_s} \right) \tag{1}
\]

\[
V_O = V_{BE} \tag{2}
\]

From basic op-amp theory we also know:

\[
I_C = -I \tag{3}
\]

and

\[
I = V/R_1 \tag{4}
\]

so we are justified in writing Equation 1 as:

\[
V_O = \frac{KT}{Q} \ln \left( \frac{V/R_1}{I_s} \right) \tag{5}
\]

where: \( K \) is Boltzmann's constant, \( Q \) is the electronic charge, \( T \) is the temperature in degrees Kelvin, \( V_I \) is the input voltage, \( R_1 \) is the input resistor, and \( I_s \) is the transistor's reverse-saturation current. The terms \( K, Q, R_1, \) and \( I_s \) are constants, and \( T \) can be made constant. In essence, therefore, Equation 5 tells us that output voltage \( V_O \) is a function of input voltage \( V_I \) and some constants. We are justified, therefore, in calling the circuit shown in Fig. 1 a logarithmic amplifier.

There is still a problem, however, which makes Fig. 1 a little too simple for practical application: temperature, \( T \). It is not likely that the temperature of Q1 will remain constant, so the output signal will contain a variable term that is independent of the input voltage, \( V_I \); in other words, there is an error associated with temperature.

Eliminating the temperature error requires the use of thermistors or PN junctions connected so that the effects of temperature are counteracted. For many circuit designers the best solution to that hassle is to buy an IC or hybrid logarithmic-amplifier device.

So what use is the log amp? Rarely will some instrument need to take the logarithm of the input signal, but there are cases where that is desirable, for instance for input-data compression. Many instruments will see analog signals that have an extremely wide dynamic range. Yet we find that amplifier gains that give us adequate low-level resolution will cause saturation on high-level signals. But if the gain is low enough to prevent saturation, then we lose the ability to resolve changes in low-level signals. The solution to that problem is to use a logarithmic amplifier that has a different gain at different input signal levels.

If we want to decompress the analog data, or take the antilog of an analog signal for any other reason, then we may want to use an antilog amplifier (see Fig. 2). To make that type of amplifier is simple: We merely reverse the positions of \( R_1 \) and Q1 in the log amp. The antilog amplifier of Fig. 2 also requires temperature compensation.

Figure 3 shows the block diagram for the Burr-Brown 4301 and 4302 hybrid amplifiers. Those two devices are essentially the same except for package style (plastic-vs-metal) and temperature range. The 4301/02 contains logarithmic amplifiers and a summing network. The device accepts three input voltages (\( V_{X}, V_Y \) and \( V_{Z} \)) that produce an output voltage according to the transfer function.

FIG. 1—A LOGARITHMIC AMPLIFIER can be formed by combining an ordinary op-amp with an NPN transistor.

FIG. 2—AN ANTI-LOG AMPLIFIER circuit resembles the log-amp circuit. Only the circuit positions of Q1 and R1 have been swapped.
where \( V_o \) is the output voltage, \( V_x, V_y \), and \( V_z \) are input voltages, and \( m \) has a value between 0.2 and 5.0. The value of \( m \) is set by a simple resistor network. Because of that, the 4301/02 allows us to create transfer functions that would otherwise be difficult to achieve with simple circuitry. Figures 4-a through 4-c show the resistor networks for three cases: \( m = 1 \), \( m = 1 \), and \( m > 1 \), respectively.

Typical applications for the 4301/02 are shown in Figs. 5, 6, and 7. Figure 5 shows a simple analog multiplier in which \( m = 1 \) and the \( V_x \) input is biased to a constant value. Hence, the output voltage will be the product of \( V_y \) and \( V_z \), divided by the \( V_x \) constant.

Figure 6 shows an analog-divider circuit built along similar lines to the multiplier. Again, \( m \) is set to one, and, in this case, \( V_y \) is set to a constant value. The result is an output voltage \( V_o = 10V_z/V_x \), where \( m \) is set by \( R_4 \), as shown in Fig. 6-a and Fig. 6-b.

Figure 7 shows a circuit that might be called an exponentiator, and has a transfer function of \( V_o = 10V_z/V_x \), where \( m \) is set by \( R_4 \), as shown in Fig. 7-a and Fig. 7-b. Of course, each potentiometer can be replaced with a pair of resistors selected according to the equations shown in Figs. 4-b and 4-c.

### Isolation amplifiers

There are certain cases where it is desirable to maintain a very high degree of isolation between the inputs and outputs of an amplifier. If there is some factor in one environment that is dangerous to the other, then the use of an isolation amplifier is justified. Biomedical instruments are a case in point. It is believed that the maximum safe exposure to 60-Hz AC for certain patients is about 10 microamperes. Normal leakage currents can exceed that value by a couple orders of magnitude, so medical equipment designs usually specify an isolated input amplifier stage. For medical applications it is common to find the degree of isolation expressed as 10\(^{-12}\) ohms between inputs and the power terminals of the nonisolated side of the circuit.

Previously, isolation amplifiers were built from discrete components. Today, however, we can buy hybrid isolation amplifiers from several sources. At least two methods are now being used to achieve isolation: transformer coupling and optical coupling.

Figure 8 shows the transformer-coupling method in block-diagram form. A high-frequency (50 to 500 kHz) signal is generated in a power oscillator on the nonisolated side of the circuit. The use of such high frequencies allows the construction of transformers (T1 and T2) that easily pass the signal but severely attenuate the low-frequency 60-Hz AC leakage.

The oscillator output signal (200 kHz in this example) is coupled to the isolated side of the circuit via transformer T1. The oscillator signal is used for two purposes. Those are to provide 200-kHz AC to the rectifier/filter isolated DC power-supply, and to provide a 200-kHz carrier to the modulator stage.

The purpose of the isolated DC power-supply is to completely divorce the power for the isolation amplifier from the power for the nonisolated "outside world." Since the current level is very low, the rectifiers used in that circuit are often ordinary signal diodes rather than rectifier diodes. Also, the high frequency of the AC, 200 kHz, allows use of very low-value filter capacitors in the isolated DC supply; we don’t need large, high-value electrolytic capacitors.

Amplifier ICI is connected to the signal source (a patient in biomedical applications, for instance). That stage usually has a medium level-gain that is a healthy fraction of the total gain. The signal from the output of ICI is fed to the input of a modulator stage. The modulator output is an AM signal with a carrier frequency of 200 kHz. The AM signal is coupled to the nonisolated side of the circuit via transformer T2.

The original signal \( V_i \) is recovered by demodulating the AM signal. While some designs use simple envelope detectors (as in AM radios), others use a phase-sensitive detector (also called a synchronous

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**FIG. 3—BLOCK DIAGRAM and pinout of the Burr-Brown 4301/4302 hybrid logarithmic amplifiers.**

**FIG. 4—THESE SIMPLE RESISTOR NETWORKS are used to set the value of \( m \). The one in a is for the \( m = 1 \) case, the one in b is for the \( m = 1 \) case, and the one in c is for the \( m > 1 \) case.**
detector) for the demodulator stage. That type of AM detector requires a sample of the carrier, so a 200-kHz signal is provided by the power oscillator.

Following the demodulator will be an output buffer amplifier (IC2). That stage may or may not provide variable gain, depending on design.

Optically-coupled isolation amplifiers (see Fig. 9), as their name would imply, use light to carry the signal from isolated to nonisolated sides of the circuit. Most isolation amplifiers are of the optoisolator variety. That device should be familiar to most Radio-Electronics readers. It consists of a light-emitting diode (LED) and a phototransistor housed in an IC package.

Although many people are aware of the digital applications of the optoisolator, it is also possible to use that device in linear applications. For instance, if we modulate the LED light, the pattern of modulation is reproduced at the transistor output.

Note in Fig. 9 the use of an isolated ground for the input stage. If isolation is to be achieved, the input-stage ground must be kept separate from the ground used by the balance of the circuit.

Figure 10 shows the pinouts and block diagram for the Burr-Brown 3650 and 3652 isolation amplifiers. The two devices differ from each other in that the 3650 is a current-input amplifier and the 3652 can be configured for either a current or voltage input. Both the 3650 and 3652 are optically coupled and use a unique Burr-Brown circuit that tends to cancel the drift problems seen on certain other optically-coupled designs.

The 3650/52 devices do not contain a built-in isolated power supply. The +V and -V voltages to the nonisolated side can be supplied from the regular DC supply used in the rest of the circuit. The voltages for the isolated stages must come from a source that is isolated from the AC power lines. That requirement usually means batteries (not whole connected to the charging circuit!) or an external, isolated power supply. Burr-Brown makes several suitable DC-to-DC converters including single-port (710), dual-port (722) and quad-port (724) versions. The dual- and quad-port versions will supply power for two or four isolation amplifiers, respectively.

Figure 11 shows a 3650 with differential current-source inputs (11 and 12). The gain of the isolation amplifier is 10^6 volts per ampere, so the output voltage is given by:

\[ V_o = \frac{10^6}{V_1-V_2} \]

where: \( V_1 \) and \( V_2 \) are the input currents in amperes.

A voltage-input configuration for the 3650 is shown in Fig. 12. In that circuit, two input resistors (\( R_{o1} \) and \( R_{o2} \)) are in series with the input terminals of the 3650. The gain is given by:

\[ V_o = \frac{10^6}{R_{o1} + R_{o2} + R_{in} + R_9} \]

where: \( R_{o1} \) and \( R_{o2} \) are the external resistors shown in Fig. 12, \( R_{in} \) is the nominal input resistance of the 3650, and \( R_9 \) is the output resistance of the driving signal-source. In many practical cases we find it possible to lump \( R_{in} \) and \( R_9 \) together into one term of approximately 13 ohms. That action makes the gain dependent solely upon \( R_{o1} \) and \( R_{o2} \). The resultant simplification will break down only when using a signal source with an excessive output resistance.
Let's look at an example: Calculate \( R_G \) and \( R_{G2} \) for an amplifier with a gain \( (A_Y) \) of 1000 \( (10^3) \). Assume a 3652 isolation amplifier and \( R_{G1} = R_{G2} \). Then:

\[
R_G = \frac{1}{A_Y} \left( \frac{10^3}{10^3} - 115 \right) = \frac{1}{1000} (1000 - 115) = 442.5 \text{ ohms}
\]

In a practical case we would accept a tiny gain error by using \( R_G = 440 \) ohms (a standard value). If precise gain is required, then we may either trim those resistors or factor the gain into two parts and make up the error in an adjustable preceding or following stage.

The isolation amplifier is unique in that it solves certain interface problems for which no other solution is even reasonable. Biomedical applications probably require their use the most, because of the importance of patient safety. But, some biomedical applications provide very harsh environments. Electrocardiograph (ECG) amplifiers, for example, must withstand a 2000-3000 volt, 10-ms, shock from a defibrillator. Those machines are high-voltage, electrical-discharge devices used to administer an electric shock to correct fatal heart rhythms. The isolation amplifier must therefore be rated to withstand such shocks.

When we continue this series, we will deal with waveform-generator circuits that are based on operational amplifiers. We will include sinewave, squarewave, and pulse generators, and more! R-E
CMOS Clock Circuits

The next time you need a clock generator, pick out one of these CMOS-based designs.

RAY MARSTON

IN THE SEPTEMBER ISSUE, WE TOOK A look at squarewave-generator circuits. This month, we'll take another look. However, instead of using transistors, op­amps and 555 timer IC's, we'll deal only with designs based on CMOS IC's.

CMOS logic IC's can easily be used to make squarewave-generator or "clock" circuits that are both inexpensive and highly versatile. The outputs can be symmetrical or non-symmetrical, and the oscillators can be either free-running or gated. The gated oscillators can be designed to turn on with either logic-0 or logic-1 signals, and to give either a logic-0 or a logic-1 output when in the "off" mode. You can use those "cheapo" circuits as simple VCO's (Voltage-Controlled Oscillators) or as frequency-modulated oscillators.

If you want VCO operation with excellent linearity and versatility, then you have to be slightly more particular about the IC you use. We'll get to that in just a little while. But first, the basics: 2-gate CMOS squarewave-generator or astable circuits.

Two-gate astable oscillators

The simplest way to make an astable circuit is to wire two CMOS inverter stages in series and use the R-C feedback network shown in Fig. 1. That circuit generates a decent squarewave output and operates at about 1 kHz with the component values shown. The frequency is inversely proportional to the R-C time constant, so it can be raised by lowering the values of either C1 or R1. Capacitor C1 must be a non-polarized type; it can have any value from a few tens of pF to several µF. Resistor R1 can have any value from about 47 kilohms to 22 megohms. With those ranges of values, the operating frequency can vary from below 1 Hz to about 1 MHz.

For variable-frequency operation, R1 should be replaced by a series combination of a fixed and a variable resistor.

The output of the astable circuit in Fig. 1 switches (when lightly loaded) almost fully between the zero and positive supply rail voltages. But the R1-C1 junction is prevented from swinging below zero or above the positive rail levels by on-chip clamping diodes at the input of ICl-a. That characteristic causes the operating frequency of the circuit to be somewhat dependent on the supply. Typically, the frequency falls by about 0.8% for a 10% rise in supply voltage. If the frequency is normalized with a 10-volt supply, the frequency falls by 4% at 15 volts or rises by 8% at 5 volts.

The operating frequency of the circuit shown in Fig. 1 is also influenced by the individual gates that are used. You can expect the frequency to vary by as much as 10% between individual IC's. The output symmetry of the waveform also depends on the particular IC used and, in most cases, the circuit will give a non-symmetrical output. In most "hobby" or other non-precision applications, those defects of the basic astable circuit are of little practical importance.

We should note here that for the circuit in Fig. 1—and all of the others that we'll present this month—the supply voltage indicated by "+V" can be anywhere from 3 to 18 volts DC. Also, the CMOS IC's used are all of the "B-series" type (with improved gate-oxide protection.)

Figure 2 shows an improved, "compensated" astable circuit in which R2 is wired in series with the input of ICl-a. That resistor must have a value that is large relative to R1; its main purpose is to allow the R1-C1 junction to swing freely below the zero and above the positive supply rail voltages during circuit operation and thus improve the frequency stability of the circuit. Typically, when R2 is ten times the value of R1, the frequency varies by only 0.5% when the supply voltage is varied between 5 and 15 volts. An incidental benefit of R2 is that it gives a slight improvement in the symmetry of the output of the astable.

The basic and compensated astable circuits of Figs. 1 and 2 can be built with a good number of detail variations, as shown in Figs. 3 to 5. In the basic astable circuit, for example, C1 alternately charges and discharges via R1 and thus has a fixed symmetry. Figures 3 to 5 show how the basic circuit can be modified to give alternate charge and discharge paths for C1 and thus to allow the symmetry to be varied at will.

The circuit in Fig. 3 is useful if you need a highly non-symmetrical waveform (such as a pulse.) Capacitor C1 charges in one direction via R2 in parallel with R1, to generate the mark (or pulse) part of the waveform. It charges in the reverse direc-
R3 and R2, and in the other direction via D1 and the upper half of R3 and R1. The duty cycle can be varied over a range of 1:1 to 11:1 via R3.

Figure 6 shows a couple of ways of using the basic astable circuit as a very simple VCO. The circuit in Fig. 6-a can be used to vary the operating frequency over a limited range via an external voltage. For satisfactory operation, R2 must be at least twice as large as R1. Its actual value depends on the required frequency-shift range: A low R2 value gives a large frequency-shift range, and a larger R2 value gives a small frequency-shift range. The circuit in Fig. 6-b acts as a special-effects VCO in which the oscillator frequency rises with input voltage, but switches off completely when the input voltage falls below a value preset by R3.

Gated astable circuits

All of the astable circuits of Figs. 1 to 6 can be made using NAND or NOR gates instead of inverters. Simply replace the inverters with one of the gates as shown in Fig. 7.

Using NAND and NOR gates instead of inverters has a practical advantage—it lets you modify all of the circuits in Figs. 1-6 for gated operation. In other words, the astables can be turned on and off by external signals. All you have to do is use a 2-input NAND (4011B) or NOR (4001B) gate in place of the inverter in the IC1-a position, and apply a control signal to one of the gate input terminals. By choosing the appropriate gate, you can control your astable by either a high or a low gate signal. That is shown by the two basic versions of the gated astable multivibrator in Figs. 8 and 9.

Note specifically from those two circuits that the NAND version is gated on by a logic-1 input and has a normally-low output, while the NOR version is gated on by a logic-0 input and has a normally high output. Pull-up (or pull-down) resistor R2 can be eliminated from the circuits if IC1-a is direct-coupled from the output of a preceding CMOS logic stage.

In the basic gated astable circuits of Figs. 8 and 9, the output signal terminates as soon as the gate drive signal is removed. Consequently, any noise present at the gate terminal also appears at the outputs of those circuits. Figures 10 and 11 show how to modify the circuits to over-
come that problem. There, the gate signal of IC1-a is derived from both the "outside world" and from the output of IC1-b via the diode or gate (D1, D2, and R2). As soon as the circuit is gated from an external signal applied via D2, the output of IC1-b reinforces or self-latches the gating via D1 for the duration of one-half astable cycle. That eliminates any effects of a noisy external gate signal. The outputs of the "semi-latching" gated astable circuits are thus always complete numbers of half cycles.

Ring-of-three circuits

The 2-gate astable circuit is not generally suitable for direct use as a "clock" generator with fast-acting counting and dividing circuits. That's because it tends to pick up and amplify any supply-line noise during the "transitioning" parts of its operating cycle and to thus produce squarewaves with "glitchy" leading and trailing edges. A far better type of clock generator circuit is the ring-of-three astable that is shown in Fig. 12.

The Fig. 12 ring-of-three circuit is similar to the basic 2-gate astable, except that its "input" stage (IC1-a-IC1-b) acts as an ultra-high-gain non-inverting amplifier and its main timing components (R1-C1) are transposed (relative to the 2-gate astable). Because of the very high overall gain of the circuit, it produces an excellent and glitch-free square-wave output, ideal for clock-generator use.

The basic ring-of-three astable can be subjected to all the design modifications that we've already looked at for the basic circuit in Fig. 13 has a normally-low output, while that of Fig. 14 is normally-high. Similarly, the circuits in Figs. 15 and 16 are both gated on by a logic-0 signal, but the output of the circuit in Fig. 15 is normally-low, while that of Fig. 16 is normally-high.

4046 VCO circuits

To close this look at CMOS square-wave generator circuits, let's consider some practical VCO applications of the 4046 phase-locked loop (PLL) IC. Figure 17 shows the internal block diagram and pinout of the 4046, which contains a couple of phase comparators, a VCO, a Zener diode, and a few other bits and pieces.

For our present purpose, the most important part of the chip is the VCO section. That VCO is a highly versatile device: It produces a well-shaped symmetrical squarewave output, has a top-end frequency limit in excess of 1 MHz, has a voltage-to-frequency linearity of about 1%, and can easily be "scanned" through a 1,000,000:1 range by an external voltage applied to the VCO input terminal. The frequency of the oscillator is governed by the value of a capacitor (minimum value 50 pF) connected between pins 6 and 7, by the value of a resistor (minimum value 10K) wired between pin 11 and ground, and by the voltage (any value from zero to the supply voltage) applied to VCO-input pin 9.

Figure 18 shows the simplest possible way of using the 4046 VCO as a voltage-controlled squarewave generator. In that circuit, the CI-R1 combination deter-
 mines the maximum frequency that can be obtained (with the pin 9 voltage at maximum) and R2 controls the actual frequency by applying a control voltage to pin 9:

The frequency falls to a very low value (a fraction of a Hz) with pin 9 at zero volts. The effective control-voltage range of pin 9 varies from roughly 1 volt below the supply value to about 1 volt above ground, and gives a frequency span of about 1,000,000:1. Ideally, the supply voltage to the circuit should be regulated.

We've said above that the frequency of the circuit shown in Fig. 18 falls to nearly zero when the input voltage is reduced to zero. Figure 19 shows how the circuit can be modified so that the frequency falls all the way to zero—all that's needed is a high-value resistor (R3) between pins 12 and 16. Note here that, when the frequency is reduced to zero, the VCO output randomly settles in either a logic 0 or a logic 1 state.

Figure 20 shows how the pin-12 resistor can be used to determine the minimum operating frequency of a restricted-range VCO. In that circuit, \( f_{\text{MIN}} \) is determined by C1-R2 and \( f_{\text{MAX}} \) is determined by the combination of C1 and the parallel resistance of R1 and R2.

Figure 21 shows an alternative version of the restricted-range VCO, in which \( f_{\text{MAX}} \) is controlled by C1-R1 and \( f_{\text{MIN}} \) is determined by C1 and the series combination of R1 and R2. Note that, by making a suitable choice of the R1 and R2 values, the circuit can be made to "span" any desired frequency range from 1:1 to near-infinity.

Finally, it should be noted that the VCO section of the 4046B can be disabled by taking pin 5 of the package high (to logic 1 level) or enabled by taking pin 5 low. That feature makes it possible to gate the VCO on and off by external signals. Figure 22 illustrates that feature and shows how the basic voltage-controlled oscillator circuit can be gated via a signal applied to an external inverted stage.
DIGITAL ELECTRONICS, by David Casasent; Quantum Publishers, Inc., c/o Prentice-Hall, Inc., Englewood Cliffs, NJ 07632; 7 1/4 x 9 1/2 inches; softcover; 259 pages, including appendix, bibliography, and index; $9.95.

The design of digital circuits involves three somewhat separate disciplines: logic design, applications, and hardware. This text is intended primarily for a junior or senior electrical-engineering course in digital electronics; no prior knowledge of Boolean algebra, logic design, or transistor theory is required. Both differential and integral equations and determinants are avoided; the one and only mathematical prerequisite is algebra.

The emphasis is on hardware—that is, the actual design and analysis of individual logic circuits rather than the interconnection of them (logic design). That hardware flavoring is even more pronounced in the treatment of the individual gates and regenerative logic circuits in which designs using discrete (individual) transistors, etc., are emphasized. Liberal and ample coverage of IC logic devices is included in the text. To help you understand how they work, most of the IC's are treated in rather complete detail, as if they were constructed from discrete components.

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ZX81 INTERFACE
continued from page 72

try them anyway—we're sure you'll find some of them amusing.

For initial testing, you'll want the Digitorke to speak any sequence of words from the list in Table 21 so that you
can program phrases or sentences. Enter the BASIC program in
Table 24. Using that program, you can enter a word sequence as
a series of three-digit values. All words must be represented by
three digits: Any numerical value less than 100 must be padded
with leading zeros. (For example, a 1 must be represented as a 00
01.) The digits are entered in a series, and delimiters are not
required between the three-digit groups. For example, if you
want the Digitorke to say "The time is 1:30," the sequence you
enter is:
138139096001021

FIG. 13—THE INTERFACE CIRCUIT does not have to tie up your ZX81’s
port. An "extender" board will allow you to piggyback other devices to the
interface.

FIG. 14—THE FOIL PATTERN for the dou-
ble-sided piggyback
extender board. Note
that only one pattern
is shown. The other
side is, of course, the
same.

The BASIC program divides the sequence into its three-digit
word representations and sends them to the machine-language
routine where the Digitorke is commanded to sequentially
speak each word.

A piggyback connector
As you complete the interface projects we're sure that you'll
discover that the 1K or 2K memory in your computer really limits
what you can do. To eliminate that problem, you might want to
add a 16K or 64K memory pack. Both are commercially avail-
able for the Sinclair. The problem is that the interface circuit is
plugged into the same slot that the memory pack must plug into.
That problem can be solved by soldering a set of card-edge
fingers onto the wire-wrap socket so that a memory pack can be
piggybacked onto the interface circuit. Figure 13 shows how the
card-edge fingers are attached to the wire-wrap socket. Figure 14
is the foil pattern for one side of the board. (The pattern for the
other side is, of course, the same.)
The author of this four-part article would like to hear from any
readers with interesting circuits to share, or anyone with ques-
tions regarding interfacing the ZX81 or Timex Sinclair 1000. You
can contact Neil Bungard directly at PO Box 493, Blacksburg,
VA 24060.
WITH THE INTELLIGENCE OF HINDSIGHT, it is amusing and even instructive to look back on the rapid development of the TVRO industry since it all began in October 1979. It was on October 18, 1979 that the FCC held a meeting and decided that TVRO (Television-Receive-Only) “terminals” would no longer be required to file for and receive a federal license. Until that decision, many of us had been operating our TVRO's “extra-legally.” We had them, we used them, and we at least suspected we were breaking some obscure regulation or law. When the FCC decided, with great wisdom, that no further licenses would be required, a major legal impediment to owning and operating a TVRO was done away with. The industry has never looked back from that event.

But perhaps we should. Having just celebrated five years of TVRO's, I suspect there are many readers of Radio-Electronics who have had the opportunity to consider expanding their own sales and/or service business to include TVRO-system hardware. I also suspect, and in fact know, that many of the best and most qualified electronic equipment shops in the country have, in the past, elected to pass TVRO's by because of a frightening array of equipment problems and potential equipment liabilities. That will, for the next few issues of this column, be our editorial thrust; we will look at “then” and “now.” Or, the way that TVRO hardware has changed since all of this began in late 1979 and early 1980, to give you both a feel for the rapid strides TVRO hardware has made in that five-year span, and to perhaps introduce you to the potentially profitable business of handling TVRO equipment as an adjunct (or featured part) to your present electronics business interests. Consumers interested in TVRO's will also find the following discussions a useful and informative way to learn about the equipment that is part of such a setup.

The basics

The basic TVRO system of 1984 differs somewhat from the basic TVRO system of 1979/80 because of the number of subtle (and not so subtle) advances in technology. But the elements of the system have not changed.

For example:
1) Satellite microwave energy is radiated from a satellite some 22,300 miles above the earth. That energy is usually (but not always) “directed” at a specific portion of the earth (known as the boresight).
2) On the earth, the TVRO must have a clear (not obstructed) view of the satellites of interest.
3) The TVRO dish is some form of parabolic (usually) reflector. It acts like a giant (well, large) collector, capturing the satellite's weak signals and re-directing them into a tight focal point in front of the dish.
4) There, a small antenna called a feed picks up the focused energy and couples it directly into a special signal-booster called an LNA (Low Noise Amplifier).
5) The LNA amplifies the signal and sends it through a short length of “premium-grade” cable (typically RG-213/U or 214/U) to a rear-of-antenna mounted box called a downconverter.
6) The downconverter has a local oscillator, a mixer, and some amplifier stages inside a typically semi-weatherproofed metal enclosure. The downconverter takes the 4-GHz (3.7 to 4.2 GHz) signal and shifts it “down” to a lower frequency; 70 MHz is typical.
7) That IF signal is now transported inside (the home, office, etc.) using relatively low-cost RG-59/U or RG-6/U cable.
8) Inside, the IF signal is connected to a demodulator that filters and amplifies the signal and then demodulates it (turning it into pure video and pure audio).
9) The video and audio can now be used to re-modulate a low-power RF modulator with an output on (NTSC) Channel 2-6. That signal, usually under +10 dBmV (3,000 microvolts) is now connected to a standard TV receiver and you have satellite TV.

That's the basic system; then, and now. There are many, many variations to that system and we'll touch on the primary variations as we work our way through the elements.

Basically, this is what we will find. The 1979/80 TVRO was big, bulky, and expensive. The pictures were not bad by 1984 standards (some will say they may have been better than today) but the equipment was designed by the technically oriented for the technically oriented. In other words, it was not consumer-friendly. You had to be very much “into the tech-

*Publisher, CSD Magazine
technology" to appreciate the six to eight steps you had to follow just to change channels (transponders in satellite talk), or horror-of-horrors, switch from one satellite to another. Little old ladies in Dubuque were not able to operate the unsophisticated systems of five years ago.

Big has gotten small (we'll see some 4.5- and 5-foot antennas that work exceedingly well in the months ahead), bulky has gotten tiny (full receivers fit into the palm of your hand); and expensive has gotten less so, thanks to modern, often off-shore, high-production technologies. It is, certainly, an entire new ballgame for everyone involved.

But perhaps something else has happened that is even more significant, especially if you are involved in the operation of an electronics retail or service outlet. There is a new recognition that professionalism in sales and installation is perhaps more important than all of the technology advances and price declines. Customer support—always important with new technology—is starting to be seen as essential. Dealers, through a trade association and through regional groups, have finally figured out that cut-throat price cutting and selling $100 over cost is a sure path to failure. Those who have survived that recent land

**TVRO dealer “Starter Kit” available**

Bob Cooper's CSD Magazine has arranged with a number of TVRO equipment suppliers to provide a single-package of material that will help introduce you to the world of TVRO dealership. A short booklet written by Bob Cooper describes the start-up pitfalls to be avoided by any would-be TVRO dealer. In addition, product data and pricing sheets from prominent suppliers in the field are included. That package of material is free of charge and is supplied to firms or individuals in the electronics service business as an introduction to the 1984/85 world of selling TVRO systems retail.

You may obtain your **TVRO Dealer Starter Kit** free of charge by writing on company letterhead, or by enclosing a business card with your request. Address your inquiries to: **TVRO STARTER KIT, P.O. Box 100858, Fort Lauderdale, FL 33310**. That kit not available to individuals not involved in some form of electronics sales and service.

still on-going shake-out are now aware that being a TVRO dealer, or selling TVRO systems, is one of those "long-pull" businesses that rewards best those who plan for a multi-yeared future. It has finally gotten past the lure of being a get-rich-quick scheme and that may be more important to established electronic sales and service centers than all of the technology advances combined.

And much of that is due, of course, to volume. Going into the start of the summer, there were between 475,000 and 500,000 TVRO's operating in North America (including Canada). The present fall selling season was expected to see numbers such as 50,000 per month during the traditionally "up" September/November period. Some of us recall when selling 50,000 VCR's in America was big news for a single month.

Next time, we'll continue our comparison of the past and present states of satellite TV. R-E

---

**SATellite TV**

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Continuity tester

**Making continuity checks can be a tedious undertaking, especially if you happen to be working with wire-wrap circuits. Of course, you could use an ohmeter to do the job, but continuously turning your head back and forth to read the meter can be a real pain in the neck! There is, however, a way that you can check continuity (and make sure that the resistance is less than about one ohm) without "twisting your head off." All you need do is rig up some sort of audible continuity tester, like the one shown in Fig. 1.

**How it works**

Power for the circuit is provided by a single 9-volt, transistor radio type battery. At the heart of the circuit are two LF411 op-amp IC's: One op-amp, IC1, is used along with resistors R1 and R2 to form a ground reference for the circuit; in effect, producing a 4.5-volt split supply. The other op-amp (IC2) is configured as a comparator whose output used is to source current for the buzzer.

 Resistors R4 and R5 form a voltage-divider that provides a reference voltage that is applied to pin 2 of IC2. The circuit to be tested is connected between points A and B via jumpers. The resistance offered by that circuit along with resistor R3 forms a second voltage divider. That leg of the circuit provides the voltage that's presented to the non-inverting input (pin 3) of IC2.

When a non-continuous (open) circuit is connected across points A and B, the voltage appearing at pin 3 of IC2 will be high, therefore, its output will be high and no current flows through buzzer BZ1. However, when a continuous circuit is connected to points A and B, the input to pin 3 will be low, thereby causing the output of IC2 to go low. That completes the current path for BZ1, and causes the buzzer to sound indicating a complete circuit.

Diodes D1 and D2 along with resistor R7 provide protection for the unit in the event that it is accidentally connected to a live circuit.

To calibrate the unit, connect a 47-ohm resistor at R5 and a 1-ohm unit at across points A and B. Now adjust potentiometer R5 until the buzzer just comes on. Resistor R9, which adjusts the circuit's sensitivity, should be a multi-turn, trimmer potentiometer. The maximum current through the circuit being tested will be about 4.5 milliamps.—Ron McCabe
SUPER-HIGH DENSITY FLOPPY DISK DRIVES...
How 2.5 megabytes gets stored on a 5¼-inch floppy disk.

RS-232 INCOMPATIBILITY...
Find out why your computer won’t talk to your serial printer.

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5 New High-Density Disk Drive
Rana’s new 2.5 megabyte disk drive is explored and detailed for your information. Marc Stern

8 Why your printer doesn’t work, Part II
In the final segment of this two-part series, we examine serial printers and how to get them up-and-running. Herb Friedman

11 Computer-Aided Audio Network Design
How to put your computer to work designing four different audio networks. Frank Galdes

ON THE COVER
The evolution of the floppy disk is fascinating. We’ve gone from single-sided, single density to two-sided, double density, and now RANA introduces what appears to be the ultimate... A disk that can cram 2.5 megabytes of information into the same amount of space. To find out how they do it, see page 5.
PLUG-IN INTERFACE ADAPTERS, the Apricom Parallel Interface Adapter (shown in photo) and the Apricom Asynchronous Communications Adapter are compatible with the IBM PC/XT and work with all operating

systems and software packages available for the IBM-PC and IBM-XT. Each card is fully burned-in and tested, and is backed by a lifetime warranty.

The Parallel Interface Adapter creates a parallel I/O interface accessible through a connector at the rear panel of the computer system, providing control of numerous printers with parallel (or Centronics) type interfaces.

The Asynchronous Communications Adapter provides a fully programmable RS-232 serial interface for communication with a variety of devices, including printers, modems, terminals, other computers, and plotters.

Both boards carry a suggested list price of $119.00.—Apricom, 7050 Convoy Court, San Diego, CA 92111.

MULTI-CHANNEL SWITCH/SPOOLER model SX-60 serves up to four computers and feeds two printers simultaneously. Any of the four input computers can direct its outputs to either of the printers. All switching is under software control.

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Prices for the model SX-60 start at $499.00.—Kearsarge Industries, Inc., Reston, VA 22091.
Here's more storage power for your computer.

MARC STERN

At last, a floppy-disk-drive manufacturer has broken the 2-megabyte barrier. Rana Systems has developed a floppy-disk-drive that interfaces with the IBM Personal Computer and IBM-PC XT. Called the Rana 2.5 Super Floppy Disk System, this super high-density storage device is capable of storing 2.5-megabytes of formatted data (3.3 megabytes unformatted) on a single 5-1/4-inch floppy diskette.

The Super Floppy, which, according to Rana has been in development for 21/2 years, takes advantage of microprocessor control and LSI (Large-Scale Integration) techniques. The head-movement commands are under the control of a closed-loop servo system.

The Rana drive

Rana developed their Super Floppy system in conjunction with Drivetec. The read-write heads—there are two—are made of manganese zinc ferrite and are mounted on a carriage which is located on precision guide rods that insure accurate radial motion. Head positioning is accomplished on a closed-loop basis, using servo data recorded between each sector of the (pre-formatted) diskette.

A special disk-controller card, which fits into one of the IBM-PC's expansion slots, is required. It communicates with the microprocessor via the IBM system bus and replaces the standard IBM disk-controller cards. This card will support up to four drives. For instance, a PC user can have two standard, 360K floppy-disk drives installed and 2 Rana Super Floppy drives.

The drive itself uses two stepper motors, which work in concert with the drive's controller circuitry, to correctly position the read-write heads. The first motor is a coarse stepper and finds the particular track—there are 160 per side—while the second motor is a fine stepper which brings the read-write head to the correct sector. It must maintain an accuracy of 200-microinches.

The direct DC drive motor is on continuously. The acquisition time for data loading is 35 milliseconds; track-to-track access time is 0.3 ms. The direct-DC drive motors "come up" much more quickly than AC units.

A brief walkthrough

A standalone unit, the Super Floppy, is a good example of the super high-density units now appearing...
on the market. When the power is turned on, the drive remains inactive until a diskette is inserted and its back latch at the front is closed, at which time, the drive’s center spindle comes up and centers the diskette. A cone drops as the motor comes on and runs continuously at 360 rpm (the standard 8-inch floppy-disk rate). Optoelectronic circuitry reads a special notch in the diskette to ensure that it has been positioned properly (Fig. 3) and the drive further checks other position-sensing circuitry at the spindle to ensure that the diskette remains centered. A user can’t remove the diskette because the latch locks the diskette into place. The latch must be opened before the diskette can be removed.

As the diskette spins, the read-write heads, which are controlled by intelligent LSI circuitry, look for Track 0 and look for bad sectors on the diskette. If the diskette is bad, it indicates that to the system board, which, in turn, gives the user an error message.

Diskette is the key

Besides the special LSI positioning circuitry and dual-stepper motors, the real key to the super-high-density disk drive is the diskette itself. Although it is a 3¼-inch minifloppy and looks much like any other 5-1/4-inch floppy, there are some differences which make the diskette used in a super-high-density drive unique.

If you look at Figures 2 and 3, you’ll see what we mean. In Figure 2, a garden-variety floppy diskette is shown. As you look at it, you’ll notice the read-write notch is at the top right, the positioning hole is to the right of the center spindle hole, and the read-write window is at the bottom. Two more positioning notches are also at the bottom.

Now look at Figure 3, the Rana disk. The read-write (also known as the write-protect) notch is located at the bottom to the left of the read-write window. And, a special positioning notch—the "V" on the left—has also been included to ensure that the diskette is in the correct position before the heads begin to look over the diskette. Optoelectronic circuitry reads this notch. That means you can’t use a standard floppy in the Rana drive. Instead, you must use one supplied by Rana, which costs about $15, at the moment. Rana officials expect the price to drop to about $8, when more super high-density drives appear on the market.

In reality, these super high-density disks are quad-density storage diskettes. Using modified frequency modulation (MFM), as many as 160 tracks of information can be laid down per side. (Single-density disks use one recording head and 36 to 40 tracks. Double-density disks use one recording head, modified frequency modulation, and effectively double the amount of information capability, and quad-density disks use both sides and double the number of tracks per side. Double-sided, double-density disks use both sides, but have only 40 tracks per side, while quad-density diskette has 80 tracks, effectively doubling the amount of information capability. The key to the ability to double the information capacity with recording technique relies on the type of modulation used. With standard FM techniques, a certain amount of timing and address data is stored along with the digital data. Each byte of data on the disk not only has digital information, but also timing and address information. With MFM, only digital and address information is stored, effectively freeing a great deal of space for further information storage. Timing is supplied by read-write head intelligence.)

Servo Information

Equally as important as the disk media and recording technique is a method of storing positioning information on each super high-density disk. Rana calls this information the "servo" information and stores it in between each sector along a track. (Rana uses 17 sectors per track.)

In operation, the disk read-write head interacts with this servo information for precise head positioning. It reads the positioning data in each sector and finds the ones which hold the file of data or program the user asks for.

The servo information is preformatted on each diskette supplied by Rana and this is the reason you must buy the diskettes from them or their dealers. The servo information, which acts as header data for the read-write head, lies before the sector ID header on each track (See Fig. 4.)

In operation, the read data is decoded and the servo data is presented to two electronic devices. The first does a digital identification of the servo patterns, while the second compares the amplitude of the left and right servo signals and repositions the stepper motor toward the center line of the recorded data.

The read-write head constantly seeks for servo data on the disk and constantly updates itself and repositions itself. Special circuitry also compensates for thermal and humidity-related expansion or contraction of the diskette and for other mechanical tolerances of the drive.

A little history

If you’ve been a personal computer user for more than a couple of years, you probably remember the first disk drive you purchased. Think about it for a couple of minutes. When you purchased that first disk
drive for your first personal computer, it was probably a "state-of-the-art" storage device, capable of holding about 90K of data. It made no difference whether your system was an Apple, a CPM machine, or one of the Radio Shack computers. The amount of storage was probably about the same, give or take a few thousand bytes.

It all seems an age-and-a-half ago, but it really wasn't. Single-sided, single-density disk drives were the standards of the industry as recently as three to four years ago. That type of disk drive—still used by many computer owners—had a storage capacity that was limited not only by its format, typically 36 to 40 tracks, but also by the method used to store data on the disk.

With a single-density disk drive, each range of frequencies that's recorded represents not only the data, but also certain timing and address information which enables the computer to find specific files or data on the disk. That manner of encoding data on the disk effectively limited the amount of data which could be stored to about 90,000 bytes of usable space.

However, new ways to cram more data onto storage disks were found. An example is modified frequency modulation or MFM. Using that technique, which strips away the necessity of using a constant clock pulse for timing information, the amount of data that could be stored on a diskette was effectively doubled.

Still designers weren't content and they saw a vast wasteland on the unused side of the disk. So they included a second read-write head opposite the already-existing read-write head and effectively doubled the disk capacity again.

However, the number of tracks remained the same. Each side of the disk had only 40 tracks, or 80 tracks total. The reason this number remained the same is because the technology didn't exist to increase the number of tracks and add even more storage. Like the car industry's downsizing program where the first gains—cutting weight—were easy because all they had to do was substitute materials, the early gains in mass storage were fairly easy because all that had to be modified was read-write technology. When it came to further gains, more elaborate circuitry, some of which hadn't been developed in 1981, had to be created.

Until this time, there was a fair amount of leeway in read-write head positioning because the requirements weren't as critical as might be. Potentially, a 5¼-inch floppy disk could store far more than just 360K but any increase in the amount of storage couldn't be reached because the head positioning required was far too critical.

But, disk drive designers weren't about to let that stand in their way. They continued their work until they were able to lay down double or more the number of storage tracks on the disk. Thus, the 40-track disk became the 80 to 96-track disk and, as a result, the amount of information that could be stored increased by a factor of two and disks could store as much as 730K of data. These quad-density disks were state-of-the-art until disk drive developers moved toward the 1 megabyte barrier.

Disk drives from such companies as Amynor, Tandon and Iana use precise positioning servos and super-precise positioning circuitry to achieve information densities as high as 2.5 megabytes of storage, and have reached a new plateau in floppy disk storage technology.

What it means

The advent of the super high-density disk has several advantages for the microcomputer user. First it is a good way point in the seemingly inevitable trek to a hard disk and, second, when you reach the hard disk, it is a good backup device.

At one point or another in the life of every microcomputer user, there comes a day when ordinary floppy disk drives just aren't enough, for whatever reasons, whether business, professional or personal. Quite likely, this point is reached where several programs are used frequently and different data files are accessed in succession.

Using floppy disk drives, at this time, can become torture because you must constantly switch disks to change programs or data disks.

At this time, the small-computer user probably wishes he had a hard disk drive to accommodate at least his highly-used programs and files, especially because of the high-density storage potential and because of the speed of program or data access. Hard-disk drives spin at 3,600 rpm and information on them literally leaps onto the screen.

However, the user also probably can't justify a hard disk on the grounds of expense, so he must remain with a dual-drive system.

Super high-density disks solve this quandary because they offer prodigious amounts of storage and are less expensive than hard disk drives. So, this type of drive is a good way point in the move to the hard drive.

Unless the computer user is willing to invest in a costly streaming tape cartridge drive, then he must back up his hard disk with floppy diskettes. On the IBM PC, that will take about 50 standard diskettes and require the better part of an afternoon. With a super high-density disk, however, it takes only four diskettes to back up the hard disk and it's a much speedier proposition. The super high-density disk has a transfer rate of 500 kilobits per second.

So, from many viewpoints the super high-density disk makes sense. It's only a recent development, but it's likely the rest of the industry will soon follow suit.

![Fig. 4—SERVO INFORMATION acts as header data for the read-write head. It lies before the sector ID header on each track.](image-url)
PROBLEMS II

HERB FRIEDMAN

More often than necessary, the best of intentions lead to even greater problems, frustrations, or outright disasters. The RS-232C serial printer interface is a classic example of how to make something that is inherently simple into something so complex that it is often beyond the ability of non-technical users.

How teletypewriters work

The original teletypewriters were mechanical marvels that used the interruptions in a closed circuit—a current loop—to exchange information between several machines or printers. As shown in Figure 1, the teletypewriter consisted of two completely independent devices—a keyboard and a printer—though both units were generally housed in the same cabinet. The complete teletypewriter, consisting of a keyboard and printer was called a KSR—for Keyboard Send Receive. If the printer was housed in its own cabinet, it was called an RO—for Receive Only.

The loop current—called the mark (standby) current—was provided by a power supply or batteries. Depressing any key on the keyboard caused the motorized keyboard machinery to produce an interruption to the current loop—called a space which all machines in the loop recognized as the “start” signal for the next character. The time period used for the space interruption to the current was called a “bit.” (It had nothing to do with the binary code.) Following the space, the machinery produced a series of five bits consisting of marks and spaces which represented characters. Each character was represented by its own specific pattern of marks and spaces, which the printers recognized as the character to be printed. The bit timing is extremely critical. If the space and character bits weren’t transmitted within a specific time period, the printing mechanisms got out of synchronization and produced random characters—“garbage.” To insure that all machines started and ended together after the five character bits were transmitted, the keyboard returned the current loop to the marking state (current flow) which the printers recognized as the “end of character” and “standby” for the next character. Because of “stop” (tolerances) in the mechanical system, the minimum length of time for marking current before the next character was started was standardized at the equivalent of 1.5 or 2.0 times the bit length. This was enough time for the machine to get ready to receive the next character. The time required for all the bits necessary to transmit one character—the start, character and stop bits—is called the frame.

Reliability

In order to transmit both upper and lower case characters and to provide for a quick-and-dirty way to test the reliability of the transmission, the number of character bits were eventually increased to eight; seven bits to produce the ASCII character set and control codes, and one bit—called the parity bit—for testing the reliability of the communications path. (Later, instead of the eighth bit being used to indicate parity, it became part of the character code for transmitting or printing graphic symbols.)

The mainframe computer and teletypewriter terminals that connected to a computer via modems were essentially a communications system. The same is true for the printers driven by modems which could print information originating at a mainframe computer or a KSR TTY terminal. (For example, many doctors had RO units (printers) that connected through a modem and a dedicated telephone line to a medical laboratory. Test results from a patient’s blood samples—which had been sent to the laboratory—were instantly transmitted to the printer in the doctor’s office.)

Notice that in every instance, except when the terminal is connected directly to the computer, there is

Last month we examined parallel printers. Now serial printers come under the spotlight.
a modem before or after the TTY device—the whole system is meant for communications.

The RS-232C I/O is born.

While effective, the current loop was unwieldy and lacked hardware handshaking, and so an "industry group" came up with the RS-232C I/O, an electronic replacement for the current loop. RS-232C substituted variations in DC voltage level for the current loop and also provided special DC voltages for hardware handshaking, a means whereby one item of equipment knows if another is turned on or ready to accept data, or capable of transmitting.

But the RS-232C standardization was meant for the mainframe—or dinosaur—age of computing, and so RS-232 was designed for communications, its connections—shown in Table 1—are entirely communications-oriented.

<table>
<thead>
<tr>
<th>TERMINAL</th>
<th>NAME</th>
<th>FUNCTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>HGN/D</td>
<td>Hardware Ground (often not used)</td>
</tr>
<tr>
<td>2</td>
<td>TX</td>
<td>Transmit. Data led into modem or DCE device from computer or terminal</td>
</tr>
<tr>
<td>3</td>
<td>RX</td>
<td>Receive. Data received by modem from the telephone line (or printer or terminal)</td>
</tr>
<tr>
<td>4</td>
<td>RTS</td>
<td>Request to Send (from DTE)</td>
</tr>
<tr>
<td>5</td>
<td>CTS</td>
<td>Clear to Send (DCE device ready)</td>
</tr>
<tr>
<td>6</td>
<td>DSR</td>
<td>Data Set Ready (DCE device ready)</td>
</tr>
<tr>
<td>7</td>
<td>GND</td>
<td>Common signal ground</td>
</tr>
<tr>
<td>8</td>
<td>CD</td>
<td>Carrier detect (Modem received carrier)</td>
</tr>
<tr>
<td>10</td>
<td>DTR</td>
<td>Data terminal or DTE ready</td>
</tr>
<tr>
<td>20</td>
<td>RD</td>
<td>Ring detector. (For auto-modems)</td>
</tr>
</tbody>
</table>

Even for communications, there is a serious problem. When using a current loop, anything connected into the loop will work as long as the framing is correct. Every printer in the loop will simultaneously print whatever is entered in a keyboard, and any keyboard can enter a character into the loop. But an electronic circuit using variations in DC voltage level must have separate send and receive circuits. For example, if RS-232C terminal #2 is input, its output for every piece of equipment, while terminal #3 is output for every piece of equipment. If terminal #2 of the keyboard is connected to terminal #2 of the printer, absolutely nothing will happen. In order to print, terminal #2 of the keyboard or modem (the output) must connect to terminal #3 (the input) of the printer.

Standards again.

This was understandable by everybody, but there are always people who believe "standards" should be standard even if they don't work. Since it was impossible to have a single set of connections serve as a "standard," the group created two sets of RS-232C connections: One called DCE for Data Communications Equipment, the other DTE for Data Terminal Equipment. And the DTE connections mated with the DCE. Anything remotely resembling terminal equipment was considered DTE; anything that originated or passed data into or from a telephone line was considered DCE. A modem, being DCE, could be connected directly to a printer, which was DTE. Unfortunately, none of the connections allowed for the personal computer, and it is this lack of foresight that creates some of the worst interfacing problems with personal computers.

Consider this situation: Your computer has one serial I/O which is used for both the printer and the modem. Since the modem is DCE, the computer's serial must be DTE. Then what is the printer? DTE or DCE? If by convention, a printer is DTE because it is meant to be fed by the modem. But we feed printers from personal computers. If the computer's output is DTE in order to drive the modem, it can't drive the printer, which is also DTE.

The hardware handshaking of the DTE computer is also intended for the modem; it expects to see a positive handshake voltage on terminals #4, #5, #6 or #8, or a combination of terminals, when the modem is ready to accept data. This is the exact opposite of what the printer needs because the printer was originally intended to work with the modem in place of the computer. The printer does not need a hardware handshake because it originates the handshake for the modem, or the printer provides a software handshake through pin #9. But if both the computer and printer are providing a handshake on the same terminals, neither will know what's going on.

All this—the result of poor compromises and some manufacturers who seemingly go out of their way to make serial connections as difficult as possible—is the reason why what should be a simple printer-to-computer connection becomes a week-long nightmare.

Get the handshake right.

On the other hand, there are a few manufacturers, such as Smith-Corona (printers) and Kaypro and Radio Shack (computers) who go out of their way to make serial interfacing as uncomplicated as possible. For example, Smith-Corona's serial connections use the #90/#4 hardware handshake, meaning that if you connect the printer's #90 or #4 terminal to the #90 or #4 terminal of any computer's serial I/O intended for printers it's all going to work. The serial printer I/O of Radio Shack's Color Computer is even easier. There is one single terminal that will work if connected to any printer handshake. Then there is IBM PC and its clones, which expect to see a modem connected to the serial I/O. If you use a printer, you must wire the connections so the computer thinks it's connected to a modem. (Regardless what kind of connections are made between the computer and the printer, keep in mind that handshake polarity must be observed. Some printers provide for either a positive or negative handshake. Know what your computer needs and what the printer delivers before you buy.)

Table 2 shows some of the unusual wiring problems you may run across. All three computers, the IBM PC, the Kaypro II and the Texas Instruments Professional have RS-232C I/O intended for a modem, yet note how all three connect differently to a standard printer's...
RS-232C input (Diablo 680). Essentially, the connections trick the computer into thinking it's connected to a modem rather than a printer.

**Getting it all together.**

Any one mistake in serial interfacing, from the number of characters, stop or total bits, to the signal or handshake connections, can stop your printer cold—or cause it to print "garbage." But if you initially set up the printer in a specific order, giving attention to what appears to be the most insignificant details, you should be able to have it running at the first try. Just keep this one fact in mind at all times—regardless of the variations in connections, labelling or whatever, if the printer employs a DB-9S connector terminal #3 is always the data input. Do not get confused by DCE, DTE or any other nomenclature. If the printer was intended to work with a personal computer, it's looking for data on terminal #3. If it has a hardware handshake it's either #4, #90 or both, with the user selecting the one to use. If it has a software handshake (ETX/ACK or X-on/Xoff) the handshake comes from terminal #2. (There might or might not be other connections.)

Inexpensive serial printers can generally work with only a three-wire connection: signal, ground and handshake.

**First things first.**

Serial printers have switches or a patch panel (small jumpers) that set the various parameters and functions. You must set them for the printer's baud rate and character bits. Baud rate is no problem: the computer's manual specifies the output baud rate or tells you how to program the computer for the desired baud rate. The number of character bits is something else. If the computer's serial output is programmed for eight bits, even if it is only using seven bits per character the printer must account for all eight bits. In some printers, if seven character bits are programmed, the eighth bit is always a parity bit. Either on or off, but there is either a mark or space bit to fill the void. On the other hand, some printers don't recognize the eighth bit if the parity isn't specified as even or odd. If not specifically programmed for the eighth bit, the printer looks only for the seven bits between the start and stop bits. This throws the framing off and after the first or second character the printing is "garbage." You can never go wrong if you account for the parity bit. If the computer is specified as "seven bits no-parity" you must set the printer for 7 bits + parity off (8 bits total). You cannot add 7 + "no parity" and assume it equals 8 bits. Parity off on a 7 bit printer is a forced space or mark, the printer doesn't care which as long as the stop bit(s) follow at the correct time.

If you think this is confusing, some of the serial interfacing for a very popular computer as given in the setup manual of a famous, highly-rated printer has been wrong in every printing. What generally happens is that after many futile hours of effort, the user telephones that printer manufacturer's service department and finally gets the correct switch settings over the phone. (No, I will not embarrass them by mentioning names. The parity bit problem has happened to the best and worst of printer manufacturers.)

Part of the framing includes the stop bit(s). Normally, above 110 baud only one stop bit is used. However, there are computers that use two stop bits (the Radio Shack Color Computer is one of the more popular). Normally, the modern printer will function with only one stop bit because it frames only the first stop bit and accepts the voltage transition that takes place with the following start bit (the space) as the beginning of the next character. On the other hand, a few printers frame to the second stop bit, and you must set the computer to provide two stop bits.

**The hardware handshake.**

Except for an unbelievable blunder by one of the major foreign manufacturers, the serial hardware handshake for a printer with a DB-9S connector is always printer terminal #20 and/or #4. Usually, it's only #90. Software handshaking—the ETX/ACK or DC1/DC2 (which is also called X-on/X-off)—is always through printer terminal #2.

If your computer's RS-232C is specifically wired as a printer port (DCE) you simply bring the signal and handshake wires straight across, #2 to #90, etc. If the computer has an RS-232C I/O which is wired for DTE for connection to a modem, but which is software programmed for a printer, you have big trouble because the wiring at the Computer's connector can vary from model to model. Depending on the particular printer and computer being used, some of the connections might not be required or even exist. That's when the going gets sticky. Unless you have the detailed connections for a particular combination of printer and computer you might never get the printer working if the computer does not have a true RS-232C printer I/O. Contact the manufacturer of the printer if you have any doubts. They usually can give you the connections over the phone. <(0)}
This program eliminates the hard work in designing impedance-matching networks and attenuators for audio systems.

FRANK GALDES

Ever since the early days of the telephone, attenuator networks have been used to control sound levels and to match impedances. Technicians, hobbyists, and experimenters who work with audio equipment and circuitry often find that a particular piece of equipment has an input (or output) impedance or line level that does not meet their requirements. In many of those instances, a commercially manufactured attenuator network is not readily available to solve the problem. Of course, you don't need a commercial network—you can put one together yourself.

Only four networks—the T, H, L, and U—will be considered. The T network consists of three resistors connected in the form of a "T," as shown in Fig. 1-a. It is an unbalanced attenuator. When used between circuits of unequal impedance, it is often called a taper pad. The H-type attenuator is a balanced T pad. It consists of 5 resistors connected in the form of an "H," as shown in Fig. 1-b.

The computer program shown in Table 1 will do all the lengthy calculations in seconds, after you choose one of the 4 networks, enter the line impedance, and the loss (in dB) desired (if applicable). It will then draw the circuit diagram showing the resistor values, the input and output impedances, and where the circuit may be grounded if necessary.

The program is written for the TRS-80 Model III with 16K, but it should be adaptable to other computers as well. Note that in the following program a bracket (') indicates an exponent.

TABLE 1—AUDIO-NETWORK DESIGN

```plaintext
5 CLS: PRINT
10 PRINT "DESIGN AN AUDIO LINE IMPEDANCE MATCHING NETWORK OR ATTENUATOR": PRINT: PRINT
15 PRINT "KIND": "Z IN/OUT", "CONFIGURATION", "SELECT ONE": PRINT
20 PRINT "T", "EQUAL/TAPER", "UNBALANCED": "1"
25 PRINT "H", "EQUAL/TAPER", "BALANCED": "2"
```

An L-type attenuator, shown in Fig. 1-c, is perhaps the simplest form of attenuator, consisting of two resistive elements configured in the form of an "L." The L pad does not reflect the same impedance in both directions.

A U-type attenuator, shown in Fig. 1-d, is most often used matching a high impedance to a low impedance.

The computer program shown in Table 1 will do all the lengthy calculations in seconds, after you choose one of the 4 networks, enter the line impedance, and the loss (in dB) desired (if applicable). It will then draw the circuit diagram showing the resistor values, the input and output impedances, and where the circuit may be grounded if necessary.
30 PRINT "L", "TAPER", "UNBALANCED", "3"
35 PRINT "U", "TAPER", "BALANCED", "4"
40 PRINT
45 INPUT "ENTER NUMBER FOR CIRCUIT DESIRED": S
50 ON S GOTO 100, 200, 300, 400
70 PRINT "ERROR = DO OVER": GOTO 45
100 CLS: PRINT: PRINT: PRINT "ENTER AND OUTPUT IMPEDANCES ARE EQUAL, SYMMETRICAL": 1
105 PRINT: PRINT "ENTER IMPEDANCES ARE NOT EQUAL, TAPER": 2
110 PRINT: PRINT "ENTER NUMBER FOR CIRCUIT DESIRED": S
115 ON N GOTO 120, 150: PRINT "ERROR = DO OVER": GOTO 110
120 CLS: GOSUB 510: CLS
125 RA = INT (Z * (K + 1) / (K - 1)): RC = INT ((K + 1) / (K - 1)): A = Z: B = Z
130 RA = RA + 1: IF S = 2 THEN 205:CLS
135 TS = "T": BS = "UNBALANCED": IS = "SYMMETRICAL": US = "MATCH IMPEDANCE AND REDUCE POWER LEVEL"
140 GOSUB 1000: GOSUB 1020: GOSUB 1055
145 GOSUB 2000: GOSUB 2025: GOSUB 2025: GOTO 3000
150 CLS: GOSUB 500: GOSUB 530: GOSUB 525: CLS
155 KA = (K - 1) / (K + 1): KB = (K - 2) / (2 * K):
160 RC = INT ((A + B) / (K + B)): RC = A + B:
165 RC = INT ((A + B + Ka) / (A - B) / 2):
170 RC = RC + (1: IF S = 2 THEN 250:
175 TS = "T": BS = "UNBALANCED": IS = "TAPER": US = "MATCH IMPEDANCE AND REDUCE POWER LEVEL"
180 GOSUB 1000: GOSUB 1025: GOSUB 1055
185 GOSUB 2000: GOSUB 2025: GOSUB 2055: GOTO 3000
200 GOTO 100
205 RA = INT (RA2): RB = INT (RB2):
210 CLS
215 TS = "H": BS = "BALANCED": IS = "SYMMETRICAL": US = "MATCH IMPEDANCE AND REDUCE POWER LEVEL"
220 GOSUB 1000: GOSUB 1050
225 GOSUB 2000: GOSUB 2030: GOSUB 2055: GOTO 3000
250 RA = INT (RA2): RB = INT (RB2):
255 TS = "H": BS = "BALANCED": IS = "TAPER": US = "MATCH UNEQUAL IMPEDANCES"
260 GOSUB 1000: GOSUB 1035: GOSUB 1050
265 GOSUB 2000: GOSUB 2030: GOSUB 2055: GOSUB 3000
300 CLS
305 GOSUB 500: GOSUB 530: DB = DB + 1:
310 RC = RC2 + 1: GOSUB 525
315 RC = RC + 1:
320 TS = "L": BS = "UNBALANCED": IS = "TAPER": US = "MATCH UNEQUAL IMPEDANCE"
325 GOSUB 1000: GOSUB 1040: GOSUB 1055
330 GOSUB 2015: GOSUB 2025: GOSUB 2055: GOTO 3000
400 CLS
405 GOSUB 500: GOSUB 530: CLS: RO = B/A
410 RA = INT (A * ((SQR(1 - RO) - 1) / 2))
415 RC = INT (A * (SQR(1 - RO) - RO) / 2)
420 TS = "U": BS = "BALANCED": IS = "TAPER": US = "MATCH UNEQUAL IMPEDANCES"
425 GOSUB 1000: GOSUB 1045
430 GOSUB 2015: GOSUB 2045: GOSUB 2055: GOTO 3000
500 PRINT: PRINT: INPUT "ENTER LARGER OF TWO IMPEDANCES": A
510 PRINT: PRINT "ENTER SMALLER OF TWO IMPEDANCES": B: RETURN
515 PRINT: INPUT: GOTO "ENTER THE ATTENUATOR IMPEDANCE": Z
520 PRINT "ENTER THE REQUIRED LOSS IN DB"
525 PRINT "INPUT DB LOSS CAN BE 0 TO 30 + IN SOME CASES": DB
530 K = EXP ((DB/20) / (LOG (2.71828) / (LOG (10)) + 1)
535 RETURN
1000 PRINT @ 83, "TYP": PRINT @ 100: B
1005 PRINT @ 164, "LOSS IN DB: " DB
1010 PRINT @ 147: I$ 
1015 PRINT @ 211, "USE: US RETURN"
1020 PRINT @ 338, RA, PRINT @ 355, RA: PRINT 
1025 @ 450, A: PRINT @ 476, RC: PRINT 
1030 PRINT @ 505, A: RETURN
1035 PRINT @ 338, RA, PRINT @ 355, RB: PRINT 
1040 PRINT @ 450, A: PRINT @ 476, RC: PRINT 
1045 PRINT @ 505, B: RETURN
1050 PRINT @ 770, "IF NECESSARY GROUND AT CENTER OF " RC " OHMS RESISTOR:" RETURN
1055 PRINT @ 770, "IF NECESSARY LOWER LINE MAY BE GROUNDED" RETURN
2000 Y = 16: FOR X = 4 TO 36: SET (X, Y): NEXT X
2005 Y = 16: FOR X = 49 TO 70: SET (X, Y): NEXT X
2010 Y = 16: FOR X = 85 TO 150: SET (X, Y): NEXT X RETURN
2015 Y = 16: FOR X = 4 TO 36: SET (X, Y): NEXT X
2020 Y = 16: FOR X = 49 TO 120: SET (X, Y): NEXT X RETURN
2025 Y = 26: FOR X = 4 TO 120: SET (X, Y): NEXT X RETURN
2030 Y = 26: FOR X = 4 TO 36: SET (X, Y): NEXT X
2035 Y = 26: FOR X = 49 TO 70: SET (X, Y): NEXT X
2040 Y = 26: FOR X = 85 TO 150: SET (X, Y): NEXT X RETURN
2045 Y = 26: FOR X = 4 TO 36: SET (X, Y): NEXT X
2050 Y = 26: FOR X = 49 TO 120: SET (X, Y): NEXT X RETURN
2055 Y = 60: FOR Y = 16 TO 19: SET (X, Y): NEXT Y
2060 Y = 60: FOR Y = 24 TO 28: SET (X, Y): NEXT Y 
2065 RETURN
3000 PRINT: PRINT "PRESS <ENTER> TO START NEW CALCULATION": GOTO 5
3010 END
hooks the telephone and supply cords through the holes in the panel and strip away some insulation. The telephone cord will have four color-coded leads; clip off the yellow and black leads (they are not needed), and solder the red and green leads to the points indicated in the parts-placement diagram of Fig. 8.

Using a piece of hook-up wire, solder one end to the fuse holder and the other to the main board as shown in the parts-placement diagram. Solder one side of the line cord to the free end of the fuse holder and the other to the board. Then mount the holder.

Install the boards in the cabinet. Figure 9 shows the installed unit as viewed from the top. Note that the regulator (IC1) is secured to the rear panel. That grounds the cabinet and also allows the cabinet to be used as a heat sink. Press-on letters can be used to label the project to improve its appearance. Now, it's finally time to test the unit.

Testing and use

Verifying the operation of the unit is easy. Simply plug Tl into any nearby AC outlet. The display should light showing "000," and then start counting. If it doesn't, first check the power supply and the wiring of IC1. Once you get the correct readout, insert the modular plug into your telephone jack. The elapsed time shown on the display should then freeze and, after about 20 seconds, go out. If it doesn't, again check the IC1 wiring. If everything is OK, your telephone timer is ready for use.

Now, anytime the phone is picked up, the display will light and the unit will begin counting. By periodically checking the display (during your conversation), it's easy to hold down the time you spend on the phone—just think about how much each minute costs as you are reminded by bright LED's about just how much time you're spending talking (or listening)!

We should note that, in addition to timing phone calls, the unit is great for other timing tasks around the house as well. To use the unit as a simple timer, just disconnect the telephone plug and it starts counting. To reset the timer, unplug Tl and plug it in again when you are ready to start timing. Of course, it's also easy enough to add a manual reset switch for that purpose.

As a side note, try timing the next sales call you get. You'll be amazed at how long some of them last—five minutes or more. Surely there are better things to do with your time than listen to sales pitches over the phone!
Motor speed control

SMALL DC MOTORS, like those usually found in toys, can be really handy things to keep around. They can be used in a variety of applications where the circuit you're designing has to move something other than just electrons. Those motors are great for control applications or just about anything else you can think of that doesn't require a great deal of precision.

However, those small DC motors have their own set of problems. For one, the motor's speed is notoriously dependent on the applied voltage. But that drawback can be turned into a benefit with the simple addition of a rheostat or potentiometer to make the motor speed variable. However, anyone who's ever tried making a motor-speed control using that principle, soon discovers that it's terribly unreliable, and it's an inefficient way to go about things.

No matter how small the motor, you still have to deal with the fact that they all have a certain amount of inertia, however small. That means that regulating really slow speeds with just a potentiometer is almost impossible. It usually requires that you get the motor going first and then back the potentiometer off until you achieve the desired speed.

Not only that, but if the motor draws a substantial amount of current, you're going to find that standard potentiometers won't be able to handle the power requirements: They'll start smoking and that will be the end of that. More expensive potentiometers can be used, but you still have the same low-speed problems. Obviously, there has to be a better way—and there is!

Controlling DC motors

Another way of controlling the speed of a DC motor is shown in Fig. 1. Here instead of controlling the motor by varying the voltage, we simply apply a constant voltage and vary the duty cycle. All that means is that we'll control the amount of time the motor is on and allow the applied voltage to remain constant. By doing things that way, the Inertia of the motor can be made to work on our behalf because it will keep the motor turning until the next pulse is applied to "kick" it along. Therefore, how fast the motor turns depends on the controlling oscillator.

Now, there are many ways to build an oscillator that can be used to control a motor. We've already seen that oscillator design is a wide open field and just about any combination of circuit building blocks can be used. Transistors, logic gates, 555 timers, and so on can be used to form the basis of a perfectly workable circuit. Each has its own advantages and disadvantages.

Figure 1 shows an oscillator circuit that may be used in motor-speed control applications: It is by no means the absolute last word in—or the best approach to—solving the problem. It is, however, one way to go about it and is perfectly workable in a wide variety of applications. In any event, that circuit will show you the basic method to follow in designing a circuit that is capable of handling your particular requirements.

Higher precision means using a more precise oscillator and adding a crystal to the circuit to lock-in the frequency. Heavier motors will need a "beefier" output stage than the single transistor shown in Fig. 1. However, that circuit shows the basic approach to follow (you may not find it necessary to go any further).

As shown, two inverters—IC1-a and IC1-b (each ½ of a 4049 hex inverter)—are used to make a simple oscillator whose frequency is approximately given by:

\[ f = \frac{1}{1.4RC} \]

Where R is the value of the potentiometer.

The basic circuit shown is one that you've seen a million times and have probably used just as...
often as a convenient clocking circuit. By adding the two diodes (D1 and D2), we can split the charging of the capacitor and thereby control the positive and negative parts of the cycle—D1 controls the positive and D2 controls the negative.

The time the circuit puts out a high and turns the motor is controlled by the value of the left part of potentiometer R1 and the low-time is controlled by the right part of potentiometer. Regardless of how the potentiometer is set, the motor will always “see” the maximum voltage and as a result, the motor is less likely to stall at low speeds. You’ll also find that the motor will start turning at a much slower speed than it would if the control was achieved by varying the voltage applied to it.

Although the transistor in our example is a 2N3055, any transistor that can handle the power requirements of the motor will do. If the motor is really “chunky,” you might have to make a Darlington or add another stage to the output. Ganging the four remaining gates in the IC provides enough power to drive even a 2N3055, however, other applications may require other components. Although you can use any CMOS gate that can be made to oscillate, the 4049 is heftier than most of the others. But then, the final decision of circuit elements is yours, since only you know what your needs are.

There are several improvements on the basic circuit that come to mind almost immediately: They include using a crystal oscillator, adding a keyboard for speed-selection, or adding a digital display (which offers some interesting possibilities since all you have to do is count pulses and do a bit of arithmetic). Just as with all the circuits discussed in this column, remember that what we have described here is only a starting point.

You can elaborate on the circuit as much as you want to make it as versatile as you need. The only thing I ask is that you let me know what you’ve done—there’s a lot of people out there who are interested.
Making the 4089 do useful things

ONE OF THE NICEST THINGS ABOUT DESIGNING logic circuits is that they're, well, so logical. All you need to do is figure out what you want the circuit to do, work out a flow chart or block diagram of the unit, find the parts, and that's that.

Well, to be truthful about it, there's a bit more to it than that (as we all know), but the creative work can all be done on paper. Once the circuit has been breadboarded, there are always certain minor technical problems to be taken care of—like the unit doesn't work. But that's circuit hacking, not circuit design.

Anybody who's been following our discussion on rate multipliers and has breadboarded the circuit we worked out last time, should've found the 4089 to be really simple to use.

In our last discussion of rate multipliers, we left out part of the circuit—the display—because, as previously stated, you can use any counter arrangement that you're familiar with. All you need is a circuit that's able to count and display the number of digits you expect to see in your answer.

This month we'll add the display circuitry and also take a look at what must be done to make our circuit do useful things. We'll begin our discussion with the display circuit.

The display

Before we get into our discussion, here's a little advice that can save you plenty of trouble in the long run. One of the best habits to get into when designing is to keep a notebook containing schematics of often-used circuits. (The "Designer's Notebook" is a good example of the type of circuits you should keep handy.) Remember Grossblatt's 15th law: Never trust your memory!

A counter-display combination is used almost as often as a clock circuit and, therefore, is a natural addition to your files. With that out of the way, let's get to it!

In the example we used for the circuit last time around, we were multiplying 14 times 67. That means we'll need 3 digits (to display 938). Since we'll be counting three digits and using CMOS logic, the 4553 decade counter/multiplexer is a good choice. We will couple it to a standard 4511 decoder driver.

Figure 1 shows the pinouts for both those ICs. You should be familiar with the 4511 (Fig. 1-a) since we used it to drive the displays in the keyboard encoder we designed about a year or so ago (February, March, and April, 1983). It's a "plain vanilla" decoder/driver for common-cathode displays.

The 4553 (Fig. 1-b) is a mainstream device that has all the circuitry needed to count up to 999 on board, as well as the multiplexing logic to directly handle three digits. The IC also contains three cascaded synchronous-counters whose outputs time-share pins 5, 6, 7, and 9.

The individual digits are turned on by using the three displayenable pins (1, 2, and 15). The reset, latchenable, and chipenable pins are self explanatory (they're the same as similar controls found on other IC's). Pins 3 and 4 are the external-world connections for the timing capacitor used by the on-board, low-frequency multiplexing oscillator.

Although you may find the 4553 a bit on the expensive side—usually about three or four dollars by mail order—it's a good choice because it takes the place of a whole handful of ICs. The savings in board complexity, power consumption, and bench time make it more than worth the extra cost.

Figure 2 is the schematic for the display portion of the rate-multiplier demonstration circuit we started last month. Because the parts count is low, designing a printed circuit board for it is a snap. (You should be able to fit everything on a small, single-sided board.)
By coupling the circuit in Fig. 2 to the one we worked out last month, you'll have yourself a complete demonstrator for a rate multiplier. Admittedly, last month's circuit isn't the most useful circuit in the world, since it's hard-wired to multiply two particular numbers together. But we'll talk about how to make it a little more versatile in a little bit.

We've already seen how easy it is to do multiplication, but what about division? Well, believe it or not, adapting our circuit to do division is simple. But first, let's go through a quick run down on the theory behind doing multiplication. The rate multiplier takes an input clock and gives us two different kinds of outputs—the base rate and the multiplied rate. The relation between the two is controlled by a 4-bit word (number) presented to the IC's data or weighted inputs. The multiplied rate will be equal to the product of the base rate and the binary word. As mentioned in previous discussions, doing multiplication is really just successive addition. We keep track of the base-rate pulses and count the multiplied-rate pulses.

When we continue, we will take a look at what steps we have to follow to get the device to perform division.

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Mobile digital-communications systems

As digital devices work their way into more and more communications systems, they are usually applied within the context of a complete operating package. That is, if they provide data or communications exchange, they do 100% of the work. But you shouldn't think that computerization necessarily excludes voice—it can serve to enhance what is essentially voice communication.

An example of that is the application of computers to radiotaxi dispatching, whereby digital information is transmitted through the same equipment that carries voice communications. The digital data, in such an instance, is the trip charges determined by a computer that has been programmed according to the voice information that the dispatcher receives from the driver.

How it works

Figure 1 shows the communications system. It's really a UHF radio with a computerized taximeter in the vehicle and a computer at the central station. The computerized meter has a digital display and a microprocessor that monitors waiting time and trunks. (Trunks being the number of suitcases or parcels handled by the driver or loaded by the passenger.) The waiting time at each stop is determined by a clock within the meter; when the wheels stop turning, the clock starts running. The total number of trunks for which there is a charge is entered by the driver, if possible. If the meter does not have provisions for entering trunk data, it could be supplied to the dispatcher by the driver through the voice channel; the dispatcher would then enter that information into the central computer.

When the driver picks up a passenger, he radios his starting location and the passenger's end destination to the dispatcher. The dispatcher then enters the driver's location and destination into his terminal, which is connected to a computer that's been pre-programmed with every street address in town and the surrounding area.

The computer calculates the basic mileage charge and also automatically transmits that information (in digital form) to the taxi, where it is passed on to the meter. The mileage charge serves as a base rate to which waiting and trunk charges are added. At the end of the trip, the computer in the meter calculates the waiting-time and trunk charges, and adds them to the trip charge. The total cost of the trip would then be displayed on the meter's digital readout. Depending on the sophistication of the system, the taximeter might automatically transmit the total charges back to the central computer.

Obviously, the computerized part of the system is no problem. It doesn't take advanced technology to transmit information from the
taxi or the central computer and then manipulate the data in any way necessary. Here the problem is really in integrating the computer and voice channels. Noise, fading, and other characteristics of mobile radio usually do not interfere with voice communications because the operator can ask for a repeat of the transmission (or simply fill in the holes with his own judgment, based on knowledge and experience). Voice systems are only designed to transmit about 80% of the intelligence with the brain filling in the remainder.

Computers, unfortunately, cannot fill in the blanks from experience. If the central station transmits the data for a $12.50 trip charge and the data doesn't get into the taximeter, nothing is going to work correctly. Then there's the problem of shared channels. If the computer transmission is automatic, it must be certain the channel is clear.

Because we are dealing with less than a byte of data, (6 bits can represent a charge of $255—and that's a pretty large taxi fare) OK, so now we're dealing with an extremely short data-transmission (on the order of 7 to 30 milliseconds), even if the sequence is repeated several times because of a checksum error. Thus, it's possible to easily squeeze the data between the time the operator stops talking and the carrier drops out; all that's needed is the length of time it takes to take a breath to piggyback the data on the voice channel. Therefore, we do not need a clear channel specifically for data transmission; if it was clear for voice it will be clear for data. The only problem we would have appending the data to the end of the voice transmission is knowing when the chit-chat was over.

In the interval between the voice and carrier drop-out, we could easily add digital data to just about any voice system. What we need is a gizmo that knows when the voice transmission is over and will then signal a computer to "go." That can easily be done by something as simple as monitoring the push-to-talk switch on the transmitter.

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Why do things the hard way?

There's an old Latin saying that goes, "Essentia non sunt praeter necessitatem." All it means is that we don't make things harder on ourselves than we have to. (In other words, do everything the easiest way!) In my own shop and several others, I've noticed that many technicians have a tendency to do things the hard way. They (and that includes myself) take a simple task and make it harder than it should be. However, that can be remedied by taking a little time (at the beginning of each job) to look for an easy way.

Troubleshooting shortcuts

Finding the easy way to solve a problem isn't always a simple proposition. It requires that you first do a little brain work and then pay strict attention to detail. (Translation: Look before you leap.)

For example, let's suppose you have a dead stereo. The hard way to fix it is to jump right in and take detailed voltage readings of every stage. But the easy way is to feed an audio signal to the input of the unit and use a scope to trace the signal through the many stages to find out where it stops.

Once you have found the malfunctioning stage, it is a simple matter to locate the cause by taking voltage measurements. A quick check of the emitter voltage of all transistors in a particular stage should point you in the right direction.

Figure 1 shows a schematic of a TV audio stage, which we'll use for our discussion. (Although that schematic is taken from a TV set, the principle that we'll discuss applies to stereo's as well.)
Let's say, for instance, that you measure the voltage across the emitter resistor of transistor Q12 (see Fig. 1) and find it to be zero when it should be 3.8 volts. You already know that a signal is being applied to the base of the transistor. That simple voltage measurement should have told you that the transistor is not drawing any current because the emitter voltage is usually the drop across the emitter resistor.

Looking at the other side of the coin, what if there is no emitter resistor (as is the case with Q11)? A little thought should tell you to read the voltage drop across the load resistor (or any resistor that carries the collector current). If you find that there is no voltage drop, but the voltage is present, suspect an open transistor.

**A mind-boggling problem**

Here's another one for you: I didn't see this one myself, but I heard about it from a usually reliable source. The complaint was that there were several "jailbars" on a TV screen (20 of them, to be exact). The actual cause of the symptom was a broken ground on the coax that carries the signal from the tuner to the input of the IF. The cure is simple enough: Fix the ground and the symptom disappears. But, the thing that puzzled me was the number of bars!

The standard jailbar symptom, of course, comes from the 4-5 "rings" on the baseline of the horizontal pulse. They are at the flyback frequency, maybe 45-60 kHz. But why 20 bars? Twenty bars would mean that the frequency was up somewhere around 3 kHz, but where would we get that?

Taking a guess at it, I suspect that the waveform of the solid-state horizontal stage may have generated it somehow by developing some sort of ringing on each transition of the signal (or something like that). But I never did find out. If any of you have run across that symptom and have managed to pinpoint the cause, I will be only too happy to print it and give you full credit for it.

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NEWEST CABLE TV facts. Manual includes theory, schematics of popular descramblers and converters, secret techniques and more, $11.00 cash. Free CATV equipment catalog. ELECTRONIX, Box 169, 17 No. State Street, Room 1222, Chicago, IL 60662.

LOWEST prices on many surplus items. Free flyer. ELECTRONIX LTD., 3214 South Norton, Sioux Falls, SD 57105.

CORDLESS phone owners: increase distance, reduce static on 1.74 MHz phones. Details $1.00 refundable. HP PHONES, Box 273, Mesa, AZ 85205.

GATED-Sync Pulse instruction booklet. Don’t be left out due to the advancing technology in video scrambling techniques. Learn by doing, Complete descrambling circuits included. For additional information, send SASE to SOKOLOWSKI, 97-20 221 Street, Glendale Village, NY 11429.

Up to $500.00 per month. Sell computer software in your home. Write to: COMPUTER SERVICES, PO Box 7740, Tucson, AZ 85725.

RADAR JAMMER!

• Causes spread receiver gain to reduce out, creates pattern of your live speed, on or off driver sped 20% in 10% for 12 issues within three years, if prepaid.

NON COMMERCIAL RATE (for individuals who want to buy or sell a personal item) $2.00 per word prepaid; no minimum.

NAME and ADDRESS set in bold caps. Additional bold face (not available as a caption) at $.50 per word. All ads subject to publishers’ approval. ADVERTISEMENTS USING P.O. BOX ADDRESS WILL NOT BE ACCEPTED UNTIL ADVERTISER SUPPLIES PUBLISHER WITH PERMANENT ADDRESS AND PHONE NUMBER. Copy to be in our hands on the 20th of the third month preceding the date of the issue (i.e., August) issue closes, May 20th). When normal closing date falls on Saturday, Sunday, or a holiday, issue closes on preceding working day.

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To run your own classified ad, put one word on each of the lines below and send this form along with your check for $2.50 per word (minimum 16 words) to:

Radio-Electronics, 200 Park Avenue South, N.Y., N.Y. 10003

ORDER FORM

PLEASE INDICATE in which category of classified advertising you wish your ad to appear. For special headings, there is a surcharge of $2.00. ( ) Plans ( ) Instruction ( ) Business Opportunities ( ) For Sale ( ) Education/Institution ( ) Wanted ( ) Satellite Television

Special Category: $20.00

PLEASE PRINT EACH WORD SEPARATELY, IN BLOCK LETTERS.

1 2 3 4 5

6 7 8 9 10

11 12 13 14 15

16 17 18 19 20

21 22 23 24 25

26 27 28 29 30

31 32 33 34 35

PLEASE INCLUDE FOR OUR FILES YOUR PERMANENT ADDRESS AND PHONE NUMBER.

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Write to: Radio-Electronics, 200 Park Avenue South, N.Y., N.Y. 10003

www.americanradiohistory.com
DELUXE cable/UHF converters. Zenith. SAVAT-1—$199.95. Zenith Cable - $299.95. Jerrold, Oak and others available. Dealers wanted. $25.00 catalog—UNIFIED ELECTRONIC SUPPLY, Box 322, Elgin, IL 60121-0119. (312) 537-5100.

PICTURE Hybr ills quality electronics surplus at low prices. Since 1979. Send for the last 3 issues. STAR-TRONICS. Box 683, McMinnville, OR 97128.

COCO owners—Free color computer software and hardware catalogue. SPECTRUM, Box 9066, San Jose, CA 95155-3066.

BREAKTHROUGH! Circuit quadrupies solar cell output! 3 cell circuit unit $19.95. ROSE, POB 7464, Chula Vista, CA 92012.

INDIVIDUAL printed logo decoders. No. 1 to no. 1400, $5.00 each pos. LBT. 41 Chestnut Lane, East Meadow, NY 11554.

9-CODE telephone scramblers, several new unscramblers for scanners, telephone and scanner accessories, long encoders-decoders. All factory-built. Free Catalog KRYSTAL KITS, PO Box 445, Bentonville, AR 72712. (501) 273-5340.

CANADIANS. Pay TV and satellite descramblers for all areas. Send $1.00 for details to P.T. ELECTRONICS. Box 2126, Niagara Falls, NY 14302.

ELECTRONICS test equipment. Catalog 25 cents. EF ELECTRONICS, 10 Arlon, Aurora, IL 60505.

ENERGY savvy. Save $5,000 your energy cost. Send $3.00, refunded. COMPUTER-PRODUCTS, 246 W. Garfield, Freeport, IL 61032.

COMPUTER display enhancer, only $49.50. Visa accepted. (201) 627-5860, COMPONENTS CORP., Denville, NJ 07834.

CHANNEL 3—600B notch filter. 63.5MHz, $59.99. COXLEY, Dept. 755, Box 840, Chaumont, NY 12919.


RECONDITIONED test equipment. $1.00 for catalog. JAMES WALTER TEST EQUIPMENT, 2697 Nickel, San Pablo, CA 94806.

A SINGER’S DREAM!

REMOVES VOCALS FROM RECORDS!

Now you can sing with the world’s best bands! The Thomson Vocal Eliminator can remove vocals of virtually any stereo record, leaving the background! Write or call for a free brochure and demo record.

LT Sounds, P.O. Box 232, Star Mountain, GA 30085. (404) 633-1258

BIGGEST 11/94 catalog! Largest catalog, thousands of items, largest catalog on disk! 500 page catalog—WHITCOMB'S ELECTRONICS, 8425 Foothill Blvd., La Crescenta, CA 91011.

WANTED: Old RCA, Cunningham, Western Electric, lugers, amplifiers, speakers. Marantz, Takamine, After JBL. (713) 728-4343. MAURY CORB, 11122 Ansel, Houston, TX 77096.

TOP-quality imported, domestic kits, surplus, discount electronics, computer components, free catalog, TEKTRASONIX, 175 Pine Ave. Suite 3194, N.Y. 10012.

CABLE television facts and secrets. Now you can get the informative publication that CATV companies have been unsuccessfully trying to get banned for 15 years. Morse Channel, HBO, and Showtime converters, etc. Send $1.75 to: CABFAX, P.O. Box 19919, Bexley, OH 43209.

WRITE FOR

McGEE’S

SPEAKER & ELECTRONICS CATALOG

1001 BARGAINS IN SPEAKERS

1901 McGEE STREET KANSAS CITY, MO. 64108

LATEST bug-detection equipment for home or office! Literature: $1.00. CLIFTON, Box 222-X, Miami, FL 33136.

BRADFORD parts 50% off—"JOE;" TROY TV PARTS, 75 Second Ave., Troy, NY 12180

1984 Mail Order Catalog

The One Stop Electronic Shop!

Call Toll FREE 1-800-343-0874

In the United States:

Mail Orders: Boston
P.O. Box 6000 Westborough, Mass. 01581
01581
(Mass.) (617) 366-0500
(617) 366-8684

In Canada:

Montreal
5651 Rue Ferrier
Montreal, Quebec
H2P 1N1
(514) 731-7441

Ottawa
1023 Merivale Road
Ottawa, Ontario
K1Z 6A6
(613) 729-7900

Toronto
14 Carlton Street
Toronto, Ontario
M5B 1K5
(416) 977-7692

Calgary
3220-5th Ave. N.E.
Bay 2
Calgary, Alberta
T2A 5N1
(403) 233-5300

 Downsview
86 St. Regis Cr. N.
Downsview, Ontario
M3J 1Y9
(416) 630-0400

Vancouver
3070 Kingsway
Vancouver, B.C.
V5R 5J7
(604) 438-3321

Visit your nearest Active store, call, write or circle the Reader Service Card for your copy of Active's new catalog.
FREE KIT Catalog

FUNCTION GENERATOR KIT $9.95
Assurance 20, 20a, 80, 82, 6800.
Phone 209-772-2076
Write or Phone for FREE KATALOG

CATALOG:
Hobby, CB broadcasting, transmitters, bug, scramblers, downconverters,
antennas, modifications, more PANAXIS, Box 130- P11, Paradise, CA 95968.

DESIGN YOUR OWN CUSTOM DC POWER SUPPLY. Practical
procedure -$10.00. Or I will design to your specs
Free quote, JADCO, Box 397, Calmatosa, CA 93250.

COMMODORE 64 Owners Protect Your Investment

DELUXE II sine wave scrambler board owners.
Improves reception distance, picture quality and
stability. Will remove ripples, sizzle, and
media interference. 3.5% $59.95.

DIGITAL Klock Kit plays 11 of 12 different melodies
on the quarter hour. Displays time, day, and other features.
Send $3.00 for complete assembly and
plans and pricing to KERBER KLOCK CO., 3617
Hillcrest, Euclid, OH 44117.

SPEECH synthesizer—unlimited vocabulary.
Schematics and programs for Apple, VIC, Comm
64, TRS80, and color computer. $5.00. Talking
Clock for VIC, Com-16, $3.00. Al-Radio Shack
micros. MIRCOTALK, 39 Raymond St., Providence,
RI 02906.

CABLE-TV converters: Jerrald, Hamlin, SB-3,
AN-3, Mini-Gtx, Zenith & more. UHF converters.
Deluxe UHF converters $95.00, gated pulse add-on
$70.00. Complete kits $139.00 with gated pulse
$255.00. (Complete discounts) Repairs of all
converters & cable boxes. Send SASE (5 cents
coverage) for catalog or call for info: 1-212-637-4408.

MOON ELECTRONICS, 614 W. Nelson, Chicago, IL
60634.

PROJECT TV—Convert your TV to project 7
foot picture. Results comparable to $5.00.00 projec-
tors. Total cost less than $300.00. Send
$10.00 deposit. SASE (5 cents
free literature). A & S SPEAKERS, Box
745219, Denver, CO 80207 (303) 399-8987.

COMPUTER—Virtual disk interface, build your own
Schematics for Apple, VIC, and
Commodore 64, $5.00.

IRATA, 12560 East Glade, Mesa, AZ 85204

QUALITY printed-circuit boards, 15 cent each.
Free shipping. Quantity discounts.
INTERNATIONAL ENTERPRISE, 6450 Hazard Cir., Simi Valley, CA
93063.

NEW! Multifunction unit with impressive sound
quality. Converts mono stereo, or enhances
stereo with two distinct modes. Includes 3 dB, Gain
between 0-20 kHz. $39.95 plus $2.50 California
add. 6272, SINETRON, PO Box 601571, Sacramento,
CA 95866.

SATELLITE TELEVISION

UNSCRAMBLE secret satellite channels watch all
the good stuff. Plans $19.95—kits $29.95—com-
plete units $39.95—Details and order forms S3.00.
SCRAMCO, 8688 Royal Drive, Nobleville, IN
46060.

GEARMOTORS for motorized satellite antenna
projects, 10VAC, 100VDC: $30.00 plus $2.00
shipping. Actuators 36VDC, 18" $30.00 plus $2.00
shipping. TEM-22589, Box 559, Corydon, IN
47112 (612) 486-0014 SATELLITE TV: Lowest prices, absolutely com-
plete systems! Major brands. Free information.
Complete installation and programming guide
$3.00. Dealers wanted. Via MasterCard, AJS
SATELLITE, Box 1226-R, Dublin, PA 18917 (215) 349-9141.

Satellite Descramblers

For West Star 5
COMSTAR D4
Movies Movies Movies
Send SASE for information
Modern Technology
P.O. Box 419 D1
Boston, Ma. 02186
(617) 871-5838

PHOTO-CIRCUIT BOARD, inc. 805711 W. Windham Rd.
N. Hollywood, CA 91606.
### RAM UP-GRADERS

<table>
<thead>
<tr>
<th>Model</th>
<th>Quantity</th>
<th>Price</th>
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</thead>
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<tr>
<td>64K D RAM (4164-200nS)</td>
<td>9 pcs</td>
<td>$50.00</td>
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<tr>
<td>16K D RAM (4116-200nS)</td>
<td>8 pcs</td>
<td>$12.95</td>
</tr>
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</table>

#### STEPPER MOTOR

- **Key Uncoded Keyboard:**
  - **Price:** $19.95
  - **Description:**
    - 58 Key Unencoded Keyboard:
    - Manufactured by a major manufacturer:
    - This is a new 58 key unencoded keyboard:
    - The connectors are SW-7490 or SW-7490.

#### RS232 SIGNAL TESTER

- **Model:** RS232
- **Price:** $39.00
- **Other Shelves Also Available:**

#### CONNECTORS

<table>
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<th>Model</th>
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<tr>
<td>B-537</td>
<td>$3.50</td>
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</table>

#### CORCOM FILTER

- **Model:** CORCOM
- **Price:** $4.95
- **Description:**
  - Popular CORCOM Filter:
  - Can be used with 10-1600 85-1000 CONNECTORS.

#### SWITCHER SPECIAL

- **Price:** $49.95
- **Description:**
  - Original design for the Apple II:
  - 5 or 6 or 8A:
  - 5 or 6 or 8A:
  - 12 or 15A:
  - 12 or 15A:

#### MISC H.T.

<table>
<thead>
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#### DISK DISKETTES

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#### INTERFACE

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#### FUNKTION GEN

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#### SOUND CHIPS

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<td>AY-3260</td>
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#### CRYSTALS

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<td>AY-3260</td>
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<td>$14.50</td>
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</tbody>
</table>

**Contact Information:**

- **Phone:** 800-854-8230
- **Fax:** 910-595-1555

**PUBLICATION DATE:**

- **November 1984**

**Website:**

- [www.americanradiohistory.com](http://www.americanradiohistory.com)
BUY direct from Taiwan/Hong Kong. Details $1.00. Refundable: T.C. COLUCCI, 50 Central Blvd., Merrick, N.Y. 11566.

MECHANICALLY inclined individuals desiring ownership of small electronics manufacturing business—without investment. Write BUSINESS OPPORTUNITIES, 92 R. Brighton 11th, Brooklyn, N.Y. 11235.

PROJECT TV. Make $$$ as assembling projectors. Easy. Results comparable to $2,500.00 projectors. Your total cost less than $20.00. Plans, sets & customer's information $17.50. Illustrated information tree—MACROCOMM GCX, Washington Crossing, PA 19397. Credit card orders 1-800-328-3266.

YOUR own radio system. AM, FM, cable, licensed, transmitter kits MAILER BROADCASTING BOX 130-JFL, Pasadena, Calif. 91106.


PICTURE tube rebuilding equipment. Buy $481, new used machinery. Full training. CHICAGO TELEVISION, 733 North Sherman Blvd., Orlando, FL 32807, (305) 281-2720.

BUSINESS OPPORTUNITIES

64K 6502/Z80 dual processor computer US$420.00. Hundreds Apple-compatible software. Details US$11.00. RELIANT, PO Box 33610, Shenzhen, Hong Kong.

EDUCATION & INSTRUCTION

F.C.C. General Radiotelevision license. Home study, fast, inexpensive "Free" details, COMM. DEPT. Box 2223, San Francisco, Calif. 94122.

REEL-TO-REEL TAPES

AMEX professional service open reel tapes, 1800-2400 feet on 7-in. reels, used ones. Case of 40, $45.00. 10% x 3600 feet, used cassettes available, MasterCard/Visa, VALTECH ELECTRONICS, Box 6-RE, Rye Long Beach, NY 11554-2708. 914-822-4856.

SINE WAVE PROBLEMS

HOW (are they affecting your box?) The Strike Back Mode. $0.00, includes countermeasures. Problem Solution includes trouble-shooting, alignment, antenna connections, $5.00. Both $12.00. Sentinel: Box 2512-R, Cotter, Mo. 65631.

GRAPHIC EQUALIZERS, ETC.

NOISE eliminators, expanders, power meters, others, Twenty-4 bands/ channel equalizers from $850.00. See R.E. 5-8788, 3-82-7B1, 76477, 3-48-1, CDB, & 8561 Lynnstar, Santa Rosa, Calif. 95404. (707) 564-3895.

CABLE TV

DEALERS wanted: Channel 2, 4, and 4 must filters. Money back guarantee. Send $15.00 for sample and quantity price list. Special equipment, LEE KURTZ, PO Box 291934, Davis, Calif. 95612.

INVENTORS!

IDEAS have value! Ever think of an idea, forget it, and see it later on the market? Many people don't forget, act quickly, and are rewarded by American industry. Write down your idea! We can't guarantee disclosure registration and initial consultation regarding your ideas potential value. Call or write without delay for your free information package. AMERICAN INVENTORS CORPORATION, 92 Broad Street, Dept. RE, Westfield, N.Y. 10880. (413) 560-2735. A fee-based marketing company. Offices coast to coast.

UHF CONVERTERS/SATELLITE EQUIPMENT BY L.S.R. ENG.

just look at all these EXTRAS built into every HANDY test socket and buss strip...
- Total contact labeling...simplifies circuit design/layout
- Self-adhesive backing...for one-step simplified alignment and mounting
- Full 9-14-Pin I.C. Capacity
- Expands both horizontally and vertically...interlocks can’t break or twist off
- High temperature plastic housing...to 180° C...no warping or melting ever!
- Prices always up to 25% less than other leading brands.

Here's how to order...

**HANDY Sockets and Buss Strips**

<table>
<thead>
<tr>
<th>Part Number</th>
<th>Socket</th>
<th>Buss Strips</th>
<th>Ground Plate</th>
<th>Tie Points</th>
<th>IC's</th>
<th>Price</th>
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<td>HB-0100</td>
<td>N/A</td>
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<td>1</td>
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<td>9.95</td>
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**HANDY Breadboard Assemblies**

<table>
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<th>Buss Strips</th>
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<th>IC's</th>
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<td>4</td>
<td>3260</td>
<td>36</td>
<td>63.95</td>
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</tbody>
</table>

Mail Order: Please add $1 (Canada $1.25) to cover cost of shipping/handling. Charge Cards (Min. $15). Please include Acct. No., Exp. Date, Bank No. (MC/VISA only) and your signature. Checks: Drawn in U.S. Dollars, on U.S. banks only. Connecticut Residents: Add 7% SalesTax.

To order...call 1-800-34-HANDY...
charge with VISA or MasterCard.
All items off-the-shelf for Immediate Shipment.

CIRCLE 45 ON FREE INFORMATION CARD
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