```
PARTS LIST
  1) SN76477 SOUND GENERATOR
   2 8212 8-BIT PORT (OR 74412) <
   2 7430 8 INPUT NAND <
  (2) 7406 HEX INVERTER (OR 7405)
  1 74138 OR 74L138 DECODER
  © 2N2222A NPN TRANSISTOR
   1 2N2907 PNP TRANSISTOR
  1 8 OHK SPEAKER
  Ø 8T28 IC CHIPS (QUEST ELECTRONICS)
  1 NEG POTENTIOMETERS (POTS)
   2) 1K RESISTORS
  13.9K RESISTOR
  100K RESISTOR
   3 4.7K RESISTORS
  (1 6.8K RESISTORS
  1) 10K RESISTOR
   15K RESISTOR
  18K RESISTOR
  1)22K RESISTOR
  1 27K RESISTOR
  33K RESISTOR
  1747K RESISTOR
   5 .01 UF CAPACITORS <
   3 .1 UF CAPS <
   1 .05UF CAP C
   1 390PF CAP <
  1 5UF CAP <
   1 10UF CAP <
   1 40-PIN DIP CABLE
```

TOOLS REQUIRED: THIN SOLDER, SOLDER IRON WITH SMALL TIP, HAND TOOLS, OHM METER.

ASSEMBLY:

- 1) INSPECT BOARD CAREFULLY FOR BROKEN FOIL RUNS. IT HAS BEEN INSPECTED HERE, BUT IT IS BETTER TO FIND ANY DEFECTS BEFORE YOU START SOLDERING.
- 2) MAKE SURE YOU HAVE THE RIGHT SIDE OF THE BOARD UP. THE COPYRIGHT STATEMENT SHOULD BE ON TOP IN THE LOWER RIGHT CORNER.
- 3) INSERT RESISTORS AND CAPACITORS IN HOLE PROVIDED AND SOLDER. BE ESPECIALLY CAREFUL IN THE AREA WITH ALL THE POTENTIOMETERS AND CAPACITORS TO THE RIGHT AND BELOW THE SOUND CHIP, BOARD SIZE MADE THAT AREA RATHER CROWDED. POTENTIOMETER HOLE SPACING IS A COMPROMISE AMONG THE VARIOUS SIZE POTS THAT MIGHT BE USED. YOU WILL PROBABLY HAVE TO DO SOME LEAD BENDING. IF THE SPACE BECOMES TOO CROWDED, SOME PARTS MAY BE SOLDERED ONTO THE BOTTOM OF THE BOARD. AFTER SOLDERING, CLIP EXCESS LEADS.
- 4) PLACE IC'S IN PADS PROVIDED. BECAUSE OF SPACE CONSIDERATIONS, THE PIN ONE LOCATIONS OF THE CHIPS VARY GREATLY. REFER CAREFULLY TO THE PHYSICAL DIAGRAM AND PLACE CHIPS ACCORDINGLY. (ALL BUT THE 40-PIN DIP HAVE POLARITY DOTS, BUT SOME THESE HAVE BEEN DRILLED-DON'T LET IT CONFUSE YOU.) SOLDER IC'S IN PLACE.
- 5) USING DISH SOAP (JOY), HOT WATER AND A STIFF BRUSH SCRUB THE BOARD CLEAN OF FLUX. USE A HAIR DRYER ON COOL OR AN AIR COMPRESSOR TO THOROUGHLY DRY

THE BOARD, EXPECIALLY UNDER THE CHIPS.

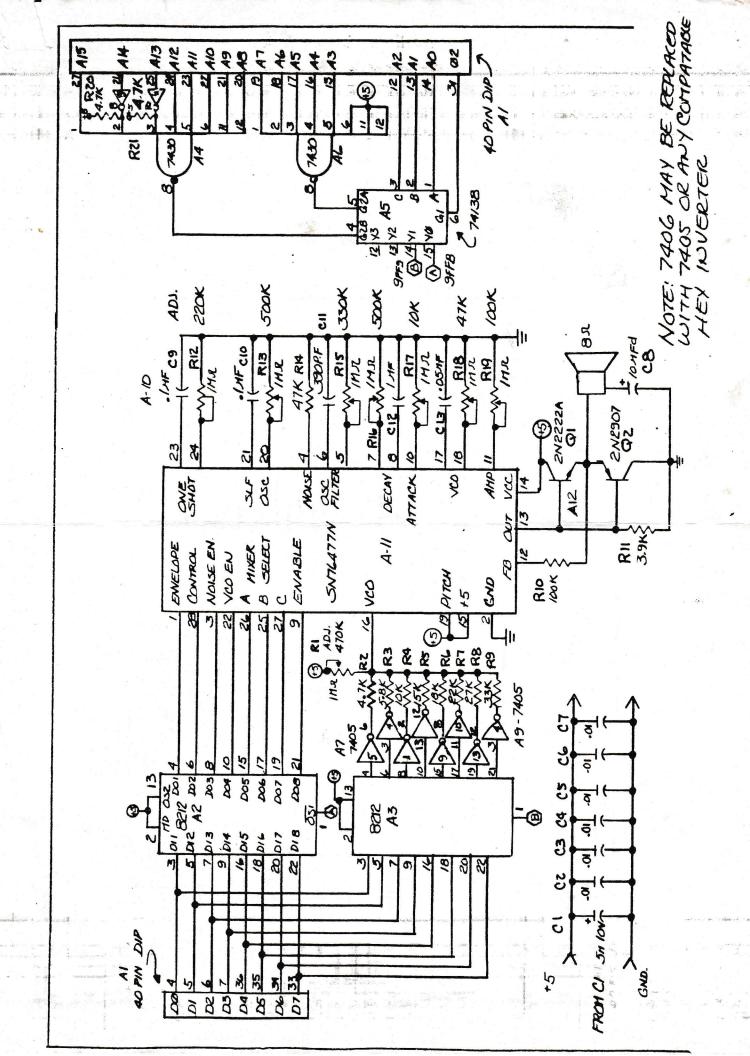
6) CONNECT 8 OHM SPEAKER TO HOLES PROVIDED (ON SOME OF OUR TEST BOARDS WE INSTALLED A PHONO JACK IN THE UPPER RIGHT CORNER BY THE 40-PIN DIP AND JUMPERED TO THE HOLES. THIS ALLOWS EASY CONNECTION TO ANY SPEAKER SYSTEM.)

7) CONNECT THE +5 AND GROUND CONNECTIONS ON THE BOARD TO THE POWER SUPPLY

OF THE 600 BOARD.

- 8) CONNECT THE BOARD TO THE 600 BOARD WITH THE 40-PIN DIP CABLE. IF YOU WANT YOU CAN HARD WIRE ONE END OF THE CABLE TO THE SOUND BOARD AND ONLY USE A CONNECTOR ON THE END THAT GOES TO THE 600 BOARD. THE 40 PIN CABLES WE USED HERE HAD THE FIRST WIRE CONNECTED TO PIN 40, THE SECOND TO PIN ONE AND SO ON (40,1,39,2,38,3,37,4,36,5.. ETC.) BUT IT WOULD BE BEST TO TAKE A GOOD LOOK AT THE ONE YOU HAVE BEFORE SOLDERING IT INTO PLACE.
 - 9) ENTER THE PROGRAM INCLUDED WITH THESE INSTRUCTIONS AND ENJOY SOUND!

```
The state of the s
      8 FORX=1TO8:PRINT:NEXT
                                                                        405 ZZ=80 32 A CC 53
      10 A=40952
                                                                                        410 FORX=100T0129
413 FORZ=1TOZZ
11 B=A+1
      12 C=57088
                                                                              414 NEXTZ 118 CSICS
      13 GOTO 105
      15 POKE530,1
                                                                                 420 POKEB,X
      20 POKEC - 127
                                                                               # 425 NEXTX
                                                                                            429 POKEB,00
      25 D=PEEK(C)
                                                                                            430 G0T020
      30 D=D-255
                                                                                            450 POKEA,96
      35 D=D-D-D
                                                                                            455 ZZ=150
      40 POKEC, 191
                                                                                            460 GOTO410
      45 E=PEEK(C)
                                                                                            480 POKEA,00
      50 IFD=127THENPOKEB,1
                                                                                           490 FORR=1T020
      55 IFE=191THENPOKEA:00
                                                                                            500 POKEB,1
      60 IFE=223THENPOKEA,96
                                                                                     510 FORCC=1T070
      65 IFE=239THENPOKEA,80
                                                                                      515 NEXTCC
520 POKER 2
      70 IFE=247THENPOKEA,08
                                                                                           520 POKEB,2
      71 IFE=251THENGOTO95
                                                                                           530 FORCC=1T070
      74 POKEC, 239
                                                                                            540 NEXTCC
      76 F=PEEK(C)
                                                                                            545 NEXTR
      78 IFF=127G0T0400
                                                                                            546 POKEB,00
      80 IFF=191G0T0450
                                                                                            550 GOTO20
      81 IFF=251THENPOKEA,32
                                                                                            600 PRINT:PRINT
      82 IFF=223G0T0480
                                                                                            610 PRINT"THIS PROGRAM IS INTENDED TO SHOW YOU SO
      83 IFF=247THENPOKEA,106
                                                                                          ME OF THE BASIC SOUND
      84 IFF=239THENPOKEA,16
                                                                                            620 PRINT: PRINT PRESS 1 FOR FIRST SET OF KEY CODE
      85 IFD=OGOTO20
      90 POKEB,D
                                                                                          630 PRINT: PRINT" PRESS 2 FOR SECOND SET OF KEY COD
      92 GOT020
      95 POKEA,00:POKEB,00
                                                                                    ES
640 INPUTQQ
      100 END
      110 PRINT" SOUND GENERATOR
120 PRINT" DEMO PROGRAM
                                                                                       OK
      130 PRINT"*************
      132 PRINT:PRINT:PRINT
      135 GOTO600 -
      140 PRINT:PRINT
      150 PRINT*KEY CODE
      155 PRINT" --- ---
      158 IFQQ=2G0T0240
      160 PRINT
     170 PRINT" 1 THESE KEYS ARE
     180 PRINT*TO USED FOR THE
     190 PRINT"8 ORGAN FREQUENCY
     200 PRINT:PRINT"9 ORGAN SELECT (VCO)
      210 PRINT:PRINT"O ORGAN SELECT (VCO+SLF)
      220 PRINT:PRINT": ORGAN SELECT (VCO+SLF+NOISE)
     230 PRINT:PRINT" - PHASOR SELECT
     235 PRINT:PRINT*RUB OUT STOP
     236 GOTO15
     240 PRINT:PRINT"W RANDOM SOUNDS (VCO)
     250 PRINT: PRINTE RANDOWN SOUNDS (VCO+SLF)
     260 PRINT:PRINT"R SIREN
     270 PRINT:PRINT"T MOTOR
     280 PRINT:PRINT"Y MACHNE GUN
     290 PRINT:PRINT"U WHITE NOISE
     300 G0T0235
     400 POKEA,00
```



Market Market POT. ADJUSTHENTS R12 - 220K R13-500K R15-330K R16-500K RIT- IOK R18-47K R19-100K R1- 470K 40 PIN DIP AI 7406 CZ .017 AZ 1 (9.14 1 C13 -054 74138 8212 1 R18 RIB RI 010] R12 JRIT A-11 SN 76477N O SPEAKER 100K RI5