Experiment no. 04

4.1 Experiment Name

Fault simulation of color TV trainer

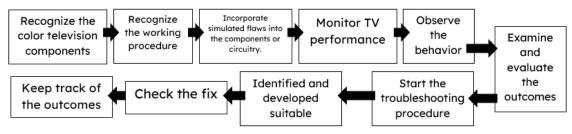
4.2 Objectives

- To get acquainted with the operation of the color TV trainer
- To learn about the fault simulated from the color TV trainer and their responses observed
- To understand about the basics of the components of color TV receiver and how they work together to produce a color image on the screen

4.3 Theory

A color TV trainer is an appliance that replicates the basic components of a color TV system. The trainer allows for practical experiments and demonstrations without the need for actual television sets, which can be more complex and difficult to deal with. An oscilloscope is required to view various signals. The waveform of signals such as the luminance (Y), in-phase (I), and quadrature (Q) components of the chrominance signal can be seen on an oscilloscope.

Simulating flaws or issues that may develop in the circuitry or components of a color television includes creating and analyzing simulated issues. This technique assists engineers or technicians in recognizing potential problems with a color television, diagnosing them, and devising appropriate solutions. Follow these broad methods to imitate a color TV malfunction:



2.4 Apparatus

- Color TV trainer
- Multi-meter
- Oscilloscope

4.5 Experimental Setup



Fig 4.1 Color TV trainer

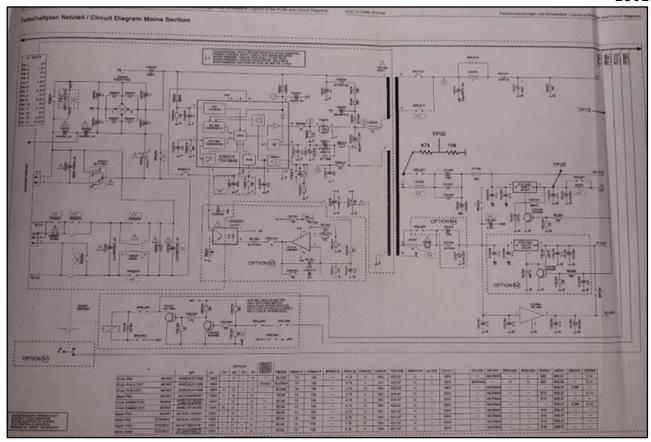


Fig. 4.2: Internal Circuit diagram of Mains Section

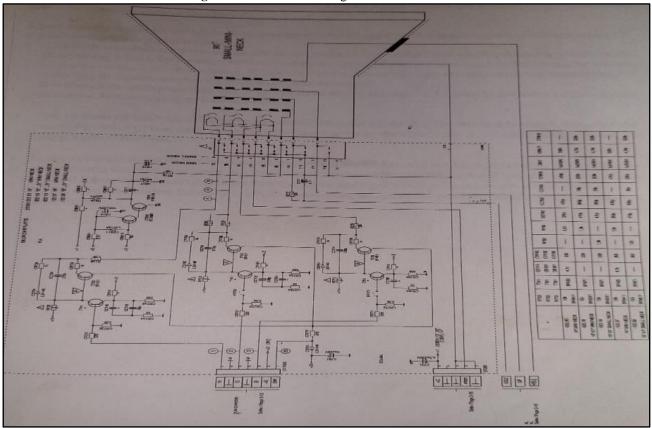


Fig. 4.3 Internal Circuit diagram of CRT panel

4.6 Faults in color TV trainer

FAULT NO.	FAULT LOCATION	SIMULATION QUALITY	FAULT NO.	FAULT LOCATION	SIMULATION QUALITY
1	REMOTE CONTROL FAULT	PROPERLY SIMULATED	11	TUNER	NOT PROPERLY SIMULATED (BEHAVING LIKE 4TH FAULT)
2	KEY-BOARD OPERATION	NOT PROPERLY SIMULATED	12	TUNER	NOT PROPERLY SIMULATED
3	RESET OF MICROCONTROLLER	PROPERLY SIMULATED	13	TUNER	NOT PROPERLY SIMULATED
4	AUDIO	NOT PROPERLY SIMULATED	14	CPU	PROPERLY SIMULATED
5	ON-SCREEN- DISPLAY	PROPERLY SIMULATED	15	IF STAGE	PROPERLY SIMULATED
6	ON-SCREEN- DISPLAY	NOT PROPERLY SIMULATED	16	IF STAGE	NOT PROPERLY SIMULATED
7	ON-SCREEN- DISPLAY	NOT PROPERLY SIMULATED	17	IF STAGE	PROPERLY SIMULATED
8	RGB STAGE	PROPERLY SIMULATED	18	RGB STAGE	NOT PROPERLY SIMULATED
9	ON-SCREEN- DISPLAY	NOT PROPERLY SIMULATED	19	PICTURE CONTROL	PROPERLY SIMULATED
10	ON-SCREEN- DISPLAY	PROPERLY SIMULATED	20	AUDIO AMPLIFIER	NOT PROPERLY SIMULATED (BEHAVING LIKE 4TH FAULT)

4.7 Discussion & Conclusion

The experiment, according to our theoretical knowledge, was carried out in color TV trainer. Step by step, various block and tuning procedures were noticed. The intended signal was then viewed on the oscilloscope.

We learned how to simulate flaws in a color TV trainer in this experiment. Using fault simulation, the significance of troubleshooting talents in locating and fixing problems in color television systems was demonstrated. We obtained practical experience by researching the inner workings of color televisions and fixing real-world problems by making particular errors and analyzing their impact.

We discovered that some errors were properly recreated while others were not because the color television trainer was old. The preceding discussion indicates that the experiment was a success.