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85p

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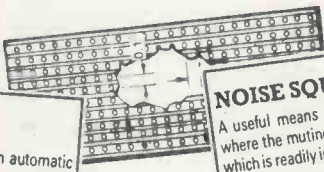
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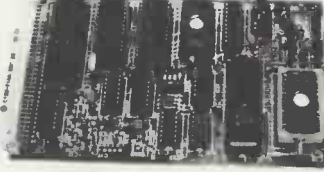
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Hobby Electronics

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VOL 5 No 8

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The Hobby 'Scope: Once more we extend our apologies to readers awaiting the second part of this project. Due to unexpected technical and component supply problems beyond our control, it has had to be withdrawn again.

The final instalment of Components For Computing has also had to be held over for a future issue.

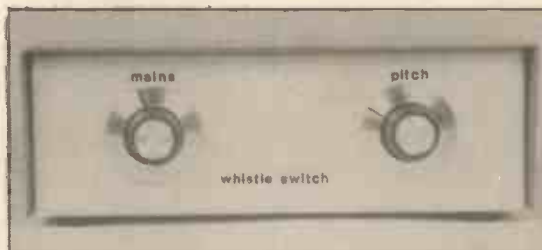
Editor: Ron Keeley
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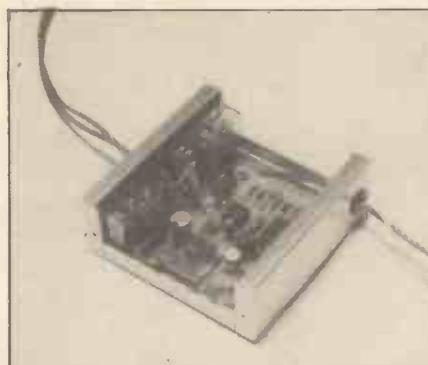
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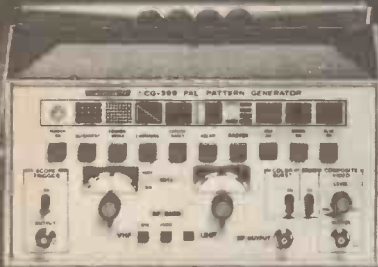
Hobby Electronics is normally published on the second Friday of the month prior to the cover date.
 Hobby Electronics, 145 Charing Cross Road, London WC2H 0EE, 01-437 1002. Telex No 8811896. Published by Argus Specialist Publications Ltd.
 Origination by Ebony Typesetting, Trion House, 13 Dean Street, Liskeard, Cornwall PL14 4AB.
 Distributed by S. M. Distribution Ltd, 16/18 Trinity Gardens, London SW9 8DX.
 Printed by QB Ltd, Colchester. Covers printed by Alabaster Passmore.

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LEADER

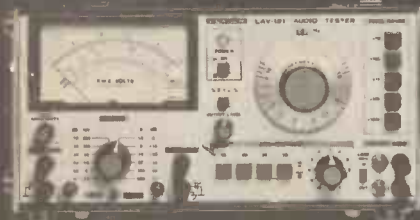
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- CRT Tester
- Field Level Checker
- Signal Level Meter
- High Voltage Metered Probe
- Signal Generators

Audio Test



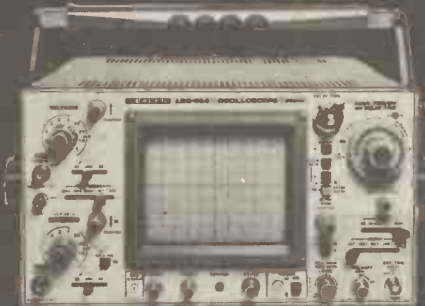
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- Attenuators
- System Analyser
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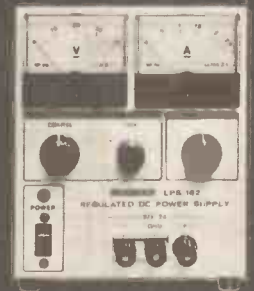
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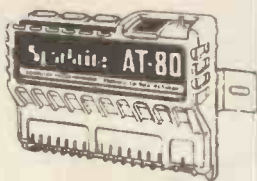
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London Road, St. Ives,
Huntingdon,
Cambridgeshire
PE17 4HJ England.
Tel: (0480) 64646.
Telex: 32250.

A

Step-by-step fully illustrated instructions and fitting instructions are included together with circuit descriptions. Highest quality components are used throughout.

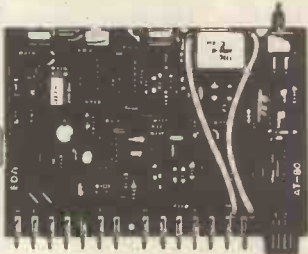
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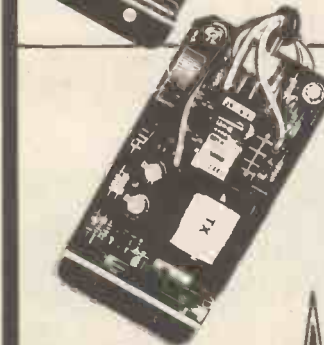


SX1000 Electronic Ignition

- Inductive Discharge
- Extended coil energy storage circuit
- Contact breaker driven
- Three position changeover switch
- Over 65 components to assemble
- Patented clip-to-coil fitting
- Fits all 12v neg. earth vehicles

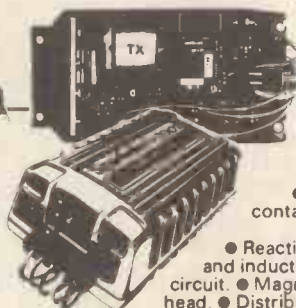
TX1002 Electronic Ignition

- Contactless or contact triggered
- Extended coil energy storage circuit
- Inductive Discharge ● Three position changeover switch ● Distributor triggerhead adaptors included ● Die cast weatherproof case ● Clip-to-coil or remote mounting facility ● Fits majority of 4 & 6 cyl. 12V. neg. earth vehicles ● Over 145 components to assemble.



SX2000 Electronic Ignition

- The brandleading system on the market today
- Unique Reactive Discharge
- Combined Inductive and Capacitive Discharge
- Contact breaker driven
- Three position changeover switch
- Over 130 components to assemble
- Patented clip-to-coil fitting
- Fits all 12v neg. earth vehicles

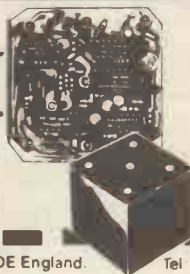


TX2002 Electronic Ignition

- The ultimate system ● Switchable contactless. ● Three position switch with Auxiliary back-up inductive circuit.
- Reactive Discharge. Combined capacitive and inductive. ● Extended coil energy storage circuit. ● Magnetic contactless distributor triggerhead. ● Distributor triggerhead adaptors included.
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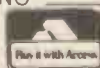
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Computer Data

A survey conducted by the British Market Research Bureau earlier this year, and published by Gowling Marketing Services of Liverpool, has produced some facts and figures which may be of interest to readers, although they are aimed primarily at companies marketing micros. The survey was conducted over 2000 households, which doesn't sound like a lot, but let's trust to the experience of the BMRB and see what they have come up with.

The picture that emerges is very much one of "A Portrait of the Micro Owner as a Young Man" and seems to be putting across the message that your proverbial 'computer society' is one which will grow up with the younger generation of users, rather than emerging fully fledged from the work done by industry and scientists — leaving aside that the one has only been made possible by the other.

The report shows that 4.9% of households, or about one in twenty, have a microcomputer — slightly under one million households in the UK. The most likely buyers are social groupings "AB, and C1", or, to put it another way, not only people with a certain amount of spending money to spare, but also people who have to ration 'non-essentials' (if you'll pardon the heresy!) fairly carefully.

"Males, more particularly sons" (our italics) "are the most likely users of the family home computer . . . Females appear to have little interest in computers." states the survey. (Significantly, the gels I know who actually like computing for its own sake work with mainframes, and think that micros are a waste of time!) The picture of earnestly struggling Dad being upstaged by Lad while Mum and Lass take no interest whatever rings true, doesn't it? Or does it? Any opinions?

"People living in modern "middle price" owner occupied housing with young families, and those living in traditional high status suburbia" are also indentified as outstanding users of micros.

Unsurprisingly, the Sinclair ZX81 emerged as market leader with 43%, the Spectrum with 14% and the VIC20 with 12%. Also not totally surprising is that 40% of all micro sales were made in December, and 40% of all micros during the year were known to have been bought as gifts. These were mostly at the lower end of the price range.

Is it just a fad, like the Christmas puppy, which will soon be discarded, or is it a determined trend towards a micro in every home? Well, the marketing people certainly see it as a trend upwards. It looks as though Dad, not to mention Mum, had better start buttering up their BASIC before they come home one day and find they don't speak the same language as the electric cooker!

Another sign of the March of the Micros is the establishment, for the first

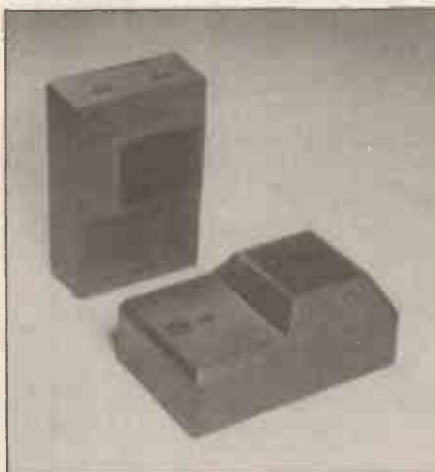


time in the UK, of a Computer Trade Association to represent the retailers, distributors, software houses, manufacturers, consultants, and all who operate on the commercial side of computing. As with the Video Trade Association, their main reason for forming is to fight software piracy and the unauthorised lending and copying of copyright software. They also hope to establish a professional code of conduct to govern dealings both within the trade and between the trade and the public.

Among the members are Atari, Bug-Byte, Buffer, Micro Shop, Computers, Grundy, Silversoft, Tandy and Virgin Games (who are handling the press side). Any enquiries about the CTA to The Computer Trade Association, The Secretary, Nigel Buckhurst, 108 Margaret St., Coalville, Leicester LE6 2LX. Tel: (0530) 35566.

being interrupted, a relay in the receiver unit is energised. If this is connected to an appropriate warning device, it will sound an alarm. Both transmitter and receiver are housed in compact moulded enclosures and are easily mountable on most surfaces. An LED incorporated in the receiver indicates when the beam is lined up properly.

The system is British made and fully guaranteed, and is supplied with comprehensive data. It costs £25.60. Riscomp do a range of professional security modules, many of which are installable by anyone with adequate electrical and electronics knowledge. For further information contact Riscomp Ltd., 21 Duke St., Princes Risborough, Bucks HP17 0AT. Tel: (08444) 6326.



Infra-Red Alert

Riscomp have announced an addition to their range of security modules and accessories: an infra-red system known as the IR 1470. The unit, which operates from a conventional supply, consists of a separate infra-red transmitter and receiver, and provides a modulated beam of infra-red light over distances of up to 50ft. In the event of the beam

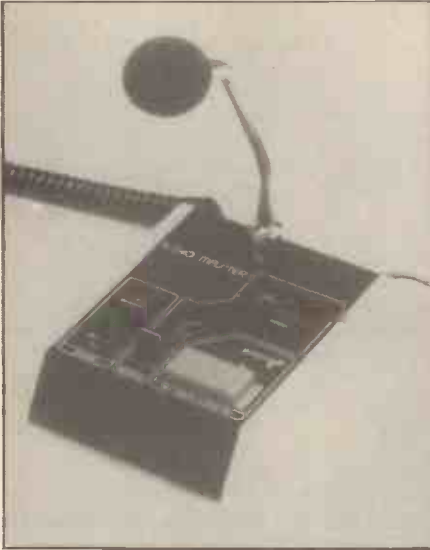


A Word In Your VIC

SPT Electronics are marketing a versatile and low-priced software package for the VIC-20 and 64, by the highly descriptive name of Quick Brown Fox.

SPT boast that QBS offers more features than "industry standard" programs costing many times as much. Features include full editing, automatic reformatting of whole texts, single-key command operations, compatibility with a wide variety of printers without complicated installation procedures, takes comparatively little memory space (and will run on the VIC-20's 5K without need for expansion) and — a unique feature — is apparently able to send and receive information from one computer

MONITOR



Lastly, and most unusually, the LM-20 is a voice-operated microphone in two parts: a necklet with the actual mic on it, and a control box, connected to the necklet by a thin wire which can easily be connected or disconnected. The microphone is triggered by the sound of the operator's voice (with a slight delay in switching off — to allow the speaker to draw breath or pause) — and its sensitivity is controlled by a setting on the control box. The control box also has red and green LEDs which light when the rig is transmitting or receiving, and a switch to deactivate the mic for normal conversation.

We don't have a price for this one or for the HM-20, but information can be had from the distributors, **Telecomms**, 189 London Rd., North End, Portsmouth. Tel: (0705) 660036 and 882145.

to another via built-in telecommunication facilities. This allows Fox systems to converse, and can work between QBS and some other systems as well.

The package costs £60 and, apart from converting the VICs into word processors, SPT see the system as the basis of a full professional letter-quality workstation for under £1000, a considerable reduction.

For more information contact **SPT Electronics Ltd.**, Tollesbury, Essex CM98SE. Tel: (0621) 868484.

Get Miked Up

Sadelta Microphones, of Spain, have appointed **Telecomms**, of Portsmouth, as their sole UK distributors. To coincide with this, Sadelta have announced several new mikes in their range.

The Bravo O is a preamplifier compressor base microphone in a 'deluxe' style housing with a normal/vox switch for amateur radio use. The maximum compression is 20dB. The Bravo 2 version has two VU meters for monitoring compression and preamp gain. The Bravo O is £29.95, the Bravo 2 is £39.95.

The HM-20 is a mobile hand-mike, designed for maximum comfort and ease of use. Sadelta claim that it can improve transmission in all frequency bands and modulation modes — mentioning DX and CB as good examples of 'worst conditions, perturbations and interference'. The HM-20 has four switching circuits and is adaptable to electronic and relay switch equipment, with a four wire cable which makes it compatible with all transceivers with three to seven pins. It has output level control on a revolving control switch in the thumb position.

The Sadelta Echo Master is a preamp desk mic with a built-in reverb 'echo chamber', for use with both radio and discos. Powered by an external 12V power supply, the Echo Master includes a VU meter for monitoring the modulation output, adjusted by a sliding pot. The price is £57.56.

Railway Layout competition for a control system based on any microcomputer on a layout of not more than 6ft x 2ft x 6in. Get you entry forms by writing to **Peter Freebrey**, **Argus Specialist Publications**, 145 Charing Cross Rd., London WC2H 0EE, sending a small SAE.

Cassette Cleaner

Nu-Way Styli have produced a cleaning cassette for recorders. The difference between this cassette and many other 'cleaning cassettes' is that this one uses moving felt pads to clean the tape heads, and not an abrasive moving tape, and therefore causes far less wear and tear on the (expensive and troublesome to replace) tape heads.

The pack includes a cleaning lubricant, which is used to damp the two felt pads lightly. The cassette is then placed in the recorder and the recorder switched to 'play'. The pads move back and forth, cleaning the dirt and oxide not only from the record and playback heads but also the pinch and capstan rollers (dirty rollers can cause mistracking, which leads swiftly to the dreaded Magnetic Spaghetti which cheap or neglected cassette players love to feed on...) Once done, a pause of half a minute to let the cleaning fluid evaporate, and you're ready to roll again.

Regular cleaning like this (according to the instructions, of course) not only improves the sound quality but protects the player and the cassettes from damage. 90% of cassette player aggro is caused by dirt on the moving parts! So, if you can't clean the heads and whirly bits by hand, a cassette of this kind is the best option. It's especially useful for car players and other portables where the heads and rollers are hard to reach. The only recorders it may not do the job on are three-head machines — if you're lucky enough to have one!

Breadboard Sighted!

The time draws near when a hobbyist's fancy lightly turns to thoughts of **BREADBOARD '83**. You have extra planning time this year, as the dates have (by popular demand) been moved nearer to Christmas; the 25th, 26th and 27th of November, to be precise.

This year's venue will be the plush, carpeted Cunard International Hotel at Hammersmith, right on the doorstep of the tube and bus services, and with easy access to the prime shopping areas of Kensington, Knightsbridge and Central London.

Features so far planned will include an extended programme of lectures, a bigger, better Computer Corner, Ham Radio Today's Action Centre, and a special package deal that will include rail travel, Breadboard ticket, bed and breakfast at a first class hotel, discount vouchers, etc. More details of this will follow.

Specially for model railway enthusiasts is the Computer Controlled



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The 3 Point Cassette Cleaner is made by Nu-Way Styli Components Ltd., of 15 Haywood Ind. Park, Tameside Drive, Castle Bromwich B35 7BJ. Tel: 021 749 2240. It costs £2.99 and is available from hifi retailers.



Mini Multitrack

Bandive Ltd. reckon that the cost of multitrack recording has been dramatically cut by the introduction of their Fostex X15 Tracker, which they call their 'musical sketch box'. This creature gives the impression, from the picture, of being a fairly meaty machine, but they claim that you can 'hold it in the palm of your hand', and at 3 x 11½ x 9in and 2.1kg, you could, too, if you happen to have fairly substantial hands.

The X15 is designed to run from an external AC adaptor (which is an optional extra) or a clip on battery pack (ditto), car battery or other battery.

All the essential features for taping and mixing for multitrack recording are in the X15, and all you need to add are microphones and headphones.

Tracks may be recorded individually, and monitoring for overdub is switched automatically. A built-in mixer, and tone control during record and playback allow skillful recordings to be made. Battery operation, remote punch-in, powerful headphone monitoring are among the features included.

Noise reduction is Dolby B; there are three positions on the input selector for mike, line or tape out signals going to the level control, equaliser facilities for input and output, gain and pan controls for each channel at overdub and mixdown, and plus or minus 15% pitch control for tuning and special effects.

For more information contact Bandive Ltd., Brent View Rd., London NW9 7EL. Tel: 01 202 4155.

New Spectrum Software

Oxford Computing Publishing have some new programs available for the ZX Spectrum.

Those currently available are a Machine Code Test Tool (with a version for the ZX81), including a character generator for the Spectrum version (£9.95), and Address Manager which will handle up to 1500 names or 400 full addresses on the 48K Spectrum (less on the 16K, obviously) and boasts the qualities of very high speed, super friendliness, multiple indexing and full-screen editing (£8.95) and "The Turk"

chess program with six levels of difficulty and chess against the clock amongst its features (£8.95).

Later in the year other programs including Edit/Assembler, Financial Manager, VAT Manager and a Bridge Program will be released.

Having resolved certain problems with their GPO Box number, mail order turnaround at OCP is now usually 48 hours.

Information from Oxford Computer Publishing Ltd., "Brimrod", 48 High St., Chalfont St. Peter, Buckinghamshire SL9 9QB. Tel: (0753) 888866.

New Electronics Club

Newly formed is the National Electronics Correspondence Club — newly, that is, back at the end of April when first we heard of them just in time to miss the deadline for our July issue! According to their letter, the club has been set up with the express purpose of providing a communications link for all hobbyists who are remote from local electronics clubs — an excellent idea, and I'm sure they won't be turning away members of other electronics clubs who want to join, either.

Club features such as a bi-monthly newsletter with hints on project construction, topical features, circuit ideas, views and advertisements, plus special offers on equipment, are planned, and members will be free to correspond with the club and with other members for help and encouragement.

Membership will be £4.50 a year, and anyone interested should write to Mr. E. Foley (Secretary), N.E.C.C., 95 Albert Rd., Levenshulme, Manchester M19 2FU, enclosing 25p for information and application form (which will be refundable on membership). It would be nice to see this club flourish, as active hobby clubs are a benefit to everyone.

Sinclair Sound

Timedata are expanding their business to include add-ons for Sinclair computers, and the first product they have come up with is a tidy-looking sound box for use either with the ZX81 or the Spectrum, without the need for an adaptor.

The ZXM Sound Box is based on the 9812 three channel sound chip to give a wide range of programmable effects. The unit has a nine pin I/O socket which can be used with Atari and Commodore joysticks, and other Sinclair add-ons can be plugged into the back of the box. The built in amp and loudspeaker can also be used to boost the Spectrum's 'beep'.

The ZXM retails at £29.95 all inclusive. Order and enquiries to Timedata Ltd., 16 Hemmells, High Rd., Laindon, Basildon, Essex SS15 6ED. Tel: (0268) 418121.



Teach Yourself The Lot

Electroni-Kit, already well known for their popular Chip Shop kits, straightforward construction kits with all the parts (even solder!) included, and simple no-prior-knowledge instructions



MONITOR

which even include a recommendation of which books to go on and read if you want to know more about electronics) are going about to make a whole new name for themselves distributing a new line in building-block, teach-yourself electronics and computing kits by **Denshi Block Mfg. Co** and the **Gakken Co.**, of Japan.

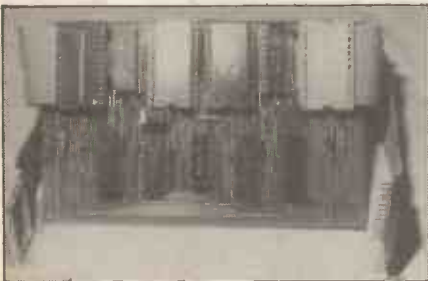
The **FX-Computer** is a contraption about the size of a substantial transistor radio. Within this battery-operated unit (no messing about with mains) is a series of interchangeable component blocks which enables scores of circuits to be built up without soldering or waste. The **FX** has two manuals, one for the electronic circuits, the second and longer containing 100 computer programs aimed at youngsters and complete beginners. The whole unit costs £69.95 plus £3.00 p&p, and the manuals are said to be excellent. A longer look at the **FX-Computer** will be appearing in **HE** in due course.

Along the same lines but somewhat smaller and less ambitious are the **EX-System** electronics construction kits, basically the same principle but with a lesser range of experiments. The kits range from the **EX-15**, with 15 projects to build, up to the **EX-150**, plus additional add-on sets. Prices range from £22 to £55.

For price lists and brochures, contact **Electroni-Kit Ltd.**, 388 John St., London EC1V 4NN. Tel: 01 278 0109.

Shorts

From **J P Designs** comes a multiplexed RAM card, **Interface 84**, which allows different microsystems to 'speak' to each other. **Interface 85** plugs directly into 24 pin RAM or EPROM

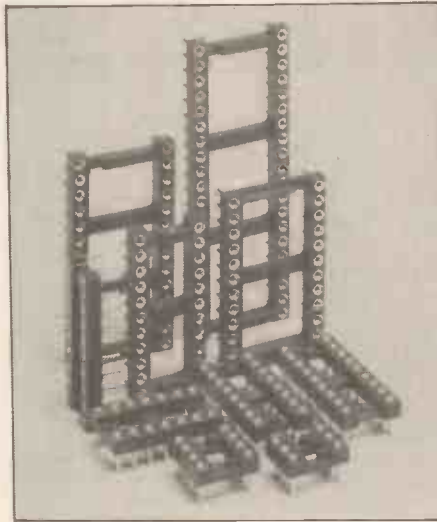


sockets, via ribbon cable headers. A select switch allows onboard memory to be mapped on either microsystem. This feature gives the card the ability to alter the memory contents from the master microsystem, whilst acting as an EPROM on the developing system. This is particularly useful when software debugging 'dumb' controllers.

The internal static CMOS memory has a fast access time of less than 250ns, making the card usable with nearly all microsystems. **Interface 84** comes fully tested complete with user notes at £49.95 plus VAT. Enquiries to **J P Designs**, 37 Oyster Row, Cambridge, CB5 8LJ. Tel (0223) 522234.

Possibly the world's lowest profile DIL

IC sockets, the new **EMC 21,000** series, available in 6 to 64 pin, 0.3, 0.4, or 0.6 in pitch options, allows the IC to sit only 2.92mm (0.115in) from the board. With the new funnel entry, short four finger style, **Mini-Tulipe** contact with bored out, closed-end, anti-wicking tail, this new range of sockets is suitable for manual or automatic IC loading and readily accepts both short and long IC legs.



Needing only standard layout 0.813mm (0.032in) PCB piercings and available in various gold/tin plating options, this new beryllium copper contact is rated for 1A but offers typical contact resistance of only 4.3mR. Capable of operating over a temperature range of -65°C to +175°C and utilising 94-VO rated glass reinforced polyester, the socket body is of an open frame design that will not twist, bend or soften during installation but still allows maximum cooling air flow plus easy cleaning and inspection and if you can follow that lot — I — and want to know more, contact **EMC Interconnection Specialists**, 50 London Rd., Sevenoaks, Kent. Tel: (0732) 460525.

Made-to-measure dustcovers for video recorders can be ordered for £3.95 from **Helbri Products Ltd.**, 51 Birstwith Rd., Harrogate HG1 4QT Tel: (0423) 889704. Please supply all dimensions (and make sure you leave room for switches sticking out beyond the line of the casing) including dimensions and location of the front panel clock so that a transparent window can be incorporated. Protection from dust prolongs videorecorder life in general, especially the expensive and fragile heads. **Helbri** do not say whether they make dust covers for other similar bits of equipment, but it is probably worth enquiring.

Elkan Electronics have announced their **EASI-CALC 1251** program for the **Sharp PC1251** pocket computer. Coupled with the **CE125** printer-recorder this gives a "spreadsheet" with as many as 26 lines across and up to 100 rows deep, with over 200 "cells" or co-ordinates on the sheet. As

well as being a problem-solving tool answering "What if . . . ?"-type questions, **EASI-CALC 1251** can be a portable mini data base storing up to 100 names and phone numbers. The package consists of a data-quality micro-cassette tape and a twenty-page user's manual. No programming knowledge is needed.

EASI-CALC costs £14.95 from **Elkan Electronics**, 11 Bury New Road, Prestwich, Manchester M25 8JZ. Tel: 061 798 7613.

Robotic arms producers **Colne Robotics** have produced a computer vision system costing only £395. Aimed at the educational market, the **COLVIS** system consists of a solid-state camera connected to a powerful microcomputer, which can extract and learn information from the image received from the camera. It can use parameters such as area, perimeter and centre of gravity to recognise the object in view, and deduce its position and orientation. It can be used with any microcomputer which has or can be fitted with an 8-bit bi-directional port.

Enquiries to **Colne Robotics Co. Ltd.**, Beaufort Rd., Off Richmond Rd., East Twickenham, Middx. TW1 2PQ. Tel: 01 892 8197.

Namal Electronics have announced their **ROMBLO 1248 EPROM** blower for the Apple microcomputer. This device will program all common 24- and 28-pin EPROMS of type 2508, 2516, 2564, 2716, 2732 and 2764 or any pin compatible 5V EPROMS. The software is on-board, eliminating the need for disk drives.

The price is £95. Enquire to **Namal Associates Ltd.**, "Gatehouse", 25 Gwydir St., Cambridge CB1 2LG. Tel: (0223) 355404.

Anybody wanting to sell or buy leisure goods in the south-east can contact **Leisure Line**. They are a telephone sales company who keep a register of goods on computer. They have expanded to include a listing of clubs, schools, organisations and private teachers involved in leisure pursuits. The service is free to those seeking information, charged to those advertising. Contact **Leisure Line Data Ltd.**, 238-246 King St., Hammersmith, London W6 0RF or phone 01 741 8301 9am to 9pm Monday to Friday.

Dawne Instruments have also added a high standard multimeter, the **Unigor 3n**, to their range. It features 62 measuring ranges, costs £100, and is said to be the standard multimeter used by many professional European organisations. Special points mentioned by **Dawne** include single rotary switch for thirty-two measurement ranges, nearly 32k ohms/volt sensitivity, better than 0.5% accuracy, 0 to 500ohms on the low range and 50MR on the highest, and a number of others.

More information from **Dawne Instruments and Electronics**, Shields Rd., Bill Quay, Gateshead NE10 0RS. Tel: (0632) 695117.



ZX81:Jupiter Ace:Spectrum Programmable Joystick Controller

Paul Moody and Chris Lloyd

Set your fingers free! Banish keyboard cramp! Play action games as they were always meant to be played, with the HE Joystick Controller!

This project is a completely new idea in Joystick design because it is fully programmable and can be used with *any* games software for the ZX81, Spectrum or Jupiter Ace.

THE ZX81, Spectrum and Jupiter Ace keyboards are excellent for entering programs, but they are very difficult to use for playing any fast moving games. This is a great pity because there is a wide range of excellent games software written for the ZX81 and Spectrum. The Ace has perhaps been a little slower to catch on, but now that its versatility and speed are being appreciated, a number of good games have appeared for it.

The Joystick Controller described here can transform your computer

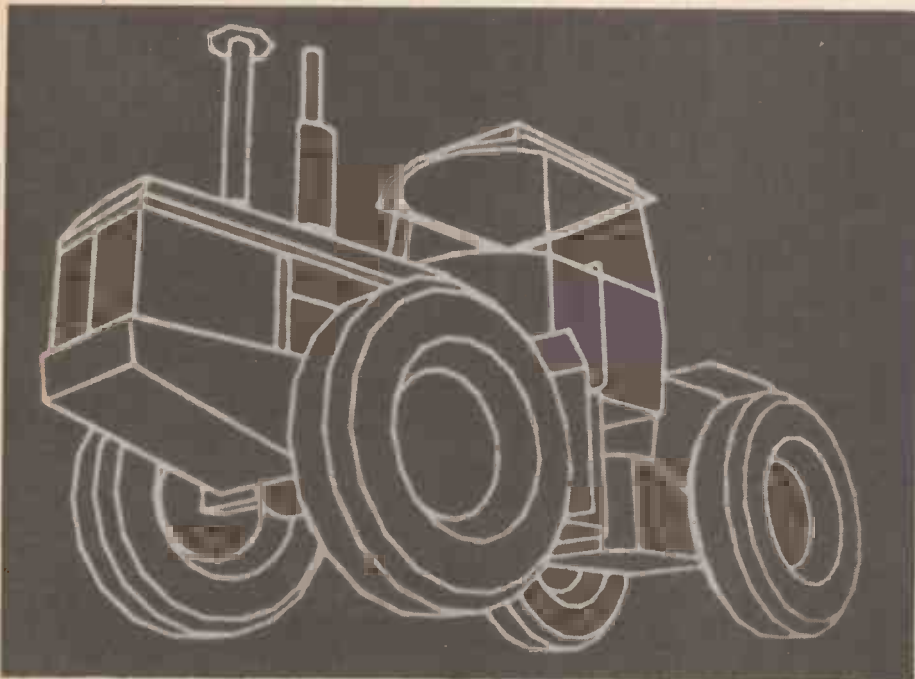
from a toy into a true arcade style machine, and its unique design allows its use on *all* software. You won't need to buy software especially written for a joystick, because *all* your existing programs will work with it.

Basic Ideas

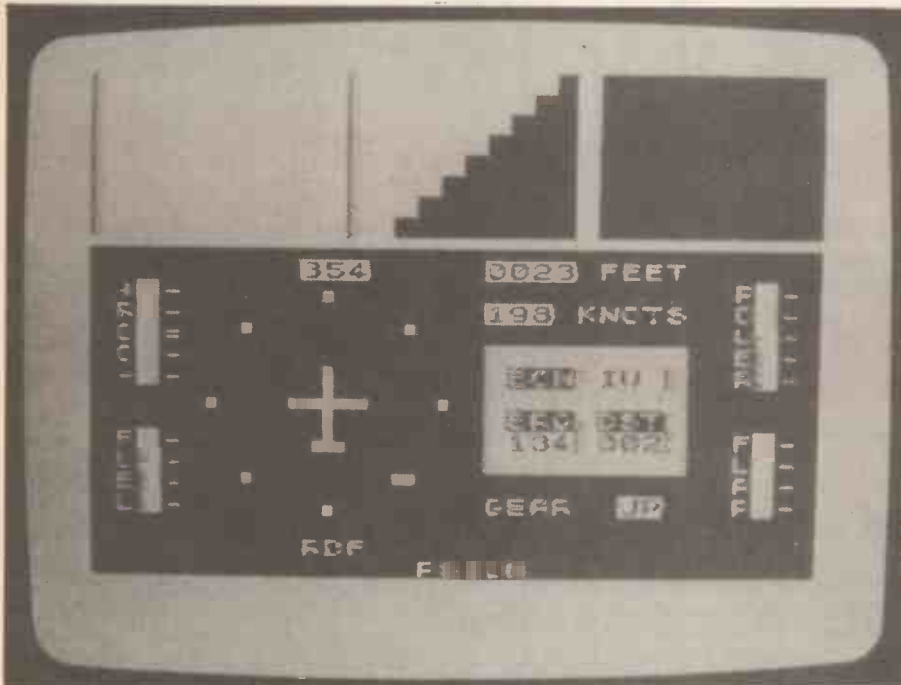
The way most joysticks work is to mimic the action of the keyboard, so that when the joystick is moved, the computer is fooled into believing that a key has been pressed. The problem that arises is simply this: which keys

should the joystick mimic? One convention is to use the "arrow" keys — 5, 6, 7 and 8 for left, down, up and right, and 9 for fire. But unfortunately only a limited amount of software uses these keys — mainly because it is very awkward to use keys so close together. The result is that many people buy a joystick and then find that they can't use it on any of their old software, or that many programs that they would like to buy won't work with the joystick.

This article describes a completely



Although this drawing was produced by a Computer Aided Design package, similar 'sketches' could easily be made using the joystick and a simple drawing programme. The 'fire' buttons could also be used, for example to delete points back along the plotted track and, on the Spectrum, to change the foreground colour.



Some games, such as the flight simulator shown, use more than the six functions available on the joystick. However the keyboard can still be used for flaps, undercarriage etc provided the joystick controls are not operated simultaneously.

new idea in joystick design — the joystick is actually programmable and can mimic the action of *any* keys. To make things even easier for you, a program is included which remembers which games use which keys, so if you want to play a game that you've played before then you don't need to reprogram the joystick — simply give it the name of the program and it will do the rest.

To understand how the joystick works let's first take a look at the Sinclair keyboard.

The Keyboard

The keyboard consists of a five by eight grid of wires, with a key over each crossing point (Figure 1). When a key is pressed, it connects together the two wires passing beneath it. The keyboard is read, one row at a time, by taking each of the eight address lines low, in turn, leaving the other seven high. Say, for instance, that the computer wishes to read the row containing the letters "QWERT", then

it sends A10 low with A8, 9, 11, 12, 13, 14, 15 all high. Now if none of the keys on that row are pressed, the outputs labeled KBDO-4 will all be at logic 1 — because they are all tied via resistors to +5 volts. But now consider what happens when key "W" is pressed: it connects A10 to KBD1, pulling KBD1 low and sending a logic 0 to the ULA (or to a tristate buffer in the case of the Ace, which has no ULA). So, by scanning through each row in turn the computer is able to build up a complete picture of the keyboard, and it does this every 1/50th of a second.

If you are wondering what those diodes are doing in the address lines, consider what would happen if they were not there and two keys in the same column were pressed at the same time; address lines would be shorted together and the computer would crash instantly!

Input/Output

But how does the CPU distinguish between reading the keyboard and reading memory? In both cases it puts out an address, but for reading the keyboard it sends out a low on IORQ instead of on MREQ. This signal, combined with a low on A0, tells the ULA (or tristate buffer, in the case of the Ace) that it is reading the keyboard, and it transfers the values of KBDO-4 to the lower data lines, DO-4.

In A Nutshell . . .

To explain the operation of the Joystick Controller, we'll use the very simplified (and highly schematic) circuit diagram of Figure 2. It consists of five basic blocks, plus a certain amount of control circuitry, represented here by a single two-input or gate.

The joystick itself is a simple array of six microswitches operated by the control lever; the output lines are connected to a +5V when one or more switches are closed.

An 8-into-3 line encoder operates on the CPU's address lines, A8 - A15, that are consecutively taken low during a Keyboard Read operation. The encoder simply reduces the number of address lines required for the memory by utilising the fact that only one of A8 to A15 will be low at any one time during a keyboard read. Since there are only eight possible states for A8-A15 at these times, only three lines ($2^3 = 8$) are needed to contain this information.

These three lines become the top three address lines to the Controller's Random Access Memory. The lower order address lines are derived from one of two sources, depending on whether the Controller is being programmed for use, or is in use. The address lines are selected by an electronic switch, operated by the CPU's Write Enable line, WE.

When the controller is being programmed (this is further explained, later), WE is taken to logic 0 and the

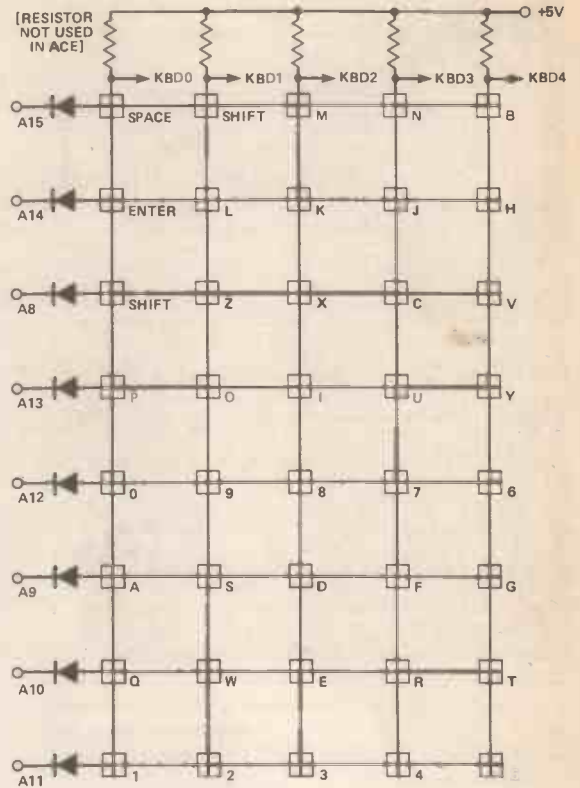
'switches' are in the position shown, connecting the RAM's low-order address lines to the CPU's address lines. At the same time WE enables the RAM so that data can be written to it, and simultaneously connects the RAM's data lines to accept information from the CPU's data lines (this is actually done not by a switch as shown in Figure 2 — but this will be explained in a moment!).

Now the keyboard is not actually located at a single address; in fact any time A0 is low and an IN instruction has been issued (either by the CPU's Monitor program or by a user program — the Sinclair ULA can't tell the difference) the computer is performing a keyboard read operation. So, when programming the Controller, the keyboard is read by the program written for the purpose and the CPU will return, on data lines D0 - D4, a five-bit 'word' corresponding to whichever key has been pressed, if any. This data now has to be stored in the Controller RAM, and the location in RAM at which it is stored is determined by the CPU's address lines A1 - A7. This address is set up by a single number, entered as part of the set-up routine, which corresponds to a particular joystick position. What happens, in effect, is that the data corresponding to a particular key — 'Q', say, — is stored in the Controller RAM at a location which corresponds to a certain joystick position.

Now when a game is being played, the joystick output lines are connected to the RAM via the electronic switch (because WE is kept high).

Normally the ZX81 monitor performs a keyboard read about 50 times per second, and during these times both IORQ and A0 will be low, so the Controller RAM Chip Select pin will

Figure 1. The keyboard circuit shown is typical of the ZX81, Spectrum and Ace, with minor variations between them. Each square over a pair of crossed wires represents a switch which, when closed, pulls a KBD line to logic 0 when the corresponding address line is at 0. The Monitor programme performs a keyboard scan about once every 20 milliseconds by consecutively pulling each address line to 0. The diodes prevent two address lines being shorted if two keys are pressed together. The keyboard is also scanned by an INKEY instruction in a user-programme.



be enabled and data will be read from it, as well as from the keyboard. The RAM address, now depends on the physical joystick position, rather than a number representing it, and at that location will be found data corresponding to a particular keyboard letter!

As mentioned before, the RAM data lines are connected to the CPU's data lines by a 'switch' that is not really a switch. In fact 'it' is five high-power tri-state buffers, each bypassed by a

resistor. When the buffer outputs are in a high impedance condition ('off') the resistors allow data to be written to the Controller RAM. However when the WE input is high the buffers are active (the 'switches' are then in the opposite position to that shown in Figure 2) and they have sufficient 'muscle' to override the CPU data. Thus the computer receives data corresponding to the joystick position, rather than the actual keyboard data, whatever it may be. And, since the joystick position

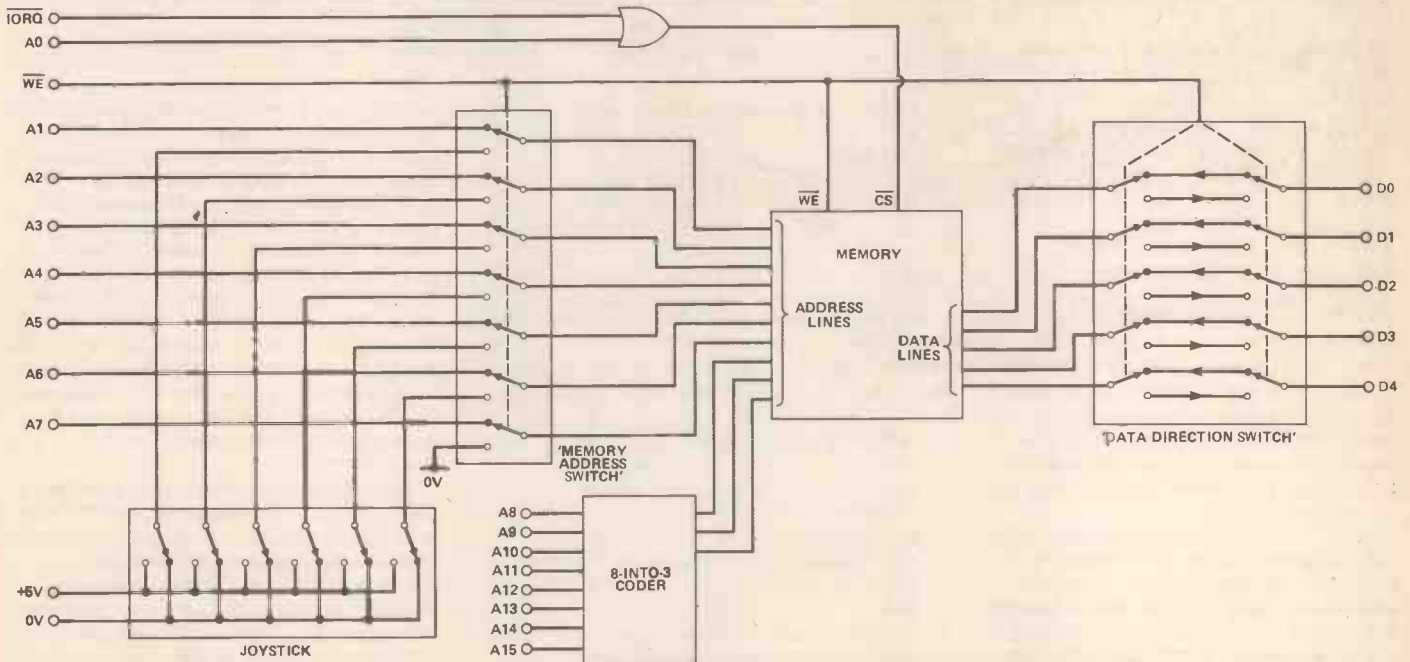


Figure 2. A highly representational block diagram of the Controller. When it is being programmed, the memory address lines are connected to the computer's address bus and data is accepted from the data bus, as shown. In use the 'switches' are reversed; the joystick provides the addresses and previously programmed information is forced onto the data bus, overwriting information from the keyboard.

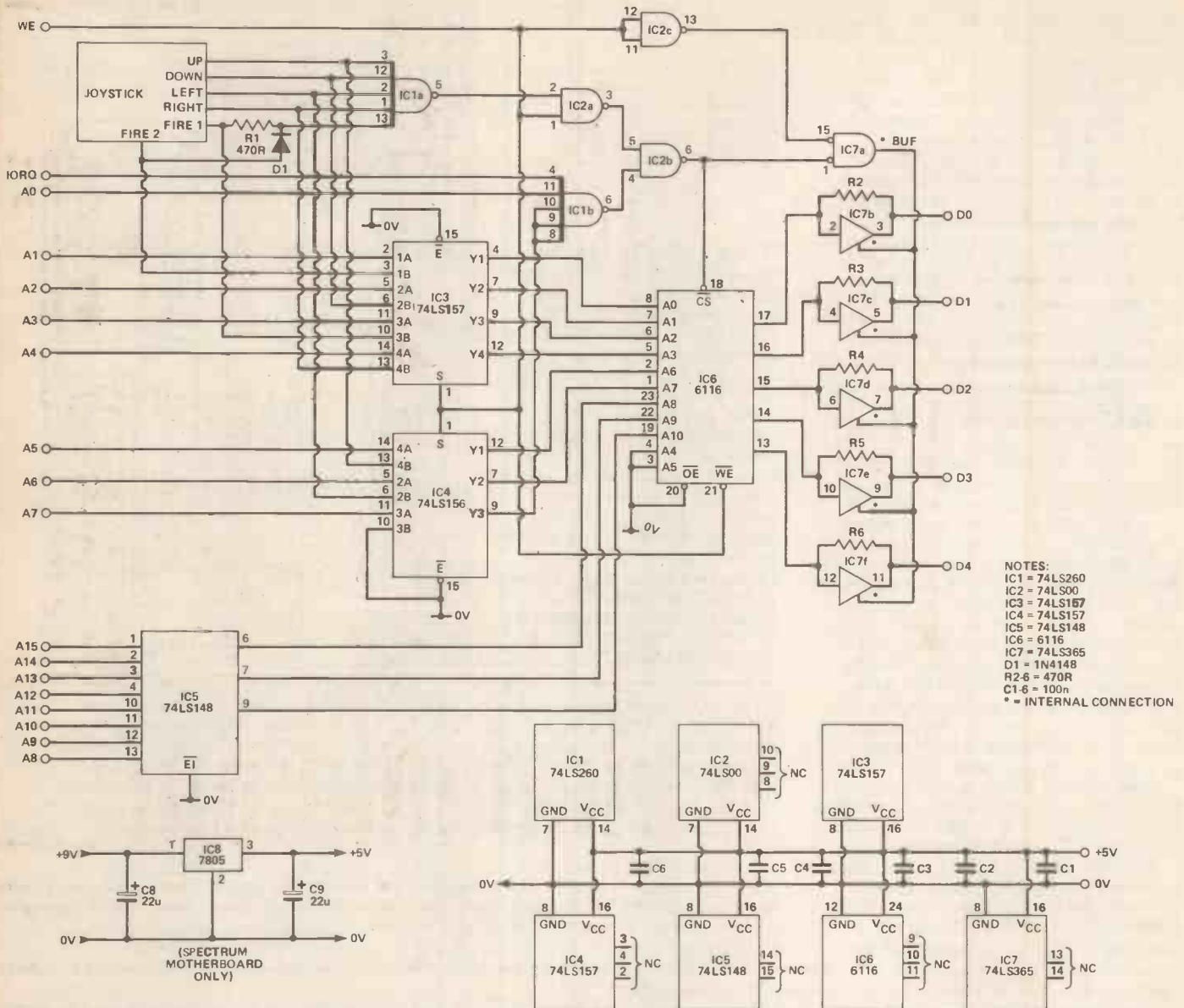


Figure 3. The full circuit of the Controller. ICs 3 and 4 are the "memory address switch" while IC7 controls the data direction.

has been set-up to correspond to a particular key, the computer receives the appropriate command — unless the Invaders have just bombed you out of the game!

The Complete Circuit

Figure 3 gives the complete circuit for the joystick interface. As before, A8 to A15 are encoded by IC5 to give three address lines for the memory, IC6, a 6116 2K by 8-bit static CMOS RAM. IC3 and IC4 are 2-into-1 multiplexers connected as electronic switches — when SELECT (S) is at logic 0 the A inputs are connected to the outputs, and when at logic 1 the B inputs are selected.

First consider how the memory is programmed. To do this, an OUT command is given along with an address (on the ZX81 this command can only be given in machine code — there is no OUT command in ZX81 BASIC). The address must have both A0 and A7 low; A0 is always low for a keyboard read while A7 must be held low to avoid the Joystick memory

being accidentally written to by the CPU when it gives control signals to the logic circuitry.

The OUT command sends both $\overline{\text{IORQ}}$ and $\overline{\text{WE}}$ low. Since $\overline{\text{WE}}$ is connected to the select line on the multiplexers IC3 and 4, the A inputs are selected, and in particular Y1 is connected to A7 and is thus at logic 0. This means that IC1a has all zero inputs and so gives out a logic 1. Then, since one of the inputs to IC2a is $\overline{\text{WE}}$, at logic 0, its output is at logic 1; therefore IC2b has both inputs at logic 1 and so it gives a 0 output. Thus IC6's CS pin is taken low, enabling the RAM. And, since the output of IC2c is a 1, BUF is 0 and the buffer outputs are open circuit, this allows data to be read into the memory from the data lines via R2 - R6.

Now consider what happens when the computer tries to read the keyboard. When the joystick is not being used it is important that the keyboard functions normally, and it is the function of IC1b to detect whether

or not the joystick is being used. When the joystick is not being used, IC1b has all zero inputs and so gives a 1 output. D1 and R1 are included because IC1b has only five inputs while the joystick has six outputs; D1 and R1 form a hardware OR gate, thereby reducing the number of inputs to the IC1b. So, when the CPU tried to read the joystick $\overline{\text{IORQ}}$ is 0 and $\overline{\text{WE}}$ is at 1; this, combined with the 1 from IC1b, gives a 0 on IC2a which gives a 1 at the output of IC2b. This takes the BUF line to 0 and the buffers are not selected, allowing the keyboard to be read normally.

When the joystick is being used, at least one of the inputs to IC1b is high and so its output is low, and this gives a 1 at the output of IC2a. Now, because $\overline{\text{WE}}$ is 1 during a keyboard read Y1 is connected to 1B and hence is at logic 0. Thus all the inputs to IC1a are 0, and so its output is at logic 1. Then the two 1 inputs at IC2b give a 0 output, selecting the memory, IC6. And, since IC2c is outputting a 0, BUF is at logic 1 and the output from the

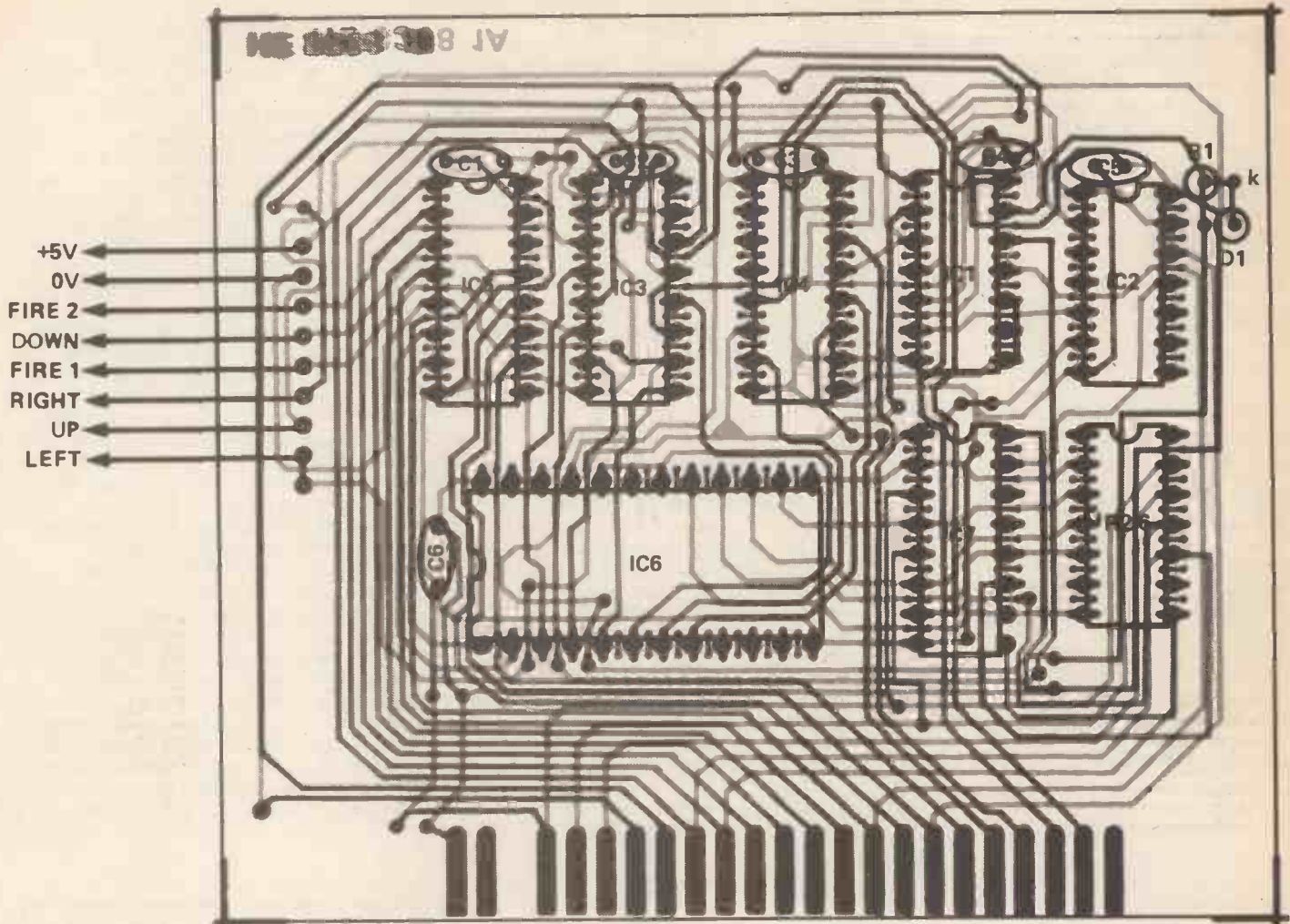


Figure 4. The component layout shown over the double-sided PCB patterns (the component-side tracks are in red). The Controller PCB plugs into a motherboard which carries the correct edge connector for whichever computer is being used. The Spectrum motherboard (not shown) also carries a 5V regulator circuit.

Parts List

RESISTORS

R1 - R6 470R

CAPACITORS

C1 - C7 100n
disc ceramic
C8, C9 22u 16V
radial electro

SEMICONDUCTORS

IC1 74LS260
dual 5-in NOR
IC2 74LS00
quad 2-in NAND
IC3, 4 74LS157
quad 2-in selector
IC5 74LS148
8-into-3 decoder
IC6 6116
2K x 8-bit CMOS static RAM
IC7 74LS365
hex tri-state buffer
IC8 7805
+5V regulator

MISCELLANEOUS

PCB; motherboard, wire, solder etc.

BUYLINES page 34

memory is buffered onto the data lines, overwriting the keyboard data.

Construction

The interface is built on two double sided PCBs. The main board plugs vertically into a smaller motherboard, which plugs into the edge connector; the main board is the same for the ZX81, Spectrum and Jupiter Ace, while the three motherboards are different. The ZX81 and Ace motherboards provide their own edge connectors so that rampacks may be plugged on, while the Spectrum motherboard has its own power supply — this is needed because the 48K Spectrum cannot supply enough current for the joystick interface. The interface actually needs very little power, but even the little that it does draw would be enough to make the Spectrum unreliable if the extra supply were not provided.

Construction of the main board is relatively easy — but take care with the 6116 memory. Since it is a CMOS IC it can be damaged quite easily by static charges. It has internal protection diodes which are effective up to about 4,000V, but since you can quite easily generate over 10,000V simply by walking on a nylon carpet

you can destroy it simply by touching the pins! To avoid damage make sure that you don't remove the chip from its protective conductive foam until you are ready to use it, and earth yourself (eg by touching a water tap) before handling it.

Testing

When you have finished building the main board, plug it into the motherboard, plug the motherboard onto the computer edge connector and plug the joystick into the DIN socket in the main board. Now switch on the computer — it should behave normally. Now move the joystick into the UP position and try the keyboard. The keyboard should be completely inoperative, since it is being overruled by the joystick. Test the other joystick positions to make sure that the keyboard remains inoperative.

Software

Consider the BASIC program given in Program 1 written for the Spectrum. It is a much simplified version of the complete joystick program, but it clearly demonstrates the ideas involved.

The program first accepts an input,

J, a number between 1 and 6, corresponding to the joystick position which is to be programmed — 1 corresponds to UP, 2 to DOWN, 3 to LEFT, 4 to RIGHT, 5 to FIRE 1, and 6 to FIRE 2. It then asks you to press a key, so that when the joystick is moved into the appropriate position *it will be as though that key has been pressed*. Say, for instance, that you enter 1 for the joystick position and then press "Q" for the key. Then, whenever the joystick is moved into the up position, the computer will believe that "Q" has been pressed.

Line 40 simply waits for you to press the key before entering the next section, a FOR/NEXT loop which reads the keyboard and then transfers the data to the joystick memory. The variable N counts through each row of the keyboard in turn; let's consider the case where J = 1 and it is the first time through the loop, when N = 8. Then the address, A in line 60 is equal to $65280 - 21J + 2$, which in binary is 1,111 1110 0000 0010. This address has A0 = 0, which it must have for a keyboard read, and in addition the higher address lines (A8 to A15) are set to read the row SHIFT to V on the keyboard (see Figure 1 again!). So, in line 70, "IN A" reads this line on the keyboard and "OUT A" transfers this to the joystick memory — and puts it into the memory location which has A1 = 1. So later,

PROGRAM 1

```

10 INPUT "Which joystick position?",
J
20 PAUSE 50
30 PRINT "Press the key
corresponding to this position — and
keep your finger on the key"
40 IF INKEY$ = "" THEN GOTO 40
50 For N = 8 TO 15
60 LET A = 65280 - 21N + 21J
70 OUT A, IN A
80 NEXT N
90 CLS
100 PRINT "Now take your finger off
the key"
110 IF INKEY$ <> "" THEN GOTO 100
120 CLS
130 GOTO 10
    
```

when the computer tries to read this line of the keyboard and the joystick is in the up position, A1 will again be 1 (since it is coming from the joystick) and the joystick memory will output the data that had been transferred to it during the OUT operation. The counter N scans through the entire keyboard, making each of the address lines A8 to A15 low in turn, and transferring the keyboard data to the joystick. The overall result is that the joystick saves a copy of the keyboard which it will later output when the joystick is moved into the appropriate position.

This program seems to do

everything we require, but it does suffer from two faults. The first problem is simply that it won't work with the BREAK key; as soon as this key is pressed the Sinclair BASIC monitor breaks out of the program and data is not transferred to the joystick. The only solution is to write the program in machine code, where it is safe from the BASIC monitor. The second problem is more difficult to cure. It arises whenever two or more functions are used on the joystick at the same time, for example when the joystick is moved into the UP position and FIRE button 1 is pressed. This sends both A1 and A5 high at the same time, but since the memory location this corresponds to has not been programmed, the joystick will not work. The answer is to rewrite the simple program, making it into two parts; the first part reads the keyboard, line by line, and saves the data for the second part which transfers the data to the joystick, filling up every memory location with the appropriate data. The software tape which is being supplied with the Joystick kit (see Buylines for details) actually contains three complete programs, one each for the ZX81, Spectrum and Ace. They are all very easy to use and are able to remember which keys are used by which programs, so you need only program the Joystick once for each game.

HE

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The Story So Far

Last month, we looked at electricity itself: what it is (a flow of electrons) and its three fundamental quantities (potential difference, current, resistance) which are tied together in a physical way defined by Ohm's Law. Put into mathematical formulae, Ohm's Law can be expressed by:

$$V = IR$$

$$I = V/R$$

$$R = V/I$$

So, if two of the quantities in any electronic circuit are known, the third can easily be calculated.

There are two main types of electricity: DC (direct current), where the potential difference, or voltage, remains constant — this is the sort of electricity which is obtained from a dry-cell battery — and AC (alternating current), where the potential difference alternates between two extremes. House electric systems are AC and here the voltage alternates between equal positive and negative amounts to give an overall voltage of 240V.

We saw that electricity need not always consist of large currents and large voltages, hence the need to divide the units of current (the ampere) and voltage (the volt) up into smaller parts, such as a microamp:

$$\text{ie, } 1 \times 10^{-6} = \text{A}$$

or, say, a millivolt:

$$\text{ie, } 1 \times 10^{-3} = \text{V}$$

Voltages and currents such as these are the sorts which we may find from such a device as a microphone which converts sound waves into electricity. We tend to call such voltages and currents *signals*

— they *represent* the sound in an electrical way, just a traffic signals represent what to do next in a way which the motorist can understand. Now that we have seen exactly what electricity is, we're going to turn our attention to what electricity does. In other words, we are going to study the main *effects* of electricity.

Let There Be . . . Heat!

The first effect, observed every day when a light bulb is turned on is the creation of heat. Any conductor, if a high enough potential difference is applied across it, will conduct enough electricity to get warm. The thinner the conductor, the lower the potential difference it takes to heat it. What happens in a light bulb is that the conductor (known as the filament) is so thin that it doesn't take much electricity to heat it up. And it gets hot! So hot that it radiates enough energy to glow white hot — in other words, it gives off light.

Heat is also dissipated from the bar of a bar fire or a ring of an electric cooker, but here the electricity used only makes the bar or ring glow red hot — *even though more electricity is used and more heat is given off than with a light bulb filament.*

The reason for this generation of heat is connected with the very reason why electricity flows at all, ie, because the atoms of conductors allow their electrons reasonably free movement. The key phrase here is "reasonably free movement". No atom gives up its electrons without a struggle, however good a conductor it is and force (or energy) is always required to take the electron away from the atom. The potential difference applied across the conductor provides this energy by literally pulling the electrons out of orbit towards the positive side of the voltage source. When the electron jumps along to the next atom to take its place in

'orbit', some of that energy is then given off and is released as heat (Figure 1).

Thick And Thin

In a large mass of conducting material the effect of these small heat releases is to raise the temperature only by a small amount. In a thin conductor, however, the temperature obviously rises more dramatically with the same potential difference, even though the actual power released is identical. So, light bulbs are manufactured with a very thin filament so that only a small amount of power is used up or dissipated for the amount of light emitted.

Naturally, there is a mathematical relationship between the amount of electricity and the power dissipated as heat. It is summarised by a formula which can be used to calculate the power dissipated by any conductor with a voltage across it:

$$P = IV \text{ (measured in watts)}$$

So, for example, a potential difference of 100V across a conductor, with a current of 10A through it, would mean that the conductor will dissipate a power of:

$$100 \times 10 = 1000 \text{ watts} = 1\text{kW} \\ \text{(ie, one kilowatt)}$$

But, from Ohm's Law we know that $V = IR$ and $I = V/R$. So also: $P = I^2R = V^2/R$.

This means power is also dissipated by a *resistor* in a circuit, not just a conductor, and we can calculate the power dissipated by that resistor if we know its value and the value of the current through it, or the voltage across it. Enough said for now, but next month when the whole topic of resistance is discussed in depth, you'll see how the question of power plays an important rôle in our choice of resistor in a given electronic circuit.

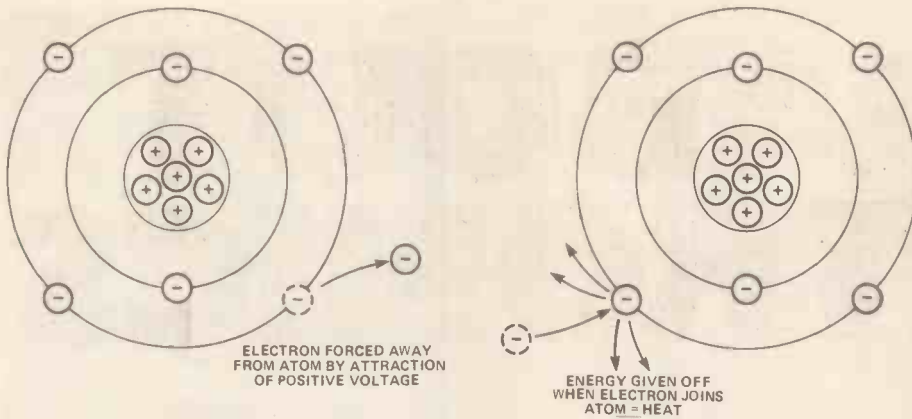


Figure 1. An electron can be forced away from its atom with the application of a voltage, but the energy used to force it away is released when the electron finds another atom with a missing electron.

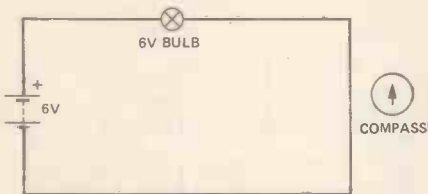


Figure 2. When the circuit is completed the needle of the compass will jump to a new position. As the circuit is disconnected the compass needle will once again point north.

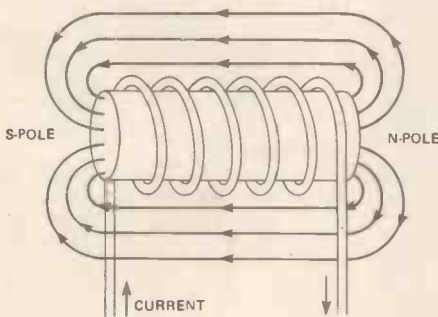


Figure 3. When current passes through a coil of wire, the electromagnetic field is stronger than that from a single length of wire. A north- and south-pole are generated.

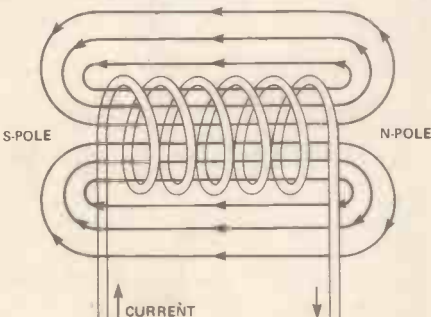


Figure 4. Winding the coil around a soft iron former concentrates the electromagnetic field.

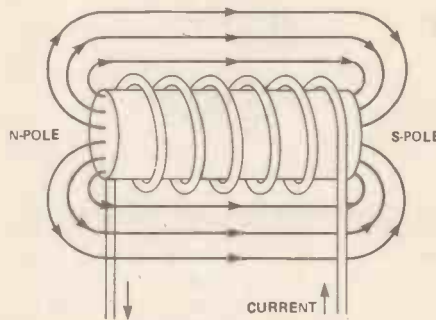


Figure 5. Reversing the direction of the electric current reverses the magnetic field.

Electromagnetism

The second effect of electricity we shall now look at is the magnetic field which is formed whenever a current is passed through a conductor. You can 'see' this magnetic field if you have a magnetic compass, a battery, a bulb and connecting wire. Simply position the compass close to the middle of the length of wire (Figure 2) and then connect the two ends of the wire to the battery. As you connect the circuit the compass needle will jump, then steady. Similarly, when you disconnect the wire, the needle of the compass will once again jump, then steady and point north.

This magnetic field is caused, like heat, by the energy electrons give off when jumping back to an atom. It is termed *electromagnetic* radiation to distinguish it from magnetic radiation from a permanent magnet (eg, bar-magnet, horseshoe-magnet) — electromagnetic radiation only occurs in a conductor when an electric current is flowing.

If you do the experiment in Figure 2 you will see that the field generated is not a very powerful one. It might have caused the compass needle to move but it certainly would not have been strong enough to pick up a piece of metal, a pin for example. One way to increase the field should be obvious: increase the current. But there is a limit to how much current is available from a power source

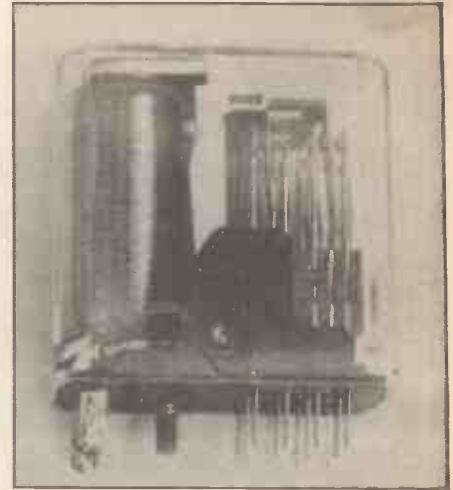


Figure 6. A relay can be used to switch currents (some relays have as many as 10 sets of switch contacts) upon application of a small current to pass through the coil.

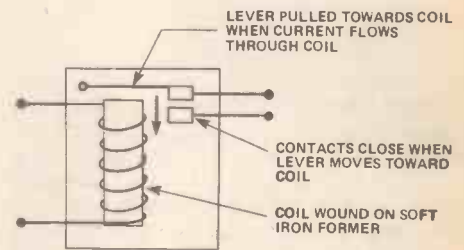


Figure 7. Inside a typical relay.

such as a battery. A better way to increase the magnetic field is to loop the wire into a coil, as in Figure 3. Each turn of the wire radiates its own field and the total effect is to create a magnet which is n times as strong as the single wire, where n is the number of loops in the coil.

Loop The Loop

Another way to create a stronger magnetic field is to form this loop around a metal core (soft iron is best). The soft iron core (Figure 4) concentrates the field, producing a stronger electromagnet. Figure 4 shows how the coil is now effectively a single magnet with the usual north (N) and south (S) poles. When the current flows as shown, ie, anti clockwise, the north pole is at the right hand end of the electromagnet. However, if the current flows clockwise as in Figure 5 the poles reverse ends!

We have now seen the magnetic field which is generated around a conductor with a current flowing and the next question must be to ask, how can we use this effect? After all, an electromagnet is an electromagnet and by itself it must have only limited use. The most important use in the form is probably in a relay, an example of which is shown in Figure 6. Such a relay has an electromagnetic coil inside, which is operated by a specific voltage and

current. When current flows through the coil it creates a field which pulls a lever towards it (Figure 7) activating switch mechanisms. The current to activate the coil is small but the current which is switched by the switch mechanism can be large and at a high voltage. So, for example a relay can be used to turn on and off a 240V mains-powered heater with only a 9V battery as in the circuit in Figure 8.

Undeniably though, electromagnetism doesn't seem to offer much until we consider the electromagnet in use alongside another, say a permanent magnet. If we remember the statement "like poles repel, opposites attract", then we can begin to understand the real usefulness of being able to switch magnetism, the force that pulls opposite poles together and pushes like poles apart, on and off at will.

Testing, Testing

The single conductor and compass experiment of Figure 2 shows such a force making the needle of the compass (a permanent magnet) jump. Obviously, if we take our coil of wire formed around a soft iron core and pass a current through it, then put it beside a strong permanent magnet, the force between the two magnets will be a lot stronger. And, more important, because the strength of the electromagnetic field depends on the current through the coil, the force between the two magnets depends on the current passed through the coil.

This principle is used in the common test meters used everyday in electronics. Figure 9 shows the basic part of a meter. The main items include a permanent magnet, a coil wound on a former, and a pointer attached to the coil. The coil is mounted on bearings so that it can rotate. The magnet's poles are shaped so that the field produced is radial and equal at all points on the coil. A coil-spring ensures the coil always returns to the same position when no current is passed.

When a current is passed through the coil, the electromagnetic field, interacting with the permanent magnetic field, forces the coil to rotate. When the force produced equals the force which the spring exerts against it an equilibrium is set up — in other words, the coil stops turning. The pointer therefore indicates on a scale the strength of the magnetic field produced by the coil and, because the field depends on the current through the coil, the position of the pointer on the scale is an indication of the size of this current.

For accurate measurements, all parts of a meter obviously need to be carefully designed and manufactured, but modern day meters can exhibit full-scale deflection (FSD), ie, the pointer goes from zero to maximum, when currents of only 1 uA or so are passed through the coil. A modern multimeter suitable for a selection of general-purpose test measurements in electronics is shown in Figure 10. This multimeter has a switch in order that

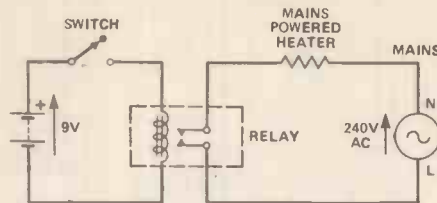


Figure 8. Showing how a relay and a 9V battery can turn a mains-powered heater on and off.

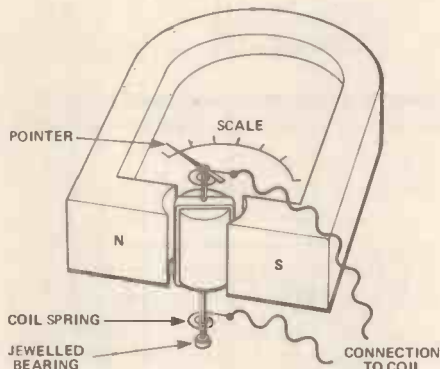


Figure 9. Inside a moving-coil meter.

the measurement range can be changed, so that larger currents can be measured. Also on the switch dial are locations so that voltage and resistance measurements can be taken, all with the same meter!

Now, how can this be done? How can we use the same meter to measure current, voltage and resistance at the flick of a switch? For the answer we must look at some circuits to understand exactly what we are measuring. Then we will see how to measure them.

Current

Figure 11a shows a circuit of a battery and a resistor. Battery voltage is 10V and the resistor has a value of 10k (ie, 10,000 ohms). So we can calculate, using one of the formulae associated with Ohm's Law, the current in the circuit:

$$I = \frac{V}{R} = \frac{10}{10,000} = 1 \cdot 10^{-3} \text{A} = 1 \text{mA}$$

Figure 11b shows how we measure current. The meter must be part of the circuit — in this way the current actually passes through the meter coil. If the meter has FSD of 1mA then the pointer of the meter will be at its maximum position. If the meter had FSD of 10mA the pointer will be only 1/10th of the way across the scale.

But what happens if the meter has FSD of only 1uA? The pointer will try to go off the scale! The current going through the coil (1mA) is one thousand times greater than the current the coil was designed to withstand and it may "burn-out" ie, the heat generated by the current may actually be great enough to melt one or more of the loops of the coil. Once this occurs a break in the circuit



Figure 10. A typical digital multimeter with test probes.

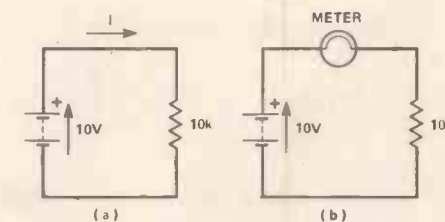


Figure 11a) Current flows when a resistor is connected to a battery b) measuring the current using a meter.

will be made and the meter is ruined. For this reason you must be very careful when using a test meter not to attempt to measure greater currents and voltages than the meter is switched to read at FSD. It is easy to adapt a meter with a very low FSD to measure currents of much greater value as shown in Figure 12a.

The meter can only be used to measure a maximum current of 1uA but the current in the circuit is 1mA (as Figure 11a). So to use this meter we need to sample only 1uA of the 1mA circuit current and bypass the meter with the other 999uA. We do this as in Figure 12b by putting a resistor, R2, in parallel with (ie, across) the meter. The resistance is calculated to allow 999uA through for every 1uA which the meter allows through.

Now the voltage across the meter is the same as the voltage across the meter resistor (because they are joined at both ends — they are in parallel) whatever happens. So from Ohm's Law

$$IR (\text{meter}) = V = IR (\text{resistor})$$

That is, the current through the meter coil multiplied by the coil resistance must equal the current through the resistor multiplied by its own resistance. We know that the current through the meter has to be 1/999 of the current through the resistor so

$$\frac{1}{999} \times R (\text{coil}) = I \times R2$$

So; $R2 = R/999$ (coil). If the coil resistor

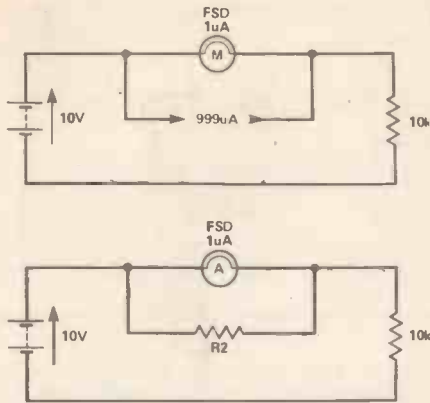
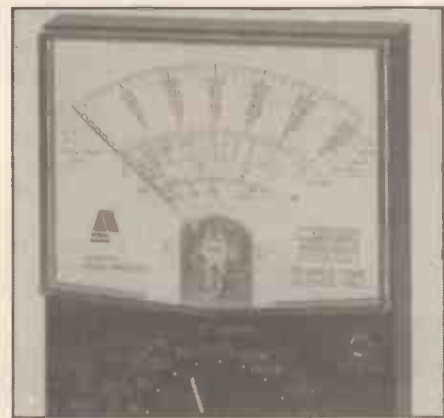


Figure 12 a) measuring a current which is larger than the FSD current of the meter — some of the current has to bypass the meter coil, b) a shunt resistor (ie, in parallel) allows some current to bypass the coil

Figure 13 a) The voltage across a resistor b) measuring the voltage using a meter with a series resistor.



is say 1k, then $R_2 = 1000/999 = IR$. In this example we must put a resistance (which is 1/999 of the meter coil resistance) in parallel with the meter to let the meter which has FSD of 1uA measure up to 1mA. Other current values can be measured simply by putting another value of resistor, calculated as above, in parallel with the meter. All the switch does in a multimeter such as that of Figure 10 is to connect in a different value resistor for every range of current to be measured.

Voltage

Voltage measurement is slightly different. The circuits in Figure 13 show why. Say we went to find out the voltage across R_2 in Figure 13a. We can calculate the voltage using Ohm's Law if we want, but in such a simple example it is possible to calculate the voltage by introspection. Look at the circuit: there are two equal resistors in the series (ie, in a line) across a source of 10V. So the mid-point of the resistor will have a voltage at the mid-point of the source voltage: 5V.

If we use the same meter as above, ie, with FSD of 1uA and a coil resistance of 1k, then we can calculate from Ohm's Law the current which will pass through the coil if the meter is simply

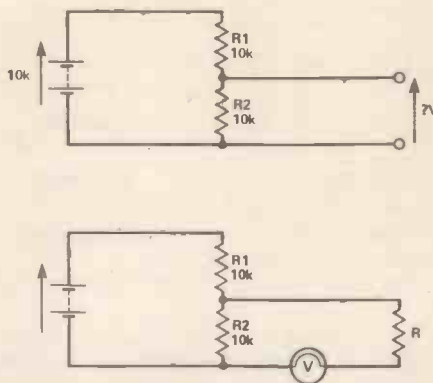
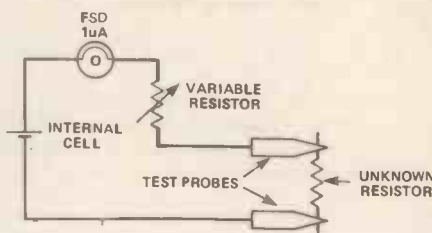


Figure 14. A typical analog multimeter scale. Note the reverse-reading resistance scale.

Figure 15. A typical use of a meter to measure an unknown resistance value.



placed across the resistor to measure 5V:

$$I = \frac{V}{R} = \frac{5}{1,000} = 5\text{mA}$$

(ie, 5000 times the FSD current!)

Obviously such a current will damage the meter, so we need to restrict the amount of current to be no greater than the meter's FSD current (1uA). When we measured large currents using the meter we connected a resistor in parallel to restrict the current flow through the coil. Things are different, however, when we want to measure a large voltage — we add a resistor in series (Figure 13b).

To calculate the value of this resistor we must remember that the aim is to restrict current flow through the meter to 1 A. So the total resistance of the meter coil to the added resistor must only pass 1 A of current. From Ohm's Law therefore,

$$R(\text{total}) = \frac{V}{I} = \frac{5}{1 \times 10^{-6}} = 5 \times 10^6 \text{ ohm} = 5\text{M} \text{ (5 Megohm)}$$

The meter coil resistance is 1k so the added resistor should have a value of 4999000 ohms. It is not possible to manufacture a resistor to this sort of accuracy so in fact a resistor of 5M would be used. In a multimeter such as that in Figure 10 different values of

series resistors are switched in to measure different voltage ranges in the same way that different values of parallel resistors are switched in to measure current.

Resistance

Measurement of resistance is a lot different! A resistor is a passive device: unless a current is passed through it no voltage occurs to be measured and unless a voltage is applied across it no current can be measured, so a meter by itself will not be able to measure resistance. Any multimeter therefore has an internal battery cell to provide voltage and current. The current which passes through the resistor is given by Ohm's Law:

$$I = \frac{V}{R}$$

and the voltage is fixed by the voltage of the cell. So the current which flows is determined by the value of the resistor being measured. If we measure this current, using the meter as we've already seen, the position of the pointer will therefore indicate the value of the resistor.

An important point to note with a multimeter switched to measure resistance is that the current (therefore the pointer position) is inversely proportional to the resistance of the resistor being measured. In other words the meter appears to read backwards — the higher up the scale the pointer is, the lower the value of resistance. This also means that the scale is non-linear, ie, equal amounts of resistance are not equally spaced. An example of a typical multimeter scale is shown in Figure 14. You can see the linear scales of voltage and current and also the non-linear reverse scale of resistance. A typical resistance measuring circuit is shown in Figure 15. The main component to note is the variable resistor in the circuit which allows for varying voltages due to the cell discharging with time and use:

Using a resistance meter (or ohmmeter) is a little bit different to a voltage meter (voltmeter) or current meter (ammeter) in that you first have to set the meter to read zero resistance on the scale, by adjusting the variable resistance when the ohmmeter probes are in good contact. This makes sure that at every resistance reading the varying voltage from the internal cell has been allowed for.

Safety First

An important characteristic of any meter is its sensitivity, ie, how far the pointer moves for a given current. It is normally expressed in ohms-per-volt (R/V). The more sensitive a meter is, the higher the R/V ratio will be. Any meter can be given such a rating by dividing its FSD current into one volt. For example a 1uA FSD gives:

$$\text{sensitivity} = 1\text{V}/1\text{uA} = 1 \times 10^6 \text{ R/V}$$

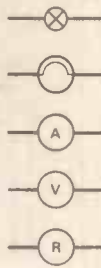
If you are going to purchase a multimeter for use in electronic

Table 1. Circuits symbols for this month's new components.

Table 2. Standard abbreviations for measurements and values used universally in electronics. It is important to distinguish between capital and lower case abbreviations, as they can mean different things.

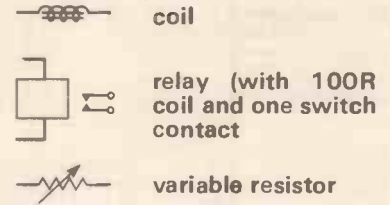
Table 2

DC	direct current
AC	alternating current
V	voltage/volts
I	current
R	resistance/ohms
A	amperes/amps
m	1×10^{-3} eg, one milliamp = 1mA
u	1×10^{-6} eg, one microvolt = 1uV
n	1×10^{-9} eg, one nanovolt = 1nV
p	1×10^{-12} eg, one picofarad = 1pF
k	1×10^3 eg, one kilovolt = 1kV
M	1×10^6 eg, one megohm = 1MR
P	power
W	watts



bulb
meter
ammeter
voltmeter
ohmmeter

Table 1



coil
relay (with 100R coil and one switch contact)
variable resistor

measurements, make sure you get one with as high a sensitivity as you can afford. Buy one with a sensitivity of at least 50,000 ohms/volts, preferably 100,000 ohms/volts.

The last thing to remember about multimeters is that there are a few rules you must follow which ensure the meter isn't damaged in any way:

- When you measure a current, voltage, or resistance which is unknown always measure it first on the highest range and step down range by range until you obtain a good measurement. This will make sure that the meter coil is not burned out by too large a current.
- The meter has to be polarised when taking DC voltage and current measurements ie, the negative terminal of the multimeter goes to the more negative side of the circuit and the positive terminal to the more positive side of the circuit. This

prevents the meter pointer going in the reverse direction and being bent or damaged. AC measurements are different, however. A small circuit inside the multimeter converts AC to DC and always makes sure the coil turns in the right direction.

- Resistance measurements must not be taken with the resistor in circuit. A voltage may be present across the resistor when in circuit and too much current may flow through the coil due to this voltage and the coil may be damaged.

Finally, Table 1 gives a list of the new circuit symbols we've met this month and Table 2 lists some common abbreviations in electronics. Learn them well, you will see them time and time again. Next month, we will go deeper into the bits and pieces used in electronics — the components which go together into circuits — and show you how they work.

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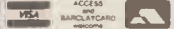
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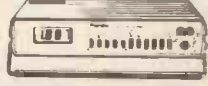
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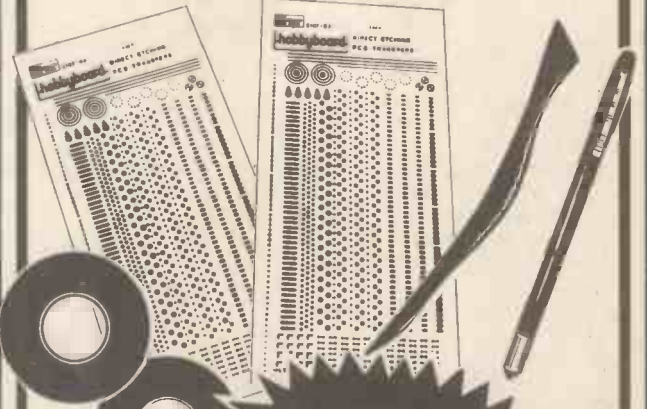
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Atari In The Islands

Dear Sirs,
I receive your very helpful magazine a little later than some of your readers but it is better than gold. In February's issue which has just arrived you comment about the hobbyists in remote corners of the country - well we here in the middle of the South Pacific are in a rather remote part of the world, so all we can get hold of in the way of news and information is even more valuable than to those who can buy magazines off the bookstall and whose public libraries are stacked with the latest books.

I teach Physics here - and computing, and when I was visiting Britain last year I bought myself an Atari 400. I explained to the supplier that I was going to a rather remote part of the world and would value keeping in touch. He promised all sorts of help - including the VAT back on my machine after I'd left the country. That is the last I've heard from him.

I am delighted with the capabilities of the 400, but had problems with the program recorder; I wrote to the supplier, and also Atari in the States. I heard back from the States saying I'd be having a reply to my problem - that was February 3rd, and I'm still stuck.

I have regular classes that I teach - imagine my frustration setting up programs the night before and finding that when the engineers at the power station have changed over from one generator to the other there has been a break in the power and I've lost everything - my hair which is already thin is going even faster!

My idea in teaching computing is to give a chance to young men and women to get "hands-on" experience which they would not, and do not get otherwise. I'm also experimenting with the use of the 400 as a multi-purpose piece of physics equipment which I hope will lead the way to teachers in other third-world countries 'discovering' the micro as a means of doing much more with little capital outlay. However I am very limited with no means of storing programs.

Just after I came back I encouraged a local electronic music shop owner to become an Atari stockist, he is all enthusiastic and has gone ahead, but

we need outside help and advice beyond our own capabilities. I hope this letter may stir some.

Much as we enjoy the sunshine here we are also keen on keeping up with the latest technology.

*Yours sincerely,
Rob Pattison,
Physics Dept.,
Lelean Memorial School,
Box 66,
Nausori,
Fiji.*

PS. Our school is one of the only three with a computer in Fiji.

You seem to be doing a lot with a little, and good luck to you. It's a pity about dealers who take the 'out of sight, out of mind' line but I hope Atari either in the UK or the States (or both) will help you out with your problems. You may have to nag them.

I am ignoring our usual custom and printing Mr. Pattison's school address so that readers and teachers in similar situations can write to him and exchange ideas.

Mr. Pattison would also like to know whether there are any broadcast satellites that he could tune into with the right receiver in his part of the world (the Pacific Islands, for non-geographers!) In between coping with cyclones and hurricanes, that is.

In Search Of A Job

Dear Sirs,
I am a regular reader of HE and was very interested in your article on Careers in Electronics in May '83.

I am about to start the last term of a full-time TEC Higher Certificate in Electronics course I am taking at Liverpool Polytechnic, which I am advised I should successfully pass, so I am beginning to look around for appropriate employment. The few approaches I have so far made to local firms have been unsuccessful, some so strange to electronics as to assume I was looking for employment as an electrician's mate!

Anyway, I am writing to ask if you could advise me where I might obtain names and addresses of the major firms in the Electronics field, anywhere in the country, so that I can contact them regarding employment prospects. Any help you could give me would be very much appreciated.

*Yours faithfully,
J. A. Richardson,
Middlesborough,
Cleveland.*

Yes. Random approaches to firms, while they can turn up an unexpected gem of opportunity, very often result in blank stares and puzzlement.

To get the names and addresses of electronics firms, you need to consult professional magazines and trade papers advertising for posts (this is not to say you can only apply for the posts being advertised). Find the largest reference library you can and try to get hold of papers like *Electronics News* and *Electronics Weekly*. Ask the librarian for assistance in tracing electronics journals and also any trade directories which lists electronics firms. Also, don't forget the Yellow Pages phone directories.

This is the long, laborious, individual way of looking for an employer. The other one is to contact your local Educational Authority and ask to be put in touch with their Careers Office. Go and talk to them.

Doesn't your polytechnic have a technical library and/or a careers office.

In Search Of Electronics

Dear Editor,
HELP!!

I've spent many years in the software side of the computer industry, however, I've caught the BUG to know and learn more about the hardware element.

I want to be able to read and understand circuit diagrams upwards, because I want to build my own microcomputer. The principle application will be the knowledge I would have gained in actually building it.

The snag is, I don't want to go back to college, so I would like to know of home/correspondence courses and books available, no matter what the cost.

Can you PLEASE, PLEASE inform me of those bodies etc. that can help.

*Yours in much need,
Richard Lanyon-Hogg,
Husbourne Crawley,
Beds.*

Now there is an encouraging noise! Someone who wants to know how the things work. Stick with it - people who know about the innards as well as the outards (is there such a word as outards?? There is now . . .) of microcomputers are going to be in demand.

Bodies: Well first of all, there is HOBBY ELECTRONICS. We have just started a new series for beginners, *All*

About Electronics; going back a bit, Hobby has run *Into Electronics* (Nov '78 to June '79), *Into Digital Electronics* (Sept '80 to Jan '81), *Into Electronics Components* (Aug '81 to July '82) and *Into Electronics Construction* Feb '80 to July '80). All these articles are available from our Backnumbers service, £1.50 an issue.

Then there is the *British Amateur Electronics Club*. Contact The Secretary, Mr. J. G. Margetts, 113 South Rd., Horndean, Hants PO8 0ER for information.

Check out your local main library for information about part-time courses in electronics run by your local education authority.

For information on books, check out some of the publishers mentioned in *Look In The Book* (HE February '83) and write for their technical catalogues.

You could also try *Electronics, Its Easy*, the popular collection of reprints on basic electronics compiled by our sister magazine ETI and available for £4.95 from the same address as HE Bookshelf, viz. 513 London Rd., Thornton Heath, Croydon, Surrey CR4 6AR, which has just been reprinted for the third time.

And you could always contact The Open University, Milton Keynes (right up your street — literally!) — and write to the Courses Information Department and ask what they have. You don't have to commit yourself to doing a degree, and can work entirely at home.

Correspondence courses are a bit outside our frame of reference, but you will find them advertised in many semi-pro electronics magazines, including ETI. One address plucked at random is the *British National Radio and Electronics School*, Reading, Berks RG1 1BR.

Keep an eye on MONITOR which sometimes features self-teaching kits, and electronics and computing clubs.

Build something! But start with a kit, if in doubt — you will have fewer variables to cope with. It's not as complicated as it looks.

Self-education is a convoluted process, full of mysteries. Get a decent multimeter, cultivate an elegant soldering technique, double-check for dry joints, have patience and keep reading Hobby Electronics — and you can't go far wrong . . .

Sine Errato

Dear Sir,
In the HE June '82, Ian Sinclair lets his poetic license run away with him: the sine wave is not so called because it is snake-like but because it is the plot of an actual sine wrt time. The Romans used 'sinus' to describe anything in the curvaceous department. Our 'sinusoid' is the plotting of another curve but just happens to be a curve in itself.

The curve in question is the arc, TQ, of a circle. TQ comes from drawing a tangent TS, a radius OT and a secant OS cutting the circumference at Q. P

is the vertical projection (shadow) of Q on OT. To be fair, we don't measure TQ but its height, PQ — because its always harder to measure a curve, even with bits of string. Although 'sine' means a curve (like the sinus in your head), we already have another Latin word, 'arc'. In this context we have corrupted the translation of 'sine' to mean not the curve TQ but its straight height.

As you know, in engineering, navigation etc, useful ratios are:

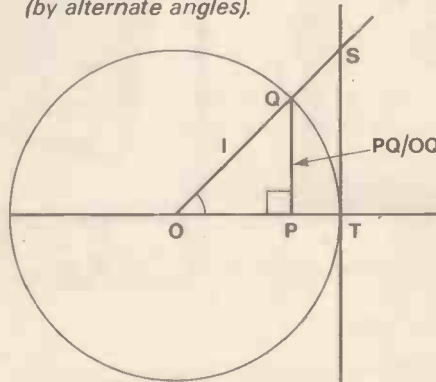
$$\text{sine unit}^{-1} \text{ radius} = \frac{PQ}{OQ}$$

$$\text{secant unit}^{-1} \text{ radius} = \frac{OS}{OT} = \frac{OQ}{OP}$$

(by alternate angles) and

$$\text{tangent unit}^{-1} \text{ radius} = \frac{TS}{OT} = \frac{PQ}{OP}$$

(by alternate angles).



The unit circle as described in our letter.

The basis for simplifying these long names is to assume a unit circle to begin with. For any such right angled triangle POQ, you can always invent a unit circle with sine PQ/OQ and a radius of one unit (one yard, French loaf, yard per minute, etc.) Now 'sine per unit radius' equals numerically 'sine', since the radius is a unit. ie, PQ/OQ over 1 equals PQ/OQ, which is why we say simply that the sine of POQ is PQ/OQ. Similarly secants, tangents and the co-functions. I'll leave you to work out the hyperbolics!!!

Yours faithfully,
Kathy Louise Saint-John Crostorry,
Machen,
Gwent.

Ian Sinclair replies:

"Thanks for the letter. Methinks the lady doth protest too much. The point I was making is that there has to be some reason for calling a ratio of two straight lines a sine, and the shape of the graph of sine (angle) plotted against angle is a good reason, just as the name of the tangent, (from tangere, to touch) must come from the appearance of a graph of tan(angle) plotted against angle."

Well, if you will take advice from a nation which tried to build circles out of straight lines, what can you expect? They spoke Latin too, and where are they now? And now we've got typesetters quoting ancient Greek

at us. It's getting "out of hand" (ex digitas), if you ask me . . .

Meet Your Match

Dear Sir,
I have written to three of your advertisers, but none has been able to help me. Would it be possible for you to give me the name of a manufacturer or supplier for the following information?

I would like to obtain five matched pairs of 47uF capacitors or a pair of matched capacitors of the values of 47, 94, 141, 188 and 235 which must be 10-volt working.

Yours faithfully,
R Head.

Heanor,
Derbyshire.

Capacitors are not sold as matched pairs, nor are they available in any of the values you require except 47uF.

To match capacitors, you must have a reasonably large number of the nominal value and then measure the exact value, choosing the closest pair. You'll find our Digital Capacitance Meter, a project published in HE April '82, quite suitable for the job.

As for the odd values, you'll have to make them up by selecting the appropriate values and then correcting them in series or parallel as required.

Capacitor networks are the opposite of resistor networks. Two capacitors in series have the total value of:

$$C_t = \frac{C_1 C_2}{C_1 + C_2}$$

while capacitors in parallel are simply added together, re:

$$C_t = C_1 + C_2$$

So, to make up a capacitor of 95uF, you need 47 = 47uF. A 141uF capacitor is three 47uF in parallel and so on.

Microlog Transformer

Dear Sir or Madam,
After reading HE December '82, I am building (or trying to build!) an HE Microlog computer.

However, I have had considerable difficulties (apart from postage problems to Dubai) in obtaining a suitable transformer (3VA, 240V, 20-0-20). Please could you send me some information on possible buylines for the transformer (no reference to it was given in the Buylines section of HE) as my only other alternative is a multi-purpose transformer costing over £10.00.

Thank you.
Yours faithfully,
D. Horton-Szar,
Dubai,
UAE.

This is a fairly standard transformer, stocked by many companies who advertise in HE. Try Cricklewood Electronics.

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7405	14p	7437	23p
7406	19p	7438	24p
7407	19p	7440	14p
7408	13p	7442	30p
7409	13p	7444	85p
7410	13p	7446	58p
7411	15p	7447	36p
7412	17p	7448	43p
7413	17p	7450	14p
7414	23p	7451	14p
7416	19p	7453	14p
7417	19p	7454	14p
7420	14p	7460	14p
7421	19p	7472	22p
7422	19p	7473	24p
7474	19p	7475	26p
7476	25p	7478	25p
7480	45p	7482	85p
7483	30p	7485	60p
7486	19p	7489	180p
7490	19p	7491	34p
7491	24p	7492	24p
7493	33p	7494	33p
7495	33p	7496	85p
7497	33p	7498	85p
7499	78p	7500	22p
7501	22p	7502	22p
7503	22p	7504	22p

CMOS			
4000	10p	4020	42p
4001	10p	4021	40p
4002	12p	4022	45p
4006	50p	4023	16p
4007	14p	4024	33p
4008	36p	4025	12p
4009	24p	4026	75p
4010	24p	4027	20p
4011	10p	4028	40p
4012	18p	4029	45p
4013	20p	4030	14p
4014	45p	4031	125p
4015	40p	4034	40p
4018	20p	4038	240p
4017	20p	4039	28p
4018	45p	4040	40p
4019	25p	4041	40p
4042	38p	4043	40p
4044	40p	4046	40p
4047	35p	4048	35p
4049	21p	4050	21p
4051	42p	4052	48p
4053	48p	4054	78p
4055	80p	4058	430p
4060	42p	4063	80p
4066	22p	4068	22p

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FORWARD BIAS

Questions, answers and errata from readers and writers.

The **Soft Fuzz** project, published in *Hobby Electronics* last month, was originally designed as a two-step unit to which extra steps could be added at the constructor's whim, to experiment with different effects. The author has a few words (and numbers!) to add on the subject:

"From the explanations given in the *Soft Fuzz* article, it is a small step to design a feedback network to produce any required type of compression. First of all, you should draw a graph of the required characteristics. When you are satisfied with the shape of the graph, read from it the slopes (hence the gains needed), and the output voltages at which the slope of the graph changes.

Taking a two-step circuit as an example, suppose that you wanted the gain to be 1 for large signals. For smaller signals let us say that we want a gain of 13½ for outputs up to 1V2 and a gain of 5.2 from 1V2 to 2V.

First of all, since the final gain is to be 1, R13 must be the same value as R3 (3k3) — simple. Next, calculate for the gain of 5.2. For this, R11 + R12 + R13 must be equal to 5.2 x R3.

Therefore, since R13 = 1 x R3, R11 + R12 = 4.2 x R3 = 13k86.

Similarly, for the gain of 13.5, R1 + R2 + R11 + R12 + R13 must be equal to 13.5 x R3. Since R11 + R12 + R13 = 5.2 x R3, R1 + R2 = (13.5 - 5.2) x R3 = 27k39.

The next step is to calculate the ratios of the resistors. Since we know the total resistance of each pair, it is simple (with a calculator) to multiply the total value by the appropriate fraction, and then pick the nearest preferred value to the answer.

The best way to find the required ratios is to start with the lowest voltage breakpoint, 1V2. This is the charge from the highest gain to the intermediate gain, so resistors R1 and R2 are the ones concerned.

In order to switch to TR1 or TR2, a voltage of OV6 must be developed across R1. For a 1V2 breakpoint, this allows OV6 across all other resistors together. This means that R1 is half of the total resistance value, which is 13.5 x 3k3 = 44.55k => R1 = 22k275 equals about 22k. Since R1 + R2 = 27k39, R2 should be 5k39, so pick the nearest preferred value: 5k6.

In order to make it simple to calculate R11 and R12, you can remove TR1, TR2, R1 and R2 from the calculation.

Once TR1 or TR2 has switched on, R1 and R2 have no further resistive effect on the feedback. The effect of the network is to subtract a voltage from that appearing across the rest of the feedback network. This voltage is:

$$\frac{(R1 + R2) \times OV6}{R1}$$

$$\frac{(22 + 5.6) \times OV6}{22} = OV753$$

Therefore when the output reaches 2V, there will be 1V247 across the rest of the feedback network. The calculation is now carried out much as above: for OV6 across R11, R11 = OV6 x R11 + R12 + R13 (ie 17k16 => R11 = 8k256 — so choose the preferred value of 8k2).

To find the final resistor, R11 + R12 + R13 + 17k16 and R11 + R13 = 313 + 8.2 = 11.5 => R12 = 17.16 - 11.5 = 5k66, so choose the preferred value of 5k6.

That's it! All calculated!

With enough patience for tedious sums, this can be extended to many more stages.

Incidentally, if you happen to possess a 'scope and a triangle wave generator, and if you dislike sums, you could make up the circuit with resistor values chosen by "finger in the air" methods, display the performance on the scope, and modify the values until the performance pleases you."

Or — we suppose — you could attach it to an electric guitar and see what happens! Just remember to disconnect the power before you change any components, that's all . . .

Starting right here, *Forward Bias* is going to reprint all the official *Hobby Electronics* Errata Cards, going back to January 1979, for the benefit of those readers who are either struggling with a project which has some nameless disease, or who are thinking of embarking on an old *Hobby* project.

Photocopies of Errata Cards are still available on request with an SAE or International Reply Coupons, but regular readers will now have the chance to build up their own file.

Let's get started:

Flash Trigger (HE January '79)

Figure 3: 'RV1' label on the right hand side of the board should read 'RV1 Wiper'.bng.

The **Parts List** should read:

- R1, 2 33k
- R3-5 330k
- R6 100k
- R7 470R

Also:

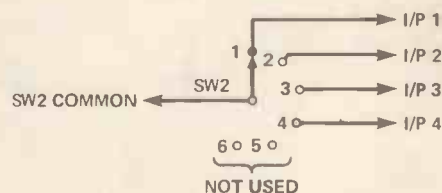
- RV1 50k linear

Some switch details were omitted. They are:

COLLECTED BOOBS

- SW1 SPST On/Off
- SW2 2 pole 6 way rotary (only 1 pole 4 ways used)

SW2 should be connected as follows:



Drill Speed Controller (HE June '79)

Figure 1: On the Circuit Diagram, the link shown shorting Q1 base and collector, and Q2 base and collector together is incorrect. The PCB and overlay give the correct version.

Starburst (HE September '79)

PCB Overlay: the OV and +9V notation should be swapped over. Also, reduce R7 - R11 to 15 - 18k for reliable switching.

Recent Errata

HE Starburst (HE September '79) see *Projects From The Past*, Points of View HE May '83.

Big Ear (HE December '82) see *Ear Errata*, Points of View HE March '83. **Microlog** (HE December '82) see *Microlog Mistake*, Points of View HE March '83, and *Microlog Errata*, Monitor and PCB Printout HE January '83.

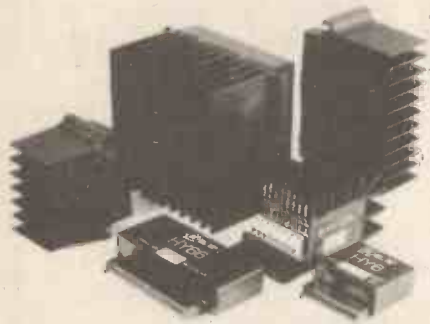
HE Echo-Reverb (HE May '82) see *Designer On The Dole*, Points of View, HE December '82.

Past Project Progress

There is now a PCB available from our PCB service for the **Low Cost Alarm** (HE December '82) — see the PCB Printout, HE June '83.

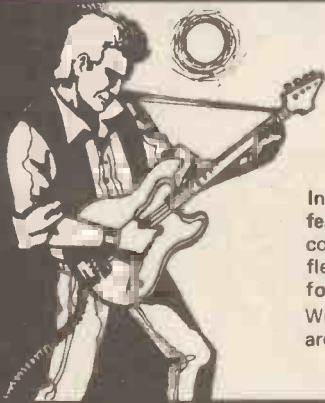
The troublesome **Telephone Timer** (HE June/July '82) is being re-examined from the bottom up by our technical team (all of him), but the solution is not yet on schedule for publication and probably won't be for some time. The **Echo Reverb** (HE May '82) may also be coming in for scrutiny shortly.

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HY30	15	4-8	0.015%	<0.006%	± 18	76 x 68 x 40	240	£8.40
HY60	30	4-8	0.015%	<0.006%	± 25	76 x 68 x 40	240	£9.55
HY6060	30 + 30	4-8	0.015%	<0.006%	± 25	120 x 78 x 40	420	£18.69
HY124	60	4	0.01%	<0.006%	± 26	120 x 78 x 40	410	£20.75
HY128	60	8	0.01%	<0.006%	± 35	120 x 78 x 40	410	£20.75
HY244	120	4	0.01%	<0.006%	± 35	120 x 78 x 50	520	£25.47
HY248	120	8	0.01%	<0.006%	± 50	120 x 78 x 50	520	£25.47
HY364	180	4	0.01%	<0.006%	± 45	120 x 78 x 100	1030	£38.41
HY368	180	8	0.01%	<0.006%	± 60	120 x 78 x 100	1030	£38.41

Protection: Full load line. Slew Rate: 15V/ μ s. Risettime: 5 μ s. S/N ratio: 100db. Frequency response (-3dB) 15Hz - 50KHz. Input sensitivity: 500mV rms. Input Impedance: 100K Ω . Damping factor: 100Hz >400.

PRE-AMP SYSTEMS

Module Number	Module	Functions	Current Required	Price inc. VAT
HY6	Mono pre amp	Mic/Mag. Cartridge/Tuner/Tape/Aux + Vol/Bass/Treble	10mA	£7.60
HY66	Stereo pre amp	Mic/Mag. Cartridge/Tuner/Tape/Aux + Vol/Bass/Treble/Balance	20mA	£14.32
HY73	Guitar pre amp	Two Guitar (Bass Lead) and Mlc + separate Volume Bass Treble + Mix	20mA	£15.36
HY78	Stereo pre amp	As HY66 less tone controls	20mA	£14.20

Most pre amp modules can be driven by the PSU driving the main power amp. A separate PSU 30 is available purely for pre amp modules (if required for £5.47 (inc. VAT). Pre-amp and mixing modules in 18 different variations. Please send for details.

Mounting Boards

For ease of construction we recommend the B6 for modules HY6-HY13 £1.05 (inc. VAT) and the B66 for modules HY66-HY78 £1.29 (inc. VAT).

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PSU 42X	1 x HY128	£15.90
PSU 43X	1 x MOS128	£16.70
PSU 51X	2 x HY128, 1 x HY244	£17.07

Model Number	For Use With	Price inc. VAT
PSU 52X	2 x HY124	£17.07
PSU 53X	2 x MOS128	£17.86
PSU 54X	1 x HY248	£17.86
PSU 55X	1 x MOS248	£19.52
PSU 71X	2 x HY244	£21.75

Model Number	For Use With	Price inc. VAT
PSU 72X	2 x HY248	£22.54
PSU 73X	1 x HY364	£22.54
PSU 74X	1 x HY368	£24.20
PSU 75X	2 x MOS248, 1 x MOS368	£24.20

Please note: X in part no. indicates primary voltage. Please insert "0" in place of X for 110V, "1" in place of X for 220V, and "2" in place of X for 240V.

MOSFET MODULES

Module Number	Output Power Watts rms	Load Impedance Ω	DISTORTION		Supply Voltage Typ	Size mm	WT gms	Price inc. VAT
			T.H.D. Typ at 1KHz	I.M.D. Typ at 60Hz/7KHz 4:1				
MOS 128	60	4-8	<0.005%	<0.006%	± 45	120 x 78 x 40	420	£30.41
MOS 248	120	4-8	<0.005%	<0.006%	± 55	120 x 78 x 80	850	£39.86
MOS 364	180	4	<0.005%	<0.006%	± 55	120 x 78 x 100	1025	£45.54

Protection: Able to cope with complex loads without the need for very special protection circuitry (fuses will suffice).

Slew rate: 20V/ μ s. Rise time: 3 μ s. S/N ratio: 100db

Frequency response (-3dB): 15Hz - 100KHz. Input sensitivity: 500mV rms

Input Impedance: 100K Ω . Damping factor: 100Hz >400.

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Frequency response (-3dB) 15Hz to 30KHz, T.H.D. 0.1% at 10w 1KHz

S/N ratio (DIN AUDIO) 80dB, Load Impedance 3 Ω .

Input Sensitivity and Impedance (selectable) 700mV rms into 15K Ω 3V rms into 8 Ω .

Size 95 x 48 x 50mm. Weight 256 gms.

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Stereo version of C15.

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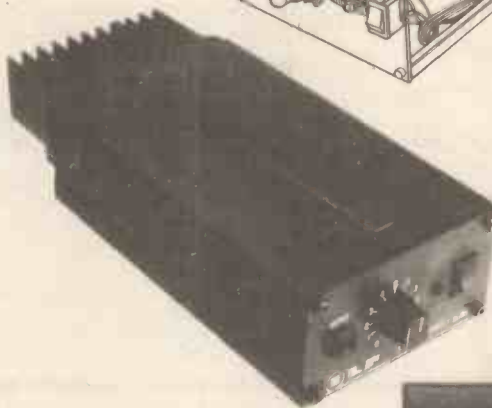
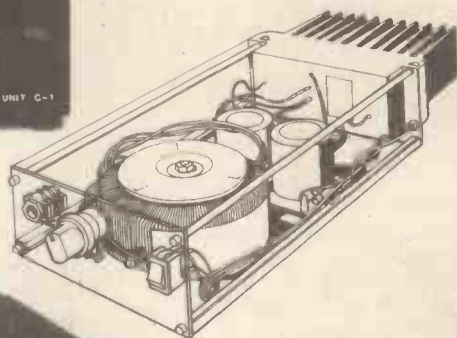
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BUYLINES

Joystick Controller

A full set of parts and components for this project, including the PCB and a two-button joystick, is being supplied by **Cambridge Computing**, 1 Benson Street, Cambridge CB4 3QJ. A motherboard is provided as part of the package so don't forget to specify which computer (ZX81, Spectrum or Ace) you intend to use with it. An instruction sheet for assembling the Spectrum motherboard, which carries a 5V regulator, will be included where appropriate.

The cost of the kit is £26.00, including VAT, packaging and postage, and a cassette of joystick operating software for all three computers.

Expanding The Ace

Usually it's easy enough to locate a single supplier for all the components of a Hobby Electronics project, but not always! For this project you'll need to go to at least two suppliers for all the requisite bits and pieces.

For the semiconductors, try **Technomatic**, who stock a very large range of digital components. They can also supply the IC sockets which, while not essential, provide some flexibility when first completing the project.

The interface section of the project is connected to the real world via two 12-way inter-PCB plugs, and one of the few sources for these gadgets is **Ambit International**. Order them using Ambit's stock code numbers: 10-03012 for the plugs, 10-03003 for the cable shells and 10-03030 for the crimp terminals (don't forget that you need 24 of them). Ambit can also provide the ICs and the passive components, if you don't already have them.

Finally there is the PCB edge connector socket that plugs onto the Ace expansion port. Like the ZX81, the Ace uses a 23+23-way (double-

sided) edge connector, but differs in that the polarising key is in position 23, at the extreme left of the expansion port as viewed from the rear (our numbering of the Ace port pins thus follows the convention established in the many volumes of literature on the ZX81 and Spectrum, where the pins are numbered from right to left as viewed from the rear).

Again, there are alternative sources of supply for the socket; **Technomatic** can supply a 25+25 way unpolarised socket which can easily be modified to place the polarising key in the correct position (if you state that the component is for this project and ask them nicely. Technomatic will do the modification for you).

Alternatively a 23+23-way socket with the key in position 23 is available from **Innovonics**, 147 Uplands Road, East Dulwich, London SE22 0DF.

Whistle Switch

A novel project, this, but one for which the imaginative constructor will find many uses!

The standard components — resistors, capacitors, most of the semiconductors — are all easily obtainable. Where there might be some problem is in finding the transformer, and the relay.

T1 is a sub-miniature 12-0-12V type, rated at 50mA per winding (1.2VA total) and, somewhat unusually, is not intended for printed circuit board mounting. The required type should measure about 30 x 27 x 25mm, and the fixing centres should be at 36mm to fit the holes marked out on the PCB. However if the exact type can't be had, it should be easy enough to drill the PCB to accept slightly wider fixing centres.

Alternatively the transformer could be mounted off the board and wired into the appropriate PCB points (this will mean a bigger case, too).

The specified relay is an ultra-miniature mains relay with a single changeover contact rated at 10A; it is an unusual device, with unusual pin-outs and so it will be hard to find a substitute unless you're prepared to re-design the PCB tracks!

The alternative to modifying the project (a course we do not recommend, as it happens), is to contact **Magenta Electronics**, who have kindly arranged to stock exactly the type of relay and transformer required for the project.

The most important IC to find is the 567 tone decoder/PLL; it may be either an NE567 or an LM567 — they're equivalent, so it doesn't matter. Similarly a TL071 could be substituted for the specified 081, with some improvement in the noise performance, and any of the standard general purpose silicon PNP transistor types could be used in place of the BC109 — BC149, 319, 549 and so on.

All these other bits and pieces are also available from **Magenta**, of course, and the cost of the project excluding case and PCB should be around £10.00. A Vero type GP3 case, which measures 180 x 110 x 55mm, is £2.28 and the price of the PCB can be found by looking at our PCB Service page.

Auto-Winder

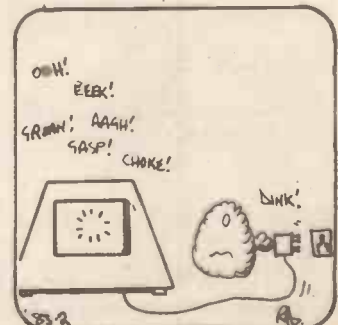
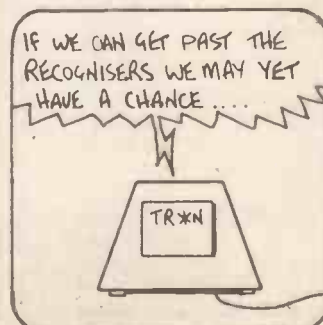
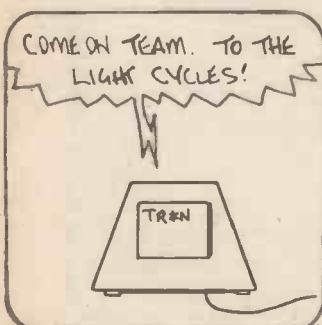
No problems with this project — all the components are stock-standard and available from regular mail order companies such as **Rapid Electronics** in Colchester.

The relays are both 12VDC/160-240R coil types with contacts rated at 5 amps or better. If the relays and PCB are mounted in one case, it should measure approximately 4" x 4" x 1 1/2" (101 x 101 x 64mm); if the relays are mounted separately the case for the PCB alone will need to be at least 4" x 2" x 1 1/2" (101 x 50 x 64mm). Either way, use a metal case — folded or diecast aluminium — not plastic!

The cost of the Auto-Winder project ought to be under £10 including the relays but not the PCB or the metal box.

BEASTIES

BY RH



Just Whistle

R. A. Penfold

The Whistle Switch unit is a novel form of remote control which enables an item of mains powered equipment to be switched on and off at will, simply by whistling the appropriate note! Although the system was designed originally for its novelty value, it is in fact a practical form of remote control and has the advantage over most other systems of not requiring a transmitter of some kind to activate the receiver. The unit could also be very useful to a disabled person, so it is not purely frivolous.

The maximum range that can be obtained depends on a number of factors such as the sensitivity of the microphone used, but a range of about 6 meters or so can be readily achieved using the prototype equipment, and this is more than adequate since the unit is only intended for the control of equipment in the same room as the user (like the popular infra-red and ultrasonic remote control systems). Using the specified relay the unit can control mains equipment having a power rating of up to 2400 watts.

Tone Decoder

The device at the heart of the Whistle Switch is an NE567 phase locked loop tone decoder. The block diagram of Figure 1 shows the internal arrangement of this device plus the discrete components required in order to make it function correctly.

A fairly conventional phase locked loop circuit is formed by the phase comparator, amplifier, and current controlled oscillator (CCO). Most phase locked loops use a voltage controlled oscillator (VCO) rather than a CCO, but the basic method of operation is the same using either type. With no input signal the CCO receives a control current that sets its operating frequency at roughly the centre of its operating range. The values of R2 and C1 set this free running frequency.

If an input signal is applied to the circuit, and is at the same frequency and in phase with the signal from the CCO (in other words the two signals rise and fall in amplitude precisely in unison and with the same polarity) there is no change in the output signal from the phase comparator and the following amplifier stage. If the

It won't fetch you a private taxi, fix you a long, cool cocktail or come running up with your tennis ball when you call it, but it *will* turn you household gadgets off and on, and doesn't require tactful handling or regular feeding!

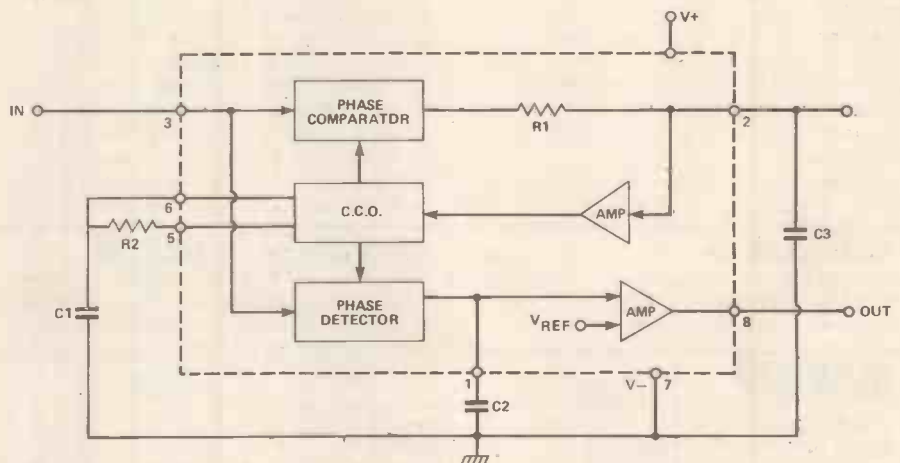


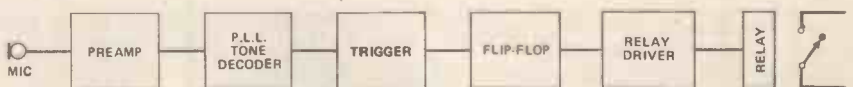
Figure 1. The block diagram, with internal units and components.

How It Works

Basically the unit is very straight forward, as can be seen from the block diagram. The output signal from the microphone is extremely small and is first amplified by a high gain preamplifier to produce a usable signal level. The signal is then fed to a phase locked loop (PLL) tone decoder, and this activates a switch if the input signal is within a fairly narrow band of frequencies. A trigger circuit plus some simple filtering are used to give a clean switching action as the input tone commences and finishes, so that multiple operation of the circuit

and unreliable results are avoided.

If the trigger circuit was to be used to directly drive a relay or relay driver stage the relay would only be switched on while the input tone was present and this would be of limited practical use. A flip-flop is therefore used between the trigger and relay driver circuits so that each time a burst of tone is received at the input the relay changes state (ie if it is on, it switches off; or if it is off, it switches on). A set of relay contacts are used to control the load.



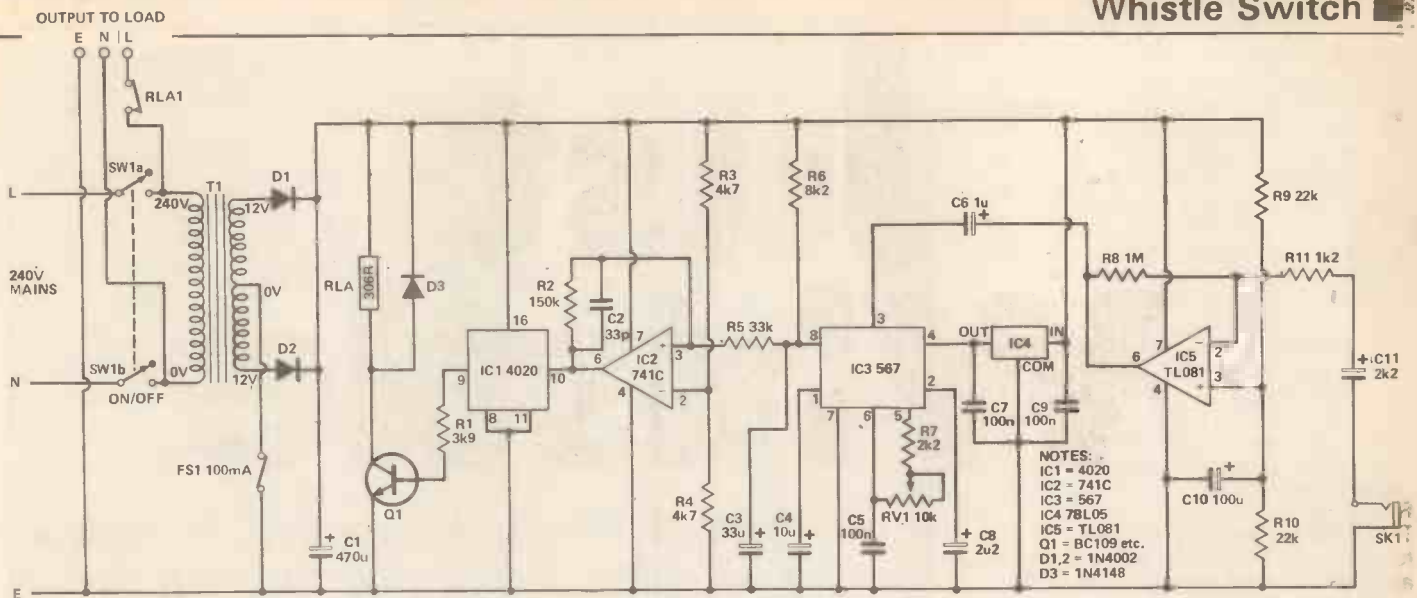


Figure 2. The circuit. SW1 disconnects the unit from the mains.

input signal is at a higher frequency than the CCO or leading it in phase, then the output voltage from the phase comparator increases slightly, and the amplified signal is fed to the CCO as an increased control current. This raises the operating frequency of the CCO so that it locks onto the frequency of the input signal and keeps in phase with it. Of course, this only happens if the input signal is reasonably close to the free running frequency of the CCO ie, within the locking range.

A similar thing happens if the input signal is at a slightly lower frequency than the CCO, but the output voltage from the phase comparator reduces as does the control current from the amplifier so that the operating frequency of the CCO reduces to match that of the input signal, and the CCO is locked in-phase with the input signal. The output from the phase comparator is actually a series of pulses, and the required control voltage for the amplifier is obtained by feeding these pulses to a lowpass filter which is comprised of R1 and C3. This simply gives an output voltage which is an average of the output potential from the phase comparator.

The CCO is used to operate an electronic switch, and it closes the switch on positive output half cycles and opens it on negative half cycles. The input signal is fed via this switch to a capacitor (C2), and if then the phase locked loop has achieved lock the input signal will only be connected to the capacitor during positive half cycles. This gives a strong positive charge on C2, producing a sufficiently large potential to activate the voltage comparator and switch on a transistor at the output of this circuit. If the input signal and CCO are not phased locked, the switch will sometimes conduct while the input is positive going, but it will conduct while the input is negative going as well, and just as often. This gives only a low charge on C2 since the positive and negative input signal tend to cancel out one another. The output transistor of the voltage

comparator does not therefore switch on.

This may seem a rather complex way of doing things when compared to a filtering and level detection arrangement, which it is, but the complexity is in the NE567 integrated circuit and only four discrete components are needed (R1 is within the IC), R2 and the three capacitors are discrete components). Also, using conventional filtering it would be difficult to obtain a similar level of performance. This arrangement has good sensitivity to any signal within the locking range of the PLL, but signals outside the locking range cannot activate the circuit. This gives the circuit what is effectively an ideal frequency response for tone decoding applications, and provides virtually complete immunity against spurious operation.

The Circuit

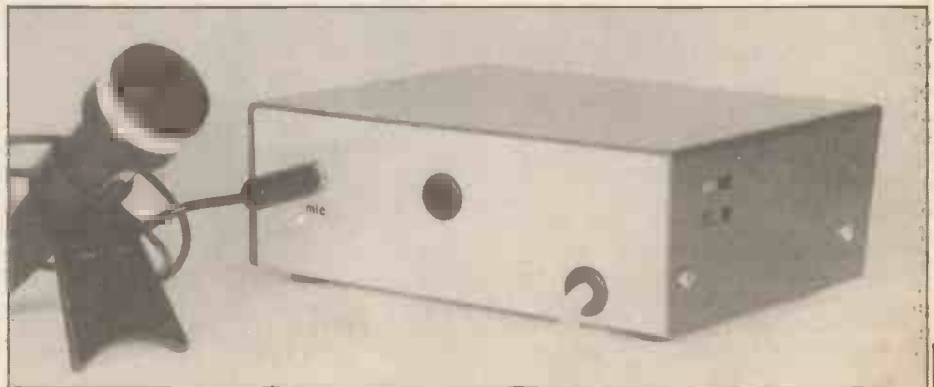
The full circuit diagram of the Whistle Switch appears in Figure 2. As the unit will be left running continuously and has a significant current consumption even when the relay is not switched on, it would be impractical to power the unit from batteries, and a simple unregulated mains power supply is therefore used. This uses push-pull fullwave rectification, and smoothing is provided by C1.

The preamplifier stage uses a BIFET

operational amplifier, IC5, as a simple inverting amplifier having a voltage gain of nearly 60dB (1000 times). An output level of around 20 millivolts RMS is sufficient to drive the next stage of the circuit, and this obviously gives the unit a high degree of sensitivity. However, the preamplifier is designed for use with a low impedance dynamic (cassette type) microphone and the output level from one of these is usually no more than a few hundred microvolts even if the microphone is in quite close proximity to a loud sound. This high sensitivity is therefore essential in order to give the unit a good maximum operating range.

IC3 is the NE567 PLL tone decoder, and this is powered from the main supply lines via a 5 volt monolithic voltage regulator. This prevents the device from receiving an excessive supply voltage and also helps to avoid problems with the lock frequency range drifting. C5, R7, and RV1 control the centre frequency of the PLL, and using RV1 the centre frequency can be adjusted from about 700HZ to approximately 4kHz. C8 is the lowpass filter capacitor and C4 is the charge storage capacitor in the output switching section of IC3.

Getting a system of this type to operate reliably is more difficult than it might at first appear, due to the fact that the input signal does not consist of perfectly gated tone bursts, and is likely to be contaminated with a



Whistle Switch

substantial amount of noise. The NE567 gives excellent noise immunity, and an R-C filter at the output (R6 plus C3) largely overcomes problems with the input signal starting and finishing less than instantly. IC2 is used as a trigger circuit having a substantial amount of hysteresis, and the 4020BE divide by two circuit also has a trigger circuit at its input. A combination of all these measures give the unit excellent reliability.

Q1 is the relay driver and this is fed from the output of the first binary counter stage of IC1 via current limiting resistor R1 (IC1 is a 14 stage binary counter, incidentally). A set of normally closed relay contacts are used to switch the "live" supply lead to the piece of (mains powered) controlled equipment. An on/off switch is included, and this can be used to disconnect both the Whistle Switch and the controlled equipment from both sides of the mains supply.

Construction

With the exception only of the controls and input sockets, the components are all mounted on a printed circuit board, as detailed in Figure 3. FS1 is mounted in a chassis mounting fuseholder which is bolted to the board. Similarly, T1 is not a printed circuit mounting component and must be bolted in place. It is advisable to use the specified relay since any other type would almost certainly necessitate a drastic redesign of the board before it could be used, and it might even be necessary to mount it off-board. Note that IC1 is a CMOS device and it should therefore be mounted in a (16 pin) DIL IC socket, and it should not be fitted into the socket until all the of the components have been mounted on the board. Handle this device as little as possible.

A case measuring about 150 by 100 by 50mm is suitable, but this represents about the smallest size that is capable of accommodating all the parts. SW1 and RV1 are mounted at opposite ends of the front panel (SW1 on the left — RV1 on the right), while SK1 is fitted at the left hand end of the rear panel (as viewed from the rear). The entrance hole for the mains lead is drilled low down at the opposite end of the rear panel and the exit hole for the mains output lead is drilled at roughly the centre of the panel. Both these holes should be fitted with grommets to protect the cables.

The printed circuit board is bolted to the base panel of the case and spacers about 12mm long are used so that the underside of the board is held well away from the metal casing. The final wiring-up is then completed. A short screened lead is used to connect SK1 to the printed circuit board. Be careful not to make an error when connecting the mains lead and SW1, and check this wiring carefully before switching on and testing the finished unit!

A low impedance dynamic

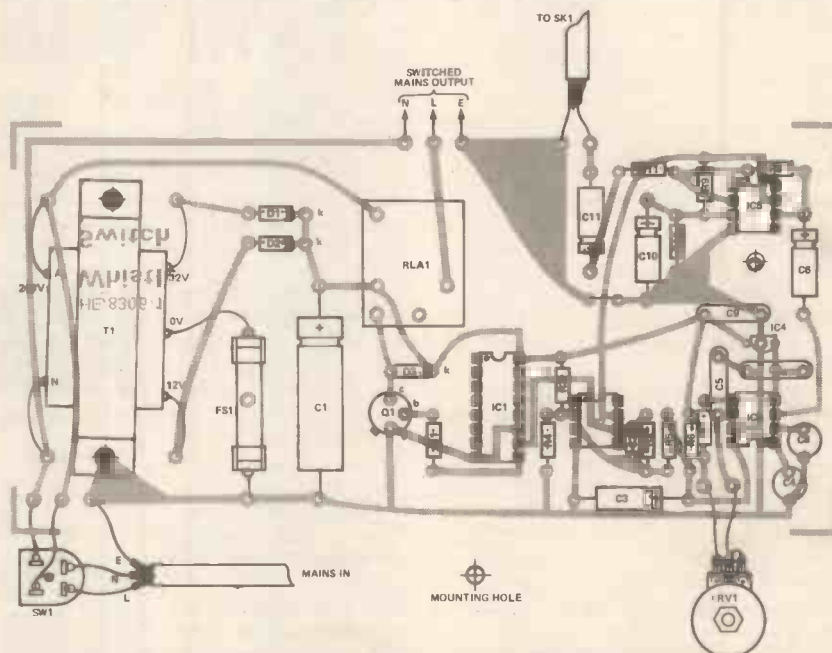
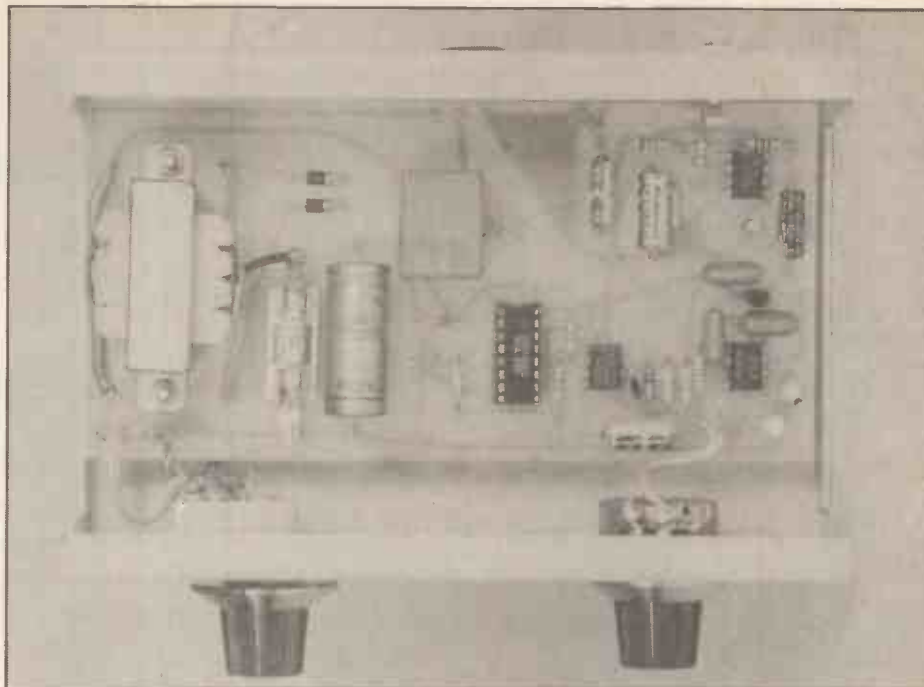


Figure 3. The PCB and components. T1 must be bolted down.



Parts List

RESISTORS

(All 1/4 watt 5% carbon)

R1	3k9
R2	150k
R3, 4	4k7
R5	33k
R6	8k2
R7	2k2
R8	1MR
R9, 10	22k
R11	1k2

POTENTIOMETERS

RV1 10k
linear carbon

CAPACITORS

(All axial electrolytic except as noted)

C1	470u 25V
C2	33p ceramic plate
C3	33u 16V
C4	10u 25V radial electro
C5, 7, 9	100n polyester
C6	1u 63V
C8	2u2 63V radial electro
C10	100u 10V
C11	2u2 63V

SEMICONDUCTORS

IC1	4020BE 14-stage counter
IC2	74IC op-amp
IC3	NE567N tone decoder/PLL
IC4	78L05 5V regulator
IC5	TL081 BIFET op-amp
Q1	BC109 etc. BC109 etc.
D1, 2	1N4002 rectifier diodes
D3	1n4148 signal diode

MISCELLANEOUS

T1	12-0-12 100mA secondary
FS1	20mm 100mA quick-blow
SW1	two-pole rotary mains switch
RL1	12V/400R coil see Buylines
SK1	3.5mm socket PCB; case, 150 x 100 x 50mm (see Buylines); 20mm chassis mount fuseholder; 2 x control knobs; 1 x 16-pin DIL socket; 6BA fixings, wire, solder etc.

BUYLINES page 34

microphone is connected to SK1 (inexpensive microphones of this type are readily available as replacements for cassette recorders). These often have a remote control switch and a moulded twin 2.5 plus 3.5mm jack plug (the 2.5mm plug connecting to the remote control switch). In this case it will either be necessary to change the plug for an ordinary 3.5mm type, or a "dummy" 2.5mm socket must be fitted at a suitable position on the rear panel.

RV1 can be adjusted to give operation at any practical frequency desired, and the correct setting can be found simply by whistling the desired operating note and adjusting RV1 from maximum to minimum resistance, but stopping when the relay switches on or off (it can assume either state at switch-on). It takes the unit a fraction of a second to operate, and RV1 should therefore be adjusted reasonably slowly so that it is not taken beyond the correct setting before the relay is activated.

The locking range of the phase locked loop is only plus and minus about 7%, and this gives excellent immunity to spurious triggering by general noise and household sounds, but it is also necessary to hit the right note with reasonable accuracy in order to operate the unit. However, this should not be difficult for anyone with a reasonable sense of pitch.

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5405 13c

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1 amp 90c

2 amp 100c

2 amp 200c

2 amp 400c

6 amp 100c

6 amp 200c

8 amp 400c

15 amp 80c

10 amp 100c

10 amp 200c

TRIACS (phasic)

4 amp 400v 50c

8 amp 400v 60c

28 amp 400v 165c

TOGGLE SWITCHES

Min SP ST 57c

Min DP DT 70c

8 Min SP ST 45c

8 Min DP DT 62c

TRANSISTORS

BC107B 9c

BC108B 10c

BC140 25c

BC142 22c

BC160 35c

BC170 18c

BC171 19c

BC182 7c

BC212 7c

BC237 6c

BC337 8c

BD138 32c

BD139 33c

BD140 32c

BD148 32c

LINEAR IC'S

747 50c

747 33c

747 75c

LM 355 130c

LM 301A 70c

LM 324 24c

LM 380 27c

LM 390B 85c

NE 567 85c

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CLEVER DICK

Poor CD's in trouble, his brain all befuddled,
Put him out of his muddle, by solving this puzzle.

Now here's a challenge for all crossword and puzzle fanatics. Let's have your answers then! All genuine and logical replies will be placed in a box and an answer selected by the fair hand of HE's editorial assistant. The reward? Oh, a binder . . . of course! The competition closes with the last entries received at the HE editorial office on 30th July 1983, and if no reasonable solution is submitted, the binder goes to the author, by default.

O Clever Dick!

*My first belongs to us all, slave or free
My second concludes what is to be.
My third is initially placed by you second.
My fourth of all men is the end.
With my fifth may the answer be seen,
While my sixth lives and dies for its queen.
Solve this riddle and justice be done,
For my whole must be backed to be won.
Guy Inchbald,
Manchester.*

PS Now at the last one further surprise:

*I have no desire for your glittering prize!
A Spectrum cassette of the Hobbit would do,
But I doubt such a reward may be granted by you.*

As for the Hobbit, you'd be amazed what the Wee Folk of the HE office can get up to. They'll be in touch.

Meanwhile, some people have strange ideas about what's witty and what's not . . .

Dear CD,

You wrote in the February issue of HE that you would award a Binder to the writer of the most witty letter: well, try this one.

I don't normally buy anything at Tandy (£1.19 for a 4011 IC is bad news), but I needed a piece of Veroboard like yesterday, so I risked it.

I went to the counter and asked if they had any Veroboard: "What board?" the man said, "I don't understand". So I pointed to a piece of perforated board and said "Like that but with copper strips across it". "Oh", he said, "If you can't see any we don't have any".

*Tandy? Who needs them?
M. Bronze,
Corringham,
Essex.*

OK. I tried it, but I don't see what's so funny. I can't believe you left the store in fits of laughter . . . did you? Prices like that are no joke!

It's not true, by the way, that I complain about hand-written letters. Of course I sometimes have to guess at words, which can be awkward!

*Dear Clever Dick,
I think that it is appalling that a Hobby Electronics Binder costs £4.95. I'd rather spend the money on components and I'm probably not the only one! (Hint, hint).
PS I'm only 13.
PPS Sorry about the spelling.
M. Myers,
Cheltenham,
Glos.
PPPS ACE mag.
PPPPS Please print this.*

A request I cannot refuse (to print the letter that is — free binders are another matter entirely).

I agree that £4.95 is a lot of money, but if you only knew what it costs to produce them, the time and effort, the painstaking craftsmanship . . . oh alright, you win, you can have one. But if it doesn't arrive you can blame it on your handwriting!

Dear CD,

*I have just made the Stall Thief project (May issue) but don't know how to connect it to the points in the car, which is a Renault 4. I have tried a few likely spots, with the engine running, on the outside of the distributor but only saw sparks and received a healthy shock. Please explain how and where they are connected.
Yours etc,
SC,
Hampstead.*

First of all, I can't imagine why you bought a Renault — don't you know it's French? — and second, I find it difficult to believe that anyone would actually want to steal one. As for your problem (the Stall Thief, not the car) Figure 2 in the article shows that the device is connected across the distributor

contact breaker. Not being a French Mechanic I can't do better than that. And since you regard a jolt from the ignition system as "healthy" you may as well continue to experiment with the engine running.

Personally, I prefer jogging.

In a recent issue, I referred a reader to HE's Book Service but apparently forgot to mention the price.

Dear Sirs,

In the May 1983 issue of Hobby Electronics magazine, in the Clever Dick feature, you make reference to a book on Long Distance Television Reception. Unfortunately no price was quoted.

I am interested in receiving two (2) copies of this book. Please advise price and delivery charge.

*The most convenient way for me to make payment is by certified cheque in pesetas. I trust this is acceptable.
S. L. Watkins,
Malaga,
Spain.*

Hmmmm. Long Distance Magazine Reception, eh? Not bad, not bad. My apologies to Mr. Watkins; the price is £1.95, and the order should refer to publication BP52. You should add £1 to the post and packaging charge and, if possible, make out the cheque in pounds, not pesetas.

As ever, I'm happy to try and answer any reasonable enquiry . . . but some questions simply leave me feeling blanque.

Dear Mr. Dicks,

I have only been interested in electronics for two months, now, so all this grovelling is quite new to me. Why do they do it? I would be inclined to send a cheque for £5 and ask for a binder.

*P. Roberts,
Yeovil,
Somerset.*

*PS HE is the best mag out (I've only just realised what HE stands for).
PPS What are those cute cuddly looking balls that sometimes appear in your pages?*

I'm inclined to agree — especially since my binders are being purveyed to the public (that's you) for only £4.25, including postage and packaging! I'll leave it to another reader to try to describe our 'Beastie' cartoon characters; words fail me!

Extending the ACE

HE's Input/Output board supplies the extra RAM the ACE needs to control HEBOT or similar useful devices.

Mike Lord

If you are the proud owner of a Jupiter ACE then you will know that although it has 3K bytes of RAM fitted most of this is taken up by the screen and character set areas, leaving not a lot for your 'programs'. And you will probably know that FORTH was originally developed for control applications — like steering a telescope or guiding a robot — and may be interested in experimenting along these lines.

This project has been developed to help in both of these areas; by giving you an additional 2 or 4 bytes of RAM space, plus 8-bit input and output ports to control devices such as the HEBOT computer controlled robot.

Everything is on one printed circuit board which plugs onto the ACE's rear bus connector. If you don't want the I/O ports, then you can just build the RAM extension, or you could even leave out the RAM parts for the time being and just make the I/O ports.

The Credit

Figure 1 gives the complete circuit diagram of the add-on board. Looking at the RAM part first, this is provided by ICs 1, 2 and 3, ICs 1 and 2 are 6116 2K bytes CMOS static RAM chips, chosen because they are very easy to use — having no particular vices — and take very little power. These chips deal with a complete 8-bit byte at a time, the data being transferred into or out of the IC on the ACE's data bus lines D0-D7. Since each IC holds 2K (2048) bytes, eleven address inputs are needed to select a particular byte, and these come from the ACE's address bus lines A0-A10. To read data out of the chip, or to write new data in a 'low' pulse must be applied to the 'Output Enable' or 'Write Enable' inputs; these pulses are easily obtained from the ACE's

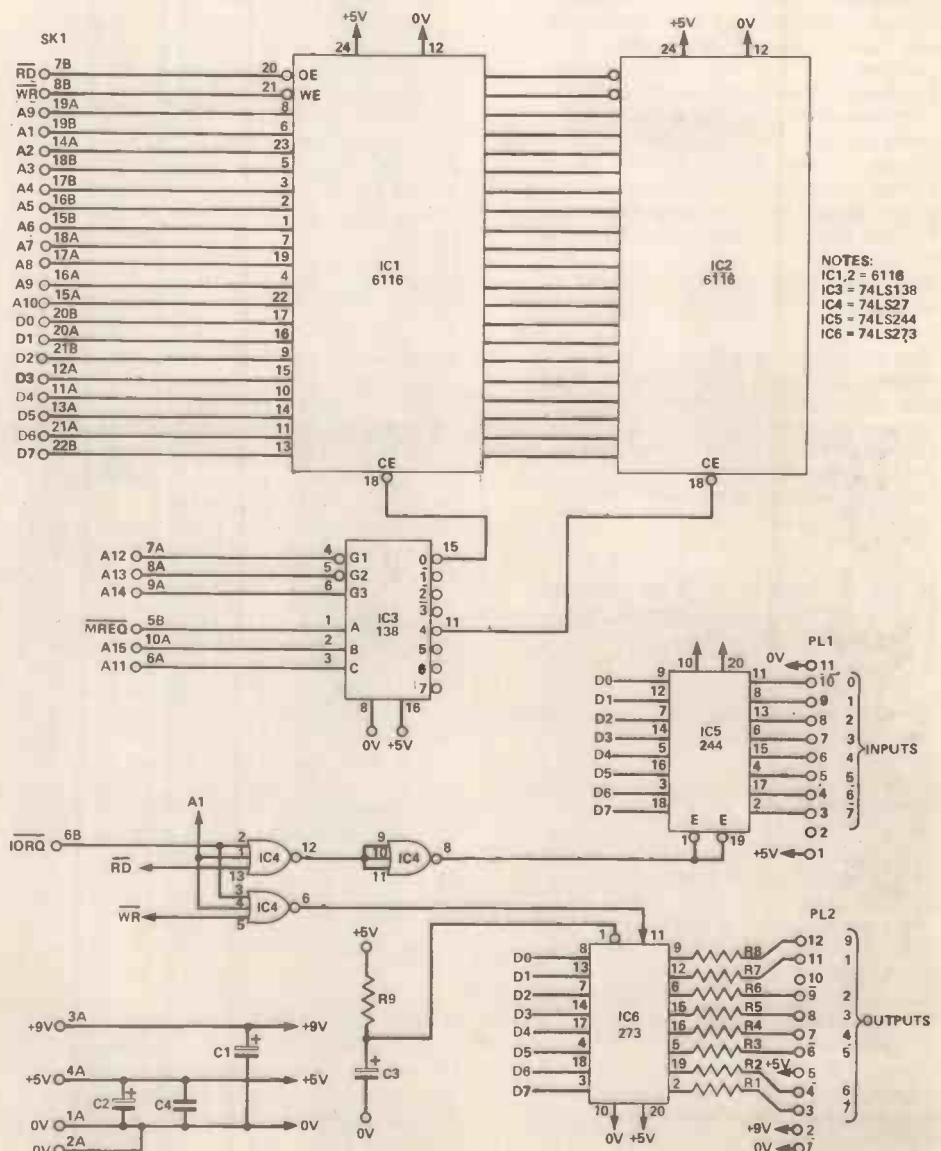


Figure 1. The complete circuit.

bus RD and WR lines. The other connections to the RAM chips are the OV and +5V supplies, and the CE (Chip Enable) input on pin 18, which must be low when data is being written to or read from the IC.

The CE inputs to the two RAM chips are provided by IC3, which ensures that ICs 1 and 2 are only enabled when the ACE wants to access memory at the appropriate addresses. IC3 is a 'one out of eight decoder' having eight outputs which normally give out a 'high' logic level. When the chip is enabled by low level signals on its G1 and G2 inputs and high level signal on its G3 input, then one of the eight outputs will go to a low level, which output depending on the signal applied to the chip's A, B & C select inputs.

These A, B, C and G inputs are connected to the five most significant address lines from the ACE and to the MREQ line, which goes low when the ACE wants to read from or write to a memory location (as opposed to an I/O location). The way they are connected results in IC1 being enabled whenever the address is in the range 4000-47FF (hex) and IC2 being enabled when the address is in the range 4800-4FFF. These addresses follow immediately after the addresses used by the RAM in the ACE itself, so that the new memory adds directly onto the existing directory and stack area.

The I/O ports are provided by ICs 4, 5 and 6. IC5 is a simple 8-bit tri-state buffer which, whenever it is enabled by a low level signal on pins 1 and 19, transfers whatever signals are present on PL1 directly to the system data bus lines D0-D7. At other times the outputs of IC5 are in a high impedance state, so as to not affect the data bus.

IC6 is an 8-bit latch which, when clocked by a pulse on pin 11, grabs whatever information is on the data bus lines at that time and holds it until the next time it is clocked. The eight outputs are fed through the protective resistors R1-R8 to the board output plug PL2. These resistors have been put in to prevent damage to IC6, in case any of the board outputs are accidentally connected together or to +5V, but they do limit the available output signals and so their values should really be chosen to give as much protection as possible depending on exactly what the board is driving. If it is driving TTL loads, then R1-R8 should be between 100 to 330 ohms each, but higher values (around 1kR) can be used when the board is driving light loads such as those presented by the HEBOT control circuitry.

R9 and C3 reset IC6 so that all of its outputs are at low level when power is switched on.

IC4 is a triple 'positive NOR' gate which is used here to provide the enable and clock pulses to ICs 5 and 6. It gives a low level 'enable' pulse to IC5 whenever the ACE reads from an I/O location with address line A1 to '0', and gives a clock pulse to IC6 whenever the ACE writes to an I/O location with address line A1 at '0'.

The I/O connectors PL1 and 2 carry +5V as well as the input/output signals; this comes from the regulator inside the ACE and not more than about 100mA should be drawn. PL2 carries the +9V unregulated line from the ACE's mains adaptor; again, not more than about 100mA should be drawn. If you look at Figure 2, you will see that the two holes on the board are labelled 'OV' and '+9V'. These let you connect an external higher-powered unregulated '9V'

Parts List

RESISTORS

(All 1/4 watt 5% carbon)

R1-8 1kR
(see text)
R9 4k7

CAPACITOR

C1, 2, 3 4u7 25V
radial electro
C4 100n
ceramic

SEMICONDUCTORS

IC1, 2 6116
2K static RAM
IC3 74LS138
1-of-8 decoder
IC4 74LS27
triple 3-input NOR
IC5 75LS244
octal tri-state buffer
IC6 74LS273
octal latch

MISCELLANEOUS

SK1 edge connector
see Buylines
PL1, 2 12-way PCB plugs
see Buylines
1 x 14-way, 1 x 16 way, 2 x 20 way,
2 x 24 way IC sockets; PCB; wire,
sleeving, solder etc.

BUYLINES page 34

supply if the devices you are controlling need more power than can be provided by the ACE's mains adaptor, but note that if you do connect such an external supply then it will also be powering the ACE, and so the ACE's own mains adaptor should not then be connected.

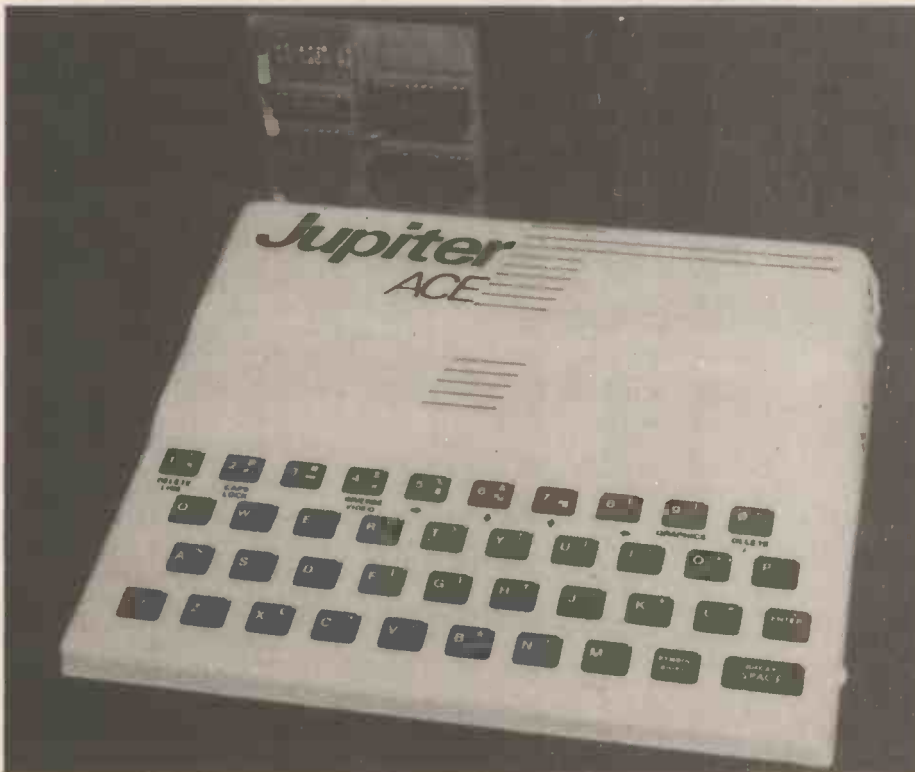
Construction

The component layout is shown in Figure 2. A single sided printed circuit board has been used to keep the cost of the project down, but this has meant that 14 wire links have to be added, as shown, to complete all of the connections. These should be sleeved where there is a danger of accidental short circuits.

After fitting the links, the resistors R1-R9 should be soldered in place, followed by the IC sockets and then the capacitors. Note that the sockets used for ICs 3 and 4 *must* be low profile types.

The input and output connectors, PL1 and PL2, should be fitted so that their plastic mouldings are on the component side of the board with the short ends of the pins going through the board to be soldered on the track side. Two pins will have to be removed from PL1 and one from PL2, as only 10 and 11 holes respectively have been drilled in the board. The missing pins provide a polarising facility to reduce the chance of putting the mating sockets on wrongly.

The sockets to be used with the input/output plugs are purchased as empty 'shells', with loose contacts which are soldered onto the



connecting wires then pushed into the shell so that they latch home.

SK1 is a 25+25 way, 0.1in pitch double sided edge connector with wire-wrap pins. If you can't get exactly the right type then buy a longer one and cut it down to the correct length. The pins should be removed from the third position from one end and a polarising key fitted in their place (if you can't find a suitable key in the shops, then one can easily be cut from a piece of thick plastic). This polarising key is most important, as it is the only thing that will prevent you from plugging the board in wrongly, with possibly disastrous consequences. SK1 should be fitted so that it is square onto the PCB, and spaced so that the body of the connector is about 1/4in from the PCB.

If you want to build up the RAM part of the board then ICs 4, 5, 6 and R1-9 and also C1 & C3 and PL1, 2 need not be fitted. If you are starting small, then IC2 can be left out, resulting in only 2K extra bytes of RAM. On the other hand, if you are only interested in the I/O circuits then leave out ICs 1, 2 & 3.

Testing It

Before plugging the board into the ACE, check it very carefully to make sure that the right components have been fitted the right way round and — most important — that solder splashes or excess solder on joints have not caused any short circuits between adjacent tracks. The areas that this type of fault is most likely to have occurred are where tracks pass between the pins of ICs 1, 2, 5 & 6.

Once you are certain that it won't damage anything, you can then try the ACE with the new board plugged in. Remember to switch off the power before plugging anything in or out! It should behave exactly as before except that if you had added RAM then entering:

15384 @

should print 18432, if you have added 2K, or 20480 if you have added 4K bytes, and you will now be able to enter much longer dictionaries.

If you have equipped the board with the I/O circuits then you can test these with a voltmeter and a wire link. First, check that the outputs on pins 3, 4, 6-11 of PL1 are all at less than 0V4. Then set them all to the high level by:

255 253 OUT

and they should then be between 3 and 5 volts. To check the input circuits, use:

253 IN

which will print 255 if all of the inputs on pins 3-10 of PL1 are open, and lesser values if any or all of these pins are connected to 0V.

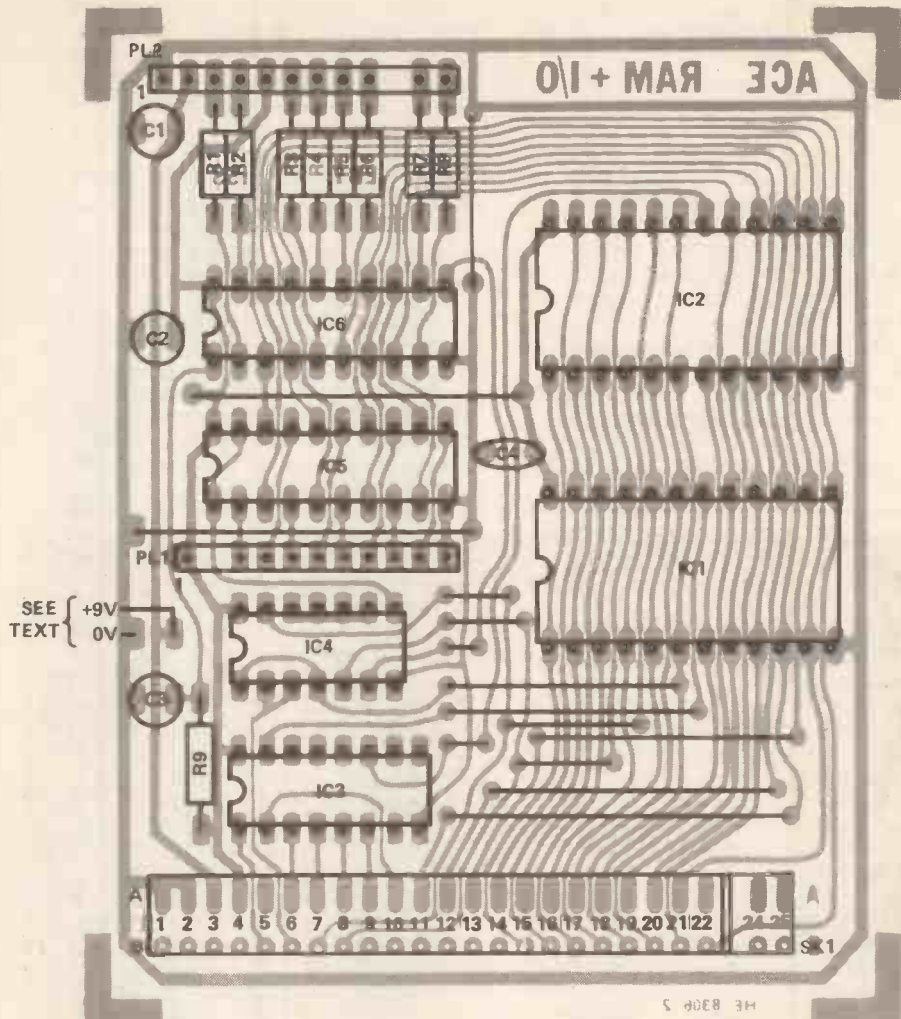


Figure 2. The PCB and components. Wire links are used to keep the board one-sided.

Using The I/O

Both the input and the output ports are at I/O address 253 (actually they will appear at many addresses because only address line A1 is looked at, but 253 is a convenient value to remember) and are accessed by using the ACE FORTH words IN and OUT. For example,

253 IN

will put on the stack a value corresponding to the logic levels on the eight input pins, while

253 OUT

will set the eight output pins according to the value on the top of the stack.

Both the input and the output are 8-bit binary values which you can translate to and from decimal with the aid of Table 1, so that — for example — to set bits 1 and 3 of the output port to the 'high' level (1) and the rest to 'low' (0) you could use:

10 253 OUT

It is worth noting that FORTH's OR word works on a bit by bit basis, so

that we could have set output bits 1 and 3 to '1' by:

2 8 OR 253 OUT

And so does the AND word, which is very convenient when we want to examine the state of a particular input line;

253 IN 8 AND

leaves a value onto the stack which is zero only when input bit 3 is zero (bit 3 corresponding to decimal value 8).

TABLE 1

I/O Bit	Decimal Value
0	1
1	2
2	4
3	8
4	16
5	32
6	64
7	128

Table 2

PL1		PL2	
1	+5V	1	0V
2	***	2	+9V
3	IP 7	3	OP 7
4	IP 6	4	OP 6
5	IP 5	5	+5V
6	IP 4	6	OP 5
7	IP 3	7	OP 4
8	IP 2	8	OP 3
9	IP 1	9	OP 2
10	IP 0	10	***
11	OV	11	OP 1
12	***	12	OP 0

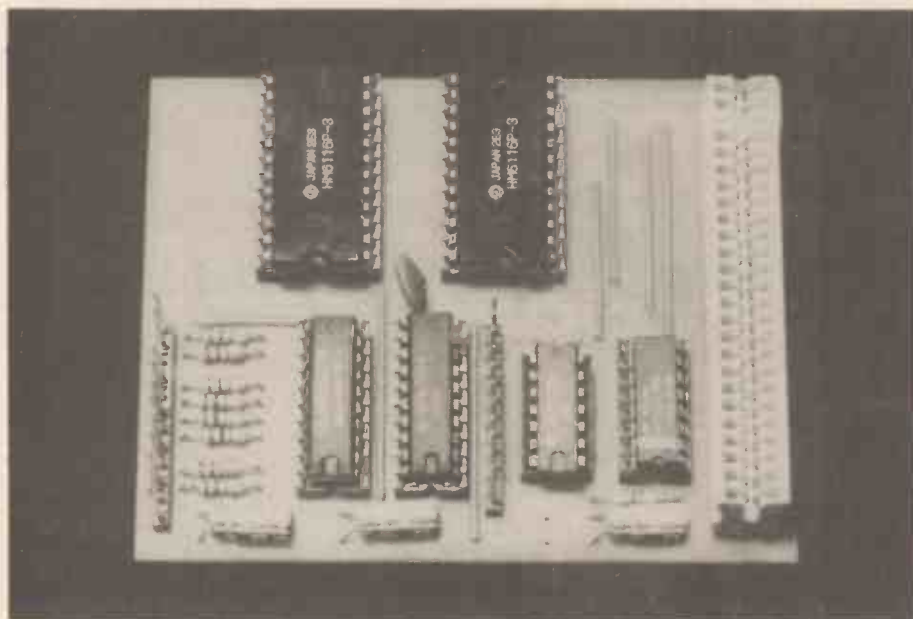
*** = pin removed for polarising

Table 3

HEBOT PCB	ACE I/O BOARD
RM1	PL2-11
RM2	PL2-10
RT	PL1-9
FT	PL1-8
LT	PL1-10
BT	PL1-7
P	PL2-6
OV	PL2-1
OV	PL1-11
+10V	PL2-2
H	PL2-4
T	PL2-3
LM2	PL2-8
LM1	PL2-9
L	PL2-7

Table 4

OUTPUT VALUE	CONTROL FUNCTION
0	HEBOT stopped, lights & beeper off.
5	Move forward.
6	Turn clockwise.
9	Turn anti-clockwise.
10	Move backwards.
16	Lamps on.
32	Pen solenoid on.
64	Low frequency beep.
192	High frequency beep.



Driving HEBOT

HEBOT (HE's computer controlled robot project published in the November 1982 issue) is an ideal vehicle for experimenting with the use of FORTH as a control language, using the input/output capabilities of this board.

Eight output lines are needed to control the motors, speakers, lights

and pen of HEBOT, and four input lines are used to monitor the touch sensors. These can be connected to PL1 and 2 as shown in Table 2. The ACE's mains adaptor will give just about enough power to drive HEBOT, as well as the ACE, as long as you don't want to operate the pen solenoid and avoid switching instantaneously from full forward to

full reverse. If you want to operate the pen or thrash about at high speed then a more powerful supply should be connected as described earlier.

Table 3 shows the decimal values to be output to get HEBOT to perform; as discussed earlier these can be combined by adding the values or by making use of the OR word. Program 1 gives a simple program to make HEBOT move, beep and flash using keys W, E, S and 3 to control direction L to light the lamps and B OR H to beep. Pressing key Q will turn off HEBOT and end the program.

Program 1

```

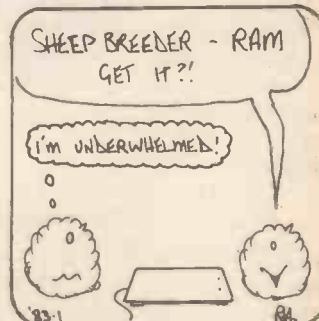
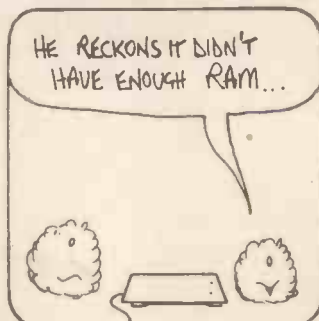
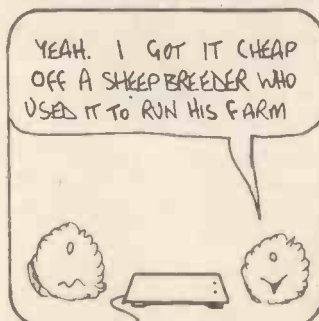
: MATCH 3 PICK = IF
  ROT DROP SWAP
  ELSE DROP
  THEN;

: GO BEGIN
  0 INKEY
  6 ASCII E MATCH
  9 ASCII W MATCH
  10 ASCII S MATCH
  5 ASCII 3 MATCH
  16 ASCII L MATCH
  64 ASCII B MATCH
  192 ASCII H MATCH
  SWAP 253 OUT
  ASCII 0 =
  UNTIL ;
    
```

HE

BEASTIES

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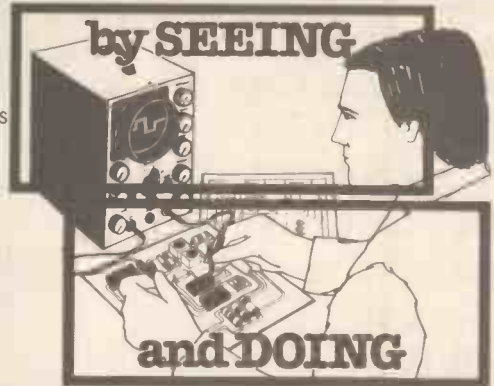
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CAREERS IN ELECTRONICS '83

Steady nerves, high standards of engineering achievement and no illusions about glamour are the basic requirements for getting into the broadcasting business.

Helen Armstrong

MANY CAREERS in electronics make highly specialised, even rarified, demands on the engineer, enabling him or her to work safely within a narrow field. In the world of broadcasting, this is far less likely to be true. Broadcasting is one of the most competitive of all industries. On the one hand, it feeds the constant public demand for new ideas and entertainment, calling for continual experimentation, even innovation, with new effects and equipment and, on the other hand, the media is enormously self-publicising by its very existence, attracting talent from many fields from all over the country. So competition to get in is fierce. To compensate for this possibly discouraging picture, broadcasting companies are less likely to be looking for the brilliant theoretician who cannot wire up a plug, and more likely to take the self-motivated enthusiast with reasonable qualifications and a proven personal interest in a relevant activity: amateur radio, sound recording or film-making, to take some obvious examples. The vivid — and possibly apocryphal — description of the ideal trainee engineer: "A third class degree who can get an outside broadcast truck out of a bog" may not tell the whole story, but it illustrates the kind of practical problem which a broadcast engineer may be faced with.

With the expansion of the telecommunications industry during the past decade, the need for a supply of able engineers and technicians has grown in fits and starts. The arrival of the video boom and new television companies like Channel 4 is currently opening up, by direct and indirect means, more opportunities in broadcasting in general than for some time, providing some of the most varied careers in engineering.



IBA And BBC

There are, as you might expect, a number of categories of technician and engineer employed in the industry. The two big transmitting organisations in the UK, the BBC (British Broadcasting Corporation) and the IBA (Independent Broadcasting Authority) have very similar structures where engineers are concerned, except that with the BBC the studio and transmitter operations are contained in the same organisation, whereas with independent TV and radio, the IBA operates the transmission networks, while various private companies operate the studios.

In this month's issue, we are going to by-pass the studio side — which would partially tend to attract engineers perhaps with more creative yearnings, who want to work with cameras, sound and video equipment — and look at the engineering jobs on the transmission networks in the two broadcasting companies.

It is worth noting that the IBA, having a smaller number of jobs on offer, advertises its posts less widely than the BBC. While the BBC may advertise in specialist magazines, and also (naturally) in *The Listener*, as well as advertising for trainees through college and local authority careers offices, the IBA restricts its advertising, which therefore reaches the press more rarely.



Part of the IBA's Harman Engineering Training College, in Seaton, Devon, the centre of operations for their training programme.

In both cases however, if you know what sort of a job you are looking for, or would like to train for, and what kind of qualifications you have or hope to have, it can be helpful to send an application to the relevant part of the organisation. Don't rely on this, however — keep an eye open for specific jobs and courses and apply for these as well.

When the IBA needs trainees they circulate schools and technical colleges on the "Milk Round", interviewing prospective candidates on the spot. When they do advertise, amateur electronics magazines and the local press are two media they choose.

Getting In Training

The BBC puts its trainee engineers through a course which starts with a



Taking test measurements on a transmitter during on-the-job training.

twelve week stint at their Engineering Training Centre at Wood Norton in Worcestershire and then continues on the job, depending on their specialisation. Training includes further stints at the training centre and, particularly in transmitter work, trainees will be moved round the country to some extent. Their specialist training for engineers is registered with the IEE and counts towards the qualification of Chartered Engineer and membership of the IEE. Trainees work towards attaining Engineer status within three years.

The IBA recruits one group of trainees every year, and to fill jobs as needed. Their training programme begins in June and takes in four stages over eighteen months. This begins with a nine-week induction course at the Harman Engineering Training College in Devon, and concentrates on broadcast engineering, especially the systems used by Independent television and radio. This is followed by a stay at one of their transmitting stations, and after that a full-time two-term polytechnic course. The last six months concentrates on Transmission Technology, again at the Harman college. The course concludes, if successful, with your appointment as a Broadcast Engineer.

Non-qualified engineers beginning at the BBC are known as Technical Assistants. Young people — this effectively includes anyone from college leaver age up to about thirty — can begin a career as a broadcast engineer by acting as assistants to the qualified engineers, and training on the job. They work chiefly at setting up, aligning and maintaining broadcast equipment, both in London and at various sites around the country. This of course can include work in the studio as well as the transmission equipment, but the emphasis is on the maintaining and developing of equipment, rather than operating it.

The basic requirements for a Technical Assistant are GCE 'O' levels, grade A, B or C, or CSE grade 1s, in

English, Maths and Physics, as well as "A" level study (or the equivalent) in Maths and Physics. English, plus a TEC Certificate or Diploma, or a City and Guilds Part 1 in Telecommunications, or an ONC/OND in Electrical or Electronic Engineering can be considered. As well as this, a keen amateur interest in and knowledge of an electronic-based subject is effectively vital. The minimum age for appointment is 18, and normal hearing and colour vision are essential. For the Transmitter Department, especially, a driving license is an asset.

Qualified Opportunities

The BBC also takes on qualified engineers for a wide range of jobs. Transmitter Engineers are needed for the maintenance and operation of complete transmission stations around the country, including SHF link equipment, receivers, RF standards converters, stereo encoders, digital equipment for synchronisations and pulse code modulation signals, low and high voltage switching gear, generators, aerials, cooling systems, test equipment and the transmitters



An important factor in all broadcast work is learning to work as a team, as well as using individual initiative.



Constant monitoring of signals is the basis of transmission work.

themselves. There are opportunities to work on both analogue and digital, valve and transistor equipment. The work is usually based at transmitting stations often in isolated areas around the country and needs a fair amount of mobility from day to day.

There is a Research Department where new techniques and systems are developed for use by the whole organisation. The Radio Frequency Group deals with the business of transmitting from the stations to home receivers. The Transmission Group deals with long-distance transmission and signal coding of all sorts. In the Design Department the Transmission Group designs new equipment for transmitting, monitoring and controlling, and the Transmitter Capital Projects Department commissions and sets up new transmission links.

Communications engineers based in London or other main regional centres maintain the radio and TV links between studio and transmitters, and also international links, including satellite links at short notice — very demanding work.

As a qualified engineer, you will need to have at least a degree, an HND or HNC



One field of transmission engineering is experimental work with satellite transmissions. This is an outside broadcast transmitter/receiver.

in electronics or electrical engineering, or physics or a City and Guilds Full Tech Certificate in Telecommunications or a TEC Higher Certificate or Diploma in Electronics or Telecommunications. For work on R&D or Capital Projects a first or good second class degree is needed.

An Expanding Business

The IBA's requirements for both trainees and engineers are very similar. They specify City and Guilds Full Tech, HNC or HTC or CNAA degree in Electrical or Electronic engineering as basic qualifications for trainee Broadcast Engineers, and recruit qualified engineers on an ad hoc basis.

Broadcast Engineers operate and maintain the IBA's 750-and-growing transmission stations; some are based at their four Regional Operations Centres, and are concerned with monitoring and operating transmission. The majority of Broadcast Engineers are based at one of the twenty-two maintenance bases and work as part of a Mobile Maintenance Team, visiting transmitters within a certain range. As well as signal measuring, repairs, maintenance and trouble-shooting, Broadcast Engineers are involved in setting up new transmitters at the rate of about one a week, countrywide; and the expansions brought about by Channel 4 and increasing local radio stations are both widening the scope of the services provided and bringing in new engineering techniques.

The central planning and control centre is at the Engineering Headquarters, Crawley Court, Winchester, where there are also sections dealing with new developments and experimental electronics, including digital work.

Getting In Touch

If you are interested in a career in broadcasting, then the first step is to write to the Personnel Officer of the

organisation (or organisations!) that you would like to work for, stating your qualifications (or potential qualifications, if studying) and interests. The demand for engineers of the right calibre is high at the moment, and likely to remain so for a long while, so now is a good time to be planning towards a broadcasting career. All the broadcast companies, both those we have looked at here, and the television companies and independent video companies, can afford to choose candidates of the highest calibre and posts are usually filled by people holding more than the basic qualifications are kept to a level which any bright student of engineering can fulfil, to encourage enthusiastic people to apply, since the broadcasting organisations are looking for the right people, rather than for a sheaf of paper qualifications.

Both the BBC and the IBA produce booklets laying out the requirements — and rewards — for engineers which you should look at before making a speculative application, or if planning a course of study. The two addresses you need to know are:



Inside IBA's Television Transmission Laboratory, students learn how to operate equipment used at the transmitting stations.

The Personnel Officer,
The IBA,
Crawley Court,
Winchester,
Hants.

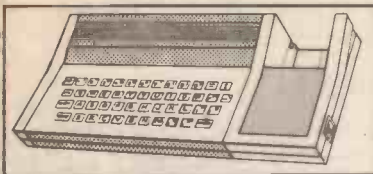
The Engineering Recruitment Officer,
BBC,
Broadcasting House,
London W1A 1AA

You can also look in the engineering and audio press, and consult your college careers office and local Education Authority careers office, where vacancies will be on file.

Our thanks to the BBC, IBA and Central London Careers Office for assistance with this feature. Pictures reproduced by kind permission of the BBC and IBA.

HOME COMPUTERS

AQUARIUS



AQUARIUS: The brand new Aquarius Personal Computer is part of Mattel Electronics' latest developments in advanced technology and offers full home computing facilities, as well as extensive game play, using a very wide range of plug in cartridges. Since Aquarius is a Mattel Electronics product, it benefits by the company's wide experience of producing high

technology equipment, as well as their game programming expertise which is evident from the advanced games which have been produced for the Intellivision. Aquarius costs £79 and comes with microsoft basic built in. It is so simple to use that you'll be writing your first programs within minutes of taking the machine out of its box. You can even record the programs on your own cassette recorder at home, so you can use them again at a later date. Most available domestic tape recorders are compatible with the Aquarius.

A POWERFUL MACHINE: For all its simplicity, it is also very sophisticated. It has a Z80A processor and 8K of built in ROM as well as 4K of RAM, which is user expandable to 52K. It has a display of 40x24 characters, and a graphic resolution of 320x192 with a total character set of 256 (including the complete ASCII set with upper and lower case letters, numbers and additional graphic symbols). The keyboard has 49 full stroke moving keys, unlike some of the cheaper machines which have membrane keyboards. The size of the machine (excluding any of the additional peripherals), is 13"x6"x2".

PERIPHERALS: It is very easy to increase the capabilities of your Aquarius as all the peripherals plug straight into one another. You can add a Printer, a Modem, a Data Recorder, Mini Expander and other items. All of the peripherals are very easy to install and what is more, they're easy to use. But the best news of all is, they're easy to afford.

CPM OPERATING CAPABILITY: The Aquarius is capable of being expanded to 52K RAM and later in 1983 a disk drive will be available for it, with the commercial CPM business operating system. This will allow you access to one of the largest software libraries in the world, with literally hundreds of programs available for you to use.

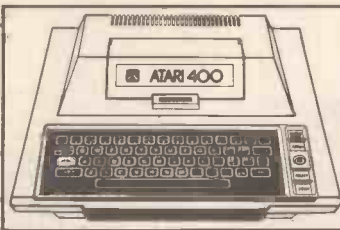
CARTRIDGES: Various sophisticated programs will be launched on plug in cartridges such as a Visicalc type spreadsheet and a word processor. In addition there will be dozens of games and utilities and alternative languages such as Logo, which combined with the built in microsoft basic gives an unbeatable combination of high quality programming ability.

MATTEL AQUARIUS - £68.70 + VAT = £79

£79

ATARI 400/800

NEW LOW PRICES



ATARI 400/800: With the Atari Personal Computers, you can play the ultimate in T.V. games, teach yourself new subjects or skills, balance budgets, and even write your own computer programs in Basic.

SPECIFICATIONS: Both the Atari 400 and 800 can display in up to 16 colours, each with 16 intensities. They have four independent sound synthesizers for music tunes/game sounds, giving four octaves with variable volume and tone control on your T.V.'s speaker. The display graphics

are of amazing quality, having a detailed resolution of 320 x 192, comprising 24 lines of 40 characters. Atari personal computers have a standard 10K ROM operating system. In addition the standard Atari 400 (£149) comes with 16K of RAM, and the expanded version with 48K (£198). The Atari 800 (£299) comes with 48K as standard. Both the 400 and 800 are now supplied with a FREE £40 Basic Programming Kit, which includes the Basic Programming Cartridge, as well as a 120 page Basic Reference Manual and the 184 page Self Teaching Manual by Bill Carris called 'Inside Atari Basic', so you can begin programming straight away, without buying any 'extras'. Even a mains plug is supplied!

OVER 500 PROGRAMS AVAILABLE: The Atari computers are supported by well over 500 programs available for your use, a larger selection than you will find on any other television game or home computer! The wide selection puts Atari way ahead of the competition. Just fill in the coupon and we will be pleased to send you a full price list which gives details of our range of software available for entertainment, home education, programming and home office use. We think you'll agree when we say it's quite impressive.

100 FREE PROGRAMS FROM SILICA SHOP: If you buy your Atari Home Computer from Silica Shop, you will receive a FREE presentation pack of 6 cassettes, containing 100 programs including games, utilities and demonstrations. A 16 page booklet giving full details of all of these programs is available on request. If you have already purchased your computer elsewhere you can buy the set of 6 cassettes for £30. What's more, Silica Shop offer a two year guarantee on all computers as well as a FREE joystick. This adds up to a great offer that we believe can't be beaten or matched by any of our competitors.

ATARI 400 16K - £129.57 + VAT = £149

ATARI 400 48K - £172.17 + VAT = £198

ATARI 800 48K - £260.00 + VAT = £299

£149

COLECOVISION



THE SYSTEM: The CBS Colecovision offers new standards in video game play. The excellent graphics are well implemented with arcade titles such as Zaxxon, Lady Bug, Gorf, Wizard of Wor, Carnival, Mouse Trap and the lovable Smurfs. The console comes supplied with a three screen arcade quality version of DONKEY KONG. Parker and other companies have also announced ranges of cartridges for Colecovision, to further enhance the wide range of quality titles available for this new television games machine.

THE CONSOLE: The CBS Colecovision video games system has advanced technology which produces superlative graphics resolution and excellent sound effects. The styling of the console and hand controllers has been carefully researched; the console is designed to complement modern hi-tech equipment, and has clear features for easy operation. The hand controllers allow fingertip control via the 8 direction joystick, and feature 2 independent fire buttons. The push button keyboard is used for game selection and for game control with some cartridges. The hand controllers are detachable and are connected to six feet of telephone coil cable, storing neatly away in the console when not in use.

ATARI EXPANSION MODULE: The Atari converter module allows Atari VCS software cartridges to be played on the Colecovision console, allowing owners the freedom to purchase from the extensive range of Atari compatible cartridges. It also means that existing Atari owners can buy the CBS Colecovision games system without discarding their software library. Silica Shop offer part exchange facilities if you wish to upgrade.

TURBO EXPANSION MODULE: The Turbo Driver Expansion Module allows you to actually drive the vehicle that appears on your T.V. screen. The module consists of a steering wheel, dashboard and accelerator pedal. One hand controller is mounted on the dashboard to provide a gear change unit. The module comes complete with a Turbo Driver cartridge, the first of several cartridges to make use of the module, which provides all the action of sitting in the driving seat. This facility is unique to CBS Colecovision.

HOME COMPUTER EXPANSION MODULE: The Home Computer Module scheduled for late 1983, allows conversion of the games unit into a sophisticated Home Computer. This flexibility of design is an important feature of the CBS Colecovision System.

COLECOVISION - £127.82 + VAT = £147

£147

GAMES

VECTREX



THE SYSTEM: Vectrex is a totally unique Home Arcade System, which has been exclusively designed and engineered to duplicate real arcade game play. Complete with its own monitor display, Vectrex won't cause any arguments over the use of the family's television because it has its own built in screen.

THE SCREEN: Vectrex does not use ordinary display techniques, instead it uses vector scanning to control the images on the screen. With this scanning method, the gun only updates the area of the screen that has changed, whereas a normal T.V. re-transmits the ENTIRE screen 50 times a minute. It is this that gives Vectrex its speed, and means that very little computer power is required for screen control, and the results provide very fast responding and clear images. These 'Vector Graphics' are used in several arcade games such as Asteroids and Battlezone, to give you incredibly high resolution and quality. Vectrex brings all of this from the arcade right into your living room. The Vectrex screen is capable of displaying 80 columns by 40 lines, which is significant to the extensive developments planned for the system.

EXCITING SOUNDS AND ELECTRONICS: Vectrex has an advanced microprocessor with more speed and power and exciting effects than many home video games systems.

REAL ARCADE CONTROLS: Vectrex has a unique control panel, similar to those used in many real arcade games, with 4 concave action buttons and a full 360° self centering joystick. This control panel has a 4 foot detachable cord for maximum player freedom.

REAL ARCADE GRAPHICS: Vectrex has its own 9 inch vertical screen and unlike a conventional T.V. screen, uses advanced display technology to achieve brilliant, high resolution imagery and superb game play never before possible. The Vectrex display provides special effects too, such as 3-D rotation and zooming in and out, which a regular T.V. cannot match. Using a black and white monitor, each Vectrex game comes supplied with its own coloured plastic screen overlay to add to the excitement of game play. The range of Vectrex cartridges (£21.95 each), gives a good selection of arcade games such as Berzerk, Scramble, Rip-Off and Bomber Attack. Vectrex comes complete with a fast paced 'Minestorm' game built into memory.

VECTREX: Vectrex has an advanced state-of-the-art microprocessor with more speed than other T.V. games

VECTREX - £129.57 + VAT = £149.00

£149

WHO ARE SILICA SHOP?

Silica Shop are one of the leading specialist suppliers of Video Games & Personal Computers. We consider that our service, to those who already own or to those who are interested in any products in our range, cannot be matched by any other supplier. Just look at what we have to offer:

- * **SHOP DEMONSTRATION FACILITIES** - we provide full demonstration facilities at our shop in Sidcup, so that you can get 'hands on' experience of our range.
- * **SHOP OPENING HOURS** - we are open from Monday to Saturday 9 am - 8.30 pm, but closed at 3 pm on Thursday's and 5 pm on Friday's.
- * **MAIL ORDER** - we are a specialist mail order company and are able to supply goods direct to your door at no extra cost.
- * **FREE FIRST CLASS DELIVERY** - all orders are sent First and Packing FREE, most of them being dispatched by FIRST CLASS POST within 24 hours of receiving your order unless, if you require overnight delivery, this can be arranged at a charge of £3 for items under £30, or alternatively £5 for items over £30.
- * **RETURN POLICY** - if you are totally dissatisfied with your purchase, you may return it to us (in good condition) within 18 days for a full refund, including postage.
- * **PAID BY CREDIT CARD** - we will offer you up to one third of our current selling price in part exchange on your old Mattel Intellivision or Atari console (and related cartridges), if you decide to buy a new video game or personal computer from us.
- * **PERSONALISED SERVICE** - we are an authorised Mattel & Atari console/cartridge (with a full 1 year guarantee), at two thirds of our normal retail price.
- * **COMPETITIVE PRICES** - both our prices and service are very competitive. We are never knowingly undersold and will normally match any bona fide price quoted by our competitors, providing they actually have the goods in stock. We will also send the order to you door and packing free!
- * **HELPFUL ADVICE** - our specialist staff are always available to give you advice on the suitability of various computers or T.V. games.
- * **SERVICE/REPAIRS** - are available on all machines in our range, often utilising our in house service facilities. We will support your machine long after you buy it.
- * **ATARI SERVICE CENTRE** - we are now an authorised Atari service centre and can therefore accept reports on all Atari equipment (TV Games and Computers) even if you did not originally purchase it from Silica Shop. All repairs during the manufacturers 12 month warranty period will be completed FREE OF CHARGE.
- * **2 YEAR GUARANTEE** - we offer a 2 year guarantee on some manufacturers 12 month guarantee, including Atari Personal Computers.
- * **VIDEO GAMES AND COMPUTER CLUBS** - we offer a full information service on all video games and computers in our range. Advanced information on many new developments is often included, so you are always kept informed. We now issue regular newsletters on software news, so make sure that you join our club.
- * **OVERSEAS ORDERS** - we regularly accept goods overseas and use reliable dispatch services. Please let us know your requirements and we will give you a quotation.
- * **PAYMENT** - we accept Access/Barclays/Visa/American Express/Diners Club credit cards, as well as cash, cheque, postal orders, CDD or Post Office Transac.
- * **CREDIT FACILITIES** - we also offer credit facilities with varying payments over 12, 24 or 36 months. Please send for our FREE literature and a written quotation.



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VIDEO GAMES

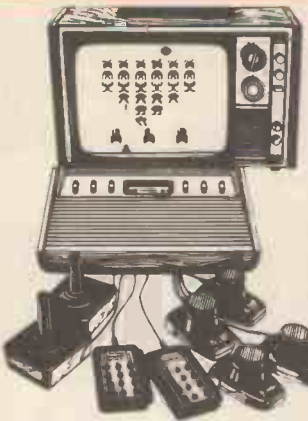
ATARI

ATARI VCS (2600) - THE NO 1 BRAND LEADER IN THE U.K.

ATARI: The Atari Video Computer System known as the Atari VCS or the 2600 has now become the T.V. game brand leader. In the U.K. there are over 700,000 owners of the VCS with access to a range of over 200 different plug in cartridges, each having a multitude of different variations and difficulty levels. Every system comes complete with the main console, two individual joystick controllers, a pair of paddle controllers, aerial splitter, mains adaptor and a 27 game Combat cartridge. It gives you bright crisp graphics, realistic sound effects and even specially designed circuits for the protection of your Television Set.

SECONDHAND GAMES: We currently have several secondhand Atari VCS units in stock which we are selling for only £49 (inc VAT). This price includes the Console, with Combat Cartridge and all the accessories, as well as a 12 month guarantee. We also have stocks of several secondhand cartridges many at half price (all with 12 months guarantee). We will normally buy back secondhand units and cartridges at one third of our standard price.

EXTENSIVE CARTRIDGE RANGE: The Atari VCS is so popular that in addition to Atari's own cartridges, there are over 150 compatible cartridges, produced by at least a dozen different third party manufacturers. Silica Shop has one of the largest cartridge selections available in the U.K. Our range of over 200 titles (printed either side of this column), includes items in stock now, as well as many of the new releases for later in 1983.



SILICA ATARI CLUB: Silica Shop has over 20,000 Atari VCS club members registered on our computer. As a specialist company we are able to obtain advance information about new developments and send detailed catalogues to all of our club members, enabling them to evaluate new products before they buy. This is a totally FREE service, to receive your copies complete the coupon below.

SERVICE CENTRE: Atari International (UK) Inc has recently appointed Silica Shop as an authorised Atari Service Centre. This means that we can now service your Atari VCS or 400/800 (under guarantee if applicable), whether or not you purchased it from us.

VCS COMPUTER KEYBOARD: A keyboard will soon be launched to convert the VCS into a fully programmable home computer. For further details, join our club by completing the coupon below. We will then let you know when further information is available.

STARPATH SUPERCHARGER: The supercharger plugs into the cartridge socket of your VCS and expands its RAM almost 50 fold, from 128 to 6,272 bytes. This increased memory adds vivid high resolution graphics capabilities and significantly lengthens the game playing time. Supercharger has a range of multi-load games (at £19.45 each), these offer the facility to play a game in several distinct parts (great for adventures), the next section being loaded when you have completed the previous one, thus enhancing the game play. For further information please complete the coupon below.

ATARI VCS CONSOLE - With Combat Cart & Accessories £68.70+VAT = £79.00

ATARI/Contd
Super Brkout
Surround
Swordquest E
Swordquest F
Tennis (rprt)
Vanguard
Volleyball (r/s)
Warlords
Yars Revenge

BOMB
Assault
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Solendour
Wall Defender
Z-Tack

CBS (Calsoft)
Blue Print
Carnival
Donkey Kong
Gorf
Mousetrap
Smurf
Solar Fox
Turbo
Venture
Wings
Wizard of War
Zaxxon

IMAGIC
Atlantis
Cosmic Ark
Demon Attack
Dem. Attack II
Dragonfire
Fire Fighter
No Escape
Riddle of Six
Scuba
Starstorm
Star Voyager
Tic Tac Shot
Zone

M-NETWORK
Advs of Tron
Air Raiders
Burger Time
Comp Revenge
Frog & File
Intel Soccer
Lock 'n' Chase
Space Attack
Tron Dilly Dac
Winter Olymp

PARKER
Action Forces
Amidar

PARKER/Con
Emp Strks Bk
Frogger
Incredible Hulk
James Bond 007
Jedi Arena
Lord of Rings
Popeye
Q-Bert
Reactor
Rtn of Jedi-1
Rtn of Jedi-2
Sky Skipper
Spiderman
Super Cobra
Tutankham

SPOTVISION
Chall of Naxar
China Syndrome
Cross Force
Gangster Alley
Glaetic Tactic
Mangis
Master Builder
Planet Patrol
Tape Worm

SUPERCHARGER
Comux Mult
Dragonmaster
Escape from M
Fire Ball
Killer Satellite
Phase Patrol
Suicide Mission

TELEVISION
Cocoon
Comic Creeps
Demolition Derby
Fast Food
Ram - It

TIGERVISION
Jawbreaker
King Kong
Merader
Miner 2048
Polaris
River Patrol
Threshold

ZIMAG
Cosmic Corridor
Dishaker
Immie & Aggs
I want my Mom
Pizza Chef
Quest for Gold
Tally Ho
Tanks no Tanks

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Barnstorming
Biking
Bridge
Chopper Cmd
Dodgeball
Dragster
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Freeway
Grand Prix
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Kaboom
Keystn Capers
Laser Blast
Megamania
Onts
Pistol
Piquac Attack
River Raid
Robotank
Sequest
Skiing
Sky Jinks
Soldier Fighter
Stampede
Stemaster
Tennis

APOLLO
Lost Luggage
Pacquetball
Shark Attack
Sneak Shoot
Space Cavern
Space Chase

ATARI
3-D tic tac toe
Adventure
Air/Sea Battle
Asteroids
Backgammon
Basic Math
Basic Program
Basketball
Basketball (r/s)
Barzok
Bowling
Brain Games
Breakout
Casino
Centipede
Checkers
China
Circa
Codebreaker
Combat
Concentration
Defender
Demons/Diams
Dig Dug
Dodge'm
ET
Football Acc
Fun Fun with Ncc
Galaxian
Golf
Gravitar
Hangman
Haunted Hse
Human Cannon
Hunt & Score
Indy 500
Jungle Hunt
Kangaroo
Krull
Math G Prix
Maze Craze
Maze Golf
Missile Cmd
Ms Pac-Man
Night Driver
Olympics
Othello
Outlaw
Pac-Man
Phoenix
Pinball
Pols Postn
Raiders of UA
Sky Diver
Slot Racers

Wico
Trackball
Straight Stick
with Stick
Fire Button

LE STICK: A mercury filled joystick specially made for one handed operation, with thumb fire button.

QUICK - SHOT: This joystick features a contoured handle grip, thumb trigger and optional base fire button. It is supplied with 4 sure foot suction grips.

STARFIGHTER: Neat and compact with a small direction stick. Metal interior for added strength.

VIDEO COMMAND: With a tapered handle, this joystick is for one handed use. It has a directional control which is similar to a jet fighter joystick.

WICO RED-BALL: An arcade type joystick with a red ball handle, it features 2 fire button locations, one at the base and one on the stick. It comes supplied with 4 grip pads for easier table top use.

WICO STRAIGHT - STICK: The main feature of this joystick is its arcade style, bat handle grip. It also has 2 fire buttons. Four grip pads included for table top use.

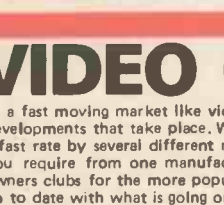
WICO TRACKBALL: A true arcade style trackball for use with your Atari or Commodore VIC. This product is designed to give arcade control in your living room.

12" EXTENSION LEAD: A 12" extension for Atari and Atari compatible joysticks for greater player freedom.



ACCESSORIES

We stock a wide range of accessories for the Atari VCS and 400/800 personal computers. The same accessories can be used on the Commodore VIC range of computers. The Wico range can also be used with the Texas Instruments computers on purchasing a special adaptor. To give you an idea of the range available, just take a look at the following list:



MATTEL INTELLIVISION



MATTEL INTELLIVISION: The Mattel games unit is a most versatile T.V. game which offers 3-D graphics quality for only £98. Each cartridge comes with 2 overlays which fit over the unique hand controller giving easy directions for game play. Using the handset's control disc, objects

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FREE LITERATURE

Alexander Graham Bell

Ian Sinclair

Dooby Doo Doo Wop! Time to ring off with the most Famous Name of them all . . .

YES, of course you've heard of *him*, Bell of telephone fame and founder of the Bell Telephone Co., "Ma Bell" to millions of US citizens who take for granted a standard of telephone service that makes us as sick as a Buzby to think about. But did you know that the decibel is named after him, or that he invented the telephone as a deaf aid? Read on, and discover more about the life of this remarkable pioneer.

Alexander Graham Bell was born in Edinburgh in 1847, to a family who had dedicated their lives to the service of the deaf and dumb — his father was the inventor of the hand signals which are still used to this day. His parents were established authorities in elocution and speech correction (what would they have made of CB?), and they did not send Alexander to school, preferring to draw on the considerable talents of the family for his education. The success of this education, unhindered by local authorities or social workers (not yet invented), gained Alexander his first job in 1864, as resident master at Weston House Academy, a small boarding school in Elgin, a cold grey town in the Highlands.

Devoted To The Deaf

In 1870, however, the whole Bell family decided to emigrate, like so many Scots before and since, in search of a better living in Canada, and they moved to Brentford, Ontario. Alexander found nothing to his taste there, and shifted again to Boston, Mass. in the USA, to open a small school, in 1872, for training teachers of the deaf, a topic in which he took a passionate interest.

He had very considerable success, and in a remarkably short time established a nationwide reputation for his methods of training teachers, particularly in the "hand alphabet" which his father had devised. This, incidentally, is a subject of controversy at the moment because it is no longer being taught, and the change is bitterly resented by many deaf people who feel that a valuable method of communication may be lost to future generations.

As a result of Bell's success, he was asked to incorporate his school into Boston University, and he became Boston's first Professor of Vocal

Physiology in 1873. It was as a result of this achievement that he was able to find time for research, with all the facilities of a University now available to him.

Telegraphy Progress

He was fascinated by the development of Telegraphy, because it was a method of communication which was open to people with severe hearing or speech defects — in fact many deaf people were trained as telegraph operators in those days, just as the tradition of training blind people as piano tuners grew up. Bell's interest in the electric telegraph led to the invention, along with his excellent but lesser known assistant Thomas Watson, of many improvements in telegraph design, and to Bell's increasing involvement in, and knowledge of, electrical circuits. Gradually he conceived a system which would convert the sound waves of speech into electrical signals, and back again, with the purpose of allowing the deaf to hear what was being said some distance away. Curiously enough, another emigré, David Hughes, was working in Virginia along similar lines.

Bell's telephone system, after a few false starts, took the simple form of a carbon microphone, a battery, and an earpiece. The carbon microphone was until very recently still being used in telephones, particularly in this country; it is now being replaced by the electret microphone, the only device sufficiently sensitive, and with a large enough signal output, to take its place.

The carbon microphone principle (which is attributed to Hughes) goes thus: a thin flexible membrane or diaphragm of metal is held in an insulating cylinder which has a metal backplate, and the space between the diaphragm and the backplate is packed with granules of carbon. Carbon is a resistive material, and the resistance depends very much on how tightly the carbon particles are packed together. With this arrangement, pressing the diaphragm inwards considerably reduces the resistance between the diaphragm and the backplate; pulling the diaphragm outwards considerably increases the resistance. With a battery connected, the device becomes a



variable current generator, with the amount of current depending on the movement of the diaphragm.

A Toast To Carbon

When a sound wave hits the diaphragm, it causes the diaphragm to vibrate at the same frequency as the sound wave, and with an amplitude (amount of movement) which depends on the loudness of the sound. In this way, sound waves hitting the diaphragm cause waves of electric current in the circuit connected to the carbon microphone. The useful and remarkable thing about the carbon microphone is the size of the electrical signal that it generates, putting several volts across a load with several milliamps flowing. Until the development of electrets there was nothing that came anywhere near such an output, and the defects of the carbon microphone, such as its narrow bandwidth and the resonances which

it caused, were not of great significance in telephone use.

Bell's receiver was electromagnetic, using the arrangement which, once again, has survived more than a hundred years. This uses a magnetised metal diaphragm held close to an electromagnet, usually of horseshoe shape. The varying currents transmitted by the microphone are sent through the electromagnet of the earpiece, and they cause the diaphragm to be magnetically attracted to an extent that depends on the amount of current. In this way, the current waves that flow in the circuit when someone speaks into the microphone are converted back to a sound by the action of the earpiece.

According to the notes that Bell made at the time, the first words spoken over a telephone circuit were "Come here, Watson, I want you . . .". The fact that Watson heard them and rushed through to Bell's room was the start of something big. They took out a patent on their telephone system in 1876, and the invention was recognised by the confederation of the Volta Medal on Bell in 1880 by the French Government. By this time, the Bell Corporation was being set up to exploit the invention which in a few years was to change the habits of the whole world.

Enter The Decibel

Bell, at this stage, could have simply retired from active life, content to amass

a fortune as President of one of the most important and rapidly-growing corporations in the US. It is typical of him that he did not, preferring to devote more time to research and to the twin ideals of developing his invention and of helping the deaf. His work on sound transmission soon highlighted a short-coming of measurement, that there was no scale of comparative loudness of sound.

From a large number of careful measurements, Bell found that the apparent loudness of a fixed frequency from a telephone receiver was proportional not to the electrical power but to the *logarithm* of the power, and so he proposed a unit for comparative loudness, the logarithm of the power ratio of two signals. This was widely adopted, and named the Bel in his honour, dropping the final "l" to avoid any confusion between unit and name.

The Bel, however, is a larger unit, and just as we use microfarads instead of farads for measuring capacitance, it's more convenient to use tenths of a Bel, or "decibels", in place of Bels. Unfortunately the decibel is the most abused and least understood of all the units encountered in electronics.

Photos On The Phone . . .

Bell also worked on developments of the telephone system, as always, with a view to helping the deaf to communicate. One notable develop-

ment, well ahead of its time, was the Photophone of 1880. This was a device to transmit photographic images over a telephone, a forerunner in many ways of the Photofax process and of slow-scan TV.

The principle was simple and ingenious. A transparency is fastened to a glass cylinder so that a light can be shone through transparency and glass on to a photocell (using selenium), which is inside the hollow cylinder. The cylinder is spun round, and the photocell is slowly moved from one end to the other, so that varying currents are generated in a circuit connected to the cell as varying amounts of light reach it through the transparency.

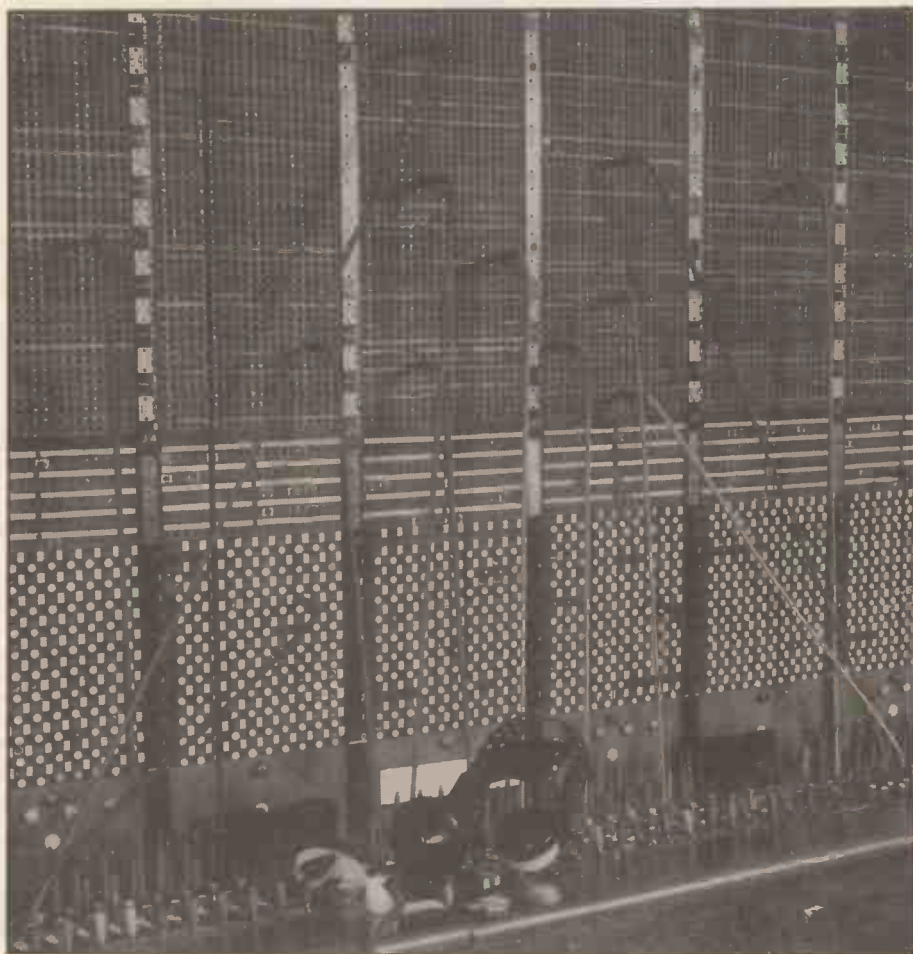
These currents could be transmitted over telephone lines, and at the receiver a photographic method was used to re-create the image. A piece of moist sensitised paper (the original sensitising chemical was potassium iodide) was then wrapped round a metal drum, which was the earth connection of the receiver. The signals from the transmitter were connected to a brush contact, which touched the moist paper as it revolved with the drum. The current flowing through the paper caused the chemical to decompose, leaving a stain (iodine, when potassium iodide is used), and the amount of staining depends on the amount of current. Provided that the receiver drum is synchronised with the transmitter drum, the received image is a reasonably good reproduction of the transmitted one. An incidental advantage is that the picture size can be scaled up or down by making the receiving drum a different size from the transmitting drum.

. . . Letters Down The Line

The Photophone principle was developed into Photofax, and its descendants are still used. Bell followed it up with the Graphophone of 1887, designed to allow writing to be transmitted along telephone lines — and a large part of his receiver principle for this device can now be seen in the form of XY plotters for computers.

Bell died in 1922, the Grand Old Man of the telephone, and to the end a benefactor of the deaf, to whom he left much of the vast fortune he had accumulated. His other monument was the founding of the American Association to Promote Teaching of Speech to the Deaf, now known as the Alexander Graham Bell Association for the Deaf. This institute sponsors a great deal of research, much of it nowadays into electronics, resulting in a constantly improving service to the deaf. In many ways, I think that Bell would be more interested in this than in the whole telephone service if he could return to see it all.

Many, many thanks to Ian Sinclair for our longest-running series, and we hope our readers have enjoyed reading Famous Names as much as we have enjoyed running it.



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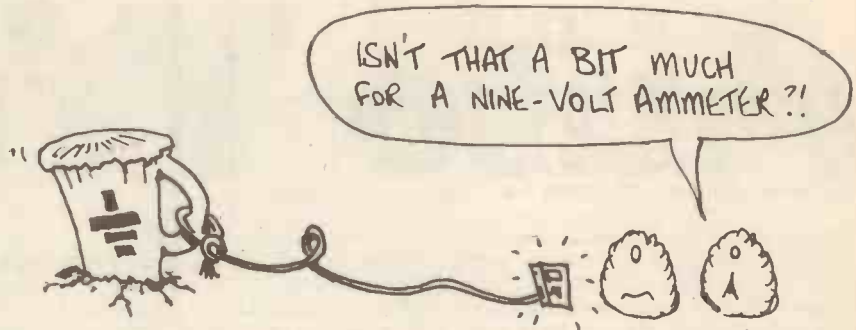
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Letters

While we are always happy to receive correspondence from readers, it is simply not possible for the editorial staff to reply to every letter. Because of staff limitations and the fact that producing the monthly editions of HE must take precedence, we cannot even guarantee to answer letters accompanied by an SAE. Hopefully this situation will prove temporary and we can shortly resume a full service to readers.

In the meantime, to reduce the amount of mail to which we attempt a reply, certain guidelines have had to be imposed:

- Letters from readers who have been unable to successfully build a Hobby project will receive first claim on our attention. But we urge readers to first make sure they understand the problem, and to read all parts of the article thoroughly: it is wasting our time (which is better spent ensuring that current projects are error free) to reply (to pick a common case) that the supplier of certain components is given in Buylines, on page 34.

- Many enquiries are concerned with drafting errors in circuit diagrams or component overlays; corrections for most errors have been published in subsequent issues, so please check your back numbers before writing to us — the information may already be in your hands.

- Where there is a definite problem, we ask that readers first try to solve the problem themselves: again, reading the article carefully will often resolve what appears to be a contradiction between, say a Veroboard layout and the circuit diagram.

- If it is necessary to write, please try to supply useful information: it is impossible to give constructive advice to the reader who says "My project doesn't work. Can you help?". The short answer, and the only one possible, is *no!*

- We would like to hear from any reader who has had difficulty with a Hobby project and who has come up with a solution, but we cannot advise when a project has been modified and fails to work: if you decide to make

changes you will have to live with the consequences. Similarly, we are pleased to take readers suggestions for projects they would like to see in the magazine, or for modifications to improve a published project, but we cannot design circuits on request or re-design a project to suit the requirements of a single reader.

- We will try to answer any readers' questions on electronics in general, to suggest sources for components for old projects or to offer whatever advice we can when circumstances permit; however, we cannot advise on the purchase, use or modification of commercial equipment.

- We are unable to advise on the purchase of components in foreign countries; overseas readers are advised to read carefully the advertisements placed in HE by mail-order component suppliers and to write to them directly (this advice also applies to many UK readers wishing to obtain components for projects!).

- Unless specifically requested to the contrary, any letter to Hobby Electronics may be selected for publication in the magazine, including letters with an SAE if they are sufficiently interesting; in such a case a copy of the editorial comment will be returned to the reader prior to publication.

- Letters not accompanied by a stamped, self-addressed envelope may be selected for publication but will not receive a personal reply. We will attempt to reply to all enquiries backed by an SAE (if writing from outside the UK please include the correct number of International Reply Coupons, available from Post Offices) but we cannot guarantee a reply, nor can the publishers, Argus Specialist Publications, be held legally responsible for the accuracy of the information supplied.

Writing For HE

- Hobby Electronics' editor is continually looking for good projects, ideas for projects and designers to

develop an idea into working project.

However unless you are already a seasoned contributor, it is unlikely that your first effort will reach the standard required for publication in the magazine. So if you have an idea or a design and you personally think it would be suitable as a Hobby project, write and tell us about it — and please include a telephone number (night or day, we're open all hours here) where you can be contacted.

Similarly if you are a designer, perhaps with time to develop someone else's ideas, please write or phone the editor!

Any Old Rope?

We will also undertake to publish any suitable but undeveloped ideas as experimental "Reader's Projects". The article will generally fill one page when published and should include a circuit diagram and description, parts list, component overlay (the projects should generally be on Veroboard) and some brief suggestions as to how the device might be constructed by the adventurous reader! A working prototype will not be needed, and the flat rate for Reader's Projects will be £20.

Simple circuits are also needed for publication as "Short Circuits"; no constructional information is needed, and contributors of "Shorts" will be rewarded with £10 per idea.

The Back-Log

The above guidelines for writing to Hobby Electronics have had to be drawn up in response to the growing pile of yet un-answered letters from readers.

We apologise to all those still awaiting a reply; we are doing everything possible to clear the jam, but to enable us to do so in reasonable time we are retrospectively imposing the above restrictions on the type of enquiry with which we will deal. Therefore, any letter or question not relating to a Hobby Electronics project or a general electronics enquiry will be returned, with the SAE, to the reader.

The Automatic Car Wash has just eaten your Car Radio Aerial for the third time in six months. It's time you got wise to the

Barry Foster

Auto Winder

LIKE MOST THINGS, car aerials are not intended to last forever. Far from it, you'd be lucky if one stayed in its appointed place for 12 months, because as well as the perils of rust and accidental damage, car aerials seem to provide an irresistible attraction for some... people. So, a car aerial that can be wound up and down by an electric motor is worth those few extra pounds — unless you like the battered chic of the coat-hanger look, of course.

The problem with motorised aerials, though, is that you have to remember to wind the thing down when you leave the car. No problem, you'd say — but the one time you forget will be the night you'll lose it, won't you! The solution to all these problems, then, is to install an automatic car aerial motor, one that winds the aerial up when you turn the radio on and winds it down when the radio is switched off. You can buy such an item outright, of course, but why spend more than you have to? The HE Auto-Winder will do the trick, and impress your friends as well!

Up And Down Circuits

Since the Auto-Winder has to automatically wind the aerial either up or down, it has to respond to two different conditions in different ways. First, when the radio is switched on, it must wind the aerial up; then when the radio is turned off the aerial has to be retracted. All this is accomplished by a circuit which controls two relays to drive the motor in one direction or the other; a gating network turns on the appropriate relay while an adjustable timer sets the period for which the motor is driven.

The Auto-Winder circuit is permanently connected to the car's battery (the current consumption of the control circuitry is a matter of around eight milliamps and is hardly significant, especially when compared to the current drawn from the battery by the starter motor, say) and therefore will instantly respond when the radio is turned on or off.

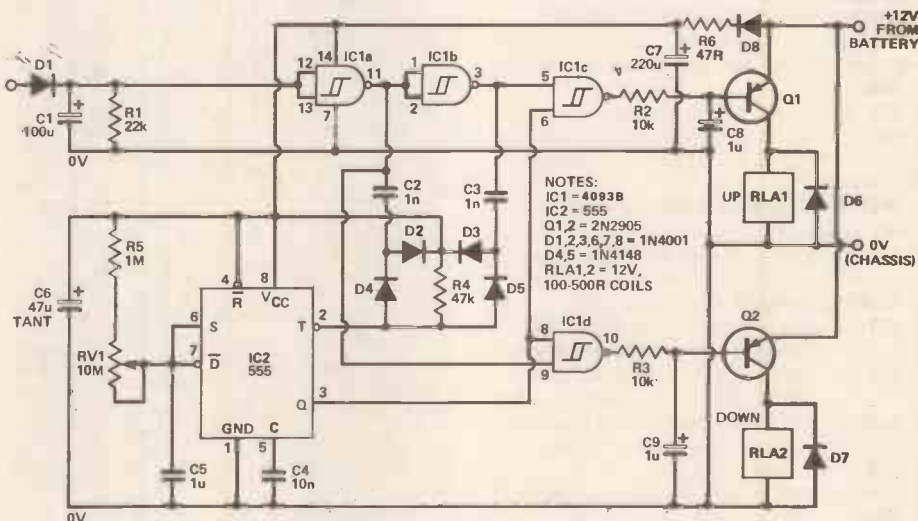
The control input is taken from the on/off switch of the radio; when power is applied capacitor C1 rapidly charges up through the isolating diode D1, and when the voltage reaches the Schmitt trigger threshold of IC1a, its pin 11 will go low. Now C2 begins to charge through R4 and D4, pulling the trigger input of IC2 (a 555 timer) below 1/3 supply voltage and thus starting the

timing period. C2 charges fairly rapidly, producing a low-going pulse approximately 120 microseconds wide, after which it charges up to the supply voltage; this leaves the trigger input at V+ so that it can respond to another low-going pulse.

IC2 is connected in a standard monostable configuration. Initially the Q output is low and the Discharge input, pin 7, is in a low impedance state,



Figure 1. The circuit, using a 555 timer and 4093B Schmitt trigger.



How It Works

The input to the unit comes from the car radio power supply, which provides a positive voltage on the input gate when the radio is switched on. The gate output is a negative pulse to the trigger generator; this produces trigger pulses to start the timer in two different situations: first, when the radio is switched on and then

when the radio is switched off. The timer sets the period for which the aerial motor is on, so that the aerial may be either completely extended or totally retracted. The timer output is gated to either the Up or Down relay by another output from the trigger generator.

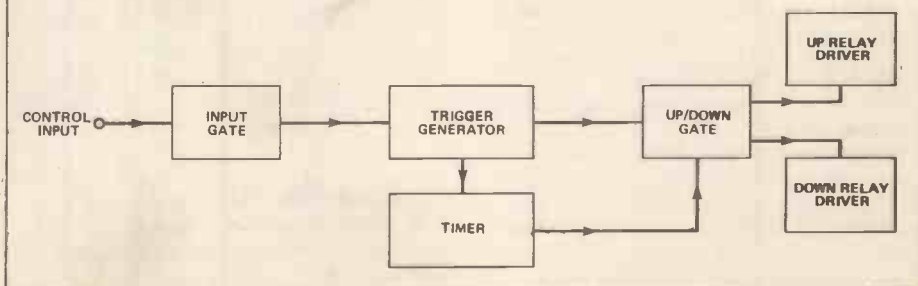
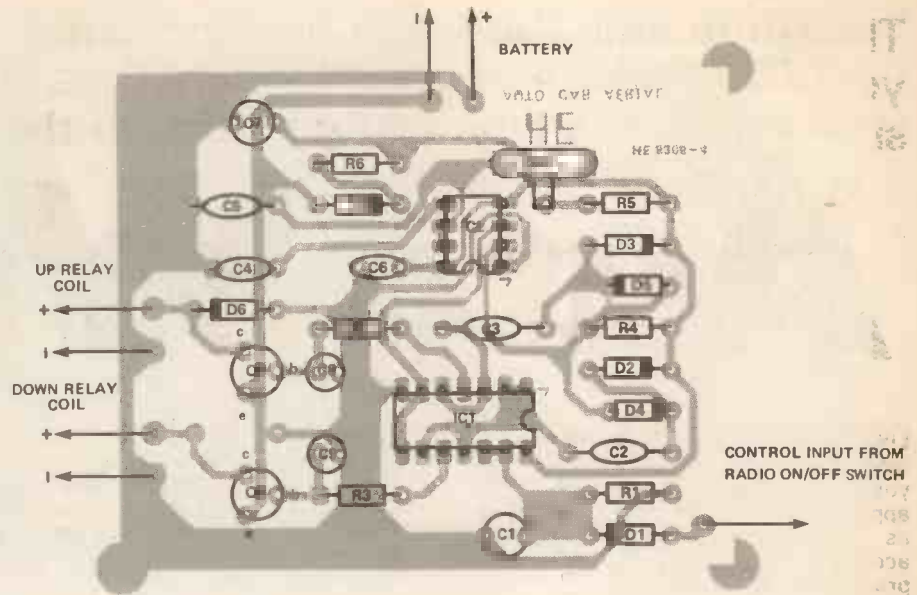
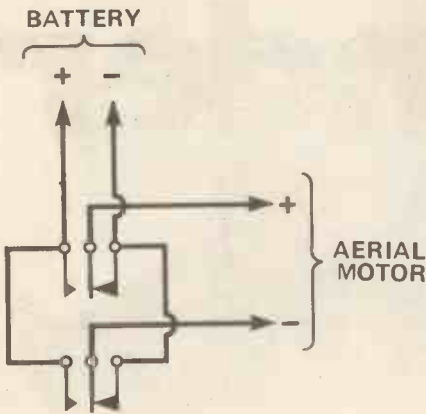


Figure 2. The PCB and components. Note that the relays are designed to be mounted away from the board.

Figure 3. Wiring for the relays. See over the page for suggestions on how to install the relay with the Auto Winder.



Parts List

RESISTORS

(All 1/4 watt 5% carbon)

R1	22k
R2,3	10k
R4	47k
R5	1MR
R6	47R

POTENTIOMETERS

RV1	10M
	vert. preset

CAPACITORS

C1	100u 16V
	radial electro
C2,3	1n
	polyester
C4	10n
	metallised polyester
C5	1u
	metallised polyester
C6	47u 16V
	tantalum bead
C7	220u 16V
	radial electro
C8,9	1u 16V
	radial electro

SEMICONDUCTORS

IC1	4093B
	quad 2-in Schmitt trigger NAND
IC2	555
	timer
Q1,2	2N2905
	PNP transistors
D1,2,3,6,7,8	1N4001
D4,5	1N4148

MISCELLANEOUS

RLA1,2..... see Buylines
Case (see buylines); PCB; wire, solder, nuts and bolts etc.

BUYLINESpage 34

shorting out the timing capacitor C5. When the IC is triggered, Q goes high and pin 7 goes to a high impedance state; C5 then begins to charge via R5 and RV1 until the voltage on it reaches 2/3 of the supply; this is detected by the Sample or 'threshold' input, pin 6, and the output promptly changes to low. At the same time pin 7 switches to low impedance and C5 discharges to ground through the IC, in readiness for the next timing period. The charge rate of C5, and hence the monostable on-time, can be varied by adjusting RV1.

The Q output of IC1 is applied to gates IC1c and d; since the output from IC1a is low when the radio is switched on, the pin 9 output of IC1d is low, and so its output is high. However C9 was charged to near the supply voltage through the emitter-base junction of Q2 when the unit was first connected to the battery, so this high just ensures that the charge on C9 is maintained, keeping Q2 turned off.

However with a low on pin 11 of IC1a, the output of IC1b will be high, thus both inputs to IC1c are high and its output will go low. Now C8 will discharge into pin 4 and as soon as the voltage on the base drops to more than 0V7 below the battery voltage, Q1 will turn on, activating RLA1 and driving the motor to wind the aerial up. The sequence of events when the radio is switched off is similar; the unit will not operate immediately however, because C1 will take some time to discharge through R1, thus maintaining a high on IC1a's inputs for about two seconds. This is to prevent the aerial shuttling up and down if it takes two or three attempts to start the motor! Eventually, though, C1 will discharge below the threshold voltage of the Schmitt trigger and the output of IC1a will go high, IC1b output goes low and IC1c output goes high. However C2 was previously charged through R4, D4, so now the voltage at the junction of C2, D2 and D4 goes rapidly to 2V+ but then discharges via D2 and R4.

Meanwhile C3 is charging up through R4 and D5, pulling the trigger input of IC1 below 1/3 V+ and so commencing another timing period. This time, though, IC1c has a low input and so its output is high, keeping Q1 and the up relay turned off. But IC1d has both inputs high, and therefore a low output, so C9 will now discharge into pin 10 of IC1d; when the voltage on the base drops more than 0V7 below the battery voltage Q2 turns on RLA2, driving the aerial motor to wind the stick down.

Construction

The Auto-Winder is easily built on a single-sided PCB (see PCB Service page for a ready-made board or build your own using the pattern printed on page 64), following the overlay diagram Figure 2. No special precautions are needed beyond the usual handling restrictions applicable to CMOS integrated circuits and the correct orientation of polarised components such as electrolytic capacitors.

When the PCB has been assembled, temporarily connect the relays to the points indicated on the component overlay. The relays have not been mounted on the PCB to allow a wider selection of relay types and to allow more flexibility when it comes to installing the unit in the car. However, the relay contacts should be rated at at least 5A, preferably 10A, since the aerial motor will draw quite a lot of current when it starts up. Then connect a lead to the control input on the PCB and temporarily connect the power supply lines to a 12V battery or power supply (do not connect the aerial motor, yet) and test the unit by touching the control input lead to the positive terminal of the supply. Hold it there, and the Up relay should click on for a moment, then turn off. Remove the control lead from the positive terminal and after a short delay the Down relay should turn on, then release. You can now adjust RV1 to hold the relays on for

Auto Winder

a time approximately equal to that required to wind the aerial up and down to its end-stops

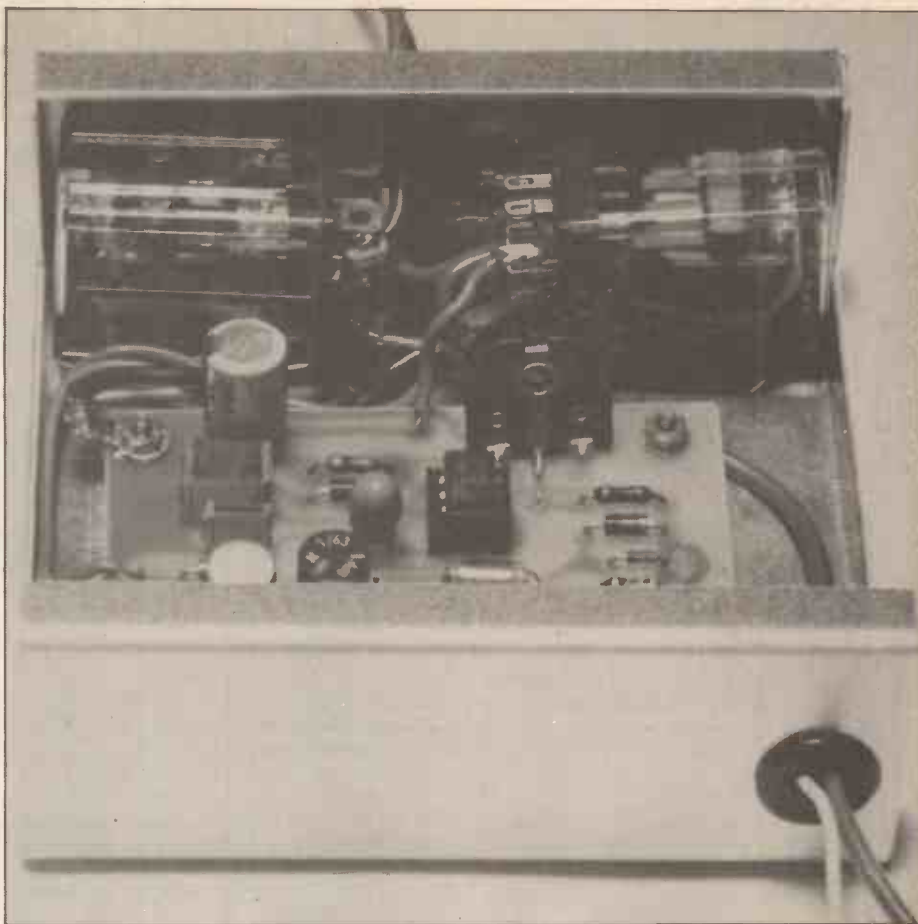
Installation

Where and how you mount the Auto-Winder in the car is going to depend on the space available. The obvious spots are either under the dash or in the engine compartment; the preferred location is under the dash, away from the hot and oily engine.

The relays could be mounted with the PCB inside a metal case, as with the prototype, or separated from the control board; for example the PCB could be installed under the dash, close to the radio, with long leads to the relay coils and short leads again to the aerial motor. However if the relays are mounted with the PCB, be sure to wire them as shown in Figure 3 before securing them inside the case with strips of double-sided tape.

Once the unit has been installed, all that remains is to make the final adjustment to RV1 so that the motor fully extends and retracts the aerial; then all you have to do is to remember to turn on the radio!

Our prototype was built in a no-frills, open-topped metal case for mounting in an inconspicuous place under the dashboard. The relays were mounted in the case with the PCB.



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COMPUTERICS	MEMORIES	OPTO ELECTRONICS	PCB TRANSFERS	LIQUID CRYSTAL DISPLAY MODULES	*** EPSON FX-80 ***	THE COMMODORE 64
8507 350p	Static RAM	LIGHT EMITTING DIODES (LED)	Make your own Printed Circuit Boards with Atlec Etch Resist PCB Transfers	PCIM177 Frequency Counter	We now have in stock the new Epson printer, the FX-80, which replaces the MX80 F77 III. If you thought the MX80 was good, you will agree that the FX-80 is brilliant. All the MX80 features are there plus the following extras—	MEMORY SIZE System memory area 20K ROM 3K RAM User area 38K RAM or 54K or BASIC interpreter is not used
8522A 480p	2114L-200NS	3mm Red 100p	● Draw your artwork on 0.1" Grid	6 Digits, 0.35 FM, SW, HW, MHz, KHz Annunciator	★ 160 cps print speed	SCREEN DISPLAY Full colour display 25 lines by 40 columns
8502 280p	8116P3-150NS	3mm Green 150p	● Transfer to Copper Board using Carbon Paper	Sample and Hold Capability	★ 80 cps special quiet mode	15 Text/Character colours displaying alphanumeric or PET graphics
8800 450p	8802 345p	5mm Red 150p	● Burnish the Atlec Transfers to the Board using a Spatula using Carbon marks to assist in accurate alignment	25 Selectable I/F Outputs	★ Program selectable character set which can be downloaded from your computer	Connection to a TV set or a colour or monochrome monitor
8809 845p	8116L P3-150NS	5mm Green 150p	● Use Atlec Chemical Eraser to correct mistakes	Prescaler Available	★ 9 different bit image modes up to 1920 dots per inch	LINE modulator internal to the computer
8809 130p	5mm Yellow 150p	5mm Yellow 150p	● Etch in Ferric Chloride	Incandescent backlighting Option	★ Print styles emphasised, condensed, proportional, elite, Italic and all MX80 styles	GRAPHICS High resolution graphics 320 x 200 pixels
8809 1285p	Dynamic RAM	Planel Clip 3mm or 5mm	EC900/1 0.1" Edge Connector	Supply Voltage 5V	★ Program control of skip-over per-formation, number of columns, character sets	82 predefined graphic symbols available from the keyboard displayed in normal or reverse in all 16 colours
8810 120p	4118-200NS	Chrome Size 3mm 35p	EC902/1 0.156" Edge Connector	Operating Current 4mm	★ Fully compatible with MX80 computer codes	SPRITE GRAPHICS High resolution movable object blocks 24 pixels wide by 21 pixels deep
8821 160p	4104-200NS	Square LED 5mm x 5mm Red 25p	EC908 0.063" Pads	PCIM178 Digital Voltmeter		Up to 8 Sprites which can be layered for 3D effects
8821 215p	4104-200NS	Green or Yellow 75p	EC910 0.084" Pads	3 1/2 Digits, 0.5"		Sprites can be changed in real time
8840 300p	Eprom	Green or Yellow 75p	EC911 0.188" Pads	Accuracy 0.1% +/- 1C Count		Sprites can be moved independent of text, graphics or other Sprites
8844 175p	2708-450NS	Green or Yellow 75p	EC942 0.038" Lines	Temperature drift 90ppm/C		Variable resonance and master volume control
8845 795p	2718-450NS	Green or Yellow 75p	EC943 0.048" Lines	Low Battery Indicator		INPUT/OUTPUT User port with RS232C
8850 140p	2718-450NS	Green or Yellow 75p	EC944 0.051" Lines	Accuracy 0.1% +/- 1C Count		Serial port for floppy disc drive and printer
8852 290p	2532-450NS	Green or Yellow 75p	EC945 0.079" Lines	Temperature drift 90ppm/C		Cartridge port for games and ROM based software
8854 880p	2532-450NS	Green or Yellow 75p	EC946 0.100" Lines	Both Modules are supplied with a data sheet		2 joystick (joystick/light pen ports for games control)
8875 490p	2732-450NS	Green or Yellow 75p	EC947 0.124" Lines			LANGUAGES Built in BASIC interpreter — future options are BASIC compiler, Pascal, GOMAL, LOGO and FORTRN
8728 130p	2732-450NS	Green or Yellow 75p	EC948 0.150" Lines			
8729 380p	2732-450NS	Green or Yellow 75p	EC949 0.180" Lines			
8745 90p	2784-250NS	Green or Yellow 75p	EC950/1 0.031" 90 Bends			
8796 90p	2784-250NS	Green or Yellow 75p	EC951/1 0.031" 30, 45, 60 Bends			
8797 90p	FLOPPY DISC CONTROLLERS	Green or Yellow 75p	EC952/2 0.061" 30, 45, 60 Bends			
8798 90p	FD17H1 1850p	Green or Yellow 75p	EC953/1 TO-5 Transistor Pads			
8833L 340p	UP0765A 1650p	Green or Yellow 75p	EC957/1 IC Pads with Tracks			
8839 360p	UP0765A 1650p	Green or Yellow 75p	Between Pads			
8839 450p	UP0765A 1650p	Green or Yellow 75p	5 Identical Sheets in Sealed Pack			
8840 450p	UP0765A 1650p	Green or Yellow 75p	Individual Sheets			
8842 155p	CRT	Green or Yellow 75p	Spatula AR4 for Burnishing			
8816 100p	5FF9364	Green or Yellow 75p	Atlec Knife			
8224 180p	800p	Green or Yellow 75p	Spare Blades (Pack of 10)			
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8257 450p	2V7 to 39V 8p	Green or Yellow 75p	1" Copper 5" x 4" 80p			
8259 450p	43V to 110V 12p	Green or Yellow 75p	Dial Etch Resist Pen			
8270 450p	82X81 Series	Green or Yellow 75p	Ferric Chloride Crystals			
75107 90p	1.3W E24	Green or Yellow 75p	Dissolve in 1/2 litre Water			
75108 90p	2V7 to 39V 15p	Green or Yellow 75p				
75110 90p	43V to 82V 20p	Green or Yellow 75p				
75112 180p	43V to 82V 20p	Green or Yellow 75p				
75182 95p	800p	Green or Yellow 75p				
75450 85p	800p	Green or Yellow 75p				
75451 90p	RECTIFIERS	Green or Yellow 75p				
75453 73p	1A/100V 25p	Green or Yellow 75p				
75461 40p	1A/800V 30p	Green or Yellow 75p				
75481 70p	1A/800V 40p	Green or Yellow 75p				
75492 70p	2A/100V 40p	Green or Yellow 75p				
AY-3-1015D 300p	2A/400V 50p	Green or Yellow 75p				
AY-5-1013A 300p	3A/800V 70p	Green or Yellow 75p				
MC1408 285p	3A/400V 280p	Green or Yellow 75p				
MC1488 85p	3A/400V 315p	Green or Yellow 75p				
MC1488 85p	BY164 52p	Green or Yellow 75p				
MC4349 285p	THYRISTORS	Green or Yellow 75p				
TM8432-20 230p	TC1208 85p	Green or Yellow 75p				
UPD0702 450p	TC2228E 95p	Green or Yellow 75p				
Z80ACPU 350p	TC2800 85p	Green or Yellow 75p				
Z80APIO 300p	TC2800 85p	Green or Yellow 75p				
Z80ACTC 300p	TC2800 85p	Green or Yellow 75p				
Z80ADART 50p	DIACS	Green or Yellow 75p				
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EXTERNAL CONTROLS Contrast, brightness, vertical hold, on/off	SCREEN Memory mapped 24 lines by 32 columns. Upper and lower case ASCII set in Black and White.			
INTERNAL CONTROLS Horizontal width, linearity, frequency, phase, Focus, Black/level, Vertical height and linearity	GRAPHICS Low resolution graphics 64 x 48 pixels or the character set may be defined to provide 256 x 192 pixels			
TECHNICAL CHARACTERISTICS Scan 625 lines/50Hz, Deflection 110°, Character display 80 by 24 lines, Video input PHONO, X-ray radiation to IEC spec no 65	SOUND Internal loudspeaker controlled by BEEP command			
CHASSIS MOUNTING 6-0-6V 120p 9-0-9V at 100mA 125p 15-0-15V at 0.5A 145p 9-0-9V at 1A 270p 12-0-12V at 1A 320p 15-0-15V at 1A 385p 30-0-30V at 0.5A 385p	CASSETTE Programs and data may be saved, verified, loaded and merged using a standard cassette recorder. Loss load time is 1500 baud			
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THE COMMODORE 64	JUPITER ACE	INTERNAL CONTROLS	TECHNICAL CHARACTERISTICS	SCREEN PHOSPHORS
MEMORY SIZE System memory area 20K ROM 3K RAM User area 38K RAM or 54K or BASIC interpreter is not used	A new concept in computing. The computer uses the programming language FORTH instead of BASIC which is very much faster in execution time, more efficient in memory space and is more structured.	Horizontal width, linearity, frequency, phase, Focus, Black/level, Vertical height and linearity	Scan 625 lines/50Hz, Deflection 110°, Character display 80 by 24 lines, Video input PHONO, X-ray radiation to IEC spec no 65	Black/white or Green
SCREEN DISPLAY Full colour display 25 lines by 40 columns	KEYBOARD Serial port for floppy disc drive and printer			
15 Text/Character colours displaying alphanumeric or PET graphics	SCREEN Memory mapped 24 lines by 32 columns. Upper and lower case ASCII set in Black and White.			
Connection to a TV set or a colour or monochrome monitor	GRAPHICS Low resolution graphics 64 x 48 pixels or the character set may be defined to provide 256 x 192 pixels			
LINE modulator internal to the computer	SOUND Internal loudspeaker controlled by BEEP command			
GRAPHICS High resolution graphics 320 x 200 pixels	CASSETTE Programs and data may be saved, verified, loaded and merged using a standard cassette recorder. Loss load time is 1500 baud			
82 predefined graphic symbols available from the keyboard displayed in normal or reverse in all 16 colours	EXPANSION PORT 280 address, data and control buses provided for memory expansion and other peripherals. 2 68116 RAM pack or printer may be connected with slight modification			
SPRITE GRAPHICS High resolution movable object blocks 24 pixels wide by 21 pixels deep	CASSETTE LEADS BBC Micro 7 pin DIN to 3 jack plugs £2.25 Dragon Computer 8 pin DIN to 3 jack plugs £2.25			
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Sprites can be changed in real time				
Sprites can be moved independent of text, graphics or other Sprites				
Variable resonance and master volume control				
INPUT/OUTPUT User port with RS232C				
Serial port for floppy disc drive and printer				
Cartridge port for games and ROM based software				
2 joystick (joystick/light pen ports for games control)				
LANGUAGES Built in BASIC interpreter — future options are BASIC compiler, Pascal, GOMAL, LOGO and FORTRN				

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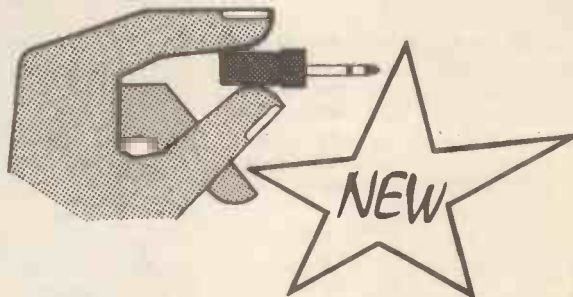


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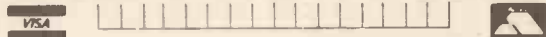
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Enlarger Timer

A. Clegg

THIS CIRCUIT differs from most of those published in recent years inasmuch as neither a transformer nor a relay are employed. The preference here is for a lighter, more compact mains switching device — one that can be built for a fifth of the price asked in photographic shops — with an acceptable degree of accuracy and repeatability of the timing period.



The Circuit

The unit is powered from the mains, via a 13A plug fused at 3A, with the mains rectified directly by BR1; thyristor SCR1 provides the load switching and both these components can easily accommodate a 100W bulb.

The remainder of the circuit is powered from a 10V rail provided by dropping resistor R1, Zener diode ZD1 and smoothing capacitor C1. The dropping resistor should be rated at at least 3W for the value shown; it can be reduced, but to no lower than 10k, in which case it should be a 5W type, and the values of R3 and R6 should be decreased to 1kR.

The timing is provided by IC1, a 555. The timing period commences when SW2, a push-to-make momentary action switch, is operated. Then, pin 3 goes high and feeds the potential divider formed by R4, R5; the voltage from the divider switches on the SCR and thus the load. C4 and R7 are included as a precaution against self-latching of the SCR when a high wattage bulb is used but they may be omitted for a normal 60W bulb.

When pin 3 goes high at the start of the timing period, it also drives LED 2 to indicate 'time on', and commences to charge C2 via RV1, which therefore sets the timing period. When C2 charges up to 2/3 of the supply voltage, the timer pin 3 output will go low, causing the SCR to switch off and extinguish LED 2. C2 now discharges into pin 7 of IC1 and the green LED 1 comes on to indicate the timer is in the standby condition. The indicator LEDs are arranged to switch alternately to maintain a reasonably constant current through R1.

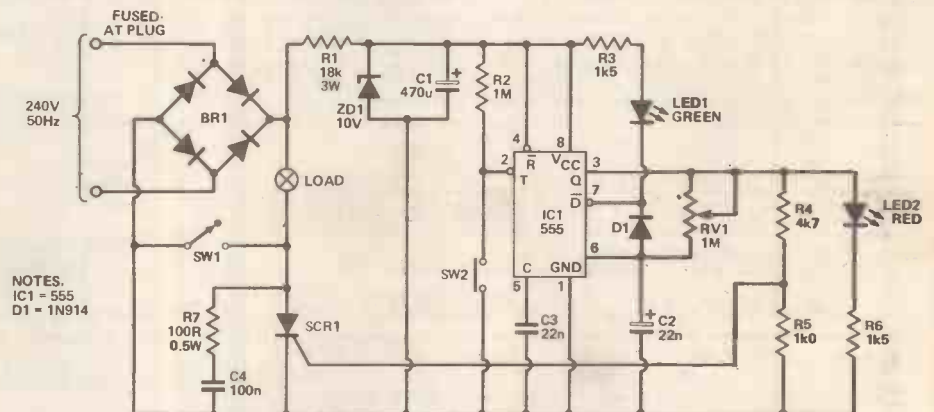


Figure 1. The circuit.

Parts List

RESISTORS

(All 1/4 5% carbon except as noted)
 R1 18k 3W
 R2 1M
 R3, 6 1k5
 R4 4k7
 R5 1kR
 R7 100R 0W5

POTENTIOMETERS

RV1 1M
 OW5 linear

CAPACITORS

C1 470u 16V
 radial electro
 C2 22u 16V
 tantalum
 C3 22n
 radial polyester
 C4 100n
 400V axial polyester

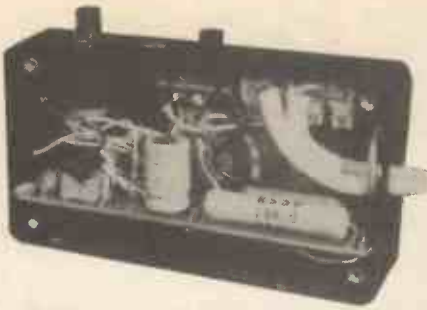
SEMICONDUCTORS

IC1 555
 SCR1 C106
 400V/4A SCR
 BR1 WO-04
 400V/1A diode
 ZD1 BZX61C10V
 10V 1W3 Zener
 D1 1N914
 LED1 0.2" green
 LED2 0.2" red

MISCELLANEOUS

SW1 240V/1A
 mains rated slide or toggle
 SWS2 push-to-make
 momentary action
 Case (see text); PCB; mains flex or
 'Figure 8'; control knob, wire solder
 etc.

BUYLINES page 34



Construction

The circuit can be built on a PCB and housed in an ABS plastic case measuring 112 x 62 x 31mm. As the circuit is powered directly from the mains, without the isolation afforded by a transformer, every care should be taken with all connections, soldered or otherwise; a plastic enclosure should be used and the timing capacitor RV1 should have a plastic shaft and a plastic covered control knob. The input and output leads should be securely clamped inside the box to prevent the connections from being pulled apart. If light 'Figure 8' flex is used, tie a knot in the cables inside the box, beside the outlet holes.

An over-ride switch, SW1, is included for setting up the enlarger

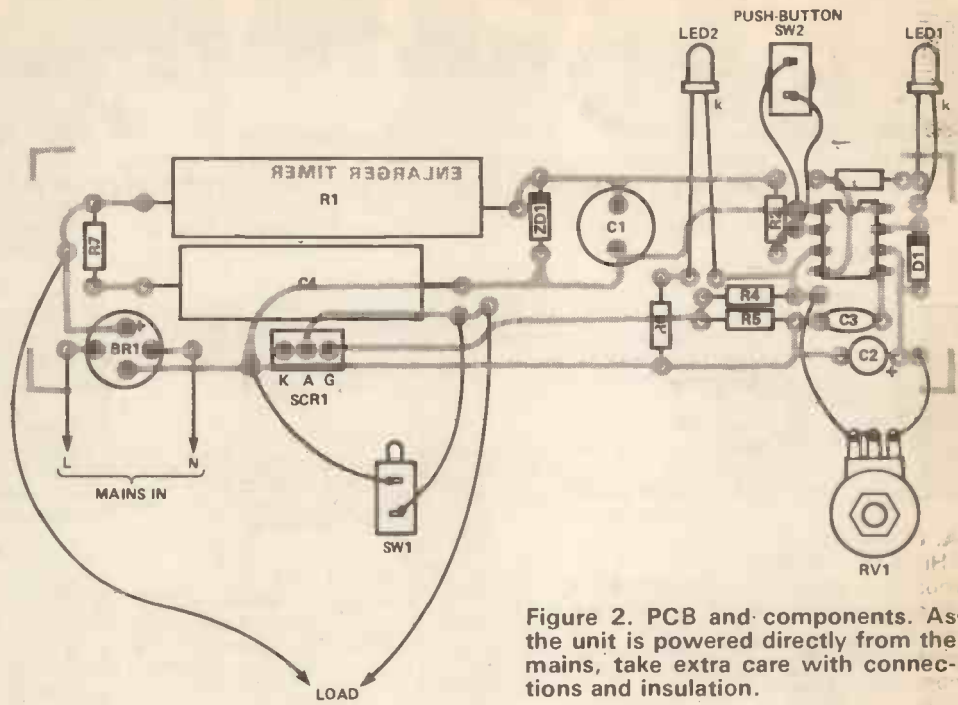


Figure 2. PCB and components. As the unit is powered directly from the mains, take extra care with connections and insulation.

and a graduated scale can be drawn around the timing control knob. First sketch out the timing positions (0 to 30 seconds) on white card, then use rub-down lettering to mark the

positions for 0, 10, 20 and 30 seconds. Finally, cover the card with a piece of thin clear plastic and secure it under the potentiometer with the hex locking nut.

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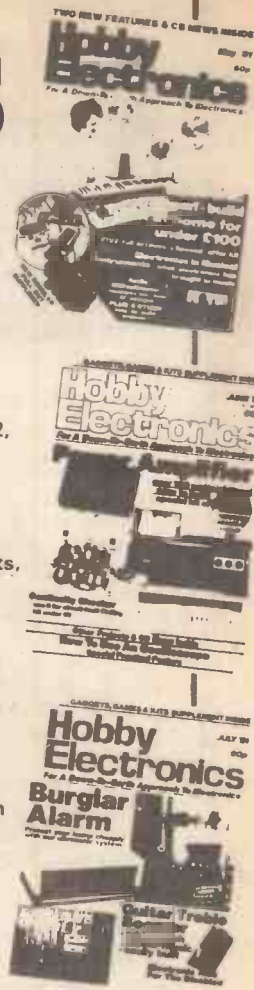
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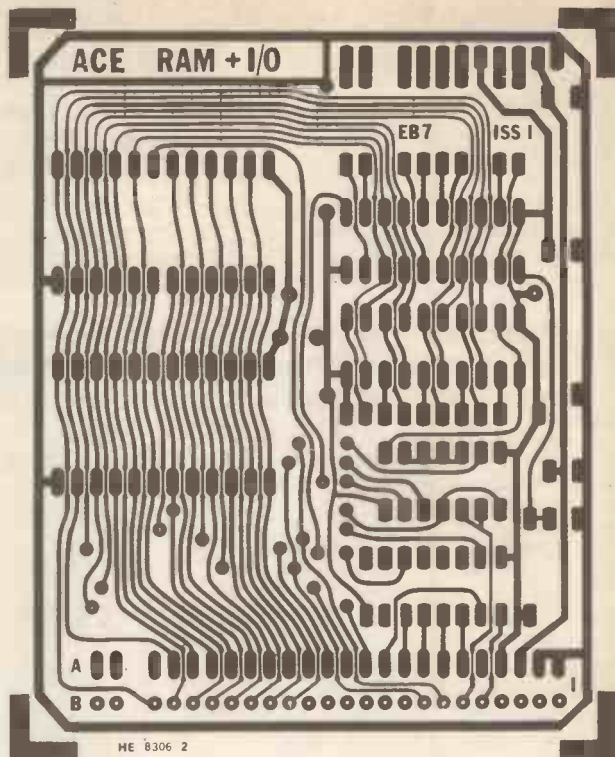
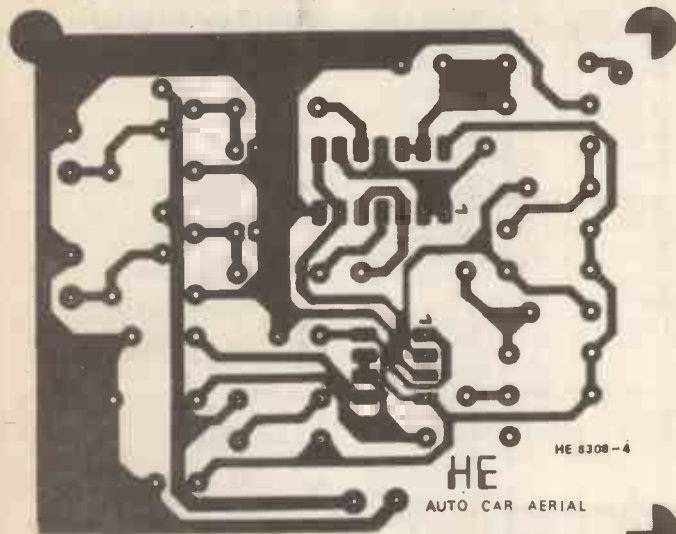
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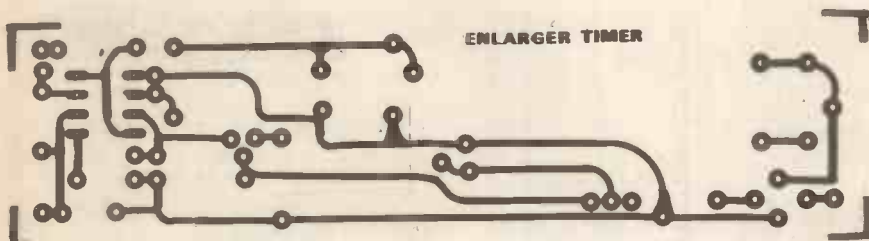
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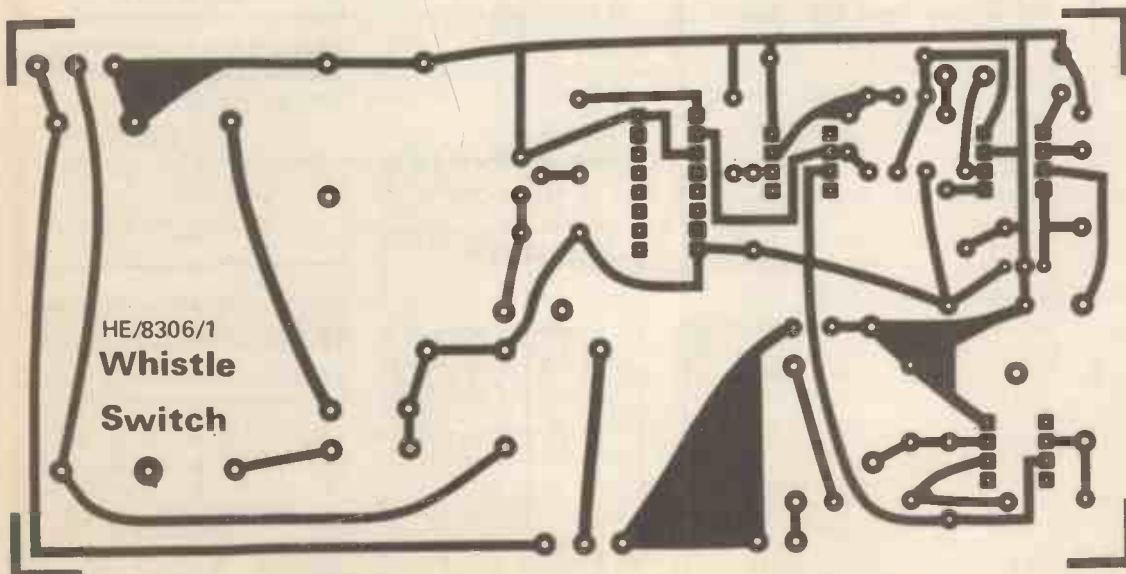
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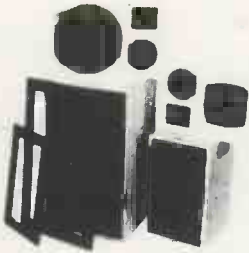
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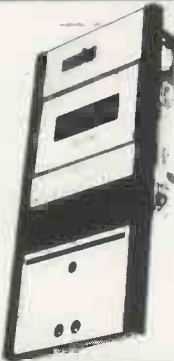


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12" 85 watt R.M.S. McKENZIE C1285GP (LEAD GUITAR, KEYBOARD, DISCO) 2" aluminium voice coil, aluminium centre dome, 8 ohm imp., Res. Freq. 45Hz., Freq. Resp. to 6.5KHz., Sens. 98dB. Price: £22.00 + £3 carriage.

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15" 150 watt R.M.S. McKENZIE C15 (BASS GUITAR, P.A.) 3" aluminium voice coil. Die cast chassis. 8 ohm imp., Res. Freq. 40Hz., Freq. Resp. to 4KHz. Price: £47 + £4 carriage.

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TYPE 'D' (KSN1025A) 2" x 6" wide dispersion horn. Upper frequency response retained extending down to mid range (2KHz). Suitable for high quality Hi-Fi systems and quality discos. Price £7.99 each.

TYPE 'E' (KSN1038A) 3 3/4" horn tweeter with attractive silver finish trim. Suitable for Hi-Fi modernist systems etc. Price £4.99 each.

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Carriage: £5 each £7 per pair

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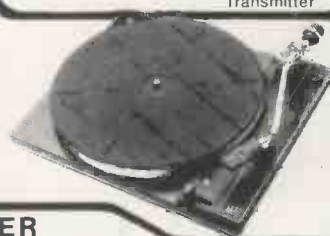


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P256 turntable chassis • S shaped tone arm • Belt driven • Aluminium platter • Precision calibrated counter balance • Anti-skate (bias device) • Damped cueing lever • 240 volt AC operation (Hz) • Cut-out template supplied • Completely manual arm. This deck has a completely manual arm and is designed primarily for disco and studio use where all the advantages of a manual arm are required.

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Loads:— Open and short circuit proof 4/16 ohms.
Frequency Response:— 15Hz - 30KHz -3dB.
T.H.D.:— 0.01%.
S.N.R. (Unweighted):— -118dB ±3.5dB.
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Size:— 360 x 115 x 72 mm
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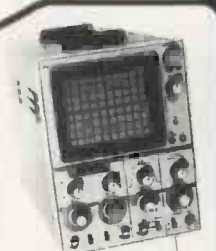
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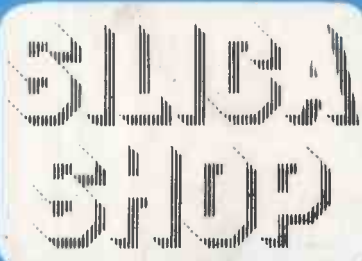
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