

ELEKTOR **ELECTRONICS** **USA**

THE INTERNATIONAL JOURNAL
FOR RECREATIONAL ELECTRONICS
SEPTEMBER 1992

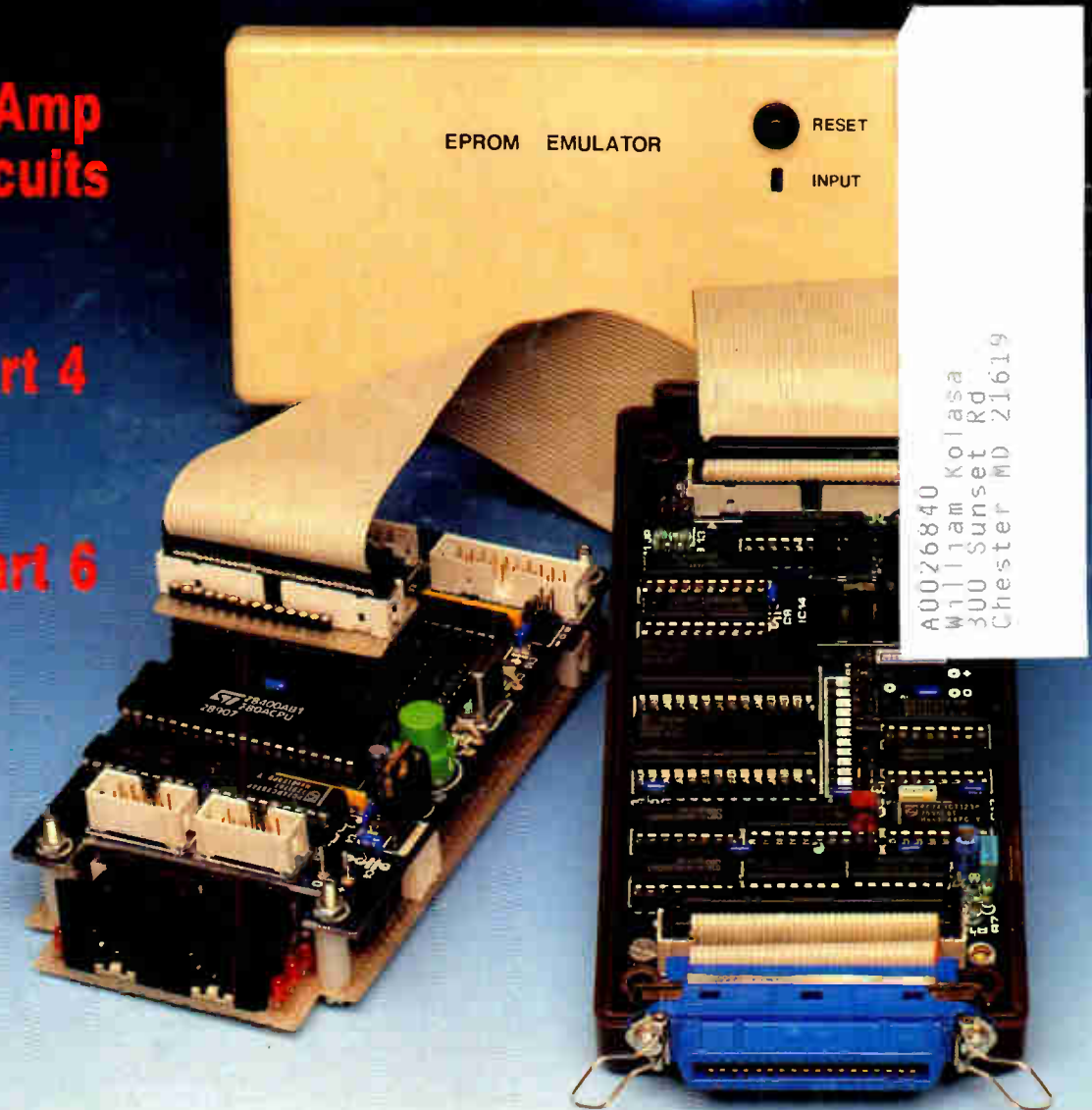
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EPROM EMULATOR II **23cm Transmitter-Receiver**

**Analogue Op Amp
Integrator Circuits**

**Audio-Video
Processor, Part 4**

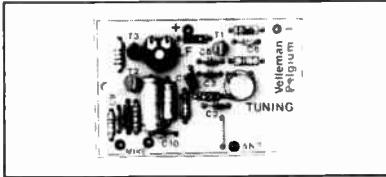
**8051/8032
Assembler, Part 6**



TAPTO KITS

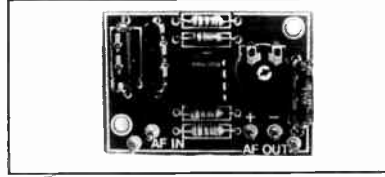
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K1771 FM Oscillator \$16.95



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K1803 Universal Mono Pre-Amplifier \$7.95



Ideally suited as a microphone amplifier, signal matching of tuner or tape outputs. Supply voltage: 10-30 VDC (stabilized) Gain: typ. 40 dB Adjustable output level Frequency range: 20 Hz to 20 KHz (+/- 3 db) Maximum input voltage: 40 mV.

K2622 AM-FM Antenna Amplifier \$15.95



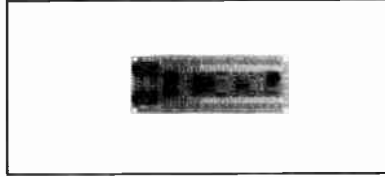
Do away with noisy signals! The K2622 gives you 22 dB gain where it's needed. DC supply direct or via the coax cable (50-75 Ohm impedance), metal box included.

K2637 2.5 Watt Mini Audio \$13.95



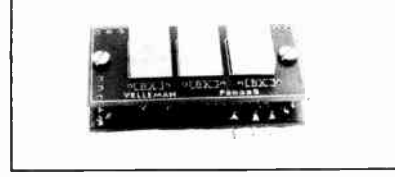
This small kit comes with a pre and power amplifier. No adjustments required. Short circuit protected. Power supply: 4.5 to 15 VDC Input sensitivity: power-Amp: 150 mV (12V) Pre-Amp: 20 mV (12V) Max output 2.5W (4 Ohm, 12V) Size: 42 x 32 x 27 mm.

K2666 Precision Stereo Vu-Meter \$69.95



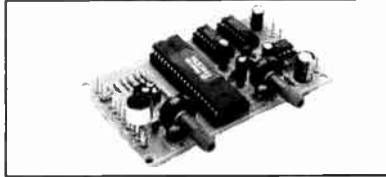
Extremely precise VU-meter 2 x 30 LED's "flying dot" readout dB-linear scale from +6 to -6 dB (0.75dB per LED) Steadily increasing scale partitions under -6dB Peak measurements No adjustments Maximum error 0.5dB.

K2032 Digital Panel Meter \$33.95



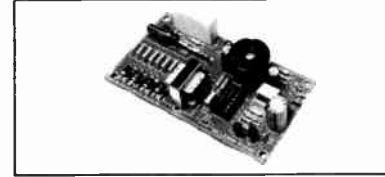
A compact kit that can be incorporated into many housings or into existing equipment Power supply: 5VDC, 250 mA (regulated) Read out: -999 mV to +99 mV, 1 mV resolution Overload indication (positive and negative) Linearity 0.1% Input impedance: 100 Mohm.

K2653 Digital Voice Record/Playback \$61.95



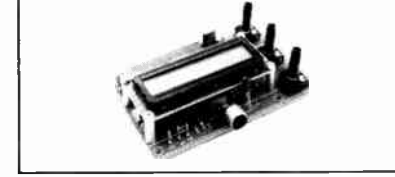
Record your voice message on a IC and play it back! Short messages (10-12 seconds) can be repeated to welcome your guests in your home or store. Use your imagination. Tech data: Loudspeaker output: 2W at 4 Ohm 9VDC regulated.

K2645 Geiger-Muller Counter \$119.95



Reliable acoustic indication of radiation level. Excellent sensitivity to Gamma rays and high energy Beta rays. Battery operated (9V). Battery life exceeds 2 months in continual use and in normal natural radiation surroundings. Very compact: 99 x 54 x 25 mm. Light weight; assembled pcb weighs only 55 gr.

K2659 Moris decoder w/LC-display \$109.95



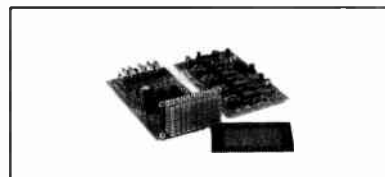
Decode Morse messages on your shortwave receiver. This decoder keeps up with the quickest signallers or automatic stations, and "notes" message on LCD. Alphanumeric LCD 1 line of 16 characters decodes Morse at almost any speed.

K2651 Digital Volt Meter \$39.95



This kit provides an easy-to-read display. Because of the simple power supply requirement and compact size of the kit, it can easily be incorporated into a variety of applications. Technical specs: Selectable - to + 200 mV or - to + 2V Power supply: 8 to 15 VDC of 9V battery.

K4300 Audio Spectrum Analyzer \$99.95



Provides visual composition of an audio signal. Kit consists of two boards and attractive front panel with 10 frequency bands. Technical specs: 10 bands: 32, 64, 125, 500, 1K, 2K, 4K, 8K and 16 KHz Range: 20 dB (10 LED's, 2dB per LED) Line input: adjustable from 100 mV to 2 V rms, impedance 100K Power supply 2 x 9v transformer: 12-15VDC Current consumption 0.75ADC max, 70mA in stand-by.

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Reader Service #187

In next month's issue
 (among others):

- Mains sequencer
- Flash EPROMs*
- 8051 SBC
- History of the valve
- Active antenna for the 10 kHz – 220 MHz band
- Pascal routines for measuring card
- 8051/8032 assembler course Part 7
- AF digital-to-analogue converter – final part
- RDS demodulator

* *It is regretted that, owing to circumstances beyond our control, this article has had to be postponed from the September to the October issue.*

Front cover

The photograph shows the updated version of the EPROM emulator we published about three years ago. In the present circuit, conventional rather than surface-mount (SMD) components are used, since a number of readers, particularly those outside Europe and North America, have found difficulty in obtaining and handling SMD devices. The updated version has 64 Kbyte of RAM and is capable of emulating Types 2764 through 27512.

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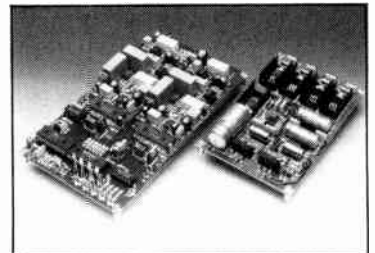
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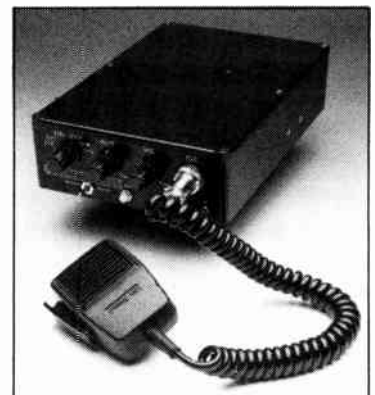
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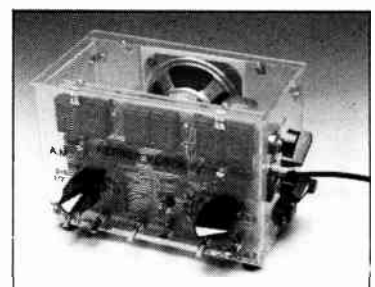
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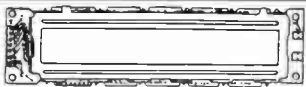
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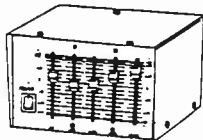


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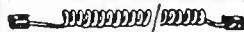
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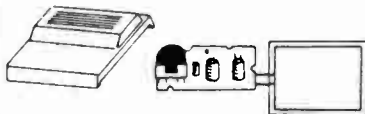
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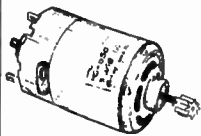
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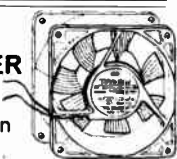
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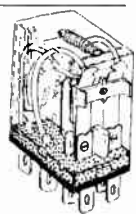


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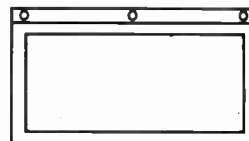
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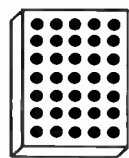
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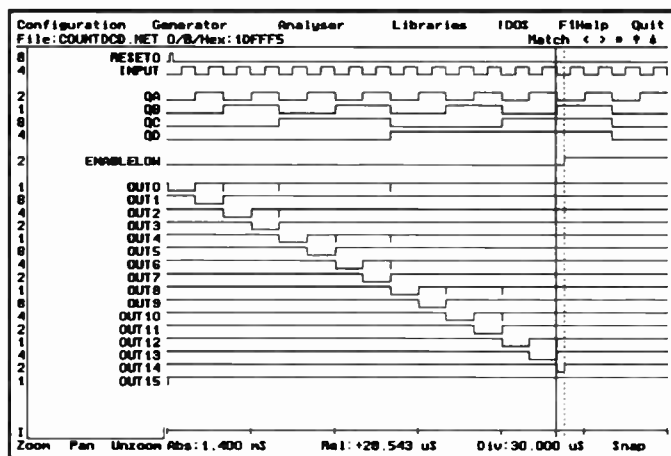
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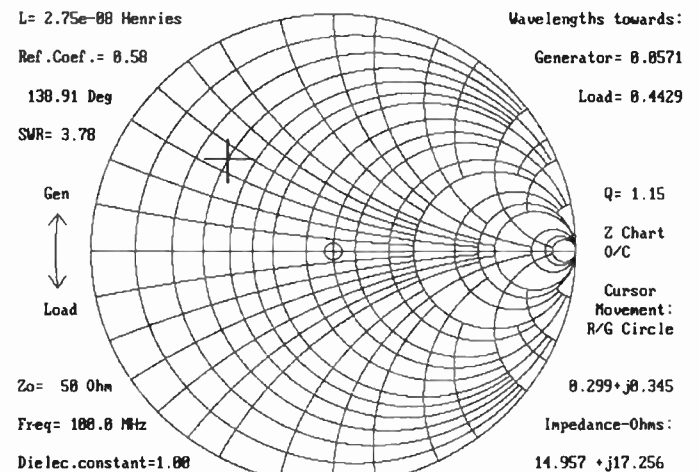
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ELECTROSTATIC LOUDSPEAKER DESIGN AND CONSTRUCTION

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Ronald Wagner

This classic, once produced by TAB Books, is now published by Audio Amateur Press for the first time. Both a "how-to" book and an informative text on electrostatic speakers, it provides a step-by-step sequence for building full-range electrostatic speakers as well as acquaints the reader with their basic operating principles. The book also describes the important parameters of an electrostatic speaker and indicates how each affects performance. Intended for the audio amateur, musician, craftsman, or anyone else who is not only interested in this type of speaker, but would also like to obtain the very best in sound reproduction. Chapters include: How It Began; Electromagnetic Speakers; Speaker Measurements; Electrostatic Loudspeakers; Building a Full-Range Electrostatic Speaker; Frames and Ribs; Preliminary Assembly; Preliminary Speaker Testing; Stretching Frame; Final Speaker Assembly; Speaker Mounting Frames; Electronics for Electrostatic Speakers; Speaker Evaluation; and Commercial Electrostatic Speakers. (Because of rights difficulties, not included from original book is the Chapter 15 article by Malmé.) Appendix with construction info, Index, Bibliography. 1987, 1992, 244pp., 7½ × 9½, softbound. **IN PRODUCTION; PLEASE CHECK AVAILABILITY.**

RADIO AND ELECTRONICS ENGINEER'S POCKET BOOK

BKHN2
\$27.95

Keith Brindley

This completely revised and enlarged seventeenth edition of the invaluable standby is a great compendium of facts, figures, and formulae indispensable to the designer, student, service engineer, and all those interested in radio and electronics. The author's main criterion in choosing what to include was to ask himself, "What do I look up?" He thus has tried to include anything and everything of relevance to radio and electronics referred to in literature. A considerable amount of new material relating to recent developments in radio and electronics has been added, including new sections on batteries, cables, and connectors. In addition, all the broadcasting information (for the United Kingdom) has been updated. This is a pocket book, in a very handy size. United Kingdom, 1987, 201pp., 3¾ × 7¾, hardbound.

DIGITAL AUDIO AND COMPACT DISC TECHNOLOGY

BKHN3
\$49.95

Sony Service Centre (Europe)

Edited by Luc Baert, Luc Theunissen, and Guido Vergult, this is the definitive book on CD players and technology and is essential reading for audio engineers, students, and hi-fi enthusiasts. All modern and proposed sound transmission/storage systems use digital techniques, specifically pulse code modulation (PCM). This is a clear and easy-to-follow introduction which also includes a technical description of DAT (digital audio tape). BKHN3 is produced by Sony, using all of their resources and expertise as one of the forerunners in this field and co-inventor of the compact disc digital audio system. Contents include: Principles of Digital Signal Processing; Sampling; Quantization; A/D Conversion Systems; Codes for Digital Magnetic Recording; Principles of Error Correction; The Compact Disc; Compact Disc Encoding; Opto-Electronics and the Optical Block; The Servo Circuits in CD Players; Signal Processing; Digital Audio Recording Systems; PCM; Video 8; R-DAT; S-DAT; and DASH. United Kingdom, 1988, 253pp., 7¾ × 10, hardbound.

THE TAPELESS DIRECTORY

BKSY1
\$39.95

Yasmin Hashmi, Stella Plumbridge

This valuable reference, now in its second edition, is the only independent source of information on over 70 tapeless audio recording and editing systems. It is divided into two parts: The first gives a comprehensive background to the technology, explaining terminology, operational procedures, and design strategies and including useful pointers for those considering investing in a system. The second part provides detailed information on the systems and is organized according to type. The data provided for the systems is in an easily comparable format and includes target market(s), operational and technical specifications, anticipated developments, and cost and supplier details for the USA and Europe. United Kingdom, 1991, 72pp., 8¼ × 11¾, softbound.

USING TIME CODE IN THE REEL WORLD II

BKSR1
\$19.95

Jim Tanenbaum, C.A.S., with Manfred N. Klemme

Time code, such as 50/60Hz Neopilot or FM sync, provides a way of maintaining the relationship between the sound recorded on audio tape and the image recorded separately on film or videotape. In addition, it provides an initial reference point without clapstick slates; in fact, it provides a continuous reference inherently, without edge coding or other external means. This manual, now in its second edition, will help the reader understand time code and know what standard to use for every possible application. Its level varies from elementary to somewhat advanced, but it develops each subject area in a comprehensible manner, sometimes including a touch of humor. It is assumed that the reader knows non-TC sound recording techniques and understands (somewhat) the operation of the Nagra IV-STC, Denecke TS-1 slate, and so forth. Index, Glossary, Bibliography. 1992, 110pp., 8½ × 11, Velo bound with vinyl covers.

THE NEW STEREO SOUNDBOOK

BKT23
\$18.95

F. Alton Everest, Ron Streicher

This book is a comprehensive, nontechnical guide to stereo sound principles and techniques, explaining all of the underlying facets of stereophonic perception, recording, and reproduction. The authors provide easy-to-follow experiments and all the diagrams, tables, and photographs the reader will require in order to modify and enhance his stereo system. Topics include the development of stereo from its earliest stages to the present; using microphones to achieve special stereo effects; recording binaural signals with the use of a dummy head; making a stereo signal from two or more mono signals; controlling sound reflections for optimal stereo listening; auditory spaciousness; multidimensional and surround sound systems; and much more. 1992, 296pp., 7 × 10, softbound.

DESIGN & BUILD ELECTRONIC POWER SUPPLIES

BKT24
\$17.95

Irving M. Gottlieb

Power supply technology has come a long way in the past few years, largely as a result of new techniques that allow higher switching rates with no significant loss in performance. This practical guide to modern power supply design and new construction techniques will bring the reader up to date on today's most advanced power supply circuits, components, and measurement procedures. The author includes full coverage of the older 20kHz power switch standard, as well as describes how new high frequency devices are reducing production costs and dramatically improving power supply efficiency, reliability, compactness, and volume. New advances covered include electronic and synchronous rectification; resonant-mode switching; sine-wave power supplies; current-mode control; IGBT power switches; MCT thyristors; and more. 1991, 163pp., 7 × 10, softbound.

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THE MODERN OSCILLATOR CIRCUIT ENCYCLOPEDIA

BKT27
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Rudolf F. Graf

This valuable reference contains an assortment of more than 250 ready-to-use oscillator circuit designs representing the latest engineering practices. Organized by application for easy reference, the circuits are in their original form to prevent transcription errors. Each entry includes a schematic and a brief explanation of how the circuit works. The author also lists the original source for each circuit in a section at the back of the book, making it easy for the reader to obtain additional information. Types covered include audio, burst, sine-wave, Miller, Colpitts, Wien-bridge, bias, multivibrator, crystal, RF, square-wave, Pierce, TTL, code, voltage-controlled, and function generators. 1992, 184pp., 7 x 10, softbound.

DAT: THE COMPLETE GUIDE TO DIGITAL AUDIO TAPE

BKT25
\$12.95

Delton T. Horn

Everything you need to know about the latest development in sound reproduction—digital audio tape—is clearly explained in this easy-to-understand book: what DAT is, how it works, and how it differs from competing analog and compact disc technology. After a brief overview of basic analog and digital recording concepts, the reader will find in-depth coverage of DAT techniques and equipment, manufacturer's information on available (and soon to be available) systems, and what the future holds for DAT technology. 1991, 254pp., 7 x 10, softbound.

TROUBLESHOOTING AND REPAIRING ELECTRONIC MUSIC SYNTHESIZERS

BKT26
\$16.95

Delton T. Horn

This illustrated manual is enjoying a growing audience among musicians who want to save money on repairs, as well as among technicians and hobbyists who want to learn more about the new generation of musical synthesis equipment. The author provides complete, step-by-step instructions for servicing or replacing all synthesizer components and circuitry, from that found in older analog devices to today's most advanced digital systems. Musicians will also find plenty of solid advice on how to refurbish old or unusable equipment and how to modify and expand existing setups. Entire chapters are devoted to MIDI circuitry, cabling, and other aspects of computer-controlled digital synthesis technology. 1992, 206pp., 7 x 10, softbound.

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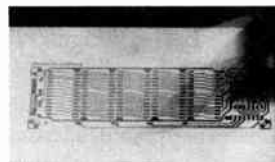
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A N N O U N C I N G

At long last, *Elektor* project builders on this side of the Atlantic can use this special software downloaded from the Dutch *Elektuur*'s internal files. WRITTEN IN DUTCH, EIT provides the manufacturer (name only) for more than 2700 hard-to-find European parts used in *Elektor* projects during the ten years covered. Menu-driven and including a short list of translations for key words and phrases, this detailed index is cross-referenced by ten different parameters, including part number and article title, and requires 4MB of hard drive memory. Despite the language gap, EIT is fun to use and easily mastered in less than an hour—to provide a lifetime of reference value.



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AN OPEN LETTER TO YOU

Many of you have taken the trouble to write some very nice comments about *Elektor*. Others have written to say what they don't like. I thank all of you who respond.

Frankly, however, we're having problems finding out about what you need, or would like to find, to pursue your electronics avocation. In the last issue we began including reader service cards, a convenient way to request information from advertisers. The cards also allow you to tell us about your needs and wants. We'd like to find just the sort of product lines and supplies that will help you build the wonderful projects crowding our pages month after month.

We're not just serving luncheon in *Elektor*—we're serving a gourmet banquet.

Obviously, if you're really going to benefit and enjoy all these tasty offerings to the full, you'll need hardware, parts, tools, and the like.

Please ask our vendors for anything you need. Don't be bashful or hesitant—even if the part is "European." Don't jump to the conclusion that the part is unavailable just because it has a strange part number and isn't in your catalogs. It probably isn't there because no one has asked for it.

We are going to great lengths to put advance information in vendor's hands (and any vendor may receive such advance information just by calling our service department) via high-speed modem up to three months ahead of publication. These reports include not only the parts mentioned within our construction projects, but often sources of supply in Europe with telephone and

FAX number for easy access.

Some of you write asking where you can find parts before reading the ad pages or our Old Colony Service Department ads.

Further, too many of you seem not yet to recognize that we live in "one world." First of all, electronics has a genuine international "esperanto" in our electronic symbols. Some of you would comment, probably that in *Elektor* we use a set of symbols that are not traditionally used in the United States. In our view that only makes us provincial. The rest of the world some while ago recognized that a resistor was no longer a little coil of resistive wire on a porcelain tube that was represented by a jaggy wiggle. But have you noticed that you can pick up a German or Japanese electronics periodical and understand quite a bit about what the circuitry does, just by reading the schematic?

I think most of us have not yet realized the full impact of the technologies we work with every day. It is a truism to say that we are "one world." But the barriers are falling and the distances are shrinking. I suppose in our minds it is too risky to order parts from a place to which we couldn't drive our cars if we wanted to.

If I order from my old friend David Longland from his wonderfully stocked establishment just south-east of Heathrow airport in England, I am not reaching all that much further afield than if I order from Los Angeles. The credit card and the FAX machine have literally shrunk the world insofar as electronic parts supplies are concerned.—E.T.D.

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ALEPH AMP

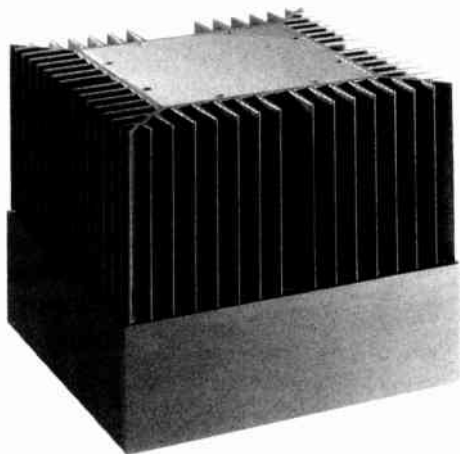
Pass Laboratories' Aleph 0, a high power Asymmetric Class A amplifier, is the first in a series of audio power amplifiers employing single-ended or asymmetric Class A operation. Some of the Aleph 0's features include minimal parts in the signal path, folded cascode topology, full DC response, and a tiered regulated supply.

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Where push/pull Class A designs are biased at $\frac{1}{2}$ peak output current, Asymmetric Class A must be biased at peak output, which is why the amplifier runs hotter and has a more modest power rating. While it will never leave Class A on a positive signal, an ordinary Asymmetric Class A design would clip at negative currents beyond the bias point. To address this, Pass Labs developed a proprietary "pull" element that allows a smooth transition to push/pull Class A operation at negative peaks in excess of 128W. Pass states that this design is capable of peak currents well in excess of 100A on both positive and negative peaks, and will operate with complete stability into impedances $< 1\Omega$ with any 0–90° phase angle of reactance.

For more information, contact Pass Laboratories, 21555 Limestone, Forest Hill, CA 95631, (916) 367-3690, FAX (916) 367-2193.

Reader Service #266



HYBRID TRANSCEIVER A HIT

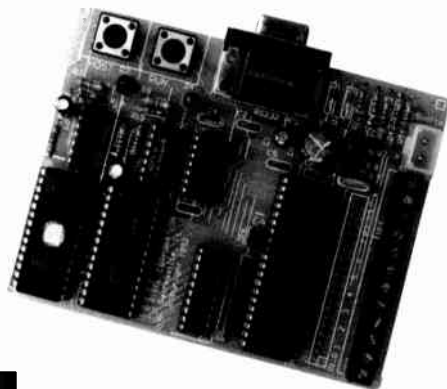
Ten-Tec of Sevierville, TN reports that the Omni-VI hybrid transceiver has sold out its first and second production runs.

The unit combines crystal mixing, a micro-processor featuring sophisticated software control, and automatic notch filter using digital signal processing.

Contact Ten-Tec, Inc., 1185 Dolly Parton Parkway, Sevierville, TN 37862-3710; (800) 833-7373.

Reader Service #291

ELECTRONICS SCENE



GET WITH THE PROGRAM

Rigel Corporation introduced a training system for the 8031 family of microcontrollers. Connected to an IBM PC or compatible host, the R-31J/READS system allows writing, assembling, downloading, debuffing, and running applications software in the MCS-51 language. READS contains an editor, a cross-assembler, and host-to-board communications in a user-friendly, menu-driven environment. Debugging functions include breakpoints, single-stepping, source-level debugging, and inspecting and modifying external memory, internal registers, and special function registers. The MCS-51 instructions are included in the comprehensive on-line help system. All READS functions can be activated from the menus, or alternatively, by hot-key combinations. Software may also be written in BASIC when the R-31J is populated with Intel's 8052 BASIC chip.

You may either purchase the R-31J/READS complete for \$130 or in kit form for \$95 from Rigel Corporation, PO Box 90040, Gainesville, FL 32607 (904) 373-4629.

Reader Service #272

PORTABLE TRANSCEIVER

An incorrect price appeared in a previous run of the following announcement. Apologies go out to those inconvenienced by our error.—Eds.

MFJ Enterprises announces the Model MFJ-9020, a 5W 20-meter CW transceiver that covers 14.000–14.075MHz, has a superhetrodyne receiver, RIT, audio-derived AGC, and a built-in earphone jack. This transceiver, which fits easily in a briefcase, has an eight-pole crystal filter with 500Hz bandwidth, Vernier tuning, and operates from 12–15V DC.

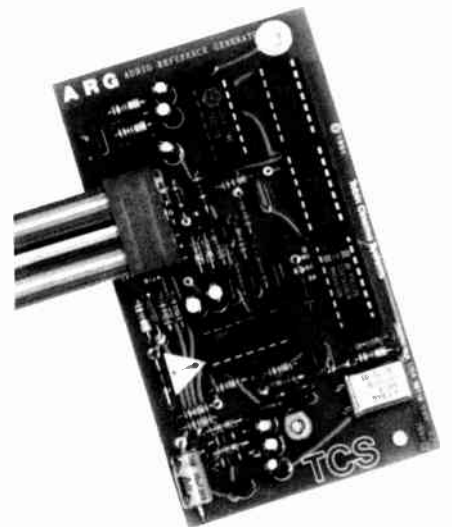
The Model MFJ-9020 costs \$179.95. For details, contact MFJ Enterprises, PO Box 494, Mississippi State, MS 39762, (800) 647-1800.

Reader Service # 243

A NEW LOOK

PC Boards' PCRoute (\$99), the autorouter for PC Boards Layout, now at version 4.0, uses two routing algorithms for typically 95% completion ratios. It has new graphics support, including Super VGA. PCRoute also has an improved, almost seamless interface with its companion program SuperCAD Schematic. PCRoute 4.0 still includes the Appli-conbravo to PCRoute netlist translation, so it can be used with other schematic capture programs. Also included in this new version is via optimization. The program has a completely new look with all-new screens, including a pop-up window user interface, making PCRoute 4.0 easier to use. Call for an upgrade or further information. PCBoards, 2110 14th Ave. South, Birmingham, AL 35205, (800) 473-PCBS, FAX (205) 933-2954.

Reader Service #268



AUDIO REFERENCE GENERATORS

Tobin Cinema Systems (TCS) announces two Audio Reference Generators (ARG), the TCS ARG-440 and ARG-1000, to generate pure accurate crystal tone of 440Hz (A4 to musicians) or 1kHz. They also provide precision pink and white noise for audio tests or special uses. The ARG is useful for updating audio consoles in the video, film, and music industries. Each model has an accuracy of 10 parts per million (ppm) guaranteed; 3ppm (0.0003%) typical.

Outputs are electronically balanced 600 Ω and deliver 0dBm, or may be used unterminated at +6dBu or unbalanced at 0dBu, or loaded for a signal level. The ARG set includes a calibrated circuit board, color-coded detachable 16-wire cable, wall supply, and mating DC power plug. The ARG may also be operated from any source of +12–+35V DC. Each costs \$150.

To order, contact Tobin Cinema Systems, 3227 49th Avenue SW, Seattle, WA 98116, (206) 932-7280.

Reader Service #263

FREE REPORT

Sonic Perceptions announces the availability of a report prepared by the staff of HEAD acoustics GmbH titled *Computer-Aided Classification of Sound Effects Taking into Account the Psychoacoustic Characteristics of Human Hearing*. In handbook style, it offers a summary of calculations used to generate quantitative information about psychoacoustic parameters of sound, increasingly important for noise management from products and in the environment.

The report documents a new approach, describes procedures and examples and discusses theory. For a complimentary copy, send your request on letterhead to Sonic Perceptions, Inc., 28 Knight St., Norwalk, CT 06851, (203) 838-2650, FAX (203) 854-5702.

Reader Service #249

MONOLITHIC SOLUTION

Analog Devices offers the AD7306 transceiver, a single-supply, multi-protocol which supports both RS-232 and RS-422. It is intended for systems which, when operating from a single +5V supply, must communicate with equipment using RS-232 and RS-422 protocols. This space-saving, 24-pin SOIC generates $\pm 10V$ internally using a charge pump voltage converter, which is efficient enough to operate using nonpolarized miniature 0.1 μ F capacitors.

The AD7306 transceiver interfaces TTL/CMOS signal levels and dual standard EIA RS-232/RS-422 signal levels. The RS-232 channels communicate at rates up to 100Kbits/second and the RS-422 channels are suitable for high-speed communications up to 5Mbits/second. It is specified over the 0-70°C commercial temperature range. Pricing is \$3.75 (1,000s).

Contact Applications Engineering, Analog Devices, Inc., 181 Ballardville St., Wilmington, MA 01887, (617) 937-1428, FAX (617) 821-4273.

Reader Service #229



ELECTRONICS SCENE

PORTABLE REAL-TIME ANALYZER

Scantek's Norsonic Type 840 single or dual-channel real-time analyzer is billed as a portable, laboratory-grade instrument.

It features Type 1 specifications, 80dB dynamic range, 1Hz-20kHz frequency analysis range in both channels, storage for 10,000 spectra, 3.5" floppy drive, external VGA output, and selectable polarizing voltages.

For brochure and prices, contact Scantek, Inc., 916 Gist Ave., Silver Spring, MD 20910; (301) 495-7738; FAX (301) 495-7739.

Reader Service #275

HERE AND BE HEARD

ICOM introduces the new IC-728 HF all-band transceiver with high performance features such as triple conversion, tunable memories, receiver passband tuning, and a 100W transmitter with speech compressor. Triple conversion improves incoming signal quality and interference suppression. Passband tuning improves an operator's ability to capture signals they may have otherwise missed by cutting out nearby signals. The unit's speech compressor effectively increases the transmitter output signal strength, giving the extra punch needed to cut through heavy traffic. Direct digital synthesis, a microprocessor-boostered tuning circuit, provides the channel selected instantly. DDS also improves carrier-to-noise ratio by blocking interference, allowing the fast switching times needed for packet radio. Other features include 26 memory channels, three types of scanning, and plug-in CW filters.

IC-728 HF Transceivers are available at Icom dealers for under \$1,100. Call ICOM's brochure hotline to obtain additional data: (800) 999-9877. ICOM America, PO Box C-90029, Bellevue, WA 98009-9029, (206) 454-8155, FAX (206) 454-1509.

Reader Service #256

WHERE TO LOOK

Analog Devices' new 56-page 1992 Amplifier Products Cross Reference Guide can help you locate the amplifier best suited to your needs. Divided into five sections, the guide includes ordering information, amplifier product selection trees, a complete cross reference table, military amplifiers, and sales and distributor information.

The products selection trees offer five separate amplifier product families (high speed, precision, low power, low noise, and instrumentation) and divides each type by performance characteristics and features. The guide also includes a section that lists standard military drawings, JAN QPL Class B and JAN QPL Class S products.

For details, contact Analog Devices Literature Center, 70 Shawmut Rd., Canton, MA 02021, FAX (617) 821-4273.

Reader Service #230



JOIN PACKET ACTION

MFJ Enterprises announces the MFJ-1271, a join packet which plugs into your Commodore 64/128's cassette port, and when coupled with a VHF handheld or HF single-sideband transceiver, acts as a high performance modem/TNC with DCD circuit and adjustable threshold control. It reduces noise susceptibility and increases your two-way contact/connect success, especially on HF bands. A DCD LED indicates when you are receiving signals properly. Other functions include remote packet operation, mailbox-like message forwarding, and Net/ROM emulation.

The MFJ-1271 costs \$49.95; accompanied by a one-year unconditional guarantee. Also available for \$5 is MFJ's Digicom/64 public software available as MFJ-1293.

For details, contact MFJ Enterprises, Inc., PO Box 494, Mississippi State, MS 39762, (601) 323-5869, FAX (601) 323-6551. To order toll-free call (800) 647-1800.

Reader Service #242

EPROM EMULATOR II

This is a revamped version of an EPROM emulator we published about three years ago. This time we propose to build the circuit with standard size components rather than SMA (surface mount assembly) components, which some of you have found difficult to obtain as well as handle. The present version of the emulator has a RAM of 64 KByte, and is capable of emulating 2764s up to and including 27512s. Also, by parallel connection of Centronics cables, extensions to bus widths of 16 bits or 32 bits are easier than before.

Design by B.C. Zschocke and N. Breidohr

AN EPROM emulator replaces the EPROM in a computer system (for which a program is to be developed) by a RAM that behaves like an EPROM. The ad-

vantages are well-known: the contents of the RAM can be overwritten as many times as you like, and the data transfer from the PC (running an assembler) to the target system is much faster. Errors in the object program are thus easily and quickly corrected, because it is no longer necessary to remove the EPROM, erase it, and reprogram it.

MAIN SPECIFICATIONS

- Emulates EPROMs 2764 through 27512
- Connected to Centronics port
- Auto-reset function
- 8-, 16- or 32-bit configuration
- No driver software required; use is made of existing system utilities (MS-DOS, Windows, ST and Amiga)

The data transfer from the PC to the emulator described here does not require special file formats like Intel-Hex, Tektronics or Motorola. Instead, standard system utilities can be used to output the previously prepared binary file via the Centronics port.

Application range

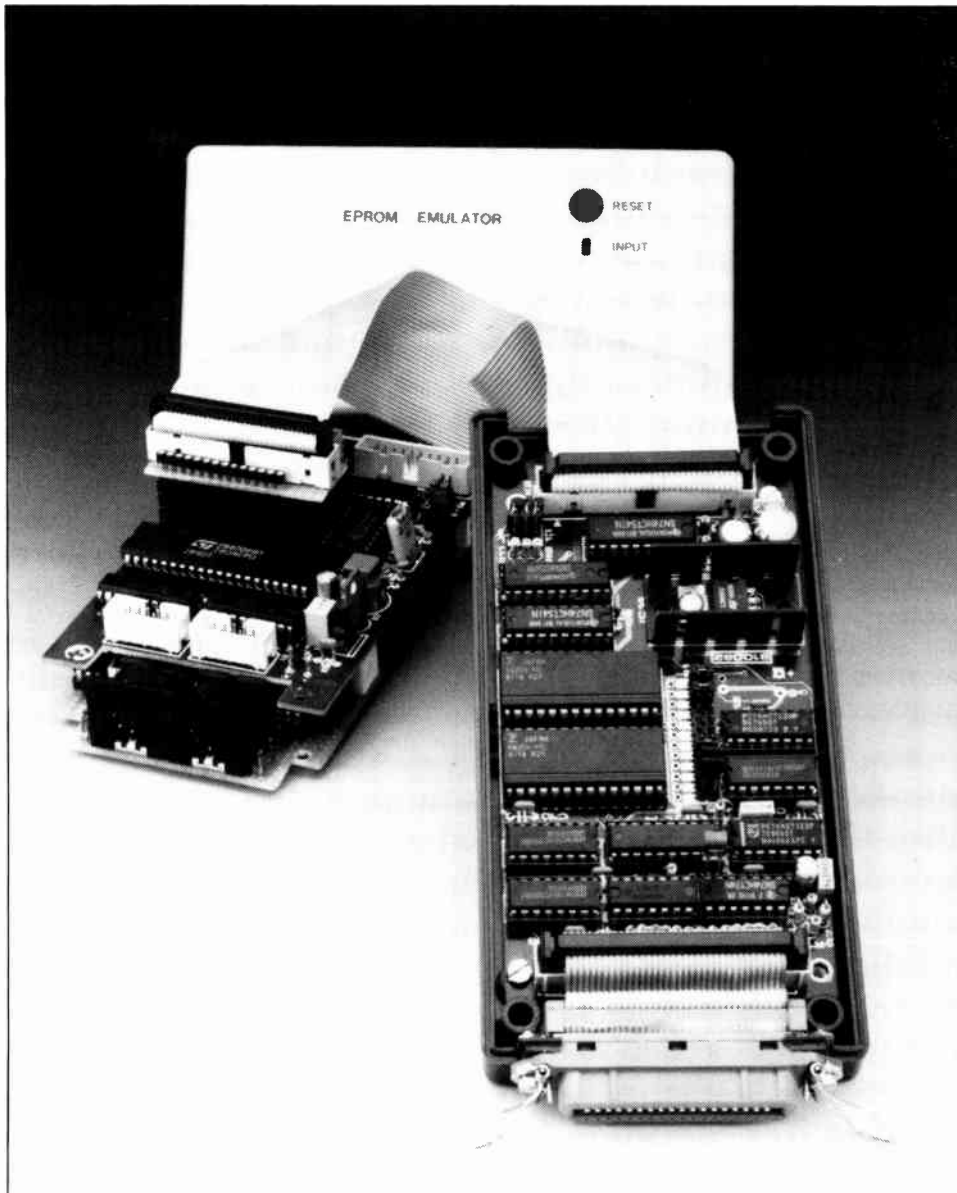
The present emulator replaces the byte-organized EPROMs with a capacity of 8 KBytes (2764) to 64 KBytes (27512). The now obsolete 2-KByte and 4-KByte EPROMs Types 2716 and 2732 may also be emulated with the aid of a specially prepared adaptor board. Up to four emulators may be connected in parallel to 'attack' systems with a bus width of 32 bits. The EPROM data may be furnished by any computer system with a Centronics port. The STROBE pulses supplied by the computer have four functions: (1) they indicate that the data is stable and valid; (2) they enable the emulator; (3) they clock three-state counters IC7, IC8 and IC9; and (4) they select a particular emulator in 16-bit or 32-bit systems.

The counter outputs address two RAM ICs with a capacity of 32 Kbyte each. The data applied to the input of the emulator is 'acknowledged', and copied directly into the RAM. The selection of the RAMs is accomplished via A15 of counter IC9, and one half of IC12. After the last byte has been stored in the RAM, the counter is switched to high-impedance output mode ('three-state'). The individual RAM addresses are then available for selection through the address buffer, and can be read via the data output buffer. The addressing of the RAM at this stage is accomplished by the host system, i.e., the computer system or (more generally) application circuit whose EPROM is emulated.

Circuit description

Essentially, the circuit consists of three blocks:

(1) A control section around IC10 and IC11, which serves to ensure the proper bus tim-



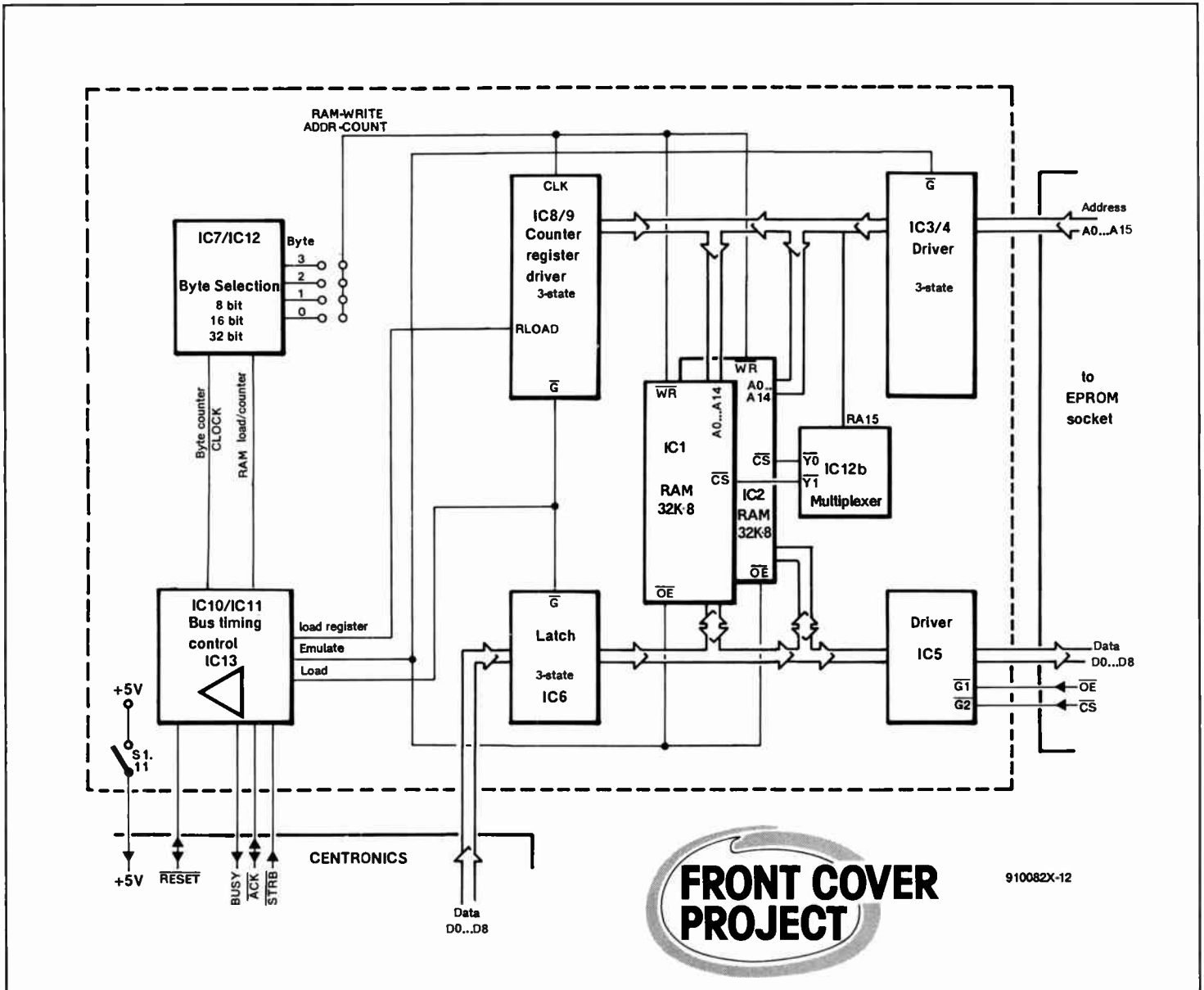


Fig. 1. Block diagram of the EPROM emulator.

ing on the Centronics interface, and generate a number of internal signals. This section also supplies the RESET signal for the application circuit (Auto-RESET). All signals are taken to the 'outside world' via open-collector buffers/drivers contained in IC13. One driver serves to generate the strobe signal.

(2) A byte selection circuit (IC7 and one half of IC12), which arranges the distribution of the received 8-bit data between parallel emulators in 16-bit and 32-bit applications. This circuit is required only if a 16-bit or 32-bit extension is envisaged.

(3) A RAM address and load address generator consisting of a counter (IC8 and IC9) that supplies the RAM addresses during loading, a latch (IC6) for intermediate storage of Centronics databytes, and drivers (IC3, IC4 and IC5) that interface to the EPROM socket in the application circuit. Depending on the mode of operation of the circuit (loading or emulating), either the counter/latch combination or the EPROM socket interface are in control of the EPROM addresses and data.

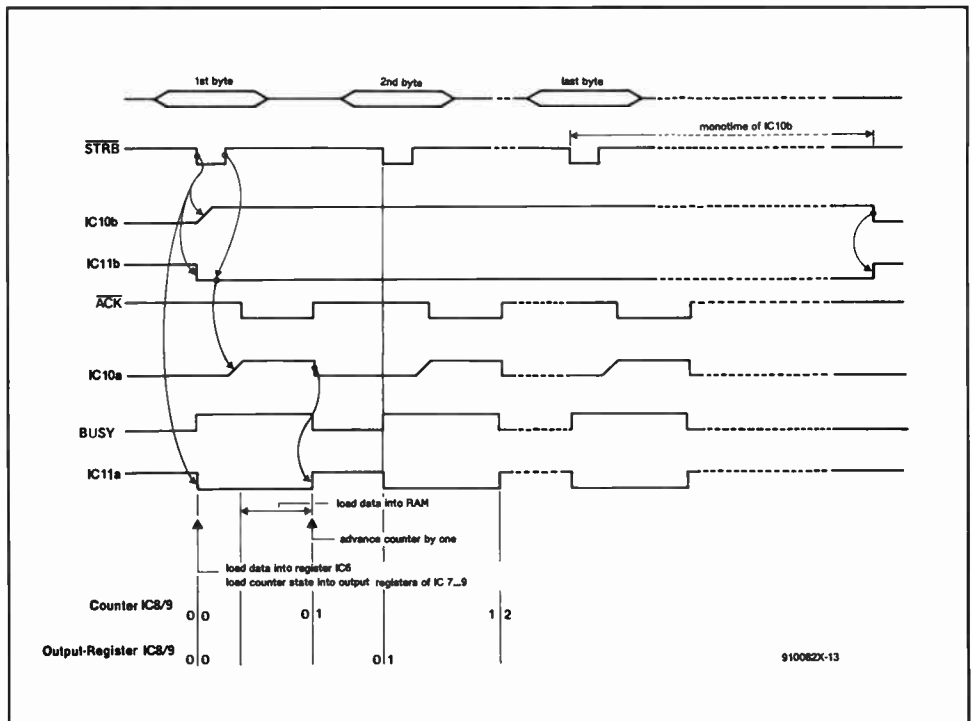


Fig. 2. This timing diagram should help you grasp the basic operation of the EPROM emulator. Note that both the positive and the negative edge of the STROBE signal are used.

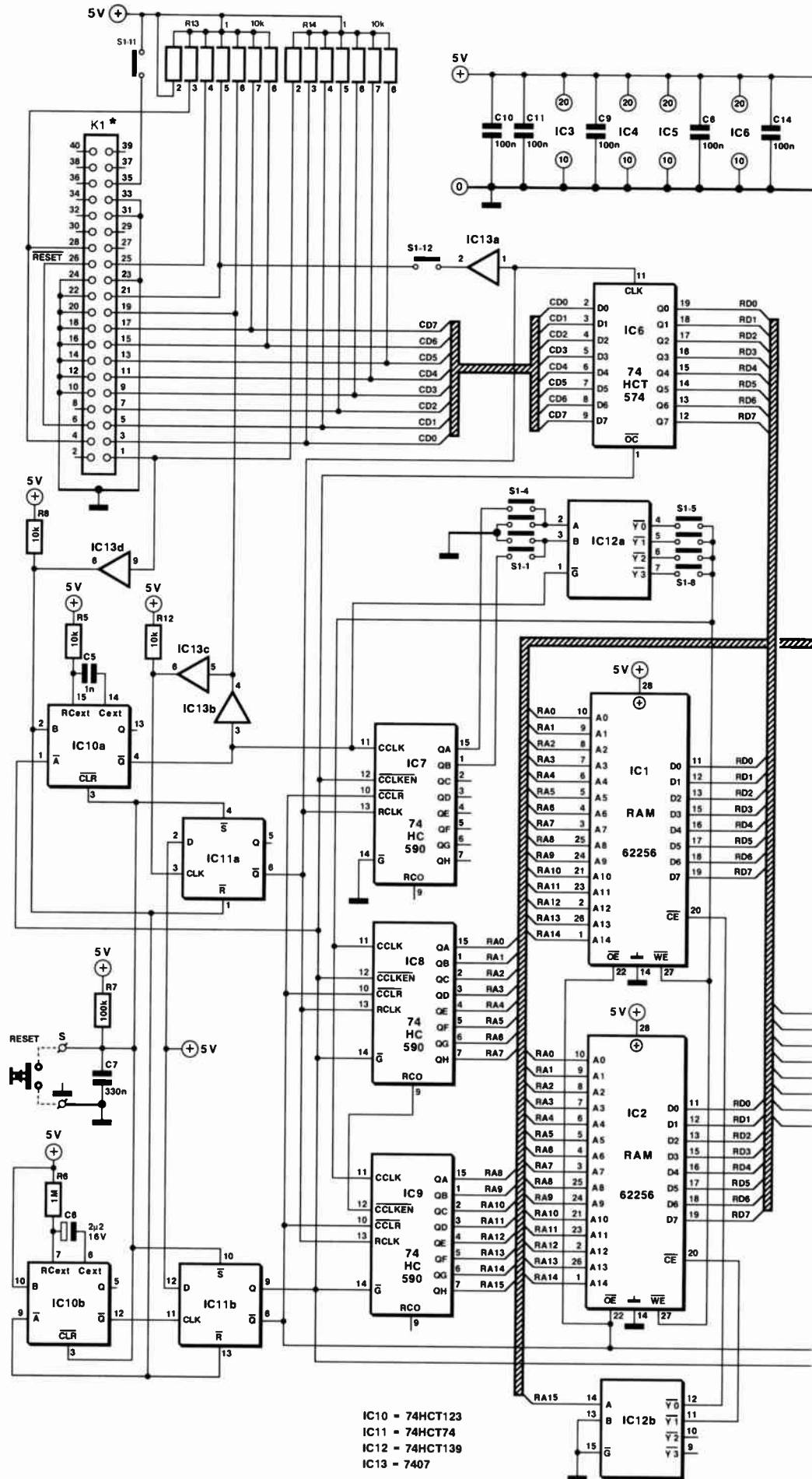
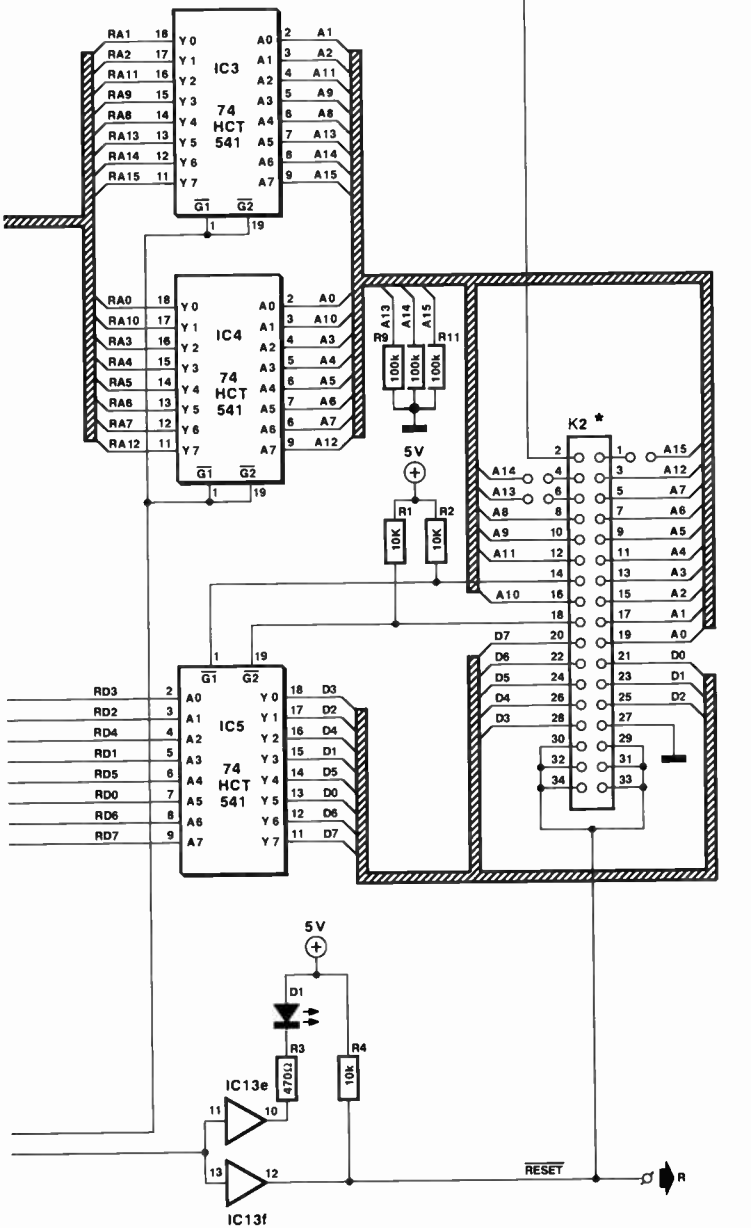
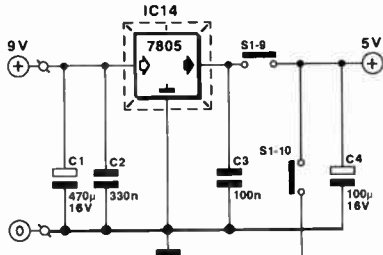
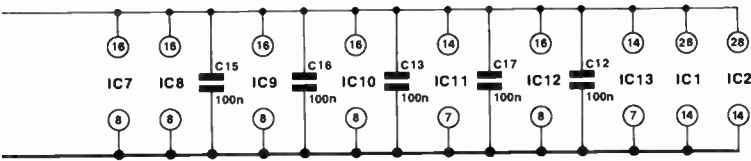


Fig. 3. Circuit diagram of the EPROM emulator.



* see text

910082 - 11

Since 64-Kx8-bit RAMs are not easily obtained at reasonable prices, the present emulator is based on two 32-Kx8-bit RAMs. These offer a total storage capacity of 64 KByte, and allow the emulator to mimic EPROMs up to and including the 27512. When smaller EPROMs are used, address lines A15 (27256), A15/A14 (27128) or A15/A14/A13 (2764) must be tied to ground via the appropriate jumpers (see Table 1).

Operation in detail

The Centronics standard stipulates that data must be stable for a certain time before and after the STROBE pulse. This ensures freedom of using either the leading or the trailing edge of the strobe signal to capture data from the printer's Centronics input. In the emulator, both edges are used.

At power-up, R7 and C7 provide a defined state. Bistables IC11a and IC11b are set, while bistables IC10a and IC10b are reset. IC11b clears all counters, and switches the circuit to the emulate mode. With reference to the timing diagram of the 8-bit version (Fig. 2), the negative edge of the STROBE signal triggers IC10b, and resets IC11a and IC11b. Next, IC11b switches the circuit to load mode, and actuates the RESET line. IC11a actuates the Centronics BUSY line, and the positive edge at its output causes the counter state to be transferred to the counter register, and the Centronics databyte to be transferred to the latch. Data and address are allowed to stabilize at the respective RAM inputs while the STROBE pulse lasts. The positive edge of the STROBE pulse triggers IC10a, and actuates the RAM WRITE signal and the Centronics ACKNLG (acknowledge) signal during the monotime of IC10a. The signal edge that marks the monotime sets IC11a, and so clears the BUSY signal. At the same time, the counter is advanced one state. The first byte has been stored in RAM, and the circuit is ready to receive the next byte. A byte received within the monotime of IC10b causes this monostable to be triggered again. Otherwise, the above cycle starts again on detection of the negative edge of the STROBE pulse. If no databyte is received during the monotime of IC10b, the circuit switches to emulate mode, clears the RESET signal, switches the counters to three-state, and resets them. At this point, the RAM addressing is taken over by the application circuit.

To prepare the circuit for use in 16-bit or 32-bit applications, IC7 and one half of IC12 divide the internal RAM WRITE and counter output signals. Depending on the jumper setting, either the each first, second, third or fourth byte is copied into the latch, while the counters receive an appropriately reduced number of clock pulses. The RAMs are switched via their CS (chip select) lines, with the aid of address line A15 and the other half of IC12.

At first glance, the outputs of IC10b and IC11b behave identically. Why, then, are

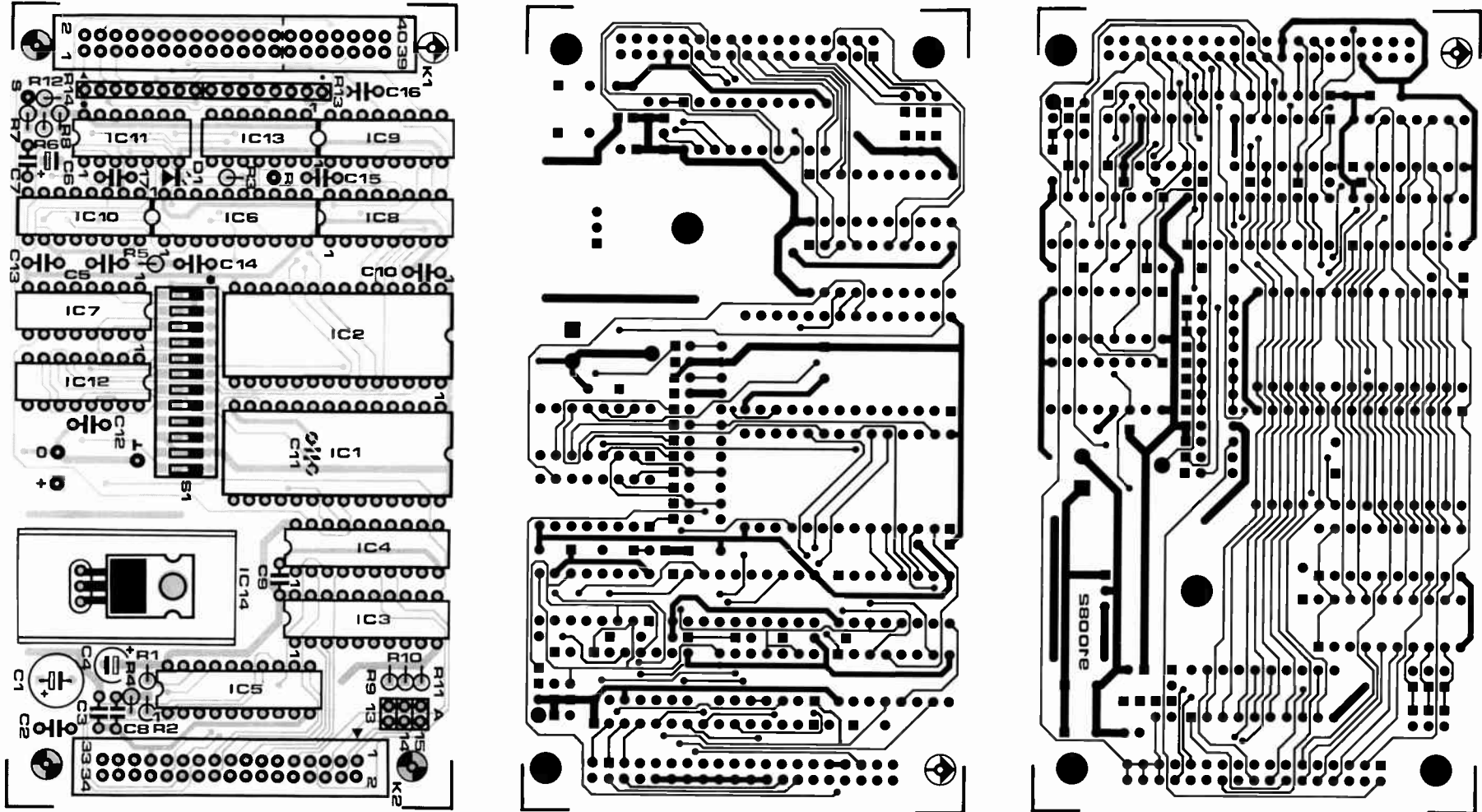


Fig. 4. Track layouts (mirror images) and component mounting plan of the PCB designed for the EPROM emulator.

COMPONENTS LIST

Resistors:

- 6 10kΩ R1;R2;R4;R5;R8;R12
- 1 470Ω R3
- 1 1MΩ R6
- 4 100kΩ R7;R9;R10;R11
- 2 7-way 10kΩ SIL R13;R14

Capacitors:

- Pitch 0.2 inch (5 mm):
- 1 470μF 16V radial C1
 - 2 330nF C2;C7
 - 11 100nF C3;C8-C18
 - 1 1nF C5
- Pitch 0.1 inch (2.5 mm):
- 1 100μF 16V radial C4
 - 1 2μF2 16V radial C6

Semiconductors:

- 1 LED, green, 3mm D1
- 2 62256 (<100ns) IC1;IC2
- 3 74HCT541 IC3;IC4;IC5
- 1 74HCT574 IC6
- 3 74HC590 IC7;IC8;IC9
- 1 74HCT123 IC10
- 1 74HCT74 IC11
- 1 74HCT139 IC12
- 1 7407 (74LS07) IC13
- 1 7805 IC14

Miscellaneous:

- 1 12-way DIP switch block, or 24-way pin header block with jumpers S1
- 1 40-way box header K1
- 1 34-way box header K2
- 1 40-way IDC socket
- 1 34-way IDC socket
- 1 IDC Centronics socket
- 1 TO-220 style heatsink
- 1 Printed circuit board 910082
- 1 ABS enclosure; approx. size 160x80x32mm

IC sockets

- 28-way DIL adaptor (see Fig. 5)
- Approx. 50cm 36-way flatcable

S1:	1	2	3	4	5	6	7	8	9	10	11	12
8-bit		on	on									
16-bit		on		on								
32-bit	on			on								
Byte-#					0	1	2	3				
Power external									on			
Power from EPROM socket										on		
+5V on Centronics input											on	
BUSY on Centronics input												on
(Switch = OFF when not otherwise noted)												
EPROM type	Jumper A13			Jumper A14			Jumper A15					
2764 (8 KByte)	off			off			off					
27128 (16 KByte)	on			off			off					
27256 (32 KByte)	on			on			off					
27512 (64 KByte)	on			on			on					

Table 1. Jumper settings for emulator bus width and EPROM type.

RESET line, and so re-starts the application circuit, which subsequently runs its new software contained in the emulator RAM.

The emulator is powered either by the application circuit (via S1-10), or by the on-board stabilizer (via S1-9), whose input is connected to a small mains adaptor with d.c. output. Whether or not an external power supply is required is, of course, dependent on the capacity of the target system's power supply. A power supply conflict may arise when the emulator is powered by the application circuit, and this is switched off, or powered down during reset, while the

'other side' of the emulator is connected to the PC (which is still on) via a Centronics cable. If this happens, the emulator is powered via the protection diodes in the Centronics interface of the PC. This results in a supply voltage of about 3 V, which is sufficient for the RAMs to retain their data, but not for the TTL circuits to operate properly. If, in this condition, the application circuit is switched on, the emulator may go into an undefined state, which may be ended by pressing a button connected between point 'S' and ground. A better solution, however, is to power the emulator

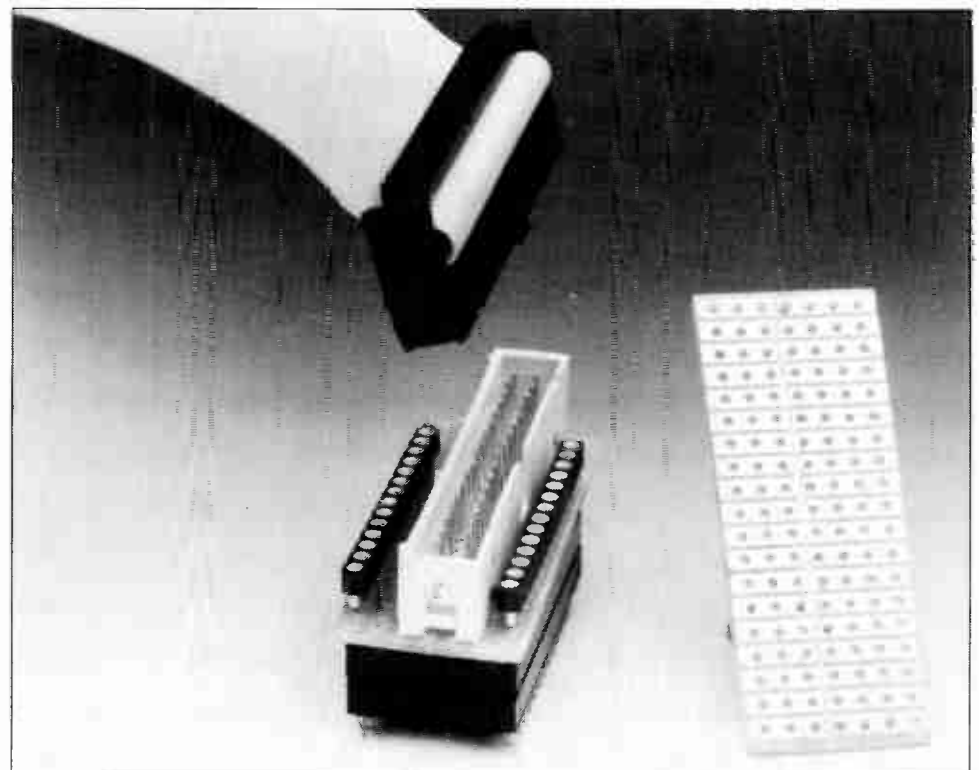


Fig. 5. Illustrating the construction of the home-made EPROM adaptor.

both used? The timing diagram shows an unexpected, rather unwelcome, quirk of the monostable, IC10b. At the (relatively long) monotime, the time between the triggering instant and the output actuation instant is not short enough. This caused problems in a number of prototypes. The trigger signal supplied by IC10b actuates IC11b instantly, while IC11b is de-actuated again by the negative edge of IC10b. Capacitor C6 may also cause trouble if it can not be discharged quickly enough by IC10. Increasing its value must, therefore, be done with care.

LED D1 lights when the computer feeds data into the emulator. The (active low) RESET signal is taken to the application circuit via connector K2. On completion of the load activity, the emulator releases the

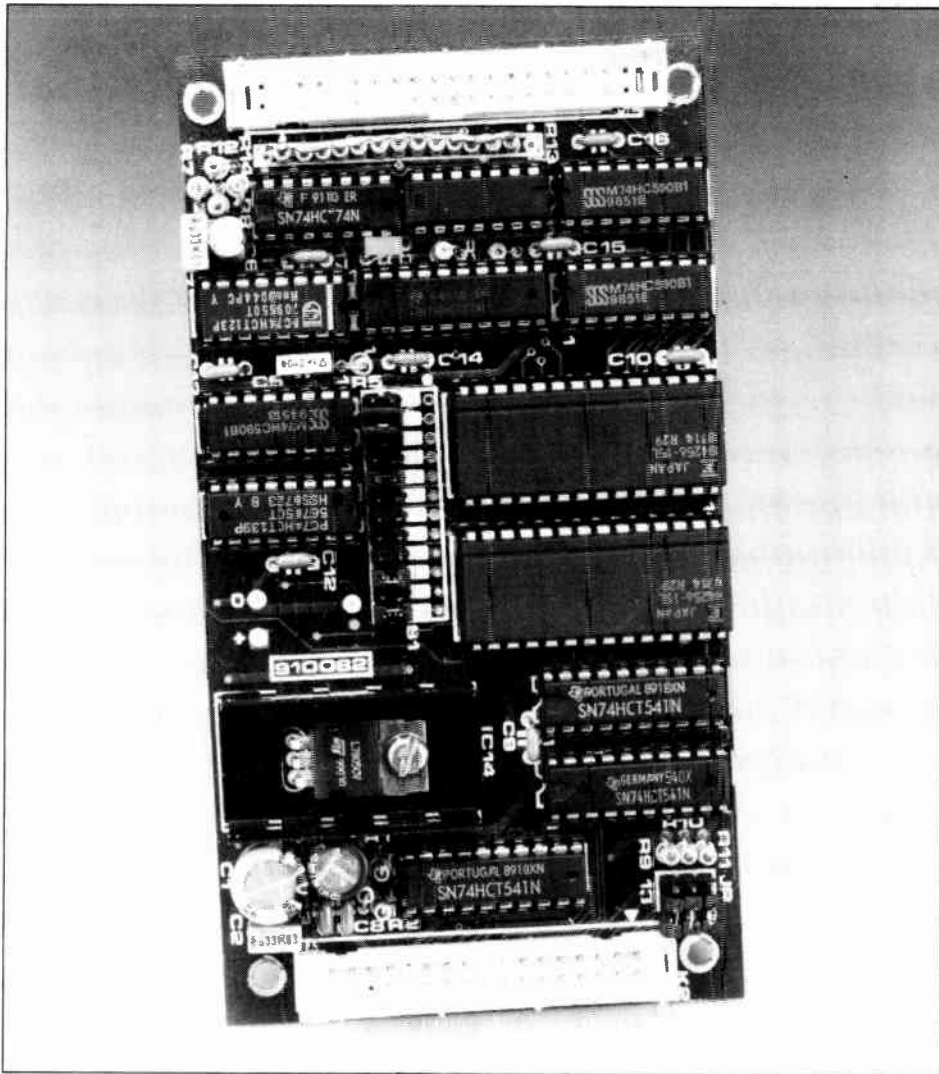


Fig. 6. Completed printed circuit board.

from an external source via IC14. The previously described power supply conflict may also damage the emulator, because the current sent into the application circuit via the EPROM socket may become so high that the driver ICs are destroyed.

Practical hardware

The printed circuit board designed for the EPROM emulator is a high-density double-sided, through-plated type, which is best purchased ready-made through our Readers' Services. Space is pretty tight on

the board, so keep an eye on the pitch of the capacitors. Capacitor C11 is fitted at the solder side of the board, underneath IC1.

Pin header K1 is suitable for two types of connection: its pinning is compatible with a 25-way sub-D connector (allowing ready use of IDC-style connectors), as well as with a 36-way Centronics socket. When the latter is used, make sure to remove pins 4 and 6, or cut the relevant tracks. When a 25-way sub-D connector is used, it is, unfortunately, not possible to create a 'loop-through' connection for the supply voltage. To reduce cost, a 40-way IDC socket was used on the proto-

type — a 26-way type (for connection to a sub-D plug) is, of course, also possible.

The 16-bit and 32-bit versions of the EPROM emulator require two or four complete circuits, respectively, which are driven by a common line, for instance, via four IDC-style Centronics plugs. The jumper settings on each board may be found in Table 1. The emulators are mutually synchronized via the ACK line on the Centronics interface. The BUSY line may be connected on one board only (S1-12). In case the emulators are to be powered by a single, external, supply, this is connected to one board only, from where the supply voltage is distributed via pin S1-11 on each board. On the board from which the supply voltage is distributed, S1-9 must be closed. On all other boards, S1-9 is open. S1-10 must be closed on all boards.

Software

As already mentioned, special software is not strictly required. The emulator RAM can be loaded with the aid of any system utility capable of outputting binary files in binary form, via the Centronics port. This means that the EPROM emulator can be used with any computer sporting a Centronics-compatible printer port.

Users of MS-DOS PCs may want to obtain version 2.0 of EPROMSIM, a program which is available on disk through our Readers Services as item ESS129. EPROMSIM supports EPROMs up to 64 KByte, and is capable of handling the following 'intelligent' file formats:

- Intel Intellec-8;
- Tektronix hexadecimal;
- Motorola.

Construction

When building the circuit, remember to remove pins 4 and 6 of the Centronics socket, if used. To ensure ready access, the DIP switch array is best mounted on IC sockets. Alternatively, you may want to fit the switches at the solder side of the board, and cut a clearance in the back panel of the enclosure. The LED wires may be extended to enable the LED to be fitted in a hole in the cover panel. Further constructional points that deserve your attention are the mounting of the Centronics input socket, and the strain relief on the flatcable to the EPROM adaptor.

The EPROM adaptor is home-made. As shown in Fig. 5, it consists of a piece of strip-board, two lengths of IC pin strip, a box header and two 28-way IC sockets. The flatcable from the EPROM emulator is fitted with a 28-way IDC socket. You may want to make one adaptor for each EPROM type, and wire-jumpers A13, A14 and A15 appropriately, direct on the socket. Wires 29 to 34 of the flatcable are connected to the RESET generator on the emulator board, and may also be taken to the adaptor socket to create a RESET connection for the application circuit. ■

DOWNLOADING TO THE EPROM EMULATOR

PC/MS-DOS	<code>COPY <filename> LPT1:/B</code>	(/B for binary output)
Amiga	<code>COPY <filename> PAR:</code>	(PAR:, not PRT:)
TOS	On the ST it is sufficient to double-click on the filename shown on the desktop, and then output to 'printer'. It should be noted, however, that the TOS appends a CR/LF sequence to each file. This means that the last two bytes of a 32-Kbyte file can not be used. However a simple printer manager that does not output the CR/LF sequence should not be too difficult to write in Pascal, C or BASIC.	

A.F. DIGITAL-TO-ANALOGUE CONVERTER

PART 2

Design by T. Giesberts

BEFORE the construction is discussed, it was thought useful and interesting to have a look at the test results from our two prototypes. Note that both of them were K versions using Type 5534A opamps in the output filter and buffer section. The measure-

ments were carried out with an Audio Precision System One analyser (with FFT option), while the signals were obtained from a number of special measurement-CDs (CD-1 from CBS; Test Sample 3 and Audio Signals Disc 1 from Philips; and Digital Test from Pierre Verany).

For clarity's sake, all figures illustrating the measurement results pertain to one channel (the results of the other channel were, for all practical purposes, identical).

The -0.1 dB figure at 20 Hz (see Fig. 8) results from the effect of the servo control,

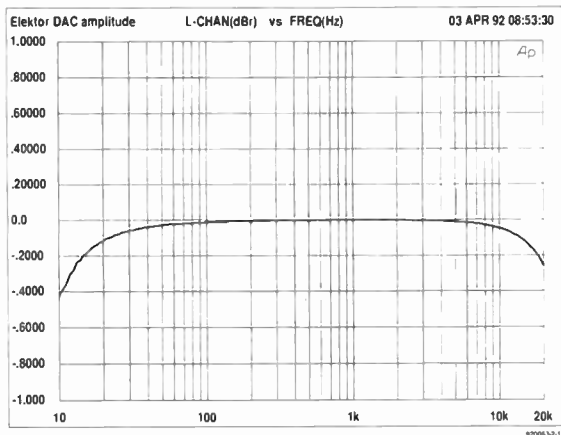


Fig. 8. Frequency characteristic.

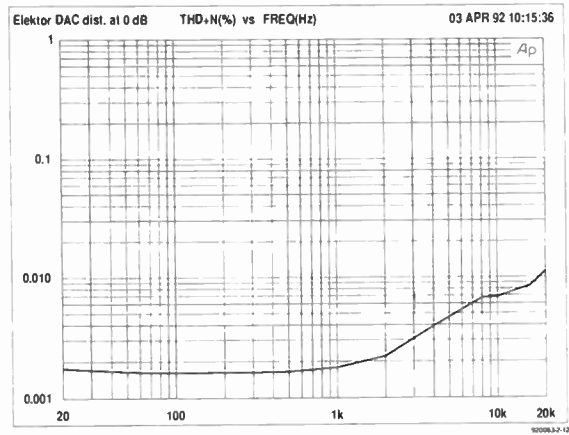


Fig. 9. THD+noise from 20 Hz to 20 kHz at full drive.

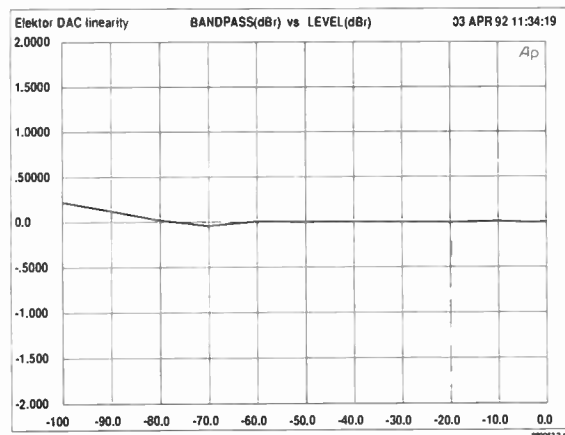


Fig. 10. Linearity deviation for signals to -100 dB.

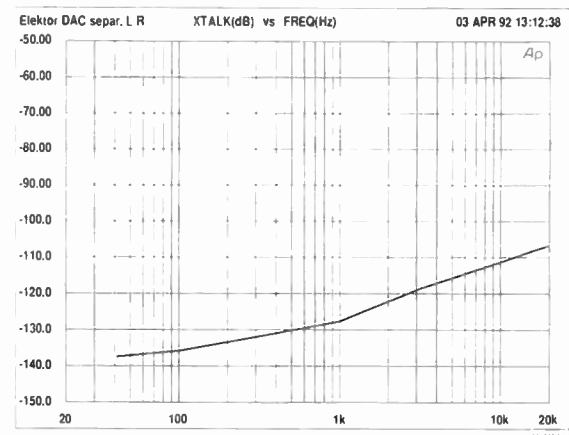


Fig. 11. Cross-talk over the audio range.

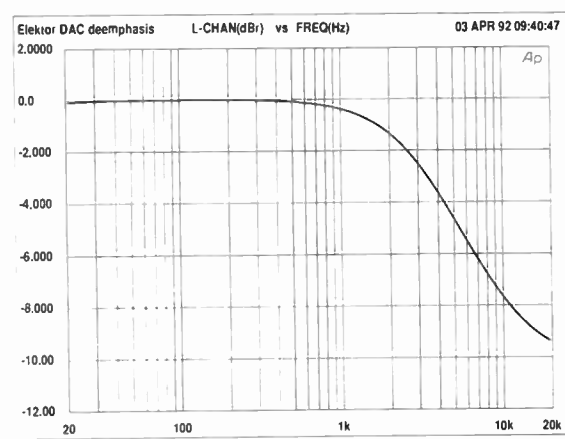


Fig. 12. The measured de-emphasis characteristics.

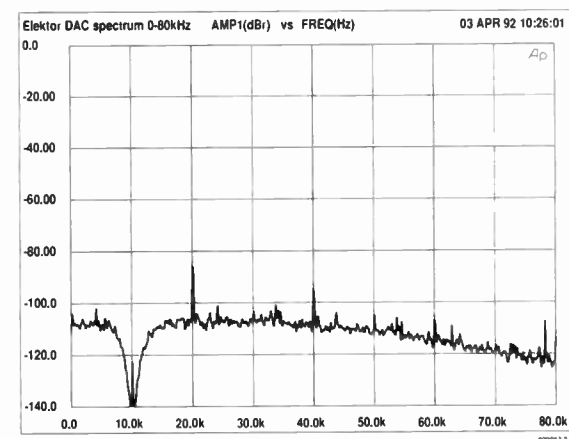


Fig. 13. Spectrum analysis of residual signals up to 80 kHz.

which acts as a high-pass filter. The 0.25 dB fall-off at 20 kHz is ensured by the analogue output filter. It would have been possible to straighten the curve here, but that would have meant a higher cut-off frequency and, consequently, worse suppression of the sampling frequency and worse phase behaviour in the pass-band (since a Causer or Chebishev filter would then have to be used). The characteristic in Fig. 8 is virtually a Butterworth curve with a near-constant time delay in the pass-band up to 20 kHz.

The harmonic distortion (THD+noise) characteristic is shown in Fig. 9. At frequencies

below 1 kHz, the distortion is identical to that specified by Burr-Brown for their K versions: -96 dB. Above 1 kHz, the distortion increases very slightly, owing to the effect of the number of samples per period and because frequencies above 20 kHz are suppressed (a sharp cut-off filter as, for instance, recommended by Philips for measurements above 20 kHz was not used).

The linearity deviation—see Fig. 10—was measured down to -100 dB (from -70 dB to -100 dB with dithering).

The cross-talk characteristic in Fig. 11 shows that the channel separation is excellent: -105 dB

at 20 kHz and -135 dB at 100 Hz indicate that the curve is virtually the same as the noise characteristic of the converter.

The de-emphasis characteristic in Fig. 12 does not show its accuracy with respect to the theoretical curve, but the deviation between the two was measured at <0.15 dB over the 20 Hz to 20 kHz frequency range.

Figure 13 shows the spectrum analysis over the frequency range up to 80 kHz. The 10 kHz test signal was effectively suppressed by a band filter, so that the residual products are clearly indicated. Note the 2nd and 4th harmonics of the test signal and the mixing prod-

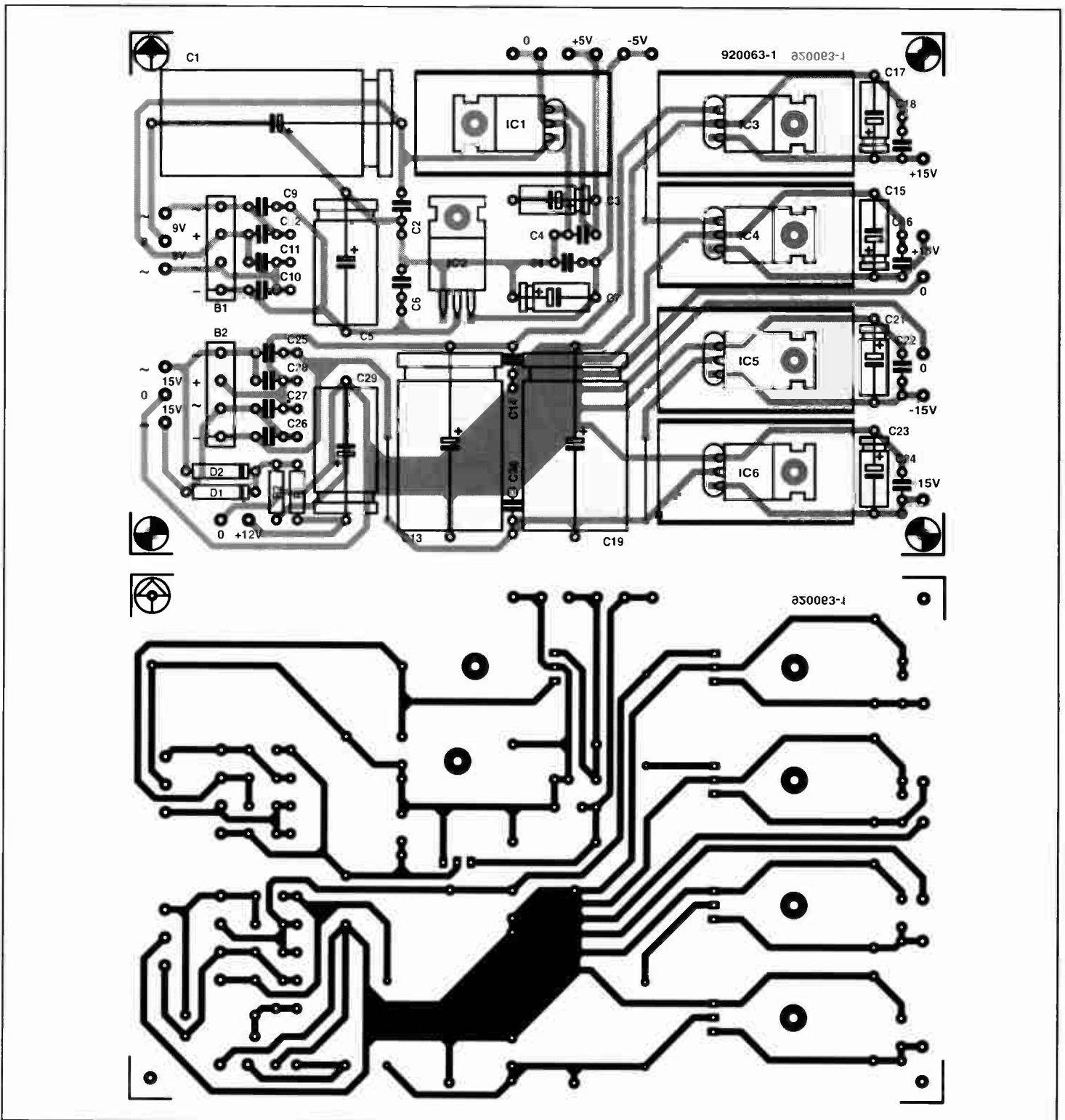


Fig. 14. The printed-circuit board for the power supply section.

uct (78.2 kHz) of the test signal and twice the CD sampling frequency (2×44.1 kHz), since the analogue filter does not have an infinite roll-off.

Construction

It is advisable to read carefully through this section before buying any components, because the design contains some fairly expensive ICs. As far as the YM3623B and DF1700P are concerned, there is not much choice, because these devices are made in only one version. The PCM63P, however, is available in three grades: that without suffix is the cheapest, the PCM63p-J is next and the PCM63P-K is the dearest. Depending on the

market area, the difference between the first and the -K version can be £10-£15. The difference between these versions lies in the accuracy (that is, without calibration). At 1 kHz and full drive, the -K version has a THD+noise figure of -96 dB; the -J version, -92 dB; and the cheapest version, -88 dB.

Type OP27 opamps are specified for the IC₁₀ and IC₁₈ positions because of their offset voltage and low noise. Faster opamps are not recommended in the servo control.

The AD844, used in the IC₆ and IC₁₄ positions, has properties that make it particularly suitable for use in D-A converters: good bandwidth (60 MHz at unity gain); high slew rate ($2000 \text{ V}/\mu\text{s}$) and short settling time (100 ns to reach an accuracy of 0.1%). Moreover, it can

drive low-impedance loads (50 mA into 50Ω) and is reasonably priced.

There is a good choice as far as the remaining opamps are concerned. According to our measurements, the most suitable are the NE5534A, the LT1115, the TLE2027 and the OPA627. Although the OPA627 is much faster than the 'ordinary' 5534 and, moreover, has FET inputs, we found, in our measurements, that there is very little difference between the two. However, in listening tests, a number of people preferred the OPA627 in the output section (the opamp in the filter has less influence on the sound quality). Bear in mind that we are talking here of very small differences that become audible only on first class audio installations.

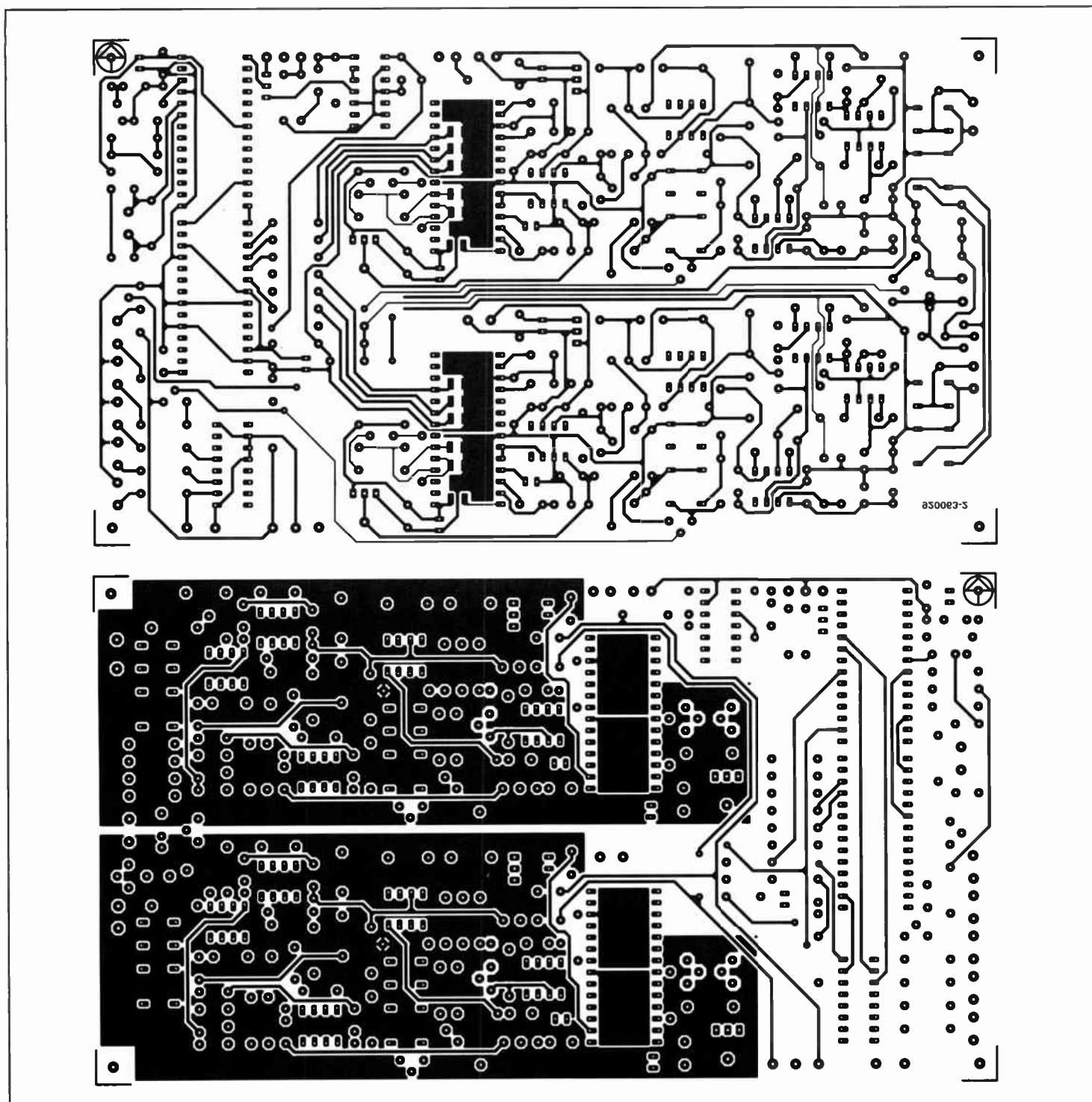


Fig. 15. Printed-circuit mother board, shown here at 80% of true size.

PARTS LIST

Power supply board

Resistors:

R1 = 68 Ω
R2 = 1.5 k Ω

Capacitors:

C1 = 2200 μ F, 25 V
C2, C4, C6, C8, C14, C16, C18, C20, C22,
C24 = 100 nF
C3, C7 = 10 μ F, 10 V
C5 = 220 μ F, 25 V
C9–C12, C25–C28 = 47 nF, ceramic
C13, C19 = 2200 μ F, 35 V
C15, C17, C21, C23 = 10 μ F, 25 V

Semiconductors:

D1, D2 = 1N4001
B1, B2 = B80C1500
IC1 = 7805
IC2 = 7905
IC3, IC4 = 7815
IC5, IC6 = 7915

Miscellaneous:

Mains transformer, 2 \times 9 V, 830 mA
Mains transformer, 2 \times 15 V, 500 mA
Heat sinks for IC1, IC3–IC6
PCB Type 920063-1 (see Readers' services)

Mother board

Resistors:

R1 = 75 Ω , 1%
R2 = 100 Ω
R3 = 10 k Ω
R4 = 4.7 Ω
R5 = 18 k Ω
R6 = 270 Ω
R7, R25, R44 = 1 M Ω
R8, R14 = 2.2 Ω
R9–R13 = 470 Ω

R15 = 22 M Ω
R16, R17, R18, R35, R36, R37 = 47 Ω
R19, R20, R38, R39 = 330 k Ω
R21, R40 = 1 Ω
R22, R41 = 1.5 k Ω , 1%
R23, R42 = 1.07 k Ω , 1%
R24, R43 = 475 Ω , 1%
R26, R45 = 2.49 k Ω , 1%
R27, R46 = 931 Ω , 1%
R28, R29, R47, R48 = 2.43 k Ω , 1%
R30, R49 = 2.74 k Ω , 1%
R31, R50 = 49.9 Ω , 1%
R32, R33, R51, R52 = 6.81 k Ω , 1%
R34, R53 = 4.99 k Ω , 1%
R54 = 10 Ω
R55 = 47 k Ω

P1–P4 = 100 k Ω multi-turn preset, vertical mounting (e.g., Bourns Type 3296Y)
P5, P6 = 47 k Ω multi-turn preset, vertical mounting (e.g., Bourns Type 3296Y)

Capacitors:

C1 = 10 nF, ceramic
C2, C3, C19, C52, C79 = 100 nF
C4 = 8.2 nF
C5, C6 = 10 pF
C7, C10, C20, C53 = 4.7 μ F, 10 V, radial
C8, C11, C28, C30, C38, C39, C41, C43,
C61, C63, C71, C72, C74, C76, C81–C84 =
47 nF, ceramic
C9 = 15 nF
C12 = 100 pF
C13, C14, C15, C46, C47, C48 = 47 pF*
C16, C17, C18, C49, C50, C51 = 100 nF*
C21, C22, C56, C58 = 10 μ F, 10 V, radial
C23, C25, C56, C58 = 10 μ F, 10 V, radial
C24, C26, C57, C59 = 100 nF, ceramic
C27, C29, C40, C42, C62, C62, C73, C75 =
47 μ F, 25 V, radial
C31, C64 = 33 nF, polystyrene, 1%
C32, C34, C36, C65, C67, C69 = 1.5 nF,
polystyrene, 1%
C33, C35, C37, C66, C68, C70 = 22 pF,

polystyrene (see text)
C44, C45, C77, C78 = 2.2 μ F, 160 V, MKP (= polypropylene)
C80 = 220 μ F, 6.3 V

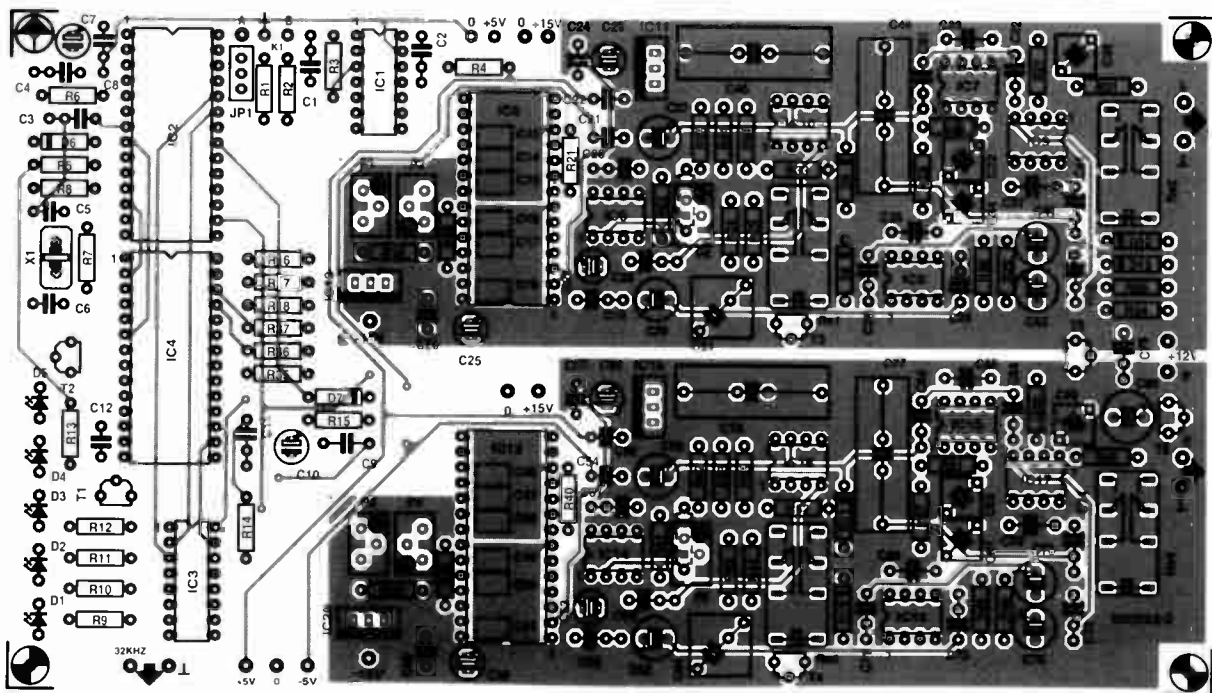
Semiconductors:

D1–D5 = 3 mm LED, high efficiency
D6, D8, D10, D12 = 1N4148
D7, D13 = BAT85
D9, D11 = zener, 3 V, 400 mW
T1 = BC546B
T2–T5 = BS170
T6 = BC517
IC1 = 74HCU04
IC2 = YM3623B (Yamaha)
IC3 = 74HC239
IC4 = DF1700P (Burr Brown)
IC5, IC13 = PCM63P (Burr Brown)
IC6, IC14 = AD844AN (Analog Devices)
IC7, IC8, IC9, IC15, IC16, IC17 = NE5534A
IC10, IC18 = OP27
IC11, IC19 = 7805
IC12, IC20 = 7905

Miscellaneous:

JP1 = 3-way header with jump link
K1 = audio socket for PCB mounting (gold-plated contacts preferred)
2 audio sockets with gold-plated contacts) for analogue outputs
Re1–Re4 = 12 V miniature relay
X1 = crystal, 16 MHz
PCB Type 920063-2 (see Readers' services)

* Surface mount type



When choosing opamps, pay particular attention to the stability in the analogue section. If the chosen type is not stable at unity gain (in our tests, that was only true of the 5534), each IC *must* be provided with a compensating capacitor: in case of the 5534, a 22 pF polystyrene type between pins 5 and 8. There is provision for these on the PCB and they are shown in the circuit diagram (Fig. 5). Details of these capacitors, and where to place them, can be found in the data sheets of opamps not mentioned here.

Commence the construction with the power supply board—see Fig. 14. The only thing that needs to be noted here is that all regulators, except IC₂, must be fitted on a heat sink.

The mother board—see Fig. 15—requires rather more work. It has been designed to ensure good separation of the analogue sections of the two channels. The top of the board contains an earth plane for all analogue components: this plane (for each channel) is connected to analogue earth in only one place.

Remember that capacitors C₃₃, C₃₅, C₃₇, C₆₆, C₆₈, and C₇₀ are only required if Type 5534 opamps are used.

In some cases, surface-mount design (SMD) capacitors are specified, because these types can be soldered (as they should be) very close to the associated IC pins.

If a distortion meter is not available, omit P₁–P₄, R₂₀, R₃₈ and R₃₉, because the MSBs of the converters then cannot be calibrated. Note that fitting these components and setting the potmeters to the centre of their travel may result in a worse performance than if the components had been omitted.

Presets P₅ and P₆ are optional and only required if it is felt that the output levels of the two channels should be absolutely equal. Even when these components are omitted, the output levels of the channels are within 0.25 dB of each other, although they may not be exactly, as preferred, 2.0 V r.m.s. The potmeters can, of course, set the level to exactly 2.0 V (if so, a 1 kHz, 0 dB, *digital* test signal must be used, *not* a digitized analogue signal: this is normally indicated on the test CD). Note that 23.7 kΩ resistors instead of the potmeters will keep the output level very close to 2.0 V.

The crystal should be insulated at its underside before it is mounted on the board.

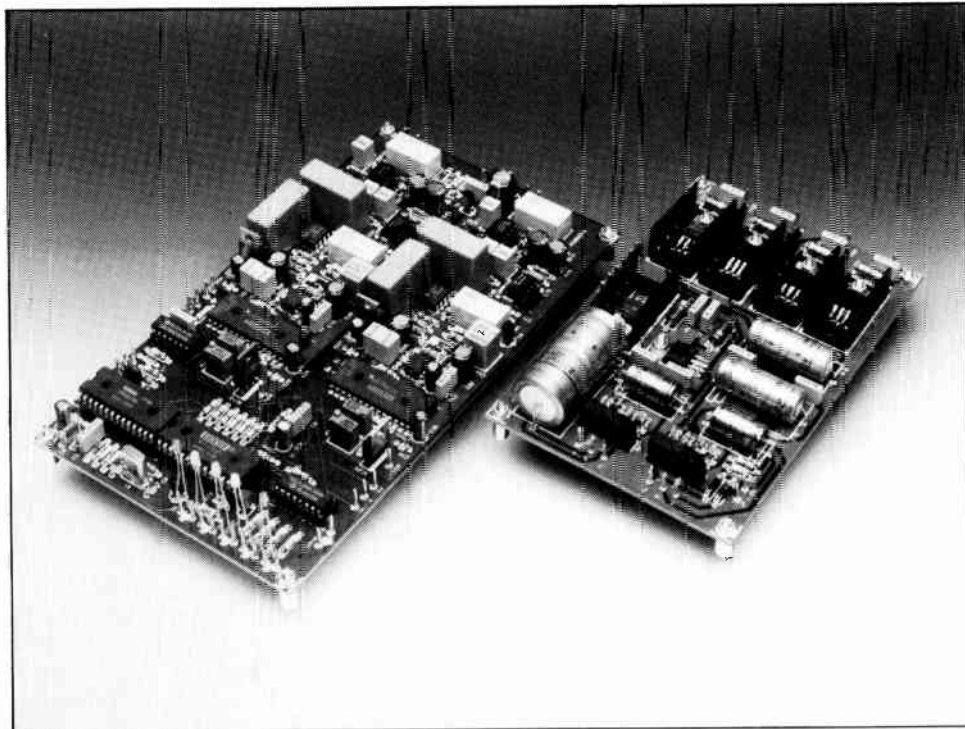
Circuits IC₁–IC₄ may be fitted in an IC holder, but IC₅ and IC₁₃ *must be soldered directly to the board*. This is not only to prevent bad contacts, but also because it ensures that these devices are as close to the earth plane as possible. In our opinion, it is best to solder all directly to the board; whence our advice at the beginning of this section. If you must (for experimental purposes), only IC₇–IC₉ and IC₁₅–IC₁₇ should be fitted in IC sockets, but these should be of prime quality (with gold-plated contacts). Note, however, that even such sockets show rapidly deteriorating contacts when the ICs are replaced frequently.

Before connecting the power supply board to the mother board, connect it to the mains and check that all voltage levels are as specified. If they are, connect the two boards

together via not too long wires. Place jump lead JP₁ as far as possible from connection A. Solder some audio sockets to the digital input (between connection B and earth) and the analogue outputs. The input can then be connected via a coaxial cable to the digital output of, say, a CD player and the outputs, via a stereo cable, to the line inputs of an amplifier (or pre-amplifier).

When the mains is switched on, all should be well.

If you wish to use the converter in this form and feel that you will not need a digital selector, optical inputs and outputs, and a digital tape output (which will be described in our next issue), you can install it in a suitable enclosure now. Otherwise, wait and see the next and final instalment. ■



Technical Data

- Suitable for sampling frequencies of 32–48 kHz
- ×8 oversampling
- 20-bit D–A converters
- Integral de-emphasis circuit
- No capacitors in signal paths
- Servo control of d.c. setting in audio section
- Pseudo-passive GIC filter for suppressing sampling frequency
- Separate power supplies for analogue and digital sections

Dynamic range	>100 dB
Nominal input voltage, (digital input)	500 mV into 75 Ω
Nominal output voltage	2 V r.m.s.
Output impedance	50 Ω
Frequency range	20 Hz–20 kHz (+0 dB; –0.25 dB)
Signal-to-noise ratio	>115 dB
THD+noise (0 dB; 1 kHz)	<0.002%
Intermodulation distortion (60 Hz; 7 kHz; 0 dB)	<0.003%
Linearity deviation (signal levels to –100 dB)	<1 dB
Channel equalization	Within 0.1 dB
Deemphasis deviation	<0.15 dB

8051/8032 ASSEMBLER COURSE

PART 6: ANALOGUE SIGNAL PROCESSING AND STACK MANAGEMENT

By Dr. M. Ohsmann

The first subject in this month's instalment is processing analogue signals with the aid of our extension board. Next, we have a short discourse on stack management, which is quite important when it comes to dealing with subroutines. The two subjects form a basis for the next theme: interrupt processing, which is also introduced in this instalment. As usual, the programs discussed are contained on the course diskette, and can be tested straight away using the 80C32 single-board computer and its extension board (see part 3).

D-A conversion

Many microcontroller applications are geared to processing and generating analogue signals. The SBC extension board contains a D-A (digital-to-analogue) converter which is ideal for developing such applications. This course instalment aims at showing you how this D-A converter can be used, in conjunction with the comparators on the extension board, to measure analogue values.

Conversion principle

One way of converting an analogue voltage into a corresponding digital value is based on the 'ramp' principle, which is illustrated in Fig. 28. A ramp-shaped voltage is output via a D-A converter, and increased until a comparator output signals that the instantaneous value of the ramp is greater than the input voltage. The previous DAC output value is then taken to equal the input voltage. The ramp voltage is simply generated by increasing a register value from 0, and sending this value to a DAC. An example of a program that does so is XAMPLE14.A51 on your course diskette. Since that is a relatively simple program, it will not be discussed here.

The main disadvantage of the ramp DAC principle is that it is relatively slow. In the worst case, at a resolution of 8 bits, the ramp value must be increased (and compared to the input voltage) no fewer than 255 times. Similarly, at a resolution of 12 bits, a maximum of 4,096 steps is required. Furthermore, each step should allow for the settling times of the DAC and the comparators. All in all, the ramp principle is too slow for many applications.

A faster DAC principle, which is also used in many DAC ICs, is called successive approximation. As shown below, it is

relatively simple to implement in software.

During the successive approximation, the bits of the value to be converted are determined one by one. This means that eight steps are required to achieve 8-bit resolution. A register is used to determine which bit is 'measured'. The individual bits of the analogue value that are already known are also contained in a register. The principle of operation and a corresponding software flow chart are given in Figs. 29 and 30, respectively. Initially, the approximation value is set to 0, and the register that stores the shift bit is set to 1000 0000₂. The approximation starts with bit 7. A conversion cycle consists of the following steps: first, a new DAC output value is determined. This value is the sum (here: logic OR) of the shift bit and the approximation bit set up so far. This value is output to the DAC, and compared to the input value with the aid of the comparator. If the input voltage is greater than the DAC voltage, the new approximation value equals the previously sent comparator value. This approximation value has a '1' at the position of the shift

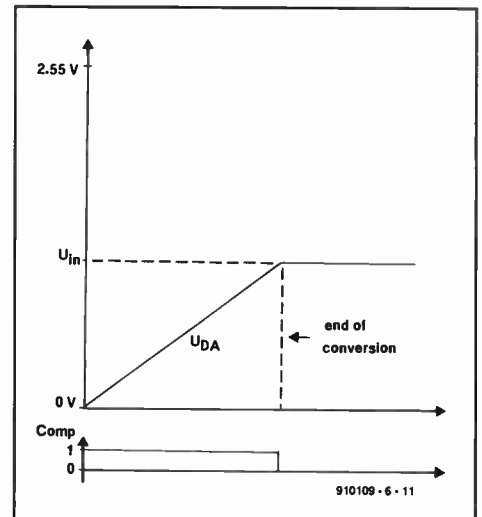


Fig. 28. Ramp A-D conversion principle.

bit. If the input voltage is smaller than the DAC voltage, the old approximation value is retained, which means that it has a '0' at the position of the shift bit. The above sequence determines the new bit in the approximation value. Next, the shift bit

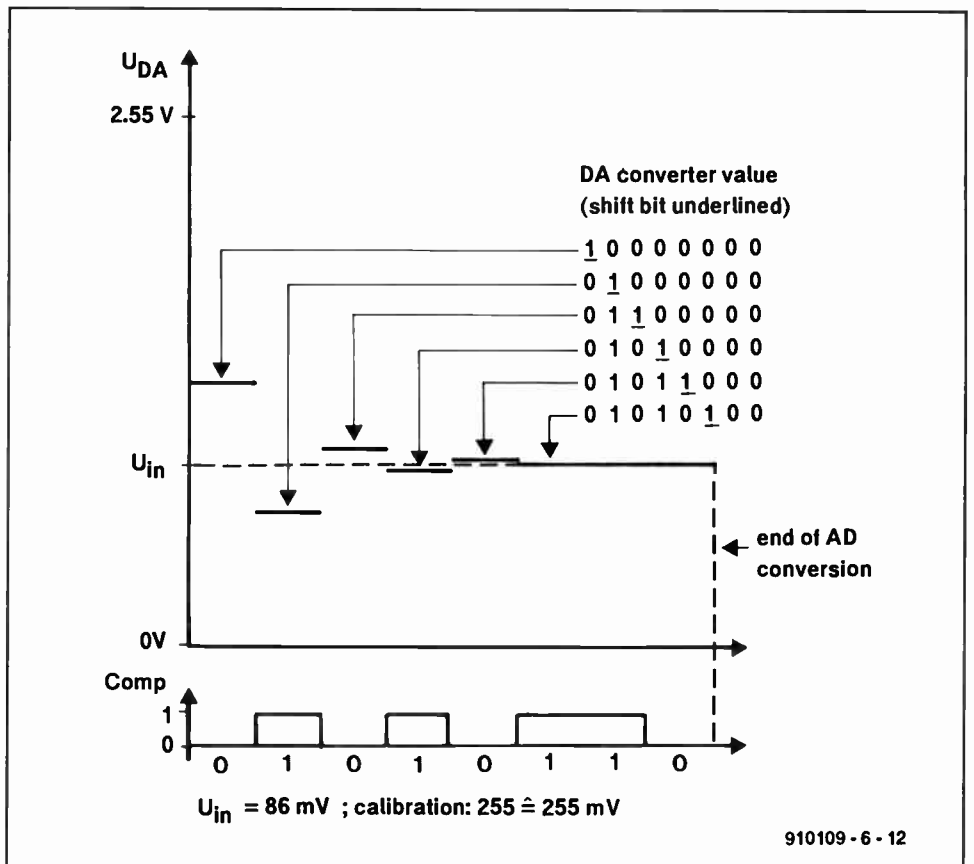


Fig. 29. Successive approximation D-A conversion principle.

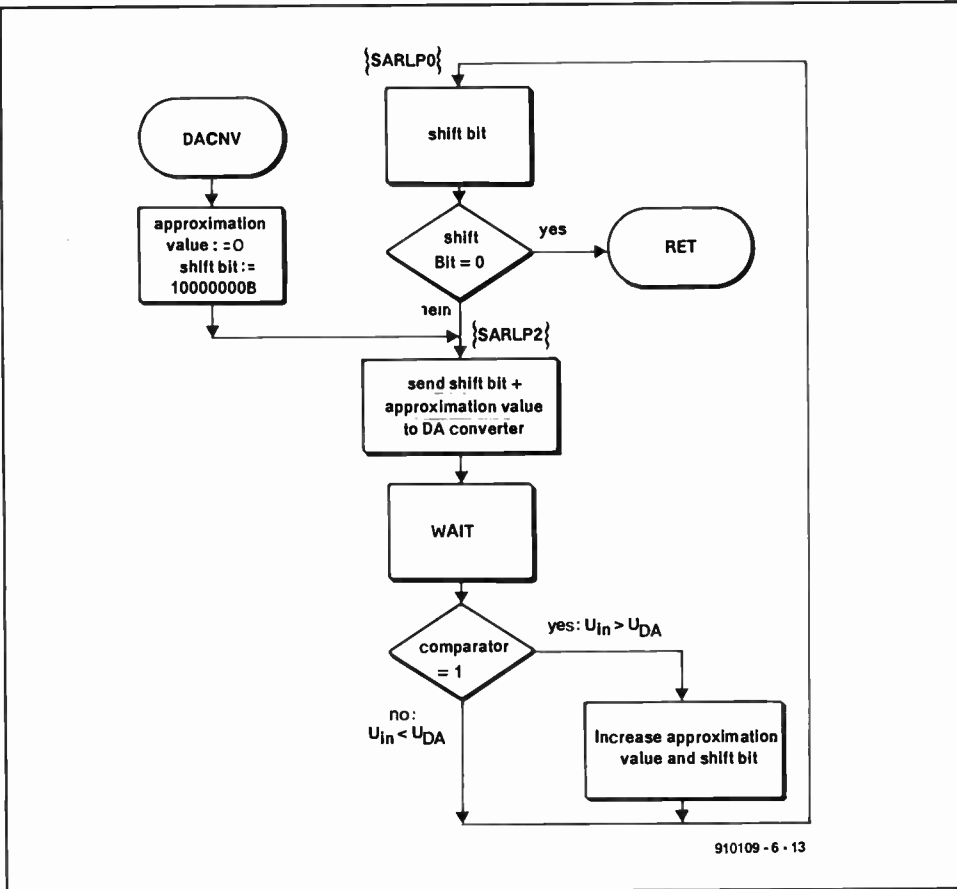
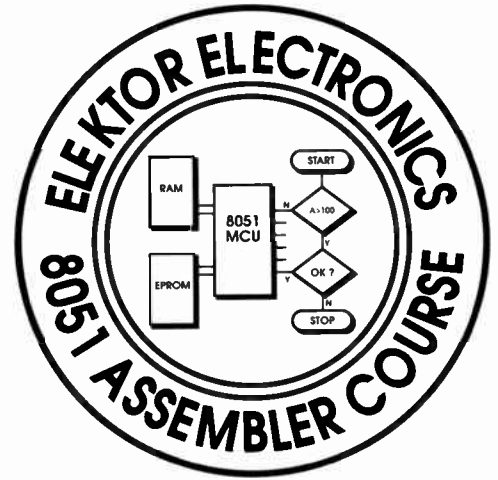


Fig. 30. Flow diagram of XAMPLE15, the successive approximation D-A converter.

```

***** LISTING of EASM51 (XAMPLE15) *****
LINE LOC OBJ T SOURCE
1 0000 ; ***** FILE XAMPLE15.A51 *****
2 0000 ;
3 0000 P1 EQU 090H
4 0000 ;
5 0000 ;
6 4100 7B 01 [1] START ORG 4100H ; start address of program
7 4102 31 20 [2] MOV R3,#00000001B ; mask channel 1
8 4104 31 44 [2] ACALL DACNV ; call DA converter
9 4106 31 4A [2] ACALL BYTE ; send byte and null character
10 4108 7B 02 [1] MOV R3,#00000010B ; channel 2
11 410A 31 20 [2] ACALL DACNV
12 410C 31 44 [2] ACALL BYTE
13 410E 31 4A [2] ACALL BLANK
14 4110 7B 04 [1] MOV R3,#00000100B ; channel 3
15 4112 31 20 [2] ACALL DACNV
16 4114 31 44 [2] ACALL BYTE
17 4116 74 0D [1] MOV A,#13 ; line feed
18 4118 31 4C [2] ACALL CHR
19 411A 74 0A [1] MOV A,#10
20 411C 31 4C [2] ACALL CHR
21 411E 80 E0 [2] SJMP START ; infinite loop
22 4120 ;
23 4120 D2 91 [1] DACNV SETB P1.1 ; for oscilloscope
24 4122 7E 00 [1] MOV R6,#0 ; approximation value
25 4124 74 80 [1] MOV A,#080H ; SHIFT-BIT
26 4126 80 09 [2] SJMP SARLP2 ; jump into loop
27 4128 EF [1] SARLP0 MOV A,R7 ; get SHIFT-BIT
28 4129 C3 [1] CLR C
29 412A 13 [1] RRC A ; shift right, fill with 0s
30 412B 70 04 [2] JNZ SARLP2 ; continue when SHIFT-BIT<0
31 412D EE [1] MOV A,R6 ; get result into A
32 412E C2 91 [1] CLR P1.1 ; show end of conversion on scope
33 4130 22 [2] RET
34 4131 FF [1] SARLP2 MOV R7,A ; save SHIFT-BIT in R7
35 4132 4E [1] ORL A,R6 ; add to approximation value
36 4133 90 C0 00 [2] MOV DPTR,#0C000H
37 4136 F0 [2] MOVX @DPTR,A ; send to DA converter
38 4137 FC [1] MOV R4,A ; mark sum for later
39 4138 7A 64 [1] MOV R2,#100 ; settling time
40 413A DA FE [2] SARWT DJNZ R2,SARWT ; wait
41 413C E0 [2] MOVX A,@DPTR ; fetch comparator output
42 413D 5B [1] ANL A,R3 ; select desired KOMP.
43 413E 60 E8 [2] JZ SARLP0 ; Bit=0 if Uin<Udac, do not set bit
44 4140 EC [1] MOV A,R4 ; Bit=1 if Uin>Udac
45 4141 FE [1] MOV R6,A ; approximation value: =sum
46 4142 80 E4 [2] SJMP SARLP0
47 4144 ;
48 4144 ; Monitor interface
49 4144 COMMAND EQU 030H
50 4144 MON EQU 0200H
51 4144 ccCHR EQU 001H
52 4144 ccBYTE EQU 003H
53 4144 ;
54 4144 75 30 03 [2] BYTE MOV COMMAND,#ccBYTE
55 4147 02 02 00 [2] LJMP MON
56 414A 74 20 [1] BLANK MOV A,#' '
57 414C 75 30 01 [2] CHR MOV COMMAND,#ccCHR
58 414F 02 02 00 [2] LJMP MON
59 4152 END
***** SYMBOLTABLE (13 symbols) *****
P1 :0090 START :4100 DACNV :4120 SARLP0 :4128
SARLP2 :4131 SARWT :413A COMMAND :0030 MON :0200
ccCHR :0001 ccBYTE :0003 BYTE :4144 BLANK :414A
CHR :414C
    
```

JOIN THE COURSE!

What you need to follow this course:

- an 8032/8052AH-BASIC single board computer as described in Elektor Electronics May 1991. The preferred CPU is a 8051 or 80C32. Alternatively, any other MCS52-based microcontroller system (but read part 1 of the course);
- a course diskette (IBM: order code ESS 1661; Atari: order code ESS 1681) containing programming examples, hex file conversion utilities, and an assembler;
- a monitor EPROM (order code ESS 6091);
- an IBM PC or compatible operating under MS-DOS, or an Atari ST with a monochrome display.

Appeared so far:

- Part 1: Introduction (February 1992)
- Part 2: First 8051 instructions (March 1992)
- Part 3: Hardware extensions for 80C32 SBC (April 1992)
- Part 4: Flags, bit addressing, PSW, conditional jumps, logic operators (June 1992)
- Part 5: Arithmetic instructions (July 1992)

position is shifted to the right, and the next conversion cycle is run, until all bits are determined. In short, the bit to be determined is provisionally set, and compared to the input voltage. If this causes the approximation value to become too high, the bit is reset. If the approximation value is still too low, the bit is left set.

An A-D converter program

The program we are about to describe (Fig. 31) outputs the values of three input

Fig. 31. Listing of XAMPLE15.A51.

voltages in hexadecimal notation. D-to-A conversion on all three channels is made possible by a subroutine called DACNV, which reads the bit position of the relevant comparator output from register R3. DACNV returns the converted value in the accumulator. The main program begins at label START, and is relatively simple. The bit corresponding to the channel number (1 of 3) is set in register R3. Next, The conversion proper, DACNV, is called. A subroutine called BYTE arranges for the value supplied by DACNV to be output (in hexadecimal form) via the V24 interface. After all three values have been sent to the terminal, the program adds a carriage return/line feed (CR/LF) sequence, and a new conversion cycle is started.

The D-A conversion is a bit more complex. The approximation value is stored in register R6. The shift bit is contained in register R7, and also, occasionally, in the accumulator. The sum of the shift bit and the approximation value is stored in register R4. The conversion proper starts at label SARLP2, where the accumulator contains the shift bit, and R6 the old approximation value. First, the shift bit is saved in register R7 (line 34). The sum of R6 and the accumulator is formed in line 35, and subsequently sent to the D-A converter. This comparison value is contained in R4. A wait loop, SRWT, is inserted to allow for the settling time of the DAC. The comparator output states are copied into the accumulator in line 41. Comparator output selection is achieved by masking the accumulator contents with the bit in R3 (line 42). Depending on whether the selected comparator output supplies a '1' or a '0', the corresponding new approximation value is formed in R6. The jump to label SARLP0 prepares for the next conversion step. The shift bit is loaded into the accumulator, and shifted to the right (lines 28 and 29). If the result is an accumulator content of 0, the conversion is finished. If not, the program continues at label SARLP2.

To enable us to trace the conversion steps with the aid of an oscilloscope (or by listening to the loudspeaker), port bit P1.1 is set during the conversion time. Figure 32 shows the signal reproduced by a digital storage oscilloscope. On completion of the D-A conversion, the value in RT6 is copied into the accumulator.

The advantages of the successive approximation principle are evident: only eight loop iterations are required. A fast DAC, and equally fast comparators, enable an 8051 to achieve 8-bit conversion times of 250 μ s fairly easily. The corresponding sampling rate, 4,000 samples s^{-1} , is relatively high.

This program, like others discussed during this course, demonstrates the usefulness of subroutines. To understand how these are managed, it is necessary to have a look at the so-called stack, which is used by the 8051 to store certain data that serves to keep track of subroutine return addresses.

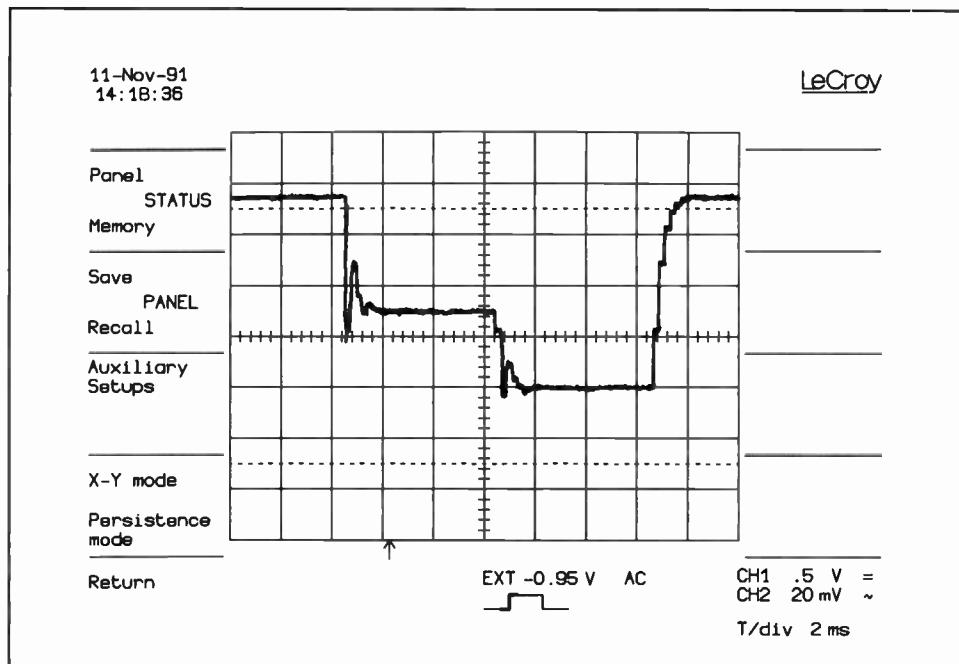


Fig. 32. A-to-D conversion waveform measured with an oscilloscope. Note the signal settling times.

Stacking it up

The stack pointer, SP (at SFR address 081H), points at an address in the stack range where the return addresses of subroutines and interrupt routines are stored. The stack pointer is contained in internal RAM, and is increased by one whenever a subroutine is called. Next, the first byte of the return address is written to the address pointed at by the SP. Next, the SP is increased by one, and the next address byte is stored. This little demonstration program

loaded with a new value right at the start of the program. When a program contains 'nested' subroutines, each of these requires two bytes of the available stack memory (which is contained in internal RAM).

The situation becomes even more complex when interrupts are programmed. Here, too, each return address calls for two bytes of storage capacity. Additional memory is required to hold saved SFRs, as well as all return addresses for subroutines called up by the interrupt program. The message is clear: make sure that you have

LINE	LOC	OBJ	T	SOURCE
43	4118	12 41 23	[2]	LCALL UPRO1
44	411B	00	[1]	NOP
47	4123	12 4A BC	[2]	UPRO1 LCALL UPRO2
48	4126	00	[1]	NOP
50	4ABC	85 08 44	[2]	UPRO2 MOV 68,8
			

results in the following stack values:

```
SP before line 43:      07H
Internal RAM address: 08 09 0A 0B 0C 0D
Contents before line 43: FF FF FF FF FF FF
                        (preloaded)
Contents after line 50: 1B 41 26 41 FF FF
                        (2 addresses on
                        stack)
SP after line 50:      0BH
```

After a reset, the stack pointer contains the value '7' (refer back to Figs. 5 and 8), so that the stack begins at address '8' in the internal RAM, and grows upwards. This means that the stack overwrites register bank 1, and, possibly, other banks also. Register bank 1 is therefore not available for general programming, unless the SP is

sufficient stack room at all times! Users of the 8052, 8032 or 80C32 may avail themselves of the additional 128 bytes of internal RAM contained in these controllers. You may do so by programming

```
MOV SP,#080H      ;upper RAM as
                   ;stack
```

This gives a stack space of 128 bytes, which should be enough for most applications.

Saving data on to the stack

It often happens that a certain byte (SFR or accumulator) is to be put away safely, and retrieved a little later. This is achieved by

		(MSB)							(LSB)
		EA	X	ET2	ES	ET1	EX1	ET0	EX0
Symbol	Position	Function							
EA	IE.7	disables all interrupts. If EA = 0, no interrupt will be acknowledged. If EA = 1, each interrupt source is individually enabled or disabled by setting or clearing its enable bit.							
—	IE.6	reserved							
ET2	IE.5	enables or disables the Timer 2 overflow or capture interrupt. If ET2 = 0, the Timer 2 interrupt is disabled.							
ES	IE.4	enables or disables the Serial Port interrupt. If ES = 0, the Serial Port interrupt is disabled.							
ET1	IE.3	enables or disables the Timer 1 Overflow interrupt. If ET1 = 0, the Timer 1 interrupt is disabled.							
EX1	IE.2	enables or disables External Interrupt 1. If EX1 = 0, External Interrupt 1 is disabled.							
ET0	IE.1	enables or disables the Timer 0 Overflow interrupt. If ET0 = 0, the Timer 0 interrupt is disabled.							
EX0	IE.0	enables or disables External Interrupt 0. If EX0 = 0, External Interrupt 0 is disabled.							

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Fig. 34. Functions of individual bits in the interrupt enable register, IE.

		(MSB)							(LSB)
		X	X	PT2	PS	PT1	PX1	PT0	PX0
Symbol	Position	Function							
—	IP.7	reserved							
—	IP.6	reserved							
PT2	IP.5	defines the Timer 2 interrupt priority level. PT2 = 1 programs it to the higher priority level.							
PS	IP.4	defines the Serial Port interrupt priority level. PS = 1 programs it to the higher priority level.							
PT1	IP.3	defines the Timer 1 interrupt priority level. PT1 = 1 programs it to the higher priority level.							
PX1	IP.2	defines the External Interrupt 1 priority level. PX1 = 1 programs it to the higher priority level.							
PT0	IP.1	defines the Timer 0 interrupt priority level. PT0 = 1 programs it to the higher priority level.							
PX0	IP.0	defines the External Interrupt 0 priority level. PX0 = 1 programs it to the higher priority level.							

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Fig. 36. Bits in the Interrupt Priority register, IP.

the instructions

```

PUSH ACC      ;save accu on to
               ;stack
.....        ;instructions in
               ;between
POP  ACC      ;fetch accu from
               ;stack
    
```

The PUSH instruction stores the indicated byte (direct addressing) on to the stack. Subsequently, the SP is automatically increased by one. The POP instruction fetches ('pops') the last PUSHed byte from the stack. Since storing (PUSHing) consumes stack space, the PUSH instruction should be used with care, since only limited space is available. The PUSH and POP in-

Interrupt	Interrupt address	Link Index	Link Jump
IE0	0003H	1	4003H
TF0	000BH	2	4006H
IE1	0013H	3	4009H
TF1	001BH	4	400CH
RI+TI	0023H	5	400FH
TF2+EXF2	002BH	6	4012H

Fig. 33. Interrupt 'detours' contained in the system monitor program, EMON51.

		(MSB)							(LSB)
		TF1	TR1	TF0	TR0	IE1	IT1	IE0	IT0
Symbol	Position	Name and Significance				Symbol	Position	Name and Significance	
TF1	TCON.7	Timer 1 overflow Flag. Set by hardware on Timer/Counter overflow. Cleared by hardware when processor vectors to interrupt routine.				IE1	TCON.3	Interrupt 1 Edge flag. Set by hardware when external interrupt edge detected. Cleared when interrupt processed.	
TR1	TCON.6	Timer 1 Run control bit. Set/cleared by software to turn Timer/Counter on/off.				IT1	TCON.2	Interrupt 1 Type control bit. Set/cleared by software to specify falling edge/low level triggered external interrupts.	
TF0	TCON.5	Timer 0 overflow Flag. Set by hardware on Timer/Counter overflow. Cleared by hardware when processor vectors to interrupt routine.				IE0	TCON.1	Interrupt 0 Edge flag. Set by hardware when external interrupt edge detected. Cleared when interrupt processed.	
TR0	TCON.4	Timer 0 Run control bit. Set/cleared by software to turn Timer/Counter on/off.				IT0	TCON.0	Interrupt 0 Type control bit. Set/cleared by software to specify falling edge/low level triggered external interrupts.	

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Fig. 35. Bits in the Timer Control register, TCON.

structions are often used within subroutines to rescue SFRs, which are then available again unchanged at the end of a subroutine.

Interrupts

Interrupts are used whenever it is necessary for a program to respond as quickly as pos-

sible to external events. Such an event might be the arrival of a measurement value that is to be processed as fast as possible.

Interrupts from various sources can occur at any time during the program execution, which makes their programming and debugging complex, if not problem-

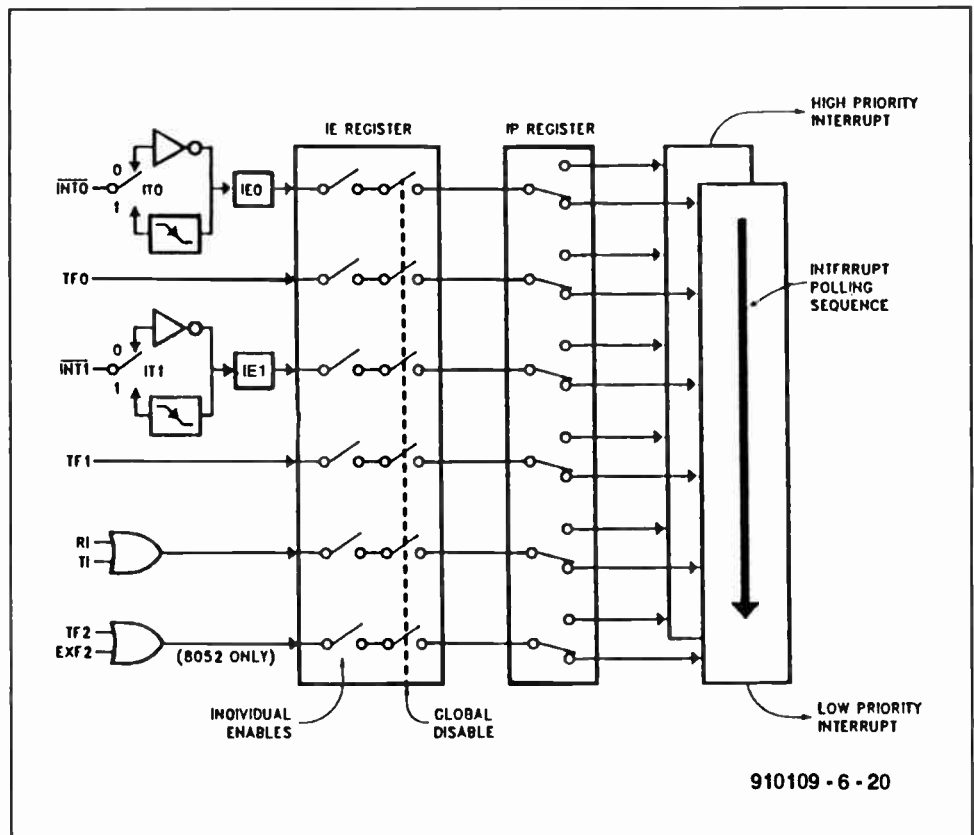


Fig. 37. 8051 interrupt control system structure.

atic. Beginners are, therefore, well warned against the many pitfalls that lurk in interrupt-controlled microcontroller systems.

The interrupt capabilities of the 8051 family are briefly discussed below. External interrupts are applied via IC input pins INT0 and INT1 (pins 12 and 13). On the 80C32 SBC, these two pins receive inverted signals that arrive via connector pins c3 and c5, and IC12. The user can select the interrupt mode beforehand: an interrupt occurs (1) on a signal edge only (positive edge on INT0), or (2) when INT0 = '1' (static logic level).

Further interrupt sources are Timer Flag0 and Timer Flag1 (TF0 and TF1), Receiver Interrupt (RI) and Transmitter Interrupt (TI). The 8052 and 8032 controllers have two more interrupt sources: Timer2 and external interrupt line EXF2. When an interrupt occurs, the processor executes a kind of LCALL instruction, which results in a jump to the address associated with the interrupt. Interrupt sources and associated addresses are listed in Fig. 33.

It will be noted that the interrupt addresses are normally in the memory reserved for EPROMs, and, therefore, not easily changed. Fortunately, the monitor EPROM (EMON51) provides so-called links, which are described in the file EMON51.DOC. The links allow interrupts to be called and relocated as required. For instance, the monitor causes interrupt IE0 to jump to address 4003H of the program memory, which is RAM. After a reset, the monitor loads this address with a jump to an internal interrupt routine. By calling the monitor subroutine LINK, you can change the jump address to point to your own interrupt. All that is required to set up this 'detour' is to have your interrupt address ready in the DPTR, and the index in the accumulator, before calling LINK. It should now be clear why we start our course programs at 4100H instead of 4000H: the lower page, 4000H to 40FFH, is used by the monitor.

The organization of the interrupts is arranged by the SFRs IE (interrupt enable; address 0A8H) and IP (interrupt priority; address 0B8H). Interrupts can be enabled or disabled selectively by setting or resetting the appropriate bits in IE, as shown in Fig. 34. Bits IT0 and IT1 (see Fig. 35) determine whether the external interrupts are level-triggered (bit='0') or edge-triggered (level='1'). Both bits are contained in the timer-control SFR, TCON, at address 088H (IT0 = TCON.0; IT1 = TCON.2). For a quick test, use the following little program (not on your course disk):

```

IE      EQU 08AH      ;new: interrupt
                :      enable SFR
;
                ORG 4100H ;program start
                :      address
                MOV IE,#0FFH ;all interrupts
                :      on
FREVR    SJMP FREVR
                END
    
```

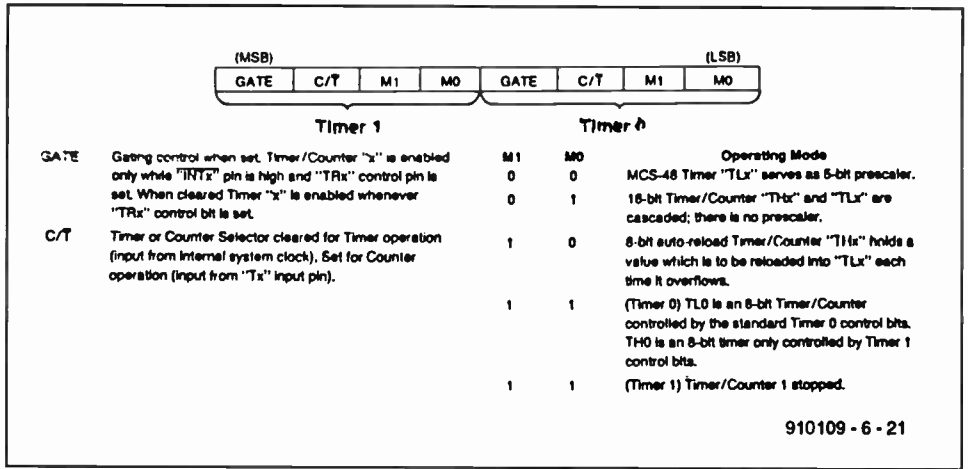


Fig. 38. Bits in the Timer-Mode register, TMOD.

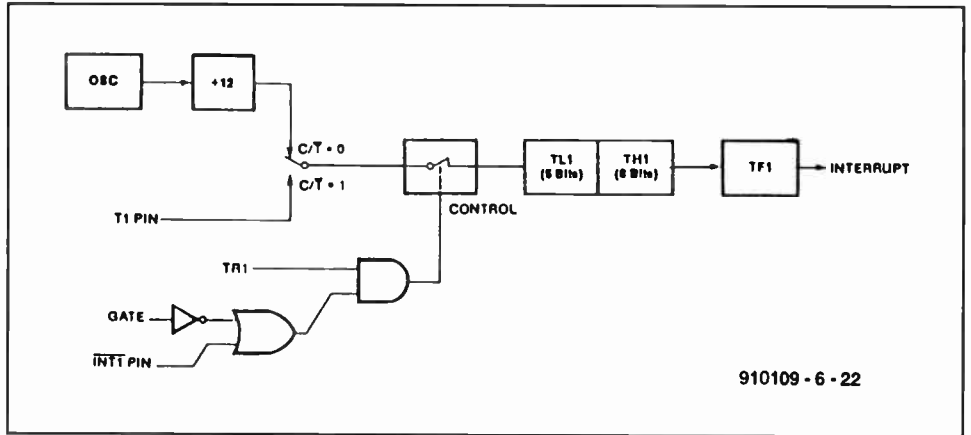


Fig. 39. Timer operation in Mode 0.

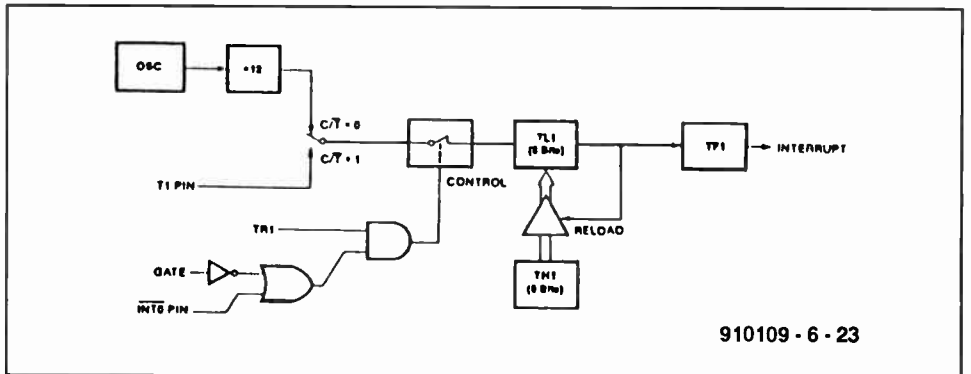


Fig. 40. Timer operation in Mode 2.

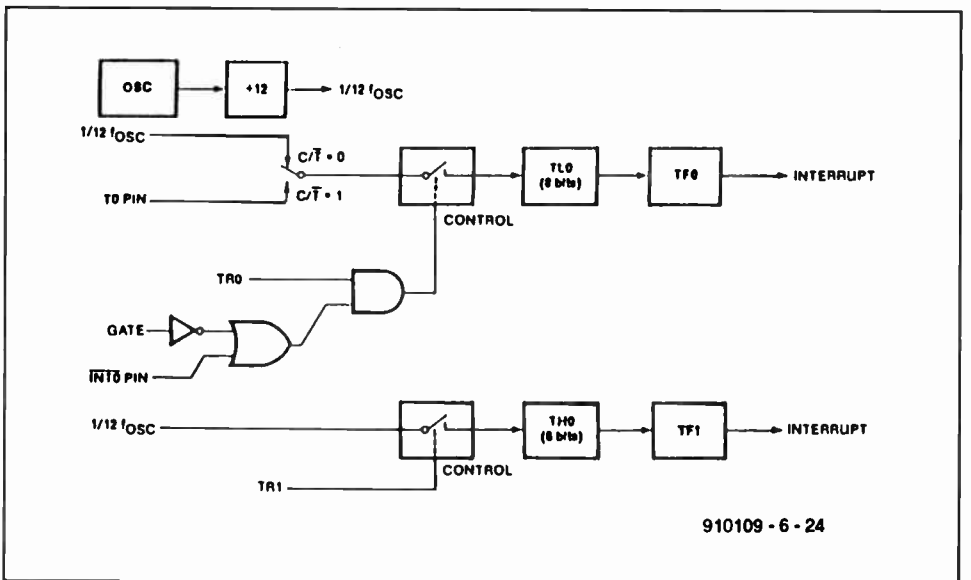


Fig. 41. Timer operation in Mode 3.

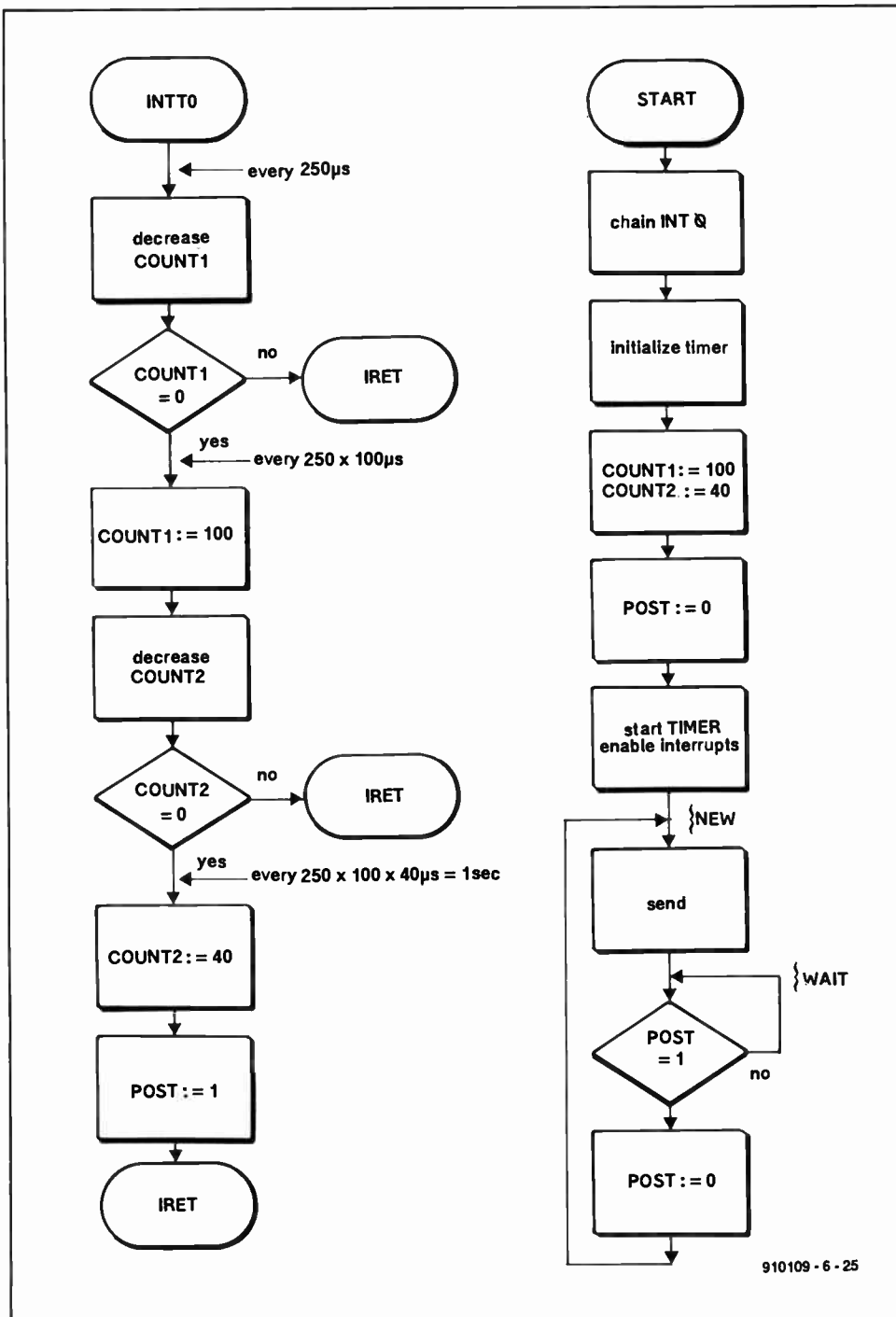


Fig. 42. Flow diagram of the seconds pulse generator program.

Assemble and run this program, and see what happens if you generate an interrupt by applying a +5 V pulse to connector pin c3 or c5. Can you explain what happens?

The 8051 has a low and a high interrupt priority level. An high-priority interrupt can interrupt the routine of a low-priority interrupt. Interrupts can be assigned a priority level by setting the appropriate bits in the interrupt priority SFR — see Fig. 36. Figure 37 shows an overview of the interrupt control system. It also shows the sequence followed to finish interrupt routines, when requests are received simultaneously (polling sequence).

Interrupt routines

When an interrupt occurs, and the 8051 is programmed to respond to it, the program

jumps to the routine that belongs with the interrupt. To make sure that the 'interrupted' main program can continue without problems when the interrupt routine is finished, the interrupt routine must not contain instructions that change the registers used by the main program. This is usually ensured by PUSHing the SFRs right at the start of the interrupt service routine, and POPping them back again on return to the main program. To protect registers R0 to R7, the register bank is swapped. This requires a clear-cut subdivision to be defined of the register banks with the associated program levels, at the earliest stage of program development. Add to that the possible complications caused by the register banks and the stack, and it is readily seen that errors may creep in at any stage, and not come to light after a good deal of debugging.

To return from an interrupt to the main program, simply program

RET I ;return from interrupt

Contrary to the RET instruction, RETI clears the bits that have triggered the interrupt. A practical example of interrupt programming is discussed together with the function of the timers.

Counters and timers

The 8051 has two counters that can be used to count events. When clocked with an internal signal, these counters may also be used as timers. Each timer is capable of working in different modes. The timer mode is programmed with the aid of an appropriate bit pattern in the associated SFR. Counter contents (states) can be read and preset via SFRs.

The SFR for timer mode control is called TMOD (SFR at 089H; not bit-addressable), while the SFR for timer control is called TCON (SFR at 088H, bit addressable). The function of the individual bits in these SFRs is shown in Figs. 35 and 38.

The lower-order byte of Timer/Counter 1 is addressable under the name TL1 at address 08BH. The higher-order byte is called TH1, and is found at address 08DH. The general mode of operation is determined by mode bits TMOD.4 and TMOD.5. When both are '0', the counter operates as a 13-bit counter. The interaction between the various bits and the external signals is shown in Fig. 39. The C/T bit allows you select between an internal timer clock (C/T = 0) and an external timer clock (C/T = 1).

The logic levels of the bits TR1, GATE, and the level at the INT1 pin, control when the counter is actually operating. TR1, for instance, allows the counter to be switched on and off (provided GATE = 0). The TF1 flag is set whenever the counter changes from its maximum count to 0; in other words, when an overflow occurs. This flag can be interrogated by software, for instance, to trigger an interrupt. Note, however, that this requires bit 3 (IE3) in the interrupt register to be set.

When C/T = 0, the counter counts the quartz frequency divided by 12, i.e., 1 MHz in our case. In mode 1 (TCON.4 = 1; TCON.5 = 0), the counter counts exactly as in mode 0, but with a width of 16 bits.

In mode 2, the counter works as an 8-bit counter (the count value is contained in SFR TL1), which, on overflow, is reloaded with the value contained in TH1. (8-bit auto reload). This mode is illustrated in Fig. 40. In mode 3, the counter is simply halted.

In the system monitor, EMON51, Timer 1 is used as a baud rate generator. It can not be used for other purposes, unless you have no need for the serial interface.

Timer/Counter 0 operates largely like Timer/Counter 1; only the bits and SFRs

are different. The main difference is, however, that Timer 0 can also be used in mode 3 (TCON.0 = 1; TCON.0 = 1). In this mode it operates as two independent 8-bit counters/timers, as illustrated in Fig. 14. Note that the second 8-bit timer uses a couple of bits that actually belong to Timer 1. This means that these bits can not be used for Timer 1 when Timer 0 is programmed to operate in mode 3. Finally, the 8032 and 8052 processors have a further timer: Timer 2.

After this fairly large chunk of theory, we feel that it is time to turn to practice again. We have in mind a simple clock that operates under interrupt control, and leaves a signal for the main program every second. The main program waits for this signal to transmit an asterisk (*) via the serial interface. The program may be used as a basis to develop a digital clock that controls time-related functions (such as sounding a melody on your birthday).

Interrupt-controlled clock

We will first discuss the interrupt routine proper. The flow chart is given in Fig. 42, and the assembly code listing in Fig. 43 (program XAMPLE11 on your course diskette). The routine starts at label INTT0. Unfortunately, it is not possible to generate a one-second clock signal with a single timer. Even when we divide the internal clock with a 16-bit counter, the maximum time between two overflows is 65,536 μ s, or about 0.065 s. We therefore adopt a different approach.

We use an interrupt rate of 4 kHz, which means that 250 μ s elapse between two interrupts. This is simple to achieve by setting Timer 0 to auto-reload mode (mode 2), using $256 - 250 = 6$ as the reload value. The flow chart shows that the interrupt routine counts up to $40 \times 100 = 4000$ with the aid of two sequentially arranged count bytes (COUNT1 and COUNT2). The variable COUNT1 counts down starting at 100. When it reaches 0, COUNT2 (which starts at 40) starts to count down. When COUNT2 reaches 0, a total of $250 \times 4000 \mu$ s has elapsed, and the subroutine leaves 'POST' in the mailbox of the main program. The presence of POST is signalled by a bit.

Main program

The most difficult task of the main program is the correct initialization of the SFRs for the counter and interrupt control. First, the counter mode is loaded, and the mode-2 reload value is set (lines 25, 26 and 27). Note that Timer 1 must be left to operate in mode 2 to enable it to function as the baud rate generator. Next, the counter variables are set up. In lines 31, 32 and 33, the counter is started, and the interrupts are enabled. The rest of the main program is a simple loop. Starting at label NEW, the program first sends an asterisk via the ser-

```

***** LISTING of EASMS1 (XAMPLE11) *****
LINE LOC OBJ T SOURCE
1 0000 ; ***** FILE XAMPLE11.A51 *****
2 0000 ;
3 0000 IE EQU 0A8H
4 0000 ACC EQU 0E0H
5 0000 PSW EQU 0D0H
6 0000 TCON EQU 088H ; new : Timer/Counter Control
7 0000 TMOD EQU 089H
8 0000 TLO EQU 08AH
9 0000 TH0 EQU 08CH
10 0000 ;
11 0000 T0valu EQU 250 ; 250*100*40 microsec = 1 sec
12 0000 TIME1 EQU 100 ; 250 microsec for TIMER 0
13 0000 TIME2 EQU 40 ; no. of loops for COUNT1
14 0000 ; ; no. of loops for COUNT2
15 0000 ;
16 0050 ORG 050H ; via MONITOR RAM
17 0051 COUNT1 DS 1 ; Software COUNTER 1
18 0052 COUNT2 DS 1 ; COUNTER 2
19 0053 POST DS 1 ; 1 means 1 sec has lapsed, else 0
20 0053 ;
21 4100 90 41 34 [2] START ORG 4100H
22 4103 74 02 [1] MOV DPTR,#INTT0 ; chain interrupt routine
23 4105 75 30 40 [2] MOV A,#2
24 4108 12 02 00 [2] MOV COMMAND,#ccLINK
25 410B 75 8C 06 [2] LCALL MON
26 410E 75 8A 06 [2] MOV TH0,#256-T0valu ; every 250 microseconds
27 4111 75 89 22 [2] MOV TLO,#022H ; one interrupt from TIMER0
28 4114 75 51 28 [2] MOV TMOD,#022H ; both COUNTERs MODE2 2
29 4117 75 50 64 [2] MOV COUNT2,#TIME2 ; preset software COUNTER
30 411A 75 52 00 [2] MOV COUNT1,#TIME1
31 411D D2 8C [1] MOV POST,#0 ; no post
32 411F D2 A9 [1] SETB TCON.4 ; start TIMER0
33 4121 D2 AF [1] SETB IE.1 ; switch TIMER0 interrupt on
34 4123 74 2A [1] SETB IE.7 ; interrupts on
35 4125 75 30 01 [2] NEW MOV A,#'*' ; send asterisk
36 4128 12 02 00 [2] MOV COMMAND,#ccCHR
37 412B E5 52 [1] LCALL MON
38 412D 60 FC [2] WAIT MOV A,POST ; wait
39 412F 75 52 00 [2] JZ WAIT ; for POST
40 4132 80 EF [2] MOV POST,#0 ; get POST
41 4134 ; SJMP NEW ; repeat
42 4134 C0 D0 [2] ;
43 4136 C0 E0 [2] INTT0 PUSH PSW ; save
44 4138 D5 50 0C [2] PUSH ACC
45 413B 75 50 64 [2] DJNZ COUNT1,IRET1 ; decrement software counter 1
46 413E D5 51 06 [2] MOV COUNT1,#TIME1 ; reload when 0 is reached
47 4141 75 51 28 [2] DJNZ COUNT2,IRET1 ; and decrement software counter 2
48 4144 75 52 01 [2] MOV COUNT2,#TIME2 ; reload when 0 is reached
49 4147 D0 E0 [2] MOV POST,#1 ; and leave POST
50 4149 D0 D0 [2] IRET1 POP ACC ; after storage
51 414B 32 [2] POP PSW
52 414C ; RETI ; end of interrupt
53 414C ; MONITOR INTERFACE
54 414C COMMAND EQU 030H ; MONITOR command memory location
55 414C MON EQU 0200H ; MONITOR jump address
56 414C ccLINK EQU 040H ; Interrupt chaining
57 414C ccCHR EQU 001H ; send character
58 414C END
***** SYMBOLTABLE (22 symbols) *****
IE :00A8 ACC :00E0 PSW :00D0 TCON :0088
TMOD :0089 TLO :008A TH0 :008C T0valu :00FA
TIME1 :0064 TIME2 :0028 COUNT1 :0050 COUNT2 :0051
POST :0052 START :4100 NEW :4123 WAIT :412B
INTT0 :4134 IRET1 :4147 COMMAND :0030 MON :0200
ccLINK :0040 ccCHR :0001

```

Fig. 43. Listing of the seconds pulse generator program, XAMPLE11.

ial interface. Next, it waits for POST in the loop that starts at label WAIT. The presence of the seconds pulse is signalled by the variable POST being unequal to 0. When the POST is fetched, the variable is reset to 0 before looping back to the start of the main program.

Assignments

An interesting assignment to work on after studying the material presented here would be to design a program that reads the input voltages at all three analogue inputs of the extension board, and outputs the digitized values via the serial port, say, every minute. If you find that too easy, have a go at outputting decimal values multiplied by certain correction factors.

Another idea is to program a software window comparator that sends an 'OK' message to the terminal when the voltage at analogue input 2 of the extension board is between the voltages at inputs 1 and 3.

Next time

The next course instalment will tackle the serial port of the 8051. The application will be software for a simple MIDI sequencer. In addition, we will show you how to connect an LC display to the 80C32 SBC. □

PREVIEW

Audio Amateur

Issue 3, 1992

- Philips 960 Digital Processor Modification, Part II
- Balanced Line Design
- MOSFET Modification: The Dyna ST-120
- Building Techniques
- Product Reviews: AK100 Sound Retrieval System

23-CM FM TRANSCEIVER

This transceiver was designed in response to a need for a simple, easy to build, self-contained radio for use through the local 23-cm (1.3-GHz) repeater, as either a mobile or a fixed station. The design draws heavily on circuitry and techniques employed in 900-MHz portable phones, modified to suit amateur needs. It is hoped that this design will prove of interest to others and create more activity on this largely underused band.

By T. Forrester G4WIM

Unit operation

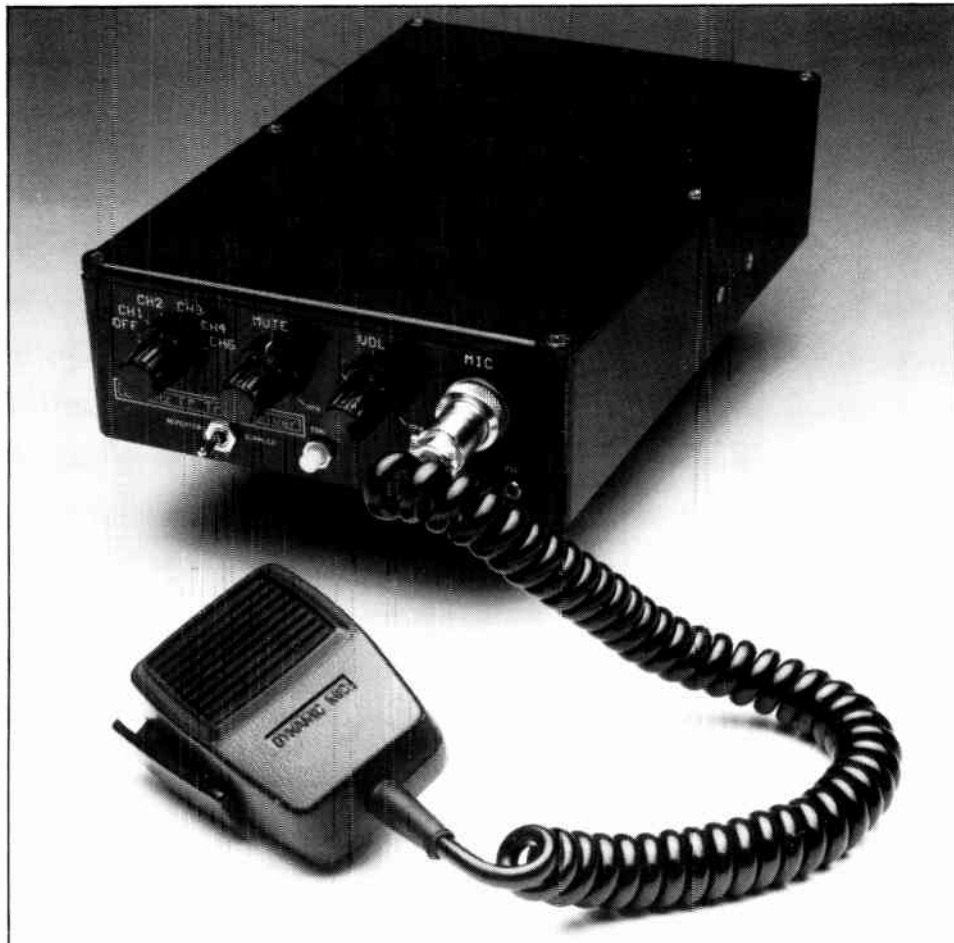
As the design is primarily intended for mobile working, the controls have been kept to a minimum whilst maintaining features required for efficient operation.

The prototype combined the transceiver on/off with the channel select switch in order to save front panel space. The design permits diode programming of up to 5 channels; this number could obviously be increased by using a larger diode matrix or some form of memory. A toggle switch selects either simplex or repeater working. For the latter function a tone burst button is provided which also keys up the transmitter.

There are conventional volume and squelch controls and sockets for external microphone and speaker, as required. The prototype was slightly modified to be compatible with the ICOM HS51 mobile headset. Details of this modification are available on request from the author.

Circuit operation

Figure 1 shows the simplified overall block diagram, high-lighting the most important areas of the design. Figure 2 shows the detail of the receiver circuitry. The incoming signal passes through the aerial change-over relay which is a 960-MHz strip line type having good isolation and an insertion loss of less than 0.5 dB at 1.3 GHz. The RF pre-amplifier (TR9) is a low-noise Avantek GaAs FET, so ensuring excellent sensitivity. The pre-amplifier feeds a ready-made three-stage heli-



cal filter (FL3) to heavily attenuate the image response 90 MHz below the receive frequency. Following the helical filter is a low noise MMIC (IC17) providing a further 13 dB of gain and 50- Ω output impedance to drive the SBL1-X diode ring mixer (D8). This mixer is operated slightly above its maximum frequency rating, but experience has shown that the conversion loss increases only slightly and is amply compensated for by the preceding low-noise amplifiers.

The local oscillator signal, which is 45 MHz below the desired receive frequency, is supplied by a synthesizer, see below.

The output of the mixer is passed to the first IF amplifier (TR12). This stage is a low-noise grounded gate FET amplifier whose input impedance is approximately 50 Ω , so providing the diode ring mixer with a reasonable load.

The drain load of TR12 is tuned and loaded to match the following 45-MHz crystal filter. Likewise, the second IF amplifier (TR13) has a tuned and loaded input circuit to match the output of the filter. The 45-MHz IF signal is now at a sufficiently high level to be further processed by IC6.

The 45-MHz signal applied to pin 18 of IC6 is mixed down to an IF frequency of 455 kHz, where it is demodulated and filtered before being passed on to the audio power amplifier (IC5). IC6 also provides the

mute function (Fig. 3).

Referring to Fig. 5, on transmit, TR1 is turned on, so that the relevant transmitter sections are powered, and the simplex or repeater transmit offsets are added in to IC1 through to IC3: see the notes on programming below for further details.

The output signal at the collector of TR1 is used to operate the PIN diode switch within the VCO, so routing the signal from the receive mixer to the RF power amplifier module (PA1). It also powers the microphone stages (TR4 and TR5), activates the varactor diode used for FM transmit (D15) and turns on TR6, so operating RL1 which in turn provides bias for PA1 via TR7. The receiver front end is powered down as TR8 is turned off.

By selecting a jumper between either pins 1 and 2 or pins 2 and 3 on PL6, it is possible to run the final stage of the power amplifier from either 8 V or 13.8 V. The latter supply level generates 2 watts of RF output as opposed to 1 watt.

The heart of the frequency synthesizer uses a Motorola MC145152P2 (Fig. 4) and a 64/65 prescaler combined with some simple logic to provide 25-kHz channel spacing, 6-MHz down shift for repeater access and a 45-MHz offset required for the receiver local oscillator.

The VCO and buffers make extensive use of surface mount parts to create a compact VCO which is very rugged and practically

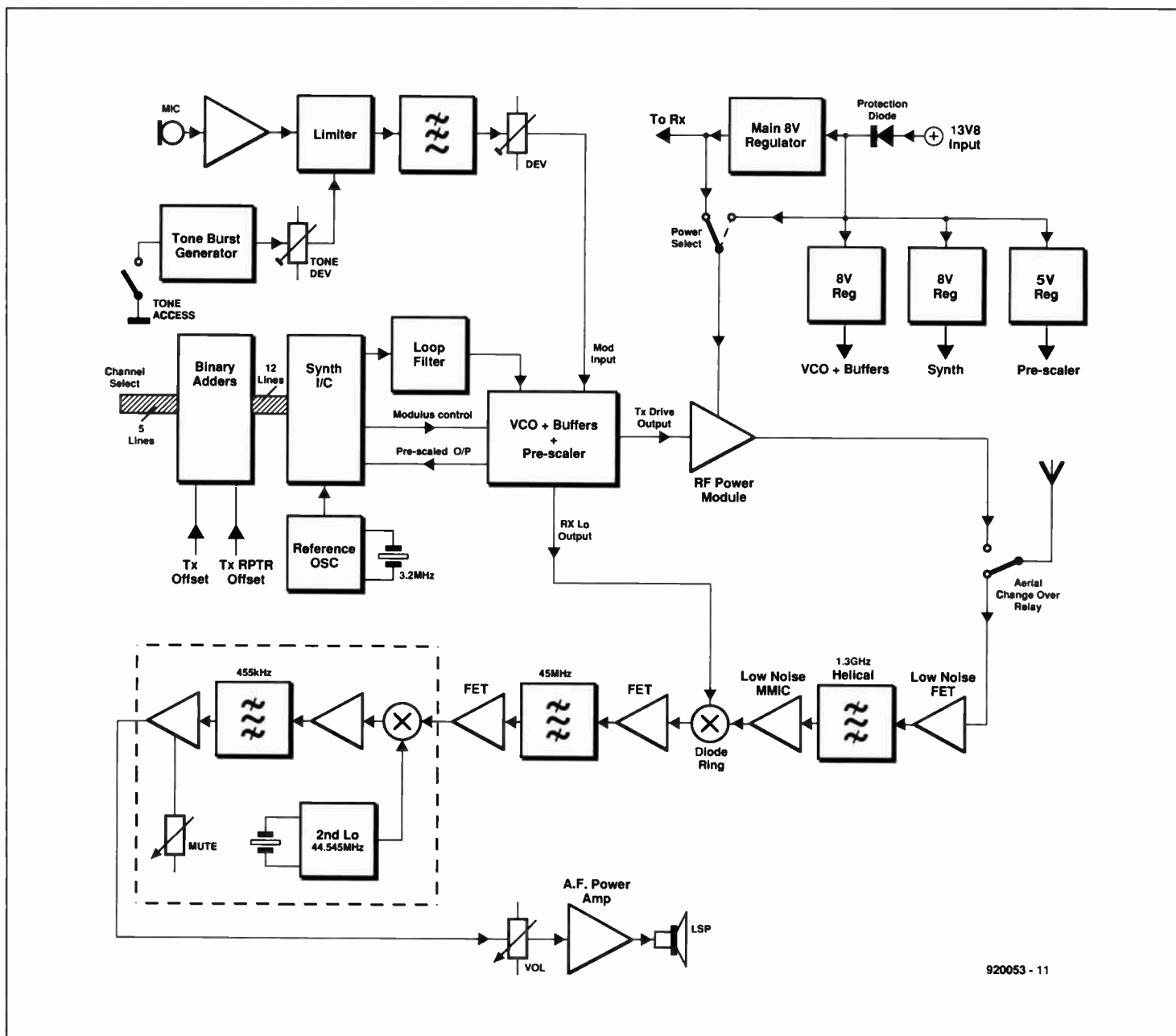


Fig. 1. Block diagram of the transceiver.

immune to vibration.

The pre-scaler (IC13) is a dual-modulus +64/+65 type controlled by the modulus control output of IC11. IC11 is run at 8 V to ensure reliable operation, while IC13 needs to run off 5 V. Level shifting between these two ICs is provided by R83, C45 and D5. This combination also minimizes overall modulus control delay between the two ICs, a critical factor when using dual-modulus prescaling at these very high frequencies.

The loop filter around IC10 needs little comment, and is designed to the Motorola data sheet, attenuating the 25-kHz reference frequency to below -55 dBc. This level of attenuation, while not perfect, is more than adequate for a low-power radio such as this. IC10 is powered from the main 13.8 V supply, filtered by R21 and C53, so providing maximum available output swing.

The reference for the synthesizer is generated by XL1 and TR3. An external reference oscillator was employed as it was possible to design an oscillator with a better frequency stability than using the internal circuits of

IC11. At 1.3 GHz, stable frequency generation is a must for reliable communication.

During the transition from receive to transmit, the synthesizer is unlocked for approximately 100 ms until it settles on its new operating frequency. As there is no circuitry to detect synthesizer unlock and disable the RF power amplifier, a carrier momentarily sweeps on to frequency. While this situation is not ideal, it was thought that the extra circuitry involved did not merit being included given the low power output and level of band occupancy.

If any constructor wishes to disable the RF power amplifier while the synthesizer is unlocked, the author can supply the necessary details.

Finally, IC4 provides a simple 1750-Hz tone access for repeater working.

Programming

Since the synthesizer has to generate three possible frequencies for each channel, i.e., receive LO, transmit simplex and transmit re-

peater, the data presented to IC11 has to be modified according to the mode in use.

Assuming that the unit is receiving on 1297.125 MHz, the LO must be on 1297.125 MHz-45 MHz i.e., 1252.125 MHz. Also, since we are working with a channel spacing 25 kHz, the LO frequency must be scaled down (i.e., divided) by a factor $1252.125 \text{ MHz} / 25 \text{ kHz} = 50085$.

This factor of 50085 needs to be further reduced before it is programmed into the 'A' and 'N' counters of IC11. Since we are using a divide-by-64 prescaler, the 'N' count for IC11 is the integer $50085 / 64$ i.e., 782, the remainder of 37 is used for the 'A' count.

So, to operate on 1297.125 MHz the 'N' count is 782 and the 'A' count is 37. Because we only need to cover the 1297 MHz to 1298 MHz section on the band on receive, it is possible to hard-wire some of the higher-order control lines of IC11. A close check on all the required codes reveals that binary weights 512 and 256 can be permanently held true. This means that from a control aspect 'N' of 782 is reduced by 768 to 14,

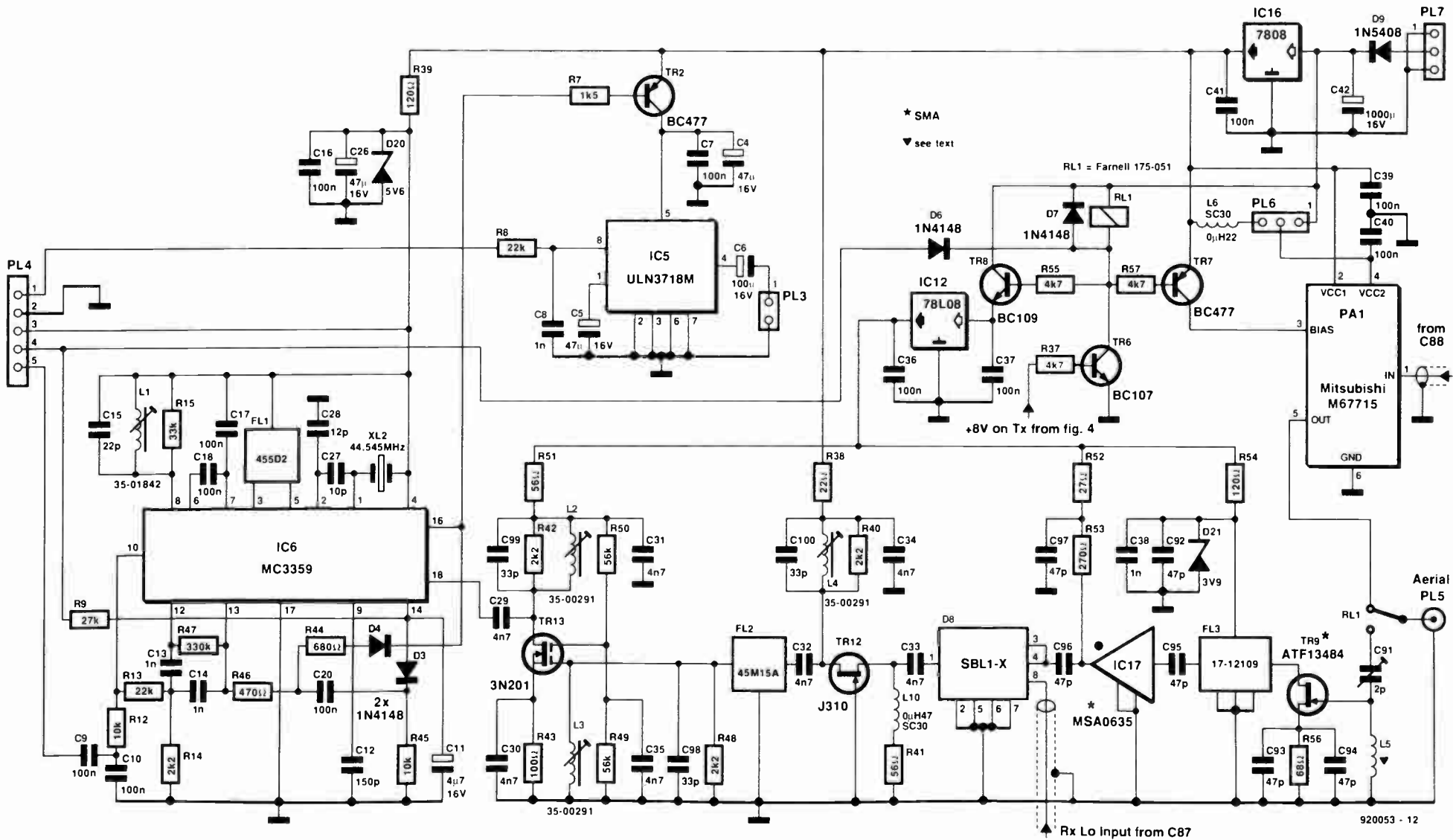


Fig. 2. Circuit diagram of transmit power amplifier, and receiver. Note: SMA = surface mount assembly.

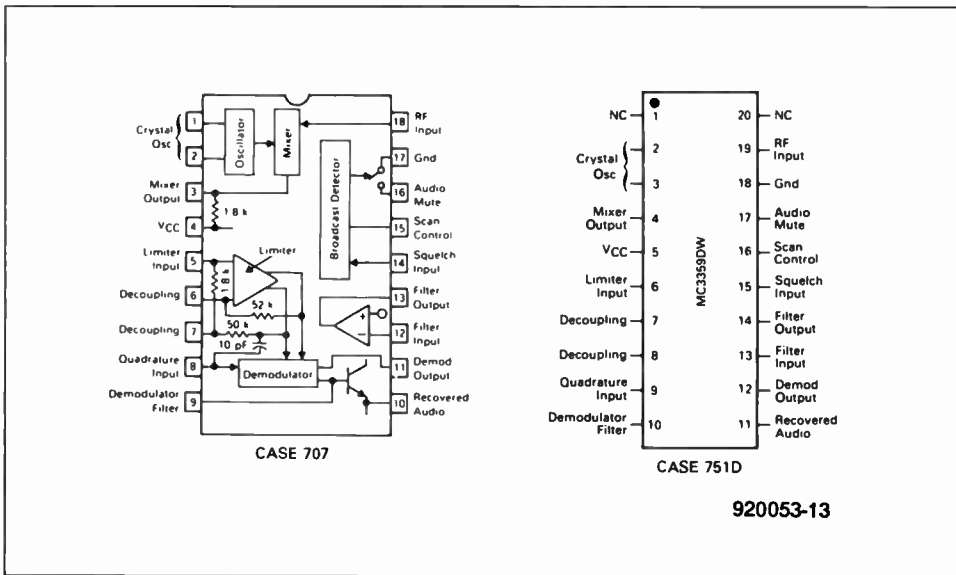


Fig. 3. Block diagram of MC3359 low-power narrowband FM IF (courtesy Motorola).

Channel 5: 1297.500MHz (SM20)

Fitting no diodes at all would cause the radio to operate on 1296.200 MHz, and could be useful for monitoring SSB activity.

To make the radio more flexible, a small add-on PCB is being designed which will replace IC1, IC2 and IC3. This circuitry will allow any repeater shift to be programmed, listen on input, and will also permit the use of thumbwheel or similar switches. The programming data will be held in an EPROM mounted on the PCB.

Construction

It is easiest to fit all the surface mount parts first (on the track side of the PCB). A steady hand, a pair of tweezers and some patience are very necessary to make sound joints. Take time to make sure that the VCO section in particular is well put together as eventually it will be covered by a metal box making subsequent repair less easy. A close-up of the VCO area is shown in Fig. 8.

Note that C93 and C94 are mounted through the PCB after their holes have been cleared out with a 1.5-mm drill (to remove the through hole plate). This ensures that the source leads of TR9 are effectively by-passed to the ground plane.

After all the surface mount parts have been fitted, proceed with the remaining resistors and capacitors, followed by the rest of the ICs. Take care not to make any shorts between component leads and the ground plane.

Finally, fit the Molex connectors, relay, crystals and IC16 bolted to a good heatsink. Do not at this stage fit the RF power amplifier.

Before applying power for the first time check that the board has been correctly assembled and that there are no obvious wiring faults.

thereby reducing the number of lines that need to be manipulated. The actual number range becomes 13, 14 or 15 when covering 1296 MHz to 1298 MHz, and is accounted for automatically in the adders (IC2, IC3 and IC4).

To operate at 1291.125 MHz 'transmit' (repeater input for 1297.125 MHz), the synthesizer has to be shifted up by 39 MHz i.e., the count has to increase by 39 MHz/25 kHz=1560. Converting this to 'N' plus 'A' format gives 'N'=24 and 'A'=24.

If, instead, transmit on 1297.125 MHz was required, then 45 MHz would need to be added, i.e., the count has to increase by 45 MHz/25 kHz=1800. Converting this to 'N' plus 'A' format gives 'N'=28 and 'A'=8.

By comparing the above bit patterns required for these two offsets, it becomes apparent that, on transmit, only the '4' weight needs to be changed in the 'N' count, and the '16' weight in the 'A' count, to select either simplex or repeater transmit. All other weights are required regardless of which transmit mode is chosen.

The addition of either of these two offsets to the receive base numbers is easily accomplished by binary adders IC1, IC2 and IC3.

So, to recap, to calculate the numbers —

and hence diodes — required for a given channel:

1. Calculate the RX local oscillator (LO) frequency ($F_{sig} - 45 \text{ MHz}$).
2. Scale down this frequency by a factor (RX LO Freq./25 kHz).
3. Convert to 'N' plus 'A' ('N' overall/64='N'; remainder='A').
4. Subtract 768 from 'N'. This result should be either 13, 14 or 15 when programming receive frequencies between 1296 and 1298 MHz.
5. Convert 'A' (remainder from 3. above) to binary, i.e., 1, 2, 4, 8, 16, 32.
6. Insert diodes from the selected channel number to the binary weights required to program the given 'A' and hence the desired frequency. When fitting the diodes, ensure that they all 'point' towards R3. The lines on the silk screen around the diode matrix area show where diodes need to be inserted to program the following frequencies to the associated channel.

- Channel 1: 1297.125MHz (RM5)
- Channel 2: 1297.000MHz (RM0)
- Channel 3: 1297.075MHz (RM3)
- Channel 4: 1297.150MHz (RM6)

Testing and alignment

The transceiver is built on one high-quality through-plated, silk screened, solder resisted PCB of about 127 mm x 185 mm,

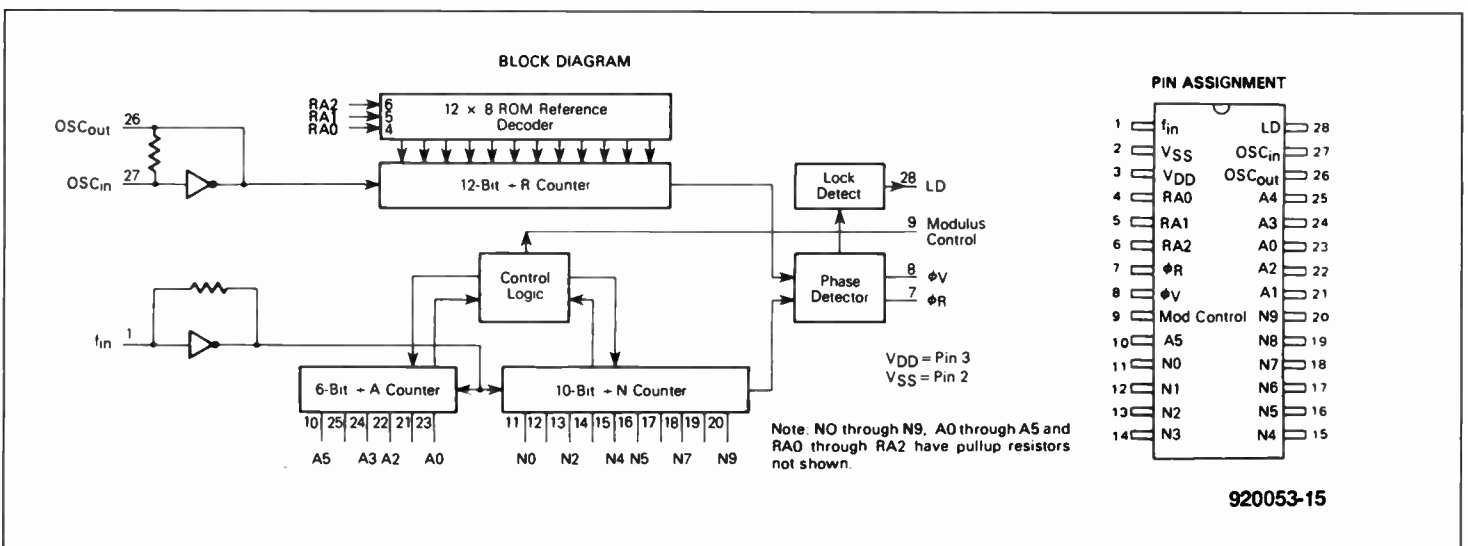
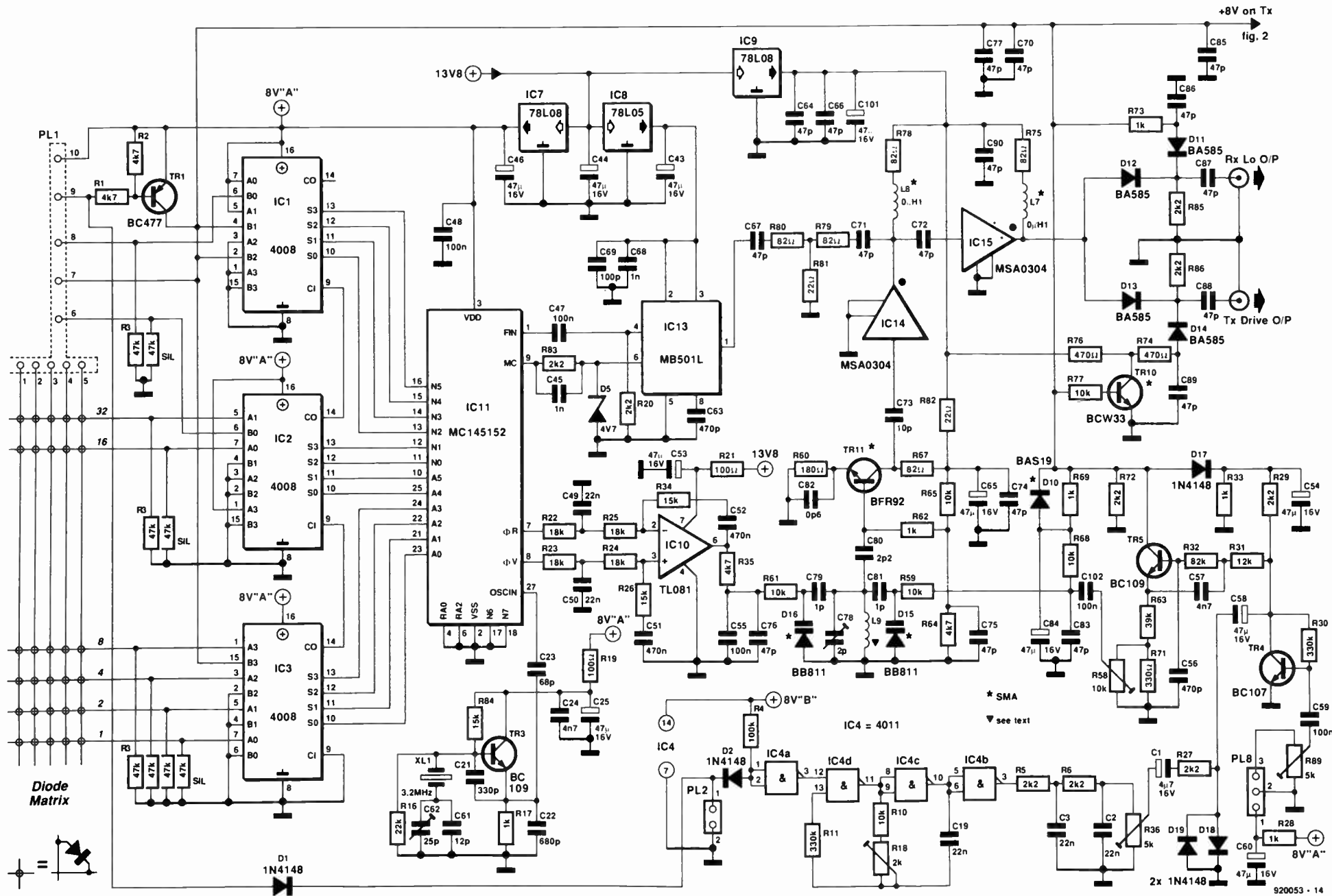


Fig. 4. Block diagram and pinout of MC145152P synthesizer IC (courtesy Motorola).

Fig. 5. Circuit diagram of synthesizer and FM modulator. Note: SMA = surface mount assembly.



which is designed to fit inside a standard die cast box or similar case. The PCB and a number of components to build the transceiver are available from the author.

It is possible to align and test most of the PCB without installing it in its case. Only when the RF power amplifier is to be tested does the unit need to be installed in its case.

It is assumed that the unit has been diode programmed to the desired set of frequencies.

Make all the connections as shown in Fig. 6, and turn the unit on. The supply current should be circa 250 mA with the receiver muted. If the current is vastly more or less, there is probably a fault.

Adjust C78 for a voltage of between 4 V and 5 V on pin 6 of IC10. If necessary, slightly adjust the height of L9.

Turn off the power, and place the VCO cover on the PCB. Mark where the signal tracks would short to the cover. File these areas slightly (0.5-mm clearance is plenty). Carefully place the VCO cover box on the PCB and turn on the power. The voltage on

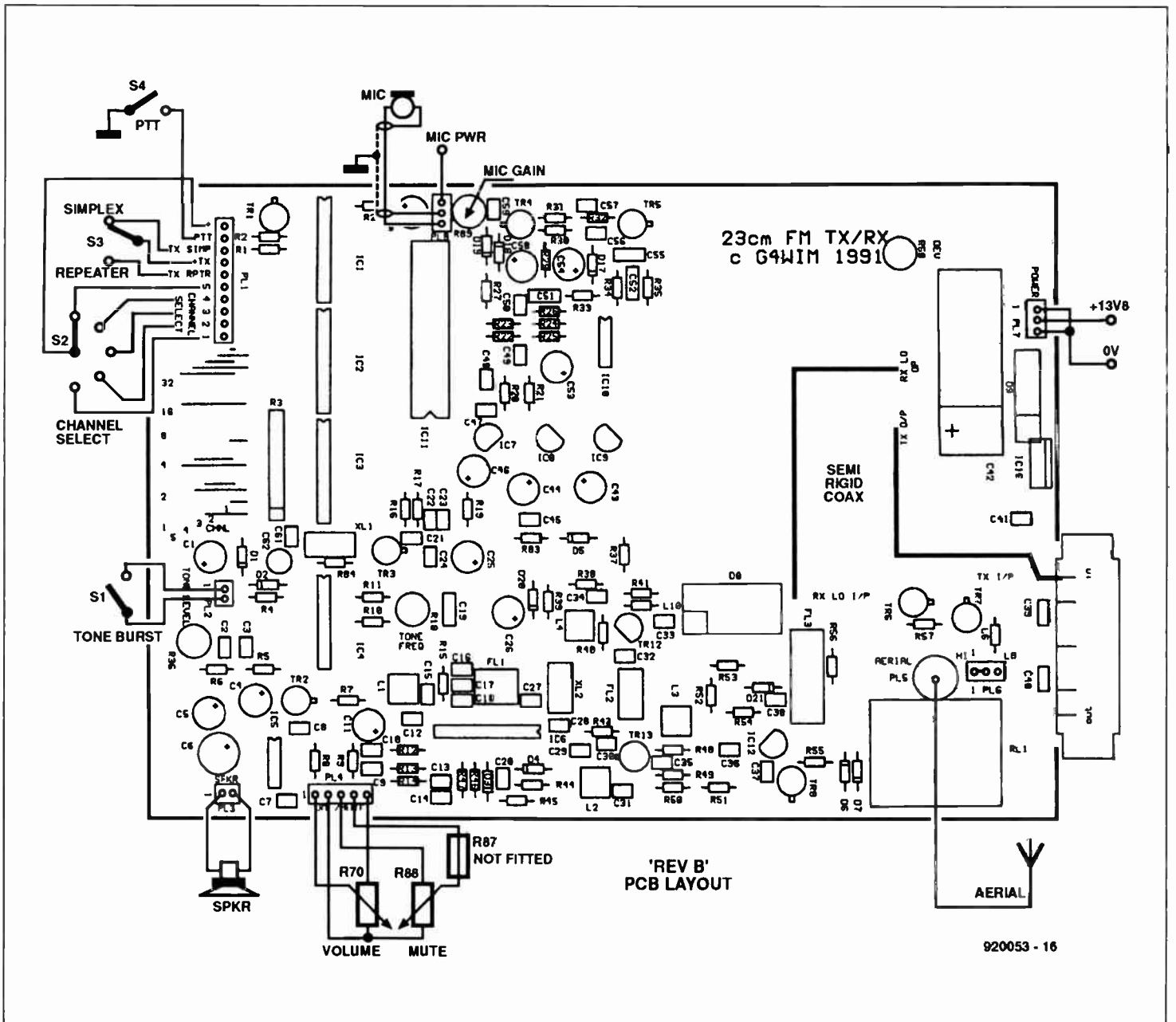
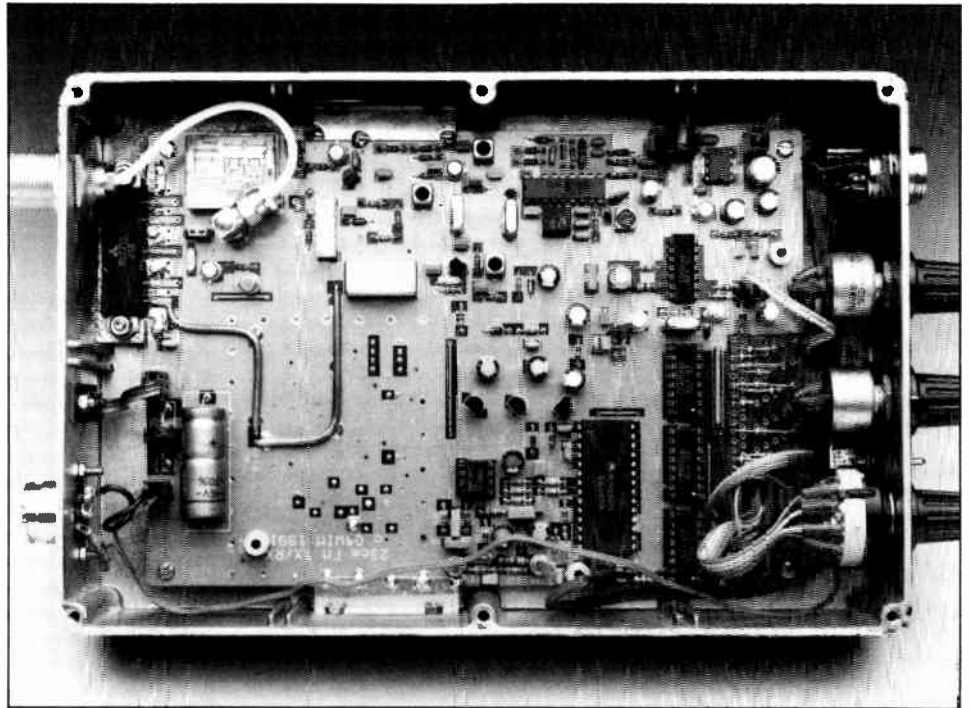


Fig. 6. External connections diagram.

COMPONENTS LIST

* means surface mounted part.
! means Cirkit part number.

Resistors:

5% 0.25-W NK3 Type unless otherwise stated.

* = Chip resistor; 5% RC01 type.

R1;R2;R35;R37= 4kΩ7
R3 = 47kΩ SIL
R4 = 100kΩ
R5;R6;R14;R20;R27;R29;R40;
R48;R83 = 2kΩ2
R7 = 1kΩ5
R8;R13;R16 = 22kΩ
R9 = 27kΩ
R10;R12;R45;R59;R61 = 10kΩ
R11;R30;R47 = 330kΩ
R15 = 33kΩ
R17;R28;R33;R62 = 1kΩ
R18 = 2kΩ preset
R19;R21;R43 = 100Ω
R22;R23;R24;R25 = 18kΩ
R26;R34;R84 = 15kΩ
R31 = 12kΩ
R32 = 82kΩ
R36;R89 = 5kΩ preset
R38 = 22Ω
R39;R54 = 120Ω
R41;R51 = 56Ω
R42;R72;R85;R86 = 2kΩ2 chip *
R44 = 680Ω
R46 = 470Ω
R49;R50 = 56kΩ
R52 = 27Ω
R53 = 270Ω
R55;R57 = 4kΩ7
R56 = 68Ω
R58 = 10kΩ preset
R60 = 180Ω
R63 = 39kΩ chip *
R64 = 4kΩ7 chip *
R65;R68;R77 = 10kΩ chip *
R66 = not fitted
R67;R75;R78;R79;R80 = 82Ω chip *
R69;R73 = 1kΩ chip *
R70 = 10kΩ log. pot
R71 = 330Ω chip *
R74;R76 = 470Ω chip *
R81;R82 = 22Ω chip *
R88 = 10kΩ lin. pot

Capacitors:

pF chip * capacitors are 0805 size,
nF chip * capacitors are 1206 size.
All capacitors are subminiature, 0.1" radial fitting types unless otherwise noted.

C1;C11 = 4.7μF 16 V
C2;C3;C49;C50 = 22nF
C4;C5;C25;C26;C43;C44;C46;C53;C54;C58;
C60;C65;C84;C101 = 47μF 16 V
C6 = 100μF 16 V
C7;C9;C10;C16;C17;C18;C20;C36;C37;C41;
C47;C48;C59 = 100nF
C8;C13;C14;C38;C45 = 1nF
C12 = 150pF
C15 = 22pF
C19 = 22nF 0.2"

C21 = 330pF
C22 = 680pF
C23 = 68pF
C24;C29-C35 = 4.7nF
C27 = 10pF
C28;C61 = 12pF
C39;C40;C102 = 100nF chip *
C42 = 1000μF 16 V axial
C51;C52 = 470nF 0.2"
C55 = 100nF 0.2"
C56 = 470pF
C57 = 4.7nF
C62 = 25pF trimmer
C63 = 470pF chip *
C64;C66;C67;C70;C71;C72;C74-
C77;C83;C85-C90;C92-C97 = 47pF chip *
C68 = 1nF chip *
C69 = 100pF chip *
C73 = 10pF chip *
C78;C91 = 2pF trimmer
C79;C81 = 1pF chip *
C80 = 2.2pF chip *
C82 = 0.6pF chip *
C98;C99;C100 = 33pF chip *

Note: C93 and C94 are fitted through the PCB after the holes have been drilled out by a 1.5-mm drill. Necessary to remove the through hole plating.

Semiconductors:

TR1;TR2;TR7 = BC477
TR3;TR5;TR8 = BC109
TR4;TR6 = BC107
TR9 = ATF13484 *
TR10 = BCW33 *
TR11 = BFR92 *
TR12 = J310
TR13 = 3N201
IC1;IC2;IC3 = CD4008
IC4 = CD4011
IC5 = ULN3718M
IC6 = MC3359
IC7;IC9;IC12 = 78L08
IC8 = 78L05
IC10 = TL081
IC11 = MC145152P2
IC13 = MB501L
IC14;IC15 = MSA0304 *
IC16 = 7808
IC17 = MSA0635 *
PA1 = M67715 (Mitsubishi)
D1-D4;D6;D7;D17;D18;D19 = 1N4148
D5 = 4.7V zener
D8 = SBL1-X
D9 = 1N5408
D10 = BAS19 *
D11-D14 = BA585 PIN *
D15;D16 = BB811 *
D20 = 5.6V zener
D21 = 3.9V zener
Programming diodes 1N4148 types as required.

Inductors:

L1 = 35-01842 !
L2;L3;L4 = 35-00291 !
L5 = see below
L6 = 0.22μH SC30
L7;L8 = 0.1μH *

L9 = see below
L10 = 0.47μH SC30

L5 and L9 are pieces of 22 SWG tinned copper wire soldered 1.5-mm above the PCB on the track side between the relevant pads.

Miscellaneous:

XL1 = quartz crystal 3.2 MHz
XL2 = quartz crystal 44.545 MHz
FL1 = filter 455D2
FL2 = filter 45M15A
FL3 = filter 17-12109 !
PL1 = 10-way Molex
PL2;PL3 = 2-way Molex
PL4 = 5-way Molex
PL5 = SMA coax socket
PL6;PL7;PL8 = 3-way Molex
RL1 = 175 051 (Farnell)
S1 = single pole momentary action
S2 = single pole 5 way
S3 = single pole change over
S4 = PTT (usually part of microphone assembly)
Semi-rigid coax for RX LO and TX drive connections.

Note: S2 could be 2-pole 6-way, the second pole being used as the power switch, as per prototype.

Sockets as required for external microphone, speaker and power connectors.

Hardware:

4 off Tapped 8mm high pillars.
1 off RF power amplifier mounting block
50x15x6mm aluminium.
1 off Diecast box 220x150x55mm minimum size.
VCO cover 70x53x6mm (internal dimensions) made from 0.5-mm brass or similar.

Cirkit PLC are at Park Lane, Broxbourne, Herts EN10 7NQ, England. Telephone: (0992) 444111. Fax: (0992) 441306.

For PCBs and component sets, contact the author:

Mr. T. Forrester, 12 Lime Close, Hartwell, Northants NN7 2PS, England.

Latest issue PCBs are 'Rev. C'. On these, R62, R60, R61 and R59 become surface-mount assembly (SMA) parts. This PCB also has provision for a PIN diode antenna changeover, and DC FM for 9,600 baud Packet Radio.

KERBER KLOCK IV

Musical grandfather clocks are still very popular in many households. This article describes how electronics have been applied to build a microprocessor-based digital clock with twelve different melodies which are selected by the user.

By R. J. 'Bob' Kerber

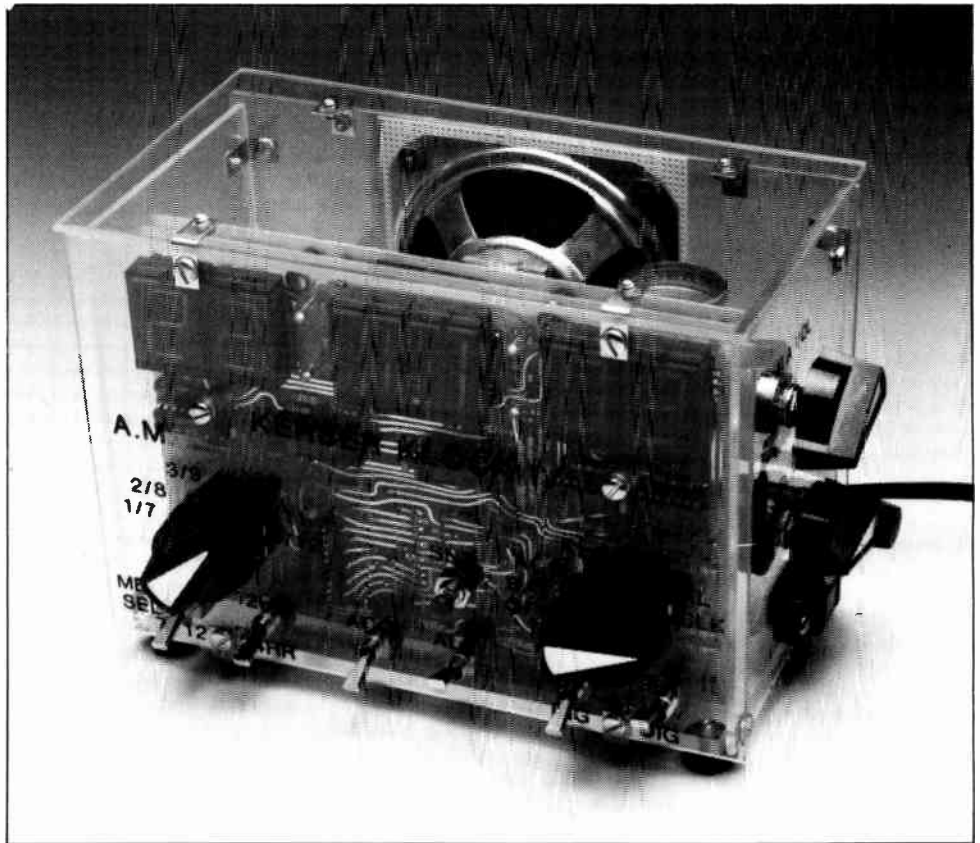
THE construction of the enclosure can be at the discretion of the user. For those interested in woodworking projects, the electronics could be housed in a mantle clock or carriage clock made of solid walnut, cherry, or whatever. Other materials could be metal, plywood, paneling, or anything else that comes to mind. This article describes the author's enclosure, which uses clear plastic. A clear enclosure is not only an interesting conversation piece but is a unique method of displaying one's handiwork. The enclosure is 7.5 inch wide, 5.5 inch high and 4 inch deep (approx. 191 × 140 × 102 mm).

The Kerber clock plays a melody on the quarter hour, similar to a grandfather clock. There are 12 preprogrammed melodies, which are user selected by a rotary switch on the front panel. At 15 minutes past the hour, a quarter of the melody will be played. At half past the hour, half the melody will be played, and so on, until the entire melody is played on the full hour. Almost any melody can be preprogrammed into the clock at the request of the user — contact the Kerber Klock Ko. for details.

Circuit description

At the heart of the circuit (Fig. 1) is a Motorola 6802 microprocessor. The 6802 has its own internal clock and driver, requiring only an external crystal. It also has 128 bytes of on-chip RAM, which is nice as long as no more RAM is needed because it does not require external RAM with additional address decoding circuitry.

A 51-k Ω resistor and a 4.7- μ F capacitor provide a power-on RESET to pin 40 of the CPU. A 4-MHz crystal oscillator is used to provide an external clock frequency to run the processor. The 60 Hz (or 50 Hz) mains frequency is shaped by a 74HC14 inverting Schmitt trigger gate. This frequency is used to run the clock when there is mains power. A 1.2-k Ω resistor monitors the transformer secondary voltage for a power failure. If the mains power fails, the clock switches to another 60 Hz (or 50 Hz) source: the 6840,



whose timing signal is gated through to the NMI\ (non-maskable interrupt) pin of the 6802. The NMI\ is used for timing the digital clock and the length of the tones in the melodies.

The IRQ\ (interrupt request) line of the CPU is used for multiplexing the 7-segment LED displays. A 74HC14 gate functions as an oscillator operating at about 2.8 kHz.

A 2532, 2732 or 2764 EPROM stores the machine language program that tells the processor what to do. If a 2532 is used, a jumper wire is required from E1 to E2, and one from E3 to E4. If a 2732 or 2764 is used, a jumper wire is required from E2 to E3, and one from E4 to E5. The jumpers are required owing to these devices having different pins for the same signals. When a 2764 is used, a 28-pin socket is required. The 2532 and 2732 devices can use either a 24 or 28-pin socket. When a 28-pin socket is used, the 24-pin device is inserted in the bottom set of holes (the top is pin 1), as shown on the component location diagram.

Address decoding starts with the 74LS138. Valid memory address (VMA) and the E clock are 'ANDed' through a 74LS00 gate at pin 3 to provide a logic low signal VMA*E\ . Address line A15 and VMA*E\ enables the 74LS138 to recognize A14, A13 and A12, which causes the appropriate output to go low when true. For example, when signals A15, A14, A13 and A12 are all high, pin 7 (F000) goes low, enabling the EPROM.

Address E000 from address decoder pin 9 is not used. The letters 'N.C.' in the circuit diagram indicate 'no connection'.

Address D000 from pin 10 enables the 6840 PTM (programmable timer module). The PTM is designed to provide variable time intervals. It has three 16-bit binary counters, three corresponding control registers, and a status register. These counters are under software control, and are used to generate frequencies for the melodies, the alarm, and a 60-Hz frequency used to keep the clock going when on battery backup.

Address C000 (pin 11) is not used.

Address B000 from 74LS138 (pin 12) is used to interrogate the switches inputting to the 74LS244-2, while address A000 from pin 13 interrogates the switches inputting to the 74LS244-1. Switch interrogation occurs 60 times a second (i.e., every 16.67 ms). The 5.6-k Ω resistors pull the inputs of both 74LS244s logic high unless a particular switch pulls that input low. When the processor addresses a switch decoder, it reads the information supplied by the decoder via data lines D7 through D0. The bit combination read back determines what happens. For instance, if switch Sa is in the CAL position, data line D1 instructs the processor to display the date.

Address 9000 from 74LS138 pin 14 is used to determine which of the six display digits, the AM LED or the ACO solid-state relay (SSR) is to be selected. When pin 14 goes low, it causes the data on the data bus (D7 through D0) to be latched into the 74LS374-2 octal D-type flip-flop, and to appear at its output. The ULN2001 is a high-voltage, high-current, Darlington transistor array. An alternative part, the ULN2003,

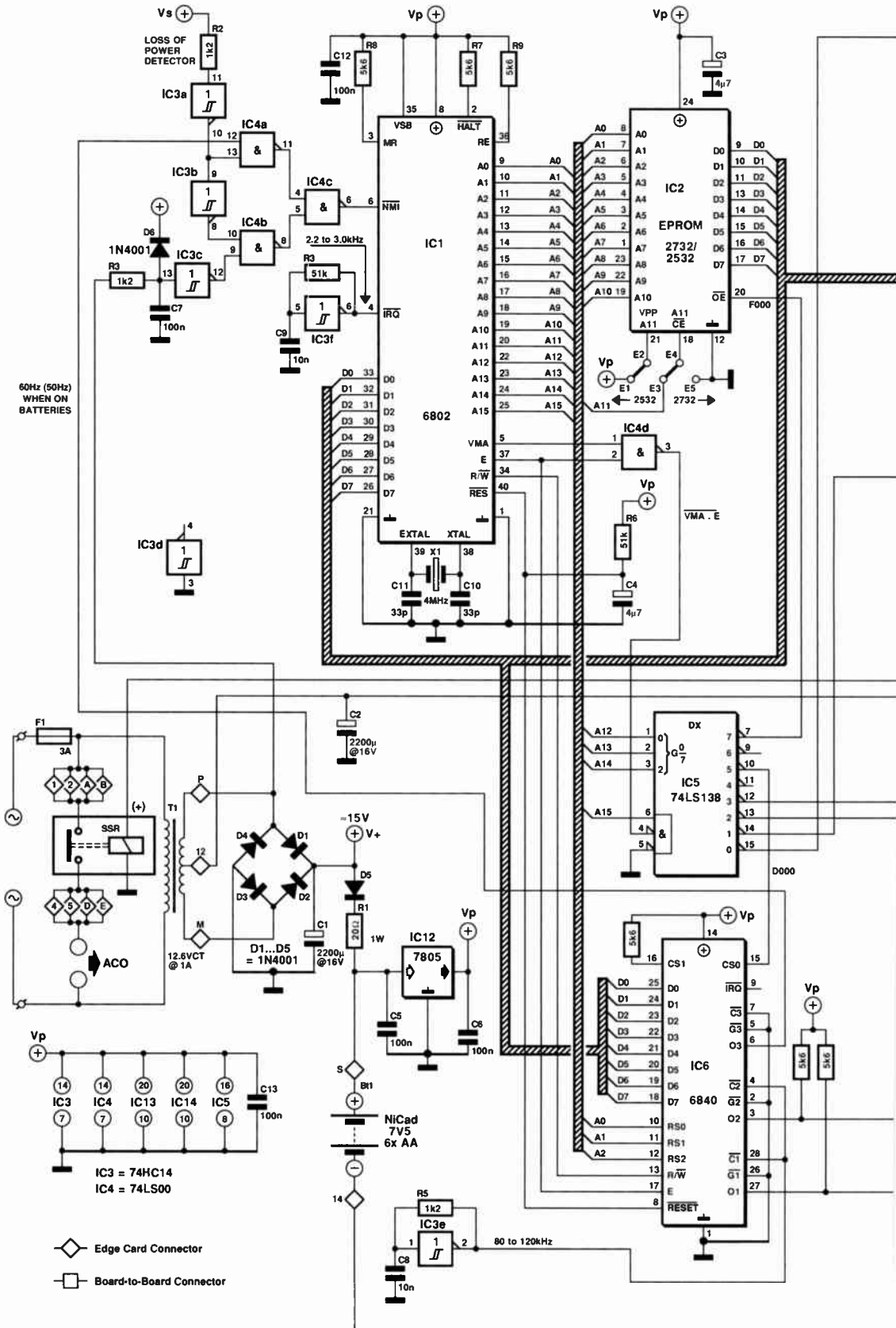
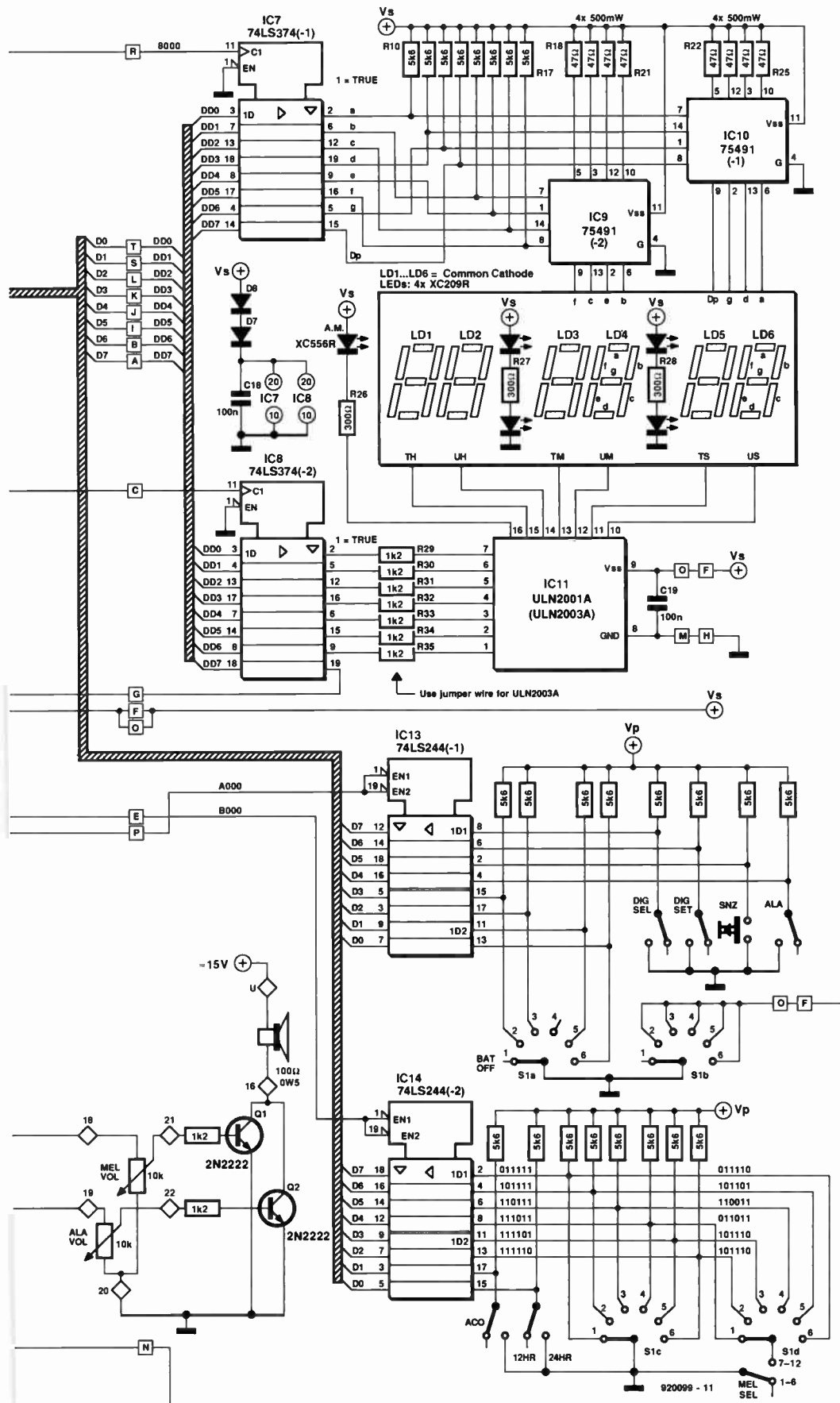


Fig. 1. Circuit diagram of the Kerber Klock.



may be used, provided the seven 1.2-k Ω input resistors are replaced with #22 AWG solid wire.

Address 8000 from 74LS138 pin 15 determines which display segments including the decimal point (DP) are to be tuned on. A low level on pin 15 causes data to be latched into the 74LS374-1, and to appear at the outputs. The 75491-1 and 75491-2 are quad LED segment drivers. The eight 1/2-watt resistors limit the current through the LED segments, thus determining the brightness level. Too large a resistor will make the displays dim, while too small a resistor could burn them out.

Power supply

The rectifier circuit is a full-wave bridge type using four 1N4001 diodes to rectify the 12.6-V a.c. secondary voltage of the mains transformer. A 2200- μ F capacitor, C1, is used to smooth the rectified voltage, which is about 15 V d.c. The rectified voltage is fed to the 5-V regulator, the loudspeaker driver, and the NiCd rechargeable batteries. The centre tap of the transformer provides a secondary voltage, which is filtered by another 2200- μ F capacitor, C2.

A 20- Ω , 3-watt resistor is inserted in the 7805 input voltage line to take some of the heat away from the regulator, and provide current limiting to trickle-charge the NiCd batteries. Diode 1N4001 (CR5) prevents battery current from flowing back through the 20- Ω resistor on power failure. The V_p voltage is backed up by NiCd batteries. On battery back-up, the displays will go dark, but the internal circuitry will keep track of the correct time, so that when AC power returns, the correct time will be displayed. The V_s voltage is not required upon loss of power.

Features and functions

The Kerber Klock has two display modes: 12-hour (12:00:00) or 24-hour (00:00:00). Either option is selected by the switch marked 12 HR/24 HR. When in the 12-hour mode, an LED below the tens-of-hours digit will turn on, indicating the time is AM. Switching between 12 HR and 24 HR position changes the display instantly.

The calendar is displayed for two seconds every ten seconds. The date is displayed in the form MM:DD:YY, where MM is the month, DD is the day and YY is the year. The correct number of days is displayed for any particular month. Leap year is calculated by dividing the year by four. If it divides evenly, 29 days are displayed for February, if not, 28 days are displayed.

To disable displaying the date, turn the right-hand rotary switch to the CAL position, and push the SNZ (snooze) button. When the rotary switch is turned back to RUN position, the date will not be displayed. To return to displaying the date, repeat the procedure. A reboot of the system will also cause the date to be displayed.

The alarm is a true 24-hour alarm. When

the clock time equals the preset alarm time, and the ALA switch is up, the alarm will sound. The alarm will sound for one minute unless it is terminated by putting the ALA switch down, or by pushing the SNZ button (which will turn the alarm off for 10 minutes). The SNZ button may be pushed as many times as desired, until the alarm is disabled by the ALA switch. The alarm volume can be set by pushing the SNZ button with the ALA switch up.

The AC outlet (ACO) on the right side of the case is an accessories outlet which can control small appliances rated up to 3 A (300 W) maximum. It can be used to turn off a radio and/or a light automatically after you go to sleep, and turn them on in the morning when the alarm comes on. There is a 99-hour and 59-minute counter which can be set in one-minute increments. The ACO is a down counter, and will stay on for the preset time period as long as the ACO switch is up. The ACO will turn on at the alarm time if the ACO and ALA switches are up. Putting the ALA switch down will turn off the alarm but not the ACO.

The melodies are selected by combining the left-hand rotary switch, Sc, with the MEL SEL toggle switch. With MEL SEL in the up position (1-6), melodies one through six are selected by Sc. With MEL SEL in the down position (7-12), melodies seven through twelve are selected by Sc. Any melody can be played on demand by pushing the SNZ button with the ALA switch down. The standard version of the Kerber Klock IV is preprogrammed to play the following melodies:

1. Westminster Chimes
2. London Bridge
3. Somewhere My Love
4. The Way We Were
5. Love Me Tender
6. Strangers In The Night
7. More
8. The High And The Mighty
9. Misty
10. Jingle Bells
11. Oh! Susanna
12. Everybody Loves Somebody

Setting the time (CLK)

Rotate the right-hand rotary switch (Sa) to the CLK position. This will freeze the clock time on the display (HH:MM:SS). Put the SEL DIG (select digit) toggle switch in the up position. A lit decimal point indicates the digit that is ready to be changed. Put the SET DIG (set digit) toggle switch in the up position. The digit with its decimal point lit will start to increment at a 2-Hz rate. Seconds will be reset to 00. Put the SET DIG switch down when the desired number is displayed. Put the SEL DIG switch down and back up to move to the next digit. Set the desired number using SET DIG as done before. Do this for the other digits.

Setting the calendar (CAL)

Rotate switch Sa to the CAL position. This

will freeze the date on the display (MM:DD:YY). Put SEL DIG in the up position. A lit decimal point indicates the digit that is ready to be changed. Put the SET DIG (set digit) toggle switch in the up position. The digit with its decimal point lit will start to increase at a 2-Hz rate. Put the SET DIG switch down when the desired number is displayed. Put the SEL DIG switch down and back up to move to the next digit. Set the desired number using SET DIG as done before. Do this for the other digits, and rotate Sa to RUN position. Note that the time of day was not affected while setting the date.

Setting the alarm (ALA)

Rotate Sa to the ALA position. The procedure for setting the alarm time is the same as that for setting the time of day. If in the 12-hour mode, be sure the AM LED is on for AM alarm setting. Rotate Sa to RUN position after the alarm time is set correctly.

To set the alarm, put the ALA switch in the up position. Note that the decimal point of the digit above the ALA switch will come on. This allows the user to tell, in the dark, that the alarm has been set. Set the ALA VOL as desired while pushing the SNZ button. When the time of day is the same as the alarm setting, the alarm tone will sound for one minute unless the ALA switch is put down, or the SNZ button is pushed. The SNZ button turns the alarm tone off for 10 minutes.

Setting the AC outlet (ACO)

Rotate Sa to ACO position. The procedure for setting the counter is the same as that for setting the time of day, except the hours can be set to 99. Putting the ACO switch up will turn on the SSR, which puts mains voltage on the AC outlet on the right side panel of the clock, and start the counter counting downward. When the ACO counter reaches 00:00:00, the AC outlet will turn off. The decimal point above the ACO switch will be lit.

Construction

The construction of the clock is set out in great detail in the manual supplied by the Kerber Klock Ko. The manual also contains the component mounting plans of the two printed circuit boards, a detailed parts list, and a components source list. Prices of a number of items used to build the clock, as well as parts kits, EPROM listings, preprogrammed EPROMs, etc., are indicated on the order form which you can obtain from

Kerber Klock Kompany
R. J. 'Bob' Kerber
36117 Hillcrest Drive
Eastlake, OH 44095
U.S.A.
Telephone (216) 946-3898

Finally, make sure to state 50 Hz mains or 60 Hz mains when ordering or asking for details. ■

ANALOGUE OPAMP INTEGRATOR CIRCUITS

HOW THEY WORK, HOW TO DESIGN THEM AND WHAT MISTAKES ARE MADE

By Joseph J. Carr

INTEGRATION is the mathematical process of finding the area under a curve. While the mathematics of integration are beyond the scope of this article, the underlying concept is not. If you want to find the area under a time varying voltage, then you might apply the mathematics of integral calculus to arrive at a number.

Alternatively, you might use an analogue integrator circuit. The same circuit can also be used to find the time average of a varying voltage.

In Fig. 1 a time-varying voltage signal represents a pressure transducer output. In this particular case, the signal is the output of a human arterial blood pressure transducer used in medical electronics (any other example would also suffice). Notice that the pressure/voltage varies with time from a low non-zero value ('diastolic') to a high peak value ('systolic') between times T_1 and T_2 (which represents one cardiac cycle). If we want to know the mean arterial pressure (MAP), we would want to find the area under the curve, as shown by the formula in Fig. 1.

Before discussing the circuit, let us first mention the math notation. The \int symbol indicates that the integration process will be applied on the pressure signal, P , over the time interval T_1 to T_2 . The ' dt ' indicates that the integration takes place with respect to time. The mean arterial pressure over the T_2-T_1 interval, also denoted by \bar{P} , is the integral of the voltage signal representing the pressure. From this illustration we can see that the integrator serves to find the time-average 'mean' value of an analogue voltage waveform — it does not have to be a blood pressure signal.

Passive R-C integrator circuits

Perhaps the simplest form of integrator and differentiator circuits are made from simple resistor (R) and capacitor (C) elements, as shown in Fig. 2. You may recognize this circuit as a passive low-pass filter. The R - C low-pass filter (integrator) has a -6 dB/octave falling characteristic frequency response.

The operation of the integrator is dependent upon the time constant of the R - C network (i.e. $R \times C$). In most cases, we want the integrator time constant to be long (i.e., $>10\times$) compared with the period of the signal being integrated. We can cascade several integrators in order to enhance the effect, and also increase the slope of the frequency response fall-off,

although only at the expense of severe signal amplitude loss.

Active op-amp integrator circuits

The operational amplifier makes it a lot easier to build active integrator circuits. Fig. 3 shows the standard operational am-

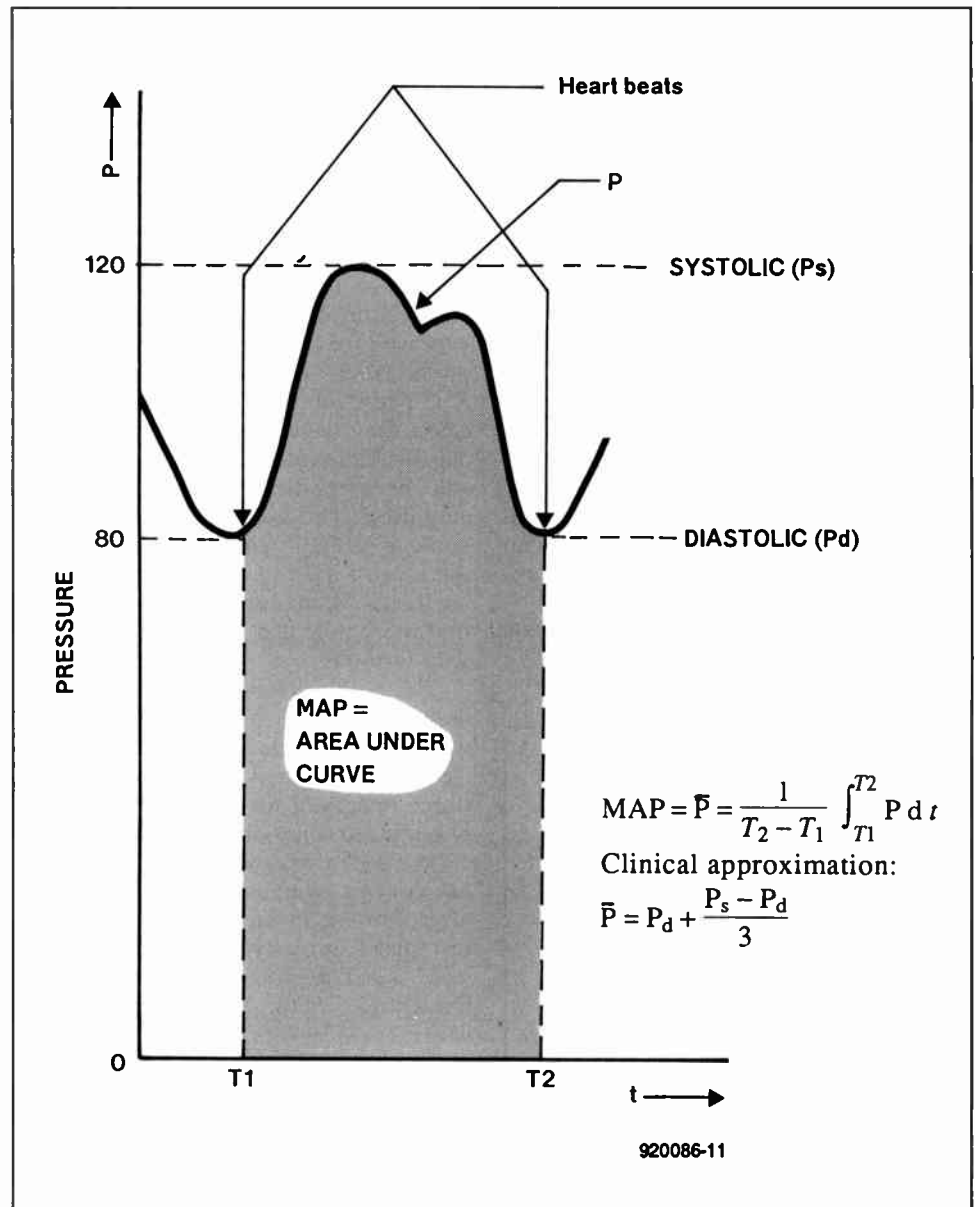


Fig. 1. Blood pressure vs. time curve. P is a time varying voltage from a pressure transducer.

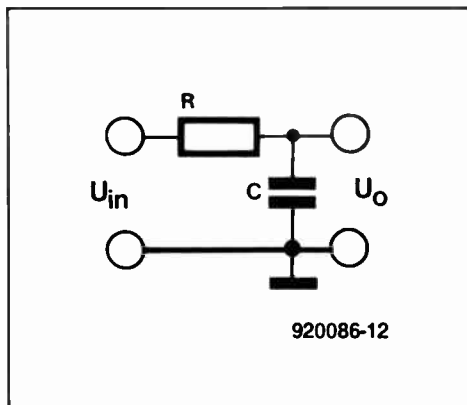


Fig. 2. Passive resistor-capacitor (R-C) integrator circuit.

plifier version of the Miller integrator circuit. An IC operational amplifier is the active element; a resistor is in series with the inverting input and a capacitor is in the feedback loop. The output voltage of the integrator circuit is dependent upon the input signal amplitude and the R-C time constant. The transfer equation for the Miller integrator is:

$$U_o = \frac{-1}{RC} \int_0^t U_{in} dt + K \quad (1)$$

Where:

U_o and U_{in} are in the same units (volts, millivolts, etc.);

R is in ohms (Ω);

C is in farads (F);

t is in seconds (s);

K is a constant in volts (same units as U_o and U_{in}).

The expression of Eq. [1] is a way of saying that the output voltage is equal to the time-average of the input signal, plus some constant K which is the voltage that may have been stored in the capacitor from some previous operation (often zero). Alternatively, K may represent an offset error voltage in either the input signal or the operational amplifier itself — and therein is found a problem with textbook integrator circuits.

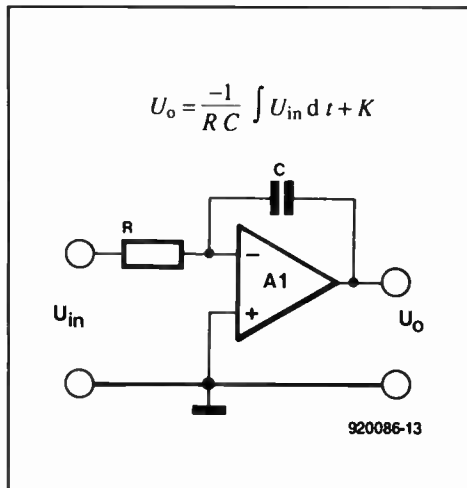


Fig. 3. Miller opamp integrator circuit.

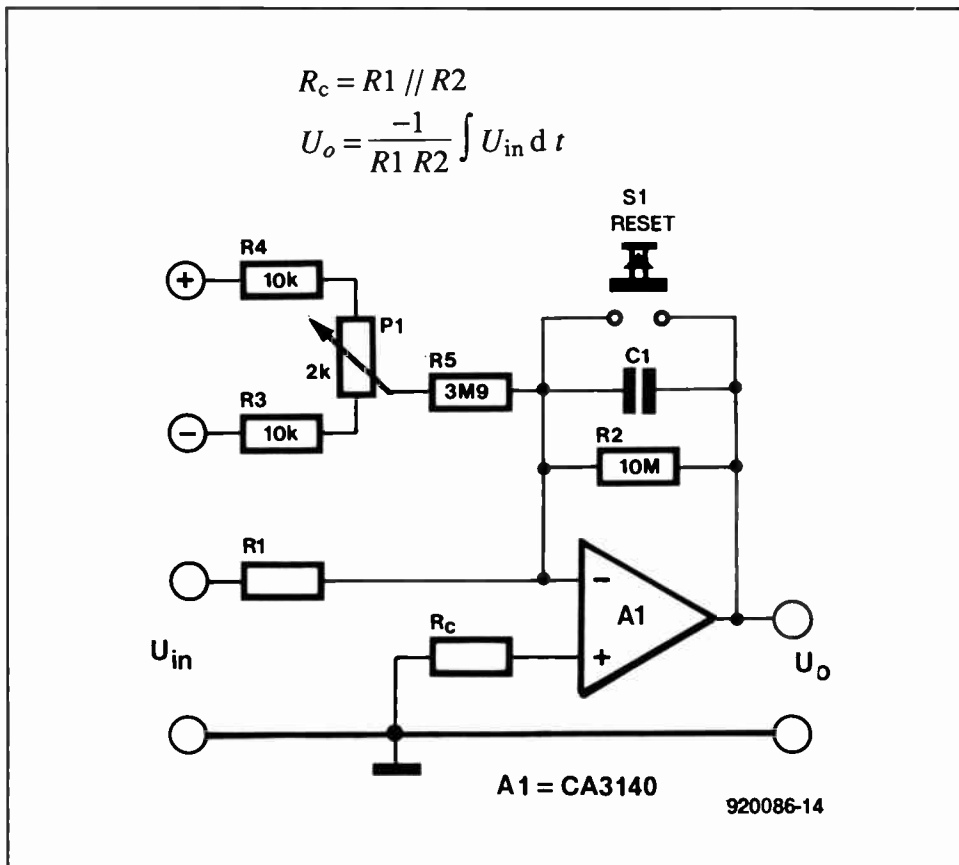


Fig. 4. Practical Miller opamp integrator circuit.

Practical Miller integrator circuits

The circuit shown in Fig. 3 is classic, and appears in textbooks and magazine articles. Unfortunately, it also does not work very well (or at all in some cases) because of the offset voltage problem (a demon $K!$). These circuits are too simplistic because they depend upon ideal input signals that are symmetrical about zero volts, and the properties of 'ideal' operational amplifiers. Unfortunately, the real kind-you-can-go-buy opamps fall far short of the ideal device that was in the mind of the textbook writer. In real circuits we find that integrators saturate very shortly after turn-on.

The problem with the opamp integrators was driven home to me when I worked in a medical school/hospital bioelectronics lab, and had to build an electronic integrator for one of the customers of our electronics laboratory. When I used a Type 741 operational amplifier, the output voltage saturated within milliseconds after turn-on. In fact, saturation came so fast that I initially thought the opamps were bad. The problem was that the input bias currents of the opamp (which are zero in ideal devices) create a high enough output voltage to fully charge the capacitor in the feedback loop very rapidly.

There is another problem with this kind of circuit, and it magnifies the problem of saturation. This circuit has a very high gain with certain values of R and C . Let us pick an example and see what this gain

can mean. The voltage gain (A_v) of this circuit is given by the term $-1/RC$ (1) so what is the gain with a 0.01- μ F capacitor (certainly not a 'large' capacitor in conventional wisdom) and a 10,000-ohm resistor (note: 0.01- μ F is 10^{-8} farads)? The gain is calculated as follows:

$$A_v = -1/RC$$

$$A_v = -1/(10^4 \text{ ohms})(10^{-8} \text{ farads})$$

$$A_v = -1/10^{-4}$$

$$A_v = -10^4 = -10,000$$

With a gain of $-10,000$, a +1-volt DC signal applied to the input will try to produce a $-10,000$ volt output. Unfortunately, the operational amplifier's negative output potential is limited to a range of -5 to -20 volts, depending upon the device selected and the applied $V-$ power supply voltage. For this case, the operational amplifier will slew to saturation very rapidly! If we want to keep the output voltage from saturating, then we must either keep the R-C time constant under control, or prevent the input signal from rising too high (not good!). If the maximum output voltage allowable is 10 V, then the maximum input signal is $10 \text{ V}/10,000$, or 1 mV. Obviously, the best solution is to keep the R-C time constant within bounds.

When I built my first analogue integrator, and found that 741 devices were not suitable, I turned to high-cost premium grade opamp devices. At that time, a premium 725 device cost \$15, and it suffered the same problems as the 741. The only difference between the \$15 premium

opamp and the \$0.50 741 device is that on the \$15 opamp the output saturated slowly enough for me to watch it on an oscilloscope or voltmeter — about four seconds — instead of nearly instantaneously. Unfortunately, this was still not acceptable.

Applying a waveform to the input of even the premium op-amp integrator allowed me to see the output waveform rise up the screen of the oscilloscope and disappear off the top of the screen!

How to solve the problem

Fortunately, there are some practical design tactics that will allow us to keep the integration capability, while getting rid of the problems. A practical integrator is shown in Fig. 4. The heart of this circuit is a BiMOS operational amplifier, Type CA3140, or its equivalent BiFET type (the CA3130 or CA3160 will also work; Type CA3240 is a dual CA3140 with the same pin-outs as an LM1458). The reason that this device works so well is that it has a low input bias current (having a MOSFET input circuit with a $1.5 \times 10^{12}\text{-}\Omega$ input impedance). When I tested close to a dozen different opamps for the circuit the CA3140, which cost only about two dollars, they out-performed devices costing ten times as much.

Capacitor C1 and resistor R1 in Fig. 4 form the integration elements, and are used in the transfer equation. Resistor R2 is used both to discharge C1 to prevent DC offsets from either the input signal or the opamp itself from saturating the device; its value should be 10 to 20 M Ω . Resistor R2 also limits the gain at low frequencies. The 'RESET' switch is used to set the capacitor voltage back to zero (to prevent a 'K' factor offset) before the circuit is used. In some measurement applications, the circuit initializes by closing S1 (or a relay equivalent) momentarily.

Because of R2 in the circuit we must place a constraint on the transfer equation: the equation is valid only for frequencies greater than or equal to F in Eq. [1]:

$$F = \frac{10^6}{2\pi R_2 C} \quad (2)$$

Where:
F is the cut-off frequency in hertz (Hz);
R2 is in ohms (Ω);
C is in microfarads (μF).

There is a compensation resistor, R_c, between the non-inverting input of the operational amplifier and ground. This resistor cancels the effects of input bias current and improves thermal drift performance (²). It has a value equal to the parallel combination of R1 and R2:

$$R_c = \frac{R_1 R_2}{R_1 + R_2} \quad (3)$$

There may still be a minor drift problem, so potentiometer P1 is sometimes added to the circuit to cancel it. This component adds a small countercurrent to the inverting input through resistor R5. To adjust this circuit, set P1 initially to mid-range. The potentiometer is adjusted by shorting the V_{in} input to ground (or setting V_{in} = 0), and then measuring the output voltage. Press S1 to discharge C1, and note the output voltage should go to zero and stay there. If it does not, then turn P1 in the direction that counters the change of V_o after each time S1 is pressed. Keep pressing S1 and then making small changes in P1 until you find that the output voltage stays very nearly zero, and remains constant, after S1 is pressed (there will be some long-term drift normally). If drift becomes important, and the output voltage range can be limited to less than $\pm 5\text{ V}$, it is possible to make the CA3140 operate in a low-noise mode. Remember to use the 8-pin metal can package type, rather than the more common 8-pin miniDIP, and place an expandable heatsink (the kind made for TO-5 metal transistor packages) on it. Limit the DC power supplies to $\pm 5\text{ V}$.

Conclusion

The Miller integrator circuit is based on the operational amplifier. With proper selection of the opamp, and a couple circuit precautions, the Miller integrator will work well in signals processing circuits. ■

Notes (tech. ed.):

1. Strictly speaking, the gain is given by the term $-1/\omega RC$, where $\omega = 2\pi f$. However, since we are dealing with near-DC signals here, ω will be very small, which allows the simpler term to be used with impunity.
2. If the signal source is AC-coupled: I_{BIAS} of the CA3140 is about 50 pA, so that an offset of 0.5mV is introduced with R_C=10M Ω . This offset, in turn, causes a noise voltage of about 400nV/ $\sqrt{\text{Hz}}$.

PREVIEW
Speaker Builder

Issue 5, 1992

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AUDIO-VIDEO PROCESSOR TYPE AVP300 – PART 4

An ELV design

THE audio-video processor is constructed on four printed circuit boards: potmeter board, measuring 314.5×159.5 mm (Fig. 9), motherboard, measuring 330×198 mm (Fig. 10), intermediate board, 232×198 mm and the switches board, 145×35 mm (both in Fig. 11).

There are no special comments regarding the components, but the following points should be borne in mind.

- All ceramic capacitors, the four SCART connectors, the ten shift potmeters and the four push-button switches must be mounted as close to the board as possible.
- The 15 LEDs must be mounted so that their tops protrude 23 mm through the board.
- Soldering pins ST₃₀₃ and ST₃₀₄ and headers STL A' and STL B' must be soldered at the track side of the intermediate board. If the pins of the headers just do not protrude through the board, there is just enough room to solder them.
- The mains transformer must be fastened with four M4×6 nuts and bolts before its connections are soldered.
- Voltage regulators IC₅₀₁ and IC₅₀₂ must be fitted to a common heat sink, which is then fitted lying down on to the board. Here again, bolt the heat sink down before soldering any connections.

- Resistor R₆₂₆ is normally a wire link. In some cases, however, it may be required to keep the regulating speed of the phase-locked loop (PLL) to which R₆₂₆ belongs down. This is so if, for instance, the processor is used purely as a multi-standard decoder. In that case, R₆₂₆ should be 820 kΩ. If the processor is used in conjunction with a video recorder, it is advisable, however, to use the higher speed of the PLL.
- The terminal wires of all components should be cut as short as feasible.
- In a number of locations, the MKT capacitors are very close together; take care that the non-insulated ends of these components do not touch each other.

The mother board of the audio-video processor built in the Elektor Electronics laboratory was found to have no earth connections for a number of components since it had been forgotten to drill the relevant holes. This deficiency is easily overcome by scratching away the solder mask in these locations and solder the relevant component terminal directly to the earth plane at the component side of the board.

When all components have been mounted and soldered, check carefully that there are no bits of solder across tracks.

The size of a metric bolt or screw is defined by the letter M followed by a number corresponding to the overall diameter of the thread in mm, the × sign and the length of the bolt or screw, also in mm. For instance, an M4×6 bolt has a thread diameter of 4 mm and a length of 6 mm. The overall diameter of the thread in the BA sizes is: 0 BA = 6.12 mm; 2 BA = 4.78 mm; 4 BA = 3.68 mm; 6 BA = 2.85 mm; 8 BA = 2.25 mm.

Wiring

Wiring is in many instances perhaps the wrong word: often two boards are soldered together without any wires. For instance, the switches board is pushed upright over the SCART connectors into the recesses in the mother board. Corresponding tracks of the two boards are then simply soldered together. It is advisable to start by connecting the outer two tracks first in such a way that the switches board sticks out about 1.5 mm over the mother board.

A cable containing three individually screened wires should be used to connect terminals W, B and G on the mother and switches boards. The three screens should be soldered to sol-

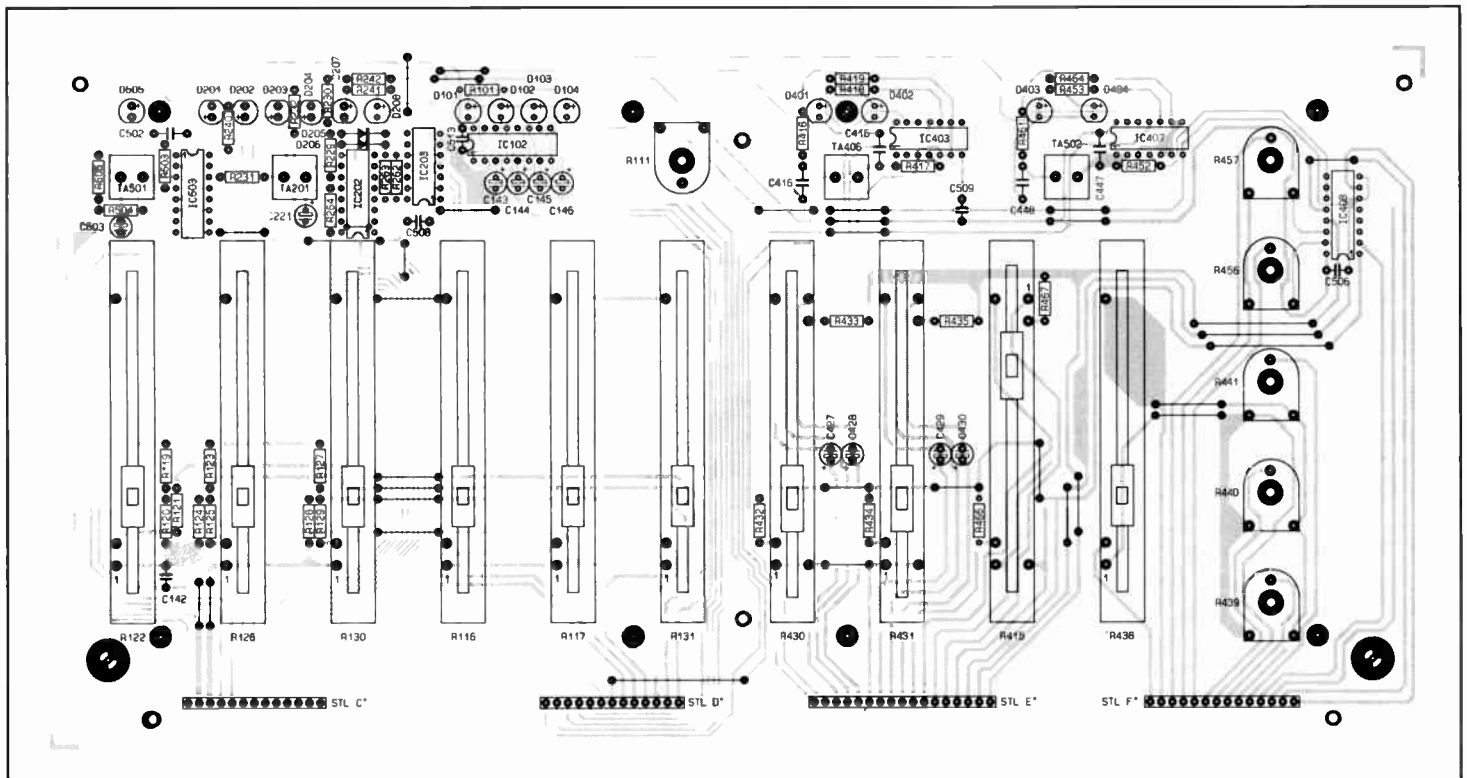


Fig. 9. Component layout of the potmeter board.

der pin A. On the switches board, connect the wires directly to the relevant terminals of switch S₂₀₁.

The boards are interconnected by lengths of flatcable between terminals points A–F as shown below.

- A 5 cm long, 13-way; 2 connectors.
- B 5 cm long, 16-way; 2 connectors.
- C, D 10 cm long, 13-way; 1 connector.
- E 10 cm long, 17-way; 1 connector.
- F 10 cm long, 14-way; 1 connector.

The six lengths can be made from a 25 cm

long, 32-way piece of flatcable: they are easily separated with a pair of scissors. Four of the 'cables' are terminated into a connector at only one end; their free ends should be soldered to the track side of the potmeter board. The connectors are press-on types that can be fitted to the 'cables' by clamping them on to the cable in a vise.

The connections ST₂₀₃–ST₃₀₃ and ST₂₀₄–ST₃₀₄ can be made with lengths of circuit wire about 35 mm long. This is best done when the boards are already interconnected by flatcable and the intermediate board is 'hinged' upwards as shown in Fig. 12.

COMPONENTS LIST

Potmeter board

Resistors:

- R101, R240, R505 = 560 Ω
- R11 = 10 kΩ preset
- R116, R117, R122, R126, R130, R131 = 10 kΩ shift potmeter, mono, linear
- R119 = 100 kΩ
- R120 = 27 kΩ
- R121 = 68 kΩ
- R123 = 820 kΩ
- R124 = 220 kΩ
- R125 = 680 kΩ
- R127 = 180 kΩ
- R128 = 15 kΩ
- R129, R230 = 56 kΩ
- R229, R432–R435, R466, R467 = 47 kΩ
- R231 = 100 Ω
- R232 = 10 kΩ
- R241, R242 = 1.2 kΩ
- R262–R264, R418, R419, R453, R454 = 1 kΩ
- R415, R430, R431 = 47 kΩ, shift potmeter, stereo, linear
- R416, R451 = 1 MΩ
- R417, R452 = 100 kΩ
- R438 = 47 kΩ shift potmeter, mono, linear
- R439–R441, R456, R457 = 47 kΩ preset
- R503, R504 = 100 kΩ

Capacitors:

- C142, C506, C508, C509, C513 = 100 nF, ceramic
- C143–C146, C221 = 2.2 μF, 16 V
- C415, C447, C502 = 10 nF
- C416, C448 = 100 nF
- C427–C430, C503 = 1 μF, 16 V

Semiconductors:

- D101–D104, D201–D204, D207, D208, D401–D404, D505 = LED, 5 mm, red
- D205, D206 = 1N4148
- IC102, IC503 = 4049
- IC202 = 4040
- IC203 = 4011
- IC403, IC407 = 4001
- IC408 = 4053

Miscellaneous

- TA201, TA401, TA402, TA501 = push-button switch

Initial tests

Figure 12 shows the preferred positioning of the boards for the first test and adjustments. Flatcables E and F cannot yet be connected. Make sure that that the 'hinged upwards' intermediate board cannot touch the switches board.

When the power is switched on, the relevant LED should light. With a voltmeter, check the output voltage of the voltage regulator: negative to heat sink and positive to the pin furthest away from the transformer. If the measured voltage differs more than 5% from the specified one, there is a fault somewhere, which must be rectified before further work can be done.

Next, replace the mains fuse by an ammeter set to the 1 A a.c. range. With power on, the meter should read 600–800 mA. If the current is appreciably higher, check the correct operation of T₅₀₁.

Correct reaction of the LEDs to the electronic switches indicates that the control signals to these switches are all right. The LEDs that indicate the video standard behave like a running light: as long as no standard is recognized, the decoder continues scanning.

Adjustment

Although no special test equipment is required if operation on only one television standard is required (the test card received on a TV receiver or video recorder is then sufficient), a test pattern generator is required for multi-standard operation. This generator should provide PAL, SECAM and NTSC 3.58 MHz signals. NTSC 4.43 MHz requires no adjustment, since that is included in the PAL calibration.

Connect a TV receiver with video input, or, preferably, RGB inputs, to one of the outputs of the audio-video processor and apply the test signal to one of the inputs, but not to an S-VHS one.

Set all potmeters in the video section on the potmeter board to the centre of their travel.

Set the switch at the extreme left of the switches board (RGB out) in accordance with the input of the used TV receiver (left = RGB; right = CVBS). Set the other switches, starting with the one adjacent to the RGB out switch as follows: right, left, right, right, left.

If all is well, the receiver should show some sort of test pattern. Adjust R₆₁₆ (line synchronization) until the picture is stable and

then set it to the centre of the range over which stability is obtained. The edges of the picture are determined by the flyback pulse. Adjust the width of this pulse with R₆₂₁ until the picture is centred on the screen. If you have an oscilloscope, this pulse may be measured at pin 6 of IC₆₀₂: ideally, it should be 12 μs. At the same time, check the shape of the sandcastle pulse at pin 7 of IC₆₀₁.

If all is well, the screen should now show a good black-and-white picture; if not, there is a fault that must be rectified before further work can be done.

The chroma filter is best calibrated with a SECAM signal (4.286 MHz), because its Q factor is then optimum. Connect pin 27 of IC₁₀₁ to the +12 V line (which sets the decoder to SECAM) and apply a SECAM signal to one of the inputs. Adjust L₂₀₂ for optimum colour reproduction (if a monitor with a composite video input is used, adjust L₂₀₂ for optimum quality). If an oscilloscope is available, adjust L₂₀₂ for minimum amplitude of the signal at pin 15 of IC₁₀₁. If only a PAL signal is available, connect pin 28 of IC₁₀₁ to the +12 V line and carry out the procedure as described.

Continuing with the SECAM signal, adjust L₁₀₁ until the red and blue in the picture have the same brightness. Then adjust the receiver for a black-and-white picture and set the grey of the picture as desired with R₁₀₂.

If an oscilloscope is available, adjust L₁₀₁ until the level of the black signal at pin 3 of IC₁₀₁ is the same as that of the sync signal. Lastly, adjust R₁₀₂ until the level of the black signal at pin 1 of IC₁₀₁ is the same as that of the sync signal.

Remove the +12 V line from pin 27 of IC₁₀₁ and connect it to pin 28 of this IC. Also, strap ST₁₀₁ to ST₁₀₂. Connect an oscilloscope to pin 1 or pin 3 of IC₁₀₁, apply a PAL signal to one of the inputs (not S-VHS), and adjust C₁₁₆ until the drifting of the colours is a minimum.

Then, replace the PAL signal by an NTSC 3.58 MHz (also called NTSC/M) signal, shift the +12 V line from pin 27 to pin 26 of IC₁₀₁ and adjust C₁₁₇ until the drifting of the colours is a minimum.

If an RGB receiver or monitor is used, the screen should now show a faultless colour picture. If a CVBS signal had to be used, this may not be so, because the encoder has not yet been calibrated.

Remove the link between ST₁₀₁ and ST₁₀₂ and the +12 V line from pin 26 of IC₁₀₁, and set the RGB out switch to CVBS. Apply a PAL signal to one of the inputs and set C₃₁₆ to the centre of the range over which the picture is in colour. Then, set the 4.43/3.58 MHz switch to 3.58 MHz, apply an NTSC/M signal to one of the inputs and set C₃₁₉ to the centre of the range over which the picture is in colour. Note that the band filters in the encoder have already been calibrated during manufacture.

Finally, adjust L₂₀₃ and L₂₀₄ (band-stop filters) for minimum cross-luminance interference. If an oscilloscope is available, connect it across R₂₀₆ and adjust these inductors until the residue of the colour subcarrier on the luminance signal is a minimum.

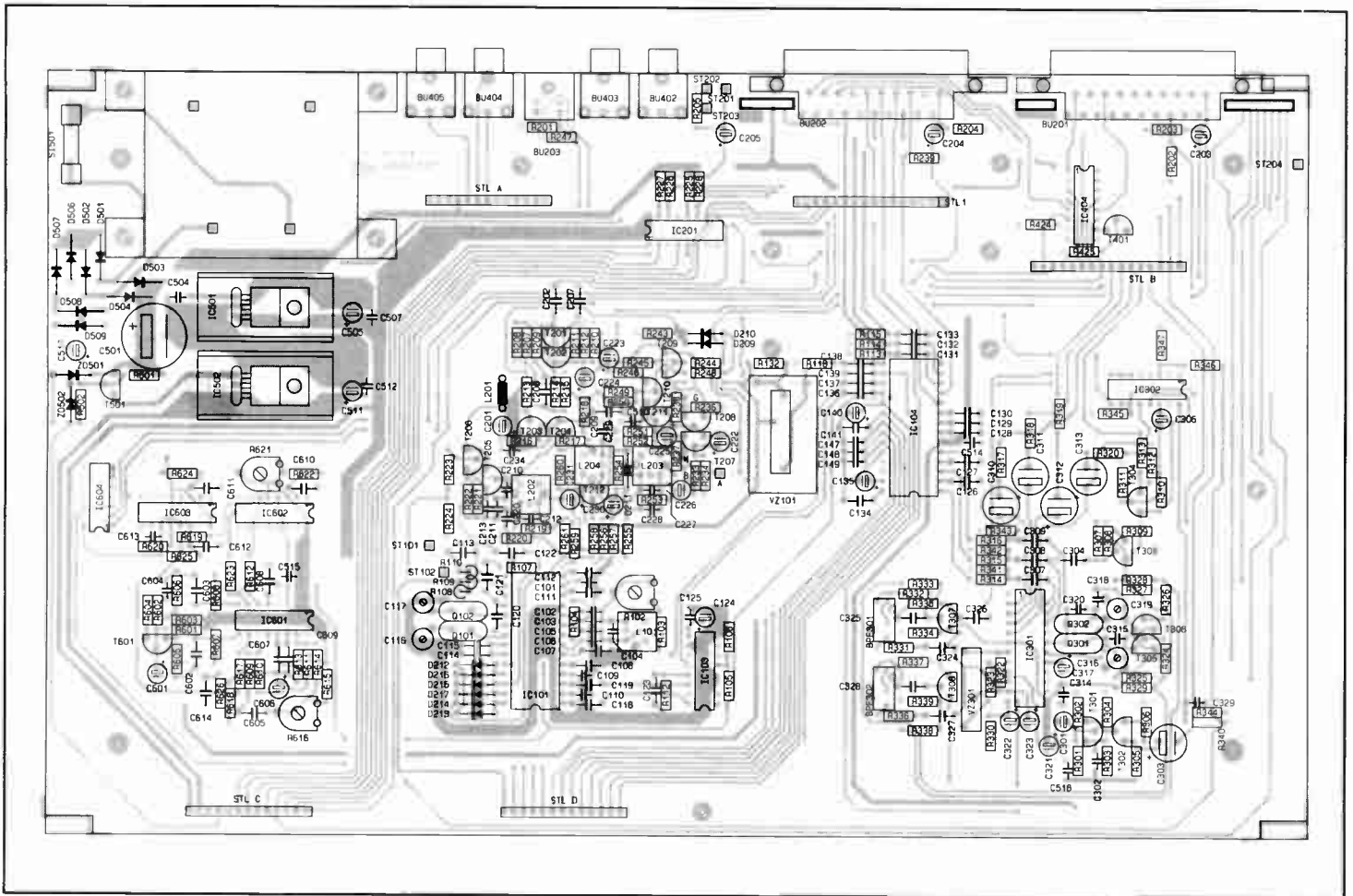


Fig. 10. Component layout of the mother board.

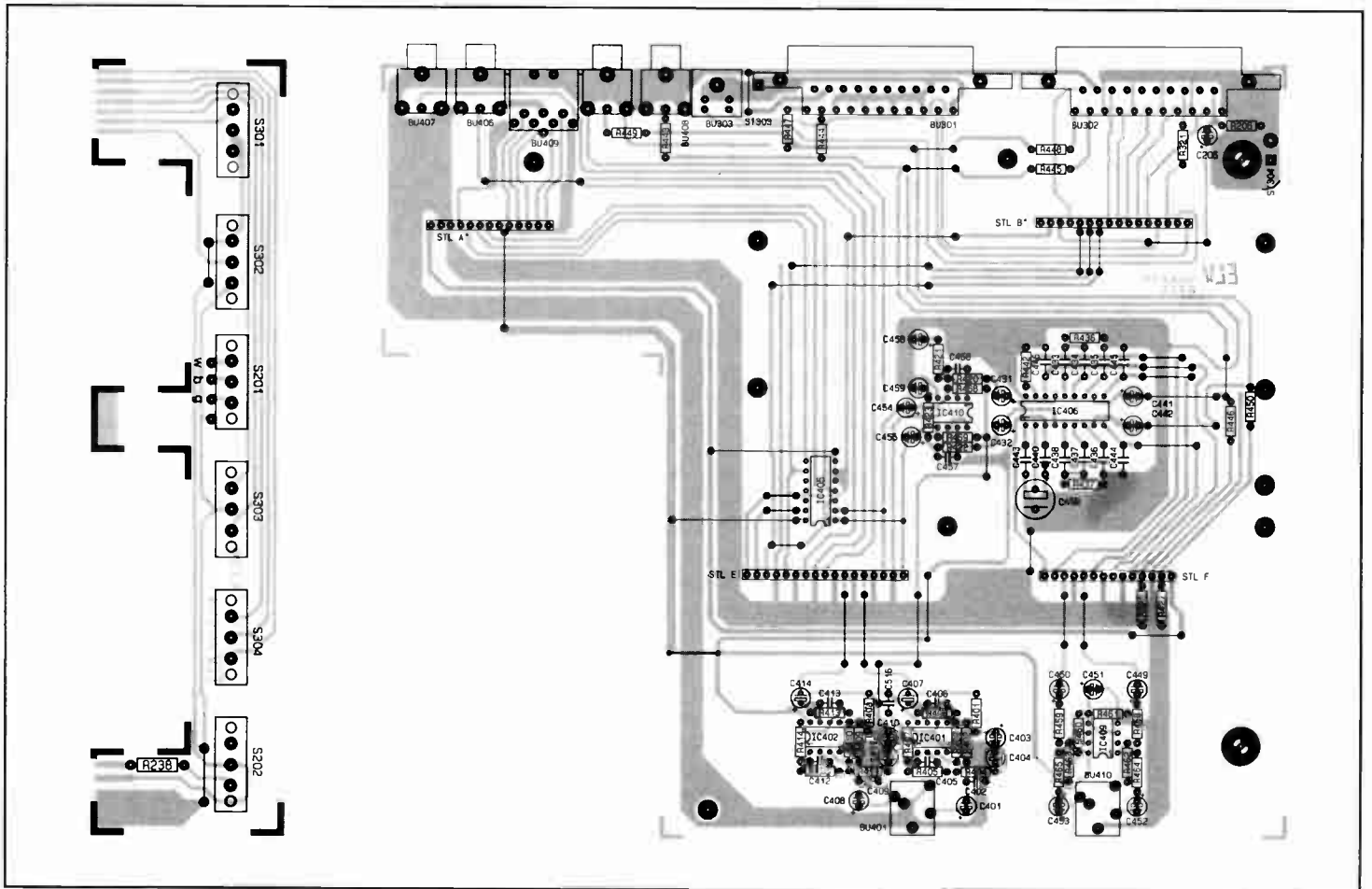


Fig. 11. Component layout of the switches board (left) and intermediate board.

Assembly

Commence with assembling the upper part of the enclosure, the front panel and the pot-

meter board. Make sure that no parts of the enclosure touch any components on the board. Fasten the board to the upper half of the case with six self-tapping screws. Next, fit two

M4 bolts in the appropriate holes in the front of the enclosure; do not tighten these too much. Finally, fasten the front panel to the board with seven insulated screws and one

COMPONENTS LIST

Mother board

Resistors:

R103 = 680 Ω
 R104, R220, R223, R259, R501 = 4.7 k Ω
 R105, R106, R219, R224, R256, R261,
 R308, R333, R334, R338–R340, R425,
 R601, R613, R615, R617–R620, R622
 = 10 k Ω
 R107, R110 = 3.3 k Ω
 R108, R210, R213, R301 = 18 k Ω
 R109, R243 = 6.8 k Ω
 R112 = 1 M Ω
 R113–R115, R201–R205, R239, R247,
 R305, R313, R317–R320 = 75 Ω
 R118, R255, R610 = 1.2 k Ω
 R132, R257, R322, R323, R328, R329,
 R331, R332, R335–R337, R344, R612
 = 1 k Ω
 R207, R208, R211, R212, R214, R215,
 R251, R324, R326, R345 = 47 k Ω
 R209, R216, R260, R605 = 270 Ω
 R217, R218 = 39 k Ω
 R221, R222 = 330 Ω
 R225–R228, R233, R234, R244, R248,
 R253 = 22 k Ω
 R235, R237, R254, R502 = 270 Ω
 R236, R606 = 2.7 k Ω
 R245, R246, R249, R250, R302 = 56 k Ω
 R252, R330 = 27 k Ω
 R258, R307, R311, R325, R327, R346,
 R347 = 15 k Ω
 R303, R304, R309, R312 = 220 Ω
 R306 = 47 Ω
 R310, R625 = 8.2 k Ω
 R314–R316, R341–R343 = 1.8 k Ω
 R424, R611 = 100 k Ω
 R602 = 1.5 k Ω
 R603 = 820 Ω
 R604 = 150 Ω
 R607 = 2.2 M Ω
 R608 = 1.5 M Ω
 R609, R623 = 3.9 k Ω
 R614 = 82 k Ω
 R624 = 470 k Ω
 R626 = 820 k Ω
 R102 = 470 Ω preset
 R616, R621 = 25 k Ω preset

Capacitors:

C101, C147–C149, C234, C314, C504,
 C507, C510, C512, C514, C515, C518,
 C613 = 100 nF, ceramic
 C102, C106 = 15 pF
 C103–C105, C212, C213, C227, C302
 = 150 pF
 C107, C108, C122, C138, C307–C309,
 C324–C328, C614 = 100 nF
 C109, C110, C220 = 220 pF
 C111, C112, C123, C607 = 10 nF
 C113, C121, C126, C127, C134 = 330 nF
 C114, C115, C128–C133, C136, C137,
 C139, C141 = 22 nF

C116, C117, C316, C319 = 2–40 pF
 trimmer
 C118, C119, C202, C207–C209, C304,
 C610, C612 = 1 nF
 C120 = 47 nF
 C124, C301, C306, C317, C322, C323,
 C505, C511 = 10 μ F, 16 V
 C125 = 22 nF, ceramic
 C135, C222–C226, C230 = 22 μ F, 16 V
 C140, C606 = 4.7 μ F, 16 V
 C201, C203–C205, C601 = 47 μ F, 16 V
 C210 = 2.2 pF
 C211, C320 = 33 pF
 C228 = 68 pF
 C229 = 120 pF
 C231 = 2.2 μ F, 16 V
 C303, C310–C313 = 470 μ F, 16 V
 C315, C318 = 10 pF
 C321, C517 = 100 μ F, 16 V
 C329, C604 = 100 pF
 C501 = 2200 μ F, 40 V
 C602 = 470 nF
 C603, C608 = 220 nF
 C605 = 680 nF
 C609 = 3.9 nF
 C611 = 8.2 nF

Semiconductors:

D209–D217 = 1N4148
 D501–D504, D506–D509 = 1N4001
 ZD501 = zener, 5.6 V, 400 mW
 ZD502 = zener, 6.8 V, 400 mW
 T501 = BC327
 T201–T212, T302–T304, T307, T308,
 T401, T601 = BC548
 T301, T305, T306 = BC558
 IC101 = TDA4650
 IC103 = TDA4660
 IC104 = TDA3505
 IC201, IC404 = 4052
 IC301 = TPE1378A
 IC302 = 4053
 IC501 = 7812
 IC502 = 7805
 IC601 = TDA1180P
 IC602, IC603 = 4528
 IC604 = 4070

Miscellaneous:

L101, L202–L204 = 10 μ H
 L201 = 51 μ H
 Q101 = crystal 8.85724 MHz
 Q102 = crystal 7.15909 MHz
 Q301 = crystal 4.43 MHz
 Q302 = crystal 3.58 MHz
 BFP301 = 3.58 MHz band-pass filter
 BFP302 = 4.43 MHz band-pass filter
 VZ101 = 330 ns delay line
 VZ301 = 180 ns delay line
 BU201, BU202 = SCART socket for PCB
 mounting
 BU203 = S-VHS socket
 BU204 = BNC socket
 BU402–BU405 = audio socket
 SI501 = fuse holder and 800 mA fuse

STL A, STL C, STL D = 13-way header for
 PCB mounting
 STL1, STL B = 16-way header for PCB
 mounting
 Mains transformer 240 V to 15 V, 12 VA,
 with integral mains cable
 Flatcable and connectors (see text)
 Heat sinks (2) for IC501 and IC502

Intermediate board

Resistors:

R206 = 75 Ω
 R321 = 82 Ω
 R401–R403, R408–R410 = 47 k Ω
 R404, R411 = 3.3 k Ω
 R405, R412 = 100 k Ω
 R406, R413 = 12 k Ω
 R407, R414, R427, R428, R443–R445,
 R447–R449 = 10 k Ω
 R420–R423, R436, R437, R458, R459
 = 10 k Ω
 R442 = 2.2 k Ω
 R446, R450 = 47 k Ω
 R460, R461 = 56 k Ω
 R462, R463, R468, R469 = 470 k Ω
 R464, R465 = 120 Ω

Capacitors:

C206 = 47 μ F, 16 V
 C401, C404, C407, C408, C411, C414,
 C454, C455 = 1 μ F, 16 V
 C402, C406, C409, C413 = 100 pF
 C403, C410, C449–C453, C458, C459
 = 10 μ F, 16 V
 C405, C412, C456, C457 = 22 pF
 C431, C432 = 2.2 μ F, 16 V
 C433, C434, C437, C438 = 56 nF
 C435, C436 = 15 nF
 C439 = 100 μ F, 16 V
 C440, C516 = 100 nF, ceramic
 C441, C442 = 4.7 μ F, 16 V
 C443–C446 = 100 nF

Semiconductors:

BU205 = 8-way DIN socket
 BU301, BU302 = SCART socket for PCB
 mounting
 BU303 = S-VHS socket
 BU401, BU410 = 3.5 mm stereo
 jack socket
 BU406–BU409 = audio socket
 STL A' = 13-way header for PCB mounting
 STL B' = 16-way header for PCB mounting
 STL E' = 17-way header for PCB mounting
 STL F' = 14-way header for PCB mounting

Switches board

Resistors:

R238 = 82 Ω

Miscellaneous:

S201, S202, S301–S304 = slide switch,
 1 change-over contact

metal one (for earth connection). If the board bends even slightly, the M4 bolts are too tight.

Fit the intermediate board to the mother board with four bolts and spacers. Fit an M4×30 bolt and a 25 mm spacer to the centre front of the mother board; an M4×35 bolt and 30 mm spacer to the centre right of this board; and two M4×40 bolts and 35 mm spacers right at the back of the board. The remaining holes in the board can be ignored here: they are intended for a possible extension connected to STL₁. Fit the BNC socket to the back panel and connect this to ST₂₀₁ and ST₂₀₂ (earth) via two short lengths of circuit wire.

Invert the enclosure so that its top rests on the workbench and insert a centring rod into each of the four fixing holes at the corners of the underside. Fit the assembled mother board, intermediate board and rear panel to the bottom of the enclosure with M5 bolts, nuts, washers and 60 mm and 15 mm spacers (as appropriate)—see Fig. 13. As soon as the length of the flatcables allows, connect them to the relevant board.

Next, fit the front panel—after removing the ring nuts from the jack sockets. When the front panel is seated firmly, fasten the ring nuts back on to the sockets. Then, fit the knobs to the potentiometers.

Finally, fasten the bottom of the enclosure on to the four M5 bolts with suitable washers and nuts, and fit four anti-slip feet. ■

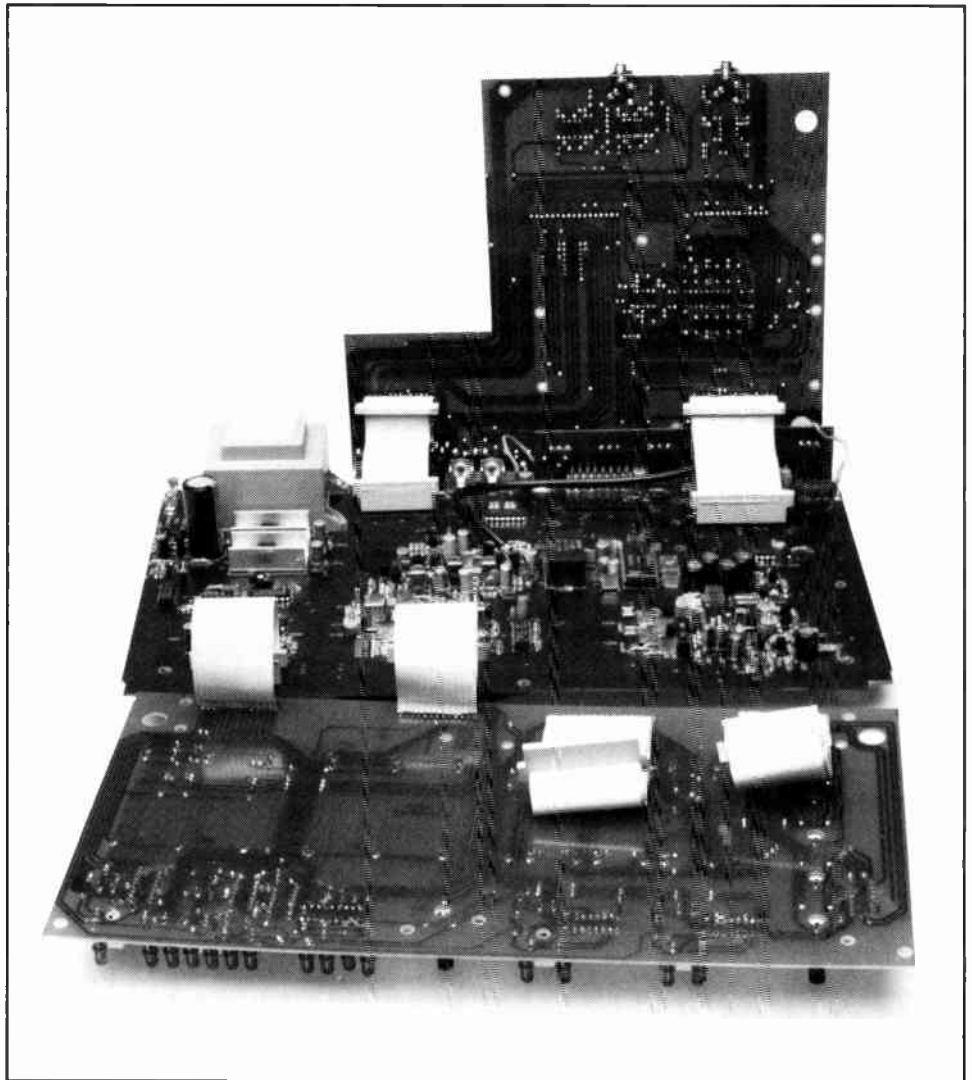


Fig. 12. With the prints hinged away from each other, all calibration points are easily accessible.

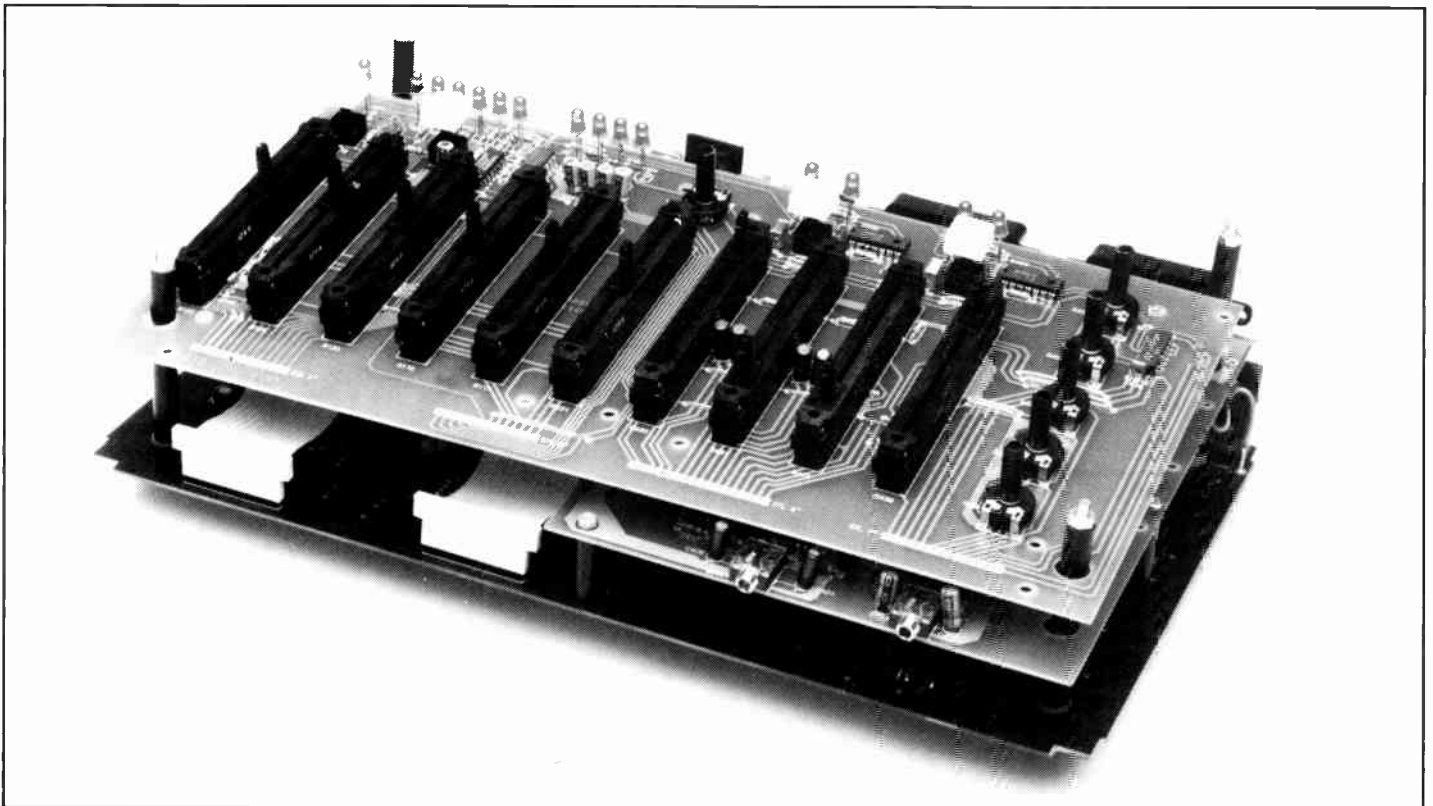


Fig. 13. The completed audio-video processor less front panel and most of the enclosure.

DESIGN IDEAS

The contents of this article are based solely on information supplied by the author and do not imply practical experience by *Elektor Electronics*

REPLACE YOUR PAGING SYSTEM WITH A HIGH POWERED INTERCOM

By Charles Kitchin (Analog Devices Inc., USA)

A cursory look through an electronics supplier's catalog quickly reveals that, although there are many commercially available paging systems, high power paging systems which also function as intercoms are virtually non-existent. Businesses, factories, noisy industrial environments, and summer camps are just a few examples of where just such a system is needed. The ability to page over a wide area, using a large number of remote speakers, while also having the ability to listen to any one (or all) of the areas covered by these speakers, makes this type of system extremely useful.

UNLIKE the common paging system, an intercom provides two-way communications — through its master station it can both 'talk' and 'listen' to individual remote stations or zones of stations. The master can keep in touch with many different work stations widely isolated from one another, thus allowing centralized control and communication over large areas. This can be more than simply a matter of convenience. Since the master station can be readily called in an emergency, lives may be saved.

In the 'talk' mode, an intercom provides the usual paging function. In the 'listen' mode, it can monitor any or all of the stations. With a multi-station intercom system, normal standby mode has the master station (or office) listening to all the stations, any of which can then call the office individually if necessary. Once a remote station has alerted the master station (by yelling at the loud-speaker), the master can switch over and communicate with that one station alone.

With any intercom system, special attention is needed to ensure that the system can adequately monitor the remote stations under conditions of strong electrical noise. In general, the larger the total number of stations in the system and the greater their distance from the master station, the weaker the signal level and the greater the difficulty in discerning a signal out of the background noise. It is usually necessary to use shielded interconnect wiring between stations and to employ an instrumentation amplifier in the listen circuitry of the master station to cancel

out as much noise as possible.

Equally important is the type of public address speakers used. The physical size of the speaker horn directly affects the sensitivity of the system: the larger the horn, the greater the speaker output both as a speaker and when used as a microphone. Public address speakers with 12" diameter or larger horns are well suited for intercom work; smaller speakers, such as the common 5" horn variety work well as paging speakers but are generally poor when used as microphones in the listen mode. The 12" speakers, with their larger horns, provide a great deal of acoustical gain when used as microphones. Note that, regardless of type, the metal frames of the speakers need to be grounded to minimize noise pickup.

Circuit operation

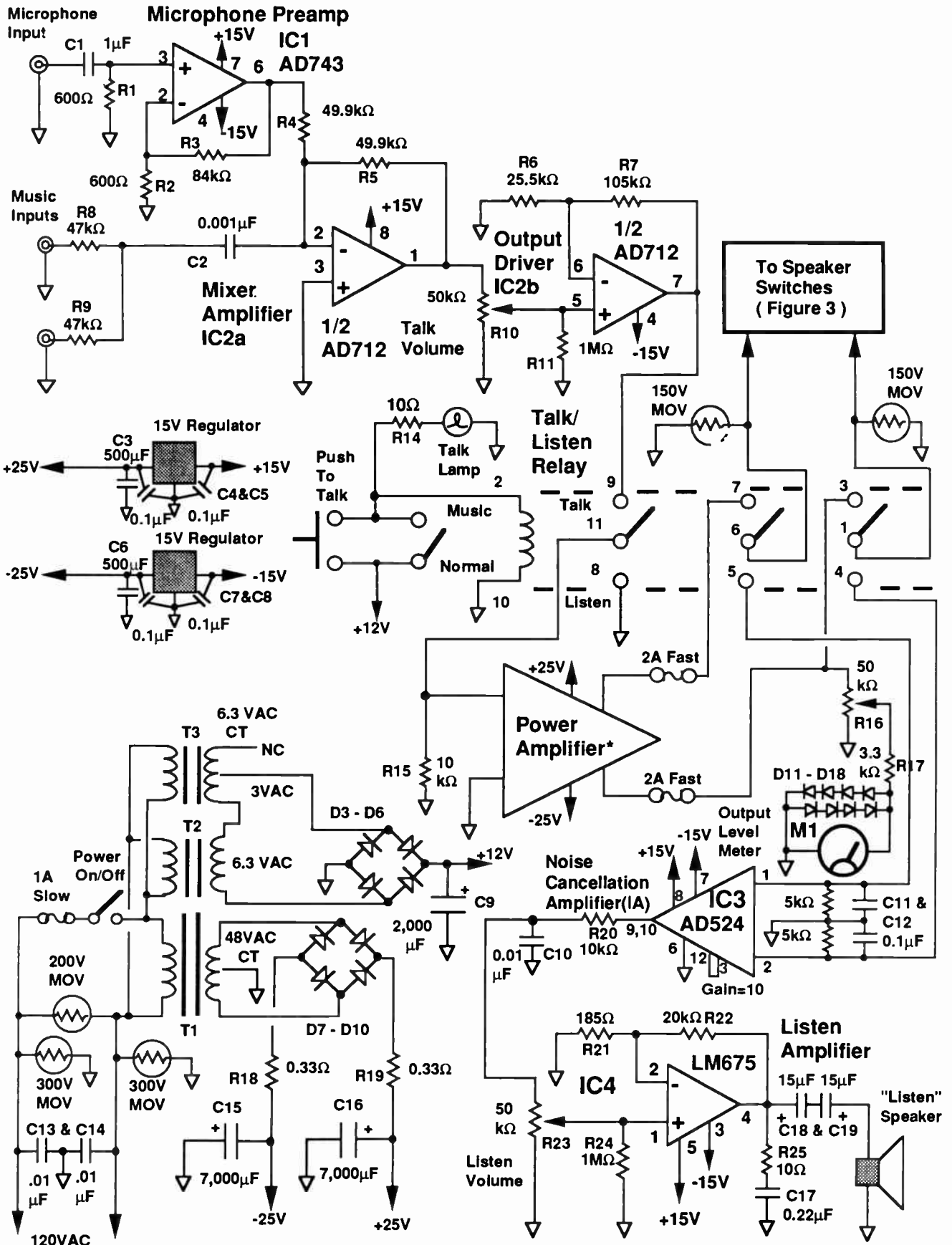
Figure 1 is a schematic of the main portion of a practical high powered intercom system. This particular intercom has survived over three years use, controlling the operations of a 200-acre summer camp. It still functions perfectly despite being operated 18 hours a day during periods of blistering heat and occasional thunder and lightning storms. Note that, unlike some intercoms, no power or electronic circuitry is required to operate the remote units, they are simply public address horn loudspeakers which function both as speaker and microphone.

The system has four main subsections: the 'listen' section for monitoring the remote

stations; the 'talk' section for public address to page through all the remotes, or to talk to them individually. A third subsection functions to select, via relays and switches, which speakers will be connected to the system at any given time. Finally, the power supply section supplies the correct voltages to power the various active devices.

'Listen' or monitoring section

The 'listen' section consists of only two amplifiers: an AD524 instrumentation amplifier (IA) and a 'bullet-proof' 10-watt power opamp, the LM675. The AD524 IA cancels any signals which are common-mode (i.e., the same on both speaker wires), yet amplifies signals which are differential (i.e., not the same on both speaker wires). Since noise is random, it is mostly common mode and will be cancelled; the signal, however, is applied across the wires (differentially) and will be amplified. Since the common mode rejection of this amplifier is around 80 dB, the noise (theoretically) should be reduced 10,000 times. In reality, though, not all noise is common-mode, yet the improvement in signal to noise is still dramatic. Note that grounding either of the speaker lines (not the shield but the lines) removes all common-mode cancellation. Therefore, care should be taken when adding new speakers and lines that they be connected properly. The AD524 has two resistors between each of its inputs and ground, which provide a DC ground return in the event that all speaker switches are shut off. The two capacitors connected in



920087-11

Fig. 1. Intercom main schematic diagram. When using a power amplifier with a single-ended output (such as the simple 20-watt amplifier), ground pin 7 of the listen/talk key.

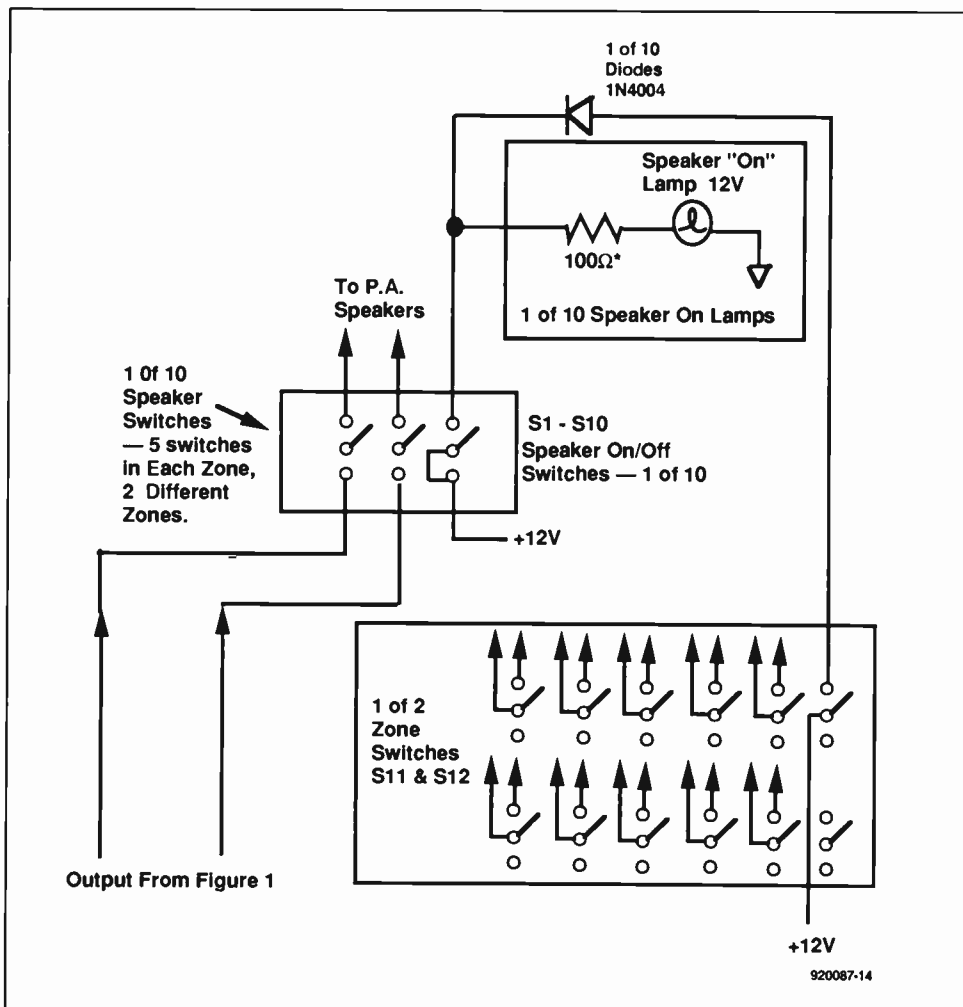


Fig. 3. Speaker and zone switch diagram. The 100- Ω resistor in series with the speaker 'on' lamp reduces the operating voltage to about 6 V, which increases the life span of the lamp 8,000 times. The zone switch contacts are connected in parallel with the speaker switch contacts in each zone. Since there are two speaker switching poles in each speaker switch, switching all five speakers in each zone requires ten poles as shown. One of the two remaining poles is used to switch on all the speaker lamps in each zone.

difficult to drive. This is why two non-inverting composites were used, with one of them driven with a simple op-amp inverter.

An analog VU meter monitors the output level delivered by the power amplifier. A potentiometer located on the back top panel of the intercom sets the meter sensitivity. Eight diodes and one resistor protect the meter from overloads and from the power-down surge of the power amplifier.

'Talk/Listen' function selection

As shown in the schematic of Fig. 1, a 12-V relay switches the intercom from its normal 'listen' function to its 'talk' mode. Note that contacts 8, 11 and 9 select whether or not the input to the power amplifier is to be driven or grounded. Contacts 5, 6, 7, 4, 1 and 3 switch the speakers from the input of the 'listen' section (the IA) to the output of the 'talk' section (the power amplifier). The relay allows two switches to be used: a 'push to talk' and a 'music normal'. Of course, both switches perform exactly the same function but one of them is a momentary contact, while the other is a normal toggle switch. Apart from the convenience of allowing music to be played, having two switches which serve the same function greatly increases system reliability. The switches are

extensively protected by MOVs (metal oxide varistors).

Remote station speaker switches

Figure 3 shows how the remote speaker switches are wired. Note that the contacts of the zone switches are wired in parallel with the contacts of the individual speaker switches. The zone switches are highly reliable 12-pole relay switches whose construction is similar to that of a telephone lever switch.

Power supply section

The final section is the power supply. To (help) protect against lightning, the a.c. power line is both fuse (1 Amp slow) and MOV protected. Two power transformers are used: a multi-winding transformer and one with a single winding. A 48-V center-tapped winding on the multi-winding transformer connects to a large (10-A/1000-V) bridge rectifier. The + and - outputs of the bridge, which here is functioning as two full wave rectifiers, are applied to filter capacitors through small series resistors (these resistors limit the initial turn-on current through the capacitors and thus protect the bridge rectifier).

The ± 25 -V outputs power the power ampli-

fier. Each 25-V power supply also has its own 15-V supply system consisting of a series 15-V regulator. The ± 15 -V outputs power the opamps, the in-amp, the LM675 listen amplifier, and the opamps in the composite power amplifier.

A second bridge rectifier (this time actually operating as a bridge) is fed by two series-connected 6.3-V filament transformers (only one half of the second transformer is used). Their 9-V a.c. output feeds a second bridge rectifier whose output is filtered by a 2,000 μ F capacitor. Because its value is substantially less than that of the main filter capacitors, there is no need for a surge protection resistor. The 12-V output powers all the speaker line lamps and the 12-V talk/listen relay.

Intercom operation

This intercom system has been specifically designed to be as 'fail safe' as possible. The front panel switching uses standard toggle switches rather than the usual (and unreliable) ganged push button switches. The system is divided into two different 'zones'. This was done for two reasons: two zones allow paging half the stations rather than the entire system at one time. Also, the cost and complexity of an 'all speakers' on/off switch was prohibitive. Note that, in all cases, indicator lamps show which speakers are being listened to (or being talked to).

Figure 4 shows the location and function of the intercom's controls. On the top panel there are two knobs, an output meter, and the main power switch. The left control sets the 'listen' volume; this should be set at a comfortable listening level. When different speakers are selected, this control will need to be moved up or down somewhat to maintain the same volume. Note that, unlike the previous system, the listen control does not affect the 'talk' volume in any way.

The knob to the right of the 'listen' control is the 'talk' volume control. This sets the output level applied to the speakers when the push-to-talk button is pushed — the output level meter to the right of the control indicates this level. When 'talking', the talk level control should be set about mid-position, and the operator of the intercom should watch the output level meter when speaking. The operator should adjust his (or her) distance from the microphone (or talk softer or louder) to keep the average output level about mid-scale on the meter. Note that if the level is too high (i.e., the meter reading is mostly in the red zone on the right side of the meter) the speaker volume will be too loud and probably will be distorted as well. Speaking too softly (very little or no indication on the meter) means that your transmission will not be heard. The power on/off switch turns on or shuts off all power to the intercom.

Remote station selection

The next area to explain concerns the switches and lights located on the sloping front panel. As Fig. 3 shows, in this system, there

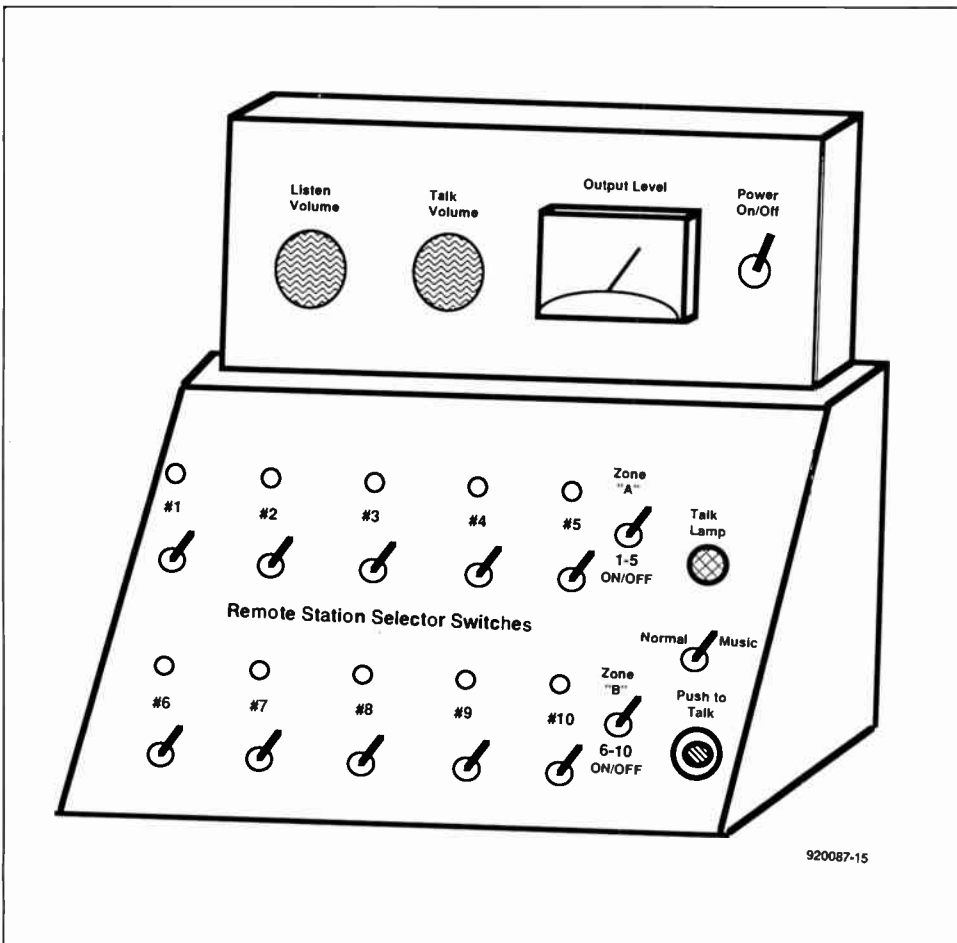


Fig. 4. Intercom front panel controls.

are 10 speaker switches numbered 1 to 10, two 'zone' switches labeled 'zone A' and 'zone B', a push to talk switch, and a normal/music switch. There are also 10 speaker indicator lights and one large, red "talk" light.

Each speaker switch controls one speaker line which may have one, or several,

speakers connected to it. The speaker indicator lights show which speaker lines have been switched on. Note that there are five switches on the top row (switch numbers 1 through 5) and another five on the bottom row (switches 6 through 10). Switching on zone switch 'A' is exactly the same as turning on speaker line switches 1 through 5; like-

wise, switching on zone switch 'B' is exactly the same as turning on speaker line switches 6 through 10. Switching on both zone switches will turn on all the speaker switches in the system.

A nice feature of this system is that when a zone switch is turned on, all the speaker indicator lights in that zone will go on as well, indicating that it has switched on these speakers. Note that, because they switch on the same speakers, the zone switches may be used if one or more of the speaker line switches fails. Or, if 1 of the zone switches fails to work, the five speaker line switches can be turned on simultaneously to perform the same function.

Through the use of a relay, the push to talk switch 'rewires' or changes the intercom from a listening station to a high power public address (PA) system. The red talk light indicates that you are now paging one or more speakers at a time. Just as with listening, the speaker line switches (and zone switches) select which speakers have been selected. The normal/music switch is electrically identical to the push to talk switch except that it is the type of switch that stays on or off — this allows you to play music over the intercom (you could sit there holding your finger on the push to talk switch, but most people have better things to do with their time).

Again, if the push to talk switch fails, the normal music switch may be used in its place until repairs are made.

Note that each speaker is (and must be) equipped with a '25-volt' line transformer; this increases the speaker's 8-Ω impedance to around 159 Ω (depending on which transformer tap is used). Note, however, that if **even one speaker is connected without a transformer, the whole system will fail to work** (because almost all the power will go into that one 8-Ω speaker).

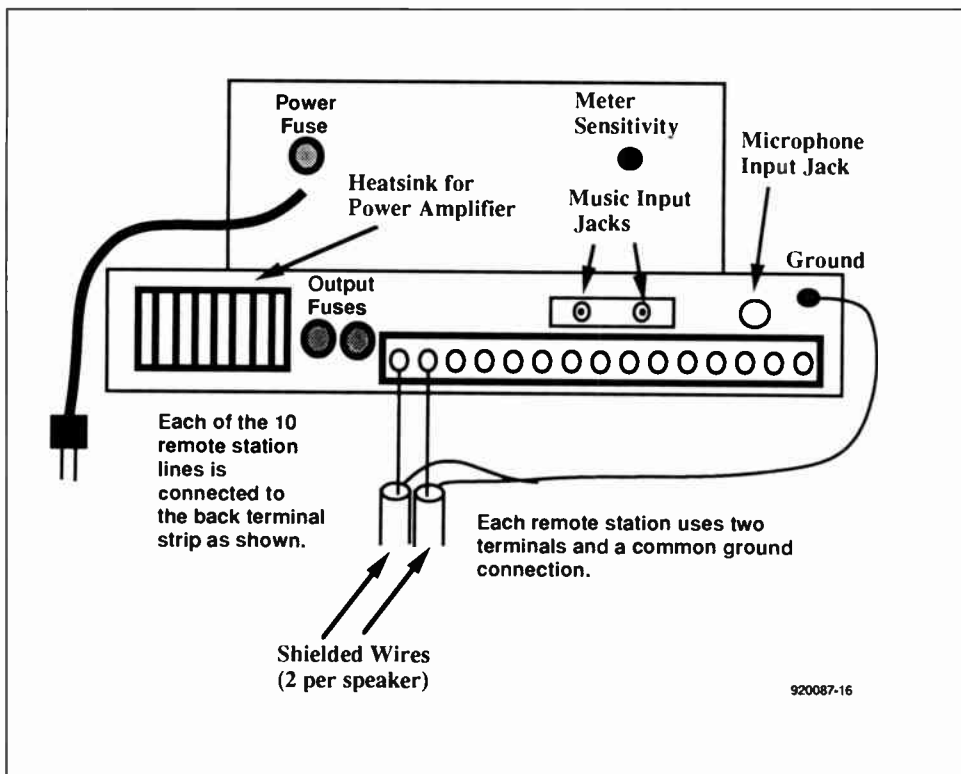


Fig. 5. Intercom back panel connections.

On the back panel

Figure 5 shows the recommended back panel connections to the intercom. Note that shielded wire is recommended for connecting the remote speakers to the master station; the shielding helps to reduce hum and noise when the intercom is used in the 'listen' mode.

PREVIEW

Glass Audio

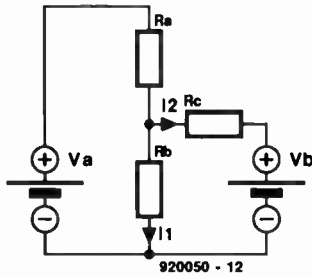
Issue 4, 1992

- Designing 40W Class-A Triode
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CORRECTIONS

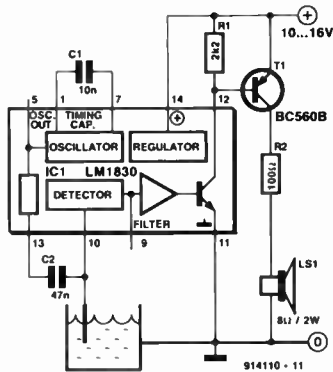
Plant warmer (June 1992)

Resistor R_c was omitted from Fig. 2. The correct diagram is shown below.



Audible fluid level indicator (July 1992)

Owing to a printing error, the diagram in this article is incorrect. The right diagram is shown below.



LETTERS

Inductance-capacitance meter (March 1992)

The value of R_{16} and R_{17} should be 39Ω , not 30Ω as shown in the parts list.

Video enhancer (July 1992)

Preset P_2 is best adjusted for a signal level of $2V_{pp}$ at the collector of T_2 . Output transistor T_3 may run fairly hot: this is normal.

The third paragraph of the text on page 73 should read: The frequency characteristic of the signal at the base of T_3 is shaped by P_1 , R_6 and C_8 , and is, therefore, to a certain extent under the control of the user (with P_1).

8751 emulator (March 1991)

The features list in the first column on page 53 should read:

- download, modify, and upload 8751 programs without having to erase and program an 8751.
- put breakpoints in programs.
- display register and memory contents.
-
- etc.

FM tuner—Part 3 (May 1992)

In the PSU parts list on page 54, R_{301} should be 150Ω , 1%, not $150k\Omega$, 1%.

Mark 2 QTC 80/40 loop antenna (July 1992)

The frequency "3800kHz" mentioned twice under 2.40-metre band (page 90) should have read "7300kHz".

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2111-1 256X4 500 n.s.	1.00
2112A-2	2.50
2114L-3 1KX4 300 n.s.	.45
2125A-2 1KX1 70 n.s.	1.70
2147 4KX1	1.95
6116P-4	1.00
6117	1.20
6264-15	1.40
62256 32KX8	5.75

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2118-4 16KX1-5Volt	.70
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4164-100 n.s.	1.40
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4464-120 n.s.	1.45
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