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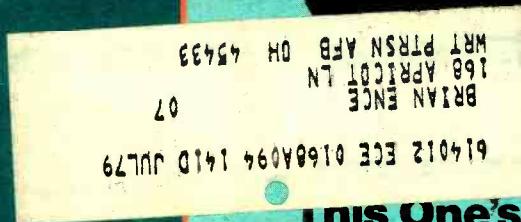
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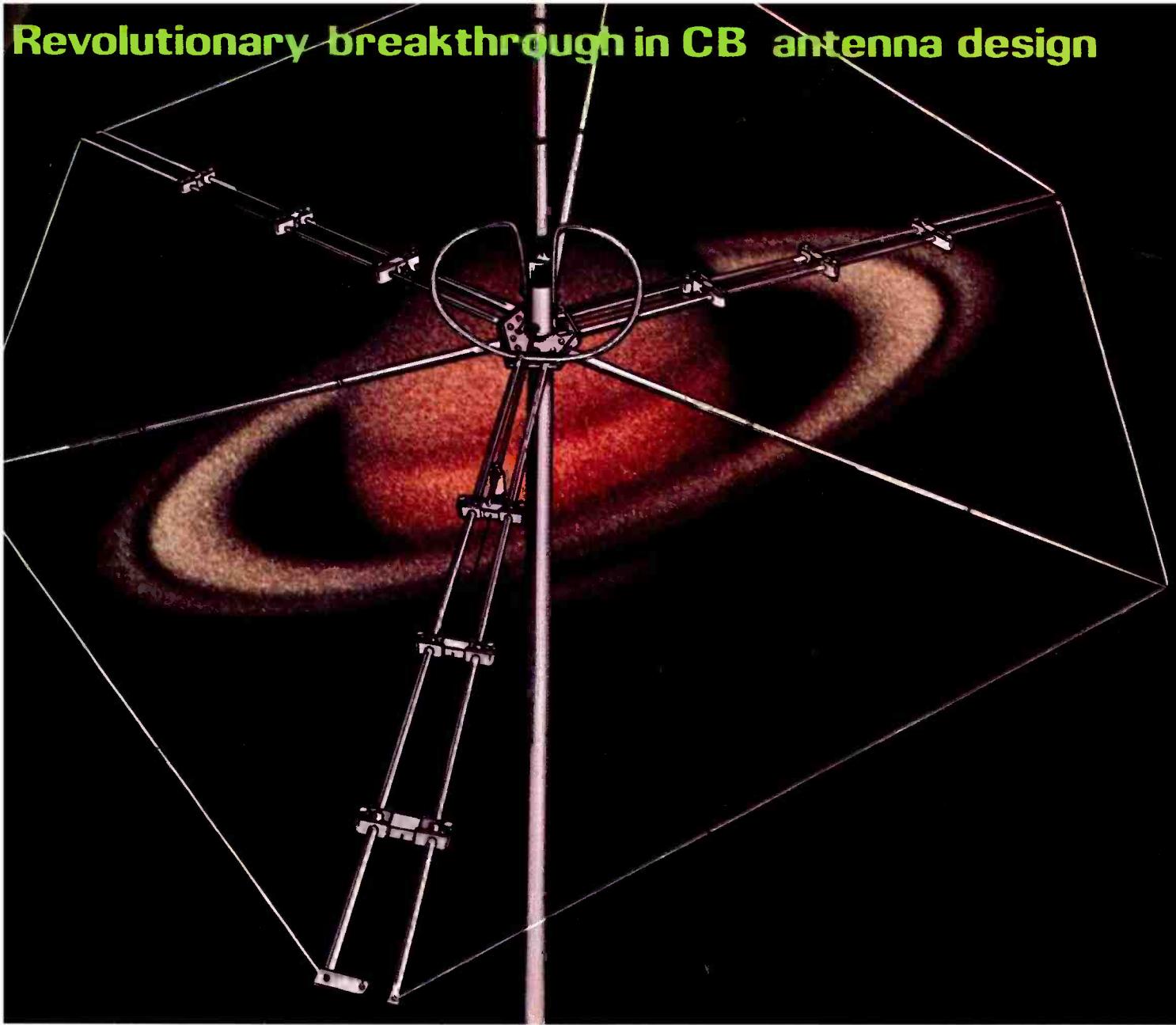


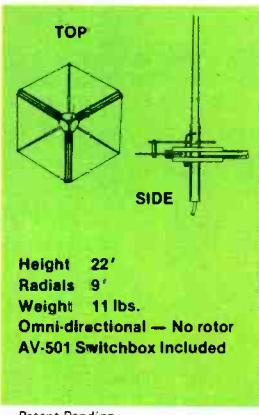
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Editorial

SOLAR ENERGY NEWS NOTES

¶ A recent energy policy study by the MITRE Corp. concludes that nuclear power is the economical choice for at least the remainder of the century. . . . If other than economic considerations are counted, coal might eventually prove more attractive. . . . Solar energy for heating houses will be practical in the near future in favorable situations, but there's little prospect for competitively priced solar power in this century. (A Fusion Energy Foundation spokesman, however, says that the total study was justification to cut the Clinch River Tenn. fast-breeder reactor program.)

¶ In contrast, the latest paper from Worldwatch Institute (*Energy: The Solar Prospect*) concludes that subsidizing energy forms other than solar makes devices for the latter appear relatively costly. Removing subsidization would, according to the paper, make solar resources able to provide 40 percent of the world's energy needs by the end of the twentieth century. Researchers at the University of New Mexico, in a study prepared for the Joint Economic Committee of Congress, also claim that solar energy could compete with other energy sources (by 1990).

¶ President Carter asked Congress to downplay the future use of nuclear energy in his overall energy conservation/production proposals.

¶ At IBM Corp.'s Palo Alto facilities, powerful computers are exploring solutions to the problems of tapping the sun as a widespread and economical source of energy.

¶ Carl Pepper's amazing solar heating machine provides 55 percent of the heating needs in his 3200-square-foot home in Granton, Ontario, Canada. Cost is said to be \$1300, with projected savings in fuel oil of more than \$3000/year by 1996. The builder sells solar construction plans for \$10 and a differential thermostat for \$60, the latter said to be reversible for cooling the house in the summer. (See *Harrowsmith*, Jan./Feb. 1977 issue, \$1.00, published by Camden House Publishing, Camden East, Ontario, Canada, KOK-1J0.)

¶ An advertiser in *Newsday*, a Long Island, N. Y., newspaper, offers swimming-pool solar energy heaters for \$1900.

¶ A selection of texts on solar energy: *The Solar Energy Handbook*, Time-Wise Publications, P. O. Box 4140, Pasadena, CA 91106 (87 pages, soft cover, \$3.95, plus \$.50 handling); *Solar Energy Directory*, Centerline Corp., 401 S. 36th St., Phoenix, AZ 85034 (108 pages, soft cover, \$7.50); *Wind/Solar Energy*, by Edward Noll, Howard W. Sams & Co., Inc., Indianapolis, IN 46268 (208 pages, soft cover, \$7.95); *Solar Cells*, (IEEE Press Selected Reprints), John Wiley & Sons, Inc., 605 Third Ave., New York, NY 10016 (504 pages, \$29.95 cloth, \$8.95 soft cover).

Judging from the response to our annual tongue-in-cheek "April Hobby Scene," which included an implausible solar cell project, there's an extremely high level of interest in solar energy. Perhaps these serious observations will partially whet it. As an aside, I wonder what the new budget for energy research will be. Solar thermal research for fiscal-year 1976 was budgeted for only 89-million dollars; not much by any standard, and only some 4.5 percent of the total revised energy R & D budget. However, the Carter administration's new energy package seems to promise that solar devices will soon have their day in the sun.

Art Salsberg

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Letters

DOCTORS SAY NOT TO WORRY

No matter how "spacey" the rest of the world got, I could always depend on good ole PE to be swimming in the "real" world of parts specifications and product news. Then I saw April's "How to DX Earth Radio From Outer Space." I still talk to myself and my hands shake, but the doctors tell me not to worry. Just kidding. I can't begin to tell you how much I enjoy reading your magazine.—Michael Swaney, Erie, PA.

ETC HAS ROM MONITOR

I read with interest the April 1977 Computer Bits column and was not pleased that the only remark about our product was an unfavorable comparison with a competitor, especially when this remark was based on misinformation. The Model ETC-1000 Basic System includes a 40-key keyboard that is operated by a monitor system that permits the user to effectively operate a minimum system or to initialize and perform other housekeeping operations in systems with terminal interfaces. Our terminal monitor version comes in two packages, the 8k and 16k configuration (the latter including an assembler), and disassembler, Basic, cassette I/O, Utilities, and a variety of other program packages.—E.S. Bjornsson, Electronic Tool Co., Hawthorne, CA.

Our apologies for the erroneous description of the ETC-1000. The ROM monitor system indeed uses 40 buttons to allow calling routines from the monitor without need of a terminal. Debugging is simplified by using a built-in break-point routine, and included is a thorough memory diagnostic system.

"DIGISTART'S" COLLAPSING FIELD

After reading the "Digistart" (April 1977) article, I noticed a minor omission in the circuit that might cause operating problems. When the Q1 transistor cuts off, the collapsing field of the K1 coil could induce a large enough back emf to destroy the transistor. To remedy this, it is suggested that a diode be installed across the relay's coil in reverse bias. To be on the safe side, the rectifier diode should be rated at no less than 100 PIV at 1 ampere.—Alan Bradford, Derry, NH.

"APRIL FOOL" IS 2-WAY STREET

We were intrigued with the high-efficiency solar cell described in the April Hobby Scene. Because the corresponding ketone (3,7-dimethylpentadecan-2-one) is available in

large quantities, at least in the midwest, by ether extraction from the saliva of pregnant sows, this seemed like the logical starting point. Reduction of this ketone with sodium borohydride gave the alcohol that, upon treatment with propionyl chloride in pyridine, gave the desired propionate ester in good yield.

The solar cell was then constructed pretty much as described, except that a glass spray bottle could not be used to apply the compound to the sand. This is because the chemical also reacts with the silica in the glass and the resulting deoxygenation process is violent. A plastic bottle, however, works quite well. The cell actually is more efficient than the one described, providing about 87% conversion.—Dr. C.T.C. Creedy and co-workers, Charles F. Kettering Research Laboratory, Yellow Springs, OH.

You stated that car-radio frequency drift was due to the Doppler effect and that the problem should be corrected with a phase-locked loop. My God, tell the fool to slow down! For an audible Doppler shift to occur in the commercial AM band (let's say 5 Hz, to be conservative), this person would have to be driving faster than 5000 mph. By helping him to keep his radio tuned, you are aiding and abetting this reckless and unlawful operation of a motor vehicle.—Walter Satre, Chairman, Electrical & Electronics Technology Dept., Vermont Technical College, Randolph Center, VT.

In discussing the well-known effect of radiation pressure from car stereo speakers in the April Hobby Scene, Marcia Swampfelder overlooked the most important application of them all: swinging the speakers forward to assist in braking. Such dynamic air braking does not wear down the tires and has been used effectively for years in fire engines. When close to the fire, the driver swings his siren around to hasten the stop. You can determine the precise moment when he does this from the change in pitch, caused by the Doppler effect, provided you are not close to the fire.—Harry E. Stockman, Arlington, MA.

DX'ING EARTH ON CHANNEL 68

The statement that there is only one channel 68 in North America in "How to DX Earth Radio From Outer Space" (April 1977) is incorrect. Independent station WBTB-TV in Newark, NJ operates on channel 68.—John J. Dynarski, Carteret, NJ

FREQUENCY READOUT PROJECT A HIT

I wish to thank POPULAR ELECTRONICS and author David L. Mattis for the "Digital Frequency Readout for Shortwave Receivers" (February 1977). After connecting it to my receiver, it was surprisingly accurate and stable. I can set my receiver to a predetermined frequency and just wait for the signal to fade in. Also, the display is especially bright and clear and can be read from clear across the room.

Incidentally, the hookup point given in the

article is incorrect for my 1973 Lafayette Radio Model HA-600A receiver. The correct tie point is the junction of C31 and R16. The circuit board in the receiver is already drilled to permit such a connection.—Stephen E. Franklin, Ellicott City, MD

I built the "Digital Frequency Readout" project from a kit supplied by Mattis Electronics and am delighted with it. I was impressed by the fine kit of parts supplied. Everything was included and the project worked immediately upon completion.—D.C. Mead, Greensboro, NC

AN ERROR IN SWITCHING

In "Build a Digital Bicycle Speedometer" (March 1977), it is stated that, to calibrate the project one must "depress S2 and adjust R2 until the display indicates the wheel's diameter." Since S2 is the power switch, the instructions should read: "depress S3 . . ."—Rick Stievenart, Carbon, IN.

THANKS FOR THE "ELF"

My thanks to Joe Weisbecker for designing the "COSMAC Elf Microcomputer" (August 1976). I built my micro using slide switches, discrete LED's, and a 555 timer IC for economy. (In my project, the 555 timer can be placed in either of two positions in a 16-pin DIP socket to give me either a high or a low clock.)

The basic construction technique I used in assembling my Elf was Wire Wrap, with two bus strips for power distribution. My main problem during assembly was trying to find 22-pin Wire Wrap sockets. Since I couldn't find them anywhere, I had to build my own from Molex Soldercons, Vector J pins, and epoxy cement. My next project is to build my Elf with a hex keyboard and 1024 words of memory.—Charles J. Billwiller, Rancho Cordova, CA.

SLIDE SYNCER STEERS MOTORBOAT

I enjoyed building "The 35-mm Slide Syncer" (November 1976). Found the circuit to be so stable that I plan to use two of them in a programmable steering system for my motorboat. The only "bug" in the system is that it will trigger from some momentary signals other than its center-frequency signal. This problem can be eliminated by increasing the value of C6 to 20 or 30 μ F.

I also found that the circuit refused to trigger at low signal levels. I discovered that by paralleling R2 with a 50,000-ohm potentiometer, this second problem could be eliminated. These modifications ensure excellent circuit operation.—Mark Irgang, New York, NY.

MORE SOLAR VIEWING SAFETY

"Propagation Forecasts For Radio Communications" (November 1976) contains an error regarding the use of the Kodak #4 neu-

POPULAR ELECTRONICS

tral-density filter which could have serious consequences. The safest way to view the sun through binoculars or a telescope is by projection. If direct viewing is required, it should be done only through full-aperture filters of the deposited-metal-film type such as that shown on the telescope in Fig. 3 of the article. These filters effectively block all harmful radiation.

Another method is to use one or more layers of black and white (not color) film that has been exposed to direct sunlight and then developed. These are suitable for direct viewing but not photography because they degrade the image.

Another area of danger is in the use of the so-called "sun filters" supplied with many inexpensive telescopes. These filters are meant to be used on the eyepiece. Since they will be near the focal plane of the main objective lens or mirror, it is possible that sufficient heat could be built up in the filter to cause it to crack. The damage to the eye would occur before the observer could move away from the eyepiece.—John Hudak, Vice President, Hamilton Centre of the Royal Astronomical Society of Canada, Ontario, Canada.

ANOTHER CLASS OF AMPLIFIER

We read with interest "Classes of Audio Amplifiers" (March 1977) and noted that although the article covered classes A through G, it failed to mention the class K "reference

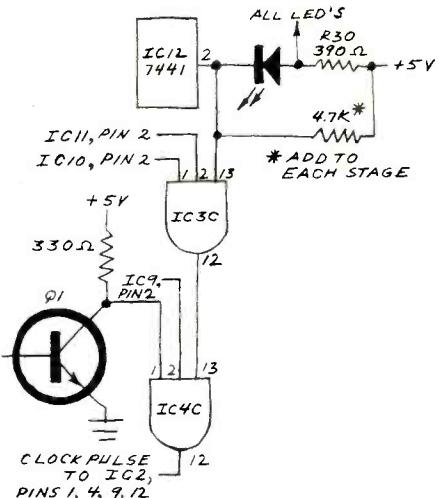
shift" amplifier. The class-K amp is similar to the class-A amp except that the average direct current to the power amplifier is controlled as a function of the audio level. Thus, no more power is consumed than is necessary to minimize distortion for a particular audio level. This makes its average efficiency appreciably higher than for the class-A amplifier. The principal virtue of the class-K amplifier is that it yields about twice the power output of a class-A system, using the same tube or transistor. Of course, the class-K system is not suitable for hi-fi without special refinements because of difficulties in handling transients. But it performs well in voice applications, such as in modulating communication equipment.—Dale Hileman, WB6NTR, Topanga, CA

Out of Tune

In "Bicycle Speedometer" (March 1977), the segment-f pin of IC2 in Fig. 1 was incorrectly identified as pin 16; it should be pin 10.

In "LED Racing Game" (March 1977), pins 7 and 8 of IC13 in Fig. 4 are reversed. Also, pin 16 of IC6, IC7, and IC8 must be connected to the +5-volt bus (see Fig. 6). If you add a 4700-ohm, 1/4-watt resistor to IC9 through

IC12 as shown here, the two unused 7411 gates can be used to block the clock pulse

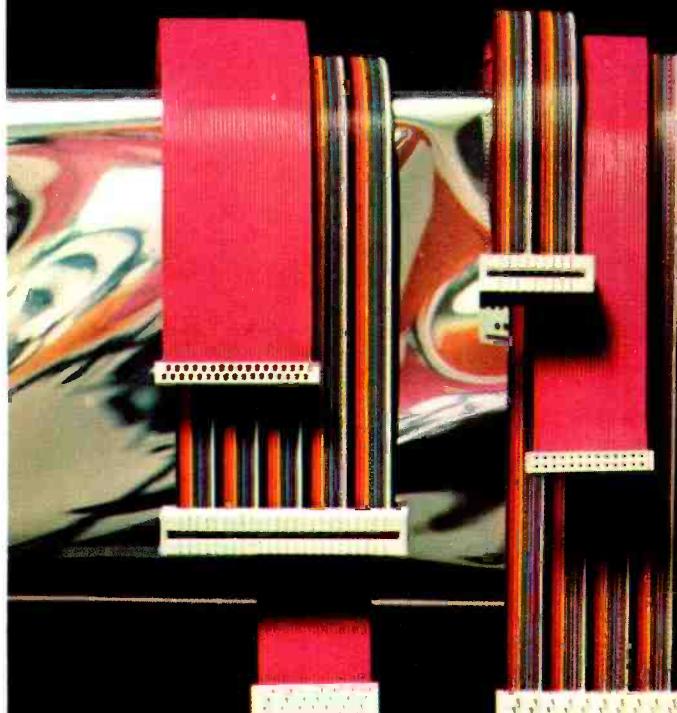


when any one of the four players reaches the finish first. This will eliminate any doubt as to the winner if all four players wish to race at the same time.

In the "Digitstart Lock" (April 1977), contact bounce problems in flip-flop A can be reduced by connecting pin 1 (J) to +5V and pin 4 (K) to gnd. On IC5, the Q output is pin 1. For more stability in the one-shot multivibrator, change R6 to 39,000 ohms (1/4-watt) and C1 to 120 µF.

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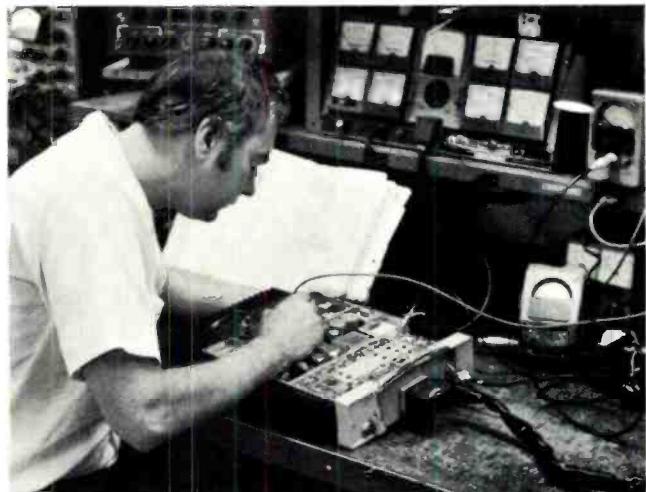
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choose from 5 courses, starting with a 48-lesson basic course, up to a Master Color TV/Audio Course, complete with designed-for-learning 25" diagonal solid state color TV and a 4-speaker SQ™ Quadraphonic Audio System. NRI gives you both TV and Audio servicing for hundreds of dollars less than the two courses as offered by another home study school.

All courses are available with low down payment and convenient monthly payments. All courses provide professional tools and "Power-On" equipment along with NRI kits engineered for training. With the Master Course, for instance, you build your own 5" wide-band triggered sweep solid state oscilloscope, digital color TV pattern generator, CMOS digital frequency counter, and NRI electronics Discovery Lab.



™ Trademark of CBS Inc.

NRI's complete computer electronics course gives you real digital training.

Digital electronics is the career area of the future . . . and the best way to learn is with NRI's Complete Computer Electronics Course. NRI's programmable digital computer goes far beyond any "logic trainer" in preparing you to become a computer or digital technician. With the IC's in its new Memory Kit, you get the only home training in machine language programming . . . experience essential to trouble shooting digital computers. And the NRI programmable computer is just one of ten kits you receive, including a TVOM and NRI's exclusive electronics lab. It's the quickest and best way to learn digital logic and computer operation.

You pay less for NRI training and you get more for your money.

NRI employs no salesmen, pays no commissions. We pass the savings on to you in reduced tuitions and extras in the way of professional equipment, testing instruments, etc. You can pay more, but you can't get better training.

More than one million students have enrolled with NRI in 62 years.

Mail the insert card and discover for yourself why NRI is the recognized leader in home training. No



salesman will call. Do it today and get started on that new career.

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NRI SCHOOLS

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Washington, D.C. 20016

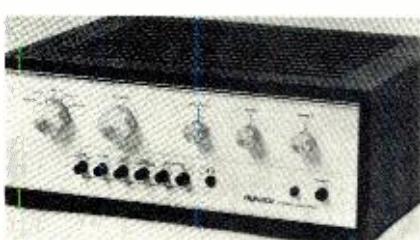


New Products

Additional information on new products covered in this section is available from the manufacturers. Either circle the item's code number on the Reader Service Card inside the back cover or write to the manufacturer at the address given.

DYNACO INTEGRATED AMPLIFIER

The Model SCA-50 integrated amplifier is available from Dynaco/Dynakit either factory assembled or in kit form. It is rated at 25 watts/channel continuous average power with less than 0.5% THD with 8-ohm loads. The bass and treble control circuits are de-



signed to have little or no effect on the mid-range. The turnover in the bass control system is variable, while that in the treble system is fixed and has a hinge frequency that is higher than is usual. In the amplifier section, the output circuit is full complementary symmetry, and the bias supply thermally tracks the output transistors. A thump-suppression circuit (for turn-on/turn-off) is standard. In addition to the line fuse, protection includes separate fuses at each of the four power supply outputs, current limiting, and a thermal circuit breaker. \$149 kit; \$249 factory wired.

CIRCLE NO. 89 ON FREE INFORMATION CARD

RAYMALEE CB MOBILE ANTENNA

The Solar Hot Rod, from Raymalee, is a power-gain CB antenna featuring a self-contained solar-powered device with built-in solar storage. It clamps to the user's present mobile or base-station antenna with no addi-

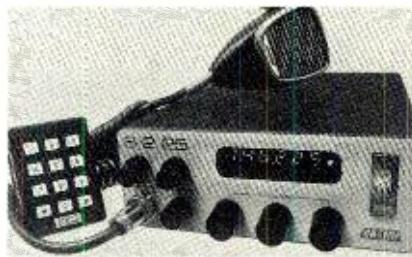


tional wiring required. The Solar Hot Rod is said to provide 14 dB of signal gain to the receiver with less than 2 dB of noise gain. The Solar Power Supply is claimed to be able to maintain a fully charged supply, enough to provide several months operation in total darkness. \$89.95.

CIRCLE NO. 91 ON FREE INFORMATION CARD

AMCOMM 2-METER FM TRANSCEIVER

The Model S225 2-meter mobile FM transceiver from AMCOMM (American Communications Corp.) features a digital synthesizer that provides complete coverage of the 2-meter ham band in 5-kHz increments. Operating frequency is determined by three rotary

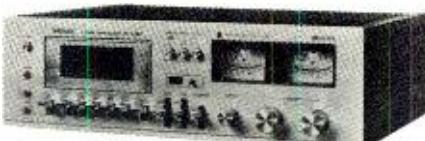


switches and is displayed to the nearest kilohertz on a six-digit LED display. Transmit offsets are switch selectable for +600 kHz, -600 kHz, +1 MHz and -1MHz. R-f output power is continuously variable from 2 to 25 watts, with spurious harmonic output at -60 dB. Receiver sensitivity is rated at 0.5 μ V for 20 dB quieting. Local oscillator frequency stability is claimed to be ± 5 ppm. Audio output power is rated at 4 watts into the built-in 8-ohm speaker with less than 10% distortion. The transmitter is phase modulated (± 5 kHz with 100% modulation at 1000 Hz), and T/R switching is solid state. A Touch-Tone encoder is optional.

CIRCLE NO. 92 ON FREE INFORMATION CARD

OPTONICA FRONT-LOAD CASSETTE DECK

Sharp Electronic Corp.'s Optonica Model RT-2050U is a two-motor, front-loaded cassette deck. Wow and flutter is rated at 0.045% weighted rms, and S/N ratio is 64 dB with its Dolby noise-reduction system switched in. An automatic program find sys-



tem (APFS) enables the user to move to the next selection or to return to the start of the current selection simply by pushing a button. Among other features are: a space setter, peak level meters (respond to signals in 10 ms), electronic automatic stop, and three-position BIAS and EQUALIZER tape selection switches, pause switch, counter, stereo headphone jack, separate record level controls, and a ganged output control. \$299.95.

CIRCLE NO. 93 ON FREE INFORMATION CARD

MOTOROLA CB RADIO CARRYING CASE

A Universal Carrying Case for mobile CB transceivers has been introduced by the Motorola Communications Group Parts Dept. The case permits easy removal of a CB radio so it can be carried by the owner from an unattended vehicle. Separate compartments



in the case hold microphones, the power cable, and a portable antenna. The case is designed so a mobile radio can be operated without removing it from the case. Openings at the top and bottom of the case allow the speakers to be heard, while a large opening at the back permits antenna and power connections. The front flap folds down so that the transceiver controls and microphone jack are readily accessible. Covered with Texion vinyl that simulates genuine leather and equipped with a heavy-duty handle, the case measures 12" x 9" x 3" (30.5 x 23 x 7.6 cm).

CIRCLE NO. 94 ON FREE INFORMATION CARD

SENCORE AUDIO-VHF FREQUENCY COUNTER

Sencore's FC45 frequency counter offers continuous frequency check capability from audio through vhf (uhf-band coverage to 600 MHz with optional PR47 prescaler). A direct-reading eight-digit display with pushbutton



action makes the FC45 easy to use. Incorporates a crystal checker. Counter sensitivity is 25 mV average throughout the band; accuracy is 1 ppm, using a temperature-controlled oven. The basic unit comes with all testing leads at \$395. The PR47 prescaler is \$125.

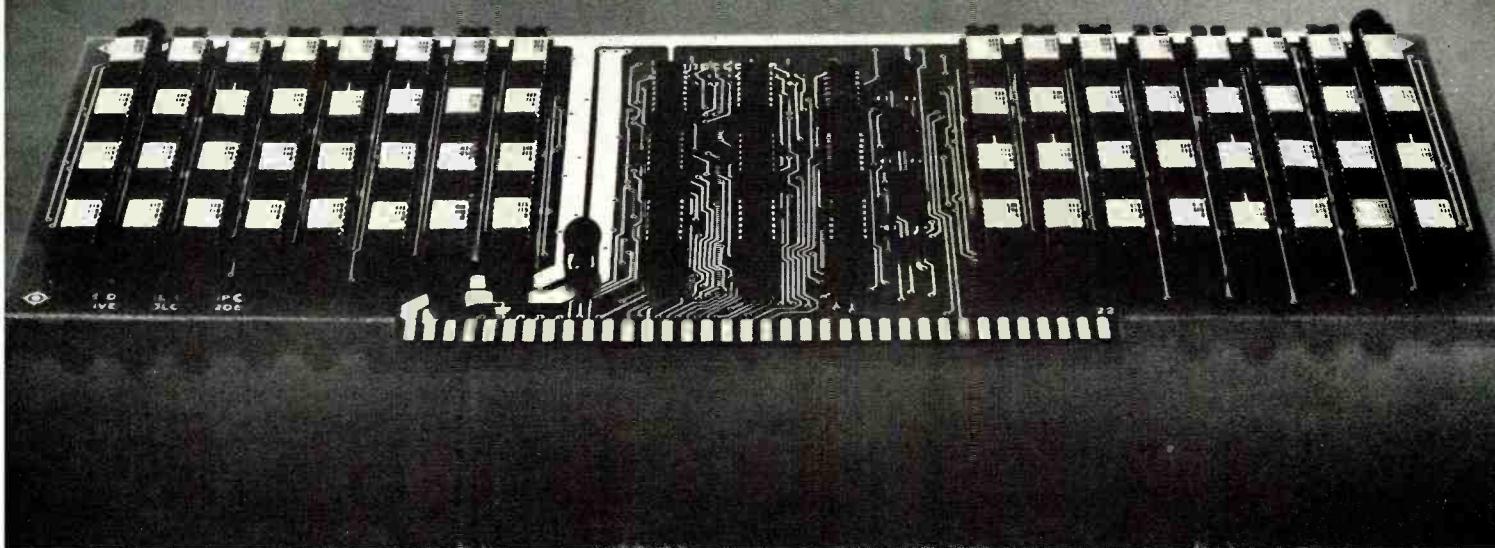
CIRCLE NO. 95 ON FREE INFORMATION CARD

NAKAMICHI FM TUNER/PREAMPLIFIER

The Model 630 FM tuner/preamplifier from Nakamichi is said to provide an extremely low-noise, low-distortion preamplifier section. Noise is rated at 80 dB below 1 mV, and distortion is claimed to be virtually impossible to measure. A phono overload of 250 mV and a switch-selectable phono input sensitivity ensure compatibility with a wide variety of cartridges. The preamp section also provides tone and contour controls, tape deck monitor

POPULAR ELECTRONICS

Memories are made of this.



32K. One Card. One low price. Only from the Digital Group.

Now, on only one *fully static* card, the Digital Group has squeezed in a whopping 32K of memory. Which, with a little quick addition, means a full 64K architecture now requires only 2 boards instead of 8. That's a 4-to-1 space reduction ...and leaves one extra memory slot on the Digital Group's standard motherboard still available for future products.

All this and one low price, too.

It just may be the best news of all. Our *full static*, assembled and tested 32K memory board is only \$995. Now that's worth remembering. It's substantially less than our equivalent assembled 8K board prices. (Please note: We're initially offering this 32K board assembled only, but kit versions will soon be available, too—at even lower prices.)

Here's what you get.

Specifications:

- 32K on single card
- Speed—450ns. All of our current CPUs will operate at full-rated speed.
- Decoding—Lower or upper 32K bank
- Power—+5V only @ 4A
- Card size—12" x 5" (excluding connector fingers)

Features:

- May be intermixed on Digital Group systems with our 8K memory cards

- All data and address lines are buffered
- *Fully static* memories—EMM 4801 (450ns) or equivalent

Price:

32K board complete, assembled and tested \$995.00

For all the memorable details, just fill out the coupon below.
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I promise to mail this in, so add me to your mailing list!

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Remember me? I'm already on your mailing list, but I need the memory spec sheet desperately.



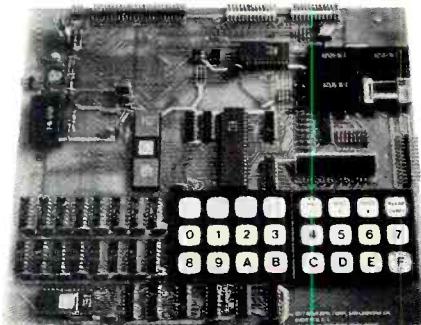
and copy facilities, and a high output headphone amplifier. The FM tuner section features low-noise dual-gate MOSFETs, a six-element LC network, and a switch-selectable wide/narrow-band response. FM sensitivity is 8.75 dBf (1.5 μ V for 30 dB quieting), and a capture ratio of 1 dB. Incorporates a Dolby noise-reduction unit with 25- μ s deemphasis. \$600.00.

CIRCLE NO. 96 ON FREE INFORMATION CARD

IMSAI SINGLE-BOARD COMPUTER

IMSAI's new 8048 control computer is a completely programmable computer and hardware control system on one 8½" x 10" board. It is powered by a 5-V supply or 6-V battery and allows standard electric tools, instruments, and appliances to be attached and controlled directly without requiring any intervening hardware other than wire. The 8048 8-bit CPU contains 1k words of program memory, and the system has cassette interface,

RS232 current loop, and five relays. The control computer incorporates the Intel 8048/8748 microcomputer chip, which will accommodate three separate and unique memory stages: program memory, internal register memory, and external RAM. Input a program through the onboard keyboard, attach the device, and immediate control of the



devices is said to be obtained. Both kit and assembled versions are available: ROM version (\$249, kit; \$299, assembled), EROM version (\$399, kit; \$499, assembled). A 5-V power supply is \$99.

CIRCLE NO. 97 ON FREE INFORMATION CARD

CROWN ELECTRONIC CROSSOVER

The Crown Model VFX-2A is the successor to the Model VFX-2 electronic crossover. Internally, the VFX-2A uses six quad op amps in



stead of the 10 dual op amps used in the earlier model to obtain better slew rates and handling of transients. Additionally, the new op amps are claimed to allow a greater range on the level control. One quad op amp operates as an isolation amplifier to eliminate impedance mismatching problems. Continuously variable filters, two per channel, can be used to perform either crossover or bandpass functions. Each filter in the dual-channel system is variable from 20 to 20,000 Hz with a fixed rolloff of 18 dB/octave. Output impedance is 300 ohms in both inverted and noninverted modes, with greater than 6 volts maximum into 600 ohms. IM distortion and noise are rated at 0.01% and more than 100 dB below the rated output with 0 dB of gain, respectively. \$329 for VFX-2A, \$49.95 for optional walnut-veneer cabinet.

CIRCLE NO. 98 ON FREE INFORMATION CARD

TRIPLETT PORTABLE DMM

A single switch provides five functions and 22 measurement ranges on the compact battery-powered Model 3000 digital multimeter from Triplett. The 3½-digit display features

Aircommand 40-channel CB.

From the people who bring you Marantz—the world's finest stereo systems—comes the Aircommand CB-640—the finest in 40-channel CB. With Aircommand you get over 25 years experience in outstanding 2-way communications products.

Full 6 Watts of audio power. Provides plenty of punch so your speaker cuts through freeway noise.

Dual-conversion super-heterodyne receiver with dual-cascaded ceramic filters. Together, both features provide the most complete rejection of unwanted signals, assuring you unsurpassed selectivity and sensitivity.

4 big Watts of RF power. Aircommand delivers the maximum power legally allowable to let you belt out the big sound.

100% modulation capability. Even when you talk softly into the mike, your message cuts through loud and clear, thanks to one of the most advanced mike preamp and compressor designs in CB today. With Aircommand, you don't have to spend an extra \$30 to \$40 on a "power mike." You can't buy better modulation than Aircommand.

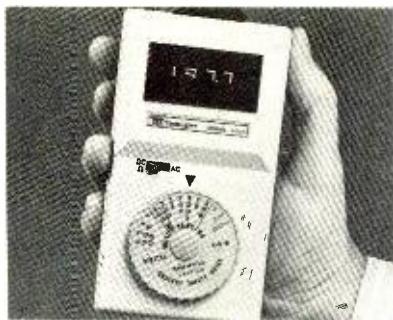
Specially tailored frequency response.

LED 40-channel selection display. Easy-to-read, night or day.

8-LED (light emitting diode) meter display. Provides an easy-to-read display of SWR (standing wave ratio), modulation, and incoming or outgoing signal strength—instantly, accurately.

Special emergency Channel 9 scan with exclusive Aircommand "beep" alert. No matter what channel you're on, a special Aircommand CB-640 circuit continuously and silently monitors Emergency Channel 9. When someone starts transmitting on Channel 9, a unique "beep" alerts you, so you can tune yourself in and give assistance.

Public address capability. The versatile Aircommand CB-640 public address package lets you (1.) Talk into the CB mike and out an exterior public address speaker. (2.) Attach a tape recorder to the auxiliary jack on the



seven-segment LED's with blinking overrange, auto-zeroing, and autopolarity indication. All decimal points light up when the battery is low. Ranges include: 0 to 0.2, 2, 20, 200, and 600 on both ac and dc volts; 0 to 2, 20, and 200 mA on ac and dc; 0 to 200, 20k, and 2M ohms on low-power ohms; and 0 to 2k, 200k, and 20M ohms on conventional ohms. Typical ratings include 0.9% dc accuracy, 10-megohm input resistance on all voltage ranges, and 600-volt overload protection on all ranges. The DMM is powered by four Ni-Cd cells, for which a battery-charger/eliminator is provided. Size is 5 $\frac{3}{8}$ " x 3" x 1 $\frac{1}{8}$ " (13.7 x 7.6 x 3.5 cm) and weight is 10 oz (310 g). \$140.

CIRCLE NO. 99 ON FREE INFORMATION CARD

INFINITY ELECTROSTATIC HEADPHONES

Infinity System's ES-1 headphone system consists of headphones with a claimed fre-

quency response of 20-25,000 Hz \pm 2 dB and an adapter containing a power supply and matching transformers. Other specs include: less than 0.3% THD at 100 dB SPL, 50 watts at 1 kHz maximum input, and 118 dB SPL maximum output. The low-mass conductive diaphragms are made of an extremely light material called "Polyurethin." The power supply is housed in a walnut enclosure, which is connected between the amplifier and speakers. Front-panel switching allows head-

matic feed of preset amounts of solder. It accepts various diameters and brands of solder wire, interchangeable elements and tips (20-30-40-60-watt elements available), and has optional accessories for practically any type of soldering work. The standard kit is \$49.50 with interchangeable heating elements \$13 each; soldering tips, \$7.30; solder reels \$2.25 and \$5.95 depending on size. Address: Minitool, 15076 Dickens Ave., San Jose, CA 95124.



phones to remain connected whether they or the speaker systems are being used. The headset weighs 9 ounces. The complete system is \$275.

CIRCLE NO. 100 ON FREE INFORMATION CARD

ONE-HAND SOLDERING

The Kager KL-3000 is Minitool's answer to the problem of one-hand soldering on electronic circuits. The gun has adjustable, auto-

ROYAL MOBILE AMPLIFIER

Royal Sound has a new mobile stereo high-fidelity power amplifier module, the RS-55, that's normally driven by speaker output leads of an FM/AM radio with cassette player. The module increases amplifier output for car audio equipment by providing a power output of 15 watts/channel. Self-contained, the RS-55 is ruggedly constructed to withstand shock and vibration. It also has sepa-



rate bass and treble controls, on/off switch, power indicator light, and quick-connect terminals, and can be mounted anywhere in a car or van. Operates on 12-volt dc negative-ground only. \$90.00

CIRCLE NO. 101 ON FREE INFORMATION CARD

...You never heard it so good!!!

CB-640 rear panel, and boom your tape out through the same external speaker. (3.) Mix your voice from the CB microphone with the program material on the tape recorder. Both voice and tape sound at the same time through the external speaker. (4.) Beam your received signal through the external speaker.

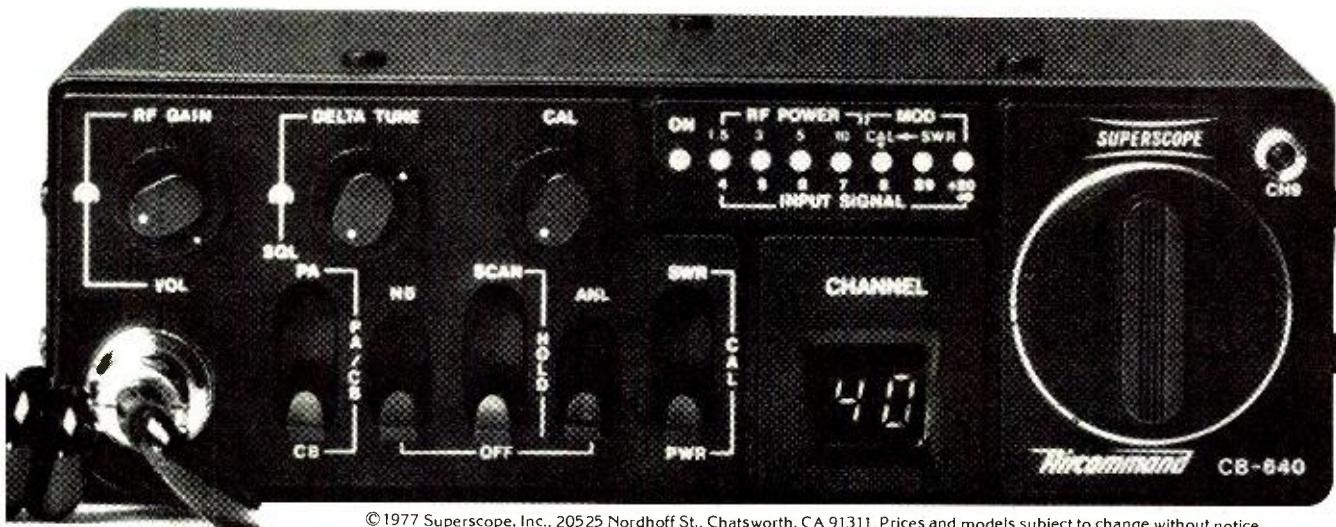
Built-in standing wave ratio circuitry. Measures the efficiency of the antenna system for optimum performance.

Other outstanding features include: Delta fine tuning control, digital synthesizer with phase-locked loop,

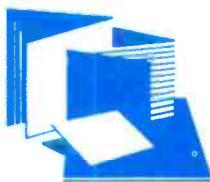
automatic noise limiting switch, noise blanking switch, squelch control, RF gain control.

Also available: Aircommand CB-140; Aircommand CB-340. All 3 units bring you state-of-art design, flawless craftsmanship and day-in, day-out reliability. Try them out now at your Superscope Aircommand dealer.

Aircommand TM by **SUPERSCOPE**



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New Literature

HEATHKIT CATALOG

The new 96-page Heathkit Catalog describes over 400 electronic kits. Product categories include amateur radio, hi-fi components, col-

or TV, test instruments, digital clocks, radio control equipment and auto accessories. Among the new products introduced are a 3-way bookshelf speaker system, a battery monitor device for radio control modelers, a two-way freezer alarm and a touch-control light switch. A section of fully assembled brand-name 40-channel CB radios has also been included. Address: Heath Co., Dept. 350-11, Benton Harbor, MI 49022.

EDMUND CATALOG

Edmund Scientific's 164-page Spring Catalog #772 contains over 4500 items for experimenters, students and hobbyists. Among the many items described are an AM/FM deluxe

ARE YOU READY TO RECEIVE THE WORLD? ALL NEW fully synthesized DR22 Receiver general coverage receiver from MCKAY DYMEK \$995.



FEATURES

- Shortwave, CB, ham radio, ships at sea, overseas phone calls, etc.
- Hi Fi, SWL, commercial, industrial and government uses.
- High level RF front end for excellent intermodulation rejection and sensitivity.
- Crystal filters in first and second IF amplifiers, ceramic filter in third IF.
- Quartz crystal tuning accuracy at all frequencies, no crystals to buy.
- Built in power supply for 110-120 or 220-240 VAC switchable, 50-60 Hz.
- Solid state, phase locked, digital synthesis tuning.
- Extreme ease of tuning at all frequencies.
- No mechanical tuning dial error or backlash.
- Switch selectable 4 or 8 kHz RF bandwidth.
- Built in monitor speaker with external speaker connectors.

SPECIFICATIONS

■ Frequency coverage:	50 kHz to 29.7 MHz, continuous. Digital synthesis in 5 kHz steps, fine tune for ± 5 kHz.			
■ Reception modes:	AM, upper sideband, lower sideband, CW.			
■ Sensitivity for 10 dB S + N/N:	CW, SSB	100 kHz	200 kHz	300 kHz-20MHz
	AM	30 μ V	2.0 μ V	0.5 μ V
■ RF Bandwidth:	-3dB @ 4 kHz or 8 kHz, and -60dB @ 10 kHz or 14 kHz			
■ Dimensions & Wt.:	(W x D x H) 17.5 x 14.5 x 5.1 inches. Shpg. Wt. 19 lbs.			

DR22 features and specifications unmatched under \$2900.

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P.O. Box 2100
Pomona, CA 91766

CIRCLE NO. 27 ON FREE INFORMATION CARD

wall radio; a storm alarm which is triggered by a signal from a local National Weather Service station; and a Sol-20 computer with Basic 5 language. Address: Edmund Scientific Co., 555 Edscorp Bldg., Barrington, NJ 08007.

WINEGARD CB ANTENNA CATALOG

Winegard Industries offers its first CB Antenna Catalog #770. The catalog illustrates the company's line of 40-channel CB mobile antennas and accessories, providing technical information and specifications. A listing of available antenna replacement parts is also included. Address: Winegard Industries, Inc., 3002A Winegard Dr., Burlington, IA 52601.

MOTOROLA HEP CATALOG

The new, 184-page edition of the HEP Semiconductor Cross Reference Guide and Catalog is offered by Motorola. Includes replacement HEP semiconductors for over 60,000 discrete devices and IC's, with 198 new products. Covers discrete silicon and germanium power transistors, thyristors, small-signal FET's and bipolar transistors, zeners, digital IC's, voltage regulator and op amps. The Educator II microcomputer power supply kits are also included. Address: HEP/MRO Operations Headquarters, Motorola Products, Inc., PO Box 20902, Phoenix, AZ 85036.

ADWAR VIDEO EDITING GUIDE

Adwar Video's 8-page guide offers advice on editing with half-inch tape and video cassette equipment. It begins with basic tips on avoiding quality losses and editorial confusion, and goes on to deal with scene edits; search and review; insert editing; and quality-enhancing modifications to VTR's. New video processing and portable field editing are also highlighted. Address: Adwar Video Corp., 100 5th Ave., New York, NY 10011.

SYNC TAPE RECORDERS & PLAYERS

A 4-page brochure from Audiotronics describes its line of SYNC Cassette tape recorders and players. The units, designed as aids for synchronized presentations of recorded audio tape to slide/filmstrip projectors, include Model 144S, which plays both superimposed and separate track synchronized cassette tapes. Another, Model 152-2, features an automatic stop program. The brochure illustrates each device and describes the different sync functions. A specification chart allows for easy comparison of models. Address: Audiotronics Corp., 7428 Bellaire Ave., N. Hollywood, CA 91605.

SPERRY MULTI-TESTER BROCHURE

Bulletin SP-73 (Issue B) from a.w. Sperry describes its line of V-O-Ma-T multi-testers. The 7-page pocket-sized brochure provides detailed specifications, applications information, and a list of special features for each tester. Accessories are also described. Address: a.w. Sperry Instruments, Inc., 245 Marcus Blvd., Hauppauge, NY 11787.

We've just made the impossible... a professional 3½ digit DMM Kit for less than \$60.



The Sabtronics Model 2000 is an impossible \$59.95! And that price still includes phenomenal accuracy, range and professional features.

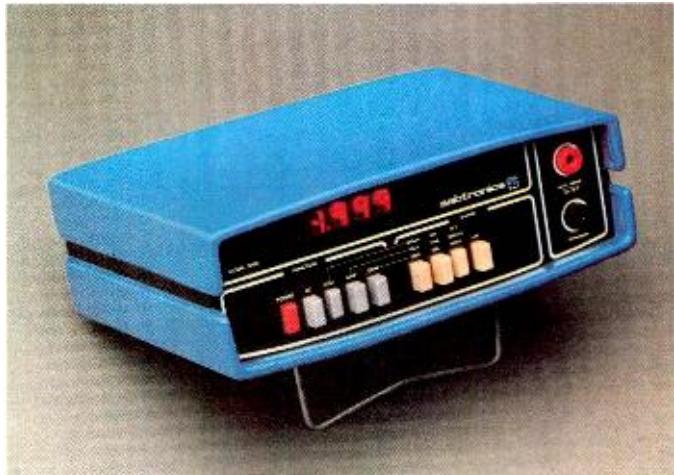
This all-new bench/portable multimeter, reading to ± 1999 , has a basic accuracy of $0.1\% \pm 1$ digit, and has five functions giving 28 ranges, 100% overrange and overload protection. So you know it's no toy!

Besides, what toys are as automatic as the 2000? With automatic overrange indication, automatic polarity, even automatic zeroing!

Yet the 2000 is easy to assemble. We send you all the parts you need, even the high-impact case. We also send you clear, step-by-step assembly instructions.

So you end up with a professional quality 3½ digit DMM for the unheard-of price of less than \$60. From Sabtronics, specialists in digital technology. And manufacturers of the impossible.

Order yours today!



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INTERNATIONAL INC.

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GUARANTEE:

Our guarantee to you; examine the 2000 DMM kit for 10 days. If you're not satisfied, return it unassembled for a full refund of purchase price.

SPECIFICATIONS: (condensed)

DC volts in 5 ranges: $100\mu V$ to $1000V$.
AC volts in 5 ranges: $100\mu V$ to $1000V$.
DC current in 6 ranges: $10nA$ to $2A$.
AC current in 6 ranges: $10nA$ to $2A$.
Resistance in 6 ranges: 1Ω to $20M\Omega$.
Input Impedance: $10M\Omega$.
Display: 9mm (.36") LED.
Power requirements: 4.5 VDC to 6.5 VDC (4 "C" cells-not included).
Size: 8"W x 6.5"D x 3.0"H.
(203W x 165D x 76H mm).

To: Sabtronics International, Inc.
P.O. Box 64683, Dallas, TX 75206

PE7

Please send me _____ Sabtronics Model 2000 DMM kit(s) at
\$59.95 each. _____ subtotal

Shipping and Handling, \$3.50 per unit* _____ subtotal
Texas Residents Add Sales Tax _____

TOTAL enclosed _____

Name _____

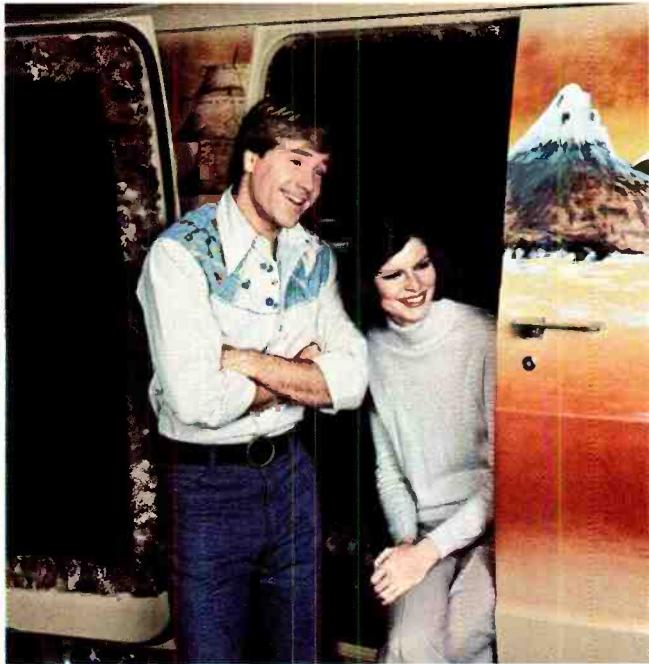
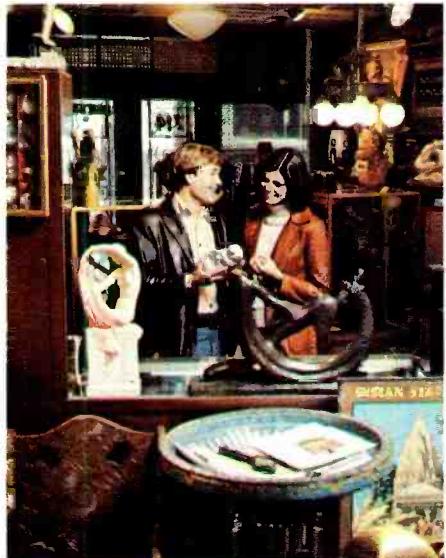
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*USA only. Canada, \$4.50. All Other Countries, \$9.00

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Don't settle for less. Especially when it comes to electronics training...because everything else in your life may depend on it. That's why you ought to pick CIE!

You've probably seen advertisements from other electronics schools. Maybe you think they're all the same. They're not!

CIE is the largest independent home study school in the world that specializes exclusively in electronics.

Meet the Electronics Specialists.

When you pick an electronics school, you're getting ready to invest some time and money. And your whole future depends on the education you get in return.

That's why it makes so much sense to go with number one...with the specialists...with CIE!

There's no such thing as bargain education.

If you talked with some of our graduates, chances are you'd find a lot of them shopped around for their training. Not for the lowest priced but for the best. They pretty much knew what was available when they picked CIE as number one.

We don't promise you the moon. We do promise you a proven way to build valuable career skills. The CIE faculty and staff are dedicated to that. When you graduate, your diploma shows employers you know what you're about. Today, it's pretty hard to put a price on that.

Because we're specialists, we have to stay ahead.

At CIE, we've got a position of leadership to maintain. Here are some of the ways we hang onto it...

Our step-by-step learning includes "hands-on" training.

At CIE, we believe theory is important. And our famous Auto-Programmed® Lessons teach you the principles in logical steps.

But professionals need more than theory. That's why some of our courses train you to use tools of the trade like a 5 MHz triggered-sweep, solid-state oscilloscope you build yourself—and use to practice troubleshooting. Or a beauty of a 19-inch diagonal Zenith solid-state color TV you use to perform actual service operations.

Our specialists offer you personal attention.

Sometimes, you may even have a question about a specific lesson. Fine. Write it down and mail it in. Our experts will answer you promptly in writing. You may even get the specialized knowledge of all the CIE specialists. And the answer you get becomes a part of your permanent reference file. You may find this even better than having a classroom teacher.

Pick the pace that's right for you.

CIE understands people need to learn at their own pace. There's no pressure to keep up...no slow learners hold you back. If you're a beginner, you start with the basics. If you already know some electronics, you move ahead to your own level.

Enjoy the promptness of CIE's "same day" grading cycle.

When we receive your lesson before noon Monday through Saturday, we grade it and mail it back—the same day. You find out quickly how well you're doing!

CIE can prepare you for your FCC License.

For some electronics jobs, you must have your FCC License. For others, employers often consider it a mark in your favor. Either way, it's government-certified proof of your specific knowledge and skills!

More than half of CIE's courses prepare you to pass the government-administered exam. In continuing surveys, nearly 4 out of 5 CIE graduates who take the exam get their Licenses!

For professionals only.

CIE training is not for the hobbyist. It's for people who are willing to roll up their sleeves and go to work...to build a career. The work can be hard, sure. But the benefits are worth it.

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Stereo Scene

By Ralph Hodges

INSTRUMENTS I HAVE MIKED

I'LL BE honest and admit I haven't actually made recordings of all the instruments to be mentioned here. Sometimes I have assisted others while they recorded them, or fulfilled the function of interested observer and general nuisance at a session. And in many cases, my experience with any given instrument is hardly what you'd call exhaustive. I have only recorded a large orchestra once, for example. (I found it rather easy; beginner's luck, no doubt.)

Every once in a while I pick up a piece of data about a particular instrument or recording situation that seems directly pertinent to the logistical problem of placing microphones. Sometimes this datum immediately suggests a solution to a miking situation; other times, after further examination, it proves totally irrelevant. In either case, the information is good to have.

The few really useful general guidelines for placing microphones—the various ways to achieve a good stereo pickup, the maintaining of acoustic separation between mikes when you're multi-tracking, etc.—are ably covered in the several good books on studio technique now available. The indispensable rules of mike placement—pulling the mikes back to increase the contribution of room reverberation, avoiding the close-up use of cardioid mikes because of various frequency-response errors it can introduce, and so on—are surely well known to anyone who has taken the slightest interest in live recording. However, approaching a specific instrument, or assemblage of specific instruments, gives almost everyone pause, I think.

How do you begin? What's the first logical move? Having a definite approach, whether it is vital to the proper capturing of the sound or not, is confidence-building for all of us, and that's what I mean to focus on here.

Drums and Such. The bass drum, surprisingly, is evidently a highly directional instrument. I first learned this when I happened on an unguarded bass drum in a rehearsal room at the New England Conservatory of Music. Ecstatic, I hefted the heavy lead-loaded mallet, poised it well to the side of the drum head, swung from the hips and shoulders, and . . . nothing! After a while I realized that the drum heads, apparently moving in tandem, were giving rise to an almost perfect acoustic cancellation around the periphery of the drum, and I was therefore standing in a huge node. Not so an innocent passerby outside, who met the enormous pressure wave as it swept up the corridor.

From time to time I've encountered audible evidence of this cancellation node at considerable distances from the drum itself. So if you're ever puzzled as to why your mike is missing the near-infrasonic throb you expect from a bass drum, try turning the drum so that one head faces the mike directly. Conversely, if you're getting too much throb, turn the drum so that you get a more edge-on perspective.

Tympani (kettledrums) present no comparable problems, although they have a well-known tendency to shake the stage floor and any microphone stands on it, which may cause vibration pickup. Sometimes a failure to get the sound you want from a kettledrum is attributable to the way in which it's played. Striking the drum in the exact center of its head produces a rather ridiculous, overdamped "boomp." As the mallet progresses out toward the edge, the drum acquires that characteristic baleful, almost metallic timbre. A light roll at the very edge produces almost a rustle. Tympani are played either with sponge (or perhaps a spongy synthetic) or felt mallets; the sonic results from each are quite different. Felt mallets are exceedingly rare nowadays, however. Some recordists apparently fear that it's impossible to properly balance the tympani with the rest of the orchestra unless they are recorded with a separate mike(s) and mixed in later. It's not.

Professional recordists take elaborate pains with a drum set (kick drum, tom-tom, snare, and one or more cymbals), festooning it with microphones and stuffing towels in the kick drum. They all do it somewhat differently, so there are no general rules, except perhaps in the case of the cymbal. High-hat cymbals move considerably when they are played. If two differently placed microphones happen to be picking up the cymbal, and you intend to mix the outputs of these two mikes, you can wind up with a very weird Doppler effect that you may like, but which won't sound natural. (A two-mike pickup exaggerates the effect.) The best approach with a drum set is often a simple stereo pickup, balanced by ear.

The Strings. A celebrated concert violinist has said that a violin doesn't be-

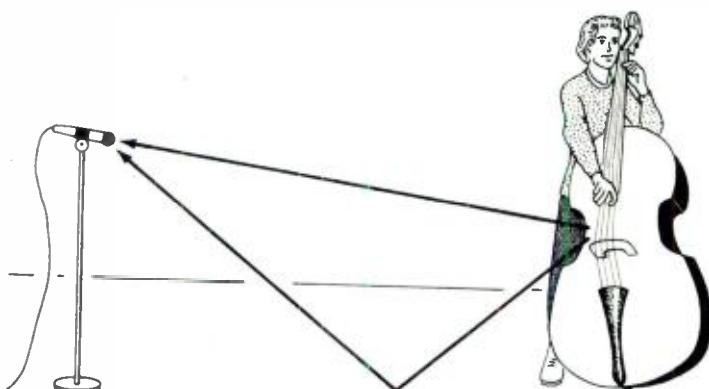


Fig. 1. Phase differences between direct and reflected signals present a problem when miking a string bass or cello.

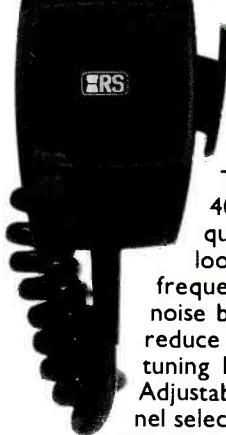
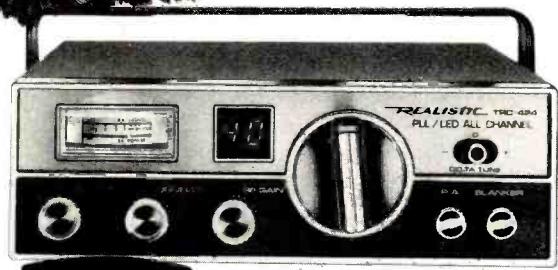
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Fig. 2. Trumpet waveform miked on axis in anechoic chamber. From a Denon record made with pulse-code-modulation process.

gin to sound good until you're at least ten feet distant, so that the "garbage" has had a chance to fall away. Good miking advice too rarely taken. At their loudest, massed violins are never very loud compared with the real heavyweights in a symphony orchestra. In their upper registers, however, they have a penetrating tone that will often rise above the most astounding ruckus. If one balances too much in favor of the violins (a fault of many commercial recordings), the aforementioned penetrating tone will give the feeling of going right in to your eardrums.

For a natural-sounding recording, restraint in the handling of violins is admirable. They should not always be audi-

bly strong, and they should have a certain fragility, even thinness, of tone. Where possible, give them a chance to balance naturally with the rest of the orchestra. And don't ride gain on them to any excess.

The string bass, when miked from any distance, encounters problems from reflecting surfaces. Figure 1 shows how the first reflection from the floor bounces up to the microphone, causing a complex pattern of reinforcements and cancellations, all wavelength-dependent. A solid wall behind the instrument will produce much the same thing. When you're miking several basses, as in an orchestra, the most productive approach is usually to ignore these complications and press on regardless, hoping the randomness factor will solve your problems for you. For a single bass, as in a jazz combo, it's a frequent practice to mike the instrument quite closely, which will tend to get rid of the room and, hence, the reflections. Electric basses are almost invariably miked closely (at the amplifier's speaker), or even fed directly into the recorder, bypassing the amp.

Woodwinds. It may be obvious, but the proper place to mike a woodwind is *not* at the bell of the instrument where you'd expect most of the sound to emerge. In general, the right place for the mike is directly in front of the musician, as if he were going to speak into it. Usually he will play so that the bell is pointing toward the floor (or, in the case of the bassoon, toward the ceiling). This is fine. Move the mike(s) closer or farther away as appropriate, but don't try to get too close.

The Brass. The trouble with the brass is eloquently demonstrated by Figure 2, a drawing of an oscilloscope trace made by a trumpet in full cry. The vicious spikiness of this waveform will never be revealed by any VU meter, and yet it has to be taken into account because any significant tampering with this crest will be audible. In jazz clubs you'll often see a trumpet played directly into a microphone. Apparently, the sound-reinforcement system can usually take this onslaught in stride. But it's murder on tape. I tried to record this trumpet waveform with a good cassette machine. Finally, I had to drop the recording level down to the point where the meters (peak reading) were barely stirring, and still the waveform peaks were appreciably abbreviated.

Your defense against the brass, which can easily overload microphone pream-

plifiers and the built-in preamps of condenser mikes as well as tape, is to get away and off-axis. Discourage brass players from pointing their instruments directly at the microphone or put the mike where they can't conveniently aim at it. Even then, a French horn, which projects rearward in line with the player's elbow, and which often has his fist stuck up into its bell, can cause trouble. Distance is your only recourse then, and here it usually sounds good.

Piano. Don't we wish we could make consistently good piano recordings. The trouble is, the instrument is too big to close-mike with one microphone, and when we try to mix the output of several microphones there is inevitable trouble with interference. Other complications intrude as well.

Presently, for grand piano, I favor the stereo pickup shown in Figure 3. Note that the two mikes (cardioids or omnidirectionals, or a coincident pair embracing a moderate angle) are aimed down into the piano's case approximately in line with the instrument's lid. This theoretically avoids reflections from the lid



Fig. 3. This mike positioning for piano avoids pickup of direct reflections from bottom of lid.

(which I believe to be detrimental to clarity) from reaching the mikes directly. The mikes are brought forward or pulled back as necessary to provide that right touch of room reverberation.

There are many other ways of recording a piano that I'm itching to try as soon as I get the chance. Some of these are described in a Shure Brothers' publication, "The Music-Maker's Manual of Microphone Mastery." Although intended for sound reinforcement at live performances, you can extrapolate its advice into a recording situation with relative ease. It's free. (Shure Brothers, 222 Hartrey Ave., Evanston, IL 60204.)

The Sound Field. All of us are intrigued by the examples of recording

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professionals and hope to emulate their results in time. Here's a piece of advice offered by several recording professionals I have talked to: Forget it! A professional recording session costs multi-dollars with every tick of the clock. There is scarcely time for aesthetic considerations or lengthy consideration of microphone repositioning. Ideally, a professional recordist would like to capture every instrument in complete isolation and later mix all the instruments together (along with appropriate reverberation) at his leisure. Hence he turns to the multi-miking approach, which by-and-large sacrifices all the good things—depth, spaciousness, authentic perspective—of a simple stereo pickup. If you don't believe me, read John Woram's book, *The Recording Studio Handbook* (Sagamore Publishing Co., 1120 Old Country Road, Plainview, N.Y.) for some frank discussion of the subject.

If you're an amateur recordist, and time is not pressing, you have the luxury of being able to attempt a miking of the "sound field"—the whole musical event, balanced naturally, and presented to the ultimate listener with startling realism and an impressive stereo panorama. It will not sound like a professional mix on one of the big labels, but if you're famili-

iar with the sound of live music you'll appreciate that it sounds, in many respects, better. Above all, have a good time, and fulfill yourself while inching toward capturing the full realism of the music. Even if the final goal cannot be wholly reached, you'd be surprised at how forgiving the human ear is.

More on Decontaminating Discs.

Dr. Bruce Maier, president of Discwasher, has favored us with some comments on the recent "Decontamination Squad" column (May 1977) that I'd like to share.

He observes that "It has been our experience that once you begin wet-playing a record you can never, never play the record dry again. After two wet plays, playing the record dry will blow you out of the room with surface noise.

"The reason is fairly complex," says Dr. Maier, offering some research conclusions concerning wet playing of discs:

(1) Wet playing causes an intense disequilibrium in temperatures between the vinyl at the stylus pressure point and the liquid layer on the disc surface. This temperature differential causes (by actual electron microscopy investigation) disorientation or cracking or injury to the surface molecular structure, just as you

might fracture a glass cup if you heated it when it contained cold water.

(2) Wet playing allows an interface layer of liquid to extract tiny amounts of surface stabilizer into a slurry. When this slurry is allowed to dry back onto the surface, there is a concomitant lack of stabilizers in the right place plus little globules in the wrong places.

(3) Wet playing literally shorts out some cartridges by wicking up the cantilever and causing the generator assemblies of some cartridges to corrode very quickly.

Dr. Maier disagrees with my suggestion that record-cleaning substances and lubricants can be evaluated by treating just 180 degrees of a record side and then listening for any difference between the two halves. He points out (quite rightly, I suspect) that the transition points between the halves will always be audible. Had my description been more complete, it would have been clear that the evaluator should listen for any differences between the two halves other than the noise occurring at the actual transition points, of which there should be two per revolution. As I suggested, the slower the playing speed, the easier it will be to distinguish the transition points from the rest of the disc surface. ◇

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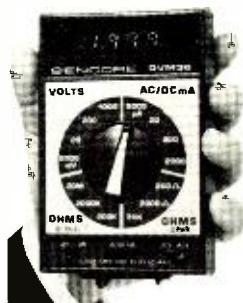


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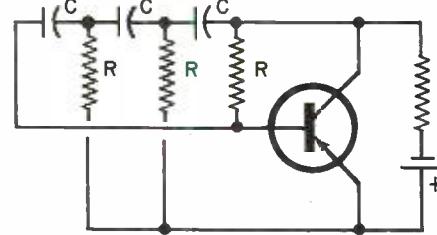
BY ROBERT P. BALIN

Resistance-capacitance circuits are not always as simple as they might seem. For example, in dc circuits, the charging time of the capacitor, as controlled by the resistance, is used to determine oscillator frequency.

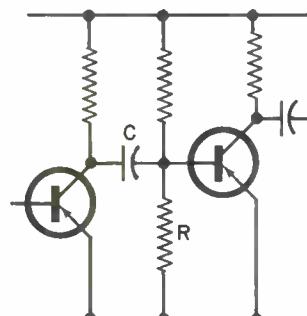
In ac circuits, the RC combination is used as a frequency-sensitive voltage divider or filter. And, in circuits involving both dc and ac components, it is used to block the dc component. Other examples could be given.

However, whenever the RC circuit has a different application, it seems to acquire a different name for its function. To test your knowledge of RC circuits, see if you can match the circuits (A to J) with the functions (1 to 10).

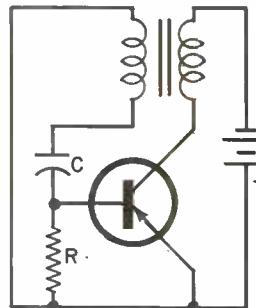
1. Band Suppression Circuit
2. Coupling Circuit
3. Decoupling Circuit
4. Differentiator
5. Equalizer
6. Frequency Control
7. Integrator
8. Phase Shifting Circuit
9. Timing Control
10. Tone Control



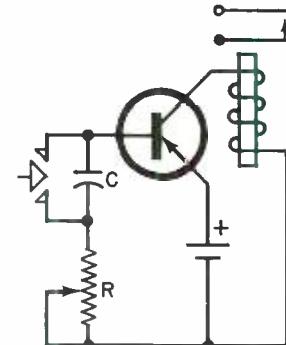
A.



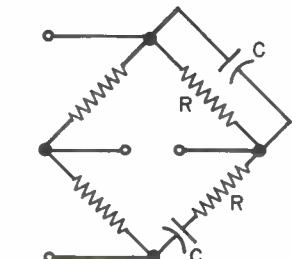
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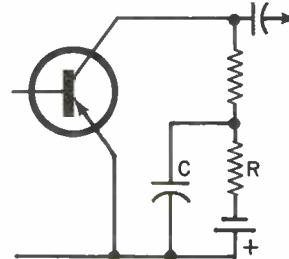
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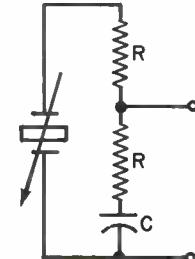
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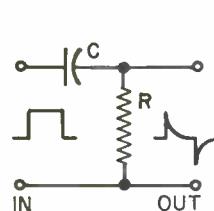
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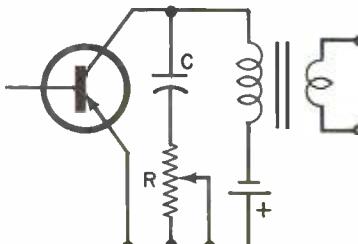
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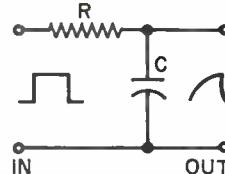
G.



H.



I.



J.

ANSWERS: 1-E, 2-B, 3-F, 4-J, 5-G, 6-C, 7-H, 8-A, 9-D, 10-I

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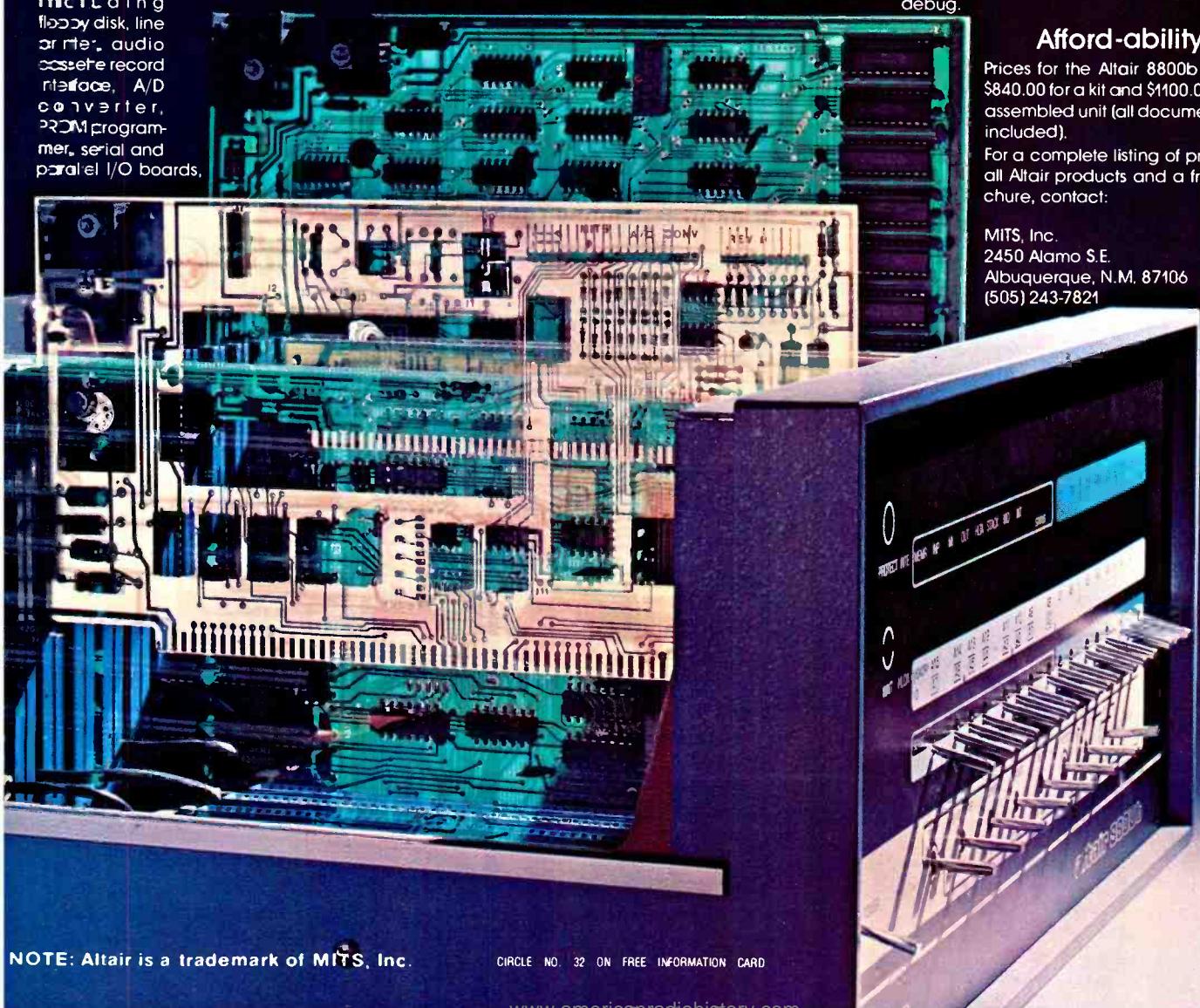
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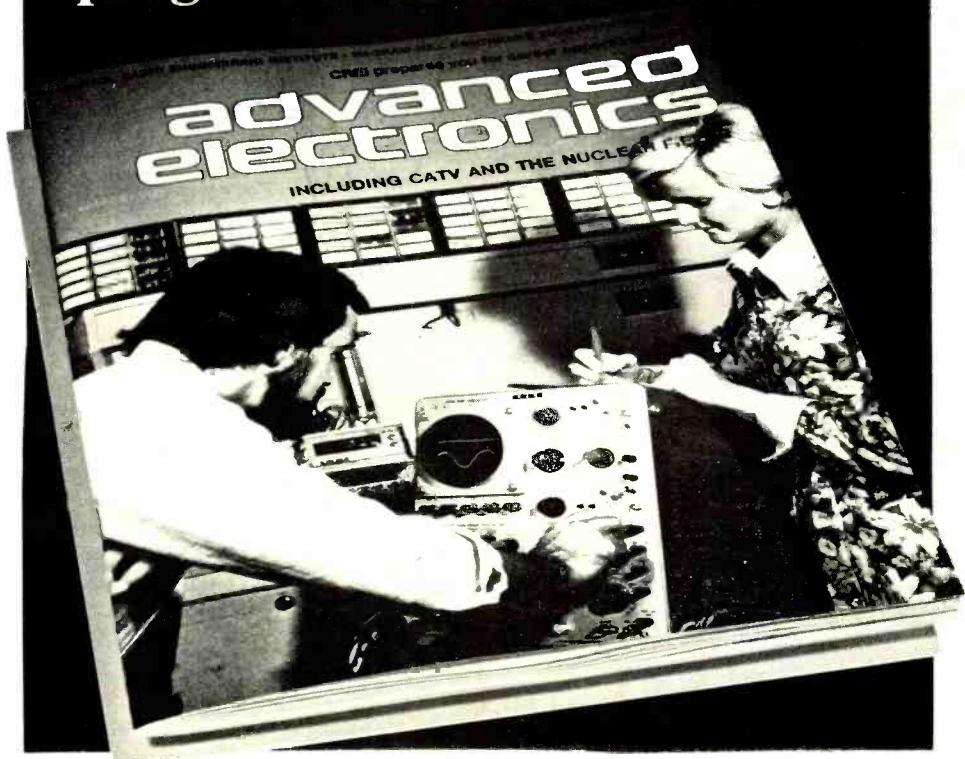
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Audio Reports

NOISE FILTERING FOR HI-FI

From high fidelity's earliest days, audiophiles have faced the problem of dealing with the various effects that we lump together under the heading of "noise." Noise is defined in the current ANSI standard as "unwanted disturbances super-imposed upon a useful signal that tend to obscure its information content." In the case of sound reproduction systems, this is modified to exclude harmonic, subharmonic, and intermodulation distortion products, and flutter and wow.

For most hi-fi listeners, noise falls into two broad categories: high-frequency hiss or scratch and low-frequency noises, such as rumble or hum. All are essentially steady-state effects, though they are usually random in nature. Another category includes impulse noise, composed of discrete pulses that occur at regular or irregular intervals, such as automobile-ignition interference and record ticks or pops.

To some degree, all of these forms of noise are present at all times in reproduced music, and eliminating or reducing their objectionable qualities has been the goal of many talented engineers for decades. No panacea has yet been discovered for noise, but by attacking the problem on several fronts, it has been possible to greatly reduce its audible effects.

The basic problem is that the noise energy and the music program occupy the same frequency spectrum, often simultaneously. Noise may extend well beyond the program bandwidth or, as in the case of power line hum, may occupy a small discrete portion of the spectrum. The more successful noise-reduction systems operate by virtue of achieving a greater reduction of noise than of program content, though some sacrifice of the latter is unavoidable.

The simplest, oldest, and least-effective anti-noise technique is to use fixed low-pass or high-pass filters to attenuate noise energy outside the main spectrum of the program bandwidth. If bandwidth is limited (as in the case of 78-rpm records or AM radio) it is possible to cut off most of the hiss with little loss of program quality. The shellac-based 78-rpm phonograph records were noted for their high "scratch" level, and a fixed filter cutting off above 3000 or 4000 Hz could be very helpful. Since turntable rumble was concentrated at frequencies below 100 Hz, a filter cutting off at that frequency could clean up the bass reproduction without too much loss of content.

The wider bandwidth of LP records was fortunately (and not accidentally) combined with low-noise vinyl record materials so that the full frequency range could frequently be enjoyed without too much disturbance from noise. Nevertheless, even as records and playback systems were improved, one's enjoyment of a wide-range recording was increasingly likely to be marred by extraneous noises. The fixed filter, being by far the cheapest "cure," continued to be offered as a solution to this problem, although it usually solved nothing at all.

Unlike the situation with 78's, the recorded material on an LP disc usually had useful energy up to 10,000 Hz or higher. Cutting off the noise above 10,000 Hz was of no help, since the change could not be heard by most people. Cutting off an octave lower, at 5000 Hz, might produce a noticeable lowering of the hiss level, but would certainly dull the program to an undesirable degree. The low-frequency noise problem was much less severe. For one, most of it was under the listener's control, in the sense that using a better turntable would eliminate much of the rumble at its source. Since most speaker systems have considerably reduced output at very low frequencies, only the unfortunate combination of a poor turntable, good speaker system, and high listening level was likely to result in a disturbingly high rumble level.

We have been referring to filter action as "cutting off" at a certain frequency. If filters worked that way, they would be much more effective. Unfortunately, a real filter, the simple type used in home entertainment electronic products, attenuates the response gradually, on both sides of its cutoff frequency. Most filters used in hi-fi amplifiers or receivers have a cut-off slope of 6 dB/octave (which requires only a single resistor and capacitor, hence its popularity). The effect of the filter begins more than an octave below the cutoff frequency, at which point its response is down 3 dB. By the time the frequency has gone an octave or more above the cutoff point, the rate of attenuation approaches its ultimate value of 6 dB with each octave increase (doubling of frequency).

In fact, the typical filter response curve is virtually identical to the treble tone control response with the control set to minimum. The filter switch is thus a convenient substitute for the tone control—but it is

no more effective as a noise-reducing device! A similar situation exists at the low frequencies, with many rumble filters beginning to cut the frequency response as high as 150 or 200 Hz. Fortunately it is possible, by selecting a cutoff frequency between 50 and 100 Hz, to make a worthwhile reduction in rumble without undue loss of program content because most recorded music has little energy below 100 Hz.

For better results, filters can be made with a sharper cutoff action so that a greater proportion of noise can be removed without harmful effects on the program. It is not too expensive to build filters with a 12 dB/octave slope, and in some active filter configurations the cutoff "knee" can be made much sharper so that program material will be less affected. Some of the better amplifiers and receivers do have such filters, and if their cutoff frequencies are well chosen (and preferably selectable) they can be useful.

Nevertheless, no fixed filter, no matter how steep its attenuation slope or where its cutoff action begins, can do a really effective job of noise reduction without impairing program quality. A number of ingenious dynamic filters have been developed in which the attenuation and the frequency at which the filter becomes effective are controlled by the program itself. The psychoacoustic phenomenon of masking is used in the design of these filters. High-frequency hiss is audible only in the absence of high-frequency program content; when the music is loud or contains appreciable high-frequency energy, the hiss is masked and cannot be heard. Similarly at the low

end, rumble cannot be heard when the program is loud or contains strong low-frequency material.

It would seem logical to use a high-cut (low-pass) filter whose operating frequency and/or slope are controlled by the program so that its filtering action occurs only under conditions that allow the hiss to be heard. This logic is correct, but there is the problem of selecting the dynamic characteristics, including the basis for filter operation, its actual response characteristics, and the rate of attack and decay of the filtering. Failure to do this correctly will result in audible swishes and other clues that the filter is working; a noise reduction device whose action can be heard is not of much value.

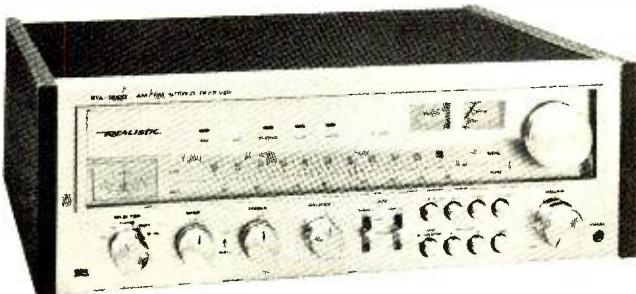
There are a handful of add-on noise-reduction systems that truly do a fair-to-good job of minimizing noise without any noticeable effect on program material. A new NR accessory, announced by SAE recently, even claims to remove ticks and pops from record reproduction. But these are accessories.

As strongly implied, the fixed filters built into most receivers and amplifiers, especially those having 6-dB/octave slopes, are virtually worthless as noise-reduction devices. In spite of this, many receivers and amplifiers above the lowest price ranges include some sort of "filter," presumably because their designers feel that it is expected of them. Perhaps a counter-trend is under way, since we noted with interest that Radio Shack's deluxe Realistic Model STA-2000 receiver, reviewed in this issue, eschews all filters. We did not miss them for a moment. ◇



REALISTIC MODEL STA-2000 STEREO RECEIVER

Company's top-of-the-line, 75-W/channel receiver boasts notable features and smooth performance.



Radio Shack's Model STA-2000 heads the "Realistic" brand's list as its top AM/stereo FM receiver. Its amplifiers are rated to deliver 75 watts/channel into 8-ohm loads at less than 0.25% total harmonic distortion (THD) from 20 to 20,000 Hz. The front panel is satin-finished aluminum with matching control

knobs and switch buttons. A large clear glass window, behind which the dial scales are angled back for better visibility, dominates the upper two-thirds of the panel. All controls, except the large tuning knob, are located on the lower third of the panel. The single tuning meter indicates center-of-channel for FM and relative signal strength for AM.

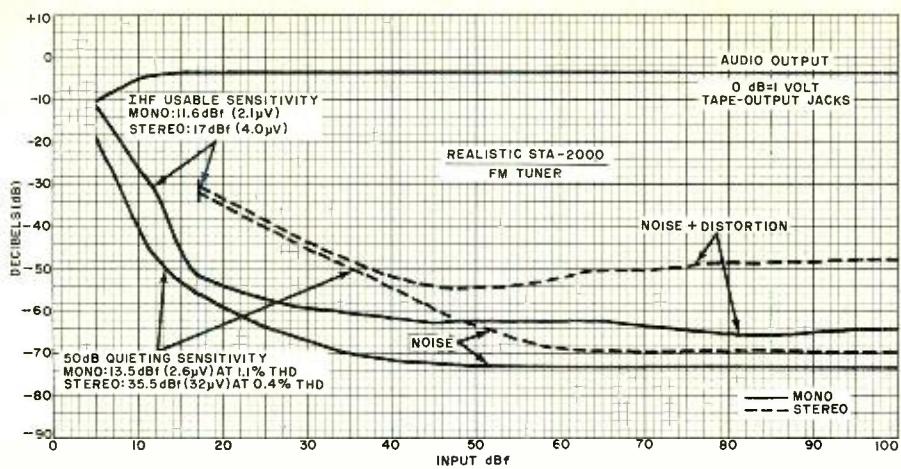
The receiver measures 19" W × 16½" D × 6¾" H (48.3 × 41.9 × 17.5 cm)

and weighs 40 lb (18.2 kg). Supplied with genuine walnut-finished end plates, the receiver is catalog priced at \$499.95.

General Description. A row of colored indicator lights above the dial scales illuminate to identify the selected input (AM, FM, PHONO, AUX1, AUX2) and when a stereo FM station is being received. Two small meters above the dial scales monitor the output power of the audio channels. The meters are calibrated at decade intervals from 0.1 to 100 watts, based on 8-ohm loads.

In addition to the input SELECTOR switch, there are BASS and TREBLE tone controls with 21 detented positions, including a FLAT setting at the center, and a BALANCE control with a center detent. The volume control operates in steps with 41 detented positions. Tone controls are concentric, permitting individual channels to be adjusted.

Eight pushbutton switches are arranged in a two-row matrix. The upper



Noise and sensitivity curves for FM section of Realistic receiver.

row is for switching in and out an FM MPX FILTER (reduces noise in stereo reception by partially blending the channels at higher audio frequencies), FM MUTE circuit, MONO/STEREO mode, and LOUDNESS compensation. The lower row of switches contains switching for a 20-dB audio ATTENUATOR (for temporary interruption), A and B SPEAKERS selection, and POWER. Two lever switches are provided for controlling the tape recording functions for two tape decks. The DUBBING switch crossconnects the decks for copying a tape from either deck to the other or connects both decks for recording from the program source to which the SELECTOR switch is set. The MONITOR switch connects the playback from either deck or the selected source to the receiver's audio amplifiers.

On the rear apron of the receiver are insulated binding posts for the two pairs of speaker systems that can be accommodated. (The connectors are exceptionally easy to use and do not require the wire to be wrapped around the posts.) Their functions are duplicated by two pairs of phono jacks for speaker system cables equipped with phono plugs. The various signal input and output connectors are phono jacks, and the two sets of tape recorder connectors are duplicated in DIN sockets. Two sets of auxiliary outputs are also included. Preamplifier outputs and power amplifier inputs are brought out to separate phono jacks that are joined together by removable jumper links. There are antenna terminals for 75- and 300-ohm FM antennas as well as a wire-type AM antenna. There is also a fully hinged and pivoted AM ferrite rod antenna. The line cord has a capacitive coupling clip that can be connected to one of the 300-ohm FM antenna inputs so that the power line can be used as an antenna in strong sig-

nal areas. One of the two accessory ac outlets on the rear apron is switched.

Laboratory Measurements. During the one-hour preconditioning of the amplifier at one-third rated power, the metal cover above the output transistors became quite warm, but the receiver as a whole remained cool. The outputs of the amplifiers, when driving 8-ohm loads at 1000 Hz, clipped at 90 watts/channel. Into 4- and 16-ohm loads, the output was 106 and 55 watts, respectively.

The 1000-Hz THD was less than 0.01% from 0.1 to 20 watts. It increased very slowly to 0.05% at 80 watts. The IM distortion was between 0.03% and 0.1% from 0.1 to 80 watts. At outputs of a few milliwatts, the IM distortion increased to several tenths of a percent.

At the rated 75-watt output, the distortion was between 0.02% and 0.05% over most of the audible-frequency range and never exceeded 0.09%. It was much the same at lower output powers, measuring about 0.01% at middle frequencies and from 0.1% to 0.14% at 20,000 Hz. Through the Aux input, the amplifier's sensitivity was 50 mV for a reference 10-watt output with a 74-dB S/N ratio. The phono sensitivity was 0.83 mV with a 66-dB S/N ratio. The

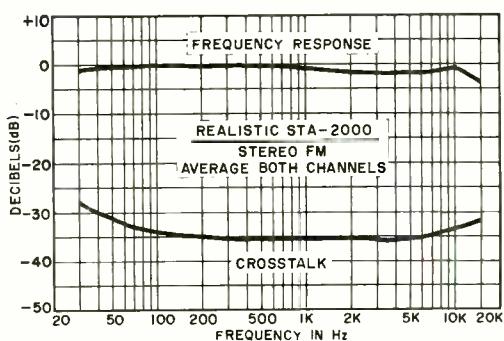
phono input at 1000 Hz didn't overload until a very high 220 mV was reached.

The bass tone control had a variable turnover frequency. It provided a moderate boost or cut below 100 Hz at partial settings, with negligible effect at higher frequencies. The turnover frequency increased to about 500 Hz at the control's extremes. The treble control characteristics were hinged at about 3000 Hz. RIAA phono equalization was flat within ± 0.5 dB from 60 to 20,000 Hz, dropping slightly at lower frequencies to -2 dB at 30 Hz. Because the phono preamplifier stage effectively isolates the cartridge from the feedback components, the phono response was completely unaffected by the cartridge inductance.

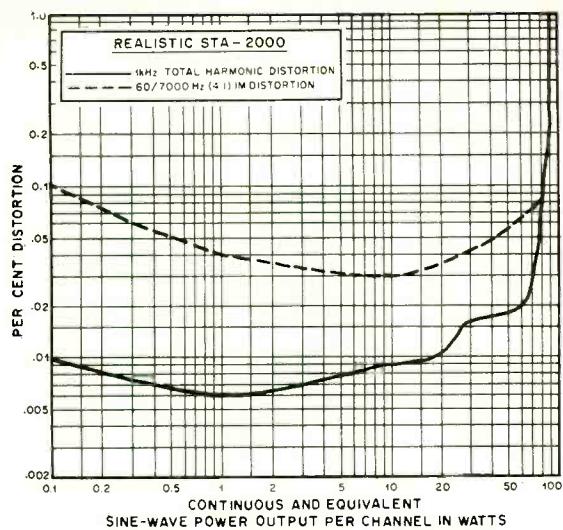
The loudness compensation boosted only the low frequencies as the volume control setting was reduced. The boost at normal listening levels was slight, avoiding the unnaturally heavy sound that is typical of most loudness-compensation systems. The power meters provided only a rough approximation of the actual output, with typical errors being 50% to 100%. They had a fairly slow response time and were well damped, following average program levels to our satisfaction.

The FM tuner section had an IHF sensitivity of 11.6 dBf (2.1 μ V) in mono and 17 dBf (4.0 μ V) in stereo. The steep limiting curve yielded 50 dB of noise quieting at only 13.5 dBf (2.6 μ V) in mono, with 1.1% THD, and 35.5 dBf (32 μ V) in stereo, with 0.4% THD. The 1000-Hz distortion was about 0.08% in mono and 0.32% in stereo at a 65-dB (1000 μ V) input. The stereo THD, with L - R channel modulation, was 0.75% at 100 Hz, 0.1% at 1000 Hz, and 0.2% at 6000 Hz. The S/N was 72.5 dB in mono and 69 dB in stereo.

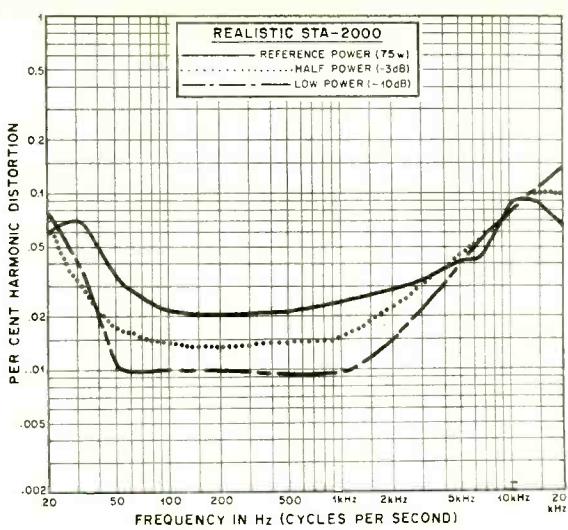
The FM frequency response had a slight dip in the midrange and high-frequency response, plus the usual drop at 15,000 Hz due to the multiplex pilot carrier filter. Overall, the response was still within ± 1 dB from 30 to 12,500 Hz,



Frequency response and crosstalk averaged for both channels in stereo FM.



Total harmonic distortion and 60/7000-Hz distortion.



Harmonic distortion at three power levels.

down about 3.7 dB from midrange levels at 15,000 Hz. The stereo channel separation was very uniform, about 35 dB over most of the audio range. It was a very good 27.5 dB at 30 Hz and 31.5 dB at 15,000 Hz.

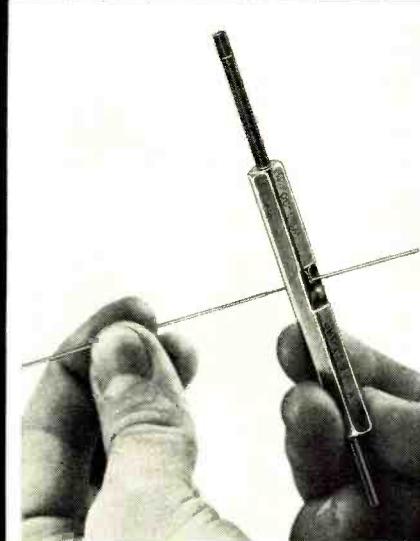
FM capture ratio was 1.75 dB at 65 dBf and 1.9 dB at 45 dBf (100 μ V) inputs. The AM rejection was an exceptional 83 dB. Image rejection also measured 83 dB. The alternate-channel se-

lectivity was 76 dB, and adjacent-channel selectivity was 4.6 dB. Muting and automatic stereo switching thresholds were identical at 17.2 dBf (4 μ V). The 19-kHz pilot carrier leakage into the audio outputs was -70 dB, and tuner hum was a very low -75 dB. The AM tuner section appeared to be relatively sensitive, with a notable freedom from buzzing noises, and a wider-than-usual frequency response that was down 6 dB at

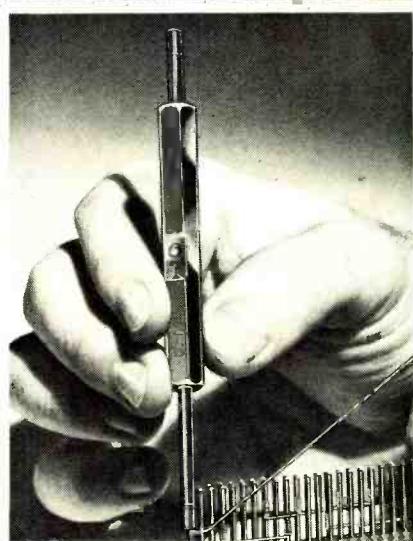
4500 Hz and 3.5 dB at 20 Hz, from the midrange levels.

User Comment. There are some interesting in-use observations to be made concerning this receiver that don't show up by examining specifications. For example, unwanted noises and switching transients have been eliminated with notable success. This is accomplished by effecting a slight delay

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after power is applied, whereupon a relay connects the speakers to the output transistors. Furthermore, when the FM muting switch is activated, FM tuning action is completely free of transients and noise bursts.

The output transistors are protected against damage from overload, including short circuits, by a circuit that silences the receiver until it is reset by turning off the power for a few moments and then turning it on again. We verified the effectiveness of the overload protection by driving the receiver into shorted outputs, which immediately shut off the amplifiers without damaging them. It is also thermally protected against excessive operating temperatures, although we never reached such a condition.

Realistic has chosen to omit some "features" usually found in receivers of the Model STA-2000's price range that are of little value in any receiver such as low- and high-cut audio filters. Unless such filters have cutoff slopes of 12 dB/octave or more, they are useless for their intended purpose. However, the tape recorder dubbing connections, and the separate preamplifier outputs and power amplifier inputs that are indeed useful have been included. The same for its FM multiplex noise filter. We particularly like the large pushbutton switches as compared to rotary switches. They're most convenient to use. The 20-dB attenuator switch is a nice touch, permitting the user to lower volume temporarily without losing the

volume-setting place previously used.

Comparing the actual measured performance of this receiver to that of similar products we have evaluated, we find that the Model STA-2000 is at the least a competent performer in every respect and outstanding in many. It has the unmistakable "sound" of a good control amplifier, giving the sense of not having a device between the source and the speakers.

The physical smoothness and precision "feel" of the controls are consistent with the receiver's excellent performance. Though it is not a "super-power" receiver, the Model STA-2000 is more than powerful enough for the majority of users and is a very good value.

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KOSS MODEL K/145 STEREO HEADPHONES

Comfortable to wear with fine bass performance in moderate price range.



Heading a new line of low-cost "Slimline" stereo headphones from Koss is the Model K/145. This circumaural headphone features rectangular ear cushions that exclude most outside sounds. Each earcup contains a dynamic driver with a 38-mm polyester diaphragm. The frequency range of the phones is specified at 20 to 20,000 Hz. Impedance is rated at 90 ohms at 1000 Hz, while sensitivity is specified at 0.25 volt at 1000 Hz (or 0.11 volt rms with pink noise) for a 100-dB sound pressure level (SPL). Harmonic distortion is claimed to be less than 0.5% at 1000 Hz and 100 dB SPL.

The phones are finished in textured

brown vinyl and come with a matching padded headband. A separate knurled wheel protruding slightly from each earcup allows independent volume level adjustment in the left and right channels. The cords that attach to the earcups come down to form a Y joint about 2' (60 cm) from the earcups before joining to the coiled cord that goes to the driving amplifier. The total length of the cord is 10' (about 3 meters). The phones weigh 1 lb (454 g), less cord. Price is \$45.

Laboratory Measurements. We tested the phones on a modified ANSI headphone coupler, the type used by Koss for making in-plant measurements. The bass frequency response was very flat and smooth, confirming the effectiveness of the "Pneumalite" ear cushions in sealing the phones to the ears. The output varied by only ± 1.5 dB from 20 to 300 Hz.

At higher frequencies, the output dropped at about a 6-dB/octave rate, to -20 dB in the 3000-Hz range. The usual high-frequency response irregularities were visible above 4000 Hz in our chart plots, including peaks at 5500 and 14,000 Hz. These irregularities can be due, at least in some degree, to the coupler and cannot be definitely attributed to the headphones themselves.

With a 0.25-volt drive at 1000 Hz applied through a source resistance of 100 ohms, the phones delivered their rated 100-dB SPL output. The total harmonic distortion at this level was between 0.1% and 0.2% from 300 to 10,000 Hz, which is well below the rated 0.5%. At lower frequencies, the THD increased, due to

the larger excursions of the diaphragm, to between 0.6% and 0.9% in the 20-to-100-Hz range. We also measured the distortion with the drive level increased to 1 volt, which corresponds to a 112-dB output at 1000 Hz. The THD at this level, although far in excess of normal listening levels, was 0.3% to 0.8% at most frequencies above 100 hertz and 1.8% at 20 hertz.

The impedance of the phones was a constant 90 ohms from 20 to 20,000 Hz with the level controls set to maximum. At the center positions of the controls, the impedance increased to 700 ohms, while at the minimum settings, it was about 1000 ohms.

User Comment. In our use tests, we found these snug-fitting phones to be comfortable to wear, even over prolonged listening periods. We noted that the sound quality is pleasant and listenable throughout, though it lacks the brilliance or crispness exhibited by, say, electrostatic types. (The latter are much costlier, of course.) However, we observed no apparent loss in the high-frequency range. The bass and lower midrange were strong and solid.

In an overall evaluation of performance, we find these new Koss phones to be fine performers, though sounding a bit "soft" for our personal tastes. But other listeners may indeed prefer it this way. Since headphones, like speaker systems, are best judged subjectively by the listener, we strongly recommend a personal audition of these comfortable, relatively inexpensive phones.

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- N. handic 004-U – 4ch/ hi-lo band or UHF Pocket Scanner ~ \$139.95
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news HIGHLIGHTS

Automotive Developments

Ford Motor Company recently announced plans to use the resources of major semiconductor producers to help in the design of future automotive models. Specially designed large-scale integrated circuits and microcomputers will shortly control many engine functions. Two new concepts which will be pioneered by Ford in 1978 include an electronically controlled carburetor and an electronic engine control system for spark timing and exhaust gas recirculation. The new devices, to be installed on a limited volume of 1978 models, are intended to improve fuel economy, emissions and performance. Chrysler and General Motors have also announced plans to use microprocessors in some auto models.

TV Color Organ

A new entertainment system developed by Atari, called "Video Music," electronically synchronizes images and colors to music from a stereo receiver. A cable which connects the Video Music to a stereo receiver and a switch box connected to the vhf antenna terminals of a television set allow the music signals to be conducted directly to the video screen. Five front-panel potentiometers and twelve pushbuttons on the Video Music enable the viewer to adjust the color, shape, brightness and size of the geometric image, producing an enormous number of possible picture combinations which pulse and beat to the rhythm of the music. Uses five IC's, two transistors and twelve diodes, and comes with an FCC-approved r-f switch box.

RCA To Market 4-Hour VTR

RCA has announced plans to market a home video-tape recorder made by the Matsushita Electric Industrial Co. of Japan. The new video tape recorder, called "VHS," will have a mode switch for either 2- or 4-hour recording with the same cassette, vhf and uhf tuners, and a clock for automatic recording. Moreover, a company spokesman said that optional microphones and cameras will be made available to allow consumers to produce home movies on the video tape cassettes. Thus, a VTR war for consumers' hearts appears to be shaping up between the VHS models and Sony's Betamax models, the latter, a two-hour video recorder to be marketed by the Zenith Corp. Too bad that standards are dissimilar.

An R-F People Finder

The Trakatron "Silent People Finder" by Intersonics Corp., New York, NY, is an electronic system that locates people in an office or plant without paging them. Each person has a transponder and is assigned a button on a console locator. A sensor is placed in certain desired areas. When the console's button is pressed, the proper signal goes throughout the covered areas. If the

person sought is in a room with a sensor, his or her transponder unit responds, whereupon a signal goes back to the console, giving the location and telephone extension (if any). The inquirer can then either go to the area indicated or call on the extension. Shades of 1984!

Digital Watch Firsts

Intertime Corporation has introduced the latest in diving equipment, an *underwater* digital watch. Named "Maritime," the watch uses LED's to display month, week, date, hours, minutes and continuous counting seconds. Activation of a single button displays red numerals designed for easy underwater visibility, and a ratchet bezel graduated in minutes is provided for elapsed time reference. The housing is Swiss made, produced from a solid block of stainless steel. It's equipped with double "O" rings to prevent water leakage and fogging, and has been factory tested to a depth of 600 ft. \$250.00.

Another innovative digital watch to be introduced is the "programmable message" model from the Solid State Products Division of Hughes Aircraft Company. The watch module features a personalized five-word, five-letter-per-word message programmed by the wearer and displayed in an electronic readout. The message can be changed as desired by the user, a procedure which takes less than five minutes. The five standard functions of month, date, hour, minute and second are also included, with five LED's providing the letter, symbol and number readouts. A spokesman for the company suggests that the watch can be used for important appointment reminders or medical instructions, among other applications.

Solar-Powered Calculator

"The Sun Man," a new solar battery-powered calculator recently introduced by Sharp Electronics, is believed to be the smallest such instrument on the market. With dimensions of 0.35" thin x 2.6" wide x 7.5" deep (9 mm x 66 mm x 109 mm), the solar-powered calculator is said to have a longer life span than the ordinary calculator battery, needing only two hours of window light to recharge. It performs six functions, and uses a liquid crystal display. \$99.95.

Antique-Radio Manuals

To assist antique-radio collectors in the usually frustrating search for technical literature, Supreme Publications has formed a department which will buy and sell old technical data. Original Rider manuals and old Sams, Supreme, and many factory service manuals are on hand, some dating back to the 20's. For information write to Supreme Publications, 1760 Balsam Rd., Highland Park, IL 60035.

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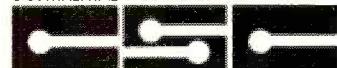
Precision function generator lets you test all kinds of equipment, with 1Hz-100kHz signals. Low-distortion sine waves, high-linearity triangle waves, fast-rise-time square waves. Five decade ranges, accurate to 5% of dial setting, with variable 100mV-10V P-P output and constant 600-ohm impedance. At \$69.95*, it's a lot of signal for very little money.



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The 9-inch screen of the CT-VM monitor (\$175) shown here with Southwest's new CT-64 illustrates the terminal's 64-character lines, switchable control character printing, and word highlighting. At just \$500 for both, these matching units provide a complete CRT terminal with full cursor control, 110-1200 Baud serial interface, and many other features.

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The CT-64's features include:

- 64 or 32 characters per line (16 lines)
- Premium display with both upper and lower case letters, and descenders (g, j, etc.)
- Two 1K pages of 8-bit memory
- Scrolling or page mode operation
- 32 control character decoding
- Prints control characters (selectable)
- 128-character ASCII set
- 110 /220 Volt 50-60 Hz power supply
- Highlights words with reversed background
- Optional 9-inch monitor with matching cover available
- Complete with keyboard, power supply, 110-1200 Baud serial interface, and case

Okay, Southwest, I know a bargain when I see it.

Enclosed is \$500 for the whole works

(CT-64 terminal plus 12 MHz CT-VM monitor).

Here's \$325 for the CT-64.

Send only data for now.

Send me your \$395 MP-68 computer kit.

or BAC # _____ Exp. Date _____

or MC # _____ Exp. Date _____

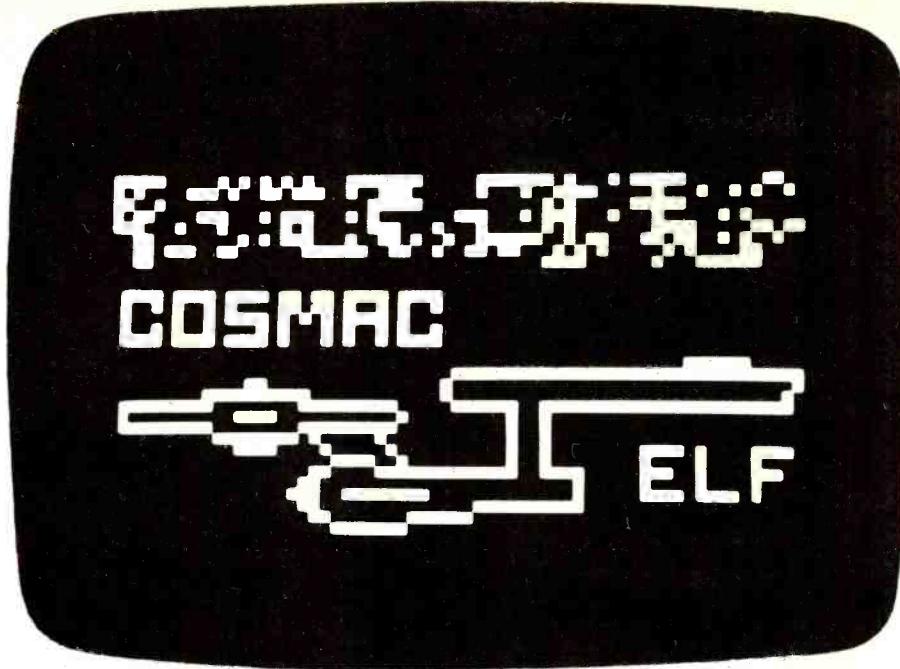
Name _____ Address _____

City _____ State _____ ZIP _____



Southwest Technical Products Corp.
219 W. Rhapsody, San Antonio, Texas 78216

CIRCLE NO. 48 ON FREE INFORMATION CARD



**PE
TESTED**
**BREAKTHROUGH
PROJECT**

BY JOSEPH A. WEISBECKER

PART IV:

Build the PIXIE Graphic Display

Adding one chip to the Elf provides complete video interface and animated graphics capability for less than \$25.

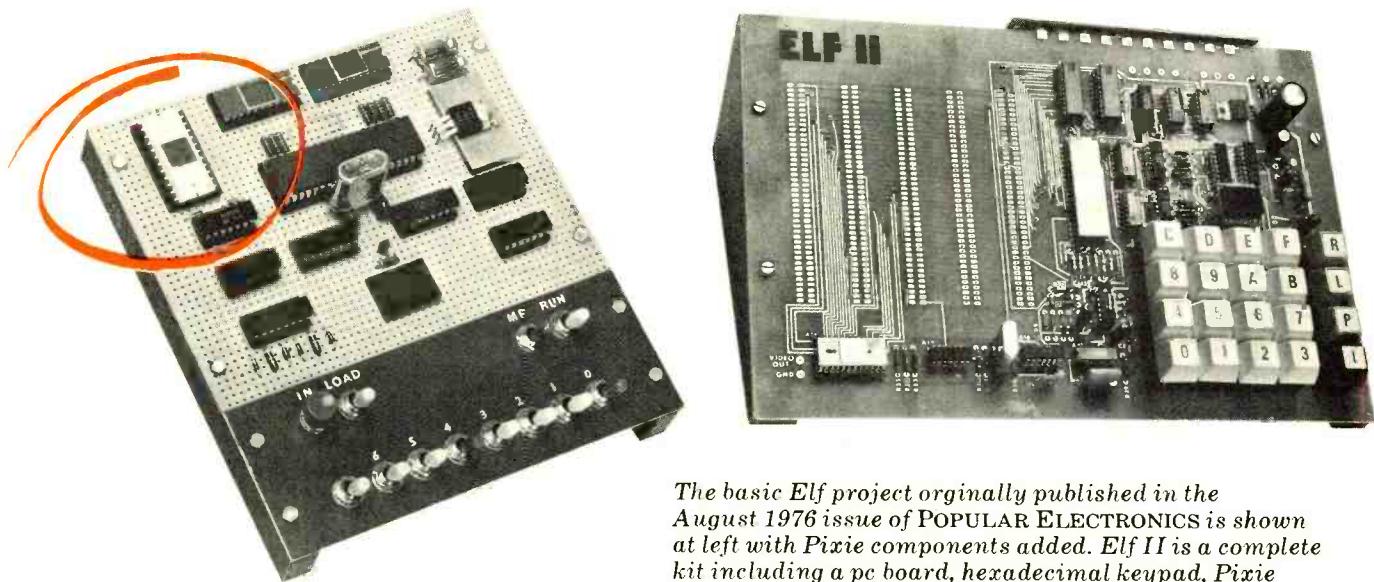
If you own an Elf microcomputer (see POPULAR ELECTRONICS August 1976) or are planning to build one soon, the addition of a single IC and a handful of support components, and a change in the crystal frequency, can give you Pixie graphics. The entire graphics system is built into the new CDP 1861 LSI chip that sells for less than \$20 from RCA

parts distributors. (A complete kit is available; see Parts List.) The two other IC's in the optional add-on system are for a crystal oscillator that allows the graphics IC to generate the correct TV horizontal and vertical sync pulses.

The photo at the top of this page illustrates what can be done with the original 256 bytes of memory in the Elf when the

Pixie graphics system is added. In this article, we will show you how to install and program the Pixie system to produce this type of graphics.

Some Details. The unique Pixie graphics system employs the direct memory access (DMA) capability built into the 1802 microprocessor in the Elf



The basic Elf project originally published in the August 1976 issue of POPULAR ELECTRONICS is shown at left with Pixie components added. Elf II is a complete kit including a pc board, hexadecimal keypad, Pixie graphics components and expansion bus (see Parts List).

0000	0001	0002	0003	0004	0005	0006	0007
0008	0009	000A				000E	000F
0010	0011	0012				0016	0017
00F0	00F1	00F2				00F6	00F7
00F8	00F9	00FA	00FB	00FC	00FD	00FE	00FF

Fig. 1. Memory addresses of bytes mapped onto TV screen in sample program.

to work in conjunction with the new graphics IC. This allows you to display any 256-byte segment of memory on a CRT monitor or TV receiver. The output of the new chip is a 1-volt composite video/sync signal.

The selected segment of memory appears on-screen as an array of small squares that represent individual memory bits. If a memory bit is a 1, the appropriate square will be white, while if a bit is a 0, the square will be dark. Changing the bit pattern within the memory will change the pattern that appears on-screen. You can store several different bit patterns (pictures) in memory and,

Label	M	Bytes	Comments
Start	0000	90 B1 B2	R1.1,R2.1=00
	0003	B3 B4	R3.0,R4.0=00
	0005	F8 2D A3	R3.0=(main)
	0008	F8 3F A2	R2.0=(stack)
	000B	F8 11 A1	R1.0=(interrupt)
	000E	D3	P=3 (go to main)
	000F	72	restore D, R2+1
	0010	70	restore XP,R2+1
	0011	22 78	R2-1, save XP @ M2
	0013	22 52	R2-1, save D @ M2
Return	0015	C4 C4 C4	no-op (9 cycles)
	0018	F8 00 B0	
	001B	F8 00 A0	
	001E	80 E2	R0=0000(refresh ptr)
	0020	E2 20 A0	D=R0.0
	0023	E2 20 A0	8 DMA cycles (R0+8)
	0026	E2 20 A0	R0-1,R0.0=D
	0029	3C 1E	8 DMA cycles (R0+8)
	002B	30 0F	R0-1,R0.0=D
	002D	E2 69	8 DMA cycles (R0+8)
Interrupt	002F	3F 2F	R0-1,R0.0=D
	0031	6C A4	8 DMA cycles (R0+8)
	0033	37 33	go to refresh (EF1=0)
	0035	3F 35	go to return (EF1=1)
	0037	6C	X=2, turn TV on
	0038	54 14	wait for IN pressed
	003A	30 33	set MX,D,R4.0=toggles
			wait for IN released
			wait for IN pressed
			set MX,D=toggles
Main			set M4=D, R4+1
			go to M33

PIXIE ANIMATION PROGRAM

BY EDWARD C. DEVEAUX

THE PROGRAM given here can be used with the Pixie version of the Elf microcomputer to create animation graphics using only the original 256 bytes of memory. The interrupt routine uses the same timing as described in previous Elf articles. However, a counter has been added to this routine, and we load the refresh address into R0 from R4. The main line of the program has been completely rewritten and contains shift, roll, and INPUT switch read routines.

The shift routine shifts 16 lines of the display to the right one bit at a time; bits shifted off the rightmost byte are shifted back onto the display in the

LOC	COSMAC CODE	LNNO	SOURCE LINE
78			1 .. AN 1802 ANIMATION PROGRAM by E. DEVEAUX
			2 ..
			3 BEGSPT=#78 .. ADDRESS OF FIRST LINE SHIFTED.
			4 ..
			5 .. THIS PROGRAM PROVIDES VARIABLE SPEED
			6 .. ANIMATION OF THE IMAGE LOCATED AT #78 TO
			7 .. #F7 IN MEMORY.
			8 .. SPEED CONTROL IS PROVIDED BY INPUT SWITCHES.
00	90	9	9 GHI R0 .. ZERO HIGH ORDER OF
01	B1	10	10 PHI R1 ..R1 R2 R3.
02	B2	11	11 PHI R2
03	B3	12	12 PHI R3
04	B4	13	13 PHI R4 ..R4 POINTS TO REFRESH
05	A4	14	14 PLO R4 ADDRESS
06	F816	15	15 LDI A.0(INTRPT)
08	A1	16	16 PLO R1
09	F813	17	17 LDI A.0(STACK)
0B	A2	18	18 PLO R2
0C	F831	19	19 LDI A.0(MAIN)
0E	A3	20	20 PLO R3
0F	D3	21	21 SEP R3 ..GO TO MAIN_LINE
10	01020300	22	22 DG#01020300 ..STACK AREA
13		23	23 STACK #-1
		24	24 ..
		25	..THIS PROGRAM USES A MODIFIED VERSION
		26	..OF THE INTERRUPT ROUTINE THAT APPEARED
		27	..IN COSMAC ELF PART 4.
		28	..
		29	..A SHIFT ROUTINE HAS BEEN ADDED THAT MOVES THE
		30	..STARSHIP FROM LEFT TO RIGHT ACROSS THE CRT.
		31	..
14	72	32	32 RETURN: LDXA
15	70	33	33 RET ..CYCLES
16	22	35	35 INTRPT: DEC R2 ..2
17	78	36	36 SAV ..4 R5 COUNTS REFRESH
18	22	37	37 DEC R2 ..6 CYCLES, USED TO
19	52	38	38 STR R2 ..8 DETERMINE WHEN TO
1A	15	39	39 INC R5 ..10 SHIFT /ROLL.
1B	C4	40	40 NOP ..13
1C	94	41	41 GHI R4 ..15 R4 TO R0

using software, display them successively onscreen to produce animation effects. Low-resolution alphanumerics can also be created.

Since the basic Elf has only 256 bytes of memory, we will show how to display the entire memory on the screen. The memory is mapped as shown in Fig. 1, in an array of 64 spots wide (eight bytes with eight bits/byte) by 32 spots high to make a total of 256 bytes.

The byte at M(0000) is displayed at the upper-left of the screen; each row on the screen is equivalent to eight memory bytes. Byte M(00FF) appears at the bottom-right of the screen.

Circuit Operation. The entire schematic diagram for the Pixie graphics display system is shown in Fig. 2A. It consists of five components: the 1861 chip, a phono jack for the video output, and three resistors. The circuit shown in Fig. 2B may be used to replace the original crystal used in the Elf microcomputer. This is necessary because, to use the graphics display, the original crystal frequency must be changed to approximately 1.760640 MHz to generate the correct TV horizontal and vertical sync pulses. Crystals of this frequency may be expensive. The Fig. 2B circuit uses a

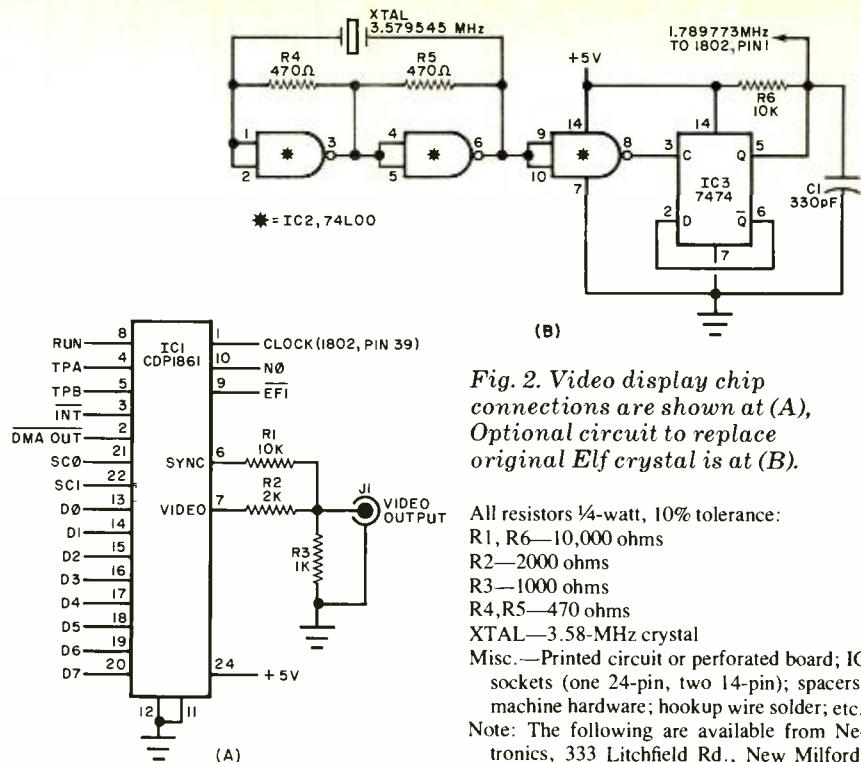


Fig. 2. Video display chip connections are shown at (A), Optional circuit to replace original Elf crystal is at (B).

All resistors 1/4-watt, 10% tolerance:

R1, R6—10,000 ohms

R2—2000 ohms

R3—1000 ohms

R4, R5—470 ohms

XTAL—3.58-MHz crystal

Misc.—Printed circuit or perforated board; IC sockets (one 24-pin, two 14-pin); spacers; machine hardware; hookup wire solder; etc.

Note: The following are available from Nettronics, 333 Litchfield Rd., New Milford, CN 06776: kit including all of above Pixie components except those under "Misc." at \$24.95; complete Elf II kit (basic Elf plus Pixie components and hexadecimal keyboard), including pc board, keyboard support IC's and expansion bus at \$99.95, plus \$3.00 shipping. Connecticut residents, add 7% sales tax.

"PIXIE" PARTS LIST

C1—330-pF disc capacitor

IC1—CDP 1861 video IC (RCA)

IC2—74L00 low-power quad 2-input NAND gate IC

IC3—7474 dual-D flip-flop IC

J1—Phono jack

high-order position of the first byte on the line.

The 32 lines of the display can be moved up one line by incrementing the starting refresh address by eight between refresh cycles. Decrementing register 4 (R4) allows the display to be rolled down. Hence, varying the frequency of shifts or rolls varies the animation speed of the displayed image.

Control of the speed is via the Elf's conventional INPUT switches. Setting all switches to zero and depressing the INPUT pushbutton causes a hex 00 to be read into location 13 (stack), in which case, there will be no movement of the displayed image. Loading any nonzero bit through the INPUT switches will animate the image. Any bits loaded are compared to the bits in the low-order byte of register 5 (R5). A shift or roll routine is initiated whenever there is a match between the bits of the low-order byte of R5 and the bits in the byte read into location 13. Register 5 is used to count the refresh cycles and is incremented by one every interrupt cycle.

1D	B0	42	PHI	RO	. . . 17 REFRESH ADDRESS
1E	84	43	GLO	R4	. . . 19
1F	A0	44	PLO	RO	. . . 21
		45			..
20	80	46	GLO	RO	. . . 23
21	80	47	GLO	RO	. . . 25
22	80	48	REFRESH: GLO	RO	. . . 27
23	E2	49	SEX	R2	. . . 29 8 DMA CYCLES
		50			..
24	E2	51	SEX	R2	..
25	20	52	DEC	RO	..
26	A0	53	PLO	RO	.. 8 DMA CYCLES
		54			..
27	E2	55	SEX	R2	..
28	20	56	DEC	RO	..
29	A0	57	PLO	RO	.. 8 DMA CYCLES
		58			..
2A	E2	59	SEX	R2	..
2B	20	60	DEC	RO	..
2C	A0	61	PLO	RO	.. 8 DMA CYCLES
		62			..
2D	3C22	63	BNI	REFRESH	.. ON EF1 REFRESH
2F	3014	64	BR	RETURN	.. IS OVER.
31	E2	65	MAIN: SEX	R2	.. RX=2
32	69	66	INP	1	.. TELL 1861 TO 67 .. TURN ON CRT.
		68	.. SPREAD READS INPUT SWITCHES TO CONTROL		
		69	.. SPEED OF SHIFTS/ROLLS.		
		70	.. INPUT SWITCH IS STORED AT STACK M(R2).		
		71	..		
		72	.. INITIAL VALUE OF STACK IS ZERO AND THERE IS		
		73	.. NO MOVEMENT OF STARSHIP UNTIL A NON ZERO BIT		
		74	.. IS INPUT.		
33	3F38	75	SPREAD: BN4	CKSHIF	.. IF NO INPUT GO SEE
35	3735	76	WTREAD: B4	WTREAD	.. IF TIME TO SHIFT.
37	6C	77	INP	4	.. READ INTO STACK.
		78	..		
38	85	79	CKSHIF: GLO	R5	.. GHI R5 VARY/SPEED
39	F2	80	AND		.. OF STARSHIP.
3A	3233	81	BZ	SFREAD	.. SHIFT/ROLL BIT MATCH.
3C	F800	82	LDI	A.1(BEGSFT)	.. BR ROLL 3061
3E	B9	83	PHI	R9	.. ROLL NO SHIFT.

readily available 3.58-MHz color-TV crystal and frequency divider to generate 1.789773 MHz, which is close enough for the 1861 chip to perform properly.

The 1861 chip uses the same clock as the 1802 µP chip to trigger internal counters to provide the TV-like composite sync at pin 6. The graphics display is directly refreshed from the memory 60 times each second, accomplished by an interrupt request sent to the 1802 at the same rate.

When the 1802 receives the interrupt request, it temporarily stops the program it is executing and immediately branches to the interrupt routine previously stored in memory. This branch occurs when P is automatically set to 1 and X is set to 2. The interrupt routine program counter is always R1, which must be set to the address of the interrupt routine before the 1861 is activated and starts sending interrupts to the 1802. A pulse from NO is sent to pin 10 of the 1861, permitting this chip to start sending interrupts. A 69 instruction can be used to generate the 1861 activation pulse. The 1861 is always turned off

when the Elf is stopped with the RUN switch down.

In the program shown in Table I, R1 is set to the address of the interrupt routine at M(0011), R2 is set to the address of the work area (or stack) used subsequently for byte storage, R3 is set to the main program starting at M(002D), and setting P=3 causes a branch to M(002D) with R3 as the program counter. The main program permits entry of the bytes at any time via the Elf's toggle switches. This permits you to see what is happening to the CRT screen as memory bytes are changed. The program loops on itself until an interrupt signal is generated by the 1861, activated by the 69 instruction at M(002E).

Exactly 29 machine cycles after the initiation of the interrupt routine, the 1861 requests eight sequential memory bytes by pulling down the DMA-OUT (pin-2) request line for eight bytes (eight machine cycles). This automatically causes eight memory bytes, addressed by R0, to be sequentially fetched and transferred to the 1861 via the data bus. Note that the C4 instructions at M(0015) are special no-op instructions that re-

TABLE II—SPACESHIP PROGRAM

M	Byte Sequence
0040	00 00 00 00 00 00 00 00 00 00
0048	00 00 00 00 00 00 00 00 00 00
0050	7B DE DB DE 00 00 00 00 00 00
0058	4A 50 DA 52 00 00 00 00 00 00
0060	42 5E AB D0 00 00 00 00 00 00
0068	4A 42 8A 52 00 00 00 00 00 00
0070	7B DE 8A 5E 00 00 00 00 00 00
0078	00 00 00 00 00 00 00 00 00 00
0080	00 00 00 00 00 00 00 00 07 E0
0088	00 00 00 00 FF FF FF FF
0090	00 06 00 01 00 00 00 00 01
0098	00 7F E0 01 00 00 00 00 02
00A0	7F C0 3F E0 FC FF FF FE
00A8	40 DF 00 10 04 80 00 00
00B0	7F C0 3F E0 04 80 00 00
00B8	00 3F D0 40 04 80 00 00
00C0	00 0F 08 20 04 80 7A 1E
00C8	00 00 07 90 04 80 42 10
00D0	00 00 18 7F FC F0 72 1C
00D8	00 00 30 00 00 10 42 10
00E0	00 00 73 FC 00 10 7B D0
00E8	00 00 30 00 3F F0 00 00
00F0	00 00 18 0F C0 00 00 00
00F8	00 00 07 F0 00 00 00 00

3F	F878	84	LDI	A.0(BEGSFT)	
41	A9	85	PLO	R9 ..R9-FIRST LINE	
42	F810	86	LDI	16 ..TO SHIFT.	
44	A6	87	PLO	R6 ..SHIFT 16 LINES.	
45	99	88	NXTLINE:GHI	R9	
46	BA	89	PHI	RA ..SAVE ADDRESS OF 1st	
47	89	90	GLO	R9 ..ON LINE IN RA	
48	AA	91	PLO	RA	
49	F807	92	LDI	7 ..R7-BYTES TO SHIFT-1.	
4B	A7	93	PLO	R7	
4C	09	94	LDN	R9	
4D	B8	95	PHI	R8 ..SAVE 1ST BYTE ON	
4E	76	96	SHRC	R8 ..LINE IN R8.1	
4F	19	97	NXTBYT:INC	R9 ..POINT R9 TO NEXT BYTE.	
50	09	98	LDN	R9 ..LOAD NEXT BYTE.	
51	76	99	SHRC	R8 ..SHIFT RIGHT.	
52	59	100	STR	R9 ..STORE BYTE	
53	27	101	DEC	R7 ..CHECK IF ALL BYTES	
54	87	102	GLO	R7 ..SHIFTED.	
55	3A4F	103	BNZ	NXTBYT ..PUT BIT 0 of 8TH	
57	98	104	GHI	R8 ..BYT ON BIT 7 OF	
58	76	105	SHRC	R8 ..1ST BYT ON LINE.	
59	5A	106	STR	RA ..R9-BYTE 0 NXT LINE.	
5A	19	107	INC	R9 ..CHECK IF 16 LINES	
5B	26	108	DEC	R6 ..SHIFTED.	
5C	86	109	GLO	R6 ..SKP 38 ROLL AND SHIFT.	
5D	3A45	110	BNZ	NXTLNE ..INCREMENT R4 ONE LINE	
5F	3033	111	BR	SREAD ..ROLL SCREEN UP.	
61	84	112	ROLL:GLO	R4 ..CHANGE LNNO 116 TO	
62	FC08	113	ADI	8 ..ADCI 0 7C00 IF MORE	
64	A4	114	PLO	R4 ..THAN 256 BYTES.	
65	94	115	GHI	R4 ..ENTER IMAGE TO BE SHIFTED IN LOCATIONS	
66	F800	116	LDI	00 ..X'78' - X'F7'.	
68	B4	117	PHI	R4 ..END	
69	3233	118	BZ	SREAD	
6B	84	119	GLO	R4	
6C	B4	120	PHI	R4	
6D	3033	121	BR	SREAD	
6F	00	122	DC	#00	
		123			..ENTER IMAGE TO BE SHIFTED IN LOCATIONS
		124			..X'78' - X'F7'.
		125			..END

The numbers in the program flow chart (right) refer to the line numbers in the program. The program can be set up to shift or roll, or shift-and roll. The program is loaded into locations 78 through F7. (Try using the program for the starship shown in Table II of the Pixie article.) Only the data loaded into 78 through F7 is shifted, but the entire area from 00 through FF is rolled.

Loading the program exactly as it is listed here will enable the shift routine only. Loading a 38 (SKP instruction) in location 5F (line 111) will enable both shift and roll routines. Loading 30 61 (BR ROLL) in locations 3C and 3D (line 82) will enable only the roll routine.

After loading and running the program, animation of the display will begin after any nonzero byte is loaded via the INPUT switches and operation of the INPLT pushbutton. By varying the INPUT bit pattern, you can control the speed of the animation.

If you have never seen a stack in "motion" when a program is running, take a look at displayed location 13. Then vary the speed. ◇

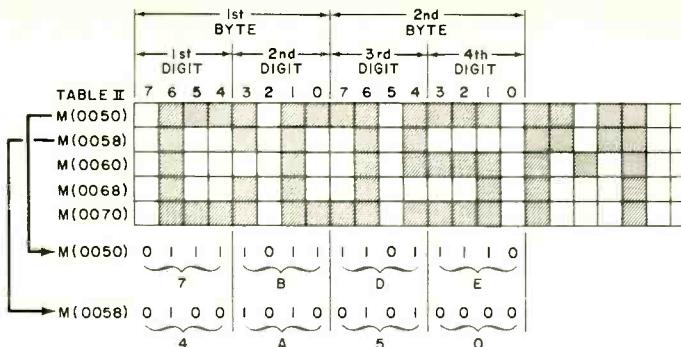


Fig. 3. Diagram showing how to create your own display. This one is for parts of five lines of Spaceship Program.

quire three cycles for each execution. These are used only to provide the delay required between the beginning of the interrupt routine and the first eight-byte DMA request generated by the 1861 display circuits.

Each of the eight display refresh bytes requested by the 1861 is internally converted to a bit serial form and used to provide the luminance (brightness) pulses that come out of the 1861 at pin 7. The actual raster display consists of 262 horizontal lines for each frame, and there are 60 frames per second. Each

display spot is four raster lines high, which means that each eight-byte display row must be repeated four times. With the interrupt routine, R0 is initially set to M(0000), which means that the first DMA request causes the eight bytes from M(0000) to M(0007) to be fetched and displayed. The time of each raster line is exactly 14 machine cycles to permit the transfer of eight bytes (eight cycles) plus the execution of three two-cycle instructions during each raster line time. Following the eight DMA cycles required to refresh the first eight bytes, R0

is restored to its original value so that it remains pointing at the same eight bytes.

The E2 20 A0 instructions at M(0020), M(0023), and M(0026) are used to occupy six machine cycles between the DMA requests and to restore R0 to its initial value before incrementing it by eight during the eight-byte DMA request. The 20 instruction decrements R0.1 back to its initial value if a 256-byte page boundary was crossed during the preceding eight DMA cycles.

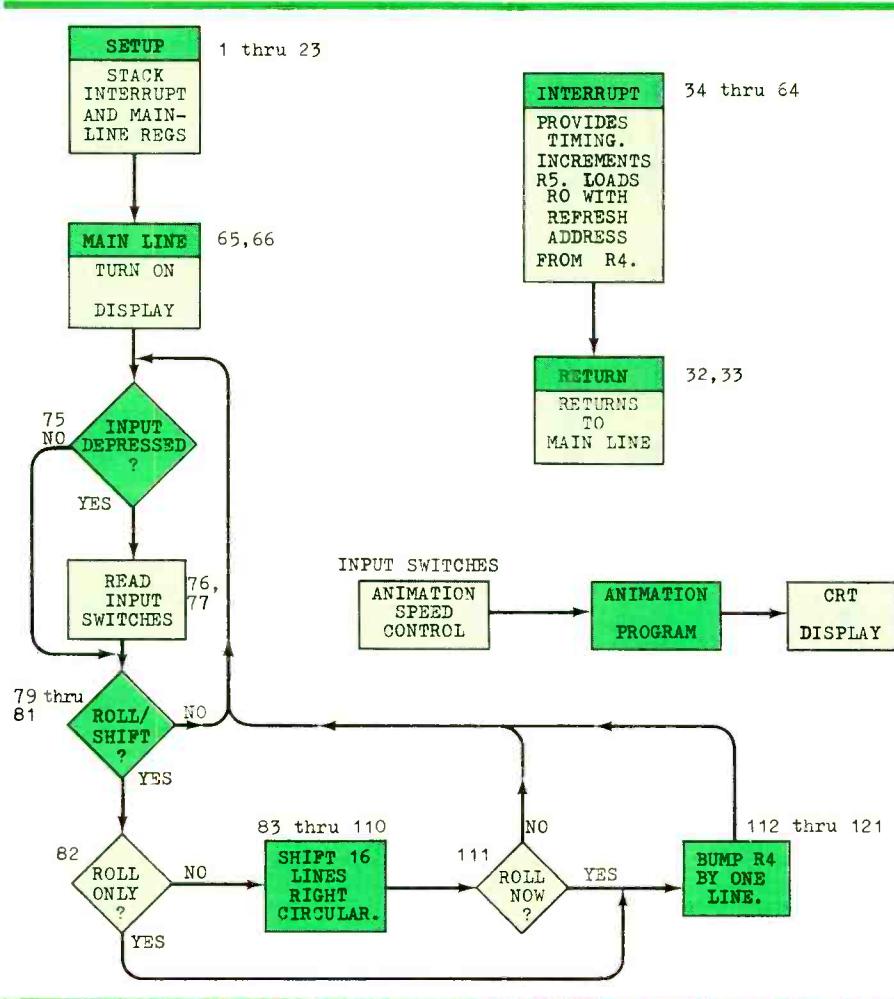
After the first group of eight bytes has been displayed for four raster line times, R0 is permitted to advance to the next group of eight bytes to be displayed. This process is continued until 32 groups of eight bytes each (256 total) have been displayed. At this time, the circuits in the 1861 chip cause line EF1=1 (at pin 9) and the interrupt routine terminates.

Other Considerations. The raster refresh involves the display of 32 groups of eight bytes, and each row of eight bytes is repeated on four raster line scans. This means that the display refresh ties up the 1802 µP for slightly more than 128 raster lines (32 × 4). Since there are 262 raster lines per frame, the µP spends about 50% of its time performing the display-refresh function.

Since the 1802 and 1861 clocks must remain synchronized, none of the three-cycle instructions described in the 1802's user's manual should be used in programs that run concurrently with this display. The only exception is the use of the C4 instruction in the interrupt routine.

The sample program given in Table I was designed to run in expanded-memory systems as well as in the basic 256-byte Elf. In the expanded system, just change the bytes at M(0019) and M(001C) so that R0 initially points to any 256-byte segment of the memory you wish to display on the raster. You can write any other main program to run concurrently with this interrupt routine.

The 1861 chip can also be used to display any number of memory bytes from eight to 1024 by rewriting the interrupt routine. For example, change the byte at M(0024) from 20 to 80, and you will see 512 bytes displayed on the CRT screen as 64 spots horizontally by 64 spots vertically. If you have only 256 bytes of memory in your system, you will see the same 256 bytes repeated twice on the screen. When displaying 512 bytes, each spot represents half the



height of those displayed when 256 bytes are displayed.

One of the main advantages of mapping main memory directly into the monitor or TV raster is the ability to manipulate the display using the normal instruction set. In systems that employ an external frame buffer for refresh, specialized instructions are required to change buffer contents. The buffer memory also costs more money. With the refresh buffer approach toward animation, you must store two picture patterns in memory and alternately transfer them to the buffer memory. Using the Pixie graphics display described here, you store the same two-picture patterns in memory but you need only change the initial value of R0 to alternately display them. Not only do you save the cost of a refresh buffer, you can greatly simplify the programming.

Construction. The Pixie circuit can be mounted on the original Elf board by relocating the crystal and two capacitors to the center of the board. Now, the 1861 IC goes on the upper left of the board, the resistors on the bottom of the board, and the output jack on the rear apron of the chassis.

Remove the crystal from the Elf and wire the Fig. 2B frequency divider to pin 1 of the 1802 μP. Then interconnect the two boards exactly as shown in Fig. 2A and B, including the power lines. Jack J1 can be mounted on a small metal bracket and secured to the add-on board with No. 4 machine hardware. Also, mount R1 and R2 on the add-on board via "flea" clips because they may have to be changed for different-value resistors to suit the modulation requirements of the particular monitor you are using.

Sample Display Program. To test the Pixie, load the program given in Table I, starting at location M(0000). When this program is run, a random spot pattern should be displayed on-screen. At this time, you may have to alter the values of R1 and R2 to produce a tight sync lock and the desired modulation level of the spots. These are only level-adjust resistors and play no role in the actual sync or video production. The displayed pattern represents whatever is stored in the Elf's memory. The top eight rows represent the program given in Table I.

You can familiarize yourself with the new graphics ability of your computer if you visualize a grid of 64 boxes wide by

32 boxes deep, assuming a 256-byte memory. Bear in mind that the operating program given in Table I occupies the top eight lines. Since the program ends at memory location M(003B), load 00 into memory location M(003F) to complete that line.

Now, to display the spacecraft shown in the lead photo, load the programs given in Tables I and II in that order, starting the Table II program at memory location M(0040). Reset and switch to RUN.

If you wish to create your own display, Fig. 3 illustrates how to arrive at the correct hex digits. (In this case, the example used is for a small area of the program in Table II.) Use graph paper to "draw" your picture, shading in the "spots" you want to be white on the CRT screen. Then transfer the line bit pattern into the eight hex bytes per line as shown in Fig. 3.

Conclusion. The Pixie system described here adds video graphics to your Elf microcomputer at very low cost. So far, we have described how the Pixie system can be used to put simple, stationary images on-screen. Accompanying this article is a program that will put the graphics in motion. ◇



Electronic "Bell" for a TTV-II

Lets you know when you are near the end of a line on a TV typewriter.

BY DENNIS J. DEUTSCH

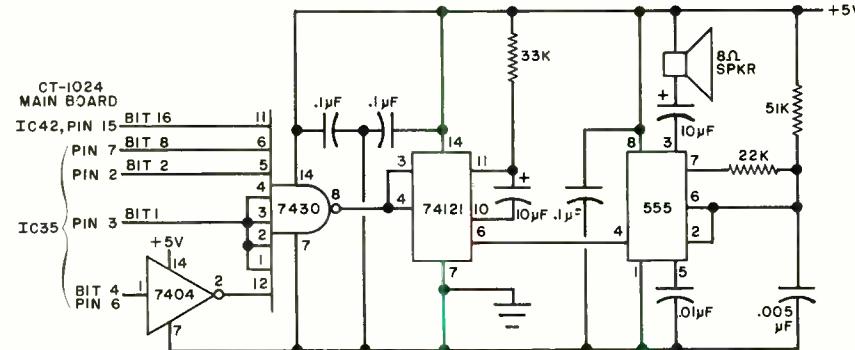
Here is an add-on circuit for the computer hobbyist that will give his setup the effect of a bell ringing near the end of a line as it does on a typewriter. The circuit, as shown in the diagram, is for use with the Southwest Technical Products CT-1024 TTV-II terminal.

The CT-1024 produces 32 characters per line, for which access is required to bits 1, 2, 4, 8, and 16 on the CT-1024. These are located at IC35 and IC42.

The circuit as shown is set up to produce the tone on character 27. (Bit 4 is inverted in the 7404 IC so that it is "NOT'ed".) The character number trap consists of an 8-input NAND gate in the 7430 and the single inverter (which can be a single transistor if desired). If you want to stay at character 27, eliminate the inverter and bit 4.

Once the character is counted, the resulting pulse turns on the 74121 one-shot for a short period of time. The timing values of the one-shot can be altered by changing the circuit's time constant.

The one-shot triggers a 555 timer used as a tone generator to drive a small 8-ohm speaker. To alter the tone, change the value of the capacitor between pin 6 of the 555 and ground. ◇



BUILD THIS TUT-6

YOUR SOFTWARE CONTROL CAN INCLUDE INTERLACE, SCROLLING, & A FULL PERFORMANCE CURSOR.

UP TO 4096 SHARP CHARACTERS ON THE SCREEN IN LESS THAN THREE MEGAHERTZ TU BANDWIDTH.

PART I



The TVT-6 connected to a KIM-1.

Thanks to some software tricks, a simple and low-cost add-on circuit, and a new way to speed up a microprocessor, you can now build a video interface for your microcomputer for an investment of only \$20 to \$35. The TTVT-6 video system described here permits the choice of virtually any format including 16/32 (16 lines of 32 characters), 16/64, or 32/64. It also features full editing capability and full-performance cursor.

In spite of its simplicity (10 low-cost IC's), the circuit employs a new approach to video processing that permits up to 4000 characters to be displayed on-screen within a 3-MHz bandwidth. Although the TTVT-6 was designed for the 6502 microprocessor based KIM-1, software can be used to easily map into the JOLT, EBKA, or Ohio Scientific microcomputers. In addition, the TTVT-6 can be adapted to other microprocessors, including the popular 6800, 8080, and Z80. It is easiest to use with 16-address-line systems that operate on a single 5-volt supply and 1- μ s cycle time.

Build the TTVT-6: A Low-Cost DIRECT VIDEO DISPLAY

\$35 microcomputer "add-on" provides:

- User-selectable line lengths
- Scrolling
- Up to 4k on-screen characters with only 3-MHz bandwidth

BY DON LANCASTER

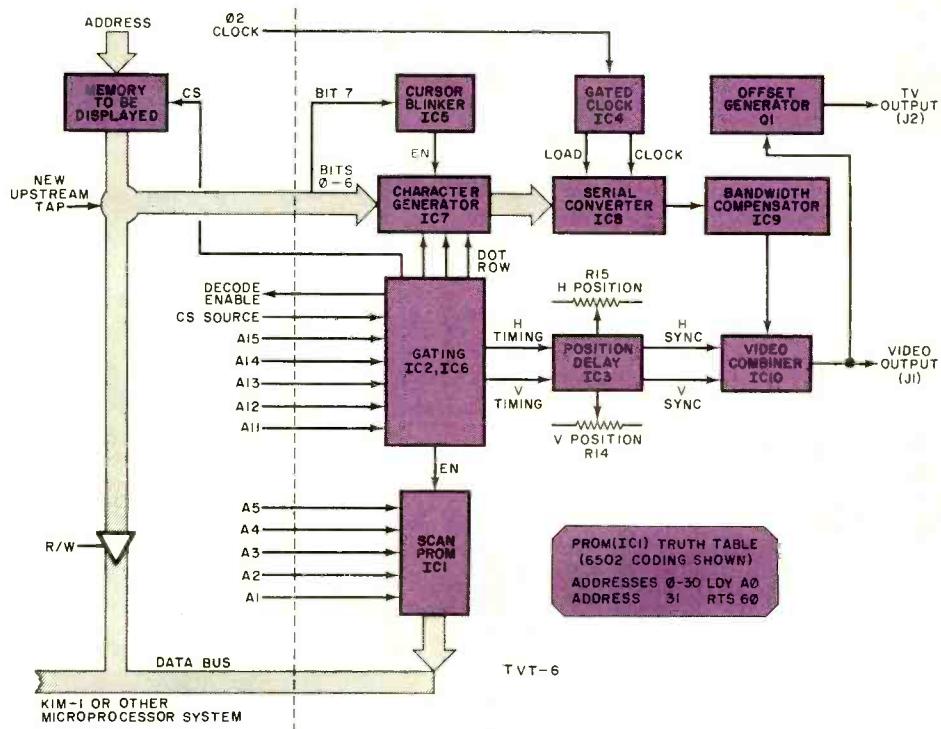
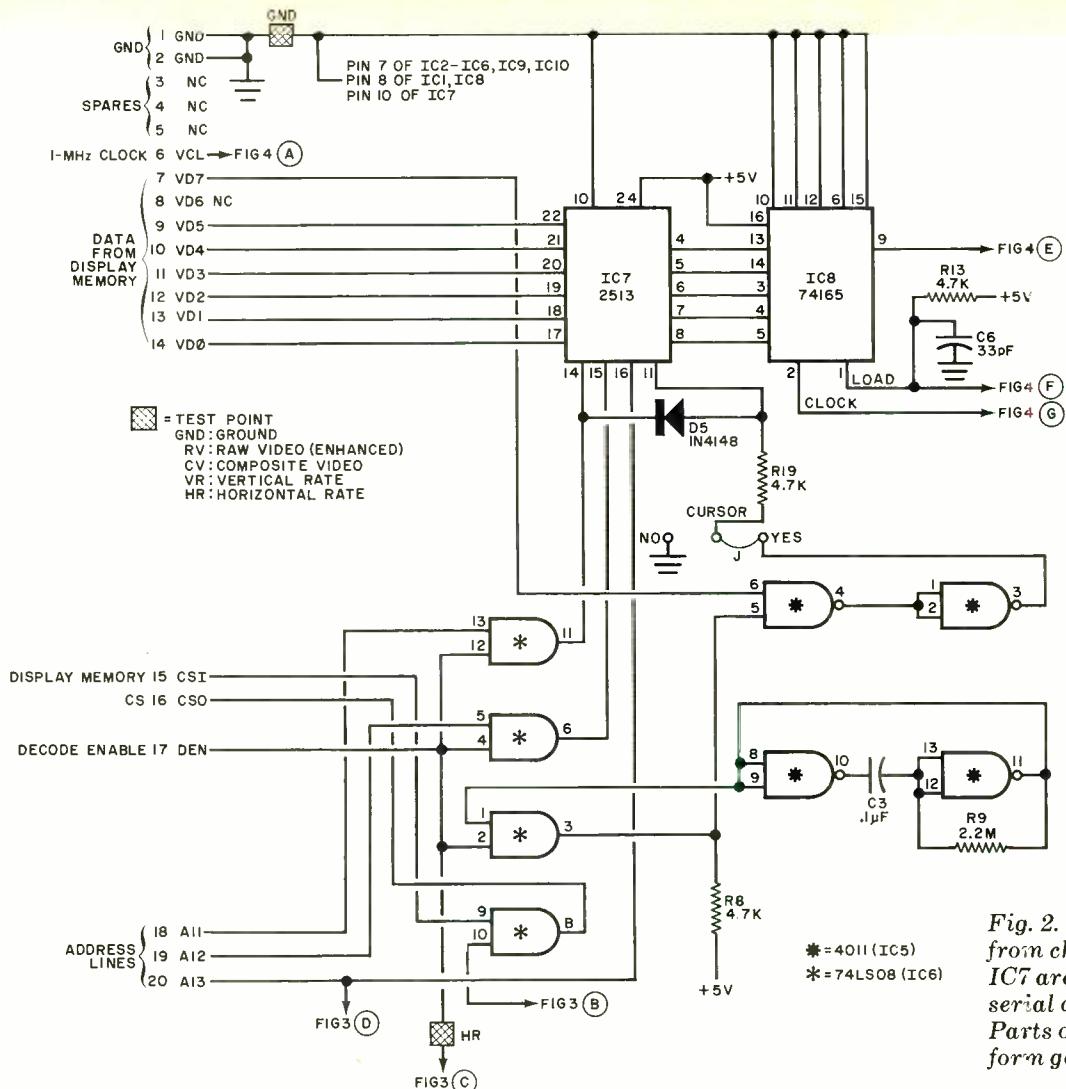


Fig. 1. TTVT-6 block diagram and truth table for the PROM.



Other systems will require software and microprogramming translation for their particular machine languages.

In this first of a two-part article, we will cover the hardware and construction details for the TVT-6. Next month, we will cover debugging, some useful software for the system, and provide instructions on how to couple the TVT-6 to other microprocessors.

Circuit Operation. A block diagram of the TTV-6, as used with the KIM-1 system, is shown in Fig. 1. The complete schematic diagram of the video system is shown in Figs. 2 through 4.

As shown in Fig. 1, bits ϕ through 6 from the "upstream tap" on the KIM display memory drive character generator IC7 whose blanking and formatting are helped along by the AND gates in IC6. The cursor bit (bit 7) is stripped off the upstream tap and routed to cursor blinker IC5, which introduces a blinking cursor into the character generator's enable input.

The parallel outputs from IC7 go to

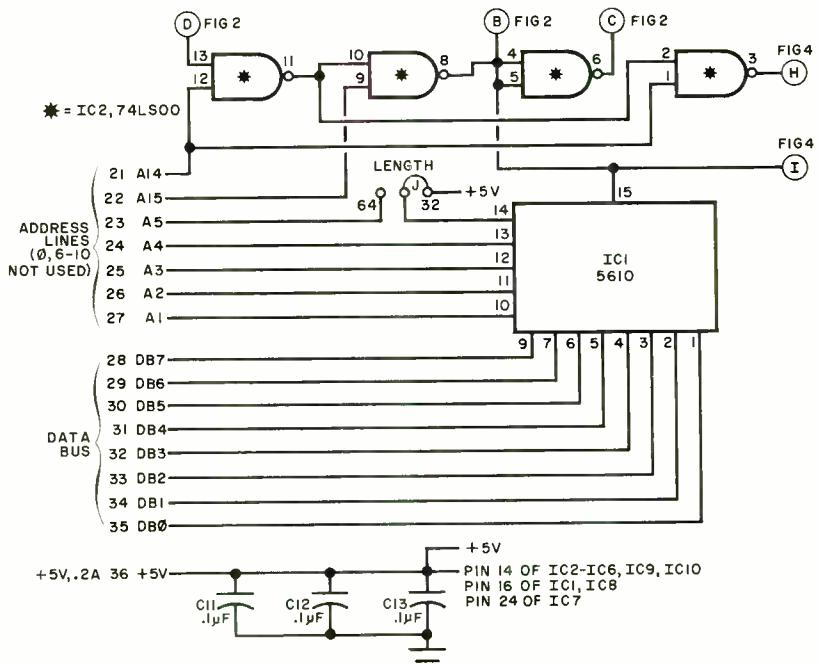


Fig. 3. New SCAN instruction uses PROM IC1, which also has the line length option in its circuit.

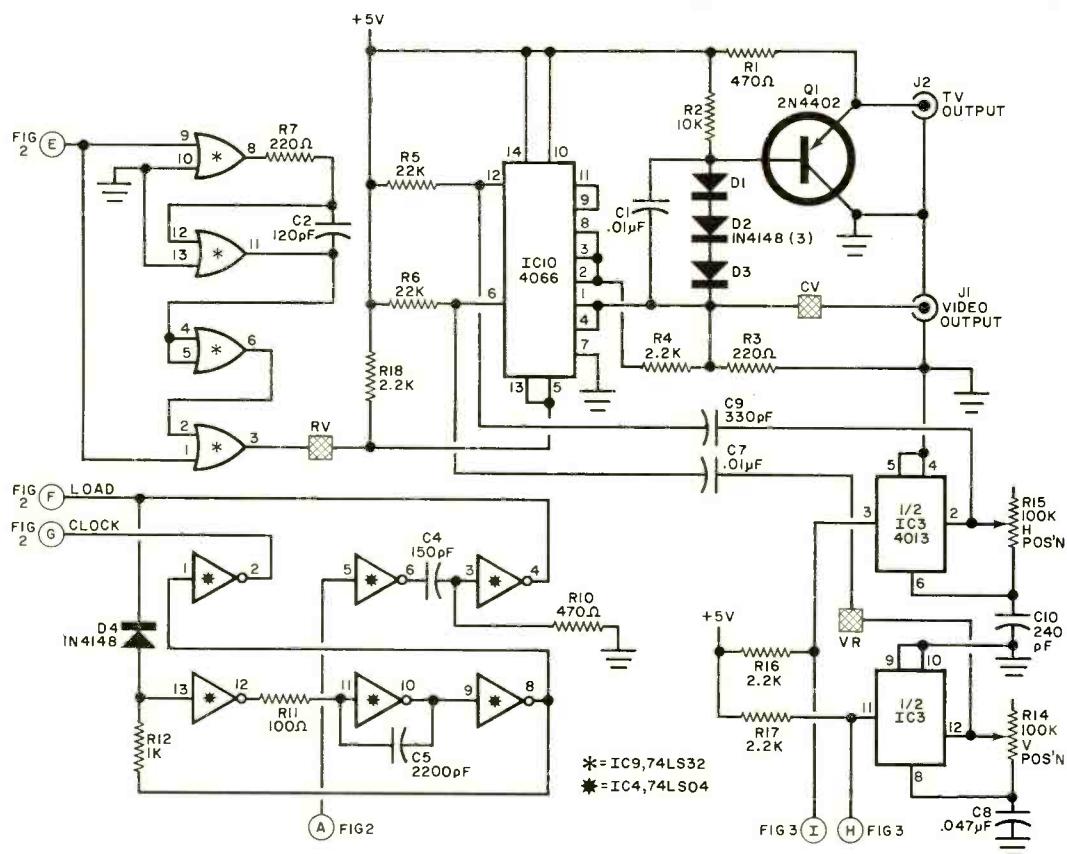


Fig. 4. Video combiner (IC10), offset generator (Q1) and sync delay circuits deliver video to TV. Gated clock (IC4) controls parallel-to-serial converter.

C1, C7—0.01- μ F Mylar capacitor
 C2—120-pF polystyrene capacitor
 C3, C11, C12, C13—0.1- μ F Mylar capacitor
 C4—150-pF polystyrene capacitor
 C5—2200-pF polystyrene or Mylar capacitor
 C6—33-pF polystyrene capacitor
 C8—0.047- μ F Mylar capacitor
 C9—330-pF polystyrene capacitor
 C10—240-pF polystyrene capacitor
 D1 through D5—IN4148 silicon diode
 IC1—IM5610 32 \times 8 PROM (or similar)
 IC2—74LS00 quad tri-state NAND gate IC
 IC3—4013 dual-D flip-flop IC
 IC4—74LS04 hex inverter IC
 IC5—4011 quad NAND gate IC
 IC6—74LS08 quad AND gate IC
 IC7—2513 character generator (must be single-supply type, such as General Instruments No. RO-3-2513)

PARTS LIST

IC8—74165 PISO shift register
 IC9—74LS32 quad OR gate IC
 IC10—4066 quad analog switch IC
 J1, J2—Pc-mount phono jack (Molex No. 15-24-2181 or similar)
 Q1—2N4402 or MPS6523 (Motorola) transistor
 The following resistors are $\frac{1}{4}$ watt, 10% tolerance:
 R1, R10—470 ohms
 R2—10,000 ohms
 R3, R7—220 ohms
 R4, R16, R17, R18—2200 ohms
 R5, R6—22,000 ohms
 R8, R13, R19—4700 ohms
 R9—2.2 megohms

R11—100 ohms
 R12—1000 ohms
 R14, R15—100,000-ohm pc-type (upright) potentiometer
 Misc.—Sockets for IC's (seven 14-pin, two 16-pin, one 24-pin); 36-contact edge connector with 0.156" centers (Amphenol 225 or similar); solid hook-up wire for jumpers; insulated sleeving; test-point terminals (5); solder; etc.

Note: The following items are available from PAIA Electronics, Box 14359, Oklahoma City, OK 73114: No. PVI-1PC printed circuit board for \$5.95; complete kit of all parts, No. PVI-1K, for \$34.95 (specify blank or KIM-1 programmed IC); KIM-1 coded cassette, with programs, No. PVI-ICC, for \$5.00. All prices postpaid.

shift register IC8, where they are converted into a serial video signal. The clock and load commands for IC8 come from gated oscillator IC4, which derives its signals from the microcomputer's clock. It is important that the correct clock phase be selected to permit the loading of IC8 to occur when the output of the character generator is valid and settled. This is phase 2 in the KIM-1. (If you are using a different μ P based computer, check this detail.)

The serial video from IC8 goes to the TV Bandwidth Compensator in IC9, which predistorts the video by delaying the video output and OR'ing it against itself. This widens the vertical portions of all characters to generate clean and crisp characters that require minimum bandwidth. The amount of widening is determined by C2 (Fig. 4). The optimum value of C2 is obtained when the generated M or W in the video display just barely closes.

The vertical and horizontal timing signals from IC2 in the gating circuit are delayed by IC3. The display positioning can be varied by potentiometers R14 and R15. The vertical and horizontal sync signals are combined with the enhanced video from IC9 into video combiner IC10. The output from IC10, available at J1, is composite video, with the sync tips at ground, black at 0.4 volt, and white at 1.6 volts. This output can be used to drive conventional video moni-

tors and converted TV receivers. The video output from *IC10* is also fed to *Q1*, which is offset to deliver a +4-volt output for the white level. This output, available at *J2*, can be connected directly to the first video amplifier of most transformer-powered solid-state TV receivers (see box for details) without requiring biasing, coupling, or translation circuits.

Two options are provided with the TTVT-6, both of which are jumper selected. The LENGTH option allows a choice of either 32 or 64 characters/line. The CURSOR option gives the choice of either no cursor or allows the cursor to be displayed under software control.

Construction. The actual-size etching and drilling guide for the printed circuit board used in the TTVT-6 is shown in Fig. 5, along with the component-installation diagram. Start assembly by installing and soldering into place the 21 jumpers and test points. (Note that insulated sleeving must be used on two of the long jumpers.) Install the IC sockets, resistors, capacitors, diodes, jacks, and position controls *R14* and *R15*. Do not install the IC's at this time. The correct IC installation sequence and the waveforms to be observed will be discussed in Part 2 next month.

Computer Interface. Detailed in Table I are the requirements of each of the edge connector contacts on the TTVT-6 and how to use each contact. Table I also contains the KIM-1 interface connection instructions. The interface consists of adding a new connector and making some add-on connections. One circuit board trace is cut on the KIM-1's pc board to permit an optional change-over switch (or jumper) to be added to the microcomputers. This permits KIM-1 to be used with or without the TTVT-6.

General Operation. Since most of today's TTVT circuits are used with a microprocessor or microcomputer, it is best to do as much of the display control as possible with the microprocessor and some software. What may not be obvious is that almost all of the timing in the system can also be done using the microprocessor. All this takes is a few dozen words of code.

The four key secrets of operation for the TTVT-6 are:

1. Carefully choose how the address lines are defined for TTVT operation.
2. Add a new instruction, which we call SCAN, to rapidly address 32 or 64 sequential memory locations.
3. Permanently connect an upstream

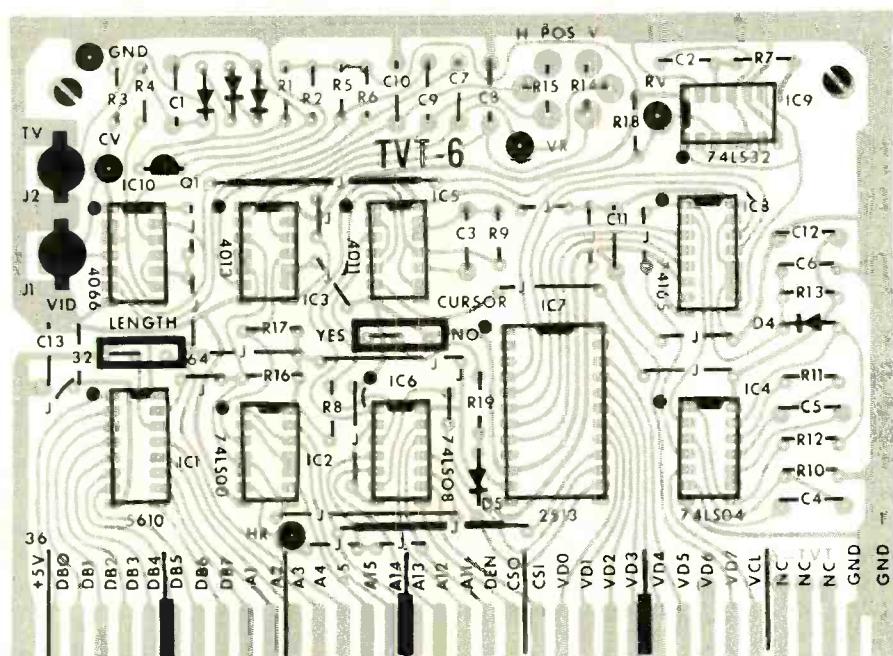
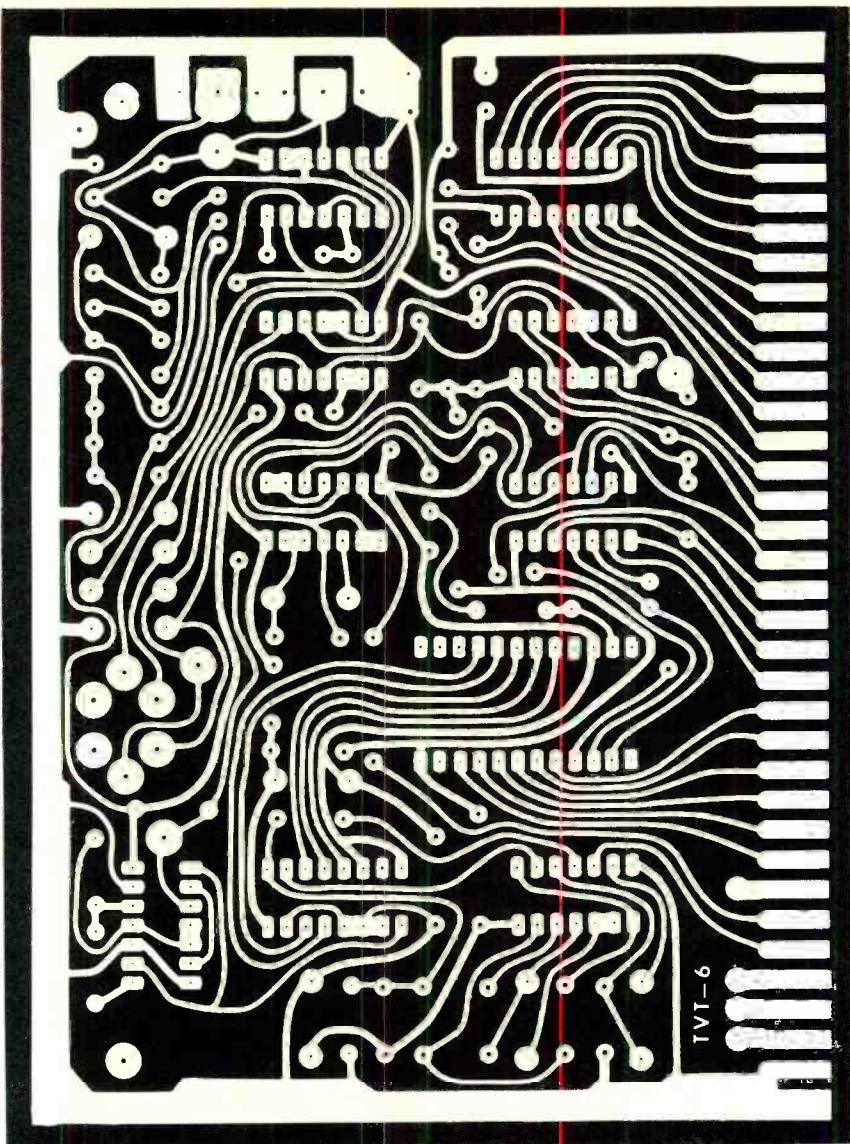


Fig. 5. Actual-size foil pattern (top) and component installation (below). Use sockets for all IC's. Edge connectors go to KIM-1.

TABLE I
TVT-6 PINOUT AND KIM-1 INTERFACE

CONTACT	NAME	REMARKS				
1,2	GND	Heavy wire to expansion contact 22 or similar point in KIM-1		A4,	R (A13)	20
3, 4, 5	NC	Spares		A3,	S (A14)	21
6	VCL	1-MHz clock from expansion contact U(Φ2). (In other systems clock phase must be selected so that load pulse arrives when CG is valid.)		A2,	T (A15)	22
7,8,9,10, 11,12,13, 14	VD7, VD6, VD5, VD4, VD3, VD2, VD1, VDΦ	Data output from memory display; drives character generator. For KIM-1 to display any part of pages 00 through 03, connections must be made as follows: VD3, TTVT-6 contact: to pin 12 of KIM-1 IC: VD2, 7 U5 VD1, 8 U6 VDΦ 9 U7 10 U8 11 U9 12 U10 13 U11 14 U12	28, 29, 30, 31, 32, 33, 34, 35	DB7, DB6, DB5,	μP data bus; tri-state active high from IC1 during active scan, not used at other times. Connections to KIM-1 expansion:	
15	CSI	Display memory chip select from μP; negative logic OR combined with TTVT-6 chip select. From pin 1 of U4 on KIM-1.		DB4,	KIM-1 contact: to TTVT-6 contact:	
16	CSO	Display memory chip select source; enables display memory when either TTVT-6 is active or contact 15 is low. Goes to pin 13 of U5 through U12 in KIM-1 when displaying any part of pages 00 through 03. Existing KΦ connection in KIM-1 must be broken.		DB3,	8 (BD7)	28
17	DEN	Decode enable; goes low when μP is operated in normal mode, high when TTVT-6 is doing an active scan. Goes to KIM-1 Applications contact K. Any external ground on applications contact K should be removed.		DB2,	9 (DB6)	29
18,19,20, 21,22,23, 24, 25, 26, 27	A11, A12, A13, A14, A15, A5,	Address inputs from μC, positive true. Addresses A'Φ, A6 through A10 not sent to TTVT-6. Connections to KIM-1 expansion: A14, KIM-1 contact: to TTVT-6 contact: N (A11) 18 P (A12) 19		DB1,	10 (DB5)	30
				DBΦ	11 (BD4)	31
					12 (DB3)	32
					13 (DB2)	33
					14 (DB1)	34
					15 (DBΦ)	35
			36	+5V	Regulated +5-volt (200-mA) power bus; should be heavy wire. From KIM-1 expansion contact 21 or similar point to contact 36 in TTVT-6.	

Note: KIM-1 conversion consists of breaking one foil trace and adding a new 36-pin socket (Amphenol 127 or similar). Connection to be broken originates as KΦ(pin 1 of U4). Routing of KΦ that goes to memory chip select pin 13 of U5 through U12 should be broken. Other KΦ connections, such as that to pin 1 of U16 should remain intact. Any external ground connections to Application connector contact K (decode-enable) must be removed. All wiring should be made with a wiring pencil.

When KIM-1 is used without displaying video, it will behave normally and transparently as long as TTVT-6 is plugged in and addresses 8000 through DFFF are not used. To restore KIM-1 operation with TTVT-6 out of socket, or to use available addresses for other programs, jumper pin 15 to pin 16 and separately jumper pin 1 to pin 17 in the KIM-1. Note that this jumpering is to be done only when TTVT-6 is out of its connector. If you wish, a dpdt changeover switch can be added to perform the jumpering. Switch positions should be changed only when power is off.

memory tap to the character generator and display circuit.

4. Create special software that will allow TTVT-6 scanning.

All 16 address lines are used, assigned as shown in Fig. 6A for a 32-character/line system or as shown in Fig. 6B for a 64-character/line system. Address A15 is the horizontal sync pulse and the key to jumping to the new SCAN instruction. This pulse is followed in descending address order by the vertical sync (A14) and three lines (L4, L2, L1) that produce the "what row of dots do we want?" information for the character generator. The lower address lines are used to select a page of display memory and to select the character that goes into any particular horizontal and vertical location on the display.

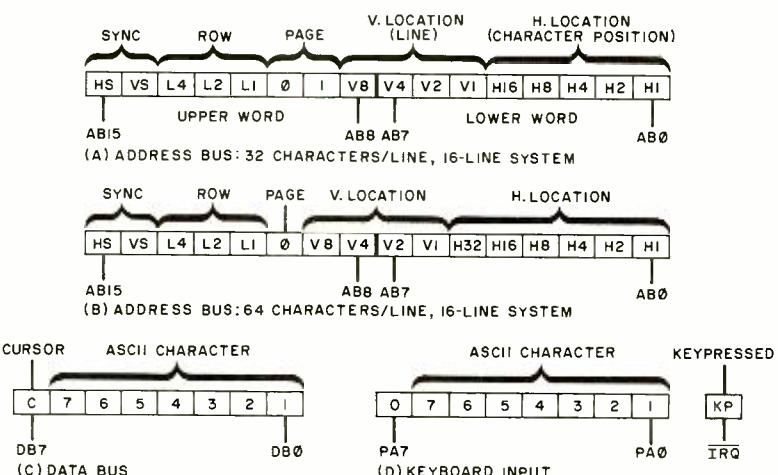
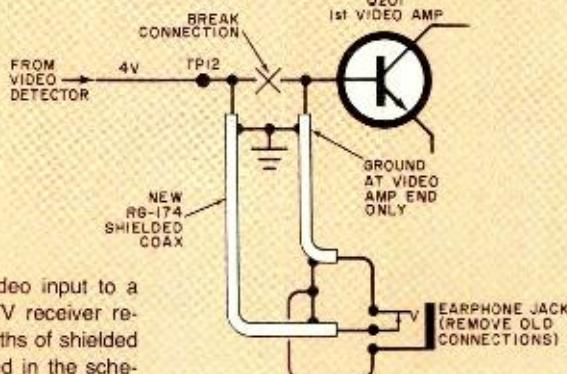


Fig. 6. Bus definitions as used with the TTVT-6. All 16 address lines are used as described in text.

DIRECT-VIDEO INPUT CONVERSION



Adding a TVT-6 direct-video input to a small-screen solid-state TV receiver requires only two short lengths of shielded coaxial cable, as illustrated in the schematic. (Important Note: Do not use a hot-chassis TV receiver! Make absolutely certain that the TV receiver you use is transformer powered from the ac line.) The conversion circuit shown here is for the Sears No. 562-50260500 (Sams Photofact No. 1565-1). Other TV receivers can be modified in a similar manner.

The earphone jack in the circuit provides automatic changeover from normal receiver performance to video access. Correct bias is provided by TV output of the TTV-6. As an option, you can defeat the sound trap in the Sears TV receiver by lifting one end of capacitor C201.

The data within the machine (see Fig. 6C) uses the lowest seven bits as ASCII character storage. This is arranged by putting the least-significant ASCII character bit in the least-significant data slot, and so on up through the more significant bits. The eighth data bit (DB7) is reserved for a cursor. If DB7 is a zero, a character is displayed, while if it is a one, a cursor box is optionally displayed.

The existing KIM-1 keypad can be used as an ASCII keyboard for many applications, particularly for setup and debugging. If you wish to add an external ASCII keyboard and encoder, connect it to the KIM-1's parallel interface A, following the assignments shown in Fig. 6D. The seven ASCII bits go to the seven low-order data lines, while PA7 is hard wired for a zero. The keypress, or strobe, signal from the keyboard must pull the IRQ (interrupt request line) to ground for 10 μ s to enter a character or machine command.

The truth table for PROM IC1 is shown in Fig. 1. This truth table stores the SCAN instruction, activated by addresses 8000 through DFFF. When IC1 is enabled, it causes the microprocessor's program counter to appear on the address lines for 32 or 64 consecutive scans that advance one count per microsecond. This automatically and sequentially addresses the display memory and produces exactly the data needed for a horizontal scan of TTV characters. The scan instruction runs at least twice as fast as the microprocessor normally moves, which is the key to TTV timing with a microprocessor.

interrupt and reset vectors on the KIM-1 so that the operating system will work compatibly and properly with the new SCAN instruction.

There are many possible codings for the SCAN program with the limitation that the last address is a return-to-subroutine (RTS) instruction. The obvious choice of NOP or EA runs at only half speed and can't be used. Of the three dozen instructions that operate at full speed, the choice of LDY is the one that does not disturb the accumulator or its flags. This adds flexibility to other programs. The Y register can be viewed as a write-only memory in the SCAN software and we can think of the whole SCAN instruction as a group of double-speed fetch-but-don't-execute instructions. Theoretically, a 64-word PROM would be required for a 64-character line, but this can be overcome by ignoring address A₀ and changing the PROM's address every second cycle of the machine.

Upstream Tap. The SCAN instruction will sequentially address 32 or 64 memory slots per horizontal scan line at a rate of one-per-clock cycle (1 μ s). These addresses are presented to the entire memory in the computer, including the memory to be displayed. However, during the display times, the SCAN instruc-

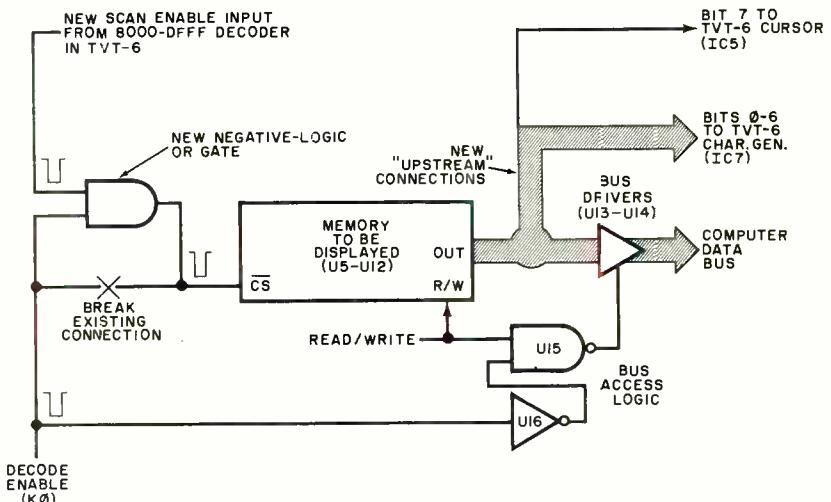


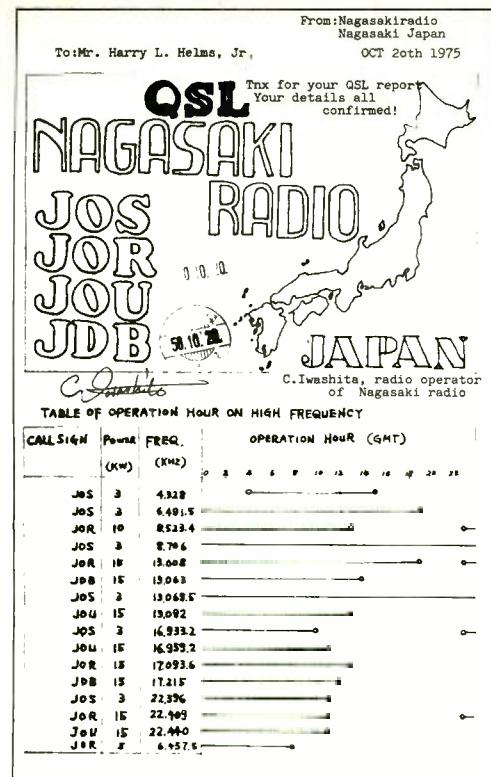
Fig. 7. Adding the upstream tap to the memory to be displayed.

or 64 characters, the SCAN instruction automatically jumps back to the main program.

The SCAN instruction can be viewed as a "portable subroutine" because it readily moves around to automatically output the correct page and character generator's row information, starting with an easily computed JSR address. Addresses above DFFF will not activate the SCAN instruction. This includes the

tion and its PROM have control of the data bus so that the display memory (or anything else) cannot output information to the data bus.

The upstream tap is added as shown in Fig. 7. This tap is always outputting information to the character generator in the TTV-6. The output information is present even (and especially) when the display memory data bus drivers have been inactive. ◇



JOS, JOR, JOU, JDB (Nagasaki Radio)
acknowledges reception with informal
QSL which lists call signs, power (kW),
frequency (kHz), and operating hours (GMT).

BY HARRY L. HELMS, JR.

END THAT “UTILITY FUTILITY”

DXing CW without knowing Morse code

If you're like a lot of SWL's, you're not getting full use of your shortwave receiver. You DX the international and tropical broadcasting bands for sure, and you probably eavesdrop on the amateurs, broadcast band, and international radiotelephone circuits from time to time. But what about those CW stations—Morse code. Tune outside the broadcasting bands and you'll find scads of those dit-dah stations dotting and dashing away around the clock. Have you ever tried your hand at DXing these stations?

Prime DX lurks in the CW utility bands! Countries such as Iceland, Bermuda, Barbados, and the Canal Zone are missing from many SWL logbooks because they are extremely difficult to hear on the broadcasting bands. But these countries and others are active. They're often heard on the CW utility bands, and they readily verify reports as well!

“But I don't know CW,” you may protest. If that's all that has prevented you from DXing the dah-dit stations, relax. For the simple fact of the matter is that you don't have to know the code to DX and verify CW stations!

Markers Make it Easy. There's nothing magical about DXing CW stations if you don't know the code. CW stations offer a ready-made DX aid in the *marker transmission*, which is a repeated taped transmission used by a CW station to establish contact or to hold

onto a frequency while waiting for traffic.

Marker transmissions often follow this general format: the tape starts with a series of the letter “V” (VVV VVV VVV, etc.) or a series of CQs (CQ CQ CQ, etc.). This is almost certainly followed by “DE,” which is French for “from”. Next comes the station callsign, usually repeated three times. Thus, typical marker transmissions read something like this: “VVV VVV VVV DE WXX WXX WXX” or “CQ CQ CQ DE WXX WXX WXX.” The marker often contains additional items, such as the Q-code abbreviations “QRU?” (“Do you have anything for me?”) or “QSX” (I am listening on

_____.). And often you will hear the letters “K,” “SK,” or “AR” sent at the end of a marker. All three are generally used to denote the end of the text of the marker. Thus you're likely to hear a marker running something like this: “VVV VVV VVV DE WXX WXX WXX QRU? QSX 6 8 12 MHZ AR.” Translated, this means that station WXX is not busy at the moment and is asking listening stations if they have any traffic for WXX, and that WXX is listening on the 6, 8, and 12-MHz utility bands for a reply.

How can one translate those dits and dahs into readable letters if one doesn't know CW? The secret lies in the fact

PRIME MARITIME CW DX BANDS

4231-4361 kHz	12689-13170.5 kHz
6345.5-6514 kHz	16917.5-17255 kHz
8459.5-8728.5 kHz	22374-22624.5 kHz

CW MARKER ABBREVIATIONS & CODES

VVV	General opening for a marker; usually sent in a series of three
CQ	General call to any station, often used to start marker
DE	French for “from,” precedes station callsign
QRU?	Do you have any traffic for me?
QRX	I will call on the frequency of _____
QSX	I will be listening on the frequency of _____
QSY	I am changing frequency to _____
K	At end of marker, denotes end of message
AR	Same as K, meaning end of message
SK	Station work completed

COMMONLY HEARD FOREIGN CW STATIONS

4352 NBA	Balboa, Canal Zone
6376 VPN	Nassau, Bahamas
6379 8PO	St. Philip, Barbados
6383 EAD	Madrid, Spain
6386 HKC	Buenaventura, Colombia
6393 ZLO	Waiouru, New Zealand
6439 OXZ	Lyngeby, Denmark
6446 OXZ	Lyngeby, Denmark
6463 HKB	Barranquilla, Colombia
6464 VIS	Sydney, Australia
6467 JCS	Choshi City, Japan
6470 IAR	Rome, Italy
6487 VRT	Bermuda
6491 PJC	Willemstad, Curacao
6491 JOS	Nagasaki, Japan
6512 TFA	Reykjavik, Iceland
8472 NMR	San Juan, Puerto Rico
8479 JCU	Choshi City, Japan
8481 VIS	Sydney, Australia
8483 DAN	Hamburg, West Germany
8511 DAL	Hamburg, West Germany
8521 VIS	Sydney, Australia
8523 JOR	Nagasaki, Japan
8530 IAR	Rome, Italy
8574 HKC	Buenaventura, Colombia
8598 OXZ	Lyngeby, Denmark
8647 JDC	Choshi City, Japan
8666 OXZ	Lyngeby, Denmark
8666 HKB	Barranquilla, Colombia
8666 HKC	Buenaventura, Colombia
8670 IAR	Rome, Italy
8682 EAD	Madrid, Spain
8686 JCT	Choshi City, Japan
8690 TFA	Reykjavik, Iceland
8694 PJC	Willemstad, Curacao
8710 VPN	Nassau, Bahamas
8718 8PO	St. Philip, Barbados
8718 VRT	Bermuda
8726 NMR	San Juan, Puerto Rico
12709 8PO	St. Philip, Barbados
12709 VRT	Bermuda
12718 NMR	San Juan, Puerto Rico
12832 DAF	Hamburg, West Germany
12943 ZLO	Waiouru, New Zealand
12952 VIS	Sydney, Australia
13065 EAD	Madrid, Spain
13069 TFA	Reykjavik, Iceland
17170 PJC	Willemstad, Curacao

that a marker is repeated for several minutes at a time, usually at a code speed considerably below that normally used, and the message is the same each time it is repeated. In fact, you may find some markers repeated for hours at a stretch. Thus, you need persistence and patience to bag CW DX, not code proficiency.

Your task will be greatly simplified if you have some form of tape recorder, either reel-to-reel or cassette. If you do, it helps to record several minutes of the marker. If you don't have a tape recorder, you can still log CW stations, but

The Overseas Telecommunications Commission (Australia) has pleasure in confirming your reception of the following transmission—

Service: **THE MARITIME MOBILE**
Date: **18/8/75**
Call Sign: **VIS 3**

Emission: **A1**

Transmitter Power: **1 KW**

Aerial Type: **DELTA MATCHED DIPOLE**

Aerial Bearing:

Frequency: **6464 KHz**

O.T.C. The Australian National body responsible for telecommunications services between Australia and other countries, and between Australia's external territories and shipping, thank you for your report on its transmission and conveys best wishes.

OTC Signed for O.T.C.

Your report of reception heard on
18/8/75



The Overseas Telecommunications Commission (Australia) sends this QSL with service, call sign, emission, transmitter power, antenna type, and frequency as part of the confirmation of one of its transmissions.

you'll have to work quickly and accurately. With practice, you'll find that it will only take a couple of minutes, even without the aid of a tape recorder.

The Morse code is a language of sound, with only two sounds to learn: the dit (a short, staccato sound) and the dah (approximately three times as long as the dit and drawn out). Forget all about dots and dashes—those are relics left over from the days of landline telegraphy—and also forget any visual code table you may have memorized. On radio, CW is sound.

Learn to recognize the "V" or "CQ" series that open markers by their sound in CW. A "V" comes out as "didididah" and "CQ" sounds like "dahdidahdit dah-dahdidah." Memorize these sounds and practice them by repeating them to yourself or by whistling those sounds. Using this technique, you'll be able to recognize the "V" or "CQ" that indicates that you're hearing a marker. Listen carefully to the transmissions that follow the opening. Is it repeated over and over? If

so, turn on your tape recorder, get a pencil and paper, and grab the code table that accompanies this article. We are now going to end your utility futility!

The next thing you are likely to hear after the "V" or "CQ" series are the letters "DE," explained earlier. In CW, they make the sounds "dahdidit dit," and should be memorized along with "V" and "CQ." The call letters of the station are almost invariably next. Concentrate on getting the first letter. As soon as you hear it, look on our code sound table until you find the letter that matches the sound. As an example, suppose that the first sound you hear following "DE" is "didahdah." As soon as you hear it, concentrate on the sound, perhaps by repeating it to yourself—"didahdah, didahdah . . ."—until you locate it on our code table. In this case, you'll find that "didahdah" represents the letter "W." So you'll now have the first letter in the station's call. Repeat this process with the next letter, and the next, until you have the station's complete call sign.

TRT <small>CORPORATION</small>	
Thank you for your reception report of our signals on 8526 KHz	
as reported by you on 3/24/75	
We appreciate your interest. <i>Robert E. Klein</i>	
Traffic Supervisor	
0411 (4-73)	



Mr. Harry Holmes, Jr.
115 West LeRoy Street
Fort Mill, S.C. 29715

TRT Telecommunications Corporation acknowledges reception by confirming the transmitting frequency on the day and date.

This may sound like a long and tedious process, and it may be so at first. But after a little practice you'll be able to copy the complete text of the marker within minutes. If you have trouble with the code sounds, try adjusting your receiver's beat frequency oscillator (BFO) for a different pitch.

Verifications. It's a snap to prove to the CW utility station that you heard them. Simply copy the complete text of the marker transmission and report in the usual manner. Normally it's a no-no under international law to repeat the details of a utility station transmission. Fortunately, markers are an exception. Include the date and time in GMT. Avoid using common reporting codes such as SINPO and SINFO. Plain English will do fine. Make particular note of any hum or frequency shifting of the signal.

Estimate the frequency as best you can. If you are one of those fortunate SWLs with direct-frequency readout receivers, this is no problem. But if you're like most of us and use a general cover-

CW CHART BY SOUND

A	didah
B	dahdididit
C	dahdahdahdit
D	dahdidit
E	dit
F	dididahdit
G	dahdahdit
H	didididit
I	dedit
J	didahdahdah
K	dahdah
L	didahdahdit
M	dahdah
N	dahdit
O	dahdahdah
P	didahdahdit
Q	dahdahdahdah
R	didahdit
S	dididit
T	dah
U	dididah
V	didididah
W	dahdahdah
X	dahdahdahdah
Y	dahdahdahdah
Z	dahdahdahdit
1	didahdahdahdah
2	didahdahdahdah
3	didididahdah
4	dididididah
5	dididididit
6	dahdahdahdit
7	dahdahdahdit
8	dahdahdahdahdit
9	dahdahdahdahdit
0	dahdahdahdahdah
?	didahdahdahdit
/	dahdahdahdit
.	didahdahdahdah

WHERE TO SEND CW DX RECEPTION REPORTS

KFS, ITT World Communications, Box 56, Half Moon Bay, Calif. 94019
 KHK, RCA Global Communications, 223 S. King St., Honolulu, Hawaii 96804
 KLB, ITT World Communications, 3620 Old Hiway 99, Marysville, Wash. 98270
 KOK, ITT World Communications, 18500 S. Bloomfield Ave., Cerritos, Cal. 90701
 KPH, RCA Global Communications, 135 Market St., San Francisco, Calif. 94105
 WAX, TRT Telecommunications, Box 8876, Fort Lauderdale, Florida 33310
 WCC, RCA Global Communications, Box 397, North Chatham, Mass. 02650
 WLO, Mobile Marine Radio Inc., Box 743, Mobile, Alabama 33601
 WMH, Dundalk Marine Terminal, 2700 Broening Highway, Baltimore, Maryland 21222
 WNU, TRT Telecommunications, P. O. Drawer E, Pearl River, Louisiana 70452
 WNY, RCA Communications Inc., 60 Broad St., New York, NY 10004
 WOE, RCA Communications Inc., 8580 Lawrence Rd., Lake Worth, Florida 33460
 WPA, RCA Global Communications, Box 1328, Port Arthur, Texas 77640
 WSC, RCA Global Communications, Box 34, West Creek, New Jersey 08092
 WSL, ITT World Communications, Mackay Marine Div., Amagansett, New York

COMMONLY HEARD AMERICAN CW STATIONS

4247	KPH	San Francisco, Calif.
4274	KFS	Palo Alto, Calif.
4283	KOK	Cerritos, Calif.
4310	WNU	Slidell, Louisiana
4322	WPA	Port Arthur, Texas
4331	WSC	Tuckerton, New Jersey
4346	WMH	Baltimore, Maryland
4349	KLB	Marysville, Wash.
6376	WCC	Chatham, Mass.
6390	WAX	Ojus, Florida
6411	KLB	Marysville, Wash.
6411	WOE	Lantana, Florida
6435	WPA	Port Arthur, Texas
6463	KOK	Cerritos, Calif.
6477	KPH	San Francisco, Calif.
6495	WNU	Slidell, Louisiana
6502	WSC	Tuckerton, New Jersey
6519	WNY	New York, New York
8486	WOE	Lantana, Florida
8502	WMH	Baltimore, Maryland
8514	WSL	Amagansett, New York
8526	WAX	Ojus, Florida
8542	KHK	Honolulu, Hawaii
8558	KFS	Palo Alto, Calif.
8570	WNU	Slidell, Louisiana
8582	KLB	Marysville, Wash.
8586	WCC	Chatham, Mass.
8590	KOK	Cerritos, Calif.
8610	WSC	Tuckerton, New Jersey
8618	KPH	San Francisco, Calif.
8630	WCC	Chatham, Mass.
8642	KPH	San Francisco, Calif.
8658	KLB	Marysville, Wash.
8658	WSL	Amagansett, New York
8686	WMH	Baltimore, Maryland
8714	WLO	Mobile, Alabama
12808	KPH	San Francisco, Calif.
12844	KFS	Palo Alto, Calif.
12925	WCC	Chatham, Mass.
12993	KOK	Cerritos, Calif.
12997	WSL	Amagansett, New York

age receiver not calibrated so accurately, estimate the frequency to the best of your ability. If you get deeply involved with CW DXing, you may find an external frequency standard that puts out markers every 100 kHz will be a good investment. They often run around \$30 more or less.

It is always wise to include a prepared card with your report. Put the station call and location on the card, along with the date and time the station was heard. If you had to estimate the frequency, leave a space blank for the station operator to include the exact frequency. You might like to leave some space for the station operator to make some remarks, along with a line for a signature and station stamp. Frequently, a station will have its own QSL cards or will send a letter, but a prepared card is the best way to ensure a reply.

Included here is a list of the major CW utility bands. They're mainly used by coastal stations. Also presented is a list of commonly heard stations and the frequencies on which they have been active of late. More complete listings of CW stations can be obtained from Handler Enterprises, Box 253, Deerfield, Illinois 60015 and Gilfer Associates, Box 239, Park Ridge, NJ 07656. You might also be interested in joining a radio club that features coverage of CW DX. Three such clubs are American SWL Club, 16182 Ballad Lane, Huntington Beach, Calif., 92649; Newark News Radio Club, Box 539, Newark, New Jersey, 07101; and SPEEDX, Box E, Elsinore, Calif., 92330. Enclose a self-addressed stamped envelope with your requests for information to these clubs, and you might enclose \$1 if you want to examine a sample bulletin. ◇



TAPE RECORDER HYGIENE

How to maintain tape recorders and tapes in peak condition.

BY CRAIG STARK

APART from inquiries about specific product recommendations, the subject of most concern to readers is how to care for their recorders and tapes.

In addition to routine household dusting, recorders need two kinds of periodic cleaning: physical and magnetic. The tape has yet to be made that does not shed some of its oxide particles with every playing, and unfortunately these tend to accumulate on tape heads and guides, pressure pads, and the capstan/pressure-roller drive system. If not removed, this debris can cause slippage in the drive mechanism. The resulting wow and flutter is heard as inconstancy or "graininess" in pitch. In addition, the oxide accumulations on the heads cause momentary "drop-outs" in the signal and loss of treble response.

Happily, the solution is as near as a bottle of isopropyl or rubbing alcohol and an ordinary cotton-tipped swab. If the tape you use has a brown surface, the

chocolate-colored band that develops on the black pressure roller is an obvious warning that housekeeping is in order. If the tape you use has a black oxide, you will have to look more closely to see the shiny band that appears. In any case, the build-up of flaked-off oxide particles must be removed from all parts in the head assembly and anywhere the tape contacts the recorder.

Magnetic Considerations. Though unseen, residual magnetism induced in heads, guides, and capstan represents an even greater potential danger to your tape collection, and preventive or therapeutic treatment is indicated at least as often as physical cleaning. Professional studios "degauss" their machines daily (every 8 to 20 hours of operating time is the usual recommended rule of thumb) to guard against this insidious force. A magnetized component anywhere in the tape path will create some hiss and per-

manent loss of high-frequency signal whether you're recording or simply playing back a tape.

Fortunately, head demagnetizers are inexpensive accessories available from all dealers, and using one properly takes less than a minute. Start by turning your recorder off and removing all tapes from the immediate vicinity. Remove the head covers (you should have done this already for the physical cleaning); and, holding the tape-head degausser at arm's length, plug it in, push its "on" button (if it has one), and bring it in close proximity to each of the surfaces that contact the flowing tape. Then, with the demagnetizer still on, withdraw it slowly and smoothly. Turn it off when it is at arm's length from the machine and the job is done. Note: to avoid any danger of scratching the tape heads, it is a good idea to put a piece of plastic tape over the tip(s) of the degausser. (Because of differences in physical design, it is not possible to get every tape-head demagnetizer to the heads of every recorder. Check with your dealer to make sure there will be no problem.)

For most audiophiles, lubrication of a recorder is best left to a yearly visit to the service technician. Too much is as great a danger as too little! Obviously, though, bearings and sliding and rotating surfaces must have lubricants. If you want to do the job yourself, follow the manufacturer's instructions carefully.

Caring for Tape. Tape care is no less important. Always keep tapes in their containers when not in use, and put tape reels on edge—not piled atop one another. I recommend the professional practice of leaving tapes in a *played*, not a *fast-wound* condition, for the latter tends not only to create an unevenly wound tape "pack," but also to put internal stresses on the tape layers that may cause damage. For the same reason, it's a good idea to play—not rewind—a tape at least twice a year. Avoid storing tapes next to a radiator, in the immediate vicinity (within 2 to 3 feet) of strong magnetic fields (loudspeakers, motors, or power transformers in hi-fi equipment), or in a car trunk during warm weather. Given proper care, your tapes should outlast their owner!

Accidental erasure, especially of the high frequencies, is something to worry about. I once ruined a \$35 test tape by using a screwdriver, that I didn't know was magnetized, for some head adjustments; and a friend once tearfully played for me a master tape on which his five-year-old had momentarily placed a mag-

net from the kitchen memo board, "to see if it would stick." The magnet didn't, but the once-around blip did.

To assess the potential dangers, I consulted several experts and found they agreed that most fears about accidental damage from magnetic fields—generated by radar, house wiring, home appliances, power transformers, and even loudspeakers—are exaggerated.

The reasons are two formidable-sounding but relatively straightforward factors: "tape coercivity" and "the inverse square law." Coercivity is simply an index of the amount of magnetic energy necessary to erase a tape and is measured in oersteds (Oe). Tapes generally have a coercivity in the 280- to 450-Oe range, but this value is a kind of an average (some oxide particles require more field, some less, for erasure). The consensus among the experts was: a good rule for general tape safety is to keep the absolute peak level of stray fields to less than 10 per cent of the tape coercivity. For ferric-oxide tapes, this amounts to 25 to 30 Oe, and for chromium-dioxide tapes, 45 Oe. One gentleman reported measuring a magnetic field of only 10 Oe at the case of an electric drill, so it surely would be safe to use in the vicinity of most tapes. (In fact, home-appliance motors aren't that different in principle from those used in tape decks.) However, for really critical tapes, it was suggested that external fields should be kept below about 10 and 15 Oe for iron and chrome tapes, respectively, since high frequencies tend to be more easily erased.

The other factor is a function of distance. Even a bulk tape eraser that may generate a powerful 1,000-Oe field measured at a distance of $\frac{1}{2}$ inch measures only one fourth that field at one inch, and one sixteenth at two inches. That's the effect of the inverse square law, and it holds, generally, for magnetic recordings. Thus, even a few inches of separation from potentially damaging fields—magnetic latches on cabinets for example—can prevent signal damage.

You can measure steady-state or "permanent" fields (around a speaker cabinet or from magnetized tape heads, guides, and capstans) with an inexpensive (\$6.80) magnetometer from R. B. Annis, 1101 N. Delaware St., Indianapolis, Ind. 46202. Multiply your readings by ten or even a bit more on recorder parts that touch the tape directly. You'll find with speakers that the magnetic "leakage" field varies from model to model and, of course, the point on the cabinet at which it is measured. ◇

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An Introduction to Gyrator Theory

**How inductors can be simulated
using resistors, capacitors, and op amps.**

BY BRYAN T. MORRISON

A GYRATOR, believe it or not, is an inductor without any turns of wire. Although the theory behind this interesting circuit has been established for some time, only within the past few years have synthesized inductors been used on a wide scale. Before we examine the gyrator in detail, let's review some basic properties of inductors.

A pure inductance is a circuit element whose opposition to the flow of alternating current (*inductive reactance*) varies directly with frequency. At dc or zero hertz, the ideal inductor has zero ohms of resistance (a perfect conductor) and zero ohms of reactance. Therefore, we can say that it also has zero ohms of impedance—the vector sum of resistance and reactance. However, as we move into the realm of ac, the reactance of an inductor increases according to the formula $X_L = 2\pi fL$; where X_L is measured in ohms; f (frequency) in hertz; and L (inductance) in henries. Its resistance remains zero ohms. At infinite frequency, the inductor has infinite reactance, and will permit no ac to flow.

So far we have been talking about an *ideal* inductor. Actually, every inductor has a certain amount of resistance and capacitance as well as inductance. As shown in Figs. 1A and 1B, an iron-core inductor can be modeled as an inductance in series with a resistance, R_1 ; and this combination is in parallel with a capacitance and series resistance, R_2 . An air-core inductor (Figs. 2A and 2B) behaves as an inductance and series resistance R_1 would. In both cases, L is the inductance of the coil, and R_1 is the resistance of the wire which comprises the coil. The iron-core inductor contains two additional elements, R_2 and C , which represent losses within the core. With dc, there are no core losses, and consequently, our model's C permits no current to flow through R_2 . At higher and higher frequencies, core losses increase. Thus, in our model, increased current flows through R_2 as the capacitor's reactance decreases.

Synthesizing an Inductor. By combining resistors and a capacitor with a

gain stage, we can create a circuit which appears to the "outside world" as a real inductor. To understand how, we will analyze the inductor models (Figs. 1B and 2B) in terms of "port admittance." A port is a point through which energy can enter or leave. In the case of an electrical circuit, it can consist of a pair of terminals to which a circuit element is connected. The inductors and their models in Figs. 1 and 2 are ports, and when a voltage source is connected across them, an input voltage (V_{IN}) is applied an input current (I_{IN}) flows.

Admittance, measured in *mhos*, is the reciprocal of impedance. In other words, admittance is the ratio of current to voltage. If an element's admittance is zero mhos, no current will flow through it no matter how high the voltage is across it. Such an element is a perfect insulator or open circuit. On the other hand, an element with infinite admittance will conduct infinite current, even if a low voltage source is connected across it. It is a perfect conductor or a short circuit. Combining these two terms, port admittance is the ratio of the current flowing into the port (I_{IN}) to the voltage across the port (V_{IN}).

Referring to Fig. 1B, we can see that resistors R_1 and R_2 set the limits of port impedance at both very high and very low frequencies. At dc, the admittance of the inductor L is infinite (a short circuit), and only R_1 limits the current through it. Capacitor C behaves as an open circuit

with zero admittance, so R_2 is removed from the circuit. At an infinite frequency L is an open circuit and R_1 is removed from the circuit. However, C is a short circuit and current through it is limited only by R_2 . Between these frequency extremes, L will determine the port's admittance, because it is much larger than C .

The port admittance of the air-core coil at dc is simply the reciprocal of resistance R_1 , since L has infinite admittance. At an infinite frequency, the port admittance is zero, because the inductance acts as an open circuit, and no input current can flow.

Analyzing the Gyrator. Now let's apply these concepts to the gyrator circuits (Figs. 1C and 2C). As in the equivalent circuits, R_1 represents the ohmic resistance of the coil wire, and C and R_2 are core losses which increase in step with the applied frequency. However, something new has been added—a gain stage. Any active device can be used, but here we choose an op amp for its simplicity, high gain, almost infinite input impedance, and very low output impedance. The gyrator op amps are strapped for unity-gain, noninverting operation. So, within the frequency limits of the device (assume infinite bandwidth), the voltage at the output is exactly the same as that at the noninverting input.

If we apply a dc voltage across the input terminals of Fig. 1C, capacitor C

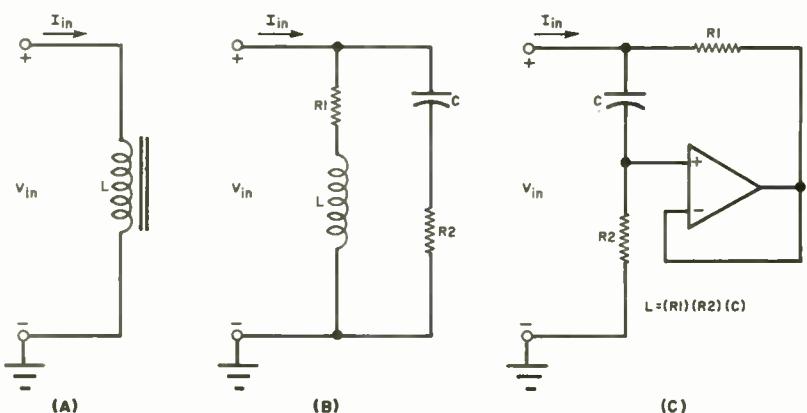


Fig. 1. Iron-core inductor (A) can be modeled as shown in (B) and simulated using the gyrator circuit in (C).

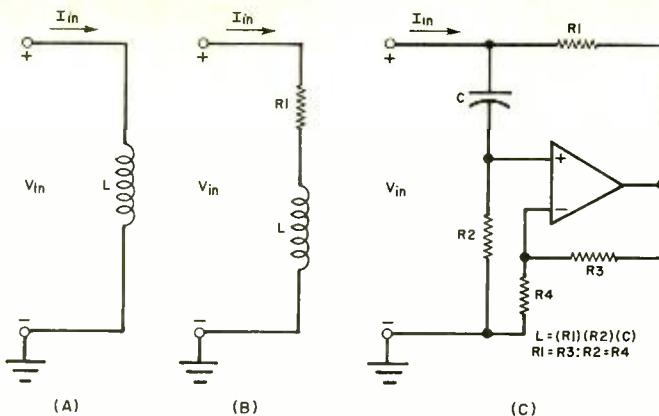


Fig. 2. An air-core coil (A) has an equivalent circuit shown in (B). Op amp gyrator (C) simulates the coil's behavior.

does not conduct, and the voltage at the noninverting input is zero. The output is also at ground potential, and because the op amp has very high output admittance (low output impedance), we can safely say that R_1 is connected across the port. So, I_{IN} will flow only through R_1 . This agrees with the behaviour of the equivalent circuit of Fig. 1B. The port admittances are maximized at dc, limited only by the values of both R_1 's (assumed to be equal).

At infinite frequency, C is a short circuit, and therefore the voltage at the op amp's noninverting input (as well as that at the output) is equal to V_{IN} . Since there is no voltage drop across R_1 , it is effectively removed from the circuit. The only admittance path is through R_2 to

ground, which is the same behavior we noted in the equivalent circuit.

For frequencies between zero and infinity, C and R_2 act as a high-pass filter, causing less and less voltage drop across R_1 as frequency increases, and thus less port admittance until R_2 's limiting effect comes into play. The reactive characteristics of the capacitor have successfully been inverted or gyrated so that the port behaves as an inductor. The equivalent inductance in henries is expressed by the formula $L = (R_1)(R_2)(C)$, with resistances in ohms and capacitance in farads.

With the addition of two resistors, an air-core inductor can be simulated. Air-core coils have essentially no "core" loss, and therefore have no parallel resistance in their equivalent circuits. Because of this the gyrator (Fig. 2C) uses the additional resistors to set the gain of the op amp. When the values are properly selected, they provide enough gain to compensate for R_2 's losses at high frequencies. But the amount of gain must be carefully chosen—otherwise the circuit might oscillate! If R_3 equals R_1 and R_4 equals R_2 , the circuit will be stable and exhibit no parallel resistance. In practice, however, little is gained over the circuit of Fig. 1C as long as the ratio R_2/R_1 is at least 90 to 100, because the effects of parallel resistance are negligible in most audio applications commonly encountered.

PROPERTIES OF GYRATORS

Advantages

1. Immunity to ambient magnetic fields; no coupling or crosstalk between "inductors."
2. Very small size required for large values of inductance.
3. Inexpensive, use readily available components.
4. Accurately predictable "saturation" levels.
5. Parameters can be fixed by choice of resistors.

Disadvantages

1. Active device generates noise (can be held to low levels if proper devices are selected).
2. More complex circuits are required to simulate "floating" inductors.
3. Inductors with low series resistance and high current handling characteristics are difficult and impractical to simulate, as the circuits require high-power active devices.
4. Simulated inductors are frequency limited by their active devices' usable bandwidths and slew rates (not a problem at audio frequencies in most cases).

R_1 should be no lower than the op amp's minimum recommended load resistance, which falls between 100 and 2000 ohms for common op amp types. The largest acceptable value for R_1 is desirable, so as not to load the op amp too much, thus preventing high distortion and heating effects. To simulate a high-quality toroidally wound coil, R_2 should be at least 100 times greater than R_1 , but not so large as to become a major contributor to the op amp's input noise. As a rule of thumb, keep R_1 around 1000 ohms and R_2 between 10 kilohms and 1 megohm.

Once the values of R_1 and R_2 have been chosen, use the formula $C = L/(R_1)(R_2)$ to find the required capacitance in farads. At least 100 pF should be used to avoid the detuning influences of stray capacitances.

It is important to keep the op amp functioning within acceptable circuit and signal parameters. If for any reason it begins to deviate from the role of a voltage follower, the "inductor" won't work properly. Input signals must lie within the operating bandwidth of the device, and their amplitudes must not cause the output stages to clip. In a gyrator, clipping in the gain stage is analogous to core saturation, which can cause high distortion levels.

However, this is not usually a problem with gyrators. Because they will most often be operated from the same power supplies that other audio stages use, they will not start to clip until the other amplifiers do. Unlike iron-core coils, whose saturation characteristics are functions of core material, size, number of turns, and applied current, the gyrator's saturation point is accurately predictable, and does not occur before the other active stages of the system also saturate or clip.

Using either of the gyrators we have examined will result in high-quality coils with inductances ranging from millihenries to hundreds or thousands of henries. Commonly available parts—including relatively small capacitors—can be employed. Added benefits include high magnetic field immunity and saturation characteristics, and (paradoxically) small amounts of required printed circuit board "real estate." However, there is one limitation. The gyrators we have described are single ended. That is, one side is grounded. To simulate "floating" inductors, neither side of which is connected to ground, more complex circuits using two op amps can be designed. But such gyrators are beyond the scope of this article.

"ZAP" NEW LIFE INTO DEAD Ni-Cd BATTERIES

*That dead cell may not be completely gone.
A properly applied high current can often clear a
fault, making the cell useful again.*

BY DOUGLAS C. MYERS

THE NICKEL-CADMIUM cell is a paradox. Capable of being charged many hundreds to many thousands of times, it occasionally fails long before its claimed life cycle comes to an end. Most people simply replace a cell that has failed with a new cell. Considering that most Ni-Cd cell failures are reversible, this is a waste of money.

In this article, we will discuss the most common reason for early Ni-Cd cell failure and how the great majority of all failures can be reversed. The procedure described here will restore just about any dead Ni-Cd cell to provide its entire claimed useful life.

Why Cells Fail. In general, most devices powered by Ni-Cd cells employ more than a single cell. As the battery of

cells is discharged and recharged, the time available between recharges reduces. Almost invariably, this is due to the weakening of a single cell in the battery.

To understand the cause of such a failure—one cell "dead" while the others are still good—refer to Fig. 1, a schematic of a typical Ni-Cd power supply for small battery-powered devices. Without the charging source connected to the circuit, the 200-ohm load "sees" 5 volts and draws 25 mA from the battery of cells. Since each cell must pass the en-

tire 25 mA and each cell's potential is 1.25 volts, Ohm's Law tells us that each cell sees the equivalent load of 50 ohms. Ideally, the four cells deliver identical performance and, hence, share the load equally.

In practice, no four cells in a battery



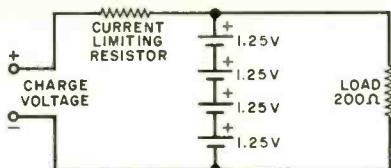


Fig. 1. Schematic of a typical NiCd supply for a small load.

ever exhibit exactly the same output voltage. Assume that one cell is delivering only 1.20 volts, while the other cells are delivering their rated 1.25 volts. Now, the 200-ohm load sees 4.95 volts and draws 24.75 mA. Since all four cells must pass the entire 24.75 mA, each of the strong cells at 1.25 volts sees an equivalent load of 50.5 ohms. This means that the weak cell sees only 48.5 ohms. While this does not seem to be too unequal a distribution, note that the weak cell is working into the heaviest load and, as a result, will discharge more rapidly than the other cells in the battery. Similarly, when the cells are recharged for only a short period of time, the weak cell, which has been working the hardest, is also the one that receives the least charging power.

This unequal loading and recharging is of little consequence in normal operation. The inequality is small for any given charge or discharge cycle, due to the relatively flat output voltage Ni-Cd cells exhibit over most of their range. And a good charge tends to equalize any energy differences between cells. However, during heavy usage, one is tempted to "quick charge" the battery just enough to restore service. A combination of shallow charges and deeper-than-normal discharges tends to exaggerate the energy difference between a weak cell and the other cells in the battery system. Operated continually in this manner, the weak cell inevitably reaches its "knee," the point at which its voltage decreases sharply, long before the other cells reach the same point.

At the knee, the picture changes dramatically. Suddenly, the weakest cell sees an increasingly heavy load, which causes its voltage to drop even faster. This avalanche continues until the cell is completely discharged, even as the other cells continue to force current to flow. The inevitable result is that the weak cell begins to charge in reverse, which eventually causes an internal short.

Once an internal short develops, recharging the cell at the normal rate is futile. The short simply bypasses current around the cell's active materials. (Even though the cell is apparently dead, most of its plate material is still intact.) If the

small amount of material that forms the short could be removed, the cell would be restored to virtually its original capacity once again.

Clearing the Short. Using the circuit shown in Fig. 2, the internal short can be burned away in a few seconds. In operation, energy stored in the capacitor is rapidly discharged through the dead cell to produce the high current necessary to clear the short. Current is then limited by the resistor to a safe charge rate for a small A cell.

Several applications of discharge current are usually necessary to clear a cell. During the "zapping" (restoration) process, it is a good idea to connect a voltmeter across the cell to monitor results. Momentarily close the normally open pushbutton switch several times to successively zap the cell, allowing sufficient time for the capacitor to charge up between zaps, until the voltage begins to rise. Then, with the toggle switch closed, watch as the potential across the cell climbs to 1.25 volts. If the potential

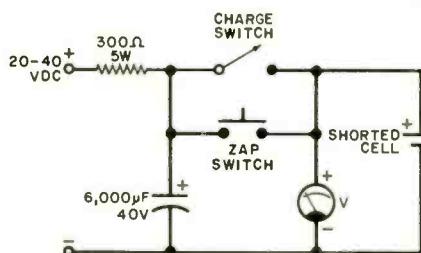


Fig. 2. Shorted cell is cleared by energy stored in capacitor.

stops before full voltage is reached, some residual short still remains and another series of zaps is in order. If you observe no effect whatsoever after several zaps and shorting out the cell and taking an ohmmeter measurement indicates a dead short, the cell is beyond redemption and should be replaced.

Once full cell potential is achieved, remove the charging current and monitor battery voltage. If the cell retains its charge, it can be returned to charge and eventually restored to service. But if the cell slowly discharges with no appreciable load, the residual slight short should be cleared. To do this, short circuit the cell for a few minutes to discharge it, zap again, and recharge it to full capacity.

Not all Ni-Cd cells can be restored by the method described here, but most can. After restoration, a cell's life expectancy will be roughly the same as that of the other cells taken from the same service application. ◇

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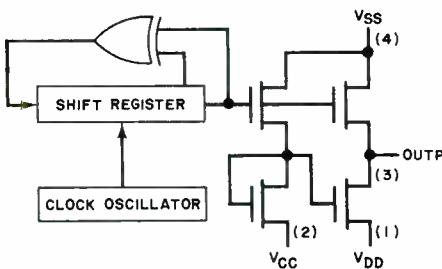
Build a PINK NOISE GENERATOR for AUDIO TESTING

Uses a new MOS noise generator IC.

BY DENNIS BOHN

AN INCREASING number of audio-philes are incorporating graphic equalizers into their hi-fi music systems. The new component is most often used as a "super" tone control that offers a degree of frequency response compensation beyond the capabilities of bass and treble controls. However, adjusting 10 to 30 controls to compensate for acoustic deficiencies in the listening room can be challenging. This project—a pink noise generator—makes the job a little easier. It provides a reference signal for performing equalizer adjustments, and uses just one IC and a few passive components.

The IC, National Semiconductor's MM5837, is a digital pseudo-random sequence generator which will produce a broadband white noise signal for audio applications that's converted to pink noise by a passive filter. Unlike traditional semiconductor junction noise sources, the MM5837 provides uniform noise quality and output amplitude. Although it was originally developed with electronic organs and synthesizers in mind, it is equally suited to room equalization applications. A block diagram of the MM5837 is shown in Fig. 1.



White vs. Pink Noise. The output of the MM5837 is broadband white noise. Since pink noise is used in most audio work, it is helpful to understand the difference between the two.

White noise is a composite signal with contributions from all frequencies and a spectral density substantially independent of frequency (equal energy per constant bandwidth). It is characterized by a 3-dB increase in amplitude per octave of frequency change. In comparison, pink noise has a flat amplitude response per octave of frequency (equal energy per octave). Pink noise allows correlation between successive octave equalizer stages by insuring that the same amplitude of input signal is used for each as a reference.

The network required to convert white noise to pink noise is simply a -3-dB/octave low-pass filter; but it presents an interesting problem in circuit design. If capacitive reactance (and thus the response of a simple RC or first-order filter) varies at a rate of -6 dB/octave, how can a slope of less than -6 dB/octave be obtained?

The solution lies in cascading several stages of lag compensation so that the zeros of one stage partially cancel the poles of the next stage. Such a network, shown in Fig. 2, has a -3-dB/octave characteristic ($\pm\frac{1}{4}$ dB) from 10 to 40,000 Hz.

The complete pink noise generator in Fig. 3 gives a flat spectral distribution (per octave) over the audio band from 20 to 20,000 Hz. An 11.5-V p-p random pulse train appears at pin 3 of the IC, and is attenuated by the filter. The actual output across C5 is about 1 V p-p ac of pink noise riding on an 8.5-V dc level.

Construction. Since the circuit is fairly simple, it can be constructed on a small circuit board using printed circuit, point-to-point wiring, or Wire-Wrap techniques. Resistors in the filter network should have close tolerances. Premium-grade tantalum and polystyrene, ceramic, and film capacitors are recommended. Observe standard precautions in handling the MOS device, and use an IC socket or Molex Soldercons. ◇

Fig. 1. Block diagram of the MM5837 noise source.

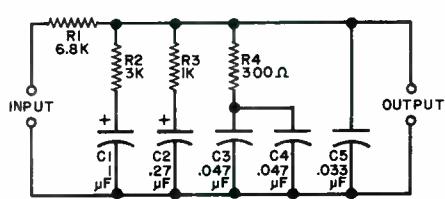


Fig. 2. Low-pass filter with -3-dB/octave response.

PARTS LIST	
C1	1-μF, 35-V tantalum capacitor
C2	0.27-μF, 35-V tantalum capacitor
C3, C4	0.047-μF capacitor
C5	0.033-μF capacitor
C6	100-μF, 35-V electrolytic capacitor
IC4	MM5837 noise generator IC
R1	6800-ohm, 1/4-W, 5% resistor
R2	3000-ohm, 1/4-W, 5% resistor
R3	1000-ohm, 1/4-W, 5% resistor
R4	300-ohm, 1/4-W, 5% resistor
Misc.	Circuit board, 15-volt regulated supply, output jack, output connector, IC socket or Molex Soldercons, hookup wire, solder, suitable enclosure, etc.

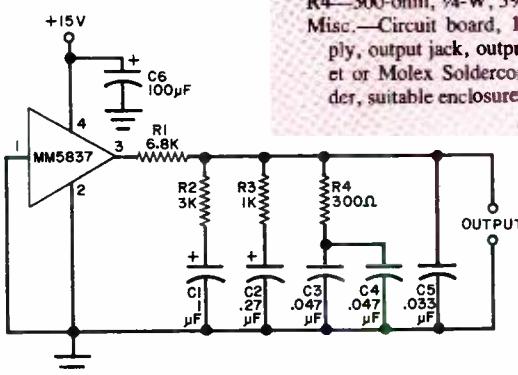
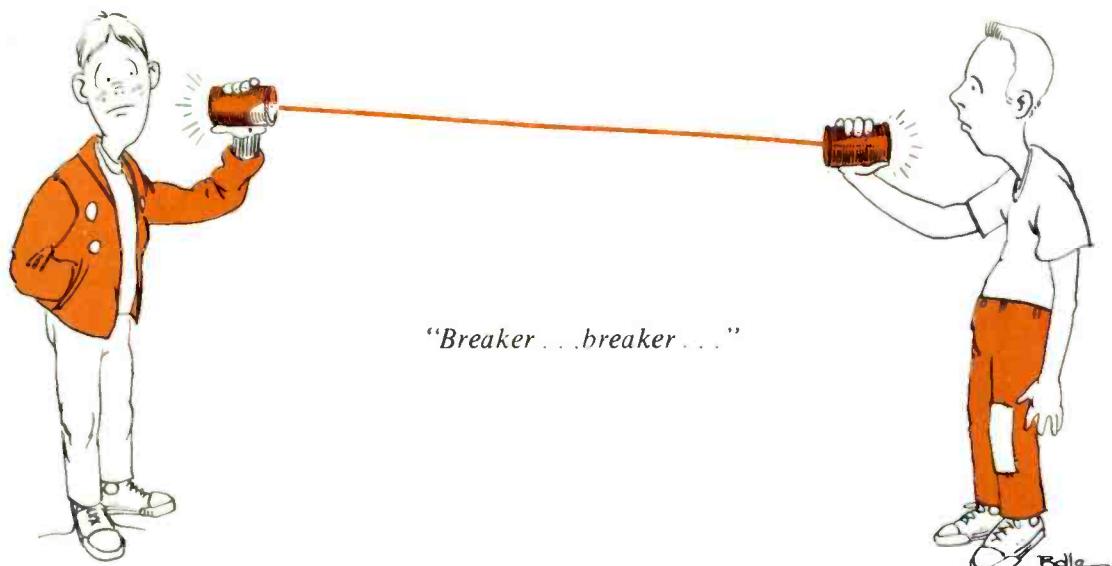
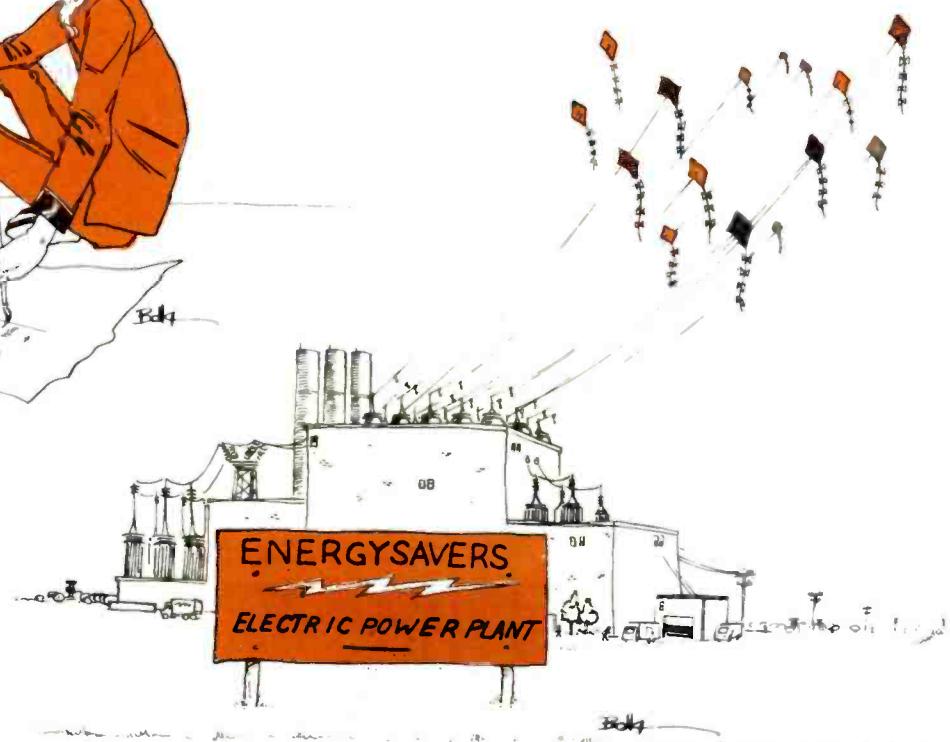
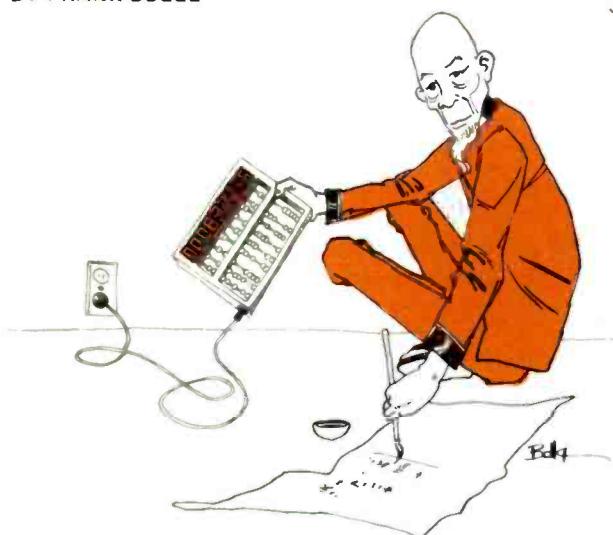
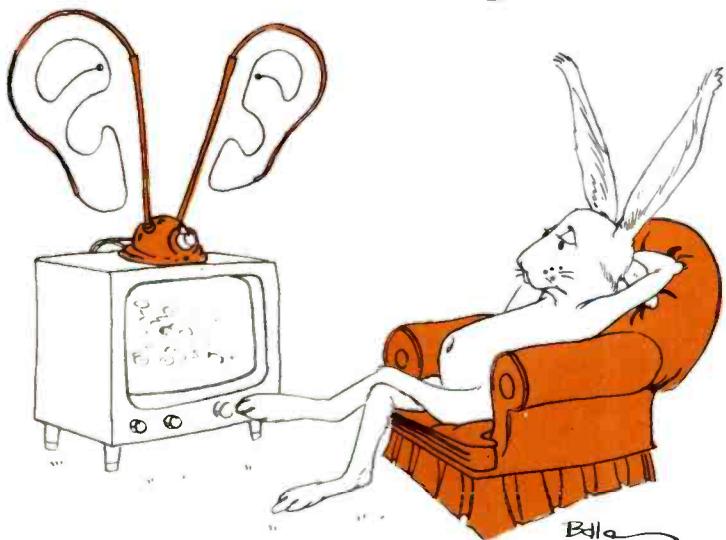


Fig. 3. Schematic diagram of the pink noise generator.



The World of Electronics

BY FRANK BOLLE



AVERAGE, PEAK, AND RMS VALUES

What is meant by the various ways of specifying ac potentials and currents.

BY HECTOR FRENCH.

WHEN dealing with dc potentials, there is no ambiguity about what kind of voltage is meant. A dc volt is a dc volt. When it comes to ac voltage, however, the picture is very different and often confusing. For example, a potential specified as 100 volts ac has little or no meaning unless it is followed by an identifier like "peak," "rms," "average," or "effective," each of which has a different meaning from the others.

To illustrate what we mean, consider your common 117-volt ac power-line potential. This figure specifies the rms voltage of the power line. The peak potential is actually 164.66 volts, which is 39.8% greater than the rms potential. The average potential, at 11% lower than the rms potential, is 104.52 volts.

The peak voltage is the maximum potential of the entire waveform. This volt-

age and capacitor are simply reversed.)

The average voltage is important for two different reasons. First, it is easy to find with simple circuits. Second, it is reliably close to the rms voltage with sine waves. The basic circuit for finding the average ac voltage is illustrated in Fig. 2.

In this case the output is a series of half-waves of the same polarity. (Again, to change the output voltage polarity, simply reverse the diodes.) A meter placed between the output point and ground provides the reading and is usually calibrated with a scale that is compressed just the right amount to give a relatively accurate rms reading with sine-wave signals. This is the type of circuit used in most ac voltmeters ranging from inexpensive portable to expensive laboratory instruments.

put in terms of rms with sine waves. What about nonsinusoidal waveforms? If we take a 117-volt sine wave and allow only one alternation in 10 to come through, the peak potential is still 164.66 volts. Since only a half wave out of every 10 cycles comes through, our average potential would be divided by 10 ($104.52/10 = 10.452$ volts).

If we allow only one alternation in 10 cycles to come through for a 117-volt ac rms waveform, we cannot simply divide by 10 to find the new rms potential. First, we must square 117, which yields 13,689. Then, we find the average by dividing 13,689 by 10, yielding 1368.9. Finally, we must find the square root of 1368.9, which results in 37 volts rms. This last figure is a long way from the average reading of this one-in-10 waveform, even when the average scale is

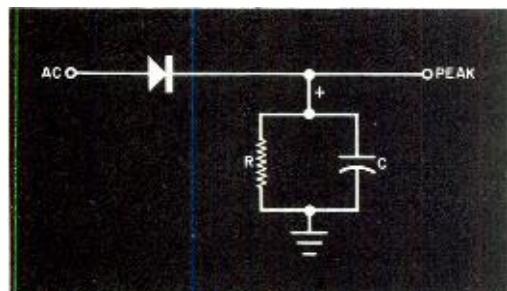


Fig. 1. Simple RC and diode circuit is used to find peak potential.

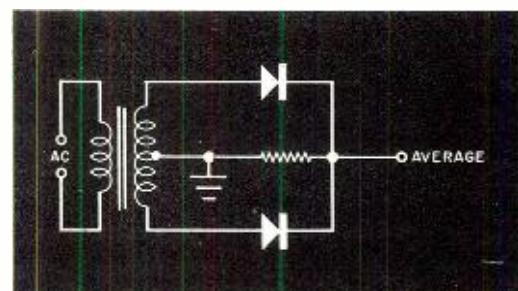


Fig. 2. Series of half waves is measured to find average value.

age is extremely important for designing the insulation of high-voltage ac circuits. An 11,500-volt (rms) line, for example, has a peak potential of $11,500 + 4577 = 16,077$ volts. That difference of more than 4500 volts must be considered when specifying components.

The peak potential is easy to find with the circuit shown in Fig. 1.

The capacitor charges up to the peak voltage during the first positive alternation of the ac input. The charge then slowly drains off through the resistor until the next positive alternation comes along. (For a negative output, the diode

At this point, you are probably wondering where rms voltage comes into the picture. Well, the purpose of the rms measurement is to specify the dc voltage that has the same power capacity as the ac voltage it represents. "Rms" stands for "root mean squared," which is shorthand for saying that to find the rms voltage, you must square the ac waveform, find the average of the squared waveform, and find the square root of that average. About the only simple way of showing an rms detector system is as in Fig. 3.

The average-law circuit gives an out-

compressed to indicate in make-believe rms. Using the compressed scale, the indicated reading would be almost 70% low!

As you can see from the foregoing, when dealing with pure sinusoidal waveforms, you can use a peak-, average-, or rms-indicating circuit to convert from one type of ac voltage to another without introducing errors. But when you are dealing with nonsinusoidal waveforms, watch out. All your readings might be so grossly inaccurate as to be useless for anything other than to indicate the presence or absence of a potential. ◇

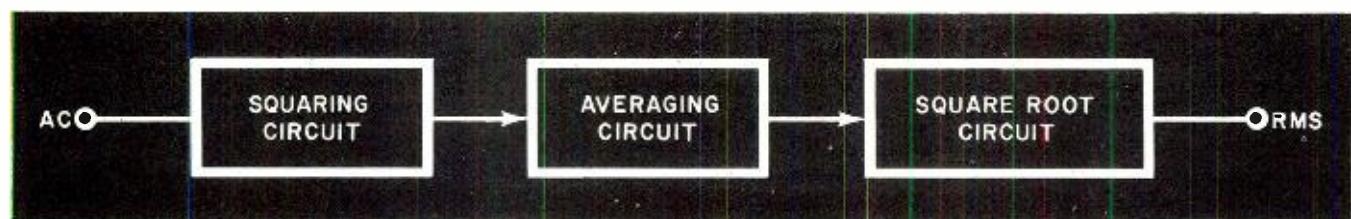


Fig. 3. Simple block diagram of an rms detector circuit.

SOLAR CONTROLLER

**Electronic temperature comparator
for solar energy systems or attic fans**

BY JERALD M. COGSWELL

THE SEARCH for new energy sources has encouraged amateurs as well as professional engineers to experiment with solar energy hardware as used in space heating. A typical solar heating system consists of three functional parts: solar energy collection, heat storage, and heat distribution. Automatic controls are required to operate the fans, blowers, pumps, etc. and coordinate

operation of the overall system.

Because the backyard (or rooftop) experimenter may be discouraged by the high cost or unavailability of suitable controls, the Solar Controller described here should come in very handy. It can be built for about \$35 and can be easily adapted to turn on attic fans when needed. It thus reduces the cooling load and prevents costly over-running of fans.

The Solar Controller is a temperature comparator that turns on a blower or pump when the air or fluid in the solar collector is at a sufficiently high temperature to justify a transfer to the storage medium. In the fan application, control is by the temperature difference between the attic and outside air (or between ceiling and floor of a large room).

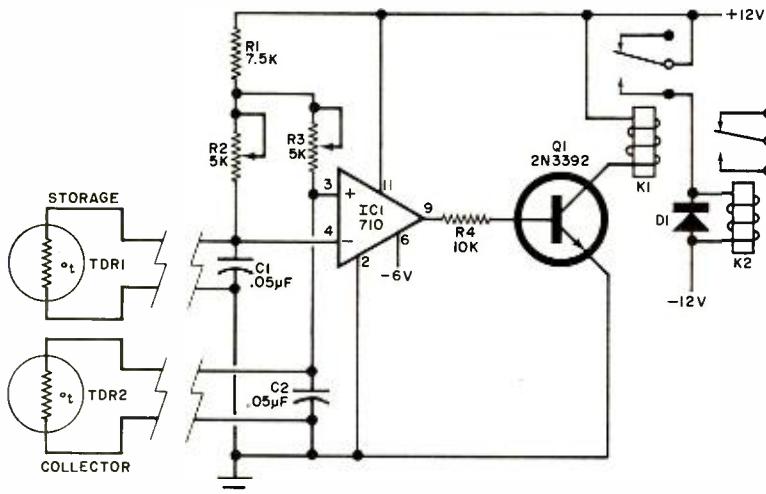


Fig. 1. Comparator IC1 turns on or off depending on resistances of TDR1 and TDR2. When IC1 is on, Q1 and the relays are energized.

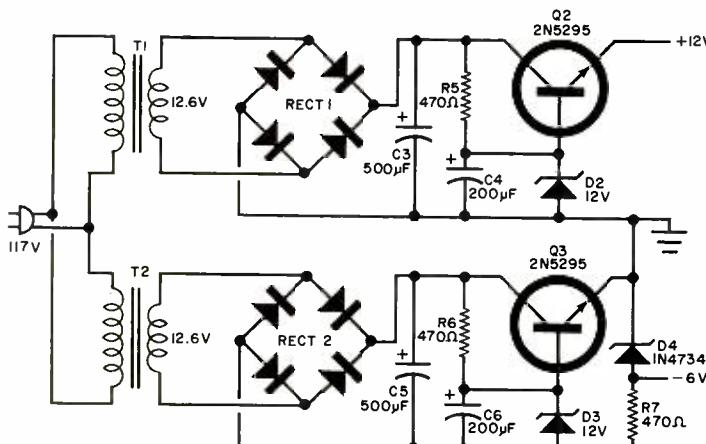


Fig. 2. The power supply for the solar controller is standard design and provides regulated positive and negative outputs.

PARTS LIST

- C1,C2—0.05- μ F, ceramic disc capacitor
- C3,C5—500- μ F, 25-V electrolytic capacitor
- C4,C6—200- μ F, 25-V electrolytic capacitor
- D1—General-purpose silicon rectifier diode
- D2,D3—12-V, 1-W zener diode (1N4742, or similar)
- D4—6-V, 1-W zener diode (1N4734 or similar)
- IC1—710 voltage comparator
- K1—12-V, 600-ohm coil relay
- K2—24-V, 10-ampere contacts relay
- Q1—2N3392 transistor
- Q2,Q3—2N5295 transistor (or similar)
- R1—7500-ohm, 1-W resistor
- R2,R3—5000-ohm multi-turn trimmer potentiometer
- R4—10,000-ohm, 1-W resistor
- R5,R6,R7—470-ohm, 1-W resistor
- T1,T2—12.6-V, 300-mA transformer (Radio Shack 273-1385 or similar)
- TDR1,TDR2—TG-1/8, 100-ohm, $\pm 5\%$ Sensistor
- Misc.—Suitable enclosure, perforated or pc board, socket for IC1, twin lead cable for sensors, heat sinks(2), power cord, mounting hardware.

Note: The Sensitors are available from Texas Instruments semiconductor dealers, or from Texas Instruments, 2916 Holmes St., Kansas City, MO 64109 at \$2.40 each.

put in the low state. When *TDR2* gets warmer, the voltage across it gets higher and, when it is about 5 millivolts higher than the voltage across *TDR1*, the output of *IC1* goes high.

When this happens, transistor *Q1* is turned on and activates low-power relay *K1*. The latter, in turn, activates a 24-volt heavy-duty relay, *K2*, which handles the power requirements of the system.

Capacitors *C1* and *C2* prevent transients from affecting the inputs of *IC1*. Trimmer potentiometers *R2* and *R3* are used to preset the voltages on *IC1*. Diode *D1* is a general-purpose silicon rectifier used to protect the contact of *K1*. If desired, *Q1* can be replaced by a power transistor (such as RCA 40594) and one of the relays can be eliminated.

The power supply for the Solar Controller is shown in Fig. 2.

Construction. All components except the power transformer and relays can be mounted on a 3" x 6" piece of perforated board or pc board. Use small solder clips for connections to *TDR1*, *TDR2* and the relay. The entire system can be mounted in any type of enclosure. Use a heat sink for *Q2* and *Q3*.

The temperature sensors can be mounted at a distance from the rest of the circuit provided the resistance of the interconnecting leads does not exceed a few ohms. Use #14 wire or conventional slender twin leads. Solder the leads to the sensors carefully (and quickly) and anchor the soldered ends in silicone or epoxy. Be sure the bodies of the resistors are exposed to insure fast thermal response to temperature changes.

Adjustment. Set trimmer potentiometer *R2* at about its 3/4-resistance point. Then place the body of *TDR1* in a bowl of water that has been heated to the average temperature you expect in the storage medium. Place *TDR2* in another bowl of water that is between 5° and 10°F hotter than the first bowl. You will have to determine the exact temperature difference you want the circuit to detect.

Once both temperature sensitive devices are in their water bowls, and the water temperature difference is what you want, adjust trimmer *R3* until relay *K1* activates. The circuit can be made as sensitive as your needs demand. Note also that although the device appears passive when both probes are at room temperature, a gust of warm breath, or the touch of a finger on *TDR2*; or a drop of cool water on *TDR1*, will cause *K1* to be energized. ◇

Portable 60-Hz "CLOCK" OSCILLATOR

Crystal-controlled time base for field use.

BY CHARLES F. SMITH

MOST digital clocks and sports timers are energized by the ac line—not so much for power as for the 60-Hz frequency that is used as the time base. This means that such digital devices cannot be used in vehicles or boats or

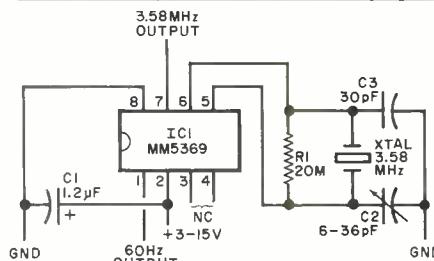


Fig. 1. Schematic of circuit.

PARTS LIST

C1—1.2- μ F, 35-V tantalum capacitor
C2—6-36-pF trimmer capacitor
C3—30-pF capacitor

IC1—MM5369 programmable oscillator/divider, for use with a 3.58-MHz crystal (National)

R1—20-megohm 1/4 watt resistor

XTAL—3.579545-MHz color-TV crystal

Note: The following are available from Bill Godbout Electronics, Box 2355, Oakland Airport, CA 94614: etched and drilled pc board (068) at \$2.50; complete kit of parts, including board at \$5.95. California residents, please add 6% sales tax.

for timing outdoor events that are not near an ac power outlet.

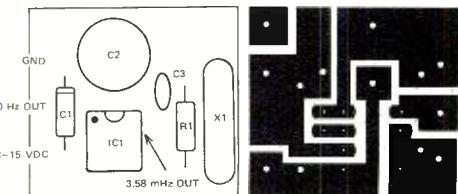
The 60-Hz crystal-controlled time base described here (Fig. 1) can be powered by any dc supply between 3 and 15 volts. It has low power consumption, is stable within 2 parts per million and is small enough to fit inside the case of many digital clocks and timers.

How It Works. The integrated circuit used in this time base is an MM5369, a recently introduced 17-stage, mask-programmable oscillator/divider. Although masking options are available for use with almost any crystal frequency, the IC used operates with a low-cost, readily available 3.58-MHz color-TV crystal and delivers 60 Hz at its output pin. Trimmer capacitor *C2* allows for exact frequency adjusting, and a buffered 3.58-MHz output is available. Current drain is approximately 1.2 mA with a 10-volt supply.

Construction. Because of the high frequencies involved, a small pc board (or perforated board) such as that shown in Fig. 2 should be used. Figure 2 also shows component installation. Since the IC is a MOS type, take the usual precautions when installing.

Adjustment. If you have a frequency counter, or a calibrated oscilloscope, check for the presence of 3.579545 MHz at pin 7 of the IC. You can adjust trimmer capacitor *C2* for the correct value. If you do not have a frequency counter, use the Lissajous-figure approach with a scope, with the output of a conventional 6-volt transformer as the horizontal sweep and the output of *IC1* pin 1 for the vertical signal. Adjust *C2* until a very slow-moving square appears on the scope. If you have neither a counter nor a scope and are planning to use the clock with a portable timing device, use some form of accurate time signals such as those from WWV, CHU, etc., to start the timer at a one-minute "beep" and stop it at the next minute "beep." Adjust *C2* to obtain the correct time interval. ◇

Fig. 2. Actual-size etching and drilling guide (far right) and component layout. Components are mounted on nonfoil side.





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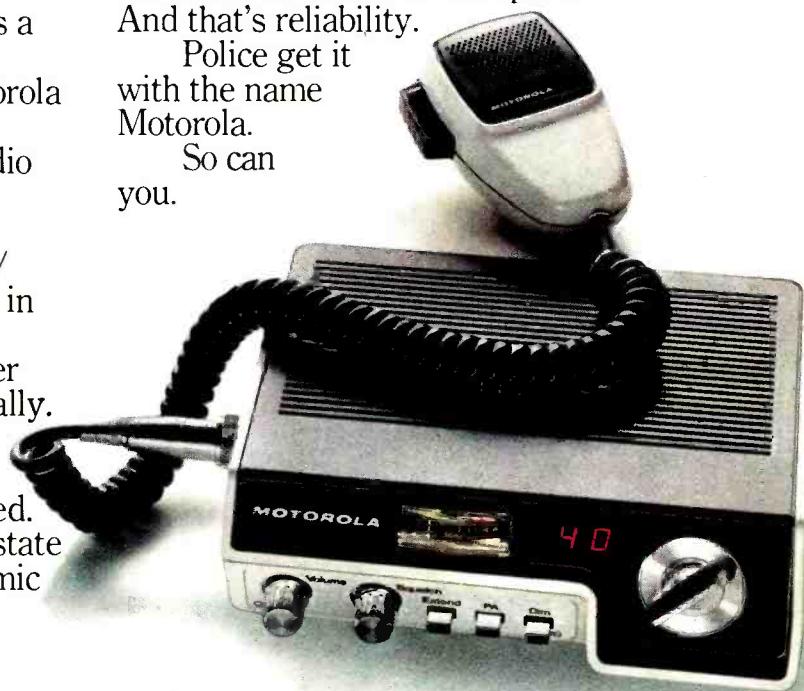
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ONE-TOUCH DIODE TESTER

Identifies good/bad diodes, and tells which end is anode/cathode.

BY DAVID MARKEGARD

MOST electronics experimenters seem to have plenty of diodes in their junk boxes—either salvaged from old equipment or purchased at low bulk prices. The problem, usually, is to find out which ones are good, which are bad, and, in the case of the former, which end is which (cathode or anode). Of course, most diodes can be tested using a conventional ohmmeter. However, there are simpler ways, and one is to use the diode checker described here. Simply by touching a diode's leads to its binding posts (in either polarity), you can tell whether or not it is good and identify the anode and cathode.

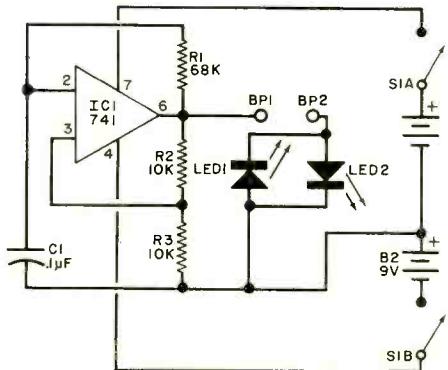
How It Works. Op amp IC1 forms a simple square-wave oscillator whose output swings from almost full positive to full negative levels with respect to ground.

unknown diode lead connected to BP1 is easily identified.

Construction. The circuit can be assembled on a small piece of perforated board and mounted in small enclosure along with the batteries in holders. The two binding posts and the power on/off switch should be mounted about an inch apart on top of the enclosure. Put the two LED's in rubber grommets near BP1 and identify them properly.

Before installing the LED's, be sure they are of equal brightness. The values of R1, R2, R3, and C1 can be varied if the specified values are not available—as long as the circuit oscillates.

Use. Connect a diode to be tested between the two binding posts. If only one LED glows, the diode is good and the glowing LED will identify the cathode. If



IC1 is square-wave oscillator. Tested diode turns on either LED.

If a good diode is connected between BP1 and BP2 with its cathode toward BP1, LED1 is forward biased and glows. LED2 remains dark because it is reverse biased. If the diode is reversed so that its anode is at BP1, LED2 glows and LED1 is dark. With the LED's properly identified and placed close to BP1, an

both LED's glow, the diode is shorted. If neither LED glows, the diode is open.

Transistor junctions can be tested by connecting the collector to BP1 and the base to BP2. If LED1 glows and is brighter than LED2, the transistor is npn. If LED2 glows, or is brighter than LED1, the transistor is pnp. ◇

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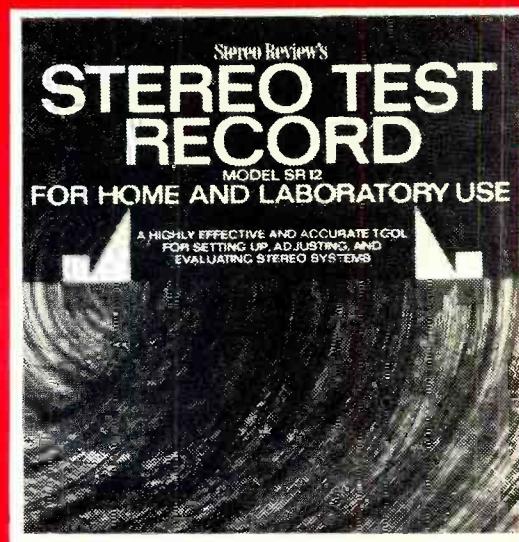
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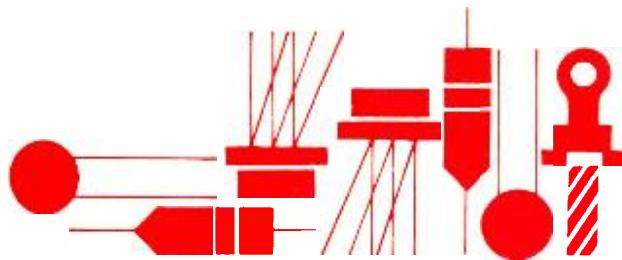
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Solid State

By Lou Garner

IC's FOR TEST INSTRUMENTS

SURPRISING as it may seem, solid-state test instruments were manufactured and used long before the transistor itself was invented. Featuring crystal diode circuitry, the early units were relatively simple instruments—r-f test probes, square-wave clippers, oscilloscope calibrators, dc reference voltage sources, outboard signal generator modulators, etc. Historically, the transistor's first significant commercial use was in hearing aids. Shortly thereafter, however, the recently invented device found its way into pocket AM radio receivers and, almost simultaneously, into portable test instruments. With its small size and low voltage and current requirements, compared to the then standard vacuum tube, the new device was certainly ideal for such applications. Initially, its use was limited to such products as signal tracers, simple meter amplifiers, and limited-range signal generators. Later, as better transistor designs were developed and manufacturing techniques refined, transistors found their way into r-f signal generators, function generators, oscilloscopes, Q-meters, and even microwave gear. As time passed, other solid-state de-

automatic ranging, frequency synthesis, automatic unit conversion, and digital counting and display.

Introduced recently by the National Semiconductor Corporation (2900 Semiconductor Drive, Santa Clara, CA 95051), the LH0091 is one of the latest IC's developed primarily for test instrument applications. Suitable for use in digital voltmeters (DVM's) and digital multimeters (DMM's) as well as in noise, vibration, audio and power meters, the new device is designed to generate a dc output equal to the true rms value of any ac or composite ac/dc input signal from 0 Hz (dc) to 2 MHz. With an inherent accuracy of 0.5% of reading, the device can be adjusted using external trimming for accuracies down to 0.5%. In typical applications, it has an input impedance of 5000 ohms and an output impedance of 1 ohm. When operated with a dual ± 15 -volt dc power source, the LH0091

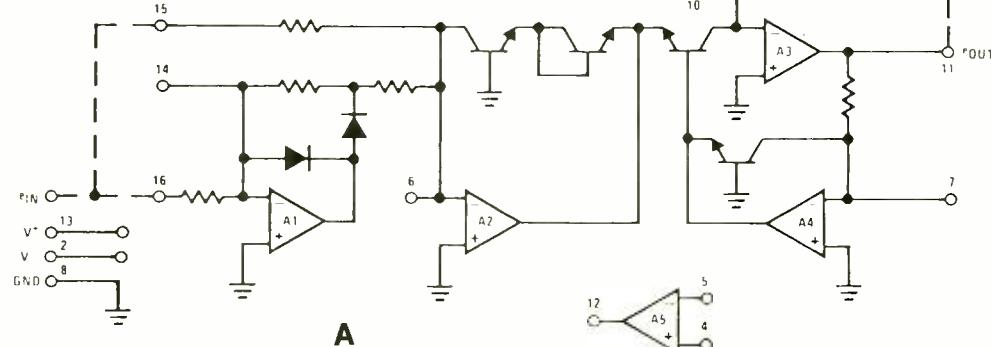
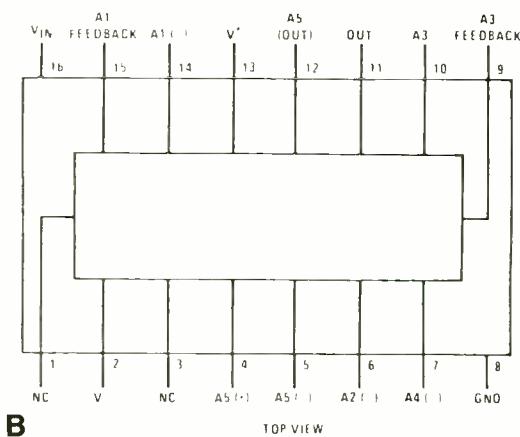


Fig. 1. Simplified schematic (A) and lead connections (B) for LH0091 rms converter IC.

vices were added to test instrument complements, including FET's, SCR's, triacs, diacs, and LED's, culminating in the use of integrated circuits. Today, almost all solid-state test instruments use at least one IC and many a dozen or more. There are, in fact, a number of special-purpose IC's designed specifically for test instrument applications.

For the experimenter and hobbyist, the evolution of integrated circuits and the ready availability of special purpose IC's has made possible the home assembly of inexpensive but sophisticated test instruments which would be both costly and prohibitively large if based on the use of either vacuum tube technology or discrete semiconductor devices. In addition, the development of complex IC's has permitted the efficient use of advanced design concepts and techniques in test equipment design, including phase-locked loops, gyrators,



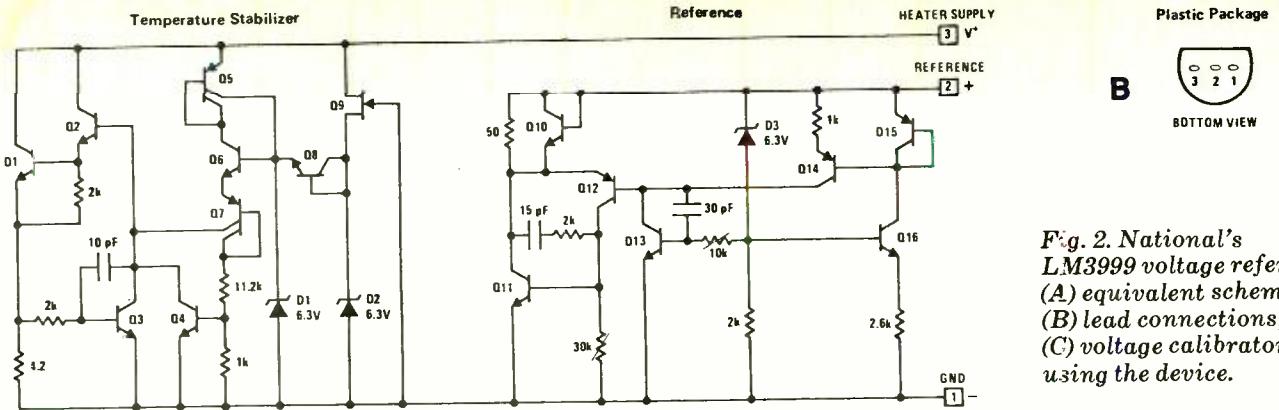


Fig. 2. National's LM3999 voltage reference:
(A) equivalent schematic;
(B) lead connections;
(C) voltage calibrator using the device.

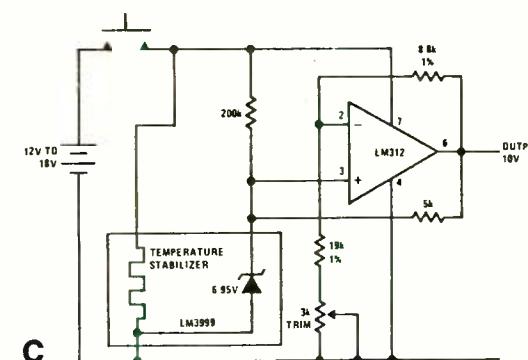
A

will accept input signals of up to ± 15 volts peak. As shown in the unit's simplified schematic diagram, Fig. 1A, the IC includes an uncommitted amplifier, A5, which may be used for filtering, to provide additional gain, or for other applications. Supplied in 16-pin DIP's, with lead connections as identified in Fig. 1B, the LH0091 is available in two versions—one in a metal case, for the standard military temperature range (-55° to $+125^\circ$ C) and the other for commercial operation (-25° to $+85^\circ$ C).

A unique device, the LH0091 is, of course, but one of a substantial number of IC's developed specifically for test instrument applications. Special, as well as general-purpose IC's useful in test equipment designs, are available not only from National Semiconductor but from virtually all other solid-state device manufacturers, including AMI, Exar, Fairchild, Intersil, Motorola, Plessey, RCA, Signetics, Siliconix, and Texas Instruments.

Suitable for power supply and general purpose as well as test instrument applications, another National Semiconductor IC, the LM3999, looks deceptively like an inexpensive transistor, for it is assembled in a three-lead, type TO-92 plastic package. Despite its simple external appearance, however, the unit is a monolithic precision voltage reference which combines a multi-device temperature stabilizing circuit with a zener controlled regulator, as shown in its equivalent schematic diagram, Fig. 2A. Its pin connections are identified in Fig. 2B. In operation, the LM3999 behaves as a highly stable 6.95-volt zener diode with a low dynamic impedance of only 0.5 ohm and an effective current range from 0.5 to 10 mA. Accepting dc inputs from 9 to 36 volts, the separately powered stabilization circuit permits operation from 0° to $+70^\circ$ C with a temperature coefficient of $0.0005\%/\text{ }^\circ\text{C}$ and a long term stability of 20 ppm. The circuit for a portable voltage calibrator circuit, one of the many possible test equipment applications for the LM3999, is given in Fig. 2C. Here, the LM3999 is used in conjunction with an LM312 operational amplifier. Supplying a precise 10-volt output level for equipment calibration, the instrument requires a warm-up time of ten seconds, but may be used intermittently without degradation of long term stability.

If your instrument project plans include one or more digital meters, you'll want to investigate yet another new National Semiconductor device, the DM7700, a monolithic IC which contains all of the active circuitry, except for display, needed for a $2\frac{1}{2}$ -digit meter. As illustrated by its simplified block diagram, Fig. 3A, the DM7700 comprises amplifier, reference voltage, voltage-to-frequency converter, clock, time-base, counter and latch circuits. Analog-to-digital conversion is



accomplished through the use of a dual voltage-to-frequency technique. One voltage-to-frequency converter generates a signal proportional to the input voltage while the other provides a sample window and determines the clock frequency for counting the output of the first. Requiring +5- and -15-volt dc sources for operation, the IC features a temperature compensated reference and both autopolarity and over-range output indicators. With an input impedance of 500,000 ohms, the device offers a full-scale analog range of ± 1.99 volts, a conversion time of 1 second, and an accuracy of $\pm 1.0\%$. Two versions of the IC are offered by the manufacturer, differing only in their temperature ratings. The standard DM7700 is specified for operation from -20° to $+95^\circ$ C, the less expensive DM8700 for operation from 0° to $+50^\circ$ C. Both versions are supplied in standard 24-pin double-width DIP's, with pin connections as identified in Fig. 3B, and both can provide adequate current drive for standard LED numeric displays. A typical application circuit for the DM7700 (or DM8700) is given in Fig. 3C. Except for the IC, the NSN-33 LED readout, and the dc power supply, the only components needed for operation are three capacitors, three fixed resistors, and two potentiometers.

After the multimeter and the oscilloscope, many technicians feel that the basic signal tracer is the next most valuable of bench service instruments. Essentially a self-contained audio amplifier with integral loudspeaker, the signal tracer can be used with appropriate accessory probes for checking radio and TV receivers, CB transceivers, intercoms, PA systems, tape recorders, record players, hearing aids, and stereo installations. The medium power audio amplifier IC's offered by many semiconductor manufacturers are ideal for assembling signal tracers. A typical circuit is shown in Fig. 4. Abstracted from a Fairchild Semiconductor (464 Ellis St., Mountain View, CA 94042) data sheet, the design features a type TBA800 monolithic audio amplifier IC. Assembled in a 12-pin power

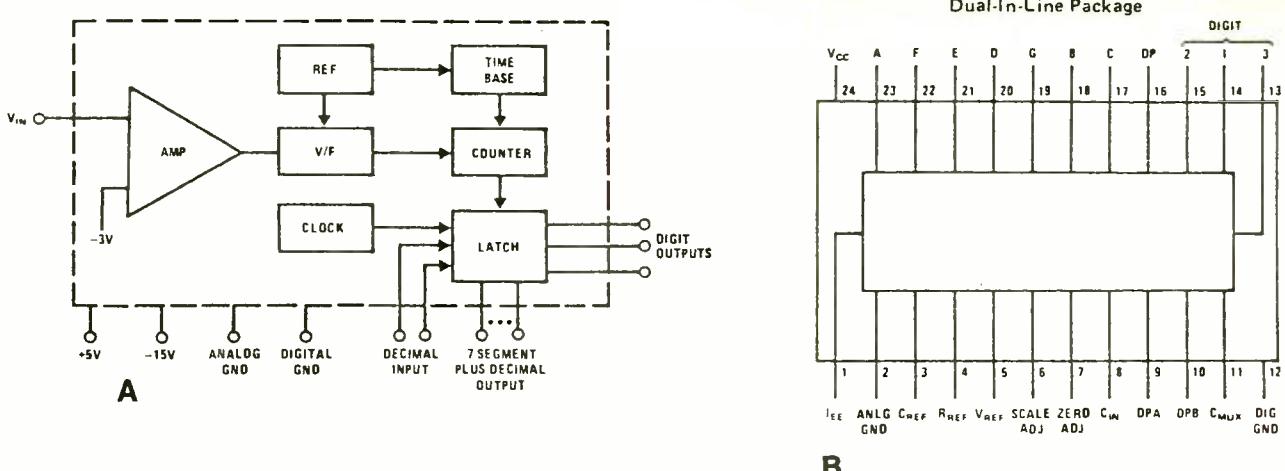


Fig. 3. Functional block diagram (A), lead connections (B), and typical application circuit (C) for DM7700 analog-to-digital meter converter integrated circuit.

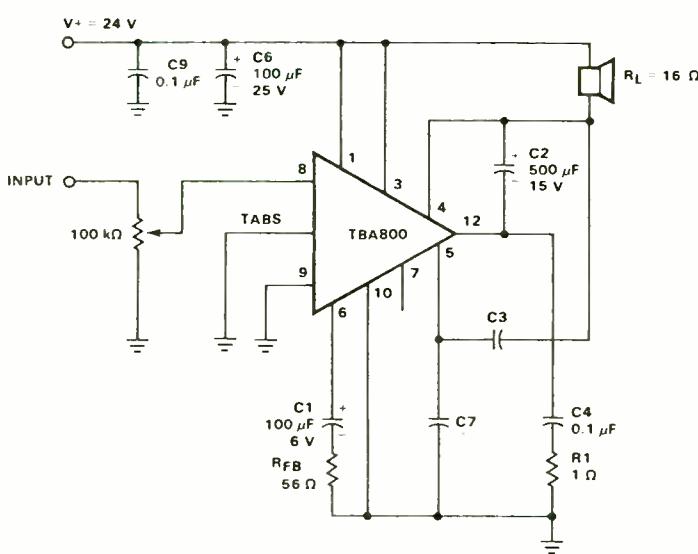
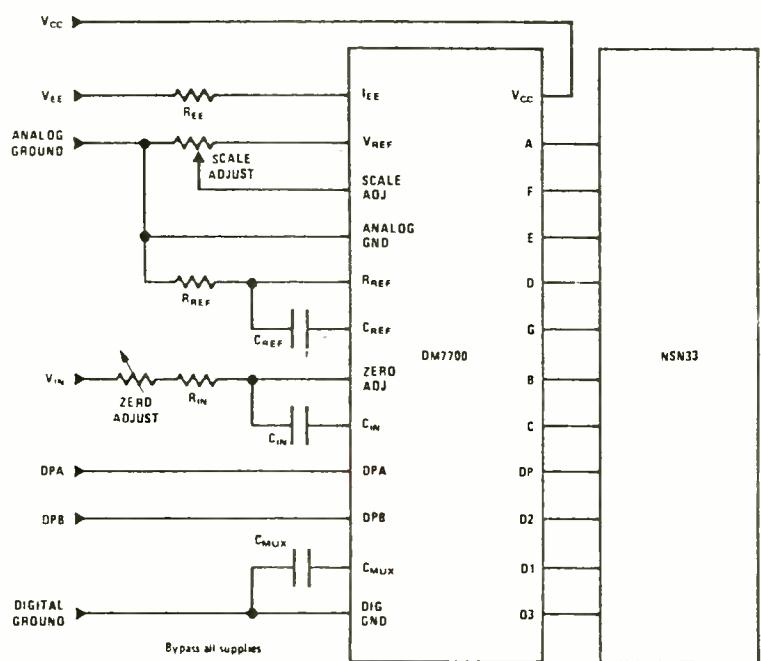


Fig. 4. With a TBA800 audio amplifier, this circuit can be used to make a basic signal tracer.

package with external cooling tabs, the TBA800 has a maximum voltage rating of 30 V and a maximum peak current capability of 2 A. With a modest heat sink, the device can deliver up to 5 watts to a 16-ohm load. At moderate output levels, the amplifier has a specified frequency response flat within 3-dB from 40 Hz to 20 kHz and an open-loop gain of 80 dB, with a typical total harmonic distortion of only 0.5%. Requiring but 80-mV input for full output, the IC's input resistance of 5.0 megohms permits it to accept all standard test probes. Properly matched to its load, the TBA800 is rated for 75.0% efficiency at full output. Referring to the schematic diagram, the circuit requires an external 24-V dc source for operation. This may be provided by batteries or by a well-filtered line-operated power supply, as preferred. All component values are specified except for C_3 and C_7 , which are part of the compensation network. These capacitor values are chosen to provide the overall frequency response needed for the circuit's application. Generally, C_7 will be approximately five times as large as C_3 . For most projects, C_3 can be a 330-pF low-voltage ceramic capacitor and C_7 a 1500-pF unit.

Although special-purpose IC's are ideal for instrument designs ranging from digital meters to multi-output function gen-

erators, operational amplifiers, as a broad class, are probably the most versatile of all IC's for general test equipment applications. Op amps may be used, typically, in sine-wave oscillators, pulse generators, oscilloscope preamps, active filters for signal analysis, bridge amplifiers, frequency meters, and staircase generators. Two representative examples of the many possible op amp test equipment circuits are given in Figs. 5 and 6. Both circuits were abstracted from application notes published by Intersil, Inc. (10900 N. Tantau Ave., Cu-

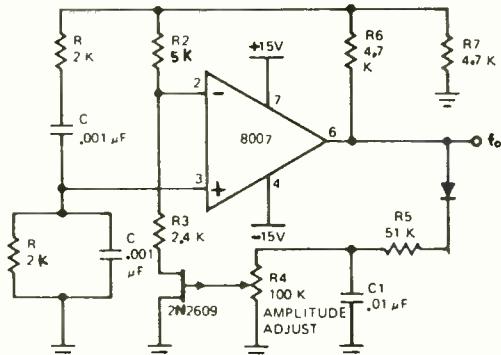


Fig. 5. Op amp Wein bridge oscillator described in an Intersil application note.

pertino, CA 95014), both feature FET-input op amps, and both are designed for operation on standard ± 15 -volt dual dc power sources.

Capable of delivering an output signal of 20 volts peak-to-peak, the Wein Bridge oscillator circuit shown in Fig. 5 may be used either alone as a test-tone source or as part of a complete audio-signal generator design. A type 8007 op amp serves as the basic oscillator, with a 2N2609 JFET used as a feedback element to provide amplitude control. In operation, the circuit's output frequency is determined by the values of the resistors and capacitors in the bridge feedback network and may be calculated from

$$f_0 = 1/2\pi RC,$$

where the frequency, f_0 , is in Hz, R is in megohms and C in μF . Multiple output frequencies may be provided by using a number of different RC values, selected by means of a suitable multiposition switch. Continuous frequency coverage within a broad range can be obtained by replacing the two fixed resistors in the feedback network with a matched-pair gang potentiometer. The two techniques can be combined, of course, with switch selectable capacitors establishing different ranges and continuous coverage within each range provided by the ganged potentiometers.

Suitable for use in a variety of test equipment designs from counters to characteristics curve analyzers, the staircase generator circuit illustrated in Fig. 6 develops a cyclic stepped output signal waveform. Its active device complement includes a type 8043 dual op amp, a pair of low-leakage diodes, a type 1H5042 CMOS analog switch, and a type 311 voltage comparator. In operation, a high-frequency clock (square-wave) signal is applied to the first op amp, half of an 8043. Amplified, this signal drives the second op amp, which, in turn, charges a $0.02\text{-}\mu\text{F}$ capacitor in small steps through a pair of low-leakage diodes. The capacitor's instantaneous voltage level is continuously compared to an externally applied dc reference by the 311 voltage comparator. When the capacitor voltage reaches the preestablished level, the comparator applies a signal to close the analog switch, discharging the capacitor to end the cycle and reset the circuit. The relative time width of

each step is determined by the initial clock frequency while the number of steps per cycle and hence the cyclic rate is established by the dc reference voltage applied to the 311 comparator.

Looking to the future, the next major evolutionary step in test instrument design probably will be the increased use of microprocessors and memory circuits. The use of these devices will permit the development of a whole family of automatic test instruments . . . units capable of performing a broad series of tests and, perhaps, of even changing the test procedures on the basis of initial results. More sophisticated future instruments may even provide aural outputs, telling the service technician where a circuit defect is located and which component or device should be replaced.

Reader's Circuit. Faced with frequent power interruptions in his area and having electrical equipment which required special start-up procedures if the ac power was removed for more than a few seconds, reader John M. King (1194 Idylberry Road, San Rafael, CA 94903) devised the protective control circuit shown in Fig. 7. The control is designed to maintain power-line contact with the protected equipment for short intervals in the event of a power failure, but to disconnect the equipment if the failure period exceeds a preset limit.

As shown in the schematic diagram, line power is applied to the external equipment connected to the dual outlet (SO1) through the contacts of relay K1 which, in turn, is controlled by a solid-state sensing circuit. Step-down transformer T1 in conjunction with bridge rectifier RECT1 and filter capacitor C1 form a dc power supply for the control circuit. Equipment operation is initiated when pushbutton S1 is depressed, turning on SCR1 and energizing K1. With SCR1 conducting, a dc charge is maintained on C2 by current flow through blocking diode D1. Should a momentary power failure occur, SCR1 will continue to conduct until C1 is discharged below the SCR's maintenance voltage, holding K1 closed and permitting the immediate reapplication of power to the external equipment. Thereafter, the SCR will switch to a high impedance state,

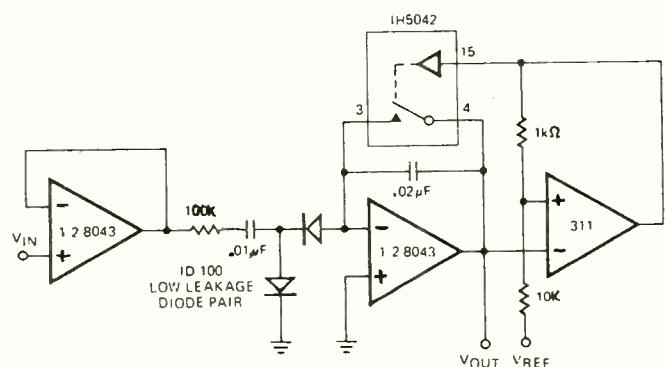
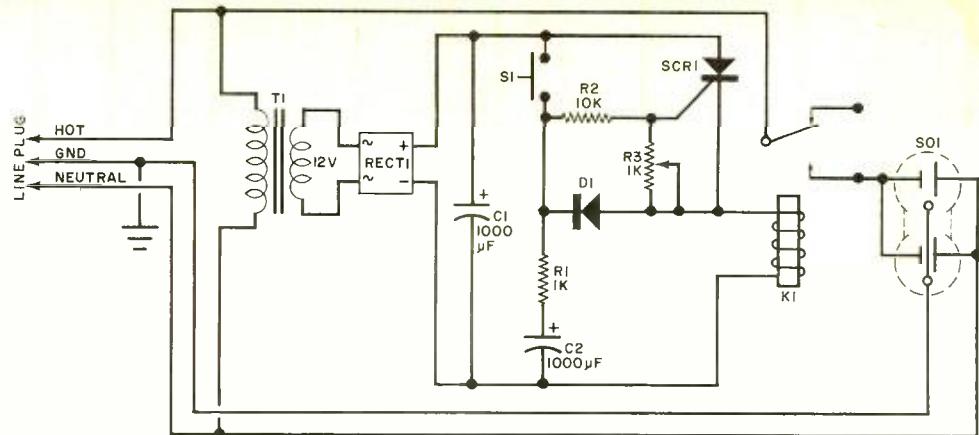


Fig. 6. Another Intersil circuit shown here is an op amp staircase generator.

opening the relay. However, a small gate voltage will be maintained on the SCR for a short while by the accumulated charge on C2. Thus, if ac line power is restored before C2 is discharged below the level needed to "fire" the SCR, circuit operation will be initiated automatically. If the power failure interval is longer than the time required for C1 and C2 to discharge, operation must be restarted manually by depressing S1, permitting the operator to carry out any necessary start-up procedures required by the protected equipment.

John used Motorola semiconductor devices in his design,

Fig. 7. This circuit maintains power-line contact during short power outages but will disconnect the equipment if failure exceeds a preset limit.



with the bridge rectifier a HEP type R0801, SCR1 a HEP type R1216, and diode *D1* a HEP R0050. The step-down transformer may be any standard type with a 12-volt, 500-mA secondary. Resistors *R1* and *R2* are half-watt types. Capacitors *C1* and *C2* are 16-volt electrolytics. A 12-volt dc relay with a 95-ohm coil and contacts rated at 10 A is used for *K1*, while the control switch, *S1*, is a spst, momentary contact, NO pushbutton or lever type. Finally, the receptacle (*SO1*) is a familiar 3-wire dual wall outlet.

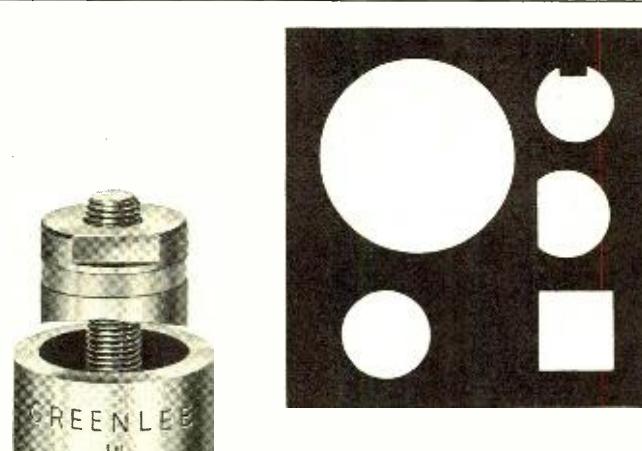
With neither layout nor lead dress critical, the circuit can be duplicated using any preferred construction technique but, for maximum safety, the wiring should be housed in a sturdy (and grounded) metal case or box. According to John, the time delay before manual resetting is required can be adjusted (by means of *R3*) between 1 and 12 seconds, which is more than adequate for most momentary power interruptions. If, for some reason, a longer delay is required, this may be achieved by increasing the values of *C2*, *R2* and *R3*. Delays of up to a minute or two should be feasible with standard components.

Device/Product News. RCA's Solid State Division (Box 3200, Sommerville, NJ 08876) has added a new series of devices to its growing family of BiMOS (Bipolar/MOS) operational amplifiers, which feature MOSFET inputs and COS/MOS outputs. The new CA3160 series are frequency-compensated versions of the earlier CA3130 series op amps, and feature gate-protected p-channel MOSFET's in the input stage to provide input impedances of 1.5×10^{12} ohms (typical), very low input currents (5 pA typical at 15 V), and exceptional speed performance. In each, the output stage employs a complementary-symmetry MOS transistor pair capable of swinging the output voltage to within 10 mV of either supply voltage terminal, permitting direct interface with either CMOS or bipolar 7400 TTL series devices. Other features include wide bandwidth (15 MHz), high slew rate (10 V/ μ s unity-gain follower), and strobbing capability to reduce standby power consumption. Suitable for applications in sample-and-hold amplifiers, long duration timers, wideband amplifiers, voltage followers, voltage regulators, Wein Bridge oscillators, VCO's, and photo-diode sensor amplifiers, the devices are offered in both standard and dual-inline formed 8-lead TO-5 packages.

In addition to its special purpose test instrument IC's, National Semiconductor has announced a new family of positive regulators with several fixed output voltages in three temperature ranges. Identified as the LM140LA series, the new devices have a 2.0% output voltage specification, 0.04%/volt line regulation, a 0.01%/mA load regulation, and can deliver up to 100 mA with adequate heat sinking. Offered in metal

TO-39 and plastic TO-92 packages, the new regulators are available with outputs ranging from 5.0 to 24.0 volts. All of the devices are protected by internal current limiting and thermal shutdown circuitry.

International Rectifier's Semiconductor Division (233 Kansas St., El Segundo, CA 90245) has recently introduced a pair of 900-volt npn transistors with power dissipation ratings of 50 watts. Designated types IR 708 and 709, the new units are suited for applications in video deflection circuits, high-voltage switching power supplies, power controls, and switching regulators. Both offer continuous collector current ratings of 3 A with fall times of 1.5 μ s, and both are supplied in standard TO-3 metal cases. ◇



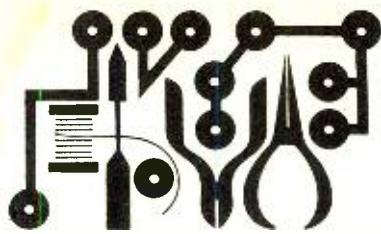
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Experimenter's Corner

By Forrest M. Mims

THE 556 DUAL TIMER

IF THERE'S anything better than the popular 555 timer, it's the 556 dual timer. The 556 is two 555's on a single chip packaged in a 14-pin DIP. The pin outline of this versatile chip is shown in Fig. 1. Either or both halves of the 556 can be used for all the standard 555 applications. This month, we'll look at several that use two 555's and are therefore ideally suited for the 556.

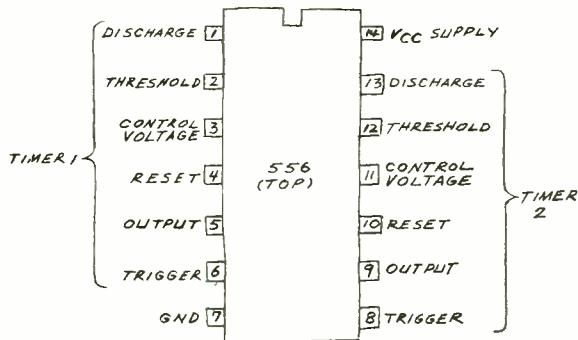


Fig. 1. Pin outline of the 556 timer.

generator. The tone continues until the one-shot's timing cycle is complete. The result is a tone burst which you can use for signaling, alarms, electronic music, and other effects.

You can experiment with the various timing and frequency-controlling components (R_1, C_1, R_2, R_3 and C_4) to produce different sound effects. Remember that you're looking for a tone which con-

Tone-Burst Generator. Figure 2 shows a circuit for a tone-burst generator using a single 556 dual timer. The first half of the 556 is connected as a monostable multivibrator (one-shot) whose timing period is controlled by R_1 and C_1 . The second half of the 556 is connected as an astable (free-running) multivibrator which produces an audio tone with a frequency governed by R_2 , R_3 and C_4 .

Normally the speaker is quiet; but when pushbutton switch S_1 is pressed, the one-shot begins its timing cycle while simultaneously activating the tone

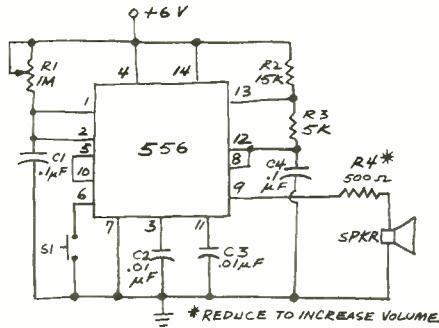


Fig. 2. Tone-burst generator.

timing capacitor. The 556 dual timer makes it easy to double the time delay of a single 555 by connecting the output of the first chip to the input of the second. After the first timer completes its timing cycle, it triggers the second timer.

A timer using this principle is shown in Fig. 3 where R_2 and C_1 determine the time delay of the first timer and R_3 and C_4 determine the delay of the second timer. The output of the first timer is coupled to the input of the second by C_5 .

Operation of the circuit is straightforward, and you should easily be able to generate time delays of more than twenty minutes. Though Fig. 3 shows potentiometers for R_2 and R_3 , you can use fixed resistors if you prefer. The potentiometers, of course, are handy for altering the delay of each half of the timer.

You can also use a range of values for C_1 and C_4 . Naturally, large-value capacitors will give long time delays; but if you only need a delay of a few minutes or so, you can use less costly units.

Finally, though the main purpose of this circuit, which I've borrowed from Signetics, is to extend the time delay of a single 555, you might want to take advantage of the first timer's output, too. Lots of interesting sequencer applications are possible since each timer can be adjusted for a different timing period.

Extra-Long Time-Delay Circuit. A neat way to increase the time delay of a single 555 by a factor of ten is to connect a low-cost TTL decade counter like the 7490 to the basic timer circuit. This trick can provide time delays of up to a few hours—even more if you use a high-quality timing capacitor.

Fig. 3. Dual-action timer circuit using the 556 IC.

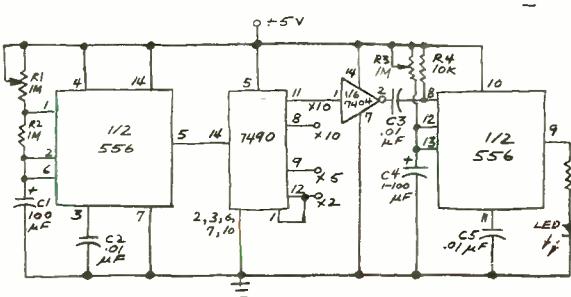
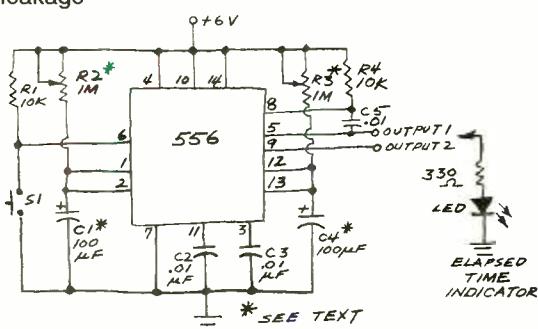


Fig. 4. Extra-long time delay circuit.

Operation of this circuit is made possible by the divide-by-ten operation of the 7490. The 7490 simply counts input pulses from the 555 until ten have been received. It then produces an output pulse of its own.

It's possible to connect the divide-by-ten output of the 7490 directly to an elapsed-time indicator such as an LED or audio oscillator. A better approach, however, is to connect a second 555 hooked up as a one-shot to the 7490. The one-shot is easy to adjust, and it will turn on the elapsed-time indicator for a fixed length of time. This is a handy feature if you want to use a bell or buzzer as an elapsed time indicator since the second 555 will trigger a quick burst of sound instead of a continuous noise.

Figure 4 shows how everything is connected together. A single 556 takes the place of the two 555 timers. One of the inverters in a 7404 hex inverter complements the output signal from the 7490 to provide the proper triggering potential. If you don't have a 7404 handy, use one of the gates in a 7400 quad NAND gate. Connect the two inputs of one gate together to form the inverter's input. (For example, connect pins 1 and 2 of the 7400 to pin 11 of the 7490. Connect pin 3 of the 7400 to pin 8 of the 556. Connect pins 14 and 7 of the 7400 to the positive and ground connections, respectively.)

The extra long timer circuit has several features you'll want to tinker with. First, note that potentiometer R1 sets the delay time while potentiometer R3 sets the on time of the elapsed time indicator. I used an LED for the elapsed-time indicator in the prototype circuit, but you can use a relay if you prefer (Radio Shack 275-004 or equivalent).

Second, note that the 7490 has four outputs. Both pins 11 and 8 will provide a time delay ten times that of the first 555 (one pulse out for every ten pulses in). Pin 9 will provide a time delay five times that from the 555. And pin 12 will provide twice the delay available from the 555.

Finally, if you want really long delays, you might consider connecting one or more additional 7490 decade counters in series with the first. Just connect pin 11 of the first 7490 to pin 14 of the second 7490. Pin 11 of the second 7490 goes to still another 7490 or to the inverter. Incidentally, note that this circuit is a repetitive, free-running timer. In other words, it begins a new timing cycle immediately upon completion of the first. Keep this in mind if you decide to tinker with super-long time delays. ◇

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CIRCLE NO. 18 ON FREE INFORMATION CARD

Hobby Scene

TVI AND CB TRANSCEIVERS

Q. I have a TVI problem whenever I use my CB transceiver. My neighbors get very upset and tell me to turn off the radio. Is there anything I can do without going off the air? —Dwayne Edwards, Canton, NY.

By John McVeigh

STATIC CRASHES

Q. Please advise how to eliminate unbearable noise that my school's heating system produces on my Hallcrafters SX62A shortwave receiver. A line filter was tried to no avail. The most deafening noise is heard for two or three seconds between 5 and 18 MHz.—Gerard Richard, Sherbrooke, Quebec, Canada.

A. It sounds like a thermostat or thermostat-controlled power relay is arcing and generating r-f crashes. If you can "sniff out" the source with a small field-strength meter or even a portable radio (the static should also affect the AM broadcast band), try placing a suitable bypass capacitor across the arcing thermostat or relay contacts. A 0.1- μ F, 1000-V ac disc ceramic capacitor should squelch the r-f. If you can't locate the source, try the "Ear Saver" circuit shown in the Hobby Scene column on p. 34 of the January 1977 issue.

RESISTOR QUIZ

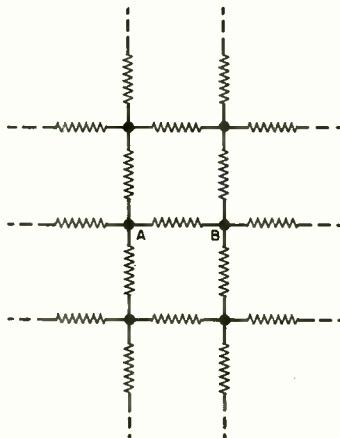
Q. Here's a problem which was posed by one of my professors. You have an infinite lattice of 1-ohm resistors as shown in the diagram. What's the effective resistance between points A and B?—Bryan Baker, Houston, TX.

TRIGGERING THYRISTORS

Q. I would like to control 120-volt ac devices with TTL logic without using relays. Is there a way to do this using triacs or SCR's? They would only have to handle 1 or 2 amperes.—Dominick Testa, Skokie, IL.

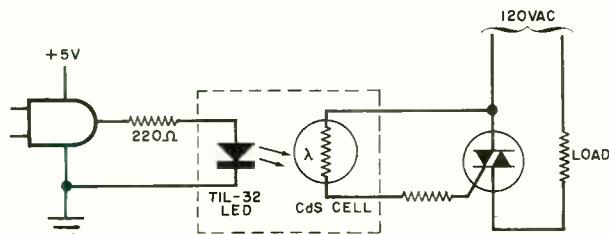
A. The easiest way to trigger an SCR or triac from a TTL output is to use an optoisolator. It is essentially a LED, a cur-

A. Offhand, I think the effective resistance is zero ohms. There is an infinite number of resistors in parallel, and



even though the further away from A and B the more series resistors you have in each parallel combination, it looks like the resistance will go to zero. The only other solution I could possibly see is a finite limit in the parallel combinations. But my tendency is to say zero ohms. Actually, the effective resistance of an ever-increasing number of parallel resistors will approach zero ohms, but will never reach it—just like the graph of a hyperbola or an exponentially decaying function. If any reader comes up with different solution, feel free to send it in!

rent limiting resistor, and a photocell. Of course, you can make your own optoisolator by enclosing the LED and CdS cell in a light-tight box. Connect the optoisolator as shown in the figure. An external current limiting resistor may be needed to keep the thyristor's gate current to a safe value. This depends on the lit resistance of the CdS cell. Using a 10,000-ohm, 1/4- or 1/2-watt series resistor will limit gate current to 17 mA peak.



A. If your CB transceiver is a fairly recent vintage, type accepted, and used properly, it should not be generating TVI. Often, the interference is the result of overload within the TV receiver in the presence of a strong 27-MHz signal. The way to identify overloading is to determine the extent of the interference at the TV receiver. If TVI occurs on all channels, receiver overloading is the culprit. Visual interference can range from fine cross-hatching to a completely dark screen. When the sound portion of the program is also subject to interference, overloading is taking place.

The cure for this problem is to prevent the CB signal from reaching the TV. This can usually be done by attaching a high-pass filter such as the Drake TV-300-HP (for twinlead) or TV-75-HP (for RG-59-U coax) at the antenna terminals on the back of the receiver. In some cases, the filter will have to be installed at the tuner input inside the receiver's enclosure. When the CB signal is really strong, the use of the high-pass filter might have to be supplemented by more effectively shielding the receiver. Fine copper or brass screening or flashing carefully installed (beware of accidental shorts!) can be installed on the inside of the TV enclosure and grounded.

When visual interference occurs only on TV channels harmonically related to the 27-MHz Citizens Band (principally Channel 2 at 54 MHz and Channel 5 at 81 MHz), the transceiver is radiating undesired signals. This can occur when the transceiver circuitry is improperly adjusted or operated. Over-modulation from "power mikes" is a common cause of harmonic radiation. Don't overmodulate the transceiver and don't use a power amplifier. If the harmonic suppression of the transceiver must be improved, insert a low-pass filter in the coax transmission line close to the transceiver. Be sure you use a filter with a cut-off frequency around 40 MHz and attenuation of at least 60 dB at TV frequencies (Drake TV-42-LP or equivalent).

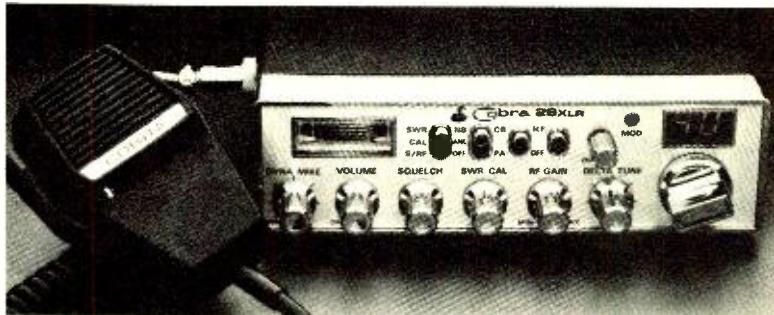
Have a problem or question on circuitry, components, parts availability, etc? Send it to the Hobby Scene Editor, POPULAR ELECTRONICS, One Park Ave., New York, N.Y. 10016. Though all letters can't be answered individually, those with wide interest will be published.



Product Test Reports

COBRA MODEL 29XLR MOBILE 40-CHANNEL CB TRANSCEIVER

Digital readout AM rig provides strong transmission punch.



DYNASCAN's Cobra Model 29XLR is a handsome 40-channel AM CB mobile transceiver that uses digital frequency synthesis and a red LED numeric display for channel identification. It incorporates such features as: display dimmer control, illuminated S/r-f/relative-power meter, LED transmit/modulation indicator, microphone and r-f gain controls, and switchable noise blanker (nb) and automatic noise limiter (anl). In addition, the transceiver has audio, squelch, and Delta tune controls; PA facilities; external-speaker jacks; automatic modulation control (amc); detachable dynamic microphone; bottom-facing speaker; line filter; and reverse-polarity protection. Operation is from a nominal 13.8-volt dc source with negative or positive ground.

The transceiver measures 9½"W × 7¼"D × 2¼"H (24 × 18.5 × 5.6 cm). Suggested list price is \$229.95.

Technical Details. The receiver employs double conversion, with frequency control provided by a phase-locked-loop (PLL) frequency synthesis system. A 10,695-kHz first i-f is obtained by heterodyning the CB signal with the PLL's voltage-controlled oscillator (vco) signal in the range of 37,660 to 38,100 kHz. The second conversion is to a 455-kHz i-f with a 10,240-kHz crystal oscillator, from which a 10-kHz standard reference for the PLL system is also derived through dividers. The 10-kHz vco comparison

signal is set up by combining the output of the vco with a 36,570-kHz crystal signal at a "down" converter (mixer). The difference frequencies are extracted and go to an IC divider that is controlled by the channel-selector switch.

Inductively coupled circuits at the input of the r-f amplifier and output of the second mixer, along with a bandpass-coupled circuit between the mixers, aid in good image and unwanted-signal rejection. This is augmented by a 10,695-kHz ceramic filter after the first mixer. The 455-kHz selectivity is also obtained with a ceramic filter.

Two i-f stages are followed by a diode detector and agc, the switchable anl, squelch system, and an IC audio section. The noise blanker employs an IC r-f amplifier/detector and three pulse amplifiers for gating the output of the second mixer. Electronic voltage regulation is supplied for all critical circuits.

The transmitter combines the output of the vco with a 10,695-kHz crystal oscillator signal, using the difference frequencies, at a dual-gate MOSFET transmitter mixer that is followed by bandpass coupling and the usual r-f stages. The multi-section output network includes a TVI trap. The SWR bridge is a trough-line type. The collectors of the driver and power amplifier stages are modulated by the receiver's audio output stage, providing the customary high- and low-level class-B modulation. Amc is obtained with a bootstrap setup

around an IC microphone amplifier. Transmit/receive transfer is conducted electronically.

It is interesting to note that the 29XLR utilizes ferrite beads at strategic points in place of wire-wound r-f chokes. These beads slip over a lead of the circuit to be isolated or stabilized. The beads save space, hold down circuit resistance, minimize resonance effects, and are highly effective in comparison to the wire-wound chokes.

Test Results. Receiver sensitivity of the Cobra 29XLR measured 0.5 µV (with 30% modulation at 1000 Hz). Image and i-f signal rejection measured 80 dB minimum, while spurious response rejection of signals near the CB range was 45 dB. Adjacent-channel rejection and desensitization were nominally 60 dB. The overall 6-dB audio response was 240 to 2400 Hz. The maximum sine-wave output power measured 2.75 watts at 3% THD at 1000 Hz into 8 ohms at the onset of clipping. It measured 3 watts in the PA mode.

The agc held the audio output to within 10 dB with a 26-dB r-f input change at 0.5 to 10 µV and to 13 dB with an 80-dB input change at 1 to 10,000 µV. A nominal 50-µV signal registered S9 on the signal meter. The threshold range of the squelch circuit was 0.3 to 10,000 µV.

The transmitter put out a 4-watt carrier with operation from a 13.8-volt dc source. The modulation capabilities ran up to 100%. With the microphone input level raised 25 dB above the level required for 50% modulation, the THD was 7% at 1000 Hz, and the modulation held to just within the legal limit. The THD with a 400-Hz test tone was noticeably greater in both waveform observation and measurement, the latter varying between 10% and 20%, depending on the level of the amc.

We obtained high average modulation with voice inputs without overmodulation or adverse splatter. With voice input or 1000-Hz tone, the splatter at ±5000 Hz from the carrier frequency was at least 60 dB down. Using a 2500-Hz tone input, it was 50 to 55 dB down. The overall 6-dB audio response of the transmitter was 400 to 2300 Hz. R-f frequency tolerance on any channel was within ±3 Hz of -110 Hz.

User Comment. This is a smartly styled mobile transceiver, set in a black case with brushed silver-colored front panel and chrome-trimmed knobs. The control knobs are located in a row along the lower half of the front panel.

Our one complaint about the control sequence arrangement is that the DYNA MIKE (microphone gain) control is located at the far left of the panel, where we automatically reach for the more-often used VOLUME control.

The channel selector control knob has a bar grip that makes it easy to manipulate. Other switching functions are handled by miniature toggle switches located in a line across the top of the front panel between the meter and numeric display. Two of these switches have three positions that do not have much lever swing, which sometimes makes it difficult to stop at the center position. A two-position switch, H.F./OFF, switches in and out a "hash" filter that is a fixed-setting tone control that drops the upper frequency response to minimize high-pitched noises.

The edgewise meter is easier to read than most other similar meters we have encountered. It is illuminated whenever the transceiver is turned on except when

in the PA function. Hence, instead of having the numeric readout display the letters PA, as is generally the case, the meter's light extinguishes to indicate that the transceiver is in the PA mode.

We determined that, when the transmitter is working into a nonreactive 50-ohm load (representing a 1:1 SWR), the actual r-f output was accurately indicated at any point on the meter's SWR scale. (This does not necessarily hold true for other loads or high SWR's.)

Use of the noise blower allowed readability of weak signals in the presence of high impulse noise from our impulse-noise generator. It was similarly effective on ignition noise in a vehicle, where it almost entirely eliminated the noise (with a slight loss in signal level). The anl also performed well.

Although the speaker in this transceiver is bottom facing, its sound reproduction is clean and crisp without the usual muddiness associated with bottom-facing speakers. It provided good readability.

ity in our on-the-road tests. It should be noted that the microphone must be plugged into its connector to permit the speaker to function.

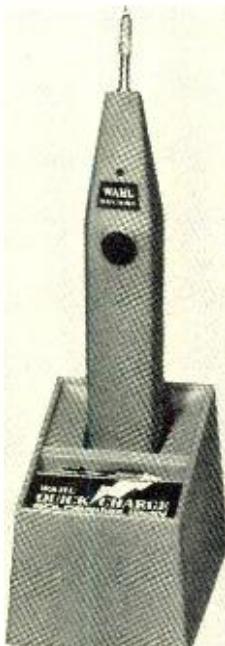
On-the-air, we obtained a hefty punch from the amc system, which prevented overmodulation even when the microphone gain was fully advanced. We experimented with the DYNA MIKE control to determine its best setting. The cleanest sounding signal was obtained with the mike gain reduced to the point where the MOD indicator blinked only occasionally. At this point, we still obtained a high average modulation level without sacrificing intelligibility.

The excellent performance of the Cobra 29XLR transceiver far outweighs the minor criticisms noted here. It provides high sensitivity and fine selectivity, has a good transmitted signal without adverse splatter, and possesses effective noise-handling capabilities.

CIRCLE NO. 104 ON FREE INFORMATION CARD

WAHL MODELS 7700 AND 7800 CORDLESS SOLDERING IRONS

Battery-powered irons with recharging stands.



Iso-Tip Quick-Charge Model 7700.

When electrically powered cordless soldering irons first appeared, we lauded them because they gave us freedom from the ac line. Especially useful in the field, they also proved to be very practical on our workbench. We did, however, observe one shortcoming—we could not use the cordless iron for major project and kit building that required hundreds of connections to be soldered.

It was not that a fully charged iron provided just 100 to 150 soldered joints, but that it required up to 14 hours to recharge to full capacity. Now, however, there are "fast-charge" cordless soldering irons, as examined here.

The two fast-charge soldering irons from Wahl are the Iso-Tip "Quick Charge" Model 7700 that requires about four hours to recharge and the Iso-Tip 60 Model 7800 that comes up to full charge in about 60 minutes. Both irons come with their own recharger stand. The Model 7700 retails for \$24.95, the Model 7800 for \$34.95. Available as an option is the Model 6500 (\$10.95) printed circuit board drilling attachment that fits all Wahl cordless soldering irons.

General Description. The two soldering irons feature a couple of improvements that were not part of the original Wahl cordless soldering iron we tested five years ago. The first is that the header has been redesigned to hold tips firmly in place by friction instead of with the tiny Allen-type setscrews used on the original iron. This makes installation and removal of tips a simple plug-in/pull-out operation. Of course, the tip can still be semi-permanently fixed to the header by loosening the header screws, inserting the tip, and retightening the screws.

The second improvement is in the

power-on pushbutton switch. The button is rotatable so that its index can be set to either of two positions. To use the iron, the index must be set to the USE position before it can be depressed. Only in this position can the button be depressed far enough to close the switch contacts and allow power to be applied to the tip. Whenever the iron is not in use, the button is rotated until the index is pointing to the LOCK legend molded into the iron's housing. When the button is in the LOCK position, the iron cannot be accidentally turned on, which is a good safety feature on a bench or in a crowded toolbox.

The major improvement in the new irons is the fast-charging feature. The Model 7700 iron's average four-hour recharging cycle is roughly a third of that required by the original Wahl iron. For just \$10 more, the Model 7800 cuts the recharging time of the original iron to less than a tenth. Needless to say, with either iron, you can make many times more solder joints in a workday than was possible before. Hence, you can tackle a fairly large project or kit-building job without resorting to a line-powered iron.

Special nickel-cadmium cells are used in the new irons. These cells, plus the newly designed charger stands, are responsible for the new fast-charge rates. In addition, the Model 7800 is equipped with a thermostat that automatically re-

duces the full fast-charge rate to a safe "trickle" once the cells have come up to full charge. When the cells are fully charged, and as long as the iron is still in its stand, a LED near the power switch comes on to indicate the full-charge status. A **RESET** switch on the left side of the iron must be pushed down to allow the iron to charge at the fast rate again.

Both irons are equipped with screw-in lamps that illuminate the work area near the tip when the power button is pressed. Also, both come with two tips, one a standard chisel and the other a fine configuration for IC soldering.

The new irons are equivalent to 50-watt line-powered soldering irons. The tips come up to soldering temperature within about five seconds after the power button is pressed, and each iron is rated to deliver approximately 160 twisted-tail solder connections, using 22-gauge wire, from full charge.

User Comment. The first test we performed on these new soldering irons was to fully charge them from the completely discharged states in which they arrived. The Model 7700 took almost exactly four hours to come up to full charge, the Model 7800 about 50 minutes. Both irons became warm to the touch, especially the Model 7800, which was quite warm when the full-charge LED came on.

Our next test was to determine approximately how many solder joints each iron would deliver from full charge. To do this, we did not replace the irons in their respective stands between solder operations as recommended by Wahl. We performed this test three times each for twisted-tail, solder-lug, and pc-board connections with both the chisel and fine points installed, recharging fully after each run. We obtained averages of 187 joints for 22-gauge twisted-tail wire connections, 131 for solder-lug connections, and 217 pc-board connections with the fine tip installed. Using the more massive chisel tip, the counts averaged 152, 114, and 180 connections, respectively. The averages were about the same for both irons.

As we were performing our solder-joint count test, we kept track of the times required for recharging to full capacity. Though the charging times did vary from charge to charge, they were well within 10% of the four-hour and 60-minute ratings specified by Wahl.

Our next test was to tackle two rather large construction projects, one a 4-k computer memory board and the other a computer I/O interface board, both of



Iso-Tip 60 Model 7800.

which required several hundred connections to be made. We found that intermittent operation of the Model 7800 iron, replacing it in its charging stand whenever it was not being used to solder a connection, allowed us to complete the entire memory board in two four-hour stints, which is about the amount of time one would normally spend on a project even with a line-powered iron. The Model 7700 iron provided enough soldering power in intermittent operation to allow

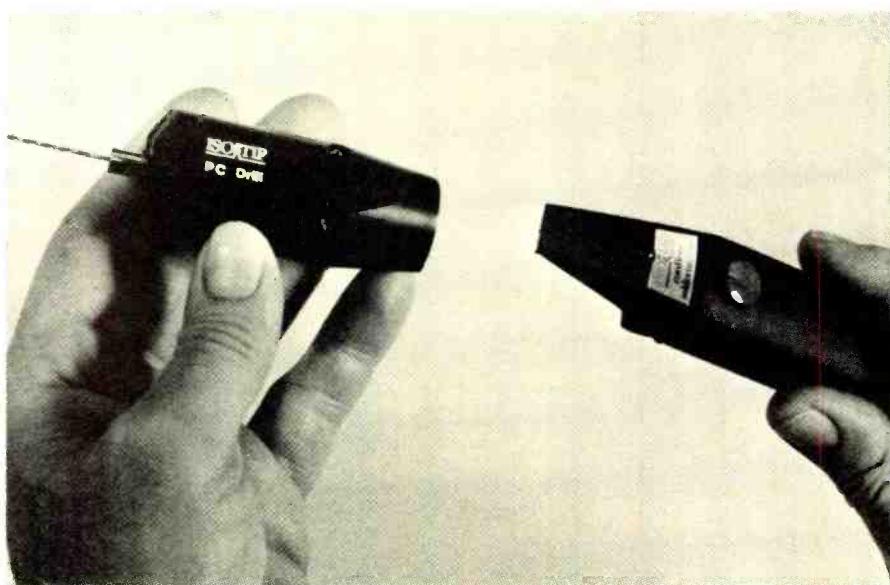
us to assemble completely the I/O port in three one-hour stints. Needless to say, we were favorably impressed by the performance we obtained from both irons, particularly the Model 7800.

In our final test, we used the irons to operate the optional pc-board drilling attachment. The attachment itself accepts a single size (No. 56) drill bit, which is good for just about all component-lead and IC-pin holes. The attachment snaps onto the tip-header end of the irons and snaps into place on the newer irons or is held in place by a small screw on the older Wahl irons. During our tests, the high-speed drill effortlessly drilled holes through paper-phenolic, polyester, and epoxy-fiberglass boards, both clad and unclad, with great accuracy and at a high-volume rate. We did not attempt to run down the power packs in the irons with the drilling attachment because, after drilling several hundred holes in each case, the irons were still going strong.

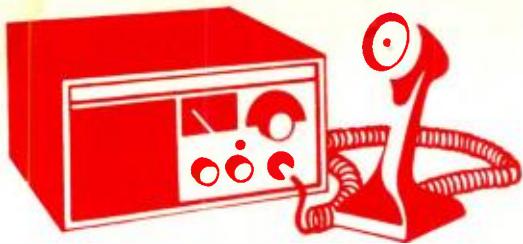
Using the irons in both field service work and on our bench, we found no faults in their performance. They are nicely contoured and light enough in weight to eliminate user fatigue. The built-in lamps accurately illuminate the work area and are very convenient when working in chassis with deep recesses. Also, the tips came up to operating temperature almost immediately.

In all, we consider either Wahl quick-charge cordless soldering iron an excellent tool for any hobbyist's workbench, the choice dictated by the amount of continuous soldering time generally needed. We also highly recommend the drilling attachment.

CIRCLE NO. 105 ON FREE INFORMATION CARD



The Model 6500 pc drilling attachment fits all Wahl cordless irons.



CB Scene

By Ray Newhall, KWI6010

THE ANATOMY OF CBRS

ALL OF US who have traveled the green stamp with wheels on our CB rigs (driven on turnpikes with mobile CB radios in our cars) know that CB makes driving safer, provides additional security in case of vehicle breakdown, and is fun to use. It keeps the driver awake and busy on the road and it makes the trip seem shorter. But does its usefulness to highway users account for the CB fever that has spread throughout America? Why have ten million people shelled-out \$100, \$200, or \$300 each for CB rigs during 1976? What prompted nearly a million new CB license applications to flood FCC offices during the single month of January 1977?

The sociologists who keep watch on the habits of the public are eyeing the CB syndrome and believe it is more than a fad which will soon pass on. They consider that it may signal an entirely new shift in sociological behavior. One Columbia University psychologist recently remarked to an FCC assemblage that the growth of CB may be one of the most healthy sociological events since the demise of the telephone party-line. For the first time in forty years there are extensive personal "one-to-one" communications occurring between people who are total strangers.

Oddly enough, this new form of personal communication we call CB has characteristics which are distinctly different from our more traditional communication forms. It is not "face-to-face" and projects an aspect of anonymity. Opinions exchanged through this media are apt to be more candid and open in nature because there is no fear of "peer disapproval" or reprisal. It is a medium in which the young and the old can communicate on common grounds and with similar interests; a far cry from the tragically common communication failures which occur between parents and their teenaged children.

Most CB'ers have given a great deal of thought to the selection of their CB handles. Handles serve a far greater purpose than to provide temporary iden-

tification between strangers on "the party line." They also serve a somewhat paradoxical purpose of revealing much of a CB'er's personality while concealing his true identity. I know several people who are making collections of the most unusual handles they hear. Some of the oddest ones are those "pairs" of handles used by a CB'er and his XYL or other members of his family.

The CB "lingo" is also unique. Although it is colorful and mystic to newcomers, it is concise and descriptive to those familiar with it, serving a true communication need. Its use gives CB'ers the feeling of belonging to a group, just as Hams are joined by their knowledge of Morse code. In fact, it is sometimes implied that one who doesn't bother to learn the CB language is not too welcome on the band.

The CB Radio Service as we see it today is a unique and useful "game" for young and old alike, and it serves the need of a mobile community. However, it is far from the type of personal radio service the FCC had in mind when the Citizen's Band was first authorized. CB was originally conceived as a two-way radio service for use by families and small businesses. Until recent years, there were only a few channels for communications between different station licensees. As the CBRS has developed today, it is not too effective for its original purpose in heavily populated areas. Yet, the need for such a service still remains!

GMRS, The Other CB Service. The CBRS (formerly the Class D service) is not the only personal radio service available to the general public. The General Mobile Radio Service (GMRS), formerly called Class A, was the first CB radio service. It was authorized in the early 1950s. Eight pairs of uhf frequencies were allocated above 460 MHz. The Class B service authorized low-power mobile two-way radio in the same frequency spectrum. Neither of these two CB services was used extensively because, until recently, we have not had

the radio technology to mass produce suitable transceivers at a price the personal user could afford. In fact, the Class B service was abandoned because it had not found any practical personal application.

However, the GMRS service is still available and has now become a high-quality, practical CB service for personal-use radio communications, although equipment cost is substantially higher than Class D gear. The new 460-MHz police communications equipment operates on assigned frequencies very close to the 462/467-MHz GMRS frequencies, and this equipment can be used. It is now feasible to mass-produce solid-state equipment to operate on uhf. On GMRS you may operate up to 50 watts input power and raise your antenna up to 200 feet in height. Line-of-sight FM transmission is most normally used. Repeaters and auto-patches are currently permitted, just as the Hams now use them on the 2-meter band.

In the Chicago, Cleveland and Dallas areas, to name but a few, GMRS "CBers" have banded together to set up community repeaters. They use 15-watt mobile units or 2½-watt hand-held transceivers to reach the repeaters for reliable rebroadcast to other stations as far as 25 to 40 miles away. In this way, they can contact their families or offices through the repeater, or they can dial direct landline calls to business associates by use of a touch-tone pad on the back of their mikes. Tone-encoded squelch circuits are said to work so well that these FM transceivers will be activated only by those calls intended specifically for them.

As a matter of fact, this columnist just mailed a Form 400 for a GMRS license to the FCC this morning. I have a standard CBRS AM unit in my car for use on the road, but it is not too practical to call my home (located in a densely populated Eastern Seaboard area) unless I'm rather close by. I operate a small consulting service and I intend to use GMRS radio to keep in touch with my customers from my car while I am within 25 miles of my home.

GMRS is not for everyone, but it does meet the needs of those who want high-grade personal and business communications. The cost is from two to five times as much as the current prices of CBRS equipment; more if you hang on all these accessories. But for many people it serves a practical purpose and in many cases may eliminate the need for telephone answering service or even a secretary. ◇



Computer Bits

ASSEMBLERS

ACCORDING to a recent magazine survey, one of the most popular applications of personal computers is software development, or simply writing programs. As anyone who has been bitten by the programming bug undoubtedly knows, each new program is always bigger and fancier than the last. Beyond a certain point in program complexity, however, the use of an assembler program is almost mandatory to eliminate most of the drudgery associated with hand coding in octal or hex. This is particularly true when one wishes to make a "small improvement" to a hand-assembled program which otherwise requires it to be rewritten.

Functions of an Assembler. Using an assembler in machine language program development has three important advantages over hand coding. First, an assembler allows the programmer to use operation mnemonics such as "LDA" for the "load register A" operation rather than the octal code 072 (8080 microprocessor). When looking at a program you wrote several weeks ago or one written by somebody else, the LDA is much more meaningful than the 072, which in turn makes the program easier to understand.

The second and most important advantage is that the addresses of sections of code and data items can be given *symbolic names* and referred to by name. Again, a name like TAXTAB used to refer to a table of tax rate data is more meaningful than its address which might be 005:120. The most important benefit of symbolic names comes when a program is changed for some reason. With a hand-coded program, some of the addresses used in the program would probably have to change as sections of the program and data are shuffled around to make room for additions. Then, every reference to addresses that were changed would also have to be changed. The result is that, in a large program, a considerable number of changes may be necessary for what

would otherwise be a minor addition. With symbolic names, the assembler can do all of the address shuffling when the program is reassembled and the programmer need be concerned only with the additions. The concept is analogous to solving an equation in general using symbols and algebra and then substituting actual values into the *solution* rather than solving the equation for each set of values needed.

A third advantage is that the use of an assembler tends to develop good program documentation habits which adds to the value of a program. All assemblers allow the latter part of each statement to be used for comments. A well-written program has an English explanation of what the machine instructions are accomplishing as comments on nearly every statement. A neat assembly listing of a program is also much easier to reproduce and read than hand scrawls on coding sheets. Conversely, buying a machine language program without documentation in the form of commented assembly listings is like buying electronic equipment without a schematic.

Using the assembler program itself is generally quite simple. First the assembly language program which is called a *source program* is converted into machine readable form. Such a form may be ASCII characters on paper tape, audio or digital cassette records, floppy disk sector records, or even ASCII data in memory depending on the system and assembler used. Usually some kind of program editor is used to aid in entering and editing the source program. Next the assembler is loaded and ex-

```
.MACRO
* MACRO DEFINITION FOR A DOUBLE PRECISION ADD FROM MEMORY
* MACRO-INSTRUCTION
* ADDS THE CONTENTS OF $ADDR AND $ADDR+1 TO REGISTERS B AND
* C WITH THE RESULT IN B AND C, CONDITION FLAGS UNAFFECTED

$LBL DPAD $ADDR           DOUBLE PRECISION ADD PROTOTYPE

PUSH H
LHLD $ADDR
DAD B
MOV B,H
MOV C,L
POP H
.MEND                      SAVE H AND L
                           GET TWO BYTES TO ADD IN H AND L
                           ADD THEM TO B AND C
                           COPY RESULT INTO B AND C
                           RESTORE H AND L
```

ecuted. During execution, the assembler will scan the source program and produce a *listing* file containing a copy of the source program along with the octal machine codes and an *object* file containing only the machine codes.

The assembler may also flag some statements as having errors. Common errors that an assembler can catch include using non-existent instruction mnemonics and undefined symbols. The latter is the case when a reference is made to a symbolic address but an actual address is never assigned to the symbol. These and other errors detected by the assembler are usually caused by typing mistakes. After editing the source program to eliminate errors and reassembly, the object program is ready to be loaded into memory and executed.

Types of Assemblers. Although all assemblers perform basically the same function, there is considerable variety in the implementation and use details. Perhaps the most distinguishing characteristic is the number of scans or passes over the source code done by the assembler.

A classical assembler makes two passes over the source program. During the first pass, all symbol definitions are searched out and placed in a *symbol table* maintained by the assembler. During the second pass, the mnemonics are translated into their octal equivalents and the listing file and object file are generated. The two passes are needed because a reference to a symbolic address may occur in the program ahead of the definition of the symbol. This is called forward referencing. If the assembler is to know what octal address to substitute for the symbol, it will have to see the definition first.

Several attempts have been made at one-pass assemblers and a couple of these are available on hobbyist systems. The advantage of a one-pass assembler is increased assembly speed since the source file, which may be many thousands of characters in length, needs to be read only once. Often however the one-pass assembler imposes

Fig. 1. Example of macro definition.

restrictions on program organization and the free placement of symbols. This is due to the "look ahead" problem mentioned earlier. Sometimes a one-pass assembler is "faked" by a two-pass one. In this case the source file is read for the first pass and then saved in memory for the second pass which is invisible to the user. The difficulty with this approach is that a large amount of memory is needed to assemble a reasonably large program.

Occasionally a "three-pass" assembler is seen. These are really two-pass assemblers with the second pass split in two to accommodate a Teletype with built-in paper tape. These machines cannot punch the object file at the same time as printing the listing file so a separate pass is required for each function.

A *conversational* assembler is another variation. Basically a combination of a simple text editor and a conventional assembler, the conversational assembler is very convenient for experimentation and testing of short programs and subroutines. Operation of a conversational assembler is much like most BASIC language systems. The program is typed in line-by-line and edited using line num-

bers and simple editing commands. When a RUN command is given, the program is quickly assembled directly into memory and executed. Program size is limited since the source program ASCII text, symbol table, and object program as well as the conversational assembler program itself must all fit into memory at once.

Advanced Assembler Features.

As assembly language programming experience increases, some of the more sophisticated assembler features available will be appreciated. Although these features have been rare in hobbyist oriented systems, the assemblers being supplied with recently announced floppy disk systems generally have most of them.

One such feature is *macro-instruction* capability. A macro-instruction (often abbreviated as "macro") is one that may generate many machine language instructions when assembled. When writing a program, macro-instructions may

same dummy argument in the LHLD instruction as in the prototype. The MEND signals the assembler that the macro definition is complete. The definition is then saved by the assembler in a special table in memory reserved for that purpose.

Figure 2 shows the use of this macro-instruction in a program (octal). In this example all of the instructions generated when the macro was expanded are shown on the listing with a preceding minus sign. Generally the assembler will have a command that would suppress printing of these expansion instructions if desired. With a good library of macro definitions, assembly language programming may become almost as easy as programming in a higher level language.

Another advanced feature is called "relocatable object code" capability. An assembler having this feature supplies additional information in the object file so that it may be later loaded into memory anywhere desired completely auto-

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* EXAMPLE PROGRAM SEGMENT ILLUSTRATING USE OF DPAD MACRO
LOAD ORIGINAL RAW VALUE (16 BITS)

ADD IN CORRECTION FACTOR
SAVE H AND L
GET TWO BYTES TO ADD IN H AND L
ADD THEM TO B AND C
COPY RESULT INTO B AND C

RESTORE H AND L
UPDATE WITH CORRECTED VALUE

001:100 116	MOV C,M
001:001 043	INX H
001:102 106	MOV B,M
001:103	DPAD CORR
001:103 345	PUSH H
001:104 052 200 001	LHLD CORR
001:107 011	DAD B
001:110 1C4	MOV B,H
001:111 115	MOV C,L
001:112 341	POP H
001:113 160	MOV M,B
001:114 053	DCX H
001:115 161	MOV M,C

Fig. 2. Example of use of a macro-instruction.

be used just as if the microprocessor actually had them as real instructions in its repertoire.

Macros can be defined by the programmer at the beginning of his program according to his needs. Although exact details of macro definitions and usage differ among various assemblers, a typical macro definition is shown in Fig. 1. The .MACRO on the first line alerts the assembler that a macro definition follows rather than ordinary program instructions. The next line gives the macro *prototype* which defines how the macro-instruction would look in a source program. The symbols preceded by dollar marks are sometimes called "dummy arguments" because, when the macro-instruction is actually expanded by the assembler, they are effectively replaced by the actual symbols used in the macro-instruction. Following the prototype are the actual machine instructions that would be generated when the macro-instruction is used. Note the use of the

symbolic without difficulty. A special *relocating loader* must be used to interpret this extra information and load the object file into memory. Not only are the addresses of all jump, call, and direct addressing instructions changed, but address constants and other location dependent symbolic references are changed. An additional feature of the relocating loader allows several object files that were generated at different times to be linked together into a single coherent program with all calls and jumps between the separate "modules" properly adjusted. This feature greatly facilitates the use of subroutine libraries without having to copy all of the source code into the program being developed every time a subroutine from the library is needed.

With this little bit of background, the reader should be able to evaluate more fully the assembly language program development facilities of a particular system. ◇

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6401 Linda Vista Rd.

San Diego, CA 92111

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c/o Tom Munnecke

P.O. Box 55052

Riverside, CA 92517

Southern California Computer Society

P.O. Box 54751

Los Angeles, CA 90054

ILLINOIS

SCCS 5063

c/o Roy Emerson

14904 S. Calis Ave.

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c/o Lou Elkins

Box 1143, St. Louis, MO 63188

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Boston Computer Society

c/o Donald Bradley

123 Commonwealth Ave.

Boston, MA 02116

Greater Boston Computer Users Group

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40 Wilshire Dr. (Door 2)

Sharon, MA 02067

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P.O. Box 35317

Minneapolis, MN 55435

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St. Louis Area Computer Club

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c/o Lt. Tom Smith

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Bellevue, NB 68005

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P.O. Box 1133

Tulsa, OK 74101

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834 Lawler Street

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St. Thomas District HS Computer Club

1025 Braddock Avenue

Braddock, PA 15104

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c/o Eric Jansen, Math Dept.

Wilkes College

Wilkes-Barre, PA 18703

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2923 S. Spring

Amarillo, TX 79103

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Theater Sources Inc.

4712 Northway Dr.

Dallas, TX 75206

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Roanoke, VA

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Durant Club

c/o James White

901 S. 12th Street

Watertown, WI 53094

CANADA

Montreal Micro-68 Computer Club

Case Postale 41 Succor Sale

Montreal, Canada H4Y 1A2

Ottawa Computer Group

P.O. Box 13218

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Societe d'Informatique Amateur du Quebec

IRISCO du Quebec Inc.

376 du Roi, Suite 304

Quebec, Canada PQ 2W6

ENGLAND

Amateur Computer Club

7 Dordells

Basildon, Essex, England

JAPAN

Japan Microcomputer Club

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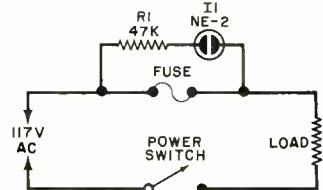
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Tips & Techniques

BLOWN-FUSE INDICATOR

This simple circuit will enable you to tell at a glance whether you have blown a fuse—without removing the fuse from its holder. As long as the fuse is good, no



current will flow through R_1 and I_1 , an NE-2 neon bulb. If the fuse blows, the ac takes the alternate path through R_1 and I_1 . A 47,000-ohm, ½-watt resistor is used to limit current through I_1 to a safe value. Mount I_1 in any convenient (but visible) location.—Ross Thompson, Listowel, Ontario, Can.

INEXPENSIVE ELECTRIC EYE

Here's an electric eye that can be built from junkbox parts. It consists of a CdS photocell, a 7486 exclusive-OR gate IC, an npn switching transistor (2N3055 or similar) and a small electric bell. When no object interrupts the light path from a lamp to photocell LDR_1 , both inputs to the ex-OR gate are low. Thus the gate's output is low and the transistor is cut off. Interrupting the light beam causes the

DESOUDER BRAID

An inexpensive source of desoldering "wick" is the outer conductor of RG-58 and RG-59 coaxial cable. Cut your scrap into 8- to 10-inch (20.4- to 25.4-cm) lengths. Hold the braid and inner conductor firmly with pliers, and pull off the outer insulating jacket with your free hand. Then, push the two ends of the braid together to loosen it, and pull out the inner conductor and surrounding insulation.—Arnold Irvine, Coopersburg, PA.

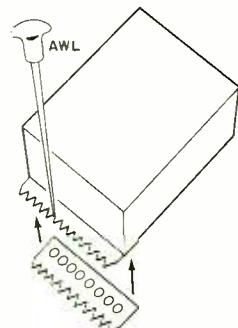
TEST JACK ADAPTER

Have you ever bought a new meter or other piece of test equipment only to discover that none of your standard ¾-inch spaced test plugs will fit the jacks on it? If you can't or don't want to modify your new piece of gear by slotting the test jack mounting holes, consider this simple adapter you can make to rectify the situation. All you need are a pair of banana jacks, a pair of noninsulated banana jacks, and a 1¼-inch (3.81-cm) square piece of ½-inch (3.2-mm) thick plexiglass or bakelite. Round the corners of the plastic and drill two holes at opposite corners for the jacks, spaced ¾-inch (1.9-cm) apart. Then carefully measure the spacing between the test jacks on the new equipment and drill holes for the plugs in the plastic square to match this spacing. Assemble and wire the plugs and jacks and you're all set.—Donald R. Hicke, San Diego, CA.

gate output to go high and the transistor to conduct, energizing the bell. A 6-volt lantern battery can be used as a power source. All parts can be obtained for about \$3 from a surplus house. A simple pc board is used, and can accommodate up to four independent circuits, each using one gate in the quad ex-OR IC. The entire alarm can be mounted on a TO-3 heat sink.—Kenneth B. Blois, APO SF 96286.

PC DRILLING GUIDE

Here's a handy guide for drilling IC pin holes on a pc board. Epoxy a length of discarded Molex Soldercon holder strip to a block of wood as shown. Attach a few strips of double-faced adhesive tape (Scotch Nc. 666 or equivalent) to the



bottom of the block to prevent slippage. Hold the block on the pc board with one hand and make indentations with an awl at each "valley" along the holder strip. Then remove the block. You will find a line of depressions that can easily be drilled through the board, exactly 0.1" (2.54 mm) apart.—Robert J. Murrell, Verona, PA.

IC SOLDERING AID

To prevent heat or static damage to an integrated circuit while soldering, push the pins of the device through a few sheets of aluminum foil measuring 2" x 2" (5.1 x 5.1 cm). Then mount the IC on the circuit board. The foil will dissipate heat and electrically tie all the pins together. When the IC is in place, tear away the foil. Check carefully for stray pieces of foil before powering the board. The foil will generally come away in a few pieces without leaving tiny scraps.—Aart M. Olsen, Newark, DE.

BIKE LIGHT SAVER

I installed a Soubitez alternator to power the head and tail lights on my bicycle. Unfortunately, I found that the bulbs were burning out rather quickly when I was travelling at speeds greater than 15 mph. The problem was solved by installing two zener diodes back-to-back as shown in the figure. Before the modification, the alternator output was 6 volts rms at speeds greater than 6 mph. After the change, the voltage applied to the bulbs dropped to about 4.9 volts rms. Bulb life was considerably extended without significant reduction of light output. In the diagram, left, the miniature headlight (I_1) is rated at 6 volts and 300 mA. The taillight (I_2) is rated at 6 volts and 100 mA. The two zener diodes (D_1 and D_2) are rated at 6 volts and 3 watts. Higher-powered zeners can be used.—D.F. O'Connell, Palo Alto, CA.

Operation Assist

If you need information on outdated or rare equipment—a schematic, parts list, etc.—another reader might be able to assist. Simply send a postcard to Operation Assist, POPULAR ELECTRONICS, 1 Park Ave., New York, NY 10016. For those who can help readers, please respond directly to them. They'll appreciate it. (Only those items regarding equipment not available from normal sources are published.)

American Scientific Development TV-20 tube tester. Schematic, operating manual, chart. Will buy or copy. Terry Nixon, RR 1, Box 182, Potosi, MO 63664.

Sprague TO-3 capacitor checker. Need 15-watt 50-kohm power rheostat. Ray Parsons Jr., Portsmouth Ave., Stratham, NH 03885.

Kris "Match Maker," serial 3302003. Schematic and/or specifications such as frequency, impedance, etc. Bob Diamenti, 80 Billington Rd., East Aurora, NY 14052.

AGS IC-RS-82 eight-track recorder/player. Schematic. Henry D. Mikkelsen, VA Hospital, Marion, IL 62959.

Gran Sonic GS-2 stereo receiver. Schematic, also need power transformer, marked SAT-260 OCM. John D. Gill, Rte. 5, Box 370, Blountville, TN 37617.

RCA WO-91B oscilloscope. Operating manual. Donald R. Anthony, 821 Laniana St., Corpus Christi, TX 78408.

Allied Knight 83Y102 Star Roamer radio. Schematic. Will buy or copy. Gerald Fox, Fox Electronics, Box 890, Rte. 3, New Holland, PA 17557.

RCA WP-23A regulated power supply. Schematic, operating instructions, or service manual. Ronald Gillen, Box 383, Hustisford, WI 53034.

Carvision video tape recorder. Source of tapes and spare parts. Donald Weber, 1333 N. Camino Alto, Apt. 245, Valleyco, CA 94590.

Bell & Howell 34 oscilloscope (DeVry Inst. of Tech.). Operating manual, schematic. R. Wood, 465 San Antonio, Palo Alto, CA 94306.

Hickok 640 oscilloscope. Schematic and/or service manual. Robert Zusman, 200 East Indian Spring Dr., Silver Spring, MD 20901.

Lloyd TM-988 AM/FM receiver. Schematic, operating manual and/or parts list. Peter B. Trippett, 581 Glen Rd., Sparta, NJ 07871.

Friden paper-tape readers, typewriters, Justowriters. Schematics, operating instructions. J.I. Taylor, Box 289, Salem, MA 01970.

General Radiotelephone MC-5 CB transceiver. Schematic, manual. Elliott Electronics, RR 2, Box 61, Effingham, IL 62401.

Tektronix 564 scope. Need 3B3 time base, 3A6 vertical plug-in. Ramesh B. Parikh, P.O. Box 17356, Bombay 400 058, India.

Fisher 400 receiver. Schematic and/or information on power transformer. **Magnavox** 9-295HH console. Schematic, power capabilities of 15" woofers that come with console. Thorn Filippelli, Rte. 1, Box 39-Z, Connie Lane, Shingle Springs, CA 95682.

Radio City 488 multimeter, circa 1942. Schematic and any other information. Joe H. Hibbs, 971-87 Borden Rd., San Marcos, CA 92069.

Jackson Instrument 641-A signal generator. Schematic, alignment procedure. J.M. Nightingale, 1675 Comox St., Vancouver, B.C., Canada V6G 1P4.

Devtronics SR-55 calculator. Owner's manual, source of case and keytops. Ivan Dzombak, 621 Spring St., Latrobe, PA 15650.

Kaar TR-505 uhf repeater. Schematic, owners manual or any info. V.C. Reed Jr., 1104 Abbot Ln., Park Forest South, IL 60466.

Solid State Devices Trigsweep, circa late 1960's. Instruction manual, pc artwork, parts list. John A. Harlan, 9720 Prospect Ave., Chicago, IL 60643.

Superior Instruments 707 or 707-A VOM multimeter. Schematic, instruction manual, parts list. Buy or copy. Arthur Kneller, 84 Bennett Ave., Neptune City, NJ 07753.

Rutherford B16R pulse generator, serial 171. Service manual and/or schematic. Vilson Silveira, 7708 Regent Ave., Brooklyn Park, MN 55443.

Marlux 407 reel-to-reel recorder. Schematic, service manual, or any info. T.K. Flanagan, U.S. Bluefish (SN 675) FPO NY 09501.

RCA Berkshire, circa 1948. Literature and data, also speaker. Fabris, 3626 Morrie Dr., San Jose, CA 95127.

Transicorder TR300 reel-to-reel recorder. Need erase and record head. Erase head has 230-mH inductance, 1.5-V dc erase, dc bias. Play-record head has 380-mH inductance, 0.2 V bias. Curt Palme, 990 Wavertree Rd., North Vancouver, B.C., Canada V7R 1S5.

Heathkit 0-8 oscilloscope. Schematic and/or construction manual. Frido W. Buschmann, 3736 Pine Rd., Huntingdon Valley, PA 19006.

Heathkit 0-12 oscilloscope. Need power transformer. Kenneth Huffines, 356 O'Brian Dr., Stone Mountain, GA 30088.

Crosley 96 radio. Circa late 30's. Schematic, power transformer. Richard R. Nolette, RFD #1, River Rd., Kennebunkport, ME 04046.

Mercury Electronics 1101 tube tester. Manuals, any information. James B. Martin, 1708 Dave Dr., McAlester, OK 74501.

Atwater Kent 35 radio, serial 772713. Date of production, value. Kenneth J. Roberds, Box 367, Barling, AR 72923.

Transcom RCT 203 audio data terminal with strip printer. Schematic and/or manual. Will pay for copying. J. Bryan Looftbourrow, Box 1237, Mountainside, NJ 07092.

Century VT-10 VTVM. Schematic, operating manual, probe. **Eico** 232 VTVM. Schematic, operating manual, probe. **Supreme** 542 multimeter. Schematic, operating manual. Allen C. Fryou, 3735 Fairmont Dr., New Orleans, LA 70122.

Sharpe HA-10A or other Sharpe headphones. Source. Dr. James P. Gaston, 45 East End Ave., Apt 5A, New York, NY 10028.

Precision 100 VOM. **Simpson** 311 VTVM. Schematics. Alan Norville, Rte. #2, Box 283, Forest City, NC 28043.

Hallicrafter S-38-E. Schematic, alignment manual, or any info. Steve L. Porter, 429 Balsam, Rogers City, MI 49779.

Conar 250 oscilloscope. **Motorola** FMTRU80D(A)C2C mobile 2-meter transceiver. Schematics, operating manuals, any other info. David Eubank, Box 113, Greenup, IL 62428.

Skycrafter "VHF Superphone" AMT-9 transmitter, AMR-4 receiver. Schematics and any other info. Al Ginn, 3321 Beverly Dr., Dallas, TX 75205.

Radio Shack 28-138 color organ kit. Schematics, parts list, or instruction manual. Gary Girzon, 4665 St. Kevin #3, Montreal, P.Q., Canada H3W 1N8.

A.C. Cossor 1434 preamplifier. Source of 120-V battery. **A.C. Cossor** 1049 MKII oscilloscope. Original camera, CRT. Claude Houde, 7427 Boyer St., Montreal, P.Q. H2R 2R9.

Olson AM-240 50-watt amplifier. Output transformers, 8-ohm output impedance. W.B. Wells, 172 Topsfield Rd., Pittsburgh, PA 15241.

Erie Pacific 720 frequency counter. Service manual, schematic, parts list, source for Elesta EZ10A and Burroughs 5031 tubes for counter. Gordon Wheatley, 9 Lynn-grove Ave., Toronto, Ontario, Canada M8X 1M3.

Collins 32V2 transmitter. Instruction manual. Marvin E. Weber, Box 1261, Alamogordo, NM 88310.

Realistic 212 preamplifier, 210 ultra-linear amplifier. Any info. R. A. Rouge, Box 92, Hollywood, CA 90028.

U.S. Govt. RAO-2 Navy shortwave receiver (National type NC-120). Navy CNA-46187. Service manual and/or schematic. David L. Larson, 1301½ S. First, Harlingen, TX 78550.

Precision EV10A VTVM. Schematic, manual. Willis J. Ball, 320 Bloxam Ave., London, Ontario, Canada N6J 3K6.

Crosley Showbox, circa early 1900's. Schematic, any rebuilding or service info. Kenneth Huffines, 356 O'Brian Dr., Stone Mountain, GA 30088.

National SW-3 receiver. Need series 10-20 coils, bandspread if possible. Martin Edelheit, 245-21 77 Crescent, Belrose, NY 11426.



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by Jerry R. Clifford and Martin Clifford
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Published by Tab Books, Blue Ridge Summit, PA 17214. 684 pages. \$9.95 soft cover, \$12.95 hard cover.

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by the ARRL Headquarters Staff

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Published by the American Radio Relay League, Inc., 225 Main Street, Newington, CT 06111. 704 pages. \$12.50 hard cover (\$13.50 in Canada, \$14.50 elsewhere), \$7.50 soft cover (\$8.50 in Canada, \$9.50 elsewhere).

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Published by Hayden Book Co., 50 Essex St., Rochelle Park, NJ 07662. Electronics: 1,000 pages, \$21.95. Electricity: 992 pages, \$20.85. Hard cover.

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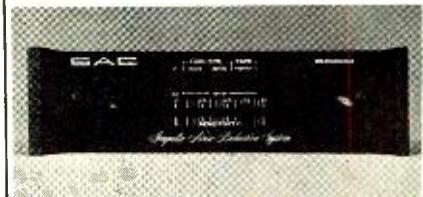
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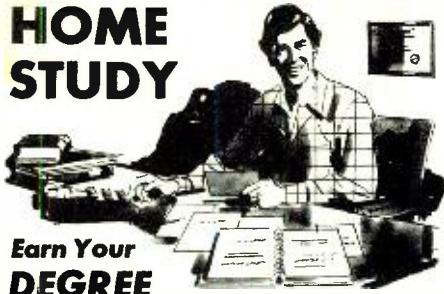
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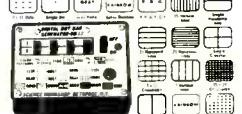
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MM562	2K RAM	1	100
MM569	2K RAM	90	50
2102	500 NS 1K RAM	210	140
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Crystal time base. Covers audio, amateur and CB band. 6.5" digits, prescalable with PC board and full instructions. \$55.00
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74LS10	.25	CD4007	.16	CD4043	.60
74LS11	.32	CD4009	.45	CD4044	.59
74LS20	.31	CD4010	.45	CD4047	.59
74LS21	.33	CD4011	.16	CD4049	.35
74LS22	.33	CD4012	.16	CD4050	.35
74LS27	.30	CD4013	.29	CD4051	.90
74LS30	.31	CD4014	.75	CD4053	.90
74LS32	.33	CD4015	.75	CD4056	1.00
74LS37	.40	CD4016	.29	CD4058	.90
74LS38	.35	CD4017	.80	CD4060	1.00
74LS74	.49	CD4018	.80	CD4066	.69
74LS90	.85	CD4019	.39	CD4069	.30
74LS132	.90	CD4021	.90	CD4071	.16
74LS138	.89	CD4022	.90	CD4076	.99
74LS139	.89	CD4024	.70	74C04	.29
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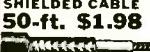
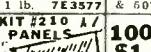
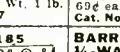
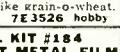
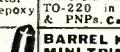
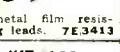
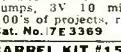
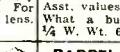
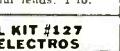
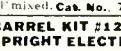
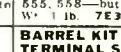
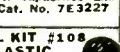
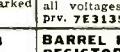
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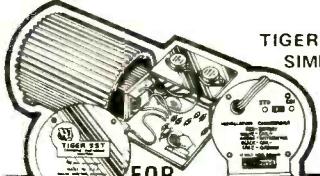
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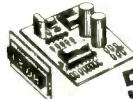
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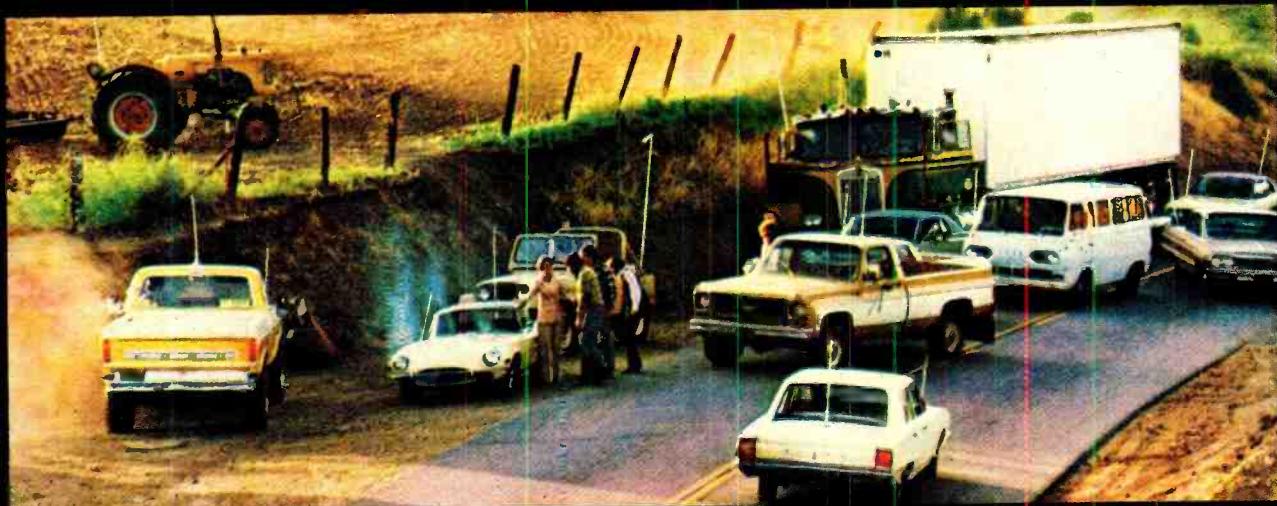
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