## PRACTICAL



JANUARY 1983

85p



## AUDDIO BOOSTITR FROSI WARNING DIGITAL TACHOMETIER

# New developments in UK Robotics 

## ADVANCED DESIGNS FOR EDUCATION, INDUSTRY AND THE HOME CONSTRUCTOR

Robotic experience is becoming as essential a subject as computing. MICROGRASP provides the lowest cost means of acquiring that experience but despite its ultra low price the robot has considerable versatility. There are 5 axes each using a servo motor and there is feedback from each of the arm movements. Control is by any computer with an expansion bus - the ZX81 being particularly suitable. Servoing is achieved with hardware on the interface board to keep programming simple and the robot is operated under BASIC commands with no computer-specific software required. The interface board is memory mapped using only 64 bytes at any of 1024 switch selectable locations.
MICROGRASP robot kit with power supply
£125.00
23 way edge connector
ZX81 peripheral/RAM Pack splitter board
£48.50

HEBOT II is a turtle-type robot which takes programming out of the two dimensional world of the VDU into the real three dimensional world. Given a DC supply of $9-15 \mathrm{~V}$ it can perform bewildering number of moves under computer control - forwards backwards, leh and right - with each wheel independently controlled. It has binking eyes, bleeps with a choice o two tones and has a solenoid operated pen to chart its progress. Touch sensors coupled to its shell return data, abou its environment, to the computer for it to calculate evasive or exploratory action. Hebot II connects directly to an universal interface board to the expansion bus of a $2 \times 81$ or other computer.


Hebot II kit
Universal computer interface board
23 way edge connecto
ZX81 peripheral/RAM Pack splitter board


GENESIS P102 PROCESSOR BOX, HAND HELD CONTROLLER AND CORTEX COMPUTER

Top of the range is the Genesis P102 which has dual speed control, continuous servo operation and double acting cylinders for increased torque on the wrist and arm rotation oints. The microprocessor based control system has additional memory, position nterrogation via the RS232C interface increasing the versatility of computer control and inputs are provided for machine tool interfacing.
6 axis system READY BUILT
£1950.00
Powertran CORTEX 16 bit 64 K computer Kit $£ 295.00$
READY BUILT E395.00 (Electronics Today International December issue on CORTEX)
POWERTRAN cybernetics


MICROGRASP, INTERFACE BOARD AND ZX81

## 'HIGH-TECH' FROM HANTS



GENESIS S101 AND GENESIS P101 WITH PROCESSOR BOXES AND HAND-HELD CONTROLLERS

With prices starting below $\mathbf{£ 1 , 0 0 0}$ the Genesis range of general purpose robots provide a first rate introduction to robotics for both education and industry. Each has a self-contained hydraulic power source, which enables loads of several pounds to be smoothly handled. The system operates from a single phase 240 or 120 V AC supply or a 12 V DC supply. The machine can be supplied with up to 6 axes each of which is fully independent but capable of simultaneous operation. Position control is achieved by means of a closed-loop feedback system based around a dedicated microprocessor. Movement sequences can be entered, stored and replayed by use of a hand held controller, alternatively the systems can also be interfaced to an external computer via a standard RS 232C link.

Example prices and specifications

Genesis S101
Base: $19.5^{\prime \prime} \times 11^{\prime \prime} \times 7.5^{\prime \prime}$
Lifting capacity: 1500 gm
Arm lift: 6.6

4 axis model in kit form E390
5 axis model in kit fort E 445
5 axis model READY BUILT E790

## Genesis P101

Base: $19.5^{\prime \prime} \times 11^{\prime \prime} \times 7.5^{\circ}$
Liting capacity: 2000 gm
Arm lengths between axles: $14.0^{\circ}$
Weight: 34 Kg
4 axis model in kit form $£ 495$
6 axis model in kii form E 595
6 axis model READY BUILT E950

COMPLETE SYSTEMS AS SHOWN IN PHOTOGRAPH ABOVE
Genesis S101
Genesis P101

4 axis system in kit form $\mathbf{E 6 3 5 . 5 0}$
4 axis system in kit form $\mathbf{8 7 4 2 . 0 0}$
5 axis system in kit form e695. 0
5 axis system READY BUILT £ 1355.00
6 axis system in kit form 8852.00
6 axis system READY BUILT $£ 1525.00$
6 axis system READY BUILT $£ 1525.00$
As featured in this journal November " 81 -April " 82 issues

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## SPECIAL SUPPLEMENT

MICRO-FILE by R. W. Coles. .
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FRONT COVER: We would like to thank ACM Ltd. of Poole and Mr R. C. Cradock for the use of the Bonito car shown on the front cover.

OUR FEBRUARY ISSUE WILL BE ON SALE FRIDAY, JANUARY 14th, 1983
(for details of contents see page $3 / 6$ of Micro-file)

[^0]


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## Modular Amplifiers <br> the third generation

Due to continous improvements in components and design ILP now launch the largest and most advanced generation of modules ever


## WTHALOT OF MELP riom OPr ELECTRONICE LTD

## PROFFSSIONAL HI-FI THAT EVE CAN HANDLE... Unicase

Over the years ILP has been aware of the need for a complete packaging system for it's products, it has now deve loped a unique system which meets all the requirements for ease of assembly, adaptability, ruggedness, modern styling and above all price.
Each Unicase kit contains all the hardware required down to the last nut and bolt to build a complete unit without the need for any special tools.
Becaúse of I LP's modular approach, "open plan" construction is used and final assembly of the unit parts forms a compact aesthetic unit. By this method construction can be achieved in under two hours with little experience of electronic wiring and mechanical assembly.

## Hi Fi Separates

UC1 PRE AMP UNIT: Incorporates the HY78 to provide a "no frills", low distortion, ( $<0.01 \%$ ), stereo control unit, providing inputs for magnetic cartridge, tuner, and tape/ monitor facilities. This unit provides the heart of the hi fi system and can be used in conjunction with any of the UP Unicase series of power amps. For ultimate hum rejection the UC1 draws its power from the power amp unit.
POWER AMPS: The UP series feature a clean line front panel incorporating on/off switch and concealed indicator. They are designed to compliment the style of the UC1 pre-amp. Performance for each unit which includes the appropriate power supply, is as specified on the facing page.

## Power Slaves

Our power slaves, which have numerous uses i.e. instrument, discotheque, sound reinforcement, feature in addition to the hi fi series, front panel input jack, level control, and a carrying handle. Providing the smallest, lowest cost, slave on the market in this format.

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| LP1X | $30+30 \mathrm{~W} / 4-8 \Omega$ | Bipolat | Stereo | Hif, | [54.95 |
| UP2x | $60 \mathrm{~N} / 4 \Omega$ | Bipolar | Mono | Hifi | $[54.95$ |
| UP3X | $60 \mathrm{~W} / 8 \Omega$ | Bipolar | Monu | Hif | ¢54.95 |
| UP4x | 120w/4 $\Omega$ | Bipolar | Mono | Hifi | ¢74.95 |
| UP5x | $120 \mathrm{~W} / \mathrm{B} \Omega$ | Bipolar | Mono | Hifi | [1495 |
| UP6x | $60 \mathrm{~W} / 4-8 \Omega$ | MOS | Mono | mif | [64.95 |
| UP7X | 120W/4-8 | mos | Mono | $\mathrm{HiFF}_{i}$ | [84.95 |
| Power Slaves |  |  |  |  |  |
| USIX | $60 \mathrm{~N} / 4 \Omega$ | Bipolar | Power | Save | 159.95 |
| US2x | 120W/4 $\Omega$ | Bipolar | Power | Slave | ¢ 79.95 |
| US3x | $60 \mathrm{~W} / 4-8 \Omega$ | MOS | Power | Slave | c69.96 |
| US $4 \times$ | 120W/4-8 | MOS | Power | Slave | [89.95 |

Piease note $X$ in pa't aumber denotes mains voltage. Please insert $O$ ' in place of $X$ for 110 V . ' 1 ' in place of $X$ for 220 V (Europel, and ' 2 in place of $x$ for 240 V (U.K.) All units except UCI incorporate our own toroidal transformers.


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 Dowe mpe. copete io dining miph quatiry peeter shitens an up to 5ow mith dstro foon keves beow 05x bieai lor cormaste use liscos PA, srsems. dectronc
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Freq: $95-105 \mathrm{MHz}$. Range: 1 mile ONLY Size: $45 \times 20 \mathrm{~mm}$. Add: 9v batt $\quad \mathbf{E 5 . 5 0}$
Not licenced in U.K. ldeal for: O07-MAF-FBL-CLA-KGB erc MAGNETIC CARTRIDGE PRE-AMPLIFIER
Enoy tre jusiny of a mapnefic curtiope mith rous
 premp. masoing meperic carriinges to be used where fach hes enist lar ceramic curviges onty. Witho ON nout sockel 6 Iull wasy to follow insturctons apase Stereo Mag Cruvoge Acemp. - inoun 15 mm andor 100 mm tant.

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The MMIOCO and Mulliag, mono premporfers we
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Tramslommers we not inctuded wit
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## TRANSFORMERS








## ACCESSORIES

139 Team Coioner Sur Stereo 30 20: 23 a Q1mm 7700140 Tean Cobine Sull STA15 $485 \times 200$

 Pazaco 11.50 Gelloup fromp Panel toc ome
 Cabinet thasss. soctiets 6 thots enc no house Stats
 dodes la corrasuriong unstamised powet supply ta ause to 185 wart a.se

GE100 MKII ${ }^{\text {To }}$ To Crampin Monorymic
Equalise.

Ony 15 t mam 165 mm a 5 m . sider potenfometers and knobs which ere nounted on a bourd atove the ciccuitry. In the range of 310 Hz to 10Kiky you can an and boost $\pm 1288$ wor the 10 sidues eoch with trequency swatied on the cractit boadd the E 100 uses inctive mixers. PA syient and dascos it wil diso miviove the saund efprofluction al pou exating addo rquipment Pawer supply for G:100 od SGII Togetter wid Tionsta mer no 2003
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## BJ-PAK's COMPLETELY NEW CATALOGUE


very interesting ones you will soon be using and of course the lagests ange of semiconductars tor the Aniatrour and Piolessional pou could hoye fo Innit Thete are no wassed page: ol Inseless inhurnation so of ten michictied in Calitooves published nomadars fuss whid lacis ie pice treccupfum dint
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Vrabble flom 2.30 volts and 0.2 Amps. Kit indeludes $0.50 \mathrm{v}^{2}$ Panel Meler. $1-0.2$ amp 1 arstormet.
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SIREN ALARM MODULE
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##  <br>   ans Mod.  

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# Sinclair ZX Spectr 

## 16K or 48K RAM.... full-size movingkey keyboard... colour and sound... high-resolution graphics...

 From only £125!First, there was the world-beating Sinclair ZX80. The first personal computer for under $£ 100$.

Then, the ZX81. With up to 16K RAM available, and the ZX Printer. Giving more power and more flexibility. Together, they've sold over 500,000 so far, to make Sinclair world leaders in personal computing. And the ZX 81 remains the ideal low-cost introduction to computing

Now there's the ZX Spectrum! With up to 48 K of RAM. A full-size moving-key keyboard. Vivid colour and sound. Highresolution graphics. And a low price that's unrivalled.

## Professional powerpersonal computer price!

The ZX Spectrum incorporates all the proven features of the ZX81. But its new 16K BASIC ROM dramatically increases your computing power.

You have access to a range of 8 colours for foreground, background and border, together with a sound generator and high-resolution graphics.

You have the facility to support separate data files.

You have a choice of storage capacities (governed by the amount of RAM). 16 K of RAM (which you can uprate later to 48 K of RAM) or a massive 48 K of RAM

Yet the price of the Spectrum 16K is an amazing $£ 125$ ! Even the popular 48 K version costs only $£ 175$ !

You may decide to begin with the 16 K version. If so, you can still return it later for an upgrade. The cost? Around $£ 60$.

## Ready to use today, easy to expand tomorrow

Your ZX Spectrum comes with a mains adaptor and all the necessary leads to connect to most cassette recorders and TVs (colour or black and white).

Employing Sinclair BASIC (now used in over 500,000 computers worldwide) the ZX Spectrum comes complete with two manuals which together represent a detailed course in BASIC programming. Whether you're a beginner or a competent programmer, you'll find them both of immense help. Depending on your computer experience, you'll quickly be moving into the colourful world of ZX Spectrum professional-level computing.

There's no need to stop there. The ZX Printer - available now - is fully compatible with the ZX Spectrum. And later this year there will be Microdrives for massive amounts of extra on-line storage, plus an RS232 /network interface board.


## Key features of the Sinclair ZX Spectrum

- Full colour-8 colours each for foreground, background and border, plus flashing and brightness-intensity control.
- Sound-BEEP command with variable pitch and duration.
- Massive RAM - 16 K or 48 K .
- Full-size moving-key keyboard - all keys at normal typewriter pitch, with repeat facility on each key
- High-resolution-256 dots horizontally $\times 192$ vertically, each individually addressable for true highresolution graphics.
- ASCil character set - with upper- and lower-case characters.
- Teletext-compatible-user software can generate 40 characters per line or other settings.
- High speed LOAD \& SAVE-16K in 100 seconds via cassette, with VERIFY \& MERGE for programs and separate data files.
- Sinclair 16K extended BASICincorporating unique 'one-touch' keyword entry, syntax check, and report codes.



## The ZX Printeravailable now

Designed exclusively for use with the Sinclair ZX range of computers, the printer offers $Z X$ Spectrum owners the full ASCll character set-including lower-case characters and high-resolution graphics.

A special feature is COPY which prints out exactly what is on the whole TV screen without the need for further instructions. Printing speed is 50 characters per second, with 32 characters per line and 9 lines per vertical inch.

The ZX Printer connects to the rear of your ZX Spectrum. A roll of paper ( 65 ft long and 4 in wide) is supplied, along with full instructions. Further supplies of paper are available in packs of five rolls.


## The ZX Microdrivecoming soon

Thenew Microdrives, designed especially for the $Z X$ Spectrum, are set to change the face of personal computing.

Each Microdrive is capable of holding up to 100 K bytes using a single interchangeable microfloppy.

The transfer rate is 16 K bytes per second ${ }_{\text {w }}$ with average access time of 3.5 seconds. And you'll be able to connect up to 8 ZX Microdrives to your ZX Spectrum.

All the BASIC commands required for the Microdrives are included on the Spectrum.

A remarkable breakthrough at a remarkable price. The Microdrives are available later this year, for around $£ 50$.


## How to order your ZX Spectrum

## ZX Spectrum software on cassettes-available now

The first 21 software cassettes are now avai!able directly from Sinclair. Produced by ICL and Psion, subjects include games, education, and business/ household management. Galactic Invasion...Flight Simulation... Chess History ...Inventions ...VU-CALC...VU-3D 47 programs in all. There's something for everyone, and they all make full use of the Spectrum's colour, sound and graphics capabilities. You'll receive a detailed catalogue with your Spectrum.

## RS232/network interface board

This interface, available later this year, will enable you to connect your ZX Spectrum to a whole host of printers, terminals and other computers.

The potential is enormous. And the astonishingly low price of only $£ 20$ is possible only because the operating systems are already designed into the ROM.

Sinclair Research Ltd, Stanhope Road, Camberley, Surrey GU15 3PS. Tel: Camberley (0276) 685311.

BY PHONE-Access, Barclaycard or Trustcard holders can call 01-200 0200 for personal attention 24 hours a day, every day. BY FREEPOST-use the no-stamp needed coupon below. You can pay by cheque, postal order, Access,

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| Qty | Codem | Item Price | Total |
| :--- | :---: | :---: | :---: |
| Sinclair ZX Spectrum-16K RAM version | 100 | 125.00 |  |
| Sinclair ZX Spectrum -48K RAM version | 101 | 175.00 |  |
| Sinclair ZX Printer | 27 | 59.95 |  |
| Printer paper (pack of 5 rolls) | 16 | 11.95 |  |
| Postage and packing: orders under £100 | 28 | 2.95 |  |
| orders over £100 | 29 | 4.95 |  |

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ESSENTIAL ELECTRONIC AN AZ GUIDE
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AECORDING
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## SLOW CARS

For many years PE has been critical of the slow approach to electronics of the motoring industry. Knowledgeable motorists have been adding various bits of circuitry to their "Ford Populars" for many years but it is only comparatively recently that the need for economy, and the challenge of the Japanese, has resulted in the car giants pushing back the barriers.

As far back as 1966 (yes 17 years ago) PE published a Solid State Ignition. It was a capacitive discharge system and, according to the memory of our Assistant Editor, gave readers many a problem with reliability. However, in the ensuing seventeen years technology has taken great strides and we now have semiconductors with a rather better specification than the OC20's used in the original PE circuit. It seems that it is the problem of reliability that has held back many electronic innovations in this field; the car engine compartment being one of the most hostile areas imagineable for electronics. Even so we feel much blame for this tardyness must lie with the conservative motor giants. It is only in recent years that electronic ignition has become the norm and only now that the trip computer is achieving such status. By the way, we have seen
nothing to match the PE Car Computer and that was published two years agol

The 1982 Motor Show proved yet again how slow things move in this field. Many readers will have seen demonstrations of speech recognition systems and synthesised speech warnings but we are still some years away from such devices being part of the popular motoring scene. Even the solid state dashboard is only just beginning to make an appearance.

## PE CONTRIBUTION

In all these areas PE has made contributions over the years and many long standing regular readers will have enjoyed the benefits of added electronics for some time. A range of designs for solid state analogue instruments, first published in '78, proved so popular they were reprinted in PE Popular Projects (which is still available for £1.25 from our Post Sales Department). The highly acclaimed PE Scorpio Ignition, first published in 1970 and subsequently updated twice, has probably been fitted to more cars than any other published design. The latest Miniature Scorpio follows the original circuitry and once again proved the need for such a system with its popularity, following publication last year.

In this issue we continue to provide useful additions for the motorist. They are all relatively simple in terms of construction but each can bring added benefits or facilities to the popular saloon. Having said that, we should qualify it, because we have reservations on the usefulness of the Digital Tachameter. The design is excellent and will work beautifully, but we feel an analogue display is better for a tacho. However, we have had so many requests for a digital version that we decided we had better comply. A solid state analogue unit is described in PE Popular Projects!

If you can afford a 1983 vehicle no doubt you will not be requiring some of the projects in this and subsequent issues but we bet they won't all be fitted. Cver the next few months we will also be describing a Radio Booster, 12 V d.c. to 240 V a.c. Inverter, Twilight Warning, Wiper Delay, Accessory P.S.U and an Automobile Test Set, plus one or two others. None of them are particularly complex but all provide a useful extra function or enhance an existing one in the way only electronics can.


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[^2]
## Back Numbers

Copies of most of our recent issues are available from: Post Sales Department (Practical Electronics), IPC Magazines Ltd., Lavington House, 25 Lavington Street. London SE1 OPF, at $£ 1$ each including Inland/Overseas p\&p. Please state month and year of issue required.

## Binders

Binders for PE are available from the same address as back numbers at $£ 4.60$ each
to UK or overseas addresses, including postage and packing, and VAT where appropriate. Orders should state the year and volume required.

## Subscriptions

Copies of PE are available by post, inland or overseas, for $£ 13.00$ per 12 issues, from: Practical Electronics, Subscription Department, Oakfield House, Perrymount Road, Haywards Heath, West Sussex RH16 3DH. Cheques and postal orders should be made payable to IPC Magazines Limited.

# Digital Dist System 

This Spring will see the launch of the much heralded audio revolution with Philips releasing a digital audio system, called the Compact Disc. The Compact Disc player has been designed to connect into any existing hi-fi system in the same way as other sound sources such as tape decks, turntables etc.

The system uses 120 mm diameter single sided discs which have up to an hour's continous playing time. The disc has no grooves; the digitally coded recording lies under the surface of the disc, invulnerable to dirt, with the recording being read by a laser beam which causes no damage or wear to the disc.

Inside the disc player a precision electric motor spins the disc whilst a point focused laser beam reads the digitally recorded information splitting the audio information from the servo control information. A decoding system is used to convert the digital information into conventional audio waveforms for the left and right channels. The clocking signal from the servo information is compared with a quartz crystal controlled frequency oscillator and any discrepancy generates a correction signal for the disc motor speed control. Because the scan speed of the laser across the disc is constant the disc speed must be changed progressively from 500 to 200 r.p.m. as the beam tracks from the inside to the outside of the disc.

The disc is produced in the same way as a conventional record, by compression or injection moulding. It goes through the same stages of pre-mastering, mastering and replication but the production process is different in many respects because the technological level of the end product is much higher.

The Compact Disc system features ex tremely low distortion figures, both harmonic and intermodulation, it does not require a noise reduction system, there is no rumble or wow and flutter. The dynamic range, the signal to noise ratio and the channel separation are all $>90 \mathrm{~dB}$ whilst the T.H.D. (including noise) is $<0.005 \%$.


## SDLAR POWER GAME

For a change here's a Casio electronic game without an attached calculator. The CG10 is a solar shuttle game which is appropriately solar powered. (No batteries to wear out.)

By controlling speed increase and decrease buttons, the object is to achieve shuttle lift off from earth, enter lunar orbit, and then to escape from orbit to dock with a space station.

Inadequate power means a failure to lift off. a failure to escape lunar orbit or perhaps a crash on the moon. Too high a speed at various points, on the other hand, means overshoot and disappearance into space.

Acceleration and deceleration consume power, and although close approach to the sun during orbit attracts added solar energy, it is still possible to fail from lack of fuel, or from running over a time limit. And just to complicate matters as you get more practised, higher game levels introduce the prospect of collision with UFO's.

As with all Casio games, the CG10
automatically keeps score, and awards bonus points as appropriate.

The CG10 is priced at $£ 12.95$ including $p \& p$ and is available from Tempus, 38 Burleigh Street, Cambridge CB 1 1DG


## NOT TO BE FORGOTTEN

A new addition to the range of $\mathbf{Z X 8 1}$ options will enable constructors to double their present memory facility

This memory board is designed to fill the transparent 8 K block of memory (from 8K to 16K) in a ZX81 - 16K system. This area of memory is an ideal place to store, either permanently or temporarily, machine language routines or data which are to be used by the basic system. Indeed with this board it is no longer necessary to place your machine language routines in REM statements, in string variables, or beyond RAM TOP. You can build up a resident library of machine utilities for use by your basic system.

The use of HM 6116P 2K CMOS RAM memory i.c.'s with their own reserve power supply means that routines stored in the RAM are nonvolatile. The RAM retains its memory even when the $\mathbf{Z X 8 1}$ is switched off or reset.


The Lithium cell supplied with the board will maintain sufficient reserve power for about ten months for 2 K or about two months for a fully populated board. A connector is made available for an alternative external supply.

Complete step by step instructions in a 16 page manual makes assembly of the board easy with construction taking between 1 and 2 hours. It should be noted, however, that the kit is supplied with only one 2K CMOS 6116P - 3 RAM i.c. and the separate purchase of a further three would be required to facilitate the maximum 8K capability of this board.

The kit priced at $\mathbf{£ 1 9 . 9 5}$ plus $£ 1.95$ p\&p or just the p.c.b. with instruction manual is $£ 10$ post paid supplied by Hunter Electronics, P.O. BOX 5, Axminster, Devon EX13 5AS.

## NEW HITACHI VIDEO

Hitachi are extending their range of video recorders with the launch of the VT11E With a retail price of around $£ 399$ it has been specifically designed to provide top quality performance at a realistic price.

The unit has a streamlined fascia with large control buttons for the principal functions which include a single multi-function button for play, record, fast forward, fast re-

wind and 4 x visual search in both directions, an electronic fluorescent digital tape counter and control buttons for setting the clock and microprocessor programme timer to enable a recording to be made over a 10 day period.
Although the VT11E sells at a low price it still has all the important features including a test signal generator for setting the video channel on the TV monitor, automatic tape stop at the end of the tape and automatic shut off. In addition there is an automatic output change without the need for a TVNTR switch, a heater for protection against moisture condensation damage, an auto or colour mode selector, tracking control, freeze frame, built in aerial booster and a full function remote control

## DICICHECK

The Steinal multi-tester has $3 \frac{1}{2}$ digit display and is a development of their very successful range of hand held Voltage Testers.


Both the point of the probe and the display can be seen together and as the readout is stored it remains visible even when the probe is removed from the test point.

The 'Digi Check' is priced at $£ 92.66$ excluding VAT and p\&p from Toolrange Limited, Upton Road, Reading, Berkshire. (0734 22245)

## 

With the introduction of cable TV there will be many applications for teletext in the UK and Mr. Geoffrey Hughes, Chief Executive of Oracle Teletext Ltd. has made the following statement; 'In general, we welcome the Hunt report and the prospect of cable TV in the UK. However, until firm rules are established, which will preserve existing broadcasting standards, I would prefer not to comment further!
'As far as teletext is concerned, we see real possiblities of development of our services and in fact we are already co-operating with Rediffusion in experimental tests of Cabletext, their advanced switched star cable system, which will demonstrate the potential of teletext on cable services.'

## - $-9 \rightarrow 5$

The British Teletext standard is fast becoming the de facto world standard according to Junior Industry Minister John Butcher. He noted at the launch of the London Oracle system that over 95 per cent of teletext sets throughout the world are based on the British system and that working services operating to the British standard are now up and running in 13 different countries.

Last month the Australian Government announced its acceptance of the UK teletext as the approved broadcast standard after two years of trial operations involving all the available systems.

Also in the USA, UK technology has provided the only system to be effectively sold with the inauguration of the 'Keyfax' national magazine, the first large scale consumer operation for teletext in the USA.

## LLCHTWELCHT CAMERA

Yet another gem of technological miniaturisation from the East. This much reduced video camera, due to be launched in the UK in the Spring, overturns conventional notions of the size and weight requirements for portable video cameras.

Manufactured by the Konishiroku company, under the Konica brand name and weighing in at just 690 grams (including cablel it will be compatible with all video deck systems. The camera which has a $10-30 \mathrm{~mm} 200 \mathrm{~m}$ lens and an optional electronic view finder, will be available with a black or silver body and measures $58 \mathrm{~mm} \times 199 \mathrm{~mm} \times 106.5 \mathrm{~mm}$.


An important element in the camera is its energy saving design; power consumption being 10-20 per cent less than conventional portable video cameras. This is a decisive factor in extending total recording time. The company in their 110 years of experience have been in the forefront of innovation in cameras and film, and now this latest introduction extends the policy into the audio-visual market.

This move follows the recent news that Konishiroku Japan in partnership with Ampex, have moved into the audiovisual area and will be introducing into the UK the Konica range of high quality audio and video cassettes.

## PHILIPS CTV

Philips have reduced the components in their conventional colour TV to produce a new range of sets for the 1990's-the CTX family:

The CTX models will all share a common

chassis, a single, compact board with a third less components than previous sets which means increased reliability and cheaper running costs for the consumer.

This radical new chassis, developed at Philips's research and development headquarters in Eindhoven, Holland is only a little larger than this page. The component count is just 386 compared with the previous models
564. The CTX has been tailored to meet the growing requirement for a simple low cost TV.

The first CTX model available in the UK is the 14" CT2006, a compact set measuring ( $310 \mathrm{~mm} \times 450 \mathrm{~mm} \times 360 \mathrm{~mm}$ ), and weighing $12 \mathrm{~kg}, 1 \frac{1}{2} \mathrm{~kg}$ less than its predecessor, normal power consumption is just 39 watts. The picture tube is the tried and tested $570 \times 90^{\circ}$ in line, quick start.

Up to twelve channels can be pre-set and selected via light action push buttons, there are rotary controls for volume, brightness and colour, and a headphones socket is provided. A $16^{\prime \prime}$ set will appear shortly with remote control versions and $20^{\prime \prime}$ models to follow soon. CTX production will initially be abroad, but UK manufacture starts in 1983.

Finished in a robust, contemporary styled silver cabinet the CT2006 (14") comes complete with its own loop aerial and a main aerial socket for use in weak signal areas. Price around $£ 170 \mathrm{inc}$. VAT.

## Briefly...

For those of you who would like to hear the very latest in digitised synthetic speech just phone 0234223377 and listen. The number will connect you directly to the new range of speech synthesis chips from Texas Instruments.

According to Electronics Times the BBC, presently experimenting with stereo sound for BBC2, are keeping "mum" about the possibility of stereo broadcasting becoming a regular feature. Initial tests from the modified Crystal Palace transmitter to assess signal interference with existing transmissions are apparently first on the agenda. A modified German system is to be used.

Drawing upon the experience of an already well established Users Group, Proton Acceleration aims to provide full independent system support for a variety of 6502,6509 CPU based machines including the BBC, Apple, Acorn and Microtan systems.

Their priorities will be in the design, production and distribution of hardware products for members at favourable user group prices. Proton also aim to establish a comprehensive software library compiled from users' own contributions and professional packages commissioned by them for specific applications.

Membership of the group is for a period of 12 months and will include a copy of the monthly newsletter the 'Accelerator'.

Proton Acceleration, 16 Iddesleigh Road, Charminster, Bournemouth, Dorset. (0202 294393)

## Tnundidnu!...

Please check dates before setting out, as we cannot guarantee the accuracy of the information presented below. Note: some exhibitions may be trade only. If you are organising any electrical/electronics, radio or scientific event, big or small, we shall be glad to include it here. Address details to Mike Abbott.

Christmas Holography (+ items for sale) Dec. 2-Mar. (1983) Light Fantastic Gallery, London. A8
ElectroNORTH Dec. 7-9. Harrogate Supercenter. Q
IT82 (Information Technology Year Conf.) Dec. 8-9. Barbican. 0
Continuous events at the National Microprocessor \& Electronics Cntr.
Peripherals Feb.2-4 1983. Cunard Int. Hotel, Hammersmith, London.
Z1
BEX Bournemouth Feb. 9-10 1983. The Pavillion. K
Microsystems Feb. 23-25 1983. West Cntr. Hotel, Fulham, London. 21
CAD North Mar. 1-3 1983. Belle Vue Ex. Cntr., Manchester. 21
Mailing Efficiency Mar. 1-3 1983. Bloomsbury Cntr. Hotel, London. $Z$
Local Networks Mar. 8-10 1983. Royal Lancaster Hotel, London 0
Laboratory Edinburgh Mar. 16-17 1983. Assembly Rooms, George
St. E
Brighton Electronics March 1983. T
BEX Leeds Mar. 16-17 1983. Dragonara Hotel. K
INSPEX Mar. 21-25 1983. National Exhibition Cntr. Birmingham International. Z1
Sensors \& Systems Mar. 22-24 1983. The Forum, Wythenshawe. T
Compee Wales Mar. 22-24 1983. Cardiff University. Z1

ETM (Electronic Test/Measurement) Mar. 22-24 1983. The Forum, Wythenshawe, Manchester. T
Laboratory Manchester Mar. 23-24 1983. New Century Hall, Corporation St. E
American Holography Mar.-June inc. Light Fantastic Gallery, Covent Garden, London. A8
All Electronics Show April 19-21 1983. Barbican Cntr. London. E
Fibre Optics April 19-21 1983. Porter Tun Rooms, The Brewery (!), Chiswell St., London EC I. E
International Materials Handling April 19-26 1983. Earls Court. I
International Packaging Exhibition April 25-29 1983. NEC B/ham. I
HEVAC (Heating, Ventilation \& Air Cond.) Apr. 26-28 1983. Barbican. I
Biotech May 4-6 1983. Wembley. O
The Business Computer Show May 10-12 1983. Wembley. O
Defence Components Expo May 10-12 1983. Metropole, Brighton. I
Computers In The City (conf. \& ex.) May 24-26 1983. Barbican. O
Business Telecom May 24-26 1983. Barbican. 0
International Wood Processing May 24-27 1983. Wembley Conf. Cntr. 2
Russian Holography June-Sept. inc. 1983. Light Fantastic Gallery. A8 Semlab June 1983. Olympia. I
IBM Productivity (conf. \& small ex.) June 14-16 1983. Tara Hotel, London. O
Compec North June 21-23 1983. Beile Vue, Manchester. Z1
A8 Holographic Exhibitons $\mathbb{C}$ 01-836 6423
E Evan Steadman $\$ 079922612$
I Industrial Trade Fairs $\wp 0217056707$
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# FROM THE OPEN UNIVERSITY The State-of-the-Art Course on Microprocessors for Engineers 



Whether you are already using microelectronics in product engineering or are only thinking about it, you will be well aware of the scarcity of engineers equipped with a sound, up-to-date knowledge of microprocessor technology.

Now, the Open University has brought out a new self-study course on Microprocessors, combining state-of-the-art knowledge with the OU's highly successful teaching methods.

## Microprocessors and Product Design. A self-study course for engineers:

Provides a complete, thorough and convenient introduction to the incorporation of microprocessor technology in product design. Although the course is primarily designed for self-study, it can also be used as the basis of an in-house training scheme.

- The course covers systems design, hardware and software development, prototype evaluation and final production.
- It has been developed by the Open University with the backing of the Department of Industry as part of the Microprocessor Application Project.
- No previous knowledge of electronics or computing is assumed


## What the Course includes:

- HEKTOR - a fully assembled microcomputer development system to give engineers "hands-on" experience while they learn.
- An experiment book containing practical work to develop skills. - Five specially-prepared manuals for self-paced learning.
- A file of specimen manufacturers' data sheets and brochures
- The course is completely selfcontained and not linked to any broadcasts, correspondence tuition or seminars.


## How the Course helps <br> Engineers:

Engineers completing this course will gain more than a theorectical knowledge of microprocessor-based design. They will be better able to put theory into practice, designing more advanced, highly functional and marketable products using the most up-to-date technology currently available.

- The course can be studied without losing time from work. Colleagues can share the course thereby saving
on the cost ( $£ 395$ complete).
- Thousands of OU microprocessor courses are already being used by industry, by private individuals, and by colleges and polytechnics. Many have been incorporated into company training programmes.
- Grants may be available from the Engineering Industry Training Board (further details in our leaflet).
- If you are unemployed and want to develop new job skills, the course is available at a reduced rate. (Tick box $B$ in coupon).

Find out more about the course by filling in the coupon and sending it to The Open University, FREEPOST, PO Box 188, Sherwood House, Milton Keynes MK3 6HH. No stamp required. Or phone 0908-79058 (24 hour answering service).



THIS is the final part of the series on the Microcontroller, and it concentrates on those aspects of the system which relate to its use in controlling practical external hardware. A detailed description of the workings of the 6821 PIA is given. Examples are included to demonstrate how peripheral circuitry may be driven from the keyboard (via DISBUG), and also under programmed control. Finally a set of notes and guidelines to assist with writing and debugging of control programs are included to help with the development of working programs for the Microcontroller.

## THE 6821 PERIPHERAL INTERFACE ADAPTER

The 6821 Peripheral Interface Adapter (PIA) provides a flexible method of connecting peripherals to the CPU. The PIA is a programmable device designed to assist the CPU in controlling external hardware. Each PIA appears to the CPU as four memory locations, which may be manipulated with the full range of instructions. Internally, however, the PIA is a complex device and a full description of its capabilities is beyond the scope of a brief article. What follows, therefore, is a summary of those features of the PIA which are used most frequently in control applications.

A basic programming model for the 6821 PIA is shown in Fig. 1. As seen in previous issues, the PIA is essentially divided into 2 independent sections, $A$ and $B$. Each section may be controlled separately by the CPU, and is provided with three registers for this purpose. Although the registers of sections $A$ and $B$ are addressed in an identical fashion, they differ electrically in certain respects. Both sides of the PIA have a drive capability of two TLL loads, but they behave differently on input. The output circuitry of the B side adopts a tri-state condition on input, whereas the $A$ side inputs are taken high by internal pull-up resistors, and require a resistance to $O V$ of $1 \mathrm{k} \Omega$ or less to assume the 'low' state. The logic low/high levels are: $<1.4 \mathrm{~V}$ and $>1.6 \mathrm{~V}$ for A , and $<0.7 \mathrm{~V}$ and $>3.0 \mathrm{~V}$ for B . The A and B sides of the PIA are otherwise identical.

Each half of the PIA has three main elements: an Output Register, a Control Register, and a Data Direction Register.

# MICRO cantroller 

## MICHAEL TOOLEY в.a. DAVID WHITFIELD m.a.m.sc. PART THREE

These registers appear to the CPU as if they are read/write memory locations, which may be written to or read from using standard instructions. Each group of three registers however, appear to the 6800 as if they are only two memory addresses. This is achieved by using part of the Control Register to determine whether the Output or Data Direction Register is selected by the second memory address. Table 1

| IC <br> Number | PIA | Base Address | ORA/ DDRA | $\begin{array}{\|l\|} \hline \text { ORB/ } \\ \text { DDRB } \\ \hline \end{array}$ | CRA | CRB |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 14 | User | 1000 | 1000 | 1001 | 1002 | 1003 |
| 13 | User | 1400 | 1400 | 1401 | 1402 | 1403 |
| 12 | Display | 1800 | 1800 | 1801 | 1802 | 1803 |
| 11 | Keyboard | 1 CO | 1 CDO | 1 CO 1 | 1 C 02 | 1 CD 3 |

Table 1. Microcontroller PIA register addresses


Fig. 1. Programming model for the 6821 PIA


Fig. 2. Format of the PIA control word
shows the memory addresses which correspond to all of the PIA registers in the Microcontroller.

The Data Direction Register (DDR) is used to establish each of the eight peripheral lines associated with the half of
the PIA as either an input or an output. Each line may be programmed separately; an output is established by setting the appropriate bit in the DDR to a 'one', and an input by setting the bit to a 'zero'. The CPU sets up all eight lines at
once by writing an eight-bit value into the DDR. The Direction Register is selected whenever bit 2 of the associated Control Register is set to 'zero'. Whenever bit 2 is set to a 'one', the Output Register is selected instead.
The Output Register, when addressed, stores the data present on the CPU data bus during a write operation. This data will also appear on those peripheral line that have been programmed as outputs. Lines configured and used as inputs are unaffected by writing to the Output Register; unused inputs will float 'high'.

When the CPU reads an Output Register, the data present on the peripheral lines is transferred to the data bus. Lines which have been configured as inputs will assume their true corresponding bit states. However, lines designated as outputs will reflect the current state of the output rather than the current state stored in the Output Register. To avoid confusion when using a mixture of inputs and outputs in the same half of a PIA, it is suggested that a logical 'AND' be used to mask off the unwanted bits. For example, if the top four bits are used as inputs and the bottom four as outputs, any read operation should be followed by 'AND'ing the read value with $F \emptyset$.
The Control Register allows the CPU to select whether the second of the pair of addresses associated with the half of the PIA relates to the Output Register or to the Data Direction Register. Bit 2 of the Control Register is dedicated to this function; $\emptyset$ selects the DDR, and 1 selects the Output Register.

The remainder of the PIA Control Register is used to establish and control the operating modes of the peripheral control lines, CA1 and CA2/CB1 and CB2, respectively. These lines are used to allow control information to be passed between the CPU and the peripherals. In particular. all four lines may be configured to cause user interrupt requests (IRQs) when the state of the selected line(s) change(s) in the selected direction.

The format of the control word written to the Control Register is shown in Fig. 2; it should be noted that there are slight differences between the operation of the CA2 and CB2 output lines. A full discussion of the ways in which the Control Register may be set up to realise the full potential of the PIA could, and does, occupy tens of pages. Readers are, therefore, referred to a standard text for full details; for more straightforward applications, however, an example is given below. The routine listed is taken from the DISBUG monitor itself, and shows how the real time clock is configured to cause one second interrupts. These interrupts are subsequently serviced by another routine in DISBUG to update a running 16 -bit count of seconds in locations $\emptyset 3 E 2$ and Ø3E3; this can be very useful in user applications!

| Code | Mnemonics | Comments |
| :---: | :---: | :---: |
| 7F1802 | CLR DPIACRA | I Select the two DDR |
| 7F 1803 | CLR DPIACRB | I Display PIA Registers |
| 86 FF | LDAA \#FF | ( Configure all |
| B7 1800 | STAA DPIADRA | ) lines as |
| B7 18ø1 | STAA DPIADRB | Outputs |
| 8634 | LDAA \#34 | \% Set CA2 as output |
| B71802 | STAA DPIACRA | (\|and select ORA |
| 8635 | LDAA \#35 | \{ Set CB2 as output, set |
| B71803 | STAA DPIACRB | \{ CB1 interrupt, select ORB |
| $\emptyset \mathrm{E}$ | CLI | Enable user interrupts |

At the end of this routine, any data written to locations 1800 and 1891 (ORA and ORB, respectively) will be output on PAO to PA7 and PBO to PB7, respectively. The B side of the display PIA has been configured so that a HIGH-to-LOW
transition on the signal applied to the CB1 line will cause a user interrupt request (IRQ). This will be recognised by the CPU because the interrupt mask has been cleared by the CLI instruction; the real time clock signal from IC2 is a 1 Hz square wave connected to the CB1 line of IC12. When a HIGH-to-LOW transition occurs, the CPU will execute the user interrupt service routine; on the 6800 the start address of the user interrupt service routine is defined by the manufacturer to be held in locations FFF8 and FFF9. In DISBUG the IRQ service routine starts at FF90; readers are invited to use the memory editor to try and work out how this routine maintains the seconds count mentioned earlier! A disassembly table is included later to allow conversion of hex op codes back to understandable instruction mnemonics. The use of such a table is essential in debugging, and is vastly quicker than searching the assembly op code table each time an unrecognised code is encountered.

## THE USER PIAs

The Microcontroller has four PIAs; one primarily for the keyboard, a second for the display, and two free for user applications. There are a number of peripheral I/O lines on the keyboard and display PIAs which are not used by DISBUG, and these are thus also available to the user. The discussion which follows will refer to the two user PIAs, but many of the comments will also be true for the keyboard and display PIAs.

The original configuration for the Microcontroller was such that the majority of the peripheral lines were configured as outputs. These output lines were provided with high current drivers suitable for sourcing current at a nominal +12 V . Readers should, however, note that this nominal supply may rise to approximately 17 V in the absence of a load. These drivers will be ideal for many applications, especially those involving relay driving and lamp control; the power supply will provide load currents of up to 2A. Applications which require a significant number of input lines may necessitate some changes to the board; the simplest change is to remove the appropriate number of driver i.c.s and replace them with wire links to complete the circuit between the PIA(s) and the user peripheral connector D. Alternatively, the driver i.c.s may be re-fitted in sockets to allow the user to cater for a range of applications.

The simplest way to learn to use the two free PIAs is to drive them directly from the keyboard with DISBUG. This can be done because the PIA registers behave as standard read/write memory locations, and therefore all of DISBUG's memory examination and change facilities may be used. A simple example will be used to show how to set up and use one of the spare PIAs using DISBUG; later on we will show how to drive the same circuit from a control program residing in user RAM.

Fig. 3 shows a simple test circuit which may be attached to the Microcontroller via connector D. The eight l.e.d.s are connected to the 'B' side of IC14. These I.e.d.s will be used to indicate the logic state of any of the peripheral lines. PBO to PB7, which are configured as outputs; in a real application the l.e.d.s could be replaced by relays, lamps, etc.

When the Microcontroller is first switched on, the clock generator i.c. outputs a reset signal to ensure that all of the PIAs are initialised to a known state. This state sets all of the PIA registers to zero, and hence the l.e.d.s will all be off. In a control situation, however, it is usual to make no such assumptions regarding the state of the PIAs, and the following example will show how to set up the selected PIA from an unknown state. The method described is therefore appropriate for use anywhere in a control program.

The first step in setting up the PIA is to set the contents of


E60008
Fig. 3. PIA demonstration circuit
ᄀ
the Control Register (CRB) to the value of " $D$ ', This will have the effect of turning off the user interrupts, and of selecting the Data Direction Register (DDRB) instead of the Output Register. The memory editor is used to write ' $\varnothing$ ' to location 1003 (i.e. CRB). The next step is to decide which of the I/O lines are to be inputs and which are to be outputs. In this example all of the I/O lines are to be used as outputs, and to accomplish this it is necessary to set each bit in DDRB to a ' 1 '; setting all eight bits to a ' 1 ' is equivalent to setting the contents of DDRB to 'FF'. If it had been desired to set up PBO to PB3 as inputs, and PB4 to PB7 as outputs, the DDRB value would have been ' $F \emptyset^{\prime}$ (equivalent to ' 1111 ( 10 ' in binary). Bit 2 of CRB is currently set to ' $\varnothing$ ', so setting up DDRB is simply a matter of writing 'FF' to location $1 \varnothing \varnothing 1$ using the memory editor. The final step, before the PIA may actually be used to output data to the l.e.d.s, is to select ORB instead of DDRB. This is accomplished by setting bit 2 of CRB to ' 1 ' instead of ' $\varnothing$ '; writing ' $\varnothing 4$ ' to location $1 \varnothing 3$ will effect this change.

The I.e.d.s will now reflect any value which is written to ORB at location 101. Thus a value of 'FF' written to location 1003 will turn on all eight l.e.d.s, whereas ' 80 ' will only turn on I.e.d. number 7 (' $8 \emptyset^{\prime}$ ' is equivalent to ' 100000 ' in binary); 'AA' and '55' will produce complementary alternating on/off patterns.

Readers may now like to try setting up the A side of user PIA IC14 in an all-inputs configuration. The two register addresses are 192 (CRA) and $10 \emptyset$ (DDRA and ORA). With nothing attached to connector $D$, the value read from ORA should be 'FF', due to the pull-up resistors R16 to R23. If pin 9 of connector $D$ is now connected to $O V$ with a wire link, and the value of ORA is re-read from location 1 1 , the result should now be ' $E F$ '; this is because PA4 is now ' $\varnothing$ '. while the other lines are still pulled up to ' 1 ' ('EF' is equivalent to ' 11 1ø1111' in binary).

## PROGRAMMED CONTROL OF PIAS

Once the basic principles of using PIAs have been understood, the next step is to drive them from within control programs rather than from DISBUG. The following section will describe further examples based around the test circuit shown in Fig. 3. The role of DISBUG in these examples will now be to allow the control programs to be written into user RAM, and then to control their execution; all PIA operations will take place under programmed control.

The sample programi shown below should be entered in the user RAM using DISBUG's memory editor. The suggested start address is $\emptyset \emptyset \emptyset$, but in fact the code is position independent, and could start anywhere in the user region. The line numbers are included for ease of reference, although they would be produced anyway by most computer-based (rather than hand-based!) assemblers.

| Line Address | Code | Mmemonics | Comments |
| :---: | :---: | :---: | :---: |
| 000 | 01 | NOP | To be replaced later |
| 20001 | 7F 1003 | CLR UPIACRB | (Set all user PIA |
| 30004 | 86 FF | LDAA \#FF | - $\mathrm{Bl} / \mathrm{O}$ lines to be |
| 4006 | B71001 | STAA UPIADRB | outputs |
| 50009 | 8604 | LDAA \#®4 | r Select the PIA |
| 6000 B | B71003 | STAA UPIACRB | 1 vutput register |
| 7 OOE | 7F 1001 | CLR UPIAORB | Set all outputs to ' 0 ' |
| 8011 | 01 | NOP | To be replaced later |
| $9 \quad 12$ | 8655 | LDAA \#55 | (Output '55' |
| A 14 | B71001 | STAA UPIAORB | t to PB0 to PB7 |
| B 0017 | 01 | NOP | Too be replaced later |
| C 0018 | 86 AA | LDAA \#AA | Soutput 'AA' |
| D 1A | B71001 | STAA UPIAORB | $\{$ to PBO to PB7 |
| E 10 | $3 F$ | S:NI | Return to DISBUG |

There are a number of points to be noted about this sample program. The first is that a simple way of returning from the program to DISBUG is shown in line E. Using a software interrupt instruction causes control to pass back to DISBUG, and since it will be indistinguishable from a breakpoint. DISBUG will dispay the address of the instruction (the display will be "E-001d-bP"). Unlike a real breakpoint, DISBUG will not remove the SWI op code and replace it with the original code because the breakpoint editor will not know of its existence; all 'real' breakpoints will be removed in the usual fashion.

The second point concerns the NOP instructions on lines 1,8 and B . These will not have any effect on the operation of the program, other than slowing it down by approximately 6 microseconds. The purpose of these instructions is to allow them to be replaced by other op codes in the next example without having to re-enter the whole program from scratch.

Lines 2 to 7 of the program set up the B side of IC 14 to be all outputs, with all lines initially set to ' $\varnothing$ '. Lines 9 and $A$ cause a pattern of ' $\varnothing 1 \varnothing 10101$ ' to be output, thereby turning on I.e.d.s $0,2,4$ and 6 . Lines $C$ and $D$ reverse this pattern to turn on l.e.d.s 1, 3, 5, and 7 instead. The software interrupt returns control to DISBUG. Running the whole program will cause l.e.d.s $1,3,5$ and 7 to start in the off state and then go on, while l.e.d.s $0,2,4$ and 6 will start in the on state and then go off.

The program is run using the GO function in DISBUG, and specifying a start address of $\varnothing \square \emptyset$, followed by ENTER. After a delay of up to 1 second caused by DISBUG, I.e.d.s $1,3,5$, and 7 will light up. After a further delay of a second, also caused by DISBUG, control will return to the monitor with a display of " $E-001 d-b P$ ", indicating that the SWI instruction at line E has been reached.

At this point readers are probably wondering why l.e.d.s O , 2. 4, and 6 were never illuminated. The answer is that they were, but only for the time taken to execute lines B to D of the program, i.e. for approximately ten microseconds. This is a good example of the difference between real time and machine time!

What is required now is a way of relating machine time to real time. The table of 6800 instructions given in the last issue allows the time taken to execute particular instructions to be calculated. The use of the real time clock, however, allows a much more elegant (and usually much more efficient!! way of keeping track of elapsed time. The real time
clock (RTC) 'ticks' every second, and DISBUG arranges for each 'tick' to cause a user interrupt (IRQ), which is then serviced as described earlier. The RTC can thus be used to keep track of real time, while the CPU runs the program. All that is needed now is a way of relating the two events, execution of the program, and 'ticking' of the clock.

The 'wait for interrupt' (WAl) instruction is primarily intended to allow the interrupt response time (i.e. time taken for the CPU to get from the end of the instruction during which the interrupt was acknowledged, to the start of the interrupt service routine) to be minimised. This is only usually important when speed is critical, since all it saves is the time taken to push all of the CPU registers onto the stack. In the sample program a WAI (op code $=$ ' $3 E^{\prime}$ ) instruction can be used to effectively force the CPU to wait until the next clock 'tick' before continuing. When the interrupt from the clock occurs, it will be serviced, and control will then return to the instruction following the WAI. This is almost all that we need to know in order to be able to synchronise the sample program to the real time clock. The additional information, required to provide repeatable performance, is that when DISBUG starts a program via GO or PROCEED, it waits until the next 'tick' of the real time clock before implementing the transfer of control. Similarly, when a software interrupt is encountered, DISBUG waits for the next 'tick' before it returns control to the keyboard. Users may therefore assume that, at the start of any program entered from DISBUG, the real time clock will have 'ticked' within the last few microseconds. It should therefore now be possible to synchronise the sample program to real time AND predict its run-time performance.

Replacing the NOP code in line B of the sample program with a WAI code, and re-running the program should now have the following results. After the ENTER following the start address, the display will go blank, there will be a delay of up to 1 second, and then l.e.d.s $0,2,4$, and 6 will be illuminated. After a further one second delay, these l.e.d.s will go out, and l.e.d.s $1,3,5$, and 7 will be illuminated instead, After a further one second delay, the display will show "E-001d-bP", as control returns to the keyboard.

The CPU registers may be examined using the register editor, and their contents compared with the values expected. The proceed function may be used to continue execution from a software interrupt with different register values. Alternatively, setting a breakpoint using DISBUG will allow the output pattern in the registers to be changed before being output to the PIA ORB, since breakpoints may be inserted at the start of any instruction in the program. As an exercise, readers may wish to try the effects of replacing some of the NOP codes with WAI ('3E') or SW1 ('3F') instructions, and comparing the results on the performance of the re-run program with their expectations.

## CONTROL FUNCTIONS

To include even a brief discussion of all possible aspects of writing programs for control applications would more than fill an issue of PE. Rather than attempt the impossible, therefore, this necessarily short introduction to the subject will restrict itself to a few general guidelines which should prove useful in designing and writing control programs for the Microcontroller.

Not all of the suggestions which follow will be compatible with everyone's way of programming, or be suitable for every application, but they should provide some useful pointers to achieve the aim of a working program in the shortest time. In general, the principles described have been followed in the design and implementation of DISBUG itself, so if nothing else they will provide an insight into the monitor's internal workingsl (The disassembly table in the next section
provides the means for obtaining the full details I)

1. Decide WHAT is to be done first. Then decide HOW it is to be done. Finally write the code to implement the design. The temptation to write code as soon as possible is great, but a little thought can often save hundreds of lines of code.
2. Keep it simple. It is difficult to keep in mind more than 50-100 lines of code at any time. Complex functions can usually be divided into a series of simpler operations; an added bonus is that some of these often turn out to be required by more than one function.
3. Keep it modular. Designing in functional units makes it simple to add to and change the overall design when the program is tried in practice. For example, DISBUG uses separate routines (implemented as subroutines) to refresh the display. scan the keyboard, decode the key, and process commands. Each module is subsequently further subdivided; for example each editor mode has a separate command processor.
4. Define interfaces carefully. A precise statement of what is passed (e.g. in registers or memory) to a routine, and what is assumed (e.g. interrupts are enabled), will help to minimise compatability problems. It also means that 'borrowing' routines for different applications can be done quickly and safely.
5. Do not sacrifice readability unless it is essential. It is almost always possible to re-code a routine to run faster and/or occupy less memory, but only usually at the expense of readability of the code. Readable code is easier to understand, especially


Fig. 4. Infinite loop control program-DISBUG top level routine

Table 2. Disassembly table for $\mathbf{6 8 0 0}$ instructions
some time after it has been written, and is usually easier to modify. Optimise only when and where necessary.
6. Write it down. Documentation is often seen as a chore, until it comes to debugging or modification. Write down design notes to accompany the code, and at least you will know what the program was supposed to do when it doesn't!
The final suggestion is a way of organising a control program which is suitable for continuous situations, i.e. where something is to be monitored, and action taken depending on the result. Such a program will generally include an initialisation procedure; this will usually only be ex-
ecuted when the program starts and will, for example, configure the PIAs as appropriate. The program will then enter an infinite loop of the form shown in Fig. 4, and will continuously monitor the selected events, check against some conditions, and take appropriate action. The whole process then repeats. The example of Fig. 4 is actually the top level design of DISBUG; there are up to five levels of subroutine below the one shown. For enthusiastic disassemblers, this routine starts at address F80 in the DISBUG EPROM!

## DEBUGGING

The point arrives sooner or later when a program has been designed and coded, and is now residing in user RAM, ready
to run. When the program is first run, however, the chances are that, no matter how carefully the coding has been done, not everything will go quite as expected. Be assured, this is not a new problem! On the contrary, the first-time success rate for real programs is low enough to be used as a good example of the difference between the theory and practice of programming. The problem now is to find the 'bugs' which are preventing the program from running properly, a process which has become known as debugging.

In general, debugging is concerned with the removal of four types of error from a program. These are:

1. Errors in the design of the program. Typically this type of error is the result of making an assumption which is not valid, e.g. waiting for an interrupt which the PIAs have not been set up to generate.
2. Errors in the coding of the design. Typically this will be using the wrong instruction to perform the function required, or using an instruction to perform a function which it does not, e.g. expecting an INC to increment a value AND expecting it to set the Carry flag.
3. Eprors in implementing the code. Typically, this will result from mis-remembering or mis-reading the op code from the table, e.g. 38 instead of $3 B$ for a RTI. This is probably the most frequent type of error!
4. Errors in locating the program. This will cause jumps and data storage to relate to the wrong addresses.
In many cases, what the program actually does, rather than what it should do, will provide some useful hints as to the source of the problem. The next step is to narrow down the area of search for the error using breakpoints. At each breakpoint the contents of the registers should be examined, along with any significant memory locations, and the contents compared with the values expected. If the values do not appear to agree with expectations, a search back in the code may well reveal the cause of the problem. Backtracking in the code requires a disassembly table to allow the opcodes to be converted back to instruction mnemonics in order to ensure that the correct code has been generated. A disassembly table for the 6800 instruction set is provided in Table 2.

Breakpoints in loops in the program should take note of the fact that, when a breakpoint is encountered, the proceed function will continue execution from the breakpoint, but with that breakpoint removed. This means that, when debugging loops of code, it is a good idea to put in two breakpoints, one at each end of the loop. This will ensure that if the program is in fact looping continuously, it will still hit a breakpoint!

In general it is a good idea to test all routines as thoroughly as possible since it will usually save a great deal of time when they are assembled together into a complete program. If the component parts have been tested, the fault can then usually (but not always!) be traced to the overall control loop or to the interfaces between the routines. The aim always is perfection, but reality is that it is impossible to test every combination of inputs and outputs in a program which is of any significant length. Thorough testing, however, is the soundest approach to building up complex programs which will be robust in use.

## CONCLUSION

This part concludes the series of articles describing the Microcontroller system. The information which has been provided should be enough to allow the development of control systems for practical hardware applications, and in this sense the ball is now in the reader's court! The uses to which
the system can be put are a challenge to the imagination and ingenuity, with the possibility of tangible recognition in the competition organised by Display Electronics Ltd.

The descriptions of the 6800 CPU and 6821 PIA have necessarily concentrated on the basic and most frequently used facilities. Users are therefore referred to a standard 6800 reference manual for the fine details of some of the more involved operations.

Further information regarding some of the practical problems which are often encountered in relating microprocessors to the real world will be covered in a new short series starting soon in PE. This will discuss how to convert from the purely digital 'clean' world of the microprocessor, where everything is expressed as a TTL ' 1 ' or ' $\varnothing$ ', to the real world of noise and continuously varying levels. This series will be especially relevant to the Microcontroller since many of the examples given will be based around the 6821

## Competition

A competition is being run by Display Electronics to find the most practical application for the Microcontroller system. The winning entry which will be considered for publication in PE will receive $\mathbf{£ 3 0 0}$ in cash or goods from Display Electronics to the value of $£ 400$. Full detalls from Display Electronics.

## Prices

The complete Microcontroller system (excluding the case) is priced at $£ 32.95$ plus VAT and $£ 2.00$ p\&p. The case is priced at $£ 19.00$ plus VAT and $£ 1.00$ p\&p. Display Electronics, 64-66 Melfort Road, Thornton Heath, Surrey (01-689 7702).

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The average saloon car performs best at approximately 2000 to 3000 r.p.m. and consistent driving at this angular velocity will help ensure optimum performance in terms of both acceleration and fuel consumption for the particular gear selected. Furthermore, since the forces exerted on the engine unit vary with the square of the engine revs, it is important that the maximum r.p.m. for a particular engine is not exceeded, irrespective of the actual road speed.

The Digital Tachometer described provides a digital display of the engine r.p.m. The maximum resolution of the display is 10 r.p.m. and the unit may be calibrated for four, six or eight-cylinder engines. The calibration procedure is carried out before the tacho is installed in the vehicle, and only requires the use of an a.f. signal generator. The display uses conventional seven-segment l.e.d.s and the brilliance is fully adjustable so that the driver can compensate for the effect of changes in ambient light level. This is particularly important when driving in darkness since the glare of an overbright l.e.d. display can act as a considerable distraction. Alternative layouts are given for 0.5 in . and 1 in . l.e.d.s to suit the individual constructor's preference.

## SYSTEM DESCRIPTION

The simplified block schematic of the Digital Tacho is shown in Fig. 1. Input pulses derived from the contact breaker terminal of the ignition coil are taken, via an input protection and shaping circuit, to a high gain amplifier. The output of the amplifier is a rectangular waveform at the same frequency as that of the contact breaker pulses. This signal is applied to a monostable circuit which generates a pulse of fixed duration whenever a falling edge input is encountered. Unlike the signal derived from the contact breaker, the rectangular pulses generated by the monostable are noise free, of constant amplitude, and have consistent pulse width.

The clean monostable pulse train output is then applied to a passive integrator circuit, the output voltage of which is a linear function of the input puise repetition frequency. To prevent the effects of integrator loading, which would otherwise cause non-linearity, a high-impedance unity gain buffer amplifier follows the integrator stage. The output of the buffer amplifier is an analogue representation of the input pulse repetition frequency. This voltage is then applied to a digital panel meter i.c. and associated seven-segment l.e.d. display.

The unit has a separate power supply for operation from a nominal 12 V d.c. input. This provides the various supply rails
and is not shown in Fig. 1.

## RPM MEASUREMENT

The distributor shaft of a four-stroke engine rotates at exactly half the speed of the engine crankshaft and is responsible for opening and closing the contact breaker points. The contact breaker interrupts the current flowing in the primary of the ignition coil and the number of current pulses per minute, $N$, in the winding is given by:

$$
N=0.5 \times \text { (engine r.p.m.) } \times \text { (number of cylinders) }
$$

Thus, a four-cylinder engine operating at 3000 r.p.m. produces 6000 current pulses per minute. All that is required is a circuit to shape and count these pulses and display the result in digital form.
shown in Fig. 3 and the corresponding component layout is given in Fig. 4. Sockets should be used for all three integrated circuits and components should be fitted in the following order; terminal pins, i.c. holders, resistors, capacitors, pre-sets, diodes and transistors. Care should be taken to ensure that all polarised components, such as capacitors and diodes, are correctly orientated. When assembly of the p.c.b. is complete it should be carefully inspected for dry joints and solder bridges between tracks. A length of 22 -way ribbon cable is used to interconnect the


Fig. 1. Block diagram of Digital Tachometer
signal processing and display p.c.b. and this is terminated along one edge.

The copper foil layout for the power supply p.c.b. is shown in Fig. 5 together with the corresponding component layout in Fig. 6. The i.c.'s on this board do not require holders and, furthermore, a heat sink will not normaliy be required by IC1. Component assembly should follow the sequence; terminal pins, fuse clips, blade connectors, resistors, capacitors, diodes and i.c.'s. As with the signal processing board, care should be taken to ensure the correct orientation of all polarised components. When complete, the board should be similarly inspected for dry joints and solder bridges between tracks.

The copper foil layout for the 0.5 in . display p.c.b. is shown in Fig. 7 whilst that for 1 in . displays is shown in Fig. 8. The corresponding component layouts are provided in Fig. 9 and 10 respectively. Note that, in either case, the 22 -way ribbon cable from the signal processing board terminates along the top edge of the board. Little further comment is required, save that of repeating the need to carefully inspect the completed p.c.b.

The three completed p.c.b.s are connected according to the wiring diagram shown in Fig. 11. A short length of 22way ribbon cable interconnects the display and signal processing boards. Care must be taken to ensure the correct orientation of this cable. Note that letters are used to identify each individual wire on the component layout diagrams. The power supply p.c.b. is connected to the signal processing p.c.b. by four wires carrying $+12 \mathrm{~V},+5 \mathrm{~V},-5 \mathrm{~V}$ and OV . The signal input on the signal processing board is derived from the contact breaker terminal on the ignition coil. A separate OV (earth) connection may also be made if desired. The power input from the vehicle consists of two wires, +12 V and OV , which are terminated on the power supply p.c.b. A further three wires connect the display brightness control, VR5, to the signal processing p.c.b. To avoid confusion, the use of appropriately colour coded wire is highly recommended.

## INITIAL TESTS AND CALIBRATION

Functional tests and calibration should be carried out before wiring into the vehicle. The power source should



Fig. 3. Printed circuit board layout (actual size) of the Tacho's main processing board


Fig. 4. Component layout of the main processing board

## COMPONENTS ...

SIGNAL PROCESSING AND DISPLAY BOARDS
Resistors

| R1-3, R9, R15 | 10 k (5 off) |
| :--- | :--- |
| R4 | 100 k |
| R5 | 3 k 3 |
| R6, R14 | 1 k 12 off) |
| R7, R11 | 1 M (2 off) |
| R8, R10 | 47 k 2 off) |
| R12 | 470 k |
| R13 | 22 k |

All fixed resistors, except where otherwise stated, are $0.25 \mathrm{~W} 5 \%$ carbon

## Potentiometers

VR1 $\quad 1 \mathrm{M} \mathrm{min}$. horizontal skeleton pre-set
VR2 10 kmin . horizontal skeleton pre-set
VR3 $\quad 100 \mathrm{kmin}$. horizontal skeleton pre-set
VR4 $\quad 22 \mathrm{k}$ min. horizontal skeleton pre-set
VR5 5 10k lin. wirewound potentiometer
Capacitors

| C1, C2, C7, C9 | 100 n | polyester (4 off) |
| :--- | :--- | :--- |
| C3 | 1 n | polystyrene |
| C4 | $1 \mu$ | 35 V tantalum |
| C5 | $10 n$ | polyester |


[EPO26]

| C6 | $100 p$ | silver mica |
| :--- | :--- | :--- |
| C8 | $47 n$ | polvester |
| C10, C11 | $10 \mu$ | 35 V tantalum (2 off) |
| C12 | $2 \mu 2$ | 35 V tantalum |

## Semiconductors

| D1-3 | 1N4148 (3 off) |
| :--- | :--- |
| D4 | BZY88 C6V8 |
| TR1 | BC548 |
| TR2 | TIP31A |

## Displays

X1-X3 $0.5^{\prime \prime}$ or $1^{\prime \prime}$ common anode seven-segment l.e.d. display (3 off)

## Integrated circuits

| IC1 | LM324N |
| :--- | :--- |
| IC2 | 555 |

IC3 7107

## Miscellaneous

8 -pin d.i.l. socket (1 off)
14-pin d.i.l. sacket (1 off)
40-pin d.i.l. socket ( 1 off)
Terminal pins (11 off)
Short length of ribbon cable (22 way)
P.c.b. 12 off

Display filter

Fig. 5. Printed circuit board layout (actual size) of the PSU

## COMPONENTS

POWER SUPPLY BOARD
Resistors

| R1 | $100 k$ |
| :--- | :--- |
| R2 | $47 k$ |

## Capacitors

| C1 | $80 \mu$ |
| :--- | :--- |
| C2-3, C6 | $100 n$ |
| C4 | $220 \mu$ |
| C5 | $1 n$ |
| C7-9 | $22 \mu$ |

25 V tubular electrolytic polyester (3 off) 10 V tubular electrolytic ceramic 25V tubular electrolytic (3 off)

Semiconductors

| D1, D2 | 1N4148 (2 off) |
| :--- | :--- |
| IC1 | 7805 |
| IC2 | 555 |
| IC3 | $79 L 05$ |

## Miscellaneous

P.c.b.
P.c.b. fuse clips (2 off)

1 A 20 mm fuse
Terminal pins ( 4 off)
Blade connectors (2 off)

Fig. 6. Component layout of the PSU


Fig． 7 （left）．Printed circuit board layout （actual size）of the 0.5 in ．display board

Fig．8．（right）Component layout of the 0.5 in．display board

Fig． 9 Printed circuit board layout （actual size）of the $\mathbf{1} \mathbf{i n}$ ．display board


国国禺保


Fig．10．Component layout of the 1 in ． display board


Fig. 11. Wiring arrangement between the separate boards
ideally be a well regulated 12 V d.c. power supply which incorporates some form of electronic over-current protection. If a current trip is not fitted to the power source, the 1A fuse in the pósitive supply input should, at least, offer some measure of protection against catastrophic faults!

Adjust the controls as follows; VR 1 fully clockwise, VR2, VR3, VR4 and VR5 all set to mid-position. Temporarily insert a d.c. milliammeter on the 1 A d.c. range in the positive supply lead. The power supply should then be switched on and the supply current noted. This should be in the range 50 mA to 150 mA and the display should be illuminated, though it will not necessarily read zero. If the current is in excess of 200 mA , or much less than 50 mA , carefully check the p.c.b. interconnections, supply voltage rails, and then each board in turn. As a guide, typical test voltages are given in Table 1.

With the signal input left disconnected, adjust VR2 to obtain a display of " 000 ". With the aid of an electronic or digital voltmeter adjust VR4 for a reading of exactly 1 V at pin 36 of IC3 on the signal processing board. Re-adjust VR2. if necessary, to maintain a display of "000". Now connect an a.f. signal generator to the signal input leads. The signal generator should be set to provide a 12 V p-p square wave output at 200 Hz . Adjust VR 1 for a display reading of " 600 ". This corresponds to an indication of 6000 r.p.m. with a fourcylinder engine. For six and eight-cylinder engines, VR1 should be set to display "600" with input frequencies of 300 Hz and 400 Hz respectively.

The operation of the brightness control should now be checked. The display brilliance should vary reasonably smoothly, from almost completely dark to very bright, over the full range of adjustment. This completes the initial checks and calibration and the unit is now ready for installation in the vehicle.

| IC100 | TABLE 1. Test voltages |  |  |
| :---: | :---: | :---: | :---: |
|  | input | +12V |  |
|  | output | $+5 \mathrm{~V}$ |  |
| IC101 | pin 4 | $+12 V$ |  |
|  | pin 8 | $+12 \mathrm{~V}$ |  |
| IC102 | input | -8.5V |  |
|  | output | -5V |  |
| IC1 | pin 4 | $+5 \mathrm{~V}$ |  |
|  | pin 7 | OV |  |
|  | pin 8 | OV |  |
|  | pin 11 | $-5 \mathrm{~V}$ |  |
| 1C2 | pin 2 | $+5 \mathrm{~V}$ |  |
|  | pin 3 | OV |  |
|  | pin 4 | $+5 \mathrm{~V}$ |  |
|  | pin 8 | +5V |  |
| 1 C 3 | pin 1 | $+5 \mathrm{~V}$ |  |
|  | pin 26 | -5V |  |
|  | pin 36 | +1V |  |
| TR1 | collector |  | +12V |
|  | base |  | +6.8V |
|  | emitter |  | +6.1V |
| TR2 | collector |  | +12V |
|  | base |  | +6.1V |
|  | emitter |  | $+5.3 \mathrm{~V}$ |

All voltages are measured using a multimeter of 20 k ohm $/ \mathbb{N}$. Display brightness control is set to 'maximum', no input connected, and the display indication is " 000 ".

## INSTALLATION

The three p.c.b.s may be located within the passenger compartment to suit the individual constructor's preference and the constraints of the vehicle. The display p.c.b., in particular, may be situated either behind the existing dashboard or in a separate surface mounting "pod". Similarly, the display brightness control can either be positioned so that it harmonises with the existing dashboard controls or it can be tucked away on a small bracket beneath the dash. The use of a polarised red display filter is highly recommended since this considerably improves the appearance and visibility of the display. The +12 V supply for the unit can be taken from any suitable point, including the rear of the ignition switch. The power should, of course, only be present when the ignition is switched on.


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Fig. 1. Circuit of Frost Warning.


The transducer used for the audible output of the alarm may be a conventional loudspeaker, an earpiece, or even a standard telephone insert. The nominal impedance of such a unit can be anywhere in the range 8 ohm to 10 kilohm however the sound intensity produced is likely to vary widely according to the type of transducer employed. Most small iransistor radio loudspeakers will produce more than ample volume and the value of the coupling capacitor, C4, may be altered to increase or decrease the sound level accordingly.

## COMPONENTS

Resistors

| R1 | $2 k 2$ |
| :--- | :--- |
| R2 | $2 k 2$ |
| R3 | $2 k 2$ |
| R4 | $2 k 2$ |
| R5 | $10 k$ |
| R6 | $2 k 2$ |
| R7 | $10 k$ |
| R8 | $47 k$ |
| R9 | $1 k$ |
| R10 | $10 k$ |
| R11 | $1 k$ |

All fixed resistors are $0.25 \mathrm{~W} 5 \%$ carbon

## Capacitors

| C1 | $47 n$ polyester |
| :--- | :--- |
| C2 | $22 \mu 25 \mathrm{~V}$ axial electrolytic |
| C3 | 100 n polyester |
| C4 | 220 n polyester |
| C5 | $100 \mu 16 \mathrm{~V}$ p.c. electrolytic |

Semiconductors
TR1 BC108
TR2 BC548
D1 BZY88C4V7
D2 Red l.e.d.
D3 1N4002
IC1 741
IC2 555
IC3 555
Potentiometer
VR1 470R min. horizontal skeleton preset

## Miscellaneous

Miniature loudspeaker or earplece (see text)
Case
8-pin OIL i.c. sockets
0.1 in matrix Veroboard

Terminal pins
L.e.d. mounting clip

Grommet


Fig. 2. Veroboard assembly details.

## ADJUSTMENT AND INSTALLATION

Calibration can most easily be carried out before fitting the unit to the vehicle. Where the device is to be used for the provision of over-temperature indication, a kettle of boiling water will be required together with a reliable thermometer which can be read to an accuracy of 1 or 2 degrees Celsius.

Boiling water from the kettle should be carefully poured into a heatproof measuring jug. The thermometer is placed in the jug together with the temperature transducer, TR1. Care should be taken to ensure that the transistor leads do not become immersed in the water. The links on the circuit board should be connected A to D and C to B. The threshold control, VR1, should be adjusted so that the alarm operates above 98 degrees Celsius and ceases to operate below this value.

The optimum working temperature for a car engine, regardless of road speed, is one which raises the coolant in the vicinity of the thermostat housing to a temperature of approximately 85 degrees Celsius. Note, however, that since the coolant operates under pressure, its boiling point is greater than 100 degrees Celsius. Typical values, depending upon the pressure cap setting and height above mean sea level, are in the range 110 to 114 degrees Celsius.

Under-temperature calibration, with the links connected $A$ to $B$ and $C$ to $D$, should be carried out using a mixture of crushed ice and salt. The threshold control being adjusted so that the alarm operates below -2 degrees Celsius and ceases to operate above this value.

The finished alarm module can be installed at any convenient point within the passenger compartment. The loudspeaker should, if possible, be located so that its output is directed upwards towards the driver. Power for the unit can be derived from any convenient point after the ignition
switch. The unit should thus only receive its supply when the ignition is 'on'

The temperature transducer, TR1, should be mounted on the engine block well away from the exhaust manifold. Ideally, a small hole should be drilled into the block into which the transistor is tightly fitted. This arrrangement is, however, not recommended since not only may damage result to the block if the hole is improperly located but, as the metal case of the transistor is connected to its collector, a short circuit to the vehicle's 'earth' may result. A better method is to use a small metal clip insulated from the transistor's case and bonded to the engine block in the vicinity of the thermostat housing with a suitable heat and moisture resistant epoxy resin. The transistor leads should be sleeved using silicon rubber sleeving and a substantial flexible heat


## The completed Frost Warning unit

resistant cable should be used to interconnect the transducer to the alarm module.

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MANY drivers find "in-car entertainment" essential for relaxation on a long car journey. Units currently available include radio receivers, both $A M$ and $F M$, and cassette tape players. For the serious audiophile, however, such units are generally somewhat lacking in output power and this can, to some extent, mar the enjoyment of a system.

The unit described offers a solution to this problem by providing a simple means of effecting a four-fold increase in the audio power output of most car radios and cassette players. The unit is simple to construct, uses commonly available components, and requires no internal modification whatsoever to the user's existing in-car entertainment system.

## OUTPUT POWER CONSIDERATIONS

The output power of most in-car entertainment units is limited to about 4 W per channel. The reason for this is that a conventional complementary symmetry output arrangement can only provide a maximum peak-peak output voltage swing equal to the d.c. supply voltage. A simplified arrangement is shown in Fig. 1 and the maximum theoretical r.m.s. output power can be calculated using the formula:

$$
P_{\text {out(max) }}=\frac{\left(V_{C C}-2 V_{C E(\text { sat })}\right)^{2}}{8 R_{L}}
$$

where $V_{C C}$ is the d.c. supply voltage, $R_{L}$ the load impedance, and $V_{C E(s a t)}$ the collector-emitter saturation voltage. If the transistors are assumed to be perfect $\mathrm{V}_{\mathrm{CE}(\text { sat })}$ will be zero. Hence an approximate relationship for the maximum r.m.s. output power is:

$$
P_{\text {outtmax) }} \simeq \frac{V^{2} c C}{8 R_{L}}
$$

To put this into context let us assume that the car is stationary and the battery voltage is 12 V . If the equipment is used with a 40 hm loudspeaker system the maximum theoretical r.m.s. output power will be:

$$
P_{\text {out }(\max )} \simeq \frac{12^{2}}{8 \times 4}=\frac{144}{32}=4.5 \mathrm{~W}
$$

With the engine running and the battery under charge the supply voltage can be expected to increase from 12 V to around 13.5 V . In this condition:

$$
P_{\text {out }(\max )} \simeq \frac{13.5^{2}}{8 \times 4}=\frac{182}{32}=5.7 \mathrm{~W}
$$




85971
Fig. 1. Simplified complementary symmetrical output stage and corresponding maximum undistorted output voltage swing.

Whilst this power level will be considered by most to be more than adequate, hi-fi purists would disagree. An output of 10 W to 20 W is commonly accepted to be the minimum required for acceptable dynamic range reproduction in a domestic listening environment. The relatively high level of background noise in a car (10-20dB greater than most domestic situations) necessitates an increased average listening level in order to maintain an adequate signal-tonoise ratio during the quieter passages. Thus, even allowing for the restricted space inside a vehicle, there is a need for a power level comparable to that required for a domestic situation in order to ensure faithful reproduction. Furthermore, the type of loudspeaker system commonly used in vehicles is the totally enclosed infinite baffle. Enclosures of this type are relatively inefficient and this fact further reinforces the argument for a greater level of output power.

## BRIDGE OUTPUT CONFIGURATIONS

A simplified form of bridge output stage is shown in Fig. 2. The two complementary stages are driven in anti-phase and the load connected between their outputs. Depending upon the polarity of the input signal, TR1 and TR4 turn 'on' whilst


50969
Fig. 2. Simplified bridge output configuration.
TR3 and TR4 turn 'off', and vice-versa. The peak-peak voltage swing across the load is thus approximately equal to twice the supply voltage and, since the power developed in the load is proportional to the square of the voltage, the maximum undistorted power output is increased by a factor of four. Thus powers of around 16 to 20 W can be achieved from a bridge output stage operating from a nominal 12 V d.c. supply.

## CIRCUIT DESCRIPTION

The complete circuit diagram of the Audio Power Booster is shown in Fig. 3. The 'right' and 'left' channels are identical and each employs a single integrated circuit. This device, a TDA2004, can be configured for either 'stereo' or 'mono' (bridge) operation; the power rating being respectively 5 W and 20 W at $0.2 \%$ total harmonic distortion into a 4 ohm load. In this application the bridge configuration is, of course,
employed and the necessary phase shift is obtained by appropriate use of the inverting and non-inverting inputs of the two individual internal power amplifiers of each integrated circuit. The voltage gain of each amplifier is set by means of external resistors, R2/R6 for the non-inverting stage and R5 $(R 7+R 6)$ for the inverting stage. Since the input voltage will normally be in the region of 1 V to 5 V peak-peak, the voltage gain of each stage is set to a modest 4.5 approximately.

Zobel networks, C4/R3 and C5/R4, are connected from each side of the balanced load to the common rail, and links are provided so that the quiescent current of each channel can be monitored. The input signal is terminated by R1 while VR1 provides individual channel gain adjustment. Reverse supply protection is incorporated by means of D2 and FS 1. The I.e.d., D1, is included to warn the user that the amplifier is "active". C10 and C12 ensure unconditional stability of the amplifiers at high frequencies whilst C11 provides supply de-coupling at low frequencies and helps to reduce the effects of supply borne noise, including ignition pulses and alternator whine.

## CONSTRUCTION

All components, with the exception of the connectors and l.e.d. are mounted on a single sided p.c.b. measuring approximately $128 \mathrm{~mm} \times 78 \mathrm{~mm}$. Printed circuit mounting electrolytic capacitors are used and the supply fuse is retained by means of two p.c. fuse-clips. The copper foil layout of the p.c.b. is shown in Fig. 4 and the corresponding component layout is shown in Fig. 5. Care should be taken to ensure the correct location and orientation of components, with particular emphasis on the polarity of the diodes and electrolytic capacitors. Components should be assembled on the p.c.b. in the following sequence; terminal pins, fuseholder, resistors, capacitors, diode, and integrated circuits. Note that the two supply links should not be fitted at this stage since an initial check of the supply current to each stage is essential.


Fig. 3. Complete circuit diagram of the Audio Booster.


Fig. 4. P.c.b. design.
The completed p.c.b. should be carefully checkec before fitting the heatsink, which consists of 16 s.w.g. brass or copper sheet measuring $40 \mathrm{~mm} \times 110 \mathrm{~mm}$ approximattly, and mounting the p.c.b. into its diecast box. The layout and internal wiring of the complete unit is shown in Fig. 6. The use of screened input leads is highly recommended and the outer braid connection should, of course, be taken to the common OV rail. The supply wiring, OV and +12 V , should be capable of carrying a current of at least 5A and, if desired an additional 5A in-line fuse may be fitted in the positive supply lead.

## INITIAL TESTS

For initial checking the Audio Power Booster should be connected to a regulated 12 V d.c. supply capable of delivering at least 2A. Ideally, the supply should have some form of electronic overcurrent protection. However, the p.c.E. mounted fuse will offer a measure of protection against inadvertent short circuits and wiring faults. The two links, L1 and L101, if fitted, should be temporarily removed. An ammeter on 1 A d.c. range should be inserted in place of Link 1 , whilst Link 101 is left open circuit. A loudspeaker of between 4ohms and 160 hms impedance should be connected to SK 1 and the input plugs (PL1 and PL101) should be lef1 disconnected. VR1 and VR101 should be set to mid-position. The 12 V d.c. supply should then be switched 'on' and the supply indicator, D1, should become illuminated. The supplv current to the left hand channel should then be monitored. In normal 'quiescent' operation this should be between 50 mA and


Fig. 5. Component layout.


Fig. 6. Wiring diagram.

## COMPONENTS

. . .

| Resistors |  |
| :---: | :---: |
| -R1 | $27 \frac{1}{2}$ W 5\% |
| -R2 | 1k ${ }_{\text {d }}$ W 5\% |
| -R3. R 4 | $1 \frac{1}{2} \mathrm{~W}$ 10\% (2 off) |
| -R5 | 2k ${ }^{\text {W }}$ W 5\% |
| -R6, R7 | 220 + W 5\% ( 2 off) |
| *R8 | 100k WW 5\% |
| R9 | 1k ${ }^{\frac{1}{2} \text { W } 5 \%}$ |
| -VR1 | 22 k min skeleton pre-set |
| Capacitors |  |
| ${ }^{-} \mathrm{C} 1$ | $2 \mu 247 \mathrm{~V}$ |
| -C2, C7, C11 | $220 \mu 16 \mathrm{~V}$ (3 off) |
| - C3, C6 | $100 \mu 16 \mathrm{~V}$ (2 off) |
| ${ }^{\text {che }}$ C5, C5, C10 | 100 n polyester (3 off) |
| - C 8 | $2 \mu 263 V$ |
| - C 9 | $10 \mu 16 \mathrm{~V}$ |
| ${ }^{\text {C12 }}$ | 47 n polyester |
| All capacitors are p.c. mounting electrolytics unless otherwise stated. |  |
| Semiconductors |  |
| -IC1 | TDA 2004 |
| D1 | Red I.e.d. with mounting set |
| D2 | IN4002 |
| Miscellaneous |  |
| FS 1 P.C. fuseclips | $5 A 20 \mathrm{~mm}$ fuse (2 off) |
| P.C. fuseclips P.c.b. |  |
| -SK1 | DIN loudspeaker socket |
| -PL1 | DIN loudspeaker plug |
| Diecast case |  |
| *All components marked with an asterisk should be |  |
| duplicated for stereo operation. All second channel components in the circuit diagrams and text are prefixed |  |
| by ' 100 '. |  |
| Constructor's Note |  |
| Components and p.c.b. are available from |  |
| Associates, 59 Oatlands Avenue, Weybridge, Surrey |  |

90 mA , and under no circumstances should it be greater than 200 mA . If the d.c. current is in excess of 2 A and either the fuse blows or the electronic protection operates this indicates the presence of a short circuit or wiring error. An inspection of the underside of the p.c.b. and wiring is then essential. If the d.c. current is in the range 100 mA to 500 mA this usually indicates the presence of high frequency oscillation, which can normally be cured either by increasing the value of C12 or by minimising stray feedback due to untidy wiring. Having established the correct 'quiescent' current in the left hand channel it is simply a matter of repeating the same checks for the right hand channel. Finally, replace the two links, L1 and L101, by short circuits.

When both channels appear to be operating normally under no-signal conditions the two input plugs can be connected to the cassette player, radio or combined radio/cassette unit. Signals should then be heard from both loudspeakers and these should be quite loud at even fairly low settings of the volume control of the cassette player/radio. Advancing the volume control should produce ample volume from the Audio Power Booster. However, if necessary, adjustment can be made by VR1 and VR101 in order to produce a satisfactory range of volume adjustment.
A careful check for distortion should be carried out using a 'known' programme source and, finally, the lid of the en-


66070
Fig. 7. Installation diagram.
closure should be retained using the six countersunk screws. If desired the temperature of the heatsink may be checked after about thirty minutes of operation. This will feel hot to the touch (particularly if the unit has been used at high volume levels) but its temperature should not be excessive. In the latter case, a cure should be attempted by reinforcing or enlarging the heatsink.


## INSTALLATION

The Audio Power Booster may be installed in any convenient position within the passenger compartment. It should not, however, be placed close to a heater duct or in any position where the ambient temperature is excessive. This includes the rear parcel shelf where the unit may be exposed to sunlight for long periods of time. Fig. 7 shows the basic interconnecting arrangement. The output speaker leads should be substantial and rated at 5A or more. The length of the leads should be kept as short as possible and the total length of the cable run should be the same for each channel. The positive and negative supply leads should also be substantial and rated at 5A or more. Colour coding should be employed and power can be taken from any convenient source. In many cases this can be derived from the ignition switch or from a separate accessory block, where available. A good earth (OV) connection is essential and the total length of the supply leads should not exceed 1.5 metres.

Once the unit is in operation the volume level should be more than sufficient to satisfy any 'hi-fi' enthusiast in the noisiest of vehicles.

## Freedom

When earlier this year Mr Eric Sharp, Chairman of Cable \& Wireless, presented his annual statement to staff it was bannerheadlined in the staff newspaper as "The Year we Gained our Freedom" and was full of good news, not least that staff who invested in preferential shares at the time of privatisation had already seen a 70 per cent gain in value.

Cable \& Wireless, even while a fully nationalised company, had a good and steady profit record. That the company was wholly government owned was not exactly a secret. On the other hand it was hardly ever mentioned because of the nature of the business, all of it overseas and largely in association with other governments although on a strictly commercial nonpolitical basis.

The government retained over half the shares, just, the remainder being sold on the open market and snapped up by those who knew a good thing when it came along. For Cable \& Wireless it meant freedom from bureaucratic restraint, Mr Sharp's phrase, not mine. For, as Sharp pointed out, the company could now operate completely commercially and freely in an industry in which opportunities for new enterprises proliferate and that "Now we have achieved our commercial freedom we can react to these opportunities with greater speed and resolution"

Fighting words indeed and not only words. Action too, including technical leadersnip in Mercury Communications Ltd, the C \& W, British Petroleum and Barclays Merchant Bank consortium operating in the UK and for the first time breaking the British Telecom monopoly. Another company. Cable \& Wireless UK Services Lid, will be offering a range of new services to UK business enterprises if licences can be obtained. The company is also expanding rapidly in the USA and Europe, two areas where it has not before been prominent.

But opportunities also bring problems. In the UK Mercury is facing opposition from the BT unions who feel theatened by this thrusting newcomer. And the company's huge investment in Hong Kong, from where it virtually runs the hub of the Far Eastern international communications network and beyond, is overshadowed by the threat of eventual Chinese sovreignty. But expertise is everything and it's a fair bet that C \& W will remain whatever the political outcome.

## Go-getter

Alan Sugar's Amstrad has hit the jackpot again with doubled sales and profits up to £ 4.77 million. All in consumer electronics which surely shows that a tightly run company can still prosper in a difficult market. Amstrad shares coming to the market in April 1980 at 85 p have now reached 400 p. Sugar plans to make CTV and VTR. He may find this even tougher than hi-fi, but we wish him and Amstrad every success.

## Semantics

The national economy and its management, its effect on employment, investment
and in economic growth or decline, affects us all. It is also an emotional topic which demands careful choice of words according to the audience addressed.

All the political parties, for example, know that economic survival depends on an incomes policy, on how big a slice of the national income is to be distributed in wages and salaries. The Liberals, for years without hope of office, could afford to be completely honest and talk of an incomes policy quite plainly. The Conservatives were quile happy to concede the principle of free collective bargaining, meaning unlimited pay demands, but only in private industry in practice because market forces automatically ensure a measure of control with people pricing themselves into or out of employment.

But where the government is paymaster the Conservatives set cash limits on what the nation can afford to spend. In this they followed the example of their Labour predecessors who imposed cash limits but called it a Social Contract. This phrase, now out of favour since the policy is alleged to have lost Labour the last election, has been replaced by a National Economic Assessment promised by Labour if they succeed at the ballot box next time. Does a NEA embrace an incomes policy? Well, yes and no is the answer we get, meaning yes if Labour wins as they, like any other government of any complexion, will have no option other than national bankruptcy.

It is not only words that are confusing or downright deceiving. Numbers are equally so and capable of many interpretations according to angle of view, especially in terms of remuneration and by this I include pay plus fringe benefits.

Lasi May I reported that British Telecom pay went up 31 per cent in the financial year against a mere 4.6 per cent increase in business. In consequence I received an unfriendly letter from a BT employee who contested the figure because his pay increase in two years only totalled 27.6 per cent. Perhaps I should have made it clear that the total pay bill for all BT employment was up 31 per cent, not individual basic pay, but I should have thought that my correspondent, who appeared to be a comprehending and reasonable man, would have accepted the figure in the context of comparison with business achievement.

Basic pay, gross pay and take-home pay are all different as is the pensioners' nine percent less than the nurses' eight percent. Good luck to miners for free coal and railway workers for free transport, to students for many concessions, all never mentioned in pay bargaining.

## Overseas

Old timers may remember the Stromberg-Carlson radios of 50 years ago. This US company is now in digital telephone exchanges and has been bought by Plessey for $£ 33$ million and will expand Plessey's business in the USA and elsewhere overseas. The deal could result in some of Plessey's UK equipment being built in the USA for their domestic market.


IN$N$ this final part the order of assembly is detailed together with testing-and calibration procedures.

## ASSEMBLY

Construction of the robot is very easy but the order of assembly is fairly important particularly when putting the arms together. Also if it is not to tear apart its wiring then the recommended wiring scheme should be followed.

To assist with this, holes are provided at strategic points for anchoring the wiring with cable ties.

A good starting point is the base plate on which are fitted the power supply and the rotation position sensing potentiometer (Fig. 8). Next take off the cover of one of the gearboxes, turn round the exit side of the drive shaft, fit on it the smaller gear together with its mounting bush and nut, fit the motor loosely on the top plate, screw the side panels onto the base and fit the top plate. Special screws which roll threads in the steel in which they engage are used on all the panels. The shoulder rotation shaft and the larger gear can now be fitted and the motor tightened in position keeping the gears firmly enmeshed.

The arms are constructed in a sandwich arrangement with the lower arm sides fitting round the upper arm and the shoulder support bracket. First assemble the gripper components i.e. the jaws, gripper mounting plate, motor etc. as shown in Fig. 4. On one of the upper arm side pieces fit the wrist motor and a shaft securing bush and on the other side piece fit the wrist position sensing potentiometer. The two sides can now be brought, together sandwiching the counterbalance weight and the gripper assembly. Next fit the shoulder support bracket, screw on it the other shaft securing bush and fit to the lower arm side pieces the motors, counterbalance weights and potentiometers.

The side pieces can now be brought together round the upper arm assembly and the shoulder support bracket, holding them together with a stud through them at what will be the rear end of the machine. The wrist motor is on the right hand side. Secure the gear box drive shafts but not the potentiometer shafts and move each axis to the centre of its travel-gripper, upper arm and lower arm all in line about $60^{\circ}$ above the horizontal with the arm pointing forwards.

Set each potentiometer to its centre position i.e. equal resistance between the centre tag and each of the outer ones by use of a screwdriver in the adjustment slot and secure the shafts.


Fig. 8. Power supply component assembly and wiring on base plate
The robot can now be wired up to terminal blocks fitted to the rear end panel following the diagrams in Figs. 11, 12 and the wiring table below. The wires in the 6 mm sleeve pass through holes in the bottom of the shoulder support bracket before passing through grommets in the top plate. Sufficient slack must be allowed for $180^{\circ}$ of movement of the arm.

Assembly of the interface board (Fig. 11) requires little comment except to say that it is plated-through i.e. both sides of the board carry tracks with connections between the two sides being made by the conductive coating in the holes



Fig. 10. Under side of printed circuit board


Fig. 11. Track and component layout for completed board


Component assembly and wiring of left and right sides respectively of Micrograsp


Underside of base with VR101A visible
so that no link-through pins are required. The board is wired in with 23 way ( 24 or 25 way reduced) ribbon cable to the terminal block leaving temporarily free connectors $2,4,6,8$, 10.

## TESTING AND CALIBRATION

Power up the robot and interface board without the computer connected and with all the i.c.s unplugged and check the power rails for $\pm 9 \mathrm{~V}$ approximately and $\pm 5 \mathrm{~V}$ from the regulator. Assuming all is well, switch off and plug in the i.c.s. Check again and switch off.

Connect to the computer, switch on the robot followed by the computer and check the computer's operation is unaffected by the interface board. If it is, then there is probably a short across the address or data lines on the board.

Set all the switches to open, rotate each VR1 fully anticlockwise and enter POKE 65472,0. Each output of IC5a will now be low and IC7a pin 1 will be close to OV. Enter POKE 65472,255 and each output will change to high and pin 1 will change to close to +1 V . Enter POKE 65472,128 and pin 1 will change to 0.5 V . Similar results will be obtained on servo circuits B, C, D using addresses 65473, 65474,65475 respectively. Address the monostables with


Fig. 12. Numbered terminal blocks fitted to the rear end panel. The wiring table shows connections from the robot to the p.c.b. (Fig. 11)

| TERMINAL | DESTINATION | WIRE COLOUR | $\begin{gathered} \text { PCQ } \\ \text { CDNNECTION POINT } \end{gathered}$ |
| :---: | :---: | :---: | :---: |
| 1 | ROTATION MOTOR RED | GREY | 1 |
| 2 | ROTATION MOTOR BLACK | ORANGE | 2 |
| 3 | SHOULOER MOTOR BLACK | BLUE (LEFT) | 3 |
| 4 | SHOULOER MOTOR RED | BLACK (LEFT) | 4 |
| 5 | ELBOW NOTOR BLACK | ORANGE(RIGHT) | 5 |
| 6 | EL8OW MOTOR REO | GREY (RIGHT) | 6 |
| 7 | WRIST MOTOR BLACK | BROWN (RIGHT) | 7 |
| 8 | WRIST MOTOR RED | GREEN (RIGHT) | 8 |
| 9 | GRIPPER MOTOR BLACK | BLACK (RIGHT) | 9 |
| 10 | GRIPPER MOTOR RED | BLUE (RIGHT) | 10 |
| 11 | +VE OF POWER SUPPLY | RED | 11.12 |
| 12 | - VE OF POWER SUPPLY | BLUE | 13,14 |
| SOLDER TAG | SOLOER TAG ON base plate | BLACK | 15 |
| 13 | VR101 O TAG B | WHITE (LEFT) | 16 |
| 14 | VR101 C TAG B | YELLOW (LEFT) | 17 |
| 15 | VR 10\% B TAG E | VIOLET (RIGHT) | 18 |
| 16 | VR 101a tag e | GREEN / YELLOW | 19 |
| 17 | OV(onalog)VR101A TAG C  <br> $"$ $\because$ VR101B <br> $" A G A$   <br> $"$ $\because$ VR101C <br>  TAGA  <br>  VR101D TAGA | PINK <br> PINK(RIGHT) <br> PINK(LEFT) <br> PINK (LEFT) | 20 |
| 18 | Vp VR101A TAGA  <br> VD VR101B TAGC <br> Vp VR101C TAGC  <br> Vp VR1010 TAGC  | RED RED (RIGHT) REO (LEFT) REO (LEFT) | 21 |



## Showing the jaws of the gripper fully expanded

POKE 65477,0 and POKE 65478,0 and IC9 pins 13 and 5 respectively will go high for about 2 seconds and then return to low.

Connect the rotation motor (connector 2) whilst the robot is switched off, turn each preset to its midway position and switch on. The arm will move to some extent and come to rest peaceably i.e. without being held back by its cables. Turning VR1A will result in the arm changing its position, Return VR1A to its midway position, successively enter data of 0 and 255 i.e. minimum, and maximum codes and adjust VR1A, VR2A for $180^{\circ}$ of movement symmetrical about the forward facing position.

Repeat this procedure one axis at a time for the other three servo controlled axes adjusting for the shoulder to move between almost touching the end stop and about $10^{\circ}$ below horizontal and for the elbow and wrist joints to have $180^{\circ}$ movement. Finally connect and check the gripper motor circuit and after fitting the end panels the robot is ready for use.

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## THE UNITED STATES AND HALLEY'S COMET

The mission to look at Halley's comet was aborted by lack of funds and the European Space Agency were forced to "go it alone". The details of this situation were outlined in a previous issue of Spacewatch together with an alternative suggestion from America to divert an existing spacecraft so that at least something would be contributed. The suggestion was that first the Giacobini-Zinner Comet should be the next target and then follow-on to an approach to Halley's Comet. This was hailed as an excellent idea and at least a try to carry out the original plan. However it was not really like this at all. Funding was allowed to provide for the existing spacecraft to be diverted but the reason for it was that America wished to be the FIRST to intercept a comet. The benefit to knowledge is without a doubt a great stride forward and the world of science will acquire vital information about comets which will help to provide data to make the best use of the Halley encounter. The cost will not be more than about five million dollars. This includes the funding already provided for this spacecraft to carry out its original programme which will be completed a few months after the Halley encounter, The procedure will follow these lines:

Early in October 1982 the Goddard controllers operated the Hydrazine propulsion system to send the spacecraft back toward the Earth. This was to effect the intersection of the Moon's orbit so that the Earth's gravity could send the spacecraft outward behind the Earth passing across the Earth's tail. This means that the spacecraft will be able to examine the particles and fields that are known to exist across the tail. This took place around the 19th and 25th October, when the spacecraft was 317,000 miles from the Earth. The vehicle then continued outward until it reached about a million miles from the Earth, then the Earth's gravity pulled it back down the tail toward the Earth. Again the spacecraft will move away till it reaches some 820,000 miles gathering further data which will be unique.

About February 6th 1983 the hydrazine system will be activated again to provide a
thrust of 100 to 115 feet per second to change the orbit of the spacecraft to a swing past the Moon by some 12,400 miles. After this there will be three options at or about the 30th March 1983. After which the further changes of orbit will be decided. There are some changes to be expected on 22 December 1983 the last Lunar swing-by will take place and the spacecraft will then be about 60 miles from the surface of the Moon. For precise directional control base stations will be needed.

As there is a limited amount of propellant avdilable the target acquisition must be precise. There will be little latitude for correction of the trajectory so the situation needs very careful calculation and execution. If all this is successful then the spacecraft will attain a closing velocity of some 13 miles per second. The spacecraft will pass behind the nucleus of the Giacobini-Zinner comet and through several thousand miles of the tail.

This spacecraft does not carry any imaging facilities but its instruments will be able to measure plasma densities, temperatures and flow speeds. It will also be possible to assess the character of the heavy ions. It is expected that the distance of the spacecraft from the nucleus of the comet will be 1,864 miles.

After the encounter with the comet the spacecraft will pass on to take part in the Halley observations. On or about October 30th 1985 the spacecraft will be on a line between the Sun and Halley's comet and will attempt to check the nature of the solar wind before it reaches the comet. At that time the spacecraft will be one astronomical unit from the comet, 94 million miles, and some 47 million miles from the Earth. Finally on March 28, 1986 the spacecraft will be 21 million miles from Halley's comet and 60 million miles from the Earth.

## EUROSPACE PROGRAMME

The European Spacelab 1 mission is scheduled for September 1983, and the first flight of the Eureca recoverable carrier in April 1987. The mission slot for Spacelab 1 is assigned for the shuttle Columbia to take the Spacelab into orbit. The shuttle will be modified to enable the mission to be extended to 9 days. This mission is a cooperative one, with ESA responsible for the Spacelab itself and NASA for the operational programme. Two mission specialists from NASA will be on the Spacelab 1.

One complication arises out of this mission, this is that the recovery of the orbiter will be at Edwards AFB in California and not at the Kennedy Space centre in Florida. New planning will now be necessary to handle this situation. One of the reasons for the decision is that the return of the Orbiter from the mission will 'be without the "head-up" systems and will also be carrying one of its heaviest payloads. It is considered that in the light of previous missions the Edwards facility offers the maximum safety factor.

This mission will carry its specialists and the equipment in the long module unit which includes a pallet section. There will be 36 different instruments on this mission. These will include a metric camera, microwave remote sensing equipment and a fluid physics module. The disciplines to be covered on this flight are plasma physics, solar physics, astrophysics, Earth observations, material sciences and life
sciences. This mission will also involve the carrying of the total payload throughout the flight. However as part of the follow on programme for Spacelab, a small unit which will be unmanned is being developed by ESA. This will be released from the orbiter, left to carry out its tasks and then some six months later recovered by the Shuttle.

The carrier vehicle, EURECA, is scheduled for a first flight in April 1987. This will be aboard the Shuttle Orbiter Challenger. It will be recovered in the following September by the orbiter Aquarius. A number of configurations have been suggested and projects evaluated such as a mirror furnace solution growth (protein) and also automatic gradient heating. Several contracts are under consideration such as the British Aerospace design of half pallet size of unit derived from the original concept by BA for basic Spacelab missions. Another is from Messerschmitt-Boelko-Blohm. This is based on a modular payload structure that has also been used for Spacelab.

Solar arrays were under consideration which include designs from British and German groups. The solar arrays would be of average size, about 90 square metres and perhaps initially deliver 5.4 kW at a voltage of 28V. Provision for the charging of on-board batteries for use during the shadow periods which will result from the angle of the orbits, when at 28.5 degrees. Other contracts will be considered for stabilisation equipment for the free flight missions.

The European Space Agency has declared its intention to make programme decisions for the next ten to twenty years activities. Preliminary guide lines are centred round follow-on launch vehicles and Earth orbiting space stations. These deliberations are being cartied on at both industrial and political levels. The Agency is a multi-national body and there are therefore many points of view to be considered. In the main there are three categories of activity.

The Agency seeks at the moment agreement from the members to spend about $£ 6$ million to study the categories in depth. The broad area involved includes space launchers, where there is support for launchers capable of carrying manned vehicles into orbit. Another part of the area of study is participation with the NASA organisation in America for joint manned missions. The third area of consideration deals with the development of a European "in-orbit infrastructure" so that Europe may develop independant orbital facilities in case the cooperation project should fail to come into being.

## JAPAN AND SPACE

Japan is studying small shuttle development as a priority. These studies are in the early decision stage. An initial evaluation deals with a vehicle capable of carrying three crew into orbit. The studies will include the use of airbreathing engines on the vehicles to provide powered flight on return to Earth.

Japan will continue to develop large launchers capable of raising vehicles to Earth orbits. More details of the parameters of the vehicles being processed will appear later.

# Ultimum Computer <br> Interface Pam 3 

THE nature of ULTIMUM has stirred sufficient spontaneous interest, and queries, to bring about the decision to interpose at this point with a more detailed analysis of the memory mapping, and rather special address decoding techniques employed. Moreover, with a project which is likely to last many months, it is in deference to those with an anxious interest in the daughter cards towards the end of the list, that we now reveal more of the interfaces yet to be published.

## THE 8255

The 8255 peripheral interface should first be understood. This device is a 24 line parallel interface. Each line may be set to an output or an input. Fig. 1 gives a schematic of the arrangement of this device, and as you can see it is made up of three ports ( $A, B, C$ ) each of 8 bits. These lines go to the daughter cards, each card having three lines dedicated to it. We are using the 8255 for three functions

* Control
* Handshake
* Mapping

On some boards (the port boards being one example) we need to control particular devices with a line or two. In this case these lines are obtained from the 8255.

The handshake function is used on the two intelligent boards (the terminal board and the disk controller). These boards have to tell the system processor when an operation (like disk formatting or display scrolling) has been completed. In this case the port lines are used in their input mode and can be read by the system to determine the state of operations.

The most important function is the so called mapping. This is simply a way of fitting respectable amounts of memory into a limited space. Normally an 8 bit processor has 16 address lines at its disposal. These will allow addressing of 64 Kbytes. High level languages and word processing packages tend to make short work of this amount of memory, so some method of expanding the available RAM/ROM is needed.

In Fig. 2 we have shown how this can be done by selecting "banks" of memory. There are two banks in this example, but you can have as many (limited only by the drive capability/slots on the motherboard) as you like. The two banks are addressed with same address lines. The 8255 port is used to switch one bank on at a time. You cannot read both banks at once (unless you move one to a different place in memory) but data can be stored in both and accessed at
different times. The system is slower in some cases, which is why the larger 16 bit processors with their megabyte or so of direct addressing are becoming more popular.

Peripherals that aren't used very often can be switched out (sometimes called "paged out") so that they don't use up memory space when they are not needed.

To give some idea of the capacity of this type of system, four 64 Kbyte RAM cards can be used together to provide $\frac{1}{4}$ Megabyte of memory! (but see Notes).


Fig. 1. The 8255 Peripheral Interface


Fig. 2. Bank switching to increase usable memory

## THE MEMORY CARDS

The dynamic RAM card and static RAM/ROM card (published already), may both use the 8255 to be paged in and out. The ability to program ROMs is covered by a programmer card (Fig. 3) which allows you to program 2716/2516/2732/2532/2764 ROMs. As Fig. 3 shows, we have provided a couple of nice features; current limiting to protect the i.c. being programmed, and hardware control of the programming pulse to make programming easy.


Fig. 3. The ROM Card

A departure from the standard cards for an expansion board is a Romulator card which is shown in Fig. 4. This card can emulate $2716 / 2516 / 2732 / 2532$ ROMs. The board looks just like 4 K of standard memory which can be used for programs or data. By switching a line of the 8255 on the motherboard, the memory can be made available on an external 24 pin header and plugged into another system. This makes your home computer into a powerful development system at a fraction of the cost of the stand alone emulators. With an assembler, your system can be used to develop control programs which may be burned into PROM using the programmer.

## DISK CONTROLLER CARD

A very different approach in the design of this card was necessary to suit several systems. The single most important feature of this card is that it is intelligent, ie. it has its own processor which controls the disks and handshakes (see motherboard) with the main processor. The disk processor has its own disk operating system (WeeDOS) which provides formatting, directory control, and functions such as READNRITE and DELETE. Fig. 5 shows the block diagram for this board. It looks like a port to the main processor, and this makes the interface to the disk simple (rather like an intelligent cassette). The card was originally designed as a single density controller, but will be upgraded to a double density version, which means a capacity of about 4 megabytes using double density 5.25 in . floppies.

## SPEAK

The speech card is based around a single chip phoneme generator, as opposed to the fixed vocabulary type. Limited vocabularies are never useful enough. The schematic for this card is given in Fig. 6 which also shows how it interfaces to the nine channel fully programmable sound generator. The sound generator can also be used on its own, but the two together provide a very powerful programmable sound source.


Fig. 4. The ROMulator


Fig. 5. Disk Controller Card


## DISPLAYS

The more recent home computers have limited character displays, with graphics which are great for games; but just try using 32 character lines for text editing or high level languages where you need to indent the text to make it readable. Fig, 7 shows the solution to this problem. The card is another in the intelligent series of cards, having its own processor, and display memory. You can set the card up for a range of character widths (up to 80 characters $\times 24$ lines) because it uses a programmable display controller (the 6545). Several high level functions such as Line Insert, Clear Screen and Scroll are provided as single byte commands. Teletext format is easily selected and you may program your own PROM character set if desired. As Fig. 7 illustrates, the card looks like a port, so that it is easy to interface to the main system.

## INTERFACES

There are two interface cards, these being an analogue card and a port card. The port card (Fig. 8) provides a realtime clock (with a battery to keep it ticking when you switch off) an RS-232 interface (for terminals etc.) a Centronics interface (for printers) and parallel lines (16) which can be used to control peripherals.

The analogue interface provides a 12 bit D to A converter, a 12 bit $A$ to $D$ converter and a very fast 8 bit $A$ to $D$ converter (Fig. 9). Between them, they provide the resolution and speed for most applications (digital scopes and measurement being two popular ones).

## THE LAST ONE

The final card in the series is a second processor card. Two designs are in the offing, an 8 bit (6809) and a 16 bit processor. The card will interface with all the other daughter cards and the main processor. It will be provided with a monitor program in ROM so that it can be set up and programmed from the system. Reset facilities will make the design of a stand alone system possible.

## NOTES

The dynamic RAM card requires good quality signals from the main system. Timing is very tight. Some boards (eg. the Superboard and the UK101) are totally un-buffered and the signals coming off the expansion socket have to be seen to be believed. If your computer has adopted the dubious economy of omitting buffers, you may have problems with the dynamic RAM card. We suggest that you stick to static devices on these cheaper systems. Watford Electronics will be supplying special buffered connectors to overcome this problem.

That covers the range of cards. NEXT MONTH we continue with the PROM programmer.

## Constructor's Note

Kits for all parts of the ULTIMUM system are (or will be) available from Watford Electronics, 33 Cardiff Road, Watford, Hertfordshire WD1 8ED.
Send SAE for price list of boards now available.


Fig. 7. Display Interface


Fig. 8. Port Card


Fig. 9. Analogue Interface


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FEATURING 8001 DG221

## NET-WORKS

All the buzz in computer circles at the moment is the subject of Local Area Networks or "LANs" for short. In the data processing systems of the future it will not be necessary for the hopeful, humble, user to approach the inner sanctum of the "Main-frame". clutching his carefully prepared tapes or punched cards to seek an audience with the mighty machine. Instead, "Distributed processing" will be the name of the game, and systems will no longer live in their air-conditioned temples closely guarded by vestal virgins, but will appear on everyone's desk and in everyone's office, positively encouraging even the most casual user.

To some extent this is already happening with microcomputers of course, but a simple PET or word-processor doth not a mainframe make, because unfortunately the single autonomous keyboards and disc stores of such simple systems cannot offer either the huge memory capacity or the speed of their huge companions from IBM or ICL.

Local Area Networks are important because they will allow the friendly office micro to be hooked up to many others like itself, facilitating the exchange of programs, data; or correspondence. If the power of a mainframe is still required, it too can be hooked into the net and accessed by the microcomputers as necessary, avoiding the need for the previously necessary leg-work and temple offerings. (Pity about the vestal virgins thoughl)

LANs will consist of an all embracing ring using just a pair of wires or, more likely, a coaxial cable which can be "tapped" at any. point. Office designers of the future will consider the installation of a LAN ring-main to be just as important as the 240 V mains wiring, and even the older offices will be fitted out as the efficiency of such systems becomes attractive.

There are already several contenders for the coveted title of the LAN standard, and many readers will have already heard of our home-grown candidate called the "Cambridge Ring", but for my money, the LAN to look out for is the "Ethernet" standard which is supported by the powerful grouping of Intel, DEC and Xerox.

Ethernet operates over a coaxial cable ring which will transfer data at a very rapid 10 Megabits per second, but to implement this system, each terminal needs a sophisticated link controller which at the moment would cost almost as much as the microcomputer itself because it would have to be made using mainly random logic.

Needless to say, the race is on to build
cheap LSI Ethernet controller chips, and these are just starting to become available in sample quantities. One which caught my eye, because it is compatible with eight bit microprocessors and is not too sophisticated, is the 8001 from SEEQ Technology.

## LINK CHIP

The 8001 consists of a CPU interface, a transmit processor, and a receive processor, made in NMOS technology and packaged in a 40 pin d.i.p. Communication with the microprocessor takes place over an 8 bit bidirectional data bus using the standard CPU control signals CS, RD, and WR which are connected within the 8001 to a transmit register, a receive segister and six "Station address" registers.

In operation, the 8001 continuously monitors all data transfers occurring on the network. When the chip recognises activity on its "Carrier-sense" line, it synchronises itself to the incoming data stream during the message preamble and then examines the address field of the received message frame. If the address matches its own programmed field, the chip passes the entire frame of information to the CPU over the bus a byte at a time, but if not, it ignores the message. Ethernet messages are protected by a very discriminating error detection code called CRC, which is much better than a simple parity check. Information about the validity of a message is passed to the CPU at the end of a received frame after CRC checking so that appropriate action may be taken to request a re-transmission of the corrupted data if necessary.

The 8001 also deals with some fundamental problems of serial networks by avoiding "collisions" and providing "contention" resolution. When an 8001 is ready to transmit it first checks that there is no other carrier present and then sends a preamble of bits just long enough to ensure that the first bit has had time to reach the furthest point on the network. After the preamble, the source and destination addresses, message frame, and CRC checksum are sent.

When two or more stations begin sending their preamble before they can detect the presence of each others carriers, a collision occurs which garbles the messages. When the transmitters realise that they are in conflict, they each transmit a jam signal and then wait for random time intervals before trying to re-transmit. The chances of a second collision are therefore reduced and the possibility of a "deadly
embrace" in which two stations both try to re-transmit at the same time so that they continuously garble each others messages, is avoided.

To complete an Ethernet station using the 8001 it is also necessary to add an external encoder/decoder chip to convert the serial bit stream from the chip into the return-to-zero (RZ) Manchester code required by the net, and vice-versa. Manchester coding eliminates the d.c. comporrent introduced by conventional non-return-to-zero (NRZ) links such as RS232.

I think that we shall all be hearing a lot more about LANs before long, so watch out for further news in these pages!

## SWITCH CHIP

Fingers, as everyone now realises, are designed for deftly caressing QWERTY keyboards, not for flicking nasty ugly toggle switches, so in future let your computer do the work and avoid breaking your nails, by using some Siliconix DG221s in your new microprocessor controlled Disco Console.

The DG221 consists of four solid state analogue switches controlled by a microprocessor compatible latch which can be hooked up to four lines of a data bus and strobed by a $\overline{W R}$ signal. Each switch has a typical ON resistance of 60 ohms and an OFF isolation of about 70 dB and operates in the true "break-before-make" fashion that you have come to expect from those old museum-piece toggles. The switch functions are effectively isolated from the digital control latch, and can be used with separate plus and minus supplies up to a total of 44 volts with a signal voltage capability of up to 30 volts. To prevent variations of switch parameters in the face of power supply and temperature fluctuations, the chip has a built in compensating voltage regulator.

Connecting the DG221 to your microprocessor couldn't be easier since it can pretend to be either an I/O port (for 8080 or $Z 80$ systems) or a memory location (for 6800 and 6502 systems). Since only four data bus bits are allocated to each DG221 it is also possible to have two devices at each I/O or memory address. A single byte output to the DG221s can then provide any combination of "ONs" and "OFFs" for the eight switches to amaze and delight your friends. It is also possible to cannect the various switches together to perform multi-way and multi-pole switching if required, so it can replace those old rotaries too, provided you get your program logic right!

## MICRO-EUS

## Compiled by DJD

Appearing every two months, Micro-Bus presents ideas, applications, and programs for the most popular microprocessors; ones that you are unlikely to find in the manufacturers' data. The most original ideas often come from readers working on their own systems; payment will be made for any contribution featured.

THE MAIN topic in this month's MicroBus shows how a ZX8I can be used as the heart of an audio signal processor, to give unusual audio effects; three possible applications described here are an echo unit, a harmoniser, and a digital storage oscilloscope using the computer screen for the trace display. The circuits and programs were devised by Andrew A. Szalay of Hungary, and what follows is based on his description.

## ANALOGUE INPUT/OUTPUT PORT

The main part of the ZX81 Audio Signal Processor is the analogue input/output port which interfaces with the ZX81's bus; see Fig. 1. It can handle signals with 8 -bit resolution using sample rates of up to 80 kHz , which exceeds the requirements for good audio reproduction.
The circuit is based on the low-cost Ferranti ZN426E D/A and ZN 427E A/D converters. It uses the Z80's I/O port 3 to avoid conflicts with the internal I/O operations. IC6 and IC7 decode I/O operations to this port, and produce input-request and output-request signals at the outputs of gates IC7b and IC6c respectively.
The output-request pulse latches the data from the $\mathrm{ZX81}$ 's data bus into the 8 -bit latch, IC3, whose outputs are fed to the inputs of the D/A converter IC2.
The input-request pulse enables the data outputs of the A/D converter, ICI, allowing the data to be read by the ZX81. A version of this pulse delayed by IC5 is used to reset the A/D converter, and start a new conversion. Note that the data read from the A/D converter corresponds to the previous input operations. The A/D converter clock is generated by IC4.
For maximum precision the same voltage reference is used for both converters; the analogue input/output voltage range is 0 to +2.55 V , in accurate 10 mV steps.

## ANALOGUE CIRCUITS

For most analogue applications some extra amplification is desirable, and two alternative circuits are presented here. For simple applications such as data logging and the digital oscilloscope a simple interface using a buffer amplifier for both input and output can be used; see Fig. 2. The LF356 op-amp is chosen because of its high slew rate. For audio applications such as the echo unit and the har-


Fig. 1. Analogue input/output port circuit interfaces with $\mathbf{2 \times 8 1}$
monizer additional amplification will be required as in the circuit of Fig. 3. ICla amplifies the audio input to the required level, and the gain should be adjusted to be as large as possible without overload to minimise quantisation noise. IC 16 feeds the resulting signal to the $\mathrm{A} / \mathrm{D}$ stage. The output from the $\mathrm{D} / \mathrm{A}$ is buffered by 1 Cl ; the feedback control is used for the echo unit, and for multiple transpositions with the harmoniser. Finally, IC1c mixes the original input with the processed sound.

Professional analogue-to-digital systems use high-order low-pass filers to avoid aliasing, a type of distortion caused by the sampling process. In practice the simple circuits presented here work quite well without such filtering; for audio sources like an electric guitar or music from a cassette recorder none of the distortions caused by mirror frequencies can be heard.


Fig. 2. Simple audio stages enable analogue I/O port to be used as a digital storage scope


Fig．3．Audio stage interfaces the analogue $1 / O$ port to an audio amplifier
－ 0 ．
20 CLS
30 FAST
40 LET $A=16514$
50 PRINT VDELAY RANGE ：．．．（MILLISEC）＂．＂（MAX 500）＂
60 INPUT F
70 IF P $>500$ THEN GOTO 60
Bo LET $P=128$－INT（P／日．61＋0．5）
90 POKE $A+4, P$
100 POKE $A+7, P$
110 POKE $A+29$ ，$P$
120 POKE $A+35$ P
130 CLS
140 PRINT＂DOWN：O UP： 1
150 INPUT P
160 IF P＝D THEN GOTO 200
170 IF $\mathrm{P}=1$ THEN GOTO 400
180 GOTO 130
200 POKE A＋21．
210 GOSUB 600
220 LET $K=1 N T(256 / P+0.5)$
230 GOTO 日OO
400 POKE $A+21.19$
410 GOSUR 500
420 LET $\quad=1$ NT $(256(P-1)+0.5)$
430 GOTO 800
600 FRINT＂TRANSPOSE：．．．（SEMITONES）＂
610 INPUT $P$

b30 RETUFSN
800 IF $x>255$ THEN LET $x=255$
日IO POKE $A+1$ ，X
B2O LET P＝USR A
830 GOro 0
Fig．5．Harmonising program for the ZX81 transposes the pitch of an input signal in real time

## SIGNAL PROCESSING

## PROGRAMS

The following programs use the audio signal processor circuit for three different signal processing applications；they are designed for use with a ZX8I with a 16 K RAM pack．The first stage for all three ap－ plications is to reserve space in memory for the machine code．Type the following：

## 10 SAVE＂SET＂ <br> 20 POKE 16389， 70 <br> 30 NEW

Start the cassette recorder in record mode， and RUN this program；it will save itself to cassette，and delete itself．Now if this program is loaded at any time apparently nothing will remain of it，but the BASIC area will be limited to 1.5 K with the area above this free for machine－code storage．Now type：

## 10 REM 00000000 ．．．．

and continue typing 0 ＇s until two lines have been filled．The zeros in the REM statement will be used to store the machine code．Next set up a loop for POKEing in the machine－ code routines：

The numbers to type in for each application are shown in Table 1，together with the corresponding assembly language mnemonics． Once the machine－code routine has been en－ tered，the corresponding BASIC program from Figs 4，5，or 6 should be entered；these calculate the required parameters，POKE them into the machine－code routine，and then call the machine code．The machine－code loops can be interrupted at any time by typing ＂$N$＂to return to the BASIC program．
10 REM ．．．string of poked characters．．．
20 CLS
30 FAST
40 LET $A=16514$
SO PRINT＂DELAY TIME：．．．（MILLISEC）＂＂＂（MAX S00） 60 INPUT P
70 IF P＞500 THEN GDTO 60
80 LET $P=128-$ INT（P／8．61＋0．5）
90 POKE $A+2,1$
100 POKE $A+21, P$
110 LET $P=$ USR A
120 GOTO O
Fig．4．Program converts the $\mathbf{Z} \times 81$ into an audio echo unit

| ADORESS： | ECHO： |  | HARMONIZER： |  | STORAGE SCOPE： |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 16514 | 10 H1，NN | 33 | 1d c，$N$ | 14 | $10 \mathrm{c}, \mathrm{N}$ | 14 |
| 16515 |  | 0 |  | 171＊ |  | 100＊ |
| 16516 |  | 72＊ | 10 de ，NN | 17 | $10 \mathrm{~b}, \mathrm{~N}$ | 6 |
| 16516 | $10 \mathrm{~b}, \mathrm{~N}$ | 6 |  | 0 |  | 1 |
| 16517 |  | 3 |  | 120＊ | dj nz | 18 |
| 16518 | 1d a，（h1） | 126 | la hl，NN | 33 |  | －2 |
| 16519 | out $N$ ，a | 211 |  | 0 | in a，N | 219 |
| 16520 |  | 3 |  | 120＊＊ |  | 3 |
| 16521 | in $a, N$ | 219 | in $a_{n} \mathrm{~N}$ | 219 | add c | 129 |
| 17522 |  | 3 |  | 3 | jr ne | 4 B |
| 16523 | 1d（ $\mathrm{hl}, \mathrm{a}$ ） | 119 | 1d（hl），a | 119 |  | －9 |
| 16524 | d）nz | 16 | inc hl | 35 | 1d hl，NN | 33 |
| 16526 |  | －2 | 1da，（de） | 26 |  | 0 |
| 16527 | inc de | 19 | out $\mathrm{N}, \mathrm{a}$ | 211 |  | 70 |
| 16528 | inc hl | 35 |  | 3 | iñ $a_{\text {，}} \mathrm{N}$ | 219 |
| 16529 | dee h | 37 | 1da，b | 120 |  | 3 |
| 16530 | lne h | 36 | add c | 129 | ld（hl），a | 119 |
| 16531 | jp $\mathrm{p}, \mathrm{NN}$ | 242 | 1 d b ，a | 71 | ine hi | 35 |
| 15532 |  | 133 | jr ne | 48 | 1a aph | 124 |
| 16533 |  | 64 |  | 1 | cp N | 254 |
| 16534 | 1d $h$ ，$N$ | 38 | line de | 19 |  | 129 |
| 16535 |  | 724 | inc de | 19＊＊ | jr nz | 32 |
| 16536 | in $a_{\text {，}} \mathrm{N}$ | 219 | diec d | 21 |  | －9 |
| 16537 |  | 2 | Ine d | 20 | ret | 201 |
| 16538 | ep N | 254 | jp p，NN | 242 | ld hl， NN | 33 |
| 16539 |  | 119 |  | 159 |  | 0 |
| 16540 | jp $n z, N N$ | 194 |  | 64 |  | 70＊ |
| 16541 |  | 133 | 1d d， N | 22 | lda，（hl） | 126 |
| 16542 |  | 64 |  | 120 | out N ，a | 211 |
| 16543 | ret | 201 | dec $n$ | 37 |  | 3 |
| 16544 |  |  | ine h | 36 | ine hi | 35 |
| 16545 |  |  | jp P，NN | 242 | 1d a，$h$ | 124 |
| 16546 |  |  |  | 138 | ep N | 254 |
| 16547 |  |  |  | 64 |  | 128\％ |
| 16548 |  |  | Id $n, N$ | 38 | ir nz | 32 |
| 16549 |  |  |  | 120＊ |  | －9 |
| 16550 |  |  | $\ln a, N$ | 219 | 1d $a, N$ | 62 |
| 16551 |  |  |  | 2 |  | 0 |
| 16552 |  |  | cp N | 254 | out Nata | 211 |
| 16553 |  |  |  | 119 |  | 3 |
| 16554 |  |  | jp $n=$ | 194 | ret | 201 |
| 16555 |  |  |  | 138 |  |  |
| 16556 |  |  |  | 64 |  |  |
| 16557 |  |  | pet | 201 |  |  |

## ECHO PROGRAM

The program to use the audio signal processor as an echo unit is shown in Fig． 4. To understand how the program works im－ agine the memory cells placed on the dial of a clock．The hand of the clock rotates with con－ stant speed；when the hand points to a cell the number in that cell is first transferred to the $D / A$ converter；the reading from the $A / D$ converter is then placed in that cell．Each sam－ ple is thus delayed by a time that depends on
the number of cells in the loop，and on the sampling rate．The sampling rate is fixed at 30 kHz ，but the number of cells in the loop can be varied to give different delays of up to 500 milliseconds．

## HARMONIZER PROGRAM

The Harmonizer program of Fig． 5 per－ forms a real－time pitch transposition of the in－ put signal，and works in a similar way to the
pigital storage osctul osctope

Fig. 6. Program converts the ZX81 into a digital storage o scilloscope
echo program. Imagine a clock with two hands which rotate at different speeds; one hand writes numbers from each cell it passes to the D/A converter, and the other hand reads numbers from the A/D converter into cells. The ratio of the two speeds determines the pitch ratio of the input to the output.

1A\$=" ( 018!119155*:VDU697\&9A:PRINTM IDS(AS,RND (6)*2,2) $: 2=G E T: G O T O 1$

Fig, 7. Dice-throwing program uses teletext graphics for dice faces

10WIDTH 3: REPEATA $=$ RND (6) : FORB=-7T07: $\mathrm{C}=$ ABS日* 4 MOD $8+$ SQR2 ${ }^{\wedge}$ ABSB: IFA/C MOD (C*2) PRINT "O": :NEXTELSEPRINTSPC1;:NEXT:UNTILGET=FA LSE

Fig. 8. Dice-throwing program for the BBC Micro takes 70 bytes

```
10 MODE 2:VDU5
20 X1=RND (1278): X2=X14RND(1279-X1)
Y0 Y1=RND(1022):Y2=Y1+RND(1023-Y1)
Y0 Y1=RND (1022):Y2 =Y1+RND(1023-Y1)
SO VDU24 X1 Y1, X2.Y2.16.COTO20
```

Fig. 9. Program for the BBC Micro draws random squares in different flashing colours

## STORAGE SCOPE PROGRAM

The last of the three applications is a digital storage scope, which allows you to read in a waveform, and then examine selected sections of it. The program, Fig. 6, allows you to select a trigger level and a "time window". When the input reaches the trigger level the sampling starts at a sampling rate of 69 kHz . The available 14.5 K of memory is filled up in

215 ms . After this the display mode starts and the time window can be moved to give a display of any desired portion of the sample. The oscilloscope is ideal for examining audio waveforms such as speech and music.

## DICE PUZZLE

In July's Micro-Bus a problem was posed for owners of the BBC Micro: write the shortest possible program that will print up a random dice face, in true 3 by 3 format, every time a key is pressed. The length of the original program, measured by typing:
PRINT TOP-PAGE
was 96 bytes. The smallest solution, sent by John B. Murphy of Dublin, reduced this to 58 bytes; see Fig. 7. It uses teletext separatedgraphics characters to give the dice faces and so is not strictly a solution to the original problem, which used the letter "o" for the spots.

The best solution to the problem as originally posed was submitted by Richard Jozefowski of Cambridge, and the ingenious program is shown in Fig. 8.
Richard Jozefowski included in his letter a program for the BBC Micro which may be of interest to readers; see Fig. 9. It creates a colourful display of nashing squares of different sizes. If the flashing is found too disturbing, change the $\operatorname{RND}(16)$ in line 40 to RND(8)!

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## STEAM TRAIN "CHUFFER"

THIS circuit simulates the "chuff chuff" sound, with background steam of a train, synchronised to the speed of the model. The principle of operation is that the voltage on the track is used to control the period of an astable, which switches the gain of a noise generator.

The voltage from the rails is smoothed by C6 (Fig. 2) and limited from exceeding 12 V by D6. A minimum voltage is maintained across C6 by VR2, VRI and D7. VR2 is also used as a manual control. The voltage across C 6 is modified by IC2 (Fig. $5 b$ ) to enable the 555 astable to be controlled, by feeding the output of IC2 to pin 5 of the astable.

The timing chain on the 555 astable is fed from a 10 V supply, consisting of R24 and D8, so that when the output of IC2 is greater than 10 V (rail volts near zero), the 555 is gated off and no "chuffs" are heard (Fig. 3).

The audio circuit (Fig. 1) consists of TR 1, as a noise generator due to reverse breakdown, TR2 as an amplifier and IC1 as a switched amplifier controlled by the 555 astable. TR 5 switches the gain of IC1 according to the output of the 555 astable and gives a "chuff" rate which matches the speed well, as can be seen from Fig. 5 .

The power supply for this circuit is shown in Fig. 4 and it must be an independent 12 V transformer to enable matching to any type of train controller.

VR5 (Fig. 3) sets the maximum "chuff" rate, VRI (Fig. 2) sets the minimum voltage on C6 so that the 555 just gates off and VR3 and VR4 set the slope and level of IC2's output (i.e. Fig. 5b). The line of Fig. 5b is difficult to see correctly as VR3 and VR4 interact.

The speaker used was an 8 ohm 3 inch round type in series with 100R.
S. R. Woodall, Mangotofield,

Bristol.


Fig. 3

## HIGH GAIN, HIGH FREQUENCYAMPLIFIERS

DURING experiments with a design for an induction balance metal detector, a need arose for an amplifier with a frequency response above 100 kHz , a completely stable gain in excess of 100, an input impedance around IOk, and a low output impedance. In addition a sharp roll-off was required below about 20 kHz , to ensure a complete lack of gain at 50 Hz and thus minimise hum pick-up.
The first circuit, Fig. 1, was based on a 748 i.c. This cannot provide a gain much over 20 at the frequency required on its own, so the gain was limited to just 10 with the local feedback resistors R6 and R7, and the BCl 09 was used to provide the rest of the gain required, including within an overall negative feedback loop to eliminate the effects of temperature, etc. R4 and R5 set the output d.c. working point (half supply voltage), R10 and R11 act as a potential divider to provide the correct bias voltage to TR1, R1 and R8 set the input impedance, and R9 sets the overall loop gain. With the values shown the circuit provided a voltage gain of approximately 220 and was completely stable, though care should be taken with layout.
This circuit may be of interest to some readers, as it has an extremly high gain and may be adaptable for other purposes, but after experiments with the much faster


NE531V op-amp the author has replaced it with a much simpler circuit (Fig. 2). This provides a frequency response above 150 kHz at a voltage gain of 100 , and the low frequency response is tailored by Cl and C2 to give a very sharp roll-off at about 30 kHz . At 50 Hz the gain is well below unity.
A. J. Flind,

Taunton,
Somerset


## TELEPHONE BELL'

enclose a circuit which I hope will arouse some interest. It is a circuit for a telephone 'bell'. As it stands the tone generated by IC2a is switched on and off by IC2b. IC1 switches the whole circuit on and off. The resultant sound is the characteristic 'ring-ring . . ring-ring .... when adjusted properly. VRI controls the long pause. VR2 controls the mark-space ratio between the two close rings. The controls just have to be twiddled about until it sounds right. If either VR1 or VR2 is advanced too far, the "phone" will ring three times before the long pause! In fact, due to capacitors charging up, on the first series of rings it does ring four times then starts on the "ring-ring . . ." sequence. It should be noted, however, that the frequency given out to LS1 is not 25 Hz , but perhaps


E0570

2 kHz .
If 25 Hz is desired, the asterisked resistors should be raised in value or Cl should be raised in value. The components
asterisked change the short space between the rings.

Brian Craigie,
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